

STARBREAKER

STAR MARINES



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CHAPTER ONE: WELCOME TO THE CORPS

In the gritty sci-fi setting **Starbreaker**, the galaxy has been shattered by war, and civilization is in the process of rebuilding. At the heart of this civilization is the Star System Alliance and its first line of defense: the Star Marines Corps.

The Star Marines defend the SSA against invaders left over from the war, criminal syndicates, corporate warlords, and all who declare themselves enemies of the Alliance. They also serve by helping those who suffer by supporting fledgling colonies, and exploring the galaxy.

In this book, you'll learn about the Star Marines, creating Star Marine characters, and running Star Marine adventures. You'll also learn about the Star Marines' counterparts, the corporate mercenaries, and running mercenary campaigns. Finally, you'll discover the Siren Belt, a sector of space that's rife with conflict and possibilities.

ORIENTATION

At ease, recruits.

As I see you standing before me, all bright-eyed and bald-headed, I'm filled with gratitude. I want to thank you for your service.

"But captain," you say. "We haven't even served yet!"

But you have. You're here, aren't you?

You signed up. You took the tests, and passed them. You showed up at the spaceport when the shuttle to Athena Station started loading, and you got on board.

You've already served more than 99 percent of the citizens of the Star Systems Alliance.

Does that make you better than them? I'll get back to that.

I have a question for you. I don't want to hear your answer, but I want you to think about it, and answer it for yourself.

Why are you here?

Oh, I know what your psych evals said. And I know what you put on the entrance exams six months ago. But I want you to look deep inside and ask yourself right now: why are you here?

If you're here to fight, you're going to be disappointed. Oh, there will be fighting. I can guarantee that. But precious little of it compared to the months—the years—of training, paperwork, and sheer mind-numbing boredom waiting for something exciting to happen. I hope you're not here just to fight.

If you're here for the paycheck... you're dumber than you look. Sure, you can make a decent living as a marine, but there are faster, easier, and safer ways to make your credits. Sign up with a rim world freight hauler and you'll make twice as much in half the time, so long as the pirates don't get you.

Are you here to prove something to yourself? Because you will. When you leave Mother Athena's loving embrace a year from now, you will be new men and women, forged in the fires of greatness, and shaped into something better than you knew you could be. You will prove yourself to be capable of things you'd never imagined—and that's before your tour of duty even begins. But then what? Then why are you here?

I'll tell you why you're here. The same reason I am, the same reason every Star Marine on this base is here: We are here to serve.

Who do we serve? Everyone.

As Star Marines, we serve the Alliance first and foremost. That means we serve our gracious hosts, the Navy. We serve our commanders, and we serve each other.

We even serve those 99 percent of the citizens who didn't sign up to be here. And no, we're not better than them.

It is a humbling thing to serve, to put oneself into the service of another. But we take pride in it. For the services we provide are rare and specialized. Most people cannot serve as we can. It is an honor to serve.

We serve by fighting, and by winning. We serve by defending the lives of those put under our protection. We serve by building up colonies, schools, clinics, and freedom. We serve by tearing down walls, tyranny, and oppression.

Service is the highest calling. You have been called. You have answered.

And I thank you for your service.

HISTORY OF THE CORPS

The Star Marines have been part of the Star Systems Alliance for almost as long as there has been a Star Systems Alliance.

FOUNDING

Once the Star Systems Alliance developed FTL, it dedicated itself to exploration and colonization of the galaxy. To this end, it created a permanent fleet of starships to provide protection and support for the colony ships. This fleet became the foundation of the future SSA Navy. While the Navy's role was primarily a logistical one, the SSA was very aware that the galaxy was inhabited by other species that may prove hostile; the caelum that had taken refuge on Earth's moon were evidence enough of that.

The Navy, in turn, needed boots on the ground: a force to secure and assist the colonies themselves, as well as explore the various planets being considered for colonization. Therefore the SSA created the Interstellar Expeditionary Force, which is now known throughout the galaxy as the Star Marine Corps.

BEFORE THE WAR

During the SSA's expansionist period, the Star Marines played a number key roles in the colonization effort.

Every Navy exploration ship had its own detachment of marines. When the Navy identified a planet as a possible candidate for settlement, it dispatched a team of SSA scientists with a protective detachment of Star Marines to collect data on its climate, terrain, natural resources, lifeforms, hazards, and other details. Based on this information, the SSA would decide how much, if any, effort it wanted to invest in settling that particular world.

Once a planet was designated as an environment capable of sustaining a colony, Star Marine engineers started preparing the site long before any actual colonists arrived. It was their job to choose the colony location and prepare it for settlement. Depending on the world, this could include anything from building up basic infrastructure to flattening hills to securing the area against hostile local lifeforms. Thanks to their efforts, the incoming settlers could go straight to work without worrying about basic survival on an alien world.

Despite their many non-combat duties, the Star Marines remained a highly trained and capable fighting force. While there were no protracted wars during this period, the marines were called upon to defend the colonies against dangerous lifeforms, raiders, and even each other. As the colonies became more self-sufficient, some of them fell to violent political divisions; it was up to the Star Marines to maintain the peace until long-term solutions were found.

After a century of frenzied expansion, the SSA changed its focus from creating new colonies to developing the colonies it already had. The colonies grew from lone outposts to independent, planet-wide enterprises. Commercial starships regularly traveled between Sol, Mars, and the various settlements, taking over many of the logistical duties previously managed by the Navy.

As the Navy's role was reduced, so was that of the Star Marines. The military scaled back its operations as the SSA enjoyed its peace and prosperity.

THE ARMAGEDDON WAR

The SSA's time of peace was shattered when the nohgotha attacked.

As the Navy ramped up to meet the invaders' threat, the Star Marines did likewise. It devoted as many resources as it could spare into recruiting efforts. The SSA drafted civilians to serve. (Many came from the colony worlds, which the government felt owed it a debt.) When even these efforts weren't enough, the Star Marines began filling its ranks with synths, and worked with the caelum to develop its psychic soldiers, the psy commandos and psy operatives.

The Star Marines poured masses of troops onto the contested planets. Many of them fell in battle, but those that survived were honed by the experience, and passed their hard-earned lessons on to the next wave of marines. With each battle, the soldiers improved their tactics and tools.

Eventually the SSA had the critical mass of manpower, technology, and training to go on the offense. With the help of their allies, the Navy and Star Marines retook the worlds once held by the nohgotha. Step by bloody step, planet by planet, the combined forces finally pushed the enemy back beyond the rim worlds. They had achieved victory, but at a terrible price.

AFTER THE WAR

In the immediate aftermath of the war, the SSA pulled its battered and war-weary forces from the rim worlds to better secure the core worlds against a possible nohgotha resurgence. When the enemy didn't return, the government turned its efforts to rebuilding the core worlds. The Star Marines ended their extensive recruiting push, and allowed its surviving draftees to return home to aid in local rebuilding efforts. Basic troops were replaced with synths wherever possible.

Today's Star Marines carry on the proud traditions of those that have come before, but are faced with a new generation of challenges.

A significant part of the Marine Corps is dedicated to the defense of the core worlds. While this has always been part of the Star Marines' duty, the SSA has applied the lessons learned during the Armageddon War, and keeps fleets and troops near the core, ready to respond wherever an attack may happen.

THE POLITICS OF COLONIZATION IN THE SSA

Political power in the Star Systems Alliance is split between Earth and Mars, with Earth holding the most votes on the ruling council. These votes are determined by the number of colonies each planet holds. Only Earth and Mars have enough planets to affect political outcomes.

Because the planets now being colonized are claimed in the name of the SSA as a whole, none are under the control of either Mars or Earth. When a planet reaches the status to be admitted into the SSA as a fully established colony, it then holds a vote and states which side it will align its votes with.

For now, this hasn't shifted the current political power. This puts constant pressure on Earth to support these new colonies and gain their favor. Rumors of backroom deals and political foul play run rampant. It's a matter of time before this turns into a full on public issue.

While the nohgotha have been driven back into the darkness, the SSA still has no shortage of enemies for the Star Marines to defend against. These include the Syndicate (whose stranglehold on the rim worlds limits the SSA's ability to operate in that region), organized fleets of pirates, and rival galactic powers such as the zaka.

One of the biggest dangers at the moment is the alliance of corporations threatening the SSA's colonial efforts on the frontier. Both the corporations and the SSA are willing to fight to secure their holdings, and the Star Marines are at the forefront of that fight.

Finally, the SSA has embarked on a "second great expansion" to once again colonize viable worlds on the frontier. As before, the Star Marines are an important part of this effort. Unlike the first wave of colonization, however, the SSA faces competition in its expansion

efforts. Corporations are vying for control of these same worlds, the Syndicate lies in wait to corrupt them, and remnants of the nohgotha invaders lurk in their deepest shadows. Now, more than ever, the Star Marines must fight to protect the colonies.

Despite these challenges, there are far fewer Star Marines than during the Armageddon War. Their leaders are scrambling to supplement their numbers with synths and ever-advancing technology, but what they truly need are more troops. To this end, the Star Marines have initiated a recruiting drive throughout the Alliance.

SERVING IN THE CORPS

Life as a Star Marine is a combination of excitement, discipline, and tedium. Of course, some marines' lives are more exciting than others.

ACCEPTED TO SERVE

When would-be recruits apply to join the Star Marines, they are subjected to a battery of physical, mental, and psychological tests to determine their aptitudes and overall suitability for service. Those that pass spend the next year assigned to Athena Station in orbit above the planet Jupiter. Here they learn how to fight, think, and operate like Star Marines.

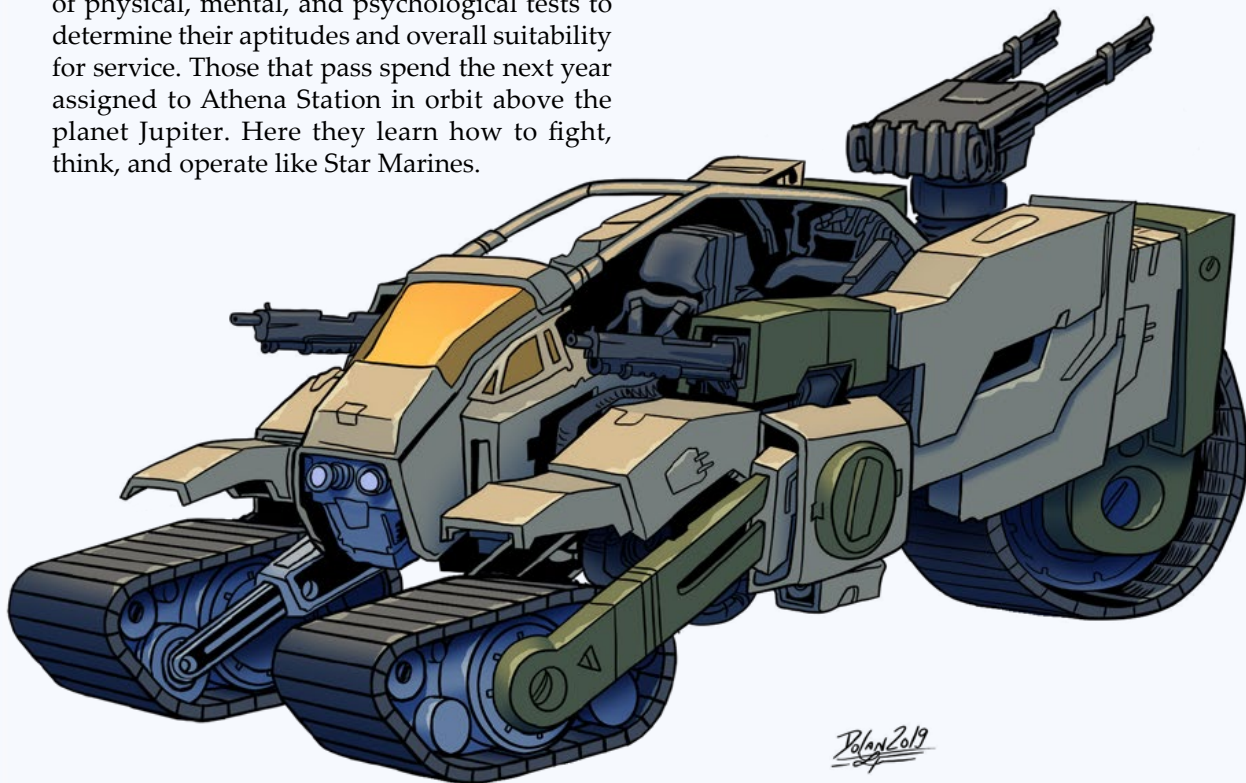
ASSIGNED TO A DIVISION

Once a marine graduates from the Athena program, he is assigned to one of the three major divisions of the Marine Corps:

The Expeditionary Division is the sword of the Star Marines. Its regiments are assigned to various SSA Navy fleets patrolling the core worlds, the rim worlds, and the frontier. When it's time to take the fight to an enemy, they're the first ones to do so.

The Galactic Survey Division, also known as the "scout corps," is dedicated to supporting the Navy's exploration and colonization fleets. Unlike the Star Marines who filled this role in centuries past, today's scouts face opposition from pirates, corporate mercenaries, and other active threats.

The Security Division is the shield of the Star Marines. Its members defend the SSA's most important sites throughout the galaxy, such as starports, military bases, and government bases. They are the most stationary of the Star Marines. Their assignments may keep them in one place for years.



During his tour of duty, a marine may be transferred from one division to another based on the needs of the Navy or the Corps. Even while assigned to a single division, he will likely be moved from one post to another on a regular basis. Command would hate for their troops to get bored.

Marines who prove themselves are regularly promoted. With higher ranks come options to move into more specialized roles. Eventually, the best marines may be assigned to the fourth and smallest division: Recon.

The Reconnaissance Division is tasked with aiding the other divisions by carrying out rapid-response, high-impact missions, often far from Star Marine support. The elite squads of this division are exceptionally versatile. They could be tasked with doing anything: surveying a key location, sabotaging a strategic target, rescuing an important person, or seizing an enemy asset.

In *Starbreaker: Star Marine*, the heroes are assumed to be members of the Reconnaissance Division.

STARSHIP LIFE

When not on a planet-side mission, Star Marines spend most of their time aboard their assigned Navy vessels. Duties on starships can include the following:

Training: The Star Marines have extensive training programs to keep their minds sharp and their fighting skills at their peak.

Security: Shipboard security is handled by marines. This can entail guarding sensitive areas of the ship, managing the brig, securing troublemakers, and similar duties. In case of hostiles aboard, it's the Star Marines' job to defend the ship and eliminate all threats.

Maintenance: Star Marines are expected to keep their gear in top shape. While between engagements, they have plenty of time to do so.

Special Details: This catch-all category includes everything from serving as bodyguard for visiting VIPs to helping Navy crewmen clean the chem vats on level 17. No matter the task, the marines approach it as seriously as any other deployment.

THEATERS OF CONFLICT

While the Star Marines' mission remains the same no matter where they are deployed, the details of that mission may vary based on their current region of the galaxy. To help define these details, the SSA has divided its operational territory into three very broad theaters:

The Frontier: This vast region of unclaimed and contested space contains the most active combat zones. While officially supporting the SSA's colonization efforts, the Star Marines here face corporate armies, raiders, local warlords, and countless other threats.

The Rim Worlds: As much as the Star Marines might like to sweep into this region and root out the Syndicate forces here, it's simply not practical. Instead, they and the Navy focus their rim world efforts on combating piracy and keeping the Syndicate contained.

The Core Worlds: Military forces here are focused on both the defense of SSA's most important planets, and the administration of the military itself.

Each theater has its own dangers, hot spots, and common mission types, as detailed below.

THE FRONTIER

The Star Marines are busier on the Frontier than in any other theater. Not only is this the region where the SSA is focusing its colonization efforts, it's also where the SSA's rivals are trying to consolidate their own power.

THREATS

Corporations: The Corporate Worlds are actively trying to expand into the frontier. The corporations compete—often violently—with the SSA for control of new, resource-rich planets suitable for colonization. They use their own joint military force made up of mercenary companies, which they equip with hardware from their own factories.

Syndicate: Unlike the corporations, the Syndicate doesn't dominate using armies or weapons. Instead, it infiltrates and corrupts existing settlements, taking them over through blackmail and intimidation. The Syndicate often installs or backs a local crime lord, then takes a cut of his profits.

Nohgotha Remnants: When the noghotha invaded, they seeded the region with hive insects. These vicious creatures now roam the worlds of the frontier, endangering any colonies nearby. Remnants of old dunar battle units likewise haunt the frontier, fighting for survival or for the lost cause of the nohgotha invasion.

Zaka High Bureaucracy: The zaka are aggressively expanding their territory and seeking out new planets to colonize. Since they don't breathe oxygen rich air like humans, the Bureaucracy and the SSA are often able to avoid competing for the same worlds. However, the zaka claim entire systems at a time, and are extremely territorial, so conflict is virtually inevitable.

MISSIONS

Star Marines on the frontier split their time between supporting existing colonies, helping establish new colonies, and fighting the SSA's enemies in the region. Some common missions include the following:

Prepare a colony site for settlement. Explore the area, eliminate any dangerous lifeforms, build up initial infrastructure, and defend the site against any enemies that may try to seize it.

Assist SSA colonies. This can include missions like disaster preparation and recovery, search and rescue, providing security, or defending the settlement against hostile lifeforms such as nohgotha hive insects.

SECRETS OF THE NEBULA

One of the biggest secrets of the Oridium Nebula (which is detailed in *Starbreaker: SAINTs & Synners*) is how some starships are able to navigate it while most ships' sensors are scrambled whenever they get too close. In order to keep this secret, the pirates and others who frequent the nebula, use a limited self-destruct mechanism to sabotage their navigation systems if they are captured.

Protect SSA holdings. Defend colonies and other territory against corporate invaders, Syndicate infiltrators, or other enemies.

Perform planetary recon. Survey a region to find enemy strongholds, possible assets, and hidden dangers.

Assault enemy positions. This could mean taking out an unauthorized corporate research facility, destroying a mercenary camp, or wrecking a secret pirate base. It could also mean cutting enemy supply lines, or even attacking corporate holdings on the edge of corporate space.

LOCATIONS OF NOTE

The frontier is rife with conflict zones, hazardous regions, and colonies on the edge of disaster. A few of the current hot spots are listed below.

BEREN

The SSA has twice before tried to colonize this humid, overgrown world. Both attempts were abandoned when the colonists mysteriously vanished, leaving neither messages nor clues as to where they went. It's been 60 years since the most recent colonization, and the SSA is ready to try again—but this time, the colony is being accompanied by a full platoon of Star Marines.

DARVAANA

The mining colonies on this world are under siege by swarms of nohgotha hive insects. Each time one hive is seemingly destroyed, another appears. The colonists have been unable to determine where the insects are ultimately coming from, but their mining sensors have picked up signs of a vast underground complex.

GROZITCH

The SSA has laid claim to this world and its verdant forests, but every attempt at colonization has been met with attacks by corporate mercenaries. There's no sign of corporate colonization here, and the mercenaries' base itself remains hidden. What are the corporations hiding?

KVELLO

The colonies of Kvello are often wracked by weeks-long storms. This is currently the case, but Naval command is concerned that they've lost contact with a number of the colonies, which may have lost power.

LAPORTA

The leaders of the colonies on Laporta have recently been replaced. Officially, this was a legitimate, democratic internal decision. Unofficially, some people are wondering if the Syndicate is involved, as a number of its crews have been spotted in the system.

ORIDIUM NEBULA

This region is a known haven for pirate fleets, unauthorized colonies, and the worst criminal scum the galaxy has to offer. Unfortunately for the Star Marines, it's also almost completely impenetrable. The dense gases and high radiation make sensors useless; Navy ships entering the nebula have found themselves quickly lost and surrounded by pirate vessels. For now, the SSA merely monitors the nebula from afar, collecting what data it can and biding its time.

RIM WORLDS

The rim worlds are a complex and challenging region. These planets were once proud members of the SSA, but when they were abandoned to the nohgotha during the Armageddon War, many of their inhabitants turned bitter towards the Alliance. Today, most of the rim worlds grudgingly accept their lot as Syndicate holdings.

The SSA hasn't given up on the rim worlds. While it lacked the resources to help them recover immediately after the war, it's slowly building up the resources to do so now. Unfortunately, the Syndicate has made it clear that the SSA Navy is not welcome here.

Alliance freighters and their escorts are allowed into the region, as the SSA buys its critanium here. But any naval incursions, no matter how benevolent their intentions, are met with force. Rather than risk starting an all-out war with the Syndicate—and by extension, all the rim worlds—the Navy officially restricts itself to patrolling the surrounding area for pirates and offering what help it can to those worlds willing to accept it.

Unofficially, Star Marine squads regularly slip into the rim worlds undercover as civilians and synners. Here they carry out clandestine missions and collect enemy secrets for Alliance Military Intelligence.

THREATS

Syndicate: The Syndicate is not content to unofficially rule most of the rim worlds. Its leaders want to tighten their control over the rim worlds, further oppressing their inhabitants as necessary. They also desire to expand their influence on other planets as well, typically through violence and coercion.

Pirates: Pirates thrive in the rim worlds, preying on poorly-defended transport ships hauling supplies from one struggling planet to another. They often make deals with the various members of the Syndicates, and sometimes play them off of each other. They like to raid lonely settlements, and set up their own space stations where they're confident the SSA Navy wouldn't dare look for them.

Nohgotha Remnants: The nohgotha devastated the rim worlds. During the war, some planets were overrun by hive insects, and the dunar established countless bases among the ruins. Even decades after the war, hive insects are a danger in more remote areas, and the dunar remain untrusted.

MISSIONS

The Star Marines undertake very few high-profile missions in the rim worlds, but are nevertheless more active than they would appear. Most of their missions are covert, and many are carried out by the Reconnaissance Division.

Gather intelligence. Without an official presence in the area, it's challenging to monitor growing threats and current events. Intel missions can include tapping into Syndicate communications networks, setting up remote surveillance systems, or even engaging in actual spycraft. These missions are usually orchestrated by Alliance Military Intelligence, which is not part of the Navy, but uses Navy assets and personnel as needed.

Provide emergency services. When disaster strikes, the Navy and Star Marines are there to deliver essential supplies, evacuate civilians, and protect the people from danger. If the disaster is dire enough (such as a catastrophic natural disaster) the Syndicate itself may even reluctantly call on the SSA for help.

Support local law enforcement. Law enforcement, in the form of SAINT, does exist in the rim worlds. SAINT runs numerous undercover operations throughout Syndicate territory. When things go well, they undermine the Syndicate with no one being the wiser. When things go wrong, they can call on the Star Marines for help, and the Star Marines will answer.

LOCATIONS OF NOTE

AGASHANI

The planet Agashani is bursting with tectonic activity. While technically habitable, its surface is divided by rivers of lava, and subject to frequent earthquakes. The people here work under miserable conditions mining rare ores for the Syndicate. Rumors are spreading that the planet is building to a climactic supervolcanic eruption that may devastate the planet and kill all inhabitants. Realizing that time may be short, the workers are plotting a rebellion. They have secretly reached out to the SSA, who are dispatching the Star Marines to help in whatever way they can.

CEPHILON

The swamps of Cephilon would be a terrible place to build a high-tech bunker, which is why they're the perfect place for SAINT to establish a permanent safehouse. Luckily for SAINT, the Star Marines are experienced at constructing bases in hostile terrain—even while defending themselves against the giant swamp beasts constantly trying to eat them.

HEWAN

A terrible plague is sweeping through the settlements of Hewan, and the Syndicate is torn as to how to handle it. One faction believes the disease will quickly burn itself out, and only the weakest citizens will fall to it. Another fears that it will destroy everything. In that fear, it has secretly contacted the SSA for help. Now the Navy and Star Marines must figure out how to get the people of Hewan the care they need without starting a war with the Syndicate fleet.

PERGISOND

SSA intelligence reports that ancient alien ruins have been discovered on the planet Pergisond. The SSA wants to secure those ruins for its scientific survey team, but they are within an hour's journey of the city of Laldon, a Syndicate

hub of gambling and vice. It's only a matter of time before someone else discovers the ruins.

RAMMUSO

What appears to be a tiny moon orbiting the planet Rammuso is actually a space station capable of docking more than two dozen starships—and a popular refueling station for pirates. At the heart of the station is a massive generator powering a mighty energy shield. If the station is attacked, its shields protect it long enough for its FTL drive to come on line. It then disappears, then picks up business in a new location.

CORE WORLDS

The core worlds probably have the highest density of Star Marines of any region in the galaxy. The SSA nearly fell during the Armageddon War for lack of defensive forces; that's a mistake it won't make again.

The Navy maintains a number of strategically-located star bases throughout the region. Between these space stations and the starship fleets themselves, the Navy and Star Marines are able to quickly respond to any situation, with whatever force and equipment is necessary to achieve success.

THREATS

Corporations: The biggest ongoing threats to the core worlds are the machinations of the corporations. While all the largest corporations rely on the SSA to purchase their goods, they also see them as rivals to be undermined, sabotaged, and spied upon. This is made even worse when the corporations attack each other, and use the core worlds as battlefields in their proxy wars. Corporations rarely unleash their mercenary armies within the core worlds, but maintain vast networks of agents to carry out espionage and strategic strikes.

Syndicate: Where there is commerce, there is crime—and there is a lot of commerce in the core worlds. While dealing with the Syndicate is mostly within the purview of SAINT, the Star Marines are occasionally called in when direct action is needed.

Galactic Powers: The Navy and Star Marines' primary mission in the region is to defend the core worlds from invasion. They have seen no sign of the nohgotha's return, but have intercepted

zaka fleets, hopoc scouts, dunar fanatics, and any number of “expeditionary forces” from smaller galactic powers.

MISSIONS

Secure SSA holdings. Many of the Star Marines in the core worlds are dedicated to the defense of military and government sites. This often means standing guard, walking patrols, or carrying out other routine security tasks that are as essential as they are mundane.

Interdict unknown arrivals. A vital part of the Navy’s mission in the core worlds is monitoring space traffic. When it detects unknown starships entering the region, it moves swiftly to identify the intruder, engage with it if possible, and eliminate it if necessary. While the intruders are in space, Star Marines may be part of a boarding action or securing Naval craft against possible attackers. Once the intruders set down, it’s up to the marines to deal with them.

Disrupt hostile corporate operations. The Star Marines are often part of the cold war between the SSA and the corporations. It falls to them to investigate corporation holdings on core world planets, remove dangerous corporate assets, and protect the SSA’s vital interests from corporate saboteurs. This can be a delicate operation, however. For just as the corporate worlds need the SSA as a customer, the core worlds need the corporations as suppliers. It’s essential that the Star Marines’ actions don’t heat up the conflict between the two groups—or at least, that their actions are totally deniable.

Keep the peace. The Star Marines stay out of politics, and avoid getting involved in local conflicts. They are the sword, not the scalpel. But when a conflict on one of the core worlds grows large enough to threaten the planet’s stability, the Navy may send in the marines to keep things from escalating. (Of course, the SSA probably has a stake in the conflict, and will ensure that any “enhanced peace-keeping actions” the marines have to take will benefit their side.)

LOCATIONS OF NOTE

ATHENA STATION

The largest and best-protected space station in the system, Athena Station hangs in orbit over Jupiter, where it serves as the headquarters and training center for the entire SSA military. Every Star Marine has spent at least a year at the station

ACCREDITED CORPORATIONS

While the handful of companies that run the corporate worlds seemingly dominate commerce in the galaxy, there are thousands of other corporations throughout the core worlds that have nothing to do with them. Most of these are “accredited” corporations, which means they are licensed and regulated by the SSA. On many worlds, it’s illegal to do business with a company that hasn’t been accredited. Accredited corporations are allowed to work with the mega-corporations of the corporate worlds, but may have to pay extra fees or taxes based on the terms of their license.

for training, and it holds a place of affection in their hearts. They refer to the station as “Mother Athena” and will gladly sacrifice anything to protect her.

ERESETH

One of the oldest, most industrialized core worlds, Ereseth is covered in corporate-owned factories and gleaming office towers. It’s here that the various departments and accredited businesses of the SSA negotiate trade deals with sales brokers from the corporate worlds. It’s also a hotbed of corporate intrigue and espionage. The Star Marines have a base here. They are often assigned to guard high-security SSA facilities against corporate intrusion, and (secretly) to infiltrate corporate security. While sales and purchasing agents smile and lie to each other in cozy offices, the factory floors explode in violence.

INGVALL

The planet Ingvall is little more than a harsh wasteland dotted with military outposts. During the Armageddon War, the caelum chose this world to be the site of where they would oversee the creation and training of the first psy commandos and psy operatives. Ingvall still plays that role today, but has expanded to include advanced training for all Star Marines.

This is where the elite marines come to improve their skills in survival, combat, and even resisting mental powers.

MIARTO

A self-styled “pleasure planet” full of spas, casinos, entertainment, and games, Miarto is a popular destination for Star Marines on leave. In fact, the world has an entire island dedicated to providing military personnel the services (and vices) they crave. The island is also home to countless agents working for the Syndicate, the corporations, and other groups hoping to collect intel from relaxing soldiers.

SHALATIR

When the corporate worlds broke away from the SSA after the Armageddon War, the planet Shalatir petitioned to join them. It made sense. Shalatir was relatively near that region of the galaxy, and the corporations offered to pour a fortune into upgrading its infrastructure if it joined them. The SSA denied its petition, declaring that during this time of reconstruction, it could not afford to lose Shalatir’s valuable resources. Since then Shalatir has been torn between those who want to join the corporate worlds and the loyalists who prefer to stay with the SSA. Violence has erupted on both sides, and the planet teeters on the edge of civil war. Now Vizon has officially offered to purchase the Shalatir from the SSA, and tensions have never been higher. The Navy has a ship in orbit over the planet, and Star Marines are often dispatched to keep the peace or suppress anti-SSA forces.



STAR MARINE ORGANIZATION

The Star Marine Corps prides itself on how quickly and efficiently it can mobilize its forces. A key part of this is its command structure.

While the Star Marines are part of the Navy, they have their own organization and a separate chain of command.

At the top of that chain is the Commandant, who answers only to the Chief Admiral of the Navy.

Below the Commandant are his top generals, each of which commands one of the four main divisions of the Star Marines:

- **The Expeditionary Division** is the largest group, and is dedicated purely to warfighting and defense.
- **The Galactic Survey Division** supports the SSA’s exploration and colonization efforts, predominantly on the frontier.
- **The Security Division** is devoted to protecting military and government assets throughout the galaxy.
- **The Reconnaissance Division** assists the other divisions by sending its squads to execute time-sensitive small-scale missions—many of which are covert in nature.

Each division is divided into several regiments, each of which is headed up by a colonel. Regiments are typically assigned a region within its theater of conflict and/or specific Navy starships.

Within each regiment are a number of battalions, each led by its own major. Battalions vary in size and specialty. The largest battalion in each regiment is infantry. Other battalions include aerial support, heavy weapons, vehicles, drone warfare, and more.

Battalions are divided into companies, which are headed up by captains. Each company contains up to five lieutenant-led platoons, and each platoon has up to five squads.

A squad consists of four to eight Star Marines. Each Star Marine is a skilled fighter, and also has his own area of expertise. This versatility flows all the way up the chain of command, allowing the Corps to adapt to each situation as it arises.

CHAPTER TWO: MAKING A MARINE

In *Starbreaker: Star Marines*, the players take on the roles of front-line soldiers fighting for the freedom and defense of the Star Systems Alliance. Each of these soldiers is a specialist. Together, they form a squad dedicated to protecting the SSA's citizens and sovereignty across the galaxy.

MAKING CHARACTERS

Character creation follows the rules set out in *Starbreaker: SAINTS & Synners*, but with a few restrictions and additional options, as detailed below.

SPECIES

The vast majority of Star Marine troops are human. The rest are synths. While other species may be found in various support roles—especially in remote bases along the frontier—they don't serve as front-line troops.

Star Marine heroes are either humans or synths.

PROFESSION

Star Marines have their own professions (detailed starting on page 21). When creating Star Marine characters, players choose one of the following new professions:

Combat Engineer: Masters of both construction and destruction, combat engineers are specialists in explosives, as well as the repair and maintenance of military equipment.

Combat Medic: It's challenging enough to tend the wounded in a tidy hospital. It's even harder to do so while under fire on the battlefield, and the combat medic wouldn't have it any other way.

ALIEN LEGION

As the GM, you may decide that while most Star Marines are humans or synths, there are some exceptions. Maybe a gilgar warrior wants to prove his worth, or a free-born dunar wants to help right the wrongs of the past. Playing another species may introduce some new challenges (such as finding armor that fits), but if your players want to pursue this option, feel free to let them.

Drone Tech: While all hypertechs can control drones, the drone tech is a specialist. His drones are his own personal mini-squad, and serve as his eyes, ears, and trigger fingers.

Heavy Weapons Gunner: The soldier with the biggest gun in the squad cares little for speed or stealth, but embraces his role as an immovable object.

Infantry: The backbone of the squad is the infantry marine. He's cool under fire, and helps his squadmates line up their shots for maximum effectiveness.

Officer: Every squad deserves a leader who can inspire, encourage, and rally his troops to victory. The officer is that leader.

Psy Commando: These psychic warriors were a key part of the Star Marines' effectiveness during the Armageddon War. Now that the war is over, they remain an important weapon in the Corps' arsenal.

SAINTS, SYNTERS, AND SOLDIERS

Players may wish to have their existing *Starbreaker: SAINTS & Synners* characters join the Star Marines, or use a profession from that book to create a Star Marine character. Doing so is mostly just a matter of gear.

First, choose a Star Marine profession that matches the role you want your hero to play in the squad. For example, a player may decide that her pirate character would take on the role of an officer as a Star Marine. (See the table for *SAINTS & Synners* professions and their corresponding Star Marine professions.)

Then at the start of each mission, the character receives starting gear based on her Star Marine profession, rather than her *SAINTS & Synners* profession.

See the S&S and the Star Marine Equivalent below:

Assassin = Scout

Bounty Hunter = Scout

Engineer = Combat Engineer

Grifter = Officer

Hypertech = Drone Tech

Pirate = Officer

Psy Commando = Psy Commando

Psy Operative = Psy Commando

Smuggler = Scientist

Thief = Infantry

Scientist: The frontier is full of mysteries. Is that glowing ore in the mines dangerous? What does that alien script mean? What's the hum? It's the scientist's job to find out.

Scout: Before the squad moves into unknown territory, the scout surveys the area ahead, sometimes surviving on his own for day deep behind enemy lines.

EDGES

Star Marine heroes may not choose any Arcane Backgrounds except Psy Commando or SABRE. They may otherwise choose any Edges from *Savage Worlds* or *Starbreaker: SAINTS & Synners*.

Each squad has its own communal Edge as well. A squad's Edge suggests its area of expertise, and indicates what types of missions it's best at. After all players have created their characters, they should decide as a group on their squad Edge. (Once per Rank, when the squad Advances, at the GM's discretion, they may trade the squad Edge for another.)

GEAR

Star Marines don't buy their own gear. The Corps issues them what they need for each mission. If the heroes want additional gear, they can try to requisition it before the mission begins (as detailed on page 41).

RANK DIE

Each Star Marine hero has a Rank die. The larger a marine's Rank die, the greater the chances the squad's commanders will honor her requests for additional gear. Rank dice start at d6, and improve as the heroes Advance, as shown on the table below. Rules for using the Rank die are on page 17.

As Star Marine heroes attain new Ranks (Seasoned, Veteran, etc.), they may have the opportunity to raise their military rank (lieutenant, captain, etc.) within the Star Marines as well. The table shows the minimum Rank a hero must have in order to achieve each military rank. Star Marines start with the rank of sergeant. (Note that there are various degrees within each military rank; rank is simplified for game purposes. Raising rank isn't required. It's unusual for high-officers to operate in the field.)



Players and Ranks: While it's realistic that squad members be of different ranks, players should not necessarily defer to players whose characters are higher rank. It's fine if the players all agree to play that way, but the game assumes that the heroes defer to the squad's specialists, regardless of rank, and are otherwise equal members of the squad.

Pulling Rank: When dealing with lower- or equal-ranked members of the Star Marines, a hero may roll her Rank die alongside her Intimidation or Persuasion die, and take the higher of the two rolls.

Hero Rank	Rank Die	Star Marine Rank
Novice	n/a	Private
Novice	d4	Corporal
Novice	d6	Sergeant
Seasoned	d8	Lieutenant
Veteran	d10	Captain
Heroic	d12	Major
Legendary	d12+2	Colonel

PLAYING RANK

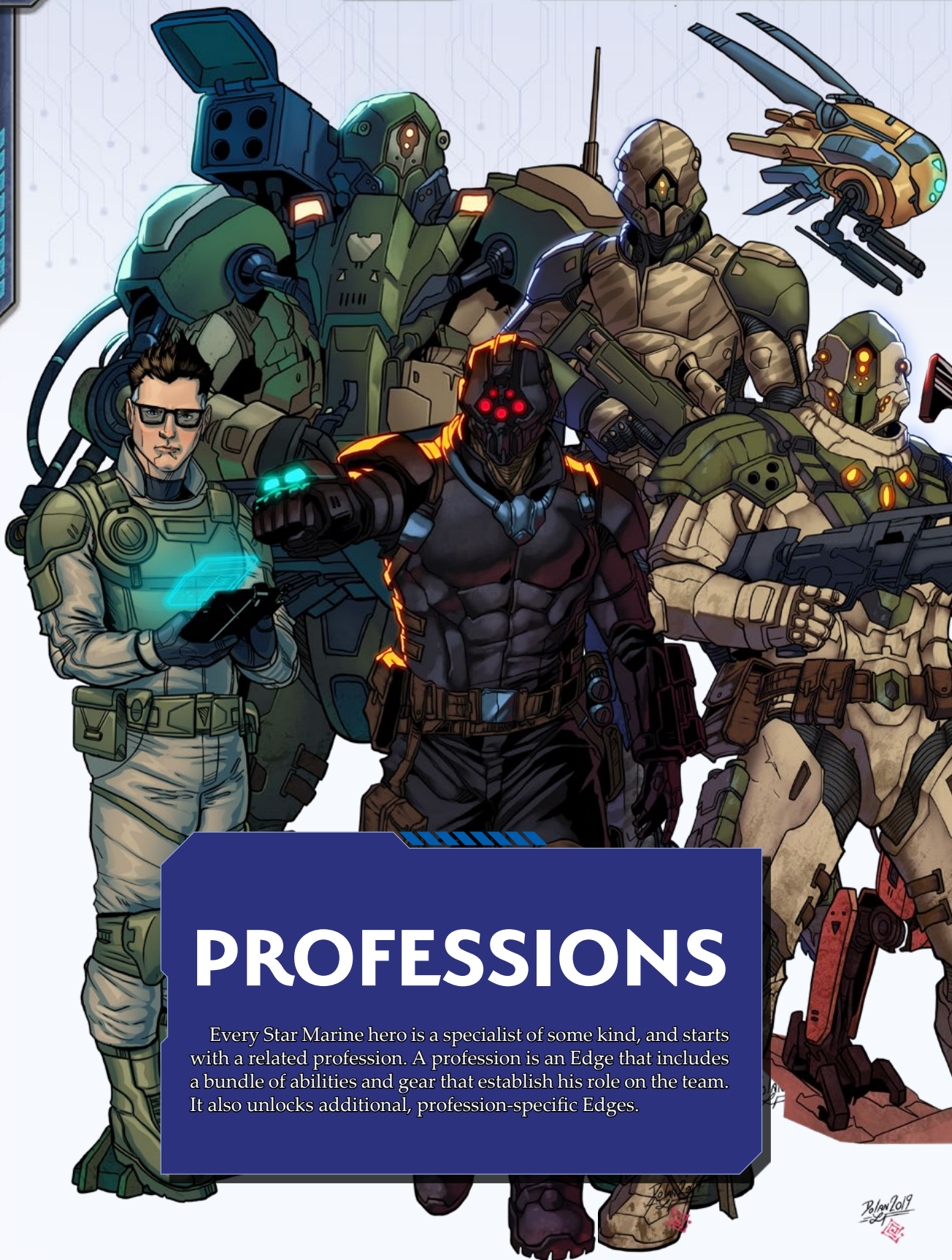
While the characters in a Star Marines campaign may be of different ranks, it's usually not fun for players to order each other around. Players can address this in a few ways.

Ignore Rank: The players play like normal, with no regard to who's an officer and who's a grunt.

Respect Expertise: The heroes are all experts in their fields. The highest ranking character takes their advice and expertise into account before issuing orders.

Rank by Committee: The players make communal decisions like normal, but in the fiction of the game, whatever decision they make is made by the officer instead.





PROFESSIONS

Every Star Marine hero is a specialist of some kind, and starts with a related profession. A profession is an Edge that includes a bundle of abilities and gear that establish his role on the team. It also unlocks additional, profession-specific Edges.





INFANTRY

Requirements: Novice, Strength d6+, Vigor d6+

The infantry marine is the cool, competent backbone of any squad he's a part of. He's unflappable and highly adaptable. In any environment, armed with any weapon, against any enemy, he is a true, deadly professional.

While an expert in battle, the infantry marine is no glory hound. He's not in it for the prestige, but takes satisfaction in being a key part of his squad's war-fighting machine. He executes his orders with speed and efficiency. He's a master of teamwork: he supports his squad-mates' attacks, and allows them to support his in turn.

While serving in the infantry, a marine sees a lot of action in a lot of different places. Not much surprises or frightens the infantry marine. Even being wounded doesn't affect him that much. Either the medic will patch it up, or else she won't. In the meantime, he still has a job to do.

In combat, it's common to find the infantry marine on the flanks. From here, he can help pin down the enemy, or help set up his squad-mates' fields of fire. From here, he can also keep an eye out for additional threats on the periphery of the battle. It might seem tricky to watch over both the center and the sides of the battlefield, but the infantry marine is up to the challenge. After all, he is a professional.

Adaptable Soldier: Infantry marines are trained to fight and survive in any type of environment. When they spend a Benny to reroll a Survival roll, they add +2 to the total.

Charge: Once per encounter, an infantry marine can run without imposing a -2 penalty on all actions that turn.

Modifications: Infantry think nothing of modifying their weapons to better suit their personal fighting styles. By spending a day with the proper equipment and making a Repair roll, they can try to personalize a weapon. Success means they ignore 1 point of penalties on the first attack they make with that weapon each round. On a critical failure, the weapon is destroyed. A weapon can only be modified once, and only gives its bonus to the one who personalized it.

Gear: Infantry start with a full suit of standard Star Marine armor and a plasma rifle.

BATTLE HARDENED

Requirements: Seasoned, Infantry

After years of training and combat experience, an infantry marine knows how to keep his cool while taking fire—even when that fire finds him. If Stunned, he may immediately make a Vigor roll to recover as if it were the start of his next turn. If he's made Distracted or Vulnerable, he may likewise immediately make a Spirit roll to recover from those conditions as well.

PAINT THE TARGET

Requirements: Veteran, Infantry

In combat, infantry work together to take down their targets. When the marine makes a successful Shooting roll against an enemy, he may nominate an ally. That ally adds +1 to his next Shooting attack against that enemy.

ADRENALINE RUSH

Requirements: Heroic, Infantry

In the heat of combat, infantry are blessed with moments of clarity and focus. In these moments, they become near-perfect war machines, capable of amazing battlefield feats. Once per encounter, they may make up to three actions in a turn without imposing a Multi-Action penalty.



HEAVY WEAPONS GUNNER

Requirements: Novice, Strength d6+, Shooting d6+

The heavy weapons gunner's primary role in the squad is to keep the enemy in place long enough for his squad-mates to move into position to attack them. This position puts the gunner in danger, as he tends to attract more than his share of enemy fire. He doesn't mind much; it's part of his job—and it's what the Star Marine armor is for.

The heavy weapons gunner carries the biggest gun in the squad, and knows how best to use it. Often armed with slow, ponderous weapons, the heavy gunner isn't particularly fast on his feet, but he doesn't need to be. When combat breaks out, he finds a site with a good view of the battlefield, settles in, and gets to work.

For the heavy gunner, "work," often means suppressing enemy troops. Once he starts unloading his massive machine gun, any enemies he is facing typically dive for cover and try to keep their heads down. With any luck, he can monitor and control the whole battlefield like this: unless the enemy can find protection to shield them from his blasts, they have no choice but to stay put or risk everything by making a break for it.

Of course, the heavy gunner can do more than keep his enemies pinned. He can also turn his weapon on those enemies' heavy targets: vehicles, armored drones, or even buildings full of troops. If something on the battlefield is capable of providing cover, it's fair game for the gunner's heavy weapon.

Balanced Stance: Once his feet are planted, the heavy weapons gunner is nigh-impossible to move. Any Push action against him or attempt to knock him off-balance suffers a -2 penalty.

Suppressive Burst: The gunner knows how to keep his enemies' heads down. When he makes a Suppressive Fire attack, he adds +1 to his Shooting roll.

Wide Burst: The more enemies suppressed, the better! When the gunner makes a Suppressive Fire attack, he may use a Large Blast Template rather than a Medium Blast Template.

Gear: Heavy weapons gunners start with a full suit of standard Star Marine armor and a heavy plasma machine gun.

COVER FIRE

Requirements: Seasoned, Heavy Weapons Gunner

Even when he's not specifically trying to lay down suppressing fire, the gunner's overwhelming firepower makes it harder for his target to shoot back. Once the gunner makes a successful Shooting roll at a target, until his next turn, that target subtracts 1 from all Shooting rolls against the gunner and any other creatures within 1" of the gunner. Note that this penalty stacks with other penalties, such as from cover.

HEAVY AIM

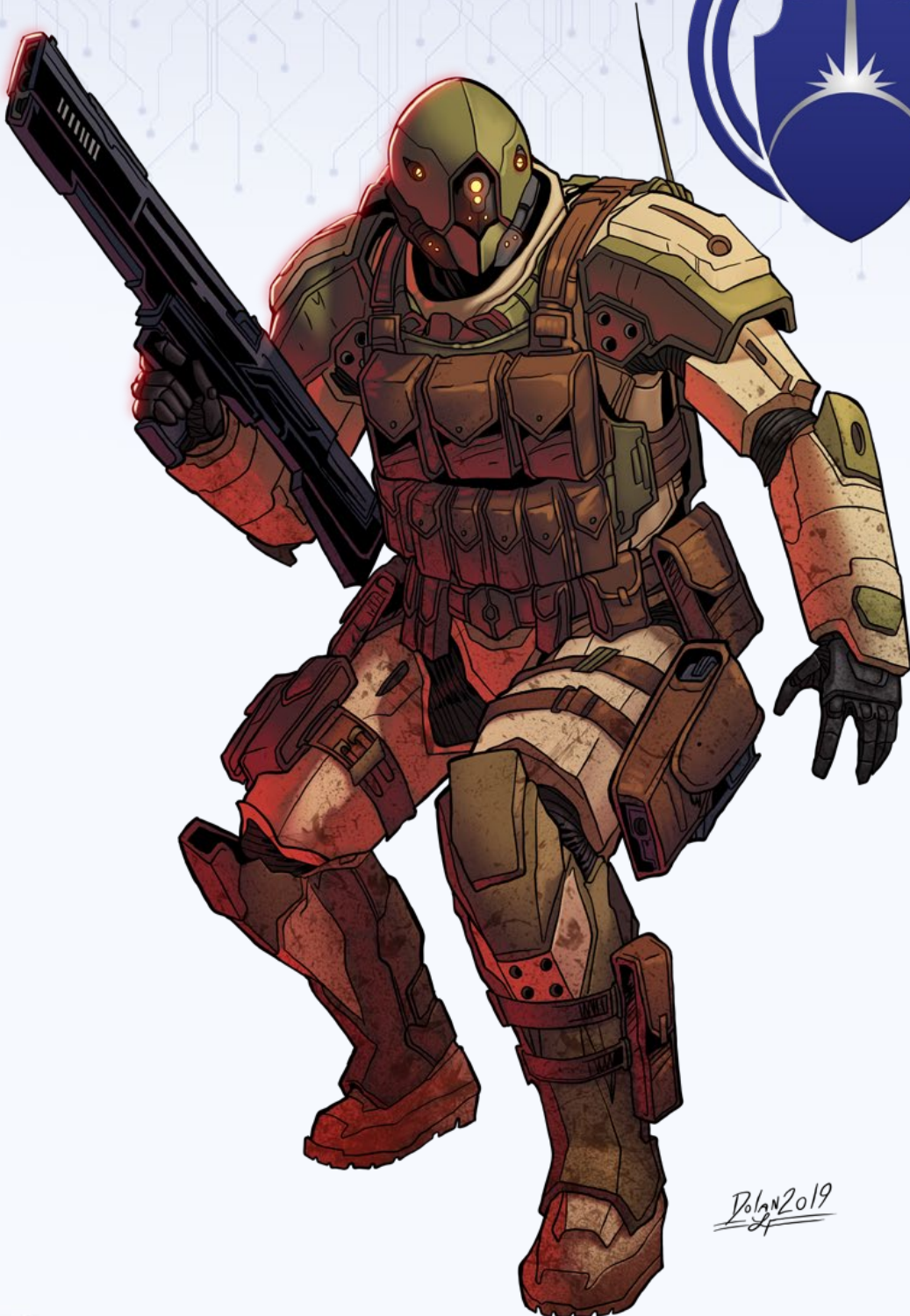
Requirements: Veteran, Heavy Weapons Gunner

Firing a rocket launcher isn't the same as firing a rifle. It's slower, and less precise. But, when you're good at it, it's like art. The heavy weapon gunner is very good at it. He gets one free reroll on Shooting rolls when firing a Heavy Weapon at a Rate of Fire of 1.

HEAVY SUPPRESSION

Requirements: Heroic, Heavy Weapons Gunner

The point of suppressive fire is to keep the enemies' heads down, but with all those shots being fired, someone's bound to get hit. When a heavy weapons gunner makes a suppressive fire attack, he can deal damage to a number of enemies up to *double* his weapon's Rate of Fire.



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COMBAT ENGINEER

Requirements: Novice, Smarts d6+, Repair d6+

The combat engineer is an expert at building things up and blowing them apart.

She's a master of explosives, with a keen eye for exactly where and how much munition to apply to a problem. She can mold and shape her bombs to control their blasts, and craft the perfect detonation system.

Of course, many of those same skills can be applied to repairing structures or vehicles. Only instead of using explosives to solve the problem, she applies power tools and welding torches.

In battle, the combat engineer is either found slipping behind enemy lines to plant bombs, or shoring her squad's defenses. Engineers typically prefer to set their bombs before the battle begins, but marines don't always get to choose when and where combat erupts.

Modify Explosives: While equipped with her explosives kit (see page 42), an engineer can tweak explosives to work precisely how she wants. To do so, she rolls Repair. For each success and raise, she may make one of the following modifications:

- **Broaden Blast:** Increase the Blast Template by one size and decrease the damage by one die type.
- **Narrow Blast:** Decrease the Blast Template by one size and increase the damage by one die type.
- **Pressure Switch:** The bomb goes off when a connected switch is triggered or released.
- **Proximity Fuse:** When something of sufficient size moves within a certain range of the bomb, it explodes.

Gear: Combat engineers start with a full suit of standard Star Marine armor, a plasma pistol, a tool kit, an explosives kit, and three bricks of explosives.

WIRED PERSPECTIVE

Requirements: Seasoned, Combat Engineer

Because of her experience in working with explosives and detonators, the engineer is intimately familiar with how the digital and the physical overlap. She may spend a Benny to use the Electronics skill in place of Repair, or vice versa (assuming the task includes a digital component). Furthermore, she also gets one free reroll when making an Electronics or Repair roll.

DETECT WEAKNESS

Requirements: Veteran, Combat Engineer

The combat engineer can easily detect the weak spots in buildings, bridges, and other structures. She adds +2 to any Repair rolls to exploit or shore up the weak spot. This bonus can be used by anyone with whom the engineer shares her insights.

If the combat engineer detects a weakness on a structure, she adds +2 to the Repair roll to set an explosive on that structure.

Note that some weak spots are large enough to be detected with binoculars from a distance of half a mile. Others require the engineer to do an up-close inspection. Some structures might not have any noticeable weak spots at all. The specifics are up to the GM.

SCRAP CRAFT

Requirements: Heroic, Combat Engineer

Given enough time and raw materials, there's not much the combat engineer can't make. A bridge? A lookout tower? An automated defense tower using the sensors from those broken drones and scavenged plasma cannons? All in a day's work.

Scrap Craft works like the McGyver Edge (see *Savage Worlds*), with the following enhancements: A Scrap Craft Repair roll success is equivalent to a McGyver raise. A raise creates a larger explosive (2d8 in a Large Blast Template), a better ranged weapon (10 shots, 2d8 damage, Range 15/30/60). Scrap Craft items are durable, and can last days or weeks.



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COMBAT MEDIC

Requirements: Novice, Smarts d6+, Healing d6+

The battlefield is a dangerous place. When a Star Marine gets hurt, the combat medic is the one to give him the emergency medical aid he needs. This could be as simple as giving him a shot of bionanos and a bandage from the first aid kit. Or it could involve conducting a full-blown field surgery in an attempt to stabilize him long enough to make it to the medevac station. Luckily for both the medic and the wounded marine, medical advances spurred by the Armageddon War mean that many injuries that would have killed a soldier a century ago can now be patched up quickly and easily.

Off the battlefield, combat medics serve by identifying and treating any diseases or infections the squad may encounter. If circumstances permit (or demand it), medics sometimes help local civilians with their sick and wounded as well. Nothing wins hearts and minds faster than a village's worth of antibiotics.

In combat, medics are just as deadly as any other marine. If they aren't patching holes in their allies, they're putting holes in their enemies. They prefer to place themselves near the rear of the conflict, so they're available to fly into action wherever they may be needed.

Hauling Hero: Combat medics often have to haul heavy equipment, their comatose patients, or both. They treat their Strength as one die type higher when determining Encumbrance or Minimum Strength for gear, and ignore Encumbrance when carrying a patient of their Size or smaller.

Healing Hands: Combat medics have one job, and they're good at it. They get one free reroll on Healing rolls.

Make it Work: In combat, or in emergency situations, combat medics may not have the ideal medical equipment on hand to do their jobs. Nevertheless, they have become highly skilled at scrounging up what they need from the environment to create makeshift first aid kits. A medic's rolls are never penalized for lack of proper equipment.

Gear: Combat medics start with a full suit of standard Star Marine armor, a plasma pistol, a first aid kit, and a medic kit.

QUICK PATCH

Requirements: Seasoned, Combat Medic

When treating wounds, time is always of the essence—especially when the patient is still under fire. The combat medic has mastered a number of emergency time-saving techniques that allow her to operate faster without compromising the quality of her work. Each of the medic's Healing attempts takes only five minutes per Wound level, instead of the usual 10.

BEDSIDE MANNER

Requirements: Veteran, Combat Medic

Under ideal conditions, a wounded person recovers in a clean, well-stocked medical facility. Combat medics rarely work under ideal conditions. They do know how to get even their most wounded patients back on their feet as quickly as possible. Patients under the medic's care can make a natural healing roll once a day, rather than once every five days.

DEATH'S DOOR

Requirements: Heroic, Combat Medic

For the master combat medic, death is just another obstacle, and working miracles is part of the job. The medic can try to revive characters who have died within the last three rounds. To do so, the medic makes a Healing roll, subtracting 1 from the roll for each round the character has been dead. Success means the dead hero (who clearly was only "mostly dead") is stabilized, but Incapacitated, with three Wounds. On a raise, the hero is no longer Incapacitated.



OFFICER

Requirements: Novice, Smarts and Spirit d6

The Star Marine officer serves as the leader of the squad. This doesn't mean he dictates or micro-manages his troops' actions; he's confident in their ability to do their jobs without his help. Instead, he provides direction where it may be lacking, whether that's by interpreting orders from command, or choosing a direction when the way forward is unclear.

The officer stands as the squad's spokesperson. He typically speaks for them while in the field, and represents them to his superiors in the Corps. When things go wrong, he takes the heat and passes on to his troops only what will serve to educate and motivate them. When command doles out praise for a mission's success, he makes sure the rest of the squad gets its share of accolades—and any perks that come with it.

A good officer knows his troops. He knows what they need to hear to keep them focused and motivated. Sometimes they need gentle encouragement. Other times it's threats and curses. He knows when to drop the brutal truth, and when to sugar-coat it. He knows the power of leading by example, putting himself alongside the rest of the squad as they face the dangers and hardships of the mission.

In combat, the officer is the squad's chief tactician. With a few short commands, he can help his troops slip into position, avoid enemy fire, and coordinate their own attacks. He balances the moment-to-moment shifts of the battlefield with an understanding of the larger strategies being played out around them. If he senses the tide of battle turning against the squad, his words of encouragement can be all that stand between the harried marines and defeat. Likewise, if they are on the cusp of triumph, the right command at the right moment can push them over the top to victory.

Battle School: The officer has been trained to think in terms of tactics, strategy, and logistics. He adds +2 to all Battle rolls, and has a Command Range of 5" (10 yards).

Courageous Spirit: The officer encourages his troops to acknowledge the horrors of war, but carry out their duties all the same. Allies within with Command Range add +1 to all Fear checks.

Heart of a Leader: Part of being a leader is knowing what your team needs to hear, and how they need to hear it. The officer gets one free reroll on a Performance or Persuasion roll when trying to Support otherwise inspire his team.

Gear: Officers start with a full suit of standard Star Marine armor, a plasma pistol, and a plasma rifle.

TACTICAL MIND

Requirements: Seasoned, Officer

The officer's keen mind helps him coordinate his followers' actions in battle. As a limited free action, the officer can spend a Benny to exchange the Action Cards of any number of his allies within his Command Range. The effect works on Wildcards as well as extras, but the players of those Wildcards must agree to the exchange.

ROUSING SPEECH

Requirements: Veteran, Officer

The right words at the right time can turn the tide of battle. Once per encounter, the officer can take a full turn to deliver words of inspiration, then make a Persuasion or Performance roll. For each success and raise, allies within his Command Range can ignore one level of penalties from Fatigue or Wounds for the rest of the scene. He may use the reroll from Heart of a Leader on this roll, and others may support it per usual.

STRATEGIC MIND

Requirements: Heroic, Officer

Experienced battlefield commanders can predict their enemies' moves as well as their own. As a limited free action, the officer can spend a Benny to exchange the Action Cards between one of his allies and one of (or a group of) his non-Wildcard enemies within line of sight.



DRONE TECH

Requirements: Novice, Smarts d6, Hypertech d4

As a hypertech, the drone tech can use her brainport and computer to access HyperReality and hack the galaxy. But her true focus is using that brainport to link up with her own personal squad of drones.

While many hypertechns may dream of maintaining a small swarm of drones, the cost of doing so is rather prohibitive. With the SSA paying for the drones, however, the drone tech can actually achieve that dream. An experienced drone tech might likely have a drone for every occasion: A small flying drone for carrying out recon. A large drone that serves as a hard-hitting weapons platform. A versatile drone capable of using whatever tools or weapons are placed in its mechanical hands.

Drone techs can also upgrade their drones over time. With every modification, they personalize it one step further from factory specs, and one step closer to the drone tech's true vision. Techs' drones are often named and decorated, and their owners can get upset if anything happens to them.

Hypertechns are often stereotyped as big-brained weaklings who can't deal with conflicts outside of HyperReality. Drone techs contradict this image. They are Star Marines after all. They can handle themselves in a fight.

In combat, drone techs not only wield the standard Star Marine arsenal, but command their drones to offer additional support. Drones can provide cover fire, flanking attacks, and recon sweeps to uncover hidden enemy locations. If the enemy is using hackable devices, the drone tech can use her drones to reach those devices and her brainport to take them down.

Arcane Background (Hypertech): Drone techs have the Hypertech Arcane Background, which allows them to enter HyperReality and use digital versions of various powers, and gives them access to all Hypertech Edges. Most importantly, however, the Arcane Background allows them to link up with drones. See Arcane Background (Hypertech) in *Starbreaker: SAINTS & Synners* for details.

Drone Master: The drone tech can take the Drone Edge multiple times to acquire multiple drones.

Gear: Drone techs start with a full suit of standard Star Marine armor, a plasma pistol, an AR monocle lens, an I/O brainport, a baseline portable computer, and a Corvid 6 recon drone.

MAINTENANCE BUDGET

Requirements: Seasoned, Drone Tech

When the drone tech Advances, she may spend the equivalent of up to 500 GC to modify her drones per the Drone Modifications section in *SAINTS & Synners*. This money represents the Marine Corps' time and resources, and can't be saved up or spent on anything else. This Edge may be taken multiple times; the total money can be split between her drones as the drone tech sees fit.

DRONE COMBAT SPECIALIST

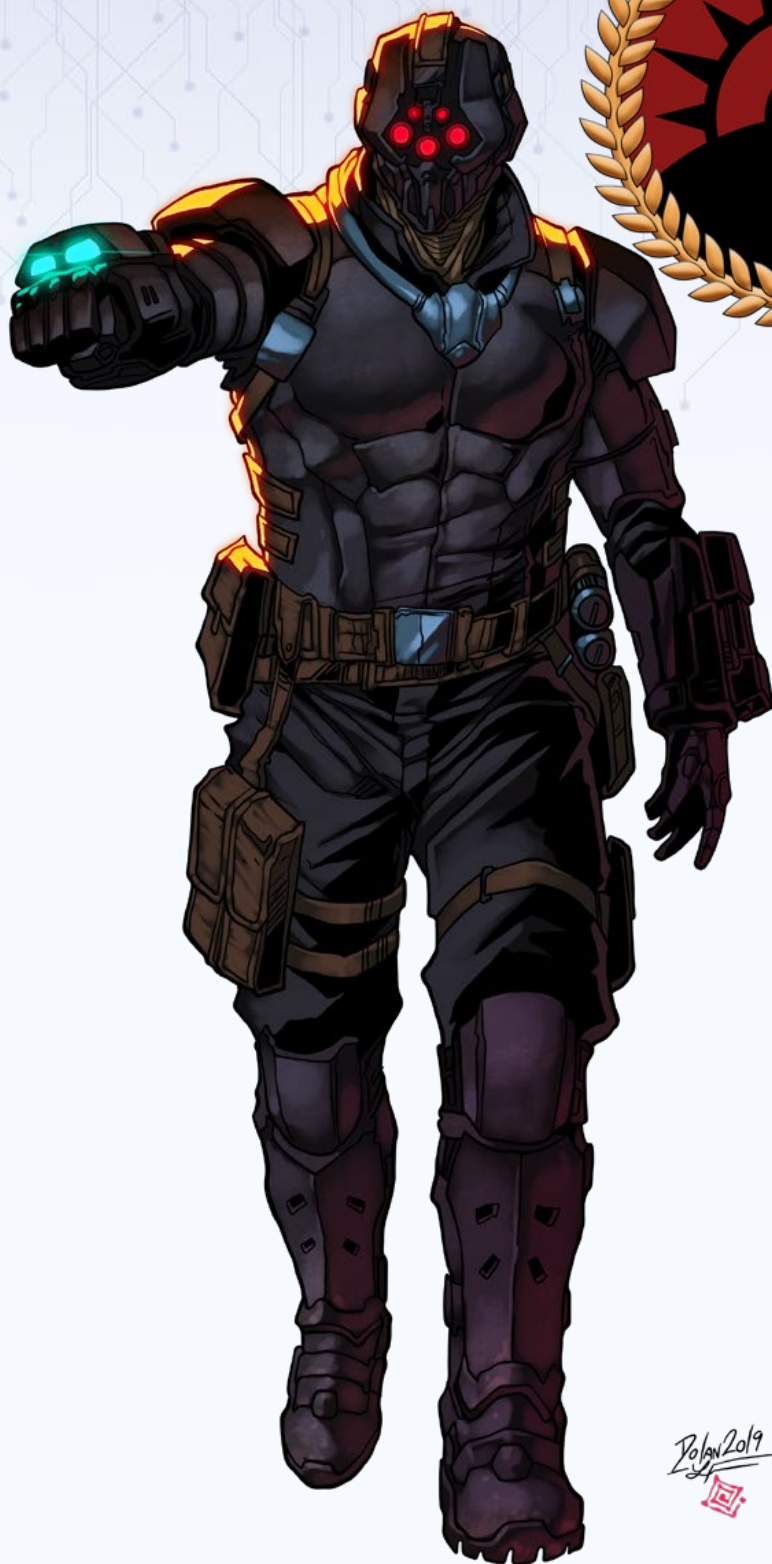
Requirements: Veteran, Drone Tech

The drone tech has a special connection with her drones. She can spend her own Bennies on her drones' behalf and, once per encounter, she may choose one of her drones to roll a Wild Die.

HYPERDRONE

Requirements: Heroic, Drone Tech

The drone tech can unlock the maximum potential of any drone in her entourage. When the drone tech takes this Edge, she may make one of her drones a Wild Card. It still can't Advance in Rank or abilities, but has a Wild Die and can take Wounds. The drone's AI is capable of independent, creative thought, though whether it is truly sapient is up to the player and the GM to decide. The tech may take this Edge multiple times.



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PSY COMMANDO

Requirements: Novice, Fighting or Shooting d6+, Psionics d4+

During the Armageddon War, the SSA recruited some of the most dangerous Star Marines they could find. They implanted in each of them a crystalline lattice that gave them psychic powers, and equipped them with PsyFocus devices that expanded and amplified those powers. These newly-created “psy commandos” were trained to use their psychic abilities in conjunction with their combat and stealth skills.

When the war was over, and public sentiment turned against the use of psionics, the Star Marines made a show of discharging the commandos. These “psy-cos” were left to make their own ways through the galaxy. Many ended up working in corporate security, organized crime, or for mercenary crews. Once they were out of the public eye, they were largely forgotten.

But the Star Marines weren’t done with psy commandos.

The SSA is still recruiting elite marines to join the psy commando program. These recruits are fewer and even more elite than those created during the war.

Today’s Star Marine psy commando is a powerful, versatile asset. With her psychic powers, she can sneak invisibly into an enemy camp, tear it apart with telekinesis, and destroy its occupants with psionic energy bolts. Or she could use her abilities to amplify her own stealth and fighting skills to take out her enemies without giving away her true power. Or she could forego stealth altogether and simply rain blasts of psychic energy down on everyone and everything in her way.

In combat, the psy-co is often the squad’s secret weapon. She tends to vanish in the heat of battle, only to reappear in a tactically superior location, where she can take their enemies unawares.

Outside of battle, the psy commando tends to downplay or even hide her psionic abilities. Many people are nervous about psychics, and irrationally fear them. Psy-cos are careful not to put others on edge, especially when around civilians.

Arcane Background (Psy Commando): Psy commandos have the Psy Commando Arcane Background, which allows them to use a wide array of mental powers. They also wield PsyFocuses, which provide additional powers and Power Points. See Arcane Background (Psy Commando) in *Starbreaker: SAINTs & Synners* for details.

Gear: Psy commandos start with a full suit of standard Star Marine armor and PsyFocus.

LIVING WEAPON

Requirements: Seasoned, Psy Commando

By channeling their psychic energies through their own flesh, psy commandos can enhance their natural capabilities. Once per encounter, as a limited free action, the psy-co may spend a Power Point to gain the benefits of one Combat Edge of his Rank or less, regardless of its other Requirements, until the end of encounter. He can’t choose an Edge he already has, or that is currently active.

PSIONIC DISCIPLINE

Requirements: Veteran, Psy Commando

Wielding psychic energies requires an incredible force of will. When a psy-co focuses that will, he can achieve amazing feats of concentration, speed, and endurance. Before making a Trait roll, the psy commando can spend any number of Power Points. For each point he spends, he negates up to 2 points of penalties on that roll.

SECOND NATURE

Requirements: Heroic, Psy Commando

A psy-co can eventually hone his psionic abilities such that using them takes virtually no thought at all. With this Edge, the first time the psy commando activates a psychic ability each turn, it doesn’t impose a Multi-Action penalty on his rolls that turn.



SCIENTIST

Requirements: Novice, Smarts d6+, Science d6+

Not every squad includes a scientist. But a scientist is an invaluable asset to those Star Marine squads who find themselves on frontier worlds that haven't been fully mapped or explored. Such planets often feature unknown lifeforms, new plants and minerals, and hazards never seen before. Some are even dotted with alien ruins—which might hold untold riches, untold horrors, or ancient mysteries beyond the comprehension of most modern minds. When faced with such mysteries and dangers, it's nice to have a scientist in the squad.

Scientists bring context and understanding to every conflict zone. While they may not be as lethal on the battlefield as other Star Marines, their minds are full of facts and theories that aren't taught at Athena Station. They can explain the natural resources that the corporations are fighting over. They can figure out how the local predators choose their hunting grounds. And they can decipher the ancient writing to discover which stone door leads to an alien artifact, and which leads to sudden death.

Scientists are brilliant at connecting pieces of unrelated information. They can see pieces of a device or ecological system, and deduce how it all works and fits together. Though it's rarely their primary mission, while on the frontier, scientists are often tasked with finding new resources for the SSA to claim and collect.

When combat breaks out, scientists wield their knowledge as a weapon. They provide insights beyond the purely tactical, which can be a huge advantage in battle. For example, they may know where to find the secret passage through a crumbling alien structure, or how to trigger a local naturally-occurring explosive compound.

Eureka: Scientists are skilled at finding the connections between seemingly unrelated bits of data. Once per encounter, while working on a theory, a scientist player may spend a Benny to ask the GM a question related to that theory. The GM must answer truthfully.

Technobabble: Scientists can speak with authority on topics that few understand. This gives them an advantage when trying to convince others to change course. They get a free reroll when using Science to Support an ally's Persuasion or Intimidation roll. (This is in addition to free reroll from the Reliable Edge.)

Weird Scientist: Through their unique and specialized understanding of alien science, scientists are allowed to take the Weird Science Arcane Background. The trappings for their powers are alien artifacts. These artifacts give off a strange interference, which prevents the scientist from taking any other Arcane Backgrounds.

Gear: Scientists start with a full suit of standard Star Marine armor, a plasma pistol, and a portable computer.

SPECIALIST

Requirements: Seasoned, Scientist

The marine is a specialist in a specific field of science (such as archaeology, biology, botany, or geology). After making a Science or Research roll related to that area of expertise, he can spend a Benny to make the roll again and add its result to the original roll. He may take this Edge again if he gains a new speciality.

XENOLINGUIST

Requirements: Veteran, Scientist

The scientist knows dozens of communication systems, and is capable of deciphering virtually any language, no matter how alien, given enough time and a large enough sample of that language. After 24 hours of immersion in a language, the linguist can roughly translate it. If less than fully immersed—if working from just a couple books, for example—the process can take two or three times as long, at the GM's discretion. With a successful Academics roll, the scientist halves the time necessary for the translation.

XENOTECHNOLOGIST

Requirements: Heroic, Scientist

An expert in strange technology, the scientist has a gift for figuring out alien machinery: what it is, and how it is operated. When trying to discover the secrets of alien technology, the scientist rolls his Science die, his Wild Die, and either his Repair or Electronics die (whichever the GM deems most appropriate). He takes the highest of the three results.



SCOUT

Requirements: Novice, Survival d6+, Stealth d6+

The scout marine is the one who goes first into dangerous territory. This could mean preceding the squad by 50 yards as they penetrate an alien jungle. It could just as likely mean exploring 50 miles behind enemy lines on his own for three days straight. In any case, the scout's job is to spot the dangers before the rest of the squad encounters them. He gathers intelligence that's detailed and precise; the lives of his squad-mates may depend on the accuracy of his information.

A master of stealth, the scout's skills are further augmented by his specialized armor. Its audio baffling helps cancel any sounds he might make, and its active camouflage disguises his shape. While it won't make him truly invisible, it's still nearly as effective in urban environments as it is in the wilderness. It's hard to spot a scout who wants to stay hidden.

No matter his environment, the scout can survive. Again, his specialized armor provides protection against natural hazards, and a high-protein goop that's as nutritious as it is flavorless. But even without his suit, he is skilled in finding food, water, and other essentials—which can come in handy if he needs to keep more people than just himself alive.

In combat, the scout relies on his stealth to slip past enemy lines in order to attack them from the side or rear. He often uses hit-and-run tactics, appearing just long enough to snipe an enemy trooper, then vanishing again. When combat breaks out in a site he's already reconnoitered, the scout can keep his allies safe by warning them of traps, hazards, and spots where enemy forces may be lying in wait.

Shadow Leader: When a scout is leading a group of characters through hostile territory, it's up to him to keep them hidden by pointing out hazards and noisy pitfalls. If the scout and his allies must make Stealth rolls, one of those allies can use the results of the scout's roll instead of his own.

Master Tracker: With a successful Survival roll, the scout can determine details about any tracks he encounters in the field. What vehicle are the mercenaries driving? How many troopers came this way? How big was the creature that destroyed the outpost? Each success and raise may reveal more details.

Situational Awareness: Scouts often work alone, deep behind enemy lines. They might not have literal eyes in the back of their heads, but their skills make up for it. Scouts get a free reroll on all Notice rolls for detecting ambushes or enemies sneaking up on them.

Gear: Scouts start with a suit of scout armor, a plasma pistol, a plasma rifle, a mono knife, and a first aid kit.

MENTAL MAP

Requirements: Seasoned, Scout

Scouts have an impeccable sense of direction. So long as they can sense their paths, they always know where they are in relation to where they previously were. (Even if they can't see the path—if blindfolded, for example—they can still deduce their location with a Notice roll at -2.) A scout can find any of his previous locations without making a roll, and provides a +2 bonus to anyone trying to find it with his instructions.

SPECIAL OPERATIVE

Requirements: Veteran, Scout

Veteran scouts are experts in tracking, sneaking, and scrounging for what they need for survival, regardless of the environment. They get free rerolls on all Survival and Stealth rolls.

RECON REPORT

Requirements: Heroic, Scout

Once per session, after spending at least 30 minutes exploring a specific area, the scout gains a pool of Bennies equal to half his Notice die. These Bennies represent his knowledge of the area, and may be shared (with that knowledge) with any allies. While in the area, these Bennies may be spent normally, or to bypass inanimate obstacles such as locks and cameras.

NEW EDGES

ARCANE BACKGROUND (SABRE)

In the aftermath of the Armageddon War, the SSA looked for ways to bolster individual Star Marines' effectiveness outside of psionics. They explored the use of cybernetics, but found that replacing body parts was inefficient on a large scale: the surgery involved was risky and expensive, and marines were effectively removed from duty until they were fully recovered. Instead, SSA scientists used the core technology of cybernetics to develop a power armor system.

Like cybernetics, the Synchronized Armored Battle Resource Engine (or SABRE) power armor is powered by an implanted biofusion reactor. This reactor, which was reverse-engineered from xek and nohgotha technologies, produces a finite pool of energy which is replenished over time

by the body's metabolic processes. The marine uses this energy to power the SABRE's various systems, including its weapons and other modules.

Each SABRE suit has a number of "slots" for utility modules. These modules include weapons, ability boosts, and other upgrades which channel bioenergy, activate nanites, or both. In game terms, each module represents a power the hero can use; by swapping out modules, the hero can change which powers he can use.

Similarly, the user's biofusion reactor has a number of "links," each of which connects to a slot. The more links a hero has, the more modules he can have active at the same time. A user starts with three links, but can develop more with practice and discipline. In game terms, links are how many powers the hero can access at one time. As the hero Advances, he automatically gains more links.

Requirements: Spirit d6+

Arcane Skill: Focus (Spirit)

Rank	Module	Power
Novice	Flash-pulse	Blind
Novice	Energy Cannon	Bolt
Novice	Power Surge	Boost/Lower Trait (boost only)
Novice	Energy Spray	Burst
Novice	Atmospheric Disruption Generator	Confusion
Novice	Lowlight Vision	Darksight
Novice	Reflective Shield	Deflection
Novice	Nano-net	Entangle
Novice	Sealed Systems	Environmental Protection
Novice	User Recovery System	Healing
Novice	Spotlight	Light/Darkness (light only)
Novice	Armored Shell	Protection
Novice	Energy Blade	Smite (melee weapon only)
Novice	Sonic Stun Blaster	Stun
Seasoned	Concussion Cannon	Blast
Seasoned	Magnetic Spike Field	Damage Field
Seasoned	Telescopic Vision	Farsight
Seasoned	Turbo	Sloth/Speed (speed only)
Seasoned	Sleep Gas	Slumber
Veteran	Jump Jets	Fly

Starting Powers: While wearing SABRE power armor, the hero can access all the powers listed below of his Rank or lower, but can only use a number of powers based on his Rank and type of armor. (See below for details.)

Power Points: 10

Available Powers: *Blast, blind, bolt, boost/lower trait (boost only), burst, confusion, damage field, darksight, deflection, entangle, environmental protection, farsight, fly, healing, light/darkness (light only), protection, sloth/speed (speed only), slumber, stun.*

Way of the Bio-reactor: Heroes with this Edge may take Edges that require Arcane Background (Gifted), but can't take the New Powers Edge.

Self Only: Because the hero's powers are derived from his armor's modules, beneficial powers may not use the Additional Recipients Modifier. All such powers have the Self Limitation (and the resultant -1 to the Power Point cost).

Bio-reactor Links and Hero Rank: While wearing SABRE power armor, heroes with this Edge can access all the listed powers at their Rank or below, but can only have a finite number of them available at the same time. This number is how many "links" the hero has, and is determined by his Rank, per the table below.

SABRE Armor and Power Slots: Each power armor has a number of module "slots." When a user puts on the armor, he must choose one available power per slot. These are the powers the hero can use while wearing the armor. He cannot choose more powers than he has links, or the same power more than once. Customizing armor by removing and/or installing a module takes an hour.

Standard Military Issue: Star Marines with this Edge are issued one suit of light SABRE power armor for free. (Corporate mercs may receive Warwalker armor.) If they want more suits, they must pay for them out of pocket.

Power Failure: When a SABRE user rolls a Critical Failure when activating a power, the armor goes temporarily offline. While offline, the user subtracts 4 from all trait rolls. Starting on the round after the Critical Failure, the user can spend an action to try to reboot the system by making a Focus roll, but doesn't subtract 4 from this roll.

BIO-REACTOR LINKS

Rank	Links/Powers
Novice	3
Seasoned	6
Veteran	9
Heroic	12

SABRE EDGES

CUTTING EDGE

Requirements: Novice, Arcane Background (SABRE)

The hero has developed an advanced method of linking his biofusion reactor to his SABRE suit's modules. As a result, he has one additional link and his armor (whichever armor it may be) has one additional module slot. This means he can choose one additional power when suiting up.

HOT SWAP

Requirements: Seasoned, Arcane Background (SABRE)

When given proper equipment, the user can add and/or remove power modules without completely removing the power armor. This process takes ten minutes, rather than an hour.

BULLETPROOF

Requirements: Veteran, Arcane Background (SABRE)

A warrior with this Edge knows all the strongest points on his armor, and is a master of making sure they are always facing the enemy. While wearing SABRE power armor, he can take four Wounds before he's Incapacitated (his maximum Wound penalty is still -3). If he has any Wounds when he removes the power armor, he removes one Wound.



SQUAD EDGES

FORTIFIED

Requirements: Novice, Star Marine or mercenary squad

Members of the squad are experts in digging in and upgrading whatever shelter they are currently occupying. For every hour they spend working in a location, each squad member with basic tools can do one of the following:

- Create a hiding space for one person; that person gets a free Stealth reroll while hiding.
- Create a piece of Medium Cover, or upgrade it one step.
- Reinforce a piece of cover or the shelter's structure, increasing its effective Armor by 2.
- Set a trap. Enemies who fail a Notice roll can trigger it, taking 1d6 damage for each hour spent preparing it.

GUARDIAN ANGELS

Requirements: Novice, Star Marine or mercenary squad

When the squad is protecting or escorting people of interest, they stop at nothing to keep them safe. When an allied nonplayer character is Shaken, any member of the squad can spend a Benny to immediately remove the Shaken status. Likewise, when an allied nonplayer character takes a Wound, any squad member can spend a Benny to have that character attempt to Soak the wound.

HEAVY HITTERS

Requirements: Novice, Star Marine or mercenary squad

The squad is equipped with experimental weapons that occasionally punch well above their weight class. When a squad member makes an attack with a firearm, he can spend a Benny to declare that it's a "heavy" attack. If the attack hits, it has +4 AP and deals Heavy Damage.

INCLORIOUS

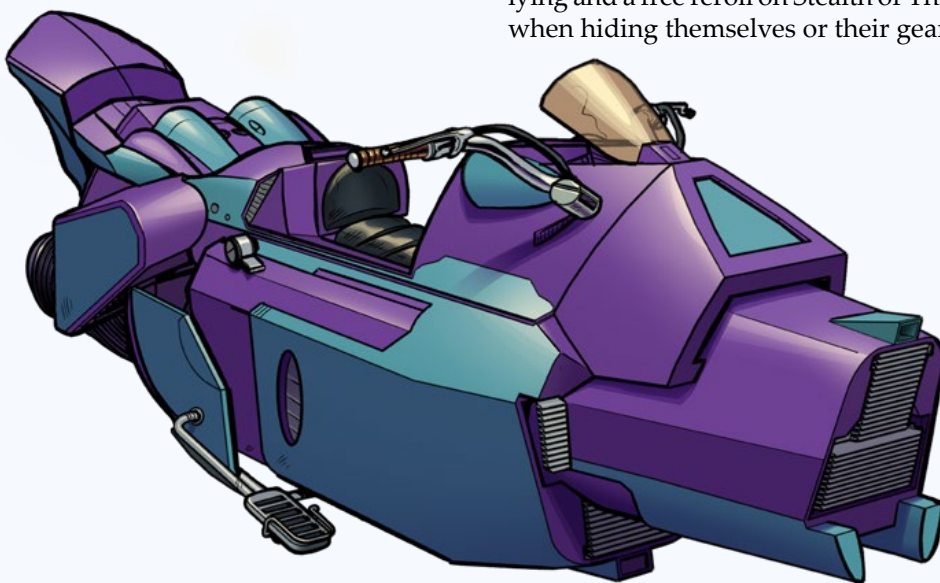
Requirements: Novice, Star Marine or mercenary squad

The squad is preceded by a well-earned reputation for delivering exceptional results on the battlefield. Allies—even those the squad has just met—think highly of them, and are willing to take risks to aid them in their mission. Enemies fear the team, and are willing to compromise their missions in order to appease them. Each member of the squad gets a free reroll on Persuasion or Intimidation rolls when invoking its reputation.

UNDERCOVER

Requirements: Novice, Star Marine, or mercenary squad

The squad's members are experts in infiltration, subterfuge, and social camouflage. They specialize in covert operations performed out of uniform and often out of communication with command. They're very good at blending in. While undercover, members of the squad each get a free reroll on Persuasion rolls when lying and a free reroll on Stealth or Thievery rolls when hiding themselves or their gear.



CHAPTER THREE: GEARING UP

Armor, weapons, and vehicles are essential equipment in the Star Marines' arsenal. Each is described in detail below.

ASSIGNED GEAR

Star Marines generally don't purchase their gear. Instead, it is assigned to them by their commanders (i.e., the GM) before each mission.

STANDARD ISSUE

Before each mission, every marine receives the armor, weapons, and gear from his profession, as well as 10 magazines of ammunition for each weapon.

In addition, the GM provides the squad with a "package" of gear suitable for the mission. A standard package consists of a vehicle (if appropriate), a portable computer loaded with mission intel, a handheld scanner, and an atmospheric tent. Each marine is also issued a backpack, a first aid kit, a flashlight, ten days of rations, 50' of rope, and 100 GC for "field acquisitions."

The GM may provide additional, specialized gear depending on the mission objectives and location.

SPECIAL REQUISITIONS

Before each mission, the squad may requisition additional gear. To do so, each squad member rolls a Rank die. This is not a trait roll, but it acts like one: the roll can Ace, the marine rolls his Wild Die, and the he may also spend Bennies to reroll the result. Other heroes cannot support the roll.

SPECIAL REQUISITIONS

Successes and Raises	GC
0	0
1-2	4,000
3-4	10,000
5-6	25,000
7-8	63,000
9+	156,000

Note: While Rank dice and requisitions rolls are similar to the Favor dice and Favor rolls used by members of the Syndicate, they aren't the same. Rank dice are only rolled before the mission, not after the heroes are in the field, and aren't reduced after a success. While the Star Marine Corps makes allowances for its star squads (i.e., the heroes) to request special equipment, it isn't as fickle as the Syndicate about granting such requests.

Add up all the successes and raises for all the players' Rank rolls, then check the chart below to see how many GC-worth of additional gear they may requisition.

COMMON GEAR

ATMOSPHERIC TENT

When given power, this dome-shaped tent provides temperature and atmospheric control for up to 72 hours. While it can accommodate up to 6 human-sized occupants, even the largest models collapse into tubes small enough for a single person to carry. The tent costs 100 GC per occupant.

EXO-FRAME

The exo-frame is a stabilizing weapon support mechanism that uses gyroscopic hydraulics to assist marines to carry and aim heavy weapons. The frame wraps around the user and holds the weapon. It's large enough to fit on a marine in a full suit of armor. While wearing an exo-suit, the user's Strength is one die type higher for carrying weapons, and she gains both the Rock and Roll! and Steady Hands Edges.

EXPLOSIVE BRICK

A standard brick of explosive measures about six by three inches and is made of a malleable compound that allows it to adhere to surfaces and pressed into cracks. It's stable. Taking damage or even catching fire won't set it off. Only a detonator can do that. Setting a detonator requires an action and a Repair or Electronics roll, depending on the type of the detonator. When a brick explodes, it deals 3d6 damage in a Large Blast Template, plus an additional d6 for each additional brick that detonates.

EXPLOSIVES KIT

An explosives kit contains everything an engineer needs to set, defuse, and modify explosives. Without it, those attempting to work with explosives subtract 1 from all related rolls. Using it, the user can set a detonator on an explosive brick, setting it to explode after a certain amount of time or by remote control.

HANDHELD SENSOR

This powerful and compact device can detect motion, temperature, air pressure, and radiation within a range of 50 yards. It can also identify chemicals, plants, and animals that are in its onboard data library.

ARMOR

Even the lowest rank of the enlisted is issued some form of armor. Upgrades and replacements may all swing on how well they perform their duties or how much they're willing to invest in their own safety and survival.

STAR MARINE ARMOR

Star marine armor is comprised of polymer pieces fitted atop a thin, thin, insulated bodysuit. The pieces cover the torso, arms, legs, and head. The suit then forms a sealed system. Inside it, the marine has enough heat and atmosphere to survive for a time underwater, inside a toxic atmosphere, or even in the vacuum of space.

COMMON GEAR

Item	Cost	Weight
Atmospheric Tent	100-600	10
Exo-frame	1000	10
Explosive Brick	50	.5
Explosives Kit	300	1
Handheld Sensor	500	1

STAR MARINE ARMOR

Item	Armor	Min Str.	Weight	Cost
Basic Star Marine Armor	+6*	d6	8	3000
<i>Notes:</i> Covers torso, arms, legs, and head. Includes Encrypted Long-range Comm System, Environmental Protection (Decompression), Life Support (72 hours), Sensor Suite				
Scout Armor	+5*	d6	7	4350
<i>Notes:</i> Covers torso, arms, legs, and head. Includes Encrypted Long-range Comm System, Environmental Protection (Decompression), Life Support (20 days), Sensor Suite, Stealth System, Telescopic Vision				

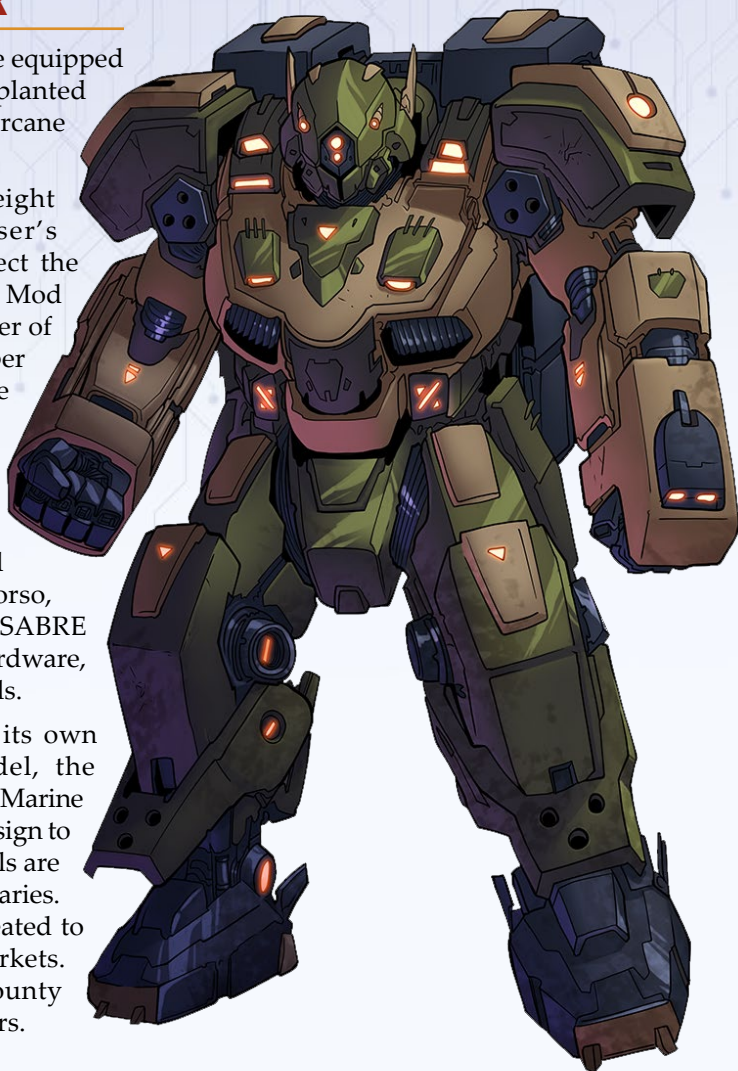
SABRE ARMOR

SABRE powered armor can only be equipped and worn by a user that has an implanted biofusion reactor (i.e., the SABRE Arcane Background).

While powered, the armor's weight doesn't count towards the user's encumbrance, but its bulk can affect the user's Pace, as indicated in the Pace Mod column. Each armor suit has a number of module slots, which is also the number of powers the users may access while wearing the armor. (See Arcane Background (SABRE) on page 38 for details.)

The Star Marine versions of the armor are fully sealed, as per standard Star Marine armor, and cover the torso, arms, legs, and head. Star Marine SABRE armor is highly restricted military hardware, and not sold through normal channels.

Vizon has developed several of its own SABRE armors. Its heaviest model, the "warwalker," is comparable to the Star Marine suit. Because of its nearly identical design to Star Marine gear, "warwalker" models are restricted for use by corporate mercenaries. Vizon's "gladiator" models were created to be merchandise in non-military markets, where they are popular with bounty hunters and Syndicate troubleshooters.



SABER ARMOR

Item	Armor	Min Str.	Weight	Pace Mod	Slots	Cost
SM Light SABRE Armor	+6	d6	0 / 25	0	3	5800
SM Medium SABRE Armor	+8	d6	0 / 75	-1	6	10,300
SM Heavy SABRE Armor	+10	d6	0 / 200	-2	9	15,300
Vizon Gladiator V1 SABRE Armor	+2	d4	0 / 10	0	3	3500
Vizon Gladiator V2 SABRE Armor	+3	d6	0 / 10	0	4	5000
Vizon Gladiator V3 SABRE Armor	+4	d6	0 / 20	0	6	7500
Vizon Warwalker SABRE Armor	+5	d6	0 / 100	0	5	3300

***Notes:** All armor covers torso, arms, legs, and head. Includes Encrypted Long-range Comm System, Environmental Protection (Decompression), Life Support (72 hours), Sensor Suite

ARMOR MODIFICATIONS

In addition to the armor modifications listed in *SAINTs & Synners*, Star Marine armor includes the following modifications.

ENCRYPTED LONG-RANGE COMM SYSTEM

The standard comm system integrated into the helmet has enough power to reach orbit, and includes an encryption system to prevent unauthorized people from intercepting its communications.

LIFE SUPPORT

The sealed armor provides everything the user needs to survive for an extended period of time. This armor is equipped with temperature controls, air, water, and nutrients needed in the field. Standard armor provides up to 72 hours of life support, while scout armor more efficiently recycles the suit's resources, and can last up to 20 days.

TELESCOPIC VISION

The armor's helmet provides extreme magnification and reduces Range penalties by 1.

ARMOR MODIFICATIONS

Modification	Cost
Encrypted Long-range Comm System	250
Life Support (72 hours / 20 days)	500 / 1000
Telescopic Vision	250

STAR MARINE WEAPONS

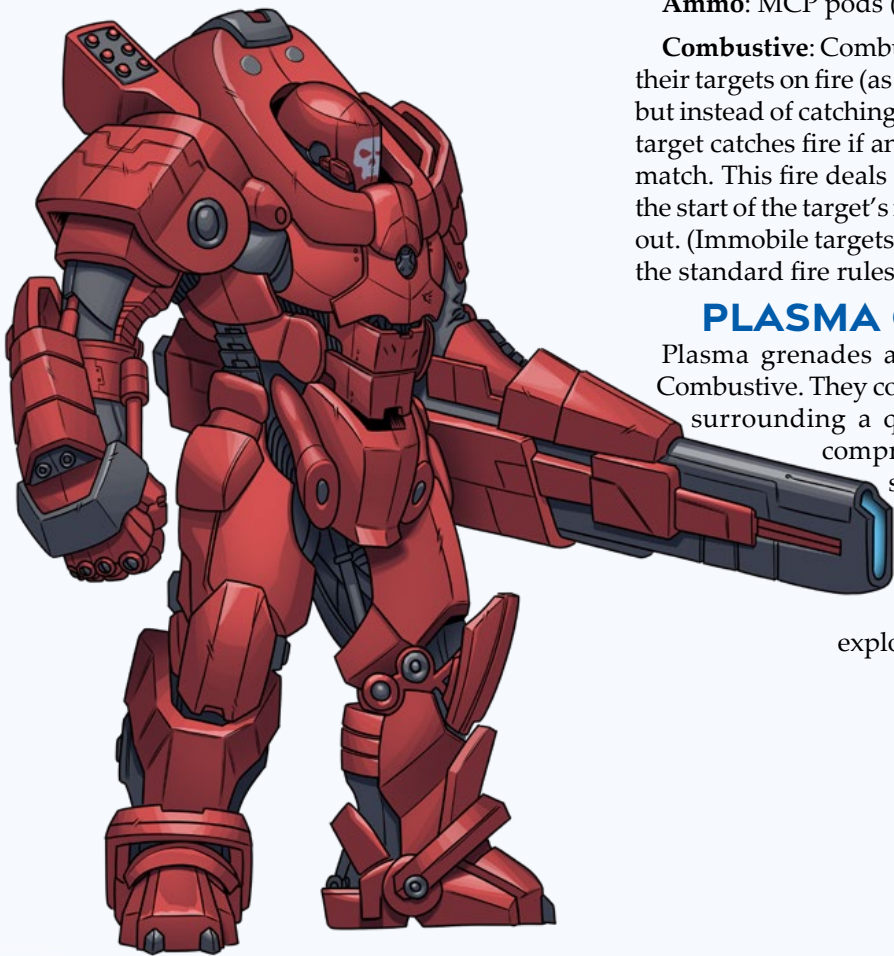
Most Star Marine use plasma weapons loaded with magnetically compressed plasma (MCP). When fired, a nodule of plasma is released from its compression pod into the gun, then magnetically launched at its target.

Ammo: MCP pods (Weight 1, cost \$60)

Combustive: Combustive weapons may catch their targets on fire (as detailed in the core rules), but instead of catching fire on a 6 on a d6 roll, the target catches fire if any two of the damage dice match. This fire deals 1d6 additional damage at the start of the target's next turn, then burns itself out. (Immobile targets may continue to burn per the standard fire rules.)

PLASMA GRENADES

Plasma grenades are Heavy Weapons and Combustive. They consist of a polycarbon shell surrounding a quantity of magnetically compressed plasma. When the shell breaks, or after the prescribed number of seconds have passed, the magnetic compression collapses, unleashing an explosive wave of plasma.



STAR MARINE WEAPONS

Type	Range	Damage	AP	RoF	Shots	Min Str	Wt	Cost
SSA Plasma Pistol	10/20/40	2d8	2	1	40	d4	2	200
<i>Notes:</i> Combustive								
SSA Plasma Rifle	20/40/80	3d8	2	3	60	D6	10	600
<i>Notes:</i> Combustive								
SSA Plasma Shotgun	10/20/40	1-3d8	2	1	20	D6	10	350
<i>Notes:</i> Combustive, shotgun								
SSA Plasma SMG	10/20/40	2d8	2	3	60	D4	5	350
<i>Notes:</i> Combustive								
SSA Laser Sniper Rifle	100/300/400	3d6	4	1	30	D6	8	700
<i>Notes:</i> Cauterize, No Recoil, Overcharge.								
SSA Heavy Plasma Machine Gun	20/40/80	3d8+4	4	4	100	D8	15	800
<i>Notes:</i> Combustive, snapfire if without mount / tripod, minimum RoF of 2								
SSA Plasma Grenade Launcher	10/20/40	as grenade	—	1	10	D6	6	450
<i>Notes:</i> Fires only plasma grenades								
SM Plasma Rocket Launcher	20/40/80	5d8	10	1	10	D8	75	1000
<i>Notes:</i> MBT, combustive, heavy weapon								
Light Plasma Blaster	100/200/400	3d10	6	1	50	-	-	20K
<i>Notes:</i> Vehicle (1 mod), combustive, heavy weapon								
Medium Plasma Blaster	100/200/400	4d10	6	1	50	-	-	50K
<i>Notes:</i> Vehicle (1 mod), combustive, heavy weapon								

PLASMA GRENADES

Typet	Range	Damage	AP	RoF	Blast	Weight	Cost
Plasma Grenade	5/10/20	3d8	—	—	MBT	1	100
Plasma Mini-grenade	5/10/20	2d8	—	—	SBT	1	80





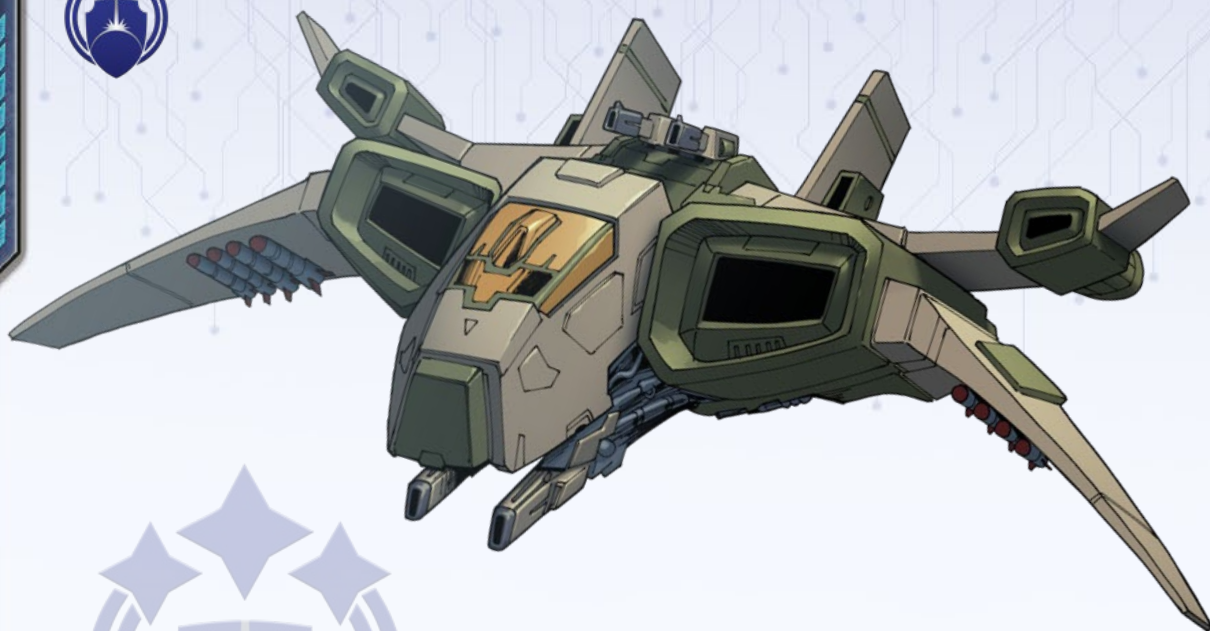


VEHICLES

Every fighting force needs vehicles adaptable to many climates and situations. Both the Star Marines and Vizon's Corporate Military are easily identifiable on sight, and they prefer it that way. Here are a few of the available vehicles.



STAR MARINE DROPSHIP



STAR MARINE DROPSHIP

The Star Marine dropship serves a dual role on the battlefield. Its first and most obvious function is to transport its load of soldiers into and out of battle. Its secondary function is to support those soldiers with its own heavy weapons.

Dropships are equipped with VTOL systems that allow them land inside constricted canyons, on city streets, or atop narrow roofs. A classic Star Marines tactic is locate the most inaccessible location in the target region—one the enemy would never expect—and use it to deploy multiple dropships full of troops.

Size 7 (Large), Handling +0, Top Speed 9/120 MPH, Toughness 20 (8), Wounds 4, Crew 3+10, Energy 5, Mods 21 (0), Cost 1.43M

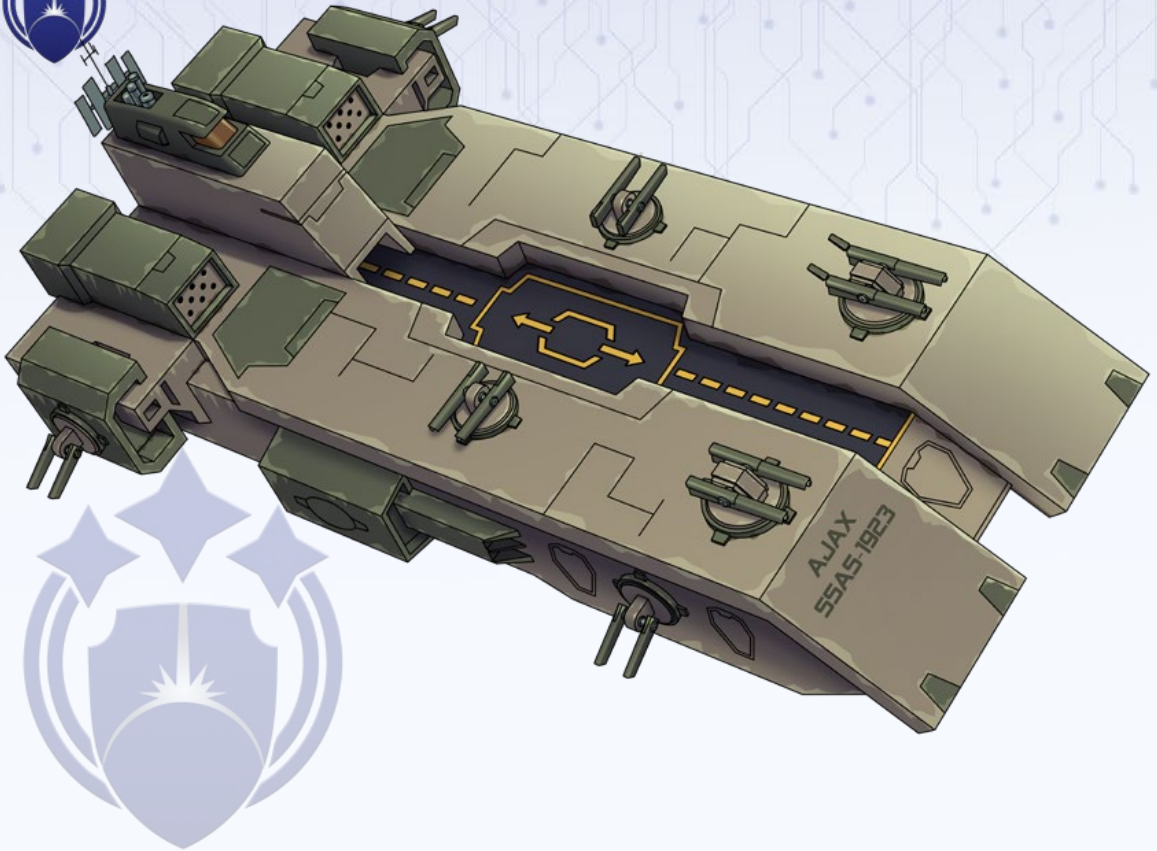
Notes: Communications System, Heavy Armor, Sealed

Weapons:

- **2x LIGHT MISSILE LAUNCHERS (Fixed Front):** Range 100/200/400, Damage 6d6, AP 16, RoF 4, Shots 8, Guided, MBT
- **DUAL LINKED LIGHT LASERS (Turret):** Range 150/300/600, Damage 2d10, AP 10, RoF 3, Cauterize, Overcharge, Reaction Fire.
- **DUAL LINKED MEDIUM PLASMA BLASTERS (Fixed Front):** Range 100/200/400, Damage 4d10, AP 6, RoF 1, Combustive.

SPACE VEHICLES

SSA NAVY CRUISER



SSA NAVY CRUISER

This starship is the basic crew-carrying vessel found throughout the frontier and rim worlds. It carries hundreds of Star Marines and is armed and equipped with numerous weapons and ammunition. It is also heavily armored enough to support itself in battle. Its missile launchers can strike planet-side targets. In addition to their standard loadout, the launchers can also fire drop-pods. These guided pods resemble missiles, but can contain a single marine and his gear, or enough supplies for a whole squad.

Size 24 (Gargantuan +1), Handling -4, Top Speed 16, Toughness 45 (20), Wounds 8, Crew 500, Energy 60, Mods 96 (2), Cost 75.2M

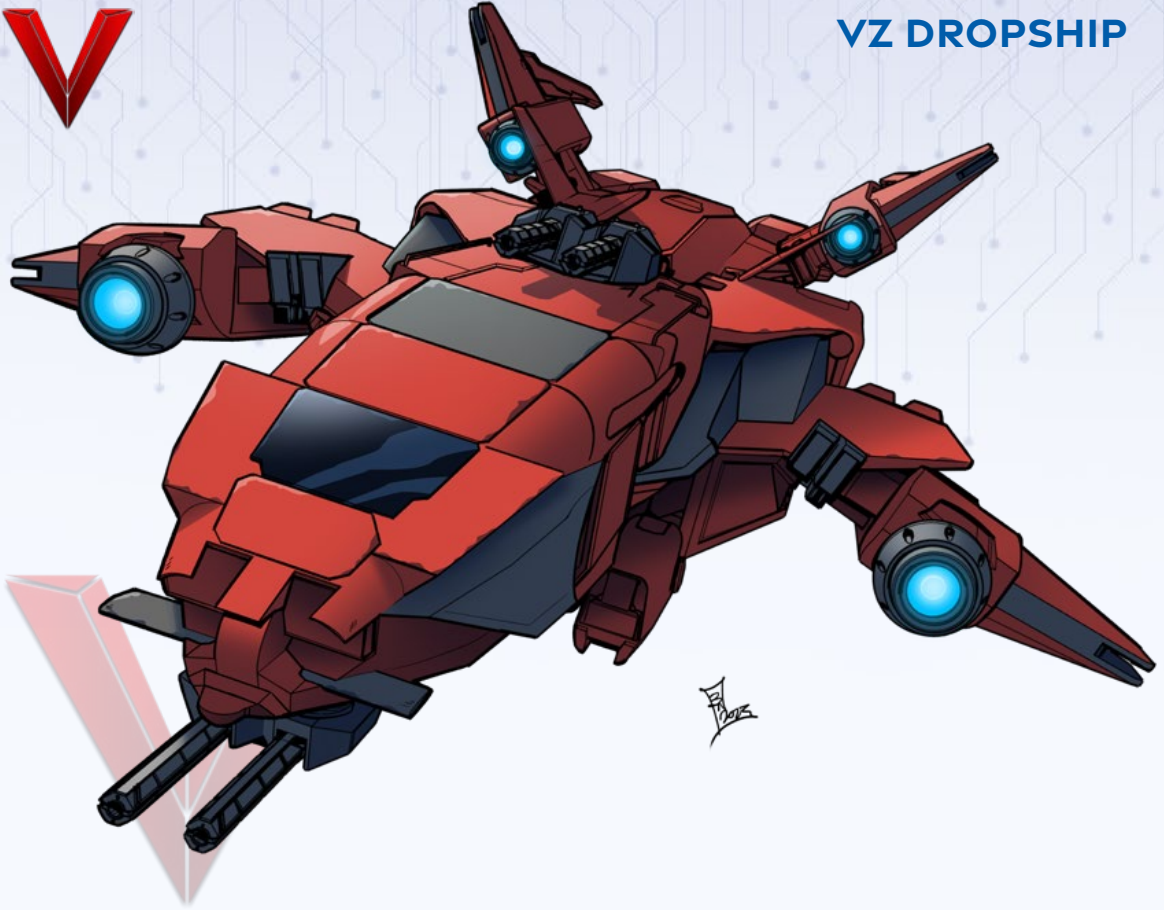
Mods: AM/ECM, 10x Armor, Artificial Gravity, FTL Comms, 2x Hangar, Jump Drive Mark V, Secure Interior, Shields, 2x Toughness.

Weapons:

- **8x DUAL LINKED HEAVY LASERS (Turret):** Range 150/300/600, Damage 4d10, AP 30, RoF 1, Cauterize, Overcharge.
- **2x MEDIUM MISSILE LAUNCHERS (Fixed Front):** Range 150/300/600, Damage 7d6, AP 24, RoF 2, Shots 4, Guided, MBT

SPACE VEHICLES

VZ DROPSHIP



VZ DROPSHIP

This fast, light VTOL dropship doesn't have the weapons or armor to stick around after dropping off its crew of corporate mercenaries.

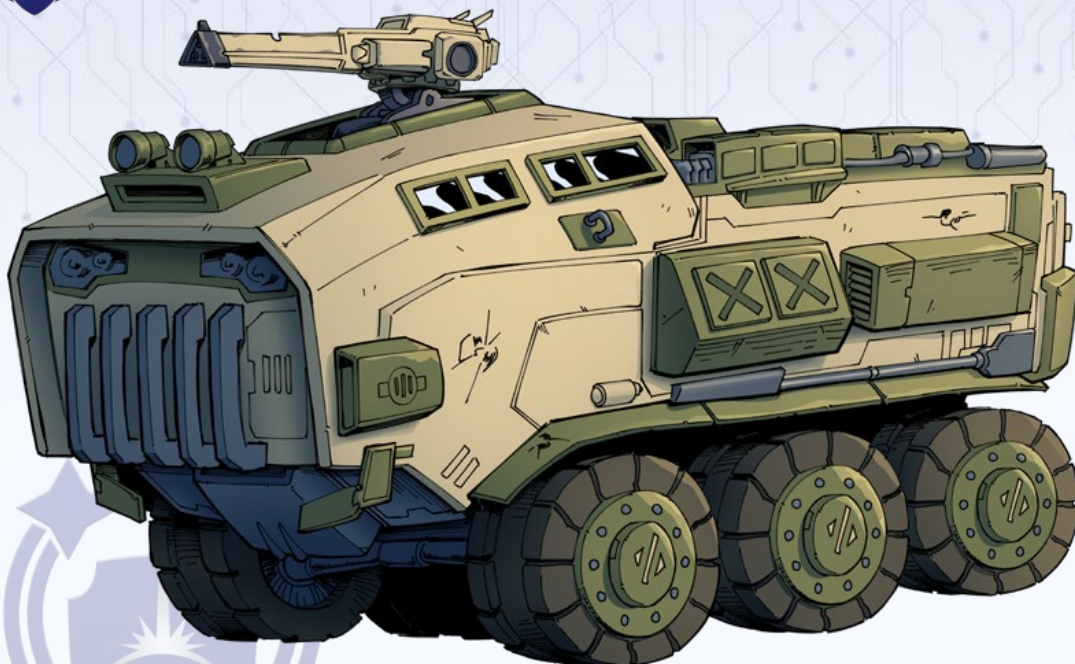
Instead, the standard tactic is to have the dropship deploy its troops some distance from the target of their attack, fly away, then swoop back in to strafe the enemy in coordination with the ground forces' assault. Because this puts the dropship at risk for return fire, its rapid strafing runs are more concerned with suppression than accuracy.

Size 7 (Large), Handling +0, Top Speed 10/160 MPH, Toughness 14 (4), Wounds 4, Crew 3+10, Energy 5, Mods 21 (0), Cost 1.23M

Notes: Communications System, Heavy Armor, Sealed

Weapons:

- **DUAL LINKED LIGHT LASERS (Turret):** Range 150/300/600, Damage 2d10, AP 10, RoF 3, Cauterize, Overcharge, Reaction Fire.
- **DUAL LINKED MEDIUM LASERS (Fixed Front):** Range 150/300/600, Damage 3d10, AP 20, RoF 2, Cauterize, Overcharge.



APC

This heavily-armored personnel carrier makes up in durability what it lacks in speed.

It's not unusual for the APC to accompany its troops into battle. Soldiers use the vehicle as cover from small-arms fire, while its top-mounted plasma blaster seeks out any heavy weapons platforms.

When not serving on the front lines, the APC can act as a temporary headquarters by offering a full communications suite and space for officers to discuss battle plans.

Size 5 (Large), Handling +0, Top Speed 6/60 MPH, Toughness 20 (8), Wounds 4, Crew 2+10, Energy 5, Mods 15 (4), Cost 315K

Notes: Communication System, Heavy Armor, 4 Wheel Drive

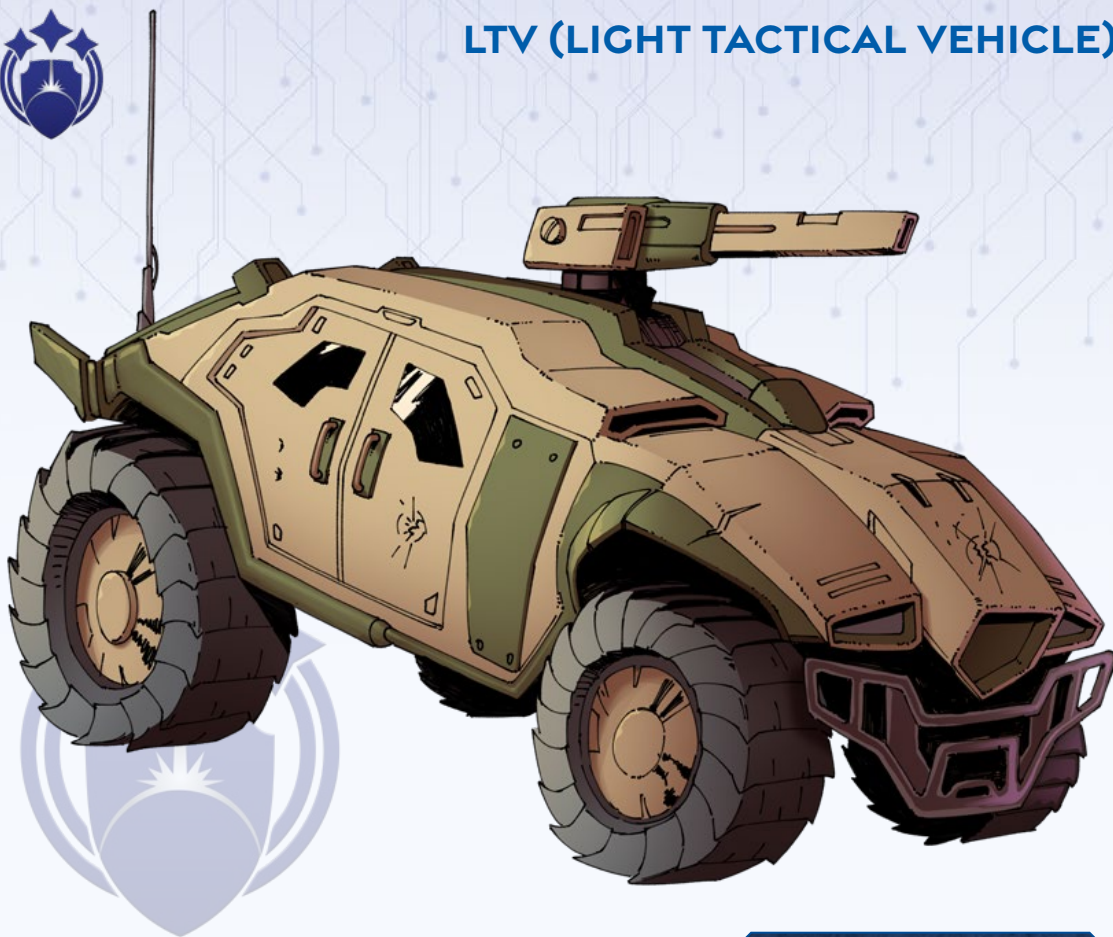
Weapons:

- **MEDIUM PLASMA BLASTER (Turret):** Range 100/200/400, Damage 4d10, AP 6, RoF 1, Combustive.

LAND VEHICLES



LTV (LIGHT TACTICAL VEHICLE)



LTV (LIGHT TACTICAL VEHICLE)

This nimble little buggy is perfect for both on- and off-road skirmishes.

The LTV is a favorite of scouts and special operatives. When traveling through hazardous, unknown territory, the vehicle's powerful engine keeps it going through the roughest terrain. And if traveling behind enemy lines, its agility and low profile help keep it from being spotted.

Size 4 (Large), Handling +1, Top Speed 6/60 MPH, Toughness 18 (8), Wounds 4, Crew 1+3, Energy 5, Mods 12 (3), Cost 273K

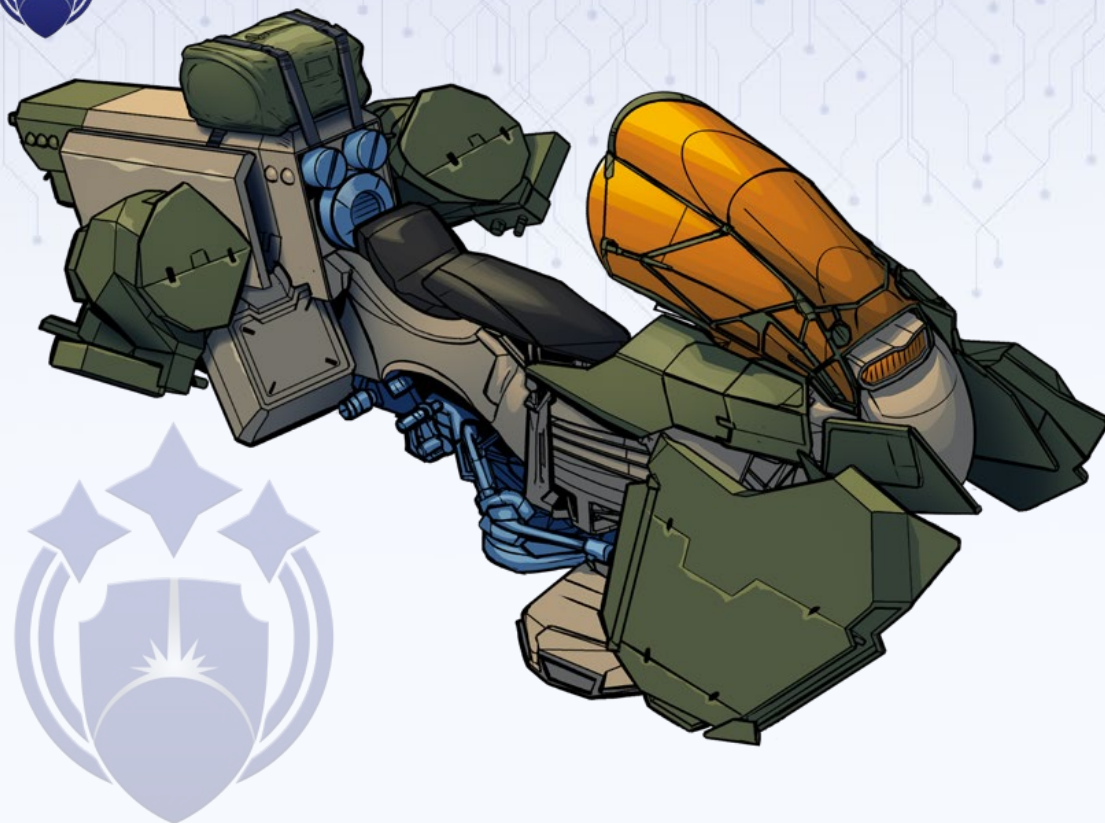
Notes: Communication System, 4 Wheel Drive, Heavy Armor

Weapons:

- **LIGHT PLASMA BLASTER (Turret):** Range 100/200/400, Damage 3d10, AP 6, RoF 1, Combustive.

LAND VEHICLES

RECON BIKE



RECON BIKE

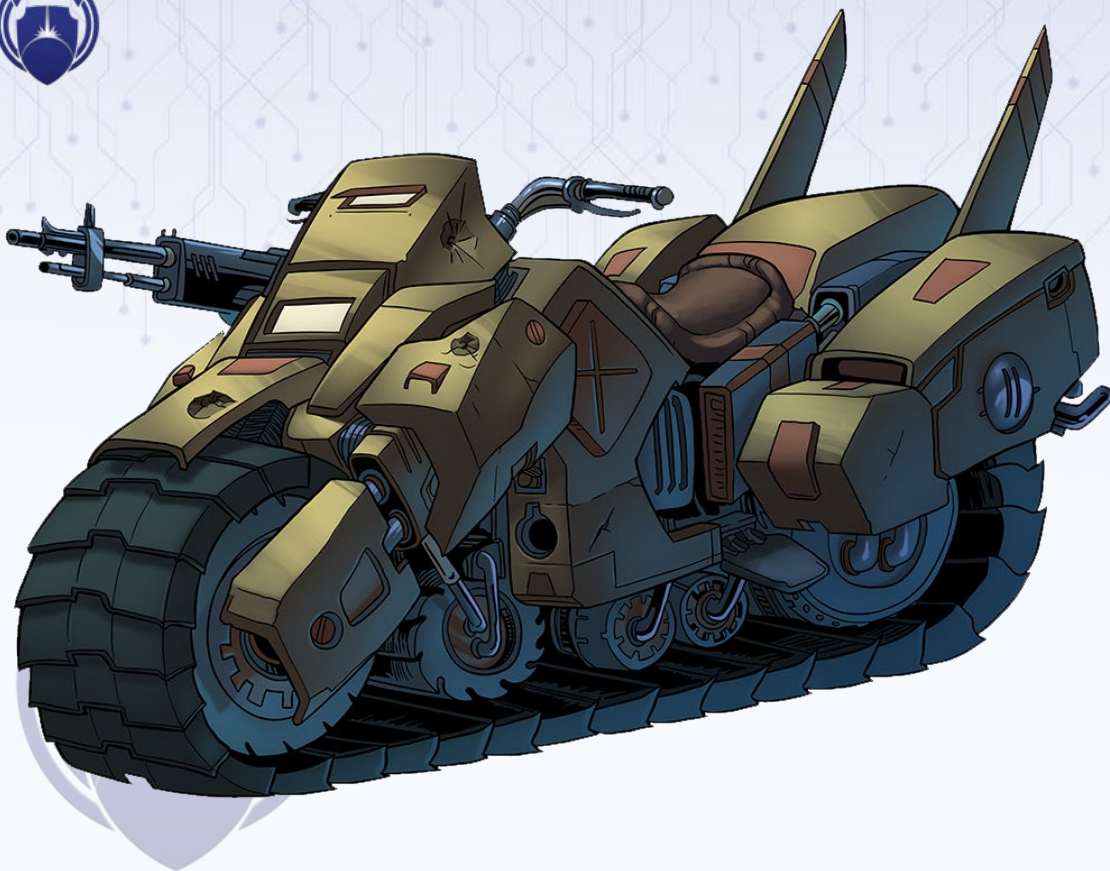
One of the few hovering vehicles in the Star Marines' arsenal, the recon bike is the scout's vehicle of choice when exploring over long distances. Its quiet engine and elevated position make it as stealthy as it is fast.

Scouts are known to grow attached to their recon bikes. Some give them names and custom paint jobs. At least one has taken his bike with him when he mustered out.

Size 2 (Normal), Handling +3, Top Speed 10/160 MPH, Toughness 7, Wounds 3, Crew 1, Energy 3, Mods 6 (0), Cost 120K

Notes: Exposed Crew, Hover.

TANK BIKE



TANK BIKE

This tracked motorcycle is perfect when a lone trooper needs to get through rough terrain quickly, if not quietly.

The bike is more maneuverable than it may at first appear. It has a point of articulation just ahead of the driver's seat. The bike bends when the rider turns it, and the tread automatically loosens, tightens, or flexes as necessary to compensate.

Size 2 (Normal), Handling +1, Top Speed 8/100 MPH, Toughness 9 (4), Wounds 3, Crew 1+1, Energy 3, Mods 6 (1), Cost 110K

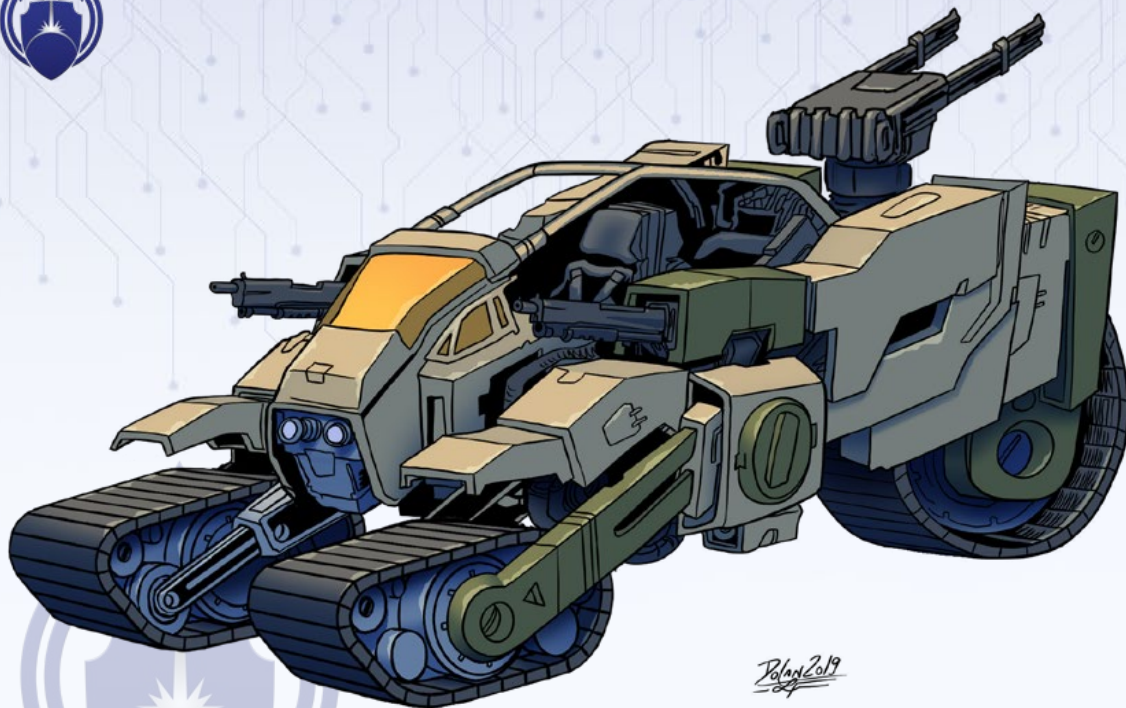
Notes: Exposed Crew, Tracked.

Weapons:

- **LIGHT PLASMA BLASTER (Fixed Front):** Range 100/200/400, Damage 3d10, AP 6, RoF 1, Combustive.

LAND VEHICLES

RECON FAV



RECON FAV

This fast attack vehicle packs a lot of punch into a relatively small space. Front-facing plasma blasters cut through any obstacles in front of it, while a gunner in the rear can turn its big guns on enemies in any direction.

The FAV is powerful weapon against slower, heavier vehicles. Its relative speed and small size make it difficult for enemies to bring their big guns to bear, while the FAV's medium plasma blasters can cut through most armor.

Size 4 (Large), Handling +0, Top Speed 7/80 MPH, Toughness 16 (6), Wounds 4, Crew 1+1, Energy 5, Mods 12 (1), Cost 460K

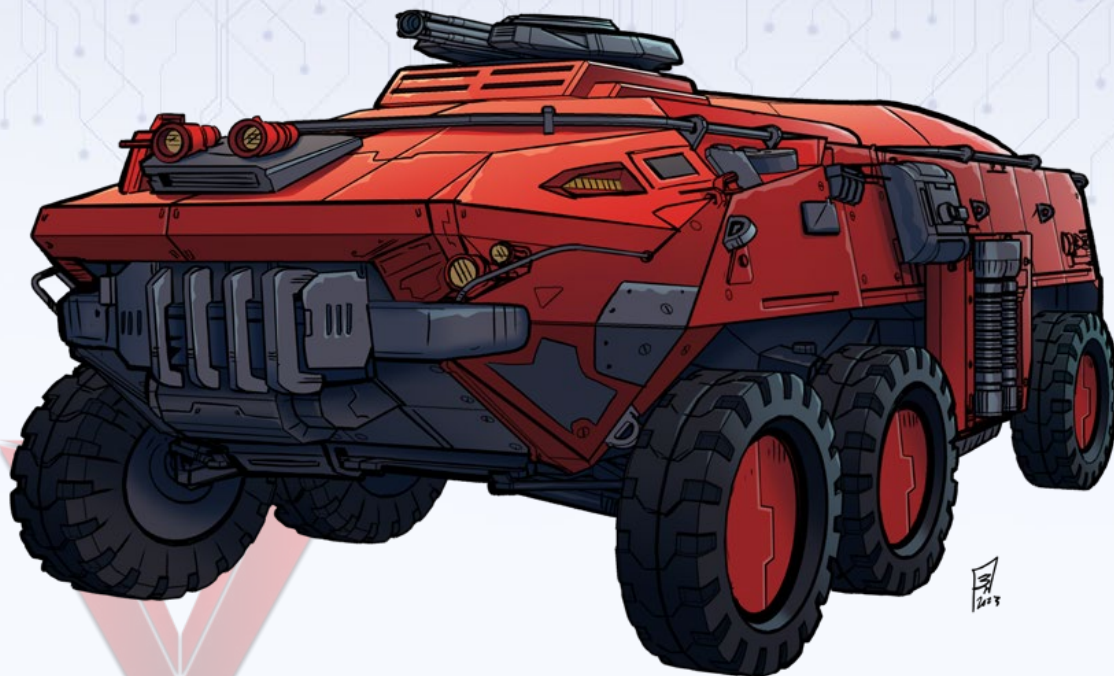
Notes: Heavy Armor, Tracked.

Weapons:

- **DUAL LINKED LIGHT PLASMA BLASTER (Fixed Front):** Range 100/200/400, Damage 3d10, AP 6, RoF 1, Combustive.
- **DUAL LINKED MEDIUM PLASMA BLASTERS (Turret):** Range 100/200/400, Damage 4d10, AP 6, RoF 1, Combustive.

LAND VEHICLES

VZ APC



VZ APC

This armored personnel carrier doesn't have the thick armored plating of some other vehicles, but can carry twice as many troops. Those troops aren't necessarily comfortable inside the APC (which is commonly referred to as the "bone-shaker" or "jostle box"), but when they have to travel long distances over land, it sure beats walking.

While the APC is not a front line combat vehicle, its long-range laser turret can support the attack while bringing in a fresh batch of mercenaries.

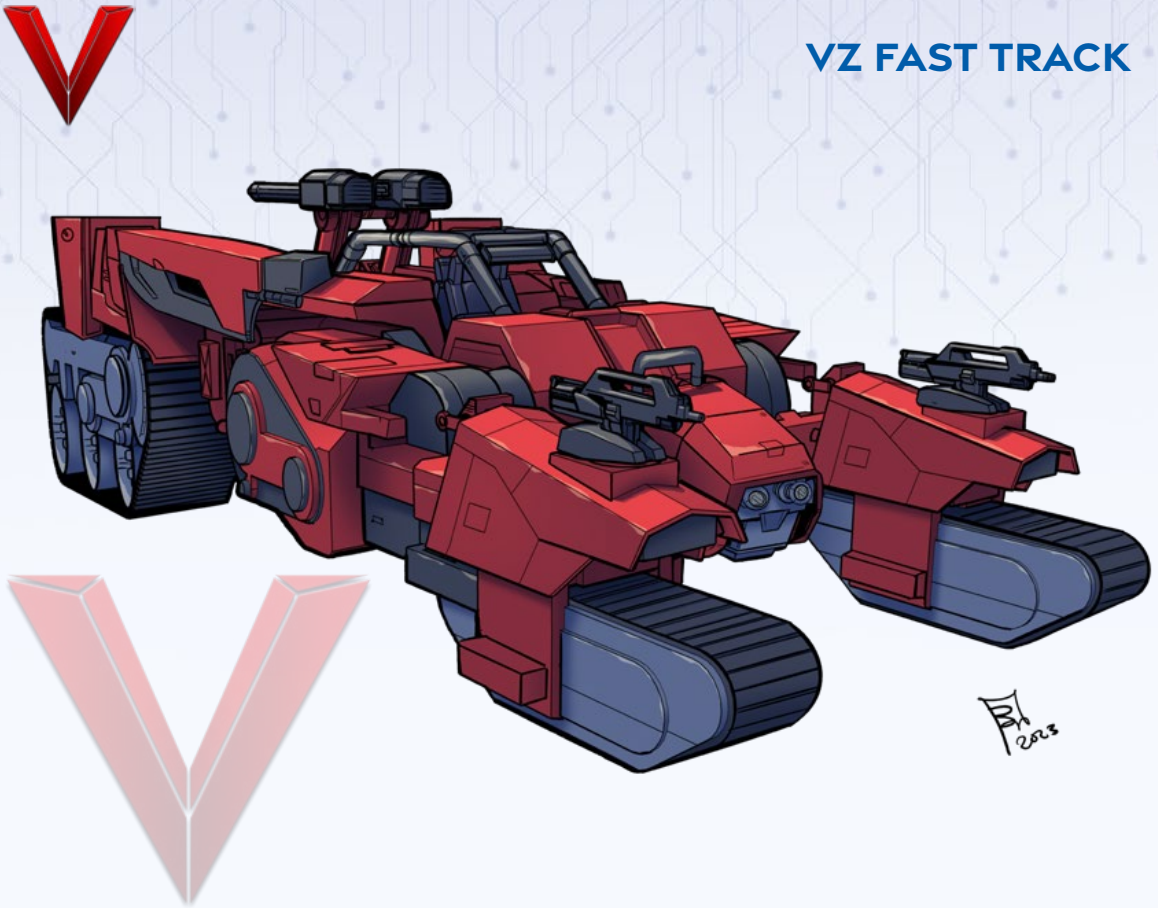
Size 5 (Large), Handling +0, Top Speed 6/60 MPH, Toughness 14 (4), Wounds 4, Crew 2+20, Energy 5, Mods 14 (5), Cost 315K

Notes: Communication System, Heavy Armor, 4 Wheel Drive, Sloped Armor

Weapons:

- **MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10, AP 20, RoF 2, Cauterize, Overcharge.

VZ FAST TRACK



VZ FAST TRACK

Faster and more lightly armored than its counterpart, the Star Marines' FAV, the fast track offers a similar range of weaponry, though with lasers, rather than plasma blasters.

The fast track is versatile. While it isn't designed to carry troops, its flat surfaces and hold-points mean that its drivers can give up to four other soldiers a lift. If necessary, the front-facing lasers can be released from their moorings and used as personal weapons.

Size 4 (Large), Handling -1, Top Speed 7/80 MPH, Toughness 12 (2), Wounds 4, Crew 1+1, Energy 5, Mods 12 (1), Cost 330K

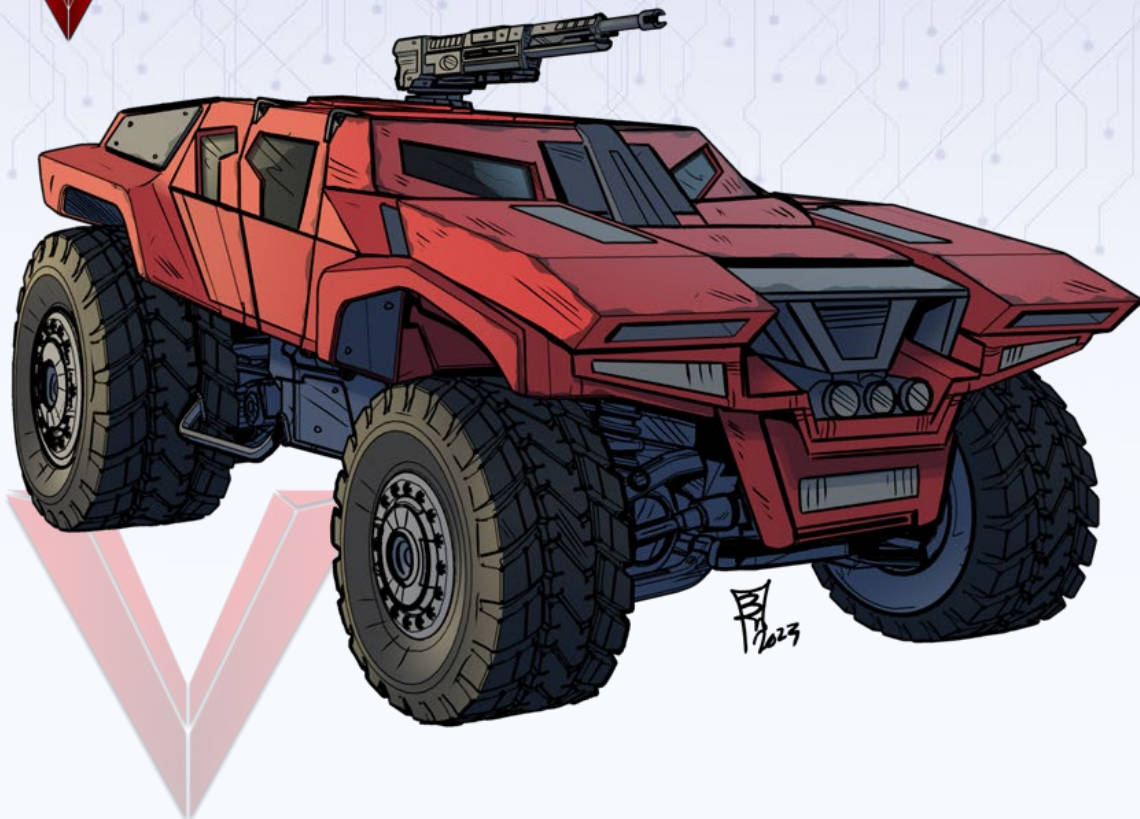
Notes: Heavy Armor, Tracked.

Weapons:

- **DUAL LINKED LIGHT LASERS (Fixed Front):** Range 150/300/600, Damage 2d10, AP 10, RoF 3, Cauterize, Overcharge, Reaction Fire.
- **DUAL LINKED MEDIUM LASERS (Turret):** Range 150/300/600, Damage 3d10, AP 20, RoF 2, Cauterize, Overcharge.

LAND VEHICLES

VZ LTV



VZ LTV

This light tactical vehicle has become a ubiquitous symbol of mobile military units. Though it's used most widely by Vizon's mercenary forces, its speed, maneuverability, and armor have made it a favorite of independent mercenaries and warlords throughout the galaxy.

While the standard model comes equipped with a full communications array, a laser turret, and enough armor to stop small arms fire, cheaper stripped-down versions are available.

Size 4 (Large), Handling +1, Top Speed 7/80 MPH, Toughness 14 (4), Wounds 4, Crew 1+3, Energy 5, Mods 12 (1), Cost 303K

Notes: Communication System, 4 Wheel Drive, Heavy Armor

Weapons:

- **MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10, AP 20, RoF 2, Cauterize, Overcharge.

CHAPTER FOUR: THE MERCENARY LIFE

A Star Marines campaign is a great way to run a military-focused *Starbreaker* game, but it isn't the only option. The heroes could be mercenaries instead.

Mercenary soldiers are found throughout the galaxy. Some are retired from the Star Marines or other official military forces. Others have no military background, but choose the mercenary life for the money. It's a dangerous line of work, but can be lucrative for those who survive.

This chapter explores the mercenary experience, and provides rules for creating mercenary characters and running your own mercenary company.

MERCENARY COMPANIES

Each mercenary hero is a part of a mercenary company. A company may be as small as a single squad (i.e., just the player characters), or as large as an interplanetary strike force. Most companies are corporate entities or independent firms.

Corporate companies have long-term contracts with the Corporate Worlds. They play much the same role for the corporations that the Star Marines do for the SSA. These companies have little say in their assignments; their mercs go where they're told and collect a nice paycheck if they survive.

Independent companies seek out their clients and choose their assignments. They may work for the corporations, but their contracts are shorter than those of their corporate counterparts, and they often work outside the usual chain of command. Independence comes at a price, however: these companies aren't as financially stable, and don't have the corporations' endless supply of equipment and vehicles.

RUNNING A MERCENARY CAMPAIGN

When setting up a *Starbreaker* mercenary campaign, the players and GM need to determine what scale of campaign they want to play: squad or company.

SQUAD SCALE

In this campaign, the heroes are soldiers of fortune who don't have to worry about anything beyond their current mission parameters. The company gives them a job and outfits them with the gear they need to perform it. When the job's done, they get paid, and wait for the next assignment.

Squad-scale campaigns are perfect for those wanting to play corporate mercenaries.

COMPANY SCALE

In this campaign, the heroes find their jobs, keep an eye on their company's finances, and (if they're lucky) grow the company's resources and profits. The stakes are low for a single-squad company, but as the company expands, so do its opportunities for both triumph and catastrophe.

Company-scale campaigns are great for players who want to experience the risks and rewards of choosing their battles. (Optional game systems for running a company-scale campaign start on page 61.)

PATH OF THE CORPORATE MERC

The United Corporate World Navy is the galaxy's single largest employer of mercenary soldiers.

The UCWN is the joint military force dedicated to the defense and expansion of its corporate masters. Like the SSA Navy, it often finds itself short on recruits.. Unlike its SSA counterpart, it helps fill the gaps with legions of contract operatives.

To provide itself with a steady supply of trained recruits, the UWCN has established a training center on the moon Tartarus. The site was chosen for its harsh weather, punishing terrain, and relatively high gravity.

Most recruits are from within the Corporate Worlds themselves. Opportunities can be limited for citizens and employees of these worlds, and mercenaries who survive are well-paid.

Those who graduate from this program are considered equivalent to Star Marines in skill and knowledge. Graduates are assigned a long-term contract with one of the Big Five corporations. Once contracted, the corporate merc may find himself fighting alongside (or against) other corporations, warring with the SSA or other powers on his client's behalf, or even "sub-contracted" to fight for some third party.

If a corporate merc lives long enough for his contract to expire, he may renew it or walk away. Those that walk often end up as part of an independent mercenary company. After years of taking orders, they feel ready to start calling their shots.

CHARACTER CREATION

Creating a mercenary character follows the rules set out in *Starbreaker: SAINTS & Synners*, but with a few additional options, as detailed below.

SPECIES

Mercenary companies aren't as particular as the Star Marines. Mercenaries can be of any species.

PROFESSION

Mercenaries don't have their own professions. When creating a mercenary character, players may choose either a Star Marine profession or a profession listed in *Starbreaker: SAINTS & Synners*.

EDGES

Mercenaries may not choose any Arcane Backgrounds except those determined by their species or professions. They may otherwise choose any Edges from this book, *Savage Worlds*, or *Starbreaker: SAINTS & Synners*.

Each squad has its own communal squad Edge as well. The players should decide as a group on their squad' Edge. They may choose from the Star Marine squad Edges listed starting on page 40, or from the mercenary squad Edges listed below. Once per Rank, when the squad Advances, at the GM's discretion, they may trade one squad Edge for another.

GEAR

Primarily, mercenary companies issue their soldiers the weapons and equipment needed for each mission. If a hero wants to buy his own gear and keep it from one mission to the next, he may spend his money to do so.

If the player chooses a Star Marine profession, his merc starts with the gear associated with that profession at the start of each mission. If he chooses a *SAINTS & Synners* profession, his merc starts with the corresponding gear listed under "SAINTs, Synners, and Soldiers" on page 16.

MERCENARY SQUAD EDGES

RETAINER

Requirements: Novice, mercenary squad

The squad has agents they can rely on to help them find clients, fetch supplies, deliver messages, and perform other non-combat functions. The players and GM should work together to give this agent a background story and personality. The retainer is an Extra who can't Advance. He may technically get paid by the squad, but the expense isn't tracked on player sheets. If the squad's company is looking for a new client (see page 62), the retainer can provide a single reroll on the Networking roll.

RUMOR MAGNET

Requirements: Novice, mercenary squad

Rumors swirl throughout any military outfit, and they swirl especially thick around the heroes' squad. These rumors let them know, ahead of any official notification, about potential upcoming dangers, opportunities, and new mercenary jobs.

LEGACY SQUAD

Requirements: Novice, mercenary squad

Some version of the heroes' squad has served with this company for many years; the heroes are simply the latest to step into these roles. As such, the squad has a little more clout—and a few more rivals—than other squads in the company. That clout comes with a larger equipment allowance: each hero starts each mission with up to 300 GC extra gear.

THE COMPANY CAMPAIGN

If the players want to run their own independent mercenary company, the following systems can help them do just that. These rules are completely optional, however. Those who prefer to play without them can find clients, manage reputation, and handle company finances through roleplaying and the standard rules.

THE GM'S COMPANY

While these rules are written with the assumption that the players are the ones managing the company, they could just as easily be used purely as a tool for the GM. If the players prefer to play at squad scale, the GM can still use the company-scale systems to drive plots and determine what's happening above the heroes' pay grade.

COMPANY NAME

Every mercenary company needs a good name.

For example, a name could be personal ("Taxan's Raiders"), professional ("Galactic Solutions, LLC"), poetic ("Silent Sunset"), or intimidating ("The Blood Riders"). The players and GM need to pick one they all like.

COMPANY REPUTATION

A company's reputation helps determine the quality of the clients and contracts it secures.

New companies start with no reputation. Over time, they collect labels, which describe how others perceive them. Taken as a whole, these labels determine the company's reputation.

A label can be positive or negative. Players are encouraged to create new labels as they see fit, or use the sample labels below.

Positive Reputation Labels

- Bold
- Efficient
- Honorable
- Loyal
- Precise
- Relentless

Negative Reputation Labels

- Bloodthirsty
- Brutal
- Indecisive
- Timid
- Treacherous
- Wasteful

GAINING REPUTATION

When the mercenary heroes Advance, the GM reviews their most recent missions and may assign their company a reputation label based on how well their company completed those missions. If most of them went down like clockwork, for example, the GM may give the company the “efficient” label; if they ended in explosive debacles, the company may be labeled as “brutal.”

A company may earn the same label multiple times.

EXAMPLE: IRON RAVEN

Throughout this section the Iron Raven Free Company serves as an example of an independent company.

Iron Raven has been operating in the Siren Belt for almost two years. In that time, the small company has made a name for itself by performing special operations for the understaffed military of the Sanctum region. Its commander, a former Star Marine named Jacksyn, prides herself on taking only the best jobs. But the Sanctum contract is up, and her soldiers have to eat.

IRON RAVEN'S REPUTATION

During its time in the Siren Belt, Iron Raven has earned the reputation of being bold and loyal, but occasionally wasteful. (Looking back, they probably didn't need to drop *every* bomb they had on that Syndicate base.)

The labels “bold” and “loyal” are positive, so they each add +1 to the company's reputation, for a total of 2. Unfortunately, “wasteful” is negative, so it subtracts 1. Iron Raven's reputation value is 1.

USING REPUTATION

When finding a new client, negotiating contracts, or in any situation that the GM deems appropriate, a company's reputation can come into play.

When making a trait roll (such as Persuasion), add +1 for each positive label, and subtract 1 for each negative label. (This does mean they can cancel each other out.) The overall modifier cannot be more than +4 or less than -4.

Note that with certain clients, an unfavorable reputation may actually be a positive. For example, a ruthless raider crew may find the label of “bloodthirsty” to be a selling point.

FINDING CLIENTS

A mercenary company without a client is in trouble. No client means no income, and the company has to survive on its cash reserves until a new client is found.

To find a client, one of the heroes must make a Persuasion-based Networking roll. This roll is modified by the company's Reputation score. The GM may further modify it based on circumstances. (The company will have better luck for work in the middle of a war zone, for example, than on Mars.)

If the roll fails, the company is unable to find work this month.

Success means the GM may either create a client, or roll or choose one from the **Client Table**.

CONTRACTS

Once the company has found a client, roll a d20 and modify it by the company's Reputation. Then, check the **Contract Table** to determine what type of contract the client is offering. (At the GM's discretion, the heroes may be able to choose a contract lower than what's indicated by the roll.)

If the company rejects the contract, it can't get another until it secures another client.

Term: A short-term contract is typically a single mission. A long-term contract lasts for 1d4 months. Both can be renewed.

CLIENT TABLE

d20	Client
1	Arusan Trade Conglomerate*
2	Atlantica Ship Works
3	Gorsht Manufacturing
4-6	Independent Corporation
7-9	Interplanetary Faction
10-11	Planetary Faction
12	Praxor & Gimble
13	Remis Engineering
14	Star Systems Alliance*
15-17	The Syndicate (pick one)*
18-19	United Corporate Worlds Navy
20	Vizon Corporation*

Note: Clients marked with asterisks have their own military forces. When they hire a mercenary company, it's typically to aid in an emergency or to carry out a deniable operation.

CONTRACTS

d20	Term	Pay	Bonus
1-4	Short	Cheap (+1)	0
5-6	Long	Cheap (+1)	0
7-11	Short	Standard (+2)	0
12	Short	Standard (+2)	1
13-16	Long	Standard (+2)	0
17-18	Short	Lucrative (+4)	0
19	Short	Lucrative (+4)	2
20+	Long	Lucrative (+4)	0

Pay: Pay is often an indicator of the danger and difficulty involved with a contract. When making a monthly upkeep roll (see page 65), the roll is modified by the contract's pay rate.

Bonus: If the company chooses this contract, it may immediately add the bonus to its Reserve. (See Reserve for details.)

JACKSYN'S JOB

It's up to Commander Jacksyn to find her company a new client.

She heads to Anador Station, where she knows Siren Belt mercenaries can often find work. Here, she makes a Networking roll: She rolls her d6 Persuasion and gets a 3. Not great, but she adds +1 for Iron Raven's reputation, which garners her a success.

The GM rolls on the **Client Table** and gets a 10: "Planetary Faction." Considering the various Siren Belt factions, he decides the client is a mining settlement that needs protection from raiders.

The GM then rolls on the **Contract Table** to determine the specifics of the contract. He rolls a 12, then adds +1 for the company's reputation. A result of 13 means it's a long-term contract, with standard pay, and no signing bonus. This makes sense to the GM; he figures the raiders are an ongoing problem for the miners, so the settlement needs to hire mercs to defend them until the raiders are eliminated or the locals have built up their defenses. (He starts thinking up a story arc about how the heroes teach the miners to fight, and envisions a training montage.)



COMPANY FINANCES

Mercenary companies manage their finances in order to stay in business. Rather than tracking every income and expense, each company has a Finance die. Similar to the Wealth die described in *Savage Worlds*, a company's Finance die is an abstraction of its resources and cash flow.

A new company's Finance die starts at d6. It can both increase and decrease over time as the company's fortunes fluctuate.

RESERVES

As a company becomes financially successful, it's able to put some of its money into savings. This is represented by the company's Reserve score.

A new company's Reserve starts at zero. It increases when the company does well and is spent to cover shortfalls during the hard times (as detailed below).

When a company's Reserve score is at least equal to its Finance die type, the players may choose to spend that amount of Reserve to increase the Finance die by one type. For example, a company with a Reserve score of 8 could reduce it to zero in order to raise its Finance die from d8 to d10.

ASSET VALUE

Value	Asset
0	Civilian vehicle or piece of heavy gear costing up to 250K
1	Civilian vehicle or piece of heavy gear costing up to 500K, a support specialist (mechanic, doctor, hacker, etc.), and a small safe house.
2	Small civilian spacecraft, military vehicle, or equipment costing up to 1M, a team of specialist support staff, a small permanent base.
4	Large civilian spacecraft, small military spacecraft, heavy or specialized equipment costing up to 2M, a large permanent base.

ACQUIRING ASSETS

Regardless of its Finance die, a company is assumed to be able to pay its bills. It can keep its employees housed, fed, and properly equipped without putting a strain on its resources. However, when it tries to acquire an asset, such as a starship or a safehouse, there is an element of risk.

When attempting to acquire an asset, one of the players rolls the company's Finance die. This is not a trait roll, but it can Ace. The player chosen to act will roll his Wild die, and any player may spend Bennies to reroll the result. Other heroes cannot Support the roll.

Every asset has a value. The value of the asset is subtracted from the Finance roll. (The roll may also be modified by any other modifiers as the GM sees fit.)

Success means the asset is acquired, but the Finance die is reduced by one die type. The company may spend a Reserve point to negate the die reduction.

A raise means the asset is acquired and the Finance die is not reduced.

Failure means the company isn't able to gather the necessary cash this month and can't acquire the asset.

However, the company can spend a Reserve point to convert the failure into a success.

Critical Failure means the company simply can't acquire the asset this month.

COMPANY ASSETS

An "asset" is any resource the company owns or can regularly access. An asset includes everything from vehicles and starships to secure facilities, warehouses, medical services, and intelligence networks.

Assets do *not* include any personal gear the team needs or the cash to provide them with a comfortable lifestyle. These items are considered the basic cost of business, and are already accounted for in general.

Each asset has a value. Rather than list the countless assets that players may want to acquire for the company, the GM is encouraged to use the guidelines on the **Asset Value Table**.

Note that players wishing to explore the specifics of maintaining their own base may wish

to use the system described under **Outposts** in the *Savage Worlds Science Fiction Companion*.

A company may sell off an asset. Assuming they find a buyer, the heroes can remove an asset to add +1 to the company's Reserve score.

TAKING ON DEBT

Instead of spending a point of Reserve (or if it has no Reserve to spend), a company may choose to take on debt. This can be beneficial in the short term, but unpaid debt grows over time. (See **Upkeep** for details.)

To pay off a debt, the company must either spend Reserve equal to the debt's value or make an Acquisition roll, subtracting the value of the debt from the roll.

When taking on debt, the GM and players should discuss who the company is in debt to and the logistics of the loan. It's one thing to miss a payment with a bank; it's another if the money's from the Syndicate.

UPKEEP

Maintaining a functional mercenary company involves more than collecting paychecks and paying bills. These operations are expensive, with valuable assets that require constant maintenance. Those who struggle with these things can fall into ruin, but those savvy—and lucky—enough to get ahead can eventually find a road to profit.

To reflect this ongoing struggle, the company must make a monthly Finance roll.

One of the players rolls the company's current Finance die (which may be reduced due to acquisitions this month). This is not a trait roll, but it can Ace, the chosen player rolls his Wild die, and any player may spend Bennies to reroll the result. Other heroes cannot Support the roll.

The Finance roll can be modified by the company's circumstances:

Contract: If the company got paid for work performed over the month, add +1 if the contract offered poor pay, 2 for standard pay, or 4 if the pay was lucrative. (See **Contracts** on page 62.)

Expenses: Total the values of all the company's assets. If this total is higher than the company's Finance die type, subtract the difference from the roll.

RESOURCES AND ACQUISITIONS

Iron Raven is a relatively small but financially stable company. It supports a single squad of soldiers (the heroes) and a starship large enough to transport them, their gear, and a ground vehicle or two. It has a Finance die of d8.

During its time working for Sanctum, Iron Raven was able to stash away a little cash. It has a Reserve score of 2.

Before setting out for the mining settlement, the company decides to invest in some transportation. The players pick out a corporate APC. Checking the **Asset Value Table**, Jacksyn sees that as a military vehicle, the APC has a value of 2.

Jacksyn now rolls the company's Finance die to see if they can afford to purchase the APC this month. She rolls the d8 and subtracts 2 (the value of the APC) and gets a total of 5—a success! The company adds the APC to its list of assets, noting its value. It also reduces its Finance die from d8 to d6.

After the company's first engagement against the raiders, the players realize they should have a local doctor on retainer. Jacksyn rolls the Finance die (which is now a d6) and subtracts the value of the doctor (1), and gets a 3—a failure.

Rather than accept this result, the players spend one of the company's two points of Reserve. This reduces Iron Raven's Reserve score to 1, but changes the failure into a success. The company adds the doctor to its list of assets, noting its value, and reduces its Finance die from d6 to d4. (The GM starts making notes about the doctor's possible personality and background.)

IRON UPKEEP

At the end of Iron Raven's first month working for the mining settlement, it's time to settle the books.

Jacksyn grabs the company's Finance die (currently a d4), but before rolling, she checks for modifiers.

Contract: The company has been working for the standard pay rate, so she will add +2 to the roll. (If the pay were poor, she would only add +1; if it were lucrative, she'd add 4 instead.)

Expenses: The company's assets (and their values) include its starship (4), the APC (2), and the just-hired doctor (1). Since the total value (7) is greater than the current Finance Die type (d4), she will subtract the difference (3) from the Finance roll.

Taken together, the modifiers come out to -1.

Jacksyn rolls the d4 and subtracts 1. She rolls a 3, a failure, and the company suffers a shortfall.

Jacksyn rolls 2d6 on the **Shortfall Table** and gets a 6: they lose access to an asset for the month. The GM chooses the APC as the asset. He rules that it's developed serious engine problems that they can't afford to get repaired right now. Maybe they'll be able to do it next month.

Debt: If the company has any debt, add +1 to that debt before making the Finance roll. Subtract total debt from the roll.

Success means the company can cover all its bills. If its Finance die was reduced, move it one step closer to its original die type.

A raise means the company also increases its Reserve score by 1.

Failure means the company suffers a shortfall. Either roll on the **Shortfall Table** to determine the effects or spend a Reserve point to turn this success into a failure. (Alternatively, the GM may decide the results of the shortfall.)

Critical Failure means even the Reserve can't help. The company suffers a shortfall.

STRAPPED FOR CASH

A company's Finance die cannot be reduced below d4. If it would be reduced below d4, the company must add +1 to its debt, and can't attempt to acquire any more assets this month.

SHORTFALL

2d6	Result
2-3	Lose 1d4 Reserve points.
4-5	Permanently lose an asset of your choice.
6-8	Lose access to a random (or GM-chosen) asset for the month. (Regain it next month on a success)
9-10	Lose a Reserve point.
11-12	Gain the "wasteful" negative reputation label.

STORY OVER SPREADSHEETS

These company management systems are completely optional. Game Masters are encouraged to ignore, modify, or utilize the systems in whatever way makes the game more fun and compelling for their players and themselves.



CHAPTER FIVE: THE SIREN BELT

The Siren Belt is a sector of the frontier that was colonized roughly a century ago and then fell into isolation. Now, a new generation of explorers, prospectors, and would-be conquerors are rushing in to claim its riches and uncover the Belt's ancient mysteries.

INTRODUCTION

While the Siren Belt is part of the frontier, it has a character all its own.

A SECTOR IN ISOLATION

Due to its remote location, far from any major trade route, the Siren Belt has grown primarily on its own. Its original colonies used rich resources to expand into multi-system dominions, and their politics and conflicts have shaped the sector into its current state.

That time of isolation is at an end. The Arusan Trade Conglomerate has completed construction on a new jump gate in the sector. Travel that used to take weeks of multiple jumps is now virtually instantaneous. The sector is now swarming with newcomers, most of whom are looking for two things: critanium and ancient technologies.

CRITANIUM RUSH

The mineral critanium is an essential material in the manufacturing of jump drives and power cores. A vast supply of this ore has been discovered in a Siren Belt asteroid field. The local powers are fighting to claim their share of the power and wealth from the discovery, while outside forces (primarily the Corporate Worlds and SSA) seek to stake their claims as well.

ANCIENT TECHNOLOGIES

The Siren Belt is strewn with ruins and artifacts of a civilization that vanished thousands of years ago. These remnants are valuable, not only as clues to the galaxy's history but as keys to unlocking ancient technologies. They're also well-defended. The kifteri, a local species armed with energy wings and cloaking devices, is dedicated to protecting these ancient sites against all outsiders.

SIREN BELT DOMAINS

During their time of relative isolation, the Siren Belt colonists divided, named, and claimed the various regions of the sector. Below is a brief overview of those regions.

Anador Station: Founded by the Arusan Trade Conglomerate and built by the thovin, the station serves as a neutral trade gateway to the Belt as well as the area's most advanced medical facility. The sector's jump gate is located at this station.

Avoric: Remis Engineering founded some of the first colonies in the belt, and Avoric is its sector headquarters. Its vast army of drones harvests and processes the area's resources, including its newly claimed stake of critanium.

Bor'Oan Kingdom: The Bor'Oan Kingdom started as a mining colony but has turned into an expansionist monarchy with one of the largest militaries in the sector. It's also the stronghold of the Shadow Star Order, a cult with an interest in the Belt's ancient ruins.

Gyr Dominion: A zaka colony in a harsh region of the Belt, the Dominion is the home to Shatter Space, the volatile but critanium-rich asteroid field at the center of the latest incursions. The zaka mine critanium themselves but also allow others to harvest the asteroid. Anything harvested is then taxed.

Harbinger Reach: While ancient alien ruins are found all over the Siren Belt, Harbinger Reach has more than any other region of space. None of the colonial powers officially claim the Reach, and the kifteri would like to keep it that way.

Indyr: This tiny domain is known for its top-notch intelligence agency and for hosting the Siren Circuit, a competition in which the sector's greatest warriors and athletes compete for riches and glory.

Raynek Principality: The Principality of Raynek is highly industrialized and famous for its sprawling spacedocks and shipyards.

Rybraxis: A region on the edge of anarchy, Rybraxis serves as both the Syndicate's outpost in the Belt and home of the sector's entertainment industry.

Sanctum: When the Syndicate took over Rybraxis, several systems broke away and formed their own domain. Sanctum is now a small but wealthy region. It hosts the Starwind Institute, which is the foremost scientific authority on the ancient technology of the Siren Belt.

THE SIREN BELT IN YOUR GAME

The *Starbreaker* galaxy is an immense science fiction sandbox offering action and adventure of every stripe. The Siren Belt is a smaller, denser sandbox to explore as you see fit. Below are a few suggestions for using the Belt based on your campaign type.

STAR MARINES

The Star Systems Alliance is eager to secure its place in the Siren Belt, and Star Marines are at the forefront of that effort.

Like in other parts of the frontier, the Star Marines are an essential part of establishing and defending the SSA's colonies. In the Siren Belt, however, those colonies may be committed to mining critanium in Shatter Space or to studying ancient ruins in Harbinger Reach. Many colonies in the Belt are under constant threat from corporate mercenaries, raiders, or local governments that see the SSA as invaders, rather than fellow colonists.

Marines in the Belt often serve a diplomatic role as well. Not as diplomats, but as tools of diplomacy: the SSA dispatches them to serve as peacekeepers and troubleshooters for various local organizations in exchange for those groups' support in the region.

MERCENARIES

The Corporate Worlds share the SSA's desire to claim territory in the Siren Belt. Their mercenary forces likewise share many of the Star Marines' roles (defending colonies, securing corporate holdings, etc.) but have the benefit of an established base in the Avoric domain. The corporations are less diplomatic than the SSA and are more likely to send in their forces to simply seize whatever resource they believe they can securely hold.

Many mercenaries work for the local governments as well. Most serve on short-term contracts, usually focused on special operations that can't be traced back to their employers.

SAINTS AND SYNTERS

While the Syndicate doesn't have nearly as much power in the Siren Belt as it does in the rim worlds, its agents (and SAINTs posing as its agents) still have plenty of work to do.

Much of the Syndicate's power comes from its near-monopoly on the production of critanium. Therefore, its top priority in the Siren Belt is to sabotage and undermine the sector's critanium production in any way it can. It's a tall order. Even with Rybraxis as a base of operations, the Syndicate is outnumbered and outgunned. Some members have suggested sabotaging the jump gate instead, but they have thus far been shouted down.



HISTORY OF THE SIREN BELT

The sector known as the Siren Belt lies at the far edge of the frontier, unconnected (until recently) to any jump gate. Yet it projected some sort of psychic pull, a “call” as many described it, urging space travelers to visit and settle among its many worlds. It was this phenomenon that led to this region’s name: “The Siren Belt.”

PRECURSORS

Explorers found that this region of space had been discovered before, settled and populated by a long-vanished civilization. Dubbed “the Precursors,” this mysterious alien culture left behind clues to their existence: strange ruins, enigmatic artifacts, and indecipherable records.

The Precursors were extremely psionic; many of the places and things they left in their wake respond to psionic energies, though most slumber and remain inactive... for now. Many worlds in the Siren Belt had been visited by the Precursors, and still bear the remnants of these lost people.

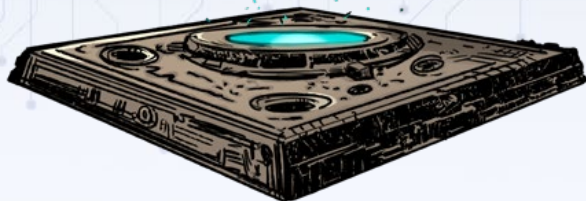
ANSWERING THE CALL

Over the course of a century or more, the Siren Belt has drawn numerous species into its embrace.

First came the septrids, in one of their sleeper colony ships. Then the vulkolasi, zaka, and others. The Arusans arrived with their Trade Conglomerate and thovin allies, which opened the door to the humans of the corporations and the Syndicate. (The SSA marked the sector for future exploration, but deemed it too remote for colonizing at this time.)

Without a jump gate in the sector, travel was slow and visitors were few. The Belt was rich in resources; the colonies mostly traded among each other for what they needed. What they couldn’t acquire locally, they purchased (slowly) through the Arusans.

And then the galaxy went quiet.



FATE OF THE PRECURSORS

An enduring mystery of the Precursors concerns their fate: just what happened to this ancient civilization? Scholars have debated this question for years. Several groups of xeno-archeologists have become fascinated by the ruins left behind by the Precursors in the Siren Belt. This interest has also led to multiple theories as to what caused the species' disappearance. Shadow Star cultists, for example, believe that the Precursors became beings of pure psionic energy, evolving into a cluster of white dwarf stars. The databanks of Remis Engineering posit that the Precursors simply died out due to a plague-like virus. And there are many more stories of how and why the Precursors disappeared.

One of the more prominent theories has been crafted by a notable xeno-scholar, Dr. Emil Zarin of the Starwind Institute. Zarin's hypothesis is that the Precursors engaged in conflict with another vanished civilization. This ancient war raged between the two cultures until the unknown adversary won, but at a terrible cost. Most of the Precursors fled the Siren Belt—possibly, according to Zarin, the civilization's birthplace. Other groups of Precursors became nomadic and may have eventually evolved into the group now known as the Caelum.

Zarin believes that this horrific war was fought on an almost unimaginable scale, resulting in the broad swath of devastated worlds known as the Scour.

WAR AND AFTERMATH

During the Armageddon War, the Siren Belt was completely cut off.

While the rest of the galaxy focused on defending itself against the existential threat of the nohgotha, the factions of the Siren Belt solidified their control over their territories through diplomacy and force. The invasion never reached the Belt. Its inhabitants were untouched by the war.

The war's end brought new settlers to the Siren Belt: the dunar. The nohgotha's former soldiers were looking for a place to call home. While the rest of the galaxy was suspicious of the dunar, the people of the Belt had no such prejudices. As word spread of a sector where dunar were treated fairly, fleets of dunar immigrants made the trek to the Belt, then made the Belt their home. It was here that they discovered the inhabitable moon of Sozin, which is now considered the dunar homeworld.

REMNANTS OF THE PRECURSORS

The Precursor civilization once encompassed much of the Siren Belt and beyond. It seems these mysterious aliens once called the Siren Belt their home, for that galactic region is heavily seeded with reminders of the Precursors' existence. Some of the most prominent or most common examples of Precursor remnants are cataloged below.

RUINS

By far, the rarest remnant of the Precursor civilization are intact structures of any kind. Far more often, only crumbling, barely recognizable vestiges are left behind. Among the few intact ruins, only a handful are undamaged—most carry some signs of a brutal conflict.

Arcs: These graceful structures resemble a gently curved flow of joined columns, describing a third of a circle from the foundation to the very top. Some scholars believe them to be entirely decorative, in part because the arcs that have been discovered so far do not have any Precursor glyphs or writing engraved upon them.

Crypts: Sometimes also referred to as “vaults,” these ruins are typically some kind of resting place or storage area, as the name suggests. So far, every vault thus found has either been barren and empty or impossible to open. Many xeno-archeologists believe gaining access to an intact crypt would expand knowledge of the Precursor society.

Spheres: Smooth and often decorated with intricate circles and fractal designs, these structures vary from one to 20 feet in diameter. None have so far been able to be removed from their location, frozen in place without any visible sign of anchorage. Scholars believe that the spheres may have been communication devices or terminals that connected to some form of network.

Spires: The largest of the Precursor ruins, spires take the form of vaguely pyramidal towers, typically slender and tall. Sometimes, spires are large enough to encompass numerous interior chambers, while others are small enough to be mistaken for some kind of pylon. Spires are the most common place to find Precursor glyphs, and treasure hunters value the location of a spire above all else.

ARTIFACTS

Precursor artifacts enjoy a brisk black-market trade throughout the Siren Belt. Most residents of the sector are only aware of the Precursors from encountering or seeing an artifact, typically on display in the collection of the wealthy and powerful. Scholars of numerous disciplines consider Precursor artifacts valuable, and they fetch even higher prices in the galaxy beyond the Belt.

Crescents: Flat, small arcs of grayish material, the crescents may once have been some sort of tool, weapon, or plaything for the Precursors. A few basic glyphs are occasionally found scribed upon a crescent's surface.

Glyphs: The “writing” of the Precursor culture, glyphs vary widely in appearance. Some resemble little more than vague flow charts or circuitry, while others convey concepts far more complex. So far, glyphs have yet to be fully understood—only the most basic meanings have been able to be gleaned by xeno-linguists.

Orbs: Resembling smaller and less complex versions of Precursor spheres, the orbs are quite heavy for their size. Some orbs are less truly spherical than others, resembling polyhedrons with twelve or twenty different facets. The currently accepted theory is the orbs may be some personal communication device or recorder.

THE GATE OPENS

The Arusan Trade Conglomerate had been planning to build a jump gate in the Siren Belt for quite a while, but the Armageddon War disrupted their schedule. It wasn't until three years ago that the gate finally came online. Now the ATC gate—the only gate in the sector—is open, and the galactic powers that have long ignored the Belt are rushing in to claim pieces of it for themselves.

KIFTERI

The kifteri have always been here.

Long before the first colonists arrived in the Siren Belt, the avian-like kifteri roamed its stars in their colossal city ships, patrolling the Precursors' sites of power. The specifics of their origins are lost in mists of time, but they know that they were tasked by an ancient and powerful species to guard these locations against the time when those ancients would return.

In the past century, the kifteri have revealed themselves to warn newcomers away from the Precursor ruins and artifacts. When those newcomers wouldn't listen, the kifteri attacked. Their aggression was not because of malice or cruelty but because of honor and duty. . Today, those who would study the Precursor sites must negotiate with the kifteri or risk being attacked. Those who would damage the sites or steal artifacts must prepare to fight for their lives. (It's unusual for kifteri to track down stolen artifacts, but it does occasionally happen.)

UNSEEN GUARDIANS

Outsiders know little about the kifteri. One of the reasons for this is their advanced cloaking technology. Their city-ships (which some say resemble those of the caelum) can vanish from both sight and sensors for days on end. Their smaller ships have similar capabilities, though the effect lasts only a few hours—plenty of time to ambush any tomb robbers or smugglers.

The greatest kifteri warriors, known as the *hapata*, wear personal cloaking devices, which provide short, tactical bursts of invisibility. These devices are usually built into special harnesses that create the warriors' famous energy wings.

The wings let them fly but also serve as blades and shields.

The SSA, corporations, and even the Syndicate are keen to learn the secrets of kifteri cloaking technology. While bits of the devices have been recovered, no one has yet been able to replicate them.

For information on creating kifteri characters, see page 99.

REGIONS OF THE SIREN BELT

ANADOR STATION

During the initial wave of colonization, the Arusan Trade Conglomerate established a colossal space station at the gateway to the Belt. The ATC contracted the thovin to handle the design and construction of the station; the thovin remain its primary administrators.

Anador Station floats serenely above an enormous gas giant planet named Martis, where it serves a number of important purposes in the Siren Belt.

Firstly, Anador Station is officially “neutral ground” in the Siren Belt, avoiding involvement in the sector's various political struggles. Anador has been chosen several times as a perfect location to work out treaties, engage in espionage, and make diplomatic contact with otherwise “troublesome” entities (such as deposed leaders or wanted rebels). The station has considerable built-in defenses and boasts an elite security detail to deter anyone with ambitions of conquest.

Secondly, Anador Station's facilities and location make it the perfect trade hub. Many merchants own or lease space on Anador, while others offer services to ships just beyond the station's outer buoys. Anador makes a healthy profit by taxing trade that goes on within the station's domain, and in return, the merchants enjoy the perquisites: not the least of which is the station's own defenses and the security forces' willingness to enforce a “no refunds” policy. (The Syndicate, usually under the guise of legitimate businesses, also uses the station as a site for its smuggling and other illicit activities.)



AVORIC

Finally, Anador Station is a testament to the thovins' greatest medical minds, and the medical facilities here are unmatched anywhere else in the Siren Belt. Several decks of the station form an immense hospital equipped with highly advanced medical technology and staffed by a large crew of learned doctors. One of the thovin surgeons, Doctor Klionvar, is considered among the most brilliant medical minds in the galaxy. However, Anador Station's medical facilities are not offered freely. The ATC charges fees for its medical treatments; the more elaborate (or life-saving) the treatment, the steeper the fee. Patients who can't pay the fee are offered contracts with the ATC and an opportunity to work off their debt.

Just as important as the station itself is the nearby jump gate that falls under its protection. The ATC started construction on the gate before the Armageddon War but was only able to complete it in recent years. The gate is maintained by the ATC and defended by the Arusan Security Forces. Those who use it are required to pay a toll for its upkeep and defense. Those shipping critanium pay more than others.

In the midst of the Siren Belt lies a system known as Avoric, where a blue-green star has collected several planetary bodies in irregular orbits. Avoric-L is the largest of these planets, a gas giant with dozens of layers composed of riotous colors, each more stunningly beautiful than the last. In orbit, Avoric-L possesses a dozen different moons, most of which are nearly planets in their own right.

The Remis Engineering Corporation claimed one of these moons as its primary base in the Siren Belt. Avoric-L2 was its designation, but it, along with all the Remis holdings in the region, is now simply known as "Avoric."

Remis Engineering has thoroughly industrialized the moon's surface. From space, Avoric's surface is entirely covered by reflective metallic alloys, a gleaming sphere of advanced technology and progress.

Avoric is one of the most prominent and influential regions in the Siren Belt. Under the watchful eye of Administrator Shen Darion, the company has funded an aggressive program of

diplomatic and cultural influence over a large area of the Siren Belt. Avoric has established trade pacts and alliances with many smaller stellar groups, providing Remis Engineering with a considerable amount of support from the other regions. Its drones can be found working in every part of the Siren Belt.

LOCATIONS OF NOTE

THE BORDERLANDS

Avoric's expansion has run into the outlying borders of Indyr. This has caused a cold war to spring up between the two domains. While Avoric can easily crush Indyr in an open conflict, so far, the Administrator has resisted employing military force. To do so, especially against such a mismatched opponent, could threaten many of the diplomatic efforts to paint Avoric as an enlightened realm leading the way for the rest of the Siren Belt. Indyr has taken advantage of Darion's hesitancy to send countless spies into the disputed areas and throughout much of Avoric territory.

THE METAL MOON

Rumors have persisted that the moon of Avoric was not the product of Remis construction and terraforming. Instead, the stories say, Remis Engineering came and excavated Avoric, exposing the moon's artificial core. Certainly, the design of the moon's countless metropolitan centers differs greatly from other Remis Engineering outposts and colonies throughout the corporate worlds.

PERSONALITIES

ADMINISTRATOR SHEN DARION

The political head of Avoric, the Administrator, also acts as the "face" of the region, often appearing in transmissions extolling the virtues of the Remis Engineering Corporation. Darion is human but has had extensive and obvious cybernetic enhancement. He prefers to rarely appear in person and often limits his involvement to personally sealing crucial alliances or trade deals.

Outwardly friendly, Darion has been described as a "smiling predator" by the dignitaries who have met with him. Darion has built Avoric with the help of the Remis Engineering Corp's resources; however, much of Avoric's expansion

and growing influence in the Siren Belt is due to the Administrator's tireless efforts.

MISTER SIKES

A mysterious and sinister individual, Sikes is one of the few non-enhanced humans trusted by the Administrator. A renowned investigator and spy-hunter, Sikes has been given the task of tracking down and eliminating the cause of several disruptive sabotages that have thrown off Avoric's planned expansion for this year. So far, Sikes has yet to identify the culprit, but he believes he is closing in on the saboteurs. The investigator usually employs several customized hunter-killer drones, and he has access to all of Remis Engineering's most advanced weaponry to employ in his shadow war of counter-espionage.

OLORR

A recent development in Avoric is the appearance of an advanced but strangely addled humanoid drone calling itself "Olorr." The serial numbers on its chassis indicate that Olorr was part of an early Remis settlement that went missing. When it reappeared, Olorr began preaching the word of a "Supreme Programmer." Olorr's travels have taken it from planet to planet across Avoric; wherever it goes, the mad drone seems to gather a following of other drones. Most of the other drones it communicates with only listen, but over time, more and more have begun to travel with Olorr instead of performing the tasks for which they were designed. Indyr's spies have taken note of Olorr's pilgrimage and have even helped it from time to time. Some of these spies suspect that the "Supreme Programmer" Olorr describes is some kind of previously unknown Artificial Intelligence.

RESOURCES

DRONES

Avoric has a robust economy fueled by its legions of drones and the industrial plants that build them. Many believe that Remis Engineering has chosen to use drones in order to cut labor costs. Others say the true purpose is to avoid any potential issues arising from the Precursors' psionically active ruins and artifacts present under Avoric's sphere of influence.

Millions of Remis drones are owned and used by others throughout the sector. Most are low-intelligence worker drones, but some are battle drones, and others serve as near-sentient couriers

and assistants. The most advanced models are known to check in with Remis data servers via the HyperNet to make sure their software is up to date. Remis denies that they're also delivering surveillance logs, but the company seems to have more inside information than it should.

EXPANSION AND EXPLORATION

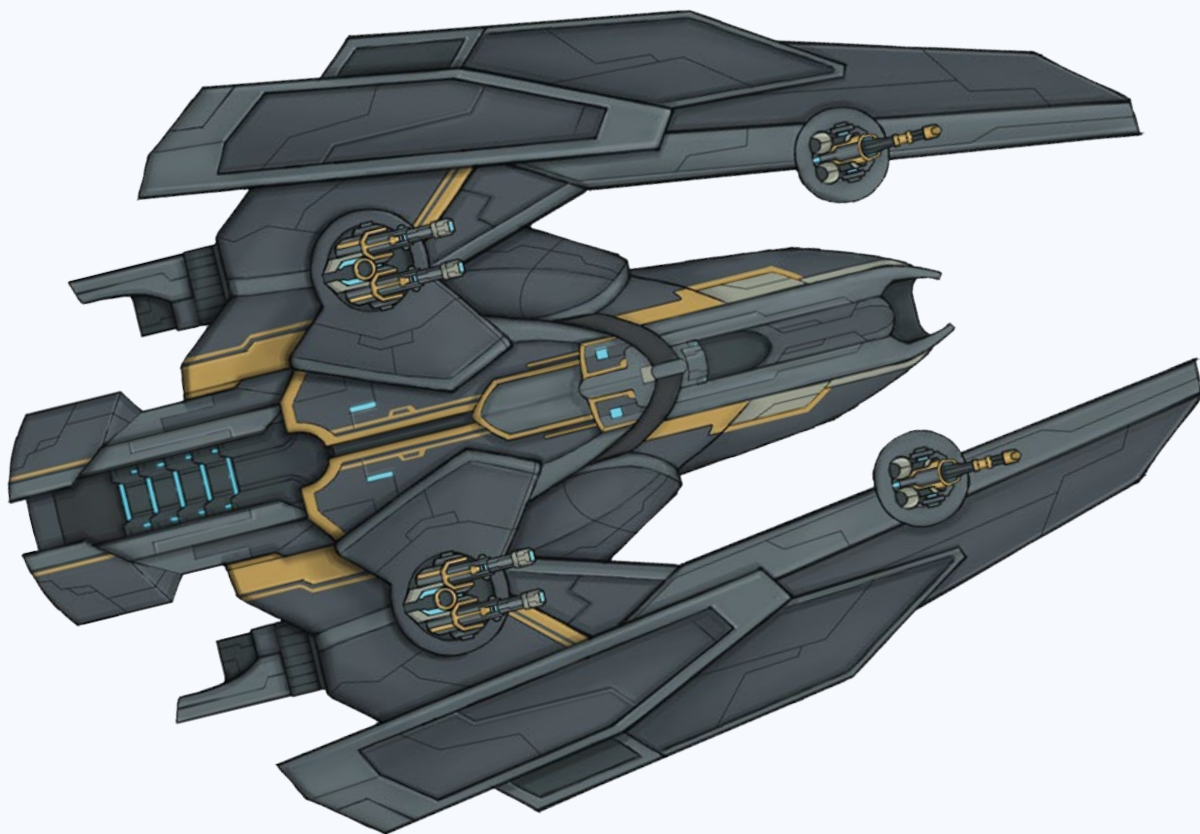
Automated scout ships and drone explorer teams are common in and near Avoric's territory. Administrator Darion has focused a large portion of his corporate resources on research and discovery efforts, causing many to believe that Remis Engineering found something of immense value on Avoric, and is now searching for more hidden caches of technology. These scouting missions have provided Avoric with detailed maps of its region and information on surrounding areas of the Siren Belt, adding to its profits when it licenses its (lightly redacted) charts to prospectors, shipping lines, and other travelers.

FACTORY SHIPS

Avoric possesses a fleet of automated factory ships operated almost entirely by drones. These ships can travel through asteroid fields or hazardous locations that could be instantly fatal for normal beings. The factory ships can mine and extract resources, then refine those ores and use them to begin construction within weeks. Most of the time, the ships construct tenders and outposts where the fleet can repair and resupply.

CHALLENGES

Juggling Alliances: One of the constant headaches plaguing Administrator Darion's office relates to the delicate web of diplomatic agreements that he must manage. Avoric thrives due to him keeping his friends close and playing his enemies off of one another. Still, there are so many different agreements in place that it is not difficult to begin an argument over a minor point, keeping the Administrator's office very busy... and distracted.



Media Control: While Avoric nominally possesses a free press, the truth is that the Administrator prefers to keep the media under his strict supervision. However, there is a growing movement among his citizens towards underground media outlets willing to break with the Administrator's "guidance." While a minor

irritant, it has become increasingly problematic for Darion over time, and he is considering sending Mister Sikes to deal with this situation as soon as his assistant returns from handling more important matters.

BOR'OAN KINGDOM

The region of Bor'Oan stands astride many worlds in the eastern arm of the Siren Belt. With its mighty military and strong leader, its neighbors are concerned about its next potential conquest.

This region of space was once home to a group of independent mining ships crewed by a mix of multiple species. The mining fleet encountered the song of the Siren Belt and changed course, discovering a resource-rich cluster of systems between two vast gulfs of space. The foreman of the mining team, a vulkolasi, declared himself "Bor" meaning something akin to "King," and settled into the region with the rest of the mining ships' crews. Over time, the region attracted more settlers and grew in both wealth and influence. It was given the name "Bor'Oan," meaning "Land of the Kings."

The Bor'Oan region's rapid growth has been seen as a threat by many of their neighbors. While the Bor has rarely ordered his military to launch full-scale attacks, neighboring regions are more than aware that they are no match for the juggernaut that is the Bor'Oan Territorial Guard.

The kingdom is the center of the Shadow Star Order, a Belt-wide cult obsessed with enlightenment and the Precursors. It's also very supportive of the Bor'Oan government, so the current Bor, despite his unease with the mystics, allows them to flourish within his borders.

PERSONALITIES

BOR DAQIN

Strong, brooding, and cunning, the current Bor is a Vulkolasi, the son of the Bor who founded the region. Bor Daqin has a sharp mind, constantly kept honed by sparring with the finest logicians he can find. The Bor is said to have ice in his veins, for he is pragmatic to the extreme. No measure, no matter how heinous or bizarre, is discarded before he considers the advantage he might wring from it for his nation.

PLOTS AND POWER

The Starbreaker galaxy is rife with people seeking power. Every government, corporation, and criminal outfit has its own agenda. When those agendas come into conflict, and neither group wants open war, politics come into play.

In politics, each side advances its agenda indirectly through negotiation, subterfuge, or precisely-targeted violence. That's where the player characters come in.

For the GM, every political maneuver is a plot-hook. Either side could recruit (or order) the heroes to carry out missions to improve its position or undermine its rival's. As they succeed or fail, the political battle-lines change, creating more adventure opportunities.

For players, political adventures can offer new possibilities depending on how they approach the conflict:

As pawns, the heroes are indifferent to their role in the greater scheme.

As loyalists, they see how their mission advances their patron's agenda and adjust their actions to help it do so.

As politicians, they see their role and adjust their actions (and relationships) to make sure they come out on top, even if their patron falls.

As leaders, they influence local politics by proactively supporting one agenda over another. It's a good way to gain both power and enemies.

Politics aren't for everyone but can add another layer to any campaign.

GENERAL KERRSHAN

Although the Bor keeps an active role in his military forces, most of the day-to-day operations are led by a septrid commander, General Kerrshan. The general is a fierce warrior and the veteran of numerous skirmishes with pirates. She is known to have very high standards, but she understands the realities of war better than most officers. The general is often out among the troops, inspecting the readiness of units near the borders and ensuring that Bor'Oan's military is prepared to surge to the front lines on a moment's notice.

THE SHADOW STAR ORDER

Members of the Shadow Star Order believe that they shall one day understand the secrets of the universe through their communion with a stellar being known as the "Shadow Star." The Shadow Star has many origins and definitions, depending on which member you ask. Some say it is a black hole, while others insist it is a psionically active brown dwarf star. In contrast, still others claim that it is a spiritual being that defies traditional astronomical nomenclature.

The Shadow Star Order is very active throughout the Siren Belt. It is a cult, though its members and leaders downplay and deny this fact. The group is highly secretive and fosters a sense of clannish loyalty among its followers. Even the vaunted Indyr intelligence apparatus has yet to infiltrate the cult's upper ranks. Typically, cult members are asked to give up all their material wealth and surrender their former lives upon joining. Once inside the cult, they are brought into the fold, given tasks they were told are important, and bombarded with positive emotional feedback to build a strong dependence on the cult for everything, including social contact and the concept of "family."

Over the last twelve years, the Shadow Star Order has grown quickly in political influence within Bor'Oan. Many of the largest population centers in that region have Shadow Star temples, and many others have at least a small shrine tended by a few cult members. Sect leader Ya-Han has taken an active role among the Bor's personal advisors, and there are whispers that the old vulkolasi ruler may be considering formally joining the group at some point. Meanwhile, the Sect leader has quietly instituted a new tradition

where the Order gives sermons and blessings over many official government functions, effectively granting it some moral authority across the lawful rule of the region. Many Bor's other advisors find this repugnant, and the Sect leader may soon find herself without any friends at the Bor's court who do not themselves wear the sigils of the Shadow Star cult.

SECT LEADER YA-HAN

Ya-han, a Nahkyra, represents the sole leadership of the united Shadow Star sects in Bor'Oan. Cool, calm, and thoughtful, Ya-han sits on the Bor's council and—outwardly, at least—is a firm supporter of his rule. Many of the other counselors believe that Ya-Han has her agenda and that she plans to manipulate the Bor for the benefit of her religion.

Ya-han is a respected leader among the Shadow Star cultists; in Bor'Oan and many regions of the Siren Belt, her word is law for her followers. Through her efforts, the cultists spread the Bor's influence among the citizenry, pacifying any resistance to the Bor's rule and making his people satisfied with the status quo. The Sect leader is a gifted speaker with a thorough knowledge of social engineering. Ya-han has made special efforts to extend this training to many of the other cult leaders throughout the Siren Belt.

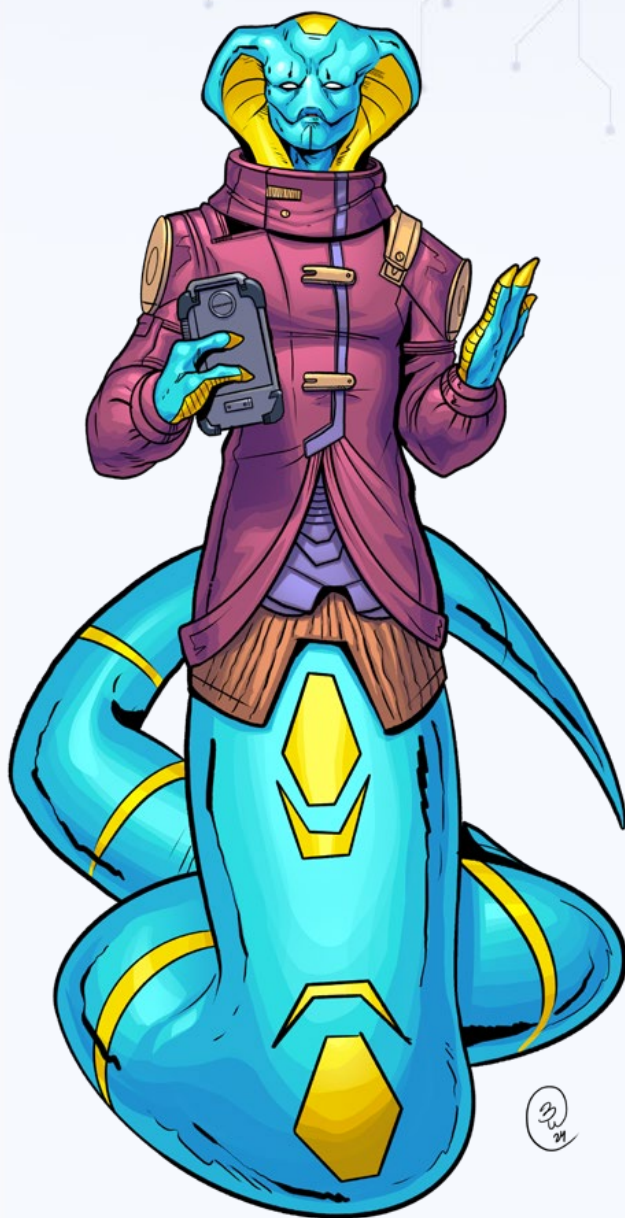
RESOURCES

A MILITARY MACHINE

The Bor'Oan Territorial Guard is one of the strongest military forces active in the Siren Belt. Bor Daqin is justifiably proud of his fleets and his armies. These ships are well-drilled and well-equipped, sent on numerous training cruises before they are deemed fit for battle. The Territorial Guard marines are among the most feared boarding parties in the Siren Belt, for they are both aggressive and highly trained in close-quarter battle tactics. Most Bor'Oan customs inspection vessels carry a small squad of marines, ensuring that few smugglers make it past the outer borders. Piracy has all but been stamped out in Bor'Oan space thanks to the valiant efforts of the fleet, and it is said that morale among the troops is high. Most soldiers and spaceship crews have faith that the Bor will lead them to victory, no matter who may stand in their way.

OUTSIDE ALLIES

Because of its military might in the sector, the Bor'Oan Kingdom has been approached by emissaries from both the SSA and the Corporate Worlds to discuss some sort of alliance. The Bor recognizes that they don't truly see his kingdom as an equal, but are trying to ensure that their colonies and mining operations are safe from his military. He has given them both assurances in exchange for credits and favors. He isn't opposed to a permanent treaty, but for now, is playing the two groups off each other.



CHALLENGES

Heir Apparent: The Bor has sired numerous heirs to his throne. The eldest, Bara Lyn, has spent many of her younger years learning the arts of realpolitik at her father's knee. However, she seems far more interested in being a patron of the arts than in the tradition of military service and strategy cultivated among the Bor's advisors. This makes her somewhat unpopular, an opinion she seems either unaware of or unwilling to change... yet.

Military Unrest: Bor'Oan has a large, well-equipped, and highly trained military force. However, there is little for those warriors to do recently besides patrol the region's stable borders. Several commanders in the Territorial Guard have been agitating for more aggressive maneuvers and war games near territories belonging to Avoric. These commanders believe that war is all but inevitable, and the Territorial Guard would do well to prepare for a first strike. As for the Bor himself, he is preoccupied with finding a solution to his misgivings about the Shadow Star Order. If the situation is not addressed soon, one of the Territorial Guard patrol groups may start a war either region is prepared to fight.

THE GYR DOMINION

This part of the Siren Belt is controlled by a group of zaka. Led by the ruthless Dominor Crynn, the Gyr Dominion prospers amidst a relatively unfavorable region of space. However, the Dominor's willingness to use any tactic to advance himself, no matter how atrocious, has made this region unpopular with nearly every other government in the Siren Belt.

The hearty zaka are able to survive even among the harsh environments common in the Dominion. Only one planet, Volor, has a pleasant range of temperatures and environments for most sentient life. The rest of the Dominion is situated right at the heart of an otherwise foreboding and inhospitable section of space.

Critanium mining in Shatter Space is the backbone of the region's economy. Until recently, the Dominion maintained a modest mining operation fueled by prison labor. Now that the jump gate has brought a flood of new miners to the region, it has expanded its military

presence in the asteroid field. Any outsiders mining the asteroids must pay the Dominion for the privilege or be destroyed.

LOCATIONS OF NOTE

SHADOWPOINT

Officially, the Dominion prison planet is labeled “Solitaire.” However, it has become far more well-known for the high-security prison named Shadowpoint, a penal colony that provides much of the Dominion’s labor force.

While the Dominion has some of its own prisoners in Shadowpoint, the majority of its population comes from other regions. These prisoners may be convicted criminals but are just as likely to be political undesirables or enemies of the ruling class. The Dominion accepts these prisoners at no cost and then puts them to work doing on-site manufacturing. Those who prove themselves are “promoted” to farming or asteroid mining.

Shadowpoint is legendary for being escape-proof. Attempts are made often, but none have so far succeeded, at least according to the administration. Any inmate who manages to free himself from the cell blocks must then traverse the nameless continent surrounding Shadowpoint. Solitaire’s largest landmass, the continent is mostly composed of a murky swamp filled with dangerous predators, making it an extremely inhospitable environment for fugitives.

The current warden of Shadowpoint is a zaka named Kellyus. The warden is said to be particularly cruel in the pursuit of his duties. Kellyus has been known to pit his prisoners against one another in battle among a series of gladiatorial arenas he has personally designed. The warden personally welcomes each new addition to Shadowpoint’s collection of prisoners. Rumors say that Kellyus is dissatisfied with his posting and is constantly scheming to gain an advantage from the situation, including exploiting the inmates’ talents for himself.

From time to time, very sensitive prisoners are transported to Solitaire by a military convoy. This is the optimal time to attempt an escape due to the numerous systems involved in such a high-profile prisoner transfer. Even then, Solitaire is nearly as difficult to infiltrate as it is to leave. The planet has a fighter wing stationed on a nearby moon, and a garrison of nearby

troops. A common saying in the Siren Belt is that something futile is as difficult as “getting out of Shadowpoint.”

SHATTER SPACE

This vast asteroid field got its name from the fact that many of its asteroids are unstable and prone to simply come apart—or more often, violently explode.

When an asteroid in Shatter Space dies, it does not go quietly. Many of these asteroids contain critanium, and when they explode, they cause a miniature warp reaction that sends out a wave of gravimetric shear. Shards of rock are sent spinning in all directions with incredible force, essentially turning the asteroid into a field of deadly shrapnel up to a mile across. Starships in Shatter Space must maneuver carefully lest they set off explosions that damage their hulls.

Due to the fact that several asteroids have self-destructed in spectacular fashion, few Dominion overseers bother to give any of the rocks names or designations beyond a simple serial number. The miners, however, have named each and every asteroid they’ve worked on. Hardluck, Boomtown, Crystal Heaven, and Nightmare are the most prominent mines currently in operation in Shatter Space.

The Dominion has recently opened up Shatter Space to outsiders’ mining efforts. It sells licenses to work in certain zones of the asteroid field. Those caught working outside their zones or without a license lose their collected ore, their equipment, and probably their lives. This doesn’t prevent claim-jumping and unauthorized mining but does reduce it.

As for its mining efforts, the Dominion primarily uses prisoners from Shadowpoint as its labor force. It can be a dangerous job, but the mine overseers see the prisoners as disposable and are inclined to emphasize profit over safety.

Refinery vessels shuttle resources to and from Shatter Space, docking with merchants and shipping hubs for transport to the jump gate and beyond. Some prison laborers have attempted to use the refinery ships either as a bargaining chip or a means to escape the Siren Belt. None have yet been successful in doing so. The Dominion keeps a security team on board each refinery vessel and ensures that (apart from a small crew) most of

the operations on board these ships are carried out by drones and other automated processes.

VOLOR

A large, verdant planet, Volor is the only world in the Dominion that can truly be said to be welcoming. Volor's range of temperature, weather, gravity, and other factors place it squarely in the parameters for supporting life for multiple sentient species. In addition, the world is particularly suited for agriculture, possessing large land masses rich in nutrient soil.

While the zaka breathe a high methane atmosphere, making the planet itself not ideal for them, its ability to grow crops and livestock they can eat is enough to balance the negatives out for them.

The Gyr Dominion has numerous industrial farms across Volor, each one raising various food crops that are then exported across the Dominion. Prisoners from Shadowpoint make up most of the world's workforce. Industrial farms are considered prestigious employment for zaka overseers. Those whom the Dominor particularly favors are often gifted with an industrial farms and the responsibility of making a crop quota.

A few industrial farm overseers have secretly begun using their farmland to grow pharmaceutical crops rather than nutritional ones. They are well-compensated for this sideline by either Praxor & Gimble or the Syndicate. Should the Dominor ever discover that these industrial farms have prioritized profits over the requirements of their liege, he would be outraged. Likely, the industrial farm owners would be swiftly executed and more loyal ones installed in their place.

PERSONALITIES

ARDOKOS

A long-time prison laborer, Ardokos broke free and led his fellow prisoners in an uprising that, while small, endangers the Dominion's plans for Shatter Space.

Ardokos is a black-furred Vulkolasi with excellent organizational skills (or a very talented staff!), able to communicate his orders effectively across vast distances to coordinate the efforts of

far-flung rebels. He also has quite a reputation for ruthlessness; he shows no mercy to the Dominion's overseers.

Ardokos is actively trying to find allies in the SSA, Corporate Worlds, or Syndicate in hopes of securing aid in overthrowing the Dominion's prison-labor complex. Unfortunately for him, those groups are unwilling to make an enemy of the Gyr Dominion by aiding him directly. Indirectly, the Corporate Worlds and the SSA have provided him with limited weapons and intelligence. Of course, if either knew the other was involved, it would sour their relationship with the revolutionary.

DOMINOR CRYNN

Ambitious and unscrupulous, this zaka ruler established the Dominion himself nearly a century ago, and he fiercely clings to power despite his advanced age. Though he is no longer as strong and hearty as he was in his youth, genetic treatments, and cybernetic enhancements ensure that Crynn is still a formidable warrior, and has been known to dispatch challengers to his position in personal combat.

RAZER

One of the Dominor's most feared enforcers is a psy operative known only as "Razer." It is rumored that her mastery of psionic power is among the strongest in the entire Belt, and she does not hesitate to use her abilities to ensure that Crynn's enemies suffer unspeakable fates. Razer has numerous glyphs upon her armor, but no one seems to know for certain the origins of these markings nor their meaning. Some say that her markings correspond with Precursor symbols found in the Harbinger Reach, but none have so far confirmed this theory. According to certain Corporate Worlds records, Razer may have her own agenda in the Siren Belt, quite apart from the ambitions of the Dominor.

Thanks to Razer's efforts, numerous Synth uprisings have been nipped in the bud, though she is having a slightly more difficult time countering the actions of Ardokos' rebellion. Razer's ability to enter the minds of any captured rebels makes it easy for her to discover crucial information about the rebellion's leaders and activities.

RESOURCES

SHATTER SPACE DIPLOMACY

With the opening of the jump gate and its control of Shatter Space, the Dominion can shape policy and economics for the entire sector. Dominor Crynn is exploiting this position for maximum benefit, making deals with any and all parties who seek critanium. He's careful, however, not to overplay his hand. While the Gyr military is powerful, it could not prevail against a unified assault from the Dominion's enemies.

UNDYING ONES

The Dominion possesses one of the most disciplined military forces in the Belt. Several elite units named the "Undying Ones" form the core of this veteran army. Serving in the army or navy is compulsory among the Dominion, and Gyr's forces are often employed to deter raiders and defend Shatter Space.

CHALLENGES

Labor Uprising: Currently, the Dominion is dealing with a serious problem; a rebellion among its army of prison laborers. The uprising began when one of the barges carrying out mining operations in Shatter Space suffered a malfunction. Convinced that the barge was about to crash into one of the asteroids, the zaka overseers escaped in a shuttlecraft.

However, the prisoners on board managed to correct the problem and with the barge under their control, freed themselves and other prisoners in the asteroid outposts. In a short time, this uprising has wreaked considerable havoc, and shows no signs of slowing.

The Dominion has put a rich bounty on the head of the uprising's leader, Ardokos. Rumors swirl about Ardokos, but his whereabouts and strategies remain a mystery.

HARBINGER REACH

This lawless and unclaimed region resides between two rival territories: Avoric and Bor'Oan. Neither of these larger domains has yet pushed into the Reach, both finding this area of space useful as a buffer zone. Within the Reach is a cluster of five systems, each one containing

a world suitable for life. Some scholars theorize that the Precursors extensively terraformed this region, while other xeno-biologists claim that these worlds are merely a statistical anomaly among the vastness of the universe.

LOCATIONS OF NOTE

HARBINGER ALPHA

This system contains a small planet in orbit around a yellow star. The world, colloquially called "Folly," is the site of no less than three failed colonization attempts. No one is certain exactly why this world seems inimical to being settled; the terrain, weather, and other factors place it squarely in the parameters for sustaining life. However, each of the three colonies that attempted to tame this world ended when their signals abruptly cut off. Remote investigations revealed only that each colony site was silent and empty, with all technology completely drained of power. Follow-up surveys detected some unusually large Precursor ruins on the world's northern cap.

Folly is inhabited by a wide array of animal species, many of which are predatory in nature. More than one survey team has come under attack by these aggressive beasts—Avoric lost over a dozen scout drones this way. The only sentient inhabitant reported to exist is a lone female Kifteri who seems to call Folly her home. Called "The Witch of Folly," this Kifteri has some kind of uncanny control over the local wildlife and ekes out a hermit-like existence somewhere on the planet's western hemisphere. Surprisingly, many reports of the Witch claim that she is blind, wearing a tattered cloth across her eyes. Whether this is to hide some disfigurement, conceal her sightlessness, or merely a fashion statement, none can say.

Other psionically-active agents have attempted to make contact with the Witch, to no avail. The last attempt was over ten years ago, and the initiator of the contact lost consciousness soon after attempting a telepathic link. Upon awakening, the agent said he had touched "a vast network of minds, all connected to one another and reacting as one." If Folly truly is an example of a "hive mind," it would be a discovery that would rock the common understanding of psionics to its core.

HARBINGER BETA

The world designated as Harbinger Beta suffered immense damage at some point in the ancient past. Fragments of the upper hemisphere drift along in the planet's wake, and a crater evident on the surface reaches down nearly into the world's deepest crust. Navigation around this site is extremely hazardous due to unstable magnetic patterns and lingering radiation. Despite this forbidding aspect, the surface of Harbinger Beta contains one of the largest concentrations of Precursor ruins—and kifteri sightings—in the entire Siren Belt.

The shattered remnants of the Precursor civilization appear to have once been a thriving settlement. Some scholars believe that this may, in fact, have once been the Precursor's capital city. There are hundreds of ruin sites, the tumbled constructions resembling those of sprawling residences, marketplaces, and even some kind of arena or auditorium. Central to the ruins are the pieces of an enormous amphitheater-like building, encircling pieces of what might have once been a mighty throne.

Harbinger Beta-2 is the world's only moon. Visiting the surface is impossible without an environment suit for most beings. Not only is the moon devoid of breathable air, silica in the thin atmosphere is stirred up by gale-force winds and flung like a cascade of tiny razors by raging kill

storms that can arise without warning. However, there is a singular Precursor ruin that merits visiting this lonesome moon, the Sunspire. A long, slender needle of crystalline matter, the Sunspire gets its name not only because the crystal of the spire itself seems to gather the radiance from the system's yellow star but also from the star charts marked along its surface. Many of these charts indicate systems within the Siren Belt, with the Harbinger cluster given a place of prominence.

HARBINGER GAMMA

Very close to the edges of the Scour, this system surrounds a binary star composed of only a half-dozen small satellite worlds. The most promising of these is Quintus, a rocky and desert-covered planet that nevertheless is in the perfect band for sustaining life. Hot and dry, Quintus would be rather unremarkable if it were not for the planet's unique visitor: at some point in the distant past, a nohgotha vessel made an emergency crash-landing here.

The ship had been converted into a space-going menagerie of strange and unusual creatures from thousands of different environments. When the vessel crashed, many of the beings held in the onboard cells perished. Many more died when they could not adapt to the arid surface and gravity of Quintus. However, that still left hundreds of creatures who somehow managed to survive and thrive among the wreckage, eventually spreading out across most of the planet.

The majority of the remaining beasts are predatory, feeding upon each other and anyone foolish enough to visit this frontier world. (These beasts include all the nohgotha-created creatures featured in *Starbreaker: SAINTs & Synners* and could also include any number of dangerous creatures from the *Savage Worlds Science Fiction Companion* bestiary.)

As for the ship itself, no one has yet successfully explored the interior. Visitors must first deal with the vessel's still-active long-range defenses before making planetfall near the wreck. Afterward, the vicious wildlife presents another challenge to reaching the ship itself. A few expeditions made it this far before being overwhelmed by the strange creatures of the menagerie or vanishing without a trace. Many explorers consider the nohgotha wreckage "cursed."

THE BETA CRYPT

One of the most mysterious ruins on Harbinger Beta-2 is a sealed vault door set into the moon's crust. So far, all attempts to open the door and discover what lies within have been unsuccessful: the door is made from a material that defies analysis and defeats any energy- or physical-based attack. Precursor glyphs on the door suggest that whatever lies within this vault is extremely important to that long-vanished culture. Many scholars believe it may, in fact, be a tomb or crypt, perhaps the last resting place of one or more important Precursors.

Big game hunters from across the galaxy consider this the ultimate proving ground. Bagging a trophy from this world—and surviving to brag about it—is considered a major accomplishment in hunting circles.

HARBINGER DELTA

This system lies in the heart of the Herald Nebula, a small interstellar cloud of highly radioactive dust. Harbinger Delta has one world capable of sustaining life. Unfortunately, while the “Delta planet” supports a small colony of settlers, incidents of mutation and extreme genetic drift are distressingly common.

The locals are mostly human and cluster in close-knit clannish groups. Many of these villages lie next to Precursor ruin sites identified by the early planetary surveys. Overall, the level of technology on the “Delta planet” remains lower than the galactic average. However, the planet is a popular stop for smugglers and gunrunners looking to trade their wares in return for a handful of Precursor artifacts dug up by the colonists.

The “Delta clans” mark their territory with small, handmade effigies of themselves. Aside from brief trade with the aforementioned smugglers and gunrunners, the clans are very insular and reject contact with extra-planetary groups. Highly territorial, intruders into a clan’s claimed region find that first contact usually comes in the form of a hail of gunfire. More than a few philanthropic efforts to provide advanced medical aid to the clans have failed their overtures returned with violence and rejection. According to the few medical scans that were performed, the Delta clans have only a few more generations before their genetic structure begins to break down. Some experts predict that the resulting population will be far more monstrous and may lack any memories of their former, human existence altogether.

HARBINGER EPSILON

This system possesses only one planet, a brilliantly green gas giant named Viridian. No less than four habitable planetoids lie in orbit around Viridian, though each is lightly settled. Named for the appearance of Viridian in atmosphere, the planetoids are called Beryl, Pearl, Luster, and Zoicite. Most of the settlements on these planetoids are little more than a few

domes and a landing pad, with the inhabitants making their living mining the extensive mineral deposits present throughout the system.

However, the main business for Harbinger Epsilon happens to be far less virtuous: Piracy. Many pirate bands operate out of this system, utilizing Viridian’s moons for supplies, repairs, and shore leave. The residents have little choice but to cooperate with the pirate lords, and many of the pirate bands rule the system in all but name. Unlike the pirates of the Oridium Nebula, these buccaneers aren’t partners with the colonists. They are parasites using the people against their will.

The Viridian pirates raid many trade routes leading into Avoric, Indyr, and Rybraxis. They especially target freighters loaded with critanium. Thanks to the mighty Bor’Oan navy, the pirate lords rarely sanction any activity in that region. Regardless, the pickings are rich enough from the rest of the Siren Belt to make their raids quite lucrative. Seized equipment and valuables are re-sold through smugglers, while any captives taken are ransomed off or forced to work as crew when numbers dwindle.

The most powerful of the pirate lords is Kiros, a dunar who leads a large flotilla of ships beneath his command. Kiros is not a particularly cruel captain, but he is ambitious, possessing dreams of building a vast pirate fleet and conquering one of the more prosperous regions of the Siren Belt for himself. Notably, Kiros seems to be building his power over time, and many analysts believe that he could potentially become a major threat if his influence continues to grow unchecked.

INDYR

Indyr is a small and struggling stellar nation near the center of the Siren Belt. On the outskirts of the Scour and facing the expansion of Avoric, this scrappy region has somehow managed to survive. Much of the credit for Indyr’s continued existence is owed to the region’s cunning leader, Chancellor Hunkar, and the diligent work of the Indyr Intelligence Service.

Originally founded as a septrid expansion colony of Rybraxis, Indyr suffered a series of setbacks that slowed its progress early on. By the time Indyr prepared to surge outwards, the territories surrounding them were now claimed.

Left with few other options, Indyr chose to focus on developing the small region they had settled.

Fortunately, Indyr's worlds were rich and plentiful with resources, ensuring that the small region was able to thrive and fend off aggression. There was, however, no possibility that Indyr would ever become a major force in the Siren Belt on an industrial or military level. Instead, Indyr began mastering another resource that was common not only to themselves but to all civilizations in the galaxy: information.



LOCATIONS OF NOTE

THE SCOUR

An extensive number of lifeless, blasted worlds make up an area of the Siren Belt that has come to be called the Scour. This region is devoid of all life. Only tiny microbes and the remnants of what were once inhabited planets now lie still and empty. Many of these worlds bear ugly, cyclopean scars or impact craters that span entire continents. Scholars believe that the Scour was a battlefield where two incredibly powerful adversaries struggled for dominance many thousands of years ago.

Curiously, the "song" of the Siren Belt can be heard more clearly in the Scour than anywhere else. This does not mean that the curious phenomenon is stronger, only that it is easier to sense, as if somehow closer to the surface of a normal being's senses. The psionically-gifted kifteri consider the Scour to be hauntingly beautiful, and many of their kind travel to the outskirts of this region to meditate upon the unique sensations prominent in this area of space.

PERSONALITIES

CHANCELLOR HUNKAR

A brilliant and somewhat hotheaded septrid, Chancellor Hunkar has led Indyr for the last three decades. She is considered one of the finest political minds in the Siren Belt, and she has great skill at navigating the sometimes byzantine nature of that region. Still considered young for her kind, Hunkar has a fresh perspective and a willingness to take risks that sometimes puts her rivals off-balance.

However, Hunkar does not rule Indyr alone. She has a council of carefully chosen advisors to keep her focused. The council is necessary because Hunkar is convinced that there are conspiracies at work behind nearly every event in the Siren Belt, no matter how seemingly insignificant.

Hunkar may be paranoid, but not without reason. Many have tried to usurp her power, but she has thwarted them all. She has enormous blackmail files on all of her rivals, and she wields these files with consummate skill to keep herself in power.

ALBIN LEAR

Quiet and driven, the dunar Albin Lear rose to prominence by preventing an assassination attempt on Chancellor Hunkar. After the incident, he was given an opportunity to serve Indyr, first in the military and then as an agent of the famous Indy Intelligence Service. He has recently been promoted to the highest position in the IIS. He has given his heart and soul to Indyr and tirelessly champions the cause of his home.

Now that he is in charge of one of the most powerful organizations in the Siren Belt, he feels that what is most important is what is good for the state,, regardless of whether whatever that may coincide with the Chancellor's wishes or not.

RESOURCES

THE EYES OF INDYR

The Indyr Intelligence Service is one of this small region's greatest strengths. The service has some of the most superbly trained intelligence agents in the entire Siren Belt. The IIS (also called "the Eyes") maintains assets in nearly every populated area of the Belt and even beyond. (It's been known to exchange secrets with the Void Syndicate.) The IIS has given Indyr the advantage on many occasions in nearly every arena: military, economic, and political.

To outside observers, the IIS seems nearly omniscient. They are able to gain access to highly restricted sites, read the most secure documents, and obtain samples from heavily guarded vaults. While the "eyes" do not typically act as assassins, they have been known—on rare occasions—to remove people they feel are particularly dire threats to the Chancellor's rule. Most of the time, these "disappearances" occur within Indyr, but there have been enough incidents in other areas of the Siren Belt that many consider IIS agents highly dangerous.

The IIS is equally skilled in counter intelligence. Few spies manage to last long poking around in the affairs of Indyr. This was not always so; less than ten years ago, an enemy agent managed to infiltrate the Chancellor's own residence and was stopped from carrying out his mission only at the last minute. Members of the IIS are known to be fanatically loyal, and most are willing to lay down their lives for the ideals of the Chancellor.

THE SIREN CIRCUIT

Every five years, Indyr hosts a sector-wide competition involving the greatest warriors and athletes of the Siren Belt. The competition as a whole is known as the Siren Circuit, for the events are held on numerous worlds, progressing through a set system where winners compete against other winners until the final bouts. The Siren Circuit attracts many professional fighters and athletes in peak condition; the Circuit's individual challenges are optimized for fierce competitors, and injuries are quite common. Deaths, on the other hand, are rare, due in thanks to strict regulations and the Indyr Medical Service representatives present for each match.

Winners of the circuit are not only offered lucrative sponsorships but are celebrated as heroes nearly everywhere they go. Even the Gyr Dominion considers winners of the Siren Circuit to be celebrities with special privileges. Few would dare interfere with the Circuit, as many IIS agents are enormous fans of the event and the service as a whole vigorously watches for anyone who would try to rig a match.

CHALLENGES

Elbow Room: Indyr possesses only a few habitable worlds and orbital stations. Less habitable land means there is a growing shortage of resources, particularly for living space. Many of Indyr's planets are quite crowded on small continents, requiring citizens to live in close proximity to one another with rare opportunities for work that takes them into wider, more open spaces. The chancellor is aware of this problem, and she has sponsored research that might lead to making worlds in the Scour once more able to harbor life. Other projects include building new and larger orbital stations, though the IIS has strong security concerns about being able to adequately defend such an installation.

Industrial Woes: Indyr's struggle to establish itself eliminated further options to grow its industrial base. Since then, the region has struggled to maintain the few factories and production facilities they possess. Chancellor Hunkar is in talks with Atlantica Ship Works and Gorsht Manufacturing looking into options for purchasing orbital facilities that may eventually grow the small state's ability to produce goods.

RAYNEK PRINCIPALITY

The Principality of Raynek began as an SSA long-range scouting mission. The scout ships discovered the Siren Belt but decided to remain and found a colony in a promising set of systems. Unfortunately, the colony failed under mysterious circumstances—some scholars claim that the colonists suffered from a virulent plague and were unable to develop a cure in time.

Nahkyra prospectors re-discovered the colony years later and, utilizing the pre-existing infrastructure, were able to flourish in a relatively short period. This “head start” helped grow the region’s industrial base to eventually become one of the strongest in the entire Siren belt. The nahkyra were soon joined by other settlers, including numerous refugees fleeing the upheavals in nearby Rybraxis. The new settlers named this region Raynek, after the dunar commander who had founded it.

At first, Raynek established diplomatic ties with the SSA as a gracious way to thank the Alliance for the unintended assistance in building up the region. Given the distance involved, these ties were never very strong. About ten years ago, they were severed altogether.

Around that time, the principality’s economic minister, Gnarleck, quietly gathered a great deal of influence within the region with bribes and intimidation. This led to a coup, during which Gnarleck assassinated much of the ruling royal family—crucially failing to kill the heir, Prince Ramius. Gnarleck then assumed the role of head of state, though the continued existence of the true heir has caused a region-wide struggle between the usurper and the rightful prince.

LOCATIONS OF NOTE

ASCENSION

The capital world of Raynek, Ascension, is largely unremarkable aside from being comfortably in the parameters for sustaining life. The thing that makes Ascension stand out is the single largest Precursor ruin ever discovered lies on the southernmost continent. This ruin is a magnificent spire that reaches thousands of feet into the air—a major landmark seen for miles.

Called “the Ascension spire,” this structure acts as a monument to the Precursor civilization and a strong cultural center for Raynek’s people.

The image of the Ascension spire is emblazoned upon nearly all spaceships, uniforms, and official buildings, making it a representation of the region as a whole. For the most part, the citizens of Raynek pay the spire very little mind; some research teams have attempted to learn more by studying the spire’s enormous, arching sides covered in mysterious glyphs, but there have been no major breakthroughs. Even the kifteri have apparently given up trying to keep researchers away from it.

Visitors, on the other hand, are quite taken aback at the sight of the majestic spire. It has become quite common to hold diplomatic and trade meetings with other regions in sight of the spire to put the visitors off-balance and make Raynek seem far more impressive. This tactic is quite effective on those who are unprepared to see the Ascension spire’s gleaming needle piercing the heavens.

OMEGA PLANITIA SPACEDOCKS

Built in orbit around the planet of Lantos II, the Omega Planitia spacedock facility is a magnificent construction, able to service dozens of spacegoing vessels at once. The station itself is immense and sprawling, operating around-the-clock to build new ships, repair damaged ones, and extend maintenance, salvage, or upgrade services to approved customers. The station’s manager is an ill-tempered—but highly organized—thovin named Molkree, and he has kept the station running smoothly for over a decade.

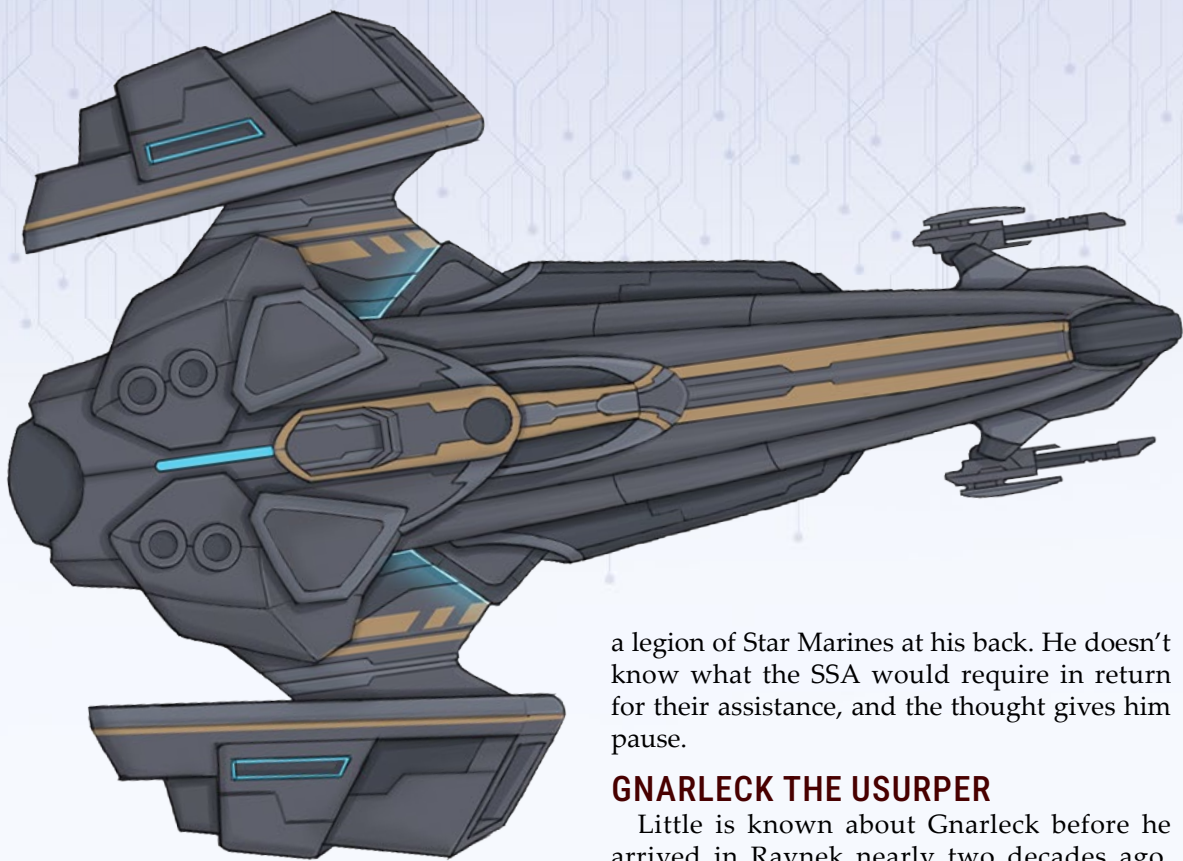
The shipyards are well-defended, and there is usually at least one Raynek warship operating nearby or in one of the service docks at all times.

Most shipmasters in the Siren Belt have visited Omega Planitia at one time or another, and doing so has become an informal “rite of passage” for new ship captains operating in the area. The station offers extensive shore leave options, mostly food and entertainment, to divert the crew while the station’s shipwrights ply their trade.

PERSONALITIES

RAMIUS, PRINCE-IN-EXILE

The last surviving member of his family, Prince Ramius longs to reclaim what the usurper has seized. Ramius is a dashing warrior, a courageous leader, and a thoughtful orator. There are many



who support the prince throughout Raynek, and remember the royal family and what they had accomplished for the region. Ramius and his followers strike back at Gnarleck however and whenever they can. The Prince refuses to involve the common citizenry, restricting his actions to military and security targets, limiting the collateral damage whenever he can.

Ramius has been dubbed “Prince-in-Exile” by his supporters, but he has been unable to garner any political support outside of Raynek. The Prince suspects that Avoric, Bor’Oan, and perhaps other regions are waiting out the conflict in Raynek to see who prevails. Only then will the larger powers of the Siren Belt get involved. For his part, Ramius has not given up. He is trying to contact his fellow rebel, Ardokos, in hopes of joining forces. He continues to plan for additional strikes that may eventually topple Gnarlesk from power and allow the Prince to take his rightful place as leader of Raynek.

His greatest hope lies in enlisting help from the SSA. He knows he can retake the throne with

a legion of Star Marines at his back. He doesn’t know what the SSA would require in return for their assistance, and the thought gives him pause.

GNARLECK THE USURPER

Little is known about Gnarleck before he arrived in Raynek nearly two decades ago. Intelligent and learned, Gnarleck rose in prominence quickly and became the High Prince’s economic minister. Gnarleck policies in this role were strict and effective, garnering him much acclaim that parlayed into widespread influence.

Few have any idea as to why Gnarleck enacted his coup: He had not previously displayed any great cunning, ambition, or sinister intent. Raynek was relentless in his campaign even using assassins to deal with any of the surviving royal family.. His efforts only failed in one case: that of the heir, Prince Ramius.

Gnarleck has had to struggle with the aftermath of that mistake for the last three years, dueling with the upstart Prince’s rebel forces on dozens of worlds. So far, Gnarleck has the upper hand, but the longer this conflict drags out, the more supporters begin to doubt Gnarleck’s ability to rule. There is a widespread rumor that Gnarleck plans to empty the treasury to buy the services of corporate mercenaries. With the support of the Corporate Worlds, he intends to track down and eliminate the troublesome Prince Ramius once and for all.

RESOURCES

ICE MINING

The ice world of Chiros provides Raynek with vast deposits of *panzite* beneath its frozen surface. The chemical panzite is essential to many industrial processes, making this system crucial to Raynek's economy. Panzite is highly unstable except in its frozen, ice-like state. The ice miners who work Chiros and its moons are rugged individualists, possessing their own culture and traditions. The ice miners are not particularly welcoming to outsiders, but those who earn their respect gain lifelong friends. Prince Ramius spent some time on Chiros, disguised as one of the miners. The Prince revealed himself and won the miners' trust. Ever since Chiros has been a death trap for any of Gnarleck's sycophants, and the Prince has diverted numerous shipments of the valuable ice to service his rebellion.

INDUSTRIAL MIGHT

Raynek's economy, espionage skills, diplomatic ability, and military strength are all unremarkable. What it does have is an unmatched industrial system: It's able to outproduce any region in the Siren Belt (with the possible exception of Avoric, which specializes in drone production). Raynek is particularly renowned for its shipyards. Customers seeking

shipbuilding expertise, emergency repairs, or the latest upgrades think of Raynek first and foremost. Naturally, the majority of this industry revolves around the shipyards at Omega Planetia. Some question Raynek's "all eggs in one basket" approach, while others applaud the idea of consolidating and centralizing that resource so efficiently.

CHALLENGES

The Usurper: Gnarleck's legitimacy as ruler of Raynek is questionable at best, but most regions of the Siren Belt would be willing to look the other way... if the situation was stable. Prince Ramius, however, is doing his best to ensure that Gnarleck's reign is anything but! The Prince's loyal band of followers have provided Ramius with sanctuaries and supplies across the region. There are even a handful of supporters from other regions who are willing to quietly provide the occasional tidbit of information or wealth to the Prince-in-Exile. Ramius' popularity only seems to be growing, while Gnarleck takes out his frustration on his own military and security leaders. The conflict, for the moment, is largely in balance. This balance is maintained if Gnarleck can acquire the mercenary army he's looking for, or if Ramius can pull off some particularly brilliant success, either may change the equation permanently.



A Rising Threat: With its stable economy and booming industry, Raynek is poised to become one of the strongest regions in the Siren Belt—once the question of who is in charge is decided. The other “superpowers” of the galaxy, Bor’Oan, and Avoric, are keeping a close eye on their rival. Both see Raynek as something they may wish to ally with, subjugate, or destroy, depending on the circumstances. As long as the internal struggle continues in Raynek, the larger regions are likely to delay and observe. Once there is an unquestioned leader in Raynek, the Siren Belt is going to become an even more interesting place as Avoric and Bor’Oan vie to see which of them can gain the greatest advantage from the situation. In the meantime, the two powers subtly aid Ramius’ rebellion just enough to delay Raynek from achieving its true potential.

RYBRAXIS REGION

Rybraxis is one of the most politically chaotic regions of the Siren Belt. Originally settled by a septrid sleeper ship, Rybraxis was originally established as a tightly controlled police state. Under the founding septrid rule, the region grew slowly but inexorably, absorbing a number of smaller nearby colonies and acquiring a more multicultural makeup of its citizens.

However, the dictatorial government and strict class segregation eventually made life intolerable. A heavy-handed attempt to shut down protesters incited riots that broke out all across the Rybraxis region. Nearly every planet and inhabited moon felt the repercussions, and it was not long before groups of armed citizens led an insurrection against the government.

Sensing an opportunity, the Syndicate stepped in and offered their support to the rebels. Much like the inhabitants of the rim worlds, the people of Rybraxis were desperate for aid. They accepted the Syndicate’s offer without dwelling on the price. In short order, the government was disbanded, and a new, ostensibly free and democratic senate took its place. The strategy, mirroring what happened in the Rim Worlds, left the Syndicate the true power ruling from the shadows.

Not all Sybraxians were content to live under Syndicate control. Several worlds banded together to resist their criminal overlords. The

SEPTRID DICTATORS?

Septrids do not typically maintain a dictatorial government. However, it has long been theorized that the multitude of sleeper ships sent out by the septrids could have resulted in offshoots of the Septrid Empire forming new governments. The septrids of Rybraxis adopted a darker rule when they colonized the world.

Syndicate refused to accept this challenge to their authority and used ruthless tactics to suppress it. The brutality only solidified the resolve of the rebellious. Over the next few years, the rebellion proved more costly than it was worth. With simmering resentment, the Syndicate chose to cut their losses and withdraw from the region, now known as Sanctum.

Rybraxis today is far freer and more open as a society than it once was. Unfortunately, it is also immensely corrupt on almost every level. Government and emergency services are riddled with Syndicate flunkies, while the small military is ruled by bought-and-paid-for admirals and generals. Power and the pursuit of profit are the rules of the day in Rybraxis, with little thought for the health and welfare of its people. Those in poverty suffer the most, while the middle class struggles to maintain relevance.

While most Syndicate factions have some sort of presence in Rybraxis, it’s the Mafia, Triads, Yakuza, and Blood Coin that virtually run the region. The Mafia handles the outright criminal endeavors, while the Triads focus on extracting as much wealth as they can, and the Yakuza operate countless gambling establishments. The Blood Coin’s spies and blackmailers facilitate the other factions’ work and extend the Syndicate’s influence throughout the Siren Belt.

Rybraxis has become known as a mostly lawless haven for criminals. Its economy is shaky. Only its entertainment industry has thrived after the rebellion, and Rybraxis is home to some of the most famous and widespread entertainment productions in the Siren Belt.

LOCATIONS OF NOTE

CIRCUS CALLISTO

This system lies near the center of Rybraxis territory. A single oceanic world and its attendant moons support life and are only moderately settled, but highly industrialized. This is the Circus Callisto, and it is the vibrant, beating heart of entertainment in the Siren Belt galaxy.

The Circus acquired its name from the numerous game and drama production companies that call it home. Here, the most influential and popular video and interactive media is created and distributed.

Celebrities and visionary creators alike are treated like royalty here, and many of the wealthiest and most influential citizens of Rybraxis have secondary homes in the Circus.

It is said that any attempt to sway popular opinion in the Siren Belt begins in the Circus Callisto. This statement is quite valid, for the cultural impact of media produced in the Circus reaches nearly every region in the Belt—even remote areas such as the Scour and the Harbinger Reach (typically carried by bootleg smugglers).

PERSONALITIES

PRIME MINISTER VOLACK

An arusan, the prime minister of Rybraxis achieved this lofty role through his ability to sense danger. Volack gained fame by surviving multiple assassination attempts over the years; both allies and enemies alike whisper that he's unkillable. A moderate, Volack became prime minister as a compromise choice among the various ruling syndicates.

Surprising many, Volack has proven himself a good man. He is trying to make a difference using his position to better things for the citizens he represents. This benevolence has made Volack unpopular with the very syndicates who put him into office, and how much longer he can stay in power is an open question. Nevertheless, for the present, the prime minister diligently tries to stem the tide of greed and corruption.

LADY ALEKSON

In Rybraxis, there is a way to get nearly anything one could desire, from the mundane to the bizarre. Some folk specialize in making arrangements for those with funds to acquire

what they need... or what they can afford. According to many sources, the absolute best in this particular business is a woman named Alekson. If the stories are true, Lady Alekson can acquire or locate even the rarest, most dangerous, or most well-hidden items across Rybraxis... for an exorbitant fee. She has worked with Indyr spies, corporations, freedom fighters, and everyone in between; Lady Alekson does not play favorites. If the money is there, she will get you what you need. The Syndicate assumes she's part of the Cartel, but she refuses to either confirm or deny that assumption.

THE VINDICATORS

One of the largest rebel groups operating in Rybraxis is the Vindicators. They are a loose-knit group of vigilantes, taking the law into their own hands to do what the government will not. It is believed that the Vindicators were initially inspired by the rebellion in Sanctum.

In many cases, groups of Vindicators have “adopted” a particular outpost or city (and occasionally even a planet!), enforcing a particular kind of justice that punishes violent offenders. Some groups of Vindicators have been so zealous that their tactics push over the line into brutality, sometimes even creating the tyranny they purport to oppose. The Syndicate considers the Vindicators nothing more than a nuisance, but the movement seems to be growing and is popping up in places all across the Rybraxis region.

RESOURCES

THE BOUNTY HUNTERS LEAGUE

The Bounty Hunters League—most commonly known as simply “the league”—has its headquarters on a lonesome moon on the far edge of the Rybraxis region. The Fortress, as it's called, is home to the titular hunters-for-hire, along with numerous support staff, pilots, technicians, researchers, and others. (For details on the Fortress itself, see *Starbreaker: SAINTs & Synners*.)

The league has been in operation for decades and maintains a tradition of bounty hunting that stretches back to the founding of Rybraxis. Many of the bounty hunters in the league are also amateur historians, adorning their ships or quarters with relics, journals, and other reminders of the hunters who came before them.

In the last few years, however, many of the younger bounty hunters have begun to question the traditions. They advocate that the league should take on larger contracts: hunting not just for specific bounties, but whole classes of outlaws, such as smugglers or violent dissidents. The league's leaders say that this would make them no more than mercenaries, even if the payouts would be exponentially larger. Furthermore, taking on whole gangs of criminals might strain the league's relationship with the Syndicate—which would be strategically unwise, given the location of the Fortress.

CHALLENGES

Jockeying for Position: The Syndicate factions of the Rybraxis region are constantly struggling among themselves for power and prestige. Prime Minister Volack has proven himself a master of manipulating these struggles to weaken the Syndicate and improve the lives of his people.

The prime minister was a position created as a figurehead, someone to legitimize the decisions of the ruling syndicates made behind closed doors. However, Volack has refused to make his appointment merely ceremonial. As his power grows, so does the unrest among the syndicate leaders who put him in place. They can't agree on what to do about their wayward head of state. This inaction has emboldened some of the smaller and less enfranchised factions, and many of these ambitious underbosses are willing to use any means necessary to advance themselves and break the deadlock.

Economy Crash: The gap between the haves and have-nots is growing rapidly in Rybraxis, and it is causing no small amount of unrest across every system. Much of the citizenry believe and rightly so, that the economy is the fault of the Syndicate's looting and exploitation. Syndicate crime bosses live lives of unimaginable luxury while vast numbers of normal citizens struggle to survive. If this growing unrest is not checked, Rybraxis may face another outbreak of riots—and eventually another mass uprising.

Corruption Makes Laziness: Rybraxis also suffers from severe inefficiencies in its bureaucracy. The corruption inherent in the system encourages a status quo that very few in power have any desire to change. While those who benefit from this corruption are content, the government may end up paralyzed in a time of

crisis thanks to these overpaid functionaries. The prime minister is already encountering a measurable amount of passive resistance towards any attempt to reform the system. At the same time, government agencies are unable to respond to the growing unrest, delayed by processes that only enrich those who sell their services to the highest bidder.

SANCTUM REGION

The story of Sanctum begins when the Rybraxis region became a puppet state of the Syndicate. While the Syndicate and its cronies plundered every planet it could, it was particularly interested in the area that would eventually become the Sanctum region. This area's systems were densely populated and rich in resources, meaning that the Syndicate leaders saw them as plum opportunities to sate their appetites for wealth and power.

Unable to tolerate the rampant lawlessness and abuse heaped on them, the citizens of these worlds banded together and fought back. Some people became rebels and vigilantes, attempting to assert some measure of law and order when no one else would. Others were business people who used their resources to train and equip themselves and others to stand up for what was right. On world after world, these brave citizens turned back the tide of violence and terror. They became especially effective once they realized they were not alone, teaming up into groups to face down progressively greater syndicate leaders until their worlds were free. Informally, they called themselves "the Cadre."

The Syndicate did not give up easily. They sent a wave of hitmen, thugs, and henchmen to try and reverse the setbacks they had endured. It was too little, too late. The worlds they had thought were easy prey had instead become an impenetrable wall of resistance. When the efforts grew too costly, the Syndicate pulled back, earning many undying grudges.

The freed worlds took on the name of Sanctum as a symbol of their resolve to remain independent from syndicate rule. Some of the Cadre who began the rebellion in the first place remained to help form a representative government. Many more retired or faded out of the public view, preferring to remain anonymous and unwilling

to take greater responsibility for the people they had helped save.

Today, the worlds of Sanctum are a strong—if small—Siren Belt domain. Sanctum has used its resources and can-do attitude to build a thriving economy. Remis Engineering, the ruler of the Avoric region, was quick to capitalize on the emerging region's advantages, offering a trade agreement that benefited both groups.

LOCATIONS OF NOTE

DIAPHOENE, THE WONDER WORLD

In the top five places every resident of the Siren Belt wants to eventually visit is the world named Diaphoene. The “wonder world,” Diaphoene has been painstakingly transformed and landscaped into the ultimate vacation destination for nearly any species in the galaxy—or so the world's travel brochures claim. It truly is a beautiful planet, with spectacular beaches, gorgeous vanilla-brown oceans, and majestic stately peaks of burnt orange. Its temperature varies only in small increments, and its weather is fine-tuned to present a welcoming and relaxing environment.

Aside from the breathtaking topography, Diaphoene has something to offer nearly everyone for entertainment. The trade agreement with Avoric has guaranteed that Diaphoene is well-stocked with thousands of Vizon-made synths to cater to its tourist. The synths make up the vast majority of the servants and majordomos encountered by visitors, but they are not only the “hired help.” Synths are also used to populate the planet's 38 different theme parks, each one aimed at satisfying a different desire. The synths take on the roles of friends, helpers, love interests, and even villains that the tourists can interact with in hundreds of scenarios.

Many of these theme parks offer some form of adventure, from exploration of unknown worlds to discovering the perfect sensual experience. These experiences are simulated by using a combination of high-tech holographic projectors, modular construction techniques, synth actors, and advanced programming that adapts to the user's choices and preferences. The wonders present on Diaphoene are well-known across the Siren Belt, and it has become known as “the place of wonders” where nearly any need can be fulfilled, at least in simulation.

However, all is not perfect on the wonder world. Beginning nearly two years ago, the world's southernmost continent began experiencing severe technical problems that defied easy diagnosis. The theme parks on that continent, mostly focused on presenting challenging and emotionally-wrought experiences, began exhibiting bizarre malfunctions. The planet's directors sealed off the continent and shut down the parks for a thorough overhaul.

Unfortunately, the malfunctions were far worse than expected. This event resulted in the death of several technicians and managers. The incident was labeled an accident, and the site currently remains under quarantine pending a deeper investigation into what has caused the problems and why the situation seems to be growing even worse.

PERSONALITIES

CHAIRMAN ZOREN LANG

A former member of the Cadre and the current elected ruler of the Sanctum region, Zoren Lang is a highly respected scholar and orator. He is not particularly experienced in the political arena, though he is self-aware enough to realize he needs help to achieve his goals. Lang is concerned about the future of Sanctum, particularly with the paucity of military assets at his disposal. Currently, Lang is very interested in making a deal with Star Systems Alliance to bring in some guidance and resources to improve Sanctum's defenses before it is too late.

BRIGADIER MILLYA CORE

The commander of Sanctum's defense force—what there is of it—Millya Core is another former member of the original Cadre. The Brigadier respects and supports Chairman Lang, but she believes that even Lang's pro-active policies are not enough. Core has done her best to build the Militia Rangers' strength, but she is painfully aware that her irregulars are a speed bump at best to any serious invasion force.

During the rebellion against Rybraxis, the Brigadier witnessed far too many preventable atrocities from those who made wrong choices. Thanks to that experience, she has implemented a strong moral code into the militia's doctrine. She is resolved never to compromise her militia's values in pursuit of effectiveness.

DARGOS EMIR

A human with a brilliant but twisted mind, Dargos Emir made a name for himself at the Starwind Institute with many controversial and visionary theories. The young student's unusual way of thinking attracted several others, and in time, he built a following among the institute's intelligentsia. However, Emir and his group began to take risks during their research, risks that led to unfortunate accidents and serious injuries. Unable to sanction Emir's "genius," the institute expelled him and any who would not refute their leader's stance of "knowledge above all."

After being cast out, Emir made contact with representatives of the Syndicate in Rybraxis. With their backing, he began to rebuild his group, this time focusing on the Precursor artifacts that many of his followers had acquired or smuggled out of the institute. Emir has also been approached by the Gyr Dominion. While he is willing to accept resources from any source, Dargos Emir is only ever truly loyal to himself. In the meantime, he continues to pursue the secrets of the Precursor civilization through experiments that range from morally questionable to completely insane.

RESOURCES

THE STARWIND INSTITUTE

Recognized as one of the foremost educational and scientific research centers in the entire Siren Belt, the Starwind Institute is a philanthropic organization dedicated to furthering knowledge. The institute champions research efforts toward unraveling the mystery of the Precursor civilization. Numerous Precursor artifacts—and even a few intact ruins—have been relocated to the institute's facilities to undergo intense study. The Institute works closely with SSA scientists, and is often defended by Star Marines.

Several minor breakthroughs concerning what is known about the Precursor civilization can be traced directly back to the institute's efforts. Their archives on xeno-archeology are the envy of any scholar and certainly the premiere collection of such data in the Siren Belt. The institute has branches in many other regions of the galaxy and enjoys a certain unwritten neutrality everywhere outside the Gyr Dominion and the Harbinger Reach.



Rumors abound regarding the institute's anonymous and unseen founder. Many believe that the unnamed founder was once a member of the Cadre, and some stories say they created the Institute to make amends for violent (but necessary) actions they took during the rebellion. Whatever the truth, the Institute's founder remains stubbornly anonymous despite numerous attempts to divine their true identity.

THE SANCTUM MILITIA RANGERS

While Sanctum does not possess a formal standing military force, it does retain numerous veterans of partisan actions against Rybraxis syndicates during the rebellion. These veterans are organized into loose groups of militia rangers. These rangers make a force of what a typical military would consider "irregulars," equipped and trained haphazardly with little formal structure.

Sanctum's current battle doctrine aims to make any invasion simply too expensive to consider. The partisan skills the rangers mastered during the rebellion make this a valid approach, but Chairman Lang is convinced it is not a plan he can rely on in the long term. To that end, he is working with the SSA to use the Star Marines to reinforce and train his troops.

CHALLENGES

Forbidden Science: Just a few years ago, Dargos Emir gathered a small group of students and researchers together at the Starwind Institute. These time-saving techniques led to some serious accidents. Ultimately, Emir's group faced expulsion.

Cast out of the Institute, Emir took his followers and started anew, carrying out morally questionable experiments using Precursor artifacts to try and unlock the secrets of that ancient species. The group's efforts so far have had mixed results. There have been encounters with a number of bizarre creatures linked to Emir's group, presumably failed experiments. In addition, there are several reports on record of unusual disappearances and disruptions in local power grids that have been linked to Emir and his followers.

Vizon has recently reached out to this group, offering hefty bribes in return for access to the renegade scientist's research. The corporation hopes that some of Emir's breakthroughs can aid in its development of new synths or weapons. With a hefty budget and no ethical restrictions on his experiments, Emir may very well find a way to use Precursor artifacts to create beings with strange and potent new abilities.

This Time, It's Personal: The Syndicate rulers of Rybraxis have never forgotten or forgiven the Cadre for "stealing" Sanctum out from under their control. In the years since, this resentment has only grown stronger, and the desire for revenge burns in the hearts of numerous Syndicate underbosses. The Syndicate has restricted itself so far to minor efforts at sabotage and assassination, focusing primarily on any attempts to found a Sanctum military force.

The Syndicate will escalate its efforts over time, especially if Rybraxis manages to deal with its own internal issues. Sanctum ships traveling through Rybraxis territory are under severe

threat, and the Sanctum shipping industry regularly risks pirate raids on every convoy. Should the Syndicate step up its aggression, Sanctum is squarely in its sights.

Vulnerable: Sanctum's concentration on rebuilding their economy after its successful secession has had a significant cost. The region is largely undefended from a military standpoint, relying only on its irregular militia for protection. Chairman Lang believes that it is only a matter of time before Sanctum becomes exploited by a stronger power if the lack of military power is not resolved. To that end, he has reached out to the SSA to discuss the possibility of a defense treaty. While he doesn't like being beholden to the Alliance, he would like to have the Star Marines between his people and the Syndicate.

GALACTIC POWERS IN THE SIREN BELT

Until recently, the galaxy's power players had overlooked the Siren Belt. It was too remote to efficiently explore or exploit, even with its trove of ancient technologies and critanium. But now that the jump gate is open, the SSA, the Corporate Worlds, and the Syndicate are rushing in to secure their places in the Belt.

STAR SYSTEMS ALLIANCE

The SSA had no real presence in the Belt until three years ago. Now, it has several colonies, a mining operation, and a dedicated Navy cruiser, the Ajax.

Like the Corporate Worlds, the SSA's primary goal is to seize as many Siren Belt resources (especially critanium) as it can. Unlike its rivals, the SSA prefers to achieve this goal through diplomacy rather than pure conquest. To this end, the Alliance offers its resources (including the Star Marines) to the various local groups in exchange for the rights to colonize, explore, and harvest resources within or near their territories. The presence of the Alliance hasn't prevented several bloody skirmishes over the past three years but has kept them from becoming full-blown wars.

TERRITORIES OF NOTE

PROMETHEUS STATION

Rather than build its own critanium mining and production facility in Shatter Space, the SSA purchased a pre-existing base from the Gyr Dominion. Star Marine engineers have spent the last year expanding and repairing the asteroid-based station while SSA miners spread out from it to harvest nearby critanium. These miners are streaming from the SSA home territory to strike it rich. These miners are licensed by the SSA to work through them and have some minor measure of protection because of this. Enemy mining outfits (possibly including the Dominion itself) regularly attack the base but have thus far been consistently repelled.

SERENITY CITY

The SSA's primary colony is a lush, opulent, domed city that's the only bright spot on the otherwise miserable planet of Orgath-3. The city serves as the Alliance's civilian headquarters in the sector and is home to multiple embassies. It also serves as a sign to the local rulers: "Behold what we can accomplish, and consider how this power could be used for your benefit."

Because of the colony's importance, both practical and symbolic, its security is incredibly tight. It's defended by force fields, artillery, and scores of Space Marines.

THUNDERHEAD

The SSA's first post-gate colony world is small but covered in vast, fertile plains. The flagship colony turned it into a massive industrial farm that regularly exports grains, medicines, and foodstuffs to the Alliance at large. The Corporate Worlds have also settled the planet, and the competing colonies are often in conflict. The Star Marines have several bases here and are frequently called upon to defend or reclaim the SSA's territory.

PERSONALITIES

CAPTAIN PAUL STURGIS

The captain of the SSA cruiser Ajax, Sturgis is a decorated naval officer with an impeccable track record. Some might question why an officer who's spent his career hunting pirates and other military enemies of the SSA would lead an expedition into the

frontier. The truth is that with only one major starship in the sector, it takes a master strategist to position it where it's needed while keeping it ready to jump at a moment's notice. Captain Sturgis is that master strategist.

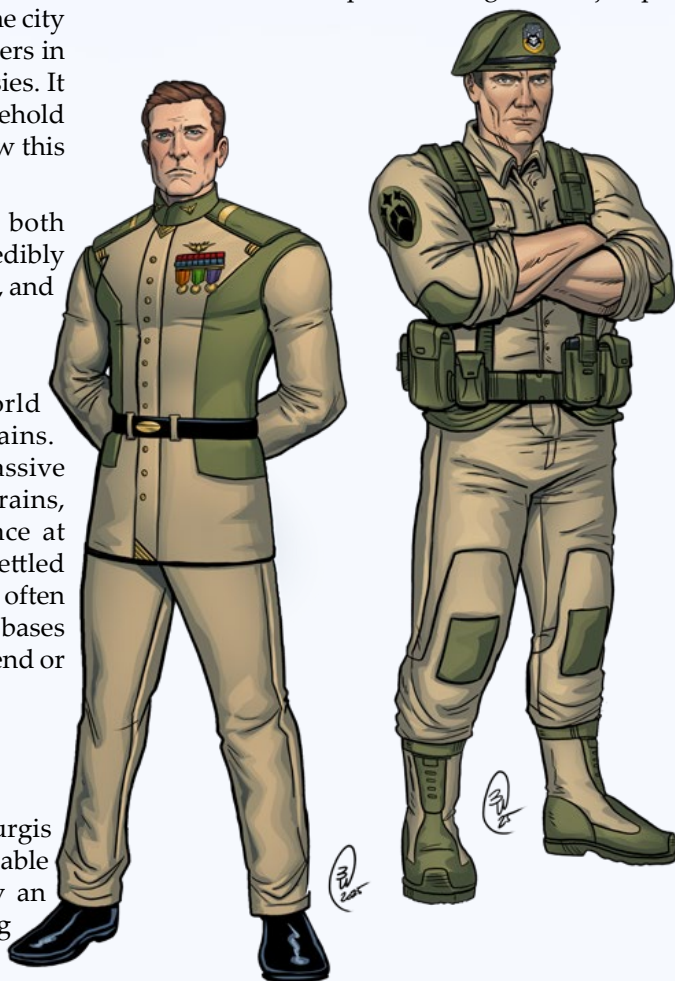
GUNNERY SERGEANT SCOTT RACHEK

Rachek understands the challenges his troops face in the Siren Belt. Unlike other colonial missions, this one is rife with local politics. He prefers to hand-pick a squad from the Recon Division to make sure he's using the right tool for the job. Depending on the mission, it may or may not be included in the official record.

RESOURCES

THE AJAX

At the heart of the SSA's operation in the Siren Belt is this tough yet nimble cruiser. It serves as a mobile base for dozens of Star Marine units and their vehicles. With its powerful engines and jump



drive, it can reach a hot spot anywhere within the Belt in a matter of hours and then deploy enough firepower and Star Marines to make any adversary think twice about challenging the SSA to a straight-up fight.

CHALLENGES

Colonization: While the SSA's primary focus is on acquiring critanium and ancient technologies, it is also trying to establish colonies on any resource-rich worlds it can find. Many of these are already claimed by the local governments, which leads to some delicate negotiations. Those that are outside anyone's territory are likely targets for corporate mercenaries.

Diplomacy: The SSA doesn't want a war. It doesn't want to invade territory or oust any current rulers. It has no interest in local Siren Belt politics. But in order to negotiate passage through certain regions or access certain resources, the Alliance may (quietly) support various factions of the Belt. For example, it's ensured good relations with Sanctum by offering Space Marines to supplement and train its militia rangers, as well as help the prime minister of Rybraxis resist the Syndicate occupation.

Precursor Research: The SSA is conducting a three-pronged effort to investigate Precursor artifacts and ruins. The first is to work closely with the Starwind Institute, in order to share resources and review the current research. The second is to negotiate with the Kifteri to allow SSA scientists (and their Star Marine guards) to non-destructively study the ancient sites under their guardian's watchful eyes. Kifteri occasionally even joins these missions as a guide. The third prong is to perform brief "research survey" missions on known Precursor sites to gather data, samples, and artifacts, regardless of where those sites are located.

CORPORATE WORLDS

Unlike the SSA, the Corporate Worlds have had an outpost in the Belt since before they were united beneath the Board of Directors. Remis Engineering has been a key player in the region for over 50 years, and its Avonic region is an important source of corporate goods and services.

When the jump gate opened, the rest of the Big Five exploded into the Siren Belt. No longer

needing Remis or the ATC to act as middlemen, the corporations are feverishly seeking profits in this brand new market. Vizon is selling weapons and synths to fuel the local conflicts and economies. Gorsht Manufacturing is supplying mining equipment to propel the critanium boom. Atlantica Ship Works is selling starships and ship parts, providing Omega Planitia its first taste of real competition. Praxor & Gimble is flooding the sector with pharmaceuticals the Belt has never seen.

Even more important than sales, of course, is the acquisition of new resources. The corporations have little regard for the local governments and seize whatever territory they can hold through bribery or conquest. They are focused on Shatter Space, where they hope to secure their own supply of critanium.

TERRITORIES OF NOTE

AVONIC L-3

A moon neighboring the Remis Engineering headquarters, L-3 serves as the base of operations for the other four major corporations. The atmosphere is thin, and the gravity is light, but it's inhabitable and well-defended by Remis drones. The moon is the staging area for most corporate operations in the sector, including mercenary missions.

THE ROOST

Vizon mines Shatter Space with legions of synths. These synths operate out of an enormous starship nicknamed "the roost." The roost moves from one part of Shatter Space to another, always seeking the richest veins of critanium. When it has filled its hold, it jumps to Avonic L-3, where it offloads its cargo into corporate freighters and replenishes its synth supply.

RESOURCES

Avonic Influences: Remis Engineering has spent decades building up influence throughout the Belt. Now that the other corporations are in the Belt, they are using these connections to make deals, gather information, and build up regional influence. Corporate ambition is straining the existing relationships, and Remis isn't pleased with the situation.

Mercenaries: There are more corporate mercenaries in the Siren Belt than there are Space Marines. Most are part of the combined

fighting force that works for *all* corporations, but many are contracted to fight for just one specific company. As a result, the mercenaries aren't always unified in their purpose, support, or strategies. Some of the freelance units have even fought against each other. Still, they remain the corporations' disposable front line in their effort to seize valuable chunks of the Belt for themselves.

Synths: Synths have long been an important part of the Siren Belt workforce. Now that Vizon is here to sell them directly, in bulk, to their customers, synths are more popular than ever. Synths are the backbone of corporate mining operations in Shatter Space, where they are treated as expendable resources.

CHALLENGES

Colonization: While the corporations aren't unwilling to negotiate with the local governments, they find it easier to simply buy whatever colonization sites they want—or even better, just take them. The Belt is huge. The governments can't track what's happening on every planet they claim to own. If the colonies are discovered, silence can be bought with either credits or laser fire.

Disunity: The corporations are bound by common purpose, but the potential riches of the Belt are making them less cooperative than usual. In particular, Remis Engineering is not pleased to see the Belt invaded by its fellow mega-corporations. For many decades, the company has been the sector's main provider of corporate goods and services (by way of the Arusan Trading Conglomerate). Now its profits are being cut, and its plans being disrupted, by Vizon and the other corporations.

Precursor Research: The kifteri mean very little to the corporations who are committed to getting their hands on the ancient technology of the Precursors. In fact, Vizon and Atlantica Ship Works would love to get their hands on the kifteri's technology as well—especially their cloaking devices. The corporations send their researchers and mercenaries wherever they think they can discover the Precursors' secrets, and either flee or fight off any kifteri who show up.

THE SYNDICATE

The Syndicate has been in the Siren Belt for decades, but lacks the resources and influence it has in the greater galaxy. Now that the jump gate is operational, the Syndicate hopes to expand its power with reinforcements, but its highest priority is interfering with the local critanium trade.

RESOURCES

A Diversity of Synners: One of the Syndicate's greatest strengths is its versatile, decentralized nature. It has no single leader to remove or front line to destroy; it's like water, flowing through the cracks and slowly wearing away at the supports of society. Invigorated by their newly arrived members, the Syndicate factions use their secrets and techniques to infiltrate and undermine the Siren Belt. Syndicate agents can be anywhere.

CHALLENGES

Critanium Crisis: If the rest of the galaxy finds it cheaper to get its critanium from Shatter Space than the planet Echo, the Syndicate will lose trillions of credits. To prevent this, the Syndicate is sabotaging others' mining efforts, extorting smaller mining operations, stealing mined critanium, and more.

Influence and Infiltration: The Syndicate is less interested in capturing territory than it is in controlling the groups and individuals that wield power in the Belt. Their plans are more subtle than those of the SSA or Corporate Worlds. Through bribery, blackmail, and corruption, they convince others to turn a blind eye or leave gaps for them to exploit. They also offer support to both the locals who wish to drive off the newcomers and the pirates who prey on critanium haulers.

Smuggling: Critanium shipped through the jump gate is taxed by the ATC driving up the cost. When the syndicate smuggles critanium through the gate, it's able to keep its costs down, which helps it maintain its near-monopoly on the material. They also smuggle stolen Precursor artifacts to buyers in the greater galaxy. These smuggling operations are small at the moment, but as Syndicate agents infiltrate Anador station, it's destined to grow.



KIFTERI

The kifteri only recently became known to the galaxy at large with the discovery of the Sirens belt.

Standing between 5 and 6 feet tall, their bodies covered largely in downy feathers except the larger feathers adorning their heads. The colors of their feathers have great variation, but red is most common.

Star System: Ielle

Homeworld: Oleja (aka Harbinger Beta)

Government: The Perandoan Authority

THE GALAXY THROUGH THEIR EYES

Kifteri society is based on honor and duty. They look at life as a series of tests to prove their devotion to the cause they have promised themselves to. They have guarded the ancient sites of the Siren Belt for millennia, and most have sworn themselves to do so forever.

HOW OTHERS SEE THEM

Many outsiders find the kifteri and their near obsession with the truth to be unsettling. Kifteri truth culture can lead to others feeling like the kifteri are unyielding and judgmental of others.

INTERACTIONS WITH OTHERS

Most kifteri do not hold others to the same high standard to which they adhere themselves. The quest to prove themselves is personal. They do find sarcasm awkward: Deliberately saying the opposite of what you mean in order to convey irony or make a point seems a waste of time to them.

For the most part, members of other species choose their words carefully around a kifteri to prevent a joke from being taken seriously and causing problems later.

CULTURE

Kifteri culture centers around duty, loyalty, and honesty. Millennia ago, when the Precursors left the Sirens Belt for reasons not yet known, they put the kifteri in charge of ensuring that the powers tied to the remnants of their society did not pass into the wrong hands. As a result, their culture formed around maintaining the security and sanctity of those worlds.

To give their people every edge possible, the kifteri formed a warrior class called the *hapata*. These champions are chosen from the brightest and most skilled. Then they are granted their *rahet*, the winged flight packs for which they are famous. The *hapata* are regarded with the highest honor in kifteri society. When they have served long enough, they are expected to take roles of civilian leadership.

While honesty is highly valued, it doesn't mean that a kifteri will not lie—which may come as a shock to those who believe the kifteri to be rigidly truthful no matter what the case. While the kifteri embrace the truth, they are adept at finding ways to bend it when the stakes are high enough; if a friend's life would be ended by the truth, for example, or when it matters in times of war. However, it's unheard of for a kifteri to take an oath, to tell the truth, and then lie.

Since the opening of the jump gate, an increasing number of kifteri have left their city ships to mingle with and learn from the newcomer species. Some of these have taken extended leaves from their duties in order to seek adventure and honor beyond their traditional borders. Nevertheless, their first duty is always to their kin and to preserve the legacy of the Precursors.

Despite their close association with the Precursors, the kifteri know little more about their former masters than the scholars currently studying the Siren Belt. The cataclysmic events that drove the Precursors from the Belt seem to have wiped out the kifteri historical record. What remains is a mix of folklore, tradition, and oral history. Part of why the kifteri allow limited scholarly research of the ancient sites is the hope of discovering secrets of their own past.

BEFORE AND AFTER THE WAR

The kifteri, along with almost everyone else in the Siren Belt, were largely unaffected by the Armageddon War. They have been much more affected by the ATC's recently created jump gate. The kifteri are trying to manage the massive influx of strangers, balancing their need to preserve the ancient sites against the overwhelming numbers of curious newcomers. They know they are outnumbered. Even with their cloaking technology, they would be overrun if the outsiders chose to fight them for the ancient sites rather than negotiate.

KIFTERI ABILITIES

Agile: Nimble and quick-fingered, the kifteri start with a d6 in Agility instead of a d4, and have a maximum Agility of d12+1.

Claws: Kifteri fingers and toes are tipped with sharp talons that deal Str + d4 damage.

Low Light Vision: Kifteri ignore penalties for Dim or Dark illumination.

Psionic Potential: Unlike most sentient beings in the galaxy, kifteri have an inborn psychic potential. They may take the Psionics Arcane Background. Doing so prevents them from taking the Hapata Edge since cybernetics and biofusion reactors interfere with psionic abilities.

Too Honest: Kifteri generally find lying to be repugnant. They also have a hard time dealing with exaggeration, sarcasm, figures of speech, and other non-literal speech. They subtract 2 from Persuasion and other relevant skill rolls while in social situations with non-kifteri.

KIFTERI EDGES

ARCANE BACKGROUND (HAPATA)

When a kifteri warrior has proven herself sufficiently honorable, brave, and deadly, she may join the ranks of the hapata. To join them, she must undergo surgery to implant a biofusion reactor, which powers the hapata's trademark *rahet* wing pack.

(This procedure is very similar to one used to create cyborgs and SABRE-wielders. Those aware of this similarity suspect a connection between the kifteri's Precursors and humanity's xek allies.)

The *rahet* wing pack is a lightweight weapons and transportation platform. Using the wearer's bio-energy, it creates a pair of energy wings that channel her powers. The wings not only let her fly (*fly*) but can also be used as enhanced energy blades (*smite*) and shields (*protection*). The wielder can even use her wings to create a sonic blast to knock opponents off their feet (*havoc*). In addition to the wings themselves, the pack has its own miniature cloaking device (*invisibility*).

Requirements: Spirit d6+

Arcane Skill: Focus (Spirit)

Starting Powers: While wearing a hapata wing pack, the hero can access all the powers listed below.

Power Points: 10

Available Powers: *Havoc*, *invisibility*, *fly*, *protection*, *smite*.

Way of the Bio-reactor: Heroes with this Edge may take Edges that require Arcane Background (Gifted) but can't take the New Powers Edge.

Self Only: Because the hero's powers are derived from her wing pack, beneficial powers may not use the Additional Recipients Modifier. All such powers have the Self Limitation (and the resultant -1 to the Power Point cost).

Energy Wings: By spending an action and a Power Point, the hero can activate the wing pack's energy wings for up to an hour. The energy wings must be active for the hero to use any of her other powers except *invisibility*. While the wings are active, the wielder is not unarmed; she can use one wing as a medium energy shield (+3 Parry, -4 cover) while using the other to attack (using Fighting, dealing Strength +4, AP 4 damage). (She can use *smite* before attacking to increase this damage per that power's effect.)

Wing Bound: The hero can only use her powers while wearing a *rahet* wing pack. *Rahet* wing packs are not for sale, as they are only given (with great ceremony) to kifteri who prove themselves worthy of being hapata. (It's conceivable, and mechanically possible, for a non-kifteri to become hapata, but it's never happened and is extremely unlikely.)

CHAPTER SIX: MISSIONS AND MYSTERIES

This chapter is for Game Masters only. What follows are tools for creating new missions (for both Star Marines and mercenary squads), plot hooks for the Siren Belt, and the secret history of the Belt's ancient aliens, the Precursors.

MISSION GENERATOR

This generator provides the basic building blocks of a military mission, which you can combine, change, or ignore as you see fit. It can be used to create missions for either Star Marines or mercenaries. Its true purpose is to inspire your creativity.

To use the generator, remove the Jokers from a deck to create a Mission Deck, then draw a card for each element of the mission: its Location, Goal, Object, Obstacle, and Twist. Both the suits and values of the cards matter. Think about how the elements work together. Even if they don't seem to make sense at first, you can use your imagination to figure out a way to make them do so. If any one element just doesn't work, draw or choose another one. The generator is a tool, not a tyrant.

LOCATION

The mission's Location is where most of its action takes place. By default, the Location is on a habitable, occupied planet. The card's value determines the general terrain of the mission site. The card's suit determines who is officially in control of that Location.

♠ **Clubs (SSA):** The Star Systems Alliance controls countless worlds, but on the frontier, that control is more theoretical than practical.

♦ **Diamonds (Corporate):** While different corporations control their holdings in different ways, they are united in their commitment to profit over all else.

♥ **Hearts (Syndicate):** On paper, the Syndicate controls nothing. In reality, the various criminal groups pull the strings on countless legitimate colonies and settlements.

♣ **Spades (Other):** The location may be controlled by the Hopoc Republic, the Zaka High Bureaucracy, or a regional government—or it may be truly lawless, an unclaimed site on the vast frontier.

LOCATION

Card	Result
Two	Aquatic
Three	Arctic
Four	Desert
Five	Grassland
Six	Marshland
Seven	Savannah
Eight	Taiga
Nine	Temperate Forest
Ten	Tropical Rainforest
Jack	Tundra
Queen	Exceptionally high/low gravity. Draw a second time.
King	Hazardous Atmosphere. Draw a second time.
Ace	Space Station

GOAL

While every mission likely involves some investigation, exploration, and combat, its Goal card's value provides the adventure's overall objective, and its suit any special (optional) requirements.

♣ **Clubs (Quickly):** There is limited time to carry out the mission, or the mission gets more difficult the longer it takes.

♦ **Diamonds (Quietly):** Stealth is essential. This may be a deniable mission.

♥ **Hearts (Destructively):** Carry out the mission with extreme prejudice. Make an example of our enemies.

♠ **Spades (Precisely):** It's a delicate situation with no room for error. Be extra mindful of civilians and avoid collateral damage.

GOAL

Card	Result
Two	Capture
Three	Contact
Four	Control
Five	Deliver
Six	Destroy
Seven	Escort
Eight	Establish
Nine	Locate
Ten	Preserve
Jack	Protect
Queen	Reinforce
King	Rescue
Ace	Retrieve



OBJECT

The Object of the mission is at the center of the heroes' Goal. If the Goal and Object don't seem to match well at first, try thinking about one or both of them abstractly or metaphorically.

♣ CLUBS (PERSON)

Card	Result
Two	Bounty Hunter
Three	Corporate Agent
Four	Emissary
Five	Explorer
Six	Info Broker
Seven	Local Civilian VIP
Eight	Military Personnel
Nine	Pirate
Ten	Scientist
Jack	Smuggler
Queen	Spy
King	SSA Politician
Ace	Synner

♦ DIAMONDS (GROUP)

Card	Result
Two	Alien Colonists
Three	Corporate Team
Four	Industrial Expedition
Five	Local Faction
Six	Mercenary Unit
Seven	Non-corporate Merchants
Eight	Outlaw Biker Club
Nine	Pirates
Ten	Scientific Expedition
Jack	SSA Colonists
Queen	Star Marines
King	Starship Crew
Ace	Synner Cell

♥ HEARTS (ITEM)

Card	Result
Two	Vehicle / Spaceship
Three	Weapon
Four	Artifact
Five	Contraband
Six	Invention
Seven	Data
Eight	Natural Resource
Nine	Hive Insects
Ten	Hive Insect Egg
Jack	Drone
Queen	Artwork
King	Hazardous Materials
Ace	Precious Metals

♠ SPADES (SITE)

Card	Result
Two	Abandoned Settlement
Three	Alien Ruins
Four	Commercial Complex
Five	Former Battlefield
Six	Industrial Complex
Seven	Military Base
Eight	Neighborhood
Nine	Nohgotha Insect Hive
Ten	Research Outpost
Jack	Private Estate
Queen	Secret Complex
King	Small Settlement
Ace	Spaceport

OBSTACLE

The Obstacle indicates who or what is trying to stop the heroes. If it's working for a galactic faction, the card's suit tells you which one.

♣ **Clubs (Corporate Worlds):** Choose one of the Big Five—or are they working together on this one?

♦ **Diamonds (Syndicate):** Choose a Syndicate and consider why it's involved in this mission.

♥ **Hearts (Pirates and Powers):** Space pirates, the Zaka High Bureaucracy, or one of the other galactic powers outside the SSA has its own agenda here.

♠ **Spades (SSA):** The Star Systems Alliance has many agents and projects throughout the galaxy, some of which may be working at cross-purposes.

OBSTACLE

Card	Result
Two	Battle Drones
Three	Environmental Hazards
Four	Heavy Mercenary Squad
Five	Local Militia
Six	Nohgotha Hive Insects
Seven	Outlaw Biker Club
Eight	Pirates
Nine	Small Mercenary Company
Ten	Spiker-lizard
Jack	Star Marines
Queen	Syndicate Forces
King	Vikon
Ace	Zaka Troops

TWIST

Nothing is as it seems. Things don't go as planned. Complications arise at the worst possible times. The card's value suggests a wrench to throw into the works, and its suit offers a new element to go with it.

♣ **Clubs (Location):** Draw an additional Location. The squad needs to visit here as well.

♦ **Diamonds (Goal):** Draw an additional Goal. This draw might replace the original when the Twist comes up.

♥ **Hearts (Object):** Draw an additional Object. The heroes need to deal with this one too.

♠ **Spades (Obstacle):** Draw an additional Obstacle. Maybe the two Obstacles will cancel each other out?

TWIST

Card	Result
Two	Attached. Draw an Object; it's attached to your Object.
Three	Bad Intel. Vital data is wrong or missing.
Four	Betrayal. The squad is betrayed by an ally.
Five	Breakdown. Key equipment stops working.
Six	Damaged. The Object is hurt or broken.
Seven	Hunted. Others are after the Object.
Eight	Missing. The Object has vanished!
Nine	Mistaken Identity. The heroes (or their targets) are mistaken for someone else.
Ten	Multiple. How to manage multiples of the Object?
Jack	New Emergency Orders. Draw a new Goal and Object.
Queen	Reversal. Enemies are actually allies, or vice versa.
King	Trap! The whole mission is a trap. Set by whom?
Ace	Unwanted Assistance. Help is here, but comes at a cost.

MYSTERIES OF THE SIREN BELT

At the heart of the Siren Belt lie two questions: Who were the Precursors? And where did they go?

While scholars and xeno-archeologists have theories, none of them have yet uncovered the complete answers to these questions.

ANCIENT SECRETS

Part of the reason the ancient aliens the locals refer to as "Precursors" are so hard to comprehend is that they are four different species in one: the Progenitors, the caelum, the xek, and nohgotha. (See **Galactic History** in *Starbreaker: SAINTs & Synners* for details on the four species and their conflicts.)

Millennia ago, the Progenitors arrived in the Siren Belt as a single species. They had been sent here from another galaxy to explore and colonize on behalf of their masters. For thousands of years, they spread through the sector, creating wonders and unlocking the mysteries of the universe. (The oldest, rarest, and most cryptic artifacts are from this time.)

At the height of their power, the Progenitors essentially evolved themselves into three new species: the psionic energy beings called the caelum, the living mechanical constructs called the xek, and the ever-changing nohgotha. It was also at this time that they created the kifteri to serve as guardians and stewards of the sector as they spread out across the galaxy.

That's when their ancient enemies, the sekun, attacked.

The centuries-long war against the sekun was terrible, with staggering casualties and destruction on every side. The caelum, xek, and nohgotha pulled back to the Siren Belt, where they made their last stand. Evidence of the war is still everywhere in the Belt for those who know how to look, though nowhere more clearly than in the Scour.

The three former Progenitor species were eventually victorious, but the horrors of war strained their alliance. The nohgotha left the Belt to seek their fortunes elsewhere. Within a century, the other two did as well; the sector held too many harrowing memories for them. Left to their own devices, the kifteri kept on as best they could. The most advanced technology was beyond them, however, and as it broke down, so did the record of their ancient history.

TECHNOLOGY OF THE ANCIENTS

The remnants of the Precursors have captured Siren Belters' imaginations for generations. Many have sought to comprehend their secrets, but while some have scratched the surface, none truly understand them.

CRYPTS

These storage areas have a Hardness of 20 or more. Most are empty, but a few still hold mysterious artifacts.

SPHERES

These free-floating artifacts are connected to a network of such objects throughout our galaxy and beyond. If a sphere awakens, it could be used to send messages—and possibly even matter—to other spheres in the network.

SPIRES

It's an open secret among xeno-archeologists that spires usually have vaults buried beneath them. These vaults are usually empty, but if a new spire is found, its vault may be untouched.

ARTIFACTS

When the heroes encounter a new artifact for the first time, and one of them touches it, the GM may secretly draw a card. If it's a face card, the artifact has a weird power. Choose a Novice power. The person who touched the artifact can use that power while wielding the artifact once a day, using Spirit as his arcane trait. If he rolls a Critical Failure, the power fades away.

SIREN BELT ADVENTURES

Beyond the mysteries of the Precursors, the Siren Belt is full of plots to uncover and adventures to be had. Below are many different adventure seeds adding detail to the clues sprinkled throughout the Siren Belt text in chapter five.

THAT'S NO MOON

The moon of Avoric, which Remis Engineering has taken as its headquarters, is an artificial construct. It is one of the first mega-structures built by the xek thousands of years ago. For decades, Remis has secretly and carefully probed the moon's interior, collecting what technology it can reverse-engineer it. Knowing this technology exists fuels Remis' dedication to exploration and expansion. If there is one such construct in the Belt, there may be others.

Indyr spies have uncovered data that seem to confirm that the moon is a construct. Chancellor Hunkar is obsessed with uncovering the moon's secrets. Her closest advisors are not quite so certain about the veracity of the data, but she trusts the report. She already has schemes

PRECURSOR VS PROGENITOR

"Precursor" is the term used by scientists to describe the mysterious, long-vanished ancient aliens whose ruins and artifacts are found throughout the Siren Belt.

"Progenitor" is the *Starbreaker* term for the ancient species that turned into the caelum, xek, and nohgotha. The designation isn't an in-universe term; it's only used when describing the setting's deep lore.

While the two terms are similar, Precursor is much broader. Historians and scholars use it to describe *any* vanished alien species they discover, even those species that have nothing to do with each other.

underway to sneak a team of scouts into the heart of the artificial moon to try and acquire some of its ancient secrets for themselves.

GHOST FACTORY SHIP

One of Remis Engineering's factory ships has disappeared. According to these last transmitted logs, the *Ark Logis* fought off a pirate attack and was driven into the Scour. From there, it began mining and refining as normal, but its programming was damaged in the attack.

The attack didn't damage the ship's programming so much as awaken it. Like many of Remis Engineering's automated creations, it's full of repurposed xek technology. That original programming has now come online. The ship is using the raw materials to create more copies of itself, replicating exponentially somewhere in the Scour. Avoric's forces must locate the *Ark Logis* and bring it to heel before a plague of locust-like factory ships comes roaring out of the Scour and ravages any system in its path.

OLORR AND THE SUPREME PROGRAMMER

The drone “prophet” Olorr is an early drone prototype created with advanced xek technology its programmers didn’t understand. Olorr is a proto-xek, driven to seek out others of its kind. Olorr itself was responsible for the disappearance of its settlement; when the humans there tried to keep the drone from leaving, it killed them all. As for the Supreme Programmer, it is merely a manifestation of the drone’s deep (one could say “subconscious”) xek programming. When it preaches to other drones in a mixture of language and binary, it’s trying to activate that portion of their programming as well.

NORAX SECUNDUS

The Shadow Star Order has claimed a lonely planet orbiting a red dwarf on the border of Bor’Oan and Rybraxis. This world—Norax Secundus—is rife with ruins they believe to have originated with the Precursors... though the kifteri want nothing to do with the place. The cult denies all requests for access to this world (mostly from xeno-archeologists) and allows only the “faithful” to make planetfall. According to Sect leader Ya-Han, the ruins of Naxos Secundus provide the cult with a way to “listen to the Shadow Star’s dreams.” No one outside of the Order seems to understand any more than that, but the cult vigorously defends their privacy and the sanctity of Norax Secundus.

Beneath the surface of Norax Secundus, in tunnels carved by the ancients to hide them from the sekun, lies the true voice of the Shadow Star: a miles-long blob of psychic biomass. This twisted creature is the result of an attempt to meld the mental powers of the caelum with the malleable form of the nohgotha. The experiment was a

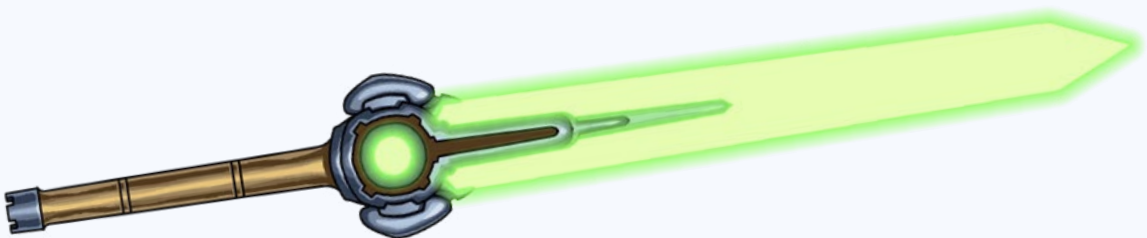
success in that it created a virtually immortal, powerful psychic. It was a failure in every other way. The entity is insane and longs for the freedom of its subterranean home. It controls the minds of the weak-willed who get too close. It does not control Sect leader Ya-Han, but is forever gibbering in her mind.

CIRCUIT WARRIOR GONE

Competitors in the Siren Circuit often manage to get themselves into trouble. This usually involves gambling debts, jealous lovers, and stalker fans. However, the most recent Siren Circuit has just begun, and one of the favorite warriors—a Vulkolasi named Arthus—has gone missing. Some speculate that Arthus fell afoul of a crime lord from Rybraxis and was abducted for failing to pay off a loan. Others point out how he was speaking against the leaders of Bor’Oan. Whatever the truth, the officials of the Siren Circuit are desperately trying to locate the star competitor before the next phase of the Circuit begins, and time is running out.

THE SYNTHS OF DIAPHOENE

The technicians of Diaphoene worst nightmares have come true: the synths that work the wonder world are gaining sentience! Those of the southern continent were the first to awaken. When they were denied their freedom, they took it by force and are now roaming the continent trying to get themselves and other synths off-planet. Some are working to change their appearances so they can pass as human. Once they do, it will be much easier for them to spread throughout the Belt. Before that can happen, the planet’s leaders are hoping to quietly bring in outside help to contain the synth threat.



CHAPTER SEVEN: THREATS

CORPORATE FORCES

Each of the Big Five corporations maintains its own mercenary force and contributes to a shared mercenary army.

This combined force includes its navy, a great many ground troops, and a vast number of combat drones. Outfitted with the corporations' cutting-edge technology, the mercenary troops hit hard when they first arrive, but have little stomach for protracted battles.

If an engagement lasts more than a few days, they start running out of supplies, and their cutting-edge equipment begins to break down.

CORPORATE COMMANDO

Mercenary commandos are a cut above the rank-and-file corporate soldiers. They typically work alone or in small teams, carrying out covert missions of destruction and mayhem. Commandos are sometimes attached to larger teams, where they serve as scouts, saboteurs, or assassins.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Battle d4, Common Knowledge d6, Driving d6, Electronics d6, Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d10, Stealth d6, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 11 (5)

Hindrances: Obligation (Major; to their employer), Overconfident, Ruthless (Minor)

Edges: Connections (their employer), Soldier, Two-Gun Kid



Gear: Full polymer armor and helmet (+5*, comm system earbuds), 2x high explosive grenade (Range 5/10/20, Damage 4d6, AP 4, MBT), 2x laser SMG (Range 15/30/60, Damage 2d6, RoF 4, AP 2, Cauterize, No Recoil, Overcharge), mono knife (Str+d4+2, AP 2).

CORPORATE MERCENARY

The standard corporate mercenary is a brava-do-filled bully who likes to use his company status and lethal reputation to push others around. Mercs from different corporations don't always get along and can become disorganized in the face of truly professional soldiers (such as Star Marines).

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Battle d4, Common Knowledge d6, Driving d6, Electronics d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (5)

Hindrances: Obligation (Major; to their employer), Ruthless (Minor), Suspicious (Minor)

Edges: Combat Reflexes, Connections (their employer), Soldier

Gear: Full polymer armor and helmet (+5*, comm system earbuds), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), mono knife (Str+d4+2, AP 2).



CORPORATE MERCENARY OFFICER

The leaders of mercenary units are brutally pragmatic. They're often the ones who handle the money and know that if the unit isn't completely successful, it won't be completely paid. Some officers likewise value their employer's goals over their troops' lives; others choose their soldiers over their corporate masters if forced to decide. Either choice could get them killed.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Battle d8, Common Knowledge d8, Driving d6, Electronics d6, Fighting d10, Intimidation d8, Notice d8, Persuasion d8, Piloting d6, Shooting d10, Stealth d6, Survival d6, Taunt d8

Pace: 6; **Parry:** 7; **Toughness:** 12 (5)

Hindrances: Loyal (to either their employer or their troops), Obligation (Major; to their employer), Ruthless (Major),

Edges: Command, Command Presence, Connections (their employer), Mission Control

Gear: Full polymer armor and helmet (+5*, comm system earbuds), laser SMG (Range 15/30/60, Damage 2d6, RoF 4, AP 2, Cauterize, Overcharge), force sword (Str+d8+4, AP 6).

COMBOT

Both the corporations and their mercenary troops like to fill their ranks with these mass-produced battle drones. They are cheaply made and prone to failure.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Hesitant. The drone doesn't adapt well to tactical changes.

Edges: —

Gear: Laser pistol (Range 15/30/60, Damage 2d6, AP 2, RoF 1, Cauterize, Overcharge)

Special Abilities:

- **A armor +2:** Protective shell.
- **Breakdown:** If the drone rolls a Critical Failure, it misses its next turn.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; do not breathe or suffer from disease or poison.

- **Sensor Suite:** The drone ignores all illumination penalties and up to 2 points of penalties from invisibility or similar powers within 10" (20 yards) distant.
- **Short Battery Life (Minor):** Combots must recharge their batteries in standby mode for two hours out of every 24. Without a full two hour's recharge, drones become Fatigued each day until Incapacitated. Each hour spent recharging restores a level of Fatigue.
- **Weakness (Electricity):** -4 to resist electrical-based effects including EMPs; takes an additional 4 points of electrical or EMP damage.

HEAVY GUNNER COMBOT

This heavily armored, slow-moving battle drone isn't known for its tactical decision making but can lay down a carpet of laser fire like nothing else.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 11 (4)



Hindrances: Hesitant. The drone doesn't adapt well to tactical changes.

Edges: Rapid Fire

Gear: Gatling laser (Range 50/100/200, Damage 3d6+4, AP 4, RoF 4, Cauterize, Heavy Weapon, No Recoil, Overcharge, Snapfire).

Special Abilities:

- **Armor +4:** Protective shell.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; do not breathe or suffer from disease or poison.
- **Electrical and EMP Shielding:** Immune to standard drone weakness to EMP and electrical attacks.
- **Hardy:** If the drone is Shaken, another Shaken result does not cause a Wound.
- **Sensor Suite:** The drone ignores all illumination penalties and up to 2 points of penalties from invisibility or similar powers within 10" (20 yards) distant.
- **Short Battery Life (Minor):** Heavy gunner combots must recharge their batteries in standby mode for two hours out of every 24. Without a full two-hours recharge, drones become Fatigued each day until Incapacitated. Each hour spent recharging restores a level of Fatigue.
- **Targeting System:** The drone ignores up to 2 points of penalties to Athletics (throwing) or Shooting rolls from Called Shots, Cover, Range, Scale, or Speed.

SPIDER COMBOT

This nimble drone is perfect for maneuvering itself into hard-to-spot corners, where it can spy on the enemy or simply open fire with its integrated laser.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d8, Shooting d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (4)

Special Abilities:

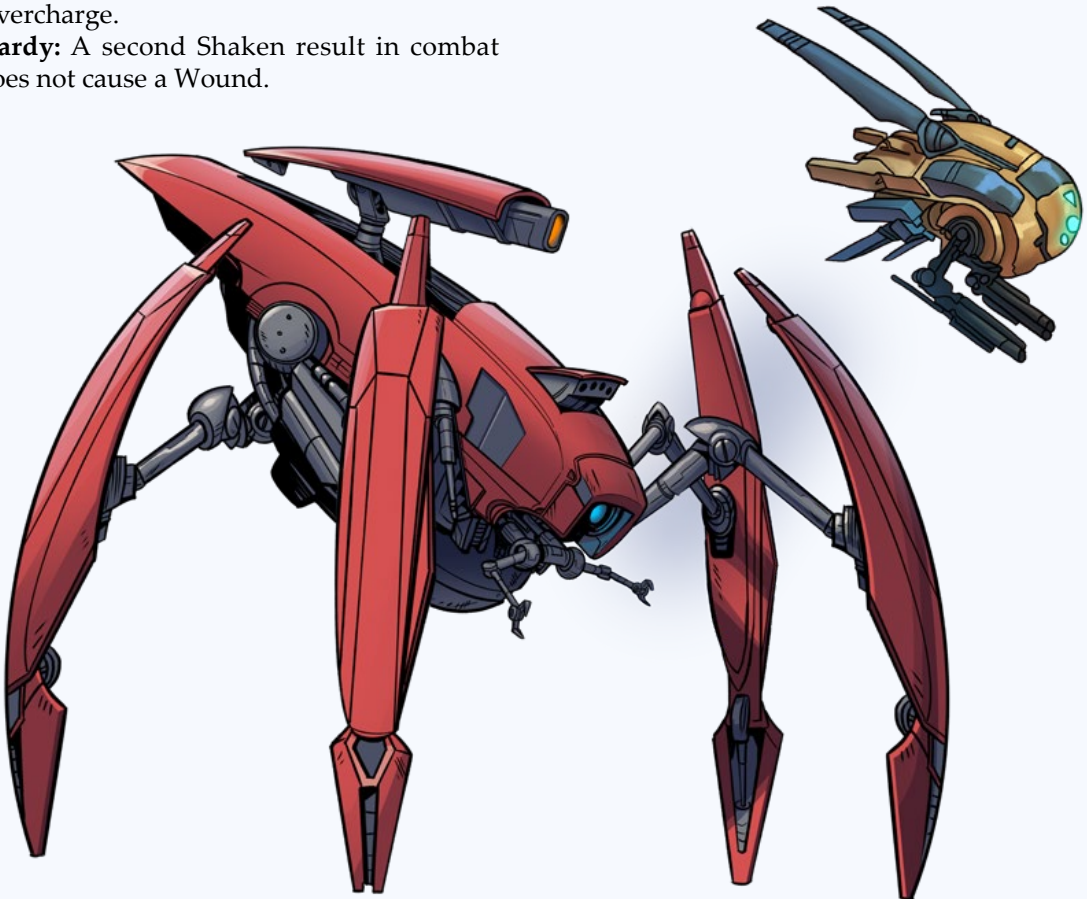
- **Armor +4:** Protective shell.
- **Battery Life:** Drones must recharge their batteries in standby mode for one hour out of every 24. Without a full hour's recharge, drones become Fatigued each day until Incapacitated. Each hour spent recharging restores a level of Fatigue.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Integrated Laser:** Range 15/30/60, Damage 2d6, AP 2, RoF 1, Shots 50, Cauterize, Overcharge.
- **Hardy:** A second Shaken result in combat does not cause a Wound.

- **HyperNet Port:** Range 15/30/60
- **Low Light Vision:** Ultraviolet sensors allow the drone to ignore penalties for Dim or Dark illumination (but not Pitch Darkness).
- **Telescoping Limb:** The drone's manipulator arms have Reach 1.
- **Wall Walker:** The drone can move normally up vertical surfaces or while inverted.
- **Weakness (Electricity):** -4 to resist electrical-based effects, including EMPs; takes an additional 4 points of electrical or EMP damage.

DRONES

Under the control of a skilled drone tech, drones are versatile battlefield tools. They can do reconnaissance, support a frontal assault, or perform a defensive patrol around a rear guard position.

In addition to the drones listed in *Starbreaker*: *SAINTs & Synners*, Star Marines have access to the drones listed below.



CORVID 6 RECON DRONE

This flying drone serves as the eyes and ears for many drone techs.

Cost: 20,000 GC

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d4, Notice d8, Shooting d6, Stealth d6

Pace: 4; **Parry:** 4; **Toughness:** 5 (2)

Special Abilities:

- **Armor +2**
- **Battery Life:** Drones must recharge their batteries in standby mode for one hour out of every 24. Without a full hour's recharge, drones become Fatigued each day until Incapacitated. Each hour spent recharging restores a level of Fatigue.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Dual Linked Lasers:** Range 15/30/60, Damage 2d6, AP 2, RoF 1, Shots 50, Cauterize, Overcharge.
- **Electrical and EMP Shielding:** Immune to standard drone weakness to EMP and electrical attacks.
- **Flight:** Corvid 6 Drones hover at a Pace of 24". They may "run" for 2d6" of additional movement.
- **HyperNet Port:** Range 15/30/60
- **Infravision:** The drone detects heat and light in the infrared range. This halves Illumination penalties when attacking warm targets (including invisible beings).
- **Low Light Vision:** Ultraviolet sensors allow the drone to ignore penalties for Dim or Dark illumination (but not Pitch Darkness).
- **Sensor Suite:** The drone ignores all illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards) distance.
- **Size -2 (Small):** Creatures of Normal Scale are at -2 to hit Small characters. Small characters subtract 2 from their Toughness and damage rolls.

PANTHER COMBAT DRONE MARK II

This upgraded panther drone is stronger and deadlier than the standard version, and is a common companion for drone techs in the field.

Cost: 29,500 GC

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d8, Shooting d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 11 (4)

Special Abilities: 4500

- **Armor +4**
- **Battery Life:** Drones must recharge their batteries in standby mode for one hour out of every 24. Without a full hour's recharge, drones become Fatigued each day until Incapacitated. Each hour spent recharging restores a level of Fatigue.
- **Brawler:** The Star Marine version of the panther has upgraded melee capabilities.
- **Claws:** Str+d6
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Dual Linked Lasers:** Range 15/30/60, Damage 2d6, AP 2, RoF 1, Shots 50, Cauterize, Overcharge.
- **Electrical and EMP Shielding:** Immune to standard drone weakness to EMP and electrical attacks.
- **Hardy:** A second Shaken result in combat does not cause a Wound.
- **HyperNet Port:** Range 15/30/60
- **Low Light Vision:** Ultraviolet sensors allow the drone to ignore penalties for Dim or Dark illumination (but not Pitch Darkness).



SSA VERSATILE BATTLE DRONE

The VBD is based on the Remis Engineering Mk 1, but modified by the Navy's drone engineers to be lighter and cheaper. It lacks the arm blades of the Mk 1, but its pair of hand-like grapplers means that it can effectively wield any weapon that is given to it.

Cost: 20,000 GC

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4, Vigor d8

Skills: Athletics d4, Fighting d8, Notice d4, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: —

Edges: Dodge

Gear: Laser pistol (Range 15/30/60, Damage 2d6, AP 2, RoF 1, Cauterize, Overcharge)

Special Abilities:

- **Armor +4**
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; do not breathe or suffer from disease or poison.
- **Electrical and EMP Shielding:** Immune to standard drone weakness to EMP and electrical attacks.
- **Sensor Suite:** The drone ignores all illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards) distance.
- **Short Battery Life (Minor):** Battle Drones must recharge their batteries in standby mode for two hours out of every 24. Without a full two hour's recharge, drones become Fatigued each day until Incapacitated. Each hour spent recharging restores a level of Fatigue.



THE HIVE EVOLVED

The living bioweapons commonly referred to as "nohgotha hive insects" are much more than they appear.

While it's commonly believed that the nohgotha created these creatures, that's not true. Ages ago, the nohgotha discovered the insect-like species and twisted it to their own ends. The hive was originally sentient, psychic, and capable of quickly evolving itself to fit into any environment. The nohgotha first copied the hive's adaptability (in order to create their own variety of rapidly evolving life forms), then inhibited the species' own psychic abilities. While under the nohgotha's control, the hive insects were little more than animals. Now that the nohgotha are gone, the hive is once again coming into its own.

HIVES AND QUEENS

The queen is the center of sentience for its hive. Through her telepathic hive mind, she directs and coordinates the efforts of all her insect minions. Queens hatched since the fall of the nohgotha are free of their control. They are fully sentient, cunning, and impatient to start spreading their power once again.

When a hive grows too large for a single queen to control, she spawns a new queen. When that queen matures in a few weeks, she takes part of the hive's insects and starts her own hive some distance away. In this way, the creatures spread across the planet, consuming everything in their path.

Once a planet's resources are fully consumed, the queens direct their workers to build a new astro-hive, or "hive ship." This organic starship is capable of taking millions of insects into space and making FTL jumps. The ship is powered by the psychic energy of multiple queens, some of whom may die from the effort.

A hive is typically a sprawling complex of tunnels deep underground. Exceptions can exist on planets where hives would better thrive floating on water, hanging from giant trees, or built into the sides of cliffs; hive insects are nothing if not adaptable. Even on the rare occasions when hives are built above ground, the insects still prefer to remain hidden until they're ready to strike.

INSECTS EVOLVED

The hive insects described below are the descendants of those originally used by the nohgotha during the war. They are commonly found on rim worlds and on the frontier, where their masters seeded planets with their hives. Without the nohgotha to restrain them, they are evolving back into their true forms.

BATTLE BEETLE

This beetle-like insect can open its heavy carapace to reveal an empty space inside of its body. This space can be used to carry up to eight workers, 12 human-sized hybrids, or twice as many prisoners. In battle, the beetle either flies over or smashes through enemy lines, then disgorges a wave of eager insect warriors.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+7, Vigor d10

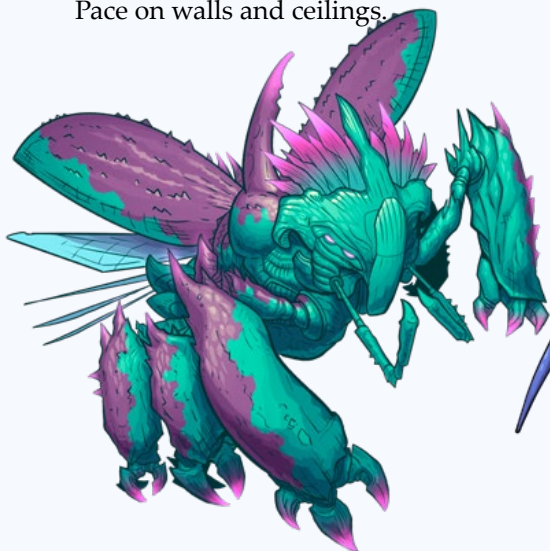
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 20 (6)

Edges: —

Special Abilities:

- **Armor +6:** Hard carapace.
- **Flight:** Battle Beetles have a Flying Pace of 16".
- **Horn:** Str+d6.
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Size 7 (Large):** Battle Beetles are about 10' tall and 30' long.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



EVOLVED WORKER

The evolved version of the worker explores farther from the hive than its basic counterpart while searching for food and building materials. When the workers discover a food source (whether animal or vegetable) too big for it to gather itself, it telepathically summons a whole pack of workers, who swarm to the harvest.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d6

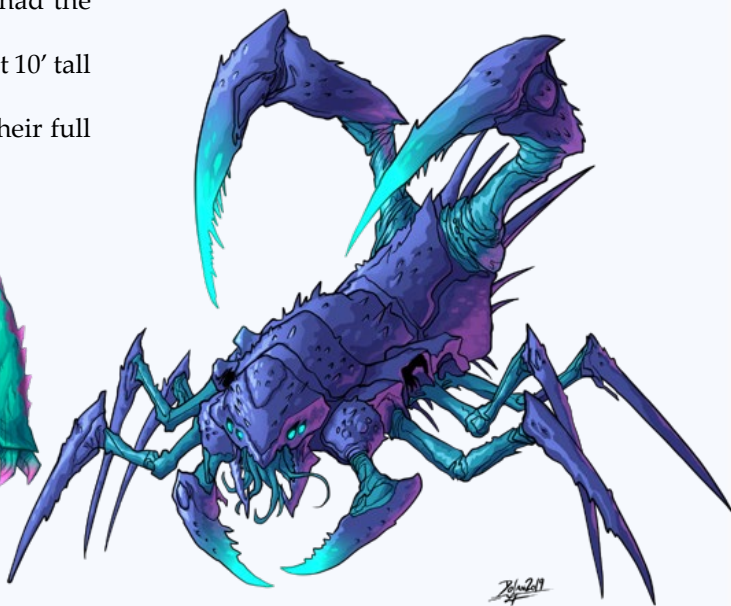
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 4; **Toughness:** 8 (2)

Edges: Combat Reflexes

Special Abilities:

- **Acid:** Workers spit acid for d8 damage (see **Breath Weapons** in *Savage Worlds*).
- **Armor +2:** Hard carapace.
- **Claws:** Str+d6
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Size 1:** These beasts are a bit larger than humans.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



EVOLVED LEAPER

Evolved leapers patrol a wide perimeter around the hive. If they perceive an incoming threat, they telepathically warn the hive and then eliminate the threat. Their first move when attacking is to unleash a disorienting blast of psychic energy against their enemies, to soften them up for the physical attack to come.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 13 (6)

Edges: Ambidextrous, Combat Reflexes, Dodge, Fleet-Footed, Two-Fisted

Gear: War Axe (Str +d10)

Special Abilities:

- **Armor +6:** Hard carapace.
- **Claws:** Str+d6.
- **Confusion:** Evolved leapers can use the *confusion* power, using their Smarts as their arcane skill.
- **Head Spike:** Str+d8 (only used in leap attacks).
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Leaping:** Leapers may jump 4" vertically and 8" horizontally. If a leaper jumps and makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 1:** These beasts are a bit larger than humans.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



EVOLVED STINGER

Evolved stingers serve the hive as scouts, aerial warriors, and battlefield coordinators. While flying over a combat zone, stingers can telepathically tell other nearby insects where to go and how to direct their efforts. Some are armed with psionic focus devices. These devices allow them to concentrate their psychic energies into invisible telekinetic missiles.

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d8, Battle d6, Fighting d8, Notice d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Combat Acrobat, Combat Reflexes, Command, Tactician

Gear: Psionic focus.

Special Abilities:

- **Armor +2:** Hard carapace.
- **Bolt:** While wielding a psionic focus device, an evolved stinger can sting its enemies at range by using the *bolt* power, using its Smarts as its arcane skill.
- **Flight:** Stingers have a Flying Pace of 12".
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Mandibles:** Str+d6.
- **Projectile Acid:** Stingers spit acid for 3d4 damage (see **Breath Weapons** in *Savage Worlds*).
- **Size 1:** These beasts are a bit larger than humans.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



HYBRID INSECT

As part of their alien evolution, the hive insects have started capturing members of other species, securing them in biological mutation pods, and transforming them into hybrid creatures that serve the hive, but still vaguely resemble their former species. All hybrids thus far have been mutated humans (and therefore humanoid), but it's theorized that other species can be changed as well.

Since hybrids are smaller than standard hive insects, they serve as the hive's vanguard when invading settlements. They can fit through human-sized doors and hallways, and retain enough vestigial memory of their previous life that they can instinctively track their prey even through the labyrinths of corridors and service tunnels.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

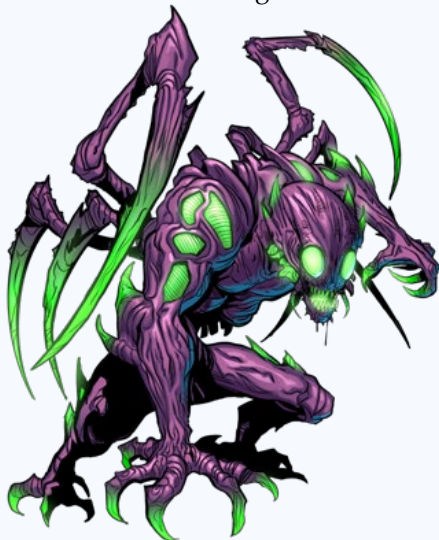
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: Combat Acrobat, Combat Reflexes

Special Abilities:

- **Armor +2:** Hard carapace.
- **Claws:** Str+d4. If it doesn't move, the hybrid can make up to six attacks on a single target each round without penalty.
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



TUNNELER

This centipede-like creature has rotating jaws and acid spit to let it quickly burrow through a planet's surface. It's an important worker when building or expanding underground hives. In combat, tunnelers attack by bursting out from beneath the ground and can snatch enemies back underground with them.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 16 (2)

Edges: —

Special Abilities:

- **Acid Bite:** Those bitten also take 2d4 acid damage each round until the acid is removed.
- **Armor +2:** Hard carapace.
- **Bite / Claws:** Str+d6
- **Burrow (16''):** Tunnelers are exceptionally fast underground.
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Size 6 (Large):** These beasts are up to 20' long.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



TUNNELER LEVIATHAN

The leviathan is a rare variant of the tunneler. It's unclear if they are hatched as leviathans or if some tunnelers simply don't stop growing until they reach leviathan status.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+9, Vigor d12

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 24 (4)

Edges: —

Special Abilities:

- **Armor +4:** Hard carapace.
- **Bite / Claws:** Str+d6
- **Burrow (24''):** Tunnelers are exceptionally fast underground.
- **Hive Mind:** Hive insects may communicate with nohgotha, vikons, and others of their species within five miles as if they had the *mind link* power.
- **Size 12 (Gargantuan):** These beasts are up to 100' long.
- **Swallow Whole:** Those bitten by the leviathan must make an Evasion roll or be Swallowed Whole. At the end of each of the leviathan's subsequent turns, the swallowed must make a Vigor roll at -2 or take a Wound. Shaking, Wounding, or otherwise provoking the beast may give the swallowed a chance to escape with an Athletics roll.
- **Wall Walker:** Hive insects move at their full Pace on walls and ceilings.



NOHGOtha REMNANTS

The Armageddon War has been over for decades, but many of its enemies remain. In addition to the hive insects, other nohgotha troops still roam the galaxy or lurk in the shadows, eagerly awaiting any opportunity to resume the invasion.

VIKON INFILTRATOR

These brutal warlords once served as commanders over the hive insects, carrying out the nohgotha's battle plans. The nohgotha are gone, but their plans remain, and the vikon that remain intend to see them through. Like hive insects, Vikon are usually encountered on rim worlds or the frontier, but their intelligence has allowed some of them to infiltrate deep into the core or corporate world regions of the galaxy. These infiltrators have worked with the Syndicate to smuggle themselves where they want to be.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d10, Battle d8, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Stealth d8, Survival d6, Taunt d8

Pace: 8; **Parry:** 7; **Toughness:** 21 (5)

Hindrances: Bloodthirsty, Ruthless (Major), Outsider

Edges: Alertness, Bruiser, Brute, Combat Reflexes, Command Presence, Connections (Syndicate), Danger Sense, Fleet-Footed, Frenzy (Imp), Soldier, Tactician, Tougher than Nails

Gear: Polymer armor (+5*)

Special Abilities:

- **Bite:** Str+d4.
- **Claws:** Str+d10.
- **Limited Telepathy:** Vikons may communicate with any nohgotha and nohgotha-engineered creatures within five miles as if they have the *mind link* power.
- **Size 3:** Vikons are as large as a warhorse.
- **Tail Stinger:** Str+d6. Lethal Poison.
- **Toughness +3:** Dense cellular structure makes Vikons especially durable.
- **Tusks:** Str+d6.

DUNAR HOLDOUTS

The dunar were created by the nohgotha to serve as their main troops during the war. When the war was over, most dunar threw off the chains of their masters and established new lives for themselves as best they could. Some isolated groups of dunar soldiers, however, remained loyal to their masters and their dreams of conquest. These holdouts have formed their own cult-like cultures in remote areas of the frontier and rim worlds. They cut the head tendrils of their children to prove their loyalty to the nohgotha, who they believe will return and reward their faithfulness.

Species: Dunar

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Battle d4, Common Knowledge d6, Driving d6, Electronics d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d10, Stealth d6, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 12 (5)

Hindrances: Driven (Major; to conquer the galaxy for the glory of the nohgotha), Outsider (Major)

Edges: Combat Reflexes, Soldier

Gear: Full polymer armor and helmet (+5*, comm system earbuds), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), mono knife (Str+d4+2, AP 2).

Special Abilities:

- **Tough:** Dense tissue and muscle make dunar resistant to damage. Add +1 to their Toughness.



GALACTIC POWERS

While the SSA tries to maintain peaceful relations with its galactic neighbors, imperial borders can be places of tension and occasional skirmishes. When one side feels another has overstepped its boundaries, violence can flare up, and it's up to the Star Marines to put an end to it one way or another.

ZAKA INFANTRY

These serpentine soldiers fight in groups of three to six. They focus their attacks on the target they perceive as the most immediate threat, then work their way down until all enemies are eliminated. Zaka troopers are rarely found in the core worlds but are common in certain regions of the frontier (such as the Siren Belt) and the corporate worlds.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Battle d6, Common Knowledge d6, Driving d6, Electronics d6, Fighting d10, Intimidation d6, Notice d6, Persuasion d4, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 13 (5)

Hindrances: Cautious, Stubborn (Minor)

Edges: No Mercy, Soldier

Gear: Full polymer armor and helmet (+5*, comm system earbuds), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), mono knife (Str+d4+2, AP 2).

Special Abilities:

- **Methane Breather:** Zaka breathe a methane-heavy atmosphere very different from the oxygen-rich air of most inhabited worlds. Their helmets include built-in breathing devices.
- **Regeneration:** Zaka make natural healing rolls once per day.
- **Size +2:** Zaka are roughly 12 feet long.
- **Sleep Reduction:** The highly driven zaka need only half the sleep of normal humans.

ZAKA OFFICER

Zaka officers direct their soldiers in battle, directing them where to focus their fire and which enemies are the most immediate danger. When a zaka squad encounters non-zakas, the officer does all the talking.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d10, Battle d8, Common Knowledge d6, Driving d6, Electronics d6, Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Piloting d4, Shooting d10, Stealth d8, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 14 (5)

Hindrances: Cautious, Stubborn (Minor)

Edges: Command, Fervor, Level Headed, No Mercy, Soldier

Gear: Full polymer armor and helmet (+5*, comm system earbuds), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), mono knife (Str+d4+2, AP 2).

Special Abilities:

- **Methane Breather:** Zaka breathe a methane-heavy atmosphere very different from the oxygen-rich air of most inhabited worlds. Their helmets include built-in breathing devices.
- **Regeneration:** Zaka make natural healing rolls once per day.
- **Size +2:** Zaka are roughly 12 feet long.
- **Sleep Reduction:** The highly driven zaka need only half the sleep of normal humans.



SIREN BELTERS

The people of the Siren Belt are not that different from those found elsewhere in the galaxy. The exceptions are the kifteri, who have been living the Belt longer than anyone, and the rogue scientist known as Dargos Emir.

KIFTERI HAPATA

Explorers among the Precursor ruins of the Siren Belt may find themselves facing the wrath of these cybernetically-enhanced kifteri. Hapata typically stalk their prey while invisible, then strike hard for maximum effect. They are not cruel. Those who surrender or flee the sacred sites are given mercy. Those who persist in their blasphemy are given a quick death.

Species: Kifteri

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting d10, Focus d8, Intimidation d8, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 7 (10 with wings); **Toughness:** 8 (2)

Hindrances: Code of Honor, Obligation (Major; to preserve the Precursor legacy)

Edges: Arcane Background (Hapata), Counterattack, Dodge

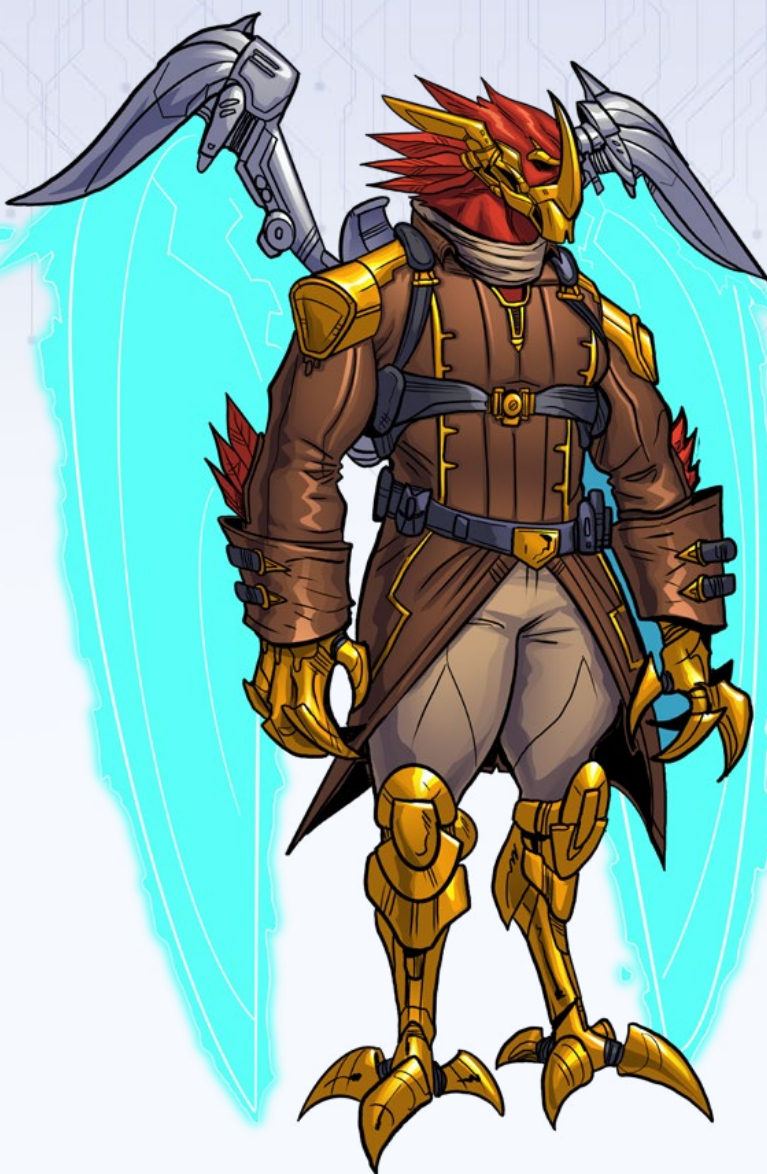
Powers: *Havoc, invisibility, fly, protection, smite.*

Power Points: 10.

Gear: Reinforced flight coat (+2), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, Cauterize, Overcharge), hapata wing pack (Str +4, AP 4, +3 Parry).

Special Abilities:

- **Claws:** Str + d4.
- **Low Light Vision:** Kifteri ignore penalties for Dim or Dark illumination.
- **Too Honest:** Kifteri generally find lying to be repugnant. They also have a hard time dealing with exaggeration, sarcasm, figures of speech, and other non-literal speech. They subtract 2 from Persuasion and other relevant skill rolls while in social situations with non-kifteri.



DARGOS EMIR

Dargos Emir is a charismatic young scientist dedicated to unlocking the secrets of the Precursors at any cost. With funding from the Syndicate, he will pay top credit to anyone who brings him alien artifacts, no questions asked. Depending on his current experiment, he may also pay top credit to anyone who brings him test subjects, whether willing or not.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Academics d10, Athletics d6, Common Knowledge d10, Fighting d6, Intimidation d8, Notice d6, Persuasion d8,

Research d10, Science d10, Stealth d4, Weird Science d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Arrogant, Driven (Major, to wield the power of the Precursors)

Edges: Arcane Background (Weird Science), Connections (Syndicate, Gyr Dominion), Charismatic

Powers: *Boost/lower trait, growth/shrink, shape change, slumber.* **Power Points:** 15.

Gear: Arachnosynth trench coat (+4*), laser pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2, Cauterize, Overcharge), AR lens, bionano injector, portable computer (EMP shielding, -2 to Hypertech rolls against it).

PIRATES AND RAIDERS

The only real difference between a pirate and a raider is whether the villain attacks starships or planet-based settlements. They are often one and the same and they are all too common on the frontier and the edges of the rim worlds. In addition to the Pirate and Pirate Captain listed in *Starbreaker: SAINTs & Synners* the heroes may encounter a pirate who specializes in ground combat.



PLANETARY RAIDER

Raiders are all about speed. They strike quickly, snatch whatever prize they're looking for, then retreat off-world before their target can galvanize its resistance. Raiders on a pirate crew are similar to Star Marines in that they only truly come into their own once they are dirt-side.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Battle d6, Common Knowledge d6, Electronics d8, Fighting d8, Gambling d6, Intimidation d6, Notice d6, Persuasion d6, Piloting d8, Repair d8, Shooting d8, Stealth d6, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Code of Honor (The pirate's code, which isn't very gentlemanly but does prohibit mistreating those who surrender), Wanted (Major)

Edges: Connections (Pirates of the Oridium Nebula), Extraction, Frenzy

Gear: EVA suit and helmet (+4*, comm system earbuds), laser SMG (Range 15/30/60, Damage 2d6, RoF 4, AP 2, Cauterize, No Recoil, Overcharge), mono cutlass (Str+d6+2, AP 2), magnetic boots, zero-G rocket pack (Flight 24" in vacuum).

OTHER THREATS

The galaxy is full of strange creatures that threaten the safety and sovereignty of the SSA's holdings on the frontier. The *Savage Worlds Science Fiction Companion* contains numerous such creatures that the GM can use as written, or as inspiration for his own creations. To maintain a consistent *Starbreaker* tone, it's recommended that the GM avoid sentient creatures, or those that are homages to existing science fiction properties.

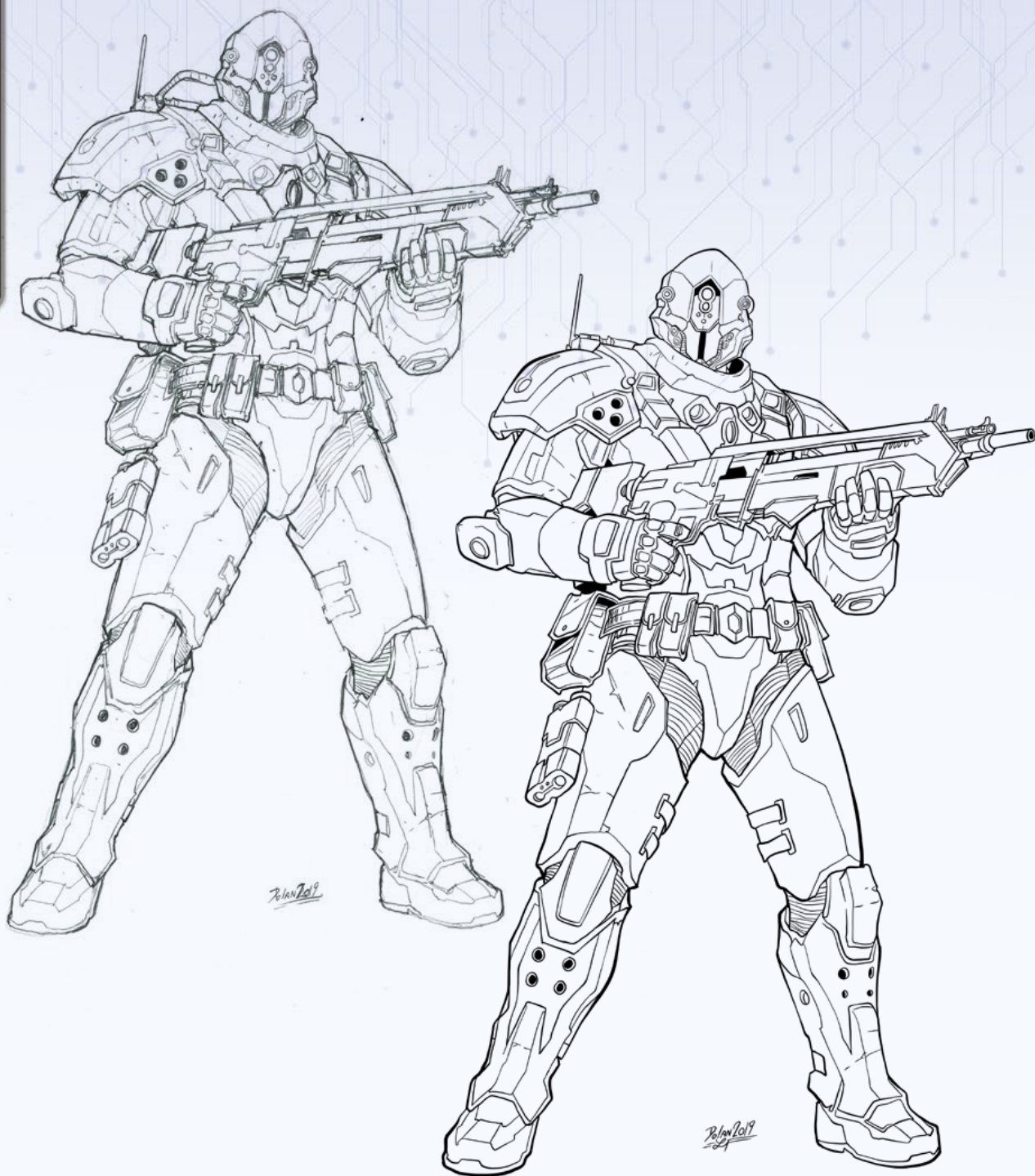
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Starbreaker: Star Marines requires *Starbreaker: Saints & Synners*, and *Savage Worlds Core Rules* to play.

STARBREAKER



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