

# Vanishing Horizon







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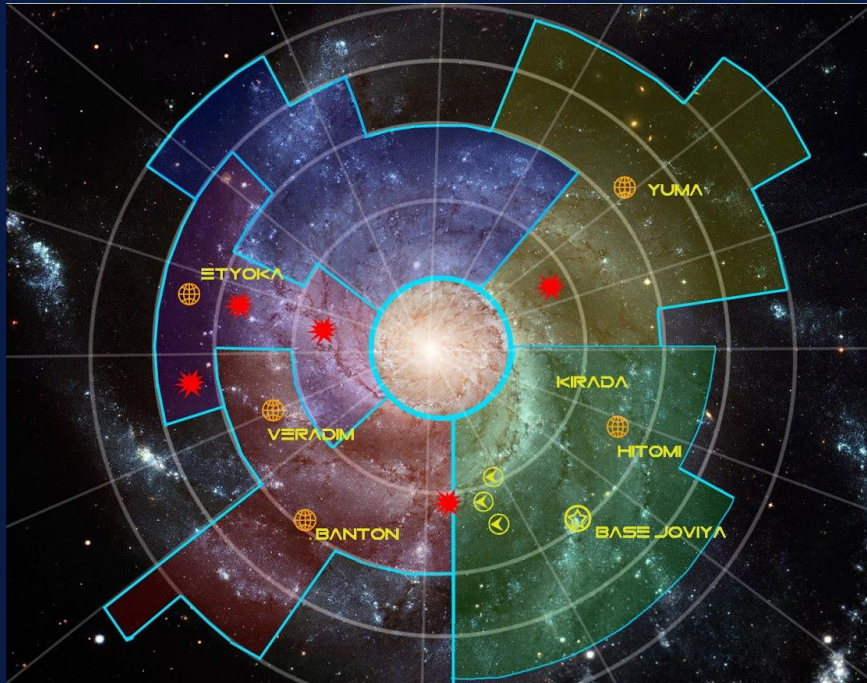
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# MAP

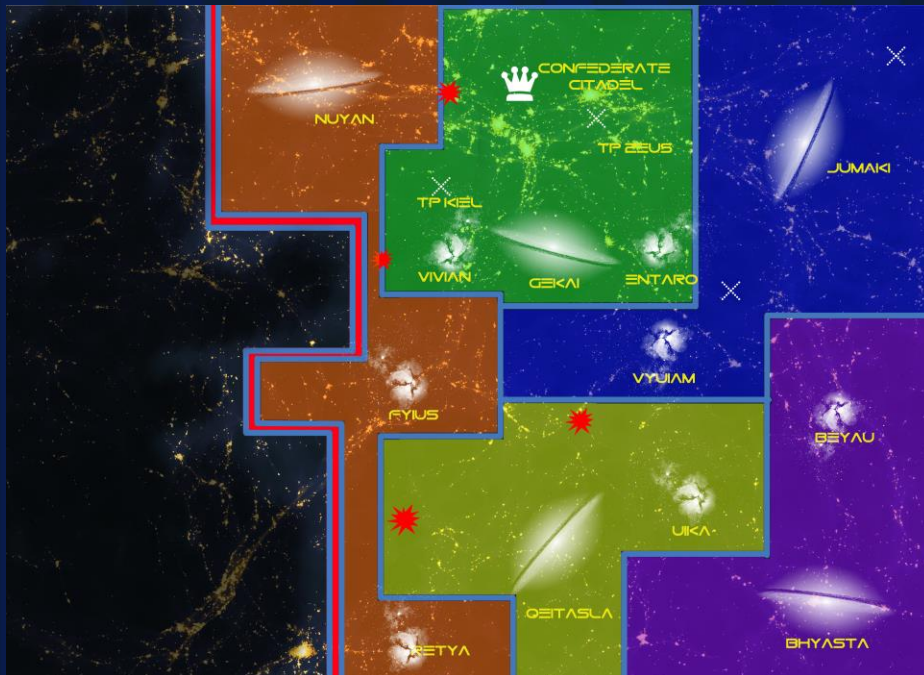


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## BACKSTORY

It all started with a giant explosion. The sound was deafening and as the sky cleared, the wormhole opened. Out of the clear blue sky, fell a thousand warriors, painting the world red as they shredded their prey. Chaos had made an entrance, and it had no plans of leaving just yet. As the screams of thousands of dying women and children filled the air; five trainee pilots from the Starship Alliance, rushed towards their new planes. But as they took off, realization hit them. These new models had no attack modules on them, yet each one of them would stand their ground and fight. If they had to they'd sacrifice themselves, they'd be the "kamikazes," but at least they could say they tried. But, fate had a different plan for them. As soon as they reached the outer atmosphere of Triton, their hyperdrive modules switched on and they shot off into the dark void of space, where nothingness resided, and as they watched their sweet little planet burn, a humongous, wormlike parasite clenched it's jaws over Triton.

Maybe it was an hour later or maybe it was centuries past. But as the darkness gave way to light, rays of hope shined upon them. The five pilots were engulfed in a view of beauty and color. Perhaps there still was hope. As their ships touched down. A large crowd gathered around. A man, dressed in a Captain's uniform, walked up to the ships. As they heard him speak, they remained mesmerized by the color their eyes still hadn't gotten used to. The sound of schoolchildren playing, the church bells ringing in the distance, and the faces of the crowd. Happiness, sadness, curiosity, emotions they hadn't seen for so long.

And that's when they realized, their world might have been lost, but there were others; others they must protect. The day they lost their lives would never be forgotten, but neither will the day they were reborn. The chaos will end. And when the day comes, they'll be ready. They'll be ready to fight the Devourers.



# PILOT CLASSES

## MEDIC





An alien medic of Xolyth race from the planet Dabrar, is a very jolly natured and social being who likes helping people around him. Although he may not be as charming when it comes to his looks, he holds a great importance in making connections and allies easily. This trait is highly useful in making allies especially when outnumbered on a remote planet in the middle of the universe, reinforcements could be real handy.

He is suited up in a white/red/grey colored armor with a specialized helmet which helps him calculate the amount points of damage given and/or received. He comes equipped with a Healing Gun, a Poison Syringe, and a Reviving Gun, all set up in his backpack.

The **HEALING GUN** provides immediate relief for the damage received, and can be used once in each turn, either for selfheal or for other players.

The amount of health points restored are according as follows:

RANK	HEAL POINTS
I	40
II	60
III	90

If the medic has not used their healing gun for four turns straight, their percentage of heal increases by 10%.

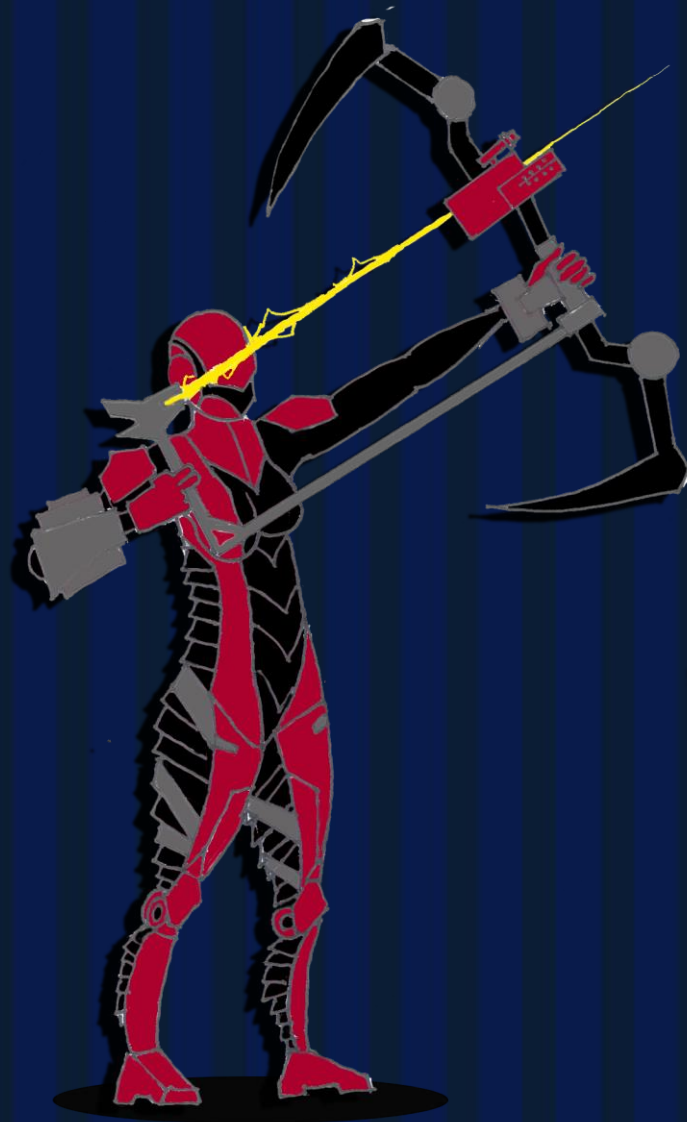
The **REVIVING GUN** is used to resurrect a player that has lost all their HP and can be used only once in 5 turns. The abilities cannot be upgraded, no matter what the rank is. Hence, it must be used wisely.

The **POISON SYRINGE** is used to cause damage to the enemy by poisoning them, and slowly draining a set amount of health from the enemy, every move that follows. The rate of damage is as follows:

RANK	POISON DAMAGE
I	15
II	20
III	30



## TECHNICAL SPECIALIST





A cold planet named Froria that has had only wars in the past and is now left in ruins. This planet provides us with an incredibly intelligent young woman, who possesses great knowledge in the usage, production and modification of technologically advanced gadgets.

She is cold hearted, focused and ready to help the team, mostly behind the scenes. She has an athletic build, which allows her to speedily complete missions that require large amounts of dexterity. She also wears a red and black armor.

The Technical Specialist comes equipped with a holographic watch and state of the art custom Bow & Arrow, that no one can stand a chance against. It fires a solid laser crystal that can instantly kill almost any type of enemy.

The **HOLOGRAM WATCH** is a technologically advanced gadget, which is used for two main purposes

#### Navigation

This helps in analyzing the terrain which determines points of cover during the battle which allow the player to avoid 10% damage, and find a way out easily. This can be used only once per five turns.

#### Hack

The hack feature is used for opening doors and/or to make robots malfunction, which in turn helps in avoiding confrontations and also causes distractions. The player needs to test this out by using a 20 sided dice and get above 13, to be able to successfully hack into a device/enemy.

The **BOW & ARROW** is an instant kill weapon (in alternate turns), which can be used four times after the touchdown on a planet. It has an auto lock system which functions twice alternatively without rolling die. The other two turns require a 20 sided die roll. If the player obtains the numbers between:

NUMBER	DAMAGE
15 - 20	Instant Kill
5 - 14	Half Health of Total always.
1 - 4	0



RECON





Ciri, a planet consisting of one the most aggressive race of aliens, the Heagrorns, provides us with our Recon, who likes to manipulate people and then attack them. She is cautious, and has a high tendency of not following the team orders.

The Recon comes equipped with a Sniper rifle, a Crystal knife, and a Drone. Her armor, being grey and black in color, helps her in being stealthy.

**SNIPER RIFLE** does a high amount of damage, but the accuracy depends upon the number obtained on the die by the player. It can be used only four times per touchdown:

NUMBER	LOCATION	DAMAGE DEALT
1 - 5	Knee	Quarter Health of Total always.
6 - 15	Chest	Half Health of Total always.
16 - 20	Headshot	Death

The **KNIFE** is a specially crafted weapon resembling a “Karambit Knife” structure, with extremely fine crystals, which on contact, heat up and do high damage.

It can be used in two ways:

**Direct hit** to an enemy if he is within a 1m radius. Game master defines the position of the enemy in relation to the player. The amount of damage is as follows:

RANK	DAMAGE
I	12
II	18
III	28

**Indirect Hit** - Recon throws the knife, but the accuracy can be predicted only by throwing a 20 sided die. The player needs to obtain a number higher than 12. If yes, then the damage is as follows, else no damage will be inflicted.

RANK	DAMAGE
I	6
II	9
III	14





The **DRONE** is a very valuable tool that can be used for Search & Rescue missions. It can get an aerial view of the locations that need to be breached and stun enemies, it has 3 shots per touchdown. Only a marine or a robot enemy can be stunned, which disables them for 2 turns.



SUPPORT





The planet of Froria also provides us with another human who is calm headed, faithful to his team, and very charming, which helps in building contacts, this again is highly useful for getting out of sticky situations where reinforcements might be necessary. He is also highly experienced in weapon modification and can repair electronics.

His armor is yellow and black in color, and comes equipped with a deployable force shield.

The **SHIELD** functions as a barrier between the enemy firing and players, hence forming a protection layer around them. It is highly powerful, and can stand for as long as the damage points do not exceed by the following:

RANK	DAMAGE AVOIDED
I	25
II	35
III	60

**TURRET** is a very valuable weapon, since it deals **spread** damage to the enemies in every turn. Up to 5 enemies can be hit at a time. Although this won't be covered under the shield, but the turret has its own set of Armor points, as it is possible for enemies to shoot it down. The following represents the armor points and spread damage caused by different ranks of Turrets :

RANK	ARMOR POINTS	SPREAD DAMAGE
I	50	5
II	100	8
III	150	15

Deploying a turret and shield, each cost one turn, i.e. they cannot be declared together or with any other attack. Each Support class player only receives **one shield** and **one turret** respectively.

The **PLASMA SHOTGUN** is provided with a total of 6 shells per landing. It has an overheating factor, hence can be used only after a total of 2 turns. The shells can be refilled once using Ammo Pack. It does rank based damage to the enemy per turn in the following way:





RANK	DAMAGE
I	15
II	50
III	80

**AMMO PACKS** refills the ammunition, arrows and grenades. This can only be deployed once per landing, and all members must collect their respective ammo refills before leaving its vicinity.



# ASSAULT





He used to be a human from a long lost civilization of humanoids from the blue planet, Earth . Now a Cyborg, he rebuilt himself with dozens of mechanical attachments. A very thoughtful guy, pragmatic, but at times conceited, making it difficult for him to bond with people. The oldest and most experienced among your squad, he is shall lead you to victory against The Devourers

He is the strongest class amongst all when considering the amount of damage he can deal with. He is a heavy weapon's expert, and hence does not require alternate weapons after each turn. The mechanical attachments reduces his speed, hence increasing the time taken for one move. It takes him 2 turns to finish one move when it comes to special weapons. He comes packed with heavy guns, and a black and blue armor.

The **ELECTRON BLAST GUN** is a very powerful gun that damages the enemy by taking down a set amount of their health. Initially, player is provided with only 3 shells. This can be refilled once using the Ammo Pack provided by Support Class.

RANK	DAMAGE
I	12
II	30
III	70

**MACHINE GUN** comes attached to the Cyborg's shoulder, which is powerful and deals rank based damage to the enemy. The initial amount of cartridges is 5.

RANK	DAMAGE
I	10
II	20
III	45



## GROUND ENEMIES

### MARINES



They are the foot soldiers/ infantry that consist of both alien and humanoid warriors. These soldiers are the refugees of a war long past. Now in the possession of the Merchants, they act as trained mercenaries; spread across the galaxy, forced to do their dirty work for them.

They rely purely on their plasma blasters, which aren't very powerful hence they possess a low damage level. They also have fewer health points since their armor is cheap, all thanks to the funding provided by the Merchants.

They rely on quantity rather than quality; making them a considerable threat in great numbers.





## ROBOTS

Specially Customized Exoskeletons (SCEs) that patrol most important objective areas and repair and protect electronic devices. They tase infiltrators and are a part of the Citadel Guardians. Being captured by them ultimately leads to getting arrested.

EMPS can affect them, though only once after which their circuits temporarily shut down and restart after the bomb explodes. However, they use an inefficient protocol encrypting system that can easily be hacked into by a Technical Specialist with the right tools.

## LONG RANGE SHOOTERS

The Merchants had a lot of workers which had never received a proper paycheck. After the workers lost the Great Rebellion, they were essentially turned into slaves. Soon due to a lack of storage space, most of them were executed. The merchants took their children and sold their eyes and other valuable body parts. To make good use of the children, they implanted them with cybernetic eyes, which could spot a target at even the furthest of distances, where any human soldier would fail.

After a brutal training and brainwashing program, they were made to work as sharpshooters for the Merchants, whenever necessary.

## BRUTES

A new hybrid race called the Frofie were hired because of their enormous physique and quick healing factor. They were genetically modified to create super soldiers with high resistance to pain, extreme aggression and high levels of damage infliction.

However, their level of intelligence is extremely low, making the use of trickery and distractions and effective strategy to taking them down. They rely purely on physical brutality to cause harm, hence their name.

## SPIES

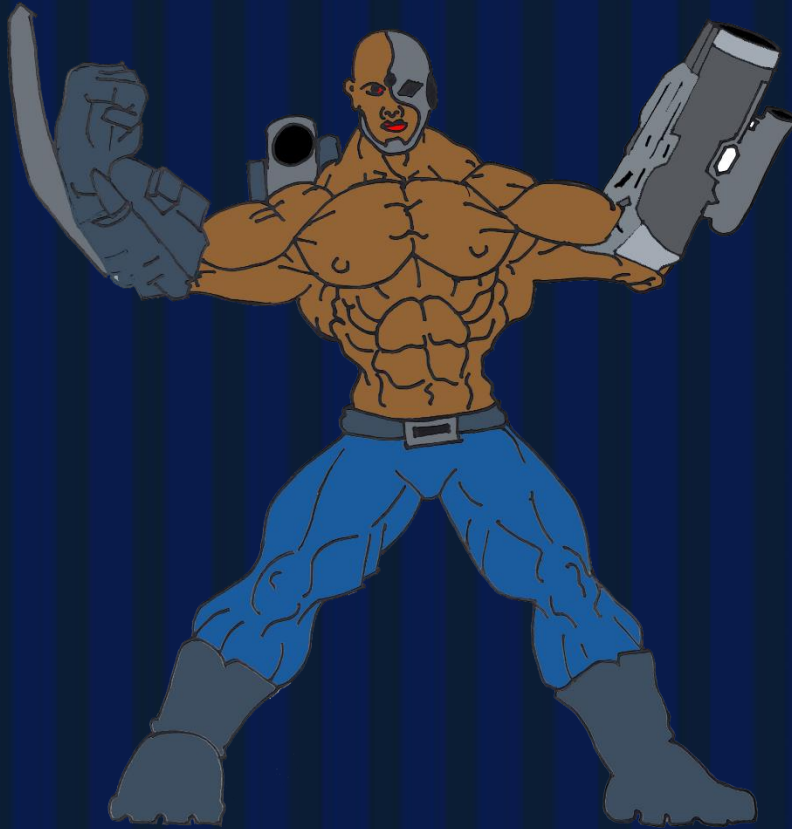
They belong to the army of The Devourers which have been planted in several key locations across the known universe. Not much has been discovered about the origin of these creatures.

But what we do know is that they're really smart and have fast reflexes. They possess bio-organic liquid metal armor and are insanely agile which helps them avoid enemy fire.

They come equipped with special gloves, which have mini plasma cannons attachments. This multiplies their damage by two times, however their primary purpose is recon rather than attack and their health only consists of their armor



## BRUTES



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## HOUNDS

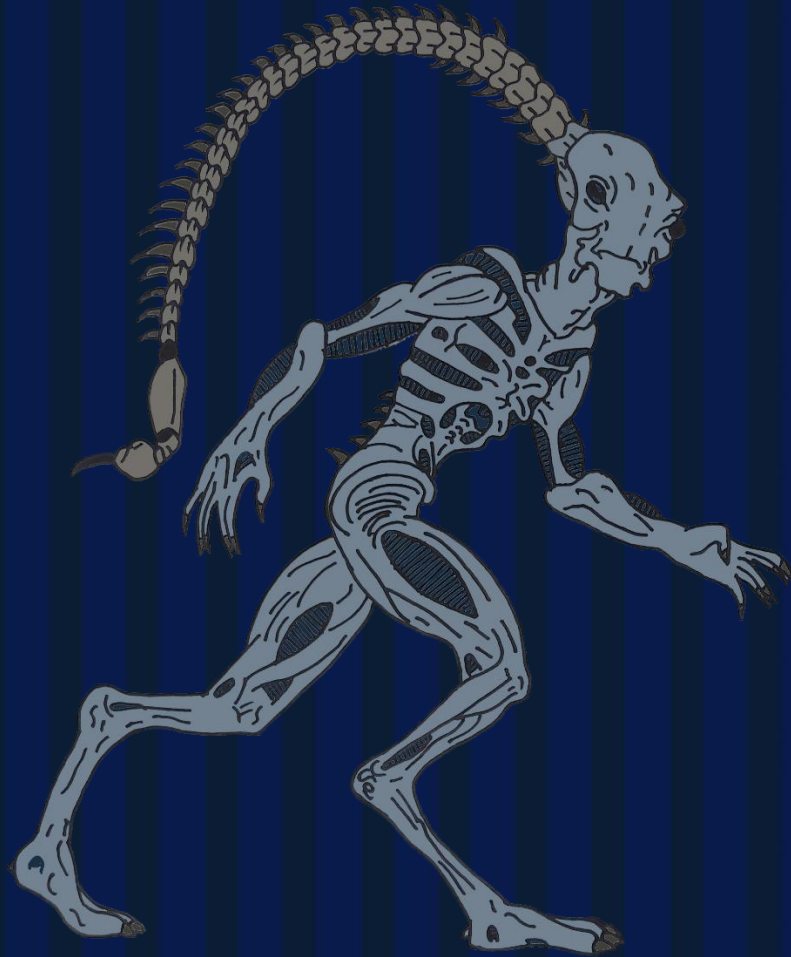


The only animal adversaries in the army of The Devourers. These humongous beasts are the hunting dogs of the elite . They're Bark is in the form of a high pitched scream, strong enough to reduce player efficiency. Any attack done by the player is reduced by half after the bark has executed. This lasts for the next 2 turns.

Their Bite causes an instant critical hit + an everlasting poison effect, until death.



## COMMANDER OF THE DEVOURERS



Imagine facing off with the spy, but double the damage, double the armor, double the speed plus...invisibility. That is what you shall face when you come head to head with a commander from the army of the Devourers. Equipped with plasma cannons and god metal armor, you only encounter this boss once throughout the entire game.

Destroying him will reveal the secrets of the army of The Devourers, the wormhole and the Great Devourers' connection to the army's troops; the secret behind god metal shall also be revealed.



## ENEMY HEALTH AND DAMAGE

CLASSES	HEALTH	DAMAGE
MARINES	20	15
ROBOTS	30	25
LONG RANGE SHOOTERS	45	30
BRUTES	80	40
SPIES	100	50
DOGS	150	75 critical + (-10 constant)
Commander	300	150



## SHIP MODULES

Any 5 modules can be used on a ship at any given time. The type of modules selected form the class of ship you have. Players need to make sure they balance their team spaceships.

### Ship size defined at start

Light- ARMOR = 100\* metalHP    SPEED = 10-14

Med- ARMOR = 250\* metalHP    SPEED = 5-10

Heavy- ARMOR = 500\*metalHP    SPEED = 1-5

### ATTACK:

Weapon type	Damage (per rank)	Range	Special
Gatling Gun	5 - 6 - 7 - 8 - 9	1	2 guaranteed hits + 1d6 to give number of shots hit. <b>Total - 8</b>
Lasers	35 - 45 - 55 - 65 - 75	2	<b>empty</b>
Flak Cannons	10 - 11 - 12 - 13 - 14	3	decreases by range to half
Plasma Cannons	10 - 20 - 40 - 60 - 80	1	6 shots
Shockwave Generator	150 - 175 - 200 - 225 - 250	0	<b>empty</b>
Missiles	60 - 80 - 100 - 120 - 140	3	<b>empty</b>
EMP	<b>empty</b>	2	disables electronics - 3 turns
Pulse Cannon	200 - 300 - 400 - 500 - 600	4	Weapon cooldown - slow speed - 8



## DEFENSE:

**Mitigation Shield:** Damage absorbed:

Mk I – 10  
Mk II - 20  
Mk III - 30  
Mk IV - 40  
Mk V - 50

Destroyed after 5 hits.

**Deflector Shield:** Damage repelled:

Mk I - 50  
Mk II - 100  
Mk III - 150  
Mk IV - 200  
Mk V - 250

Destroyed after damage taken.

## SENSORS:

**Enemy Detection System (EDS):**

Mk I - Only See Large Enemies  
Mk II - See all enemies  
Mk III - See all enemies + enemy type  
Mk IV - See all enemies + enemy type + enemy formation  
Mk V - See all enemies + enemy type + enemy formation + cloaked enemies



### Geological Scanner:

Mk I - Terrain analysis and Mineral detection and density analysis. Helps a player in discovering various resources from planets, without having to actually land upon them and waste time searching the wrong planet or running into an ambush of enemy faction soldiers.

Mk II - The upgrade allows for the detection of rare metals and long lost archaeological artifacts. A bioinformatics scanner is implemented which allows detection of hostile, as well as allied forces and NPCs.

### ENGINES:

Engine Mk I - Increases Speed by 2

Engine Mk II - Increases Speed by 2

Engine Mk III - Increases Speed by 2 and Health by 20

Engine Mk IV - Increases Speed by 2 and Health by 40

Engine Mk V - Increases Speed by 2 and Health by 60

### BUILD:

**Galuminium** - The most commonly available material, used by all standard spacecraft's. HP 1

**Synt** - This tier 2 metal is one of the first upgrades necessary for your ship to consider itself as a force to be reckoned with in the universe. HP 1.25

**Vallarium** - Forged in the furnaces of a dwarf star, this legendary metal was used in the first inter-galactic war of the late 30th Century. HP 1.5

**Bio-organic Liquid Metal** - The most expensive metallic module available for your plane, this "living" metal can "self-heal" or repair itself by +10 each turn. HP 2

**God Metal** - The legendary unbreakable metal, with an atomic structure held together by the power of the gods. Its existence is based purely on myths, as it was lost by the mortal world eons ago. HP 5



## CLOAK:

Grants the ability to be completely invisible to the visual part of the electromagnetic spectrum. However they are still detectable by an EDS- Mk IV.

## EXTRACTOR:

Extractor Mk I - Surface excavation

Extractor Mk II - Excavations up to an infinite depth.

Extractor Mk III - Ore and archaeological artifact extraction

Extractor Mk IV Identification plus 50% purification

Extractor Mk V - 100% purification of the extracted ore

## HYPERSYNC (CODENAMED “THE MARRIAGE”):

This module allows for all the pilots to combine their ship to create one massive battle station that possesses the combined attributes of all the individual ships. The most expensive module and can only be used once.

## STORAGE:

Standard - 4 ammo capacity + 2 material slots

Mk I - 6 ammo capacity + 3 slots

Mk II - 8 ammo capacity + 4 material slots

Mk III - 10 ammo capacity + 5 slots

Mk IV - 12 ammo capacity + 6 material slots

Mk V - 14 ammo capacity + 7 material slots



## SPACESHIP TYPES

All spaceships can be classified as either threats or friendlies, depending on the faction you are currently helping on a mission. The factions work as follows:

Merchants <----> Pirates

Citadel Guardians <----> Vigilantes

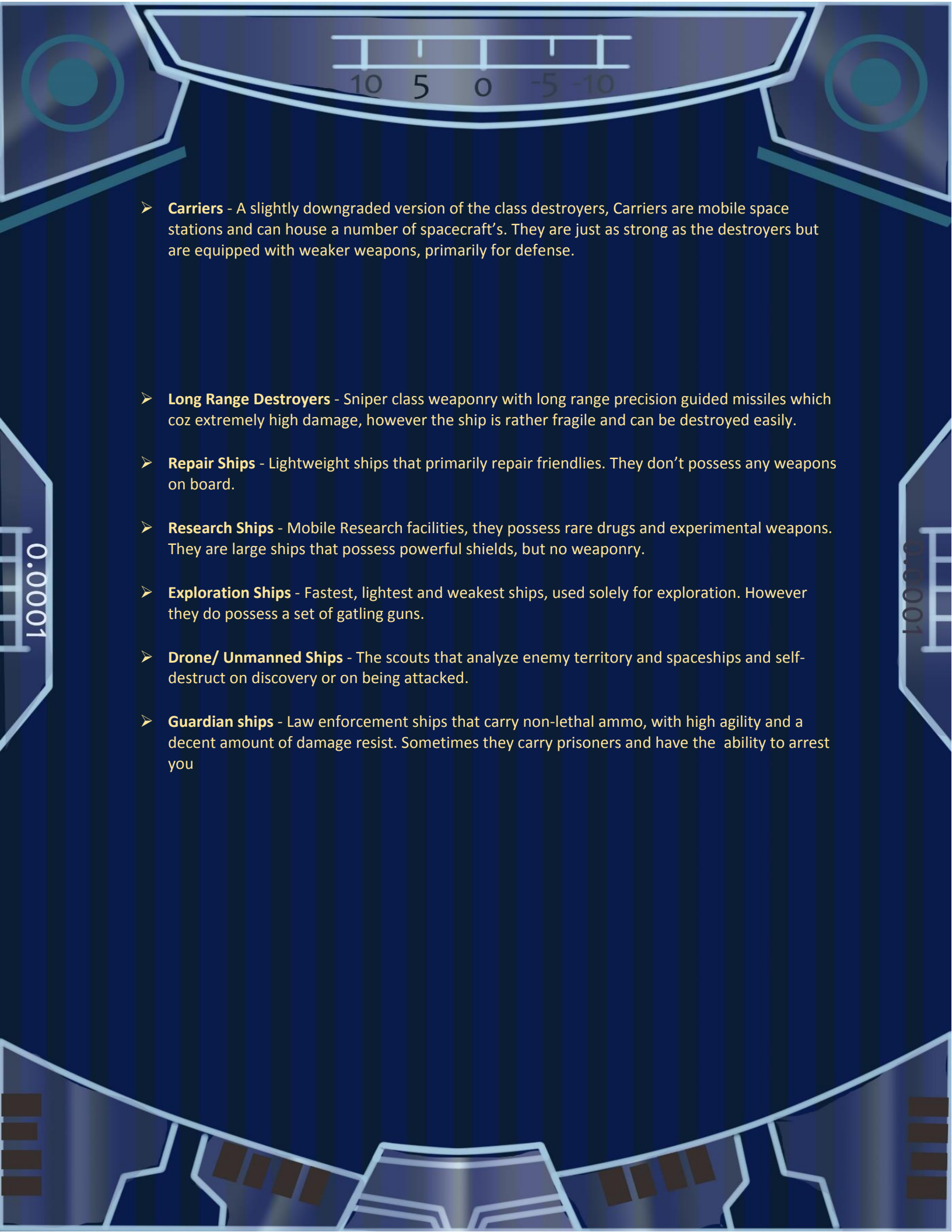
The Syndicate and Formula Zero factions are generally non-hostile unless provoked.

Enemy spaceships always have 75% of the total damage output, you possess.

The following are descriptions for all the types of spaceships:

- **Interceptors** - Lightweight ships that travel extremely fast and carry low powered armaments. Their main purpose is to serve as distraction. They are the ships that travel ahead of a formation.
- **Infiltrators** - Slightly more advanced versions of the Interceptors. They carry similar ammunitions and have the ability to hide under the radar, using a signal jammer.
- **Gunships** - Well armored, slow paced battleships suited for close range combat.
- **Bombers** - The only class that has the capabilities to rapid-fire and full rack of missiles. slightly slower than the gunship and the medium fighters, bombers are ideal for large scale raids.
- **Electromagnetic Pulse Crafts** - swift and fragile spacecraft's, the EMP Crafts are built for disabling any electronics in range.
- **Versatile Fighters** - The "Jack of all Trades", The versatile fighters are a mix of the interceptors and gunships, having just the right mix of speed, strength and firepower
- **Medium fighters** - The medium fighters are closely similar to the gunships, with the armaments built for medium to long range combat.
- **Class Destroyers** - The behemoths of space warfare, the Class Destroyers are the biggest and the tankiest of the spaceships on the list. Armaments best suited for large scale attacks.



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- **Carriers** - A slightly downgraded version of the class destroyers, Carriers are mobile space stations and can house a number of spacecraft's. They are just as strong as the destroyers but are equipped with weaker weapons, primarily for defense.
  - **Long Range Destroyers** - Sniper class weaponry with long range precision guided missiles which coz extremely high damage, however the ship is rather fragile and can be destroyed easily.
  - **Repair Ships** - Lightweight ships that primarily repair friendlies. They don't possess any weapons on board.
  - **Research Ships** - Mobile Research facilities, they possess rare drugs and experimental weapons. They are large ships that possess powerful shields, but no weaponry.
  - **Exploration Ships** - Fastest, lightest and weakest ships, used solely for exploration. However they do possess a set of gatling guns.
  - **Drone/ Unmanned Ships** - The scouts that analyze enemy territory and spaceships and self-destruct on discovery or on being attacked.
  - **Guardian ships** - Law enforcement ships that carry non-lethal ammo, with high agility and a decent amount of damage resist. Sometimes they carry prisoners and have the ability to arrest you

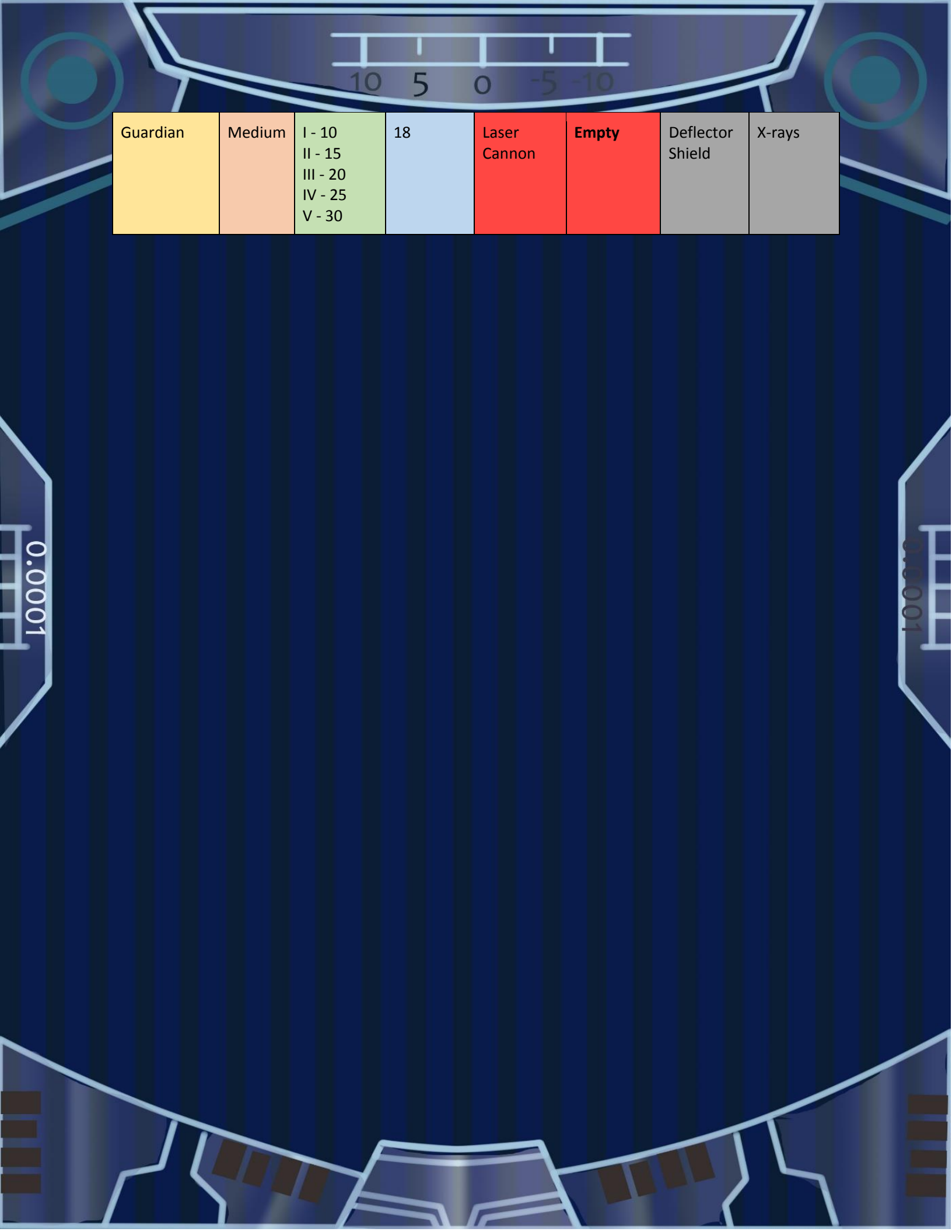


SHIP TYPE	CLASS	HEALTH [RANK BASED]	SPEED [RANK BASED]	WEAPON 1	WEAPON 2	SPECIAL 1	SPECIAL 2
Interceptor	Light	I - 5 II - 10 III - 15 IV - 20 V - 25	I - 16 II - 17 III - 18 IV - 29 V - 20	Laser Beam	<b>Empty</b>	Mitigation Shield	Flare
Infiltrator	Light	I - 5 II - 10 III - 15 IV - 20 V - 25	I - 12 II - 13 III - 14 IV - 15 V - 16	Laser Beam	<b>Empty</b>	Mitigation Shield	Signal Jammer
Gunship	Medium	I - 10 II - 15 III - 20  IV - 25 V - 30	I - 10 II - 11 III - 12 IV - 13 V - 14	Gatling Gun	Plasma Cannon	Deflector Shield	Flare
Bomber	Medium	I - 10 II - 15 III - 20 IV - 25 V - 30	I - 6 II - 7 III - 8 IV - 9 V - 10	Missiles	Laser Beam	Deflector Shield	Flare
EMP	Light	I - 5 II - 10 III - 15 IV - 20 V - 25	I - 16 II - 17 III - 18 IV - 19 V - 20	EMP Blast	<b>Empty</b>	Mitigation Shield	Flare
Versatile	Light	I - 10 II - 15 III - 20 IV - 25 V - 30	I - 12 II - 13 III - 14 IV - 15 V - 16	Laser Beam	Missiles	Deflector Shield	Flare
Medium Fighter	Medium	I - 10 II - 15	I - 10 II - 11	Laser Beam	Missiles	Deflector Shield	Flare



		III - 20 IV - 25 V - 30	III - 12 IV - 13 V - 14				
Class Destroyer	Large	I - 15 II - 20 III - 25 IV - 30 V - 35	I - 1 II - 2 III - 3 IV - 4 V - 5	Rail Cannons	Flak Cannons	Deflector Shield + Mitigation Shield	Signal Jammer
Carrier	Large	I - 15 II - 20 III - 25 IV - 30 V - 35	I - 1 II - 2 III - 3 IV - 4 V - 5	Plasma Canon	Missiles	Deflector Shield + Mitigation Shield	Signal Jammer
Long Range	Medium	I - 10 II - 15 III - 20 IV - 25 V - 30	I - 6 II - 7 III - 8 IV - 9 V - 10	Missiles	Shockwave Generator	Deflector Shield	Signal Jammer
Repair	Light	I - 5 II - 10 III - 15 IV - 20 V - 25	I - 12 II - 13  III - 14 IV - 15 V - 16	No guns	No guns	Mitigation Shield	Flare
Research	Large	I - 15 II - 20 III - 25 IV - 30 V - 35	I - 1 II - 2 III - 3 IV - 4 V - 5	No guns	No guns	Deflector Shield + Mitigation Shield	Signal Jammer
Exploration	Light	I - 5 II - 10 III - 15 IV - 20 V - 25	20	Gatling gun	Empty	Mitigation Shield	Flare
Drones	Light	I - 5 II - 10 III - 15 IV - 20 V - 25	16	No guns	No guns	Mitigation Shield	Signal Jammer





Guardian	Medium	I - 10 II - 15 III - 20 IV - 25 V - 30	18	Laser Cannon	Empty	Deflector Shield	X-rays
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# FACTIONS

## BLITZ RACING



The least sinister out of all the factions, they exist just to please the masses. Their races and high speed chases across the galaxy attract the attention of millions of people and betting is an obvious business.

Unbeknownst to the common public, they also deal in rare spaceship parts and special metals found across the universe.

When on a quest for the Blitz Racing faction, expect no reinforcements. However most factions won't bother attacking you unless provoked either before or after accepting the mission. They also reward you with rare spaceship modules occasionally.



## CITADEL GUARDIANS



The protectors of the Royal Palace and the residents of the citadel, the Guardians act as a policing force as well as the royal guard and Army of the Citadel. Their method of judgment works on the principle of Judge, Jury and Executioner. However these executioners can always be bribed.

Their misalignment is noted by all the citizens, yet like sheep, they cower and pay up the "tax," when demanded.

The Guardians help you against the Vigilantes and the Pirates or when on one of their quests.



## THE PIRATES



They take from anyone and everyone, they meet. Murdering and plundering; from innocent civilians to the Princess herself. They live in the Scumbucket, a desolate and long since trashed planet, far from the reach of the Citadel Guardians, free to torment any poor soul that wanders into their domain.

It is said that they take their name from a long lost group of people from the nether side of the galaxy, where ships flew across waters and men walked upon land.

Pirates help you against the merchants, as well as the Guardians or if you're on a quest for them.



## THE VIGILANTES



Fighters for Justice, Keepers of Peace or the Saviours of the People. Known by many names, their objectives are clear enough. They wish to topple the government and lay claim over the Citadel. They fight for the people, or so they say. Wherever they strike, anarchy follows.

Created to fight against the injustice of the Guardians, these men and women have lost their way long since and now exist just to cause pure chaos. Some even call them Terrorists.

Vigilante's provide you with backup against the Citadel Guardians or when on a quest for them





## THE SYNDICATE

An organization so secret, it just might be a myth. They are the epitome of organized crime, and haven't been linked to a single case yet. Maybe they just really are that good, or they simply bribe the Guardians.

People say their Leader is actually Barlon Mrando, the richest man in 10 constellations. Unfortunately, bad things seem to keep happening to those "people."

Intel is their greatest weapon and they provide you with lots of it, if you're ready to get your hands a bit dirty. When on a quest for the Syndicate, no one will ever dare attack you.



## THE MERCHANTS



These are the traders, the upperclassmen who rule society, just below the ranks of her Majesty. They feed upon the weak and employ poor men and women, who must slog all day and night, working on the fields or in the mines, transporting goods from one place to another or simply transporting people, dead or alive from one place to another.

These pot-bellied pigs rely on Pilots for most of their dirty work and are ever ready to employ you. Rest assured they pay well, but not always on time and sometimes they just might forget they hired you.

Merchants provide you with discounts if you help them with enough quests, they will also side with you against pirates,





## ALLIES

Game Masters are allowed to create their own allies, however all the leaders of the various factions have already been predefined as follows:

### MERCHANT PRINCE FERDINAND SCALIA

Leader of the Merchants, Prince Ferdinand is an evil, conspiring man with the cunning of a fox. A master at manipulation, he rose from a slave to the current Prince of the Citadel, after he massacred his entire family for the Princess. A man who'd do anything for power, he even has access to his own private army of brainwashed and mutated soldiers.

As Prince he is in charge of the Merchants and helps solicit all their illegal activities. Dealing in slave trade, he has no shortage of men. However, sometimes he requires the skills of more advanced squads for high risk transport missions. That's where you and your squad come in. On your side, he is a great asset as even the Guardians will let you go if arrested, but go against him and you invite the full force of the Merchant Starship Alliance as well as the wrath of the law enforcing Citadel Guardians.

### COMMISSIONER BERNIE WHITAKER

Leader of the Citadel Guardians, Commissioner Bernie is actually a nice person in the wrong place. Though he is the face of the Citadel Law Enforcement, he is always pushed into a corner by both the Royalty and his very own crooked cops. He has a vision of a day when all people would live in peace and harmony. Unfortunately, that day is not today. As the Leader of the Guardians, he might not be able to publicly out the names of all the dirty cops, but he can definitely use you to get rid of them, one by one.

### GWENDOLYN LEMMI

Leader of the Vigilantes, she believes in the right to freedom. The freedom, of the people, to choose their own government. "Why must we tolerate these fattened monarch pigs? Who are they to tell us what to do? If their blood is what makes them special, then let us spill it tonight!"

The Vigilantes are the polar opposites of the Guardians. They stand for the people, but sometimes they get a bit too violent for their own good. The last time they attacked, the Chancellor's office, a nitro bomb went off early, leading to the death of over a thousand people, women and children included. Gwendolyn, refused to comment on that incident. But somewhere, somehow she knew, that double agents were within them. She hunted all half a dozen men out and killed them with her bare hands on a public TV station broadcast in a live battle arena. In other words, don't get on her bad side, if you can help it.





## CALDER TORMO

Leader of Blitz Racing, he's probably the happiest guy you're ever going to meet. Fast talking, ginger haired, round face, short man with a furry orange beard and sparkling green eyes. He might've been a cute leprechaun had he not had the bigass shotgun he lugged around everywhere. Everytime he cracked a joke, he cracked his shotgun along with it. And if you didn't laugh, well you might have well been a patch of daisies, rotting in the sod.

His objectives are simple, Calder wants to host the largest illegal spaceship racing tournament in the universe. To do that he'll need help. That's where you come in, searching for rare minerals and clearing the "air space" during races. Meet him on a happy day, and he might even reward you with rare modules for your spaceship.

## BARLON MRANDO

Leader of the Syndicate, the Kingpin of organized crime throughout more than a dozen star systems. His calm composure and bald shiny head, speak nothing of the hatred that boils within him. Every glance towards you, makes you cower; every mission he gives you is another brutal assassination. A husband, a wife, a father, a mother an infant child or a puppy. He doesn't care. If it needs to go, it needs to go. And no one must know where. A mass murder means nothing to the man, and he expects it to be the same for you.

How far would you go? How low would you drop, until you fell so deep into that pit of no return; because it sure as hell pays well.

## EVA "LONG LEGGED" RAMSAY

Leader of the Pirates, owner of really long legs. She towers up against even the tallest of men and at 7" tall, a bandana, a fake eye and a cat named Mittens. She owns the seven galaxies. She started off as a vigilante but after they lost their way, she created her own faction - The Pirates. They might sound like thugs, but they're more Robin Hood-ish that they'd care to admit. Sure they murder and plunder

thousands of innocents who get in their way, but that's of no significance to Eva. She knows she's following the path of righteousness and you better not disagree with her.



## TRADING

Every player is given 30 Gold pieces to spend at the start of every new game. This amount is fixed and may only be altered by the Game Master if **absolutely** necessary.

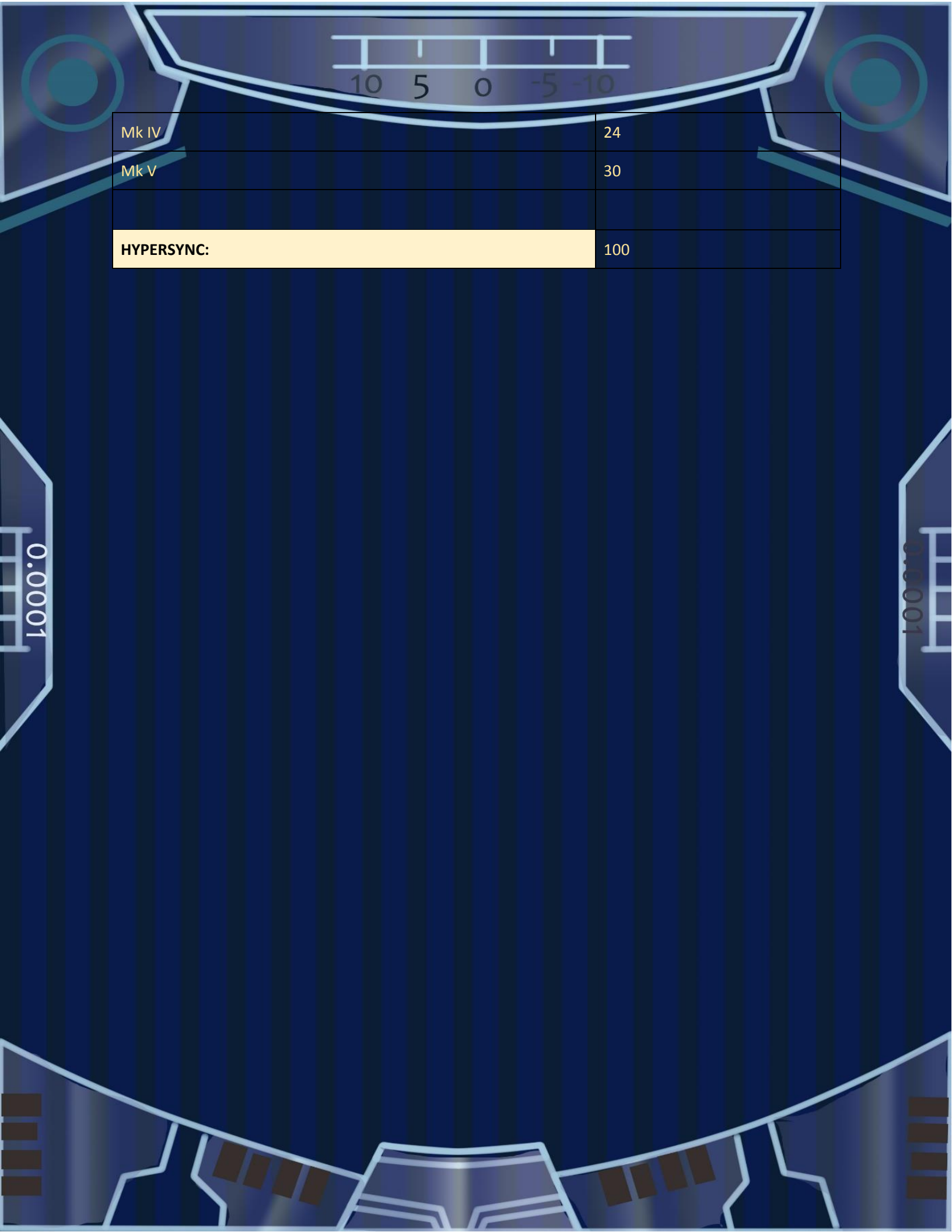
\*Items can only be purchased using Gold.

ITEMS	COST
<b>ATTACK:</b>	
Gatling gun - Mk 1 / 2 / 3 / 4 / 5	10 / 20 / 30 / 40 / 50
Lasers - Mk 1 / 2 / 3 / 4 / 5	12 / 22 / 32 / 42 / 52
Flak Cannons - Mk 1 / 2 / 3 / 4 / 5	13 / 23 / 33 / 43 / 53
Plasma Cannons - Mk 1 / 2 / 3 / 4 / 5	25 / 35 / 45 / 55 / 65
Shockwave Generators - Mk 1 / 2 / 3 / 4 / 5	20 / 30 / 40 / 50 / 60
Missiles - Mk 1 / 2 / 3 / 4 / 5	10 / 20 / 30 / 40 / 50
EMP - Mk 1 / 2 / 3 / 4 / 5	15 / 25 / 35 / 45 / 55
Pulse Cannon - Mk 1 / 2 / 3 / 4 / 5	18 / 28 / 38 / 48 / 58
<b>DEFENSE:</b>	
Mitigation Shield - Mk 1 / 2 / 3 / 4 / 5	9 / 19 / 29 / 39 / 49
Deflector Shield - Mk 1 / 2 / 3 / 4 / 5	13 / 23 / 33 / 43 / 53
<b>SENSORS:</b>	



EDS - Mk 1 / 2 / 3 / 4 / 5	15 / 25 / 35 / 45 / 55
Geological Scanner - Mk 1 / 2	17 / 34
<b>ENGINES:</b>	
Mk I	7
Mk II	12
Mk III	17
Mk IV	22
Mk V	27
<b>BUILD:</b>	
Galuminium	10
Synt	40
Vallarium	60
Bio-Organic Liquid Metal	80
God Metal	<b>OUT OF STOCK</b>
<b>CLOAK:</b>	15
<b>EXTRACTOR:</b>	
Mk I	6
Mk II	12
Mk III	18





Mk IV	24
Mk V	30
<b>HYPERSYNC:</b>	100



## CURRENCY EXCHANGE

FACTIONS	CURRENCY	GOLD
Merchants	5M	1
Pirates	4P	1
Guardians	7G	1
Vigilantes	8V	1
Syndicate	7S	1
Formula Zero	9F	1



## STANDARD GEAR

WEAPON	STANDARD EFFECT
LASER PISTOL	10
GRENADES	50 AOE
EMP	Electronic disabler (2 turns)
SMOKE BOMB	Escape/delay attack for 1 turns

### LASER PISTOL

This standard, military issued pistol is a part of the arsenal of every one of your squad mates. Its damage potential is minimum but it never runs out of ammunition and can be used every turn.

### GRENADES

Compressed highly explosive nitro cells explode on impact and are highly effective in taking out multiple targets at once. Being one of the only AOE weapons, using it wisely is vital to any battle plan. Unfortunately, each player only receives one such grenade per planet landing.

### EMP

The EMP can be used to disable all enemy electronic devices in the vicinity. They can scramble enemy detection radars, as well as reveal cloaking devices. They can also shut down robots. Only one EMP is provided to each player, and it is only effective for two turns unless shot down by the enemy.

### SMOKE BOMB

This can be used to quickly escape from any sticky situation, as it fiddles with enemy visibility and delays their attack by a turn. However Robots, Spies, Aliens and Hounds are not affected by this as they use other methods of detection.



## GROUND COMBAT

Ground Combat follows a complex system encompassing various mechanics, to understand this you must visit **Pilot Classes**, since each Class has different set of special weapons.

### ENEMY CLASSES

CLASSES	HEALTH	DAMAGE	EXP
MARINES R1	20	15	5
ROBOTS R1	30	25	10
LONG RANGE SHOOTERS R1	45	30	20
BRUTES R2	80	40	50
SPIES R2	100	50	80
DOGS R3	150	75	120
ALIEN R3	300	150	500

### PLAYER CLASSES HEALTH

CLASSES	HEALTH
MEDIC	75/100/125
TECH	70/90/110
RECON	65/85/105
SUPPORT	75/100/125
ASSAULT	100/125/150



## RANK UP POTENTIAL

RANK	Experience points
I	0
II	350
III	1500

## SPECIAL GEAR:

(Specials are also detailed within **Pilot Classes**)

WEAPON	DAMAGE
Poison Syringe	Rank I - 15 ; Rank II - 20 ; Rank III - 30
Bow & Arrow	Instant Kill/Half Health/0-Damage
Hack	Disables Electronics
Sniper Rifle	1/4th ; 1/2 ; Instant Death (original health always)
Crystal Knife	Rank I - 12 ; Rank II - 18 ; Rank III - 28
Turret (50 hp) [Spread Damage]	Rank I - 5 ; Rank II - 8 ; Rank III - 15
Machine Gun	Rank I - 10 ; Rank II - 20 ; Rank III - 45
Electron Blast gun	Rank I - 12 ; Rank II - 30 ; Rank III - 70
Plasma Shotgun	Rank I - 15 ; Rank II - 50 ; Rank III - 80
Shield [Damage Avoided]	Rank I - 25 ; Rank II - 35 ; Rank III - 60



# COMBAT

## INDEX

1. Unit Types and Unit Counters:
2. Grid Map System
3. Travel System
4. Detection System
5. Formation System
6. Angle System
7. Card System

## 1. Unit Types and Unit Counters

In Attack of the Planet Devourers there are 3 main types of Ships.

1. Fighter Crafts
2. Trines
3. Battle Ships

(Insert cyclic image here)

### 1. **Fighter-Crafts:**

Fighter Crafts are fast moving ships that are known mainly for their agility and the ability to chase and outmaneuver in critical fights. Fighter crafts are small and are very hard to spot making them one of the best assassination class ships in the game.

### **Pros:**

- Fast
- Hard to Detect
-



High chances to dodge attacks

- Superb burst damage dealers

**Cons:**

- Weak armour
- Low health
- Weak to flak cannons and Gatling guns

**Primarily strong against (Battleships)**

**Weak against (Trines)**

## 2. Trines

Trines are the medium class ships with lot of utility and firepower. Their main purpose is to be a standard damage dealer in any military platoon. Their ability to deal damage while traversing smoothly throughout the battlefield is the main reason why trines are a good addition to any team.

**Pros:**

- Superb Firepower
- Good utility
- Strong frontline battle machines

**Cons:**

- A good ship but is a jack of all trades and master of none
- Dodging attacks is difficult
- Very weak if isolated from team
- **Primarily strong against (Fighters)**
- **Weak against (Battleships)**

## 3. Battleships

Battleships are the biggest military ships possible in the game. Battleships are as big as a city combined and can withstand a lot of punishment against the enemies. Battleships have huge utility impact on the battle and can change the tides of a battle in a blink of an eye. Battleships are a force of intimidation with the primary purpose to destroy anything that comes in their way.

**Pros:**

- Highest Damage dealers in the game
- Strongest in term of health
- Acts many different roles in the game



#### **Cons:**

- Very slow to do any kind of maneuver
- Every projectile on a battleship is a guaranteed hit
- If a battleships is surrounded by a lot of units it is bound to be destroyed.

**Primarily strong against (Trines)**

**Weak against (Fighters)**

## **2. Grid Map System**

When players are travelling the space will be always be depicted in a grid that divides up depending upon the distance.

(Insert Grid System)

Every grid division is in 1 click distance as a standard measurement.

## **3. Travelling System**

### **Galaxy Travelling**

A map will be provided to the player which will showcase every galaxy travelable from where he can chose a location to travel through depending on player's choice or if a quest commands to do so.

### **Ingrid Travel**

- The travelling System in the game is always in a standard form.
- One turn is equal to one click of grid travelling to all spacecraft in the game
- When the player is travelling in a squad all squad members have a singular speed regardless of their ship types.
- The player can also decide to just stop at a desired point and end turn.



## 4. Detection System

Depending upon the enemy ship type and the sensors the player is carrying a ship can be detected in the grid

**Every detection system will have 2 radius**

1. **Spot Radius:** Spot radius is bigger than the Intel radius. It spots an enemy ship from far away but won't give you any kind of information other than it exists.
2. **Intel Radius:** Intel radius is smaller than the spot radius. Once a ship enters this radius, information such as unit type, health, and weapons are revealed.

## 5. Formation System

There are various types of formation the players can take to gain special advantages in a battle situation

Formations provide strategical bonuses to the team and is very crucial while engaging in a battle.

**Types of Formation**

1. **Pyramid Attack formation:** Primary attack formation which is best used offensively against approaching enemies.
2. **V trap:** V trap is a formation which places the most crucial ship in the middle while ships surround it outwardly. This trap is very useful against eager enemies who try to destroy important targets
3. **W defense:** W formation allows its user to form a 3 protect 2 angular defense that can withstand a lot of frontal assault.
4. **Diamond formation:** Diamond formation is the strongest defensive formation made to defend very crucial objectives. It blocks off any kind of direct attack at the middle of the formation
5. **Pentagon formation:** Pentagon formation is the most standard of the defense formation. It basically provides well rounded defense to any kind of assault in the game



6. **4 protect 1 wall:** Pure 90 degree angular defense. Forms a straight line of defense in order to protect a singular target. Best used when enemy positions are aligned in a way where the enemy is directly approaching to the squad.

7. **Single line penetration:** Single line penetration is the strongest attack formation in the game. All space craft's line up in a straight line and start heading towards the desired enemy. While attacking the foremost ship will attack and split from the formation. The ships behind the formation will split-up in a similar manner. This formation leads to a focused attack on a specific part of a ship dealing high amount of damage. The foremost craft at the head of the spear acts

as a tank. Beware any kind of angular attack other than front in this formation will lead to disastrous consequence to the playing party.

## 6. Angle System

Depending upon the angular position of spacecraft while attacking will lead up to a modification of damage.

Space craft deal extra damage if the targeted ship is not facing to it directly

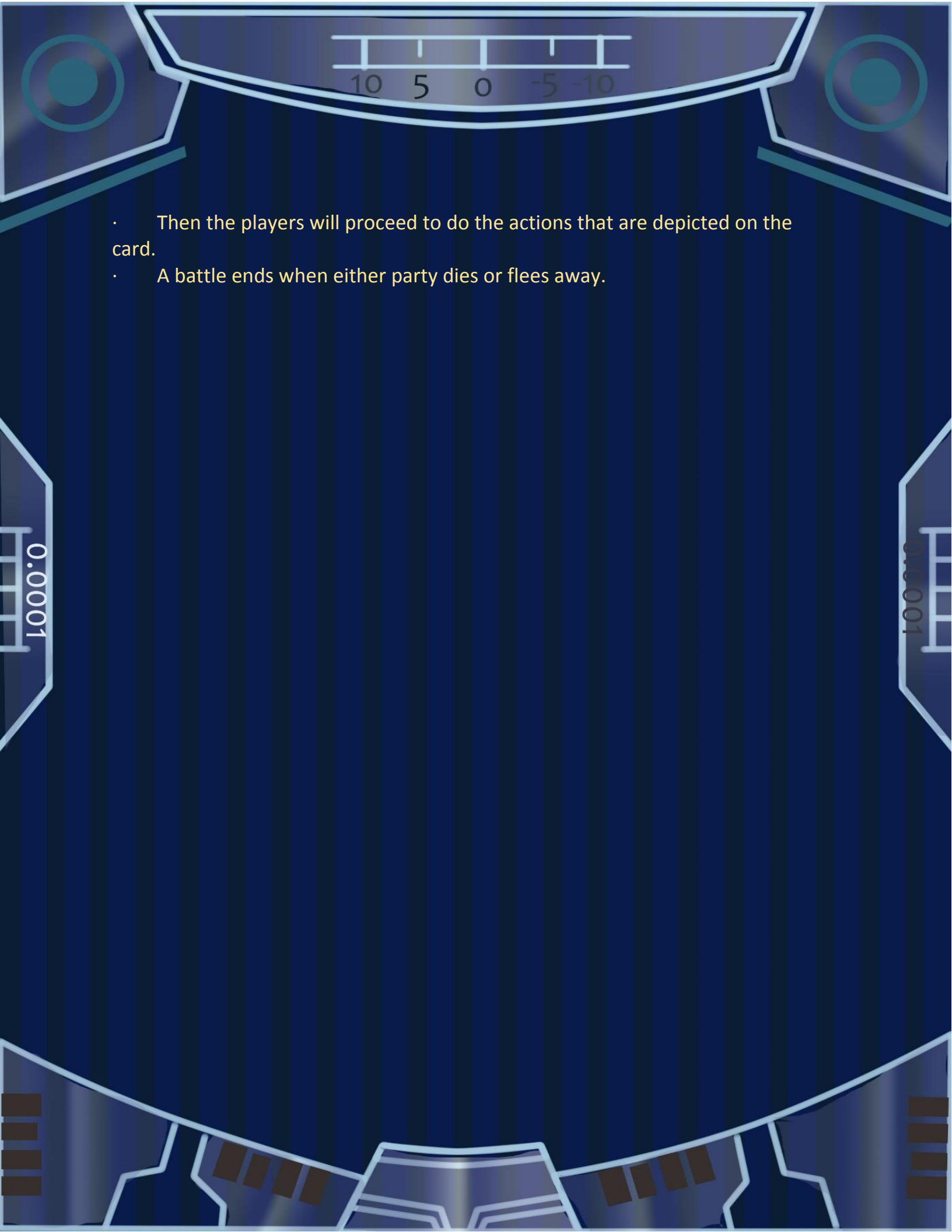
**Attack on the side of a ship will deal 1.5x the normal damage**

**Attack on the backside of the ship will deal 2x the normal damage**

## 7. Card System

- Battle commences once the spacecraft are in range to shoot out their weapons.
- The player and the enemy will have a several options; both offensive and defensive while fighting.
- These actions will be depicted in terms of cards.
- While plying a battle both party that are facing each other will pick a card depicting their action before ending a turn.
- When the cards are selected the cards are placed on backside with the selected card hidden and then it is revealed at the same time.



- 
- Then the players will proceed to do the actions that are depicted on the card.
  - A battle ends when either party dies or flees away.





## QUEST SYSTEM

### EVERY QUEST WILL START BY

1. NPC's contacting you
2. Gaining information about a resource
3. Talking with NPC's in City's
4. Personal Requests
5. Commands by Government
6. SOS Requests
7. Signal Flares
8. Travelling to a planet with scanned resources
9. Getting information of killed units
10. Falling down a trap
11. Faction Provided Quest

### ASSASSINATION QUEST

- Syndicate Quest
- Personal Vendettas
- Government Criminals
- Rogue Agents

### GATHERING QUEST

- Merchant Guild gathering quest
- Retrieve artifacts
- Religious quest to bring back stolen statues
- Material Gathering
- Gathering Materials by killing monsters

### HUNTING QUEST

- Hunt down enemy pirates
- Protect a region from an invasion
- Capture species of animals for research





## ESCORT QUEST

- Escort quests by merchant guild
- Escort important personally to other planets
- Protect a Convoy from external attacks

## TEXT ADVENTURE

Quest that focuses mostly on making moral choices which will affect morality of the players. There will be a choice in dialogues and actions that will have a major impact and allow the player free will over a lot of choices. Text adventures will bring alive the sense of society, emotions and complete change from the normal turn based fighting system.

Example - You are stuck in a conflict between two factions. An important person is killed and a war is on the verge of breaking out. Using persuasion and logic try to either

## COMBINE QUEST

Combination of two or more types of quest which will lead to a storyline or an arc.

Example - Combining gather quests and kill quests. Gather specific type of weapon and gadget before time runs out and kill incoming enemies

Other kind of combination of quests will lead up to extensive and unique quest lines.

## BLITZ QUEST

### 1. Clear Airspace

Soon a space marathon is going to take place in an uncharted territory. As the player the objective is to go through designated vector points in the uncharted territory and kill any kind of anomaly before the race starts.

### 2. Escort racing parts

A convoy of expensive parts will be travelled from one planet to the other. The objective is to protect and ensure the delivery of the parts





# PLANET GENERATOR

Whenever the Game Master decides a planet is approaching a player, must use this system to randomize the Name and Contents of a Planet. A 6-sided die must be rolled thrice for the name and 5 times for the contents of a planet.

## Name Generator

### Prefix:

1. Kar-
2. Idh-
3. Yim-
4. Dem-
5. Xeno-
6. Yuma-

### Mid:

1. -jemo-
2. -fero-
3. -oda-
4. -sora-
5. -xeta-
6. -hima-

### Suffix:

1. -sova
2. -zim
3. -jep
4. -rem
5. -tera
6. -goro





# PLANET GENERATOR

## 1) Environment

- I - Forests
- II - Deserts
- III - Mountains
- IV - Oceans
- V - City
- VI - Frozen World

## 2) Wildlife

- I - Insects
- II - Aquatic
- III - Birds
- IV - Reptiles
- V - Mystical Creatures
- VI - Worms

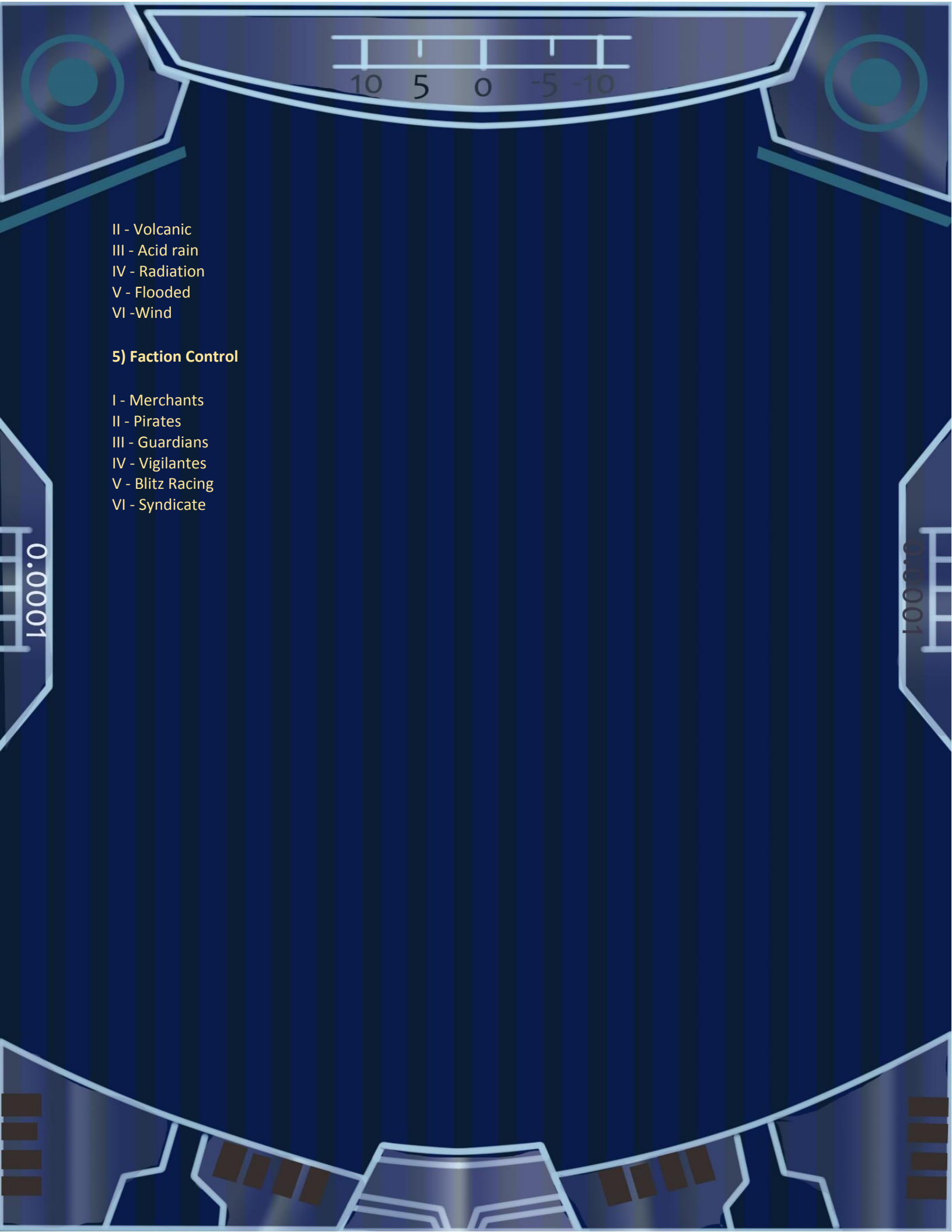
## 3) Races

- I - Koppa -greedy/short/dense population
- II - Koradol - honor/reclusiveness
- III - Humans - weak/selfish/aggressive
- IV - Paimins - helpful/caring/innocent/not fighty
- V - Xvix - Hidden society/highly advanced/ genius/skeptical/ less than 3 digit population figures
- VI - Puntani - undeveloped/religious/guerilla warfare/space travel

## 4) Weather

- I – Normal





II - Volcanic  
III - Acid rain  
IV - Radiation  
V - Flooded  
VI - Wind

### 5) Faction Control

I - Merchants  
II - Pirates  
III - Guardians  
IV - Vigilantes  
V - Blitz Racing  
VI - Syndicate



# PLANET TEMPLATE

## 1. Yundra

- Environment: Green fields and forests covering the entire planet with freely available freshwater.
- Leader of the Planet: Unknown
- Inhabitants: Inzuna
- Wildlife: Mystical creatures
- Gravity: 0.85
- Climate: Breathable and rich in Nitrogen
- Terrain: Plains and Plateaus

### Description

Yundra is a planet hidden inside the “N71 Nebula System”. The planet supports strange, otherworldly life forms. It is rumored to disappear in case of an encounter with outsiders. Yundra is very resource rich but is very hard to find. It is also home of the Inzuna, a mystical society of spiritual beings. Inzuna don't have any kind of physical form and their means of survival and reproduction is yet unknown. The planet is home to mystical and aggressive creatures which are yet to be documented.

## 2. Verheim

- Environment: Plasma Lightings and random radioactive eruptions
- Leader of the Planet: None
- Inhabitants: Unknown
- Wildlife: None
- Gravity: 5.06
- Climate: Unbreathable and uninhabitable
- Terrain: Nonexistent

### Description

Verheim is a highly volatile planet which can explode at any given moment of time located at the near edge of Juno 41 Galaxy system.

After being studied for a while scientists have stated that if any kind of lifeform is ever found, it would be a miracle. It's core is filled with one of the largest uranium deposits in the entire known universe. The main challenge is setting up a base in Verheim as there is no solid ground and everything is in the form of molten heavy metals.



### 3. Numara

- Environment: Entirely flooded by water
- Leader of the Planet: Gunkka
- Inhabitants: A complete biological tree of aquatic animals
- Wildlife: Aquatic animals
- Gravity: 0.62
- Climate: Very strong winds and cyclones and whirlpools frequently.
- Terrain: Deep underwater terrain.

#### Description

Numara is a planet situated at the Kinari star system and is a hotspot for pirates as most of the rare aquatic animals have a lot of valuable body parts. The place is filled with hidden treasures and dangerous monsters.

Numara is full of minerals and resources and also contains large deposits of metals.

The Planet of Numara is headed by an underwater monster called Gunkka who controls every aquatic animal using telepathy. Gunkka is very hostile towards people who try to enter his abode.

### 4. Buriza

- Environment: A planet which is entirely covered in water
- Leader of the Planet: Jinsa "The Reaper"
- Inhabitants: Army of Kirama
- Wildlife: None
- Gravity: 1.65
- Climate: Still wind with sustainable oxygen levels
- Terrain: Spiky mountain ranges and desolate cities

#### Description

Buriza is a planet situated at the heart of the Kiel 98B Galaxy; it was home to the peaceful society of Kizuga but now lies in a pile of debris and mass graveyards as the Kirama army completely laid siege to the city, just because they were "bored."

Buriza in its current state is completely hostile towards anything that approaches them. Spaceships are unable to even fly near the planet. Kirama is led by its queen known as Jinsa "The Reaper" who is ruthless and will go to any extent to gain power.



## 5. Gezagi:

- Environment: Human Colony
- Leader of the Planet: President Ronald Krump
- Inhabitants: Federal Forces
- Wildlife: None
- Gravity: 1.2
- Climate: Earth like climate with seasonal changes
- Terrain: Planet filled with 24 different continents and is rich with fertile lands

### Description

Gezagi is one of the earliest colonies set outside Earth and has a very rich historical and cultural background. It is filled with cities and is one of the major colonies of the fallen Earth Empire. Currently the planet is run by an incompetent leader Ronald Krump who has no clue how to run the planet and the government is collapsing little by little. Gezagi is in great jeopardy as an enemy fleet is approaching to take over the planet and overthrow Ronald Krump. Oh what ever shall happen to the innocent civilians?





## ADVENTURE SCENARIOS

### SCENARIO 1

You reach the planet of Hertixa where you stop for refueling and decide to plan your next steps. Here you meet a pilot who also came for refueling. You engage in a conversation with him and find out that he is a race pilot. Some time ago, he was racing with his crew member in the city limits of the Citadel, an illegal one though. The law enforcement soon caught up to them. This exhausted pilot managed to escape, but his friend was not so lucky (or skillful, as he says). You are offered with a mission to rescue his friend. Should you choose to accept, you will have to head back to the Citadel, fight your way to the prison section of the barracks and escort the pilot back to safety. Or as an alternative, you may pay the fine for him. Either way, you will be well paid.

### SCENARIO 2

As you receive your payment and begin to leave, the merchant comes up with another request. One of the hauler ships transporting minerals under his orders was ambushed by unmarked spaceships. The merchant assumes it was the pirates. The hauler was transporting a large shipment of vallarium to Construction Site Epsilon. Its last known location was transmitted from the uncharted territory. Your objective is to travel to the last known location, retrieve the hauler and its payload and escort it to Construction Site Epsilon. There are high chances that you will encounter pirates, so you might want to go prepared

### SCENARIO 3

The planet quest starts when the players are captured in space due to an ambush. The players then are transported and held in a capture cells. Princess Minna; the ruler of Vespador demands gold in exchange of their release. In any case if the players will be held captives as she steals all the money and capture the ships. The players now have the option to wait out until allied forces arrive (if they owe you) or try finding solutions to get out. With recon, stealth ability is tested and he has to steal the key or make a passage out of the cell. The player then has to navigate around the cell and find their gears. After securing the gear the player has to get back their spaceships and make their way out of the planet. The team has to make way against enemy patrols roaming around the hangers. While leaving the planet Vespador is attacked by pirate forces and the squad can make a choice to leave the planet or help defend it.





## SCENARIO 4

Onashi is planet which is a hotspot for acquiring valuable resources from extracting. The Onashi quest initiates as soon as the extraction process begins. Strange bugs are encountered first which are hostile towards the squad. Soon after a big quake shakes up the floor and the surface starts to crack up and swarm of bug is released. The player has the choice to stay and defend the extractor and gather resources or immediately evacuate the planet.



CHARACTER SHEET I (SHIP MODIFICATION)

ATTACK

GATTLING GUN  
LASERS  
FLAK CANNONS  
PLASMA CANNONS  
PULSE GENERATORS  
SHOCKWAVE GENERATORS  
MISSILES  
EMP

I	II	III	IV	V

CLOAK

BUILD

GALUMINIUM  
SYNT  
VALLARIUM  
BIO-ORG LIQ METAL  
GOD METAL

--

ENGINE

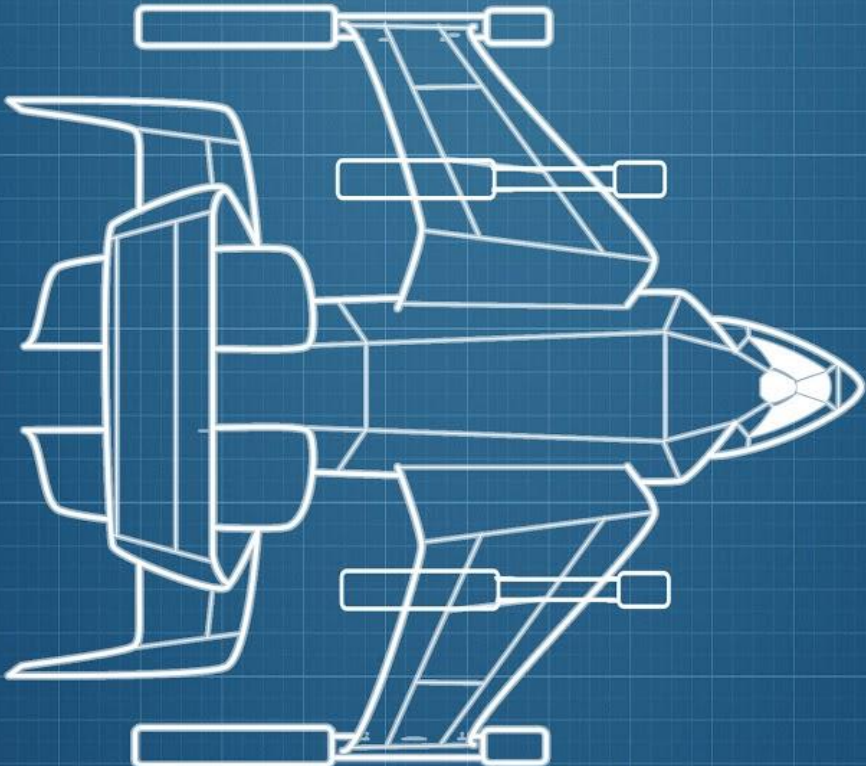
I  
II  
III  
IV  
V

--

STORAGE

I  
II  
III  
IV  
V

--



DEFENSE

MIT SHIELD  
DEF SHIELD

I II III IV V

--	--	--	--	--

SENSORS

EDS  
GEO SCANNER

I II III IV V

--	--	--	--	--

LIGHT

MEDIUM

HEAVY

--	--	--



CHARACTER SHEET II

COMBAT			
PLAYER		ENEMY	
ATK	DEF	ATK	DEF

HEALTH
Initial :

MONEY
Initial :

RANK
I
II
III

XP



WEAPONS	
STANDARD	SPEC
LASER PISTOL	
GRENADES	
EMP	
SMOKE	

INVENTORY

CHARACTER CLASS	
MEDIC	
TECH	
RECON	
SUPPORT	
ASSAULT	



# CHARACTER SHEET III (SHIP COMBAT)

AMMO

ATTACK I

ATTACK II

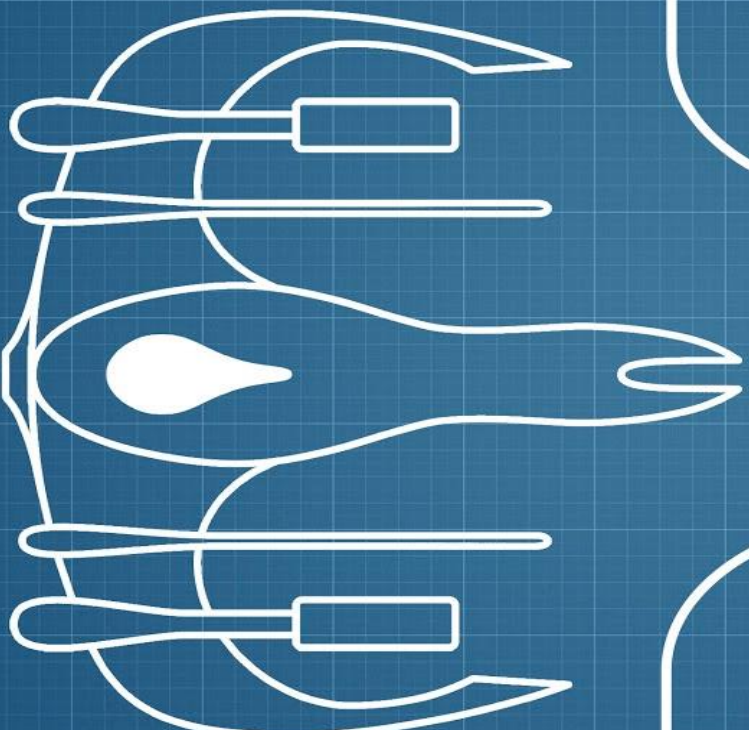
SPECIAL

SHIELD

EMP

FLARES

HYPERDRIVE







## CREDITS

THEODORE MENEZES

ADVAIT DHUMNE

SHUJON PODDAR

ZAINAB KHAN

SAI GAURANG

VRISHABH KENIEL