

Freedom in the Galaxy 2.0

Appendices



Ekim Lam

Snazzy Introduction Text.

TABLE OF CONTENTS

PART I) ENCOUNTERS	1	[B.52] Squamoth Cadets	3	[D.32] Orlog Dungeons	6
[APPENDIX A] MISSION ENCOUNTERS	1	[B.53] SRS-54*	3	[D.33] Orning Volcanoes	6
[A.01] Creature!	1	[B.54] Susperan Dancer	3	[D.34] Ornotin Shipment	6
[A.02] Delays!	1	[B.55] Tavern Brawl	3	[D.35] Piorade Smugglers	6
[A.03] Diplomatic Protocol!	1	[B.56] The Great Turtle	3	[D.36] Queen of Intrigue	6
[A.04] Double Agent!	1	[B.57] The Unique Orn	3	[D.37] Roy-Ta Change Destiny	6
[A.05] Down with the Empire!	1	[B.58] Trog Warband	3	[D.38] Sann Buster Mine	6
[A.06] Enemy Agent!	1	[B.59] UDB-55*	3	[D.39] Saurian Assembly	6
[A.07] Enemy Locals!	1	[B.60] Una Predators	3	[D.40] Saurian Envoys	6
[A.08] Enemy Patrols!	1	[APPENDIX C] PEOPLE ENCOUNTERS	4	[D.41] Saurian Nationalists	6
[A.09] Enemy Sentries!	1	[C.01] Ardorat Raider Fleet	4	[D.42] Secret (Casino Galactica)	6
[A.10] Enemy Squad!	1	[C.02] Anon Songs	4	[D.43] Secret (Cloning Complex)	6
[A.11] Network Commandoes!	1	[C.03] Calmas under Attack	4	[D.44] Secret (Drug World)	6
[A.12] Network Contacts!	1	[C.04] Cavalkus Patrol	4	[D.45] Secret (Empire Forever)	6
[A.13] Network Cover!	1	[C.05] Charkhan Spies	4	[D.46] Secret (Gem World)	6
[A.14] Network Support!	1	[C.06] Deaxin Raids	4	[D.47] Secret (Hyper World)	6
[A.15] Network Shelter!	1	[C.07] Farandians Reclusive	4	[D.48] Secret (Imperial Archives)	6
[A.16] Populace!	1	[C.08] Henone Pacifists	4	[D.49] Secret (Imperial Deltronics)	6
[A.17] Planet!	1	[C.09] Illian Scholar	4	[D.50] Secret (Industry World)	6
[A.18] Raid Enemy Forces!	1	[C.10] Joper Ceremony	4	[D.51] Secret (IPOC)	6
[APPENDIX B] CREATURE ENCOUNTERS	2	[C.11] Kayn Conservatism	4	[D.52] Secret (Living Planet)	6
[B.01] Air Bolt	2	[C.12] Kirt Merchants Babbling	4	[D.53] Secret (Mutant World)	6
[B.02] Alien Language	2	[C.13] Leonid Recruits	4	[D.54] Secret (Palace of Justice)	6
[B.03] Asteroid Field	2	[C.14] Mogha Hunt	4	[D.55] Secret (Slave World)	6
[B.04] Babouk	2	[C.15] Ornotin Slavers	4	[D.56] Secret (Welcome Rebels)	6
[B.05] Bloatfrog	2	[C.16] Phans Rebuff Visitors	4	[D.57] Segunden Parliament	6
[B.06] Blood Feud	2	[C.17] Piorad Clansmen	4	[D.58] Senate Guards	7
[B.07] Charshots	2	[C.18] Rhone Informers	4	[D.59] Skyraht Revenge	7
[B.08] Chemo Marshes	2	[C.19] Roy-Ta Change Events	4	[D.60] Solvia Pirates	7
[B.09] Corrupt Official	2	[C.20] Saurian Challenged!	4	[D.61] Solvian Star Geyser	7
[B.10] Dehu Assassin	2	[C.21] Segunden Agent	4	[D.62] Spore Storm	7
[B.11] Derigion	2	[C.22] Sstoth Mob	4	[D.63] Stooth Hunters	7
[B.12] Drantanella	2	[C.23] Susperan Party	4	[D.64] Suti Civil War	7
[B.13] Drusers	2	[C.24] Suvan Aid	4	[D.65] Suvan Council	7
[B.14] DwtE Effect	2	[C.25] Thesian Technicians	4	[D.66] Suvan Trust Funds	7
[B.15] Elilad	2	[C.26] Thok Warrior	4	[D.67] Swamps of Midest	7
[B.16] Ferroch	2	[C.27] Ultrak Thieving Scum!	4	[D.68] Tensok Rallies Planets	7
[B.17] Frost Mist	2	[C.28] Urgak Sacred Grounds	4	[D.69] The Gelba Administration	7
[B.18] Gachs	2	[C.29] Ursi Palace Aids Rebels	4	[D.70] The House of Magro	7
[B.19] Gadhars	2	[C.30] Xanthon Network	4	[D.71] Trog Warlords	7
[B.20] Gilekites	2	[C.31] Yesters favor Change	4	[D.72] Troliso Militia	7
[B.21] Holo Trap	2	[APPENDIX D] PLANET ENCOUNTERS	5	[D.73] Trov Militia	7
[B.22] Hz'zoun	2	[D.01] Academy Diplomats	5	[D.74] Tsipa Medical School	7
[B.23] Icid Fen Wolves	2	[D.02] Adare Dissidents	5	[D.75] Tunnels Collapse	7
[B.24] IS-42 Divebot, Drillbot, Flybot, Glowbot, Streetbot, Trackbot	2	[D.03] Adare Resistance	5	[D.76] Unarpha checks Strength	7
[B.25] ISB-74	2	[D.04] Anachron Cult	5	[D.77] Uracus Intelligence Centre	7
[B.26] ISO-32	2	[D.05] Anon Glyphs	5	[D.78] Urgak Elders	7
[B.27] Jararr Mounts	2	[D.06] Ascaill Retribution	5	[D.79] Ursi Palace Aids Rebels	7
[B.28] Jeneck	2	[D.07] Black Hand Agents	5	[D.80] Wyrnon Reprisals	7
[B.29] Kenso Virus	2	[D.08] Charkhan Patrols	5	[D.81] Xanthon Guerillas	7
[B.30] Lamelanes	2	[D.09] Chim Troopers	5	[D.82] Xanthon Leaders	7
[B.31] Magro Wyvern	2	[D.10] Clans Convene	5	[D.83] Yaldor Defies Empire	7
[B.32] Mimulan Behemoth	2	[D.11] Corrupt Senator	5	[D.84] Yester Gathering	7
[B.33] Mountain Golem	3	[D.12] Dehu Infiltrator	5	[APPENDIX E] PLANET SECRETS	8
[B.34] Muddled Professor	3	[D.13] Extortion	5	[E.01] Casino Galactica	8
[B.35] Muggers	3	[D.14] Free Traders	5	[E.02] Cloning Complex	8
[B.36] Mutant Beast (Mutant World)	3	[D.15] Henone Rally	5	[E.03] Dead World	8
[B.37] Nerox	3	[D.16] Illia University	5	[E.04] Drug World	8
[B.38] Onflams	3	[D.17] Imperial Knights	5	[E.05] Empire Forever	8
[B.39] Panicoptopus	3	[D.18] Imperial Guard	5	[E.06] Gem World	8
[B.40] Petty Gambler (Casino Galactica)	3	[D.19] Inzenzia Decries Empire	5	[E.07] Hyper World	8
[B.41] Quyrz	3	[D.20] Kalgar Commandoes	5	[E.08] Imperial Archives	8
[B.42] Rakkack-Akak	3	[D.21] Kayn Elders	5	[E.09] Imperial Deltronics	8
[B.43] Sand Storm	3	[D.22] Kayn Loyalists	5	[E.10] Industry World	8
[B.44] Scavengers	3	[D.23] Kayn Speratists	5	[E.11] IPOC	8
[B.45] Seismic Cloud	3	[D.24] Liatrix Garrison	5	[E.12] Living Planet	8
[B.46] Sekeeks	3	[D.25] Magro Overlords	5	[E.13] Mutant World	8
[B.47] Shrieker	3	[D.26] Mercenary Rengades	5	[E.14] Palace of Justice	8
[B.48] Sindiban	3	[D.27] Militia Desertions	5	[E.15] Slave World	8
[B.49] Sky Whale	3	[D.28] Mining Unions	5	[E.16] Welcome Rebels	8
[B.50] Soaring Dragon	3	[D.29] Mogha Mystic	5		
[B.51] Spithids	3	[D.30] Nhuk's Raiders	5		
		[D.31] Odel Backs Empire	6		

(continued on inside of back cover)

PART I) ENCOUNTERS

OVERVIEW: Part one of the Appendices compiles all Creature, People and Planet Encounters (Cases ###,##, ##,## and ##,##). Furthermore also all Entries about Planet Secrets have been added as Planet Secrets much like Encounters apply locally tied to a certain Planet or Location.

COMMON TERMS: The following terms are used regularly to describe certain effects of Encounters.

“Combat: a-b”: One random Mission Team has to fight a Combat with “a” being the Combat Skill (with an asterisk indicating a Firefight) and “b” being the Endurance of the Opponents.

“Imperial Mission Phase:” / “Rebel Mission Phase:” Some Encounters are handled differently depending whose Player's Mission Teams triggered them. This is indicated by a double entry headed “Imperial Mission Phase:” and “Rebel Mission Phase:” respectively. The former tells the effect when the Encounter occurs during the Imperial Mission Phase and the latter during the Rebel Mission Phase.

Roll against [Characteristic] of any one Character in the Environ/Team: The Phasing Player picks one of his Characters from the Environ or Mission Team as instructed and rolls one die. The die roll is then compared against the Characteristic named in that Encounter of that Character. Rolling higher will usually lead to a negative effect or prevent a favorable effect from happening.

Shift Loyalty in favor of a Player: this means to shift it one space towards Patriotic if in favor of the Imperial Player and one space towards Unrest if in favor of the Rebel Player. Any

Loyalty shifts are only of relevance on Planets in a Vassal or Conquered State.

Surprise +1/+2/+3: During the first Round of Combat this Opponent may add +1/+2/+3 to its Combat Skill respectively and any asterisk rolled by the Characters during the first Round are ignored.

When this Opponent rolls an asterisk: The phrase refers to effects triggered when the Opponent roll an asterisk result during Combat (Case ##,##).

[APPENDIX A] MISSION ENCOUNTERS

ORDER: People Encounters are listed alphabetically as they are printed on the Encounter Tables (Cases ##,##).

[A.01] Creature!

Team stumble upon local specimen.

One Random Team encounters the Creature named in its Environ. Refer to the Imperial Appendices for details (Entry ##,##). The Imperial Player may ignore this result via Imperial Exploration Teams (Case ##,##).

[A.02] Delays!

“I thought it was a shortcut.”

All Mission Teams lose 2 Success Dice.

[A.03] Diplomatic Protocol!

Local sentiments complicate negotiations.

If a Diplomacy Mission is undertaken but no Character in the Mission Team has a Diplomacy Characteristic of 2 or more then the Diplomacy Mission is Aborted and the Loyalty of the Planet shifted one space into the favor of the Enemy Player.

[A.04] Double Agent!

Traitor infiltrated Team.

One Random Team has its Mission Aborted (Case ##,##).

Turn the Character Stack of the Phasing Player Detected (Case ##,##).

[A.05] Down with the Empire!

The people have enough.

Teams on Start Rebellion Mission gain 3 Success Dice. Teams on Stop Rebellion Mission lose 2 Success Dice.

The Imperial Player may conduct Draconian Measures on the Planet (Case ##,##) or on any Planet if he has Fabricated an Incident (Case ##,##).

[A.06] Enemy Agent!

Enemy Agents thwart mission.

One Random Team has its Mission Aborted (Case ##,##). The Rebel Player may ignore this Abort if he has Infiltrated the Palace of Justice (Entry ##,##). The Imperial Player may ignore this Abort if he spends Imperial Counterintelligence (Case ##,##).

Turn the Character Stack of the Phasing Player Detected (Case ##,##). This Detection can not be avoided by Infiltration of the Palace of Justice or Imperial Counterintelligence.

[A.07] Enemy Locals!

Team run into local operatives of the Enemy.

One Random Team has a Combat with Enemy Locals as its Opponents. Look up the Attributes

of the Locals in the Enemy Locals Table. Combat Skills with an asterisk indicate a Firefight, those without are Hand to Hand Combats.

[A.08] Enemy Patrols!

Enemy patrols area vigorously.

Turn the entire Character Stack of the Phasing Player Detected (Case ##,##).

The Enemy Player may conduct Searches (Case ##,##) for one Random Mission Team in the Environ.

[A.09] Enemy Sentries!

Characters spotted by enemy soldiers.

Turn the entire Character Stack of the Phasing Player Detected (Case ##,##).

[A.10] Enemy Squad!

Team stumbles on enemy squad.

Turn the entire Character Stack of the Phasing Player Detected (Case ##,##).

One Random Team has is treated as if it were just found with a successful Military Search (Case ##,##). If the Enemy Player has any Military Presence on the Planet (Case ##,##) then the Team will have Combat with an Enemy Squad. If the Enemy Player has any Special Ops on the Planet then they *do* apply (Case ##,##).

[A.11] Network Commandoes!

Local network conduct commando raid.

Apply the effect of “Raid Enemy Forces!” (Case ##,##).

Teams on Gather Information and Sabotage Missions gain 3 Success Dice.

[A.12] Network Contacts!

Local connections expedite missions.

All Mission Teams gain 3 Success Dice.

[A.13] Network Cover!

Scouts cover Characters' tracks.

Turn the entire Character Stack of the Phasing Player Undetected. Military Units of the Phasing Player may negate this Encounter again though (Case ##,##). Teams on Rebel Cell and Abduction Missions gain 3 Success Dice.

[A.14] Network Support!

Network aids missions.

Depending on the Environ, Teams on certain Missions gain 3 Success Dice:

- Urban: Diplomacy and Rescue
- Wild: Rebel Cell and Abduction
- Exotic: Gather Information and Sabotage

[A.15] Network Shelter!

Local supporters shelter characters

Turn the entire Character Stack of the Phasing Player Undetected. Military Units of the Phasing Player may negate this Encounter again though (Case ##,##).

Depending on the Environ, Teams on certain Missions gain 3 Success Dice:

- Urban: Diplomacy and Rescue
- Wild: Rebel Cell and Abduction
- Exotic: Gather Information and Sabotage

The Phasing Player may Heal (Case ##,##) up to 2 Wounds of Characters in the Environ. That is 2 Wounds in total, not per Character.

[A.16] Populace!

Characters meet locals

Carry out the People Encounter printed in the Environ. The Encounters are dependent on the People living in the Environ, refer to the Imperial Appendices for details (Entry ##,##)

[A.17] Planet!

Local event occurs.

Carry out the Planetary Encounter printed in the Environ. Each Environ has a unique Planetary Encounters, refer to the Imperial Appendices for details (Entry ##,##).

If the Environ names “Secret” as the Planetary Encounter then the Encounter is dependent on the Planet Secret. Again refer to the Imperial Appendices for details (Entry ##,##).

[A.18] Raid Enemy Forces!

Local allies conduct commando raid.

Apply the following effect depending on whose Mission Phase is currently in progress:

Imperial Mission Phase: The Imperial Player may choose to either remove a Rebel Cell from the same Environ or to Raise (Case ##,##) one Imperial Militia Unit there.

Rebel Mission Phase: The Rebel Player may chose to either place a Cell in the same Environ if there is none yet or to Raise (Case ##,##) one Rebel Guerilla Unit there.

If the Rebel Force Pool is empty Case ##,## does apply when placing a new Cell.

Note

The Encounter Tables have been reprinted on the back cover of the Imperial Appendices for convenience.

[APPENDIX B] CREATURE ENCOUNTERS

ORDER: People Encounters are listed alphabetically as they are printed on the Map (Cases ##,###).

[B.01] Air Bolt

Lightning fast energy eel.

Combat: 6-2; the first Wound inflicted on the Mission Team also Damages any one Spaceship owned by a Character in the Team chosen by Phasing Player.

[B.02] Alien Language

Lysenda Spaceport: melting pot of the Galaxy

Roll one die against Intelligence of any one Character in the Mission Team, Team loses as many Success Dice as die roll exceeds Intelligence.

[B.03] Asteroid Field

Common Cieson asteroid storm.

Roll one die against Navigation of any one Character in the Mission Team. If roll is higher than Navigation then inflict as many Wounds on the Team as it exceeds Navigation. If any Character in the Team Owns a Spaceship then rolling as high as or higher than Navigation also damages the Spaceship.

[B.04] Babouk

Easily agitated baboon.

Combat: 3-5; the first two Wounds this Opponent suffers raise its Combat Skill instead of lowering it.

[B.05] Bloatfrog

Overblown giant frog. Bursts when killed.

Combat: 5-2; if Overcome Mission Team loses two Success Dice.

[B.06] Blood Feud

Wyron usurpation begets bad blood.

Combat: 5-5*; Surprise +1; Rebel Team may ignore Encounter while Planet is Liberated.

[B.07] Charsots

Benign telepathic creatures.

Imperial Mission Phase: ignore Encounter

Rebel Mission Phase: all Rebel Mission Teams in same Environ gain two Success Dice. If Charsot Possession Card (Entry ##,###) is still in the Possession Deck Rebel Player may assign it to one Character in this Mission Team.

[B.08] Chemo Marshes

Sann Wars have turned local insects into poisonous bugs.

Combat: 6-3; ignore all asterisk rolled by Mission Team; Combat ends when Opponent Overcome or when it has inflicted two Wounds on Mission Team.

[B.09] Corrupt Official

Money talks.

Rebel Player may pick any one Planet, temporarily inspect all face down Imperial Units and turn all Imperial Characters Detected there.

[B.10] Dehu Assassin

Assassin school aids Rebels

Imperial Mission Phase: Combat: 3-2; Surprise +3.

Rebel Mission Phase: all Rebel Teams in the Environ gain two Success Dice.

[B.11] Derigion

Mantis like predator. Very fast.

Combat: 5-4; if this Opponent rolls an asterisk then any asterisk rolled by the Mission Team in the same Combat Round is ignored.

[B.12] Drantanela

Unsuspecting plant suddenly grabs and devours Character.

Combat: 0-4; before first Round one Character of Team chosen by the Phasing Player is grabbed by Opponent. The grabbed Character does not contribute to Combat Skill of Mission Team during this Combat. Opponent does not roll during Combat Rounds to inflict Wounds on Team but instead automatically inflicts one Wound each Round on the grabbed Character; Fleeing is not possible during this Combat.

[B.13] Drusers

Shamanistic natives, attack with conjured images.

Combat: 6-6; lower Endurance of this Opponent by as much as the Intelligence Characteristic of any one Character in the Mission Team.

[B.14] DwtE Effect

Subconscious phenomenon caused by an alternate reality. Discovered by the dimension-naut Ekud Selrach.

All Mission Teams lose one Success Die per Character of the Phasing Player with an Intelligence Characteristic lower than four in the Environ.

[B.15] Elilad

Electric being roaming the Akubera Caves. Very dangerous.

This Opponent rolls against each Character of the Mission on the Combat Table with a 0 modifier until the Character is Incapacitated or the Opponent rolls an asterisk. Each Character is attacked separately until he is either Incapacitated or the Opponent rolled an asterisk for that Character. The Characters do not roll themselves on the Combat Table.

[B.16] Ferroch

Feline predator. Native on Charkhan and Adare.

Combat: 5-4; Surprise +1.

[B.17] Frost Mist

Intelligent cryonic mist. Very dangerous.

Roll one die against Intelligence of any one Character in the Mission Team. If roll is higher than Intelligence entire Team is Incapacitated.

[B.18] Gachs

Giant centipede blasts thru wall.

Combat: 3-2; Surprise +2.

[B.19] Gadhar

Panicked Gadhar stampedes

Opponent rolls on Combat Table to inflict Wounds as if it had a Combat Skill of 8; Combat automatically ends after one Round.

[B.20] Gilekites

Thieving bipedal city rodents.

Combat: 2-2; before Combat Phasing Player must discard one non-Spaceship Possession of the Mission Team or Damage one Spaceship in the Environ (Phasing Player's choice which Possession to be affected); Surprise +2.

[B.21] Holo Trap

Roy-Tah mind lock

Roll one die against Intelligence of any one Character in the Team. If roll is higher than Intelligence then abort Mission.

[B.22] Hz'zoun

Enigmatic race of shape shifters. Mimic Characters.

Combat: x-y; add up Combat Skill Characteristics of all Characters in the Mission Team to determine Attributes of this Opponent, any Possessions are ignored for this determination; the Combat Skill of this Opponent is one lower than this sum, Endurance is three lower than this sum. Ignore any asterisk rolled by Characters during first Round of Combat.

[B.23] Icid Fen Wolves

Giant wolves, hunt in packs

Combat: 5-4; just before the third Round of Combat raise both their Attributes by +2.

[B.24] IS-42 Divebot, Drillbot, Flybot, Glowbot, Streetbot, Trackbot

Standard Sentry Robots, terrain customized

Combat: 4-2; only occurs if Enemy Player Controls the Planet otherwise ignore Encounter; if Team Flees turn Character Stack of Phasing Player Detected in the same Environ.

[B.25] ISB-74

Sentry Robots of the latest generation.

Combat: 7-4; otherwise same as IS-42.

[B.26] ISO-32

Outdated Sentry Bot Model.

Combat: 3-2; otherwise same as IS-42.

[B.27] Jararr Mounts

Duck headed obtuse beasts of burden.

Roll one die and apply result:

- 1-2: no effect
- 3-4: ignore Encounter
- 5-6: nothing

The Enemy Player may insist the specific result to be looked up and shown or be read aloud by Phasing Player or otherwise all Mission Teams lose two Success Dice.

[B.28] Jeneck

Cat like predator; many teeth

Combat: 4-4; Surprise +2.

[B.29] Kenso Virus

Suvan Medical school has no cure as yet. Can only monitor virus outbreaks.

Phasing Player must choose any one of his Characters anywhere on the Map to suffer one Wound. No Character on the same Planet as Doctor Sontag or the Medi-kit of Ptolos may be chosen.

[B.30] Lamelanes

Frightened swarm of fluorescent birds.

Character Stack of the Phasing Player turns Detected.

[B.31] Magro Wyvern

Aggressive and spiteful flying beast. Emblem of the House of Orlog.

Combat: 5-4, the Wyvern inflicts an additional when this Opponent rolls an asterisk then it inflicts an additional Wound on the Mission Team.

[B.32] Mimulan Behemoth

Enormous bear with giant roar.

Combat: 6-6; Character Stack of Phasing Player becomes Detected before Combat.

[B.33] Mountain Golem

Giant beast of earth and rock.

Combat: 8-6; when this Opponent rolls an asterisk then the Characters may Flee too.

[B.34] Muddled Professor

Absent minded sapient. Grows in ivory towers.

All Mission Teams in Environ lose one Success Die.

[B.35] Muggers

Ultrag thugs target Mission Team.

Combat: 5-4; when this Opponent rolls an asterisk the Phasing Player must discard one Possession of his choice Owned by a Character in the Mission Team and the Combat ends.

[B.36] Mutant Beast (Mutant World)

Gargantuan Mutant Beast

Combat: 10-8

[B.37] Nerox

Shark like predator

Combat: 5-4; the first two Wounds inflicted on Team by this Opponent raise its Combat Skill by one each.

[B.38] Onflams

Scorching hot lava beetles

Combat: 6-2

[B.39] Panicoptopus

Tentacled swamp dweller, panics easily but calms fast again.

Combat: 7-6; Characters may also Flee after any Round in which they roll a 0 result. Asterisk results give the opportunity to Flee as usual.

[B.40] Petty Gambler (Casino Galactica)

Small time gambler challenges Characters.

Roll one die against Intelligence of any one Character in the Mission Team. If roll is higher than Intelligence lose one Success Roll, otherwise gain two Success Rolls. Ran Jayma may Cheat on this roll (Entry ##,##).

[B.41] Quyrz

Poisonous mineral streak.

The Phasing Player subtracts the Intelligence Characteristic of any one Character in the Mission Team from 4 and inflict as many Wounds on the Mission Team.

[B.42] Rakkack-Akak

Lightning fast treetop fiend

Combat: 5-4; inflicts one Wound on Mission team before first Combat Round; ignore any asterisk rolled by Team during Round one.

[B.43] Sand Storm

Abrasive Liatris dust storms.

All Spaceships of the Phasing Player in Environ are damaged; roll one die against Intelligence of any one Character in the Mission Team, if roll is higher than Intelligence all Mission Teams in the Environ lose two Success Dice.

[B.44] Scavengers

Liomax dregs attack Spaceship

Combat: 5-3; when this Opponent rolls an asterisk then the Phasing Player must chose one of his Spaceship in the same Environ to be damaged. As usually already damaged Spaceships will be destroyed when damaged again.

[B.45] Seismic Cloud

Discharges interfere with Navigation Systems

Roll one die against Navigation of any one Character in the Mission Team, if roll is higher than Navigation Team loses two Success Dice.

[B.46] Sekeeks

Carion packs. Prey on the weak only.

Ignore if total Combat Skill of Team is five or more (Possessions do *not* count). Otherwise Combat: 4-3; raise both Attributes of this Opponent by one after every Round.

[B.47] Shrieker

Manta like flyer with razor sharp fangs

Combat: 5-3; Surprise +2.

[B.48] Sindiban

Holy Creature. Don't kill it.

Imperial Mission Phase: Roll one die against Intelligence of any one Imperial Character in Mission Team. If roll is higher than Intelligence lose two Success Dice.

[B.49] Sky Whale

Plant based life form with crystalline heart

Combat: 8-9; when this Opponent rolls an asterisk then the Characters may Flee. If Opponent is Overcome then Phasing Player gains one Force Point.

[B.50] Soaring Dragon

Plasma lizard. Shoots.

Combat: 6-6*

[B.51] Spithids

Poisonous cave spiders

Combat: 7-1; Surprise +1; if this Opponent inflicts any Wound then the Team suffers one additional Wound after Combat is over.

[B.52] Squamoth Cadets

Squamoth firebrand cadets angered.

Combat: 5-4*; if Overcome by Imperial Team gain two Success Dice on Coup Missions.

[B.53] SRS-54*

Segunden Robot Security, developed on Rhex-ia

Imperial Mission Phase: Combat: 5-4*; if Team Flees turn Character Stack of Phasing Player Detected.

Rebel Mission Phase: ignore Encounter.

[B.54] Susperan Dancer

Terrific show

Imperial Mission Phase: all Imperial Mission Teams in Environ lose one Success Die.

Rebel Mission Phase: all Rebel Mission Teams in Environ gain two Success Dice.

[B.55] Tavern Brawl

Wrong bar

Combat: 6-6; between Combat Rounds Opponent rolls on Combat Table with a 0 modifier and inflicts results as Wounds on itself.

[B.56] The Great Turtle

All is well.

All Mission Teams in the Environ gain two Success Dice.

[B.57] The Unique Orn

Horse like mammal with a single horn on its forehead. If you believe in such things.

Combat: 5-4; Raise Combat Skill of this Opponent by two during first Round of Combat.

[B.58] Trog Warband

Primitives. Can be scared with technology.

Combat: 7-6; double any Combat Skill bonus conferred by Weapon Possessions of the Mission Team against this Opponent.

Rebel Mission Phase: all Rebel Mission Teams in Environ gain one Success Die.

[B.59] UDB-55*

Saurian defense bot.

Combat: 5-5*; if Team Flees turn Character Stack of Phasing Player Detected.

[B.60] Una Predators

The Unarpha Heartland holds many a beasts.

Combat: roll one die to determine Attributes.

- | | |
|-------------------------------|---------------------|
| 1: <i>Cunning Predator:</i> | 4-4; surprise +3 |
| 2: <i>Sneaking Predator:</i> | 5-4; surprise +1 |
| 3: <i>Fast Predator:</i> | 5-5; Flee difficult |
| 4: <i>Strong Predator:</i> | 6-5 |
| 5: <i>Ferocious Predator:</i> | 7-4 |
| 6: <i>Giant Predator:</i> | 8-6; Flee easy |

"Flee easy" means that when this Opponent rolls an asterisk the Mission Team may also Flee.

"Flee difficult" means when this Opponent rolls an asterisk that any asterisk the Characters rolled this Round is ignored.

Note: Generic Creatures

Except for using the word Creature instead of Predator the table of the Una Predators is exactly the same as the one used in the Optional Rule "Generic Creatures" (Case ##,##).

Warning!

Though most Creatures of the Galaxy are relatively harmless and pose no serious threat to a well rested Mission Team there are a couple of specimens which can be very dangerous and a few which are outright lethal.

The Galactic Guide warns of them by assigning a death head rating (☠) to such Creatures. Successful explorers of the Galaxy can often easily be recognized by their worn out Galactic Guides.

Dead explorers on the other hand often pass on completely unused Guides.

[APPENDIX C] PEOPLE ENCOUNTERS

ORDER: People Encounters are listed alphabetically as they are printed on the Map (Cases ##,###).

[C.01] Ardorat Raider Fleet

Ardorat Raiders harass Empire.

The Rebel Player may put one PDB on a Planet without Imperial Units in Orbit Down.

[C.02] Anon Songs

Undecipherable Anon language hinders Mission.

One random Mission team loses three Success Dice.

[C.03] Calmas under Attack

Sstoth mount an offensive against Calmas.

The Imperial Player may Raise one Militia in the Environ and conduct a Military Search if the Rebel Characters Stack there is Detected.

[C.04] Cavalkus Patrol

Characters help fighting Trogs

Phasing Player may opt to have one Mission Team fight a Combat: 6-5; if Opponent is Overcome all Mission Teams in Environ gain two Success Dice; Combat is entirely optional but once started it is fought like any other Combat.

[C.05] Charkhan Spies

The Queen's eyes everywhere. Meow!

The Imperial Player may pick any one Environ in Province Two and turn the Rebel Character Stack therein Detected.

[C.06] Deaxin Raids

Shirofune's warriors attack the empire.

The Loyalty of the Planet is shifted one space in favor of the Rebel Player. If already at Unrest destroy two Imperial Units chosen by the Imperial Player anywhere on the Planet instead.

[C.07] Farandians Reclusive

Farandians retire to their caves.

Abort any Diplomacy Mission in the Environ. Plant Rebel Cell or Start Rebellion Missions loses two Success Rolls.

[C.08] Henone Pacifists

Henones reject Imperial oppression.

Imperial Mission Phase: Abort any Diplomacy Mission in the Environ

Rebel Mission Phase: Move Loyalty Marker of the Planet one space toward Unrest.

[C.09] Illian Scholar

Illian researcher advises Characters.

Gain three Success Dice for any Gather Information Mission in the Environ.

[C.10] Joper Ceremony

Jopers demand to holy day to be observed.

If any Imperial Character with a Diplomacy Characteristic of 0 is present in the Environ move the Loyalty Marker one space towards Unrest.

[C.11] Kayn Conservatism

Kayn elders resist change

An Overwhelming Success on a Diplomacy Mission will not spark the Domino Effect of a Political Victory (Case ##,###).

[C.12] Kirt Merchants Babbling

"Not again please."

Roll against Intelligence of any one Character in the Environ. If roll is higher than Intelligence all Mission Teams lose two Success Dice. Otherwise all Mission Teams lose one Success Die.

[C.13] Leonid Recruits

Leonids cadets graduate and march off to war.

The Imperial Player may Raise two Militia Units in the Environ.

[C.14] Mogha Hunt

Holy hunting season of the Gadhar.

Imperial Mission Phase: Place a Rebel Cell in the Environ or Raise one Rebel Guerilla there if the Environ already has a Rebel Cell.

Rebel Mission Phase: the Rebel Player may opt to fight with one Mission Team of his choice a Combat: 8-5; when this Opponent rolls an asterisk the Characters may also Flee; if this Opponent is overcome shift the Loyalty Marker of this Planet one space towards Unrest.

[C.15] Ornotin Slavers

Ornotins up exploitation of Xanthons.

Imperial Player may destroy one Rebel Cell on any Planet with Xanthons of his choice. If there is no Cell on any Planet with Xanthons then the Imperial Player receives one Force Point instead.

[C.16] Phans Rebuff Visitors

Secretive Phans intern intruders.

In each Mission Team roll against Intelligence Characteristic of any one Character in the respective Team. Those Teams which roll higher than the Intelligence must Abort their Mission. Each Team is rolled for separately.

[C.17] Piorad Clansmen

Clansmen take off to war.

The Rebel Player may raise one Guerrilla Unit in any one Environ of his choice with Piorads.

[C.18] Rhone Informers

Rhone spies are everywhere

Turn the Character Stack of the Phasing Player in the same Environ Detected.

[C.19] Roy-Ta Change Events

Roy-Thas rearrange timelines.

The Phasing Player may pick any Event Card of the Major Random Events Deck of his choice, look at it and then place it back into the Deck at any position he chooses ("x-th from top/bottom").

[C.20] Saurian Challenged!

Saurian takes issue with Characters.

One random Mission Team has a Combat: 5-5; this Combat is not a Firefight.

[C.21] Segunden Agent

Segunden intelligence aids Rebellion

Turn Imperial Character Stack in the Environ Detected. Turn Rebel Character Stack in the Environ Undetected. The Rebel Player may temporarily inspect all face down Imperial Units on the entire Planet.

[C.22] Sstoth Mob

Racist Sstoth attacks.

Imperial Mission Phase: If Ekim Lam is in the Environ his Mission Team has a Combat: 6-4; otherwise ignore Encounter.

Rebel Mission Phase: one random Mission Team has a Combat 6-4

[C.23] Susperan Party

Susperans put guests at ease.

Imperial Mission Phase: The Imperial Player may choose to either have all his Mission Teams in the Environ lose one Success Roll or to have them all lose two Success Rolls but Heal one Wound of any one Character in the Environ.

Rebel Mission Phase: The Rebel Player may choose to either have all his Mission Teams in the Environ gain one Success Die or to have any one Character in the Environ Heal one Wound.

[C.24] Suvan Aid

Suvan physicians help

Heal up to two Wounds of any Characters in the Environs.

[C.25] Thesian Technicians

Fluff

The Phasing Player may place any one Stack from a Drift 2 Area to the Drift 1 Area of the same System anywhere on the Map.

[C.26] Thok Warrior

Thok challenges Characters to ritual fight

Imperial Mission Phase: Combat: 6-4

Rebel Mission Phase: Rebel Player may opt to fight a Combat: 6-4 with one Mission Team of his choice; if this Opponent is Overcome shift Loyalty of Planet one space towards Unrest.

[C.27] Ultrak Thieving Scum!

Ultrak tricksters scam Characters

Roll against Intelligence of any one Character in the Environ. If roll is higher than Intelligence the Phasing Player must chose one Possession owned by one of his Characters in the Environ and discard it.

[C.28] Urgak Sacred Grounds

Characters trespass on ancestral holy site of the Kayn race.

The Enemy Player picks one Planet with Kayns and shift its Loyalty Marker one space in his favor.

[C.29] Ursi Palace Aids Rebels

Ursi traffic information to the Rebels.

The Rebel Player may perform one Free Move (Case ##,###) with one Spaceship anywhere on the Map.

[C.30] Xanthon Network

Xanthon slaves organize resistance.

The Rebel Player may place one Rebel Cell in any one Environ with Xanthons or Barbarians (Case ##,###) on the Map.

[C.31] Yesters favor Change

"Why not?"

Already an Ordinary Success on a Diplomacy Mission yields the Domino Effect of a Political Victory (Case ##,###)

Note:

The Enemy Locals Table as well has been reprinted on the back cover of the Imperial Appendices for convenience.

[APPENDIX D] PLANET ENCOUNTERS

ORDER: People Encounters are listed alphabetically as they are printed on the Map (Cases ##,###).

[D.01] Academy Diplomats

Aides were trained on the Suvan Diplomatic Academy.

The Phasing Player may roll against the Diplomacy Characteristic of any one of his Characters in the Environ. If the roll is lower than Diplomacy then the Phasing Player may shift the Loyalty of any one Planet on the Map except a Capital or the Throne Planet one space in his favor. If the roll is as high or higher than Diplomacy then no shift takes place.

[D.02] Adare Dissidents

Adare dissidents discredit Imperial propaganda.

The Rebel Player may place a Rebel Cell into any Environ with Rhones except on Orlog (162). The Cell may already roll for Grassroots Work this Mission Phase.

[D.03] Adare Resistance

Adare guerillas camp assists Rebels.

Imperial Mission Phase: one random Imperial Team must fight a 6*-4 Combat.

Rebel Mission Phase: Heal two Wounds of any Rebel Characters on Adare.

[D.04] Anachron Cult

Radical doomsday cult with fatalistic faith in the old Emperors.

Imperial Mission Phase: shift the Loyalty of the Planet one space towards Patriotic.

Rebel Mission Phase: The Rebel Player must Abort any Diplomacy Mission in the Environ.

[D.05] Anon Glyphs

Mysterious Anon signs are hard to decipher.

The Phasing Player may rearrange one Event of the Minor Random Events Deck without looking at it.

[D.06] Ascaill Retribution

Overlord Ascaill rules Pronox with an iron fist.

The Imperial Player may Raise one Militia in the Environ and may either remove a Rebel Cell from anywhere on Pronox or shift the Loyalty Marker of Pronox one space towards Patriotic.

[D.07] Black Hand Agents

Jon Kidu's agents strike out at rebel network.

The Imperial Player may remove one Rebel Cell anywhere in Province Three.

[D.08] Charkhan Patrols

Charkhan soldier patrol the Yester city.

Imperial Mission Phase: All Imperial Mission Teams gain one Success Die.

Rebel Mission Phase: One random Rebel Mission Team must fight a 7*-6 Combat. If the Opponent is Overcome the Rebel Player may place a Cell in the same Environ.

[D.09] Chim Troopers

Chim dispatches militia.

If the Imperial Player Controls Chim he may Raise one Militia anywhere in Province Three.

If the Rebel Player Controls Chim he may Raise one Guerilla on any Planet he Controls in Province Three.

[D.10] Clans Convene

The Piorad Clans have a gathering.

Imperial Mission Phase: All Imperial Mission Teams in the Environ lose 2 Success Dice.

Rebel Mission Phase: An Ordinary Success of a Diplomacy Mission in this Environ will already

spark the Domino Effect of a Political Victory (Case ##,###).

[D.11] Corrupt Senator

Big money talks even smoother.

The Rebel Player may pay Force Points to shift the Loyalty of one Planet on the Map one space towards Unrest. The price depends on the current Loyalty of the Planet:

- Dissent or Neutral: 1 Force Point
- Loyal: 2 Force Points
- Patriotic: 3 Force Points

The Loyalty of the Throne Planet, Capital Planets, Home Planets and Planets with a Secret can not be shifted with this Encounter.

[D.12] Dehu Infiltrator

Dehu Agents screen characters.

The Rebel Player turns any one Character Stack anywhere on the Map Undetected.

[D.13] Extortion

Ultraks make "an offer".

Imperial Mission Phase: the Imperial Player must either spend one Force Point or have one random Mission Aborted.

Rebel Mission Phase: the Rebel Player must either spend one Force Point or have a Character of his choice in the Environ Captured. A Guard will have to be provided as usually of course (Case ##,###).

If Drakir Grebb is in the Character Stack of any other Environ then the Character Stack must fight a 5*-4 Combat.

[D.14] Free Traders

Lysenda Free Traders aid rebellion.

The Rebel Player may place a Rebel Cell in any Environ of Province Two.

[D.15] Henone Rally

Peaceful Henone Rally brutally suppressed.

The Rebel Player may shift the Loyalty on either Henon or any Planet with a Fringe People or Xanthons one space towards Unrest.

[D.16] Illia University

Illian Professors reveal knowledge.

The Phasing Player may look at all Sudden Events currently on the Event Track.

[D.17] Imperial Knights

Imperial Knights serve the Empire.

Imperial Mission Phase: All Mission Teams gain one Success Die.

Rebel Mission Phase: If the Planet is not Liberated one random Mission Team must fight a 10*-8 Combat. If the Planet is Liberated one random Mission Team must fight a 6*-6 Surprise+1 Combat.

[D.18] Imperial Guard

Orlog troopers defend the Empire.

If Orlog is under Imperial Control the Imperial Player may Raise two Militia Units in any Environs in Province One. If Orlog is not under Imperial Control then the Imperial Player may Raise one Militia Unit in any Environ of Orlog.

[D.19] Inzenzia Decries Empire

Anti Imperial sermons of the High Priest.

The Rebel Player may shift the Loyalty on Barak one space towards Unrest. If the Loyalty on Barak is already on Unrest then he may shift the Loyalty on any other Planet except the Throne

Planet, a Capital Planet, a Home Planet or a Planet with a Secret one space towards Unrest.

[D.20] Kalgar Commandoes

Kalgar Commandoes fought on both sides during the rebellion.

The Phasing Player may remove one Imperial Militia or one Rebel Guerilla Unit anywhere from the Map.

[D.21] Kayn Elders

Kayn Elders convene.

An Ordinary Success of a Diplomacy Mission in this Environ will already spark the Domino Effect of a Political Victory (Case ##,###).

[D.22] Kayn Loyalists

Icid stands by the Empire.

Shift the Loyalty of Icid one space towards Patriotic.

[D.23] Kayn Speratists

Niconi stands by the Rebels.

The Rebel Player may exchange one Imperial Militia Unit in Province Five with one Rebel Guerilla Unit.

[D.24] Liatri's Garrison

Imperial garrison keeps a close eye on Ardorats.

If the Imperial Player Controls the Planet he may put the PDB Up and furthermore:

Imperial Mission Phase: All Mission Teams in the Environ gain one Success Die.

Rebel Mission Phase: The Rebel Character Stack becomes Detected and the Imperial Player may perform a Military Search for one random Mission Team.

If the Imperial Player does not Control the Planet then carry out the Encounter "Ardorat Raider Fleet" (Entry ##,###) instead.

[D.25] Magro Overlords

The House of Magro exerts its power.

The Loyalty of the Planet is shifted one space towards Patriotic. The Rebel Player may put one Rebel Cell in any Environ of Magro.

[D.26] Mercenary Rengades

Pronoxian Mercenaries join rebel cause.

The Rebel Player may Raise one Guerilla Unit in any Environ of Province Two.

[D.27] Militia Desertions

Province Two remains unruly.

The Imperial Player must remove one Militia Unit from anywhere in Province Two.

[D.28] Mining Unions

Lonica miners take to the streets.

The Rebel Player may place a Cell in the Environs and furthermore:

Imperial Mission Phase: one random Mission Team must fight a 6-4 Combat.

Rebel Mission Phase: the Rebel Player gains two Success Dice on all Missions in the Environ.

[D.29] Mogha Mystic

Mogha mystic on a spirit journey.

The Rebel Player may look at one Major Event Card in the Major Events Deck.

[D.30] Nhuk's Raiders

Nam Nhuk officially abandoned all piracy activity.

The Imperial Player must lose one Force Point, the Rebel Player gains one Force Point.

[D.31] Odel Backs Empire

Odel Hobar remains loyal to the Empire.

The Imperial Player immediately receives an Ordinary Success at a Diplomacy, Gather Information, Sabotage or Rescue Mission of his choice on Heliix as if a Mission Team just had succeeded there.

[D.32] Orlog Dungeons

The Orlog dungeons overflow with desperation and misery.

Roll one die. On a 2-6 the Imperial Player receives the Ordinary Success of a Gather Information Mission. On a 1 the Rebel Player receives the Ordinary Success of a Gather Information Mission. If Orlog is Liberated reverse the numbers (2-6 the Rebel Player receives the Success, 1 the Imperial Player does).

The Ordinary Success is received immediately just as if a Gather Information Mission just had been completed with an Ordinary Success by a Mission Team. This may be in addition to any Success of a real Mission Team going on Gather Information in the Environ.

[D.33] Orning Volcanoes

Orning Volcanoes damage fleet.

The Phasing Player must put one Unit from the Orbit of Orning into the Drift 2 Area of the Gel-las System.

[D.34] Ornotin Shipment

Ornotins supply the Empire.

The Imperial Player receives 3 Force Points. Shift Loyalty on the Slave World (Entry ###,##) one space towards Patriotic.

[D.35] Piorade Smugglers

Piorads smuggle rebel resources.

The Rebel Player gains two Force Points.

[D.36] Queen of Intrigue

Characters fooled by Magda Sheels

The Rebel Player must roll against the Intelligence of any one Character in the Environ. If the roll is higher than Intelligence then one Rebel Character chosen by the Rebel Player is Captured. A Guard has to be provided as usual (Case ###,##).

[D.37] Roy-Ta Change Destiny

Roy-Tas weave destiny.

If still possible (Case ###,##) the Rebel Bid is raised by one and at the same time the Imperial Bid by one if this is still possible (Case ###,##). If the Bids are already too close to each other (Case ###,##) then the Rebel Bid is instead lowered by one and at the same time the Imperial Bid is raised by one.

[D.38] Sann Buster Mine

Buried mine left behind by Sann invaders.

Roll against Combat Skill of any one Character in the Environ. If the roll is higher than Combat Skill the Phasing Player must inflict two Wounds amongst his Characters in the Environ. Weapons do not raise Combat Skill for the purpose of this roll but the Scanner does subtract -2 from the roll.

[D.39] Saurian Assembly

Saurians argue about the empire.

An Ordinary Success of a Diplomacy Mission in this Environ will already spark the Domino Effect of a Political Victory (Case ###,##).

[D.40] Saurian Envoys

Saurians send delegates to the Empire.

If the Phasing Player succeeds with a Diplomacy Mission in this Environ he may choose to apply

its effects to on either Diomas (152) or Chim (311) instead of here on Jura. Any Domino Effect due to a Political Victory are then also sparked from Diomas or Chim respectively.

[D.41] Saurian Nationalists

Saurians want to fight the Empire.

The Rebel Player may place one Rebel Cell in any one Environ with Saurians on the Map.

[D.42] Secret (Casino Galactica)

All or Nothing.

The Phasing Player may roll one die. On 4-6 all Mission Teams again gain as many Success Dice as the specific Characteristic of their Mission (Case ###,##) gives. The Rebel Player may decide to instead draw a random Possession from his Possession Deck when he faces this encounter.

On a roll of 1 all Mission Teams lose as many Success Dice as the specific Characteristic of their Mission gives. Either Player may decide to instead discard one Possession of any Character in the Environ instead of losing the Success Dice.

Example: A Mission Team on a Gather Information Mission and the highest Intelligence Characteristic of a Character being 3 will gain 3 additional Success Dice on a roll of 4-6 and lose 3 Success Dice on a roll of 1.

[D.43] Secret (Cloning Complex)

Imperial Characters undergo genetic cure.

The Imperial Player may Heal any two Wounds from his Characters anywhere on the Map.

[D.44] Secret (Drug World)

Helian filter masks protect characters from harmful spores.

All Characters of the Phasing Player on the Planet are exempt from suffering a Wound at the end of this Player Turn on the Drug World.

[D.45] Secret (Empire Forever)

There they are!

The Rebel Player must remove all Rebel Cells on the Planet and choose one of his Characters in the Environ who is immediately Captured.

[D.46] Secret (Gem World)

New ore deposit struck.

The Player Controlling the Gem World receives two Force Points.

[D.47] Secret (Hyper World)

Leyline opportunities.

Roll one die and apply the following result:

1-2 Abort one random Mission,

3-5 one random Mission Team may turn one of its Success Dice to a 6 after rolling them

6 one random one random Mission Team may turn one of its Success Dice to a 6 after rolling them and one Wound of any Character on the Planet may be Healed.

Keep in mind that Teams may go on two Missions on the Hyper World. Randomization only affects one Mission. The other Mission will be carried out as usual.

[D.48] Secret (Imperial Archives)

Classified files.

The Phasing Player immediately receives the Ordinary Success of a Gather Information Mission just as if a Mission Team had succeeded with the Mission. Any Mission Team currently on a Gather Information Mission in the Environ may still succeed at it again this turn by passing its Success Roll.

[D.49] Secret (Imperial Deltronics)

ImpDel upgrades.

The Player Controlling the Planet may increase one Up Level 1 PDB to Level 2 anywhere on the Map. If he has no Up Level 1 PDB then he may increase a Level 0 PDB to Level 1.

[D.50] Secret (Industry World)

Output peak.

The Phasing Player may replace one of his Units on the Map with one of the next higher Class. Imperial Veteran Units upgrade to an Elite Navy Unit. If the Player has no suitable Units left in the Force Pool at all then he gains three Force Points.

[D.51] Secret (IPOC)

Covert operation.

The Player Controlling the Planet may remove two 1-0 Units (Guerilla or Militia respectively) of the Enemy Player anywhere from the Map.

[D.52] Secret (Living Planet)

"Living Planet not likes Empire, no."

Imperial Mission Phase: First one random Mission has to undergo a Creatures Encounter (Case ###,##); then Abort one Random Mission in the Environ and turn all Imperial Character Stacks on the Planet Detected.

Rebel Mission Phase: Heal any two Wounds of Rebel Characters on the Planet; turn all Rebel Character Stacks on the Planet Undetected; put any Imperial PDB on the Planet Dncted.

[D.53] Secret (Mutant World)

Psionic Mutant

One random Mission Team must fight a 7**-4 Combat. Characters use their combined Intelligence instead of Combat Skill to fight this Opponent. Wounds suffered do not lower Intelligence for either side of the Combat. The Combat is not a Firefight.

[D.54] Secret (Palace of Justice)

Immediate action.

The Imperial Player may perform a Special Envoys Free Move (Case ###,##) with a Group including Jon Kidu. Ignore if Jon Kidu is Out of Action.

[D.55] Secret (Slave World)

Slave Riot.

If the Slave World is Imperial Controlled the Rebel Player may Raise one Irregular Unit there. If the Slave World is not Imperial Controlled then the Rebel Player may Raise one Irregular Unit on any Planet on the Map under Imperial Control.

[D.56] Secret (Welcome Rebels)

Down with the Empire!

The Rebel Player may put one Rebel Cell in any Environ of the Planet. The Imperial Player must then choose one of his Characters anywhere on the Planet to be Captured immediately. If there is no Guard available in his Location then the Imperial Character is placed under Guard of the just placed Cell even if that Cell is in a different Location.

[D.57] Segunden Parliament

Segunden Parliament debates stance towards the Empire.

Imperial Mission Phase: Rebel Player may shift the Loyalty on any one Planet with Segunden one space towards Unrest.

Rebel Mission Phase: An Ordinary Success of a Diplomacy Mission in this Environ will already spark the Domino Effect of a Political Victory (Case ###,##).

[D.58] Senate Guards

Old Senate Guard protects the Imperial order.

Imperial Mission Phase: the Imperial Player gains one Success Die.

Rebel Mission Phase: If the Planet is under Imperial Control one random Mission Team must fight a 6*-4 Combat. If the Planet is not under Imperial Control the Encounter "Corrupt Senator" instead applies.

[D.59] Skyrath Revenge

Skyrath Clan longs for revenge for the Ayod usurpation.

The Rebel Player may either Raise one Guerilla Unit in the Environ or he may remove one Rebel Unit present in the Environ and Raise one of the same Type but one Class higher. The highest Class Raised this way is a Strike Force though, Regular Army or Elite Unit can not be Raised with this Encounter.

[D.60] Solvia Pirates

Piorad pirates raid imperial shipments.

The Imperial Player loses two Force Points.

[D.61] Solvian Star Geyser

The most beautiful sight in the galaxy.

Imperial Mission Phase: no effect.

Rebel Mission Phase: all Mission Teams in the Environ gain two Success Dice.

[D.62] Spore Storm

Tamset storm fronts ravage the planet.

Place the PDB of Tamset Down. All Mission Teams lose one Success Die.

[D.63] Stooth Hunters

Sstoth sheiks demand Drakir's head!

If Drakir Grebb is in the Environ he becomes Captured. A Guard will have to be provided as usually (Case ##,##).

[D.64] Suti Civil War

Sstoth-Calma conflict renews.

A Civil War occurs just as if one had been rolled on a Counter Coup (Case ##,##). Abort any Start Rebellion Mission in the Environ.

[D.65] Suvan Council

Suvan council concerned about the galaxy.

An Ordinary Success of a Diplomacy Mission in this Environ will already spark the Domino Effect of a Political Victory (Case ##,##).

[D.66] Suvan Trust Funds

Suvans ferry aid shipments to underdeveloped people.

The Rebel Player may immediately perform a Special Envoys Free Move (Case ##,##). The destination of the Move must be any Environ of Jura (151), Diomas (152) Midest (341) or Akubera (342). This Free Move is *not* subject to Enemy Tracking.

[D.67] Swamps of Midest

Treacherous Midest morass.

Each Mission Team loses one Success Die per Character with a Combat Skill lower than 5. current Wounds do lower Combat Skill for purpose of this calculation.

[D.68] Tensok Rallies Planets

Tensok warns about Sann intentions.

One Player may shift one Loyalty Marker in Province Five by one space. Which Player may do so depends on the leaning of Tensok Phi:

Imperial Player: Tensok Pi is an Imperial Ally or he is Neutral and the Loyalty of Aras is either Patriotic or Loyal.

Rebel Player: Tensok Pi is a Rebel Ally or the Loyalty of Aras is either at Dissent or Unrest.

[D.69] The Gelba Administration

Gelba intervenes.

The Imperial Player may perform a Special Envoys Free Move (Case ##,##) with a Group including Gelba. The destination of this Move must be in Province Five. Not applicable if Gelba is Out of Action.

[D.70] The House of Magro

Redjac on the move.

The Imperial Player may perform a Special Envoys Free Move (Case ##,##) with a Group including Redjac. Not applicable if Redjac is Out of Action.

[D.71] Trog Warlords

Cavalkus ask for aid against latest Trog offensive.

Shift the Loyalty of the Planet in favor of the Player with the highest total Ground Strength in the Environ with a tie going in favor of the Phasing Player. If no Player has any Units in the Environ shift the Loyalty in favor of the Enemy Player.

[D.72] Troliso Militia

Troliso raises Militia

The Player Controlling the Planet may Raise one 1-0 Unit (Militia for the Imperial, Guerilla for the Rebel Play) on any one Planet he Controls in Province Four.

[D.73] Trov Militia

Trov raises Militia

The Player Controlling the Planet may Raise one 1-0 Unit (Militia for the Imperial, Guerilla for the Rebel Play) on any one Planet he Controls in Province Five.

[D.74] Tsipa Medical School

The best physicians in the galaxy.

The Phasing Player may either completely Heal all Characters in the Environ or any one Character anywhere on the Map.

[D.75] Tunnels Collapse

Akubera's maze caves in. Characters trapped.

Each Mission Team loses as many Success Dice as its Combat Skill is currently below 8. The calculation is done Mission Team by Mission Team and Wounds do reduce Combat Skill for this calculation.

[D.76] Unarpha checks Strength

Suarians gauge Imperial Strength

The Imperial Player has to temporary reveal all his Units in the Orbit Box of Unarpha. If their combined Space Strength is less than 4 shift the Loyalty of the Planet one space towards Unrest.

[D.77] Uracus Intelligence Centre

Segunden Secret Service at work.

Roll one die. On 2-6 the Rebel Player may reduce either Fabricated Pretexts, Exploration Teams or Imperial Counterintelligence by one on the Imperial Intelligence Track. On a roll of 1 one Rebel Supply Conduit becomes Infiltrated (Case ##,##).

[D.78] Urgak Elders

Urgak Elders are not easily convinced.

If a Diplomacy Mission is undertaken and no Character in the Mission Team has a Diplomacy Characteristic of 3 or more the Diplomacy Mission must be aborted.

If there is a Character in the Diplomacy Team with a Diplomacy Rating of 3 or more the Phasing Player may Abort the Diplomacy Mission and shift the Loyalty on any Planet with Kanys one space in his favor.

[D.79] Ursi Palace Aids Rebels

Ma Yijiu warns rebels.

The Rebel Player may perform a Special Envoys Free Move (Case ##,##).

[D.80] Wyrnon Reprisals

Wyrnon usurpers do dirty work for the Empre.

The Imperial Player may remove any one Cell or any one Rebel Guerilla Unit from Province Four.

[D.81] Xanthon Guerillas

Mitrith resistance traffics arms to slaves.

The Rebel Player may Raise one Guerilla Unit in any one Environ on the Map with Xanths.

[D.82] Xanthon Leaders

A meeting of all Xanthon leaders.

Imperial Mission Phase: An Overwhelming Success of a Diplomacy Mission in this Environ does not spark the Domino Effect of a Political Victory (Case ##,##) this Turn.

Rebel Mission Phase: An Ordinary Success of a Diplomacy Mission in this Environ will already spark the Domino Effect of a Political Victory (Case ##,##).

[D.83] Yaldor Defies Empire

Yaldor traficks surveillance scans to rebels.

The Rebel Player may temporarily inspect all Imperial Units on any two Planets of his choice.

[D.84] Yester Gathering

Yester summit discusses politics.

An Ordinary Success of a Diplomacy Mission in this Environ will already spark the Domino Effect of a Political Victory (Case ##,##).

[APPENDIX E] PLANET SECRETS

ORDER: People Encounters are listed alphabetically as they are printed on their Markers (Cases ##,###).

[E.01] Casino Galactica

Fluff

Before Mission Phase roll die 4-6 either double Success Dice gained thru Characteristics or draw one random Possession. On a one lose the Success Dice due to Characteristics or discard a Possession of your choice.

Creature becomes Petty Gambler.

[E.02] Cloning Complex

Fluff

Text

Clone World: as part of Hide & Heal may clone dead Character. Roll as many dice as own Intelligence plus Endurance of Dead Character.

Maybe even Clone Incapacitated or Captured ones?

Siadek Effect: Cloning kills the original.

[E.03] Dead World

Fluff

Text

[E.04] Drug World

Fluff

Text

[E.05] Empire Forever

Fluff

Text

[E.06] Gem World

Fluff

Text

[E.07] Hyper World

Fluff

Text

[E.08] Imperial Archives

Fluff

Text

[E.09] Imperial Deltronics

Fluff

Text

[E.10] Industry World

Fluff

Text

[E.11] IPOC

Fluff

Text

[E.12] Living Planet

Fluff

Imperials: lose three Success Dice

Rebels: gain three Success Dice and may ignore Creatures.

Ground Battles: shift two in Rebel Player's favor.

Space Battles: shift one in Rebel Player's favor.

[E.13] Mutant World

Fluff

Text

[E.14] Palace of Justice

Fluff

Text

[E.15] Slave World

Fluff

Text

[E.16] Welcome Rebels

Fluff

Text

PART II) HEROES

OVERVIEW: *Possessions also because*

[APPENDIX F] REBEL CHARACTERS

ORDER: Text

[F.01] Adam Starlight

The Young Hero

Home Planet:

Combat Skill:

Endurance:

Leadership:

Diplomacy:

Navigation:

Abilities:

[F.02] Agan Rafa

The Mercenary

Text

[F.03] Boccanegra

The Explorer

Text

[F.04] Bridne Murcada

The Martial Artist

Text

[F.05] Doctor Sontag

The Scientist

Text

[F.06] Drakir Grebb

The Exile

Text

[F.07] Frun Sentel

The Slave King

Text

[F.08] Kogus

The Guard

Text

[F.09] Ly Mantok

The Renegade

Text

[F.10] Odene Hobar

The Idealist

Text

[F.11] Onese Woada

The Preacher

Text

May not Own Weapons

[F.12] Professor Mareg

The Scholar

Text

[F.13] Ran Jayma

The Pirate

Text

[F.14] Rayner Derban

The Leader

Text

[F.15] Scott Rubel

The Space Ace

Text

[F.16] Sidir Ganang

The Celebrity

Text

[F.17] Tourag

The Trader

Procure & Research: in addition to whatever result chosen may either gain 2 additional Force Points or draw one additional random Possession.

[F.18] Vudot Vodot

The Voice of the People

Text

[F.19] Yarro Latac

The Technician

Text

[F.20] Zina Adora

The Princess

Text

[APPENDIX G] REBEL POSSESSIONS

ORDER: Text

[G.01] Galactic Hauler

Fluff

Text 1-0/1-6

Character Transport!!! (Main Property of ALL Spaceships)

[G.02] Solar Merchant

Fluff

Text 1-1/1-4

[G.03] Star Cruiser

Fluff

Text 2-0/1-10

[G.04] Stolen Shuttle

Fluff

Text 3-2/2-4

[G.05] Explorer

Fluff

Text 3-1/2-8

[G.06] Planetary Privateer

Fluff

Text 4-3/2-6

[G.07] Stellar Courier

Fluff

Text 5-1/3-4

[G.08] S-XIII

Fluff

Text 6-0/4-5

[G.09] Advisor Android

Fluff

Text

[G.10] Charshot

Fluff

Text

[G.11] Chervac-V

Fluff

Text

[G.12] Norroks

Reprogrammed Sentry Robot

Text

[G.13] Scanner

Fluff

Text

[G.14] Scrambler

Fluff

Text

[G.15] Cache of Rare Gems

Fluff

Text

[G.16] Roytanian Spheres

Roytanian Spheres

Text

[G.17] Medi-kit of Ptolus

Fluff

Text

[G.18] Personal Body Shield

Fluff

Text

[G.19] Jetpack

Fluff

Before Combat roll against half of Navigation. No use against Combat with Surprise.

[G.20] Stinger-V Blaster

Fluff

Text

[G.21] High Energy Sniper Rifle

Fluff

Text

[G.22] Assassin's Blade

Fluff

Text

[APPENDIX H] IMPERIAL CHARACTERS

ORDER: Text

[H.01] Barca

The Admiral

Text

[H.02] Ekim Lam

The Spy

Text

[H.03] Emperor Coreguya

The Emperor

Text

[H.04] Els Taroff

The Henchman

Text

[H.05] Gelba

The Bureaucrat

Text

[H.06] Jon Kidu

The Cruel

Text

[H.07] Jin Voles

The Paladin

Text

[H.08] Redjac

The Power behind the Throne

Text

[H.09] Telmen

The Inept

Text

[H.10] Thysa Kymbo

The Illegitimate Heir

Text

[H.11] Saytar

The Fanatic

Text

[H.12] Senator Dermond

The Senator

Text

[H.13] Vans Ka-Tie-A

The Old Fool

Text

[APPENDIX I] IMPERIAL POSSESSIONS

ORDER: Text

[I.01] Imperial Elite Commandoes

Fluff

Give the Imperial Player two of these. Characters with Ground Leadership 2 or more may have them. They are Companions.

[I.02] Imperial Navy Commandoes

Fluff

Text, only on the Planet with the Imperial Will.

[I.03] Rejac's Ship

Fluff

Text 4-3/2-4

[I.04] Imperial Shuttle

Fluff

Text 3-2/2-4

[I.05] The Royal Shuttle

Fluff

Text 2-1/2-8

[I.06] Lam-VI

Fluff

Text 2-2/3-2

[I.07] Vans' Blaster

Fluff

Text

ADD REQUIREMENTS HERE

- **Imperial Shuttle:** By any Imperial Knight (Case ##,##) in any Location on a Planet Controlled by the Empire (Case ##,##).

- **Royal Shuttle:** By any Imperial Knight (Case ##,##) in the Location of a Pro-Imperial

or Imperial Sovereign (Case ##,##) on a Planet Controlled by the Empire (Case ##,##).

- **Redjac's Spaceship:** By Redjac only (Entry ##,##) in any Location of a Capital Planet or the Throne Planet (Case ##,##) or on Magro (112).
- **T6-Hunter:** By Ekim Lam only in any Location after the Imperial Player paid 1 Force Point to as "hazard bonus".
- **Imperial Elite Commandoes:** By any Imperial Character with Ground Leadership of 1 or more in any Location.
- **Imperial Navy Commandoes:** By any Imperial Character with Ground Leadership of 1 or more in any Location on the same Planet as the Imperial Will (Case ##,##).

PART III) EVENTS

OVERVIEW: *Text*

[APPENDIX J] MAJOR RANDOM EVENTS

ORDER: *Text*

SORT OUT AGAIN: Major = those who need a warning and which can be repetitive

[J.01] Barbarian Kings Take Revenge

Fluff

Text

[J.02] Clear Sailing

Fluff

Drift 1 = arrive, Drift 2 = Drift 1

[J.03] Cosmic Storms

Fluff

Text

[J.04] Down With the Empire

Fluff

Text

[J.05] Empire Rallies

Fluff

Text

[J.06] History Repeats Itself

Fluff

Card which recycles the Major Events

[J.07] Hyper World Delineates Time

Fluff

Text

[J.08] Imperial Deltronics Bottleneck

Fluff

Text

[J.09] Minor Event (3)

Fluff

Text

[J.10] Navigation Collapse

Fluff

Text

[J.11] Out of the Blue

Fluff

Text

[J.12] Plague

Fluff

Text

[J.13] Solvian Festival (3)

Fluff

Text

[J.14] Space Whale Migration

Fluff

Text

[J.15] Spatial Rift

Fluff

Text

[J.16] Sudden Event

Fluff

Text

[J.17] Two Minor Events (5)

Fluff

Text

[J.18] Three Minor Events

Fluff

Text

[J.19] War Industry Breakdown

Fluff

Text

[APPENDIX K] MINOR RANDOM EVENTS

ORDER: *Text*

SORT OUT AGAIN: Minor = those who can come sudden and which are better on offs

[K.01] Ancore System Acts Up

Fluff

Text

[K.02] Arrh! Me Treasure

Fluff

Boccanegra or Ran Jayma got to travel to Ownex and then ????. If he manages then Rebels receive three Force Points.

[K.03] Bridne Murcada Absent

Fluff

Bridne must do something. If Jon Kidu does not counter it then have a bigger effect

[K.04] Corruption Scandal

Fluff

Text

[K.05] Deep Space Swarms

Fluff

Text

[K.06] Ekim Lam Arrested

Fluff

Text

[K.07] Empire Forever!

Fluff

Raise Units on Empire Forever Planet.

[K.08] Fastest Man Alive

Fluff

Scott Ruble may attend a Piorad race of some kind.

[K.09] Freedom!

Fluff

Text

[K.10] His Highness in a Rare Mood

Fluff

Text

[K.11] Illias Philosophical Discourse

Fluff

More effect if Prof. Mareg ...

[K.12] Kogus bites the Bullet

Some attempt made at Zina's life. Imperial idea to curb Rebel morale.

Knock Kogus flat

[K.13] Magda Sheels indignant

Fluff

Text

[K.14] Man of the People

Fluff

Jin Voles gets something.

[K.15] Odel Hobar Raises Army

Fluff

Text

[K.16] Nobles oblige

Fluff

Zina, Odene, Drakir or Sentel got to show up to get some shifts. Otherwise Empire gets them.

[K.17] Odel Hobar Raises Army

Fluff

Text

[K.18] Palace Intrigues

Fluff

Text

[K.19] Pronoxian Mutiny

Fluff

More Effect if Agan Rafa

[K.20] Rebel Droid Virus

Fluff

Text

[K.21] Religious Council

Fluff

More Effect if Oneste Woada ...

[K.22] Sann Destructor Device

Fluff

Text

[K.23] Senate Proposes Reforms

Fluff

More effect if Senator Dermond

[K.24] Signs from the Other Side

Fluff

Text

[K.25] Space Pirates Leave

Fluff

Text

[K.26] Spy Wars

Fluff

Text

[K.27] Sstoths Renew Reprisals

Fluff

Text

[K.28] Sun Turbulences

Fluff

Has impact on several Creatures, in particular shuts the dangerous ones down. Add something for the Mutant world.

[K.29] The Telmen Doctrine

Fluff

Text

[K.30] Thesian Technicians Aid Rebels

Fluff

Text

[K.31] Ultraks Collude With Empire

Fluff

Text

[K.32] Underworld Wars

Fluff

Text

[K.33] Your Greatest Fan

Fluff

Sidir Ganang Stalked.

[APPENDIX L] HISTORIC EVENTS

ORDER: Text

[L.01] The Barbarian Pretexts

Fluff

At the end of his Operations Segment of Game Turn 1 the Rebel Player puts Professor Mareg in the Wild Environ of Cercis (432).

At the end of the Mission Segment of Game Turn 1 the Rebel Player Raise the following Units in the Environs listed below:

- Akubera (341) Cave: 2 Guerilla
- Midest (342) Wild: 1 Irregular, 1 Guerilla
- Cercis (432) Wild: 1 Irregular, 1 Guerilla

Furthermore the Rebel Player Raises one Unit in the same Environ as Vudot Vodot at the end of the Mission Segment of Game Turn 1 and one Unit during every Rebel Recruit Phase after Game Turn 1 in which there are still any Rebel Units on Cercis, Midest or Akubera. Once all three Planets are free of Rebel Units during any Rebel Recruit Phase no new Units are Raised with Vudot Vodot anymore due to this Event. Place an Event Reminder Marker with Vudot Vodot to keep track how long the effect lasts.

The Class of the Units Raised with Vudot Vodot depends on whether any Rebel Military Stack on Cercis, Midest or Akubera contains a Rebel Character with a Ground Leadership of at least 2 when the Unit is about to be Raised. If this is the case then one Rebel Irregular Unit is Raised with Vudot Vodot. If it is not the case then only a Rebel Guerilla Unit is Raised.

Redjac: Free Move as per Special Envoys (Case ###,###).

Province Three: May Move from any Planet to Midest and Akubera

Province Four: May Move from any Planet to Cercis.

[L.02] The Lonica Conferences

Fluff

This Event starts the game in the New Box and will proceed from there to the Due Box just as if it where a Random Event.

This Event is not automatically removed from the Due Box at the beginning of a Galactic Event Phase. The Event will remain there until all 20 Rebel Characters are in the same Province during a Rebel Mission Phase. It is not relevant whether any of the Rebel Characters are Out of Action or in Drift Areas long as they are all in the same Province.

As long as the Event is New or Due Box the Rebel Player may not send Mission Teams on Diplomacy Missions or Start Rebellion Missions. This does not exempt Rebel Cells from succeeding at Diplomacy Missions with their Gras-

sroots Work (Case ##,###) only Rebel Characters are exempt from these Missions.

When the Event reaches the Due Box, place Ly Mantok and Bridne Murcada in the same Location as Rayner Derban. From now on may Produce 2-1 Units via Rebel Network

As long as the Lonica Conferences remain in the Due Box any Random Events in the New Box will not advance to the Due Box on the Event Track and are instead discarded right away to make room for a new Random Event in the New Box.

[L.03] Rebel Overconfidence

Fluff

Condition: one Planet in Unrest.

One of the Planets in Unrest is put into Rebellion (Imperial Player choice?) and half of all Rebel Units on the Map must be put on that Planet.

After that replace all Rebel Cells with Guerillas.

Prerequisite for next ones.

[L.04] Fringe People Ally

Fluff

Two Planets in Rebellion

Rebel Network may now build 2-3 Units

Ornotin Slavery in response.

[L.05] Redjac's Purges

Fluff

One Province in Crisis

Give the Empire a bit of a boon. Remove some Rebel Cells.

Guerilla Units May now Disperse

Segunden and Piorad Alliance?

[L.06] Councils Disbanded

Fluff

Two Alarm Points

Rearrange Strategic Assignment

Rebel Network may now produce two Units each turn.

Amphibian Alliance.

[L.07] State of Emergency

Fluff

Three Alarm Points

State of Emergency in effect

Rebel Network may build 4-3 Units

[L.08] The Empire Breaks Apart

Fluff

Warlord Sector,

20 Planets Rebel Controlled

One Province Rebels

War Footing / Martial Law

[L.09] Province Overrun

Fluff

Empire has only 2 Capitals under Control

Text

[L.10] A Throne Vacated

Fluff

Empire has only 1 Capital under Control

Text

[L.11] The Empire Surrenders

Fluff

Empire has no Capital under Control

Text

[L.12] Redjac's Last Gambit?

Fluff

Empire Surrenders has occurred

Place it in the New Box when Empire Surrender is played. This will ensure there is another Turn for the Gambit.

If the Rebel Player has any Mystery Plots Afloat in his hand at that point the Imperial Player may field the Doomsday Device of Project X.

If all Mystery Plots have been Debunked then there will be no Doomsday Device.

Note:

If "Doomsday Device" sounds too generic then draw one at random and bask in your X-Troopers / Gate / Dreadnaught / Dimension / Mutant or whatever abomination Project X came up with in the end. Don't bother to sort any Plot Cards out and draw only from those Afloat. Throw the whole batch together and draw one. Just because the Rebel Player THOUGHT he had a particular Plot Debunked does not mean he had been right about it.

[L.13] Rebel Victory

Fluff

All Planets Rebel Controlled.

Game over, Rebel Player Wins.

[L.14] Rebels War Weary

Fluff

Rebel Bid reached but not all Planets Rebel Controlled.

Rebel Player suffers some disadvantages.

[L.15] Imperial Truce

Fluff

Imperial Bid Reached but not all Planets Rebel Controlled.

Game over Rebel Player loses.

[APPENDIX M] REBEL SECRET EVENTS

ORDER: Text

[M.01] Traders Ally with Rebels

Fluff

Text

[M.02] Appalling Racial Policies

Fluff

Text

[M.03] Raised Quotas

Fluff

Text

[M.04] Reveal War Crimes

Fluff

Text

[M.05] Ardorat Fleet Aids Rebels

Fluff

Text

[M.06] Administrative Breakdown

Fluff

Text

[APPENDIX N] IMPERIAL SECRET EVENTS

ORDER: Text

[N.01] Instigate Conflict

Fluff

Text

[N.02] Rebel Traitor

Fluff

Make it that the “State of Emergency” may be played right on top of this Secret Event if its conditions are met. MAYBE ☺

[N.03] Secret Clone Project

Fluff

Text

[N.04] Galactic Games

Fluff

Text

[N.05] Rebel Extremists

Fluff

Text

[N.06] Spectacular Rescue

Fluff

Text

CLOSING

Repeat all Tables here = got a handy reference.

Back Cover: Encounter Tables, Enemy Locals Table / Historic Events Overview maybe? Core and Rim Secrets maybe?

Text

TABLE OF CONTENT (continued)

PART II) HEROES	9	[J.08] Imperial Deltronics Bottleneck....	11
[APPENDIX F] REBEL CHARACTERS	9	[J.09] Minor Event (3)	11
[F.01] Adam Starlight	9	[J.10] Navigation Collapse.....	11
[F.02] Agan Rafa.....	9	[J.11] Out of the Blue.....	11
[F.03] Boccanegra.....	9	[J.12] Plague	11
[F.04] Bridne Murcada.....	9	[J.13] Solvian Festival (3)	11
[F.05] Doctor Sontag.....	9	[J.14] Space Whale Migration.....	11
[F.06] Drakir Grebb	9	[J.15] Spatial Rift	11
[F.07] Frun Sentel	9	[J.16] Sudden Event	11
[F.08] Kogus	9	[J.17] Two Minor Events (5).....	11
[F.09] Ly Mantok	9	[J.18] Three Minor Events	11
[F.10] Odene Hobar	9	[J.19] War Industry Breakdown.....	11
[F.11] Onese Woada	9	[APPENDIX K] MINOR RANDOM EVENTS	11
[F.12] Professor Mareg	9	[K.01] Ancore System Acts Up	11
[F.13] Ran Jayma.....	9	[K.02] Arrh! Me Treasure.....	11
[F.14] Rayner Derban.....	9	[K.03] Bridne Murcada Absent	11
[F.15] Scott Rubel	9	[K.04] Corruption Scandal	11
[F.16] Sidir Ganang.....	9	[K.05] Deep Space Swarms	11
[F.17] Tourag	9	[K.06] Ekim Lam Arrested	11
[F.18] Vudot Vodot.....	9	[K.07] Empire Forever!	11
[F.19] Yarro Latac	9	[K.08] Fastest Man Alive	11
[F.20] Zina Adora	9	[K.09] Freedom!	11
[APPENDIX G] REBEL POSSESSIONS	9	[K.10] His Highness in a Rare Mood	11
[G.01] Galactic Hauler	9	[K.11] Illias Philosophical Discourse.....	11
[G.02] Solar Merchant.....	9	[K.12] Kogus bites the Bullet	11
[G.03] Star Cruiser.....	9	[K.13] Magda Sheels indignant	11
[G.04] Stolen Shuttle.....	9	[K.14] Man of the People.....	11
[G.05] Explorer	9	[K.15] Odel Hobar Raises Army	11
[G.06] Planetary Privateer.....	9	[K.16] Nobles oblige.....	11
[G.07] Stellar Courier	9	[K.17] Odel Hobar Raises Army	11
[G.08] S-XIII.....	9	[K.18] Palace Intrigues	11
[G.09] Advisor Android.....	9	[K.19] Pronoxian Mutiny	11
[G.10] Charsot	9	[K.20] Rebel Droid Virus.....	11
[G.11] Chervac-V	9	[K.21] Religious Council	11
[G.12] Norroks	9	[K.22] Sann Destructor Device	11
[G.13] Scanner	9	[K.23] Senate Proposes Reforms.....	11
[G.14] Scrambler	9	[K.24] Signs from the Other Side.....	11
[G.15] Cache of Rare Gems	9	[K.25] Space Pirates Leave.....	11
[G.16] Roytanian Spheres.....	9	[K.26] Spy Wars.....	11
[G.17] Medi-kit of Ptolus	9	[K.27] Sstoths Renew Reprisals.....	12
[G.18] Personal Body Shield.....	9	[K.28] Sun Turbulences.....	12
[G.19] Jetpack	9	[K.29] The Telmen Doctrine	12
[G.20] Stinger-V Blaster.....	9	[K.30] Thesian Technicians Aid Rebels	12
[G.21] High Energy Sniper Rifle	9	[K.31] Ultraks Collude With Empire	12
[G.22] Assassin's Blade.....	9	[K.32] Underworld Wars	12
[APPENDIX H] IMPERIAL CHARACTERS	9	[K.33] Your Greatest Fan	12
[H.01] Barca	10	[APPENDIX L] HISTORIC EVENTS	12
[H.02] Ekim Lam.....	10	[L.01] The Barbarian Pretexts	12
[H.03] Emperor Coreguya.....	10	[L.02] The Lonica Conferences.....	12
[H.04] Els Taroff	10	[L.03] Rebel Overconfidence	12
[H.05] Gelba	10	[L.04] Fringe People Ally.....	12
[H.06] Jon Kidu.....	10	[L.05] Redjac's Purges.....	12
[H.07] Jin Voles	10	[L.06] Councils Disbanded.....	12
[H.08] Redjac	10	[L.07] State of Emergency	12
[H.09] Telmen.....	10	[L.08] The Empire Breaks Apart.....	12
[H.10] Thysa Kymbo.....	10	[L.09] Province Overrun.....	12
[H.11] Saytar	10	[L.10] A Throne Vacated.....	12
[H.12] Senator Dermond.....	10	[L.11] The Empire Surrenders.....	12
[H.13] Vans Ka-Tie-A.....	10	[L.12] Redjac's Last Gambit?.....	12
[APPENDIX I] IMPERIAL POSSESSIONS	10	[L.13] Rebel Victory	12
[I.01] Imperial Elite Commandoes	10	[L.14] Rebels War Weary.....	12
[I.02] Imperial Navy Commandoes	10	[L.15] Imperial Truce.....	12
[I.03] Rejac's Ship	10	[APPENDIX M] REBEL SECRET EVENTS	13
[I.04] Imperial Shuttle	10	[M.01] Traders Ally with Rebels	13
[I.05] The Royal Shuttle	10	[M.02] Appalling Racial Policies.....	13
[I.06] Lam-VI.....	10	[M.03] Raised Quotas.....	13
[I.07] Vans' Blaster.....	10	[M.04] Reveal War Crimes.....	13
PART III) EVENTS	11	[M.05] Ardorat Fleet Aids Rebels	13
[APPENDIX J] MAJOR RANDOM EVENTS	11	[M.06] Administrative Breakdown.....	13
[J.01] Barbarian Kings Take Revenge..	11	[APPENDIX N] IMPERIAL SECRET EVENTS	13
[J.02] Clear Sailing	11	[N.01] Instigate Conflict	13
[J.03] Cosmic Storms.....	11	[N.02] Rebel Traitor.....	13
[J.04] Down With the Empire	11	[N.03] Secret Clone Project.....	13
[J.05] Empire Rallies	11	[N.04] Galactic Games	13
[J.06] History Repeats Itself	11	[N.05] Rebel Extremists.....	13
[J.07] Hyper World Delineates Time.....	11	[N.06] Spectacular Rescue.....	13