

Dark Star: The Great War

History and Prelude

Long ago we left Earth. While it had carried us for centuries, millennia even, it was no longer able to sustain us. Its resources had been depleted, its life all but destroyed through war and use. Many stayed behind, but just as many left. They waved goodbye to their homes and traveled to the unknown areas of deep space. Cryogenically asleep, they drifted for unknown amounts of years. Eventually the fleet of sleeping humans entered the system of Orion and the computers signaled them to open their eyes once again.

The planet was fresh and new, bathed in healthy light and bountiful with life. Not wholly unlike Earth, the humans took to their new home with fervor and excitement. They even called their new planet New Earth, in memory of their origins. As the years passed, they grew into a small civilization. They were concerned with preserving their New Earth, however, and took all measures to sustain its life infinitely. They built quickly into space itself, developing stations and new ships. They explored their surroundings with wide-eyed wonder. For a time, New Earth was peaceful, calm, and healthy.

Scientists worked fervently to discover new ways of travel. The first faster-than-light system was developed that utilized anomalies in space called Nodes. This technology allowed the humans to travel to nearby systems easily. They explored and established colonies elsewhere, five in all. They became known as the Colonies: Orion, Vega, Gemini, Avalon and Aries. Trade between them helped to develop established known Nodes and giant rings were constructed at these sights. New nodes were discovered and mapped until the day they arrived.

The first contact with the Tir'al was by an exploration ship as it jumped an unknown node into a dense nebula. As the ship passed through the electrical storms and dense cloud formations, they saw it: The City of Light. It was not a world, but a massive, elaborate system of space stations constructed of what seemed to be pure light. The City revolved around a massive star, from which it was later discovered to draw its power. The ship was contacted by another. It was a sleek ship, smaller than anything the colonies had. It looked nearly organic but upon closer inspection, was clearly of alien synthetic metals.

From that first meeting came the first documented interaction with the Tir'al, a race that looked surprisingly similar to humans in most respects. Their appearance was slightly elfin. They all had fair skin, which seemed to glow with an inner light. Their eyes shifted with starry reflections and nearly all of them had platinum blonde or white hair. Their ears were slightly longer and pointed, swept back in a most endearing fashion. The first reports from the scouts said they were also fairly frail looking, shorter and thinner than most humans. They spoke with hushed voices, but they quickly learned the human language of Terra (a modified, generic version of English). They explained to these first travelers that they had been watching them since they had arrived, and that they had been told of their arrival. With an open invitation, many other humans came to visit the City of Light.

Over time scientists were taught the Tir'al technology of Solar Fusion. Harnessing light itself, they had developed a system of self-replenishing energy. It was from this form of fuel, that the entire City of Light was based. The star it revolved around became an unnecessary battery, as the amount of energy they had consumed and fused could by now replenish itself. Cultures were shared and the two races began to mix. It was an extremely peaceful and beneficial time.

But it was not to last.

Generations grew up and died in this new place. Earth itself became a myth, a curious tale parents told their children. No one truly remembered why they'd come to Orion, to New Earth. They forgot the meaning of war, the consequences of evil. They lost touch with what it meant to pay for their sins. They forgot the lessons taught by the horrors of racism. When the two races began to mix and the first children of Tir'al and Human began to be born, many rejected the union. It was not long before ethnocentricity began to run rampant like a plague among the industrial colonies of Gemini, Vega and Aries. Until the Tir'al's introduction, they had been the primary suppliers of the old system of energy cores and ship design. With the development of a joint Solar Fusion core, their function began to decline and their profits

dwindled. They blamed the Tir'al, and especially the children that came from Tir'al and Human unions. The animosity towards the Tir'al reached a boiling point when an armada of warships from Gemini blockaded the City of Light.

The other three colonies responded with an outcry of disbelief. How could their own people do this? Quickly they rushed to send aid to the system of Pisces, where the City of Light stood. Tir'al ambassadors warned the aiding colonies not to interfere, foretelling of unnecessary conflict. They spoke of a near-ending as well, but the message was lost as the first shots were fired in what became known as the Colony Wars.

Open war between the Colonies broke out immediately. Aries and Vega rushed to the aid of their fellow Gemini while Orion, Avalon, and the human colony in Pisces banded together to fight them. The first conflict was brief and hesitant, though heavy losses were taken on both sides. The three systems that had gone to aid Pisces formed an alliance they called the Confederation. Aries, Gemini, and Vega retreated from Pisces but not without first taking their outrage out on the City of Light. The attack was devastating and crippling to the peaceful Tir'al. Thousands died within hours of the attack and the Confederation could do nothing to stop it. What portions of the city that survived watched as their brethren were destroyed by jealousy, anger and hatred. It is said that many died just from that realization, their purity sullied by the corruption and evil.

The war did not end there and soon the fighting was everywhere, in every system. Brother would turn on brother and where once easy shipping lanes thrived now were plagued by pirates and privateers. Amidst all this chaos, the Pisces star began to die. Scientists did not understand how or why it was fading, but its light dimmed with each passing day.

Perhaps they knew more than the humans. It was whispered that the Tir'al could talk and listen to space itself. They could feel anomalies and jump nodes. Maybe this is why they so easily left. Maybe they even warned the humans of something that was coming, but they were too busy destroying each other to listen. Either way, one day, they were gone. The City of Light went dark forever and all that was left of their race made one great exodus into the unknown. They left without saying goodbye, or even leaving a reason why. They left without leaving a single trace, aside from one thing. They left their kin, as only the pure Tir'al could make the journey. The half-breed children of human and tir'al became Orphans and bastards. For whatever reason, they had left them behind to face the cold animosity of human racism and callousness.

Fifteen years passed and even the Tir'al began to fade into memory, though their legacy did not. The Pisces star still slowly dies, but its human inhabitants attempted to pick up the pieces of the Tir'allian technology. Solar Fusion was copied and utilized in the war effort, creating newer, faster, and more efficient weapons and ships. Now, however, as a new generation prepares to graduate into their place in the Great War, the Orphaned are among them. Though still reviled and prejudiced, they attend flight academies and fight for the Confederation. They know very little of their heritage, and they have little if any knowledge of what gifts their parents had possessed. They are lost, confused and bitter about their abandonment. For some this has driven them to fight for the other side, twisted by their rage. For whatever reason they fight, they do so with a passion humans have rarely seen. If they love, they love with all their heart and if they hate, they hate with all the fiber of their being. They seem to possess and mystical sixth sense, one that seems to allow them to speak and hear space itself.

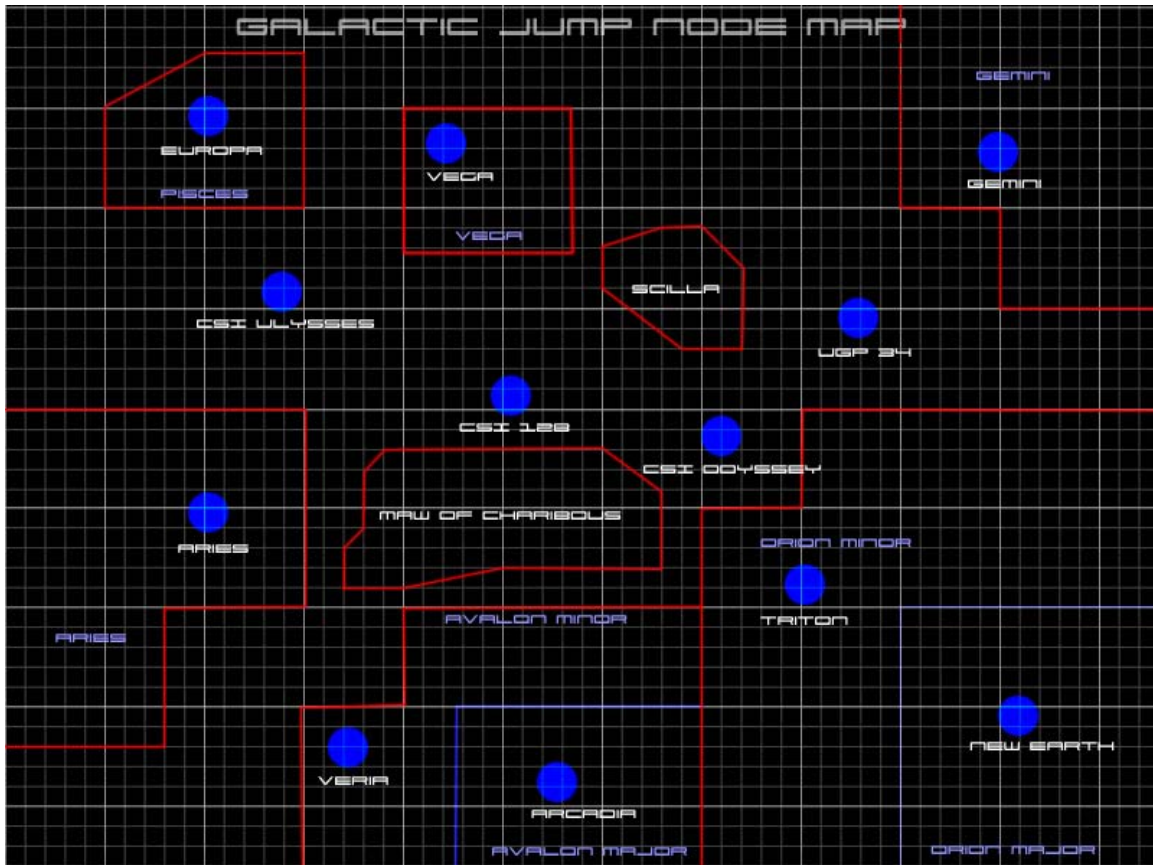
Perhaps they were left behind to be our oracles.

Perhaps they know something we don't.

Or perhaps they are simply discarded children of a promising time. A time that now seems more like a dream than a history. Nowhere is safe now for them, or for anyone. The war is ever-present and old animosities will die very hard. The options for peace seemed to die with the exodus of the Tir'al and many forget why they fight, they just do because they are the enemy. This new generation has been brought up not to ask "why" but to simply know their enemy and to hate it.

Perhaps it is our own hate that would later signal our destruction. Our sins are always returned to us three-fold. Soon we will know the punishment for our transgressions, but that, as it is said, is a tale for another time. This tale, now, is about a new generation, prepared to fight an old enemy for a long-lost cause. Their world and existence hangs in a balance from a knife they can not see or comprehend. Soon everything will change for them. Soon, everything may well end.

The Galactic Stage



System Grid:

Red Lines – System boundaries

Blue Circles – Planetary jump nodes

Purple Names – System name

White Names – Planet/Jump Node/Region name

The setting for **Wings of the Confederation** takes place in a distant galaxy humans found after spending an unknown number of years in cryogenically frozen torpor. When their ships' primitive A.I. detected hospitable conditions in the surrounding areas, it woke the passengers up and alerted them that they had arrived at some destination suitable for habitation. The first system they inhabited was named Orion, and its first inhabited planet New Earth. From this starting point they spread out.

The Orion Major boundary is mostly formed by a gaseous nebula between the jump node at New Earth and Triton. Triton became the first world made hospitable to humans in what became known as Orion Minor. Orion Minor has fewer planets than Orion Major, and they are more spread out. The Orion Minor system tended towards research, scientific, and business oriented aims. Orion itself remains the hub of the Confederation. It holds most of the governing body for the alliance of planets on New Earth. Triton is also famous for the San Simeon Aerospace Academy, the premier pilot training ground for all of the Confederation. For Orion, the Confederation is not simply their system of government but their belief in the future. As the originator of the alliance, Orion feels they are the de facto 'head' of the Confederation and the sheer weight of protecting the colonies falls upon its shoulders alone. When the Tir'al began their exodus, it drove many a Confed captain mad that they could not escort the ships off world, or even accompany them. When the Union invasion began in the City itself, Confederation ground forces responded quickly. They were not quick enough, however, for all the Avalon Matron Sisters stationed aboard the City were dead by the time

they arrived to drive off the Union marines. On the station they found a shocking surprise: children. Half-blooded infants and youths from Tir'al and human unions had been left behind, nearly five hundred of them. They had been locked away in sealed rooms littered with dead Matron Sisters. Many of the children had been executed by Union marines as well. All in all, Confed Marines rescued three hundred and sixty half-blooded children from the City of Light. Their whereabouts were classified at the top-most level following this. As the war rages on nearly a decade later, the center host for the Confederation still believes that they are the mother and father of the colonies. They will do nearly anything to preserve that alliance, and perhaps more to the core of the philosophy, to preserve its place at the top.

Arcadia was the next world discovered by the Humans. It became the capital for a new system they lovingly called Avalon. Arcadia itself is a fairly odd planet, with soft, white-sands yet plenty of water. Enormous crystal structures are common on this planet, and they have used this to create an ethereal feel to their buildings and tools. Avalon Minor was an add on settlers found when the Jump node to Veria was discovered. It should be noted here that Arcadia and Veria have a form of Matriarchal society. Women in this system are seen as the dominate gender and after some generations passed, a Queen Mother was elected into its parliament. Since then Avalon has adopted a form of feudal society. During the blockade, Avalon rushed to her Orion brother's side and aided with the liberation of Pisces. The Matron Sisters, a pseudo-religious order of warriors, personally oversaw the final voyage of the Tir'al. While all of the Confederation grieved at the thought of these elegant beings leaving known space, the Matron Sisters considered it their destiny. Because of their noble respect, the Tir'al allowed them to witness their passing from the City to their ships and to protect them in their evacuation efforts. It was these brave women who bore the brunt of the Union ground invasion. There was not a single survivor among them and it is commonly believed that they died protecting the half-blooded children that the Tir'al left behind, perhaps in their care.

Pisces is the home of the City of Light. While it is now nothing more than an empty shell of a war-gutted city, the home of the Tir'al still stands as a symbol of unity for the Confederation. The actual central world of Pisces is so far from any star that it is unable to sustain any sort of life on its own. Scientists from Orion colonized the barren surface of Europa soon after the first meetings with the Tir'al. While it sustained assault during the blockade, Europa was able to recover. Its surface is littered with beautiful, fully-lit and self-contained cities. Similar, perhaps, to the City of Light in that respect, it is nonetheless human in its origins. Where the City of Light seemed alive, Europa is manufactured, and where the Tir'al home seemed crafted by the finest artist, Europa's construction was guided by the hands of an architect. It is now the center of strategic development and is constantly a target for Union invasion. Because of this, it is one of the most highly guarded areas in Confederation space.

Aries is an industrial sector, but different from Gemini. It is an area of technological marvels and innovations. Before the Colonial Wars, Aries and Orion Minor worked together to churn out amazing works of scientific research. It was this union that perfected and simplified the early node jump drives. Along with the industrialized Gemini, Aries became rich by its innovations and technological leaps forward. When the Tir'al emerged to help the scientists of Orion Minor construct the first Solar Fusion core for terran use, Aries itself took a massive hit. Solar Fusion was cheap and reusable, something Aries technology could not match. When Gemini proposed an alliance of Industrialized colonies and formed the Union, Aries eagerly jumped onboard. Aries hated the Tir'al simply for destroying their business, and the initial blockade was, for them, an entirely altruistic protest for human jobs. Gemini's hatred for the race and their limitless fuel, however, was not. When the war began, Aries had little to no choice but to side with Gemini and the Union. Being so far from the other Union systems however, has made them hesitant to throw much weight into the war.

Gemini is the dark cloud of industrial progress. Surrounded by asteroid belts and gas giants, this colony became the fuel and resource center early on. When Pisces and the Tir'al were discovered the Solar Fusion Core invented, their livelihood was directly destroyed. It was Gemini who initialized the blockade of Pisces, and it was Gemini who ordered the destruction of the City of Light. Now the center of the Industrialized Union, it is owned by large business, corrupt with their attempts to maintain control of their profits. Mercenaries and corporate pilots make up most of the Gemini fleet, although the Union Navy is centered here. Ships that come from Gemini tend to be enormous monstrosities of rough metal and machinery. Stolen plans from the City of Light invasion allowed Gemini to copy the Solar

Fusion Core and it has since adapted it for their own uses against the Confederation. While it still mines the resources needed to fuel an entire Navy, their Solar Cores rarely need such massive maintenance. Instead of straight sunlight, however, Gemini prefers to use the gas mined from its many surrounding planets.

Vega is the smallest sector in the Union. It boasts few resources and very little in the way of inhabitable planets. What Vega does control however, is the fringe of known space. Most, if not all, the jump nodes discovered to other regions of space belong to Vega and they have been notoriously protective of their possessions. Despite its small size, Vega is in a fairly interesting position. It is the only system within easy jump range of Pisces, as every other system must cross the precarious vortex of Scylla or the maw of Charibdis. While not an overtly hostile world, Vega seems to be innocently manipulated by its larger cousin, Gemini. It was reluctant to supply its parent colony with the Pisces jump codes, but in the end it became swept up in the attempted genocide of the Tir'al race. It now sits isolated as the war wages on, in constant need of protection from the ever-guarded Pisces sector.

Colonial Technology

Technology in **Wings of the Confederation** attempts to create a 'realistic sci-fi' feel. Battleships are enormous, but everything aboard that ship has a function. Doors still hang on hinges, seals are still wheeled-shut. Think of the technology in this game as present day technology in space. There are still computer terminals and switchboards. Calls are placed over wired communications arrays between stations. The difference is that they can transmit through space and through established subspace jump node arrays.

Fighters are rugged and realistic. While perhaps smaller than today's jet fighters, they still are cramped for their pilots and rely on mostly pilot skill. They land by manual control aboard space-based carriers and take off much the same way. If you have ever played games such as "Wing Commander" or seen "Battlestar Galactica" perhaps you'll get a feel for what this is about.

Jump Drives & Nodes

Jump Drives are the single most important development in the current age of man. They allow ships to travel at Faster-than-Light speeds towards other destinations. They utilize a powerful space-time phenomenon where a ship can enter a transient space alleyway known as Subspace and travel faster than light towards a location. FTL drives are expensive however, and without very precise coordinates, subspace access could throw a ship straight into a star. Also, Jump Drives use a lot of energy. Jumping across systems exhausts a ship's battery for long periods of time, so when a ship jumps, it must be careful that it jumps into a safe area because they won't be able to jump out again anytime soon.

Nodes are known Subspace route-markers. A ship who uses a beacon can be fed coordinates from the computers installed on that beacon and make the jump to its neighboring location faster, easier, and safer.

Cyberware

In this setting, cyberware is rare and hardly ever used. Your campaign may differ of course, but for the most part people tend to keep their biological body parts.

Neural-Projection Interfaces

Projection interfacing was an old technology when the terrans arrived in Orion. The ability to holographically project images was invented long ago, but it has been perfected and its process simplified over the years. It is now possible to jack information directly to a person's mind. Via a small surgery, a coder chip is placed at the base of the skull and when used in conjunction with a projector interface, can pump information directly to a human's mind. When holographic projection systems activate, anyone with this chip can also feel that projection as well. No direct connection is necessary, the projection itself puts out a signal that the chip picks up and transmits to the mind what it desires to feel. It does have limits however, to prevent this method from delivering harmful effects. Often this leads to "dulled" sensations, though even with this, Projection entities can feel entirely real.

Pilots have been using this technology to better interface with their fighters as well. By jacking information from the ship directly into their field of vision, targeting, navigational and sensor information is easily displayed without the need for cluttering the cockpit full of hard-to-read instrumentation. This kind of data is now readily available at the pilot's leisure, projected at his peripheral vision or directly in his visual field as a translucent screen.

Projection technology has been introduced in the classroom as well. Virtual environments can now be simulated at the touch of a button. Training new pilots in simulation arenas can give a very real sensation that they are actually flying and not piloting some video game. Not only sight can be reproduced but with a neural-jack, tactile sensation as well. Inertial feedback can be achieved by tricking the brain through advanced imagery helps a pilot learn to deal with G-force problems during maneuvers.

In addition to shipboard uses, the Interfaces have been implemented into the Marine Division. Soldiers now have their weapon and equipment readouts within easy reach. Sensor data is replaced by positional data of their comrades, objectives and other waypoints dictated by a central command officer (CCO). Weapons are often outfitted with targeting systems that are fed directly into the soldier's field of vision, improving accuracy and decreasing the threat

of friendly fire. The CCO can also code the projections to color code by IFF friendly and hostile targets, further decreasing the chance of hurting friendlies. This technology is also available for military sidearms as well. Pilots often carry a pistol that interfaces with their neural jack.

Artificial Intelligence

Further development of the old A.I. systems of earth, along with advanced Holographic Projection technology, has led to the new era of A.I. While fully synthetic, A.I. now can take on a full blown personality of itself. Shipboard A.I. can project itself onto the deck and speak with the ship's captain, or a fighter's A.I. can warn of incoming fighters and even pilot a ship should the human be hurt. It is not uncommon for A.I. to learn and grow as they age, becoming frighteningly human in their quirks and simulated emotions. More than one case has been documented of A.I.'s and pilots having... feelings for one another. This kind of emotional attachment is dangerous but also counts towards pilots and captains becoming attached to their fighters and ships, something Confed views as necessary to loyalty.

Along this same vein, Holographic A.I. has given way to new ways of escapism. Customers will often pay great amounts of credits to live out fantasies and have companions of their very own, even if they're not entirely real. The mind can make real what the universe can not. Illegal markets of stimulation projections are prevalent on the streets. These "holographic drugs" can induce a state of euphoria, but often contain viruses that addict the user to them.

Androids

Androids are becoming more and more common in the Colonies. A.I.'s have become increasingly aware and their personalities have cried out for their own ability to move about independent of a ship's holographic network. Androids are robotic shells made to look human in which an A.I. can implant itself. While aboard a ship, many A.I. still prefer to appear as a holographic projection (which they can do anywhere on the ship, they do not require a "projector"-base), but when traveling on-world, many A.I. adopt this visage. If an A.I. is killed in this form, their consciousness must be jacked from the memory core of the Android and transplanted back into their original host machine.

Solar Fusion Core Technology

This leap-forward invention was not really an invention at all. To the Tir'al this was ancient technology, and in some ways it wasn't technology at all, but a way of accepted life. Solar Fusion works on a very basic principle: light is energy and energy is life. Through collection of energy (often solar or light), the process spins out other energy into a more cohesive function (such as propulsion or weaponry). Because this form of energy fuels on other energy it's a never-ending cycle, and the process recharges itself after only a short time, making the process endlessly fuel efficient. In the absence of its primary source, notably solar energy, this process will eventually die however. While artificial light can fuel fighters and other relatively low-output energy sources, it can not sustain the cores of such things as Carriers or stations like the City of Light. Also, expending the amount of needed energy to activate and use a jump node requires massive expenditures of energy which the Cores must replace. This often takes some time and is the reason many ships do not jump continuously but prefer to take the shortest routes possible with the least amount of jumps. Typically, a drive will need half an hour to an hour to recharge in the presence of a solar source, or eight to ten hours without one.

Ground Transportation

Ground transportation in the Colonies is efficient and cost effective. In the major cities, public transportation is used more often than personal transportation. This takes the form of hovercraft, sky-trains, and spaceflights. Personal transportation such as motorcycles, cars, and other vehicles are not that much different than today with the exception of hovering technology. Cars and motorcycles now operate on a limited anti-gravity mode where they hover about 10 centimeters to a meter off the ground. This can be adjusted and some vehicles can "fly" up to a hundred meters in the air. Shuttles are often used this way, traveling between skyscrapers and cities like trackless trains.

When starfighters fly through atmosphere they use a similar method to remain aloft, as they are often not the most aerodynamic and streamlined for air-to-air combat. When in

atmosphere subtract 1D from their maneuverability due to this problem. (If this takes them into the negatives, subtract the remaining dice from a pilot's piloting pool.)

Focal Point: Characters

There are many types of characters to play in this setting, from naval pilots and crewman to marines to traders to smugglers and pirates. As of this point in the **Wings of the Confederation** storyline, there are only two races available to characters: humans and the half-bloods. Humans far outweigh the half-bloods in numbers, and if you had read through the sections on Avalon and Orion, you would know there are only a few hundred Half-bloods in the Colonies period. Of course, those few hundred are not the only ones in the area, as some had lived with human parents before the exodus. However, by and large, most of the Half-blood population stemmed from those rescued on the ravaged City of Light.

Character Creation Essentials

You may use any of the three creation methods listed in the D6 Space book for creating a character: the Template (which will be provided at the next section), the Point Pool, and the Defined Limit method. Because of the nature and theme of this story, characters have certain creation quirks to them. See below for details on the Human and Half-blooded creation quirks.

Note on Special Abilities: Most Special Abilities do not fit in this world, and the gamemaster should take care to exclude any they don't feel is fitting with the mood of their story.

Humans (or Terrans)

Humans are *the* sentient species in the known colonial galaxy. They are not originally from this area but came here aboard a ship from a place called Earth. No one knows how long they traveled in cryogenic sleep to arrive in this place, nor how far away from their origins have they traveled. What is known is that they established the original five colonies of Orion, Avalon, Gemini, Vega and Aries before discovering Pisces and the City of Light. Many Terrans are prejudiced against the mystical Tir'al race and now that they "abandoned" humanity, their Half-blooded children are even more despised.

Appearance: Their looks and behaviors vary widely from person to person and no two are alike. They range widely in skin-tone, hair-color, eye-color, height and weight, and even facial and body design.

Quirk: When Humans came from Earth, they brought with them history, race, creed, and culture. Humans are extremely resilient and adaptive, able to change with the times. They receive no beginning disadvantage or advantage.

D6 Space Creation: Same as stated in "d6 Space: Characters"

Disadvantages

None.

Special:

None.

Metaphysics

While not implemented at the time of this writing, Metaphysics may always be brought into your game. It is advisable to have this ability be bought in-game and not at creation. More often than not Orphans will manifest this ability, though for the sake of game balance, this may not always be the case.

Character Show Case: Matt "Targeter2" Glass

Race: Human

Affiliation: Confederation

Position: Pilot, CSS "Glory" 101st Tactical Fighter Squadron

Rank: Captain

History:

Born on Triton, Matt was like many of the children who had fathers fighting in the war. They dreamt their entire lives of graduating from the San Simeon Flight Academy and going off to fight against the evil Industrial Union. He was a born pilot and from the age of five, he dusted around in flight simulators and became familiar with the warbirds in the sky. When he

finally enrolled in the Academy at the age of sixteen, Matt was already a great pilot. His record all through school was exemplary and clean. The only spot on his record was becoming involved in a pub brawl that had developed over another student. Apparently some pilots had discovered her to have been an Orphan and when she resisted their advances and slandering remarks, they took to using force. Matt was the only one who said anything to them about it, despite his own reservations towards the half-bloods. A fight ensued and while Matt defended her, the two never spoke again at the Academy.

His call sign "Targeter2" is something of a mystery. He earned it sometime during his time at San Simeon but no one can honestly remember where he got the "2" from. He hasn't said, even when asked. He merely shrugs and changes the subject.

Upon graduating from the Academy, Matt received a post with the 101st aboard the CSS Glory, a most prestigious position. The 101st are the premier fighter squadron in the Confederation and pilots currently flying with them are the best. Over the past year his service record has become even more outstanding than his Academy record. Promotions came through and Matt now leads the 101st's Gamma Wing.

Human-Tir'al Half-blooded (the Orphans)

Half-bloods, or Orphans as they've come to be called, are the result of a union between a Human and a Tir'al. During the short time the Tir'al and Humans met, mingled, and inter-bred, there was intense amount of pressure between the two races. Tir'al Technology was undercutting the Union's profits by huge margins and the elfin race began to take the brunt of their anger and despair. Racism against the mystical, enigmatic race did not end when the Tir'al left on the Great Exodus. In fact, it only got worse. The Half-blooded children left behind now bear the mark of their parents' distrust, racism, and fear. They themselves often hate the Tir'al for abandoning them, and find little in common with the humans who see them as a scourge. Orphans have a fiery passion that is very deep rooted and can culminate in intense feelings such as rage, lust, despair, love, or even jealousy. Whatever they do, they do with all their soul.

Appearance: Orphans have much the same variability as their human parents, though several things are common. Most have light, feathery hair that seems to glow in the light. Their eyes are always dark, with shifting sparkles within them. Their skin is often paler than their human counterparts, and they are most often slightly shorter. Orphans also tend to have slightly pointed ears, though this varies widely depending on if the father or the mother was Tir'al.

Quirk: Tir'al had the mystical ability to feel the energy around them and channel, sense, and even control it. Their children are not as gifted unfortunately, though they have been given the unique ability to sense cosmic resonance, the very energy of space itself. If an Orphan concentrates, she can see patterns in the void and use it to find her way if lost. In addition, some Orphans are reported to "hear" space talk to them about the past, the future, and the here and now. This has not been substantiated by fact.

D6 Space Creation:

Disadvantages

Prejudice [R2]: Nearly all humans despise Orphans in some way. While some Orphans may be able to disguise themselves as humans, many simply fade from existence, unable to take the brutal hatred that lies ahead of them.

Special

Cosmic Resonance Sensitivity: Orphans are sensitive to the life force of the universe, which the Tir'al called the Cosmic Resonance. They do not have the control over it as their parents did, but they do sometimes get hints and help through it. They are sensitive to the life of the galaxy as a whole, and even individuals in the smaller scale. Because of this, Orphans receive several benefits due to their innate connection. Whenever an Orphan attempts to navigate their way through space, read another life form (animal or human), or come under any harmful attack without their knowledge, they receive a +1D bonus to those corresponding actions. If no roll seems appropriate, roll their Perception +1D. It is typically a Moderate roll to really "listen." At the GMs fiat, Orphans may also receive periodic dreams about the past, future,

and even far-away events in the present. The more Fate points an Orphan accrues, the stronger this latter ability manifests.

Metaphysics

At the time of this printing, Metaphysics have not been applied to this universe. However, if you would like to apply this aspect to your game, the Orphans are the most likely candidates to have such a thing. While they may learn it, they may not start out the game with any dice in this attribute.

GameMastering the Orphan Cosmic Resonance

This special trait seems very vague at first, but the reality behind it is that the cosmos, and everyone living in it, is tied together. Every bit of light, life, and spark of sentience creates a strand that has woven itself into a cosmic entity almost. The Tir'al were sensitive to this life force and could touch it, sense it, and even alter it slightly. Their children, the Orphans, do not have this gift in its entirety. What they actually do have is an unconscious, awakened connection to this life force. They can hear it, but can't touch it. Many of them have no concept as to how or what gives them "nudges" towards their understanding, but nearly none question it. Think of the Resonance as a sort of spiderweb that's attached to every hope and life in the universe, and imagine an Orphan's ability to just brush along one of those strands from time to time without any realization the web exists. When describing the Resonance's "voice": imagine it like a million whispers all giving their hints at once. Characters such as Shutty (below) have not learned to channel these effects, and listens instead of feeling it. Many Orphans instead have learned to simply feel the voice, and let it guide them. In Shutty's case, this lack of learning can lead many an Orphan insane...

Character Show Case: Sara "Shutty" Lindsay

Race: Orphan

Affiliation: Confederation

Position: Pilot, CSS "Galaxy" 42nd Support Fighter Squadron

Rank: Lieutenant

History:

Sara remembers very little of the attack on the City of Light. She doesn't remember her mother bringing her to a room full of children before saying her last goodbye. She does, however, remember watching the ships leave. She remembers because of how pretty the lights were as they sailed away into the void. Sara can remember pressing her hand against the glass and shouting for her mother, even though she somehow knew she was on that ship. Beyond that, she remembers nothing until she was eight years old and living with an aging ship mechanic on the CSI "Haven," a space installation just outside Orion Minor. There she learned how to fix, repair, and even fly all sorts of spacecraft. Her "father" was mostly a drunk that had been handed this little girl by a bunch of strange women in white and told to take care of her. While he knew nothing about raising kids, he knew a lot about fixing ships, and so he brought her up to be a mechanic. By the age of thirteen, Sara was working full time in her adopted father's repair shop. In her free time she would sit out by the observation deck, watching the planets and stars. Sometimes she could hear them speak, in their own way, and sometimes they would talk to her. She kept this from her father however, because he would just consider her insane and ship her off somewhere.

At sixteen she had saved enough money to ship herself off and headed to the Academy. Sara was a natural pilot, but unfortunately she was also something of a... brash pilot. She hated authority, especially the snotty humans who found out about her heritage. They called her rude remarks like "Half-blood" and "elf" among others. She hated them all, and as time went on, she hated her mother most of all for abandoning her in this hell hole. Her anger and frustration made her better, and many of the male pilots despised her even more for that. During one encounter at a pub some of the more pig-headed cadets began to push her a little too far and before she knew it, she'd struck one of them. Another pilot attempted to help her but it was far too late. She loved every minute of it and in her mind, she hadn't needed help. Escaping without major injury she thanked her partner in crime but had no time for introductions before the MPs showed up. She never saw him again.

Shutty was one of the unfortunate Orphans that were horribly abused during Black Friday. While she survived the ordeal, she has had a burning hatred for the Union since then. She refuses to talk about her time spent in captivity or what Union soldiers did to her and her

kindred. It is because of that abuse that Shutter tends to take more companionship in her A.I. than humans.

She took on the call sign "Shutter" after a particular rude pilot decided that was a good name for her "kind" despite its complete irrelevant reference. She supposed he meant something else but the name stuck and when Shutter graduated she ended up with the 42nd Support Squadron operating off the CSS Galaxy. Upset that the 42nd was not a front-line squadron, Shutter nonetheless continues to best herself against any and every man that comes across her.

Character Templates

Name:
Player Name:
Occupation: Marine
Species: Human
Gender:
Age:
Height:
Weight:
Description:

<u>Agility:</u> 4D	<u>Mechanical:</u> 2D+2
Brawling	Comm
Dodge	Navigation
Firearms	Sensors
Melee Combat	Vehicle Operation
Running	
Throwing	

<u>Strength:</u> 3D	<u>Perception:</u> 3D
Climb/Jump	Command
Lift	Con
Stamina	Hide
Swim	Investigation
	Search
	Sneak

<u>Knowledge:</u> 2D+1	<u>Technical:</u> 3D
Astrography	Armor Repair
Intimidation	Comp. Interface/Repair
Security Regulations	Demolitions
Streetwise	Firearms Repair
Survival	Medicine
Tactics	Personal Equip. Repair
Willpower	Security
	Vehicle Repair

Funds: 3D
Strength Damage: 2D
Move: 10
Advantages: none
Disadvantages: none
Equipment: Heavy Blaster Pistol (Damage: 5D, Clip: 12, Range: 20/50/150), Blaster Rifle (Damage: 7D, Clip: 30*, Range: 25/150/300), Combat Knife(+1D+1), Boarding Armor(+2D), med-kit (+1D to medicine rolls)

Name:
Player Name:
Occupation: Brash Pilot
Species: Human
Gender:
Age:
Height:
Weight:
Description:

<u>Agility:</u> 3D	<u>Mechanical:</u> 4D
Brawling	Comm
Dodge	Navigation
Firearms	Piloting
Melee Combat	Gunnery
Running	Sensors
Throwing	Vehicle Operation

<u>Strength:</u> 2D	<u>Perception:</u> 3D+2
Climb/Jump	Command
Lift	Con
Stamina	Hide
Swim	Investigation
	Search
	Sneak

<u>Knowledge:</u> 3D	<u>Technical:</u> 2D+1
Astrography	Armor Repair
Intimidation	Comp. Interface/Repair
Security Regulations	Demolitions
Streetwise	Firearms Repair
Survival	Medicine
Tactics	Personal Equip. Repair
Willpower	Security
	Vehicle Repair

Funds: 3D

Strength Damage: 1D

Move: 10

Advantages: none

Disadvantages: none

Equipment: Light Blaster Pistol (Damage: 4D, Clip: 20, Range: 15/40/120), med-kit(+1D to medicine rolls), survival knife(+1D, +1 to survival rolls), flight suit(+1D armor, +4D to resist vacuum, 48 hours of air), survival kit(2 days rations, +1D to survival rolls)

Name:
Player Name:
Occupation: Smuggler
Species: Human
Gender:
Age:
Height:
Weight:
Description:

<u>Agility: 3D</u>	<u>Mechanical: 3D</u>
Brawling	Comm
Dodge	Navigation
Firearms	Piloting
Melee Combat	Gunnery
Running	Sensors
Throwing	Vehicle Operation

<u>Strength: 3D</u>	<u>Perception: 3D</u>
Climb/Jump	Command
Lift	Con
Stamina	Hide
Swim	Investigation
	Search
	Sneak

<u>Knowledge: 2D+1</u>	<u>Technical: 3D+2</u>
Astrography	Armor Repair
Intimidation	Comp. Interface/Repair
Security Regulations	Demolitions
Streetwise	Firearms Repair
Survival	Medicine
Tactics	Personal Equip. Repair
Willpower	Security
	Vehicle Repair

Funds: 3D
Strength Damage: 2D
Move: 10
Advantages: none
Disadvantages: none
Equipment: Light Blaster Pistol (Damage: 4D, Clip: 20, Range: 15/40/120), Light Freighter(see D6 Space), illegal neural-projection chips, fake transponder codes and IDs

The Military

This section will provide the Gamemaster with a brief overview of how the Confederation military works (for the Union it is basically the same, modify as you see fit). A common question I'm getting is why is there no Enlisted ranks for the Marines. For the most part all Marines are highly trained forces and in this setting, a Marine is an officer, right down to the boarding grunts. The Enlisted ground forces do not operate aboard a starship.

The Chain of Command

The chain of command or rank structure is broken into two sections: the navy and the marines. While the marines themselves are part of the army, they function as the army and ground forces of the Confederation and Union alike. Names in () will be typical positions for these people. O-10 through O-7 are typically senior desk jobs and not active fighting duty. Commodore may oversee a battle group however. E-9 and E-8 are often desk jobs as well and not actively serving.

Code	Starfleet	Marines
O-9	Admiral (ADM)	General (GN)
O-8	Commodore (COM)	Lt. General (LTGN)
O-7	Commander (CMDR)	Commander (CMDR)
O-6	Colonel (COL)	Colonel (COL)
O-5	Major (MAJ)	Major (MAJ)
O-4	Captain (CPT)	Captain (CPT)
O-3	Lieutenant (LT)	Lieutenant (LT)
O-2	Lieutenant Junior Grade (LTJG)	Lieutenant Junior Grade (LTJG)
O-1	Ensign (ENS)	Ensign (ENS)
E-9	Fleet Chief (FC)	
E-8	Senior Master Chief (SMC)	
E-7	Master Chief (MC)	
E-6	Sr. Chief Petty Officer (SRCPO)	
E-5	Chief Petty Officer (CPO)	
E-4	Petty Officer (PO)	
E-3	Petty Officer Junior Grade (POJR)	
E-2	Deckman (DM)	
E-1	Deckman Basic (DMB)	

Common Officer Positions

Commander of the Fleet: Admiral
Battle Group Commander: Commodore
Ship Commanding Officer: Commander
Ship XO: Colonel
CAG or Multi-Squadron Commanding Officer: Major, Captain
Wing Leader: Captain, Lieutenant

Fleet Overseer, Marines: General
Advisor to the Fleet Overseer: Lt. General
Division Commanding Officer: Commander
Battalion Commanding Officer: Colonel, Major
Company Leader: Major, Captain
Squad Leader: Captain, Lieutenant

Common Enlisted positions

Senior Crew Chief for Aerospace Fighter Repair: Chief Petty Officer
Single fighter repair officer: Petty Officer

Common Fleet Deployments

Battlegroups: 1 lead Carrier, 3 destroyers or 5 destroyers
Ship Fighter Complement: Liberator-Class: 3 Squadrons, Guardian-Class: 1 Squadron
Squadron: 3 – 5 Wings
Wings: 4 Fighters

Wing Designations: Alpha, Baker, Charlie, Delta, etc.
Fighter Report: "This is Captain Glass of the 101st, Wing Baker"

Call-signs

Callsigns are extremely important to pilots. They are usually received during flight training at the academy for some "quirk" in their behavior or some notable deed. Often these names are somewhat humiliating and almost are never complimentary. No sense need be made when designating a call-sign.

Saluting

Like the military here on Earth, the pilots and marines in the Confederation and Union Starfleets salute by placing the hand, palm down, just above the eyes.

Women in the Military

The Colonies do not view any difference between men and women when it comes to serving in the Starfleet. Women have proven to be just as effective in combat as men. In Avalon, this is taken a step further where men are privileged to be able to serve instead of vice versa.

The Aerospace Academy at San Simeon, Orion Minor

The San Simeon Flight Academy is the most prestigious of Fighter Pilot training school in the known systems. Similar to Earth's West Point, the pilots who graduate from San Simeon are often the best and brightest officers the Confederation (and Union) have to offer. Until the beginning of the Colony Wars, pilots from all six systems came to San Simeon. It has two distinct locations, on Triton itself and on a floating space station in Triton's orbit. Cadets will usually spend 2 years on Triton's surface school learning the basics of flight and combat before graduating to the orbital station for their last two years.

The first two years of training commonly takes place in simulators, via the newly embedded Neural Interfaces. The surgery for placing these devices usually takes place 3 months prior to a freshman's first class. It is a painless surgery and takes roughly ten minutes. The standard difficulty for this surgery is as per "Neural Jack" in D6 Space.

The final two years is usually spent flying real fighters. Those who do not "hack it" for fighter-detail in the first two years sometimes end up flying the larger support and sensor craft. Oddly enough, Fighter pilots do not tend to put down these pilots, as the S&R teams are often their only hope in an ejection-situation.

Typical Fighter Pilot Gear

Confederation Dress Uniform (Gray)
Flightsuit (contains):
 Basic medkit: +1D to medicine rolls
 Oxygen: 48 hours
 Survival gear: +1D to survival rolls
 2 days rations
 Flak protection: +1D armor
 Vacuum protection: +4D vs vacuum effects
Light blaster pistol (Damage: 4D, Clip: 20, Range: 15/40/120)
Credchip
Dog tags (name, call-sign, rank, Confed ID number)
Survival knife(+1D, +1 to survival rolls)

Typical Nightingale Crew Gear

Confederation Dress Uniform (Gray)

Flightsuit (contains):

- Basic medkit: +1D to medicine rolls
- Oxygen: 48 hours
- Survival gear: +1D to survival rolls
- 2 days rations
- Flak protection: +1D armor
- Vacuum protection: +4D vs vacuum effects

Light blaster pistol (Damage: 4D, Clip: 20, Range: 15/40/120)
Credchip
Dog tags (name, call-sign, rank, Confed ID number)
Advanced Medkit (+2D to medicine rolls, including trauma kit)
Hull-breaching laser cutter
Navcom Charts (+1D to navigation rolls)
Survival knife(+1D, +1 to survival rolls)

Typical Marine Gear

Confederation Dress Uniform (Green)
Sealed Tactical Suit (contains):

- Basic medkit: +1D to medicine rolls
- Oxygen: 48 hours
- Survival Gear: +1D to survival rolls
- 2 days rations
- armor: +2D armor vs energy, +1D vs physical
- stealth tech: +1D to sneak
- vacuum protection: +4D vs vacuum effects
- Navcom interface: +1D to navigation, comm, command

Heavy Blaster Pistol (Damage: 5D, Clip: 12, Range: 20/50/150)
Blaster Rifle (Damage: 7D, Clip: 30*, Range: 25/150/300)
Combat Knife (+1D+1)

Suggested Skills for Pilots & Personnel

Fighter Pilot (Corsair/Predator)

piloting 5D, gunnery 5D, comm 4D, flight sys. repair 4D, gunnery repair 3D, sensors 4D, navigation 4D, firearms 3D+2

Nightingale Pilot

piloting 5D, gunnery 4D, comm 5D, flight sys. repair 4D, gunnery repair 4D, sensors 5D, navigation 5D, firearms 3D+2, medicine 4D+2

Marine

comm 4D, firearms 5D, running 4D, medicine 4D, navigation 4D, sensors 4D, brawling 4D, dodge 5D, throwing 4D, sneak 4D

Promotion/Advancement Requirements

What follows is an example chart you may use to determine what skills a character must possess in order to advance in rank. A squadron commander with very little ability to command makes for a very poor commander doesn't he? Feel free to change these, invent new ones or disregard them all together. I've only included the Starfleet requirements. Marines are fair game.

Starfleet Requirements

Ensign: piloting 4D, sensors 3D, gunnery 3D
Lieutenant Junior Grade: piloting 4D+2, gunnery 4D, navigation 3D+1, command 2D
Lieutenant: piloting 5D, gunnery 5D, sensors 4D, navigation 4D, command 3D, tactics 2D
Captain: piloting 6D, gunnery 5D+2, sensors 4D+1, command 4D, tactics 3D
Major: piloting 6D+2, gunnery 6D, sensors 5D, command 5D, tactics 4D, bureaucracy 2D
Colonel: sensors 5D+1, command 5D+2, tactics 5D, bureaucracy 3D
Commander: sensors 5D+2, command 6D+2, tactics 6D, bureaucracy 4D

Commodore: command 7D, tactics 6D+2, bureaucracy 5D
Admiral: command 7D+2, tactics 7D+1, bureaucracy 6D

Starships

Scale Note: These statistics use the new D6 Space version of "Scale" but if you are more accustomed to the old WEG Star Wars version of space combat, please use the scales of Starfighter, Capital Ship, and so on. Obviously the Carriers and destroyers are capital ships and the fighters are Starfighter scale.

Sensors Note: As of now there is now real concrete way to work "sensors" in D6 Space, so this document is providing a list of old Star Wars Expanded and Revised sensor stats for range and such. The Neural Interfacing gives a bonus to Sensors, so the actual sensor data does not have a skill bonus.

Capital Ship Sensors:

Passive: 40
Scan: 60
Search: 120
Focus: 5

Starfighter Ship Sensors:

Passive: 20
Scan: 40
Search: 80
Focus: 5

Starfighter Take-off and Landings

Fighters have two take-off patterns aboard Carrier starships: stage one (combat) launches and stage two launches. Stage One launches consists of the fighters being scrambled quickly through multiple-ship elevators that carry them from the maintenance deck to the flight deck. Once there, magnetic catches lock the fighters down while they full-afterburn. Once the catch is released, the fighters momentum quickly accelerates. Fighters are usually launched 4 at a time in this manner.

Stage Two is safer but takes more time. The fighters will be ferried to the flight deck through individual elevators and then the pilot can taxi his fighter onto the launch-way and await control's signal for take off. They usually need about 200 meters of launch space this way to get up to full speed, while Stage One launches need only 50.

Landings also have two methods. Combat landings are quick and often dangerous. An entire wing will land at once while the fighters themselves only decelerate at the last few seconds. This method is reserved for a quick get-away by the carrier. The other method involves fighters coming in one or two at a time and landing at minimum speed. The launch deck is devoid of gravity so the pilot can maneuver easily onto his or her elevator to be taken to the maintenance deck. For combat landings this takes place once all fighters are aboard and the flight deck is sealed and pressurized.

Fighters have (typically) three landing skids designed specially to take the brutal pressure a pilot will place on it during combat landings. They repel the deck slightly during maneuvering so the ship can easily wheel itself towards its landing bay.

The Confederation Fleet

CSS-09 "Liberator"-Class Carrier

This class of Carrier earned its title as it slid of the production lines at Orion Minor. Newly constructed just days before the blockade of Pisces, the ship was originally dubbed the "Judicator"-Class cruiser, but the name was changed to reflect its mission in Pisces. To date, the Liberator-class carrier is the largest ship in the Confed fleet, spanning over two kilometers in length. It holds three full squadrons of fighters, with each consisting of six individual wings for a total of seventy-two ships. The Confed currently has only three of these ships in operation: the CSS Glory, the CSS Salvation, and the CSS Independence.

D6 Space Statistics:

Classification: CSS-09 "Liberator"-Class Carrier

Designation: Aerospace Fighter Carrier and Battleship

Scale: 72

Modules:

Upgrades: +3D navigation, +2D sensors, +1D comm, +1D gunnery

Energy Core:

1 DFT Capital-Class Fusion Reactor rated at .05s

2 DFT Sub-Cap Class Back-up Reactors rated .01s

In-System Drive: *Move:* 2, *Maneuverability:* 0D

Jump Drive: x1 Node Capable

Weapons:

60 Heavy Port Laser Turrets

Damage: 8D

Range: 15/35/75

Arc: 25 Port, 25 Starboard, 5 Forward, 5 Aft

3 Point Defense Aerospace Fighter Squadrons (72 Fighters, 12 Wings)

Hull Toughness: 6D

Armor: 3D

Length: 1200 m

Crew: 5112, 80 pilots, 1200 marines

Cargo: 20,000 metric tons (consumables: 2 years)

Cost(new): Unavailable to the public sector

CSS-3B "Guardian"-Class Destroyer

Before the introduction of the Liberator-class Carrier, this was the mainstay of the Confed fleet. Capable of holding a full squadron of fighters, the Guardian-class Destroyer was both a battleship and a carrier in its day. Though it is now slightly aging in commission, the Guardian is nonetheless still widely used. It is capable enough to operate on its own or in a battle group equally well, and its speed and maneuverability enable it to engage in ship-to-ship combats that its larger cousin can not. It was common the height of the war to see a "pack" of three Guardian destroyers attack a single Union ship without danger of friendly fire. Currently there are many Guardians left in the fleet, though many are aging and badly in need of updates.

D6 Space Statistics:

Classification: CSS-3B "Guardian"-Class Destroyer

Designation: Battleship and Aerospace Fighter Carrier

Scale: 65

Modules:

Upgrades: +2D navigation, +1D sensors, +1D comm, +1D gunnery

Energy Core:

1 DFT Capital-Class Fusion Reactor rated at .04s

1 DFT Sub-Cap Class Back-up Reactor rated at .01s

In-System Drive: *Move:* 4, *Maneuverability:* 1D

Jump Drive: x1 Node Capable

Weapons:

30 Heavy Port Laser Turrets

Damage: 8D

Range: 15/35/75

Arc: 10 Port, 10 Starboard, 5 Forward, 5 Aft

Point Defense Aerospace Fighter Squadron (12 Fighters, 3 Wings)

Hull Toughness: 5D

Armor: 3D

Length: 600 m

Crew: 963, 15 pilots, 150 marines

Cargo: 8,000 metric tons (consumables: 2 years)

Cost(new): Unavailable to the public sector

CAF S-1A "Corsair"

The brand new Corsair is the mainstay of the Confederation fleet in Space Superiority and Interception. Rolled out by the Duralystic/Furastal Technologies plans just two years ago, the Corsair is fast, maneuverable and deadly. Its main designation is to take down enemy fighters before they threaten the carriers. Corsair pilots are a daring breed just graduating from the academy. The instructors at San Simeon claim a Corsair can kill you from its ease in high-G maneuvers, but so far this claim has been unsubstantiated.

D6 Space Statistics:

Classification: CAF S-1A "Corsair"
Designation: Point Defense Interceptor
Scale: 12
Energy Core: DFT Fusion Reactor
Modules: Upgrades: Neural Interface Mk. II (+1D+1 to Navigation, Sensors, Gunnery)
In-System Drive:
 Move: 12
 Maneuverability: 4D
Interstellar Drive: no
Weapons:
 Twin Laser Cannons (Fire-linked, Damage: 5D, Range: 8/25/40, Front Arc)
Hull Toughness: 1D
Armor: 2D
Length: 9m
Tonnage: 12
Crew: 1
Passengers: 0

CAF X-50 "Predator"

The slightly aging Predator was the fighter of choice for pilots throughout much of the Colony War. Its decent maneuverability, speed and armor gave it an all around "good" rating among its pilots. While the Corsair is quickly replacing this fighter as the weapon of choice for new pilots, many veterans shy away from the new ship's dangerous maneuverability and prefer to stay with what has taken them through battles time and time again.

D6 Space Statistics:

Classification: CAF X-50 "Predator"
Designation: Space Superiority
Scale: 12
Energy Core: DFT Fusion Reactor
Modules: Upgrades: Neural Interface Mk. I (+1D to Navigation, Sensors, Gunnery)
In-System Drive:
 Move: 8
 Maneuverability: 3D
Interstellar Drive: no
Weapons:
 Twin Laser Cannons (Fire-linked, Damage: 5D, Range: 8/25/40, Front Arc)
Hull Toughness: 2D
Armor: 2D
Length: 10m
Tonnage: 14
Crew: 1
Passengers: 0

CAF B-6T "Messenger"

The Messenger got its name during the opening conflict between Confederation Space Forces and Union Marines at the Battle of Europa. Messengers were newly introduced then and were sent in to destroy Union bunkers. B-6T pilots painted words of dismay all over their

torpedoes before launching, delivering their "message" to the enemy in high-fashion. Since then, the callsign has stuck and its original name forgotten. The Messenger carries two crew members, one pilot and one RIO who handles the torpedo and laser turret controls.

D6 Space Statistics:

Classification: CAF B-6T
Designation: Point Defense Bomber
Scale: 12
Energy Core: DFT Plasma Reactor
Modules: Upgrades: Neural Interface Mk. I
In-System Drive
Move: 6
Maneuverability: 2D
Interstellar Drive: no
Weapons:
Twin Laser Cannons (Fire-linked, Damage: 5D, Range: 8/25/40, Front Arc)
Laser Cannon Turret (Damage: 4D, Range 8/25/40, All Arcs)
Torpedo Launchers (Damage: 9D, Range: 1/3/7, Front Arc, Load: 4)
Hull Toughness: 2D
Armor: 2D
Length: 12m
Tonnage: 20
Crew: 2
Passengers: 0

CAF SS-23 "Nightingale"

The SS-23 was developed recently to accommodate for the refueling and maintenance of ships in flight. They are able to generate enough energy to jump-start fighters should they lose power for whatever reason. Nightingales are two-seater craft with room for three passengers for rescue duties. They are slowly becoming the true work horses for the Confederation and have been outfitted to carry extensive sensor arrays so they may act as the "eyes and ears" of their parent ship when said ship can not be somewhere on its own. The Nightingale also has a very limited Jump Drive capable to traveling between neighboring systems.

D6 Space Statistics:

Classification: CAF SS-23 "Nightingale"
Designation: Support, Sensor, S&R
Scale: 14
Energy Core: DFT Fusion Reactor
Modules:
Upgrades: Neural Interface Mk. I (+1D to Navigation, Sensors, Gunnery),
Milspec Sensor Arrays (+2D to Sensors, Comm)
In-System Drive:
Move: 5
Maneuverability: 1D
Interstellar Drive: Limited range
Weapons:
Twin Laser Cannons (Fire-linked, Damage: 5D, Range: 8/25/40, Front Arc)
Hull Toughness: 2D
Armor: 2D
Length: 20m
Tonnage: 21
Crew: 2
Passengers: 3

The Industrial Union Fleet

IUS C49 "Ravager"-Class Carrier

The Ravager became the answer to the Liberator-class cruisers of the Confederation. The Ravagers lack the sheer size of the Confederation Liberators but they can, and do, build more of them. Currently there are ten operational Ravager-class Carriers in the Union fleet.

D6 Space Statistics:

Classification: IUS C49 "Ravager"-Class Carrier

Designation: Aerospace Fighter Carrier and Battleship

Scale: 70

Modules:

Upgrades: +2D+1 navigation, +2D sensors, +1D comm, +1D gunnery

Energy Core:

1 M/IUT Capital-Class Fusion Reactor rated at .05s

2 M/IUT Sub-Cap Class Back-up Reactors rated .01s

In-System Drive: *Move:* 3, *Maneuverability:* 0D

Jump Drive: x1 Node Capable

Weapons:

50 Heavy Port Laser Turrets

Damage: 8D

Range: 15/35/75

Arc: 20 Port, 20 Starboard, 5 Forward, 5 Aft

3 Point Defense Aerospace Fighter Squadrons (72 Fighters, 12 Wings)

Hull Toughness: 5D

Armor: 3D

Length: 980 m

Crew: 4182, 74 pilots, 2000 marines

Cargo: 18,000 metric tons (consumables: 2 years)

Cost(new): Unavailable to the public sector

IUS C6000 "Hunter"-Class Destroyers

Hunters are fast and maneuverable for capital ships. They were the mainstay of the Union fleet until the appearance of the Liberators forced the IU into making the Ravagers. There are an unknown number of Hunter Destroyers in the Union fleet. Often they travel in "hunting packs" of three or more.

D6 Space Statistics:

Classification: IUS C6000 "Hunter"-Class Destroyer

Designation: Destroyer, limited capacity carrier

Scale: 55

Modules:

Upgrades: +2D navigation, +1D sensors, +1D comm, +1D gunnery

Energy Core:

1 M/IUT Capital-Class Fusion Reactor rated at .05s

2 M/IUT Sub-Cap Class Back-up Reactors rated .01s

In-System Drive: *Move:* 5, *Maneuverability:* 2D

Jump Drive: x1 Node Capable

Weapons:

24 Heavy Port Laser Turrets

Damage: 8D

Range: 15/35/75

Arc: 10 Port, 10 Starboard, 2 Forward, 2 Aft

Point Defense Aerospace Fighter Squadron (12 Fighters, 3 Wings)

Hull Toughness: 4D

Armor: 2D

Length: 400 m

Crew: 525, 15 pilots, 100 marines

Cargo: 5,000 metric tons (consumables: 2 years)

Cost(new): Unavailable to the public sector

IUF F-S32 "Reaper"

The Reaper is the Union's premier space superiority fighter. Newer than the Predator but not as new as the Corsair, the Reaper is both an even balance of maneuverability, speed and armor. The Reapers are surprisingly cheap to produce, and the Union produces them by the hundreds. It is a worry among Union pilots that it is easier to replace ships than pilots...

D6 Space Statistics:

Classification: IUF F-S32 Reaper
Designation: Space Superiority
Scale: 12
Energy Core: M/IUT Fusion Reactor
Modules: Upgrades: Neural Interface Mk. I (+1D to Navigation, Sensors, Gunnery)
In-System Drive:
Move: 10
Maneuverability: 3D
Interstellar Drive: no
Weapons:
Twin Laser Cannons (Fire-linked, Damage: 5D, Range: 8/25/40, Front Arc)
Hull Toughness: 1D+2
Armor: 2D
Length: 11m
Tonnage: 13
Crew: 1
Passengers: 0

IUF B-37 "Bear"

The Bear is the heaviest ship that can still be called a starfighter. It handles like a capital ship but can take the punishment of one. It has dual torpedo tubes and has often been called by Confed pilots the "slow moving death of capital ships." It requires a crew of two, one pilot and one RIO.

D6 Space Statistics:

Classification: IUF B-37 Bear
Designation: Torpedo Bomber
Scale: 13
Energy Core: M/IUT Fusion Reactor
Modules: Upgrades: Neural Interface Mk. I (+1D to Navigation, Sensors, Gunnery)
In-System Drive:
Move: 4
Maneuverability: 1D
Interstellar Drive: no
Weapons:
Medium Laser Cannon (Damage: 4D, Range: 8/25/40, Front Arc)
Laser Cannon Turret (Damage: 4D, Range 8/25/40, All Arcs)
2 Torpedo Launchers (Damage: 9D, Range: 1/3/7, Front Arc, Load: 4 each)
Hull Toughness: 2D
Armor: 3D
Length: 20m
Tonnage: 24
Crew: 2
Passengers: 0

Marine and Personal Firearms

Marine and Naval Firearms (Both Sides)

Energy Weapons

These weapons fire intense blasts of energy at a target. Energy weapons are the weapon of choice for the Confederation and Union alike due to the available and ease in

obtaining power-packs to fuel them. They have small clips that can be later recharged by Fusion centers.

Light Blaster Pistol (Damage: 4D, Clip: 20, Range: 15/40/120) (Pilot Issue)

Heavy Blaster Pistol (Damage: 5D, Clip: 12, Range: 20/50/150)

Blaster Rifle (Damage: 7D, Clip: 30*, Range: 25/150/300)

*Can fire Burst and Full Auto

Melee Weapons

Melee Weapons are seen less and less in today's navy. Often a pilot and a marine will carry a survival knife with him or her in case they're required to spend an extreme amount of time away from the ship or in case they become stranded. Swords are often merely for show or personal exercise.

Survival Knife (Damage: +1D, +1 to survival rolls of applicable nature)

Combat Knife (Damage: +1D+1)

Short Sword (Damage: +1D+2)

Long Sword (Damage: +2D)

Kinetic Weapons (Slug Throwers)

Kinetic weapons fire physical ammunition, which can become quite expensive. This is considered "ancient" technology and is very rarely used in the Colonies except by extremely paranoid and old-fashioned soldiers and civilians.

Kinetic Pistol (Damage: 4D, Clip: 10, Range: 10/30/100)

Kinetic Rifle (Damage: 6D, Clip: 30, Range: 20/120/250)

Gauze Cannon[Starfighter Weaponry] (Damage: 4D, Range: 10/25/50*)

Gauze Capital Ship Turret (Damage: 7D, Range: 20/40/80*)

*Gauze weaponry is the weaponry of Terra Prime (Old Earth) and does not appear in the current timeline. However, Gauze Weapons fire hyper-spun particles of synthetic materials that have an extremely short life. Once a gauze slug reaches its maximum distance, it begins to dissipate. Every round after reaching its maximum distance it will do -1D until it hits 0, in which case the slug will do nothing but particles. This was invented to prevent the problem of "random bullets" hitting ships hundreds of light years away.

Life in the Colonies

Depending on what time period you're setting your game, the life in the colonies changes drastically. Some things are relatively the same throughout all the eras, however, and I will try and expand on those first.

Religion and the Colonial Mythos

The idea of "God" has changed over the years, especially during the several hundred years that man first explored beyond their own planet. Slowly, over those several hundred years, "God" became the "All" and less of a physical person and more of a set of ideals. The basic commandments still hold their weight. Killing is wrong, stealing is wrong, coveting your neighbor's wife is wrong, etc. It is believed that when a man or woman dies, his spirit travels on into the Great Beyond, where he or she is reunited with their loved ones. While this idea is similar to heaven, it has a few differences. Only those who are pure of heart and not "evil" will be reunited and happy in the afterlife. Those who were wicked and corrupt in life will wander the Beyond forever alone.

Churches and Temples still prevail, though they are less of an organized ceremony held once a week. Now they tend to be more individual devotions to family and friends that have passed on, thanking the All for all they have. Priests, now called Clerics, travel from system to system to bless the dead and help grievers move on. Clerics are the only ones given amnesty across the lines of battle. They serve no one side.

Marriage and Holy Union

Marriage is much the same in the colonies as it is here. It is a simple ceremony that must be presided over by a Cleric but it needs to official church or temple in which to verify the union. Unlike here however, gender does not matter and the union itself makes no impact on a person's financial responsibilities. Everyone's pay is automatically docked tax to pay for government functions but beyond that, no further restitutions or filing need be made.

In the Union there was a law passed banning the Union of a Tir'al and a Human but since the Tir'al left on their great Exodus, this law is fairly moot. The ceremony of marriage itself is not registered with the government as it were, so such an event wouldn't even become a blip on the government radar. It is purely an event for those who wish recognition from the All.

Government and the Ruling Council

The Confederation itself is a Republic, much like that of the ancient romans. There is a senate that meets once a month to decide important issues. All issues must reach a 2/3rds majority, or the motion will fail. Actions such as war require the same majority, with the Chancellor (the head of the senate) making the final verdict. No star system holds any more weight than any other and as such, there are 10 representatives from each of the three Confederation colonies. The Chancellor is elected once a year by senate and is usually nothing more than a figure head to speak the will of the Senate to the public.

The Industrial Union however, is much less of a democracy. When the Union was formed after the blockade of Pisces, it swept military control over their own systems. The highest military leaders from all three planets form a ruling council and they themselves decide on the best course of action. Very little heed is paid to the public aside from basic wants and needs. However, despite all this, the Union planets do not live in Tyranny as the heads of their worlds tend to care more for the safety of their own planets than crushing the hopes and dreams of the people.

Trade and Commerce

While this game focuses mainly on the military and struggle between the colonies, there is always the trade and commerce portion of the civilian market. There are two well known and well traveled space lanes in the known Confederation and Union areas.

The first is the Lower Region Space Lane. It extends from the outer-most tip of the Avalon Minor Sector all the way northern Orion Major. These well known and traveled jump coordinates make for quick and efficient space travel to all the planets that reside in those systems. There is a link half-way between Avalon Major and Orion Minor to a node called the

CSI Odyssey. From here trade ships can make the hazardous path through the narrow space between Scylla and Charibdus. This route is dangerous to deviate from as both space anomalies are known to destroy or "lose" ships at a whim.

The second is the Upper Region Space Lane. This extends from Gemini's Core Planet (called Gemini coincidentally) through Vega and then makes a jump to the CSI Ulysses. Once there, freighters can jump towards Odyssey or continue onto Aries.

Commerce and Trade continues even as the war begins its second iteration. Both Factions need supplies to continue fighting and the Civilian Supply and Trade Bureau takes no sides. They do, however, depend on who pays the most and who can keep them safe from pirate activity, which plagues the edges of Charibdus and Scylla. The brave men and women who fly that narrow straight know all too well the dangers they face.

Times of the Year, Holidays, and the Timeline

The six colonial systems all celebrate the founding of the first colony, which also marks the beginning of a new year. Since they have no idea how much time passed while in cryogenic freeze, they began their timeline on that day. Keeping what was familiar, there are twelve months in the year just like ours, only they are all thirty (30) days instead of 30, 31, 28, etc. This is due to the more stable revolution of the planets.

Holidays are usually in correspondence to the changing of the seasons. There are major celebrations on all four of the Solstices and one larger one on the first of the year with Founding Day.

Beyond this I will list some of the more important dates:

*Note: AFD stands for After-Founding-Day, and is the accepted method of year-keeping (much like our AD). Referring to dates prior to Founding Day uses BFD (Before-Founding-Day).

January 1, 0 AFD: Founding Day

March 20, 0 AFD: The first Spring Solstice, Ostara

June 20, 0 AFD: The first Summer Solstice, Litha

September 20, 0 AFD: The first Autumn Solstice, Mabon

December 20, 0 AFD: The first Winter Solstice, Yule (Christmas)

April 16, 135 AFD: Discovery of the first Jump Node outside New Earth

February 2, 142 AFD: The first journey to Triton through the New Earth Jump Node

November 30, 156 AFD: Discovery of the Avalon System

January 5, 157 AFD: Founding of the Arcadia Colony

May 15, 164 AFD: Discovery of the Aries System

July 26, 164 AFD: Founding of the Aries I Colony

December 13, 164 AFD: Founding of the Lower Region Space Lane

March 2, 165 AFD: Discovery of the Gemini System

March 3, 166 AFD: Colonization of the first Gemini Mining Station

October 23, 167 AFD: Colonization of Gemini V

January 19, 168 AFD: Founding of the Gemini Space Station

May 2, 168 AFD: Discovery of the Vega System

December 30, 168 AFD: Founding of the first Vega Colony on Pegasus

January 15, 169 AFD: Founding of the High Region Space Lane

September 1, 312 AFD: First Contact with the Tir'al

June 3, 312 AFD: Communications established with the City of Light and the Colonies

July 22, 312 AFD: Peace Agreements established with the Tir'al

November 7, 312 AFD: The Pisces 16 Space Station founded

February 12, 314 AFD: Tir'al and Humans partner for the development of Technology

March 16, 314 AFD: The first riot breaks out on the Vega III Station between Tir'al diplomats and Colonial military

April 2, 314 AFD: Tir'al withdrawal from Vega III

August 29, 314 AFD: Solar Fusion reactors go into development with the new partnership between Tir'al scientist Miranien Duralyst and human engineer Brandon Furastal

November 11, 314 AFD: Cease and Desist order from Gemini pleaded at Colonial Senate

November 14, 314 AFD: Motion denied by Senate, development of Solar Fusion pushed forward

November 16, 314 AFD: Blockade of Pisces Jump Node by Gemini forces

November 20, 314 AFD: Senate orders the removal of Gemini forces from Pisces

November 23, 314 AFD: Colonial fleet sent to Pisces despite Tir'al wishes of non-involvement

December 1, 314 AFD: First hostile encounter between Colonial forces and Gemini's blockade

December 2, 314 AFD: The Confederation of Planets established between Avalon, Orion, and Pisces, The Union of Industrial Planets formed between Vega, Gemini and Aries. Reinforcements from all sides sent.

December 3, 314 AFD: Tir'al ships begin exodus with Avalon Matron Sisters as guardians

December 4, 314 AFD: Confederation forces pushed back, Union ground troops assault the City of Light.

December 7, 314 AFD: Union forces forced out of Pisces by Confed reinforcements, rescue Marines sent to the City of Light.

December 8, 314 AFD: Orphan children evacuated from the dying City of Light

December 9, 314 AFD: War declared on the Union of Industrial Planets by Confederation Senate

January 20, 315 AFD: Battle of CSL (Confederation Space Location) 112, both sides take heavy losses

February 1, 315 AFD: Destruction of the Union Installation Yerger at CSL 113

May 4, 316 AFD: Invasion of Avalon Minor by Union forces. Union forced back after three months of hard fighting

February 9, 318 AFD: Confed Battlegroup 3-22 lost at Charibdus, location still unknown

April 9, 319 AFD: Bitter fighting at the edge of Scylla destroys 2 Union and 3 Confed battle groups, thousands are lost.

September 13, 319 AFD: Black Friday. Union forces attack San Simeon, hundreds of Cadets are killed in the assault and 2 Carriers are lost. Union occupies Triton space.

September 14, 319 AFD: An unknown number of Cadets are summarily executed on the deck of the San Simeon Academy orbital station. The executions are broadcast to Orion Major. Nearly all the murdered cadets were Orphans.

September 16, 319 AFD: The station is retaken by a group of cadets. 39 are lost in the attack, but 4 of the 29 enrolled Orphans are rescued. The rest are assumed dead.

September 18, 319 AFD: Union forces are decimated by Avalon reinforcements and are forced to retreat. Union Carrier Ysir is lost at Scylla.

May 18, 320 AFD: Cease fire declared between Union and Confed forces at CSI 128

May 19, 320 AFD: Period of peace tentatively in place between the colonies

August 1, 320 AFD: San Simeon rebuilt in the memory of the cadets lost on Black Friday. Confed Senate passes laws of humanity for Orphans.

November 2, 321 AFD: In Vega a woman is assassinated in public, her identity is later discovered to have been an Orphan. Union forces take no action.

November 20, 321 AFD: Public protest takes place on Gemini IV, 28 students are killed by military police

November 22, 321 AFD: Union declares Orphans an enemy of the state, and suspected Orphans are rounded up.

December 19, 321 AFD: Bloody Monday. 120 Orphan men, women, and children are summarily murdered aboard a starship bound for Confed territory. The ship was shot down by Union fighters. The incident was declared a "training accident."

January 15, 322 AFD: Tensions rise in the Colonies, 200 cadets resign from San Simeon to rejoin their home worlds in the Union.

January 20, 322 AFD: Charlie Wing of the 101st is engaged by Aries patrols outside Orion Minor. Senate convenes and the CSS Glory moves to Open Space.

January 25, 322 AFD: Vega Admiral assassinated at Union Convention, peace talks fall to chaos.

January 30, 322 AFD: Both factions on the verge of war once again. Stand off between the colonies is broken by the first shots that herald in a new era of warriors and heroes. Your story begins here...

A Hint of Things to Come

What you have read here is just the beginning of the Dark Star Saga. The Great War itself is just the prelude to a much wider and more devastating conflict to come. Outside Vega, jump node signatures seem to be opening and the Pisces star is dying more and more each day. The reason for the Tir'al exodus may soon make itself apparent.

Look for more on this universe in the near future. Until then, feel free to email me your ideas, comments and thoughts at: mlkern@verizon.net