



## GERMANY

**Leader:** Erich Bahr

**Primary Starport:** Neue Horizonte Highport

**Solar Colonies:** Tsander Crater (Luna), Michelson Crater (Luna), Kruckenberg (Mars), Dellinger (Mars), Pfitzner (Mars), Kresge (Mars), Hudel (Mars), Mayer (Mars), Haberland (Mars), Achleitner (Asteroid), Brauer (Asteroid), Brahm (Ganymede/Jupiter), Prager (Ganymede/Jupiter), Rauschenberg (Dione/Saturn), Kogler (Iapetus/Saturn), Voigt (Umbriel/Uranus), Saxer (Triton/Neptune)

**Extrasolar Colonies:** Neu Berlin (Earth 0608), Debakel (Earth 0604), Hagelkorn (Earth 0707), Hundebett (Earth 0708), Eisstrom (Earth 0805), Dietrichsruhe (Artemis 0104), Barbarossa (Artemis 0106)

**Major Cities:** Berlin, Hamburg, Munich, Cologne, Frankfurt

Germany recovered from the Times of Trouble period (2041-2072) faster than most of the other nations, largely due to the lesser amount of coastline to be affected. By the end of the period, Germany was the third strongest economy on Earth. During this period, Germany asserted itself on the world stage by helping to end the Greco-Turkish War, recognizing the new nations in North America, and overshadowing the remnants of the European Union by aiding the nations around it that were slower in recovering. Germany used this period to get into space by establishing lunar colonies starting in 2064, Mars by 2071, and an orbital station in 2072.

During the Solar Colonization Period (2073-2160), Germany established five more cities on Mars, two mining colonies in the asteroid belt and two colonies on Jupiter's moon Ganymede. By the end of the period, Germany became the first nation to establish a colony at Uranus by placing bases on Umbriel and Ariel and was the first nation to establish a colony on Neptune's moon, Triton.

In 2159, the colony on Ariel became a reminder of why colonizing space was a dangerous business. Reports came from the colony that a mysterious illness was spreading among the colonists and that the colony was going on lockdown to prevent spread of this disease. Several messages were sent to ships in the area and to Umbriel explaining that some of the colonists appeared to be immune from the disease. On September 13, 2159, only a few days after the crisis began, the colony was destroyed in a nuclear explosion. What happened on Ariel remains a mystery, but conspiracy theories abound. No one has attempted to colonize Ariel since this attempt.

In 2160, Johann Zimm, a German scientist, invented the Zimm Drive. This not only allowed for extremely short travel times within the solar system but also made it possible to begin colonizing the stars. Here again, Germany led the way by establishing two colonies (Lehmanns Gurtel and Debakel) in the Alpha Centauri system. While most of the worlds surrounding Earth were not conducive to human habitation, Germany located the one, now Neu Berlin, that was.

By the end of 2199, Germany was the leading economy on Earth with colonies throughout the solar system and Earth Subsector. Early in the next year, German scientists were able to expand an existing wormhole that led to Clement Sector. By the mid-2230s, Germany had established colonies in the Hub Subsector of Clement Sector and started concentrating all its time and energy toward establishing strong colonies there.

Germany's concentration on Clement Sector, however, was somewhat to the detriment of the colonies in Earth Sector. Germany's Earth Sector colonies continued to bring in resources and create wealth, but the nation's government and populace had turned their eyes to the rich new worlds of Clement Sector. Germany's space navy

and this would cost them over the coming years. While the reason for this delay is still hotly debated among historians, most agree that Russia was more concerned over the growing powers of China and the Pan-Islamic Caliphate on Earth than they were about the expansion of Russian power in the solar system.

However, over time, the Russians would establish a major presence in the Venusian atmosphere with fifteen floating colonies. All these colonies were established between 2074 and 2145, dominating the skies of the southern hemisphere of the planet.

While most of Russia's attention was focused on Venus, they were able to place a colony on Mars as well in 2109. A second attempt at a Martian colony in 2132 failed when the settlers were unable to get their agricultural efforts to work and these colonists decided to join the first colony. In the meantime, Russia was able to establish two mining colonies in the asteroid belt. In 2158, a small colony was established on Jupiter's moon, Pasiphae.

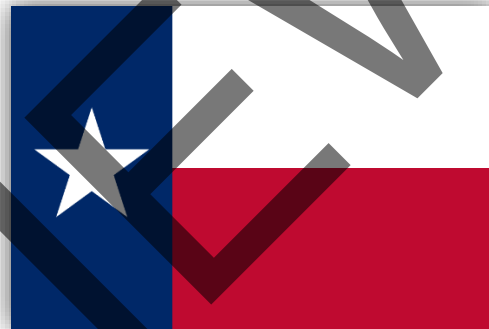
Following the creation of Zimm capable vessels, Russia was able to establish the colony of Menshikov in 2191. Menshikov (Earth 0409) was one of the few human-friendly planets in Earth Sector and remains the finest gem in Russia's colonial crown. Shortly thereafter, the Russians were able to place a colony at Serebryanyy (Earth 0309). These colonies were followed by three colonies in neighboring Ixchel Subsector (Ubezishche (Ixchel 0301), Priglasheniye (Ixchel 0303), and Vesel'ye (Ixchel 0401)).

In late 2203, Russia began another military invasion to annex the remainder of Ukraine. While there was much protesting in the United Nations and official condemnations, particularly from Germany, little was done by other nations to stop the incursion. On May 4, 2204, Russia officially absorbed Ukraine into the Russian Federation.

While many from Russia did go over to Clement Sector and populate many worlds, the only colony which was placed by the Russians is Vasynov (Franklin 0106) in 2236. Much like many other nations that sent supposedly independent colonists to Clement Sector, the Russians maintained that Vasynov was simply a group of colonists beyond their control. This wasn't entirely unbelievable as

Kyiv (Cascadia 0503) had been established by Ukrainians attempting to escape Russian rule on Earth.

The Russian Space Navy had only token assets within Clement Sector when the Conduit collapsed and their most valuable colony, Menshikov, was in Earth Sector. This allowed Russia to feel very few effects from the collapse of the Conduit.



### REPUBLIC OF TEXAS

**Leader:** Carlos Castaneda

**Primary Starport:** Sam Houston Highport

**Solar Colonies:** Edward H. White Base (Luna)

**Extrasolar Colonies:** Harris (Artemis 0304), Crippen (Artemis 0305), New Dallas (Artemis 0505), Forty Flights (Artemis 0605), Mitchell (Artemis 0704), Spindletop (Artemis 0705), Bowie (Mekonnen 0404)

**Major Cities:** Austin, Dallas, San Antonio, Houston, El Paso

The Republic of Texas was founded on March 2, 1836. The Republic was independent until the United States admitted Texas as a state on December 29, 1845. The Republic remained a state of the United States until the Republic's secession from the United States during the First American Civil War from 1861-1865 after which the Republic was reinstated into the United States in 1870. The Republic again left the United States on March 6, 2060 following what many in Texas felt was

**AMATERASU (SUBSECTOR J)**

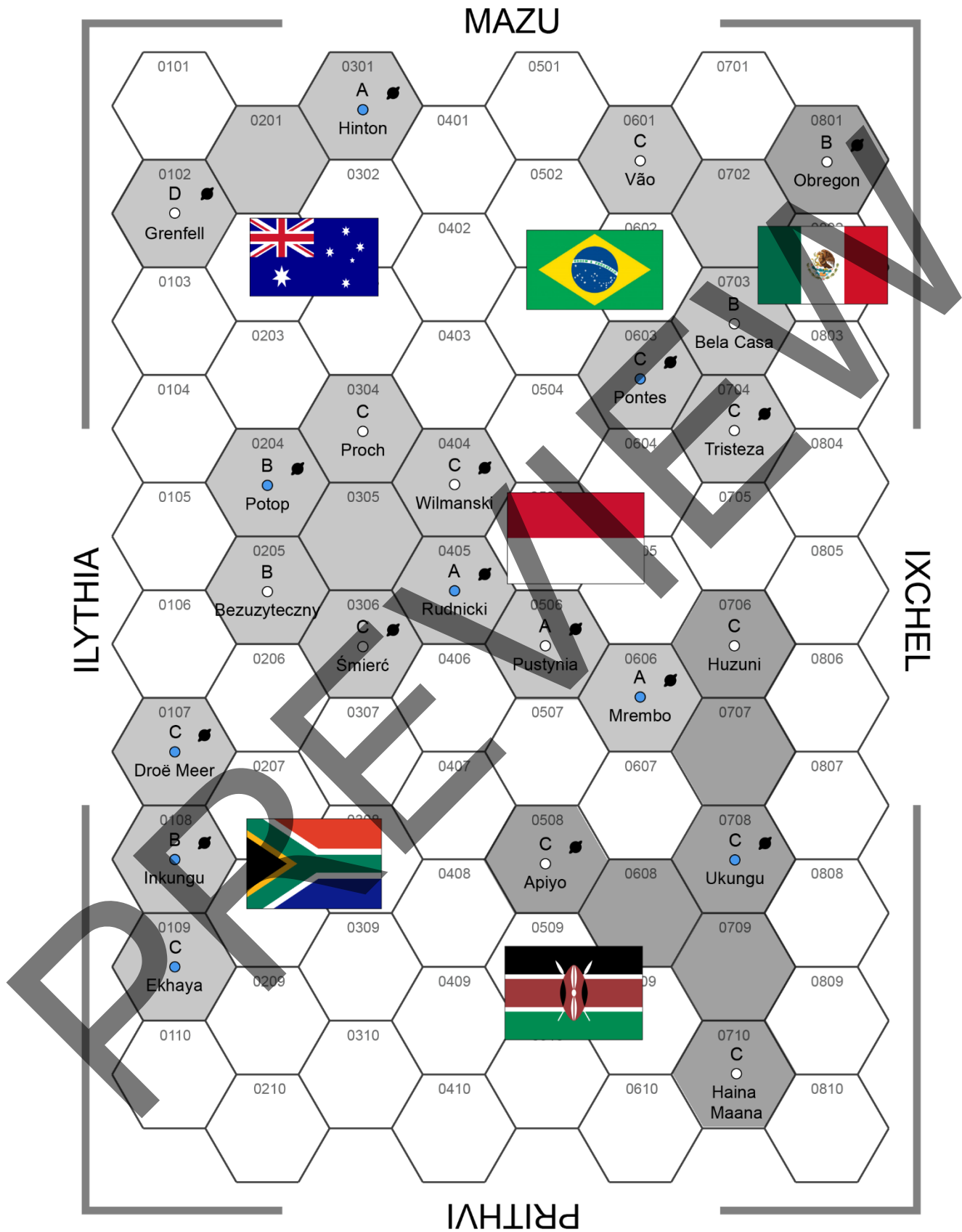
Hex	Name	UWP	Trade	PBG	Allegiance	Sun(s)
<b>0102</b>	Grenfell	D400366-B	Lo Va	211	Australia	K4 V
<b>0107</b>	Droë Meer	C641367-B	Lo Po	821	S Africa	K9 V M2 V
<b>0108</b>	Inkundu	B9A0367-B	De Lo	733	S Africa	M6 V M9 V
<b>0109</b>	Ekhaya	C653267-B	Lo Po	630	S Africa	M4 V M5 V
<b>0204</b>	Potop	B69A486-B	Ni Wa	401	Poland	G6 V
<b>0205</b>	Bezutyteczny	B300367-B	Lo Va	700	Poland	M1 V
<b>0301</b>	Hinton	A797686-C	Ag Ht Ni	811	Australia	K0 V
<b>0304</b>	Proch	C630486-B	De Ni Po	600	Poland	M4 V
<b>0306</b>	Śmierć	C8B0366-B	De Lo	101	Poland	M7 V
<b>0404</b>	Wilmanski	C610366-B	Lo	631	Poland	M2 V
<b>0405</b>	Rudnicki	A783586-B	Ni	912	Poland	G0 V M5 V
<b>0506</b>	Pustynia	C8A0366-B	De Lo	631	Poland	M0 V
<b>0508</b>	Apiyo	C410266-B	Lo	303	Kenya	M5 V
<b>0601</b>	Vão	C410386-B	Lo	900	Brazil	M2 IV M2 V
<b>0603</b>	Pontes	C642586-B	Ni Po	512	Brazil	G3 V K3 V
<b>0606</b>	Mrembo	A965686-C	Ag Ga Ht Ri	921	Kenya	B5 V F5 V
<b>0703</b>	Bela Casa	B8C0467-B	De Ni	620	Brazil	M6 V
<b>0704</b>	Tristeza	C200367-B	Lo Va	531	Brazil	M7 V
<b>0706</b>	Huzuni	C9E0367-B	De Lo	200	Kenya	M8 V M8 V
<b>0708</b>	Ukundu	C9B0767-B	De Lo	411	Kenya	G0 V M9 V
<b>0710</b>	Haina Maana	C300267-B	Lo Va	900	Kenya	M9 V
<b>0801</b>	Obregon	B620467-B	De Ni Po	812	Mexico	F5 V

All South Africa's interstellar colonies are located in this subsector. The capital for these colonies is located in the city of Mandela on **Inkundu (Amaterasu 0108)**.

Poland's colonial holdings dominate the center of the subsector. Poland's colonial capital is located on **Rudnicki (Amaterasu 0405)**.

**Hinton (Amaterasu 0301)** is the shining jewel of Australia's colonial holdings. It is also home to the Australian colonial government and their space navy in Earth Sector.

The entirety of Kenya's interstellar colonies is also located in Amaterasu Subsector. Their primary colony, **Mrembo (Amaterasu 0606)**, is also the capital of their holdings as well as the primary naval base for their space navy.



**BELTER****Enlistment:** END 8+

If you have an apparent age of over 40, take a -2 modifier to this roll. Take a -1 modifier for each career you have entered before this one.

**Assignment:** Choose from the following:

**Miner** – You are one of the people mining asteroids for their ores and other wealth.

**Prospector**– You go forth and search for the right asteroid to mine.

**Worker**– You are part of the support network that processes what the miners find.

**Career Progress**

Career	Survival	Advancement
Miner	END 8+	INT 8+
Prospector	INT 8+	EDU 8+
Worker	END 8+	EDU 8+

**Mustering Out Benefits**

Roll	Cash	Other Benefits
1	1000	+1 STR
2	2000	+1 END
3	3000	+1 DEX
4	5000	Weapon
5	10,000	+1 CHA
6	25,000	Vacc Suit
7	50,000	Company Share

**Skills and Training**

Roll	Personal Development	Service Skills	Advanced Education (Minimum EDU 8+)
1	+1 STR	Drive (Mole)	Advocate (Any)
2	+1 DEX	Trade (Prospector)	Admin
3	+1 END	Suit (Vacc Suit)	Science (Any)
4	+1 EDU	Survival (Freefall)	Electronics (Any)
5	+1 INT	Explosives	Diplomat or Persuade
6	Carouse	Pilot (Small Craft)	Art (Any)

Roll	Assignment: Miner	Assignment: Prospector	Assignment: Worker
1	Trade (Prospector)	Admin	Admin
2	Explosives	Suit (Vacc Suit)	Streetwise
3	Suit (Vacc Suit)	Trade (Prospector)	Chef
4	Survival (Freefall)	Science (Geology)	Electronics (Any)
5	Carouse	Survival (Freefall)	Mechanic
6	Drive (Mole)	Electronics (Sensors)	Carouse

**GERMAN SHEPHERD (CLASS 2)**

The second dog breed to be uplifted by Forman Genetic Solutions, the German Shepherd was uplifted to serve as a security guard, bodyguard, and be in units of the police and military. Following the success the corporation had with the Boxer, the German Shepherd was chosen to present a variety in the appearance of the uplifted Class 2 Dog.

However, while Boxers were uplifted to serve as aggressive in both offense and defense, German Shepherds were modified with defense and protection being foremost. German Shepherds, already bred as baseline animals for intelligence, were uplifted to be smarter and have a greater knowledge of tactics than their Boxer predecessors.

German Shepherds, once they have become socially attached to a group of humans, altrants, or other uplifts, will become fiercely loyal to that group. A German Shepherd will often place itself in danger in order to protect a group that it considers its peers or friends. This makes these uplifts among the best bodyguards available, provided that the German Shepherd believes that its employer or owner is worth protecting. In 2342, there was an incident where two FGS-created German Shepherds failed to protect a US politician from an assassin. When asked why they did not protect the politician, both Shepherds answered that they had no respect for him and did not consider him worth saving. While FGS and the Shepherds were pilloried in some media as failing to provide the requested service, others used this incident to call for more rights for uplifts as these Shepherds were seen as rebelling against their masters.

*"Man, I will never forget seeing those Shepherds just look at the approaching assassin, looking back and forth at one another, and then standing down. It was quick. Only took a few seconds but I could see that the real decision had been made long before that moment. They had made a conscious decision that Senator Sheridan was not a member of their peer group and was not worth protecting. They just let him die and were satisfied with that*

*decision."* - Maria Renninger, *New York News*, April 16, 2342 (standard)

German Shepherds stand at a height of 1.5 - 1.76 meters (4.9 feet – 5.77 feet). Most German Shepherds retain their tails, but this is a style decision by FGS and other corporations and governments rather than a requirement for balance. German Shepherds which retain their tail will pay 200% more for clothing, armor, or vacc suits while a German Shepherd without its tail will pay 150% higher prices than a human.

German Shepherds do retain their ability to bite. Baseline shepherds have strong biting power and uplifted Shepherds are no different. A German Shepherd can do 2d6 damage with their teeth. Attacks using teeth should be attempted with the Melee (Natural Weapons) skills. All German Shepherds should begin their character generation with one level in Tactics (Military).

German Shepherds should be created as having 2d6+1 on STR and END, 2d6 on DEX, 1d6+4 on INT and EDU, and 1d6 on CHA.

**SIBERIAN HUSKY (CLASS 2)**

First uplifted to Class 2 status in 2330 by the Canadian military, Siberian Huskies are among the most popular of uplifted Dogs. Uplifted to serve with Search and Rescue teams in northern Canada, the Huskies have been used by several corporations and governments. The Siberian Husky is not only popular due its ability to operate in cold conditions but also their sociability.

Huskies were uplifted to be part of teams sent to locate persons lost in the northern reaches of Canada, Alaska, and Russia. This is reflected in the personality and abilities of the Husky. Most are only aggressive if they feel threatened or someone makes an attack against their peer group.

Huskies are often quick to make friends with a peer group and can become intensely depressed when alone. This depression and desire to be part of a social group can often lead the Husky to exhibit destructive tendencies if left alone for long periods of time. This depression can manifest itself in the Husky destroying objects, loud crying, or even the Husky injuring themselves.



## ALIENS

While there have been ruins of past alien civilizations found across Earth Sector and Clement Sector, there were no living aliens found until 2334 when Nigerian explorers discovered Monikira and the TL3 alien race which lives there. Since then, there have been rumors and spacer legends about other races of aliens which are in Earth Sector. This section will cover the aliens which are known to be real rather than those of the space legends.

### MONIKIRANS

Monikirans are an intelligent race discovered on the planet Monikira in the Tamfana Subsector. The Monikirans evolved from a species of semiaquatic carnivores similar to Earth's otters, beavers, or weasels.

While the Monikirans do retain their furry bodies, they have evolved to have hands capable of fine manipulation similar to that of humans. Their feet still have some webbing between the toes, and they appear to have lost any tail which the original species might have had.

Their soft, insulated underfur is further protected by an outer layer of guard hairs. This traps a layer of air which can not only keep them warm but allow the Monikirans to be somewhat buoyant in water.

Adult Monikirans average 1.5 meters (5 feet) tall with some getting as tall as 1.75 meters (5.7 feet). Monikirans live to an average of 65 years and will begin making aging checks far earlier than humans (see *Clement Sector*, p.135 for humans and p.227 of this book for Monikirans).

Monikirans have achieved a TL3 society and are currently going through a similar industrial revolution where the society is moving from hand production methods to machine power. The Monikirans are making the most of their newfound technology of steam power and the development of machine tools.

The Monikirans are ruled by a hereditary monarchy. While the recent industrial revolution has caused some cracks in the kingdom's rule over the entire population, the King still maintains his power over the people. When Nigerian explorers

first arrived on the planet, they were taken to the King and allowed audience with him. The Nigerian explorers signed a trade agreement with the King and swore that humans would not attempt to set up a colony on the planet nor attempt to wrest control of the planet from him.

Players who wish to play a Monikiran character should roll them as 2d6 for STR, END, INT, and CHA. DEX should be rolled as 2d6+2 while EDU should be rolled as 1d6+3 to reflect the lesser tech level from which the character originates. Those who have a fondness for steampunk may find the Monikirans to be perfect for them due to their inventiveness and industrial revolution technology level.

Monikiran characters should progress through character generation just as any other character would. All Monikiran characters are from Monikira. However, they should use the tables starting on p.226 to go through their younger years, teenage years, and collegiate life instead of the usual tables used for humans. Monikiran characters are restricted from entering the Belter, Colonist, Explorer, Free Trader, National Navy, Pirate, or any other spacefaring career. In addition, they may not take the Ship's Doctor assignment in the Medic career. Other careers such as those listed in *Diverse Roles* may be used but any results involving leaving their world should be ignored or re-rolled.

## TRAVEL AND OPERATIONS

*"Life is either a daring adventure or nothing" – Helen Keller, "Let Us Have Faith", 1940 (standard)*

### CURRENCY

Each nation uses its own currency both on Earth and throughout its colonies. While most nations and their colonies will allow for a visitor to exchange one currency for another, nations which have a cordial or allied relationship (see p.250) will often simply accept the currency of the other nation for official business. However, the average shopkeeper will often insist on the local currency.

The exception to this is the "credit". Originally a cryptocurrency employed by spacers traveling the spacelanes, this has become the currency of choice among those who spend most of their time in a starship. Most nations will accept this as currency as will most shopkeepers which are accustomed to dealing with spacers on a regular basis. For ease of use, most prices given in this document will be listed in credits.

The credit is overseen by the Captain's Guild (see p.287) and is issued by them. The Chief Treasurer of the Guild not only controls the minting and printing of credits but also the appearance and the value.

Because communications between worlds only moves as fast as transportation, depending on money which is kept in computer memory for several days or weeks travel can be a problem. For this reason, most currencies exist in physical form for use on other worlds and in electronic form for use on worlds with a stable worldnet.

The ubiquitous credit, for example, is most often carried in physical form. These include coins for .01, .05, .25, .50, and 1 credit as well as paper currency for 5, 10, 20, 50, 100, 500 and 1000 credits. These physical forms of money often carry the picture of an important figure of finance, The Captain's Guild, or even a merchant who has achieved some renown.

Most worlds will charge a fee to exchange one currency for another. Usually, this is between 0.5 and 2.5% of the value exchanged. However, members of The Captain's Guild can go to a local

Guildhouse, if one is present, and exchange currency without charge.

The following chart shows how much of each currency equals the value of 1 credit.

Currency	Amount
Antiochian Credit	1.45
Argentine Peso	1.40
Australian Dollar	1.10
Brazilian Real	0.50
Canadian Dollar	1.38
Chinese Yuan	0.79
French Franc	1.19
German Mark	0.72
Greek Drachma	1.99
Indian Rupee	0.67
Indonesian Rupiah	1.97
Iranian Rial	1.85
Israeli Shekel	1.65
Japanese Yen	0.87
Korean Won	1.88
Mexican Peso	1.25
New Zealand Dollar	1.79
Nigeria Naira	0.55
Pan-Islamic Dinar	0.75
Russian Ruble	1.05
Scandinavian Krona	0.82
Seleucid Drachma	1.64
South African Rand	1.95
Southern Alliance Dollar	0.99
Texan Dollar	1.07
UK Pound	1.30
US Dollar	0.95

### FUEL

The drives and power plants used by most spaceships and starships use hydrogen gas as fuel. Power plants use hydrogen fuel cells while the Zimm drive simply uses fuel stored in large tanks on board the ship. Replacing this fuel can often be one of the largest expenses faced by a ship's captain.



## GERMANY

Nation	Relationship	Nation	Relationship
China	Cordial	India	Neutral
Nigeria	Neutral	Pan-Islamic Caliphate	Neutral
Southern Alliance	Cordial	United States	Neutral
Australia	Neutral	Brazil	Neutral
Texas	Neutral	Russia	Antagonistic
France	Cordial	United Kingdom	Cordial
Scandinavian Union	Cordial	Poland	Neutral
Netherlands	Cordial	Belgium	Cordial
Czechia	Cordial	Slovakia	Neutral
Austria	Cordial	Switzerland	Cordial
Italy	Neutral	Greece	Neutral

Nation	SOL	INF	POP	LL	PER	TC
Germany	9	8	8	7	576	246.9

Solar Colonies	SOL	INF	POP	LL	PER	TC
Tsander Crater (Luna)	9	6	5	6	270	135
Michelson Crater (Luna)	9	5	4	6	180	90
Kruckenbergl (Mars)	9	6	5	6	270	135
Dellinger (Mars)	9	6	4	6	216	108
Pfitzner (Mars)	9	6	4	6	216	108
Kresge (Mars)	9	6	4	6	216	108
Hudel (Mars)	9	7	4	6	252	42
Mayer (Mars)	9	5	4	6	180	90
Achleitner (Ast)	8	5	3	6	120	20
Brauer (Ast)	8	4	3	6	96	16
Brahm (Jupiter)	9	7	4	7	252	36
Prager (Jupiter)	9	7	4	7	252	36
Rauschenberg (Saturn)	9	6	3	6	162	27
Kogler (Saturn)	9	6	3	6	162	27
Voigt (Uranus)	9	5	3	6	135	22.5
Saxer (Neptune)	8	5	3	6	120	20

Extrasolar Colony	SOL	INF	POP	LL	PER	TC
Neu Berlin (Earth 0608)	9	9	8	5	648	388.8
Debakel (Earth 0604)	9	2	7	5	126	75.6
Hagelkörner (Earth 0707)	9	8	6	6	432	108
Hundebett (Earth 0708)	9	8	6	5	432	129.6
Eisstrom (Earth 0805)	9	7	6	5	378	113.4
Dietrichsruhe (Artemis 0104)	9	4	6	7	216	46.3
Barbarossa (Artemis 0106)	9	3	4	6	108	18

*SOUVENIR CLONE CORPORATION*



Founded in 2300 in Paris, France, the Société Clone Souvenir (Souvenir Clone Corporation) was originally started to provide cloned body parts as replacements for people who had been injured or who suffered a degradation of some sort of their internal organs. In 2340, the corporation began offering full body cloning and the ability to have a person's brain or their consciousness moved from their old body to a healthier version of the same body.

For a payment of a billion credits followed by monthly charges of 100,000 credits, Souvenir will keep a body with an apparent age of twenty years in cold storage until such time as the body is required by the user. Additional bodies may be kept as backups for an additional 75,000 per body. Souvenir currently only has offices and storage facilities on Earth but, while their main offices are in Paris, they also have facilities in Sao Paulo, Lagos, Mumbai, Baghdad, Beijing, New York, Atlanta, and Sydney.

So far, the main customers of their services have been the elite members of society. Powerful politicians, businesspeople, and members of wealthy families are, for the most part, the only people who can afford such a service. There have been discussions of the price being lowered as more people become involved in the service, but this has so far not become a reality.