

Beyond the Stellar Empire

Rules Version 5.0 [5/1/95]

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We would like to offer special thanks to the many players who have contributed their ideas for the improvement of BSE

Version 5.0 rules updates, game design modifications and programming by Peter Dorman and Thad Catone

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Chapter 1 - Orientation

A Quick History

Beyond the Stellar Empire takes place 200 years in the future. Humanity has built a sizable Stellar Empire, ruled by the Emperor Jasil. Located at one of the frontiers of the empire is the Capellan Periphery. Here you will attempt to explore and exploit hundreds of star systems.

The BSE campaign began in 1981. It has a rich history of exploration and conflict. You can become a part of this legacy and even attain a certain degree of fame during your tenure as a starcaptain in BSE.

The New BSE

A new era of BSE began in May of 1989. This included brand new programs, maps, rulebook and computer system. Additional upgrades, including significant game design features, were added in 1995. Every aspect of the game has been improved to the point where no other Space Role-Playing game can compare.

Position Types

There are multiple types of positions in BSE: Starships, Colonies, Ground Parties, and Political Positions. You start in command of a Starship. Starships are all-purpose spacecraft capable of exploration, hauling cargo, and battle. Colonies are small cities found throughout the Capellan Periphery. Ground Parties are composed of people and/or equipment outside of a ship or colony. Their purpose is to explore or conduct military operations on the surface of a world. Political Positions are a position type reserved for advanced players.

To make things fair, each player is limited to three starship setups. Additional positions must be acquired through skillful play.

How To Play

You write your orders on a turn sheet and submit it to Rolling Thunder Games every week or two. We process your instructions and mail you the results. Each time a turn is processed you pay a turn fee. You can play for as long as you wish.

The Diplomacy Aspect

One of the most enjoyable parts of any Play-By-Mail (PBM) game is diplomacy. Diplomacy involves communicating with other players. There is a lot you'll want to discuss. You'll also want to trade market reports, system maps, world maps, colony locations, vicious rumors, current happenings, battle results, and more. Diplomacy is especially fun in BSE because most of players role-play their positions to the hilt!

Each time you encounter another position during your turn, you may receive the name and address (and possibly phone#) of the player running the position. An option for limiting the distribution of your address is described in Appendix F.

Affiliations

Every player who joins BSE does so as a member of an affiliation. Many affiliations are mega-corporations of the Stellar Empire while others are non-human races. Each is led by a Periphery Director. Serving the Periphery Director are Coordinators - each with his own area of responsibility, i.e. shipping, colonization, defense, information, etc.

Most affiliations have immense resources, including many ships and colonies. Conflict can develop between two affiliations and is often settled with force.

Goals

Set your goals and seek to attain them through skillful play. Only you (and maybe your friends) can judge the level of your success. Don't be surprised if you find your time in the Capellan Periphery and beyond to include some of the most enjoyable gaming experiences of your lifetime.

The BSE Universe

The BSE Universe consists of six parts: the Capellan Periphery, the Transhole Region, the TransCanally Region, the Inner Empire, the Draconian Region and the Nexus. The Capellan Periphery is the main playing area and all new players begin there. The Transhole Region is an area for experienced players and is accessible through the Portcia and Canally Systems. The TransCanally Region is another area for experienced players and can be reached via the Canally System. The Inner Empire

is the remainder of the Stellar Empire. The Draconian Region is an area of space that can be reached through the Applecore star system. The Nexus is a new region of space that opened up for exploration in early 1995. It is a true frontier area and a perfect place for new players to explore and exploit.

BSE Star Systems & Maps

Each Star System may have planets, moons, asteroids or other celestial objects to visit and explore. To find your way within a Star System you'll need a System Map. To obtain the map of the system you are located in, you must fire a SYSTEM PROBE from your ship.

Each world (except Gas Giants) has a World map. This can be obtained by orbiting the world and then firing a PLANET PROBE from your ship. You cannot land on a Gas Giant because its gravity would crush you. Asteroids do not appear on System Maps but can be probed, orbited and landed upon. A SYSTEM PROBE can be expended to thoroughly explore any one space square in a system; the probe will reveal all planetary bodies that can possibly be orbited, including asteroids and any other planetary body types that may or may not show up on normal system maps.

World maps depict a grid of Sectors, each of which is further divided into 100 Squares for pinpointing exact locations on the world. World maps wrap around from east to west only.

BSE World Detail

Each world has its own atmosphere, gravity, terrain, and ecology. Worlds that are simply hunks of craterous rock, like our own moon, aren't too interesting. But others (and there are many) have life!

Position Numbers

Each ship, colony, ground party and political position in the game is assigned a unique position number. When writing orders, you must use these position numbers where indicated for Standard Actions.

Game Units

Stellars are the monetary units used in BSE. All stellar transactions are rounded to the nearest whole number.

Items in the game (except stellars) have a specific mass. The measure of an item's mass is called an MU (Mass Unit).

The measure of game time is called a TU (Time Unit). Each action you perform requires a certain number of TU's to accomplish. You may not save TU's from turn to turn.

Each game year consists of 52 weeks, numbered from 1-52. Every Monday is the start of a new game week. A game week is composed of 70 TU's. Players can opt to submit ship or ground party turns weekly or every two weeks. (See Appendix C.)

Standard Actions

The game is designed so that routine actions, such as ship movement, buying items, and changing your battle options, are computerized. You have more than 200 choices of Standard Actions (see Appendix L). You must write them in a specific format on your turn sheet.

Special Actions

Special Actions are processed by the Gamemaster (GM) and allow you to attempt any non-Standard (i.e. non-programmed) action that you can think of. Using Special Actions you can role-play whatever situation you encounter in the game. They can range from the simple description of a trip to the sleazy section of a starport, to interactions with an intelligent race of beings. Special Actions are highly individual, limited only by your imagination and the space on the turn sheet for your description.

Items

Items are objects weighing at least one MU and include raw materials, manufactured goods and people. Some items function only in certain position types. Common items are listed in Appendix A; the statistics of these items, Appendix J.

Minor Items

Minor Items are small objects weighing less than one MU. These are not shown on your results printout. The GM assumes you already have a number of minor items aboard your ship. These include space suits, spare parts, clothing, etc.

Chapter 2 - Starships

This is the most important chapter! It contains the details and workings of your starship.

Ship Structure

Hulls form the superstructure of starships. Each starship has three sections:

Command Section - Composed of **COMMAND HULLS**. This is the bridge of your ship. Functional items include **CREW**, **LIFE SUPPORTS**, **SENSORS**, **JAMMERS**, **BATTLE COMPUTERS** and **SHIELDS**.

Main Section - Composed of **MAIN HULLS**. This is the general purpose area of your ship. It contains your weapons, troops, and general purpose equipment. Cargo are all items in your ship that are not installed. Your **Cargo Hold** consists of the space not currently occupied by functioning items. Functional items include **SYSTEM PROBES**, **PLANET PROBES**, space weaponry, **GPI's**, **SHIELDS**, **BIOLABS**, **PHYSICS LABS** and more. All troop types go in your **Cargo Hold**.

Engine Section - Composed of **ENGINE HULLS**. This is your engine room. Functional items include **JUMP ENGINES**, **THRUST ENGINES** and **SHIELDS**.

Each hull, regardless of type, holds 20 MU's of items. Some affiliations have a special ability to load more than 20 MU's of items per hull; this ability is termed a "Hull Shift". See Chapter 11 for more details on Hull Shifts.

Various numbers of each of the hull types are assembled together to form different classes of ships. Beginning players are offered a choice of **Surveyor**, **Fast Freighter**, or **Corvette**. **Surveyors** are small exploration ships. **Fast Freighters** are small freighters, and **Corvettes** are small warships. A new player can also join an affiliation (human or alien) by having an existing ship in that affiliation transferred to his control. This would, of course, require conducting negotiations to come into possession of such a ship. Starships are all-purpose spacecraft. For example, you can perform freighter operations using a **Corvette**. The ship classes are usually based on the usefulness of certain hull configurations for a specific mission.

Each type of hull is composed of a certain number of MU's. The MU's of a hull can become damaged. Since hulls maintain the structural integrity of a ship it is important they not be severely damaged. A ship is destroyed when all the MU's of hulls have been damaged in any one section. For example, **COMMAND HULLS** have a mass of 80 MU's. If your ship has 4 **COMMAND HULLS** and it receives 320 MU's of hull damage, *KABOOM*, your ship is destroyed.

It is very important to repair hull damage as soon as possible; each week, any existing hull damage is increased by 10%. Damage to hulls does not reduce a section's MU capacity.

Repairing Damage

An item may be damaged up to its individual number of MU's, upon which it is destroyed. The only exception is ship hulls which accrue damage up to their total MU's in that section and then all are destroyed, blowing up the entire ship. Damaged items do not function and cannot be moved, but can be jettisoned.

For example, you could have **THRUST ENGINES**, a 10 MU item, damaged up to 9 MU's. If they received 1 MU of additional damage then 1 **THRUST ENGINE** would be destroyed and the remaining **THRUST ENGINES** would have zero damage.

It is possible to repair damage in two ways. First, you can visit a colony starport and purchase repair from a **REPAIR COMPLEX**. This is highly efficient in TU's but costs stellars.

The second way is to use your own resources to perform the repair. **CREW** and **REPAIRBOTS** are used to perform repair. Each **CREW** member repairs 1 MU and each **REPAIRBOT** repairs 3 MU's per 10 TU's spent on repairs. Using this repair method you may only perform repair on your own position. If you wish to assist in repairing another position you must transfer **CREW** or **REPAIRBOTS** directly to the other position. **CREW** and **REPAIRBOTS** cannot repair damaged hulls.

Ship Maintenance

Ships are highly self-sufficient. Their **LIFE SUPPORTS** provide food and a breathable atmosphere for the lifeforms on board.

However, every 20 to 40 weeks a ship must visit a colony starport which contains a **MAINTENANCE** complex and perform **Ship Maintenance**. This costs 5 stellars per hull and an additional 5 stellars pay for each living thing aboard. The number of TU's to perform **Ship Maintenance** is based upon the quantity of **MAINTENANCE** complexes located at the starport. Also, **Ship Maintenance** does not repair existing damage. It only prevents future problems. Keeping track of your ship's fuel is not necessary in **BSE** as this is generalized in **Ship Maintenance**.

# of Complexes	TU Cost	Weeks of Duration
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1	50	20
2	40	25
3	30	30
4	30	35
5	20	40

The week your Ship Maintenance is due is shown on your results printout. If you continue to operate your ship beyond your maintenance week your crew morale will decline drastically.

Crew Morale

It is important to keep your crew morale high. A morale of 20 or below can result in a mutiny. The lower your morale falls below 20, the greater the chance of mutiny. When it reaches zero your ship (or ground party) will automatically mutiny whether you submit a turn or not. The mutinied ship may be disbanded or it could rebel and join a rival affiliation. If you wish, you can issue a standing order to "Turn Automatic R&R ON", which means that if morale drops too low and the ship is running the risk of a mutiny, a 70 TU turn filled with R&R will be processed for your position. Your account will be charged normally and you will receive a turn report in the mail just like with any other turn. There is no requirement to use this option, and all ships start with it set to OFF.

Morale is measured on a scale of 1-100 with 100 being the highest morale possible. Each week your crew's morale will slowly decline. Giving them Shore Leave at a colony's RECREATION complex will greatly improve their morale. It is also possible to give your crew R&R aboard your ship to improve their morale. Allocating R&R in this way is far more productive in blocks of 10 TU's or more. However, neither is as effective as Shore Leave at a RECREATION complex.

Another factor affecting morale is LIFE SUPPORTS. Each LIFE SUPPORT in your command section can adequately support 10 life forms on your ship. They provide the breathable air, proper temperature, and food to sustain life. If you have an unexpected shortage of LIFE SUPPORTS your morale will decrease considerably. You may not lift off from a planet if your LIFE SUPPORT capacity is exceeded.

A REC-DECK is a self-contained recreation center integrated with a ship's main computer. Its main feature is a sophisticated holographic projection system capable of running various recreational, educational, and athletic programs. Due to its delicate computer interface, it cannot be removed after it has been installed. Ships equipped with a REC-DECK will have a weekly morale decline of only 1 or 2. Only 1 REC-DECK is useful at a time. At the time ship maintenance is performed, the REC-DECK must be removed in order to properly maintain the Command Section. This renders the REC-DECK non-operational, effectively destroying it.

Affiliation Loyalty

In addition to Crew Morale, each ship has an Affiliation Loyalty rating (ground parties and colonies also have Affiliation Loyalty ratings that operate identically.) This rating is used to measure the loyalty of the crew to the Affiliation that they belong to, rather than to the captain, ground party leader or colony governor. It is checked by the computer to determine whether a mutiny will result should their leader decide to either switch affiliations or attempt to engage in an obviously suicidal action (the Crew of a ship must have some way of knowing ahead of time that an action could be considered suicidal, so it is entirely possible that a ship with a Crew that is fanatically loyal to their Affiliation could still be destroyed in some suicidal manner without a mutiny occurring.) Switching Affiliations is the most common reason this rating is checked by the computer. Should a position voluntarily switch Affiliations successfully, the Affiliation Loyalty Rating of that position is set to fanatical towards the new Affiliation. Over time the rating will reflect a shift away from the Affiliation and toward the unit commander (captain, ground party leader or colony governor), but it takes a long time for any noticeable shift to occur. It's best not to tempt fate by switching Affiliations too often...

Ship Movement

Moving to another star system is called jump movement and requires a JUMP ENGINE. Moving within a star system is called thrust movement and requires THRUST ENGINES.

By expending 20 TU's, you can jump a distance no greater than the number of JUMP ENGINES in your Engine Section (or 8 systems, whichever is less). For example, if you have 3 JUMP ENGINES it will take you 20 TU's to jump up to 3 systems away. In such a jump you never appear in the intervening systems. You may perform a jump from any location in space, including the space square where a planet is located. You may NOT jump while you are orbiting or landed on any celestial body (i.e. planet, moon, asteroid, etc). When you perform a jump you will appear in the ending system in the same space square where you were located in your starting system. If you attempt to jump into a space square that is not allowed (such as the square occupied by a sun) your jump will be aborted. Some systems (especially in the Transhole Region) vary in size. If you attempt to jump to another system and the square where you are located does not exist in the destination system, the jump is aborted.

Space movement is the process of using your THRUST ENGINES to move from one space square to another within the same star system. Moving either horizontally or vertically into another space square costs you TU's amounting to 1 times your ship's Base Speed. Moving diagonally costs you 1.5 times your ship's base speed. To perform space movement you simply specify your destination square. The computer will move you diagonally as far as possible toward your destination. It will then move you along a horizontal or vertical row of squares until the destination is reached. Your Base Speed is calculated as follows, with a minimum final value of 0.70 (not withstanding any special technology or abilities that your ship may have acquired):

Base Speed = (Total Hulls X 0.7) / # of THRUST ENGINES

The lower your Base Speed, the faster your ship moves. The reason for this is that Base Speed is measured in TU's. The lower your Base Speed, the fewer TU's you will use for each type of movement. Using space movement you may not move off the edge of a system map, nor into a space square having a sun. A sun square is defined as any space square containing any part of a sun.

Once you are in a space square containing a planet where you wish to land you must first enter orbit. To orbit a planet costs 1 times your Base Speed.

If you wish to land on a planet from orbit or to take-off from a planet and assume orbit, it costs 5 times your Base Speed.

Towing Ships

A ship equipped with Tractor Beams can tow other ships provided the other ship is either Derelict (see Chapter 5, Space Battle) or the two ships are owned by the same player. The towing vessel must also have at least three Tractor Beams in its Main section for each hull of the towed ship. If these conditions are met, the two ships move together until the towing ship either ends its turn or voluntarily releases the tractor vessel. For Base Speed purposes, the hulls of both vessels are combined and only the Thrust Engines of the towing ship are used, even if the towed ship has functioning Thrust Engines in its Engine section. This type of towing only allows movement from one space square to another, from orbit to the surrounding space square, or from a space square into orbit.

A ship can also be towed through a wormhole, StarGate or during a normal Jump transition, but twenty Tractor Beams are needed for each hull of the towed vessel. TU requirements for either towing method are based on the ship doing the towing.

One ship can tow several other ships provided it is equipped with sufficient Tractor Beams to handle all of the towed vessels; the hulls of all of the ships are combined for Base Speed purposes.

Ships cannot be towed during takeoffs or landings.

Gravity Rating

The gravity of a world is compared to your ship's Gravity Rating to determine if you can land safely. If the world's gravity is higher than your ship's gravity rating, the computer will automatically void any landing attempt and you will remain in orbit.

$$5 / \text{Base Speed} = \text{Your Ship's Gravity Rating}$$

Blackhole Transition

Several systems contain blackholes. Performing a blackhole transition (BHT) is a very dangerous operation. All the PULAC CRYSTALS and any items composed of PULAC CRYSTALS (e.g. PULSAR BEAMS, JUMP ENGINES and any other item either entirely or partially composed of PULAC CRYSTALS) blow up and are destroyed during the transition. Moving through a blackhole costs 20 TU's and you end up at a blackhole exit point in a random blackhole system. If you want to navigate through a blackhole in a way that permits you to choose your final location you must acquire a TNU (Transhole Navigation Unit).

StarGates

StarGates are devices that permit a ship to move from one location with a StarGate to any other StarGate location without the need to perform normal jumps. All affiliations can build and transit them at will.

Construction of a StarGate requires 675 Industrial Complex Modules, 270 Pulac Crystals and 27 Collidium be delivered to the construction site. StarGates are represented by ships with a hull structure of 100-1400-100 (100 Command, 1400 Main and 100 Engine). Once all of the construction materials have been delivered to this position, you may perform a 10 TU Special Action to activate the StarGate. A StarGate cannot be built nor exist in the same space square as another heavenly body, nor can more than one be active per system. All StarGates are powered by the Solar Array, a massive alien-built solar collector located on an asteroid. Even though the energy produced by the Solar Array is vast, it is insufficient to fully power an unlimited number of StarGates. Furthermore, the Solar Array can be damaged, which may increase the transit time. As more StarGates are added to the grid, the energy drain on the Solar Array results in increased travel times between StarGates as shown in the following table (damaged StarGates and those deliberately shut down count against the total # of active StarGates as if they were undamaged):

# of active StarGates	TU Cost per Transition
1-8	10
9-16	20
17-24	40
25+	70

The player who controls of the Solar Array complex can shut down power to any StarGate, or can restore power to any StarGate that power was previously denied to by the Solar Array owner. The player who owns the StarGate can similarly shut down and turn on his StarGate by using a 10 TU Special Action with a ship located at the StarGate.

Movement through a StarGate is accomplished by issuing a "StarGate Transition <new system #>" order. Your ship must be at the location of an active StarGate and be attempting to move to another system with an active StarGate. Otherwise, the transition will fail and your ship will still be charged the TU's for a failed StarGate Transition. A successful transition

will materialize your ship at the location of the destination StarGate.

StarGates are considered damaged if they have insufficient ICM's, Pulac Crystals or Collidium to meet construction requirements. StarGates can be destroyed just like any other ship by inflicting enough damage to destroy any of its ship sections. Extra ICM's, Pulac Crystals and Collidium can be transferred to the StarGate's Cargo section to provide it with backup systems in case of damage, and Shields can be transferred to the StarGate's Command, Main or Engine sections to give it some extra overall protection. Ships wishing to defend a StarGate can place its position # or affiliation on their Defend Lists. Should a StarGate be attacked, the StarGate and any ships defending it will fight as a group to fend off the attacking vessels.

Scanning

The SENSORS in your Command Section are your ship's "eyes." They permit you to see other ships as you move and to scan for additional information.

Your sensors on Scan will detect all other positions located there each time you enter a new location. For instance, if you enter orbit you will learn all the ships in orbit and any colonies on the planet below. You will not be told ships in the space square where the planet is located. In a space square you will learn only the ships at that location. If you land you will be told all the positions in the same SECTOR where you are located.

As you move, scanning will be done automatically at no additional cost in TU's.

When you scan another ship you will always be told its name, number, affiliation and class. This is called a Brief Scan. In addition, you may obtain a Detailed Scan which gives you the player's name & address (if not playing anonymously), something about the contents of his ship and possibly the affiliation that built the ship, ship specialization and other details. The more sensors you have, the greater the chance of gaining this information.

The quantity of Detailed Scans you may obtain on a single turn is equal to the number of SENSORS you have placed on scan. You will only perform a scan of a ship once per turn, even if you move through the same location more than once. Detailed Scans are given of the first ships you encounter. You may not save them until later in the turn

Whenever you enter orbit of a planet you receive a Brief Scan of any colonies located there. To obtain a Detailed Scan of a colony from orbit you must expend 5 TU's. This gives you the colony's market report, market message, type of colony and number of starport complexes as well as the possibility of information on the colony's contents. Also, if you end your turn landed at a colony you will be given the colony's market report and market message for no cost in TU's. Performing a colony scan does not lower the number of Detailed Scans you receive.

MARKET RECEIVERS are capable of obtaining colony market reports at long distances. When it is used it is expended. The

cost to use it is 10 TU's. Any colony market may be obtained, alien or human. The MARKET RECEIVER may only be used aboard ship and the ship may be at any location, even landed.

JAMMERS are used to prevent ships and colonies from obtaining a detailed scan of the inside of your ship or colony.

The quality of a Detailed Scan depends upon your quantity of SENSORS, the other ship's or colony's quantity of JAMMERS, and the size of the items inside the ship or colony. The greater the total MU's he owns of a particular item, the greater chance you have of detecting it.

When your ship orbits a world you can scan the starport of any colony on the world below for a cost of 5 TU's. You will obtain a Brief Scan of the positions located in this starport.

One final ability of SENSORS is that they will report to you any ships which scanned you between turns.

Space Probes

This probe may be fired by both ships and colonies. Each time weekly adjustments are run, the probe moves 5 squares toward this destination in the same fashion that ships move. When it arrives at its destination square it returns a report to the owner of the positions located there. Can ONLY be used to get a report of a space square, not of orbits. It is destroyed if it attempts to enter a sun or non-existent square. Ships may only launch it from a space square, not from orbit or when landed. If your ship passes a SPACE PROBE during its movement you will be told of its existence but not who owns it. If your ship ends in a location that is probed by a SPACE PROBE you will be able to detect who received the report. For a ship to fire one you should use the order 'LAUNCH SPACE PROBE AT SQUARE XXXX'. A colony uses the order: LP (Destination space square). Launching a Space Probe from a ship takes 10 TU's.

Korondite

KORONDITE is a special mineral found in rare mineral deposits on certain worlds. It obscures the ability of SENSORS to operate - this is termed Cloaking a Ship.

When a ship uses KORONDITE it appears to other positions as simply *CLOAKED SHIP*. It is impossible to learn more about a cloaked ship. Cloaked ships may not scan other positions, may not engage in battle, and will not receive reports of other ships that attempt to scan them between turns. In other words, a cloaked ship may not operate its sensors as they too are affected by the KORONDITE.

There are two ways to use KORONDITE. Both methods take 10 TU's to apply. The first method uses .5 MU's of KORONDITE per ship hull and it conceals your movement during your turn. The duration of this cloaking is 1 TU. Therefore you may need to use more KORONDITE to conceal a

movement that requires more than 1 TU (like sneaking through a hostile orbit).

The second method is to use KORONDITE to cloak your ship between turns. This uses 3 MU's of KORONDITE per hull and is done as your last order in space or orbit for the turn. You remain cloaked until either your next turn is processed or until the end of the following game week - whichever comes first.

Other methods of cloaking may include alien artifacts, special abilities or technology.

Acquiring Sector Information

To obtain additional information on a Sector of a world that you are orbiting you must expend 4 TU's. If you are landed outside of a starport, you can also expend 4 TU's to get that Sector map. You will also obtain information on any other positions located in that Sector (but not any positions within colony starports).

GPIing for Mineral Deposits

A GPI (Geologic Probability Indicator) permits you to analyze a world from orbit to learn the chances of finding a mineral deposit there.

To GPI a world from orbit costs 5 TU's. The result of a GPI scan tells you the percentage of land Sectors on the world below which contain a mineral deposit. This is called GPI'ing the entire world.

Once you have learned there is ore on a world you can then use your GPI on a particular Sector. This costs 10 TU's per Sector and tells you if an ore deposit is located in the Sector you have chosen. If you perform this from orbit you may select any Sector. If you perform it while landed you are limited to the Sector where you are located.

To actually locate the mineral deposit within the Sector you must use a ground party or ship to prospect for the deposit. The procedure for this is given in Chapter 4 - Ground Parties.

Transferring Items

Transferring is the process of moving any quantity of a single item (or stellars) to another position. To perform a transfer both positions must be at the same location and 4 TU's must be spent by the transferring position. Example: If POSITION A wishes to transfer 2 PLANET PROBES to POSITION Z he first moves to the location occupied by POSITION Z. He then expends 4 TU's and issues the transfer order. POSITION Z receives the 2 PLANET PROBES and has them available to use on his next turn.

There may be a time when you wish to transfer items around within your own ship. For instance, you loaded BATTLE COMPUTERS into Cargo when you purchased them but now

you want them to become functional in case you get into battle. To do this you must transfer them into the Command Section. Remember, your orders are processed in the sequence you write them. If you need to move other items out of your Command Section to make room for the BATTLE COMPUTERS you should do it first or there will be no room for them and the transfer will fail. Each transfer within your ship costs 4 TU's.

A special type of transfer within your ship is the JUMP/THRUST ENGINE swap. The entire swap costs 4 TU's (not 8 as you would expect). This permits you to swap JUMP or THRUST ENGINES from Cargo into your Engine Section very quickly. The swap is done simultaneously so you don't have to transfer one of them out of a section to make room for the other. You specify the number of JUMP ENGINES to remove from either Cargo or Engine and the computer removes twice as many THRUST ENGINES from the other section and performs the swap.

When you read Chapter 12 - Training, you will learn that you can improve the training of any troops in your possession. It is possible to transfer such training to any other position THAT YOU CONTROL provided you are at the same location. This action costs 20 TU's and transfers all levels of training that are higher than those currently owned by the receiving position.

Whenever SHIELDS are moved into or out of a colony, they always come/go to the Non-military Ring.

If you attempt to transact with a colony Hiport and no Hiport exists, the GM may land you at the colony's starport. The extra TU's this takes might not allow you to accomplish some of the actions at the end of your turn.

Buys & Sells

When you land at a colony you have the opportunity to purchase or sell items specified in the colony's market report. Buying or selling each item costs 4 TU's regardless of the quantity.

At the time of purchase you must specify if the item you are buying is to be installed in a specific section of your ship or to be placed into your Cargo Hold.

Thorlium Coating

PROCESSED THORLIUM is used to coat your ship's hulls; it has the ability to absorb damage that your ship would normally receive in space battle.

To coat your ship you must first acquire the PROCESSED THORLIUM. Then, at a colony, apply it. It takes 1 MU of PROCESSED THORLIUM to coat each hull. The PROCESSED THORLIUM must be located in your cargo section at this time. You must coat an entire section of your ship at once. For example, you would need 15 MU's of PROCESSED THORLIUM to coat the Main Section of a Fast Freighter.

Under normal circumstances, no more than 3 coats of PROCESSED THORLIUM may be applied to your ship. To apply one coat costs 50 TU's regardless of the number of ship sections you wish to coat. Coated hulls reduce the damage taken in space battle by 15% per coat.

Enemy List

Each position has three lists of standing orders that determine if you'll enter battle. Every time you move to a new location, the Enemy List (only) is checked for your position and all other positions at this location. Your movement stops at this location. At the end of the current game week ALL of your lists are checked (Enemy, Defend, and Support) to determine if a battle condition still exists. Regardless of whether a battle occurs or not, your movement will continue at this time (if possible).

Enemy List - A list of the positions you will attack if encountered.

Defend List - A list of the positions you will defend if they are attacked at your location.

Support List - A list of the positions you will support if they either perform an attack themselves or are attacked by someone else at your location.

Each of these lists may contain a maximum of 15 entries.

Indicate an entire affiliation by adding 7000 to the number of the affiliation. To indicate a posted list of an affiliation add 8000 to the number of the appropriate affiliation. For example, to place all GTT posted ships on your enemy list you would place the number 8007 on your Enemy List.

If you want to add every position in the game to your Enemy List, add the number 9999 to your List. This will cause you to attack every ship or colony that you encounter, unless the encountered position number (either specifically or as part of an entire affiliation) is present on your Support or Defend Lists.

Individual position numbers and all affiliation numbers (7000) may be placed on all the lists. Affiliation posted numbers (8000) may only be placed on your Enemy List.

Please note that you cannot single out any individual Imperial Service on your lists. Any reference to an entire single Imperial Affiliation is treated as a reference to them all.

Keep in mind that your position's Enemy list is very different from your Affiliation's Posted List. An affiliation's posted list may only contain individual positions.

Starcaptain Ranks

The term for the character in charge of a starship is Starcaptain. This does not stand for any particular rank. When you begin the game your character has the rank of Ensign. As you gain experience you will be promoted upward into higher ranks. Among other things, rank is an important factor in space combat. The sequence of ranks is show on the following chart.

Rank #	Rank Name
1	Ensign
2	Lieutenant
3	Lieutenant Commander
4	Commander
5	Captain
6	Commodore
7	Rear Admiral
8	Vice Admiral
9	Admiral
10	Star Admiral

Periodically your actions will be reviewed by your affiliation's Coordinators and the computer. If you have been operating in the best interests of your affiliation you may be eligible for promotion. If you have been doing less than what is expected of you then you will be passed over. If you have been downright negligent in your duties you may be placed on probation. Probation means you are on the verge of being kicked out of the affiliation and temporarily have lost the special abilities of your affiliation. On your first turn you are given information pertaining to your affiliation's special abilities. If a starcaptain under probation is asked to return his ship to his affiliation and fails to do so he may become posted.

When you begin playing BSE your affiliation gives you a starting ship. A ship debt is levied against this ship by your affiliation. Your affiliation actually owns the ship until you pay off the debt. Each starting ship has a debt of 30,000 Stellers.

Coordinators recommend promotions, ship ownership and probations for final approval by the Periphery Director.

Chapter 3 - Colonies

This chapter provides information needed by a player to run a colony. Players operating ships may find this chapter informative due to the large number of times they will be interacting with colonies.

Becoming a Colony Governor

A colony is a settlement on the surface of a planet. The player controlling the colony is called the colony governor.

Players never start BSE as colony governors. These are positions of respect which must be earned through successful game play.

One method of becoming a governor is to take over a colony by force. This is not easy as colonies are usually heavily defended. Attacking a colony is often a very quick way to earn a slot on an affiliation's posted list.

A more common way of becoming a governor is to work your way up in your affiliation and to gain the respect of your coordinators as a capable player. When a colony position becomes available you can request that it be assigned to you.

The final option is simply to set-up your own colony.

Colony Organization

A colony is composed of three rings (Non-military Ring, Space Combat Ring, Ground Combat Ring), and the Starport. The colony governor has complete control over each of the rings and limited control over the starport. The starport is also the only area of the colony that is never hit during space battle.

The Ground Combat Ring surrounds the colony and protects it from ground attack. The Space Combat Ring contains the colony's defenses against ship attacks. The Non-military Ring contains all the remaining colony possessions.

A colony has no mass limitation. However, the computer will only allow 100 different items in the Non-military Ring, 25 in the Space Combat Ring, and 30 in the Ground Combat Ring. But you can have an unlimited quantity of each item you own (actually it isn't unlimited but we don't expect many players to acquire over 2 billion of anything).

Building a Colony

To build a colony just land on a world and tell the GM you are building a colony there. Don't forget to indicate the name of the new colony (give three choices). When establishing a colony, you must use at least 80 COLONISTS (some affiliations use other creatures as their version of COLONISTS) and at least 80 STRUCTURAL UNITS.

If the planet has a breathable atmosphere you will automatically build an Open colony. If not, the colony must be Enclosed. An Open colony requires one STRUCTURAL UNIT for every 10 life forms while an Enclosed colony needs one per life form. An Enclosed colony also needs one LIFE SUPPORT per 10 life forms. Insufficient LIFE SUPPORTS will result in mass deaths. In colonies, LIFE SUPPORTS do not provide FOOD. Colony LIFE SUPPORTS are used exclusively to provide a breathable atmosphere within the colony. FARMS are used to provide FOOD for the life forms living there.

Choosing a Colony Type

There are three general types of colonies: Standard, Production and Research. The chart below lists the differences between these types:

Colony Type	Description
Standard	Factories can produce any item the colony has the technology for, including General Research Points but excluding the other Research Point types (special research types are restricted to Research Colonies.)
Production	Factories can only produce a limited number of item types, but manufacture these items more efficiently than the other colony types. Cannot produce any of the Research Point types.
Research	Can produce any item the colony has the technology for, including its Research Point type, but production of items other than its Research Point type is inefficient.

When a colony is first formed, it can be formed as any of the three Colony types shown below:

Colony Type	Other Costs/Requirements
Standard	No requirements
Production	50,000 stellars and 500 ICM's to tool the colony's factories for each item chosen as a specialty. No items have to be selected when first converting to become a Production Colony, but this would preclude production of any kind until an item is selected and paid for. A maximum of 15 total items can be selected as

	specialized production items (the tooling cost must be paid for each such item.)
Research	Research Colonies must select one Research Specialty.

It is possible to convert a Research Colony's Specialty into another type of Specialty by paying 500,000 Stellars and indicating the new Research Specialty in a Special Action. Any existing Research Points of the previous Specialty are lost at the time of conversion. See Chapter 13, Research for more details on the research process.

The Governor of a Production Colony can remove any of the items from his specialty list, but no stellars or ICM's are recovered as a result. The addition or removal of specialty items requires the use of a Special Action by the Colony Governor.

Colony Class

The class of a colony is important. It effects several areas of play. See Chapter 10 - Adjustments and Chapter 7 - Space Battle for more information.

Below is a chart showing the class of the colony in relationship to the number of MU's of life forms and other items. The MU's of lifeforms and other items must each total above the numbers in the following chart to achieve each level of colony class.

Quantity of Each	Colony Class	Maximum # of Starport Complexes
< 500	1	1
500	2	3
1,000	3	7
5,000	4	13
10,000	5	21
50,000	6	35
100,000	7	No limit
300,000	8	No limit
700,000	9	No limit
1,500,000	10	No limit
3,000,000	11	No limit
6,000,000	12	No limit

NOTE: Merchandising, Gambling, Restaurant, Recreation, and Hospital complexes are not applied toward this limit.

Colony Starport

All ships landing at a colony must land at the starport. This is an area where the colony governor has only limited control. A starport can contain many "seedy" elements such as agents, blackmarkets, and visiting starcaptains.

The starport is usually a busy place. Ships and ground parties are coming and going. Some are making purchases or sales. Others are interacting with the Starport complexes.

The starport area is self-sustaining. Colonists often visit here to engage in morale boosting activities that could be considered less than legal.

Located in every starport is an office of the Supragalactic Treasury Corporation (STC). The STC maintains a registry of each position in the periphery. You may visit the STC office at a cost of 5 TU's and 20 Stellars to acquire the position name and player address, affiliation, and class (if ship) of any position in the game IF you know the position number. You will not receive the player's name and address if he has the anonymous option set.

Starport Complexes

Starport Complexes are not considered "items" in the game. They are immovable structures built in a starport for specific purposes. The table in the Colony Class section lists the number of Starport Complexes allowed for each class of colony. Starport Complexes are composed of various numbers of complex modules. The types of complex modules available are BASIC COMPLEX MODULES (BCM), INDUSTRIAL COMPLEX MODULES (ICM), MILITARY COMPLEX MODULES (MCM), TRANSPORT MODULES (TM), LIGHT BASIC COMPLEX MODULES (LBCM) and ENTERTAINMENT MODULES (EM).

Some Starport Complexes yield morale bonuses to the colony; see Appendix B for more details.

Maintenance - Allows visiting ships to perform ship maintenance. See Chapter 2 for more details. Your colony may have one of these complex per Colony Class, starting at Class 2. Example: If your colony is Class 4 you can have 3 of these complexes.

Merchandising - Provides shopping facilities for COLONISTS and affects their morale.

Gambling - Important to colonist morale as well as to visiting positions. Win or lose stellars with each visit. Costs a visiting position 5 TU's to use. Your position must have 200 stellars available for gambling.

Hospital - Visiting ships and ground parties can have 10 INJURED healed per TU, at a cost of 5 stellars per person. They can have a maximum of 150 healed per 70 TU's.

Besides the morale benefit of having a Hospital complexes at your colony, during weekly adjustments, up to 150 lifeforms will be healed per HOSPITAL complex. INJURED are healed and become COLONISTS as a result.

Additionally, having 1 Hospital per 1000 population makes your colony immune to the alien plague. Visiting ships can cure themselves from the alien plague by expending 500 Stellars and 10 TU's at any Hospital Complex, regardless of if the colony itself is immune or not.

New plagues may develop (or be researched!) from time to time, and Hospitals may or may not be of any assistance, depending the nature of the plague.

Military Training - Provides military training to visiting positions. See Chapter 12 - Training for more information.

Shipyards - Provides for ship upgrades, ship building and ship specialization. See Chapter 11 for more details. Your colony may have one Shipyards per Colony Class. Each level of ship specialization requires 1 Shipyards.

Security - Provides for starport security. For each complex present 10% of the colony's ground forces can respond to an attack on ships or ground parties located in the colony starport.

Recreation - Provides relaxation for all who visit, including colonists. A substantial morale increase is noted by those who use this complex. It costs 5 Stellars per life form on your ship and 10 TU's.

Repair - Visiting positions can repair items and damaged hulls. It costs 20 TU 's to use Repair Complexes, and 5 Stellars per MU repaired. Each Repair complex can fix up to 150 MU's per week per position.

Restaurant - Important to colonist morale. Can provide needed support to ground parties visiting a colony. Ships have no need for Restaurants.

Boot Camp - During weekly adjustments, each complex produces 6 GREEN TROOPS from colonists.

Crew Training - During each adjustment period it produces 6 new crew members from colonists. It costs 100 Stellars to operate each week.

Special - A special type of complex used to exploit the environment and ecology of a planet. A Special Complex can be set-up to produce/refine an item native to a particular world. A special action is necessary to justify any item (and quantity) to be produced. A maximum of 5 different items may be produced.

Hiports - Hiports are cargo handling facilities linked to a colony on the world below by a thorium strengthened dropline. They allow orbiting ships to Buy, Sell, Pickup, and Deliver items, and transfer training to the colony, without the need to land at the starport. These are the ONLY starport actions that can be performed from a Hiport. Only ships may interact with a Hiport.

Hiports are fragile and can be destroyed by a ship with any space weaponry. However, any attack on a hiport is considered to be an attack on the colony itself, thereby causing a battle to occur with the colony following the destruction of the Hiport.

Colonies must be Class 5 or over to support Hiports.

System Array Complex - Construction of a System Array requires that the colony have a Hiport in existence. If you build a System Array Complex and then lose your Hiport, the System Array is automatically destroyed with it.

System Arrays cost 500 ICM's to build and, due to the excessive power usage, it burns through 50 ICM's every two weeks. It also costs 2400 POWER every two weeks.

A System Array enables a colony to monitor every ship that enters or exits its system by jumping, moving through StarGates, or transiting wormholes. The owner is told the name of the ship, the space square it entered/left the system and the week# it occurred. It will NOT detect cloaked ships or RIP ships. Obviously this is of most importance to governments as it lets them monitor incursions into their home territories.

To control a System Array Complex, use the Change Array order: CA 0 to shut it off or CA 1 to turn it on. Once turned on it will monitor the goings and comings of ships every two week period until you turn it off. It doesn't matter when you turn it on during the two week period. You can turn it on at the last day of the period and still get the full report. Reports are generated once every two weeks for everyone. To build one use complex #15 in your colony's CC order.

Colosseum - A large amphitheater for public sports events, entertainment or assemblies. The Colosseum includes a limited transportation systems to move spectators to and from the Complex. Sports events are especially popular, with a variety of teams from the colony and even offworld locations competing whenever possible. If there is at least one Colosseum in a colony, then a considerable morale gain is realized. Having more than one results in no additional morale bonus. A Colosseum consumes 100 Power each week.

Mass Transit - This is an upgrade to the transport network that is inherent in every colony, and includes a wide variety of light rail systems, subterranean and suspended people movers, electromag trains, buses and other forms of transport vehicles. Mass Transit represents a massive improvement in the ability to move colonists and items inside the colony, and results in a considerable improvement in the efficiency of the colony (colony morale rises, which translates into greater factory production among other things). There is no point in having more than one Mass Transit Complex. Mass Transit requires the expenditure of 5 Transport Modules each week to provide for maintenance, and consumes 500 Power per week to run the various transport systems.

#	Complex Name	BCM	ICM	MCM	TM
1	Maintenance	6	10		
2	Merchandising	15	1		
3	Gambling	16			
4	Hospital	10	6		
5	Military Training	8	1	7	
6	Shipyards		*		
7	Security	5	1	10	
8	Recreation	16			
9	Repair	10	6		
10	Restaurant	16			
11	Boot Camp	2	2	12	
12	Crew Training	14	2		
13	Special	16			
14	Hiport	20	30		30

15	System Array		500		
16	*Gambling	**16			
17	*Restaurant	**16			
18	*Recreation	**16			
19	*Special	**16			
20	***Colosseum	4,000			250
21	Mass Transit				5,000

* For Shipyards 1 to 5, the cost to construct is 16 ICM * Shipyard class to be built. For Shipyards 6 through 12, the cost is 160 ICM's, 320 ICM's, 640 ICM's, 1280 ICM's, 2560 ICM's, 5120 ICM's and 10240 ICM's, respectively. Also, your colony must already have the class of Shipyard one lower than the one you wish to build (i.e. to construct a Shipyard 5 your colony must already have a Shipyard 4 and your colony must also be at least Class 5). Before attempting to build your first Shipyard, determine from your affiliation that your affiliation does have Ship Building Technology.

** Gambling, Restaurant, Recreation and Special Complexes may also be built using Light Basic Complex Modules[LBCM's], a special module type developed by Stellar Mining & Smelting[SMS]. These Complexes (#'s 16-19) are identical to their normal counterparts (#'s 3, 8, 10 & 13) in all ways except that LBCM's can be used instead of BCM's for construction purposes.

*** In addition to 4,000 BCM's and 250 Transport Modules, construction of a Colosseum requires the expenditure of 250 Entertainment Modules.

Scrapping Starport Complexes

Complexes may be broken down into their component parts by using the BC order (Break down Complexes) on a Colony Turn Sheet. 80% of the various Complex Modules used to construct the Complex, with fractions rounded down, are recovered and placed into the Colony's Non-Military Ring for future use

Security Crackdown

Chapter 7 describes how ships and ground parties can recruit agents in a colony's starport. A colony governor may find it necessary to increase security to attempt to apprehend these agents. The colony Security Crackdown levels can be set from 0 (pitiful) to 9 (extremely high).

The security level of a colony directly affects COLONIST morale. Each level of security will increase your chances of capturing agents but will decrease COLONIST morale by approximately 5%. If an agent is captured there is a chance he will reveal who hired him.

Market Report & Message

As governor you can buy and sell items to and from visiting ships and ground parties by using your market report. List the item number and the quantity you wish to buy or sell. Your

colony results printout will show all transactions with your market. A colony market may list no more than 90 different items. The first sixty of these items are termed the Open Market and are available to anyone who wants to interact with your market, while the remaining 30 are called the Restricted Market and can only be interacted with by positions belonging to the same affiliation as your colony. Positions placed on your Support or Defend Lists will also be allowed to interact with your Restricted Market. Use the ZB (Restricted Market Buy) and ZS (Restricted Market Sell) orders to designate items for your Restricted Market.

It is wise for a colony governor to maintain a stable market. This includes replenishing items purchased from the market as well as maintaining stable prices. If your prices fluctuate you will be angering those who transact with your market.

In addition to your market report, you can specify a market message that is given to anyone who receives your market report. This can be up to 5 lines long, 70 characters per line and it is written in the Special Action area of the turn card.

Priority Market

A colony governor may select up to 2 of the items on his market as priority items. These items should be ones the governor wishes to emphasize. Maybe your price is particularly good. Maybe you need a particular item very badly.

When you designate a priority item, this will be indicated on your market report. In addition, it will be included in the priority market listing received by many Shipping Coordinator political positions and Periphery Directors. Distributing your priority items in this manner encourages trade among colonies.

Use the PM order to designate an existing market item as a priority item. When you remove it from your market that item will lose priority status. Only class 5 or higher colonies may issue this order.

Pickup Code

There may be times when you want another position to pick-up items at your colony rather than having him purchase from your market report. To accomplish this you set a Pickup Code. This is a number ranging from 1 to 9999. When a position attempts to pick-up items at your colony he gives the GM your Pickup Code. This permits him to pick-up anything he wishes, including Stellers. If he picks up items that you did not intend for him to carry off, it will be your responsibility to prosecute the offending position. The GM will not cancel pickup transactions when a position has a valid pickup code. This also permits players who do not belong to your affiliation to use your MILITARY TRAINING complexes. It is possible to exclude one or more colony Rings from your Pickup Code authorization by using the ER (Exclude Ring) order. By default, any position with your colony's Pickup Code has access to all three of your colony's Rings (Non-Military, Space Combat & Ground Combat); the ER order lets you place all items in any of

these Rings off-limits for pickup purposes. Individual PA orders (see next section) will still be allowed access to all three Rings, so you can grant individual positions access while excluding all other positions who may know your general Pickup Code. Market transactions ignore the ER setting as well, so you can place any items you like on your Market and still keep your exclusion setting to restrict normal pickups. Stellar pickups can also be excluded in combination with colony Ring exclusions. You may change your Pick-up Code at any time.

Exclude Ring Code	Excludes Which Rings/Stellars
0	No Exclusions (allow all pickups)
1	Non-Military
2	Space Combat
3	Ground Combat
4	Non-Military & Space Combat
5	Non-Military & Ground Combat
6	Space Combat & Ground Combat
7	Stellars
8	Non-Military & Stellars
9	Space Combat & Stellars
10	Ground Combat & Stellars
11	Non-Mil, Space Combat & Stellars
12	Non-Mil, Space Combat & Stellars
13	Space Combat & Stellars

Pickup Authorizations

There will be times when you do not trust another player enough to give him your colony Pickup Code. You can issue up to three specific pickup authorizations to any position. You indicate which position number is to receive the authorization, the item number, and the quantity. He will be permitted to pick up only these items. You can change or cancel the pick up authorization at any time by issuing another authorization for a different quantity or zero. To authorize Stellars use item number 9999. To authorize use of your MILITARY TRAINING complexes use item number 9998. To authorize use of your shipyard's ship specialization facilities, use the number (9000 plus the id# of the ship specialization allowed) for the item# and the highest level of specialization that you wish to allow for the quantity. For example, PA 1234 9008 4 would allow position #1234 to use your colony's LUXURY LINER ship specialization facilities to specialize his ship up to a Class "D" LUXURY LINER. You can grant a Pick-up Authorization for an entire affiliation by using the affiliation id# plus 7000 as the position #. For example, PA 7008 122 500 would duplicate an authorization to pickup 500 Collidium to every ship and ground party in the SMS affiliation at the time you issue this order. It is important to note that each ship and ground party may only have three PA authorizations active at any time. In the case of the Collidium PA order mentioned above, if an SMS ship had all three of its PA slots already filled with other items, that ship would be skipped and it would not be given the Collidium pickup authorization.

Sometimes when a player begins running a new Colony he is rudely surprised when someone shows up at his starport and

uses an old pickup authorization to make off with some of his possessions. Technically this is a legal action since he does have the correct pickup code for the transactions. To prevent this from happening, you can purge from every other position in the game all pickup authorizations currently issued by your Colony. To do this, write "Clear Pickup Authorizations" in the Special Action box of a Colony Turn Sheet. This command costs 30 Colony orders. Remember that individual pickup authorizations can be canceled by issuing another PA order for the same position and item #, with a quantity of zero.

Factory Production

Colonies are the only position which may use FACTORIES to produce items from raw materials. Raw materials are minerals such as FISSIONABLES, METALS/NON-METALS, PULAC CRYSTALS, and FOSSIL FUELS. Refer to the Item Chart in Appendix J to find the quantities of each ore necessary to build an item.

To perform production a colony governor must first create TOOLED FACTORIES from his stockpile of UNTOOLED FACTORIES. This is accomplished by indicating the quantity of factories to tool. TOOLED FACTORIES are restricted in that they cannot be transferred out of your colony or sold. To transfer a TOOLED FACTORY you must first untool it, making it an UNTOOLED FACTORY.

Next, the governor issues a series of orders that are placed into his Production Schedule. The Production Schedule is a queue that holds orders to produce up to 10 different items as well as the quantity you wish to build. They are processed in the order they are issued during weekly colony adjustments.

A Colony must have the technology to build an item. Sometimes this technology is owned by an affiliation, which allows all colonies in that affiliation to build that item. However, most of the time it must be acquired by each colony.

Individually acquired special technology can be transferred to another colony in one of two different formats. Normal transfer will give a copy of the technology to another colony who can then transfer it to yet another colony. Licensed transfer will give another colony a protected copy of this technology which cannot be transferred. See Chapter 13 for more details.

Each TOOLED FACTORY requires 100 man-hours to operate. Each colonist provides 1 man-hour. Your colonist man-hours must be multiplied by your morale percentage to determine the total man-hours available for your factories.

Each TOOLED FACTORY uses 3 POWER at the time of production. POWER is created from FISSIONABLES, FOSSIL FUELS, or PULAC CRYSTALS.

STRION is a special ore that increases the output of a factory. One MU of STRION can be used for every 4 TOOLED FACTORIES. A factory normally produces 25 MU's of goods per week. Using STRION increases this to 30.

The three Colony types (Standard, Production & Research) have different production capabilities. When Standard Colonies produce items other than General Research Points (Standard Colonies cannot produce any of the other types of Research Points), the mass units of the item in question is used as-is. Thus, when a Standard Colony attempts to produce Pulsar Beams, each Pulsar Beam counts as its listed 20 MU's for purposes of determining how many Pulsar Beams are produced. For example, 4 Tooled Factories, when fully manned and supplied with POWER, would produce 100 total MU's of material. This would translate into 5 Pulsar Beams

for a Standard Colony. When a Standard Colony attempts to produce General Research Points, which are a 1 MU item, the Colony's Tooled Factories will treat them as if they were 4 MU's each for purposes of determining how many will be produced. In this case the 4 Tooled Factories could only produce 25 General Research Points instead of the expected 100. It should be noted that since only 25 are actually produced, only the resources needed for the production of 25 General Research Points are consumed. The following chart shows the production efficiencies of various items created by the three Colony types:

Type	Production of Standard Items	Production of General Research Points	Production of Other Research Points
Standard	100%	25%	Cannot produce Specialized Research Points
Production	200% for specialty items Cannot produce nonspecialized items	Cannot produce General Research Points	Cannot produce Specialized Research Points
Research	25%	50%	100%

Note- the percentages show the number of items that a Tooled Factory will actually produce as compared to its normal production capability. For example, when a Standard Colony produces General Research Points, each is treated as if it were 4 MU's (normally 1 MU, divided by 0.25, = 4 MU's), so it would end up producing only 25% of the normal factory production amount. Resource consumption is based on how many items are actually produced.

Finally, if you attempt to produce an item and lack sufficient factories to complete it, your production of that item will be halted until the next adjustment is run. Any remaining MU's of production will be carried over into the Private Sector. If you have a shortage of any item needed to complete your production, the production of that item will halt (your factories will then attempt to work on the next item in the production schedule) until you either acquire the needed item or clear your production schedule. Clearing your schedule causes you to lose a week's production.

The Private Sector

Any Factory Production left over after the items in the production schedule are produced is carried over into the Private Sector, representing the production and sale of a variety of consumables to the general population. For every 10 mass units of potential factory production carried into the Private Sector (fractions are lost), one stellar of profit is produced (added to the treasury of the Colony). No resources are consumed as part of this process. A Colony Governor badly in need of stellars could untool all of his factories, which would allow 100% of the colony's manhour potential to be used by the Private Sector. Though production of items would halt, stellar production would rise until the factories are retooled.

Mines and Farms

A colony is commonly set-up atop a mineral deposit. In this manner it can use its MINES to remove ore from the deposit. Mining is done automatically by the colony during adjustments. MINES at a colony remove ores at the same rate as those at an Outpost. See Chapter 9, Outposts for more details.

FARMS are used to produce FOOD for the lifeforms in your colony during adjustments.

Condensing Ores

Metals/Nonmetals, Fissionables and Fossil Fuels can be condensed into more transportable forms by extracting important rare elements and discarding the waste. Condensing allows you to convert 4 MU's of Metals/Nonmetals into 1 MU of Condensed Metals (item #170), 4 MU's of Fissionables into 1 MU of Condensed Fissionables (item #243) or 4 MU's of Fossil Fuels into 1 MU of Condensed Fossil Fuels (item #171). The order format is:

CO <item#> <quantity>

For example, to condense 100 MU's of Metals/Nonmetals into 25 MU's of CONDENSED METALS, issue a CO 44 100 order. To uncondense either item back into its original ore type, issue another CO order using the following format:

CO <item# of condensed ore> <quantity of condensed ore>

In this case you would issue a CO 44 25 order. Condensing ores does not take any factory production capability, but does consume 1 POWER for each MU being condensed or uncondensed.

Condensing other ore types may be possible based on special technology or abilities.

Colony Morale

Each adjustment period your colony morale is recalculated. See Chapter 10 for more information.

To improve your morale you must keep your people happy with your leadership. To do this you can give them certain items to improve their standard of living. Items are given to your people on a per 1000 basis. For example, if you order 25 CONSUMER GOODS given out and your total colony population (including colonists, troops and other lifeforms) is 2000 you'll give out 50 CONSUMER GOODS. For each different item that you give to your population with a quantity of at least one item per 10,000 population, one morale point in addition to the usual morale bonus (based on the item in question) is gained. This bonus point is in addition to the usual morale gain maximum (for example, a maximum of 30 points of morale can be gained as a result of giving Consumer Goods and other non-drug items to your population; the bonus morale point for giving different items is in addition to the 30 point gain.) Items can be given out at a rate of one per 10,000 instead of one per 1,000 by using the number 9999 as the quantity. In this case the program will know that you actually want to give out one unit per 10,000 population (not 9999 per 1,000 population!).

People in your colony expect to be fed at the rate of 25 MU's of food per thousand. Feeding them below this level can result in starvation and a lowered morale. Feeding them more can increase their morale.

You can give your people Drugs and other items to try and improve their morale. Some Drugs may prove addictive, depending on what race consumes them. Many Starport Complexes will also result in Morale gains. See Appendix B for more details.

Recon Planes

Colonies use RECON PLANES to watch for approaching ground parties or the presence of landed ships. The following

equation shows the quantity of RECON PLANES needed for each distance away from the colony (in Sectors).

$$2 * D * (1 + (2 * D)) = \# \text{ of recon planes}$$

Where D = Distance in Sectors. For example, 2 Sectors away would require your colony to have 20 RECON PLANES. For 5 Sectors away you would need 110 RECON PLANES.

RECON PLANES are used automatically each time a colony printout is generated.

Submitting Colony Orders

Colony turns are handled very differently from ship and ground party turns. A colony governor submits his orders on Turn Cards. The results of his actions are saved until his next colony printout is generated. The colony governor decides upon how frequently he wishes to receive a colony printout. He may choose a printout frequency of every one, two, three or four weeks. See Appendix H.

When a colony printout is generated the player is charged for the quantity of orders issued since his last printout.

Governor Ranks

Your rank is directly related to the class of your colony.

Colony Class	Governor Rank
1, 2	Governor
3, 4	Ruler
5, 6	Minister
7-12	Lord

Chapter 4 - Ground Parties

Ground Parties can be set-up by ships, colonies and other ground parties. They are most often used to explore worlds more efficiently than a ship. A ground party may only be created when you are landed on the surface of a world and may not be created inside your ship. To create a ground party costs no TU's, but there is the TU cost of transferring items to it. When it is first formed from another ship or ground party you should give your ground party a name (i.e. - Swamp Searchers) and the computer will assign it a position number. If you want your party to be lead by a specific character be sure to include his name too.

Most ship and colony items will not function in a ground party.

When you create a ground party during your turn the new party may have a turn processed immediately.

There are two ways in which a ground party may move - Shuttle Movement or Surface Movement.

Shuttle Movement

Shuttle movement employs small shuttle craft to move a ground party either into orbit or to another location on the same planet. Shuttle craft cannot travel into space beyond orbit. The most common shuttle craft are SHUTTLES, TROOP CARRIERS and TANK CARRIERS.

TANK CARRIERS may only carry tanks and aircraft. TROOP CARRIERS may only carry troops. SHUTTLES may carry any item.

To use shuttle movement your ground party must be shuttle capable. This means that every item in your party must fit aboard your shuttle craft, including surface vehicles. Shuttle craft commonly hold 20 MU's of items. Items larger than 20 MU's can be carried in multiple shuttle craft.

Shuttle movement requires 20 TU's. You must specify the Sector & Square location of your destination.

Surface Movement

Surface movement permits your party to move across the surface of the planet. It can be hard going and time consuming. Every Sector on a planet contains a certain type of terrain. Although there are dozens of different terrain types, for the purposes of surface movement they are divided into four terrain classes. Each terrain class represents a difficulty level for a ground party to cross. Each vehicle is given a speed value for

traveling through each of these terrain classes. No surface vehicle can enter a Sea Sector.

To determine the overall speed of your ground party the speeds of all your vehicles and any walking lifeforms are averaged based on mass. The result is the speed of your ground party to travel through a Square (not Sector!) of that terrain. Don't worry if this seems complicated; the speed of your ground party will be shown each turn on your printout.

To perform surface movement a ground party must be surface capable. In other words, all possessions, including shuttle craft, incapable of surface movement in the ground party must fit within the cargo capacity of its surface vehicles. Ground vehicles commonly carry 20 MU's of items. When speed calculations are performed the computer first places your cargo into the vehicles. Then if there is any room left it allows lifeforms inside. The reason for this is that lifeforms can move on their own, although at a slower rate.

Here is an example of movement: A ground party consists of one HEAVY TANK (40 MU's) and one SOLDIER (1 MU). In terrain type 1 the speed of this party would be calculated as:

$$[((40 \times 6) + (1 \times 10)) / 41 \text{ MU's}] / 2 = 3.0 \text{ TU's}$$

See Appendix J for a list of items and their movement rates

Sector Mapping

You may obtain information on the Sector where you are currently located by spending 4 TU's. A shuttle capable ground party may similarly obtain information on any Sector on the world while in orbit.

Exploration & Analysis

Issue the Surface Exploration Order to obtain basic exploration information on the terrain type you are located in. If you find something that requires further analysis, issue the Investigate Order for each specific investigation you wish to undertake. You'll need a BIOLAB to investigate lifeforms or a PHYSICS LAB for most other types of investigations. In either case you must write a Special Action describing what you want to do or hope to learn. Both the Surface Exploration and Investigate Orders take 10 TU's to complete.

Prospecting

Prospecting is the method of determining the exact location of a mineral deposit on a world's surface. One of the few ship items which function in a ground party is the GPI. A ground party can GPI a Sector from orbit or from the surface at a cost of 10 TU's just like a ship.

Once you have used a GPI to determine that a Sector actually contains a mineral deposit you are ready to begin prospecting. Prospecting takes 30 TU's and gives you the exact Square of the deposit as well as its yield. The yield is the number of MU's of ore a deposit will produce per MINE each week. Prospecting may only be done in the sector where your ground party is located.

Ground Party Support

Ground Parties do not use LIFE SUPPORTS unless embarked on a ship. To keep them supported all that is needed is a supply of food. Each lifeform in a party uses 0.025 MU's of food per week. Rather than worry about every week's food ration it is possible to allocate food in advance for a period of time up to 13 weeks.

There are two main ways to obtain support for your party. First, you may purchase support from a RESTAURANT complex in a colony starport. This costs 5 stellars per lifeform in your party and takes 10 TU's to accomplish. Your party's support is increased to the maximum 13 weeks.

The second way is to purchase FOOD from a colony market and to allocate the food yourself. Just tell the GM you wish to allocate FOOD for support and the computer will automatically use the available FOOD to give you up to 13 weeks of support. The FOOD is then removed from your possessions (rounded up).

Ship Embarkation

If your party is at the same location as a ship you may board the ship if you have the ship owner's permission. Your party remains intact and appears to the ship owner as two items in

his Cargo section - GP ON BOARD - LIFE and GP ON BOARD - OTHER.

Embarking or disembarking from a ship costs 20 TU's and only 1 GP may be aboard a ship at a time. When a GP is aboard a ship its actions are very limited. It may only disembark, perform training, do R&R, or operate an agent. It will not fight if a boarding action is attempted against the ship. Ships may not pick-up a ground party. However a ship may forcibly disembark an unwanted ground party.

A ship with the Troop Transport Category of Ship Specialization does not gain its cargo loading benefits for embarked GP's. Individual ground party items loaded aboard the ship would be treated as if they were less massive for hull capacity purposes, but items in a GP that is embarked aboard the ship would use their normal MU values.

Ground Party "Scanning"

SENSORS do not function in a ground party. However, your ground party will still be told of any other positions currently at its location. Your ground party will receive a colony market report when it ends its turn at a colony. You may also allocate 10 TU's to acquire a market report and message if you plan on leaving the colony before the end of the turn.

Splitting Your Party

Operating your ground party in more than one location is not allowed. If you wish to split your party you must set-up another ground party from it.

Disbanding a Ground Party

To disband a ground party, transfer its items to another position. When weekly adjustments are processed by the computer it will be noted that this ground party has no possessions. Shortly thereafter it will be removed from the game.

Chapter 5 - Space Battle

Special Note-we are working on a new Space Battle system that should be ready by late summer 1995. This Chapter will be reprinted at that time; you will need the new version to properly set your Ship's Battle Program

Space battle is performed when ships and/or colonies engage each other with their space weapons (e.g. Pulsar Beams, Missile Launchers, Space Fighters, etc.)

Rounds of Battle

A space battle lasts a maximum of 4 rounds. Each round all participants simultaneously fire their weapons at their enemies. At the conclusion of each round the appropriate damage is allocated to each participant and the computer determines if another round should be fought.

Battle Actions

Each round a position will either Fire at its enemies, Flee battle, Maneuver to avoid enemy weapons, or perform No Action.

If a ship has weapons it will attempt to fire them at its enemies. However, each ship has a set of standing orders called a Battle Program which may change its action. Options within the Battle Program permit you to dictate the actions of your ship during battle.

Batteries

Each position in the battle can divide its space weapons into separate batteries. The advantage of this is that each battery is capable of targeting a different enemy position. A colony may use a number of batteries up to its size. For example, a size 3 colony can use 3 batteries. A ship may use one battery for each 50 hulls it contains. For example, a ship with 29 hulls can use one battery while a ship of 51 hulls can use 2 batteries.

When you use more than one battery your BATTLE COMPUTERS, space weapons, and SENSORS are divided up equally among them. Since colonies can only fire at other colonies using MISSILES, a colony's other space weapons will be used by batteries firing at ships.

Targeting

At the start of battle, each ship and colony chooses its initial target. The larger ships have a higher chance of being targeted by an enemy. Each position will not necessarily be targeted by an equal number of enemies but the enemy's batteries are somewhat equally distributed against your ships. Some ships may be targeted more than others and some not at all. However you won't be fired at by more than a fair proportion of the enemy batteries, plus one. Colonies have a low chance of being targeted unless your battle options include setting the Colony Target Priority.

In order to fire space weapons a ship or colony must have functioning SENSORS. If it doesn't, it will cease firing and attempt to Flee.

Beginning Round #2, if your battle options cause you to cease shooting at your initial target you will choose another target at random that meets the requirements of your battle options.

Ship's Battle Program

Your Battle Program governs how your ship will operate during battle. The following is a list of the battle options available to you in your Battle Program:

AREA OF PREFERENCE - This indicates the section of an enemy ship or colony you most desire to hit with your space weapons. It improves your chances of hitting this section by approximately 33% against a ship and up to 80% against a colony.

The sections of a ship are:

- 1 = Command Section
- 2 = Main Section
- 3 = Engine Section.

The rings of a colony are:

- 1 = Non-Military Ring
- 2 = Space Combat Ring
- 3 = Ground Combat Ring.

To specify an AREA OF PREFERENCE you indicate the number of the ship section followed by the number of the colony ring. For instance, 23 would be Main Section of a ship and Ground Combat Ring of a colony.

FIGHTER AREA OF PREFERENCE - This is very similar to **AREA OF PREFERENCE** but functions only for your **SPACE FIGHTERS**. Each have their own guidance computer and are highly maneuverable. They always hit the enemy in the section or ring you indicate. Use the same method as above to choose the sections you wish to hit.

RETARGET OPTION - This permits you to retarget to another enemy ship in the event your current target is not firing or moving. It allows you to stop shooting at an enemy so that his ship can be captured. To capture an enemy ship he must be incapable of moving and have no space weapons (or **SENSORS**) to fire at you. You may specify one of four choices for your **RETARGET OPTION** if the enemy target is **NOT MOVING**, **NOT FIRING**, **NOT MOVING & NOT FIRING**, or **NEITHER** (don't retarget). This option is not checked on the first round of battle yet can be triggered more than once during later battle rounds.

COLONY TARGET PRIORITY - If you choose **YES** for this option you will attempt to fire at a colony during your initial targeting.

FLEE ON HULL NUMBER - If you are engaged in battle and the total number of hulls on the enemy side exceeds the number you have chosen for this option, you will attempt to flee on the first round of battle. If you fail to get away you will maneuver instead. The maximum number you may specify is 9999.

FLEE ON DAMAGE TO COMMAND SECTION - This option allows you to indicate the maximum damage you will sustain to your Command Section hulls before you attempt to flee. You indicate the number of **MU's** of damage. This option can be triggered only once per battle. The maximum number you may specify is your total number of **COMMAND HULL MU's**.

FLEE ON DAMAGE TO MAIN SECTION - Similar to above.

FLEE ON DAMAGE TO ENGINE SECTION - Similar to above.

FLEE IF DAMAGE RATIO IS BELOW - Using this option you can order your ship to flee battle if the proportion of damage taken by your ship on the previous round of battle was greater than what you were dishing out. Simply divide the total damage you do to other positions into the total damage the enemies inflicted on you. If you indicate a damage ratio below this number then you will attempt to flee. You may specify a number with two digits after the decimal point such as 1.25. If you choose never to flee using this option then use the special code 999.

MAXIMUM # OF BATTERIES TO FIRE - Normally the computer will divide your weapons up into the maximum allowable number of batteries. If you wish to use fewer batteries to concentrate your fire you should specify the number here.

FLEE ON ROUND NUMBER - You may indicate a round of battle (1-4) on which you will attempt to flee. If you wish never to flee on a round number use 5.

DISABLE ENEMY - If you choose this option you will set your weapons to do more damage to items inside an enemy position rather than to hulls. Normally damage is allocated 60% to hulls and 40% to internal items. If you select this option 40% will be allocated to hulls and 60% to internal items. In addition the overall damage you do will be slightly reduced.

Colony's Battle Program

Since a colony cannot flee from a battle its battle options are more limited than those for ships. A colony may only use the options, **AREA OF PREFERENCE**, **FIGHTER AREA OF PREFERENCE**, **RETARGET OPTION**, **COLONY TARGET PRIORITY**, **MAXIMUM # OF BATTERIES**, and **DISABLE ENEMY**.

Fleeing or Maneuvering?

You will notice that all of the battle options in your Battle Program will cause you to attempt to flee. However your flee attempt will be unsuccessful if any of the ships targeting you are faster than your ship.

Once your **BATTLE COMPUTERS** discover that you will be unable to escape they instruct your ship to begin maneuvering. Maneuvering lessens the chance of being hit by enemy weaponry.

In the event you attempt to fire and have no weapons or **SENSORS** remaining you will attempt to flee.

Weapon Accuracy

Weapons are assigned a specific percent chance of hitting an enemy target each round. This percent is composed of various factors.

1. **BATTLE COMPUTERS & CYBERNETIC MINDS** contribute up to a 75% chance to hit. The more you have of either item, the greater your percent. As you approach the 75% the value of each one you add lessens and lessens.
2. **SENSORS** contribute up to 10% with lessening values also.
3. Each weapon type has a different accuracy value. This value is a direct percentage and is added to your chance to hit.
4. If you are slower than the ship at which you are shooting, your chance of hitting him can be reduced by up to 10%. It is calculated as five times the base speed differential.
5. **TRACTOR BEAMS** hitting you from the previous round can reduce your chance of hitting by .5 percent per **TRACTOR BEAM**. **TRACTOR BEAMS** have no effect against colonies.

Colonies and ships with no engines have no movement ability. Therefore these positions will be hit every time they are targeted.

Battle Procedure

The BSE game week runs Monday through Friday. If you are involved in a battle during this time the processing of your turn ceases at the battle location and your turn is held until Friday. On Friday, another battle check is done and if a battle still occurs it will then be processed. Whether or not battle occurs, the remainder of your ship's movement will be attempted. A battle has no TU cost.

When a battle occurs all positions at the battle location are checked for their Enemy, Support, and Defend Lists to determine who will be involved. After the battle is processed each participant will receive a battle printout and an update of their position at the end of battle.

Derelicts

At the conclusion of a battle, any ships incapable of firing and moving, or which have insufficient crew in Command and/or Cargo to operate their ship, are considered to be derelict. They are assigned the special DER affiliation and it becomes unowned by any player.

The Enemy, Support, and Defend lists are cleared for all derelict ships and they are not included in further battles at that location unless an attacking position specifically includes them via a special action.

Items may be transferred to derelict ships but this does not automatically gain you ownership. Derelict ships may be captured only by performing a boarding action against them with your military forces. Ships without troops in Cargo will be automatically captured and no battle report is generated. Once captured, a derelict ship will return to its derelict status unless you transfer sufficient quantities of items so that it no longer meets derelict criteria. Boarding actions may only be attempted when there is no pending space battle at their location. Derelicts may be towed away the same week that they are derelicted, allowing you to board them at your leisure. See Chapter 2 for more details on Towing.

Chapter 6 - Ground Combat

Special Note-we are working on a new Ground Combat system that should be ready by late summer 1995. This Chapter will be reprinted at that time; you will need the new version to properly set your Ground Battle Options.

Ground Combat occurs when two positions do battle with their ground forces. Colonies and Ground Parties can attack any position at their location with their ground forces. If they are attacking a ship, it is a boarding action, and only troops are involved.

When Ground Combat takes place the only items from your position included in the battle are items possessing ground combat ability. No other possessions can be damaged during the battle.

Initiating Ground Combat

Ground Combat is initiated exactly like Space Battle. A ground party has only a Ground Combat Enemy List. A colony has both a Space Battle and a Ground Combat Enemy List. A ship only has a Space Battle Enemy List and ships can only initiate Ground Combat via a boarding action.

Phases of Combat

Ground combat is performed in a series of Phases:

1. Air Combat Phase
2. Anti-aircraft Phase
3. Bombing Phase
4. Long range ground fire Phase
5. Ground Combat Phase(s)

Phases 1-4 last for only one round each. Phase 5, Ground Combat can last for multiple rounds - until one side is defeated.

Ground Battle Options

Players have the ability to set certain options to be used in Ground Combat. They are:

TACTIC - This is an attacker option which specifies the method of attack used before breaking off battle. Tactic 1

means that you will only perform an air attack and break off after the Bombing Phase.

Tactic 2 means that you wish to engage in Air Combat and Long Range Fire, only.

Tactic 3 means that you will perform all phases of battle. Tactic 3 is the default.

INTENSITY - This is an attacker option indicating the intensity of the attack. It effects the damage you will dish out and receive in the battle. You can set this option as: 1= 25%, 2=50%, 3=100%, 4=150%. Option 3 is the default -- it represents normal amounts of damage.

AIR SUPERIORITY - A normal standing order used by both attacker and defender. This is the percentage of your GROUND FIGHTERS that you wish to perform an air superiority mission. Air superiority fighters will function during the Air Combat phase of battle and then return to base. The remainder (if any) of your GROUND FIGHTERS are assigned to ground support and will attack enemy ground forces during the Bombing phase.

AGGRESSION RATING - The aggression rating is the maximum percent losses a ground force is willing to accept. It can be as high as the position's morale and as low as zero (which means retreat upon taking any losses). A ground force's Aggression Rating is set initially to the force's morale and may be lowered at the will of the Leader. A Defending ship in a Boarding Action has a rating of 90.

DEFENSE VALUE - This represents the extent to which the ground force has prepared for an attack at the end of the turn. Each 10 TU's allocated to Defense will increase the value by 1 (up to 7 maximum). Defense Value reduces the effectiveness of the attacking forces. The Defense Value remains in effect until the ground force moves.

ASSAULT VALUE - This is similar to Defense Value except that it reduces the Defense Value. Every 15 TU's will reduce the Defense Value by 1 (4 is the maximum reduction).

Leader

In the event that more than one position is involved on the attacking side of battle one of them must be designated the Leader. The Leader's Tactic and Intensity will be used for the entire side. If you fail to choose a Leader the GM will choose one, usually the commander of the largest force.

Air Combat Phase

During this phase your Air Superiority GROUND FIGHTERS and all your GROUND BOMBERS do battle with enemy fighters and bombers.

Air Superiority Fighters attack all enemy fighters and bombers. Surviving Air Superiority fighters return to their base and do not participate in the remainder of battle.

Anti-Aircraft Phase

The Ground Attack GROUND FIGHTERS and all remaining bombers approach their targets. The ground forces of the enemy may have Anti-Aircraft weapons. These are fired against the incoming aircraft.

Bombing Phase

Any surviving GROUND BOMBERS and Ground Attack GROUND FIGHTERS attack the enemy ground forces with their bombs. All remaining aircraft return to their base.

Long Range Fire Phase

Real ground combat now begins! Some ground forces are equipped with Long Range Fire capabilities. As the two sides approach for battle they each employ their Long Range Fire to soften up the enemy.

Ground Combat Phase(s)

Both sides clash! Each employs its ground combat capabilities against the other. If the battle is not decided quickly it may last several rounds until one side is either destroyed or withdraws from the battle based on its aggression rating.

Damage Resolution

The quantity of MU's destroyed in ground combat is equal to 15% of the total combat factors on the enemy side. This number may be modified by tactic, assault & defense values, and special abilities.

Military items destroyed in ground combat are chosen randomly. If the enemy lacks sufficient hits to do this there is a proportional percent chance that the item will still be destroyed. Items are destroyed, not damaged, in ground battle. The exception is human lifeforms, which when wounded are renamed as INJURED. Due to the severity of injuries, INJURED become COLONISTS when healed.

In the event that one side of battle contains more than one ground party the resulting damage will be allocated proportionally based on each party's size.

Boarding Ships

A ship can be boarded by hostile forces only when (1) landed or (2) it has been derelicted in a space battle.

Due to the limited space in the interior of a ship, heavy weapons such as tanks and planes cannot be used by either side. The maximum number of troops and/or robots that can board a ship is equal to ten times the number of hulls in the boarded ship.

Capturing Another Position

SHIPS - Only after a successful boarding action is performed can a ship be captured. Ships may not have a turn processed in the week they are captured.

COLONIES - When a colony's aggression rating is triggered during a ground assault it cannot retreat but surrenders instead.

GROUND PARTIES - When ground parties retreat due to a ground attack, 10% of their items are left on the battlefield and are captured by the opposing forces. If at the conclusion of a battle one side has no military forces remaining, any possessions it has are captured by the enemy.

In all cases stellars and stock are also captured.

Troop Promotions

In addition to training, it is possible for less experienced troops to be promoted. GREEN TROOPS can become SOLDIERS and SOLDIERS can become VETERANS. This is possible only through experience in real battle situations. At the conclusion of ground combat, 0-10% of your GREEN TROOPS and SOLDIERS will be promoted to the next higher level. This will be reported to you on your next turn. The type and magnitude of the ground battle determines the promotion rate chosen.

Militia

A colony will automatically use its Militia if it is attacked. Each Militia is composed of COLONISTS and SMALL ARMS. Each MU of SMALL ARMS can outfit 100 COLONISTS. A maximum of 30% of the COLONISTS in a colony may become MILITIA. MILITIA may only be used defensively. At the conclusion of the battle the Militia is dissolved back into its components.

Chapter 7 - Agents

When your ship or ground party moves into a colony starport it has the opportunity to place an agent there. Each ship or ground party may have one agent at a time. If you attempt to hire a second agent, your first agent will be lost. Agents may not be transferred between positions.

Hiring an Agent

It is rather easy to find a person in any colony starport to act as your agent. Maybe he is a political dissident or simply greedy for your stellars. Either way he is willing to do your dirty work for the price of 100 stellars. It takes 5 TU's to hire an agent. Only one agent may be used per turn at the same colony. He may be used for several actions but you may not hire an agent and use him on the same turn that you've used another agent at the same colony.

Agent Actions

Once you hire an agent he is at your beck and call. The more you use him the greater the chance he will be caught by colony security. When caught, agents are interrogated and it is not uncommon for them to trade their life for the name of the position employing them. The greater the colony's security crackdown, the greater the chance your agent will be caught.

You may wish to anticipate him being caught prior to completing all his agent actions and list some conditional orders to perform. If you don't, the GM will process R&R for your position so you don't lose the TU's.

The following is a list of agent missions:

Get Status - Costs 5 TU's and 50 Stellars. It obtains the colony status for you. This includes the current morale and the security level of the colony. This is a low risk mission.

Get Market Report - Costs 2 TU's and 100 Stellars. Your agent sends you a copy of the colony's market report. This is a very low risk mission.

Get Special Complex Report - Costs 5 TU's and 500 Stellars. You receive a list of items being produced by these complexes. This is a medium risk mission.

Get Production- Costs 5 TU's and 1000 Stellars. You receive a list of the items on the colony's production schedule. This is a medium risk mission.

Get Training - Costs 5 TU's and 500 Stellars. You learn the current training levels of this colony's ground forces. This is a high risk mission.

Get Rumor - Costs 2 TU's and 10 Stellars. Your agent asks around and reports back on any rumors heard in the starport. This is a very low risk mission.

Check Starport - Costs 5 TU's and 50 Stellars. He sends you a list of the positions currently located at the starport. This is a low risk mission.

Scout Blackmarket - Costs 10 TU's and 100 Stellars. The agent attempts to learn the Blackmarket code word. This is a medium risk mission.

Contact Blackmarket - Costs 10 TU's and 100 Stellars. The agent contacts the blackmarket using the code word and learns the items for sale there. This is a medium risk mission.

Learn Quantity of an Item - Costs 5 TU's and costs 50 Stellars times the Ring # where the item is located. The riskiness of the mission goes from low to medium to high as the ring number increases. Certain illegal items cannot be detected by this order.

Learn Technology - Costs 5 TU's and costs 50 Stellars. Determines whether the colony has the technology to produce the indicated item.

Sabotage Colony - Costs 20 TU's and 1000 Stellars. The agent infiltrates the colony and attempts to blow up a random item type from a ring of your choice. The amount of damage is variable. Success will also have a negative effect on colony morale. This is a high risk mission with the risk increasing as the Ring # increases.

Sabotage Hiport - Costs 20 TU's and 30,000 Stellars. A Hiport is a very fragile structure. The agent goes undercover as a Hiport worker and makes every attempt to bring the Hiport crashing down from orbit. This is a high risk mission with only a 20% chance of success.

Chapter 8 - Blackmarkets

Blackmarkets exist at many colony starports. They are owned by the SSL or FET and are created to sell somewhat illegal items to those who have the stellars and the inclination.

Creating a Blackmarket

Creating a blackmarket may only be done by FET and SSL players. There is no set procedure for doing this. It must be performed using a Special Action. This Special Action takes a minimum of 45 TU's and costs 200 stellars. At the time a blackmarket is created you should transfer it some ground forces and some items to sell. Without ground forces it is defenseless in the event another player attempts to bust the blackmarket. Without items to sell the blackmarket performs no useful function for the owner. Also, at the time you setup a blackmarket you should indicate the difficulty level for other players to contact it. Difficulty levels range from 1-9 with 1 being the most difficult to contact.

Blackmarket Operations

Once you have created a blackmarket you are in control. Whenever it sells something you receive the Stellars. You may change the prices for the items sold as well as the blackmarket code word. Any BSE item may be sold in a blackmarket, not just illegal items. Each blackmarket may sell up to 10 items at a time and an unlimited quantity of each of these 10 items.

When an item is given to the blackmarket to sell it must be given a sell price. If that type of item is already for sale at this blackmarket there is no problem. However if this item is not currently for sale a new sell price must be set by the owner. If an item is given to the blackmarket for sale by someone who is not the owner the sell price remains zero and this item will not be offered until the owner sets a sell price.

Blackmarkets are often run by extremely shady characters. It is not uncommon for Blackmarket personnel to move about the Colony and attempt to obtain various items via theft or graft. Sometimes these items will show up for sale on the Blackmarket, though occasionally they'll just disappear into the personal treasury of a skilled thief. High Security Crackdown levels makes such theft very difficult to pull off.

It should be noted that Blackmarkets are extremely special by their very nature and may have other abilities not listed here.

Interacting With a Blackmarket

There are several ways to interact with a blackmarket:

Scout Blackmarket - This is an attempt to gain the code word. Without the code word the blackmarketeers will not make contact with you and will not tell you what they have for sale. This takes 15 TU's.

Contact Blackmarket - You give the blackmarketeers the code word and they give you a blackmarket report showing what is available for sale. This costs 20 TU's.

Buy Item - You contact the blackmarket using the code word. You then spend 4 TU's purchasing any quantity of any single item being sold by the blackmarket.

Give Item - You give an item to the blackmarket to sell. The owner of the blackmarket receives the Stellars when the item is sold, not you. This costs 4 TU's per item type given regardless of quantity. A maximum of 10 different item types may be sold by a blackmarket.

Transfer to Defense - You give ground combat items to a blackmarket for its defense. This costs 4 TU's per item type you transfer.

Bust Blackmarket - This can only be done through a Special Action. Be sure to indicate the ground forces you wish to use. Heavy combat vehicles such as tanks are not very effective at this sort of mission; actual combat troops are far better equipped for this kind of combat. If you employ force superior to that of the blackmarket's defenses, you will be successful. Knowing the blackmarket code word helps greatly.

Difficulty Level

The Special Interest Coordinators for the SSL and FET set the MASTER DIFFICULTY level for their blackmarkets. This is on a scale of 1-9. The MASTER DIFFICULTY LEVEL allows him to set a level of difficult for his affiliation regarding how hard it is for anyone to scout his affiliation's blackmarkets.

For example, let's say the Imperials are trying to shut down all the FET blackmarkets. The Special Interest Coordinator of the FET will set the MASTER DIFFICULTY LEVELS for the Imperial affiliations to 1. This means the Imperials can only Scout blackmarkets whose individual difficulty level is less than 1. Since 1 is the lowest level it is impossible for them to make contact.

Chapter 9 - Outposts

Outposts are robotic mining facilities located on the surface of a world. Each ship, colony, or ground party may control up to 6 outposts. Only one outpost may be located in any location (sector and square) and an outpost may not occupy the same location as a colony. To build an outpost requires 10 STRUCTURAL UNITS and 10 TU's. Outposts without mines will automatically be removed from the game by the computer, so don't forget to transfer one to it.

Outpost Mining

The only purpose of an outpost is to mine an ore deposit. During weekly adjustments each outpost produces an amount of ore as based upon the yield of its deposit times the number of MINES located there.

# of Mines	% of Yield Mined
1-100	100%
101-200	90%
201-300	80%
301-400	70%
401-500	60%
501-600	50%
601-700	40%
701+	30%

For example, an Outpost with 260 Mines on a Fissionables deposit with a yield of 5 would produce as follows. The first 100 Mines would produce at 100% of the yield, resulting in the mining of $100 * 5 * 1.0 = 500$ Fissionables. The second 100 Mines would produce at 90% efficiency, resulting in $100 * 5 * 0.90 = 450$ Fissionables. The remaining 60 Mines would produce $60 * 5 * 0.80 = 240$ Fissionables. Thus, the total production for this Outpost would be $500 + 450 + 240 = 1190$ Fissionables.

Outpost Interactions

You can transfer MINES to and from an outpost. You can also pick-up stockpiled ore from the outpost. Each transaction costs 4 TU's.

An outpost has no defenses of its own. Anyone can land and remove items. In fact anyone at the same location can steal the outpost away from the current owner simply by reprogramming the MINES. This reprogramming takes 30 TU's.

Each time anyone interacts with an outpost the interaction is reported to the owner on his next printout.

Defending an Outpost

The square in which an outpost is located is considered to be the property of the outpost owner. He has the right to attack any unauthorized ship or ground party entering this location. In high risk areas it may be wise to place a ground party in this square with an appropriate enemy list to defend an outpost. Such a ground party need not process turns very often as long as it remains supported.

Since an outpost is not a position you cannot list its number on your defend list. To protect it you must put appropriate affiliations on your enemy list.

Outpost and Colony RTS

A Robotic Transport System (RTS) is an automated method of moving items between your colony and its outposts or to other colonies. (provided they are located on the same planet)

Constructing an RTS costs 10 TRANSPORT MODULES and creates an RTS with a 20 MU capacity. Once constructed, the capacity can be increased by 20 MU's for each TRANSPORT MODULE added to the RTS. RTS's connecting to outposts will operate automatically each week, delivering ore from the outpost back to the colony.

Teleporter RTS's can be created by using TELEPORTERS; each TELEPORTER added to the Teleporter RTS adds 2000 MU's of transport capacity. A Teleporter RTS work just like a regular RTS except that it can connect outposts or Colonies located anywhere in the same star system, not just on the same world. Once a Teleporter RTS is established, the only way to increase its capacity is to add more TELEPORTERS. TRANSPORT MODULES cannot be used to increase the size of a Teleporter RTS. The creation of a Teleporter RTS requires the use of a Special Action by a ship located at the Outpost site detailing the # of TELEPORTERS to be expended and the destination of the RTS. A colony can add TELEPORTERS to an existing Teleporter RTS through the use of a Special Action.

An RTS connected to an outpost is only able to transfer MINES from the colony to the outpost and stockpiled ore from the outpost back to the colony.

You can also build up to 3 RTS's that connect to other colonies. An RTS connected to another colony allows you to perform transfers of items to the other colony by simply writing an XFER order. You may not transfer more MU's per week than the capacity of your RTS. Each RTS is a one-way system. Only the colony who built the RTS may use it to send items.

The maximum size of any Robotic Transport System is 30,000 MU's per week.

Chapter 10 - Weekly Adjustments

Adjustments to every position occur at the beginning of each week. In most cases ships and ground parties will not be affected by adjustments as long as they are being run competently. Colony adjustments are much more numerous, as they include such things as factory production, mining, births and deaths, and colony morale.

Starship Adjustments

The most consistent factor affected by weekly adjustments in a starship is CREW morale. It declines slowly with each week. This can be ignored for some time but as it gets lower you should make some effort to improve morale or you'll have a mutiny on your hands! Every turn your morale is 20 or less there is a 25% chance you will lose control of your position. Additionally, the ship's Affiliation Loyalty Rating drops slowly over time.

Another important check performed during adjustments is to check your LIFE SUPPORT capability. If you have insufficient LIFE SUPPORTS to keep all the life forms on your ship alive you will risk deaths. You will also suffer a significant morale decline.

Your ship maintenance level is checked next. If your maintenance week has passed your crew morale will be lowered by 10. If your ship has any damaged hulls the damage will increase by 10% each week. It is possible for this to result in the destruction of your ship.

Finally, the computer checks any outposts you may own and their MINES produce the appropriate amount of ore which is added to the outpost's stockpile.

Ground Party Adjustments

Ground party morale and outpost adjustments are performed as described in Starship Adjustments. In addition, ground party support is determined. If your GP is in support there is no problem. If it is out of support the computer will try to increase its support automatically by using any FOOD you may be carrying. Up to 13 weeks of support will be attempted in this manner and .025 MU's of food is used per person (rounded up at the end of the support calculation). If you are still out of support your morale is reduced by 10.

Colony Adjustments

Outpost Adjustments - Performed as described under Ship Adjustments above. If the colony is connected to the outpost via an RTS the maximum quantity of ore will be transferred to the colony from the outpost.

Colony Mining - If the colony is located on a deposit site the colony's MINES will produce ore.

Farming - Each FARM owned by the colony produces 12 FOOD. Special technology, abilities or other factors may modify this number.

Special Production - If the colony is using Special complexes to produce a special item from its environment this production is performed.

Starport Complexes - CREW TRAINING and BOOT CAMP complexes produce 6 CREW or 6 GREEN TROOPS, respectively, from your COLONISTS.

Deaths - Deaths are calculated. All lifeforms are reduced by the death rate. The base death rate is 0.2%. This can be increased by the hazardous level of the world where the colony is located, lack of LIFE SUPPORTS in enclosed colonies, starvation, and other factors.

Births - The birth rate is 1% per week. All categories of living things contribute toward births. Most births become COLONISTS. However, some types of life forms reproduce their number directly - such as ALIEN ANIMALS or SLAVES.

Calculate Colony Class - See Chapter 3 for details.

Recon - RECON PLANES are dispatched. Approximately 1% of them are lost due to crashes and malfunctions.

Calculate Morale - Colony morale is based upon a large number of factors and indicates how well a colony governor manages his colony. Factors affecting morale include whether the colony is Open or Enclosed, the quantity of food, stellars, drugs, and other items given to the population, and what and how many Starport Complexes are present. Security Level, Birth rate and Death rate also have an influence. There is no upper limit on Colony Morale.

Factory Production - Factory production is performed as described in Chapter 3.

Chapter 11 - Upgrading, Building & Specializing

Performing the Upgrade

To perform an upgrade a starcaptain must negotiate terms with a colony. This colony must provide sufficient quantities of the needed hull types and also have SHIPYARD COMPLEXES of sufficient class to perform the upgrade.

The colony governor issues a pick-up authorization to the ship being upgraded. This authorization includes the exact additional quantity of each type of hull needed to upgrade the ship to the new class. The ship then moves to the colony and orders the upgrade to take place. This actual upgrade takes 50 TU's to accomplish.

When a ship is upgraded, any THORLIUM coated section which increases in size will lose one coat of THORLIUM.

If a ship has a hull shift value of anything other than 20 (capable of carrying 20 MU's per hull), the affiliation of the colony performing the upgrade must match the affiliation that built the ship requesting the upgrade.

Shipyard Classes

The chart in Appendix E shows the quantity of SHIPYARD complexes needed to upgrade or build a ship of each class.

Each shipyard class has the abilities of all the classes below it. For example, class 6 shipyard could still build a Yacht.

Imperial Shipyards

The EEM colony Hypso contains the Imperial Shipyards. The EEM is authorized by the Empire to perform official upgrades. All EEM colony governors have a Hull Account at Hypso. Whenever hulls are delivered to Hypso the delivering ship should mention which hull account should be credited.

Since shipyards are incredibly expensive to build, many EEM governors use the extensive shipyards at Hypso to perform their upgrades. The procedure for an upgrade is similar to the above except the ship goes to Hypso and requests the upgrade. The needed hulls are removed from the Hull Account of the authorizing colony and the upgrade is performed.

EEM colonies and Imperially chartered HQ colonies are the only ones authorized to have hull accounts at Hypso. Players of other affiliations must deal with EEM governors to perform upgrades at the Imperial Shipyards.

Building Ships

Building a new ship can be done by any colony possessing shipyards as well as the necessary shipbuilding technology. Various hulls are assembled by the SHIPYARD complexes to create a certain ship class (see Appendix E).

The actual process of building a ship takes two weeks. On the first week the governor sends orders to construct a "seed ship" of a certain class. This order expends the necessary hulls from his possessions and builds an empty ship. This ship can be given to any other player in the game at this time. The governor is then told the ship number and on the following week can begin transferring personnel and material aboard.

When a ship is first constructed, the hull shift value of the building affiliation is assigned to the ship, and the building affiliation itself is also noted as part of the ship to represent the unique hull structure used by each affiliation. When a ship is scanned, the affiliation that built the ship can be determined by examining the general structural design of the ship. It may be possible to conceal the true identity of the original ship builder, but this would require specially outfitted shipyard facilities.

It is possible to change the hull shift of a ship to 20 by visiting any shipyard owned by your affiliation, spending 50 TU's and making a note of your orders in the Special Action area of the turnsheet. The most common reason to do this concerns Ship Specialization and Upgrades.

Scrapping Ships

Ships can be scrapped at any shipyard in order to retrieve their hulls for use in the construction of other ships. This process takes 50 TU's and the use of a Special Action on a Starship Turn Sheet describing the action. 80% of the ship's Command, Main and Engine hulls, with fractions rounded down, are recovered and added to the Colony's Non-Military Ring for future use. All other items still on board the ship at the time of the Scrap are lost, including Thorlium Armor coating and other permanently-installed items.

Ship Specialization

Any ship with a hull shift value of 20 can specialize to become more effective in one area of interest. Multiple levels of specialization can be acquired, with additional levels granting superior advantages while simultaneously increasing the associated disadvantages.

By landing at a colony equipped to handle specialization in the desired category and spending 50 TU's, a ship can become specialized in one of the following categories:

id#	Category	Advantage Category	Disadvantages
1	Carrier	Space Fighters	All other items (except for Shields) in Main & Cargo
2	Command	Command & Control	All other items (except for Shields) in Main & Cargo
3	Colonial Liner	Colonist Transport	All other items in Main & Cargo Shields in Command & Engine
4	Courier	Propulsion	All other items in Main & Cargo
5	Escort	Point Defense	All other items (except for Shields) in Main & Cargo
6	Explorer	Exploration	All other items in Main & Cargo
7	Gunship	Direct Fire Weaponry	All other items (except for Shields) in Main & Cargo
8	Luxury Liner	Entertainment	All other items in Main & Cargo Shields in Command & Engine
9	Merchant	Bulk Transport	Cannot fire weapons in space combat Shields in Command, Engine All non-Bulk Transport items in Main & Cargo
10	Missile	Missile Weaponry	All other items (except for Shields) in Main & Cargo
11	Torpedo	Torpedo Weaponry	All other items (except for Shields) in Main & Cargo
12	Troop Transport	Ground Units	All other items (except for Shields) in Main & Cargo
13	Tug	Tractor Gear	All other items in Main & Cargo Shields in Command & Engine

Advantage Category	Items & Ship Section
Bulk Transport	-All items in Cargo section except those items listed under the Colonist Transport and Ground Units Advantage Categories
Colonist Transport	-Life Supports in Command -Colonists, Prisoners, Work Slaves, Drones, Workers, Crew, Natives, Alien Crew, Injured, Ekinoids, Bureaucrats, Hive Queens, Flagritz, EKN Crew, AIS Crew, AIS Citizens in Cargo
Command & Control	-Shields, Battle Computers, Sensors, Jammers, Cybernetic Minds, Sensorpods, Cybernetic Mind Disruptors, Supercomputers in Command
Direct Fire Weaponry	-Shields, Fusion Beams, Photon Guns, Ion Cannons, Sonic Blasters, Positron Guns, Disruptors in Main -Shields in Command & Engine -Battle Computers, Cybernetic Minds, Supercomputers, Cybernetic Mind Disruptors in Command
Entertainment	-Life Supports in Command -Pleasure Slaves, Robotic Sheep, Entertainment Modules in Cargo
Exploration	-Sensors, Transhole Navigation Units in Command -Biolabs, Physics Labs, System Probes, GPI's, High Gravity Landers, Planet Probes, Space Probes in Main -Flitters, Crawlers, Shuttles, Recon Planes, Jump Engines, GPI Scramblers, Explorerbots, Thrust Engines, Gravijets in Cargo -The following orders are executed at one-half the normal TU costs (calculated after any other TU discounts and then rounded up): GPI Planet, GPI Sector From Orbit, Probe Planet, Planet Sector Mapping, Fire Space Probe, Space Square Probes (with System Probe), System Probes. The TU reduction is gained with the Class "A" Exploration Specialization; no additional reductions are gained with Class "B", Class "C", etc.
Ground Units	-Prisoners, MEK's, ECM, Scout Tanks, Warriors, Super Warriors, Spider Tanks, Troop Carriers, Ground Bombers, Ground Fighters, Securitybots, Small Arms, Injured, Demons, Light Tanks, Medium Tanks, Heavy Tanks, Armored Personnel Carriers, Veterans, Soldiers, Green Troops, Battle Armor, Warbots, Perimeter Defenses, AA Tanks, Tank Carriers, Assault Tanks, Startroopers, Armored Tanks, Pulsar Tanks, Cybertanks, Lancers, Cyberwarriors, Combat Shuttles, Self-Propelled Guns in Cargo
Missile Weaponry	-Shields, Missile Launchers in Main -Missiles in Cargo -Shields in Command & Engine -Battle Computers, Cybernetic Minds, Supercomputers, Cybernetic Mind Disruptors in Command
Point Defense	-Shields, AntiMissile Beams, Pulsar Beams in Main -Shields in Command & Engine -Battle Computers, Cybernetic Minds, Supercomputers, Cybernetic Mind Disruptors in Command
Propulsion	-Jump Drives, Auxiliary Thrusters, Thrust Engines in Cargo and Engine -Minimum Base Speed drops by 0.1 for each Class of Specialization from the normal 0.7 minimum to a new minimum of 0.1 (a Class "F" Courier would be needed to get to the 0.1 level)
Space Fighters	-Shields, Space Fighters in Main

	-Shields in Command & Engine -Battle Computers, Cybernetic Minds, Supercomputers, Cybernetic Mind Disruptors in Command
Torpedo Weaponry	-Shields, Plasma Projectors, Torpedo Tubes in Main -Metals/Nonmetals, Quantum Torpedoes in Cargo -Shields in Command & Engine -Battle Computers, Cybernetic Minds, Supercomputers, Cybernetic Mind Disruptors in Command
Tractor Gear	-Tractor Beams in Main

These charts may be updated from time to time as new items are researched or discovered in the game.

Each ship can only ever be specialized in one area, but can reach multiple levels of specialization. Each level grants more ship capacity and further restricts the loading of non-specialized items. For example, suppose a ship specializes as a GUNSHIP. As a Class "A" GUNSHIP (the first level of specialization), it can carry twice as many direct fire weapons as it could before. However, other items (see above chart for a list of which items are disadvantaged) are treated as twice as large (in MU's) as they actually are, for hull capacity purposes. It could still mount Missile Launchers, for instance, but each would be treated as 20 MU items instead of the normal 10 MU's each. If the same ship later acquired the status of Class "B" GUNSHIP, it could carry three times as many direct fire weapons as normal, but other items would have their MU's tripled for hull capacity purposes. There is no upper limit on how specialized a ship can become, but it may prove difficult to find colonies with the appropriate shipyard equipment to do the work. Each increase in specialization class requires the services of an appropriately-equipped shipyard and the expenditure of 50 TU's.

To provide ship specialization services, a colony must upgrade its shipyards to handle each area of specialization that it wishes to acquire. Each ship specialization Class is a research area, so the colony governor must first obtain the technology for the Class of ship specialization that he is interested in. Once this is accomplished, he can then upgrade his shipyards to handle

the specialization. Class "A" specialization in any category requires the expenditure of 7,500 ICM's. Additional Classes of specialization would require additional ICM's after the technology for that Class were successfully researched. For example, to be able to provide Class B specialization in the CARRIER specialization category, a colony governor would have to research both Class A and Class B CARRIER technology and then expend a total of 22,500 ICM's to upgrade his shipyards. Finally, the colony must have one Shipyard Complex for each level of Ship Specialization that it wishes to offer. Thus, a class 8 colony equipped with 8 Shipyard Complexes could offer Class "H" specialization in one category, or it could offer Class "D" specialization in two categories, or any other combination totalling no more than eight total levels of Ship Specialization.

Class	ICM's	Starship Engineering Research Points	Project Class
A	7,500	50,000	4
B	15,000	75,000	5
C	30,000	125,000	6
D	60,000	225,000	7
E	120,000	425,000	8
F	240,000	825,000	9
G	480,000	1,625,000	10
H	960,000	3,225,000	11

Chapter 12 - Training

Special Note-we are working on updating the Training system that should be ready by late summer 1995. This Chapter will be reprinted at that time; you will need the new version to properly conduct Training activities

It is possible for ships and ground parties to upgrade their ground combat abilities through training. Since training is based on TU's and colonies do not use TU's for their actions the only way for a colony to obtain training is to receive it from a ship or ground party through transfer. A training transfer takes 20 TU's to accomplish. Only GREEN TROOPS, SOLDIERS, and VETERANS may acquire training. There may be some training that can be obtained by certain other types of "troops" based on technology, special abilities or other factors.

Field Training

Field training represents practice and drills performed by your personnel during the course of their normal turn. You can allocate TU's (10 minimum) to increase the training level of troops. Field training should usually be accompanied by a Special Action describing what you hope to accomplish (where applicable).

Each time you perform field training the quantity of TU's spent is added to your total for that specific type of training. Each training type has a TU total necessary to achieve different levels of training.

Training Complexes

The starport of a colony may contain TRAINING complexes. These are locations where you may enlist the aid of experts to improve your training abilities. It costs 70 TU's to use a training complex but you receive the credit for 350 TU's of field training as a result. It costs 500 Stellars for the services of a TRAINING complex.

TRAINING complexes are limited in the amounts of training they may offer. The maximum number of TU's of training they have available is equal to the training level possessed by the colony. For example, if a colony has 500 TU's of Combat Simulator training its TRAINING complexes may only train other positions up to the 500 TU level.

To use a colony's TRAINING complexes you must either be in the same affiliation or know the colony's password. If you don't know the password you may ask the colony governor to grant you a specific authorization to use his TRAINING complexes. He uses his normal authorization order, and specifies item type 9998 and the number of visits allowed.

Since each colony will have different levels of training available, a visiting position should check with the colony governor concerning the quantities.

Types of Training

All types of training may be done at a training complex except for Physical, Combat Infantry, Boarding, and Anti-boarding. The following is a list of the different types of training available for you to perform (other Training types may become available as the game progresses):

Combat Infantry - Increases the combat effectiveness of your troops by .05 combat factors for each 70 TU's of training to a maximum of .5.

Boarding - Increases your ability to perform a boarding action against another ship. This can only be performed by troops on a ship or by a ground party loaded aboard a ship. Each 70 TU's of training increases the combat effectiveness of your troops by .1 combat factors each for offensive boarding actions to a maximum of .5.

Anti-boarding - Increases your combat capabilities to repel boarders. Can only be performed by troops on a ship or by a ground party loaded aboard a ship. Each 70 TU's of training increases the combat factors of each of your troops by .1 up to a maximum of .5, when repelling boarders.

Small Arms - Your troops are equipped with various light infantry weapons. This increases their combat factors by .1 for each 350 TU's up to .5.

Simulator - Uses high tech combat simulators to increase your combat factors by .1 for every 350 TU's of training, up to .5.

Combined Arms - Extensive exercises utilizing a combination of aircraft, armor, and infantry tactics. Each 350 TU's increases your troop's combat factors by .1 with a maximum level of .5.

Warbot - Allows you to operate WARBOTS in ground battle. Acquiring 350 TU's completes the training and gives you this skill.

MEK (Mechanized Exoskeletal Armored-Kill-bot) - Permits you to use MEK's in battle. Acquiring 3500 TU's completes this training.

Jump Training - Permits troops to operate BATTLE ARMOR so that they can jump from orbit to attack a position on the world below. Acquiring 2100 TU's completes this training.

Guerrilla - Upon acquiring 350 TU's of this training you can scout a colony RTS if you are located in the colony's starport. When you obtain 700 TU's you can scout ground parties in your sector to estimate their strength and size. When you've acquired 1400 TU's you can do similarly against colonies. Each action costs 40 TU's to accomplish.

Survival - Giving your position 700 TU's of Survival training enables a ground party to never run out of support regardless of where it is located.

Physical - This is a grueling exercise program that increases the combat effectiveness of your troops by .1 factors for each 70 TU's of training, to a maximum of .5.

Chapter 13 - Research

Feasibility Studies

When a Colony Governor has an idea for a new technology, he submits a feasibility study by noting his idea in the Special Action area of a Colony turn and including a Research Project/Technology Feasibility Study form detailing the concept. This action will require at least four weeks to pass before your researchers can respond to your Feasibility Study request. Highly complex projects may take more time. A Scientific Feasibility Study operates in the same way as a Technology Feasibility Study except that it is used to perform general scientific functions, like trying to determine what use an alien artifact might have, to obtain general information on plant or animal life, to examine data on celestial phenomenon collected by a ship and similar ideas. Scientific Feasibility Studies can be used to form the basis for Technology Feasibility Studies. A number of weeks and a research point cost will be assigned to the project, and when these requirements have been completed by the Colony, one of two results will occur:

The technology could be found not to be feasible. In this case, the Governor might scrap the entire idea, or revamp it and submit another Feasibility Study, perhaps based on the findings of the first study.

If the technology is found to be feasible, it will be assigned a Research Project Class, Research Point type and cost, and a Feasibility Study id#. At this point, the colony is ready to begin the Research Project. It should be noted that the total Research Point cost associated with a project in a given category (Biological Goods, Electronics, General, etc) does not necessarily bear any relationship to another project in a different category. For instance, Ship Specialization Class "B" is a Class 5 Project and costs 75,000 Starship Engineering Research Points. A Class 5 Project in Electronics might have a vastly different Research Point cost.

If the Colony Governor wishes, he can sell the completed Feasibility Study to another Governor, negotiating for whatever price he thinks is reasonable. If a sale occurs, the Feasibility Study will be removed from his Colony and attached to the purchasing Governor's Colony. A Feasibility Study can only be attached to one Colony at a time and cannot be licensed out.

Project Classes

The Project Class reflects the overall complexity of a Research Project. The effect of a high Project Class is that additional weeks will be required to complete the project. Project Class is essentially a tool for the description of a project's difficulty.

Project Class	Description
1	Easy
2	Simple
3	Moderate
4	Standard
5	Difficult
6	Hard
7	Demanding
8	Complex
9	Very Complex
10	Formidable
11	Virtually Impossible
12	Your Scientists Will Need A Miracle

Research Point Production

Research is conducted at Colonies using Tooled Factories to make different types of Research Points. Different types of Colonies can produce different types of Research Points at varying rates. The type of Research Point that any given Research Colony can produce is based upon the type of Research Colony that was selected when the colony was first set up. For instance, if a colony elected to be a Starship Engineering Research Colony at the time it was set up, it could produce only Starship Engineering Research Points or General Research Points. Except in very special cases, GM-controlled colonies (i.e., those not being run actively by a player) will not produce Research Points.

Colony Type	Research Production Rate
Standard	-Can only produce General Research Points -Factories generate Research Points at 25% of normal factory production rate
Production	-Cannot generate any type of Research Points
Research	-Generates Research Specialty at 100% of normal factory production rate -Generates General Research Points at 50% of normal factory production rate (unless General Research Points are the chosen specialty, which allows them to be created at 100% of the normal factory production rate)

There are eleven different types of Research Points. They cannot be moved from the Colony that produced them, but are designated as 1 MU items for purposes of destruction should the Colony come under attack. Each Research Project will require the expenditure of one type of Research Point. For example, if you want to develop a new ship class, you would need to use Starship Engineering Research Points. If you wanted to develop a new type of Battle Computer, you would need Electronics Research Points.

General Research Points can be converted any of the other types of Research Points at a 5:1 ratio. Thus, if you had 80,000

General Research Points in your stockpile, you could convert them into 16,000 Biological Warfare Points.

The following chart describes the various types of Research Points that exist in Beyond the Stellar Empire:

Type	Description	Production Requirements
Biological Goods	Used to conduct research into the exploitation of plant and animal life to create items that, when given to colonists, results in a morale boost for the Colony.	0.5 Alien Plantlife 0.5 Alien Animals
Biological Warfare	Used to conduct research into any type of weapon whose function is based on biology. Typically this includes development of plagues and viruses intended for use as terror weapon.	0.5 Metals/Nonmetals 1 Fossil Fuels 1 Alien Plantlife
Consumer Goods	Used to conduct research into any type of manufactured item that, when given to colonists, results in a morale boost for the Colony.	1 Metals/Nonmetals 1 Fossil Fuel
Electronics	Used to conduct research into the area of high-tech electronics gear, including sensor tech, jammer tech, computer tech, stealth tech and any other type of technology related to the use of sophisticated electronics.	1 Metals/Nonmetals 1 Fossil Fuels 0.1 Fibrillium
General	Used to conduct research into an area of study not specifically covered by another type of Research Point. They are also used to conduct more mundane studies, such as the nature of celestial or planetary phenomenon, ecological studies and other general scientific studies.	0.5 Metals/Nonmetals 0.2 Fossil Fuels 0.2 Processed Thorlium
Ground Combat Weaponry	Used to conduct research into any type of item that can be used in ground combat.	2 Metals/Nonmetals 2 Fossil Fuels 1 Processed Thorlium
Pharmaceuticals	Used to conduct research into any area of natural or synthesized pharmaceuticals. Quite often this means illicit drugs that are given to colonists for the purpose of raising their morale.	1 Other Intoxicants 1 Fossil Fuels
Propulsion	Used to conduct research into any type of technology, item or ability that relates to the propulsion of any vehicle or starship.	1 Metals/Nonmetals 1 Fissionables 0.5 Pulac Crystals
Space Combat Weaponry	Used to conduct research into any type of item that can be used in space combat.	2 Metals/Nonmetals 2 Fossil Fuels 1 Pulac Crystal
Starship Engineering	Used to conduct research into any type of ship design, ability or modification.	2 Metals/Nonmetals 2 Fissionables 1 Processed Thorlium
Teleportation	Used to conduct research into the teleportation of matter from one point to another without directly traversing the intervening space.	0.5 Metals/Nonmetals 1 Strion 1 Collidium

Results of Research Projects

Scientists

Scientists are brilliant individuals who, because of their superior minds, are capable of dreaming up concepts that would baffle the average citizen. By combining their extraordinary imaginations with advanced scientific skills, they are quite useful when assigned to various Research Projects. If there is one Scientist located at a Colony working on a Research Project, the Colony will realize a +10% gain in produced Research Points. Additional Scientists will provide more assistance, but they do not add as much as the first Scientist added to the research team. The precise formula for this calculation follows:

(10 times the square root of the # of Scientists present)

It should be noted that Scientists are exceedingly rare, and are not exclusive to any particular species.

When a colony reaches the number of Research Points necessary to complete the project and has spent at least four weeks per Project Class, it is declared over. Highly complex Projects may require more than four weeks per Project Class; such a requirement would have been noted on the Feasibility Project Results. The results will vary widely depending on what it is that you are researching. To allow your Colony to use the new item, training complex, starport complex or whatever else your project was involved with, you must expend 25,000 stellars times the Project Class. Thus, a Project Class 5 item would require 125,000 stellars to be expended to finalize the project. At this point your Colony receives a single copy of a technology tape that completely describes the item. Only one copy of this tape will ever exist. The tape can be licensed out to other Colonies, but only one Colony can own the original technology tape.

Licensing Technology

A Colony Governor who owns a technology tape can keep the tape for itself, sell it to another Colony for whatever price the Governors negotiate, or he can license temporary copies of the tape out to up to three other Colonies. The license agreement can be created to be in effect for from 1 to 24 weeks (set by the licensor), after which time it will expire and the temporary copy of the tape will self-destruct. A new license agreement would have to be reached to start another licensing period. During the licensing period, the licensee Colony can build the item as if it owned the original tech tape, but it cannot license the technology out itself because it does not own the original master tape. The technology tapes for some non-item technologies, such as Ship Specialization technology, can also be sold, but these technologies cannot be licensed.

Reverse Engineering

Since all Research Colonies that produce special technology tapes have an obvious interest in protecting them from being reproduced, all items have built-in safeguards that protect them from simple reverse engineering. It is not impossible to figure out how to produce an item that you do not have the technology for, but it is extremely difficult. A sample of the item in question must be available for the attempt to be made at all.

A Colony that succeeds in reverse engineering an item via the normal research rules will obtain a master copy of the item's technology tape. This is the only way there can be more than one master tape for newly-researched items in existence (all Colonies can produce common items such as Crawlers, so there are many master tapes for these items; see Appendix J for a list of all common items that every colony can build.)

If a Colony Governor suspects that another Colony has reverse engineered one of its technologies, it might arrange for agents to be used to determine if that Colony has the technology in question. The original owner will probably not be pleased at this turn of events and may decide to take steps adverse to the Colony that did the reverse engineering...

Capturing Technology

If a Colony holding the master copy of a technology tape is captured, the tape may be captured along with it. The restrictions to technology would still apply and it is still owned by that Colony, but the capturing party would then have control of the tape. The chance of capturing a technology tape is inversely proportional to the Security Crackdown level of the Colony that is captured; thus, a high Security Crackdown level will reduce the chance of each technology tape from falling into the invaders' hands.

To guarantee that a technology tape does not get captured by an enemy force, the Colony Governor can order the tape erased before the Colony falls. This process permanently destroys the tape, eliminating it from the game forever. Licensed copies of

the tape would continue to operate until the licenses expire. If at that point no other master tapes existed, no Colony could produce the item until it is researched again.

If a Colony is totally destroyed (usually as a result of heavy orbital bombardment), all of its technology tapes are destroyed.

Affiliation technology cannot be captured, but it can be converted into a single master as the result of a referendum of the affiliation membership. This tape can then be given to any colony and functions as other master tapes (licensed out, destroyed, etc). It should be noted that this process eliminates this technology from the affiliation technology list. It is not possible to research new affiliation technology.

Some Items

Several item technologies that can be generally obtained are listed below. Technology Feasibility Studies are not required for these items, so if you want to purchase one, you need only spend the necessary research points and stellars (the usual 25,000 Stellars per Research Project Class) and you'll be given a master tape for the appropriate technology. For these items, the usual four weeks per Project Class requirement is waived. From time to time, additional items may be added to this list.

Market Receiver (2 MU's) - Item # 157

Research Project Class: 2

Cost: 2,000 General Research Points

Description: The MARKET RECEIVER is capable of obtaining colony market reports at long distances. When it is used it is expended. The cost to use it is 10 TU's. Any colony market may be obtained, alien or human. The MARKET RECEIVER may only be used aboard ship and the ship may be at any location, even landed.

Power Blaster (50 MU's) - Item # 169

Research Project Class: 4

Cost: 40,500 Space Combat Weaponry Research Points

Description: The power is used to charge massive lithium/pulac capacitors. When fired, these weapons discharge all their stored energy in one massive burst capable of 150-200 damage. It has an accuracy of 10. However, the POWER BLASTER has some disadvantages. It destroys itself upon firing so it is usable only once. It is also a very short range weapon, making it unusable by colonies. Likewise, ship mounted POWER BLASTERS cannot be fired against colonies. Please note that although ship based POWER BLASTERS will not fire against colonies, they may still be allocated to the battery firing at the colony. This means some POWER BLASTERS could be saved and fired on later rounds at ship targets.

Rec-Deck (20 MU's) - Item # 175

Research Project Class: 2

Research Point Cost: 9,700 Electronics Research Points

Description: A REC-DECK is a self-contained recreation center ited into a ship's main computer. It's main feature is a

sophisticated holographic projection system capable of running various recreational, educational, and athletic programs. Due to its delicate computer interface, it cannot be removed after it has been installed. Ships equipped with a REC-DECK will have a weekly morale decline of only 1 or 2. Only 1 REC-DECK is useful at a time. At the time ship maintenance is performed the REC-DECK must be removed in order to properly maintain the Command Section. This renders the REC-DECK non-operational, effectively destroying it.

Self-Propelled Gun (20 MU's) - Item # 197

Research Project Class: 5

Cost: 85,000 Ground Combat Weaponry Research Points

Description: A second generation item. A very lightly armored assault tank. Dishes out 150 Long Range factors of damage, 2 Short Range factors, and 5 AA Factors. Takes 10 MU'S of damage to destroy it in ground combat. Useful to give more 'bang per MU' in assaulting a colony but too costly and easily destroyed compared to HEAVY TANKS for colonies to use efficiently.

Space Probe (10 MU's) - Item # 196

Research Project Class: 3

Cost: 38,000 Electronics Research Points

Description: (See Chapter 2, Space Probes)

Thorlium Assimilator (30 MU's) - Item # 160

Research Project Class: 6

Cost: 100,000 Space Combat Weaponry Research Points

Description: The THORLIUM ASSIMILATOR is a weapon capable of removing a coat of thorlium from an enemy ship during space battle. Regardless of the number of assimilator hits a ship suffers in a particular section, only one coat of thorlium may be removed per battle round. In addition to the damage to thorlium, the assimilator does 10 MU's of normal damage to the target ship. It has an accuracy rating of -25 and uses 50 COLLIDIUM with each firing. Only ships may use this weapon, not colonies.

Chapter 14 - Assumptions, Hints & Policies

General Assumptions

The following lists some general assumptions you can make as you play BSE. They are given here to help guide you in writing your Special Actions.

1. Security aboard a starship is very good. Any troops you have on board will always defend your ship, even when landed. If anyone not associated with your ship tries to board they are immediately stopped by your security personnel. If this results in an attack, your troops will respond. No one can sneak anything aboard your ship without you knowing about it. Much of the time used to accomplish a transaction is spent examining the items.
2. Colony security is also tight. When a ship lands at a colony its personnel are restricted to the starport area. Ship's personnel are never granted access to the "colony proper." To infiltrate the colony, an agent must be used.
3. Colonists living at a colony can come and go as they please, even into the starport area.
4. Your position is always ready for battle.
5. When you communicate to a colony governor it is done through a video audience. He would only rarely risk his life by meeting you in person.
6. Your ship's personnel maintain the highest efficiency possible. Crew drill in emergency procedures, while troops drill in battle preparations. Sufficient Crew are always on duty to operate the ship. Crew engage in ordinary relaxation activities to prevent their morale from declining too rapidly.
7. It's impossible for the GM to keep track of the game information you have received. This is because it is common for players to trade such information among themselves. In your Special Actions be clear about the type of information you are looking for. Mentioning information that you have already acquired when conducting special exploration of a world is a very good idea. If the GM sends you some information you already have, it's because he believed you needed it.
8. Game information is given out as the result of your actions. Please don't ask us for something just because you heard about it from another player.
9. Although you normally submit a turn every week, other players do likewise. Therefore another player's actions may affect your position in some manner. You will be informed of these actions at the top of your next turn as Happenings Since Your Last Turn. For example, a ship will be told the other

positions that scanned it between turns. A colony will be told which positions interacted with its market.

Hints for Beginning Players

Upon receiving your first Starship printout you will notice that you have little in your ship. You are given a number of Stellars to purchase items you think you might need. We suggest you purchase a few SYSTEM PROBES and PLANET PROBES that you can use to map the new systems and worlds you encounter. You should hire a few troops, as crew are useless in defending your ship in the event of a ground attack. Maximize the number of THRUST ENGINES you have as these increase the speed of your ship and allow you to accomplish more per turn. If you are interested in making contact with other players you should purchase SENSORS.

When you join the game your name & address is given to the coordinators of your affiliation. At least one of them should contact you shortly. If they don't you should write them yourself.

Usually the coordinator who contacts you will appraise you of the status of your affiliation. He will probably suggest a mission to get you started in the game. Until you have an assignment you should spend your time getting accustomed to the game system. Try probing a few worlds and landing at some colonies. The Capellan System is usually a very safe area to travel.

Don't outfit for battle right away. Wait until you have some experience before you go gunning for anyone. If you attack someone without justification you may be held accountable for your actions by his affiliation. This is called Posting. If your ship is Posted it is fair game for others in that affiliation to attack you. If you want to engage in battle, wait a few turns until you learn what is currently happening in the game. There are usually outlaws and alien invaders whom you can annihilate (or who might just annihilate you!).

Finally, you may be interested in making for the Nexus region, which opened up in early 1995 and represents a vast area that will take many years to fully explore. The Nexus is a great place for new would-be empire builders to stake their claims, especially since no players begin with assets there (ships and other assets must either be moved there or built on the spot).

Policies

The following are the policies used by Rolling Thunder Games to moderate BSE.

1. Players who cheat or who perform actions not in the spirit of the game shall be removed at the discretion of the GM. In all game matters the decision of the GM is the final word and by joining BSE all players agree to this.

2. No player is permitted to sell BSE materials for real money without the approval of Rolling Thunder Games.

3. Players are encouraged to trade information among themselves. Players may copy game materials to share with other players but only for game purposes.

4. You are permitted to be a member of only one affiliation at a time, regardless of how many positions you control. The IND (Independent) affiliation does not count as an affiliation for this purpose, so you could run positions in both the IND affiliation and another affiliation. Each player may purchase a maximum of three ship set-ups. If it is your desire to control additional positions in the game you may not purchase them. You must acquire them through play. If the number of ships you control drops below three you may purchase another ship set-up.

5. Only material written on the front side of a single turn sheet will be processed.

6. If the GM makes an error on your turn we will gladly correct it whenever possible. However it is our job to act as an impartial moderator. Therefore we must insist that you document the error before we can correct it.

7. Once you mail a turn to the moderator it normally cannot be changed. Also, we do not give out turn results over the phone.

8. Although BSE turns are often processed and mailed on the day we receive them, it is possible a backlog may exist. We attempt to process all the turns that come in a given day's mail before moving onto the next day's mail, but there are occasions when the ordering of turn processing does not follow the arrival dates. If the processing order of your (or allied) turns is critical, sequence them by indicating the order that you want the turns processed in the Sequenced Position Numbers box on your turnsheet. The exact same sequence should be listed on every turnsheet in the sequence. This is also true for battles. Battles are always processed on Friday. It could happen that your turn has arrived in our office but cannot be included in that Friday's battles because we haven't yet begun processing the day's mail when your turn arrived. If this occurs, your battle will be held until the following Friday.

Appendix A - Items Listing

This listing contains a brief description of the more common items found in Beyond the Stellar Empire. There are many more items in the game than are detailed here. See Appendix J for more details on these and other items.

AA TANK (30 MU's) - Provides anti-aircraft support for ground forces. Since this weapon system was designed specifically for its AA capability, it has a limited short range combat application.

ANTIMISSILE BEAM (AMB) (5 MU's) - Used to engage enemy missiles during space battle. Each AMB will shoot down one missile just before it would have hit your ship.

APC (20 MU's) - Armored Personnel Carriers are armored fighting vehicles capable of carrying 20 personnel. APC's have limited offensive abilities and are only capable of surface movement.

ARALDO POTION (1 MU) - A life-prolonging drug derived from the Araldo plant. It is commonly used throughout the periphery and the Inner Empire.

BASIC COMPLEX MODULE (BCM) (40 MU's) - The basic component of most starport complexes, consisting mainly of prefabricated building components and supplies.

BATTLE ARMOR (BA) (1 MU's) - Worn by GREEN TROOPS, SOLDIERS, & VETERANS in ground battle. A trooper hit in ground combat but wearing battle armor will survive. His armor will be destroyed.

BATTLE COMPUTER (BC) (2 MU's) - State of the art, targeting computers used in space battle to increase your chances of hitting the enemy.

BIOLAB (20 MU's) - Sophisticated biological laboratory needed to Investigate creatures, plant life, and other biological samples discovered during exploration.

BLACK LOTUS (1 MU) - A highly addictive synthetic drug. It is the most powerful narcotic ever created and withdrawal from it can be life threatening.

BORIFLOR (1 MU) - A potent aphrodisiac derived from an exotic plant. Males are especially susceptible to its effects.

COLLIDIUM (1 MU) - A rare mineral which possesses properties that permit it to transmute into various forms of energy.

COLONISTS (1 MU) - The citizens of a colony. They provide the manhours needed to operate the factories.

COMMAND HULL (80 MU's) - The structural components of a ship's Command Section.

CONSUMER GOODS (CNGD) (1 MU) - Given to COLONISTS by the colony governor to improve their morale. They consist of small manufactured items suitable for colonist's households.

CORTALON (1 MU) - A short acting drug capable of increasing the combat effectiveness of troops.

CRAWLER (20 MU's) - An all purpose tracked vehicle used in surface movement. It can carry 20 MU's of cargo.

CREW (1 MU) - Trained personnel who operate a starship. They have no combat ability. You need a minimum of 1 CREW per COMMAND HULL to move your ship.

CYBERNETIC MIND (1 MU) - A Samillian device incorporating cybernetic intelligence to operate their weapons during battle; a highly sophisticated battle computer.

DALIUM HYDROXIDE (1 MU) - A yellowish gas with properties similar to "laughing gas." It has no known side effects and is often used at parties.

DURABLE GOODS (2 MU) - A next generation type of CONSUMER GOODS which are given to colonists to improve their morale.

ECM POD (1 MU) - Electronic Counter Measures used in Air Combat during ground battle to protect your aircraft from AA fire. ECM in a colony or ground party will automatically be mounted on aircraft prior to a mission. A GROUND BOMBER can carry a maximum of 5 ECM pods and a GROUND FIGHTER can carry a maximum of 3 ECM pods. Each ECM will neutralize 5 AA factors.

ENGINE HULL (70 MU's) - The structural components of a ship's Engine Section.

ENVIRONMENTAL DOME (100 MU's) - Enhances the living conditions of COLONISTS in an Enclosed colony, improving morale. They may not be moved from the colony where they are constructed. Maximum effectiveness is 1 dome per 1000 colonists.

EUPHORIA PLANT (1 MU) - A plant extract that possesses an incredibly pleasant and euphoric fragrance.

FARM (200 MU's) - Automated hydroponic agricultural facility that produces 12 food each week.

FIBRILLIUM (1 MU) - Rare mineral often used to construct robotic items with artificial intelligence.

FISSIONABLES (FIZZ) (1 MU) - Used to generate power to run factories in a colony and in the production of many items. Each MU of FISSIONABLES generates 10 POWER.

FLITTER (20 MU's) - A general purpose hovercraft used in surface movement. It can carry 20 MU's of any other item.

FOOD (1 MU) - Used to feed COLONISTS and maintain their morale. Also required to support ground parties in the field. Produced during weekly adjustments by FARMS.

FOSSIL FUELS (FF) (1 MU) - Used to generate power in to run factories a colony. Each MU of FOSSIL FUELS generates 1 POWER.

GPI (2 MU's) - The Geologic Probability Indicator is used to obtain a report on the probability of a world containing each type of ore. It is also used to determine if a specific sector on a world contains an ore deposit.

GREEN TROOPS (1 MU) - Raw recruits who are the least skilled human troops in ground combat.

GPI SCRAMBLER (20 MU's) - An electronic device which interfere with the operation of a GPI. When placed at a mineral deposit, it will cause any GPI of that sector to report that no minerals are present.

GRASSJUICE (1 MU) - The basic intoxicant of the periphery. It is sold in kegs and the ever popular grassjuice ball.

GROUND BOMBER (15 MU's) - Used during the Air Combat phase of ground battle to attack enemy ground forces. Capable of carrying ECM PODS.

GROUND FIGHTER (8 MU's) - Used during the Air Combat phase of ground battle to either shoot down enemy GROUND FIGHTERS and GROUND BOMBERS or to attack enemy ground forces. Capable of carrying ECM pods.

HEAVENHERB (1 MU) - A recreational drug with mild intoxicant properties. Either smoked or baked in brownies.

HEAVY TANK (HT) (40 MU's) - A large, armored, tracked tank capable of long and short range fire.

INDUSTRIAL COMPLEX MODULE (ICM) (40 MU's) - Used by a colony governor to build various starport complexes.

INJURED (1 MU) - Category in which injured humans are placed. This classification represents injuries so severe that any training that they possess is lost. After INJURED are healed by a HOSPITAL complex they become COLONISTS.

INTOXICANT (1 MU) - A general category for less common drugs.

ION CANNON (20 MU's) - Weapon used in space battle which fires ionized particles. Damages only lifeforms.

JACIUM (1 MU) - Mineral which enhances the structural integrity of material. Used by factories to build certain items.

JAMMER (3 MU's) - Each will negate one SENSOR from acquiring information via a Detailed Scan.

JUMP ENGINE (JE) (20 MU's) - Used to jump your ship between star systems.

KINSHI (1 MU) - A drug that has cosmetic applications. When used as a skin salve it makes a person appear many years younger.

KORONDITE (1 MU) - A rare mineral that interfere with sensor scanning. It can be used to cloak your ship from being scanned either during your turn or between turns.

LIGHT TANK (LT) (20 MU's) - A small, armored hovercraft tank capable of long and short range fire.

LIFE SUPPORT (LFS) (2 MU's) - Provides necessary environmental control in a ship and colony.

LUXURY GOODS (LUX) (1 MU) - Represents various unique goods that are not able to be manufactured by a factory. They include gourmet foods, art, precious stones, perfumes, furs, pets and much more. They must be acquired from their natural sources.

MAIN HULL (60 MU's) - The structural components of a ship's Main Section.

MEDIUM TANK (MT) (30 MU's) - A medium-sized, armored, tracked tank capable of long and short range fire.

MEK (3 MU's) - Mechanized Exoskeletal Armored-Killbot - An exoskeleton into which a man is inserted. A MEK magnifies a man's strength a hundredfold and is heavily armed. It takes considerable skill to operate and requires MEK training.

METALS/NON-METALS (METS) (1 MU) - The most common type of ore. Used by factories to construct other items.

MILITARY COMPLEX MODULE (MCM) (40 MU's) - Used to build various starport complexes.

MILITIA (1 MU) - Used defensively by a colony only. Up to 30% of the colonists in a colony will automatically be converted to militia during ground battle. Militia are formed from COLONIST and .01 MU of SMALL ARMS.

MINE (200 MU's) - Used in a colony or outpost to extract ore from a mineral deposit. Each week a mine will extract ore equal to the yield of the deposit it is on.

MISSILE (MX) (2 MU) - Fired by a MISSILE LAUNCHER during space battle. Does a large amount of damage when it hits.

MISSILE LAUNCHER (ML) (10 MU's) - Each fires one missile per round during space battle.

NATIVES (1 MU) - Lifeforms native to certain worlds.

PERIMETER DEFENSE UNIT (PDU) (60 MU's) - An electronic barrier placed along the perimeter of a colony to keep annoying native lifeforms from passing.

PERMANENT STRUCTURAL UNIT (PSU) (1 MU) - Light weight structural units that cannot be moved from the colony where they are constructed. PSU utilize JACIUM in their construction.

PHOTON GUN (6 MU's) - An effective low mass space weapon developed by the alien race Flagritz (FGZ).

PHYSICS LAB (20 MU's) - Sophisticated laboratory needed to Investigate geological and physical finds during exploration.

PLANET PROBE (PP) (2 MU's) - Used from the main section of a ship in orbit to obtain a map and other information about the planet or moon below. Expended when used.

PLASMA PROJECTOR (100 MU's) - A space weapon that fires a stream of plasma. Each projector uses 8 METALS/NONMETALS every time it is fired to create the plasma. METS are removed automatically from cargo or the non-military ring of a colony when fired. Causes a tremendous amount of damage.

PLEASURE SLAVES (1 MU) -Used for ... well, we think you can figure this one out for yourself. They are very effective at improving a colony's morale.

POWER (1 MU) - Used to run TOOLED FACTORIES in a colony. FISSIONABLES produce 10, FOSSIL FUELS produce 1, and PULAC CRYSTALS produce 20.

PRISONERS (1 MU) - Unfortunate lifeforms who have fallen into the wrong hands.

PROCESSED THORLIUM (PT) (1 MU) - Refined THORLIUM ORE. It is capable of absorbing large amounts of damage in battle. Used by factories to produce certain military items. Also used to coat the hulls of a ship to reduce damage in space battle.

PULAC CRYSTALS (PULAC) (1 MU) - Jump Engine technology was made possible using the unusual properties of this crystal. Also used to generate POWER to run factories in a colony and construct pulsar beams. One MU of PULAC CRYSTALS generates 20 units of POWER.

PULSAR BEAM (PB) (20 MU's) - The standard beam weapon used in space battle. In the event you are being attacked by enemy SPACE FIGHTERS your PULSAR BEAMS are automatically diverted from enemy ships to shoot down the fighters.

RDB (20 MU's) - Robotic Defense Bunkers are a static weapon used only by a defender in ground battle. They are capable of both long and short range fire.

RECON PLANE (20 MU's) - Used by colonies to get information on the sectors surrounding a colony.

REPAIRBOT (1 MU) - Repairs 3 MU's per 10 TU's.

SCIENTISTS(1 MU) - Brilliant individuals who provide assistance with research projects.

SCOUT TANK (20 MU's) - Lightly armored tank with no long range fire ability. It has a cargo capacity of 10 MU's.

SECURITYBOTS (1 MU) - Independently operable robotic troops. The use of FIBRILLIUM in their construction accounts for their high degree of artificial intelligence.

SENSOR (SEN) (4 MU's) - Used to scan positions you pass during your turn. If you have enough SENSORS you can obtain detailed reports of the contents of other ships and colonies. You must have at least one sensor in order to use your ship's weapons during space battle.

SHIELD (4 MU's) - Protects a ship from approximately 20 MU's of damage and a colony from 6 MU's. The more shields in a section of a ship or the ring of a colony, the less efficient each shield is. Shields absorb damage first, followed by any THORLIUM coating, before damage is sustained by your ship or colony. SHIELDS only protect the section of the ship or the colony ring in which they are located.

SHUTTLE (40 MU's) - A general purpose vehicle capable of carrying 20 MU's of any item.

SMALL ARMS (1 MU) - Used by COLONISTS to become militia.

SOLDIERS (1 MU) - Troops of average military ability.

SONIC BLASTER (20 MU's) - A space weapon developed by the Samillians.

SPACE FIGHTER (SF) (20 MU's) - Used during rounds 2 and 3 of space battle. Can target a specific area on an enemy ship very accurately.

SPIDER TANK (150 MU's) - SAM and KZK fighting vehicle used in ground battle.

STIMBREW (1 MU) - A frothy intoxicant with a long lasting high. It is often said..."You don't buy stimbrew, you rent it."

STRION (1 MU) - Increases the production of your factories by 25%. Automatically used if available in your colony.

STRUCTURAL UNIT (SU) (1 MU) - The basic structural components of a colony. Also used to build outposts.

SYSTEM PROBE (1 MU) - When fired within a system you obtain a map of that system. Expended when used.

TANK CARRIER (60 MU's) - Poorly armored vehicle capable of shuttle movement. Cargo capacity is 60 MU's of tanks or planes.

THORLIUM ORE (1 MU) - 4 MU's of it can be refined by 4 Factory points into 1 MU of PROCESSED THORLIUM.

THRUST ENGINE (TE) (10 MU's) - Engines enabling you to move within a star system.

TNU (10 MU's) - Transhole Navigation Unit. Used to eliminate the random exit of a blackhole enabling you to choose your destination.

TOOLED FACTORY (400 MU's) - Factories that are currently dedicated to production. Each requires 3 POWER and 100 manhours to function. May not be transferred or sold.

TRACTOR BEAM (TB) (2 MU's) - Used in space battle to lock onto an enemy ship, making it more difficult for him to accurately target during the next round.

TRANSPORT MODULE (TM) (40 MU's) - Used by a colony governor to build and increase the capacity of existing RTS's.

TROOP CARRIER (TC) (40 MU's) - A shuttle craft capable of carrying 20 MU's of troops only. It has the firepower of a LIGHT TANK and is used to make a ground party shuttle capable.

TRUMPETER SEEDS (1 MU) - When chewed, this drug has a kick like a mule. It is often used as a substitute for GRASSJUICE or HEAVENHERB. The slogan on the box says, "Seeds Taste Good Like a Peripheral Intoxicant Should."

UNTOOLED FACTORY (400 MU's) - Factories currently not being used for production.

VETERANS (1 MU) - The most elite troops available to humans.

WARBOT (1 MU) - A military robot which requires a trained operator. They are considered troops for boarding purposes. WARBOTS lacking a trained operator operate at half effectiveness and may be used only defensively.

WHITECLOUD (1 MU) - A mild non-persistent nerve gas that incapacitates most lifeforms for a brief time. Due to extensive Chemical Warfare drills, human troops are not affected by its use.

WORK SLAVES (1 MU) - Any enslaved being capable of contributing manhours to a colony's labor pool. Each produces five times the manhours of a COLONIST.

Appendix B - Morale Gains Chart

This chart contains a listing of the more common morale-boosting items found in Beyond the Stellar Empire. There are many other items that can be given to your colonists to raise their morale.

Item	id #	Drug or Manufactured Good/Other Morale Category	Morale Value
Alien Animals	43	Manufactured Good/Other	5
Araldo Potion	125	Drug	6
Black Lotus	133	Drug	30
Bonium	162	Drug	2
Boriflor	131	Drug	2
Catwood	194	Manufactured Good/Other	12
Cevene	161	Drug	25
Consumer Goods	60	Manufactured Good/Other	1
Dalium Hydroxide	130	Drug	2
Dryzillium	151	Manufactured Good/Other	30
Durable Goods	210	Manufactured Good/Other	15
Euphoria Plant	129	Drug	3
Fixators	163	Drug	2
Furkies	221	Morale	10
Grassjuice	67	Drug	1
Heaven Herb	68	Drug	1
Indigenon	158	Drug	5
Kinshi	132	Drug	20
Luxury Goods	61	Manufactured Good/Other	10
Other Intoxicants	66	Drug	2
Robotic Sheep	141	Manufactured Good/Other	5
Sampooon	137	Drug	3
Stimbrew	127	Drug	2
Trumpeter Seeds	128	Drug	2

The following chart lists the morale bonuses that result from Colony Starport Complexes. Most require one Complex per 1,000 population present in the Colony to yield the full Morale Value shown.

#	Complex Name	Morale Value	Need 1/1000 Pop?
1	Maintenance	None	N/A
2	Merchandising	12	Yes
3	Gambling	4	Yes
4	Hospital	6	Yes
5	Military Training	None	N/A
6	Shipyards	None	N/A
7	Security	None	N/A
8	Recreation	4	Yes
9	Repair	None	Yes
10	Restaurant	4	Yes
11	Boot Camp	None	N/A
12	Crew Training	None	N/A
13	Special	None	N/A
14	Hiport	None	N/A
15	System Array	None	N/A
16	*Gambling	4	Yes
17	*Restaurant	4	Yes
18	*Recreation	4	Yes
19	*Special	None	N/A
20	Colosseum	20	No
21	Mass Transit	15	No

Appendix C - House Rules

BSE Playing Costs

Rules Package: \$10.00 (Training Manual is free)

Starship & Ground Party Turn Fee: \$6.00 for 70 TU turn and \$10.00 for 140 TU.

Colony Turn Fee: \$6.00 per printout or 30 orders, whichever comes first.

Military Training Turn: \$5.00 for 140 TU turn (must consist entirely of military training orders).

Starship & Colony Set-up Fee: None

Ground Party Set-up Fee: None

Battle Fees: None

You need to always maintain a positive account balance to cover your turn fees. As much as we'd love to, we can't process turns which would cause your account balance to fall below zero. If this occurs we will hold on to your turn sheet and send you a note. Then you can send funds and rescue your turn from the dreaded "HOLD FILE."

If possible, please submit a minimum of \$20.00 to your account at a time. To insure that your check is credited properly to your account make sure you write your account# on the check. Thanks.

Your choice: 70 or 140 TU Turns

BSE is normally played with each player submitting a 70 TU turn each week. However, this is not always possible for players who reside far from the offices of the moderator. For these players we offer the option of playing one 140 TU turn every two weeks. This allows you to accomplish as much as someone sending in a turn every week without falling behind. (140 TU turns can only be used if your position did not process a turn during the previous week.)

The 140 TU turns can also be used by players who simply don't wish to play as often as once per week due to time constraints. They may also be used as make-up turns by players who normally submit weekly turns but happen to fall behind.

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form and whenever your account falls below \$0 we will charge a minimum of \$60 to your card.

Phone Service

Rolling Thunder Games, Inc can be reached at (303) 466-8600 between the hours of 10am and 5pm (Mountain Time) weekdays. It's possible to catch somebody in the office at other times, but we can't guarantee that we'll pick up the phone at 3:00 in the morning...

You may call and talk to a GM concerning rules questions and game mechanics. You may not submit instructions nor receive turn results over the phone.

Rolling Thunder Games, Inc maintains a dedicated FAX line that operates 24 hours a day, 7 days a week. The RTG FAXLINE # is (303) 466-5411.

We also maintain a 24-hour bulletin board service for those of you with computers. The THUNDER BBS can be reached at (303) 466-8681.

Sequenced Turns

In BSE, turns are processed sequentially in the order we receive them from the post office. Sometimes a group of players wish their turns to be processed in a certain specific order. These are called Sequenced Turns.

The most important concept to understand is that Sequenced Turns are still processed in sequence. None of them can be processed simultaneously. For example, if SHIP A is first in the sequence and it moves away, when SHIP B processes it must deal with SHIP A as it appeared at the end of its turn.

A space is provided on the top of the turn sheet to list all the positions to be sequenced. Be sure to list them in the order you want them processed at the top of every turn involved in the space provided. None of the turns in the sequence will be processed until all of them have been received. It is preferable, but not required, to include all sequenced turns in the same envelope whenever possible.

The main use of sequenced turns is to allow ships to travel in convoy and to coordinate the transfer of material between positions. An item may only be transferred between positions once per week. If you receive an item from another position you cannot transfer it again in the same week.

Capellan Periphery Times

The Capellan Periphery Times (or CPT) is printed periodically and distributed free to all players with their turns. It is the game newsletter and contains stories about many current events in the game. Ads are accepted but must first be cleared with the GM. Please keep in character when submitting notices or other material for the CPT.

Dropping a Position

At any time you wish to drop a position just notify the Gamemaster (in writing) of the position number. It will immediately be removed from your control at no charge.

Improving BSE

Since its inception, BSE has undergone change and improvement. We are always looking for ways to improve the game and add to your enjoyment. If you have any ideas that you would like to share with us please send them on a separate sheet. We probably won't reply (due to time constraints) but we will definitely consider your ideas.

Yearly Meeting

Each year Rolling Thunder Games holds a BSE meeting at a major game convention (usually GENCON or ORIGINS). This generally draws a large crowd of BSE players. You can talk with the GM's, learn what we have in store for the future of BSE, attend BSE seminars, and participate in the antics that only BSE players can create.

Appendix D - Affiliations

Affiliation Background

Several major Inner Empire mega-corporations have been granted permission, in the form of an Imperial Charter, to operate in the Capellan Periphery. These subsidiary companies are semi-independent, follow company policies, observe company directives, and hopefully make a profit for their stockholders. Profits are made in various ways. This includes making important discoveries and delivering various cargoes to the company's major colonies. Often-times these cargoes take the form of raw materials or exotic items unavailable or in short supply in the Inner Empire. Twice a year a major fleet of freighters enters the periphery to haul such cargoes back to the Inner Empire.

The head of each company in the periphery has the title of Periphery Director. The Periphery Director answers to his Inner Empire superiors. He will deal with starcaptains but prefers to have his affiliation's Coordinators communicate with them.

In addition to chartered companies a beginning player may choose to join the Imperial Services. These services are employed by the Empire to perform governmental functions in the periphery. Each branch of the Imperial Services serves a different function. Although each has its own affiliation designation they all work together for the advancement of the Empire. The Imperial Services protect the possessions of the Empire and enforce Imperial Laws. Additionally, a new player may choose to join a different affiliation provided that memberships to that affiliation has not been restricted by its players and/or the new player has received an invitation to join that affiliation.

Affiliation Posting

When a ship, colony, or ground party commits an unjustified act of hostility or other postable offense against another position, he risks serious consequences. The victim(s) can ask his affiliation to Post the offending position. Each affiliation has its own list of Posted positions. The Imperial Services share one common Posted List which is maintained by the ISP.

Anyone may justifiably attack any position on his own affiliation's Posted List. The Posted List of the Imperial Services is a special list. Anyone may legally attack an Imperially Posted position. These positions are no longer under the protection of the Empire and are considered outlaws.

If you desire to have your affiliation Post another position you must apply for the posting through your Defense Coordinator. He will review your case and possibly make a recommendation to your Periphery Director. The burden of proof is upon you.

Below is a short description of all of the known affiliations in the BSE Universe at this time. Each affiliation maintains a more detailed "Profile" laying out the affiliation's history, goals and other such information. You should contact the leader of an affiliation that interests you for more detailed information .

Imperial Services

Imperial players can have positions in any of the four Imperial Services. Each Imperial Service is semi-independent and its own area of responsibility and chain of command.

ICN - affiliation #4 Imperial Capellan Navy

The ICN is a governmental affiliation.

This is the main military arm of the Empire in the periphery. It is responsible for protecting Imperial interests in the majority of systems. ICN members commonly patrol the periphery maintaining open space lanes with the Imperial colonies, watch for violations of Imperial law, and respond when needed to defend the Stellar Empire's interests in the periphery. The HQ is IMP SAMMS on the planet Quellon.

ICN Positions gain additional benefits from thorium coating and receive bonuses in space battle.

ITS - affiliation #3 Imperial Transport Service

The ITS is a governmental affiliation.

This is the logistical arm of the Imperial Services. It is responsible for supplying Imperial colonies and hauling materials to Imperial colonies under construction. The HQ is IMP JAX on the planet Dogleg.

ITS ships can carry 25% more per hull, but have negative modifiers in space battle.

ISS - affiliation #5 Imperial Survey Service

The ISS is a governmental affiliation.

This service is responsible for exploring new worlds and finding colony sites for future Imperial colonization. They develop diplomatic relations with sentient alien races and catalog newly discovered lifeforms. The HQ is IMP SECUDUS on the planet Capella.

ISS ships receive many TU cost reduction for exploration activity, and are somewhat more difficult to damage in space battle.

ISP - affiliation #1 Imperial Stellar Patrol

This is the elite arm of the Imperial Services. The majority of the ISP is composed of the Dreadnought Squadron. This squadron usually operates only as a fleet. Smaller fleets include the Ground Assault Squadron, the Scout Squadron, and the Special Investigatory Unit.

The ISP Periphery Director is the senior Imperial officer in the periphery and is answerable directly to the Emperor. Beginning players are never offered a position in the ISP. The ISP is responsible for maintaining order in the Capellan System and is available to aid the ICN when requested. The HQ is IMP JAX on the planet Dogleg.

ISP ships have a significant bonus in space battle and their thorlium armor is somewhat more effective than normal.

Chartered Companies

Below is a listing of the current companies who have received charters to operate in the Capellan Periphery.

GTT - affiliation #7 Galactic Transport and Trade

The GTT is a company affiliation.

The GTT is the wealthiest company in the periphery. It is mainly concerned with the production and distribution of manufactured goods. Due to its substantial economic clout the GTT is a powerful and active company. The HQ colony is GTT GASPREE on the planet Petroom in the Newbian System.

GTT positions have bonuses related to factory production, repairbot usage and stargate technology.

SMS - affiliation #8 Stellar Mining and Smelting

The SMS is a company affiliation.

The SMS trades primarily in raw materials which are always needed by the Inner Empire. They rival the GTT in power and resources. SMS members specialize in finding mineral deposits and efficiently mining them. Their HQ colony is SMS COMTE on the planet DOGLEG.

SMS positions have a myriad of bonuses related to mining and prospecting for minerals. Also, they gain enhanced benefits from Thorlium coating.

SSL - affiliation #9 Solar Spices and Liquors

The SSL is a company affiliation.

The SSL attempts to find exotic goods and quasi-legal drugs to sell for a profit in the Inner Empire or through their blackmarket network. The SSL is expansionist-oriented and seeks to find new sources of valuable exotic goods. Their HQ is the colony SSL AX on the planet Dogleg.

SSL positions gain many benefits related to drug development and marketability. SSL positions may create and operate blackmarkets. SSL ships are slightly faster than most other ships and their agents are slightly less likely to be caught by colony security forces. Finally, SSL ships may operate the SSL Roadshow, a special action that increases the morale of colonies where it is held.

FET - affiliation #10 Frontier Exploration and Trade

The FET is a company affiliation.

The FET is interested in trading in many commodities but has a special interest in exotic goods and drugs. However, unlike the SSL, the FET does not care about the legality of their methods of acquisition nor if the items themselves are legal. Their HQ is the colony FET EGZ on the planet Pax in the Trian system.

FET positions gain several benefits in the area of drug usage and manufacture. FET ships have the ability to cloak their ships for 6 TU's once per turn without the need for korondite. Their agents are slightly less likely to be apprehended by colony security.

AFT - affiliation #13 Association of Free Traders

The AFT is a company affiliation.

The AFT was originally a group of traders and merchants who were dissatisfied with the monopoly on trade held by the major companies. The AFT began as an illegal organization but over time it has become a major company. The AFT trades in all types of legal goods and raw materials. On 1/89, the Chattan Shipping Service (CSS) was absorbed into the AFT. Their HQ is the colony AFT HOPE on the planet Utopia MCXVI.

AFT positions gain many TU benefits related to trade, movement and transfers. Also, AFT colonies may always have Hiports regardless of the colony size. AFT positions are slightly better at negotiation <with non-player characters>.

USS - affiliation #12 Universal Science and Services

The USS is a company affiliation.

Originally formed by a merger between the QFP in the periphery and WCE in the Transhole Region, this company specializes in robotics and research. Since that time the WCE has split off again. Their HQ is the colony USS ANDORA on the planet Dogleg.

USS ships have built in Biolab and Physics Labs. USS colonies gain benefits in the operation of a RTS and the operation of

Farms and Mechandising Complexes. Also, USS sensors can deliver more detailed scans per turn than others.

Other Affiliations

There are many other affiliations operating in the periphery , Trans-Hole and Trans-Canally areas. These affiliations may or may not be available to new players.

STC - affiliation #6 Supragalactic Treasury Corporation

The STC is the banker of the galaxy. It is responsible for standardizing the Stellar as the galactic currency and for brokering stock transactions. The STC has no ships but has offices at the starport of every colony. It registers all starships in the periphery. The main offices of the STC are at IMP JAX on Dogleg.

WCE - affiliation #11 Whitehole Colonial Empire

The WCE is a governmental affiliation.

The WCE began as an Imperially Chartered affiliation (Whitehole Colony Enterprises). It was among the leaders of the exploration of the Trans-Hole Region. In 190, the WCE declared itself separate from the Stellar Empire, formed its own government encompassing much of what is known as the Upper Trans-Hole and changed its name. The HQ colony is at WCE ODIN'S EYE on the planet Abigone in the Lemke System.

The WCE gains benefits in the area of blackhole transitions. Also, WCE positions have superior abilities with regard to anti-missile beams. WCE colonies have enhanced food production and morale abilities.

IND - affiliation # 14 Independent

Although technically not an affiliation, any unaffiliated positions are grouped under this category. Players may control ships in one affiliation plus the IND affiliation.

RIP - affiliation #17 Raiders of the Imperial Periphery

The RIP is a governmental affiliation.

The RIP are a pirate group who appeared at the beginning of 184. Every so often they are a serious threat to the normally safe space travel of the periphery, until the Imperials teach them another lesson. Their lust for battle is second-to-none. The RIP are led by the famous Lord A. Gression, who is their major benefactor. The location of their HQ colony is a closely guarded secret.

RIP ships receive bonuses in the area of space and ground combat and may plunder derelicted ships immediately following battle. RIP ships have special cloaking abilities and

RIP Agents are somewhat more effective. Also, RIP colonies are specially built as to be invisible from orbit without a direct scan of their specific location.

EEM - affiliation #18 Earth Exploration and Mining

The EEM is a company affiliation.

The EEM is main human ship building company. They entered the Capellan Periphery in 185 and are very selective in acquiring new members. They insist on a very strict code of conduct. Their HQ is the colony EEM HYPSON on the planet Utopia MCXVI.

The EEM is the only affiliation that can has the ability to construct more than six ship classes at one time. The EEM has bonuses related to research in the field of starship construction and modification technology.

DTR - affiliation #19 Detinus Republic

The DTR is a Governmental affiliation.

The DTR is the government of the rebels who escaped destruction in the First Rebellion against the Stellar Empire many, many years ago. The rebels formed a Republic in uncharted space and their enclave in the Trans-Canally region has only recently been discovered by the Stellar Empire. The DTR are a charter member of the Trans-Canally Alliance. Their HQ is the colony DTR Detinus on the planet Italia in the Empire system.

DTR ships can carry 25% more per hull than standard ships. DTR positions gain advantages in space and ground combat, jumping and blackhole transitions.

TCA - affiliation #20 The Trans-Canally Alliance

The TCA is a governmental affiliation.

The TCA is not a true affiliation and has no positions. It is a representation of the governments of the Trans-Canally area who have formed this Alliance. The current members of the TCA are the DTR, KAS, FOE, ZCS, MYR and PFM.

SAM - affiliation #23 Samillians

The SAM are a governmental affiliation.

The Samillians are an insectoid space-faring race possessing a hive mentality. Their empire is primarily in the far transhole systems. They are very protective of their Queens and may fire on anyone entering their territory without permission. Their HQ is the colony SAM Home Hive on the planet Ovum in the Kellon system.

SAM positions receive benefits in space and ground battle. SAM Drones are the equal of Repairbots and the SAM ships receive benefits related to Korondite cloaking. SAM colonies have no natural death rate.

WSP - affiliation #24 Warring Samillian Pompillidae

The WSP are a governmental affiliation.

The WSP are an offshoot of the Samillian race that formed their own government in the Trans-Hole Region in 191. Although the WSP are very similar to the SAM, their religion and value structures are somewhat different. Their HQ is the colony WSP Balibus Hive on the planet Bodega in the Balibus system.

WSP positions have abilities very similar to those of the SAM.

QSN - affiliation #25 Quman Space Navy

The QSN are a governmental affiliation.

The Qumans are a humanoid space faring alien race in the Capellan Periphery. They are based in the Drell system, which they claim as their own. Their HQ is the colony QSN Unitredd in the planet Oduds in the Drell system.

QSN colonies gain morale benefits. QSN positions have substantial ground combat advantages. QSN ships can carry 20% more per hull than standard ships.

FGZ - affiliation #26 Flagritz

The Flagritz are a governmental affiliation.

The Flagritz are an interstellar xenophobic alien race whose scouts and huge base ships have destroyed and damaged many human ships in the past. After negotiating an end to the Human-Flagritz War they withdrew from human-occupied space. The location of the Flagritz homeworld is not generally known.

FGZ colonies receive substantial morale benefits and their ships do not require maintenance.

CAT - affiliation #27 Catrark

The CAT are a governmental affiliation.

The Catrark are an space-faring alien race who have been encountered in the Lemke System of the Transhole Region. They are rumored to be similar in appearance to giant broccoli. The CAT are closely allied with the WCE. They are way ahead of everyone in Terraforming Technology. The location of their homeworld is not generally known.

The CAT are rumored to have an efficient method of Terraforming. Other abilities of the CAT are not generally known.

AIS - affiliation #29

Artificial Intelligence of Far Swinette

The AIS are a governmental affiliation.

The AIS are a robotic race indigenous to the planet Far Swinette in the Porkette system. Much of the AIS history is shrouded in mystery, as the AIS have only recently decided to undertake space exploration. Their HQ is the colony AIS Master Control on the planet Far Swinette in the Porkette system.

The AIS are reputed to be masters of robotic control. It is rumored that they can cause non-AIS robots to join the AIS. It is generally believed that AIS Securitybots are sentient creatures. Little else is known about the AIS.

KZK - affiliation #31 Kazereckii

The KZK are a governmental affiliation.

The KZK are another offshoot of the Samillians who were stranded in the Capellan Periphery many centuries ago. They developed their own society and are generally more individualistic than other hive-minded groups. The KZK are renowned as the fiercest warriors in known space. The location of their HQ colony is not generally known.

KZK colonies receive morale benefits and are built underground which makes them difficult to detect. KZK ground troops receive major bonuses in ground combat.

FOE - affiliation #32 Foelians

The FOE are a governmental affiliation.

The FOE are a demonic race of creatures who worship a dark god called Foebius. The FOE are dedicated to the interests of Foebius, and Foebius' interests are generally considered less than benign. Their HQ is the colony FOE Citadel of Chaos on the planet Cerebus in the Mythos system.

FOE colonies can only use slave labor for production. FOE positions receive benefits in the area of jumping, agent activity, blackhole transitions and cloaking. Also, the FOE are able to construct devices known as Shadowgates in certain circumstances. FOE ships can carry 50% more per hull than standard ships.

KAS - affiliation #33 Kastorians

The KAS are a governmental affiliation.

The Kastorians are race indigenous to the Boomer system in the Trans-Canally area. The KAS are known as purveyors of fine ground and space weapons and will generally sell their goods to just about anyone. Their HQ is the colony KAS Rubis on the planet Zulu in the Boomer system.

The KAS have <and sell to anyone> a special ability that allows ships to land at a TU cost of their base speed * 2 <rather than 5>. Little else is known about this race's abilities.

PFM - affiliation #34

Pennockan Federal Meritocracy

The PFM are a governmental affiliation.

The PFM see themselves as a superior race. They are especially adept at cybernetics and they have some of the fiercest warriors known, the Cyberwarriors. The PFM are a very tough and hardy bunch and pride themselves on that <among other things>.

PFM ships can carry 100% more per hull than standard ships. PFM positions generally do not require life supports and all of their colonies re considered to be "open" colonies. PFM positions are generally considered to be immune to most chemical and biological warfare.

UNK - affiliation #35

Unknowns

UNK is a general designation for any unknown positions.

EKN - affiliation #36

Ekinos

The EKN are a governmental affiliation.

The EKN resemble transparent starfish. They are reputed to be linked to the Snittians in some way. It is rumored that they are still in contact with the dormant Snittians. It is also rumored that the EKN are a genetically engineered species.

Little is know about the EKN abilities' It is believed that their ships can carry 100% more per hull than standard ships and that they have major morale benefits and advantages in the are of blackhole transitions. The EKN are also rumored to employ various exotic weapons.

PGJ - affiliation #37

Pan Galactic Jihad

The PGJ are a governmental affiliation.

The PGJ are another political splinter group of the Samillian race that formed their own government in the Trans-Hole Region in 191. Although the PGJ are very similar to the SAM, their religion and value structures are somewhat different. Their HQ is the colony PGJ Casablanca on the planet Zipi-Duda in the Diamond system.

PGJ positions have abilities very similar to those of the WSP and the SAM.

ZCS - affiliation #39

Zolmani Consolidated Systems

The ZCS are a governmental affiliation.

The ZCS are a race of ruthless merchants indigenous to the Park system in the Trans-Canally area. Although they are members of the TCA, they generally try to remain neutral in disputes so as to maximize the profits that can be made. Their HQ is the colony ZCS Zolaris on the planet Zion in the Park system.

ZCS ships can carry 25% more per hull than standard ships. ZCS ships gain benefits in the area of thorlium coating and defensive space battle modifiers. ZCS positions gain morale benefits for their colonies and specialize in the exploitation of Luxury Good sources.

MYR - affiliation #40

Myrrians

The MYR are a governmental affiliation.

The MYR are a race of explorers that resemble humanoid flying squirrels. Individual Myrrians are physically very strong and agile. They are renowned for their feats of exploration and scientific study. Their HQ is the colony MYR Redloc, the location of which is not generally known.

MYR ships, although generally very small in hull size, can carry 400% more than standard ships. MYR ships enjoy many exploration and speed advantages. MYR colonies are considered cloaked and are difficult to detect from orbit.

ROC - affiliation #45

Republic of Corona

The ROC are a governmental affiliation.

The ROC are a human group that split from the Empire and formed an enclave in the area known as the Draconian Sector. They are the main ruling faction in that area of space, although the other affiliations have only recently entered that region. Their HQ is the colony ROC Corona on the planet Fork in the Inferno system.

ROC ships gain benefits in space combat and are generally faster than standard ships. They also have TU cost advantages for jumping and swapping jump and thrust engines.

At the time you join BSE there may be additional affiliations in the game. In fact, some of the affiliations listed here may be no more as the game is constantly changing with the actions of the players. Contact your affiliation's Coordinators for more up-to-date information

Appendix E - Starship Classes

id#	Class	Designation	Shipyard Complexes Needed To Build	Command Hulls	Main Hulls	Engine Hulls	Major Builder**
1	Yacht	YT	1	3	4	5	EEM
2	War Galley	WG	1	6	6	6	EEM
3	Light Freighter	LF	1	4	10	6	EEM
4	Corvette	CO	2	7	10	7	EEM
5	Surveyor	SU	2	6	12	6	EEM
6	Fast Freighter	FF	2	4	15	7	EEM
7	Destroyer	DD	3	7	15	7	EEM
8	Medium Freighter	MF	3	4	21	7	EEM
9	Survey Cruiser	SC	3	8	16	9	EEM
10	Heavy Freighter	HF	4	4	26	7	EEM
11	Light Cruiser	CL	4	9	20	9	EEM
12	Heavy Cruiser	CA	5	10	22	10	EEM
13	Spaceliner *	SL	6	9	40	12	EEM
14	Battle Cruiser	BC	6	11	29	10	EEM
15	Supra Freighter *	SF	6	4	45	10	EEM
16	Mega Hauler *	MH	7	5	90	20	EEM
17	Pocket Battleship	PB	7	23	70	22	EEM
18	Supra Hauler *	SH	8	5	125	20	EEM
19	Battleship	BB	8	28	80	22	EEM
20	Dreadnought	DN	8	30	95	25	EEM
21	Escort	ES	6	18	49	13	?
22	Warship	WS	5	8	16	8	?
23	Freighter	FR	5	20	120	8	?
24	Gallese	GA	2	10	24	10	DTR/WCE
25	Galleon	GL	4	10	40	12	DTR/WCE
26	Merchantman	MM	5	12	100	35	DTR/WCE
27	Man-O-War	MO	5	25	85	30	DTR/WCE
28	Defender	DF	6	20	70	22	EKN
29	Searcher	SE	2	7	22	10	EKN
30	Transport	TR	4	8	95	20	EKN
31	Cargo Carrier	CC	6	100	600	210	SAM
32	War Cruiser	WC	4	30	75	35	SAM
33	Scout Explorer	SE	2	15	20	15	SAM
34	Pseudo Fighter	PF	1	2	5	4	SAM
35	Flagritz Scout	FS	5	12	20	10	FGZ
36	Flagritz Baseship	FB	7	70	200	50	FGZ
37	Pinnacle	PI	2	3	9	9	QSN
38	Xebec	XB	3	66	15	9	QSN
39	Felucca	FE	4	6	30	12	QSN
40	Ship of the Line	SO	4	30	75	30	QSN
41	Corsair	CO	3	20	50	25	RIP
42	Cutter	CU	3	8	23	16	ZCS
43	Frigate	FG	5	25	60	25	ZCS
44	Myrship	MY	4	10	10	10	MYR
45	Carrier	CV	5	15	60	50	?
46	Inquisitor	IQ	1	31	45	29	FOE
47	Devastator	DV	1	31	90	29	FOE
48	Warrior	WA	3	20	40	40	?
51	Cargomaster	CM	8	12	210	72	QSN

* The indicated freighter classes are incapable of firing weapons in space battle. Certain alien cargo ships have a similar limitation.

** Indicates either the major supplier or the original creator of the design. Many other groups may produce the design as well.

Appendix F - Set-Up Form Scenario

You should find a copy of the BSE Setup form at the end of this rulebook. To begin play in the game, fill out a copy of this form.

You have always sought adventure and danger. Perhaps this inclination is what drove you through the difficult training of the Imperial Space Academy. However you finally graduated with the rank of Ensign.

Your proud parents escorted you to the starport and waved you aboard an outbound freighter headed to the infamous Capellan Periphery. As a passenger the journey was long. The boredom was only broken once as your ship left the safety of the Inner Empire. You were among the dozens of other passengers who pressed tightly against the viewports to sneak a glimpse of the gigantic battle asteroids stationed here to defend the Empire.

After only a few more jumps you arrived at your destination, a colony called IMP Jax on the planet Dogleg in the Capellan System. This is the seat of government for the entire Capellan Periphery.

With your Ensign certification firmly tucked in your pocket you disembarked and made your way to the Starcaptain Assignment Office operated by the STC. A short, uniformed clerk squinted at you as you walked through the door. He threw a pile of computer printouts at you and told you to pick an affiliation. You had always dreamed of joining the elite ISP but your expectations were shattered when the clerk told you they would never sign on a rank amateur such as yourself.

You read through the descriptions of each affiliation very carefully. Should you choose the excitement of the FET or the certain success that a GTT starcaptain would enjoy? The decision was not an easy one.

(See Appendix D for a description of each affiliation. Then write your choice on the BSE Setup form.)

The clerk snatches the form from your hands, enters a couple numbers into his computer and hands you the resulting printout. It was a passenger ticket to the HQ colony belonging to the affiliation you just chose. You sprint out of the office and run right into an elderly gentleman.

"Where are you headed in such a hurry, kid?" he says, in a very authoritative tone.

You straightened up quickly. The aged officer wore the rank of a Star Admiral and carried a blaster the size of your forearm.

"To the landing bay of the ITS Sunstreak, Sir," you replied. "I've just been given my first orders by my affiliation and the ship takes off in 7 minutes."

You are relieved when the Admiral smiles a toothless grin and offers to guide you to your ship. On the way he tells you about

his early days in the periphery and you listen with fascination. He pulls his FLITTER up to your ship and waves you aboard.

The hop to your affiliation's headquarters colony takes very little time. Upon arrival you report to the starport Security Complex and hand your orders to the Veteran in charge. In a familiar scene he hands you a stack of printouts. You sit down and find that your affiliation is offering you a choice of three different ship classes to command. They are:

Fast Freighter (FF) - A sleek ship designed to carry cargo.

Surveyor (SU) - A ship designed to explore the vast Capellan Periphery.

Corvette (CO) - The smallest class of warship in the periphery next to the now obsolete War Galley.

(You can scan the ship classes listing in Appendix E. Circle one of the above three choices on BSE Setup form.)

You hand your choice to the VETERAN behind the desk. He glares at you with a penetrating stare and shakes his head. Stamp. Stamp. Stamp. He validates your paperwork and barks out, "Landing Bay #14, move it out Ensign!"

You feel like dirt. As you walk to your awaiting ship everyone seems to look you up and down, shaking their heads. Your Ensign insignias seem to be a neon light broadcasting that you are a new starcaptain to everyone who passes. You try to imitate the confident swagger of the Star Admiral you met earlier but your knees are shaking too much. Finally you spot Landing Bay #14 and walk through a service entrance.

"ATTENNSHHHUN!" is all you hear. The ship's personnel are lined up for your inspection. A glistening new starship waits behind them. The Executive Officer of your ship approaches, salutes, and hands you a clipboard. "Sir, we are awaiting your orders to christen her." He points upward.

The form he has presented you is the STC registration application for your ship. You think for a moment and scribble something on the sheet. Your Executive Officer glances at what you have written and smiles his approval.

(Fill in your choices for the name of your ship. Make the third choice unusual. Your first choice will be used as long as it does not duplicate the name of a ship that already exists in the game. Next fill in your Starcaptain's name. At the bottom of the sheet, fill in your name, address and telephone# (optional).)

You inspect each crew member as you walk down the line. In a moment of truth you bellow out an order for all crew members to resume their preparations for lift off. In a flash they all disappear to their assigned posts. With hands on hips you survey the landing bay. Your fantasies have all come true. What have you gotten yourself into?

Appendix G - Starting Notes

Explorer's Notes

The Capellan Periphery is composed of over 200 star systems. Located throughout are hundreds of colonies where you can resupply, grant Shore Leave, and have Maintenance performed on your ship.

Many interesting discoveries are still to be made on the worlds teeming with life, as most of the worlds in the Capellan Periphery have been only lightly explored. All of the affiliations are missing maps, GPI reports, and other exploration data from their databases.

In May 1989, BSE received a major upgrade. At this time much new information was added to each world. New systems were also added. There is research underway to detect new jump connections to undiscovered systems.

As noted in Chapter 1, the BSE Universe consists of six parts: the Capellan Periphery, the Transhole Region, the TransCanally Region, the Inner Empire, the Draconian Region and the Nexus. The Capellan Periphery is the main playing area and all new players begin there. The Transhole Region is an area for experienced players and is accessible through the Portcia and Canally Systems. The TransCanally Region is another area for experienced players and can be reached via the Canally System. The Inner Empire is the remainder of the Stellar Empire. The Draconian Region is an area of space that can be reached through the Applecore star system. The Nexus is a new region of space that opened up for exploration in early 1995. It is a true frontier area and a perfect place for new players to explore and exploit.

Suggestions for New Players

Your affiliation's Coordinators probably need your services. Contact them. They will update you on the way things currently operate in the periphery.

If you command a Fast Freighter, the Coordinators can inform you of lucrative trade runs to earn Stellers. They may also offer you missions to haul cargo for new colony sites.

If you command a Surveyor, you should get a Coordinator's suggestion on places to explore. Once you find an interesting world you will want to use a ground party to explore it more fully. You can let your ship sit on the planet while doing this or move it around while the ground party performs its exploration.

If you command a Corvette, your affiliation may not need your services right now as a warship. In this event the Coordinators may suggest an alternative mission. If they do send you into battle or out on patrol be sure to ask them for stellers so that you can outfit your ship for battle before you leave.

If you want to try going it on your own without the aid of your Coordinators things will be tougher. You won't have the support of the experienced and knowledgeable players who currently lead your affiliation. If you select this route you may be interested in choosing the "anonymous option." Under this option only your coordinators will be given your name and address. Other players will be informed that your position is being played anonymously when they scan you. However, playing anonymously does not exempt you from obligations to your affiliation.

Keep in mind that the names and addresses of other players are confidential and are only to be used in connection with playing BSE.

Finally, don't feel like you're just a small fish in a sea of sharks. There are many opportunities in the Periphery that a clever starcaptain can take advantage of opportunities that do not depend on ship size or how long you've been playing the game.

Appendix H - Filling in the Turn Sheet

Note that Ground Party Turn Sheets are filled in similarly to ship turns.

Starship Turn Sheet

Because BSE is a computer-assisted game, you need to write your orders very clearly so the GM can provide you with error free turn processing.

1. Circle TU length of your turn - either 70 or 140.
2. Fill in your affiliation and ship name.
3. Fill in your position#.
4. Fill in your name (not the name of your starcaptain).
5. Fill in your account#.
6. Fill in the position#(s) for any Sequenced Turns, in the order to be processed.
7. Fill in the actions you wish to perform, in the order you want them done. When you mention a specific position or item always follow it with the position# or item#. Refer to any Special Action box as appropriate.
8. Allocate the appropriate number of TU's. Remember that Standard Actions usually require set numbers of TU's. Special Actions are variable in the time they take to accomplish and it is up to you to decide how long an action should take. When in doubt, allow too much time rather than too little time. Keep in mind that no more than 3 Special Actions are allowed per turn.
9. Standing Orders (only) go in the "Change Standing Orders" section.
10. Special Actions are written in the "Special Actions" section. One action may even fill two or three boxes. Please print legibly. Special Actions are only processed when referred to in your activity outline.
11. When performing Jump movement list the destination system and system #. Each 20 TU jump must be listed separately. For example, if you have 3 JUMP ENGINES and want to move 9 systems away you would write separate 3 Jump movement orders and it would take 60 TU's.
12. When traveling to a new space square list only the ending location and the computer will move you as described in the rules. If you want to take a certain specific path that would differ from the computer's path you should simply write multiple movement orders that traverse the proper path.
13. When you are in a space square containing a planet and wish to enter orbit you must indicate the name of the world.

Very often there are moons in the same space square that may be orbited.

14. To get the world map, you must expend a PLANET PROBE from your main section.

15. Whenever you interact with another position such as a colony, ship, ground party or outpost, please remember to write both the name and the position#.

Colony Turn Card

Colony turns operate very differently from ship and ground party turns. Colony turns are submitted on colony Turn Cards. Since colonies are not operated on a TU basis, a colony governor may submit as many orders for his colony as he wishes (i.e. he can use more than one turn card). These orders may be submitted at any time.

When we receive a colony Turn Card the orders are entered into the computer and processed immediately. However, no printout is generated. The results of these orders are saved by the computer to be reported later.

Colony printouts are generated during weekly adjustments. A colony governor decides how often he wishes to receive a printout. You can elect to receive a printout every 1, 2, 3, or 4 weeks. When a printout is generated for your colony it contains all the actions that occurred at your colony since your last printout. These include your own actions as well as ships and ground parties visiting your colony, buys and sells from your market, transactions with your starport complexes, and more. Busy colonies may want to receive a printout every week while others may find it sufficient to get one every 4 weeks.

Colonies are charged a turn fee at the time a printout is generated. A single turn can include up to 30 orders. An additional turn fee is charged for each additional 30 orders (or fraction thereof). A portion of the turn card is set aside for Special Actions. Each Special Action costs the equivalent of 10 orders. Governors change their colony's Market Message in the Special Actions area, but it only costs 5 orders.

Colony governors have no flexibility in the manner in which they must write their orders. They must follow the Standard Action format exactly. Colony orders are processed by the computer only. If you write your order incorrectly it will not be processed correctly.

When filling out your orders, keep in mind that a colony can initiate battle in a couple of ways:

- 1) Normal enemy list check when a ship enters orbit.
- 2) It can order a forced enemy list check. This is used when a position may have already been engaged or was already in orbit

when it was put on the enemy list. A forced enemy list check can only be done once per week.

3) It can order a space battle by indicating a specific position to be attacked.

4) It can order a ground battle against positions in its starport by indicating the specific position to be attacked.

Appendix I - Imperial Laws

The Laws

1. It is illegal to possess or transport slaves or sentient beings against their will.
2. It is illegal to convey to a protected alien race, by any manner, any item which is of a superior technological level to their own or to train or show them any procedure which is inconsistent with their current developmental level.
3. It is illegal for anyone possessing an Imperial Charter to fail to report any hostilities with another sentient race, whatever its classification to the ISS Periphery Director. (You are not required to justify your actions.)
4. It is illegal to interfere with the internal politics of a protected alien race.
5. It is illegal to alter the ecology of a world without the express permission of the ISS Periphery Director. This includes nuclear bombardment of a world with an atmosphere, the use of biological and chemical weapons or substantial alteration of the original ecology by any means. Space battle with a colony is not considered to be nuclear bombardment of a world for purposes of this law.
6. It is illegal to commit an act of piracy. Piracy is defined as any aggressive act against a ship, colony, ground party or outpost, that is not posted by the attacker's chartered affiliation, the Imperial Services or does not possess a valid letter of marque from another affiliation. Furthermore, any act that improperly converts the property of a person to another's use will be considered piracy.
7. It is illegal to trade with members of groups which engage in anti-Imperial activities.
8. It is illegal to trade with an Imperially posted ship, colony or ground parties.
9. It is illegal to not report a sighting of any Imperially posted ships, colonies or ground party.
10. It is illegal to transport native drugs, beverages or other food items off-world unless said items are ISS approved for consumption. It is illegal to possess any item banned by the ISS.
11. It is illegal to transport any native lifeforms off its homeworld without the express permission of the ISS Periphery Director.
12. All alien artifacts discovered in the Capellan Periphery are the personal property of the Emperor, and as such must be reported to the ISS Periphery Director. Failure to report artifacts to the ISS will result in their confiscation.
13. All heavenly bodies within the Capellan Periphery are the property of the Emperor and are held as public lands. Colonies gain ownership of the sector within which they are located, known as an exclusionary zone. Outposts own the square in which they are located. The establishment of a colony in the same sector as an existing outpost does not remove the title of the outpost. No one, save the ISS Periphery Director, can prohibit the construction of colonies or outposts on publicly held lands or modify the above described exclusionary zone.
14. Colonies or outpost owners may defend, by any legal means, their exclusionary zone against trespass. Furthermore, colonies must allow all Imperial subjects, citizens and affiliations to land at their starports and remain as long as desired. Ground parties may be prohibited but lawful passage of ships may not be.
15. Independent colonies which are loyal to the Stellar Empire are under the legal protection of the Imperial Services. Therefore, it is illegal to attack any IND colony located within the Capellan Periphery, without the express permission of the ICN Periphery Director. Company postings will be approved if just cause can be shown.
16. The manufacture, possession, sale or transport of chemical, genetic and bacteriological weapons by anyone who is not a member of the Imperial Services is illegal. The Imperial services are restricted to using these weapons only against foreign states and pirate organizations; never against their own citizens and subjects.
17. It is illegal to execute any prisoner without the express permission of the ICN Periphery Director. Furthermore, it is illegal to grossly or intentionally neglect sentient lifeforms under one's control, which results in its death.
18. Treaties between the Stellar Empire and sovereign foreign states that have been ratified by the Emperor have the full force of Imperial law, and may only be rescinded by the Emperor.
19. The ISS Periphery Director has the right to quarantine any system, planet, continent or other land mass so as to restrict the movement of ships and ground parties. A listing of quarantined locations will be available from the ISS at anytime for the asking.
20. The ISS Periphery Director has the right to ban the production, possession and/or distribution of any substance or item that is considered to be dangerous or immoral. A list of illegal items will be available from the ISS at anytime for the asking.
21. Freedom of travel throughout the Capellan Periphery is a privilege granted by the Emperor to his citizens and protected subjects. Foreign states, not covered by treaty to the contrary, are not permitted to travel within the Periphery, without a Visa granted by the ISS Periphery Director.

22. The ISP Periphery Director may, at his discretion, exercise the purogatives of the ISS, ITS and ICN Periphery Director's or reverse their decisions.

23. It is illegal to attack any Imperial possession at any time, within or outside of the Periphery.

24. Imperials can only place Imperial Posted ships and affiliations on their enemy list. Imperial possessions will not be permitted to initiate combat unless the target has been officially posted by the ICN Periphery Director or the ISP Periphery Director.

25. The Capellan Periphery is defined as all systems continuous with the Capellan System by jump connections including but not beyond the Coral System (198). Specific systems within this area may be omitted based on treaties.

26. A One Year statute of limitations applies to the enforcement of all laws and grievances. If a year passes without the injured party specifically assigning guilt and asking for recourse, the guilty party will be free from prosecution.

27. Agent activity is not inherently illegal, however; each governor may legally place on his enemy list any non-Imperial

position which he has determined is operating agents in his colony or has scouted his colony's defenses.

28. Any Imperial player who accepts an appointment to the ISP, waives all rights to the personal ownership of any ship, colony, ground party or outpost and is required to abide by all Imperial Laws under penalty of being relieved of his command by loyal Imperial citizens.

Definitions:

Sentient Being: lifeforms who use tools, capable of communication and can comprehend basic concepts.

Imperial Citizens: sentient beings native to a planet belonging to the Stellar Empire and whose population is recognized as citizens by the Emperor.

Foreign Nationals: sentient beings native to a planet belonging to a government recognized as having sovereign status by the Stellar Empire.

Protected Alien Race: sentient beings native to a planet belonging to the Stellar Empire not recognized with company or sovereign status.

Appendix J - Item Statistics (page i)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
118	AA Tanks <i>[Common]</i>	30	Cargo	Ground		Surface	Tank	4	28	28	20	30	50	1.00		
202	AIS Citizen	1	Cargo	Non-Mil		Surface		5	15	15	3	< ? >				
201	AIS Crew	1	Cargo	Non-Mil		Surface	Infantry	10	30	30	25	< ? >				
43	Alien Animals	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
65	Alien Artifacts	1	Cargo	Non-Mil								< ? >				
85	Alien Crew	1	Command	Non-Mil		Surface		10	30	30	25	< ? >				
70	Alien Plantlife	1	Cargo	Non-Mil								< ? >				
184	Ambezyme	1	Cargo	Non-Mil								< ? >				
97	Anti-Missile Beams <i>[Common]</i>	5	Main	Space								5	45	1.00		
110	APC	20	Cargo	Ground	20 Inf	Surface	Tank	4	24	24	20	20	50	1.00		
125	Araldo Potion	1	Cargo	Non-Mil								< ? >				
146	Armored Tank <i>[Common]</i>	30	Cargo	Ground		Surface	Tank	4	28	28	20	30	50	1.00		
120	Assault Tank	60	Cargo	Ground	100 Inf	Shuttle						60	55	2.00	50	2.00
58	Auxiliary Thrusters	10	Engine	Non-Mil								10				
52	Barots	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
39	Basic Complex Module <i>[Common]</i>	40	Cargo	Non-Mil								40				
115	Battle Armor <i>[Common]</i>	1	Cargo	Ground			Infantry					1	50	0.10		
12	Battle Computers <i>[Common]</i>	2	Command	Space								2				
14	Biolabs <i>[Common]</i>	20	Main	Non-Mil								20	45	2.00		
231	Biological Goods Research <i>[Common]</i>	1	*	Non-Mil								0	70	0.50	43	0.50
232	Biological Warfare Research <i>[Common]</i>	1	*	Non-Mil								0.50	46	1.00	70	1.00
133	Black Lotus	1	Cargo	Non-Mil								< ? >				
162	Bonium	1	Cargo	Non-Mil								< ? >				
131	Boriflor	1	Cargo	Non-Mil								< ? >				
177	Bureaucrats	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
194	Catwood	1	Cargo	Non-Mil								< ? >				
187	Celesium	1	Cargo	Non-Mil								< ? >				
161	Cevene	1	Cargo	Non-Mil								< ? >				
64	Cloaking Device	1	Engine	Non-Mil								< ? >				
122	Collidium	1	Cargo	Non-Mil								< ? >				
1	Colonists	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
191	Combat Shuttle	20	Cargo	Ground		Shuttle						< ? >				
73	Command Hulls <i>[Common]</i>	80	Cargo	Non-Mil								80	50	2.00	45	10.00
211	Composite Troops	1	Cargo	Ground			Infantry	10	30	30	25	< ? >				

Appendix J - Item Statistics (page ii)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
171	Condensed Fossil Fuels	1	Cargo	Non-Mil								< ? >				
243	Condensed Fissionables	1	Cargo	Non-Mil								< ? >				
170	Condensed Metals	1	Cargo	Non-Mil								< ? >				
60	Consumer Goods[<i>Common</i>]	1	Cargo	Non-Mil								1				
233	Consumer Goods Research[<i>Common</i>]	1	*	Non-Mil								1	46	1.00		
98	Contaminant	1	Cargo	Non-Mil								< ? >				
126	Cortalon	1	Cargo	Non-Mil								< ? >				
30	Crawlers [Common]	20	Cargo	Non-Mil	20 Any	Surface		3	9	15	10	20				
63	Crew	1	Cargo	Non-Mil		Surface	Infantry	10	30	30	25	< ? >				
17	Cybernetic Mind	1	Command	Space								1				
121	Cybernetic Mind Disrupter	1	Main	Space								1				
165	Cybertank	30	Cargo	Ground		Surface	Tank	6	42	42	36	< ? >				
182	Cyberwarriors	1	Cargo	Ground		Surface	Infantry					< ? >				
130	Dalium Hydroxide	1	Cargo	Non-Mil								< ? >				
88	Demons	1	Command	Ground		Surface	Infantry	10	30	30	25	< ? >				
180	Disrupter	20	Main	Space								20	122	1.00		
185	Domophytes	1	Cargo	Non-Mil								< ? >				
21	Drones	1	Command	Non-Mil		Surface		10	30	30	25	< ? >	134	10.00		
151	Dryzillium	1	Cargo	Non-Mil								< ? >				
210	Durable Goods	1	Cargo	Non-Mil								< ? >				
9	ECM [Common]	1	Cargo	Ground								1	55	0.10		
193	EKN Crew	2	Command	Non-Mil		Surface	Infantry	10	30	30	25	< ? >				
143	Ekinoid	2	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
234	Electronics Research[Common]	1	*	Non-Mil								1	46	1.00	82	0.10
75	Engine Hulls [Common]	70	Cargo	Non-Mil								70	50	1.00	45	2.00
150	Entertainment Module	200	Cargo	Non-Mil								200	61	30.00		
123	Environmental Domes[Common]	100	*	Non-Mil								100				
129	Euphoria Plant	1	Cargo	Non-Mil								< ? >				
78	Explorrobot	10	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
28	Farms [Common]	200	Cargo	Non-Mil								200	45	5.00		
82	Fibrillium	1	Cargo	Non-Mil								< ? >				
45	Fissionables	1	Cargo	Non-Mil								< ? >				
163	Fixators	1	Cargo	Non-Mil								< ? >				

Appendix J - Item Statistics (page iii)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
155	Fizzie Shell	1	Cargo	Non-Mil								< ? >				
189	Flagritz	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
29	Flitters <i>[Common]</i>	20	Cargo	Non-Mil	20 Any	Surface		2	14	4	8	20				
48	Food	1	Cargo	Non-Mil								< ? >				
136	Force Field Nullifier	1	Command	Non-Mil								< ? >				
46	Fossil Fuels	1	Cargo	Non-Mil								< ? >				
93	Fusion Beam	20	Main	Space								< ? >				
147	General Research <i>[Common]</i>	1	*	Non-Mil								0.50	46	0.20	50	0.20
59	GPI <i>[Common]</i>	2	Main	Non-Mil								2				
76	GPI Scrambler	20	Cargo	Non-Mil								20				
67	Grassjuice	1	Cargo	Non-Mil								< ? >				
149	Gravijet	20	Cargo	Non-Mil		Surface		2	14	4	8	< ? >				
113	Green Troops	1	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >				
34	Ground Bombers <i>[Common]</i>	15	Cargo	Ground		Surface	Tank	2	2	2	2	15				
235	Ground Combat Research <i>[Common]</i>	1	*	Non-Mil								2	46	2.00	50	1.00
35	Ground Fighters <i>[Common]</i>	8	Cargo	Ground		Surface	Tank	2	2	2	2	8				
68	Heaven Herb	1	Cargo	Non-Mil								< ? >				
109	Heavy Tanks <i>[Common]</i>	40	Cargo	Ground		Surface	Tank	6	42	42	36	40	50	1.00		
168	Hermadite	1	Cargo	Non-Mil								< ? >				
71	High-Gravity Lander	30	Main	Non-Mil		Surface		3	9	15	10	0.3	50	0.01		
181	Hive Queen	1	Cargo	Non-Mil								< ? >				
139	Holoid Teleporter	1	Cargo	Non-Mil								< ? >				
158	Indigenon	1	Cargo	Non-Mil								< ? >				
40	Industrial Module <i>[Common]</i>	40	Cargo	Non-Mil								40	45	10.00		
87	Injured	1	Cargo	Non-Mil			Infantry					< ? >				
101	Ion Cannon <i>[Common]</i>	20	Main	Space								20	45	1.00		
179	Ionic Acid	1	Cargo	Non-Mil								< ? >				
53	Jacium	1	Cargo	Non-Mil								< ? >				
90	Jac/Thorlium Alloy	1	Cargo	Non-Mil								< ? >				
55	Jammer <i>[Common]</i>	3	Command	Space								3				
56	Jump Engines <i>[Common]</i>	20	Engine	Non-Mil								20	47	2.00		
132	Kinshi	1	Cargo	Non-Mil								< ? >				
55	Korondite	1	Cargo	Non-Mil								< ? >				

Appendix J - Item Statistics (page iv)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
166	Lancers	1	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >				
4	Life Supports[<i>Coman</i>]	2	Command	Non-Mil								2				
89	Light Basic Complex Modules	10	Cargo	Non-Mil								10	53	0.50		
107	Light Tanks[<i>Coman</i>]	20	Cargo	Ground		Surface	Tank	3	24	6	15	20	50	1.00		
245	Long Range Sensors	10	Command	Space								< ? >				
61	Luxury Goods	1	Cargo	Non-Mil								< ? >				
74	Main Hulls [Coman]	60	Cargo	Non-Mil								60	50	1.00	45	10.00
41	Maintenancebot	10	Cargo	Non-Mil								< ? >				
83	Malanthos	1	Cargo	Non-Mil								< ? >				
157	Market Receiver	2	Main	Non-Mil								2				
108	Medium Tanks[Coman]	30	Cargo	Ground		Surface	Tank	4	28	28	20	30	50	1.00		
8	MEK [Coman]	3	Cargo	Ground		Surface	Infantry	10	30	30	25	2	50	0.50	1	1.00
172	Melmak	1	Cargo	Non-Mil								< ? >				
44	Metals/Nonmetals	1	Cargo	Non-Mil								< ? >				
186	Methfrem	1	Cargo	Non-Mil								< ? >				
77	Military Module[Coman]	40	Cargo	Non-Mil								40	50	10.00		
200	Militia	1	*	*								< ? >				
156	Milleporum	1	Cargo	Non-Mil								< ? >				
27	Mines [Coman]	200	Cargo	Non-Mil								200	45	10.00		
91	Missile Launcher[Coman]	10	Main	Space								10				
92	Missiles [Coman]	2	Cargo	Non-Mil								2	45	0.10		
178	Monolith Pod	1	Cargo	Non-Mil								< ? >				
142	MSD Shell	1	Cargo	Non-Mil								< ? >				
190	Mutazolzdin	1	Cargo	Non-Mil								< ? >				
81	Natives	1	Cargo	Non-Mil		Surface	Infantry	10	30	30	25	< ? >				
145	Neurotoxin Shell	1	Cargo	Non-Mil								< ? >				
66	Other Intoxicants	1	Cargo	Non-Mil								< ? >				
54	Other Minerals	1	Cargo	Non-Mil								< ? >				
176	Outpost Security[Coman]	10	Cargo	Non-Mil								10	50	1.00		
203	Particle Beam	30,000	Main	Space								< ? >				
117	Perimeter Defenses	60	Cargo	Ground								60				
6	Perm. Structural Units[Coman]	1	*	Non-Mil								0.10	53	0.01		
236	Pharmaceuticals Research[Coman]	1	*	Non-Mil								0	66	1.00	46	1.00
100	Photon Guns	6	Main	Space								< ? >				

Appendix J - Item Statistics (page v)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
19	Physics Lab <i>[Common]</i>	20	Main	Non-Mil								20	45	1.00		
138	Plague Shell	1	Cargo	Non-Mil								< ? >				
72	Planet Probe <i>[Common]</i>	2	Main	Non-Mil								2				
96	Plasma Projector <i>[Common]</i>	100	Main	Space								100				
7	Pleasure Slaves	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
153	Positron Gun	5	Main	Space								< ? >				
114	Power	1	Cargo	Non-Mil								< ? >				
169	Power Blaster	50	Main	Space								0.50	47	0.10	114	10.00
2	Prisoner	1	Cargo	Non-Mil								< ? >				
50	Processed Thorium <i>[Common]</i>	1	Cargo	Non-Mil								< ? >	49	4		
237	Propulsion Research <i>[Common]</i>	1	*	Non-Mil								1	45	1.00	47	0.50
174	Protospheres	1	Cargo	Non-Mil								< ? >				
47	Pulac Crystals	1	Cargo	Non-Mil								< ? >				
99	Pulsar Beams <i>[Common]</i>	20	Main	Space								20	47	1.00		
164	Pulsar Tank	40	Cargo	Ground		Surface	Tank	6	42	42	36	< ? >				
148	Pulse Cannon	25	Cargo	Ground		Surface	Tank	4	28	28	20	< ? >				
105	Quantum Torpedo	1	Cargo	Non-Mil								< ? >				
175	Rec-Deck	20	Command	Non-Mil								200	61	20.00	82	1.00
36	Recon Planes <i>[Common]</i>	20	Cargo	Ground			Tank					20				
33	Repairbot <i>[Common]</i>	1	Main	Non-Mil								1				
106	Robotic Defense Bunker <i>[Common]</i>	20	Cargo	Ground								20	50	1.00		
141	Robotic Sheep	1	Cargo	Non-Mil								1	46	0.10		
188	S-Nuke Shell	1	Cargo	Non-Mil								< ? >				
134	Samillian Eggs	1	Cargo	Non-Mil								< ? >				
137	Sampoon	1	Cargo	Non-Mil								< ? >				
20	Scout Tank	20	Cargo	Ground	20 Any	Surface	Tank	3	24	6	15	20	55	1.00		
57	Securitybot	1	Cargo	Ground		Surface	Infantry	5	15	15	13	1	82	0.10	50	0.10
197	Self-Propelled Gun	20	Cargo	Ground		Surface	Tank	3	24	6	15	200	53	1.00	82	1.00
104	Sensorpod	25	Command	Space								< ? >				
13	Sensors <i>[Common]</i>	4	Command	Space								4				
11	Shields <i>[Common]</i>	4	C, M, E	N, S, G								4				
31	Shuttle <i>[Common]</i>	40	Cargo	Non-Mil	20 Any	Shuttle						40				
69	Small Arms <i>[Common]</i>	1	Cargo	Ground								1				
112	Soldiers	1	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >				

Appendix J - Item Statistics (page vi)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
103	Sonic Blaster	20	Main	Space								< ? >				
238	Space Combat Research[<i>Common</i>]	1	*	Non-Mil								2	46	2.00	47	1.00
94	Space Fighters[<i>Common</i>]	20	Main	Space								20	45	1.00		
196	Space Probe	10	Main	Non-Mil								120	45	1.00	82	1.00
25	Spider Tank	150	Cargo	Ground		Surface	Tank	3	24	6	15	< ? >				
239	Starship Engineering Rsrch.[<i>Common</i>]	1	*	Non-Mil								2	45	2.00	50	1.00
144	Startrooper	2	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >				
127	Stimbrew	1	Cargo	Non-Mil								< ? >				
62	Strion	1	Cargo	Non-Mil								< ? >				
3	Structural Units[<i>Common</i>]	1	Cargo	Non-Mil								1				
173	Supercomputers	3	Command	Space								< ? >				
24	Superwarriors	1	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >	134	5.00	2	1.00
42	System Probe[<i>Common</i>]	2	Main	Non-Mil								2				
119	Tank Carrier[<i>Common</i>]	60	Cargo	Ground	60 Tank	Shuttle						60				
51	Tech Artifacts	160	Cargo	Non-Mil								< ? >				
240	Teleportation Research[<i>Common</i>]	1	*	Non-Mil								0.50	62	1.00	122	1.00
86	Teleporters	1	Cargo	Non-Mil								< ? >				
152	TGH	1	Cargo	Non-Mil								< ? >				
160	Thorlium Assimilator	30	Main	Non-Mil								300	114	50.00		
49	Thorlium Ore	1	Cargo	Non-Mil								< ? >				
140	Thorlium Oxidizer	1	Cargo	Non-Mil								< ? >				
80	Thrust Engines[<i>Common</i>]	10	Engine	Non-Mil								10				
18	TNU[<i>Common</i>]	10	Command	Non-Mil								10				
102	Torpedo Tube	10	Main	Space								< ? >				
95	Tractor Beam[<i>Common</i>]	2	Main	Space								2				
38	Transport Module[<i>Common</i>]	40	Cargo	Non-Mil								40				
32	Troop Carrier[<i>Common</i>]	40	Cargo	Ground	20 Inf	Shuttle						40	50	1.00		
128	Trumpeter Seeds	1	Cargo	Non-Mil								< ? >				
26	Untooled Factories[<i>Common</i>]	400	Cargo	Non-Mil								400				
192	Venom	1	Cargo	Non-Mil								< ? >				
135	Vermite	1	Cargo	Non-Mil								< ? >				
111	Veterans	1	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >				
84	Videx	1	Cargo	Non-Mil								< ? >				
116	Warbots[<i>Common</i>]	1	Cargo	Ground		Surface	Infantry	5	15	15	13	1	50	0.10		

Appendix J - Item Statistics (page vii)

#	Item Name	MU's	Ship Section	Colony Ring	Cargo Cap.	Move Class	Cargo Class	1	2	3	4	Metals	Item #1	Qty #1	Item #2	Qty #2
23	Warriors	1	Cargo	Ground		Surface	Infantry	10	30	30	25	< ? >	134	5.00		
159	Waste	1	Cargo	Non-Mil								< ? >				
124	Whitecloud	1	Cargo	Non-Mil								< ? >				
5	Work Slaves	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >				
22	Workers	1	Cargo	Non-Mil		Surface		10	30	30	25	< ? >	134	2.00		
167	Zombies	1	Cargo	Non-Mil		Surface		15	45	45	35	< ? >				

[Common] means that the technology needed for this item is widely available; when first constructed, all new colonies gain master tapes for them.

Ship Section is the section on a ship that the item will function. If it does not go in a ship then a * is listed. Otherwise, C = Command, M = Main, E=Eng. If it can be carried by a ship but will not function, then Cargo is listed.

Colony Ring is where the item is located in a Colony. N = Non-Military, S = Space Combat, G = Ground Combat. (Militia exist only during a Ground Battle.)

Cargo Capacity indicates the # of MU's that this vehicle can carry and a notation listing the type of cargo that can be carried. Tank = Tanks & Aircraft, Inf = Infantry, Any = Anything. Check the item descriptions in Appendix A for more details.

Move Class shows whether an item uses Shuttle or Surface movement.

Cargo Class indicates what whether this item is considered a Tank (carried by Tank Carriers, for example) or an Infantry class of unit (carried by APC's or Troop Carriers, for example) for purposes of being carried by surface or shuttle-capable vehicles in a Ground Party. Aircraft such as Ground Fighters and Ground Bombers are considered Tanks for cargo class purposes.

1,2,3,4 shows the surface movement rate at which this item moves in each of the four terrain categories.

Metals, Item, Qty indicates the # of Metals/Nonmetals and up to two additional items and quantities needed to produce the item. < ? > = unknown construction requirements, or this knowledge is not generally available.

There are many other items in the game that are not listed in this Appendix

Combat Values

#	Item Name	Space Combat Accuracy	Space Combat Damage	Ground Combat Short Range Factors	Ground Combat Long Range Factors	Ground Combat Anti-Aircraft Factors
118	AA Tanks			40		100
110	Armored Personnel Carrier [APC]			30		3
146	Armored Tanks			100		5
120	Assault Tanks			100		5
182	Cyberwarriors			20		1
88	Demons			10		1
93	Fusion Beam	25	30			
113	Green Troops			1		1
34	Ground Bombers			100		
35	Ground Fighters			40		
109	Heavy Tanks			150	150	5
101	Ion Cannon	10	*special			
107	Light Tanks			60	60	5
108	Medium Tanks			100	100	5
8	MEK			12	10	5
200	Militia			1		
91	Missile Launcher	5	42			
81	Natives			1		
100	Photon Guns		20			
96	Plasma Projectors	17	120			
153	Positron Gun	10	10			
99	Pulsar Beams	20	20			
164	Pulsar Tanks			300		5
106	Robotic Defense Bunker [RDB]			100	100	5
20	Scout Tanks			60		5
57	Securitybot			20		1
197	Self-Propelled Gun			2	150	5
112	Soldiers			2		1
103	Sonic Blaster	10	30			
94	Space Fighters		6			
25	Spider Tanks			600	600	80
24	Super Warriors			10		2
119	Tank Carriers			60		5
95	Tractor Beams	2				
32	Troop Carriers			60	60	5
111	Veterans			3		1
116	Warbots			10		1
23	Warriors			6		1

*Space Combat Accuracy and Damage values are approximates based on ranges of numbers used in the battle program, unlisted values are either not applicable or unknown

Appendix K - Political Positions

Each affiliation is led by a hierarchy of political positions. The Periphery Director is the highest ranking position in an affiliation. To assist him in his duties he assigns a group of advisors called Coordinators. Each Coordinator specializes in one area of responsibility. For example, most affiliations have Coordinators of Information, Defense, Shipping, and Colonization as well as an Assistant Periphery Director.

While political positions are actually considered to be positions in the game, they are different from what you might expect. The entire position is composed of the single political character. The only possession he may own is Stellars. This character is always located at the affiliation's headquarters colony and may only move under very special circumstances (such as moving the HQ colony).

A political position is operated in a manner similar to colonies. Orders are submitted on a Turn Card as necessary. All political positions are played free of charge provided you have submitted a turn for any ship, colony, or ground party in the past 4 weeks. Otherwise a turn fee equal to a colony turn fee is charged at the time a printout is generated. This is to insure that each affiliation is being led by players actively playing the game.

The overall purpose of a political position is to receive information pertinent to the affiliation's goals and to further these goals through a strong leadership. Therefore political positions have considerable power. They can transfer Stellars from the affiliation's treasury to worthy positions, add enemies to the affiliation's posted list, place positions on probation, promote starcaptains, and grant permission for positions to resign from the affiliation.

Orders

There are three basic orders that may be issued by every political position. Other orders are allowed only to specific coordinators. The reason for such few order types is that most of the information a political player receives is automatically generated with no need to issue an order for it. The four basic orders are:

Stellar Transfer

S - (Position#) - (Qty of Stellars in hundreds)

This order transfers the indicated number of Stellars to a certain position. Keep in mind that the quantity is in the number of hundreds of Stellars. For example, S 456 9 would transfer 900 Stellars to position 456. Only integers may be specified.

Probation

PR - (Position#) (0=off OR 1=on)

Allows you to place or remove a position on/from probation. For example, PR 789 1 will place position 789 on probation.

Promotion

P - (Position#)

You promote the indicated starcaptain (ships only) to the next rank. This order only functions provided he has spent sufficient time at his current rank and if there is a vacant slot in the rank above him.

Taxation

In order to raise money for the affiliation's treasury, each affiliation has the ability to levy a tax from its colonies. This tax is charged for each factory (tooled or untooled) owned by the colony. Taxation occurs every four weeks at the time printouts are generated for the political positions. The funds are received by either the Periphery Director or his Assistant and distributed equitably to each Coordinator based on need. Each Coordinator in turn can use these Stellars toward his area of responsibility.

One Coordinator will be assigned by the Periphery Director to set the tax rate. The order to do this is:

TX (Quantity of Stellars/factory ranging 0-30,000)

One political position will also be assigned to handle the debts owed by ships and colonies to the affiliation. Debts may be increased/decreased using the order below. Debts should only be changed for a specific purpose. If the political player abuses this by changing debts with no valid reason, he may be removed from the position or even from the game.

Increase Debt:

IC (position#) (increase in 100's of stellars)

Decrease Debt:

DC (position#) (decrease in 100's of stellars)

There is one additional order that is listed here but must be issued by the GM only. This is the Posting Order that places a position on your affiliation's posted list. Only the periphery director of an affiliation may submit posting requests.

Political Printouts

Printouts for political positions are generated every four weeks. They are a monthly compilation of facts pertinent to the responsibilities of each Coordinator. The various reports are described below:

Order Results Report - The results of all the political orders of your affiliation that were issued since the last political printout was generated. This report is received by every political position in your affiliation. In this way the Coordinators can see what each other are doing and can provide their own system of checks and balances on each other's power.

Personal Report - Each position receives a personal report of his failed orders. No other positions receive this information.

Assignment Report - Each political position receives a list of all the positions who have issued an AC order to accept him as their supervisor. This report includes the current location of the position. Ships and Ground Parties of your affiliation may issue this under their standing orders as follows:

Accept Coordinator (political position#)

This may be canceled by the ship or ground party at any time by specifying zero as the position#.

Probation Report - Each political position receives a list of all the members of the affiliation who are currently on probation.

Taxation Report - This is received only by the Coordinator responsible for setting his affiliation's tax rate. It contains a list of his affiliation's colonies along with the amount of tax paid and the number of factories owned.

Space Defense Report - Received only by the Coordinator in charge of the affiliation's space defenses. It includes a list of all colonies in the affiliation as well as information pertaining to their ability to defend themselves in space battle.

Ground Defense Report - Received only by the Coordinator in charge of the affiliation's ground defenses. It includes a list of all colonies in the affiliation as well as information pertaining to their ability to defend themselves in ground battle.

Colonization Report - Received only by the Coordinator in charge of colonization. It includes a list of the affiliation's colonies, the quantity of Stellars owned, the MU's of produced goods, number of colonists, and the MU's currently owed to the affiliation.

New Player Report - Received only by the Coordinator in charge of information. Every time a new ship is set-up in your affiliation it will appear on this list.

Other Reports - Since each affiliation has differing goals it is likely that other reports may be issued as the need arises.

PD & Assistant PD

The Periphery Director and Assistant Periphery Director are special political positions. They have the ability to issue any political order for their position. In addition, they receive all the political reports described above for their affiliation. This permits them to take over for any Coordinator should he have difficulty assuming his responsibilities.

Special Actions

With the way political positions are structured special actions will probably not be needed often. A space for them is provided at the bottom of the political Turn Card for interactions with GM run positions. The most senior political positions within an affiliation may submit lengthier interactions or call and speak briefly with the GM once per week. Actions submitted on the Turn Card will always be answered while lengthier submissions are answered at the discretion of the GM as time permits. Keep in mind we wish to continue allowing you to play these positions at no charge but our time is at a premium.

One additional use of the Special Actions area of the Turn Card will be for Coordinators to request the GM to add or remove something from the general affiliation message that goes on each printout.

Referendum

A Referendum is a vote of all ships and colonies within an affiliation. It is binding upon the parties involved. Any member of an affiliation can request that the GM set-up a Referendum. It is up to the player who requests it to convince the GM of the importance of the issue. Each ship is permitted 1 vote, and each colony is permitted 1 vote per starport class, of either Yes or No. Voting will commence for 4 weeks following the introduction of the Referendum. An affiliation may only conduct one referendum at a time.

This forum may be used for such things removing a Coordinator from office or setting affiliation policies. A referendum will be worded in a way that Yes votes will cause a change while No votes retain the status quo. A referendum needs a 2/3 majority of votes cast in order to pass. Any ships or colonies who do not vote are listed as abstentions.

Appendix L - Standard Actions

Ship Actions

All the actions shown below may be performed by Ships. Actions shown with a "G" may also be performed by Ground Parties. See Appendix J or your printouts for the item number of each item.

TU Cost	Ground Party?	Action
0	G	Accept Coordinator (Political Position #)
5	G	Agent: Hire
10	G	Agent: Blackmarket Contact
10	G	Agent: Blackmarket Scout
5	G	Agent: Check Starport
2	G	Agent: Get Market Report
5	G	Agent: Get Production
2	G	Agent: Get Rumor
10	G	Agent: Get Special Complex
10	G	Agent: Get Status
10	G	Agent: Get Training
5	G	Agent: Learn Quantity (item name) (item #)
5	G	Agent: Learn Technology (item name) (item #)
20	G	Agent: Sabotage
20	G	Agent: Sabotage Hiport
20		Black Hole Transition or BHT [Note: transition to random Black Hole system]
20		BHT (system name) (system #) (space square #) [Note: requires TNU]
4	G	Blackmarket: Buy (quantity) (item name) (item #)
20	G	Blackmarket: Contact [Note: gets Blackmarket report]
4	G	Blackmarket: Defense (quantity) (item name) (item #)
5	G	Blackmarket: Owner's Report
15	G	Blackmarket: Scout [Note: gets Blackmarket code word only]
4	G	Blackmarket: Xfer (quantity) (item name) (item #)
4		Buy (quantity) (item name) (item #) to (ship section) from (colony name) (colony #)
30	G	Change Outpost Owner (position to receive control)
10		Cloak Ship (Between Turns <or> # of Korondite to use and TU's to be cloaked during turn)
10	G	Create Outpost (position # to receive control)
20	G	Debark Ground Party (position #) from (ship #)
4	G	Deliver to Outpost (quantity) MINES
4		Deliver (quantity) (item name) (item #) to (position #) from (ship section) to (ship section)
5	G	Gambling Complex Visit
5		Get Posted List of (affiliation #)
5		GPI World
10	G	GPI Sector (sector coordinates)
10	G	Hospital Complex Visit (quantity) of INJURED
10	G	Investigate (Special Action Letter)
4		Jettison (quantity) (item name) (item #) from (ship section)
20		Jump to (system name) (system #)
5 x BS		Land at Colony (colony name) (colony #)
5 x BS		Land at Sector (sector coordinates), Square (square #)
0		Leave Orbit
Variable		Maintenance Complex Visit

Ship Actions

All the actions shown below may be performed by Ships. Actions shown with a "G" may also be performed by Ground Parties. See Appendix J or your printouts for the item number of each item.

TU Cost	Ground Party?	Action
0		Moon List [Note: obtains a list of moons in your current orbit]
4	G	Map Sector (sector coordinates)
Variable		Move to Space Square (space square #) [Note: 1 x BS Horizontal/Vertical or 1.5 x BS Diagonal]
70	G	Military Training Complex Visit (pickup code optional)
1 x BS		Orbit (world name)
4		Pickup at Colony (quantity) (item name) (item #) (* pickup code *) to (ship section)
4	G	Pickup at Outpost (quantity) (mines or ore)
5	G	Position Inquiry (position #) [Note: gets name & address of player]
5		Probe World
5		Probe System
50	G	Prospect for Deposit
Variable	G	R & R (# of TU's) [Note: use whole TU increments]
10	G	Recreation Complex Visit
20	G	Repair Complex Visit [Note: followed by Repair orders on following lines]
10 min.	G	(# of TU's) Repair (quantity) MU's of (item name) (item #) [Note: 10 TU's minimum]
5		Request Contact Position (position #) [Note: sends a message to the indicated position asking the owner to contact you]
5		Scan Colony (colony name) (colony #)
5		Scan Starport (colony name) (colony #)
4		Sell (quantity) (item name) (item #) from (ship section) to (colony name) (colony #)
5	G	Send Message to (position #) (yes/no) [Note: write out actual message in a Special Action box; message cannot exceed 250 total characters in length. Yes/No indicates whether you will sign your message (Yes) or you want it sent anonymously (No)]
0	G	Set up (Ground Party or Colony) [Note: must be followed by XFER orders, position name, position leader and anonymous option]
Variable		Stargate Transition to (system name) (system #)
10	G	Surface Exploration
4		Swap (quantity) Jump Engines from (Engine or Cargo)
5 x BS		Take Off
50		Thorlium Coat (list sections of ship to receive 1 coat each)
10 min.	G	Training: (# of TU's) (training type)
70	G	Training Complex Visit: (training type)
50		Upgrade to (ship class #)
10		Use Market Receiver on (colony name) (colony #)
4	G	Xfer (quantity) (item name) (item #) to Outpost
4		Xfer Internally (quantity) (item name) (item #) from (section) to (section)
20	G	Xfer Training to (position name) (position #)

Standing Orders

The following actions are Standing Orders and cost no TU's. They remain in effect until changed. They are written in the Standing Orders section of the turn sheet.

Ground Party?	Action
G	Add to Defend List (position #)
G	Add to Enemy List (position #)
G	Add to Support List (position #)
G	Aggression Rating: (any number from 0-100, not to exceed morale)
	Area of Preference (ship section 1-3) (colony ring 1-3) [Note: both numbers must be included]
	Fighter Preference (ship section 1-3) (colony ring 1-3) [Note: both numbers must be included]
	Colony Target Priority (YES or NO)
	Disabling Fire (INTERNAL or HULLS)
	Flee/Damage Ratio (decimal #)
	Flee on Command Damage (quantity of MU's) [Note: 30000 maximum]
	Flee on Main Damage (quantity of MU's) [Note: 30000 maximum]
	Flee on Engine Damage (quantity of MU's) [Note: 30000 maximum]
	Flee on Hulls (1-30000)
	Flee on Round (round # of battle)
	Maximum Targets (1-8)
G	Remove from Defend List (position #)
G	Remove from Enemy List (position #)
G	Remove from Support List (position #)
	Retarget Option (1-4)
G	Set Anonymous (ON or OFF)

Ground Party Actions

The following actions can be performed only by Ground Parties.

TU Cost	Action
0	Allocate Food to Support
15-60	Attack Preparation
4	Buy (quantity) (item name) (item #) from (colony name) (colony #)
10-70	Defense Preparation
4	Deliver (quantity) (item name) (item #)
20	Embark onto Ship (ship #)
0	Enter Starport (colony name) (colony #)
0	Ground Fighter Supremacy (1-100)
4	Jettison (quantity) (item name) (item #)
4	Pickup at Colony (quantity) (item name) (item #) (* pickup code *)
10	Restaurant Complex Visit
4	Sell (quantity) (item name) (item #) to (colony name) (colony #)
20	Shuttle Movement: (sector coordinates) (square #)
20	Shuttle Movement: (colony name) (colony #)
20	Shuttle Movement: Orbit
Varies	Surface Movement to (sector coordinates) (square #) [Note: if moving through multiple squares, list each square on the route as a separate Surface Movement order]

Colony Actions

Action	Order Syntax
Add to Defend List	AD (position #)
Add to Enemy List	AE (position #)
Add to Ground Enemy List	AG (position #)
Add to Support List	AS (position #)
Affiliation Technology List	AL
Area of Preference	AP (ship section 1-3) (colony ring 1-3) [Note: include both numbers]
Condense Ore	CO (item #) (quantity) [Note: see Condensing Ores in Chapter 3 for more details]
Construct Complex	CC (complex #) (quantity) [Note: see Chapter 3 for details on Special Complexes]
Construct Ship	CS (any existing position # owned by the player to receive the new ship) (ship class #)
Disabling Fire	DF (0 = INTERNAL, 1 = HULLS)
Eliminate Market	EM
Eliminate Production	EP
Exclude Ring	ER (0 - 6) [Note: see Chapter 3, Colonies for Ring exclusion codes]
Factory Tool	FT (quantity)
Factory Production	FP (item #) (quantity to build)
Factory Untool	FU (quantity)
Fighter Supremacy	FS (1-100)
Forced Enemy List Check	FE
Generate Power	GP (item # of power producing ore) (quantity of power producing ore)
Give Away Outpost	GO (position #) (outpost #)
Give Technology	GT (colony #) (item #)
Give to Colony	GC (item #) (quantity) [Note: used to give morale-boosting items to your colonists]
Increase RTS Capacity	IR (0 = outpost, 1 = colony) (outpost # or colony #) (quantity of Transport Modules)
Land Battle	LB (enemy position #)
License Technology	LT (colony #) (item #) (# of weeks)
Market Buy	MB (item #) (quantity) (buy price)
Market Message	MM (write the actual message in the Special Actions area)
Market Sell	MS (item #) (quantity) (sell price)
Maximum Targets	MT (1 - 8)
Pickup Authorization	PA (position #) (item #) (quantity)
Position Inquiry	PI (position #)
Printout Frequency	PF (once every 1 - 4 weeks)
Pickup Code	PC (1 - 9999)
Remove from Defend List	RD (position #)
Remove from Enemy List	RE (position #)
Remove from Ground Enemy List	RG (position #)
Remove from Support List	RS (position #)
Repair	RP (item # or 999 for all) (quantity of MU's)
Restricted Market Buy	BR (item #) (quantity) (buy price)
Restricted Market Sell	SR (item #) (quantity) (sell price)
Retarget Option	RO (1 - 4) [Note: 1 = Not Moving, 2 = Not Firing, 3 = Not Moving or Firing, 4 = Never
RTS Construction	RT (0 = outpost, 1 = colony) (outpost # or colony #)
Security Crackdown	SC (0 - 9)
Set Up Ground Party	SG (followed by TR orders to [new ground party])
Shield Movement	SH (from ring #) (to ring #) (quantity)
Space Battle	SB (enemy position #)
Space Fighter Area of Preference	SP (ship section 1 - 3) (colony ring 1 - 3) [Note: include both numbers]
Standing Order Transfer Item	ZT (position #) (item #) (quantity) [Note: to eliminate, repeat this order with a quantity of zero]
Standing Order Transfer to Outpost	ZO (outpost #) (quantity of MINES) [Note: to eliminate, repeat with a quantity of zero]
Target Priority	TP (0 = ships, 1 = colony)
Technology List	TL [Note: acquire list of all technology that your colony can build]
Transfer Item	TR (position #) (item #) (quantity) [Note: all transfers to ships go into a ship's Cargo section]
Transfer to Outpost	TO (outpost #) (quantity of MINES)
Transfer Stellars	XS (position #) (quantity of Stellars in hundreds)
Transfer Training	TT (position #)

BSE Research Project/Technology Feasibility Study Form

Colony Initiating Feasibility Study

Colony Name:

Colony id #:

Date:

Project Type(circle one)

Technology Feasibility Study

Scientific Feasibility Study

Proposed Project Type(circle one)

Biological Goods
Biological Warfare
Consumer Goods
Electronics

General
Ground Combat Weaponry
Pharmaceuticals
Propulsion

Space Combat Weaponry
Starship Engineering
Teleportation
(Other)

Project Description [BE SPECIFIC]

(exact details on what you want your item or special ability to do [if a Technology Feasibility Study] or
want you want to learn [if a Scientific Feasibility Study])

(include cost to build, MU's, etc. [see Appendices B, E & J for examples on what is needed for most items])

Feasibility Project Results [GM USE ONLY]

Project Class:

Research Point Type & Cost:

Feasibility id #: