REBEL GALAXY

V1.0 by Songless

The universe is a big place, filled with wonders beyond imagination and more than a few places where the locals are entirely ready to welcome tired wanderers and show them the best their society has to offer.

Unfortunately, this particular sector is more the ‘lawless backwater’ kind of deal, so anyone offering you that kind of deal is probably trying to get you hooked on Narco Cola or harvest your organs. Possibly both.

Welcome to Rebel Galaxy, a place where the essential truth of life is that anything you have, someone else can take from you at gunpoint… and if you want to get anywhere in this wretched hellhole, you might as well be the one pointing the gun instead. The number of pirates, criminals, and other shady characters outnumbers the honest folk by a good order of magnitude, and that’s with a *particularly* generous interpretation of ‘honest’ to boot. Spaceships duke it out over everything from loot and credits to religious fanaticism and good old fashioned racist douchebaggery, and you get to fly right into the thick of it.

Whether you decide to avoid (most of the) trouble and just eke out a living on the edge of civilization, you’ve got your sights set on becoming a pirate lord out of legend, or even seek to browbeat these crime-ridden wastes into something at least *vaguely* safe-ish, get ready for a decade of swashbuckling and strangely old-fashioned ship-to-ship combat. There are dangers aplenty, but where there’s danger there’s opportunity, and we’re not even considering the imminent invasion of a race of genocidal aliens!

So strap yourself into your captain’s chair, arm your broadsides, and get ready for a colorful - and destructive - ten years.

Your time here begins in orbit of, or docked at, the space station known as ‘Rust City’. In a few moments, a certain relative of Juno Markev is going to show up, and it’s a wild ride into ever-increasing escalation from there.

You start with **1000 Credi… I mean CP**. Make them count.

BACKGROUNDS

This sector of space is home to all manner of people from across all walks of life, be it mundane or bizarre. So you might as well decide who you're going to be.

To start off, you may choose to be any species from the Rebel Galaxy setting that wouldn't draw undue attention sitting at a bar. Humans are the most numerous, but the amphibious Korians and Greel are also a common sight, as are the bulky Murath. Human-equivalent A.I. also exists, and sentient robots can be found in roles every bit as diverse as those of their organic counterparts.

You may pick any suitable age for an adult of your species, and may likewise select your gender for free (should either apply). You may likewise choose to get a full 'reincarnation' style background in this setting, complete with history, friends and so on, or choose to come in as a 'Drop-In' without any new memories or previous impact on the setting. Just say you're from another system or something, there's plenty of other folks pretending to be something they're not. Like honest.

First, you may choose to remain **Independent.** Be it a merc, a pirate, or something else entirely, you've learned to rely only on yourself. There is no honor among thieves, and putting your faith in others is a quick path to disappointment. The freedom to pick your own jobs can be worth as much as the credits you'll make, but just because you're not part of any bigger organizations doesn't mean they'll ignore you - independent contractors can be highly valued… especially if you don't mind breaking a few rules here and there.

Alternatively, you could choose to become a **Civilian**. You're part of a wide network of ordinary cutters making ends meet by supplying the various ships and stations with raw materials or the occasional bit of salvage.
Of course,'Merchant' also often means '*Smuggler*', and salvaging shipwrecks is easiest when you know the guys doing the wrecking… though at least most of your income is from legitimate sources. That whole 'piracy' thing is more a side job or hobby, reserved for your competitors, maybe?

Your third choice is to be a **Pirate**. You don't have a mast to hoist the colors from, but you sail the stars much like your predecessors sailed the seas, looking for plunder and violence. You might be a member of the Red Devil cartel, a smaller group like the Doublejacks, or a solitary ne'er-do-well, but your goal is to find the richest mark you can get and take all their stuff.

Your fourth and final option is to be a **Lawbringer**. You're actually *not* a pirate, for real this time. You might be a member of the System Militia, or just a merc with a propensity for hunting criminals, but you're someone who typically finds themselves on the side of order and justice. That doesn't necessarily mean you're clean though - even the cops aren't immune to the occasional bribe.

PERKS

- Dealing Under The Table (100CP, free for Independents)

Everyone has a price. For some, that price is credits, for others a few favors or a nuisance ‘removed’ without any inconvenient questions. For some, getting the price wrong is likely to get you shot - so it’s important to know where people stand before you try any, ah, *financial incentives* and similar kinds of motivation. You’re a master when it comes to gauging how strictly others adhere to their codes of conduct (if any), and how much whatever information or support you need might cost you. You’ll still have to decide whether it’s worth making those expenses, but at least you’re far less likely to put your metaphorical foot in your mouth and try and bribe the wrong Militia captain with a comically small number of credits.

- Dangerous Instincts (200CP, discounted for Independents)

You know, maybe you *shouldn't* take that delivery job, if doing so means getting sandwiched between a pair of angry Greel Dreadnaughts right as your destination becomes visible in the distance. It's important to stay alive and cash that paycheck, so you've cultivated a healthy aversion to unnecessary risk. Or rather, you're superhumanly gifted when it comes to estimating the long-term risks of any particular project, job, or other such activity. You might not be able to tell how or why, exactly, but you'll always have an unreasonably accurate guess at how likely you are to get blown up. The only downside is that it only covers direct harm, so while you can easily predict how likely you are to get shot (or at least get shot too much) while doing a job, it's not going to predict hurt feelings, resentment or other such long-term consequences. Even if those might *also* get you shot a bit later, say by folks you've pissed off by killing their friends.

- Reliable And Trustworthy (400CP, discounted for Independents)

Well, by comparison, anyway. In this business - or any business, really - it’s all about who you know and how to use those connections. A favor for a favor, quid pro quo, it’s all about reputation and managing expectations… and you’ll find it’s vastly easier to improve people’s opinions of you with even just a modest effort. Do a few jobs, help a few folks in need, and before you know it you’ll be seen as a long-standing and trusted friend even if you were a complete unknown not so long ago. But better than that, it seems you’re never quite without an ‘in’ even among people who don’t want to see you. Even if things have deteriorated (or started out as such) to the point that they’ll shoot you on sight, you’ll still be able to find ways to restore some level of trust and respect, if indirectly.

- Rising Star (600CP, discounted for Independents)

Never settle for second place. Never accept mediocrity. You’re going to be the best goddamn pilot in the sector, and *nothing* will stand in your way! You’re a savant when it comes to finding ways to improve yourself and the gear, ships, and techniques you make use of, but more than that, it seems that fortune itself is on your side whenever you need to get your hands on some better stuff.

It’s far easier for you to get your hands on components or designs normally restricted to high ranking members of certain organizations, and you’ll run across unique and hard-to-find upgrades with startling regularity. From specific types of shields to perfect your combat tactics to

salvaged alien guns that outperform anything on the market today, you *will* eclipse all others given time… and you won't even need all that much of *that*, either.

- Asteroid Digger (100CP, free for Civilians)

You can't squeeze blood from a stone, but less grim and more profitable materials? That's a different story. Mining might not be glamorous, but it's useful nonetheless, and you're an old hand at any kind of resource extraction. From asteroids to icefields and beyond, you can effortlessly spot the richest zones and the most profitable spots to aim your mining laser at. Plus, it seems you're unusually lucky when it comes to the results of your digging: a cargo hold full of metallic ores or raw Obtanium might pay the bills - but the occasional container full of meteoric diamonds is where dreams are born.

- Small Fry, Big Effort (200CP, discounted for Civilians)

You're not worth it, really - any gain from fighting you when you've already given up is just too much trouble. Well, you say so, anyway, but with this Perk it's far easier to convince others of that idea as well. So long as you're willing to offer a modest reward, like a good amount of credits or (some of) your cargo, anyone looking to take advantage of you will be far more likely to accept this limited reward and let you go your way without further trouble. Hell, it seems you'll even instill some common sense in the brigands and raiders out there, in that they won't even bother taking it out on you if you have nothing left to give up (or you fake it well enough). After all, if you have nothing of value to loot, even the minor damage an obvious failure like yourself might inflict is just not worth it…

- In The Loop (400CP, discounted for Civilians)

Stay connected, and you'll be part of a society spanning dozens of stations and planets just in this sector alone. You're unreasonably good at keeping up to date on local (and not so local) news, allowing you to take advantage of market shifts, avoid pirate threats, or reach lucrative opportunities far easier than before. Don't ask about that signal transmitter, it, uh, was already hacked when you got there.

This talent also works both ways to some extent: much like you can easily get your hands on useful information, any kind of outgoing contacts, like distress calls and hiring some help for particularly risky supply runs, will likewise be much more successful.

- Gold And Whiskey (600CP, discounted for Civilians)

Money makes the world go round, and credits are the lifeblood of the interstellar community. You've set out to make money out there, and *boy* are you good at it. From working a system's trade lanes to performing odd jobs and ice field mining to smuggling the finest Narco-Cola, you'll get plenty more profit out of doing… well, just about anything really. Expenses are down, profits are up, and you can't go more than a few minutes before spotting a new way to make a quick buck.

And of course, profit doesn't come as just credits. If you've got something someone else needs, well, why *not* take advantage and use their desperation? Some under-the-table jobs or sending them off to… *acquire* some rare item you need in return can help you far more than mere cash.

The Korians would be plenty happy to harvest your organs anyway, but with your mercantile talents it might just be out of curiosity over whether those organs are made of solid gold!

- Leer And Sneer (100CP, free for Pirates)

It's not just *what* you say, but *how* you say it - the first step towards cultivating a reputation as a badass who's not to be crossed is by sounding the part. Intimidation is the name of the game, and you're pretty damn good at scaring folks. When you tell a merchant to drop his cargo or breathe vacuum, it's going to take some serious balls (not to mention guns) before they'd consider saying 'no'.

- To The Victor Go The Spoils (200CP, discounted for Pirates)

You win the fight, you get the loot - that's how it's supposed to work, right? And with this Perk, you can trust that it *does*. Whenever you get into any major fights, you're guaranteed to get at least some manner of loot, spoils, ill-gotten goods or other wares you can take for yourself. No longer will you have to worry about ships you destroy leaving nothing but wreckage behind - even if they weren't carrying any valuable cargo, you'll still be able to salvage some bits and pieces from their burning remains. It won't necessarily be extremely valuable stuff, but you *do* get more pricy loot the more dangerous the foes you beat, and it seems you're unusually lucky when it comes to your salvaging, too. You're increasingly likely to get stuff that's useful for you the more dire or urgent your needs are. Do pretty well for yourself and it could be anything, really, but if you're running dangerously low on ammunition for your missile launchers, you're practically guaranteed to run across some 'lost' ordinance crates you can use to replenish your supplies.

- Untouchable (400CP, discounted for Pirates)

Just shooting everyone you meet isn't gonna make you successful, it's pretty important you can get back to civilization and trade away your ill-gotten gains for… whatever, really. Guns. A bigger ship. Five metric tons of Narco-Cola. You're a particular kind of slippery bastard though, in that you'll find it *vastly* easier to not get kicked out of places just for the shit you pull out there. Folks will still be gunning for you if they see you break the law (or the 'law') right next to them, but otherwise folks are just gonna feel it's none of their business unless you're a *real* piece of work. Hell, be decently careful and you could be on good terms with the lawman, the marks, *and* your fellow pirates all at the same time!

- Go Get 'Em Boys! (600CP, discounted for Pirates)

It's not that your marks are so easily tricked, it's just that you really are *that good*. You're a genuine savant when it comes to ambushes and preparing yourself with some unfair advantages. Few could take two dozen fighter craft and surround an enemy traveling at FTL without them realizing you're there until the net is sprung. For you, it's only a modest challenge at best - and Vendo preserve whoever is foolish enough to fly into an asteroid field or a dense nebula where you've decided to lay in wait.

All it takes is some barely-trusted friends and a fake distress call - or a handy tip from an inside source - and you'll be ready to put the hurt on another naïve victim.

- An Eye For Trouble (100CP, free for Lawbringers)

Given the sheer amount of liars, cheats and criminals you're interacting with on a daily basis, is it any wonder you've cultivated a healthy dose of paranoia? You have a gut feeling bordering on s sixth sense when it comes to noticing when things don't quite add up. Traders being just a *bit* too friendly so you don't look at their illegal cargo, ‘distress signals’ that might just be a pirate ambush, friendly bartenders that are just a little too nosy… you'll know something's off, and while you won't necessarily know exactly how or why, the cautious pilot is the one most likely to survive.

- Enduring (200CP, discounted for Lawbringers)

While there are plenty of different weapons available and even more ways to fight, you're not going to make much of a difference when you're dead. Everyone will try to stay alive, sure, but you're uniquely gifted when it comes to doing so. You're an old hand at combining shields and deflectors for optimal protection, are an expert at defensive combat and positioning, and will generally push your tactics to the maximum in terms of how much punishment you can take before you start accumulating unacceptable damage. It's not just ship-to-ship brawling, either: rare is the time you don't have fall-back plans in place, like a friendly station you can retreat to in case the fighting simply becomes too dangerous.

- The Hammer Falls (400CP, discounted for Lawbringers)

Unlike the various pirate groups that haunt the sector, the System Militia prefers to use bigger, tougher ships rather than fielding a large number of fighter craft. Is it any wonder they've learned how to fight so well against (individually) weaker foes? Well, whatever the case may be *you* certainly have, because you're a goddamn master at ‘punching down’. Whether it's unleashing full broadsides against a ship one third your size, mowing down Korian ‘super swarms’ with superior firepower, or just being the meanest sonuvabitch out there, you will find yourself increasingly dangerous and effective the greater the power difference is between you (and your ship) and whoever you’re fighting. Sure, overwhelming firepower has a way of working out, but when you’re involved it’s just… *better*. It won’t be enough to completely eliminate any kind of threat on its own, but mere numbers aren’t nearly as much of a danger as they were before. As a side effect, this also seems to work really well when you’re interrogating folks - it seems there’s not that much of a difference between using Destroyer-grade cannons on some fighter craft after disabling them with EMP Flak or beating some intel out of a captured pirate captain after tying him to a chair…

- Here Comes The Cavalry (600CP, discounted for Lawbringers)

Let brigands and scoundrels obsess over personal power and influence - you know better. There is no greater power than the backing of trusted allies, and it has made you *mighty*. You are vastly more likely to get reinforcements, backup, or otherwise another ‘friendly gun’ anytime you get into danger. If you're already overpowering the opposition this might just be a light frigate and some fighter craft to help mop up any stragglers, but as the stakes go up and you're in more and more danger, the support you get could escalate dramatically. Plan to do a one-chance-only dramatic battle for the fate of the sector, and you really shouldn't be surprised

when an entire friendly fleet or two end up getting involved. They're not going to win every battle for you, but the value of competent help can't be overstated. Also, these reinforcements will often have their own reasons for showing up, if only in the ‘enemy of my enemy’ way, so you won't need to worry about being indebted to your support.

- Cockpit Competence (Free)

Odds are good you'll be spending much of your time here behind the controls of your own spacecraft, so it'll be nice to actually know what you're doing, no?
This Perk grants you a solid training in the spaceships of the Rebel Galaxy setting, ensuring you can pilot all standard models with at least some degree of skill. You'll know what all the buttons do, how to read the scanner, what to do with cargo, shoot high-energy artillery at bandit ambushes and/or the lawman and/or the competition, answer hails and all the other usual stuff one might expect to need while flying around here. It's not going to make you excel on its own, but it's a good foundation to build on.

- Headhunter (100CP)

One advantage of staying on a rather lawless frontier is that there’s a lot of folks out there who break the law (or at least, substantially more than you do). And folks who’ve become a bit too much of a thorn in the side of organized crime. And just folks who pissed off the wrong person. Fortunately for you, eliminating all these various folks tends to be a profitable business, and you’re well suited to it. You’re unusually successful at finding anyone who happens to have a price on their head, be they lawbreaker or lawbringer, and you’ll find yourself receiving bigger payouts if you do decide to eliminate such targets. Furthermore, you’ll find you can always find similar bounties in any other world you visit, with the offered rewards usually correlating to the target’s power, influence, and number of (mis)deeds.

- Multitasker (300CP)

Seventeen hostile ships, four allies, enough asteroids to make a Mukrath strip-miner drool, a cargo container in need of ‘rescue’ and *oh yeah* you're flying a ship with a different turret in every Vendo-be-damned slot.
You need to keep track of a lot of things when you're flying a spaceship solo, even before adding in the hectic chaos of battle. Most pilots would struggle paying attention to it all. You make it look *easy*.

You have a tremendous talent for absorbing information and keeping track of details, especially when doing so from numerous different sources. You can effortlessly split your focus, too, so you won't need to choose between paying attention to your scanner (to detect interesting bounties) or your shields and deflectors (to make sure said bounties don't blow you out of the sky).
It also means won't accidentally fire an Antimatter Probe at point blank range when all you wanted was to disable a capital ship with a Leech missile…

ITEMS

- Stellar Tunes (Free)

Just because you're cruising along in the middle of nowhere doesn't mean you need to do it in *silence*. So here's an extensive collection of music, guaranteed compatible with every sound system and available in the form of CDs, Data Cubes, old-school gramophone records, or just about any other kind of media you might want to use to play it. It'll default to rock tracks if left without any input, but it'll automatically adjust to provide a suitably enjoyable soundtrack for whatever it is you're doing if you want it to. That said, there's nothing quite like blowing up some Greel jerkasses while blasting Blues Saraceno or Kenneth Sorenson at full volume.

- Spoils (50CP)

One of Rebel Galaxy's standardized cargo containers, this particular piece of loot seems to have had an unfortunate glitch with the files of the cargo manifest. Consequently, it's not entirely clear what *exactly* the contents are until you open the container. As in, you can choose what you get when you open it.

Whatever the contents are, you'll receive a single metric ton of… stuff. The cargo container initially fills with just some metallic ores, taking maybe a minute to do so. After that, its maximum value will continue to increase, potentially letting you choose from more and more valuable goods such as religious texts, military-grade munitions, and Tachyon Salt.
With some patience you'll even be able to collect the most rare and exotic cargo like Progenitor Shards, though the value will max out at a container full of Antimatter Specks - waiting beyond this point provides no additional benefit. That being said, as soon as you transfer the goods to another container, sell them or otherwise empty this not-so-little piece of treasure, the process starts over again - stockpile to your heart's content!
Illegal contraband like Narco Cola or Hexxite is readily available, and the container's uncertain nature means it'll never get flagged as illegal goods by scanners should local law enforcement check your ship. No space slaves though. Even we have standards.

- Confidential Intel (50CP)

Sure, you can take the tried and reliable approach… but sometimes, you just have to grab that sudden opportunity with both hands. With this purchase, you somehow come into possession of a piece of high-value information, telling you the location of a dead drop with valuable cargo or unique ship components, an unusually rich asteroid field, or some other such profitable opportunity. You're guaranteed to beat any other comers if you go there in a soon-ish manner, and while it's not as *convenient* as many other ways of making money, it's potentially much more *rewarding* if you can make use of whatever you find. Recovering even a single high-end weapon system can be worth more than a dozen containers worth of cargo, and while the contents of your unexpected windfall seem pretty random, they *do* tend towards what you can make use of yourself…
Once collected, you'll receive a new set of locations before too long, be it from accidentally overhearing or hacking a transmission from the legitimate owners, or simply by detecting a faint signal somewhere nearby.

- Emergency Arsenal (100CP)

This stockpile of rather *excitable* mayhem is perfect for the pilot who needs some extra firepower in a pinch. Containing modular systems suitable for automated re-arming of any ordinance reliant weapon in Rebel Galaxy, you could turn its supply into everything from barely-mobile Magna-mines to the extreme range Antimatter Probe - and anything in between. It's also compatible with just about any other kind of weapon that relies on explosive power, though in all cases the number of 'shots' in your stockpile will depend on the size, power and other such details of your weapon(s) in question.
The ordinance stockpile replenishes each day with up to a maximum of one hundred 'units' worth of components - or however many your ship can carry, if it's less than that.

- Bug Out Box (200CP)

Sure, it's not gonna impress folks, but sometimes it's just better to get the hell out of trouble and survive another day. Sadly, a lot of folks won't give you the chance, which is where this escape pod comes in. Compatible with everything from fighter craft to Dreadnaughts (and pretty much any other vehicle, too), this pod is guaranteed to survive your ship's destruction *and* keep you alive through it to boot. It's low profile, so it's easily overlooked, and it comes with enough engine power for you to reach safety in at most a few days. You'll still have to replace your ship, but only an *obsessively* determined or perceptive enemy might notice your pod, so if nothing else you'll have a second chance.

- Rocks And Dirt (200CP)

Don't let its lackluster appearance fool you: this asteroid field is rich in mineable resources, and contains rare and valuable materials at exceptionally high rates. Bring a few mining lasers, and you could fly away rich - something that's helped a lot by how it's completely safe. Unless you show them or directly lead them there, no competitor, pirate or other troublemaker can even *find* this field, let alone set up any kinds of ambushes, mine fields or other such surprises. The field continually replenishes, seemingly attracting more asteroids, ice chunks and other such materials any time you might start seeing lower yields.
You'll get a set of coordinates in every future jump as well, with a similarly guaranteed abundance of resources (though the exact treasures you find will depend on the settings in question).

SHIP

Given that the game is all about improving your ship and trying new hulls to see what works best for you, is it any surprise you can get yourself an unfair advantage and instead buy whatever ship you want here?

For a small price you can get your very own ship (don't ask about the previous owners), and make certain modifications as well if you wish.
Whatever ship you buy can be either an existing ship class seen in the game (such as the *Hellion* Light Frigate or *Polaris* Dreadnought), or a custom design of comparable effectiveness to existing hulls, with one or more particular roles it would excel in. Most ships tend to be good at one or two things, sacrificing effectiveness in other roles to do so. For example, the *Scarab* Light Frigate is exceptionally good at fighting multiple targets thanks to its seven turret mounts, but suffers for it with a low top speed and limited broadsides.
Also, do remember that 'bigger' rarely means 'better'. A smaller ship with higher-quality systems will usually outperform larger but older vessels in most respects.
Your ship starts with basic components across the board, such as 'Mark one' engines and guns, but will slowly upgrade itself up to 'Mark six ' and equivalent, the state-of-the-art of the Rebel Galaxy setting, even without active effort on your end. Any weapons relying on limited supplies (including most missile launchers and Magnamines) will slowly replenish their munitions. It's enough to ensure you won't run out for good, but you'll still want to consider if and when it's worth deploying these (usually more powerful) weapons.

Your ship(s) slowly repair to pristine condition, and are replaced after one month if destroyed. All ships can also be flown solo thanks to heavy automation, though there is plenty of space for extra crew if you want to invite some other shady characters to enjoy your Greel Whiskey with. If you buy multiple ships, any upgrades you buy for one will be discounted for the remainder.

- 'The Junker' (Free)

It's old, overdue on maintenance, hasn't even put any armaments in its secondaries or the second turret port, and it's missing most optional components to boot. But it still flies, so while this Hammerhead Corvette is pretty much the bare minimum to 'get out there', it's still a means to get started making a name for yourself. You'll definitely want to get your hands on some upgrades if you want to thrive - or just survive - in this lawless backwater, though.

Unlike other ship purchases, this corvette can't be upgraded with any of the options below and does not enjoy the self-repair or replacement benefits of other 'fiat-backed' options. If it gets blown up, it's gone for good. Oh, and only one per person, though I applaud your greed.
If you take the toggle to become the game's protagonist, this ship will be the *Rasputin*, otherwise it's just a similar rustbucket.

- Swift And Sleek (100CP)

The most commonly seen ships in the sector, this price class covers Corvettes and Light Frigates. Sporting the highest top speeds and maneuverability of all capital ship classes, these

vessels are used for everything from blockade running and smuggling to group combat and escort duties. Although these ships have only a modest amount of firepower and resilience, their mobility means they can avoid direct fire from many larger vessels. Overall, they are an excellent choice for pilots who want speed and safety rather than raw power or cargo capacity, and are usually no more than 100 meters long.

- Median Excellence (200CP)

A notable step up from the previous option, ships of this class include heavier Frigates and standard merchant vessels. Though not as fast as Corvettes and Light Frigates, these ships are notably tougher and have vastly greater combat and hauling potential. Expect sizes in the 100-150m range, and performances that make them excellent ‘jack of all trades’ ships - ideal for someone who doesn't want to dedicate themselves to a single career just yet.

- The Big Guy (350CP)

Covering all ships around ‘Destroyer’ size, these types of vessels are slow enough they can no longer be expected to reliably evade incoming broadside fire - especially from smaller and nimbler craft. However, they are *vastly* more heavily armored, and typically carry substantially more firepower as well. Most ships of this class are dedicated combat vessels, though heavily armored merchant vessels like the *Deep Horizon* are also found here. Depending on the bulkiness of the design, expect to fly something around two to three hundred meters long.

- Warlord (500CP)

Covering the biggest, toughest, and deadliest ships in the sector, this purchase grants you your very own Dreadnought. Typically measuring around four to five hundred meters, even a design focused on mobility, like the *Polaris*, still outguns just about anything you might run into, to say nothing of the terrifying - if glacially slow - slab of armor and guns that is the *Blackgate*. Show up with a ship like this and folks will know you're out to ruin someone's day - you're not going to find designs like this for peaceful purposes.

- Compensating For Something (800CP)

The size of Captain Krunk’s ego and only slightly more subtle, no ships like this are flown by the Militia, the Red Devils, the Greel Syndicate or pretty much anyone else for that matter. Clocking in at a nightmarish *two kilometers* from tip to tail, your only ‘peer’ is the Viriax flagship. You probably outgun (and outmass) the average fleet put together, but mobility-wise you're more akin to a stationary piece of scenery than an actual ship, and given how many heads you'll turn, expect anyone tangling with you to bring a fleet. Or several.

This ship is big enough it can't fit through the Warp Gates this setting uses for inter-system travel, though it can still latch on to such existing connections (or those made by a Specter) to travel along, so you're not trapped in whatever system you initially park this frankly rather *excessive* piece of machinery.

- Hand-Me-Down (Variable Cost)

What's that? You already own a ship of your own, stolen fair and square? Well, you may import a ship you've brought with you for free to make it compatible with all the various doodads from

Rebel Galaxy (such as warp drives and deflectors), but without otherwise making any further changes other than allowing you to upgrade it with any of the options below.
Alternatively, you may pay the cost of whatever ship class best fits your imported ship, discounted to half price. Doing so grants you the previously mentioned benefits, but also grants it whatever guns, systems, and performance a bought ship would have in the Rebel Galaxy setting, resulting in a 'best of both words' merger.

- Ship Upgrades (50CP per purchase)

If you've ever wanted a Dravius with the speed of a Hellion or a Polaris with more guns than a Blackgate, this is the place for you. Be it aftermarket modifications or just a bigger, badder and blastier model, this is where you can take the spectacular and make it legendary.

Each upgrade can be bought up to four times, but you may spend CP on any combination of upgrades equivalent to your ship's base price tag (so a Destroyer could be upgraded with another seven upgrades worth of stuff) if you want multiple different options. A Dreadnaught might have a good amount of space, but there's only so many extras you can fit into a Corvette, after all…

Your first upgrade option expands your **broadsides**, granting another four weapon ports. Broadsides are, as the name suggests, mounted orthogonal to your ships spine, and have by far the greatest raw damage potential along with long range and a solid rate of fire… but as they can only be fired sideways with limited coverage, aiming them usually involves turning your entire ship.
Still, if you just want to annihilate something big and nasty, broadsides are your best option. Also, note that most ships are symmetrical, but there are exceptions (such as the Red Devil Raider); you can mount your extra ports evenly on both sides or go for a bigger punch on just your port or starboard.

Your second upgrade option is, appropriately enough, your **secondary weapons**. Serving as combat support, these ports typically mount either energy Flak (or EMP Flak) that doesn't rely on ammunition, serving as short-ranged anti-fighter weapons, or the kind of powerful, ordinance-consuming weapons like heat-seeking missiles or Magnamines to dish out heavy damage at the cost of expending limited (and sometimes costly) munition supplies. Even heavy ships don't normally have more than four of these ports, with broadsides and turrets taking center stage in most engagements. However, a little extra backup couldn't hurt, and each purchase here adds another four secondary weapon slots to your ship. They're perfect if you want some added protection against fightercraft, or if you *really* want to go all-out on the emergency firepower. Like the broadsides above, you can place these wherever you prefer, though much like broadsides they normally fire sideways.

Your third and final weapons upgrade covers **turret mounts**. Though typically not as powerful as broadsides, turrets can fire in any direction, making them ideal for engaging faster targets like fighter craft and Corvettes. Laser and projectile turrets favor a good rate of fire but lack firing range, though turret mounts are also used for various light missile turrets like the engine- and

shield-disrupting Leech or the heavy area-of-effect Antimatter Probe if you don't mind digging into your ship's limited supply of explosive ordnance. Typically distributed a ship's entire hull to ensure adequate coverage, each purchase here lets you install another four turret mounts wherever you like to shore up your point defenses.

Alternatively, you can choose to focus on **survivability** and improve your defenses. Though larger hulls are almost always tougher, not every ship is made equal and more than a few (such as the Deep Horizon) are built to take a beating. With each purchase, you'll find your ship's shields and deflectors to have a greater capacity and faster recharge, as well as better resistance to environmental effects like the electrical discharges from certain types of nebulae. Your physical hull is also reinforced, ensuring that your hull plating as well as internal systems can take notably more damage than before while remaining functional.

Another option is to bolster your **engines**. With this upgrade, your standard sublight engines and boosters push you to a higher acceleration and top speed, and better thrusters ensure swift turning and improved overall maneuverability. You'll also be able to push your Warp Drive to a bit higher FTL speeds, and you'll find this system more responsive and less hindered by nearby obstacles as well. Speed is key to traders, mercenaries and pirates alike, and with this modification you'll have plenty of engine power to throw around.

Your last but by no means least upgrade option is your **internal capacity**. To begin with, this upgrade expands your cargo capacity by half a dozen metric tonnes, making it ideal for more commercial purposes. Perhaps more importantly however, is that you also increase the volume available for your ship's subsystems. You'll be able to install another four such systems, substantially increasing your room for a wide variety of modular upgrades. Equipping your ship with enhanced mining sensors, faster missile loaders, extra thrusters or E.M.P. shielding can both cover for previous vulnerabilities or allow further specialization, and this upgrade ensures you'll have unmatched versatility when it comes to fine-tuning your ship's systems.

- Alien Enhancement (200CP)

Although there's a wide variety of semi-common weapons, engines and other spaceship components available, some factions have been pushing their technological niches to heights unmatched by the 'common rabble'. Here, you can improve your ship with more advanced components, allowing you to pursue quality over quantity. This option may be bought up to three times, each time enhancing a different part of your ship: all your weapon systems (broadsides, secondaries and turrets), all your defenses (shields, deflector and hull armor) or all utility components (engines, cargo and subsystems). Purchases after the first are discounted.

These alterations could present fairly straightforward improvements to their function without any major changes to their use, like how the Greel 'Arbiter' turret has substantially better range than to other ballistic turrets but is otherwise employed in the same manner, or how the Viriax *Multiphase Plating* reduces damage from both explosives and light weapons, creating a hybrid armor with most of the benefits from the more common specialist armors (Webcore Lattice and Organic Armor) but without most of their vulnerabilities.

However, more far-reaching changes are also possible. For example, the Murath *'Badger'* launcher is an advanced missile turret that does not require specialized ordinance to function. It sacrifices a modest amount of raw power compared to conventional missile weapons like the Swarm turret, but possesses effectively limitless ammunition instead - greatly changing the kind of tactics you can use it with.

You are not limited to alien technologies seen in the game itself - you can also make a different change of comparable impact.

COMPANIONS

- A Gang Of Misfits (Variable cost)

Sure, you could try the 'lone gunslinger' approach (or lone gunship), but the cartels didn't get this powerful by staying on their own. Instead, why not get yourself some Companions? You may pay 50CP per Companion or 200CP for a group of eight at once, be it to import someone you've brought along from another jump, creating new friends according to your preferences, or some combination thereof. Each receives a background of their choosing, 300CP to spend on Perks and other purchases, and they may take Drawbacks for additional points.
Alternatively, you may leave one or more purchased 'slots' unfilled, allowing you to recruit individuals from this setting instead (except for Trell, who is available later in this document). Perhaps you like Captain Stafford's no-nonsense approach to this sector's bullshit, or you decide to offer Cofax something more long-term than an ordinary Merc contract? Whatever the case may be, they still need to accept, but will receive their background and CP allotment the moment they do. No Drawbacks, though.

- Hired Help (50CP)

Mercenaries often find employment serving as bodyguards to larger ships, and with this purchase you likewise have one to watch your back. This could be an individual of your own design, an existing Merc such as Garris or Steve (but you may call him Stephen), or even just a rotating roster of different individuals.
Whoever they are, they fly a heavily customized gunship that combines solid firepower, surprisingly tough defenses plus great speed and agility. Though smaller than even a Corvette, they're deadlier than you'd expect and they're a valuable addition to any fight. If their ship is destroyed in combat they'll just eject and make their way to safety on their own. You can re-hire them as easily as making your way to the nearest watering hole: their contract is paid for in advance so you won't have to spend a single credit (not even on their bar tab).

- Sneaky Synthetics (50CP)

With this purchase, you can become the owner of your very own Infiltration Droid. Designed for stealthy insertion and extraction from (potentially) hostile ships and stations, this android is almost impossible to detect and can be easily launched from any missile bay design that can fit it.

Although non-sapient, its systems are advanced enough it can easily evade guard patrols, slice security systems, and otherwise sneak its way into (and out of) even heavily defended areas in record time. It's the perfect means to acquire something the current owner doesn't want to part with, and where simply blasting their ship apart might break your soon-to-be-acquired treasures. That said, it's not built for combat, so don't expect it to pull stunts like assassinating enemy captains (at least not without some solid upgrades).

- History's Memoirs (200CP)

Rare in the extreme and never before found in a functional state, this highly advanced A.I. core is ancient beyond belief. Referred to simply as a 'Specter', you have somehow gotten your hands on an intact one… and it's active. Much like Trell, the A.I. that found its way into the hands of Rebel Galaxy's protagonist, this machine contains a sizable database of cultural, linguistic, and technological archives, including an understanding of Subspace unmatched by any of the modern spacefaring races. Unlike the Specter from the game, this one is wholly complete, and already has access to its Subspace manipulation system as well (allowing it to create small interstellar wormholes, or stabilize and alter much larger ones).
Do be earned, however: owing to its vast technological knowledge, there are a lot of factions in Rebel Galaxy who would love to get their hands on it… including the Viriax. A certain degree of discretion may be wise.
You may import an existing Companion or A.I. of your choice at no additional cost, or instead create a Specter with a custom A.I. according to your wishes. Alternatively, you may use this option to recruit Trell - the freedom of a chain would likely interest her greatly.

DRAWBACKS

This place is hardly lacking in danger and excitement, but if you want to make things even more challenging, you can take Drawbacks for additional CP.

- A Call For Help (+0CP)

It seems that Juno Markev is in a bit of trouble, and you get to help her out. Perhaps you're her cousin, the only member of the family she trusts. Maybe you're a complete stranger, who received an unexpected transmission and decided to check it out. Maybe it's something else entirely. Whatever the case may be, you got the access codes to a barely functional Hammerhead Corvette and a desperate plea for help.

With this toggle, you take the place of Rebel Galaxy's protagonist, arriving at Rust City with instructions to find Juno at the local bar. It's the first step on a lengthy (and often violent) journey involving an ancient A.I., multiple crime syndicates, and an alien threat in need of a good thrashing.
You may, if you wish, end your time in this jump early once you've fully restored and freed Trell and the Viriax threat has been neutralized.

- Speed Bump (+100CP)

‘Stellar Mass’ is a pair of words you'll come to loathe during your time here. The Warp Drives used by most civilized races in this setting are most effective in empty space, and will slow down or drop you back into sublight if there is too much ‘stuff’ nearby. And some cosmic being (I blame Gozu) seemed to have been littering, because there seem to be asteroids, stellar ice, or just plain junk *everywhere.* Especially where you're trying to go, meaning you can't go any decent distance without your ship slamming the brakes and forcing you to maneuver around whatever obstruction is in your way this time. And no, this stuff isn't going to have any worthwhile minerals to mine, salvage to collect, or anything else that makes it more than the interstellar equivalent of potholes. Nor will other methods of transportation fare any better, in case you thought that, say, a Specter or salvaged Viriax jump drive was gonna solve this problem.

- Lens Flare (+100CP)

Say what you want about the locals, but the sector itself is absolutely gorgeous. Beautiful nebulae shine in a multitude of colors, stars and planets create an interplay of light and dust, even asteroids and ice fields have a raw, wild beauty to them. If only this beauty wasn’t so *insistent*.

With this Drawback, you become very sensitive to light and contrast, making the colorful and at times dazzling systems in Rebel Galaxy much less pleasant to look at… and this is going to be doubly true when pirates with laser beams and particle weapons get involved. You might want to turn down the fidelity on your ship’s cameras, and stay away from your bridge’s windows except in the calmest of locations.

- Tourist (+100CP)

There's just so many places to go, things to see. How could you just ignore it? So you dont. Any time there's something weird on your scanner, you detect some ships a ways off, or you spot a nebula or asteroid field in the distance, you just *have* to quickly take a look. Just a peek to see what's there. That should be safe, right? It's not like there are minefields and pirate gangs everywhere…

- Near-sighted (+100CP)

Okay, so is that space station the size of a planet or that planet the size of a space station? And what the hell kind of distance is a ‘sm’ anyway?

Well, good luck answering those kinds of questions, because your overall sense of distances, geometry and scale has taken a spectacular nosedive right into a big asteroid. Expect a lot of accidental collisions, uncertainty as to how far your next destination actually is, and the occasional broadside volley that simply can't reach your target just yet.

- Touch The Stars (+100CP)

Perhaps it's a quirk of the sector's stellar geography, or just a kind of shared tradition between the spacefaring races - but everything in Rebel Galaxy happens on the same horizontal plane. From planets to ships and asteroid belts to space stations, you could reach just about everything without ever tilting your nose up or down. Indeed, the reason Rebel Galaxy combat

doctrines use naval-style broadsides strongly ties into this, because folks typically come in from the sides… or at least, they used to.
With this Drawback, the third dimension is back with a vengeance, making it *vastly* more challenging to orient yourself right, both for regular travel and especially during combat. Where before it remained fairly rare for ships to get above or below you (and even then only fightercraft), now it'll be a frequent occurrence. Maybe you should invest in some upgraded maneuvering thrusters?

- Lasso'd (+200CP)

No, you're *not* getting away. While it's often easiest to deal with trouble by simply gunning your engines and boosters and fly off into the distance, you'll have no choice but to duke it out every time. Be it Leech missiles, E.M.P. mines, subspace snares or the vengeful gaze of Vendo himself, you'll be unable to accelerate beyond basic maneuvering speeds as long as there's any kind of hostile even remotely nearby. And don't even *think* of attempting FTL travel, because all it'll do is slam you face-first into your warp drive's emergency shutdown.

- Vermin (+200CP)

A fly swatter isn't gonna cut it, cutter, not with what'll be buzzing around *your* ship. Fightercraft, gunships, bombers and other such small strike craft are often used to support larger vessels… but as the Korians show with their 'super swarms', numbers are an advantage all on their own, and you can't dodge these guys like you might stay out of a destroyer's broadside arcs.
With this Drawback, you'll encounter *vastly* more strike craft wherever you go, be it in conventional battles or just hiding in the various nebulae and asteroid fields. You might want to invest in some solid flak weapons, and stick with ships that have a lot of turrets to handle these guys. And do remember: just because they're small individually doesn't mean a group of strike craft can't shred even heavy ships in a manner of seconds.

- Wear And Tear (+200CP)

Well, it seems your typical gear makes the Rasputin look like a well-maintained and cherished treasure. It's not so much an issue of overdue maintenance as it is of your stuff just *falling apart at the seams*. Pretty much anything you use will rapidly start to deteriorate, with short-circuits, blown fuses and overheating conduits being a common occurrence from the moment you step out the metaphorical door. In a rare streak of good luck it seems that your power core, armor plating and shields aren't affected - so at least your ship won't spontaneously explode - but you'll otherwise be forced to deal with your ship's performance rapidly worsening the longer you go between maintenance. You'll have to head back to a friendly station for repairs much, much more often… or fly what rapidly turns into a hollowed-out husk filled with scrap.

- Here There Be Pirates (+200CP)

Well, more so than usual, anyway. During your time here, you'll encounter vastly more blockades, sieges, invasions and pretty much any other kind of large-scale conflicts surrounding whatever space stations or other points of interest you need to be. Expect to get shot at purely as 'collateral', and spend an unreasonably large amount of time trying to run through warzones

just to reach your destination. It might be worth investing in some good engines… and a *lot* of shielding.

- Credit Crash (+200CP)

If money makes the world go round, you're the proverbial tidally locked hellhole with how little of it you'll see. No matter how hard you try, you can't seem to keep your hands on any decent amount of credits. Unexpected repair bills, contractors reneging on already-paid-for services, thefts and piracy robbing you of your hard-earned dosh… and of course, everything is just so damn expensive these days, so whatever money you do have won't get you nearly as far. It'll be a challenge staying above the poverty line, and saving up credits for a more expensive purchase like a new ship is gonna take far longer.

- Market Demographic (+300CP)

What can you say? There's no point in smuggling them if you ain't using them, and you've picked up a bit of a habit. You are completely, utterly, incurably addicted to Narco-Cola, and the fact it's illegal in most stations might be just a *tad* inconvenient. Not to mention it's basically liquid cocaine, and you *might* just get a bit more unpredictable and/or psychotic if you take too much. Or too little, because withdrawal ain't so nice either. You can try and stay right on the edge… but it's so easy to take just a bit more, and you'll do *anything* to keep your craving sated. Even if it means attacking a merchant vessel while surrounded by a System Militia fleet.
The only alternative you have is to drink Greel Whiskey instead… which leaves you *completely blackout drunk* instead. At least this one's not usually illegal?

- Arms Race (+300CP)

Saying this sector of space is militarily unstable is like saying Sandar is slightly suspicious. Even during the short time of the game's events, developments like the Militia Dreadstar are already poised to push the various conflicts to new and increasingly vicious heights. And with this Drawback, that escalation is only the beginning. Everyone, everywhere, is gearing up for war *all the time*. Don't expect to stay ahead of the tech curve without a lot of effort, and for even the ‘mark six' gear to show up before long.
You'd better hope your skills are enough to keep the advantage, because whatever you're flying, the rest of the sector's going to match… and if they can't, they'll just use superior numbers instead and outgun you that way.

- An Easy Mark (+300CP)

It’s obvious you’re new to this business, Jumper. You’re just so… *genuine*, and nobody who knows this place stays that way for long. Yet no matter how much it might cause you problems, you always seem to trust people more than you should - and it attracts a certain kind of contacts, ones who won’t hesitate to give you up for their own gain. Nonetheless, again and again, the inevitable betrayals will always catch you by surprise, and you’ll never think to prepare ahead of time for when your former *associates* come knocking with the guns pointing at you rather than your would-be enemies.

- Busy, Busy, Busy (+300CP)

Don't stop, never stand still, there's always more to do. You have a near obsessive need to take on jobs, regardless of how well they actually pay (or not). Almost nothing will stop you from keeping your ‘to do’ list (excessively) full, and any time you finish one contract you'll likely start looking around for another one to replace it. Worse, you seem to have lost any kind of prioritizing skills, so you'll be endlessly doing ‘side quests’ even when there's other things that could really use your attention.

- Cutter (+300CP)

You’re just another sorry bastard making a living out here. No special powers. No fantastic spells. No bizarre technologies or treasures from beyond the edge of the universe. Just you, your ship, and the determination to make something of yourself. With this Drawback, you lose all Perks and other advantages you might have brought with you from other jumps, and can no longer access your Warehouse. You are, for all intents and purposes, reduced to nothing but your Body Mod and whatever you’ve bought for your stay here.

- Wanted: Dead, Not Alive (Variable bonus)

Well, looks like you've pissed someone off. *Really* badly. And they're bringing their friends, too, so expect a lot of trouble. Each time you take this Drawback, one of the various factions in Rebel Galaxy will utterly hate your guts, and no amount of favors, dealing, blackmail or what have you will ever improve the situation. They'll always choose to fight you, and if they can pin you down or predict your movements they *will* try and mobilize whoever they can to kill you. Either stay out of their way, or get ready for a fight that will never be quite over until you (or they) are dead.

Becoming a hated enemy of a small faction like the Doublejack Cartel or the Lightborn zealots grants you 100CP. These are groups you can still avoid by staying out of certain star systems. The enmity of multi-system organizations like the Korian Outsiders, the Greel Syndicate or the Merchants Guild grants you 200CP. Avoiding then becomes exceedingly difficult, but they're not the strongest groups out there.
Finally, you may gain 300CP to be hunted by one of the largest and most powerful factions, such as the Red Devils or the System Militia. Borderline omnipresent with multiple starbases in every system, this essentially means you'll *always* be in hostile territory, and you'll be hunted pretty much wherever you go.

- Old Fashioned (Variable bonus)

Things worked just fine back in the day, and all this newfangled technological nonsense just compensates for the newer generations’ lack of drive!
Well, okay, grandpa, but once you get off that porch and back into the real world, you'll find that with this Drawback, you'll be unable to make (full) use of the most advanced models of weapons, armor and so on, leaving you stuck with increasingly obsolete gear. Depending on the level of this Drawback you choose, using technology more potent than a certain cut-off will result in increasingly harsh penalties: ballistic turrets might start jamming, engines slow down or trigger safety shut downs, and armor plating stays fully intact… right as it just falls off your ship

frame after one too many hits. While you can still install more powerful components they'll never outperform those of the maximum ‘tier’ allowed… and given how vital the top-of-the-line stuff can be to thrive or even survive in the more dangerous systems, you might have to accept remaining a small fish in a big pond. And no, technology you bring in from elsewhere won't be able to compensate for this issue.

For 100CP, you will be unable to push your ship or other gear to ‘Mark six’ or equivalent, and can no longer make use of anything as big as Dreadnaughts. Though you'll still be able to reach lofty heights there's probably someone better out there. Actually, there's *definitely* someone better out there, as even standard Viriax ships already start at this tech level. Maybe it's a good idea to avoid them, just in case?

For 200CP, you are now limited to at most ‘Mark Four’ tech, meaning that while you'll still have some solid machinery, you'll start being matched by common, upper-end ships, and major groups like the System Militia start regularly surpassing you in a one-on-one comparison. Push your skills to the limit, or be left behind.

Finally, for 300CP you'll be limited to only ‘Mark three’ tech, tops, and will have to make do without flying anything of Destroyer size or bigger. The big pirate factions usually have even their regular, ‘rank and file’ guys at Mark two or three, so you'll have a *lot* of competition to contend with. You could be rocking the best gear that can be bought or stolen, but still only reliably surpass minor groups like the Doublejack thugs.

ENDING

So, ten years have passed. Ten years filled with ship-to-ship combat, more than a few betrayals, and hopefully a long and illustrious career that’s left you with an obscene amount of credits and a ship so terrifying nobody will think to tangle with you. But whatever you’ve done, now it’s time to look to the future. Regardless of your choice, all Drawbacks cease to affect you as usual.

First off, you can choose to **go home**. Screw all these backstabbing cutters and their pirate feuds, you’re done with your chain. You return to your reality of origin with whatever you’ve acquired during your chain (legally or otherwise), and will spend the rest of your existence there. This is the only choice available to you if you end your time here as a corpse.

Second, you might **stay here**. Perhaps you’ve built yourself a pirate cartel of your own, and you don’t want to leave your hard-earned (or ‘earned’) spoils behind? Then give up your jumping days, and you’ll spend the rest of your life here in the setting of Rebel Galaxy. There’s plenty more places out there to explore and/or blow up, so at least it won’t be a boring life.

And finally, there’s obviously the chance to **move on**. Take that leap into the unknown, and you’ll head towards your next Jump using whatever process your chain involves. I’m sure the experiences you’ve acquired here will be of great use, whether it’s recognizing a scheme from a

sm away or being the one doing the scheming. And who knows - there might be even better ships out there for you to fly!

NOTES

Ships, technologies or anything else you acquire in this setting will continue to work in future jumps even if not bought for CP (barring, say, active interference by a hostile god of piracy or some such). Feel free to steal whatever you can get your hands on!

All else fails, fanwank responsibly and have fun.

A decent amount of information on the game and the various ships, weapons, trade commodities and other such things are available on the fan wiki at https://rebelgalaxy.fandom.com/wiki/Rebel_Galaxy_Wiki.