

Unified Space - Transmission 1

BEGIN TRANSMISSION/...

Language in Unified Space (and beyond)

Among Humans, the dominant language is SVIM (Standardised Vocal Interface Method): A language constructed specifically to be as clear, fast to learn and adaptable as possible. On Unity-controlled worlds, SVIM is mandatory though local groups often maintain and use their own languages as well.

Unity records indicate 8.6 billion officially recognised languages across the Core Worlds alone.

As SVIM has become a standardised language for trade transactions, it is also commonly spoken beyond Unity's reach.

K'Erin and Precursors can speak it fluently with ease, while Ferals often have a thick, distinctive accent due to their jaws and vocal cords. Swift pick up the language intuitively but their high-pitched rapid-fire pronunciation makes them hard to understand.

Did you know?

Five Parsecs From Home takes place roughly 500 years into our future.

ENCOUNTER: Rogue Mercs reported!

After a chemical warfare incident, sector governments have declared the "Hells Salamanders" mercenary unit outlawed and exiled.

A modest bounty has been set.

If you wish to hunt the Salamanders, carry out a successful Track action, as if you were tracking a Rival. A result of 5+ is a success. Alternatively 1 Story Point may be spent.

Count the Salamanders as an Unknown Merc enemy (Hired Muscle table). Add 1 additional enemy with a Hyper Blaster.

If you Hold the Field, claim 2 credits of additional bounty.

ENCOUNTER: Shuttle Crash!

A shuttle crash has been reported outside Soulless research station BJZ-23. The unmanned shuttle is reported by shadow-market informants to have been carrying Barilikan Energy Modules.

If you wish to search the crash site, fight an Opportunity battle with the Patrol objective. The opposition will be War Bots with 2 additional enemies encountered.

If you Hold the Field, you may roll three times for Battle Field Finds (instead of the typical one attempt).

ENCOUNTER: Gun-slinging stranger

The talk in bars and gambling dens is of a strange gun slinger that roams the Fringe, interfering where they find injustice or evil doing. Which is generally everywhere.

When fighting a battle against Criminal Elements roll 1D6. On a 6, a Freelancer joins on your side. They count as Reactions 4 and may shoot twice per turn, but the shots must be taken at 2 different targets.

Add 4 additional basic enemies to those encountered.

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Unified Space - Transmission 2

BEGIN TRANSMISSION/...

The Tiran IV treaties

Ratified by each of the major galactic powers, the Tiran IV treaties have two important dictates: The first is that any bio-mod project may not utilise genetic material from more than a single sapient species. This restriction was insisted upon by the Precursors and K'Erin and violations are subject to military intervention under galactic law.

The second is that any attempt at creating or enhancing psionic potential through genetic modification is illegal. This restriction tends to be self-enforcing as such modifications almost invariably result in catastrophic side effects.

Despite galactic law, any number of illegal corporate research projects take place far beyond the reaches of Unity agents or investigative groups.

Did you know?

The rat-like Skulkers are the only species in the galaxy to be rated as completely free of any species-driven prejudice.

ENCOUNTER: Strange orb!

A wealthy but secretive patron known only as "The Executive" has offered a substantial bounty for a strange, metallic orb of unknown origins.

When finding a Patron next, you may take on this job. The job works as a Quest, with all enemies rolled on the Roving Threats table. Add +1 to the number encountered in each battle.

When the Quest is completed, you may claim 2D3 additional Credits in pay. If you opt to hold on to the orb, note it down for future reference and add 3 Rivals (Bounty Hunters, Vigilantes, Enforcers) that will follow you off-world.

ENCOUNTER: Converted agents!

Authorities report an increase in infiltration attempts from the brutal cyborg species known as the Converted.

If you want to do your part, fight an Opportunity Mission against Converted Infiltrators. Add +2 to the number encountered and replace one base enemy weapon with a Hyper Blaster.

Claim 1 Story Point and a bonus Loot roll if you Hold the Field.

ENCOUNTER: Bad batch of fuel

A contaminated batch of starship fuel has entered circulation. Authorities report that fuel-cells marked with serial numbers ending in B893Z or higher should be discarded.

When travelling to a new world next, roll 1D6. You must remain on the new world for this number of turns to flush the drives.

Once this is done, you may add 1D6 Credits from a class-action lawsuit about the manufacturer.

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Unified Space - Transmission 3

BEGIN TRANSMISSION/...

The Converted Threat

The species known as the Converted have an unknown origin, though their host world has been identified to a high degree of accuracy. Their original biological forms are unknown, though they are suspected to be humanoid in form and roughly human-sized.

At some point in their history, wide-spread conversion into cybernetic organisms took place producing the species that now menace worlds all across known space.

Attempts to negotiate have proven a failure. The Converted will only accept submission, which always results in harvesting the population for conversion. If the population of a world resists, the Converted will invade and harvest the corpses instead.

Individual converted have less to no individual intelligence. It is suspected that a central controlling network is used to provide commands, though isolated units have sufficient basic programming to conduct fundamental combat operations.⁰¹²

Did you know?

To communicate beyond the speed of travel requires a method of communication that transcends travel times. Only the Precursors and Swift have access to this through psionic means.

It is suspected the Converted have a technological answer as well, but raids have failed to capture a usable device.

ENCOUNTER: The ISS Wellington is going down!

A merchant transport has been emitting Final Response signals, indicating that an imminent crash with little chance of survival.

To investigate, play an Opportunity Mission. Place 6 crates around the table. The enemy will attempt to reach these crates regardless of AI type.

Moving into contact with a crate secures 1 Credit of salvageable goods. An enemy reaching a crate will then attempt to leave the table, dropping the crate in place if you kill them.

Any crates not collected by a character by the end of turn 4 self-destruct.

ENCOUNTER: Unity bounty

All Unity channels have been broadcasting a bounty for known terrorist Tesimund Cor.

To hunt Cor, take a crew action and roll 10+ on 2D6. You may add a cumulative +1 for each prior attempt.

When you find him, play an Opportunity mission. Cor is a Hired Killer with an Armour Saving Throw. He carries two machine pistols and can fire both simultaneously.

He is accompanied by a squad of 7 Renegade Soldiers. Generate weaponry as normal.

Bringing Cor down is worth 1D3 Credits. Defeating him in a Brawl (for capture) is worth 1D3 Credits and a Loot roll.

ENCOUNTER: Jumping Lizard Cull

The world of Tolbukhin-III reports an explosion in the population of Razor-Fang Jumping lizards.

To help with the cull, fight an opportunity battle against Sand-Runners. Add +4 to the number encountered. The terrain should be a dense jungle with as many plant features as possible.

Visibility is limited to 10”.

A reward of a bonus Loot roll is available for Holding the Field.

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Unified Space - Transmission Four

BEGIN TRANSMISSION/...

The cost of warfare and colonization

Colonists and military forces both require extensive support after being deployed on a world, making large-scale deployments prohibitively expensive. While the major galactic powers can, and have, mounted system-wide or even sector-wide campaigns, this is a substantial expenditure of resources. In most cases, things happen on a much smaller scale.

Many military campaigns are fought with little more than a battalion or two on each side, due to the prohibitive costs involved. Smaller forces are also less likely to get other parties involved in the conflict. Substantial damage to a resource-extraction facility could cause a cascade effect throughout multiple economies and nobody wants a battalion of angry K'Erin marines to show up on their doorsteps in the middle of a military expedition.

Old, well-established colonies in suitable climate conditions can of course grow very quickly and can maintain substantial defensive forces. This means that hostile acquisitions are best done against settlements in the early stages of colonization

Did you know?

Due to the complexity of Unity legal codes, almost every citizen is in violation of something. Legal analysis systems assess a compliance level for suspects, based on the number of laws estimated to be broken and the severity of any such conduct.

ENCOUNTER: K'Erin weapons testing

A well known supplier of Ripper Swords will pay for field-testing of a new model, aimed at the gladiatorial entertainment circuit.

Arm any number of your crew with Ripper Swords and attempt to destroy 10 enemies in Brawling combat, including at least 3 different species.

Upon completion, earn 1D6 Credits, 1 Story Point and keep 2 of the swords.

ENCOUNTER: Intense fighting erupts

The world of Tordenskjold III has erupted into open conflict as two mega-corporations fight for control of the resource-rich environment.

Any crew visiting may take up to 3 Patron jobs for one of the corps before hostilities cease. Each job pays +2 Credits and has the Veteran Opposition Hazard and the Health Insurance Benefit.

All encounters are against Unknown Mercs. Add +2 to all enemy squad sizes. One basic enemy replaces their weapon with an Auto-Rifle.

ENCOUNTER: Strange ship

A silent ship is drifting through space, emitting no signals. It could be good salvage. You must make a starship travel roll to intercept the ship. The battle should be fought on interior floor plans.

Roll on the Roving Threats encounter table to see what infests the ship. At the end of each game turn, roll 1D6: On a roll below the turn number just played the ship has entered orbit. After 3 additional turns, it will de-orbit. Any character still on board must roll on the post-battle injury table and has a random carried item become damaged.

At the center of the table, place a crate. Searching this grants 2 Rumors and a Loot roll.

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