

RED EXPANSE



A CYBERPUNK: RED HOMEBREW

Red Expanse: 2145

Homebrew Expansion For Cyberpunk Red

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Cover

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SUPPORT THE AUTHOR

VERSION

v3.0

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So what is this?

2145 is a homebrew using *Cyberpunk: Red* for a space aged setting and campaign. Everything in this rather long guide is a collection of months of gameplay with various groups on a version that seems suited to finally start writing and sharing. This space-aged setting is post-2077 based on hints throughout the lore of Militech colonizing Mars and a Fifth Corporate War. All that has come to pass, Militech and various world governments settled Mars, there was a Corporate War, and now the Dark Future has grown beyond Night City. To the far reaches of our own Solar System. Corporations have started to carve up asteroids and moons, the High Rider Confederation is an independent faction that regulates ship traffic

moving throughout the system. Mars is a failing colony on the brink of civil war. Militech and Arasaka ships move through the rings of Jupiter in the brewing Sixth Corporate War. This is still a Work-in-Progress document and over time my aggregated results from gameplay with home group will be added but unless there's a demand for more content, don't expect major content updates. Things I want to do is add some rules and expand to different pop-culture or video game settings, expand and iron out the ship rules, and even launch a server that's like a loose west march or something like that. Again, only if there's interest.

You're not married to this setting

Red Expanse: 2145 is a homebrew setting with the dream of a server and whatnot but you're not married to anything in this document. What's here is a great foundation to take your *Red* games beyond the scope of night city, such as *Star Wars* or *Alien*, or even my next setting (if my Players would allow after our *Witcher/Red* hybrid of the *Elder Scrolls*) the verse of *Star Citizen*. I'll probably be putting all those optional rules in a separate document full of things like Lightsaber Combat, ships with gravity and laser cannons, and more.

Deep Space v2

Unlike *Deep Space*, *Red Expanse: 2145* is leaning more towards soft science fiction with the ~~magic~~ Red Fusion Drive that can make Space Travel as simple as crossing an ocean or taking a plane to a new city. The struggles are the same, however. With Earth rotting and Saturn providing the only source of ice that can be harvested in large quantities, drinking water and clean air have become commodities. Corporations sell air in cans and charge Premium to Expensive prices for a bottle of refreshing clean water.

Unlike *Deep Space*, this won't get too crunchy. There are some new rules to deal with different gravity types, rules for spaceships, but it's not going to get anymore complicated than what you can find in the core rulebook. There will be elements that I have taken inspiration from such as the work done by the wonderful *Neon Red* community. With that aside, let's dive into this.

CHAPTER 1: WELCOME TO THE DRIFT

Thinking about leaving behind those garbage filled alleys for a better life in the stars? Heh, you gonk, space ain't pretty. You want to be a real punk? Kids got all sorts of lame names for them like starpunk, spacepunk. You're still a cyberpunk because those mean streets, dark alleys, aren't groundside exclusive. Up here on the float, among the expanse of stars, crossing the wrong person will get you out the wrong side of an airlock. Oh what, you don't know what that means? Strap into your crash couch, Choomba, because I'm gonna walk you through it.

This isn't *Star Wars*, it ain't pretty. Life is as precious as air, which loses meaning to all you Earthers looking up at that big ol' blue sky, but up in space, air is precious. Hell, stealing air is a guaranteed death sentence right there and then. Playing *Red Expanse: 2145* we had the lights turned down low, a mix of *Rebel Galaxy Outlaws* radio hits to synthwave beats as my players navigated the dark underground tunnels of Luna or the hyperactive riot of noise and neon in the Highrider Drift Stations. Kid you not, putting on the mirrorshades and leather jacket with synthwave kicked up may sound a little edgelord-y but it really did help to get us in the mood.

"First thing I do after a month on the drift is hit the casinos. Sure, the game's rigged and I'll blow all of my bits, but that just means at the end of the week, I get back on my ship and hit the drift for more scratch."

- Ryder

The aesthetic of what *Red Expanse: 2145* can be hard to nail down at first. You'll be tempted to sit down, flick that switch, and watch the stars pull back as you get flung into Hyperspace. In *Red Expanse: 2145*, it's a little slower. Ships are your home, your crew is the closest thing you've got to family, and we use the word family sparingly because you're all a bunch of survivors and loners who got nowhere else to be. Your ship should look like it's always on the brink of falling apart - because it is. *Red Expanse: 2145* should be as much about those slow moments where characters are going from one station to the other doing small tasks and connecting as much as the high octane feeling that comes from this homebrew system's space combat.

So Dan, what do I need to play Red Expanse: 2145?

You're gonna need a copy of *Cyberpunk: Red*. Surprisingly, there isn't much to convert here except Space Combat and ship management and some revisions to gravity combat. Other than that, the economy and core gameplay is mostly the same. Next thing you'll need is a good ol' skim through this here guide and don't worry, if you want to skip through the fluff, just get to the important parts using the table of contents.

What if I don't want to play Red Expanse: 2145?

Good question, like any setting, you can only play it so much till it runs dry. Good thing is, as we've learned from our recent Star Wars game, *Red Expanse: 2145* sets a pretty solid foundation for any type of space adventure with optional rules like laser weapons and laser swords. That too, you can find at the end of this doc.

So saddle up Space Cowboy, because we've got a solar system to own.

NEW DRIFTSLANG

SOME COMMON TERMS IN THE DRIFT

(The) Drift: Zero-G or out in Space.

Apogee: The greatest

Bits: Digital eddies

Belter: Someone born in the Belt.

Chap-sae: Goons; hired muscle; bodyguard

Drift Station: Floating spacestations created by Highriders.

Duster: Slang for someone born on Mars.

Gonk: Idiot; fool

Groundsider: Slang for someone who was born or lives on the surface of Mars or Earth.

Highrider: Someone born in space.

Huscle: Hired muscle; solos; bodyguards

Hydro: Short for Hydrogen; Fuel for Red Fusion Reactors

Jovi: Short-hand for Jovian. Someone born in the Jupiter moons.

Keke: Young hotshot

Override: Corporate Black Ops genetically modified to secure freighters or space stations from Pirates, usually leaving no survivors, pirates or civilians.

Reaction Mass: The fuel is super heated by the reactor and "shot" out the back, accelerating the rocket forward.

Red Fusion Engine: A modified Fusion Engine designed by Bankole Space Industries on Mars that allows ships to stay under thrust as long as they have reaction mass.

Rockhopper: Independent or family-run Asteroid prospectors.

Scratch: Cash

Shuffles: Street dealers

Slag: Hot-molten metal. Sometimes used as "turning that ship to slag".

Tea kettle: Since fuel for ships is actually water, engines are actually like advanced steam ships, thus the name.

(Under) Thrust: Process of being propelled by an engine through space.

Walking Bass: Being smooth; to be cool

Workganger: Someone who works in space, typically low-class or blue-collar

CHAPTER 2: TALES FROM THE DRIFT

You push through the doors to the dockside bar. A woman wearing a glittering dress rocks her hips side to side, her rubied lips almost touching the microphone as her deep and breathy voice whispers into your ear a tale from the drift; how she fell in love too easy, too fast, only to be left burned out on the float. You find an empty stool and the bartender in his three-piece plastic suit fills you a glass of zero-g bourbon, his cyberarm creaking as he does so. "What's your name?" he asks you.

You know how this story goes. A lone fella shows up to town someday and everyone wants to know who this mysterious stranger is. Now we ain't going to reinvent the wheel here, Lifepath goes pretty much the same way but we wanted to take a spin on it, you see. With the whole Solar System, things are a *bit* different. Now running *Cyberpunk: Red's* lifepath will work just fine and can easily be adapted to space but if you want to use our system, go right ahead.

Before we get into the Lifepath, let's go over a few new roles we've included.

WORKGANG (WORKGANGER ROLE ABILITY)

Workgangers are the working-class of space and being trapped in a flying tea-kettle for weeks on end with a fellow co-worker can build some strong bonds. Workgangers have grown to trust each other simply because space is so dangerous and if you don't trust your Workgang, you're as good as dead. Thus, the alternative to Nomad Families was born. Yeah, Families are still around and this role can easily be applied to them. Since most players won't bother owning an apartment or cargo container as they'll choose their ship as a mobile home, Workganger gives players a reason to go dockside. The Workgang role ability gives them access to safehouses, resources, and even a safe port between dangerous missions.

ROCKHOPPER (NOMAD ROLE ABILITY)

Rockhopper is the space variation of Moto. The largest Rockhopper family is actually a Union called the "Sublight Transport Union" (STU) which is a collection of independent contractors, prospecting families, and small business owners pooling resources and support to members of this family. The STU isn't the only Nomad Family out in space, as there are loads of them but the STU is just one example.

OVERRIDE (SOLO ROLE ABILITY)

The boogeymen of space. Every badass Solo thinks they're one, until they go up against a real Override. Ex-Overrides aren't actually all that uncommon, because those that retire (as if that was an option) don't know what else to do with themselves and the others simply quit to strike out on their own.

SOCIAL STANDINGS

Red Expanse: 2145 is about a complicated Humanity and naturally, complicated themes are bound to crop up. Each Origin has a different outlook on each other. While it doesn't need to be spelled out on a chart like this for some, for others it's a good reference to see how people will view your Origin in your specific location. While it's possible for an Earther to tolerate or see a Highrider as an equal, most Earthers don't share the same opinion. This chart is a quick reference for GMs and players when applying social modifiers based on someone's Origin.

EQUAL

Characters with this standing take no penalties to social interactions, nor do they gain bonuses. People will judge appearance or actions rather than Origin.

TOLERATED

Characters with this standing are tolerated, but not respected or considered equal. They take a -1 to Social Checks made.

HATED

Characters who are hated are actively despised by most people. They aren't necessarily outcast, but are the targets of aggression and crimes. They take a -2 to Social Checks made.

FEARED

Characters who have this are feared. You only gain feared from low humanity/empathy or are an Override. Gain +1 for Intimidation-style rolls, -1 to Social Situations.

Location	Earthers	Martians	Highriders	Corporates	Overrideers
Earth	Equal	Tolerated	Hated	Tolerated	Feared
Mars	Tolerated	Equal	Hated	Tolerated	Feared
The Belt	Tolerated	Tolerated	Equal	Hated	Feared
The Outer Planets	Hated	Hated	Equal	Hated	Feared

“Groundsiders wasted their own Earth. Now they look at the Drift and think: mine.”
- Nagy Vergara

Social issues are just a part of the problem. As Cyberpunks, you're survivors of these issues. Not only is *Red Expanse: 2145* all about the flashy guns but it's also about humanity and the baggage that entails. This thread can be seen from *Cowboy Bebop* and it's merose analysis of existentialism, identity, and confronting tragedy. *The Expanse* and its grim conflicts between those who have power, and those who do not. Of course, be responsible. Not every Earther will react to a Highrider with outright hostility, but it's those Highriders that put much of Earth's population out of a job, and thus into mass poverty and slim chances of survival.

Roll	Location
Odd	Earth [Go to Earth Origin]
Even	Mars [Go to Martian Origin]
Highrider	Outer Planets [Go to Highrider Origin]



Roll	Earth Origin	Martian Origin	Highrider Origin
1	North America	Olympus Mons Military Base	Ceres
2	South/Central America	Caminpol City	Vesta-4
3	Western Europe	Crater City	2 Pallas Station
4	Eastern Europe	Innis Deep Station	Ganymede
5	Middle East / North Africa	Nova Vegas	Io
6	Sub-Sahara Africa	Bradburry City	Europa
7	South Asia	New Austin	Callisto
8	South East Asia	Pavlov	Titan
9	East Asia	Deimos Station	Rhea
10	Oceania / Pacific Islands	Phobos Station	Drift Stations / Artificial Habs

After you picked your Origin, you can then create your character as usual. Remember when we said all you'll need is the *Cyberpunk: Red* core rulebook? Well guess what, there's no new skills (you already have 60+ why add more?). So let's show you what existing skills mean in space.

Cyberpunk: Red Skill	Red Expanse: 2145 Skills
Athletics	Zero-G Maneuver
Pilot Air Vehicle (x2)	Pilot Space Vehicle (x2)
Heavy Weapons (x2)	Space Weapons (x2)
Electronic/Security Tech (x2)	Comms Tech (x2)

Air Vehicle Tech	Space Vehicle Tech
Wilderness Survival	Space Survival

► **Rockhopper (Nomad Role Ability)**

Nomads don't change, despite their names. Under the Rockhopper ability, Nomads can chose between the regular Moto list of vehicles and upgrades, or the new list, depending on what kind of campaign you're running. Rockhoppers make up much of the intersolar workforces, from small OTVs hauling asteroids to refineries to gigantic ice freighters slugging Saturnian ice to the Belt. Like all Nomads, Rockhoppers have a deep sense of family and tribalism and will travel millions of kilometers to help one of their own in need. Some Workgangers are under the Sublight Transport Union, a Federation (guild) of prospecting families and independently-owned vessels, others belong to travelling nomadic fleets and flotillas. .

► **Family Motor Pool** ◀

Whenever a Rockhopper increases their Role Ability Rank, they have the option of:

Either adding a stock vehicle (with minimum specs) of their Moto Rank or lower to the pool of vehicles they have permission to use from the Family Motorpool.

Or upgrading one of the Nomad's already permitted Family Vehicles with a single upgrade of their Moto Rank or lower.

A Nomad can go to a Transport Union office at most stations and have only one of their Union permitted vehicles out at a time. A Rockhopper can call one of the Union to get their current Union Vehicle swapped out with another of their loaned Union Vehicles, and, assuming their Union is close by, the vehicle can be swapped out the following morning.

If destroyed, the Transport Union will fully repair any Union Vehicle for the Rockhopper, but it will take 1d6 week's time. The Rockhopper will also be expected to pay 1000eb for a small vehicle or 5000eb for a ship, for the service. Even Union Presidents pays this because it's a way of saving face for damaging Transport Union property. It might be waived if you are broke, but your reputation would suffer. Daily repairs like bullet removal are the Rockhopper's responsibility.

Upon attaining the 10th Rank in their Role Ability, a Rockhopper is promoted to a leadership position in the Transport Union, with all the responsibility that entails. While leading by example, such a Rockhopper can have all their Union Vehicles out at a time. Any future Union Vehicles they wish to purchase are bought at market price, and any future upgrades they desire can be bought at 1,000eb a piece.

Rank	Vehicle
1 to 2	Electric Cart, Rover, AV-10
3 to 4	Dropship, Shuttle, OTV, Spaceplane
5 to 6	Frigate, Racing Ship, Gunship, Small Freighter
7 to 8	Freighter, Medium Freighter, Cruiser, Yacht, Destroyer
9 to 10	Large Freighter, Battleship

► Rockhopper Vehicle Upgrades ◄

Unless stated otherwise, an option can only be taken once per vehicle. These upgrades are never sold on the open market. For those at Moto Rank 1, all upgrades are sold at Very Expensive.

► All Vehicles

Rank Required	Upgrade
1	Weapon Mount: Allows you to install an additional weapon mount even if the ship does not support it but the weapon must meet the size requirements.
5	Security Upgrade: Replaces all locks on the vehicle with DNA locks. Such a lock cannot be unlocked without its biometric key or a DV17 Electronic/Security Tech Check.
1	Smuggling Upgrade: Upgrades the vehicle with Hidden Holsters and a large space somewhere on the vehicle for smuggling purposes. The space can only be discovered with a DV17 Conceal/Reveal Object Check. Can be taken multiple times.
1	Housing Capacity: When installed, this upgrade adds an additional sleeping area with 1 bed, a toilet, shower, and a small kitchen.

► Spaceships only

Rank Required	Upgrade
1	Reactor Energy Converter: Fine tweaks done to the Reactor's power flow provides your ship with a +2 MOVE. Can only be installed once.
5	Drive Boost: At the cost of 5 PSU, it allows you to use your Action to use an additional Move Action when piloting a Spaceship.
5	Altered Transponder Code: This ship has access to or use of an altered transponder code, allowing it to appear as another ship with a different name and point of origin.
1	Advanced Communications System: Can reduce the time to send/recieve messages. Any message that leaves or enters the ship is automatically encrypted with a DV17 Cryptography.
5	Disguise: The ship can be concealed with new hull designs, cargo containers, and water distribution. While it's not perfect on its own, pairing it with an Altered Transponder would allow it to pass inspections fairly easily.
1	Mining Laser: For 2 PSU, the ship is equipped with a Forward Arc Laser regardless of available hardpoints that in Close Range deals 3d6 damage and ablates armor by 2. The Mining Laser has 8 charges and recharging takes a day.
1	Emergency Batteries: If the ship loses power or its reactor, backup batteries can keep life support on for a month.
5	Sensor Scrambler: Any ship within Close Range suffers a -1 to all sensor-related tests.
1	Housing Capacity: When installed, this upgrade adds an additional sleeping area with 1 bed, a toilet, shower, and a small kitchen.
1	Onboard Point Defense Gun: A Medium PDT with 5000 rounds. Multiple upgrades can be installed.
1	Onboard Missile Tube: A missile or torpedo tube of any kind can be installed.

► Spaceplanes only

Rank Required	Upgrade
1	Onboard Machine Gun: An Assault Rifle with 80 rounds only capable of using Autofire that you can mount front facing on the exterior of a vehicle. The Driver/Pilot can use their Action to fire it. Cannot be reloaded while driving/flying. Weapon cannot be removed or accept attachments. Multiple upgrades can be installed.
1	Active Defense: A turret designed to intercept incoming explosives. A Turret with a 10 round capacity only capable of loading Smart Ammunition. It cannot be reloaded while driving. When the vehicle would be damaged by an incoming explosive, a shot is fired with a Skill Base of 10 vs the incoming attack roll. On a success, the incoming explosive is shot down. On a failure, the explosive goes off as normal.
1	Shockdrive: Mechanically it works like NOS PG 164. The drive uses spinning explosions to suddenly propel the ship forward.

► Electric Cart, Luner Rover, Overlander

Rank Required	Upgrade
1	Pressurized: If the Vehicle is secured with its own air supply and sealed environment.
1	Heavy Chassis: Same as PG 165
5	Onbard Rocket Pod: PG 164
5	Vehicle Heavy Weapon Mount: PG 164

Teamwork (Exec Role Ability)

► Corporate Travel Membership

At Teamwork Rank 4, the Exec is given Traveling Aid Society Gold coverage, paid for monthly by their Corporation.

At Teamwork Rank 7, the Corporation upgrades their membership to Traveling Aid Society Diamond.

► Corporate Health Insurance

At Teamwork Rank 9, the Exec is given Trauma Team Platinum coverage, paid for monthly by their Corporation.

Override (Commando Role Ability)

Genetically engineered Solos sold to the highest bidders to save monetary assets like spaceships or freighters, regardless of human casualties. Legends of these commandos haunt pirates and edgerunners all over the solar system. When combat starts, an Override “heats up” from chemical implants injecting their system full of combat drugs that turn them into the monsters Highriders whisper about.

► Chemical Rage

Your chemical implant kicks in. For each turn using Rage, you lose 1 Humanity.

- For 3 points, +1 Athletics, Brawl, Melee Weapon, and Martial Arts Checks, +2 HP for 3 turns
- For 6 points, +2 Athletics, Brawl, Melee Weapon, and Martial Arts Checks, +5 HP for 6 turns
- For 9 points, +3 Athletics, Brawl, Melee Weapon, and Martial Arts Checks, +10 HP for 9 turns

If combat ends and you make an unsuccessful DV15 Concentration Check, the Rage will not stop and you will attack the closest target, including allies if there are no more enemies, until the time is up. When the time is up, you are Exhausted for the rest of the day (-2 to all Actions).

► Zero-G Combat

You have been trained to fight in Zero Gravity. For 4 points, you automatically succeed in Off-Kilter and Low-Gravity Checks made, unless you rolled a 1.

► Second Skin

You wear your armor like a second skin. For every 4 points, reduce the penalty for armor worn by 2.

► Infiltrator

No one sees an Override coming. Each point adds a +1 to Stealth Checks made.

Workgang (Workganger Role Ability)

A large percent of the population working in space are called Workgangers. They live in their spacesuits, are masters of EVA, and operating in the hazardous fringes of space. They're tough and self-reliant, but also extremely tribalistic, calling upon *Cyberpunk 2020's* "Family", or in this case, "Workgang". No matter where a Workganger is in the Solar System, there are always others who will come to their aid or open their doors to them.

► Go to Ground ◀

Workgangers can usually seek out others no matter where they are. Once a session, a Workganger can make a roll below on the table to find resources available to them by other Workgang families and tribes. **When a Workganger is actively looking for a hideout or resource, they roll appropriate STAT + Streetwise + 1d10 against the DV on the chart below.**

Station Size	DV
Small (Triton)	9
Medium (Rhea)	13
Large (Pallas, Titan)	15
Huge (Ceres, Ganymede, Callisto)	17
Capital (Earth, Luna, Mars)	21

Depending on your rank is what is available to you.

► Workgang Rank 1 and 2

Area: A day's length away

Safehouse: A safehouse with standard locks (DV13 Lockpicking or Electronic/Security Tech), some food and drink, and minimal entertainment.

Guard/Help: None

Access/Resources: You'll find someone who can get you fuel for 10% the normal cost.

Duration: You can access these resources for 1d6 hours.

► Workgang Rank 3 and 4

Area: A few of hours away

Safehouse: A safehouse with good locks (DV15) that's hidden with food and water and access to a Tech or Medtech workstation.

Guard/Help: None

Access/Resources: You'll always find a port that will halve the Docking Fee.

Safehouse/Resource Duration: These resources will always be available to return to unless something happens to change that.

► **Workgang Rank 5 thru 7**

Area: A couple of hours away

Safehouse: A safehouse with biometric locks (DV17) that's hidden with food and water and access to a Tech or Medtech workstation, Steel Doors (50 HP) and a Guard or Two.

Guard/Help: Combat Number: 8 · SP: 7 · HP 20 · MOVE & BODY: 4

Access/Resources: A safe port where you won't have to worry about customs or cargo inspections coming in and out.

Safehouse/Resource Duration: These resources will always be available to return to unless something happens to change that.

► **Workgang Rank 8**

Area: In the area

Safehouse: A safehouse with biometric locks (DV17) that's hidden with food and water and access to a Tech or Medtech workstation, Steel Doors (50 HP) and two Workgangers who will help crew your ship.

Guard/Help: Combat Number: 10 · SP: 7 · HP 25 · MOVE & BODY: 5

Access/Resources: The two crew members will join you for 1 month until they will leave at the next port at the end of the month.

Safehouse/Resource Duration: These resources will always be available to return to unless something happens to change that.

► **Workgang Rank 9**

Area: In the area

Safehouse: A safehouse with biometric locks (DV21) that's hidden with food and water and access to a Tech or Medtech workstation, Steel Doors (50 HP), a Net Architecture with traps and Demons, and two Guards.

Guard/Help: Combat Number: 14 · SP: 11 · HP 25 · MOVE & BODY: 5

Access/Resources: The Port and Safehouse are together and won't charge you docking fees. 2d6 crew members will join you for 1d6 months till they leave your ship and the roll will have to be remade.

Safehouse/Resource Duration: These resources will always be available to return to unless something happens to change that.

► Workgang Rank 10

Area: In the area

Safehouse: A safehouse with biometric locks (DV21) that's hidden with food and water, access to a Tech or Medtech workstation, Steel Doors (50 HP, Net Architecture with Emplaced and Active Defenses, 2 Guards.

Guard/Help: Combat Number: 14 · **SP:** 13 · **HP** 35 · **MOVE & BODY:** 4

Access/Resources: A safe port that will perform free maintenance and installations and is considered a Shipyard. A full crew can join you if you'd like for 2d6 months.

Safehouse/Resource Duration: These resources will always be available to return to unless something happens to change that.

Some house rules

► Finding a Fixer

This isn't so much a "new idea" and just a handy table to have on you for when players want to acquire an item without a night market or a fixer in the party. The Player will declare the item that they want, then they will have to roll their Streetwise Skill against the following table to see if they can find a Choom that could get that item for them. So let's say Eric wants an Excellent Quality Assault Rifle (1000eb, Very Expensive). He gets a 26 on his Streetwise roll, finding a Fixer who promises Eric that he can get that assault rifle in 2 weeks tops. The time passes, and two weeks later the Fixer comes back but there's a catch: since the Fixer has an Operator Rank of 7, he can haggle the rifle for 10% more than the cost in the book as a finders fee for taking 2 weeks to get the gun. If that's a problem, Eric will have to beat his opposed Trade DV or end up actually paying 1100eb instead of 1000eb.

Cost	Fixer Rank	Streetwise DV	Time
Cheap/Everyday	1-2	9	1 hour
Costly	3-4	13	6 hours
Premium	3-4	17	1 day
Expensive	3-4	21	1 week
Very Expensive	7-8	24	2 weeks
Luxury	9	29	1 month

Super Luxury	10	29	1 month per 10,000eb of cost
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SECTION: NEW GEAR, VEHICLES, AND OPTIONAL RULES

SPACESUITS AND PERSONAL ARMOR

Armor appears similar to those in *Cyberpunk: Red* however all of the below armor is purchased separately and because of that fact and its pure function for being in Space, cannot be concealed. Spacesuits cannot be worn with clothing or combined with other armors.

Armor Type	Damage Stopping Power (SP)	Armor Penalty (Minimum 0)	Head or Body?	Cost
Environment Suit	4	None	Head and Body	100eb (Premium)
Flight Suit	4	None	Body Only	500 (Expensive)
Vacuum Suit	7	-2 REF, DEX, and MOVE	Head and Body	100eb (Premium)
Light Spacearmor	11	None	Head and Body	1000eb (Very Expensive)
BSI "Beacon" Helmet	11	None	Head Only	
BSI "Venture 2145" Suit	11	None	Body Only	5000eb (Luxury)
BSI "Constellation" Compression Suit	11	None	Body Only	5000eb (Luxury)
Orbital air Compression Suit	11	None	Full Body	1000eb (V. Expensive)
Mantis Flight Helmet	11	None	Head Only	1000eb (V. Expensive)

Medium Spacesuit	12	-2 REF, DEX, and MOVE	Head and Body	1000eb (Very Expensive)
Martian Marine Combat Armor	12	-2 REF, DEX, and MOVE	Head and Body	1000eb (V. Expensive)
Orbital Air "Spacewalker" suit	12	-2 REF, DEX, and MOVE	Full Body	1000eb (Very Expensive)
Hostile Environment Vac Suit	7	-4 REF, DEX, and MOVE	Head and Body	500eb (Expensive)
Heavy Spacesuit	13	-2 REF, DEX, and MOVE	Head and Body	1000eb (Very Expensive)
UMPI "GzheI-P" HEV Suit	13	-4 REF, DEX, and MOVE	Head and Body	5000eb (Luxury)
Petrochem Vacuum Suit	15	-4 REF, DEX, and MOVE	Head and Body	1000eb (Very Expensive)
Combat Spacesuit	15	-4 REF, DEX, and MOVE	Head and Body	5000eb (Luxury)
Battle Spacesuit	18	-4 REF, DEX, and MOVE	Head and Body	10,000eb (Super Luxury)
Orbital Air D20 Autoloader	50 SDP	-4 REF, DEX, and MOVE	Full Body	5000eb (Luxury)

Environment Suit: Basic protection, kind of like wearing a plastic bag. Won't protect you from much but good for a hull breach. Certain death if you try to EVA in it. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

Flight Suit: Seen on most pilots, usually an olive-green G-Suit. Gives a +2 to Resist Torture/Drugs on High-G maneuvers.

Vacuum Suit: This is your civilian standard suit. Keeps you safe and has built-in EVA capabilities. The suit can take an external air tank the size of a backpack with 2 hours of air (50eb) or replenish the supply with ambient air for one hour. Built into the boots and gloves are magnets that can lock onto metal surfaces, such as the hull of a ship, and allow the user to stabilize themselves without floating in Zero-G, while the helmet comes with a Flashlight

and Radio Communicator. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

Light Spacearmor: his Spacesuit is rated for Vacuum operations with microthrusters to help guide you in Zero-G. The suit trades protection for maneuverability. Inside the helmet is a radio communicator, a flashlight, and a chyron display. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

BSI "Beacon" Helmet: A Light Armojack Helmet built with Smart Glasses and Auto-Level Ear Dampeners. When worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

BSI "Venture 2145" Suit: Just because you're cruising the cold dark of the Drift doesn't mean you can't do it in style. The Bankole Space Industries Venturewear II takes vacuum-safe suits to the next level with top-of-class safety and complete freedom of movement. Venturewear comes in a variety of styles from the signature black with gold trim, Crimson, and Purple-violet. Never fly into space without style again. Bankole Space Industries Venturewear II is Light Armorjack with the appearance of a flight suit. When both Head and Body is worn, the user is immune to being damaged by toxic gasses, fumes, and other small dangers that must be inhaled to affect the user. The body armor comes with an oxygen tank, which contains 30 minutes of air, before the tank needs to be refilled from the ambient air, which takes an hour. The suit can accept external air tanks.

BSI "Odyssey" Compression Suit: Light Armorjack capable of surviving in vacuum. The suit has a built-in thruster pack and can accept an air tank. Can accept one Cyberarm upgrade.

Orbital Air Compression Suit: Light Armorjack capable of surviving in vacuum. The suit has a built-in thruster pack and can accept an air tank and automatically seals itself against minor damage.

Mantis Flight Helmet: Light Armorjack head armor with built-in Smart Glasses that comes installed with Anti-Dazzle and one free CyberOptic option slot.

Medium Spacearmor: This heavier Spacesuit is built for combat and worn by most security and military forces operating in Vacuum. Inside the helmet is a radio communicator, a flashlight, and a chyron display. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

Martian Marine Armor: This armor's head and body cannot be purchased separately. Medium Armorjack rated for Vacuum with built in Smart Glasses, thruster pack, and independent air supply of 30 minutes, however it is capable of accepting an air tank. Must always be worn on both your body and head location. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

Orbital Air "Spacewalker" Suit: This armor's head and body cannot be purchased separately. Medium Armorjack rated for Vacuum with built in Techtool and Techscanner, thruster pack, and independent air supply of 30 minutes, however it is capable of accepting an air tank. Must always be worn on both your body and head location. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

Hostile Environment Suit: Flak Armor with an SP of 7 rated for Vacuum and hostile surfaces. This armor is worn when going out into most moons and planet surfaces that isn't Earth. Has Hot and Cold Weather linings, a built-in independent air supply of 30 minutes, however it is capable of accepting an air tank. Must always be worn on both your body and head location. When the helmet is worn with a spacesuit, the user is immune to the effects of toxic gasses, fumes, and all similar dangers that can be inhaled.

UMPI "Gzhel-P" Pressure Suit: Heavy Armorjack that is considered an Armored Hostile Environment Suit.

Petrochem Vacuum Suit: Heavy duty Vacuum-rated spacesuit.

Combat Spacesuit: Combat Spacesuits is a perfect marriage between and HEV and a Heavy Spacesuit. It comes with both hazardous environmental protection and good in a fight.

Battlesuit: The closest thing one could get to Powered Armor without wearing any.

Orbital Air D20 Autoloader: The Autoloader works mechanically like a linear frame can only be purchased as an external frame. While connected, the user increases their BODY to 12. The Linear Frame has a built in techtool in the arms, Maglock boots in the feet, and even have their own EVA thrusters for Vacuum work. Despite working like a Linear Frame, this does not increase the User's BODY to 14 or higher nor does it increase HP or Death Save. Connecting to the power loader could use interface plugs, but it's not required. While wearing the Power Loader, your movement is halved and you cannot take the run Action.

NEW GENERAL GEAR

Item	Cost
3D Mask Printer	1,000eb (V. Expensive)
3D Porta-Printer	1,000eb (V. Expensive)
Agent, Akari Constellation Z	500eb (Expensive)
Agent, Zetatech Pro LT XX	1,000eb (V. Expensive)

Item	Cost
Long-Data Disk	20eb (Everyday)
Low-Light Goggles	100eb (Premium)
Maglock Boots	100eb (Premium)
Magnetic Tape	10eb (Cheap)

Agent, Ziggurat Mobi 2	1,000eb (V. Expensive)	Makeup and Disguise Kit	50eb (Costly)
Akari Air Dresser	500eb (Expensive)	Masetto "Pinamonte" Boots	100eb (Premium)
Arasaka Ultrasonic Mic Defeater	100eb (Premium)	Modular Computing Device	100eb (Premium)
Arasaka Laser Mike	500eb (Expensive)	Monowire Garrote	500eb (Expensive)
Arasaka Scanner Gate	5,000eb (Luxury)	Plastic Explosive	100eb (Premium)
Arasaka Shinobi Digital Clock	500eb (Expensive)	Purified Water	50eb (Costly)
Audio Bug	50eb (Costly)	Slap Patch	50eb (Costly)
Bag and Tag Forensics Kit	500eb (Expensive)	Smart Boot	500eb (Expensive)
Biotechnica Vaporizers	50eb (Costly)	Smart Headphones	500eb (Expensive)
Bodymat	100eb (Premium)	Tactical Briefcase	500eb (Expensive)
Chyron Lenses	100eb (Premium)	Tech Bag, Trap Kit	500eb (Expensive)
CorpCracker	5000eb (Luxury)	Tritech "Mumbler" White Noise Generator	500eb (Expensive)
Echolocation Goggles	1000eb (V. Expensive)	Zero-G Harness	100eb (Premium)
Executive Briefcase Bar	100eb (Premium)	Zetatech D2145 Deckmate	100eb (Premium)
Tech Bag, Explosives Kit	500eb (Expensive)	Zetatech Magnetic Tape Recorder	50eb (Costly)
Fingerprint Masque	1000eb (V. Expensive)	Zetatech PDAT	100eb (Premium)
Hitachi-Kenmore Appliance Mod	100eb (Premium)	Zetatech Systems Diagnostic Tool	500eb (Expensive)
Holotab	100eb (Premium)	Zhirafa Maintenance Jack	100eb (Premium)
ICON SoundSmart Frames	500eb (Expensive)	Zhirafa Multitool	100eb (Premium)
ID Spoofer	5000eb (Luxury)	Zhirafa Multitool, Gelifoam	100eb (Premium)

Keycard Copier	100eb (Premium)
Life Support Air Tank	50eb (Costly)

Attachment	
Zhirafa Multitool, Bolt Gun	100eb (Premium)
Zhirafa Multitool, Cutting Torch	100eb (Premium)

3D Mask Printer: A portable, briefcase-sized 3D printer than can be filled with synthetic nanopaste (100eb per use). The printer then makes a life-like mask of a person's face using the nanopaste.

3D Porta Printer: A portable, briefcase-sized 3D printer than can be filled with synthetic nanopaste. The printer then makes a life-like mask of a person's face using the nanopaste.

Agent, Akari Constellation Z: The Agent that kids can't stop buying despite the same model being produced every year with only slight aesthetic alterations. *The Camera is capable of providing 400x magnification with a built in Image Enhancer that adds +1 to Perception, Lip Reading, and Conceal/Reveal Object skills when using the Camera.*

Agent, Zetatech Pro LT XX: Zetatech's new luxury model Agent with an internal Low Light/Infrared/UV lens camera, an Agent AI that will monitor your lifestyle and eating habits (sending you generic prepak to your doorstep every week at 20eb), and has a strong digital lock that requires a password or DV 15 Electronic/Security Tech Check to break.

Agent, Ziggurat Mobi 2: Ziggurat's second attempt to break into the Agent market. The Mobi 2 comes with a built-in scrambler/descrambler and is DNA locked that cannot be accessed without either its biometric key or a DV 17 Electronics/Security Tech

Check. The Mobi 2 is also hardened against EMP effects.

Akari Air Dresser: Never go to the dry cleaners again! This closet-sized box will sanitize your clothes in case things get messy.

Arasaka Ultrasonic Microphone Defeater: Disguised as a pair of speakers for a PC, these speakers will emit an ultrasonic tone that is undetectable to human ears but will overpower any audio recorder with an effective range of 10 meters. Must be plugged into a computer to work.

Arasaka Laser Mike: Bounces an ultraclear low-power laser beam off a window, picking up the vibrations made by any conversation. An Agent can then translate these vibrations back to human speech with a 50% chance. Although the exact words spoken may not be recoverable, you can collect accents, tones, and shadings in speech patterns.

Arasaka Scanner Gate: Available in three models: weapon detector, cyberware detector, and chemical and explosives detector. The total package includes a 2 by 1 meter frame with a small terminal that monitors the scans based on your settings and parameters. Can be configured to Net Architectures. Can be linked to a Net Architecture or operate on its own.

Arasaka Shinobi Clock: What appears to be a simple digital clock has a small microscopic camera with

low-light capability that can be streamed back to an Agent.

Audio Bug: A dime-sized, adhesive audio device that can be attached to any solid surface. The Audio Bug's signal can be tuned in using a Radio Scanner/Music Player for remote listening from up to 300m/yds away. The bug's frequency can also be scrambled, requiring a Scrambler/Descrambler to decode the signal before it can be heard on a Radio Scanner/Music Player. The bug has a 7 day battery life. It can be hidden using a Conceal Object Check. Finding the exact location of the bug requires beating the roll with a Reveal Object Check or using a Bug Detector (no roll needed), when within 2m/yds of the bug.

Bag and Tag Forensics Kit: A kit the size of a briefcase with a number of medical instruments, evidence collection containers, chemical swabs, magnifiers, scanners, multi-spectrum light emitters, marking tools, and different kinds of solvents, adhesives, and specialty chemicals.

Biotechnica Vaporizers: An electronic smoking device that heats the substance you load it with until the substance becomes vapor that can be inhaled. Now comes with a variety of flavors (10eb)! **These can reduce the stress penalty at the cost of being addicted and buying a new flavor everyday.**

Bodymat: Looks like a simple bathmat but actually is a working biomonitor that you can stand on and link to your Agent.

Chyron Lenses: A pair of contacts that can only be worn on Meat Eyes that projects a tiny sunscreen into the user's field of vision for messages, videos, etc. streamed from a connected Agent.

CorpCracker: A brief-case sized device capable of jailbreaking corporate-locked Cyberware. Adds a +1 to Electronic/Security Tech rolls when access Corporate Cyberware.

Echolocation Goggles: A pair of goggles that when worn constantly scans terrain within 50m/yds of user, including underwater, for new threats. Scan does not include anything behind cover, like the contents of a room behind a closed door. User receives a beep from the GM along with the direction of its source whenever a new moving object is detected on the scan. When worn, take a -2 to Perception Checks.

Executive Briefcase Bar: Has everything you want for a party away from the crowds. Two liters of assorted liquors and mixers, plus a menu display and mixing instruments let you give an executive-style party for up to ten people. Great for traveling Execs, or a private party.

Tech Bag, Explosives Kit: A small bag of tools and equipment needed for creating explosives. Using the Demolitions Skill check, see the DVs below. For the cost and time to make these explosives, see the matching DVs on the Tech Fabrication table. A Critical Failure could have some... unexpected results. A science in Chemistry gives a +1 bonus.

- DV 13: 2 meter radius bomb that does 4d6 damage
- DV 15: a 6 meter radius bomb that does 5d6 damage
- DV 17: a 10 meter radius bomb that does 6d6 damage
- DV 21: a 10 meter radius bomb that does 8d6 damage
- DV 24: a 10 meter radius bomb that does 10d6 damage

Fingerprint Masque: A thin, liquid-crystal biometric screen applied to the fingertip, a fingerprint masque creates a random fingerprint pattern or mimics known patterns.

Hitachi-Kenmore Appliance Mod: A combination microwave, fridge, and storage unit. Powered by self-contained batteries with built-in solar panels, running up to 4 hours before needing to be plugged in or charged.

Holotab: A Holographic Display Platform that takes scanned live or recorded information fed to it and generates a three dimensional hologram of the subject. A HoloTab is usually used in conjunction with pre-existing maps or in coordination with PDTs and Paramater Uplink Spectrograph hardware. (Tactics +1 while in use).

ICON SoundSmart Frames: A pair of Smart Glasses with one Cyberaudio Option Slot in the frames and one Cybereye Option Slot in the lenses.

ID Spoofer: A scan obfuscator mod designed to counter an electronic scan of an individual's identification. Each time the user is scanned, the implant presents a different ID, complete with a face that looks like it could be matched. A pre-programmed database of blood vessel patterns and projecting the false pattern to the infrared scanner to "spoof" the scan.

Keycard Copier: A handheld device with a keycard slot at the top and bottom. While you have a blank keycard (10eb) slotted into the bottom of the device, you can slot a keycard with identifying information stored on it into the top and after 30 seconds the information will be copied onto the blank keycard. When you print your new keycard make a Forgery + TECH + 1d10 check to determine how accurate looking the card is to any person

who looks at it (Using their own Forgery or Perception skills to determine if it's false or not.)

Life Support Air Tank: An air tank the size of a backpack capable of holding up to 4 hours of air. Each bottle to refill the tank costs 50eb or one hour to refill with ambient air.

Long-Data Disk: After the Datakrash, the move to reintroduce and reinforce physical data storage gained much traction. A nano-optical long-data memory disc called LDs, each disc can hold up to 10 zettabytes (ZB) of data. These disks cannot be destroyed by EMPs, thus Corporations and Governments back up their data in case of a Net crash or EMP.

Low-Light Goggles: A pair of goggles capable of Night Vision at the cost of -1 to Perception.

Maglock Boots: Allows you to clamp down on metal surfaces in Zero-G. When wearing Maglock Boots, your move is halved and you cannot take the run action.

Magnetic Tape: Magnetic tape cassettes are really only a thing in the Frontier because of how cheap it is. While its contents can be destroyed by EMPs, they can run on archaic technology that runs them produces no easily detected wave signals. Plus, it's vogue.

Makeup and Disguise Kit: Adds a +1 to Acting and Personal Grooming

Masetto "Pinamonte" Boots: A pair of boots with the appearance of Urban Flash that negate the normal movement penalty for climbing.

Modular Computing Device: A clunky EMP hardened hand-terminal capable of store several memory

chips and browsing the datapools. Adds a +2 to Library Search when in use.

Monowire Garrote: Used by Assassins to choke the life out of someone or sever the throat. You must perform a Grab or Choke Action using two hands. Any Grab attempt using the Monowire Garrote is made at a -8 Penalty to hit unless used from stealth as the target cannot dodge. Choke Actions deal extra damage equal to your Melee Weapons Skill and kills any victim whose HP is reduced to 0 or Choked for 3 successive rounds. A target Grabbed with the Garrote cannot speak, shout, or otherwise vocalize. **(From Neon Red Catalog)**.

Plastic Explosives: A brick of pre-packaged explosives, connected via radio transmissions to a disposable cellphone in a 1 mile range. Anyone caught in the explosion takes 6d6 damage. **(From Neon Red Catalog)**.

Purified Water: Real, clean water, is hard to come by. Some people might pay an arm and a leg to get some.

Slap patch: When a spacesuit takes damage or there's a small breach in any sealed room, you can take an Action to apply a Slap Patch the size of a deck of cards and save yourself from suffocation or exposure to hazards. If the breach is larger, multiple Slap Patches can be applied.

Satchel Charge: A block of plastic explosive in a nano-adhesive satchel that can be attached to any surface. Can be detonated using its in-built timer or remotely via a linked Agent. Attaching and arming a Satchel Charge requires 1 Action and beating a DV15 Demolitions Check. Setting the timer or detonating remotely requires 1 more Action but no Check. The explosive does 8d6 damage, following the rules in [\[PG. 174\]](#). Whenever the explosive

ablates armor, it ablates it by 2 instead of 1. Defusing a Satchel Charge requires beating the original Demolitions Check made to set it up. **(From Neon Red Catalog)**

Smart Boot: A single polymer plasteel boot that reaches up to your knee. Contains 2 option slots for Cyberleg options. When worn, the options stored in the boot's slots can be accessed. Putting on a Bionic Boot or taking one off is an Action (this it takes 2 Action to wear or take off a pair). The cost to purchase and install a Cyberleg option into the Bionic Boot is the same cost as doing so in a Cyberleg. Options that must be paired need to be purchased twice and added to two different Bionic Boots. Any options stored in a Cyberleg or meat leg that the Bionic Boot is being worn over are inaccessible while the Boot is being worn. **(From Neon Red Catalog)**.

Smart Headphones: Headphones that contain two option slots for Cyberaudio options. When worn, Smart Headphones give the user access to the benefits of these options. You can only wear a single set of Headphones at a time. **(From Neon Red Catalog)**

Tactical Briefcase: A small X-ray and metal detection proof briefcase that can hold any SMG or Heavy SMG. The gun can be linked to a switch on the briefcase handle which can then be used to fire the gun easily. Reloading a gun placed inside requires opening the briefcase. It takes two Actions to reload and thus can only be done over the course of two Turns. You don't benefit from any kind of sight or scope attachments on the gun while using it from within the briefcase. Anything inside a locked Tactical Briefcase can be successfully concealed without a Check. Once locked, unlocking the briefcase requires the owner's biometric key or succeeding in an Electronics/Security Tech or Pick

Lock Check vs DV17. Instead of an SMG you may place up to 4 Satchel Charges inside.

Tech Bag, Trap Kit: A small bag of tools and equipment needed for creating traps. Make a Basic Tech Skill Check on the following traps below for a trap that takes 1d6 turns to make. In order to detect a trap, you must roll a Perception or Conceal/Reveal Object equal to the DV the trap was made at.

- **Snaring:** At a DV 13, the target must beat the your DV to free themselves from a Grab.
- **Disarming:** At a DV 17, the trap swings at the shoulders striking the target's arm knocking their weapon away.
- **Blinding:** At a DV 13, The trap throws sand or dirt in the target's eyes.
- **Tripping:** At a DV 13, The trap knocks the target prone.
- **Piercing:** At a DV 17, The trap causes the Foreign Injury Critical Injury to the Body.
- **Ablating:** At a DV 15, The trap ablates the target's armor by 2.

Tritech Mumbler White Noise Generator: A small box the size of a common Agent that emits random noise at a level which is barely audible to human ears but will confound listening devices. Anything within 3-meter radius of the Mumbler will be "camouflaged" by the white noise.

Zero-G Harness: Comes in all spacesuits. Small nitrogen thrusters in the belt and harness and gloves allow you to maneuver yourself in Zero-G without hand holds or kinetic force.

Zetatech D2145 Deckmate: A combination Agent that can also hold a Cyberdeck. The Agent takes on any upgrades the Cyberdeck takes.

Zetatech Magnetic Tape Recorder: A retro audio recorder used to record or play music and audio logs. Now when you go EVA, ou can bring your country blues with you.

Zetatech P-Dat: A hardened personal data tablet that can be synced with Spectrograph Mapping Devices, PDTs, and helmet cams to coordinate a team on the go.

Zetatech Systems Diagnostic Tool: Helps troubleshooting computers and mechanical systems. Works as a Lock Picking Set for Electronic Locks.

Zhirafa Maintenance Jack: A jack that can pry open powerless airlocks.

Zhirafa Multitool: A medium pistol-sized tool for modern spacework. It uses a battery with 8 charges and has a variety of attachments sold separately.

Zhirafa Multitool, Gelifoam Sprayer: This attachment shoots a quickly hardening, flame resistant, glue-like foam that expands as it hardens. When used in combat, it works like Goop Defense (PG 375).

Zhirafa Multitool, Bolt Gun: Designed to drive a nail, stud, or other fastener into a solid base material such as steel, concrete, or masonry. In case of hull breaches, these tools fastened steel plates over damaged areas. When used as a weapon, treat it as a Medium Pistol with a single shot capacity.

Zhirafa Multitool, Cutting Torch: A lance of heat for welding or cutting metal like a vault. When used in combat, it deals Deadly Fire Damage.

NEW VEHICLES

► New Ground Vehicles

Vehicle	Description	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
Electric Cart	Common semi-autonomous civilian open-air cart. Station use.	25	4	10 MOVE	18 MPH/ 30 KPH	10,000eb (Super Luxury)
Lunar Buggy	Common Electric Powered Lunar Rover.	35	4	20 MOVE	100 MPH/ 161 KPH	20,000eb (Super Luxury)
Overlander Rover	Exotic Rover, capable of extreme speeds.	50	2	60 MOVE	300 MPH/ 483 KPH	100,000eb (Super Luxury)
All-Terrain Rover	An armored Civilian or Military rover. Can refill oxygen.	60	6	40 MOVE	200 MPH/ 322 KPH	50,000eb (Super Luxury)

► Air/Space Vehicles

Vehicle	Description	SDP	Seats	Speed (Combat)	Speed (Narrative)	Cost
AV-10 Raft	Sealed and pressurized space and air transport.	100	6	60 MOVE / 1 Square (Space)	300 MPH/ 483 KPH	50,000eb (Super Luxury)
Spaceplane	Supersonic Jet for quick assaults.	40	2	1 Square (space)	Mach 6	100,000eb (Super Luxury)
Thruster Pack	Burst of compressed nitrogen. Cannot accept upgrades. Zero-G only.	N/A	1	Your MOVE / Square	Top 100 m/s	1,000eb (Very Expensive)

► **New Fashion: Workganger Chic**

Workganger chic is working clothes, think industrial jackets and coveralls.

	Bottoms	Top	Jacket	Footwear	Jewelry	Mirrorshades	Glasses	Contact Lenses	Hats
Workganger Chic <i>Functional Protective Modular</i>	50eb (Costly)	20eb (Everyday)	50eb (Costly)	100eb (Premium)	50eb (Costly)	50eb (Costly)	50eb (Costly)	20eb (Everyday)	10eb (Cheap)
Edgerunner <i>Combat-ready Intimidation Urban</i>	100eb (Premium)	50eb (Costly)	100eb (Premium)	100eb (Premium)	50eb (Costly)	50eb (Costly)	100eb (Premium)	50eb (Costly)	20eb (Everyday)
Second-hand chic <i>Minimalist Thrifty Functional</i>	50eb (Costly)	20eb (Everyday)	20eb (Everyday)	10eb (Cheap)	10eb (Cheap)	20eb (Everyday)	10eb (Cheap)	10eb (Cheap)	10eb (Cheap)
Afropop <i>Space-age Bright Youthful</i>	100eb (Premium)	50eb (Costly)	100eb (Premium)	100eb (Premium)	100eb (Premium)	100eb (Premium)	100eb (Premium)	100eb (Premium)	100eb (Premium)
Neo-Baroque <i>Power Intimidation Elite</i>	1,000eb (V. Expensive)	500eb (Expensive)	1,000eb (V. Expensive)	1,000eb (V. Expensive)	5,000eb (Luxury)	1,000eb (V. Expensive)	1,000eb (V. Expensive)	500eb (Expensive)	5,000eb (Luxury)
Neo-Kitsch <i>Wealth Gentrification Exclusive</i>	5,000eb (Luxury)	1,000eb (V. Expensive)	5,000eb (Luxury)	5,000eb (Luxury)	50,000eb (Luxury)	5,000eb (Luxury)	5,000eb (Luxury)	5,000eb (Luxury)	5,000eb (Luxury)

Workganger Chic: Who said jumpsuits and coveralls had to be boring? While most Workgangers are dressed for,

well, work, they make it stylish through gloves that glow, stylish hardhats, or LED strips, or it can just be

generic jumpsuits and hard labor equipment. *If you can't pull this off (base 10 wardrobe and style), Workgangers will laugh at you (-2 social checks). Inside cities or talking to anyone "above" Workgangers, you might just be subject to a lot of stereotypes and derogatory remarks (-2 to Social Checks).*

Edgerunner: Trench coats. Ski masks. Camo pants. This is your "biz-only" dress without being olive-drab miligear. You won't be able to seduce in it, but if in the right hands (wardrobe and style base 10 or relevant combat skills) you look like someone to steer clear of. Use this Fashion if you want to look like a crack hit team and you want your enemies to be afraid. *If you can't pull it off (base 10 wardrobe and style + relevant combat skills) you're a joke. Either way, you'll suffer from a -2 to all Social Checks except Interrogation (intimidation).*

Second-hand Chic: One step above Bag Lady Chic. Imagine clothing that's several years old covered in patches to keep it together. None of it ever matches. Maybe it's over-sized or it's just too small for you. *Wearing Entropism gives you a -2 to Wardrobe and Style but if you want to blend into the environment, it's still better than Bag lady.*

Afropop: Orbital Air operates from Kenya and built the spaceport on Morro Rock. West African culture has

spread across the world and into the stars as many High Riders are West African. It's similar to Asian Pop - bright, youthful, energetic. *This is a fashion style for the youth, that younger generation you just really can't figure out addicted to 60-second flash-braindances. Wearing West African Pop will make you seem youthful and hip. Without a base 10 Wardrobe and Style, you're a poser to the kids. No matter what, Adults might not take you serious.*

Neo-Baroque: This is a step above Businesswear. It's cold, threatening, but also elegant and formal with military accents. It's colorless, dark, and depressing, but it screams "don't fuck with me". *Neo-Baroque gives you a +1 to any checks in a situation where you're the authority.*

Neo-Kitsch: This is the look of the ultra-rich appropriating the surface-level aesthetic of Kitsch without acknowledging its cultural motivation, warping it into a statement of abject wealth. This is known as gentrification-fashion. This style is the style of celebrities, braindance stars, and heirs of corporate fortunes. *Wearing Neo-Kitsch will attract attention, wanted or unwanted. Get complimentary bonuses or penalties based on the situation.*

NEW SERVICES AND ENTERTAINMENT

► New Services and Entertainment

Service / Entertainment	Cost
Cube Hotel, per night	50eb (Costly)
Dock Treatment (DV10)	50eb (Costly)

Dock Treatment (DV13)	100eb (Premium)
Dock Treatment (DV15)	500eb (Costly)
Dock Treatment (DV17)	1000eb (Very Expensive)
Transport, Economy	500eb (Expensive)
Transport, First Class	1000eb (Very Expensive)
Transport, Baggage Fees	50eb (Costly)
Trauma Team (Platinum), Per Month	5000eb (Luxury)
Traveling Aid Society (Gold), per Month	1000eb (Very Expensive)
Traveling Aid Society (Diamond), per Month	5000eb (Luxury)

- Trauma Team (Platinum): A trauma team unit will come out in a Frigate to rescue. 2d6 turns till they arrive.
- Traveling Aid Society (Gold): Free access to hotels at certain space ports and stations, free economy class tickets, and baggage fees waived.
- Traveling Aid Society (Diamond): free access to luxury hotels, car rentals, free First Class tickets, reduced docking fees, and world class meals.

NEW LIFESTYLE OPTIONS

In addition to your life style whether it's Kibble or it's Real Food, you can choose one of these options below that add to your monthly lifestyle. However, if you fail to pay, you lose the benefit these lifestyles bring.

Lifestyle	What it Entails	Additional
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		Monthly Cost
Gym Membership	Gain a +1 to BODY skills for each month this lifestyle is paid.	100eb
Streaming Subscriptions	You're signed up for only the best entertainment has to offer. Gain a +1 to Conversation and Actin for each month this lifestyle is paid.	100eb
Media Subscriptions	You're subscribed to the leading media outlets around. Gain a +1 to Library Search or similar Complementary Bonus for hunting rumors or information through news media on the Datapool.	50eb
Overnight Classes	You take some classes in your spare time, either in meatspace or over the datapool. Gain a +1 to an Education Skill of choice for each month this lifestyle is paid.	100eb
VPN	You pay for the best browser security.	50eb
Groom & Fashion Box	Every month a tailored box of Fashion is sent to your door with a random combination of your choosing. Add a +1 to Wardrobe & Style and Personal Grooming for each month this lifestyle is paid.	500eb
Coffee Box	Every month a new bag of fresh, locally roasted, coffee is delivered to your door. Add a +1 to your Endurance for each month this lifestyle is paid.	100eb
Car OnDemand	Every month a tailored box of Fashion is sent to your door with a random combination of your choosing. Add a +1 to Wardrobe & Style and Personal Grooming for each month this lifestyle is paid.	500eb

NEW GAMEPLAY RULES

► Zero Gravity

A person in Zero G cannot take a move action. If a person is adjacent to or in the same square as an object (including a wall, floor, or ceiling) or another person, they can take a move action to push off that object or person, moving at half their land speed in a direction of their choosing (as appropriate); if that object is movable, it begins moving in the opposite direction at the same speed.

A person that moves in a given direction continues to move in that given direction at the same speed at the beginning of its turn each round (without taking any action); they must move the full distance unless it is able to change its motion by latching on to an object or person, pushing off in a new direction, or creating thrust of some kind (all of which are considered Actions). If a person runs into a solid object during the movement, they must succeed a DV15 Athletics check to safely stop the movement;

Off-Kilter: You are disorientated and floating in zero gravity. You can't take any move actions. You take a -4 to attack rolls. You must use a method of propulsion to right yourself or grab a stabilizing object such as a wall or ladder (as an Action) in order to end the condition.

If a person runs into another during the movement, both must make a DV15 Athletics check to avoid getting off-kilter. A person anchored to a solid object (such as the mag boots) receives a +1 bonus to this check. If provided with sufficient handholds, a person

can move along a wall at full speed with a DV13 Athletics.

Using suit EVA thrusters requires a DV9 Athletics and moving half your speed. Using mag boots halves your speed and you can't take a run action. All Melee attacks in Zero-G suffer from a -1 penalty.

► Low Gravity

Areas with gravity of under 1g (Earth and Venus and certain space stations) are considered low gravity. In low Gravity, instead of a Move Action, you can make a DV15 Athletics Check to jump and MOVE x 2 to the location of your choosing. In lower gravity, thrown objects, weapons, and people move further too. In Low Gravity, your MOVE is increased by 1.

► High Gravity

A rarity but can happen from a station spinning out of control to a ship hurtling itself 2gs and above. All checks are made at a -2 penalty and movement is halved.

HOME BREW GAMEPLAY

Yeah, I know, this entire document is homebrew, but this is like homebrew-homebrew. Rules that I rarely use for the *Red Expanse: 2145* setting but will be useful when you want to use laser weapons and lightsabers.

► Hit Locations

After making a successful attack roll, the number on the d10 you used in that attack roll is the hit location as opposed to rerolling.

LOCATION	D10 RESULT	DAMAGE
Head	1	x2
Torso	2-4	x1
R. Arm	5	x1/2
L. Arm	6	x1/2
R. Leg	7-8	x1/2
L. Leg	9-10	x1/2

► Fumble Table

Roll Type	D10 RESULT
Melee Attack	1-5: You simply miss 6: Your weapon gets lodged into something and will take an action to get un-stuck. 7: Your weapon breaks 8: You manage to wound yourself 9: You hit the closest person within 2 meters. 10: You hit a random ally within 2 meters.
Ranged Attack	1-6: Nothing major (weapon jams if poor quality) 7: Your missed shot hits someone not involved with the action. 8: Something went wrong and

	requires one action and a DV13 Weaponstech to fix. 9: You drop your weapon. 10: You manage to wound yourself or an ally in the path of your attack.
Unarmed Attack	1-5: Nothing happens 6-7: You stumble, taking a -1 to attack, defense, or evasion until the start of the next round. 8-9: You trip on something and fall prone. 10: You fall and hit your head, making a Resist Drugs/Torture DV13 or else falling unconscious and taking 1d6 Head Damage.

► Sword/Lightsaber Combat

Typically, when someone does a melee attack it's Attacker's Melee Attack + STAT + 1d10 vs Defender's Evasion + STAT + 1d10

Instead of the Defender using their Evasion Skill, they can try these instead:

Reposition: Defender replaces Evasion with Athletics. If successful, the Defender can move in a distance equal to half your MOVE that isn't blocked.

Block: You can attempt to block an incoming attack with your weapon. Roll an opposed Melee Attack Skill instead of Evasion Skill.

Riposte: At a -4 to your Melee Weapon/Brawling/Martial Arts Skills, if successful, you knock the Attacker's weapon aside and you deal

damage with your own weapon as if you made a successful melee attack.

Parry Lasers: REF 8 required for force-sensitive users, the Defender must make a successful Melee Attack Skill against attacker's ranged attack. Make the Parry at -4 to deflect it back at the ranged attacker.

► **Encumbrance Value**

Used for an *Escape from Tarkov*-style game going into the Hot Zone and having to weigh the value of loot (literally and figuratively) and the early home games of *Red Expanse: 2145*. Rather than weigh things out in Kilos or tons or what have you, we'll just make it abstract. To determine your EV limit, do BODY x 3. When you see <1 EV, that means the item on its own doesn't impede your character, but if you're

carrying 10 Agents in your pocket, it's only fair for the GM to weigh that (seriously, it's happened before).

Item Example	EV
Agent, Duct Tape	<1
Inflatable Bed, Light Melee Weapon, Electric Guitar	1
SMG, Tech Bag, Medtech Bag	2
Assault Rifle, Very Heavy Melee Weapon	3

Armor weighs the same amount as their armor penalty.

CHAPTER 3: SPACECRAFT OPERATIONS

Space combat is fast and it's brutal, but I've carefully crafted the system to prevent total-party-kills (TPKs) on a lucky dice roll. Odds are in the Drift, no one's looking to turn a ship to slag because it, the crew running it, and especially the cargo, are worth a lot more than a bit of exploded metal. In this section, we're also going to talk all about how to run a ship, the roles, docking, costs and maintenance, travel, and every important question you probably have about space. Let's start with SHIP ROLES.

*"Hot tip: always vent atmo' and wear suits if you plan on getting your ship shot at. Even the slightest scratch, fracture, or fracking hole can suck out all the air and suffocate everyone. Sounds nasty right? So when I say button-up and vent the air, do it."
- Soren Fischer*

► SHIP ROLES

There are six positions a crew can take on a ship:

- Pilot
- Captain
- Gunner
- Operator
- Technician
- Engineer

► Pilots

Recommended Role(s): Nomad, Solo, Lawman

Pilots don't exclusively have to be Nomads. Anyone with a Base 10 in Pilot Air Vehicle is qualified to be a pilot. Depending on which rule set you're using, Nomads are usually owners of the ship from their Moto, so it's not a stretch that they're the Captain and they hire another member of the party to be a Pilot. Captains can also be Pilots, with their station giving them the ability to take on any role on the ship at a given moment.

Maneuver	DV
Thruster Evasion: Using maneuvering thrusters to gently push the ship, rotating, or guiding it. Not considered High-G but a character or object not properly braced will	17

be flung in the direction of the force.	
Sharp Turn: Cutting off the drive and making a sudden course correction. Whenever dodging an incoming attack, this is the maneuver.	13
Flip-and-Burn: Can be compared to hitting the breaks. You flick the thrusters off, use the smaller thrusters to rotate the ship around, then flip the main drive back on. This creates incredible g-forces which are strong enough to cause blackouts and crush bones. An unskilled pilot could accidentally kill the crew on a failed attempt.	13
Landing: When trying to maneuver your ship into position to dock at a station, with another ship, or a floating object.	13
Full-Burn Evasion: A full burn could push the ship up to 7Gs for a long duration could crush the bones, cause strokes and blackouts, and kill the crew. Useful for outrunning torpedos but any test made after a successful Full-Burn Evasion takes a -4. Everyone on the ship must pass a DV 15 Resist Torture/Drugs Check. Everyone who doesn't pass their Resist Torture/Drugs save takes 2d6 damage direct to their HP.	17
High-G Maneuver: A sudden hard burst that can double your move. Everyone on the ship must pass a DV 13 Resist Torture/Drugs Check. Everyone who doesn't pass their Resist Torture/Drugs save takes 1d6 damage direct to their HP.	15

► Captains

Recommended Role(s): Rockerboy, Exec, Fixer, Nomad

Being the Captain of the ship can seem like a large responsibility but don't let the title be a scapegoat for the rest of the party to dump all their issues and inability to make decisions on because it will happen. Being a Captain can either be a symbolic role, such as just being the owner of the ship and the name on the crew's address, or an actual leadership role where the Captain makes decisions and issues orders to the other Edgerunners. An effective Captain doesn't have to be social like a Fixer. However, being a Captain needs some flexibility. As a Captain, you should be somewhat familiar with how your party is set up and how best to maximize their teamwork.

► Gunner

Recommended Role(s): Nomad, Solo, Lawman

The only two skills a Gunner could possibly need are Heavy Weapons and Pilot Air Vehicle, the former more important than the latter. There's not much more to the role other than point and shoot. Gunners should be well familiar with their weapons and the capabilities.

► Operator

Recommended Role(s): Tech, Media, Medtech

Operators may sound like a simple job, but it can get quite complex. Your job is a game of illusions, doing everything in your power to protect your ship while also predicting your enemy's next moves. The only weapon system that can be fired from the Operator's system is the VSL1-CM Countermeasure launcher.

Scan: make a 1d10 + Electronic / Security Tech + Sensors vs DV15. If successful, you may ask the GM one question about the enemy or target and the GM

must answer honestly.

Long-eye: make a 1d10 + Electronic / Security Tech + Sensors vs DV17. If successful, the GM will tell you the next move action or if the target has a prepared action.

Harden: make a 1d10 + Electronic / Security Tech + Sensors vs DV15. If successful, any EWar or Scan attempt against your ship are done at a -2.

Countermeasures: if your ship has a countermeasures launcher, you are able to configure countermeasures such as IR or EMS up to Short Range.

► Technician

Recommended role(s): Netrunner, Tech

Technicians are all about sabotaging other ships using Electronic Warfare (EWar). This ranges from jamming an enemy's sensors to jamming individual missiles. Technicians can control EWar weapons that are mounted on the exterior of the ship. When making an EWar attack, roll:

1d10 + STAT + Electronic / Security Tech + Sensors or **1d10 + STAT + Electronic / Security Tech + Interface + Sensors** vs DV.

Target	DV	Effect
Operator Station	15	Target cannot take scan action until next turn.
Pilot Station	17	Target takes a -2 to all maneuvers for the following turn.
Navigation	17	Reduces the target's move by half (minimum 1) for a turn.
Sensors	17	A ship's sensors are disabled for a

		turn. Every action is at a -4. Cannot make IR, EMS, or CS attacks until repaired (DV13 Pilot Air Vehicle Tech).
Weapons	17	A Technician can choose which weapon is disable (DV13 Pilot Air Vehicle Tech to restore)
Engines	21	A ship's engines are disabled until restored (DV13 Pilot Air Vehicle Tech).
Technician	21	A Technician cannot use their Station until their next turn.

► Engineer

Recommended Role(s): Tech, Nomad

Engineers keep the ship running. Normally they won't be located on the Command / Operations deck and will be down in the engineering deck or a similar space. During combat, an Engineer will have to navigate the ship in order to conduct repairs as the ship takes damage. Beyond repairs, an Engineer can turn off components that aren't being used or aren't necessary to lower EMS and IR.

► Get Creative

The worst part of Space Combat or any Vehicle Combat is Players feeling like they're only locked to specific stations. Players can switch tasks and stations as needed by the situation and they can even come up with certain actions that may not be covered.

SHIP COMBAT

► Ship Combat: Initiative

There is none. Unless an NPC has a prepared action, the Players will always act first and together, then other characters, then back to the PCs. This makes the process faster, seamless, and fun.

All Players get 1 Action

Captains get 1 Action + NPC Command Action

Action	Role	Effect
Attack	Gunner	Make an attack with ship's weapons
Command	Captain	Give an NPC a command
Exit Station	Any	Leave your station. Regular meatspace rules now apply
Flee	Pilot	Punch a quick course to take you out of the fight fastest.
Harden	Operator	Increase ship's defense against electronic-warfare attacks.
Hold Action	Any	Prepare an action for the NPCs round. Must choose a specific event to trigger the Action.

Move Action	Pilot	Move up to as many squares as your SPEED/MOVE
Reload	Any	Fully replace a magazine with a single ammo type
Sabotage Target	Technician	Choose a target system to sabotage
Scan	Operator	Scan a target for information
Help	Any	Give a +1 to Station of your choosing in exchange for you not going
Use a Skill	Any	Use of of your Skills to do a task
Use an Object	Any	Use an object that doesn't require a Skill
Vehicle Maneuver	Pilot	Use your Action while piloting to focus on making a dangerous maneuver.

► Aimed Shots

At a maximum 1 ROF, you can **aim by taking your whole Action and a -8 to your Check to aim for any of these areas.**

Aiming for...	Effect
Collateral	Choice of deck/compartment that is hit. Anyone inside takes the full damage of the attack after SP.
Weapons	If a single point of damage gets through your target's SP, the weapon is disabled.
Engine	If a single point of damage gets through your target's SP, the Engine is disabled.
Sensors	If a single point of damage gets through your target's SP, the sensor array is disabled.

► PDTs and Autofire

All Point Defense Turrets are firing in full-auto and expend 20 rounds per shot. In reality, these weapons would be chewing through hundreds or thousands of rounds a second but to save us all the headache, it's just 20. When using "Autofire", all your PDTs are firing at once, meaning that all of them have to at least 20 rounds left. Unlike other weapons, PDTs are fired with the Heavy Weapons Skill.

"In a wink, a PDT round tore through the hull and right through my monitor, whizzin' past my helmet and going through the deck. Good thing the atmo' was vented and we was wearing pressure suits or that woulda gotten ugly real quick."

- Chaser

► Attack DVs Based on Range

	Adjacent	Close	Short	Medium	Long	Very Long	Distant
Distance in km	0 to 1 km	2 to 5 km	6 to 50 km	50 to 100km	101 to 500km	501 to 1000km	1001 to 5000km
Squares:	0-1	2-5	6-8	9-10	11-20	21-30	31-40
Grappler	13	N/A	N/A	N/A	N/A	N/A	N/A
PDT	11	13	25	30	N/A	N/A	N/A
Cannon	25	20	17	20	25	29	30
Railgun	25	20	17	17	20	25	30
Missile	N/A	N/A	N/A	17	17	20	25

► Tips for Weapons

Without getting into combat and discovering your best strategies through experience, here are some pointers

on things we discovered. You never want to get into a CQB fight with PDTs doing autofire. Since there's no separate autofire table, PDTs will do a lot of damage at close range because that's how effective they are (look

up CWIS). Cannons are like assault rifles and railguns are like sniper rifles. Effective EWar can be the matter of life and death since they have no ammo and their range is only as far as your own sensors can go but watch out, some ships might have anti-EWar missiles that purposefully lock onto any active EWar weapons. Command missiles are fun and often people don't find the Aft Arc all too important to defend, so sending a command missile around the back can score an easy hit. Also with command missiles, you can fire one, park it, fire another, park it, and again and again so you have a collection of missiles ready to be guided in each turn if possible.

COUNTERMEASURES EXAMPLE

The *Aquila* fires a seeker using the *Athena's* Signature which is a 7. The *Aquila* makes its Attack Roll: $1d10 + 7 + \text{Sensors}$ vs DV17. The *Aquila* succeeds with a 19. Once the Missile reaches Short Range (6-50km), the *Athena* launches its IRS flares, totalling 24. The Countermeasures beat the Attack Roll, so the missile veers off course and misses the *Athena*.

► Firing Missiles

Missiles are handled in two ways, Seeker and Radar. All ships and vehicles give off heat or electromagnetic

signatures. A Seeker missile uses a ship's Signature in its attack roll. Let's run an example. The Arasaka Gunship has a Signature of 5. At 60,000 kilometers, the DV to hit is a 17. The *Picus* makes its attack roll: $1d10 + \text{the Gunship's Signature} + \text{sensors} + \text{any additional modifiers}$ vs DV17. The total with a 7 on the d10 turned out to be a 26, which is a successful launch of a seeker missile. If the *Picus* wanted to attack the Arasaka Gunship like you would in vehicular combat in the Badlands, you would do a $1d10 + \text{REF} + \text{Heavy Weapons} + \text{Arasaka Gunship's Size (4)}$ vs DV17.

The reason to use Seekers over launching missiles based on radar target lock is the potential that a target ship's Signature is an easy target.

Chaff: Chaff disrupt a missile's or radar's electronic based lock by providing additional electronic noise. The easiest way to think of chaff is like a smoke grenade in ground combat. Trying to make a target lock through chaff will be at a -4 penalty.

Flares: Flares disrupt Signature based locks by providing additional heat and light to the environment. A Flare's damage roll has to beat the missile's Attack Roll in order to send the missile off course. If the missile is a smart missile, it will have the chance to reroll its attack.

Resolving Combat Attacks:

REF + SIGNATURE + Sensors + 1d10

Vs.

Defender's DV Determined by Range to Target and Weapon or Defender's REF + Evasion Skill + Sensors + 1d10*

**A Pilot with a REF 8 or higher can choose to dodge a Ranged Attack.*

Taking Damage

Damage works the exact way as normal ground combat. Roll damage, subtract from SP, then subtract remaining damage from SDP.

Damage State	Threshold	Damage Effect	Stabilization
Lightly Damaged	Less than full SDP	None	DV10
Seriously Damaged	Less than 1/2 SDP (round up)	-2 to all Ship Actions	DV13
Mortally Damaged	Less than 1 SDP	-4 to all Ship Actions Must make a Reactor Save at the start of each Turn Mortally Damaged ships suffer a Critical Damage whenever they are damaged by an Attack.	DV15 to repair back to 1 SDP.
Destroyed	On Total Destruction	Death	Never coming back

Critical Damage

Whenever two dice rolled for damage from an Attack come up 6, you've inflicted a **Simple Critical Damage**! Whenever three three or more dice rolled for damage from an Attack come up 6, you've inflicted a **Complex Critical Damage**!

Roll 2d6 on the appropriate Critical Damage Table. All Critical Damage cause terrible damage and deal 10 Bonus Damage directly to the ship's SDP. The Bonus Damage doesn't ablate armor and isn't modified by hit location. Critical Damage, like Injuries, are inflicted regardless of if any of the attack's damage got through the target's SP.

Simple Component Damage

Roll (2d6)	Damage	Damage Effect	Quick Fix	Treatment
2	Life Support Malfunction	Make a DV15 Endurance Check. Failing makes you fatigued (-2 to everything you attempt) until fixed.	Basic Tech or Air Vehicle Tech 13	Air Vehicle Tech 17
3	Drive Malfunction	Speed is halved	Basic Tech or Air Vehicle Tech 13	Air Vehicle Tech 17
4	Airlock Malfunction	Airlocks on the ship aren't working and could present barriers passing through decks.	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
5	Cargo Bay Damaged	Random cargo is destroyed or damaged, including vehicles.	N/A	N/A
6	Weapon Malfunction	A weapon of GM's choosing is disabled.	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
7	Minor Crew Damage	All crew on a random deck (roll d10) take half the damage dealt <i>after</i> SP	N/A	N/A
8	Ladderway Damaged	Passageways through the ship are damage. Must make DV12 Athletics	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
9	Maneuvering Thrusters Damaged	Maneuverability at -3. You cannot dodge attacks.	N/A	Air Vehicle Tech 17
10	Power Supply Malfunction	All systems on the ship that aren't on an emergency battery are disabled.	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
11	Cooler Offline	Cooler disabled, loses effect until restored.	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
12	Power Plant Damage	Power Plant takes damage. Reactor Save Roll at -2	N/A	Air Vehicle Tech 17

Complex Critical Damage

Roll (2d6)	Damage	Damage Effect	Quick Fix	Treatment
2	Agent VI Offline	Ship's agent is offline.	Basic Tech 15	Air Vehicle Tech 17
3	Sensor Failure	Sensors are disabled. Ship cannot make any attacks.	Basic Tech 15	Air Vehicle Tech 17
4	Drive Failure	-6 to MOVE (minimum 1). Reactor save roll at -2.	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
5	Weapon Destroyed	A random weapon on the ship is destroyed.	N/A	Air Vehicle Tech 17
6	Power Plant Failure	The ship is dead in space. No piloting rolls can be made.	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
7	Critical Crew Injury	Someone on the ship takes the full damage <i>after</i> SP	N/A	Air Vehicle Tech 17
8	Reactor Breach	Reactor room breached, filling next room with deadly radiation. Reactor save roll made at a -2.	N/A	Air Vehicle Tech 17
9	Chain Reaction	Roll twice on this table	N/A	N/A
10	Upgrade Lost	A random upgrade is lost	N/A	N/A
11	Escape Pods Damaged	Escape pods cannot be used	Basic Tech or Air Vehicle Tech 15	Air Vehicle Tech 17
12	Life Support Damaged	Everyone begins Asphyxiation (PG. 180) until repaired	N/A	Air Vehicle Tech 17

Reactor Saves

At the start of each of your Turn where your ship is at Mortally Damaged, you must make a Death Save. When a ship reaches SDP 0, the reactor begins to leak, filling the chamber with deadly radiation and risking a nuclear explosion. **You have 5 chances to stop this leak.** Make a DV15 Air Vehicle Tech, every time you fail, the difficulty

increases by 1. If you fail all five attempts, everyone on the ship takes 8d6 damage, except the person working on the reactor, they probably won't survive. If you're successful, the ship will be brought back to 1 SDP by Stabilization.

The DV to Stabilize a target depends on the Damage State.

Lightly Damaged: DV10
Seriously Damaged: DV13
Mortally Damaged: DV15

Stabilization takes an Action and is rolled: TECH + Air Vehicle Tech or Basic Tech + 1d10.

After Stabilizing the ship, it will have a maximum Move of 1 and adds 3d6 days to your travel time. In order to fully repair your SDP and SP, you have to get yourself to a port or shipyard.

Being Defeated

Never be afraid to live another day. If you think you'll be losing the fight, there's three ways you can go about this:

- Running Away
- Playing Dead
- Lifeboats

Never feel afraid to live to fight another day, even if that means running away. As for playing dead, fighting in space is risky. Once the fighting starts, it's only a matter of time before a Corporate or Government ship comes looking. Unless it's a kill squad, most won't bother confirming their kill and will try to limp away to see to their own wounds. If they're pirates, they'll try to board and pick the cargo and salvage it. If you're good with guns, that might give you an edge. Lastly, if you have lifeboats, use them. Again, better to be safe than dead.

Other ways to take Damage

Of course shooting each other up isn't enough. There's ramming and then there's throwing rocks. When hit by a ship, it acts like melee, halving SP. Make an opposed Pilot Air Vehicle + REF + 1d10. The damage is applied to both ships involved in the ramming. The crew of each ship both suffer the Whiplash Critical Injury.

Size of Ship	Damage
Small (1)	1d6

Medium (2)	2d6
Large (4)	3d6
Huge (6)	4d6
Gigantic (8)	5d6
Colossal (9)	6d6

► Rocks

Rocks also do melee damage but deal 8d6 damage, getting multiplied by 2 for every kilometer traveled. If someone has the power to throw an asteroid, it could be even more powerful than a nuke. Evading takes a Pilot Air Vehicle + REF + 1d10 vs DV17.

"In the heat of it, you can't really hear anything but your breathing as gravity crushes your chest pulling six to seven Gs. Not a thing. Not even when your friend's head goes from a railgun slug that just went through three decks and your favorite coffee maker."

- Nagy Vergara

► SEU

SEU's are *Standard Encumbrance Units* designed to give an abstract way of measuring cargo. Now there are some layers to this depending on how you want to incorporate it into your game. An SEU can hold 100 abstract units of cargo inside of it. A good idea of how large an SEU; 1 Twenty-foot Equivalent Unit (TEU) holds about 19 SEU inside of it. To eliminate the idea of tracking down specific weights in tons or kilograms, you have an SEU. A single SEU can store 100 units

(mSEU) before it's full. Some objects are larger than a single SEU and will be marked on the following chart.

Size	Examples	Quantity
Small	Bags of kibble, Agents, Smash, Ammo, Cyberware	5 mSEU
Medium	Refined Ores, Refined Gasses, Machine Parts	50 mSEU
Large	Rovers, Compact	20 SEU

	Groundcars, Ship Parts, Unrefined Ores	
Huge	Ships, Chunks of Asteroids, Ice	50 SEU

SEU is meant for bulk cargo only, like 1 SEU of Agents or 1 SEU of Cyberarms. For personal inventories or even player inventory don't use SEU unless it's agreed upon. For example, see the previous chapter for encumbrance. If the players really want to get that into gear management, you can say that their ship can carry 2 SEU of inventory while the cargo rack carries however much you install with the cargo hold upgrade.

The reason for SEU is to make bulk cargo easy. Telling players there's 1 SEU of cargo is a lot easier than figuring out what's in a TEU, trust me. But why is SEU important? Let's dive into some hustles.

► Hustles

Since traveling in space can take a lot of time, that's time players are losing out on money and expediting the lifestyle cost. To balance this, players can pick up some jobs if they're going to stations.

► Trading, Step 1

Now it's possible to buy and sell gear found in the core book in bulk and sell for a higher price with Fixers, but if you simply want to deliver some cargo on your way to a neighboring station or route, then this is an option. Unlike other hustles, these hustles aren't locked to time and will pay out once you reach the intended delivery destination. If you're looking for a specific category of goods, go to step one. If you want to take whatever you can find, roll on the following table.

Roll (1d6)	Commodity Category	Worth
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1	Exotic/Rare Elements	1,000eb
2	Electronics/Pharmaceuticals	500eb
3	Raw Materials (Ore)/Machine Parts/Tools	100eb
4	Gasses and Chemicals	50eb
5	Textiles	20eb
6	Ice/Food/Nutrients	10eb

► Trading, Step 2a: Make the Check

If you don't want to play the roll of merchant and sell the cargo yourself when you make it to another Port, you can choose a destination to take that cargo. Make a Streetwise Skill Check to determine where the Fixer wants the cargo delivered to. If you're taking a delivery job, multiple the worth by 1d6.

Destination	Take What You Can Find	Specific Category
Far	DV 9	DV 13
Medium	DV 13	DV 15
Short	DV 15	DV 17
Set Destination	DV 17	DV 21
Any Destination	DV 24	DV 29

► Trading, Step 2b: How Much?

Once you've found someone with cargo to sell or if they want cargo delivered, roll to see how many SEUs of that cargo are available.

Roll (1d6)	SEU Quantity	Result
1	Abundant	3d6
2-3	Moderate	2d6
4-6	Scarce	1d6

► Trading, Step 3: Profit

If you're choosing to find cargo to buy and sell, you cannot resell that cargo in the same station, you must sell it somewhere else. If you're choosing to deliver cargo for a Client, you will only be paid the amount listed on Step 1.

Example 1: Sabre finds herself with some extra cash and sees an opportunity to make some more. While in Ganymede, Sabre isn't looking for anything in particular, so her player rolls on the Commodity Categories table, getting a 2. Since Sabre is only interested in buying the cargo and selling it at the next port, she rolls on the SEU quantity table, getting a 4, finding 2d6 (10) worth of Electronics and Pharmaceuticals making the total cargo available for purchase is 5,000eb. Sabre isn't willing to pay 5,000eb for those commodities, so she only buys 2,000eb.

Example 2. Sabre and the crew are looking for cargo to transport while their ship is being repaired. Sabre rolls a 3. Sabre rolls her Streetwise Skill and gets a 15, so the GM determines the distance that's in a short range (preferably in the same area like if they're in Ganymede, the destination is Europa). Rolling on the SEU Quantity table, Sabre finds that the amount is 11 SEU, which is good since her cargo hold can carry 16 SEU. The total cost of the delivery job would be 100eb x 1d6.

► Smuggling

Illegal goods are always in high demand all over the solar system. Unlike cargo, smuggled cargo always has

a specific destination. Now smuggled cargo alone is rife with plot hooks and adventures all on their own but sometimes your PCs are looking to make some quick bits for a Fixer they're close with. Carrying illicit cargo, even in "lawless" areas carry risk.

Roll (1d6)	Commodity	Worth	Risk
1	Cheese/Dangerous Chemicals or Explosives/Human Trafficking	5,000eb	+5
2	Stolen Government Data	1,000eb	+4
3	Major Stolen Goods	500eb	+3
4	Exotic Drugs/Stolen Business Data	500eb	+2
5	Common Drugs/Minor Stolen Goods	100eb	+1
6	Avoiding Tarrifs on Common Goods/Unlicensed Food or Beverage	50eb	+0

► Acquiring Passengers

Most people travelling the solar system use commercial passenger lines but some might find themselves needing to catch rides on smaller ships. They might not have the time for the slow speed of commercial liners, some passengers might want to fly under the radar or might not have the proper documentation, and others might just like the privacy a private charter brings. Almost every port has a local newsfeed advertising ships looking to take on passengers. To advertise passengers, roll either a DV15 Business or Streetwise and add or subtract to the DV based on the below modifiers.

Station Size	Modifier
Tiny	-4
Small	-2
Medium (Drift Stations)	-1
Large (Pallas, Titan)	0
Huge (Ceres, Ganymede)	+1
Capital (Earth, Mars)	+2

hooks like Bounty Hunting, check out the Game Master section.

Roll 1d6	Passenger	Cost
1	Rare Minerals (platinum, palladium, iridium)	1,000eb
2	Clean Ice	500eb
3-4	Uncommon Minerals (Fluorite, Lithium, Uranium)	100eb
5-6	Common Minerals (iron, nickel, gold)	50eb

Roll 1d6	Passenger	Cost
1	Special	1,000eb
2	Upper Class	500eb
3-5	Middle Class	100eb
6	Runaway/Vagrant	50eb

Roll (1d6)	SEU Quantity	Result
1	Abundant	3d6
2-3	Moderate	2d6
4-6	Scarce	1d6

► Prospecting and Mining

Now mining doesn't make for the most entertaining gameplay but if your character has a week for downtime and the proper attachments for their ships, they can do some mining. Mining requires a claim, which most major asteroids and moons have already been claimed by Corporations or other miners. While there are still uncharted asteroids, that hasn't prevented other Corporations and daring Edgerunners to find ways around those claims. Again, while mining doesn't make for the most exciting gameplay, it can provide some hooks. If you want to know about all the

► NPC Crew

Some of these ships have massive crew, but don't worry, you don't have to RP all of them. The best way to handle NPC crew and the way it should be played out is like **Demons** from the core rulebook [pg. 212]. Crew have a Combat Number that is added to a 1d10 in any roll. When boarding a ship that theoretically has almost a thousand crew members on it, roll the PCs vs 1 of the below Crew to determine how that combat went until the perhaps progress to the area they need to be for a skilled enemy (or group of enemies) that are important to the narrative.

Skill Level	Combat Number	HP	SP	Cost per Month
Novice	6	15	4	20eb
Average	8	15	7	50eb
Professional	11	25	7	100eb
Elite	14	35	11	500eb

For ships with NPC Crew larger than 6, treat the Crew as a single entity. For example, a Destroyer has 64 seats and there's six players who have filled out the rest of their ship with crew. The number of Crew is equal to the ship size number (so 6 in this case).

Ship Agents are capable of issuing reports and updates to the entire crew, as well as providing an analysis of any situation upon request through a standard terminal.

Demons can also take on the functions of crew members given the proper control nodes.

CHAPTER 4: SPACESHIP BUILDER

We've some different ways to handle space ships depending on the depth that you want to go. The first option is as close to RAW vehicle combat as you can get. The second is the system we've been using for Red: Expanse 2145. It's a lot more indepth where building your ship is like picking Cyberware, there's more options for weapons and defenses, and those personal touches that make the ship truly your own. Now COMPLEX MODE may seem really confusing at first but I promise you, after even just a one-shot of space combat you'll get the swing of it.

Unless you want your campaign to only take place in Mar's Crater City or on the steamy corridors of the Drift Stations, your Player Characters might want a spaceship. Heck, the Rockhopper Moto gets access to some. In early versions, we just used ships like you would an AV-9, but that grew boring as there wasn't a whole lot for everyone to do. Also, there really wasn't much room for customizing because only the Nomad could really do it. Ships serve as a home or trophy for players and will take the role of Housing depending on what kind of campaign you're running. .

RESOURCE POINTS

Hear me out here, but the biggest problem I ran into with my two separate home groups was finances. Red's game balance and economy are tied together and trying to break that, breaks the game in unpredictable ways. Questions come up like "well, 2000eb doesn't buy me a Point Defense Turret" so do we bump up pay to 5000eb a person? Players then hyperfocus on managing the ship's financials and never touch their own wants and desires like money or buying anything on the lifestyle tab. Also, Players selling ships or their parts for hard cash could mean they can buy a few Malorian Arms a hundred times over if they could. Taking a page out of *Starfinder* by Piazza, I found that separating player economy from ship economy **IMMEDIATELY** relieved all the pressure of the PCs, and then me the GM.

"I'll tell you, there's nothing like sitting in that crash couch, feeling the sting of juice filling your veins, the deck vibrating as the afterburners kick in. Before you know it, you're swimming in the stars and pulling Gs that could crush a normal gonk's bones."

- Nico Saab

Resource Points is a combination of materials, eddies, labor, and influence with a price tag. Fitting a new missile launcher on your ship may really cost you 10,000eb just for the weapon system but you also got to source the launcher using black markets, then find people with the knowledge and availability to install it. If unchecked, Resource Points can create an economy issue where ships have a definitive value and thus players will treat them as loot and try to sell it off. For starters, if you try to convert Resource Points to eddies, you'll only get a 2% return. So if 1 rp = 5000eb, cashing in on that will only return you 100eb. Another work around is that ships are never fully owned by their crew. An average freighter is 400rp, so that's actually 2 million eddies so you can be certain that Solo and his crew don't own that ship. Either they're paying off a debt to a bank, they're sponsored by a Corporation, or it's owned by a Government Agency or military.

Price Category	Resource Market Price
Cheap	2
Everyday	4
Costly	6
Premium	8
Expensive	13

► Stock Ships and Parts

On the following page is going to be a list of ships. These are considered stock ships that can be loaded into a session or scenario with minimal work. When a Nomad picks their spaceship of choice, they will choose from the following list. All the components on your ship will assume that the stock component until you change it for a new component.

Very Expensive	16
Luxury	19
Super Luxury	21 and more

EASY MODE

In **EASY MODE** ships work very similar to RAW. Below will be a list of templates for ships. Use these templates like a foundation to build your custom ship off of.

Vehicle: The ship's name

Size: How big is the ship. The number (#) represents the signature of your ship that's added to an attacker's Attack Roll.

SP: The armor

SDP: The hull integrity

Rooms: How many rooms to customize there are.

Speed (Combat): Speed in space combat only. Ships can go Mach 6 to 10 in atmosphere.

Sensors: The sensor value

Fuel: The amount of fuel the ship holds.

Cost: The price of the ship in Resource Points.

Name	Size	Power	Sensors	Signature	SP	SDP	Crew	Speed (Combat)	Expansion Bays	Weapon Mounts	Fuel	Cost (in RP)
Spaceplane	Small (1)		1	1	4	40	1 (2)	3	0	2	4	30
Shuttle	Small (1)		0	1	4	70	1 (2)	1	3	0	4	100
Gunship	Medium (2)		2	2	11	200	2 (4)	2	3	4	8	350
OTV	Medium (2)		0	2	7	200	2 (4)	2	4	4	8	200
Personal Yacht	Medium (2)		0	2	7	200	4 per room	2	10	2	10	300
Frigate	Large (4)		3	4	11	400	3 (6)	3	4	6	10	450
Small Freighter	Large (4)		0	4	11	400	3 (6)	2	3	4	15	250
Destroyer	Huge (6)		3	6	13	600	7 (10)	6 (4)	4	8	20	650
Freighter	Huge (6)		0	6	11	600	7 (10)	3	5	4	20	300
Medium Freighter	Gigantic (8)		0	8	12	800	11 (18)	6 (4)	8	4	20	350
Cruiser	Gigantic(8)		4	8	15	800	11 (18)	7 (3)	6	8	20	700
Large Freighter	Colossal (9)		0	9	12	900	19 (25)	7 (5)	10	4	30	400

Battleship	Colossal (9)		5	9	18	900	19 (25)	8 (4)	8	10	30	1000
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► Expansion Bays

Name	Install	Data	Price in RP
Expansion Bay	Install	The Deck on your ship. Comes with 4 option slots.	Price [in RP]
Armory	Port	Comes with several thin steel weapon and armor lockers (25 HP) secured with biometric locks and a workbench for tinkering and repair. Takes one Option Slot.	4rp (Everyday)
Bar	Retail	A fully loaded bar for rest and relaxation with a counter to prepare them. While using the bar, you gain a +1 to all Social Skills. Takes one Option Slot.	4rp (Everyday)
Brig	Port	Comes with one cell either equal to the denoted number next to the size requirement or EV cost. Takes one Option Slot.	6rp (Costly)
Cargo Hold	Port	This is a space to store cargo that requires a full deck/level. Without a cargo hold, you cannot store large amounts of cargo nor ship weapons and equipment. Holds up to 60 tons of cargo.	N/A
Command Information Center	Port	This space is used for planning operations and tactical analysis. Usually requires 5 Skilled Crew (500eb each) to operate. The analysis this crew provides gives a +1 to Sensors, Perception, and Operator checks while using the ship. The Command Information Center takes 4 Option Slots.	16rp (Very Expensive)
Casino	Retail	Offers all the necessary implements, including furniture and customized chips, to run a gambling institution. Roll 2d6 at the end of every month to see how much money you made or lost: 12: 300eb, 11: 200eb, 9-10: 100eb, 6-8: 0eb, 4-5: -200eb, 2-3: -300eb. Takes one option slot.	13rp (Expensive)
Common Room	Port	An open space with maybe some chairs and tables with a TV and kitchenette with the bare essentials for rehydrating kibble. The Common Room takes 2 Option Slots.	6rp (Costly)
Full-Service Galley	Shipyard	A full galley complete with tables, chairs, drink dispensers, and kitchen appliances for reheating pre pack or cooking real food. Takes 2 Option Slots.	13rp (Expensive)
Recreation Suite	Port	This room contains a wide range of entertainment for the crew or passengers to blow off steam. When installing the room, you can choose to make it either a gym, arcade, gambling, or other relaxation/downtime spaces of your choosing. The Recreation Suite takes 2 Option Slots.	6rp (Costly)
Office	Retail	A simple room with a door, lock, chair, and a large desk with a Computer. A good space for Captains, meetings, or other personnel trying to focus on work in private. Takes 1 option slot.	6rp (Costly)
Engineering Deck	Shipyard	This deck has an Engineering Station and the proper tools to perform repairs and maintenance to the Reactor and engine mid-flight without having to	8rp (Premium)

		crawl between the hulls or going outside the ship. The Engineering Deck takes 1 Option Slot.	
Machine Shop	Port	The Machine Shop contains the tool kits a mechanic would need as well as industrial 3D printers to fabricate new parts. The Machine Shop takes 10% off your maintenance and repair costs. The Machine Shop takes 1 Option Slot.	8rp (Premium)
Hydroponic Garden	Retail	A small garden that provides fresh fruits and vegetables while also providing organic air recycling. Once a month, a Hydroponic Garden provides 1d6 of Fresh Fruits, Fresh Vegetables, Root Vegetables, or Exotic Fruit or Vegetables. Takes 1 Option Slot.	13rp (Expensive)
Medical Bay	Port	Filled with beds for patients and all the necessary tools for a Medtech to perform their Role Ability. Takes 1 Option Slot.	8rp (Premium)
Advanced Medical Facility		A high-tech facility filled with AutoDocs that act like going to a hospital, however you still have to pay the same costs as well as the cost for renting a bed as the AutoDoc needs supplies and maintenance to perform its duties to the fullest. Takes 2 option slots.	16rp (Very Expensive)
Science Lab	Port	The lab can be dedicated to whatever science you want, granting you a +1 to whatever test is conducted related to the science of your choice. To change the science requires the room to be reinstalled. Takes 1 option slot.	16rp (Very Expensive)
Internal Hangar Bay	Shipyard	You can fit another, smaller ship, inside with airlock access. The vacuum can be cycled automatically and bay doors will open, allowing the smaller ship to maneuver out. The ship attached must be a Small [1] with the exception of a Drop Ship. A Gigantic [8] sized ship can have up to a Medium [2] sized ship attached to its exterior. Requires a Huge [6] ship and takes 4 option slots.	16rp (Very Expensive)
External Docking Bay	Shipyard	An airlock is created on any deck that leads to a ship docked on the outside against the hull. The ship attached must be a Small [1] with the exception of a Drop Ship. A Gigantic [8] sized ship can have up to a Medium [2] sized ship attached to its exterior. Takes 2 Option Slots.	13rp (Expensive)
Internal Drone Bay	Port	Allows drones to be launched from any automated atmosphere-controlled bay. The drones can be controlled from any computer access on the ship. Takes 1 option slot.	13rp (Expensive)
Munitions Hold	Port	A secure room with thick steel [50 HP] doors that contains all PDT magazines and Missiles to prevent damage to the rest of the ship in case of an explosion. Takes 2 option slots.	13rp (Expensive)
Extended Fuel Storage	Port	Allows you to store more than your maximum Fuel safely without the fear of radiation leaking out. Takes 1 option slot.	8rp (Premium)
Storage Room	Port	A room for storing party gear or small cargo behind a locked door. Takes 1 option slot.	4rp (Everyday)

Guest Quarters	Port	Bunks with desks and some storage space for personal items and clothing that can fit up to six passengers. The lock on this door is controlled from the ship's computer. Takes 2 option slots.	8rp (Premium)
Lifeboat	Port	A simple lifeboat attached to the outside of the ship with its own supply of air, food, medicine, and water. This lifeboat has no ability to take on any engine upgrades and can only maneuver via maneuvering thrusters. A lifeboat has a life expectancy of 30 days for 8 passengers. Requires a Large [4] ship and takes 1 option slot.	16rp (Very Expensive)
Recording Studio	Port	A sound proof room designed to aid in the creation of music, videos, or BD's. +2 to Composition, Photography/Film, Play Instrument, and Acting Checks.	8rp (Premium)
Hard Point	Port	An additional weapon mount.	8rp (Premium)
Standard Stateroom		Staterooms are the quarters for crew and passengers. Each room is sufficient for one person or up to 4 people with two bunk beds. The cost from Staterooms includes the life support needed to keep the crew alive. Furnishing the room is done in eb rather than rp.	
Scavver Special	Retail	Maybe you've spent your time at a Dumper's Dept or took what you can from the Io Scrapyards, but you've managed to get an old crash couch with a slight odor, a box for a dresser, and air recyclers that'll leave the room like a sauna. But hey, at least you've got a space to call your own.	50eb (Costly)
Workerganger Chic	Retail	You've got the most out of your money, even if it came a steep price. You've got a plastic plant, a bed, and a crash couch that doesn't hurt your back. Maybe you even have some plastic furniture and shelving. It might still get humid but at least you're not living like a Scavver.	100eb (Premium)
Luxury	Port	You have only the best that money can buy for living on the float. Your furniture is made of real wood from Earth, your vanity has an integral Agent that can help you fix up an outfit for the day, and you even have a real plant. The air you breathe feels refreshing and the temperature can be whatever you want it to be.	500eb (Expensive)

COMPLEX MODE

The following section will outline the step-by-step process of building a ship for both Game Masters and Players. A lot of these rules are still being worked on and without the proper amount of testers, there might be a lot of holes, but so far this is what my home groups

have been using as a guide for their ship, *Athena*. For ship parts **you get 775 Resource Points (rp) to buy any ship upgrade.** Encumbrance Value (EV) works the same as Humanity Loss (HL) when buying cyberware. In fact, this whole list will look familiar. **After Ship Generation, Encumbrance Value is determined by the dice in parentheses following the present number.** Like Cyberware, most classifications have a foundational piece that is a prerequisite for installing other upgrades of the same type. Unless otherwise marked, most

options require one slot in the foundational upgrade or of that category. Upgrades marked **Essential** means that your ship cannot function without this component.

Step 1: Think about what kind of Ship you want. Ask yourself questions such as what's its purpose, how many crew and passengers it needs. Think about popular films, games, or TV. Is it like the *Bebop* or is it like the sleek *SR2 Normandy*? Is it for smuggling and cargo runs like the *Millenium Falcon* or *Serenity*? Or is it a military vessel built for the brewing Corporate Wars out in Jupiter's Satellites?

Step 2: Select a frame. In the following section are a list of ship frames. Think of these as the basic skeletons. Each frame comes with a number of rooms SDP, Cargo Capacity (if you use those rules), Resource Points, Hardpoints, and Crew Requirements based on Size.

Step 3: Select the Power Supply Unit. All ships need power and the PSU determines how many systems, weapons, and components you can attach before overloading the ship's power.

Step 4: Select your Engine. All ships run on a modified Fusion Drive utilizing magnetic coil exhaust acceleration to sustain thrust as long as they have a ICF Pellet (Fuel Pellet). These drives can push a ship up to seven or even 12 gs for weeks or months on end.

Step 5: Pick your Computer. Ships must have computers to operate. Computers are like Net Architectures except

that they are not air gapped and can be accessed when they connect to the net. They also can be hacked by a Netrunner boosting their range via Comms Array from another ship.

Step 6: Other components. There are a lot of components for a ship, however some are exclusive to Nomads and can only be found on (page ##). With your remaining points, you can pick from the components from combat to computers.

Step 7: The finishing touches. Everything should be coming together. This is when you're free to add aesthetics like nose art, color, the name, etc. Don't shy away from Flaws and Quirks, as they give you back RP in exchange for some fun extras...

The Frame

Every frame determines the ship's size, maneuverability, weapon hardpoints, structural damage points, floors, and other capacities. Each frame has the necessary stuff like fuel, life support, and other systems to keep the crew alive. Integral to the frame is the ship's transponder, a black box that is the ship's "address" for solar system-wide communications. The transponder can be deactivated, during which the ship cannot send or receive messages, but neither can it be tracked down by conventional means. In case you're doing something that ain't strictly legal...

Side Bar: The Scale of Ships

Despite sharing the same name, class, or size category, ships have varying sizes and weights. A lot of this is streamlined and abstracted for both your imagination and to make the whole process less of a headache. The size of a ship can also affect its move and maneuverability.

Size Category	Size (in meters)	EV / SDP	Penalty
Small [1]	10 - 25 meters	60-150	None
Medium [2]	25 - 45 meters	150-270	None
Large [4]	45 - 100 meters	270-600	None
Huge [6]	100 - 250 meters	600-1500	-1 Maneuver & Speed
Gigantic [8]	250 - 500 meters	1500-3000	-2 Maneuver & Speed
Colossal [9]	500 - 700 meters	3000+	-3 Maneuver & Speed

► **Essential: Fusion Drives** (Foundational: Drive System)

Name	Install	Description and Data	Cost	PSU	IRS	EV
Drive System	Shipyard	The main fusion reactor that takes in fuel rods to accelerate the ship. Most ships have a top acceleration of 4000 km/s, which is 1.33% the speed of light. This has one option slot.	13rp (Expensive)	2	7	14 (4d6)
EDS Bolt Series	Retail	A small set of thrusters usually mounted on shuttles. You gain a +2 to your Fuel Storage and +1 to Move.	6rp (Costly)	2	4	3 (1d6)
Anvil 500 Series	Retail	Small haulers don't need a big fancy drive system for simple rockhoDripping. Fuel: +3 Move: +1	8rp (Premium)	3	6	3 (1d6)
Supercharged Aquarius-9	Port	A competitive high-powered engine for thrill seekers. Your SDP decreases by 10. Fuel: +4, Move: +8, -1 Maneuver	16rp (Very Expensive)	10	12	7 (2d6)
High-Velocity Fusion Drive	Port	Fitted for racing ships. Can only be attached to Small Sized Ships, +1 to Maneuver, +2 to Fuel Storage, and +10 to MOVE.	19rp (Luxury)	12	15	7 (2d6)
Agni Industrial Series	Port	An affordable engine for Medium to Large ships. Fuel: +6, Move: +2	8rp (Premium)	6	12	7 (2d6)
Drifter Series	Port	A common engine chosen by Edgerunners. Fuel: +8, Move:	6rp (Costly)	2	10	7

		+2. Maneuver -1.				(2d6)
VTX-G Series	Port	An all around good engine that increases movement by 2 squares when using the Full Burn Action. Fuel: +10, Move: +3.	16rp (V Expensive)	10	20	7 (2d6)
Arasaka Supercooled Fusion Drive	Shipyard	Built by Arasaka for their stealth ships. It trades waste heat for maneuverability and high power usage. Fuel: +10, Move: +4, Maneuver +1, Stealth +1	21rp (Super Luxury)	10	8	14 (4d6)
Voyager-50 Series	Shipyard	Built by Voyager for deep space exploration. SDP +10, Fuel: 11, Move: 6	13rp (Expensive)	11	22	14 (4d6)
G300 Series	Shipyard	Built for Giant ships. Requires Giant Sized Ships. Fuel: +13, Move: +7	16rp (Very Expensive)	13	26	14 (4d6)
VTX-400	Shipyard	Built for Colossal sized ships. Fuel: +30 Move: +8	21rp (Super Luxury)	30	60	14 (4d6)

Name	Install	Description and Data	Cost	PSU	IRS	EV
Computer	Port	The brain of your ship, required to use the ship. Inside the computer is an integral Net Architecture with 3 customizable floors. Component has 7 Option Slots for Computer Options	8rp (Premium)	1	2	3 (1d6)
Onboard Agent	Retail	You can give voice commands anywhere on the ship to the ship's computer. This involves navigation charting, course-corrections, looking up data on ships, or checking the status of the ship. The Agent provides a +2 to Library Search checks made via the ship's computer. Players can talk to and interact with the onboard agent via Agent off their ship.	8rp (Premium)	0 (N/A)	0 (N/A)	0 (N/A)
Auto-Encryption	Retail	Any outbound or received message is filtered through an auto-encryption that requires a DV17 Cryptography for unwanted eyes to crack.	13rp (Expensive)	0 (N/A)	0 (N/A)	0 (N/A)
Targeting Optics	Retail	Gunnery Station gets a +1 to their Check when making an Aimed shot. Multiple installations of this option provides users no additional benefit.	13rp (Expensive)	0 (N/A)	0 (N/A)	0 (N/A)
Reflex Processor	Retail	Allows your ship to make an evasion on a successful hit with a ranged weapon.	13rp (Expensive)	0 (N/A)	0 (N/A)	0 (N/A)
Virtual Displays	Retail	The computer projects holographic displays from mounts on the ceiling from calls on Agents to displaying real-time tactical data.	8rp (Premium)	0 (N/A)	0 (N/A)	0 (N/A)

		giving you a +1 to tactics if in use.			)	
Image Enhance	Retail	Adds +2 to their Perception and Conceal / Reveal Object Skills for Checks which include sight. Requires two Computer Slots.	13rp (Expensive)	0 (N/A)	0 (N/A)	0 (N/A)
Net Architecture Rack	Retail	You are able to install a Net Architecture of any size to your ship's systems. This will override the 3 floor net architecture all ships come with.	8rp (Premium)	0 (N/A)	0 (N/A)	0 (N/A)

Other Sub-Components

Now that the bare essentials have been installed, now it's time for extras. With your leftover RP, you can invest in additional armor, defenses, or rooms. Don't forget that picking Quirks and Flaws can earn you back RP in the ship creation process, so if you're not afraid of having a leak somewhere, it's worth checking out.

► Armor

Armor works the same as throwing on a pair of Light Armorjack or Metalgear. When armor takes damage, it ablates like normal SP.

Armor	SP	Penalties	Cost (in RP)
Class 1	4	None	2 x size
Class 2	7	None	3 x size
Class 3	11	None	3 x size
Class 4	12	-2 Maneuver & Speed	4 x size
Class 5	13	-2 Maneuver & Speed	5 x size
Class 6	15	-4 Maneuver & Speed	6 x size
Class 7	18	-4 Maneuver & Speed	7 x size

► Coolers (1 Option Slot Available)

Name	Install	Description and Data	Cost	PSU	IRS	EV
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Basic Factory Cooler	Retail	Comes pre-installed on any ship right off the factory line.	2rp (cheap)	2	-4	3 (1d6)
Petrochem Budget Cooler	Retail		4rp (everyday)	3	-6	3 (1d6)
Zhirafa Civilian Cooler	Retail		6rp (Costly)	4	-8	3 (1d6)
Ziggurat Civilian Cooler	Retail		8rp (Premium)	4	-6	7 (2d6)
Zhirafa Industrial Cooler	Retail		13rp (Expensive)	5	-7	7 (2d6)
Militech Mk4 Cooler	Retail		16rp (V. Expensive)	5	-8	7 (2d6)
Arasaka Competition Cooler	Port		19rp (Luxury)	6	-10	14 (4d6)
Zetatech Competition Cooler	Port	This cooler has a lower power usage.	21rp (S. Luxury)	3	-10	14 (4d6)
Arasaka Black Ops Cooler	Port	This cooler provides a +2 to any Stealth Checks.	26rp (S Luxury)	8	-15	14 (4d6)

► **Sensors (Foundational: Sensor Array 1 Option Slot Available)**

Name	Install	Description and Data	Cost	PSU	IRS	EV
Sensor Array	Shipyard	The eyes and ears of the ship. The sensors look like little black spider eyes all over the hull of the ship with a rotating 180 degree camera.	8rp (Premium)	3	1	7 (2d6)
Cut-Rate	Retail	Max range: Close. Sensors: -4	2rp (cheap)	N/A	N/A	3 (1d6)
Budget	Retail	Max Range: Medium Sensors: -2	4rp (everyday)	N/A	N/A	3 (1d6)

Basic	Retail	Max Range: Long Sensors: 0	6rp [Costly]	N/A	N/A	3 [1d6]
Grade A Civilian	Retail	Max Range: Long Sensors: +1	8rp [Premium]	N/A	N/A	3 [1d6]
Industrial	Retail	Max Range: Very Long Sensors: +2	13rp [Expensive]	N/A	N/A	3 [1d6]
Military	Retail	Max Range: Distant Sensors: +3	16rp [V. Expensive]	N/A	N/A	3 [1d6]
Competition	Retail	Max Range: Distant Sensors: +4	19rp [Luxury]	N/A	N/A	3 [1d6]
Advanced	Retail	Max Range: Distant Sensors: +5	21rp [S. Luxury]	N/A	N/A	3 [1d6]

► **Expansion Bay (Foundational: Expansion Bay, Flight Deck, Water Storage, and Stateroom)**

Name	Install	Description and Data	Cost	PSU	IRS	EV
Water Storage	Shipyard	Where the water and fuel is stored. Inside the water storage is also where the laundry and waste recycling is done. Base Fuel +10. Comes free with every ship and takes 2 option slots.	N/A	N/A	N/A	7 [2d6]
Flight Deck	Shipyard	The Flight Deck is the Cockpit with a Pilot and Co-Pilot Station. This is an essential part of the ship. The Flight Deck is usually the top most level that can be accessed by a ladder or small lift. The Flight Deck has One Option Slot.	8rp [Premium]	N/A	N/a	14 [4d6]
Cabin	Port	For smaller ships with one or two crew, a cabin is tucked below or in the Flight Deck with a cot or two dug into the wall, a small sink and basic kitchen appliances to reheat some kibble and store cool beverages. Requires Flight Deck and takes one option slot.	8rp [Premium]	0 [N/A]	0 [N/A]	3 [1d6]
Command / Operations	Shipyard	The Command / Operations deck serves as the bridge of the ship. Usually down the ladder from the Flight Deck and the second level (second from the top) on ships The Command / Operations deck comes with the available Stations: Captain, Gunnery, Engineer, Technician, and Operator. Command / Operations takes 1 option slot.	8rp [Premium]	0 [N/A]	0 [N/A]	14 [4d6]
Expansion Bay	Shipyard	Each Expansion Bay is a Deck/Level on the ship and has 4	8rp	N/A	N/A	14

		Option Slots.	[Premium]			[4d6]
Huge Expansion Bay	Shipyard	Intended for larger ships. A Huge Expansion Bay has 6 Option Slots	8rp [Premium]	N/A	N/A	28 [5d6]
Airlock	Shipyard	Almost all Cargo Holds come with Airlocks but if you want a specific Airlock on a specific area, use this upgrade. Airlocks take 9 seconds (2 rounds) to cycle. Takes one Option Slot.	N/A	N/A	N/A	3 [1d6]
Armory	Port	Comes with several thin steel weapon and armor lockers (25 HP) secured with biometric locks and a workbench for tinkering and repair. Takes one Option Slot.	4rp [Everyday]	N/A	N/A	7 [2d6]
Bar	Retail	A fully loaded bar for rest and relaxation with a counter to prepare them. While using the bar, you gain a +1 to all Social Skills. Takes one Option Slot.	4rp [Everyday]	N/A	N/A	3 [1d6]
Brig	Port	Comes with one cell either equal to the denoted number next to the size requirement or EV cost. Takes one Option Slot.	6rp [Costly]	N/A	N/A	7 [2d6]
Cargo Hold 1	Port	This Cargo Bay can hold 2 SEU of cargo. Takes 1 Option Slot.	N/A	N/A	N/A	3 [1d6]
Cargo Hold 2	Port	This Cargo Hold can carry 4 SEU. Takes 2 Option Slots.	N/A	N/A	N/A	3 [1d6]]
Cargo Hold 3	Port	This Cargo Hold can carry 16 SEU. Takes 4 Option Slots	N/A	N/A	N/A	7 [2d6]
Cargo Hold 4	Port	This Cargo Hold can carry 32 SEU. Takes 4 Option Slots.	N/A	N/A	N/A	7 [2d6]
Cargo Hold 5	Port	This Cargo Hold can carry 64 SEU. Takes 4 Option Slots.	N/A	N/A	N/A	14 [4d6]
Cargo Hold 6	Port	This Cargo Hold can carry 128 SEU. Takes 6 Option Slots.	N/A	N/A	N/A	14 [4d6]
Cargo Hold 7	Port	This Cargo Hold can carry 256 SEU. Takes 6 Option Slots.	N/A	N/A	N/A	28 [5d6]
Command Information Center	Port	This space is used for planning operations and tactical analysis. Usually requires 5 Skilled Crew (500eb each) to operate. The analysis this crew provides gives a +1 to Library Search, Sensors, Perception, and Operator checks while using the ship. The Command Information Center takes 4 Option Slots.	16rp [Very Expensive]	N/A	N/A	14 [4d6]

Casino	Retail	Offers all the necessary implements, including furniture and customized chips, to run a gambling institution. Roll 2d6 at the end of every month to see how much money you made or lost: 12: 300eb, 11: 200eb, 9-10: 100eb, 6-8: 0eb, 4-5: -200eb, 2-3: -300eb. Takes one option slot.	13rp (Expensive)	N/A	N/A	7 (2d6)
Common Room	Port	An open space with maybe some chairs and tables with a TV and kitchenette with the bare essentials for rehydrating kibble. The Common Room takes 2 Option Slots.	6rp (Costly)	N/A	N/A	7 (2d6)
Full-Service Galley	Shipyard	A full galley complete with tables, chairs, drink dispensers, and kitchen appliances for reheating pre pack or cooking real food. Takes 2 Option Slots.	13rp (Expensive)	N/A	N/A	7 (2d6)
Recreation Suite	Port	This room contains a wide range of entertainment for the crew or passengers to blow off steam. When installing the room, you can choose to make it either a gym, arcade, gambling, or other relaxation/downtime spaces of your choosing. The Recreation Suite takes 2 Option Slots.	6rp (Costly)	N/A	N/A	7 (2d6)
Office	Retail	A simple room with a door, lock, chair, and a large desk with a Computer. A good space for Captains, meetings, or other personnel trying to focus on work in private. Takes 1 option slot.	6rp (Costly)	N/A	N/A	7 (2d6)
Engineering Deck	Shipyard	This deck has an Engineering Station and the proper tools to perform repairs and maintenance to the Reactor and engine mid-flight without having to crawl between the hulls or going outside the ship. The Engineering Deck takes 2 Option Slots.	8rp (Premium)	N/A	N/A	14 (4d6)
Machine Shop	Port	The Machine Shop contains the tool kits a mechanic would need as well as industrial 3D printers to fabricate new parts. The Machine Shop takes 10% off your maintenance and repair costs. The Machine Shop takes 2 Option Slots.	8rp (Premium)	N/A	N/A	7 (2d6)
Hydroponic Garden	Retail	A small garden that provides fresh fruits and vegetables while also providing organic air recycling. Once a month, a Hydroponic Garden provides 1d6 of Fresh Fruits, Fresh Vegetables, Root Vegetables, or Exotic Fruit or Vegetables. Takes 1 Option Slot.	13rp (Expensive)	N/A	N/A	7 (2d6)
Medical Bay	Port	Filled with beds for patients and all the necessary tools for a Medtech to perform their Role Ability. Takes 1 Option Slot.	8rp (Premium)	N/A	N/A	7 (2d6)
Advanced Medical Facility		A high-tech facility filled with AutoDocs that act like going to a hospital, however you still have to pay the same costs as well as the cost for renting a bed as the AutoDoc needs supplies and maintenance to perform its duties to the fullest.	16rp (Very Expensive)	N/A	N/A	7 (2d6)

		Takes 2 option slots.				
Science Lab	Port	The lab can be dedicated to whatever science you want, granting you a +1 to whatever test is conducted related to the science of your choice. To change the science requires the room to be reinstalled. Takes 1 option slot.	16rp (Very Expensive)	N/A	N/A	7 (2d6)
Internal Hangar Bay	Shipyard	You can fit another, smaller ship, inside with airlock access. The vacuum can be cycled automatically and bay doors will open, allowing the smaller ship to maneuver out. The ship attached must be a Small (1) with the exception of a Drop Ship. A Gigantic (8) sized ship can have up to a Medium (2) sized ship attached to its exterior. Requires a Huge (6) ship and takes 4 option slots.	16rp (Very Expensive)	N/A	N/A	14 (4d6)
External Docking Bay	Shipyard	An airlock is created on any deck that leads to a ship docked on the outside against the hull. The ship attached must be a Small (1) with the exception of a Drop Ship. A Gigantic (8) sized ship can have up to a Medium (2) sized ship attached to its exterior. Takes 2 Option Slots.	13rp (Expensive)	N/A	N/A	14 (4d6)
Munitions Hold	Port	A secure room with thick steel (50 HP) doors that contains all PDT magazines and Missiles to prevent damage to the rest of the ship in case of an explosion. Takes 2 option slots.	13rp (Expensive)	N/A	N/A	14 (4d6)
Extended Fuel Storage	Port	Allows you to store more than your maximum Fuel safely without the fear of radiation leaking out. Takes 1 option slot.	8rp (Premium)	N/A	N/A	7 (2d6)
Storage Room	Port	A room for storing party gear or small cargo behind a locked door. Takes 1 option slot.	4rp (Everyday)	N/A	N/A	7 (2d6)
Guest Quarters	Port	Bunks with desks and some storage space for personal items and clothing that can fit up to six passengers. The lock on this door is controlled from the ship's computer. Takes 2 option slots.	8rp (Premium)	N/A	N/A	7 (2d6)
Lifeboat	Port	A simple lifeboat attached to the outside of the ship with its own supply of air, food, medicine, and water. This lifeboat has no ability to take on any engine upgrades and can only maneuver via maneuvering thrusters. A lifeboat has a life expectancy of 30 days for 8 passengers. Requires a Large (4) ship and takes 1 option slot.	16rp (Very Expensive)	N/A	N/A	14 (4d6)
Standard Stateroom	Shipyard	Staterooms are the quarters for crew and passengers. Each room is sufficient for one person or up to 4 people with two bunk beds. The cost from Staterooms includes the life support needed to keep the crew alive. Furnishing the room is done in eb rather than rp. Requires Expansion Bay and 1 Option Slot.	4rp (Everyday)	N/A	N/A	3 (1d6)

Scavver Special	Retail	Maybe you've spent your time at a Dumper's Dept or took what you can from the Io Scrapyards, but you've managed to get an old crash couch with a slight odor, a box for a dresser, and air recyclers that'll leave the room like a sauna. But hey, at least you've got a space to call your own.	50eb (Costly)	N/A	N/A	N/A
Workerganger Chic	Retail	You've got the most out of your money, even if it came a steep price. You've got a plastic plant, a bed, and a crash couch that doesn't hurt your back. Maybe you even have some plastic furniture and shelving. It might still get humid but at least you're not living like a Scavver.	100eb (Premium)	N/A	N/A	N/A
Luxury	Port	You have only the best that money can buy for living on the float. Your furniture is made of real wood from Earth, your vanity has an integral Agent that can help you fix up an outfit for the day, and you even have a real plant. The air you breathe feels refreshing and the temperature can be whatever you want it to be.	500eb (Expensive)	N/A	N/A	N/A

► External Mounts (7 Option Slots Available)

Name	Install	Description and Data	Cost	PSU	IRS	EV
External Cargo Pylons	Port	Cargo Containers are mounted on the exterior of the ship but cannot be accessed from the inside. This is usually for smaller freighters hauling large quantities of goods or ships trying to disguise their hull identity.	8rp (Premium)	N/A	N/A	14 (4d6)
Pop-up Turrets	Shipyard	Concealable turrets are stored inside the outer hull of a ship when not in use. This prevents them from being damaged by space hazards. However, when deployed, they take a full Action to do so.	13rp (Expensive)	0 (N/A)	0 (N/A)	0 (N/A)
Hidden Weapons	Port	Concealable weapons can be hidden in all types of disguises like cargo containers and fuel tanks. These weapons gain a +4 to conceal/reveal object tests and take a full Action to deploy.	13rp (Expensive)	0 (N/A)	0 (N/A)	0 (N/A)
Weapon Hardpoint	Port	A fixed hardpoint is a mount for all sized weapons on a given firing arc.	8rp (Premium)	3	2	3 (1d6)
Emplaced Defense	Port	These exterior weapons are automated to the computer and act like Emplaced Defenses. They do not require a Demon, Netrunner, or Crew to operate them but they do need a single Control Node in the Net Architecture. When acting on their own, they use their Combat Number, which combines both STAT and Skill. When not controlled, they are vulnerable to	8rp (Premium)	2	1	7 (2d6)

		being countered using the Electronic/Security Tech Skill. Only one can be placed on each firing arc or turret options.				
Automated Point Defense	Port	This is an automated weapon, usually planted on a single firing arc for best coverage. Most ship weapons can be installed as an Automated Turret, although typically they will be equipped with 1 of the following: • A Medium PDT with 500 Basic rounds • A Flak PDT with 500 Basic rounds • Micro-Missile Launcher with 8 Basic T Missiles Trigger: Target enters defended area Combat Number: 14 25 HP Perimeter: Close Range DV24 Electronics/Security Tech to counter.	Varies	N/A	N/A	14 [4d6]
Automated Active Protection System	Port	Using the ship's Sensors to detect incoming warheads, upon detection, small solid material is launched at the missile in hopes of a premature detonation of the payload. Trigger: Target enters defended area Combat Number: 14 Ammo: 6 Special Chaff that costs 50eb HP: 25 Perimeter: Short Range DV17 Electronics/Security Tech to counter.	8rp [Premium]	N/A	N/A	14 [4d6]
Automated Signal Mask	Port	When a scan is performed on the ship, the defense will make an opposed DV. If successful, the EMS score seen by the enemy is divided by half until they scan again. Trigger: When scan is conducted Combat Number: 14 HP: 25 DV17 Electronics / Security Tech to counter.	13rp [Expensive]	N/A	N/A	14 [4d6]

► Power Supply Units 1 Option Slot

Name	Install	Description and Data	Cost	PSU	IRS	EV
Ares Light	Retail	Max PSU: 5	2rp (Cheap)	N/A	N/A	3 (1d6)
Ares Heavy	Retail	Max PSU: 7	4rp (Everyday)	N/A	N/A	3 (1d6)
Ares Ultra	Retail	Max PSU: 10	6rp (Costly)	N/A	N/A	3 (1d6)
VGA Brown	Retail	Max PSU: 20	8rp (Premium)	N/A	N/A	3 (1d6)
VGA Black	Port	Max PSU: 30	13rp (Expensive)	N/A	N/A	7 (2d6)
ThermalSmart Heavy	Port	Max PSU: 35	16rp (V Expensive)	N/A	N/A	7 (2d6)
PX1 Light	Port	Max PSU: 40	21 (S Luxury)	N/A	N/A	7 (2d6)
PX1 Ultra	Port	Max PSU: 50	30rp (S Luxury)	N/A	N/A	7 (2d6)
Vulcan Light	Port	Max PSU: 60	40rp (S Luxury)	N/A	N/A	14 (4d6)
Vulcan Ultra	Port	Max PSU: 65	50rp (S Luxury)	N/A	N/A	14 (4d6)

► Quirks and Flaws

Quirks and Flaws can give you Resource Points **back** during the ship generation process. The only catch is that you can't get rid of 'em. Don't worry, these are completely optional and totally skippable but they do have some roleplay potential...

Name	Description and Data	RP
Battered	Critical Damage does 15 damage instead of 10.	+6rp
Buggy	The computer systems aren't the most reliable. Any Critical Failure using a Station during combat will cause it to not function for 1 turn.	+2rp
Fluctuations	Any component at random could be turned off for 1 turn.	+4rp
Cobbled	A lot of material and love has been slapped together to make	+4rp

	something work. Any repair test takes a -1 and repair costs are raised by 10eb.	
Sweltering Air Recyclers	Your ship is unbearably hot, making the crew take on the exhausted condition if they spend more than one week on the ship.	+8rp
Leaky	Every time you leave port, there's something leaking. What that is, it's up to the GM.	+4rp
Fragile	The critical damage taken to the ship is raised to 20 from 10	+8rp
Lumbering	You take a -1 to every piloting test and turning costs 2 moves.	+4rp
High Maintenance	Every maintenance cost is doubled.	+8rp
Aging	A component on the ship while traveling could be disabled and will take a DV13 Air Vehicle Tech to repair. If failed, the item cannot be repaired until brought to a port.	+8rp
High Fuel Consumption	Your ship burns twice as many Fuel Rods for a single burn.	+8rp
Wasteful Heating	Your IRS gains a permanent +5	+8rp
Sentient	Your ship's Agent gains some form of sentience. Maybe that's good, maybe that's bad.	+13rp
Wanted	Your ship is wanted in every major port in the solar system.	+13rp

Weapons

Weapons function pretty much the same way as normal weapons. A ship cannot install a weapon larger than its size category [Size [#]]. Weapon Qualities work the same way as regular guns do, poor quality Jamming on a Critical Failure and Excellent providing a +1 to attacks.

Standard Quality	Poor Quality	Excellent Quality
6 [Costly]	4 [Everyday]	8 [Premium]

8 [Premium]	6 [Costly]	13 [Expensive]
13 [Expensive]	8 [Premium]	16 [Very Expensive]

► Ship Weapon Table

Turrets (Heavy Weapons Skill)								
Weapon Type	Damage	Magazine	ROF	Size	Conceal?	Speed	Skill?	Cost (in rp)
Medium PDT Turret	2d6	5000 [M PDT]	2	Small	YES	N/A	Heavy Weapons	6rp [Costly]
Alt. Fire Modes & Special: Autofire [5]								
Heavy PDT	3d6	1000 [H PDT]	2	Medium	YES	N/A	Heavy Weapons	8rp [Premium]
Alt. Fire Modes & Special: Autofire [6]								
Very Heavy PDT	4d6	500 [VH PDT]	1	Large	NO	N/A	Heavy Weapons	8rp [Premium]
Alt. Fire Modes & Special: Autofire [7]								
Flak PDT	3d6	500 [Flak]	1	Medium	YES	N/A	Heavy Weapons	8rp [Premium]
Alt. Fire Modes & Special: Flak								
Laser PDT	N/A	20 [Battery]	2	Large	NO	N/A	Heavy Weapons	13rp [Expensive]
Alt. Fire Modes & Special: Damage to Missiles only: 2d6								
Micro-Missile Turret	2d6	10 [T Missile]	2	Medium	YES	1	Heavy Weapons	8rp [Premium]
Alt. Fire Modes & Special: Missile has HP 3								
Ranged Weapons (IR/EMS/CS)								
Weapon Type	DMG	Magazine	ROF	Size	Conceal?	Speed	Skill?	Cost (in rp)

Cannon	5d6	4 [Cannon]	1	Large	NO	N/A	Heavy Weapons	13rp [Expensive]
Alt. Fire Modes & Special: None								
Railgun	6d6	4 [Railgun]	1	Medium	NO	N/A	Heavy Weapons	13rp [Expensive]
Alt. Fire Modes & Special: Ignores SP11 and below								
Chaff Launcher	4d6 + 10	6 [Chaff]	1	Small	YES	N/A	Electronic Security / Tech	6rp [Costly]
Alt. Fire Modes & Special: Affects missiles up to the Short Range band. Fired with the Electronic/Security Tech Skill.								
Hellfire Missile Launcher	2d6	4 [H Missile]	2	Medium	NO	1	IRS/EMS/CS	13rp [Expensive]
Alt. Fire Modes & Special: Missile has HP 5, Autofire [3]								
Small Vertical Missile Launcher	6d6	8 [S Missile]	2	Small	YES	1	IRS/EMS/CS	8rp [Premium]
Alt. Fire Modes & Special: Missile has HP 5								
Medium Forward Missile Tube	6d6	8 [M Missile]	2	Medium	YES	2	IRS/EMS/CS	13rp [Expensive]
Alt. Fire Modes & Special: Missile has HP 5								
Large Vertical Missile Launcher	8d6	6 [L Missile]	1	Medium	NO	2	IRS/EMS/CS	13rp [Expensive]
Alt. Fire Modes & Special: Missile has HP 10								
Large Forward Missile Tube	8d6	6 [L Missile]	1	Large	NO	2	IRS/EMS/CS	13rp [Expensive]
Alt. Fire Modes & Special: Can only be placed on Forward Arc, Missile has HP 15								
Electronic Warfare Weapons (Electronic/Security Tech Skill)								

Weapon Type	Damage	Magazine	ROF	Size	Conceal?	Speed	Skill?	Cost (in rp)
Hangup Comms Jammer	Sensor Range	Technician Station only	1	Medium	NO	N/A	Electronic/ Security Tech	13rp [Expensive]
Alt. Fire Modes & Special: Has a jamming effect over 8x3 squares. Any missiles in that effect that has been launched via IR, EMS, or CS will have to make an opposed Operator Check or else the missiles will keep flying in a straight path and miss the target.								
Blanket Jammer	Sensor Range	Technician Station only	1	Medium	NO	N/A	Electronic/ Security Tech	13rp [Expensive]
Alt. Fire Modes & Special: Covers a 5 by 5 square area giving a -4 to sensors in that affected area.								
Screen Jammer	Sensor Range	Technician Station only	1	Medium	NO	N/A	Electronic/ Security Tech	13rp [Expensive]
Alt. Fire Modes & Special: A command missile in a 5 by 3 area will cut the connection with the gunner and as long as the missile is in this area, the gunner cannot use the missile.								
ESM-Net	N/A	Operator Station only	N/A	Medium	NO	N/A	Electronic/ Security Tech	13rp [Expensive]
Alt. Fire Modes & Special: If you are scanned by a ship beyond your max sensor range, you will either be given a 3 by 3 square area of where the scan came from if in combat or the GM will give you a narrative answer.								

Ammunition Type	Cost
Basic Ammunition	100eb [Premium]
Chaff Ammunition	50eb [Costly]
Armor-Piercing Ammunition	1000eb [Very Expensive]
Cluster Ammunition	1000eb [Very Expensive]
Acid Ammunition	100eb [Premium]
EWar Ammunition	1000eb [Very Expensive]

Smart Ammunition	1000eb (Very Expensive)
Plasma Ammunition	1000eb (Very Expensive)
Command Ammunition	1000eb (Very Expensive)
Nuclear Ammunition	50,000eb (Luxury)

► **Basic Ammunition**

Cost: 100eb (Premium) • **Ammo Types Available:** All except Missiles and Chaff

This is the standard ammunition for the weapon. It has no special features.

► **Chaff Ammunition**

Cost: 50eb (Costly) • **Ammo Types Available:** Chaff only

Can be configured to IRS or EMS. Any missile in a 6 by 6 square area must re-roll their attack against the chaff's damage roll. If failed, the missile misses its intended target. The typical penalty for trying to perform a task obscured by chaff -4.

► **Armor-Piercing Ammunition**

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** All except Flak and Chaff

When using this ammunition, you ablate armor by 2 instead of 1 whenever you would ablate armor.

► **Cluster Ammunition**

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** Missiles only

The warhead splits, dealing 3d6 damage to 3 by 3 Squares if successful. Roll damage once for each target.

► **Acid Ammunition**

Cost: 500eb (Expensive) • **Ammo Types Available:** Missiles only

This ammo deals no damage but ablates armor by 3 instead of 1.

► **EWar Ammunition**

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** Missiles only

If your target is using any jamming attempt, this missile will lock onto the jammer.

► **Smart Ammunition**

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** Missiles only

If this missile misses its target, it can re-roll its attack to attempt to hit the target again until destroyed.

► Plasma Ammunition

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** Missiles only

This ammo deals damage and ablates armor by 3 instead of 1

► Command Ammunition

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** Missiles only

This ammunition can be controlled as if it were its own ship using the Pilot Air Vehicle. If the user stops controlling this ammunition, it will continue on its current trajectory until stopped by something.

► Nuclear Ammunition

Cost: 1000eb (Very Expensive) • **Ammo Types Available:** Missiles only

This powerful warhead covers a 10 Square by 10 Square area with a powerful explosion and lingering radiation for 3 turns. Any ship caught in the square must attempt to beat a DV15 Basic Tech Check. If they fail, the GM chooses 2 systems of the ship that become inoperable for 3 turns. Only militaries have legal possession of nuclear warheads, but that doesn't stop some choombas.

Ship Name				
Frame	Size	Hull SP	SDP	Maneuver Penalty
Crew	Speed (Combat)	Sensors	Fuel	Power
EV	CS Signature	IR Signature	EM Signature	SEU
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Core Components				
Power Supply Unit (), Drive System (), Computer (), Cooler (), Sensor Array ()				
Expansion Suites and Upgrades				
Expansion Bays: Expansion Bay 1 (Flight Deck; Command Operations)				
Upgrades: None				
Notes				
Cargo, Flaws, etc				

Mitzutani <i>Freelancer</i> -class Light Freighter				
Frame	Size	Hull SP	SDP	Maneuver Penalty
Small Freighter	Large (4)	7/7	400/400	-1

Crew	Speed (Combat)	Sensors	Fuel	Power
1-2	2	0 (Basic)	8/8	17/30
EV	CS Signature	IR Signature	EM Signature	SEU
242/400	4	16 (10)	17	48
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Core Components				
Power Supply Unit (VGA Black), Drive System (Drifter Series), Computer (Onboard Agent), Cooler (Petrochem Budget Cooler), Sensor Array (Basic)				
Expansion Suites and Upgrades				
Expansion Bays: Expansion Bay 1 (Flight Deck; Command Operations) Expansion Bay 2 (Stateroom x4), Expansion Bay 3 (Common Room, Option Slot, Option Slot), Expansion Bay 3 (Cargo Hold 5), Expansion Bay 4 (Engineering Deck, Machine Shop), Expansion Bay 6 (Water Storage, Option Slot) Upgrades: External Cargo Pylon 4				
Notes				
Cargo, Flaws, etc				

Militech Wasp Gunship				
Frame	Size	SP	SDP	Maneuver Penalty
Gunship	Medium (2)	11/11	200/200	0
Crew	Speed (Combat)	Sensors	Fuel	Power

1-2	2	0 (Basic)	8/8	12/20
CS Signature		IR Signature	EM Signature	
	2	7 (5)	7 (3)	
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Heavy PDT	Heavy Weapons	3d6	2	1000
Heavy PDT	Heavy Weapons	3d6	2	1000
Core Components				
Power Core (VGA Black), Drive (Agni Industrial), Sensors (Military), Cooler (Militech Mk4), Ship Computer (Onboard Agent, Auto-Encryption, Targeting Optics, Reflex Processor)				
Expansion Suites and Upgrades				
Expansion Bay 1 (Flight Deck, Command / Operations) Expansion Bay 2 (Stateroom, Stateroom, Stateroom, Stateroom), Expansion Bay 4 (Common Room, Medical Bay, Armory), Expansion Bay 5 (Cargo Rack 3), Expansion Bay 6 (Water Storage, Engineering Deck)				
Flaws				
None				

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CHAPTER 5: THE DARK FUTURE

The world of *Red Expanse: 2145*, if you choose to play in it, is an extension of the dark future. Just because we invented a way to reach the stars doesn't mean it's fairly distributed.

Conflicts span the Solar System and piracy is at an all time high. This leans more towards *Alien*, *the Expanse*, and *Cowboy Bebop* then *Star Wars*.

EARTH 2145

Earth ain't looking too good, Choomba. Corporate wars and world wars between governments have really done a number on it. With the Red Fusion Drive, people are fleeing Earth in droves for better fortunes out in space. What's left is not all different from what we know. The rich get richer, the poor get poorer.

Cities are overpopulated with people wishing for their golden ticket off-world while people crammed into the tunnels wish for their lottery ticket for a ride to Earth so they can finally breath (somewhat) clean air and purified water. Really, those Groundsiders don't know how good they have it.

BLOOD SOAKED GOLD RUSH

With the Red Fusion Drive, Corporations and Governments no longer needed the Highriders to give them access to the bountiful resources that Space held. Wars broke out in low orbit with the Highriders seceding Luna and Low Orbit to the Earth-based Corporations and Governments while establishing a new interstellar power throughout our solar system.

What follows is similar to the California Gold Rush of the 1850s. People from all over Earth sold their homes and the clothes off their back to lease Corporate prospectors and take off to the Asteroid Belt or the Outer Planets, regardless if the Highriders having already claimed most major asteroids and moons. Native Highriders would blast away these smaller prospectors, starting wars out in the fringes of the solar system.

As more people rushed out, the higher demand for waystations, colonies, and services. Ice and mineral mining are the center of commerce, with massive Space Stations like Budapest Station needing vast quantities of clean ice-water and food for its thousands of inhabitants, minerals for new ships, and lithium for reactors.

LUNA (THE MOON)

Tycho and Copernicus remain to be the largest cities on the Moon, going from small lunar bases to underground labyrinths of stores, hotels, casinos, and factories. Tycho became the new capital of the European Space Agency. Tycho Shipyards are some of the largest in the solar system, producing military and civilian ships while Copernicus Dockyards hosts thousands of vessels traveling to and from the Belt and Outer Planets.

VENUS

Population: ca. 9.6 million
 Length of day: 116.75 days
 Temperature: -63°C (Average)
 Atmosphere: 96.5% carbon dioxide, 3.5% nitrogen, 0.015% sulfur dioxide
 Gravity: Standard (0.904 g)
 Capital: None

Second in the solar system and second to start being terraformed, however unlike Mars, Venus's terraforming project is doing quite well. Floating islands covered in plants convert carbon dioxide to oxygen through photosynthesis. The atmosphere is high in helium though, leading many living there to speak in high-pitched voices, which Cybernetics or

drugs can fix. Venus is where many of the 1% live and is the largest hub of BD interactive movies and entertainment. Many stake their lives into the 5000eb one-way economy ticket killing others just for a job in the industry. Vagrants are pushed off and locked out of the floating cities while the rich have their parties and private needs fulfilled. Legend goes, only the rich can leave Venus. Unless you believe the rumors that only escaped AIs live on Venus.

MARS

Population: ca. 9.6 million
 Length of day: 116.75 days
 Temperature: -63°C (Average)
 Atmosphere: 96.5% carbon dioxide, 3.5% nitrogen, 0.015% sulfur dioxide
 Gravity: Standard (0.904 g)
 Capital: Bradburry

It used to be the place everyone wanted to get to, now it was the place everyone wanted to leave, but those who are stuck there can't afford to leave. Think of Martian cities and neighborhoods like Night City under glass domes or buried in the rock of mountains and canyons. There's a lottery drawing (which is mostly rigged and probably fake) where a lucky few can get a free ride off Mars and to Earth or somewhere in the Outer Planets.

The key of Mars is that it's a false tourist trap, so everything is built in the grand scheme of "look how cool this is" or "this is the new home of humanity" but

that dream has been abandoned. Tourists may fall for the flashy ads in the small "safe zones" but only real Martians know the truth: life is worth less than the red Martian soil.

THE BELT

CERES

Population: ca. 6 million

In the early 2030s, Ceres was only used as a meeting point in the Belt, originally settled by NASA in 2023 with Kirkwood Station. Eventually it was made the Capital of the Highrider Confederation, owning the belt and separating the Inner Planets from the Outer Colonies. Using O'Neil 2, the Highriders spun Ceres, giving it a gravity of 0.3 g. The station has thousands of kilometers of tunnels, dozens of cities, towns, and ports with Kirkwood being the largest. Ceres is the largest transit point in the solar system with thousands of ships docked at its ports every day.

VESTA STATION

Population: ca. 1 million

Primarily an industrial asteroid with one of the largest civilian and military shipyard in the Belt, RF Kuang Shipyard.

PALLAS STATION

Population: ca. 50,000

A large refinery where many rockhopping OTVs haul raw asteroids to be processed.

THE OUTER PLANETS

Beyond the Belt are the Outer Planets: Jupiter, Saturn, Uranus, Neptune. This is frontier space, with Jupiter being the most colonized due to its closer proximity to the Belt.

GANYMEDE (JUPITER)

Population: ca. 7 million
Length of day: Tidally Locked
Temperature: -297°C (Average)
Atmosphere: trace oxygen
Gravity: Low (0.183 g)
Capital: None

Considered the Breadbasket of the Solar System. Ganymede is one of the few places that isn't actually all that bad. Each city "called Installation (number)" are owned and run by Biotechnica, so everything is their property, and they contract security to Lazarus. Ganymede's seafood is the main tourist attraction with rock lobster, low-g salmon, and moon fish and chips.

IO (JUPITER)

Population: ca. 800,000
Length of day: Tidally Locked
Temperature: -163°C (average)
Atmosphere: 90% sulfur dioxide
Gravity: Low (0.183 g)
Capital: Contested, various competing corporations

One of the most dangerous but rewarding places to live. Constant volcanos and tectonic activity make it a hostile environment for humans but that same activity produces trillions of watts. Power station all over the moon charge batteries that power the entire solar system, making Io one of the most lucrative places if you aren't suddenly a volcano the next day or the tectonic plates shifting crush your underground station. Hazard pay is great, though.

EUROPA (JUPITER)

Population: ca. 9 million
Length of day: 3.551 days, Earth Standard Time
Temperature: -171°C (average)
Atmosphere: Molecular oxygen: thin
Gravity: Low (0.134 g)
Capital: Contested, various competing corporations

The whole planet has been claimed by Zetatech who leases land out to anyone who can afford it (either the Rich or Corporations). The largest city on Europa is Omega with 80% of the population. Under the ice like rapture from Bioshock, Omega is like if an Apple Store was an entire city.

CALLISTO (JUPITER)

Population: ca. 2 million
Length of day: 16.7 days, Earth Standard Time
Temperature: -218°C (average)
Atmosphere: Carbon dioxide, molecular oxygen: thin
Gravity: Low (0.126 g)
Capital: Port Kessler

Callisto is tidally locked to Jupiter, so it always has the same hemisphere facing the planet, providing the satellite with subsurface water that would have been prime for colonization by the England's Monarch Colonial Initiative which went bankrupt in 2067. Militech bought the Spaceport and Shipyard but the rest of the colonies are Liverpool on a weekend night (mixed with a little Combat Zone). Many come here as refugees, illicit merchants, or wealthy with dark secrets they would like off the record, with Irish and British gangs running the streets in some semblance of law and order.

TITAN (SATURN)

Population: ca. 60,000
Length of Day: 15 days, 22 hours Earth Standard Time
Temperature: -179°C
Atmosphere: 94% Nitrogen, Methane 1.4%, Hydrogen 0.1-0.2%
Gravity: Low (0.14 g)
Capital: Titan City

A site of a massive battle between Petrochem and Monarch Colonial Security which has scarred the planet. Now run by Petrochem, Titian is covered in fuel refineries where its population are nothing more than skeletons and cheap labor.

RHEA (SATURN)

Population: ca. 10,000

Year Length: 4.5 days

Temperature: -220.15*c (average)

Atmosphere: 94% Nitrogen, Methane 1.4%, Hydrogen 0.1-0.2%

Gravity: Low (0.027 g)

Capital: Rhea Station

Rhea's only export is Helium-3, which isn't worth a lot in the greater economy, so anyone living there has nowhere else to be.

ARTIFICIAL HABITATS

Stationed at lagrange points around the solar system are giant space stations built and run by the Highrider Confederation. These serve as truck stops for refueling, repairing, or relaxation after months or weeks confined to the tight quarters of your ship. These Drift Stations are filled with shops, casinos, and every flavor of vice and sin you want. Each of these Drift Stations are like their own Night City inside and out.

READY FOR THE DRIFT?

Again, if you've gotten this far, you must be a serious walking bass, heh Keke? Guess I figured you wrong, my bad. Can you blame me? Here's some other pointers for the Drift.

THE LAW

The law varies on some places. On Mars you can pick out a Darra-Polytechnic one-shot from a vending machine and waste those gonks looking at you funny before throwing it down a recycler chute. Other places, like the Highrider Rec Stations or Kirkwood Station, carrying weapons is frowned upon. Some stations will ask for weapon permits on concealable weapons while banning anything larger than a Heavy Pistol, while other stations won't say a thing when you slip them the right amount of eb.

WORKGANGER CHIC

Out in the Drift, clothing is practical. This means overalls, jumpsuits, bomber jackets, and ball caps. Heck, even nudity is common for Workergangers out on the float. However, with the Gold Rush bringing all sorts of new folk, fashion has learned to adapt. We're talking flashy jumpsuits, the hottest Mag Boots, the best Pressure Suits.

WATER

Clean drinking water is upsold by Corporations who control its trafficking. On most stations, clean drinking water could fetch Premium or even Expensive pricing

MARTIAN LOTTERY

For 10eb per ticket, you could be one of fifty passengers with a first-class ticket to Venus. These tickets are sponsored by the Mars First Bank and allegedly the European Space Agency. Ask around on the streets and you might be told things like any winner “became a person” the day of the drawings and sent on a one-way trip never to be heard from again or that it’s one big scam to keep the poor even poorer. Besides, if Mars was as great as Earth-side advertisements say, why would anyone ever want to leave?

TIME OF SCARCITY

With millions of people stretched out for hundreds of lightyears, even the largest ships still take weeks or months to get supplies to feed a large colony. Nomad families are vital for running cargo, legit or otherwise, in half the time it takes a commercial cargo hauler to get to Callisto from Earth. Of course, you’ve got to know the right person to know when that shipment is coming in and how to be the first in line for what’s onboard.

CLAUSTROPHOBIC

Tunnels of stations are tight and without light. There’s no windows because even the slightest crack could cause thousands to die. There’s some LED screens that display feeds to simulate windows or Earth-like Landscapes. Stations have their spaces like parks of turf and artificial trees, lakes, and rivers, cyber pets, stadiums, and relaxing spaces. It might be tight and you may live in the equivalent of a cargo container dug into the side of a wall, but at least there’s a coffee-scented air freshener stuck to the Air Recycler.

Oh yeah, did we mention that a cargo container is also the standard living for the majority of people? These are called “holes” because they’re quite literally holes in the rock of whatever moon or asteroid they’re on.

BRIEF GUIDE TO MARS

Mars and the Drift Stations, and soon locations around our solar system, will be further fleshed out through expansions on our discord/living community pages as interest grows. Right now, here’s a sneak peak from our *A BRIEF GUIDE TO MARS* expansion.

OUTPOST 03: CRATER CITY

One of the more successful colonies, Crater City is a perfect example of the High Frontier Dream. Crater City was one of the founding colonies, where workers were flown from Earth and Luna to help build the colony. Crater City founders and CEOs had a plan of creating a colony that didn’t need to rely on Earth, that it could make its own food and resources. For less than 1 year,

hundreds of workers and their families were offered paid tickets and cheap living habitats if they could build the farms, factories, and networks so that one day the entire infrastructure of Crater City could be autonomous. When the work was done, around 75% of the now thousands of workers and families found themselves replaced by the automation they spend a 236 days constructing and suddenly without jobs. Any attempts at resistance was crushed by brutish Militech Security forces, but some keep dreaming on. The unemployed were forced to the Crater Floor to freeze and starve while the Corporates who ran the automation and essential businesses built a new city over the old. To this day, Crater City remains an excellent tourist destination, just don't go exploring its under-city.

► The Executive Zone ◀

Threat Rating: Executive

This area is gated and heavily defended. It has all the luxuries befitting the rich and powerful; luxury gardens, restaurants, spas, and recreational facilities. The gardens are the warmest with the most power and freshest water and food being routed to their stockpiles. Many live in glass towers and have a 360-degree view of the Martian surface outside the dome. Neighborhoods are:

The Gardens: Glass spires where an entire floor is equivalent to a Beaverville Mansion with each floor (or multiple floors) privately owned. The Gardens are built above Upper Cradle City on its own platform. Looking down at the city below could be quite dizzying as the drop would take a really long time to hit bottom. But at least the grass on the platform is real and the railings are actually bulletproof glass.

The Villas: Outside the Crater City Dome and Solar Farms are Italian style villas within their own smaller domes and self-contained atmospheres. These domes are usually owned by CEOs.

► Upper Cradle City ◀

Threat Rating: Corporate

Built above the Crater's floor on what is considered "Tier 1", glass towers and shopping centers sprawl over lawns of artificial turf and fountains. Corporate Security patrol the streets and platforms making sure any sign of homeless is dragged back to the Crater Floor. The Urban Center never sleeps; a riot of light and noise from clubs, building-sized holographic signs, street vendors, and Corporates looking to blow off some steam. Neighborhood Zones included in the Urban Center are:

The Plaza: Similar to the Corporate Center of Night City where all the most prominent Corporations have their offices in this strip of platforming.

Bank Block: A small plaza of the most prominent banks with Mars First Bank (MFB) being the largest.

Crater City Center: The heart of the Crater City government. Crater City Police Department (CCPD) and the Mayor's office can be found here.

► The New Urban Center ◀

Threat Rating: Corporate / Moderate

Built above the Crater's floor on what is considered "Tier 2", glass towers and shopping centers sprawl over

lawns of artificial turf and fountains. Corporate Security patrol the streets and platforms making sure any sign of homeless is dragged back to the Crater Floor. The Urban Center never sleeps; a riot of light and noise from clubs, building-sized holographic signs, street vendors, and Corporates looking to blow off some steam. Neighborhood Zones included in the Urban Center are:

The Commons: A campus of shopping centers and Corporate offices.

(Name) Expo Center: Many Corporates and families

Aspire Heights: A large set of skyscrapers filled with apartments that get bigger the higher you go. Inside these twin skyscrapers are shopping plazas and every kind of entertainment you can think of.

SovOil Stadium: The Low Grav Football area where all televised sporting events take place.

Medical Center: Home to the Crater City Medical Center (CCMC).

Crater City University (CCU): A campus where the only the best and brightest can afford to go and earn a degree essential for Corporate work (with a 5% admittance rate).

(Resort Name): An artificial resort complete with a wave pool, sand, tiki bars, and private hotel rooms (around 1000eb per night).

► The Old City ◀

Threat Rating: Moderate / Combat

The majority of Crater City live on the crater floor in shanty towns, packed Hong Kong style apartment

buildings, and coffin hotels. When the Permafrost sets in and nightfalls, the Crater Floor becomes cold (around 35°F / 2°C) as most power is diverted to the upper levels. If that's the case, anyone who spends most of the day outside or inside but in non-heated environments without the proper gear (see Night City Weather DLC) suffer damage via exposure (CP:R PG 181). Those living on the crater's floor spend whatever they can on the Mars First Bank Lottery Tickets at 10eb per ticket. Neighborhood Zones included are:

Kuaigan: A large portion of the Chinese population live here, filled with casinos, bars, brothels, and Night Markets.

The Shallows: Where a majority of the poorer population live crammed into studio or cargo container sized units with micromalls, open air markets, and air vendors.

Old Crater City Center: While this remains as the main commercial hub, it's only a shadow of the new bustling Central Business Tower.

Red Market District: An urban sprawl built around an open air market.

The Developments: Megabuildings and shanty towns constructed for SovOil employees.

► The Combat Zones ◀

Threat Rating: Combat

The majority of Crater City live on the crater floor in shanty towns, packed Hong Kong style apartment buildings, and coffin hotels. When the Permafrost sets in and nightfalls, the Crater Floor becomes cold (around 35°F / 2°C) as most power is diverted to the

upper levels. If that's the case, anyone who spends most of the day outside or inside but in non-heated environments without the proper gear (see Night City Weather DLC) suffer damage via exposure (CP:R PG 181). Neighborhood Zones included are:

The Works: The industrial sprawl of warehouses, algae treatment plants, waste recyclers, and thermal rooms.

Area 2: Once considered the Downtown of the early colonization days, now, no tram networks run here anymore. The residents all but cut off and forgotten. Rumor is cannibals lurk here, but those are only rumors, right?

The Forgotten Tunnels: In the early colonization days, colonists dug tunnels with function over comfort. As the colony grew and the dome that now is Crater City was built, their tunnels were almost forgotten. Now the maze of tunnels house all sorts of gangs and outcasts.

► The Perimeter ◀

Threat Rating: Outskirts

Each city on Mars is an island on a desolate wasteland called the Red Planet. Agriculture domes, mines, and processing plants still need some workers, even if most of the process has been entirely automated.

Abernathy Spaceport: The main spaceport for Commerical shuttle traffic from **Dream Station** or spaceships at the landing pads.

Crater City Military Base (CCMB): The heavily foritified Militech Base shut off from the rest of the station. The base has its own mass driver and landing pads for Medium to Large sized military vessels.

CORPORATIONS

The Corps You Know

A lot of Corporations from Earth like Arasaka, Militech, Biotechnica all do business on Earth but some do more than others. It's a well-known fact that Militech "owns" Mars to some degree and Arasaka rarely does business. Zetatech, Ziggurat, Zhirafa, and even Continental Brands can be quite essential for construction, power, and food for the citizens of Mars. Of course Mars having a population of around 300 million scattered through dozens of domes and subterranean cities have various local corporations and even major players of their own.

Mars First Bank

Investment/Financial holdings and counseling.

Headquarters: Crater City, Mars

Regional Offices: Earth, Venus, Ceres, Ganymede, Europa, Callisto

Chief Officer:

Employees: ca. 1,000,000

Omega Shipping

Specialize in interstellar freight

Headquarters: Bradbury, Mars

Regional Offices: Offices throughout the Solar System

Chief Officer:

Employees: ca. 1,000,000

Bankole Space Industry

Specialize in Red Fusion Drives, Ship Manufacturing & Design, and Space Survival equipment

Headquarters: Bradbury, Mars

Regional Offices: Offices throughout the Solar System

Chief Officer:

Employees: ca. 1,000,000

► **History** ◀

Amadou de Bankole created the Red Fusion Drive that made reaching the stars a reality. Amadou and his small team created BSI to make space travel affordable for the common man. For the first time in Human history, traveling to the far reaches of the solar system could take mere weeks under constant thrust simulating Earth-like gravity. Amadou de Bankole was eventually found dead in his Penthouse twenty years later and his husband took over the Corporation. 63 years later and his Granddaughter runs the company.

CHAPTER 6: RUNNING RED EXPANSE

Glad you're still here. Running Red: Expanse 2145 is really no different from your standard Cyberpunk affair but I'll give you some pointers from my experience to set that sweet tone just right. So fill up a glass of your favorite drink, turn on some bourbon blues or lo-fi beats, and get ready.

RETRO FUTURISM AND ALIEN

When setting up the mood for *Red Expanse*, default to Ridley Scott's *Alien* with a touch of *Cyberpunk 2077*. We're talking spaceships and stations that can either look like leaky oil refineries or 2077 Night City. Seeing wealth, especially on the Drift, should be extremely rare. Think old flickering CRT screens, analogue gear, chunky fallout-style equipment. Out in the Drift, it's practicality over function. Got that image in your head? Good, now break it. The new Cyberpunks of the Drift live and breathes style over substance. Your coveralls might make you look like a mechanic but with LEDs, neon threading, and some creativity and you won't have to look like any grease monkey. Your ship's recycler might be leaking something foul smelling but you've got interface plugs and an Agent who looks like John Wayne.

SPACE IS DANGEROUS

After so much debate and tinkering, I fell back on this system because I don't believe space and traveling space should feel "normal", because it isn't. There's a reason we're on a bright blue planet called Earth with breathable air, oceans, and other humans, and not the dusty graveyard called Mars. If you're shot or stabbed in space, you'll begin dying of Asphyxiation **CP:R 180**. Travelling on the surface of a moon without a Hostile Environment Suit, you'll suffer Exposure Damage **CP:R 181**. Before your players go into ship combat or think about firing a rocket launcher in a space station, make sure there's no air or pressure or else everyone not suited up will begin suffocating. Life in Space is hard and should never be easy, even for the experienced, because humans *AREN'T* made for it. Doesn't stop us stubborn idiots from trying.

THE MOOD

Out in the Drift, focus on the blue-collar at the bottom of the barrel. Corporations are selling you every lie knowing they hold you by the leash. A lot of Workgangers will complain about the new subscription services or regulations or having to pay for the Interface Plug then the socket because you won't get both in the same box anymore. You, the Cyberpunk, doesn't complain. You see the Corporations and this Hyper-Capitalist society stretching the Solar System

and you think best on how to exploit it for your own gain, or break it.

ALIEN LIFE

Let's address the elephant in the room. Is there Alien Life? I don't know. The closest known alien life in *Red Expanse: 2145* are thermal microbes and baterias underneath the ice of Europa. But who am I to stop you throwing in some face-huggers? There could be giant fish on Europa, Sandworms on Mars, an ancient civilization that left a wormhole gate past Neptune for Humanity to use to visit new solar systems and new worlds.

Just because our setting doesn't focus on the aliens doesn't mean there isn't a possibility. In one such scenario, my Player Characters were trapped on a Biotechnica research ship being attacked by giant slimes which were genetic experiments by Biotechnica using live human samples and Europa bacterias. These giant amibas could move themselves in Zero-G and would wrap themselves around the players trying to crush through their Vacuum Suits.

On the terraformed jungles of Venus, Biotechnica could create new wild life.

JUNKERS AND GUNNERS

Junkers and Gunners are your Mooks and Grunts. Junkers are opponents that'll get whomped by the players in seconds or would rather surrender than put up a fight. They're often poor, falling apart, or inexperienced.

Name, Name, Name. and Name are considered Skunks. Player Character Edgerunners and their Ships should be able to go up against an equal number of Skunks and have pretty good chances of making it out alive.

Rockhopper				
Frame	Size	Hull SP	SDP	Maneuver Penalty
OTV Prospector	Medium (2)	4/4	200/200	0
Crew	Speed (Combat)	Sensors	Fuel	Power
4	1	-2	12	12/20
EV	CS Signature	IR Signature	EM Signature	SEU

	2	11/11	12/12	16
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Core Components				
Power Supply Unit (VGA Brown), Drive System (EDS Bolt Series), Computer (Onboard Agent), Cooler (Basic Cooler), Sensor Array (Budget)				
Expansion Suites and Upgrades				
Expansion Bays: Flight Deck (Cabin), Water Storage (+10 Fuel), Expansion Bay 1 (Common Room, Med Bay, Stateroom), Expansion Bay 2 (Cargo Hold 3), Expansion Bay 3 (Engineering, Water Storage) Upgrades: None				
Notes				
Flaws: Sweltering Air Recyclers				

STEC Long Haul Freighter				
Frame	Size	Hull SP	SDP	Maneuver Penalty
Huge Freighter	Huge (6)	600	4/4	-1
Crew	Speed (Combat)	Sensors	Fuel	Power
7-10	(-1)	0	20	13/40
EV	CS Signature	IR Signature	EM Signature	SEU
521/600	6	14/14	13/13	256
Installed Weapons				

Name	Skill	Damage	ROF	Magazine
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Core Components [PSU, IR, EV]				
Power Supply Unit (PX1 Light [-,7]), Drive System [2,7,14] (Drifter Series [2,10,7]), Computer [1,2,3] (Onboard Agent), Cooler (Petrochem Budget Cooler [3,-6,3]), Sensor Array [3,1,7] (Basic)				
Expansion Suites and Upgrades [EV]				
Expansion Bays: Flight Deck [14] (Command Operations [14]), Huge Expansion Bay 1 [28] (Stateroom x6 [18]), Huge Expansion Bay [28] (Full-Service Galley [7], Common Room [7], Medical Bay [7], Office [7]), Huge Expansion Bay 3 [28] (Stateroom x4 [12], Recreation Suite [7]), Huge Expansion Bay 4 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 5 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 6 [28] (Engineering Deck [14], Machine Shop [7], Water Storage [7]), Huge Expansion Bay 7 [28] (Internal Docking Bay, Shuttle, [14], Lifeboat [14], Lifeboat [14])				
Upgrades: None				
Notes				
Cargo, Flaws, etc				

Pirate Rockhopper				
Frame	Size	Hull SP	SDP	Maneuver Penalty
OTV Prospector	Medium (2)	7/7	200/200	0
Crew	Speed (Combat)	Sensors	Fuel	Power
4	1	-2	12	12/20
EV	CS Signature	IR Signature	EM Signature	SEU
	2	11/11	12/12	16
Installed Weapons				

Name	Skill	Damage	ROF	Magazine
Heavy PDT	Heavy Weapons	3d6 (AF6)	2	1000
Heavy PDT	Heavy Weapons	3d6 (AF6)	2	1000
Small Vertical Missile Launcher	IRS/EMS/CS	6d6 (HP5)	1	8
Grappler	Heavy Weapon	N/A	1	N/A
Core Components				
Power Supply Unit (VGA Brown), Drive System (EDS Bolt Series), Computer (Onboard Agent), Cooler (Basic Cooler), Sensor Array (Budget)				
Expansion Suites and Upgrades				
Expansion Bays: Flight Deck (Cabin), Water Storage (+10 Fuel), Expansion Bay 1 (Common Room, Med Bay, Stateroom), Expansion Bay 2 (Cargo Hold 3), Expansion Bay 3 (Engineering, Water Storage) Upgrades: None				
Notes				
Flaws: Cobbled				

FORMIDABLE

Mitzutani <i>Freelancer</i> -class Light Freighter				
Frame	Size	Hull SP	SDP	Maneuver Penalty
Small Freighter	Large (4)	7/7	400/400	-1
Crew	Speed (Combat)	Sensors	Fuel	Power
1-2	2	0 (Basic)	8/8	17/30
EV	CS Signature	IR Signature	EM Signature	SEU
242/400	4	16 (10)	17	48
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Heavy PDT	Heavy Weapons	3d6 (AF6)	2	1000
Heavy PDT	Heavy Weapons	3d6 (AF6)	2	1000
Chaff Launcher	Electronic/Security	4d6+10	1	6
Large Vertical Missile Launcher	IRS/EMS/CS	8d6	1	8
Core Components				
Power Supply Unit (VGA Black), Drive System (Drifter Series), Computer (Onboard Agent), Cooler (Petrochem Budget Cooler), Sensor Array (Basic)				
Expansion Suites and Upgrades				
Expansion Bays: Expansion Bay 1 (Flight Deck; Command Operations) Expansion Bay 2 (Stateroom x4), Expansion Bay 3 (Common Room, Option Slot, Option Slot), Expansion Bay 3 (Cargo Hold 5), Expansion Bay 4 (Engineering Deck, Machine Shop), Expansion Bay 6 (Water Storage, Option Slot) Upgrades: External Cargo Pylon 4				
Notes				
Cargo, Flaws, etc				

Militech Wasp Gunship				
Frame	Size	SP	SDP	Maneuver Penalty
Gunship	Medium (2)	11/11	200/200	0
Crew	Speed (Combat)	Sensors	Fuel	Power
4	2	+3	8/8	21/30
EV	CS Signature	IR Signature	EM Signature	SEU
200/200	2	22 (14)	21 (3)	48
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Heavy PDT	Heavy Weapons	3d6	2	1000
Heavy PDT	Heavy Weapons	3d6	2	1000
Chaff Launcher	Electronic/Security	4d6+10	1	6
Small Vertical Missile Launcher (Aft)	IRS/EMS/CS	6d6	1	8
Railgun (Forward)	Heavy Weapons	6d6	1	4
Blanket Jammer	Electronic/Security	N/A	1	N/A
Core Components				
Power Supply Unit (VGA BLaack [-,-,7]), Drive System [2,7,14] (Supercharged Aquarius-9 [10,12,7]), Computer [1,2,3] (Onboard Agent, Targeting Optics, Auto-Encryption, Reflex Processor), Cooler (Militech Mk.4 [5,-8,7]), Sensor Array [3,1,7] (Military)				
Expansion Suites and Upgrades				
Expansion Bays: Flight Deck [14] (Command Operations [14]), Expansion Bay [14] (Stateroom x4 [12]), Expansion Bay 2 [14] (Common Room [7], Armory [7], Medical Bay [7]) Expansion Bay 3 [14] (Cargo Hold 2 [14]), Expansion Bay 4 [14] (Engineering [14], Water Storage [7])				
Flaws				
None				

BOSSSES (WIP)

Militech <i>Executor</i> -class Destroyer				
Frame	Size	Hull SP	SDP	Maneuver Penalty
Huge Freighter	Huge (6)	600	4/4	-1
Crew	Speed (Combat)	Sensors	Fuel	Power
7-10	(-1)	0	20	13/40
EV	CS Signature	IR Signature	EM Signature	SEU
521/600	6	14/14	13/13	256
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Core Components [PSU, IR, EV]				
Power Supply Unit (PX1 Light [-,-,7]), Drive System [2,7,14] (Drifter Series [2,10,7]), Computer [1,2,3] (Onboard Agent), Cooler (Petrochem Budget Cooler [3,-6,3]), Sensor Array [3,1,7] (Basic)				
Expansion Suites and Upgrades [EV]				
Expansion Bays: Flight Deck [14] (Command Operations [14]), Huge Expansion Bay 1 [28] (Stateroom x6 [18]), Huge Expansion Bay [28] (Full-Service Galley [7], Common Room [7], Medical Bay [7], Office [7]), Huge Expansion Bay 3 [28] (Stateroom x4 [12], Recreation Suite [7]), Huge Expansion Bay 4 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 5 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 6 [28] (Engineering Deck [14], Machine Shop [7], Water Storage [7]), Huge Expansion Bay 7 [28] (Internal Docking Bay, Shuttle, [14], Lifeboat [14], Lifeboat [14])				
Upgrades: None				
Notes				
Cargo, Flaws, etc				

Arasaka Prototype "Shinobi" Stealth Ship

Frame	Size	Hull SP	SDP	Maneuver Penalty
Huge Freighter	Huge (6)	600	4/4	-1
Crew	Speed (Combat)	Sensors	Fuel	Power
7-10	(-1)	0	20	13/40
EV	CS Signature	IR Signature	EM Signature	SEU
521/600	6	14/14	13/13	256
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Core Components [PSU, IR, EV]				
Power Supply Unit (PX1 Light [-,-,7]), Drive System [2,7,14] (Drifter Series [2,10,7]), Computer [1,2,3] (Onboard Agent), Cooler (Petrochem Budget Cooler [3,-6,3]), Sensor Array [3,1,7] (Basic)				
Expansion Suites and Upgrades [EV]				
Expansion Bays: Flight Deck [14] (Command Operations [14]), Huge Expansion Bay 1 [28] (Stateroom x6 [18]), Huge Expansion Bay [28] (Full-Service Galley [7], Common Room [7], Medical Bay [7], Office [7]), Huge Expansion Bay 3 [28] (Stateroom x4 [12], Recreation Suite [7]), Huge Expansion Bay 4 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 5 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 6 [28] (Engineering Deck [14], Machine Shop [7], Water Storage [7]), Huge Expansion Bay 7 [28] (Internal Docking Bay, Shuttle, [14], Lifeboat [14], Lifeboat [14])				
Upgrades: None				
Notes				
Cargo, Flaws, etc				

Nomad Freighter-Destroyer				
Frame	Size	Hull SP	SDP	Maneuver Penalty
Huge Freighter	Huge (6)	600	4/4	-1
Crew	Speed (Combat)	Sensors	Fuel	Power
7-10	(-1)	0	20	13/40
EV	CS Signature	IR Signature	EM Signature	SEU
521/600	6	14/14	13/13	256
Installed Weapons				
Name	Skill	Damage	ROF	Magazine
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Medium PDT	Heavy Weapons	2d6 (AF5)	2	5000
Core Components [PSU, IR, EV]				
Power Supply Unit (PX1 Light [-,7]), Drive System [2,7,14] (Drifter Series [2,10,7]), Computer [1,2,3] (Onboard Agent), Cooler (Petrochem Budget Cooler [3,-6,3]), Sensor Array [3,1,7] (Basic)				
Expansion Suites and Upgrades [EV]				
Expansion Bays: Flight Deck [14] (Command Operations [14]), Huge Expansion Bay 1 [28] (Stateroom x6 [18]), Huge Expansion Bay [28] (Full-Service Galley [7], Common Room [7], Medical Bay [7], Office [7]), Huge Expansion Bay 3 [28] (Stateroom x4 [12], Recreation Suite [7]), Huge Expansion Bay 4 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 5 [28] (Cargo Hold 6 [14]), Huge Expansion Bay 6 [28] (Engineering Deck [14], Machine Shop [7], Water Storage [7]), Huge Expansion Bay 7 [28] (Internal Docking Bay, Shuttle, [14], Lifeboat [14], Lifeboat [14])				
Upgrades: None				
Notes				
Cargo, Flaws, etc				

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