

74XX STAR TRADER

A solo trading game set in the Five Galaxies

Version: 1.0

Table of contents

- The Premise 1**
- Core Rules 2**
 - Rolling 2
 - Advantage and Disadvantage 2
- The Ship 4**
 - Ship Stats 4
 - Modules 4
 - Crew 6
 - Ships 7
 - Starting Configuration 7
- Starting the Game 8**
- Session Flow 9**
- Faction Standing 10**
 - The Seven Polities 11
 - Standing Shifts 11
 - Tension Map 12
- The Sector Clock 13**
- Port Procedure 14**
 - 1. Port Type 14
 - 2. Faction Check 14
 - 3. Sell Cargo 15
 - 4. Buy Cargo 15
 - 5. Mission Board 17
 - 6. News & Events 18
 - 7. Services 19

Route Procedure	21
1. Choose Transit	21
2. Transit Roll	22
3. Transit Complications	23
4. Encounters	24
Mission Resolution	26
Risk Tiers	26
The Roll	26
Mission Complication Table (d6)	27
Combat	29
Rounds	29
Attack	29
Evade	30
Flee	30
Destruction	30
Debt & Upkeep	31
Debt	31
Losing	32
Behind	32
Stripped	32
Stuck	33
Appendix: Faction Event Table (d12)	34
Appendix: Political Development Table (d8)	36
Galaxy Geography	38
Reading a System for Play	38
WAN Access by Route Tier	39
Cargo by Resource Type	40
Route Roles	41
Playing Without a Sector	42
Advancement	46
The Ship Track: Upgrading Your Vessel	46
The Ledger Track: Debt and Capital	47
The Network Track: Faction Milestones	47
Trade Empire	51

Amends Table 51

License 53

The Premise

You are a trader in the Five Galaxies. You own a ship — mostly. The bank owns the rest. You dock at ports, read boards, buy cargo, choose routes, and try to come out ahead. Nobody hands you a job. You choose your entanglement.

Two transit systems connect the Five Galaxies. The **Wormhole Access Network** is fast, reliable, and controlled — every node is owned, every transit is logged, and access can be denied. **Oddspace** is slower, burns fuel, and requires navigation — but needs no permission. The asymmetry is why embargoes are never fully enforceable and why some operators prefer not to appear in WAN transit logs.

Seven major polities hold territory across five galaxies. Each has interests, tensions, and leverage over specific commodities. Your faction standing determines where you can dock, what boards you can access, and who wants you dead.

Core Rules

Rolling

When you attempt something risky, roll a **skill die** — d6 by default, or higher with a relevant skill. If circumstances help, roll an extra d6. If circumstances hinder, roll a d4 instead. Take the highest die.

Roll	Result
1–2	Disaster. The full risk lands. Roll on the relevant complication table.
3–4	Setback. Partial success or a lesser consequence. Roll on the relevant complication table with advantage (roll twice, pick the less severe).
5+	Success. The higher the number, the cleaner.

Advantage and Disadvantage

When a rule says **with advantage**, roll twice on the indicated table and choose which result applies. When it says **with disadvantage**, roll twice and the worse result applies.

When a crew member's skill applies to a roll, roll their skill die alongside the default d6 and take the highest result across both.

The Ship

The ship is your character sheet. Your cargo capacity, your combat profile, and your debt are all properties of the vessel you fly.

Ship Stats

Every ship has three permanent stats:

- **Hold** — cargo slots. Each slot carries 100 tons of freight or 2 passengers. Defines your economic ceiling.
- **Drive** — oddspace capability and agility. Higher Drive = longer oddspace range and better handling. Drive maps to a die used in transit, evasion, and chase rolls: Drive 1 = d6, Drive 2 = d8, Drive 3 = d10.
- **Hull** — damage boxes. When all boxes are filled, the ship is destroyed.

Modules

Ships carry **modules** in a limited number of slots. Each module is either **online** or **damaged**. A damaged module does nothing until repaired. A module destroyed in combat is gone — the slot is empty until you install a replacement.

Starting modules depend on ship type. Additional modules can be purchased and installed at shipyards.

Module	Effect	Cost
Weapons Array	Rolls Firepower in combat	200 ¢
Shield Generator	Absorb one hit before taking hull damage; resets each combat	300 ¢
Extended Tanks	+2 jumps of odd-space fuel capacity	150 ¢
Scanner Suite	Roll with advantage on route hazard detection	250 ¢
Salvage Rig	Recover cargo and modules from derelicts	200 ¢
Medical Bay	Stabilize injured crew; prevent crew loss on setback results	180 ¢
Passenger Quarters	Carry passengers in 1 cargo slot (4 passengers instead of 2)	120 ¢
Cloaking Device	Roll with advantage to avoid hostile attention in transit	500 ¢
Comms Array	Access faction mission boards at standing 0 (normally requires +1)	200 ¢

Module	Effect	Cost
Repair Drone	Attempt one module repair per jump without docking	350 ¢

Crew

Crew occupy **crew slots** — separate from module slots. Every ship has 1–3 crew slots depending on size. A crew member has a **name**, a **role**, a **skill die** (d8, d10, or d12), and a **monthly wage**.

When a crew member’s skill applies to a roll, roll their skill die alongside the default die and take the highest result.

Crew Role	Skill Die	Applies To	Wage
Navigator	d8	Oddspace transit rolls	8 ¢/mo
Gunner	d8	Combat attack rolls	8 ¢/mo
Broker	d8	Market condition rolls when selling	8 ¢/mo
Mechanic	d8	Module repair rolls	8 ¢/mo
Pilot	d8	Evasion and chase rolls	8 ¢/mo

Crew can be **upgraded** at Core World ports: pay 50 ¢ to increase a crew member’s skill die by one step (d8 → d10 → d12). Frontier ports offer d8 hires only. Core World ports may offer d10 hires at higher wages (12 ¢/mo).

Crew leave if unpaid for two consecutive months. Crew lost to a disaster result are gone permanently.

Ships

Type	Hold	Drive	Hull	Mod- ules	Crew	Fuel	Price	Monthly
Courier	3	3	3	2	1	4	2,000 ⌘	10 ⌘
Trader	8	2	4	3	2	6	4,300 ⌘	22 ⌘
Freighter	12	1	5	3	2	8	7,500 ⌘	38 ⌘
Explorer	4	3	4	4	2	8	4,700 ⌘	24 ⌘
Hauler	15	1	6	2	3	10	9,000 ⌘	45 ⌘

Fuel is the number of oddspace jumps the ship can make on a full tank. WAN transit does not consume fuel.

Monthly is the loan payment. You start the game owing the full price of your ship.

Starting Configuration

Each ship comes with modules pre-installed — included in the purchase price, part of your loan. Empty slots are yours to fill.

Type	Pre-installed Modules	Empty Slots
Courier	Extended Tanks, Comms Array	—
Trader	Weapons Array, Comms Array	1
Freighter	Weapons Array, Medical Bay	1
Explorer	Scanner Suite, Extended Tanks, Salvage Rig	1
Hauler	Weapons Array	1

Starting the Game

You begin at a port in the United Federation of Avaros — the most open trading hub in the Five Galaxies. Choose a ship from the table above. You owe its full price to the Avaros Commercial Lending Authority. You have credits equal to **one month’s payment plus 20 ¢** — enough for one payment, fuel, and a first cargo buy if you’re careful.

Set all seven faction standings to **0 (Neutral)**.

Your first session begins with the Port Procedure.

Session Flow

Every session follows this loop. Use it as a checklist.

At port:

1. Work through the Port Procedure: sell cargo → check market → read the board → read the news → use services.
2. Decide: take a mission, buy cargo, or depart without a load.

In transit: 3. Choose WAN or oddspace. 4. Roll if required. Handle any complications or encounters. 5. Tick the Sector Clock by one.

On arrival: 6. If you accepted a mission and this is the destination: resolve the mission before docking. 7. Dock. Run the Port Procedure again from step 1.

Every 4 ticks:

- Pay upkeep: ship loan + crew wages. If you cannot pay the loan, see Debt.
- Roll on the Faction Event table.

Every 12 ticks:

- Roll on the Political Development table.
- Collect income from any active trade routes.

Faction Standing

Seven polities. Standing with each is tracked independently on a scale:

Standing	Level	Effect
-3	Hostile	Shoot on sight. Cannot dock at any port in their territory.
-2	Banned	Cannot dock. WAN access through their nodes denied.
-1	Unwelcome	Can dock at major ports only. No mission board access. Prices +25%.
0	Neutral	Standard access. Standard prices.
+1	Accepted	Mission board access. Prices -10%.
+2	Trusted	Priority docking. Advanced missions. Prices -20%.

Standing	Level	Effect
+3	Allied	Full access. Exclusive contracts. Faction-specific ship modules available.

The Seven Politics

1. **Dominion of Aquilaria** (Lynem monarchy, Andromeda) — Controls graviton crystal extraction. Tension with Avaros and Skopalia.
2. **United Federation of Avaros** (Multispecies democracy, Milky Way) — Most extensive neutral trade network. Policy reversals create exploitable instability.
3. **Technocratic Union of Skopalia** (Che-esune technocracy, Triangulum) — Controls gravitite for WAN maintenance. Suppressing Survey Expedition SY-7 findings.
4. **Empire of Wrulis** (Tesu monarchy, Large Magellanic Cloud) — Controls hyperion gas. Operating under a succession crisis.
5. **Commonwealth of Elyros** (Hetsu parliamentary state, Triangulum/SMC) — Growing Andromeda presence. Mediator posture masking expansion.
6. **Confederacy of Enthor** (Wrulisu clan confederation, Small Magellanic Cloud) — Clan-by-clan agreements only. Reliable within territory, meaningless outside it.
7. **Omalian Collective** (Omale cooperative, Small Magellanic Cloud) — Controls luminaite deposits. Non-aligned stance neither neighbor accepts.

Standing Shifts

Standing moves based on your actions:

Gain +1 standing from:

- Completing a faction mission
- Delivering embargoed goods to them (smuggling in their favor)
- Defending their assets in an encounter

Lose -1 standing from:

- Completing a mission for a rival faction (see Tension Map)
- Smuggling embargoed goods against them
- Violence against their vessels or personnel
- Being caught with contraband in their territory

Tension Map

Some factions are actively opposed. Gaining standing with one costs standing with its rival.

Faction	Rival(s)
Aquilaria	Avaros, Skopalia
Avaros	Aquilaria
Skopalia	Aquilaria, Order of Ascendancy*
Wrulis	Enthor
Elyros	—
Enthor	Wrulis
Omalian	—

*Order of Ascendancy is a non-polity faction; see Faction Missions.

When you gain +1 standing with a faction, lose -1 with each of its listed rivals.

The Sector Clock

Time advances with every jump. Each transit — WAN or odd-space — ticks the **Sector Clock** forward by one.

Track the clock as a running total.

Every	Event	What Happens
Jump	Tick	Roll d6 on arrival: on a 1 , the local market has shifted — reroll market conditions for this port.
4 ticks	Quarter	Roll on the Faction Event table. One polity makes a move.
4 ticks	Upkeep	Pay ship loan and crew wages. If you cannot pay the loan, see Debt .
12 ticks	Season	Roll on the Political Development table. A major tension escalates or shifts.

Port Procedure

Every time you dock at a port, work through these steps in order.

1. Port Type

If this is your first visit to this port, determine its type. Roll d6 or choose based on the setting:

d6	Type	Description
1	Frontier Station	Minimal services. Fuel and basic cargo only. No shipyard.
2-3	Trade Hub	Full market, mission board, basic shipyard.
4	Industrial Port	Manufacturing goods available. Shipyard with module installation.
5	Core World	Full services. Advanced crew, modules, and faction presence.
6	Contested Port	Two factions claim jurisdiction. Check standing with both; use the lower.

2. Faction Check

Check your standing with the faction that controls this port.

- **Hostile or Banned:** You cannot dock. Turn around or attempt to bluff your way in (disaster = detained, setback = docked but watched, success = docked clean).
- **Unwelcome:** You dock, but prices are +25% and the mission board is closed to you.
- **Neutral or better:** Standard access.

3. Sell Cargo

For each cargo type in your hold, roll d6 for market conditions:

d6	Market	Sale Price
1	Crash	50% of base
2-3	Slow	75% of base
4-5	Standard	100% of base
6	Boom	150% of base

Modifiers:

- Selling goods the port **produces** (type commonly available here): roll 2d6, take the **lower**.
- Selling goods the port **needs** (type not available at this port type): roll 2d6, take the **higher**.
- Having a **Broker** crew member: roll their skill die alongside the d6 and take the highest. On 7+, treat as Boom.

Collect credits. Clear sold cargo from your hold.

4. Buy Cargo

Roll d6 for each cargo type to determine availability. If the result falls within the range for this port type, the cargo is on the market. A dash means never available here.

Cargo	Base	Price (¢/slot)	Frontier	Trade Hub	Industrial	Core
Raw Materials		5	1-4	1-3	1-2	1
Food- stuffs		8	1-3	1-3	1-2	1-3
Tex- tiles		10	1	1-3	1-2	1-3
Chem- icals		15	1	1-2	1-4	1-3
Machin- ery		20	—	1-2	1-4	1-3
Elec- tron- ics		40	—	1	1-3	1-4
Lux- u- ries		60	—	1	—	1-3
Biotech		80	—	—	1	1-2
Gravi- ton Crys- tals		100	—	—	—	*
Hyp- erion Gas		90	—	—	—	*

Cargo Base	Price (€/slot)	Frontier	Trade Hub	Industrial	Core
Lu-minaite	110	—	—	—	*

*Strategic goods are available only at ports controlled by the faction that produces them, and only at standing +1 or higher.

Buy what you want at the listed base price per slot.

5. Mission Board

The mission board offers faction-sponsored work. Access requires **standing +1 or higher** with the port's controlling faction (or a Comms Array module, which grants access at standing 0).

Roll d6 for how many missions are posted: on 1–2, one mission; on 3–5, two; on 6, three.

For each mission, roll on the **Mission Table**:

d12	Mission Type	Pay	Standing Effect	Risk
1	Cargo delivery — standard route	15–25 €	+0	Low
2	Cargo delivery — contested route	30–50 €	+1	Medium
3	Passenger transport — diplomatic	20–40 €	+1	Low
4	Passenger transport — covert	40–60 €	+1	Medium

d12	Mission Type	Pay	Standing Effect	Risk
5	Patrol — escort a convoy	25–45 Ø	+1	Medium
6	Survey — chart a system	30–50 Ø	+1	Medium
7	Retrieval — recover an asset	50–80 Ø	+1	High
8	Interdiction — block a rival's shipment	40–70 Ø	+1, -1 rival	High
9	Smuggling — deliver embargoed goods	60–100 Ø	+1, -1 target	High
10	Sabotage — disable a rival facility	80–120 Ø	+2, -2 rival	Ex-treme
11	Espionage — steal data or tech	70–110 Ø	+1	Ex-treme
12	Black op — deniable action	100–150 Ø	+2, -1 all rivals	Ex-treme

Pay ranges: roll within the range or set based on the fiction. Risk determines what complication tables apply during resolution.

6. News & Events

Roll d6 for port news — flavor and intelligence that may affect your next route or trade decision.

d6	News
1	Embargo announced. A faction has closed a trade route. Roll d6 for which faction (1 Aquilaria, 2 Avaros, 3 Skopalia, 4 Wrulis, 5 Elyros, 6 Enthor). One cargo type is now contraband in their territory.
2	WAN node closure. A corridor is down for maintenance or political reasons. One route now requires oddspace.
3	Pirate activity. A specific corridor has increased encounter risk. Roll with disadvantage on transit encounters along that route.
4	Market boom. A specific cargo type is in high demand at a named destination. +1 to market roll when selling there.
5	Faction tension. Two factions escalate. Standing shifts for actions involving either are doubled until next Season.
6	Quiet. Nothing notable. The galaxy turns.

7. Services

Available services depend on port type:

Service	Frontier	Trade Hub	Industrial	Core
Refuel	✓	✓	✓	✓

Service	Frontier	Trade Hub	Industrial	Core
Repair (module)	—	✓ (30 ¢)	✓ (25 ¢)	✓ (20 ¢)
Install module	—	—	✓	✓
Hire crew	—	d8 only	d8 only	d8 or d10
Upgrade crew	—	—	—	✓ (50 ¢)
Buy ship	—	—	—	✓

Refuel costs:

Ship	Cost
Courier, Explorer	5 ¢
Trader	10 ¢
Freighter, Hauler	20 ¢

Route Procedure

When you leave port, you choose a destination and a transit method.

1. Choose Transit

Check the **route tier** of the link between your current port and your destination on the sector map.

WAN Transit is available on Main Route, Primary, and Secondary links:

- Fast — 1 tick per jump regardless of distance
- Logged — your transit is on record with the controlling faction of each node
- Requires access — the controlling faction must have you at standing -1 or better
- Does not consume fuel

Oddspace Transit is always available as an alternative, and is the only option on uncharted local connections and isolated systems:

- Slower — longer routes may require multiple jumps with refueling stops
- Invisible — no log, no permission required
- Consumes 1 fuel per jump
- Requires a navigation roll

2. Transit Roll

Main Route WAN transit always requires a roll — surveillance infrastructure is dense and inspects every transit.

Primary WAN transit is automatic unless the corridor is contested or degraded. Roll only when either condition applies.

Secondary WAN transit always requires a roll — the infrastructure is too thin to guarantee clean passage.

All WAN transit rolls use the same table:

Roll	Result
1-2	Disaster. Roll on WAN Complications.
3-4	Setback. Delayed — tick the Sector Clock an extra time.
5+	Clean transit.

On a Main Route, any result of 3 or lower also triggers an inspection (in addition to the Setback or Disaster effect).

Oddspace transit always requires a roll. Roll the ship's **Drive die**. If you have a Navigator, also roll their skill die and take the highest across both.

Roll	Result
1-2	Disaster. Roll on Oddspace Complications.
3-4	Setback. Roll on Oddspace Complications with advantage.
5+	Clean transit.

3. Transit Complications

WAN Complications (d6)

d6	Complication
1	Node collapse. The corridor behind you is gone. That route no longer exists until repaired (Season-level event).
2	Inspection. The node operator searches your vessel. If carrying contraband, you're caught — loss of cargo, fine (50 ¢), and -1 standing.
3	Toll increase. Pay 10 ¢ or be denied transit and sent back.
4	Rerouted. You arrive at an adjacent port, not your intended destination.
5	Delayed. Extra tick on the Sector Clock.
6	Encounter. Roll on the Encounter table.

Oddspace Complications (d6)

d6	Complication
1	Navigation error. You arrive somewhere uncharted. Fuel is spent. You must find a way to refuel or call for help (neither is easy).
2	Drive strain. Your drive is damaged. It functions, but the next oddspace jump is at disadvantage until repaired.
3	Fuel burn. The route consumed extra fuel. Lose 1 additional fuel.
4	Uncharted hazard. Radiation, debris field, or spatial anomaly. One random module takes damage.

d6	Complication
5	Shadow contact. Your scanner picks up another vessel in oddspace. They may be hostile. Roll on the Encounter table.
6	Signal. You detect a distress signal, a derelict, or coordinates to something. Investigate (costs 1 fuel) or ignore.

4. Encounters

When an encounter is triggered, roll d6 for the contact's disposition:

d6	Disposition
1	Hostile. Attacking immediately.
2	Aggressive. Demands cargo or payment. Will attack if refused.
3	Suspicious. Hailing, asking questions. May escalate.
4	Cautious. Keeping distance. Responds to hails.
5	Neutral. On their own business.
6	Friendly. Offering trade, information, or assistance.

Then roll d6 for who it is:

d6	Contact
1	Pirates
2	Faction patrol (controlling faction of this territory)
3	Rival trader
4	Smuggler

d6

Contact

5	Unregistered vessel (no transponder)
6	Faction military (roll d6 for which faction)

Mission Resolution

When you arrive at a mission’s destination, resolve it before running the Port Procedure.

Risk Tiers

Risk	Resolution
Low	Automatic success. You arrived; the job is done. Collect pay, apply standing.
Medium	Roll once.
High	Roll twice, take the lower result.
Extreme	Roll twice, take the lower result. On a setback, use the Failure row instead.

The Roll

Use the crew member most relevant to the mission type. If no crew applies, roll d6.

Mission Type	Relevant Crew
Cargo delivery	None — automatic if Low risk; d6 otherwise
Passenger transport	Pilot
Patrol / Escort	Gunner

Mission Type	Relevant Crew
Survey	Roll with advantage if Scanner Suite is online
Retrieval / Sabotage / Espionage / Black op	d6, no crew bonus
Interdiction / Smuggling	Pilot

Roll	Result
5+	Success. Full pay. Apply standing as listed.
3-4	Setback. Half pay. Roll on the Mission Complication table.
1-2	Failure. No pay. -1 standing with the issuing faction. Roll on the Mission Complication table.

Mission Complication Table (d6)

d6	Complication
1	Exposed. The target faction learns you were involved. -1 standing with them immediately.
2	Penalty. The issuing faction withholds an additional 25% of the listed pay as damages.
3	Witnessed. Someone at this port saw what happened. Note it — it will surface in a future visit here.
4	Flagged. Your ship is logged in connection with the job. Entry to this port is restricted until the next Season event.

d6	Complication
5	Delayed. The complications cost time. Add 2 ticks to the Sector Clock.
6	Wear and tear. One random module is damaged.

Combat

Ship combat is fast and brutal. Declare intent, resolve simultaneously, repeat until one side is destroyed or flees.

Rounds

Each round, both sides declare intent simultaneously: **Attack**, **Evade**, or **Flee**. Then resolve.

Attack

Roll the ship's **Firepower** — one d6 per Weapons Array module installed. Take the highest.

Roll	Result
1-2	Miss. The attacker is exposed — the enemy rolls with advantage on their next attack.
3-4	Glancing hit. Defender chooses: absorb with a module (module damaged) or take a hull box.
5+	Solid hit. Attacker chooses which module is damaged, or a hull box if no modules remain.

If you have a **Gunner**, roll their skill die alongside the Firepower dice and take the highest.

Evade

Roll the ship’s **Drive die**. If you have a Pilot, also roll their skill die and take the highest.

Roll	Result
5+	Clean evasion. No damage taken this round.
3-4	Partial evasion. Hit lands but you choose what takes damage.
1-2	Failed. Hit lands and the attacker chooses what takes damage.

Flee

Both ships roll their **Drive die**. If you have a Pilot, also roll their skill die and take the highest. Highest result across both ships wins. Winner chooses: maintain engagement or break away.

If you flee successfully, combat ends. If you fail, the enemy gets a free attack before the next round.

Destruction

When all hull boxes are filled, the ship is destroyed. See **Losing**.

Debt & Upkeep

Every 4 Sector Clock ticks, upkeep is due:

Expense	Cost
Ship loan payment	See ship table
Crew wages	Per crew member, see crew table

Debt

If you cannot pay the ship loan:

First missed payment: Warning issued. Your ship is flagged in WAN records. All WAN transit rolls now trigger inspection on 3 or lower, regardless of route tier.

Second consecutive missed payment: Repossession order. Docking at any port controlled by the lending faction (Avaros, by default) triggers seizure. You must pay the arrears, avoid those ports, or find a lender willing to buy out your debt (rare, expensive, and creates a new obligation at worse terms).

Third consecutive missed payment: The ship is seized the next time you dock anywhere with WAN connectivity. See **Losing**.

Losing

Loss is a spectrum, not a binary.

Behind

You've missed payments and the creditor is closing in. You can still trade, but your options are narrowing. WAN ports are dangerous. Oddspace routes and frontier stations are safer but less profitable. Recovery: clear the debt.

Stripped

Your ship has been seized or destroyed. You are at a port with your credits and nothing else.

Options:

- **Take a berth.** Work as crew on an NPC vessel. Earn 10 ¢ per tick. No agency, no trading. A slow rebuild.
- **Find a derelict.** If you have a lead on a derelict (from a Signal complication or port news), attempt to claim it. Roll d6: on 1-2, it's a wreck (nothing usable); on 3-4, it's functional but damaged (one ship size smaller, half modules damaged); on 5+, it's flyable (one size smaller, all modules online). You still owe the original debt.
- **Borrow again.** A new loan at worse terms — monthly payment is 150% of the standard rate. The new lender is whoever controls this port, and they have their own expectations.

Stuck

All major factions are at -2 or worse. Every port is closed. Every board is dark. The game is over — or you make one last play. Choose a faction. Attempt a single desperate action to restore standing: a grand gesture, a suicidal mission, a betrayal of everything you've built. Roll d6. On a 5+, you're back to -1 with that faction and the game continues. On anything else, this is where your story ends.

Appendix: Faction Event Table (d12)

Roll every 4 Sector Clock ticks.

d12	Event
1	Aquilaria restricts graviton crystal exports. Price of graviton crystals +50% outside Aquilarian territory.
2	Avaros leadership rotation. One existing trade agreement is voided. A previously embargoed route reopens.
3	Skopalialia tightens tech export controls. Electronics and Biotech now contraband if sold outside Skopalian territory without a license (standing +2 required).
4	Wrulis succession dispute flares. Hyperion gas shipments disrupted — unavailable for d6 ticks.
5	Elyros opens a new WAN corridor. A previously oddspace-only route is now WAN-accessible through Elyros territory.

d12	Event
6	Enthor clan war. One Enthor port is closed for d6 ticks. Clan agreements with traders are suspended.
7	Omalian Collective embargo. Luminaite exports halted to one faction (roll d6: 1 Aquilaria, 2 Avaros, 3 Skopalia, 4 Wrulis, 5 Elyros, 6 Enthor).
8	Pirate fleet detected. All routes through a specific corridor carry encounter risk — roll with disadvantage. Lasts d6 ticks.
9	GCP sanctions. One faction is censured. Standing penalties for trading with them: –1 with GCP-aligned factions (Avaros, Elyros).
10	Black market boom. Contraband prices double at frontier stations for d6 ticks.
11	WAN node dispute. Two factions contest a junction. Both deny access to ships with standing below +1 with them. Oddspace bypass required.
12	Diplomatic thaw. Two rival factions temporarily de-escalate. Standing penalties from the Tension Map are suspended for d6 ticks.

Appendix: Political Development Table (d8)

Roll every 12 Sector Clock ticks.

d8	Development
1	Aquilaria–Avaros border incident. Military buildup. All trade routes between their territories now count as contested. Standing with one is visibly checked at the other’s ports.
2	Wrulis succession crisis deepens. The Empire splits into two claimant factions. Track standing with each separately until resolved (next Political Development roll of 8).
3	Skopalìa SY-7 leak. Fragments of the suppressed survey data surface. Skopalìa standing drops by 1 for all traders who’ve visited Skopalian ports (they’re investigating). Order of Ascendancy missions become available at frontier ports.
4	Enthor–Wrulis skirmish. Open conflict in the SMC. Trade routes through the region are closed for WAN transit. Oddspace only.
5	Omalian resource discovery. A new luminaita deposit is found outside Omalian territory. The

d8	Development
	Collective and two other factions (roll d6 for each) are racing to claim it. Missions related to the claim appear on all boards.
6	Elyros expansion. The Commonwealth claims a new system in Andromeda. Aquilaria protests. A new contested port appears on the map.
7	GCP crisis of legitimacy. A major faction withdraws from the Coalition. GCP sanctions (Event 9) are no longer enforceable. Faction standing penalties from GCP alignment are suspended.
8	Détente. One active Political Development is resolved. Remove its effects. If no developments are active, nothing happens — the galaxy is briefly, improbably calm.

Galaxy Geography

This game is designed to be used alongside the **Sector Generation System** by Roberto Bisceglie (CC BY-SA 4.0), which generates full interstellar sectors using only 2d6 and produces a nine-character SEP profile string for each system. Generate your sector there first. This section translates SEP strings and route tiers into game mechanics.

If you don't have a sector, a minimal fallback is at the end of this section.

Reading a System for Play

SEP Field	Game Meaning
Ac 0-1	Open dock. No entry roll required.
Ac 2-3	Restricted dock. Roll to enter if standing with the controlling faction is below 0.
Ac 4-5	Cannot dock under normal circumstances.
Pp 0-1	Frontier Station
Pp 2-3	Trade Hub
Pp 4	Industrial Port or Core World (choose based on Rx)

SEP Field	Game Meaning
Pp 5	Core World
Pw V or A	No faction. Black market rules apply: contraband is not flagged, no standing checks, no mission board.
Pw L or C	Local or corporate authority. Use port type normally; no polity standing effects.
Pw S, H, or E	Assign to one of the seven polities. Roll d8, reroll 8, if unsigned: 1 Aquilaria, 2 Avaros, 3 Skopalia, 4 Wrulis, 5 Elyros, 6 Enthor, 7 Omalian.
Tn 0-1	No encounter roll during transit to or from this system.
Tn 2-3	Roll once on the Encounter table during transit.
Tn 4-5	Roll twice on the Encounter table during transit; both apply.

WAN Access by Route Tier

WAN access is determined by the **route tier** of the link between two systems — not by a system field. Check the map for the tier of the route connecting your origin to your destination.

Route Tier	WAN Status	Transit Roll
Main Route	WAN backbone. Always available. Heavy surveillance — inspec-	Always required.

Route Tier	WAN Status		Transit Roll	
	tion on any roll of 3 or lower.			
Primary	Standard	WAN.	Only when contested or degraded.	
	Normal	rules ap- ply.		
Secondary	Marginal	WAN.	Always required.	
	Infrastructure	is thin.		
Uncharted local	No	WAN. Odd-	Oddspace	roll re-
	space	by default.	required.	
Nr = I (Isolated)	Oddspace	only,	Oddspace	roll re-
	always.		required.	

The WAN/oddspace choice remains open on all tiers except Isolated. A player can always choose oddspace to avoid logs, dodge inspections, or bypass a contested node. The route tier determines what WAN costs and risks — not whether it exists.

Cargo by Resource Type

The **Rx** field replaces the port-type availability table from the Port Procedure when you have a SEP string.

Rx	Available Cargo
N	Fuel only. No cargo on the market.
T	Electronics, Luxuries
I	Machinery, Chemicals
M	Raw Materials
B	Foodstuffs, Textiles, Biotech
S	Strategic goods for the controlling faction (standing +1 required)

Rx	Available Cargo
C	Treat as Luxuries; additionally, one faction mission is always posted here regardless of normal board rolls.
X	Roll d6: on 1–3, nothing tradeable (the resource is inaccessible or inert); on 4–5, one exotic cargo (negotiated price 150–300 €, at least one faction wants it); on 6, treat as S for a faction that does not control this system — they want it moved.

Route Roles

The **Nr** field modifies how a system functions in the network.

Nr	Effect
H	Hub. Mission board always rolls at maximum (three missions).
K	Chokepoint. WAN transit is the only legal route through; oddspace bypass is treated as smuggling by the controlling faction. Inspection triggers on any transit roll of 3 or lower.
T	Transit. Standard rules. No modification.
B	Backwater. Mission board rolls at disadvantage. Market sell rolls at disadvantage.
F	Frontier. No repair services. No crew hiring. No module installation.
S	Sanctuary. No faction presence. Standing is never checked. Contraband is not flagged. No mission board.

Nr	Effect
I	Isolated. Oddspace only, always. No WAN access under any circumstances.

Playing Without a Sector

When you need a destination and have no sector map, roll 2d6 for a quick profile:

2d6	Port Type	Cargo Available	Transit Risk	Notes
2	Frontier	Raw Materials	High	Anar-chic au-thor-ity. No stand-ing check. Black mar-ket.
3	Frontier	Raw Materials	Medium	No re-pair, no crew.
4	Trade Hub	Foodstuffs, Tex-tiles	Low	Local au-thor-ity.
5	Trade Hub	Machinery, Chemicals	Low	Assigned to a polity.

2d6	Port Type	Cargo Available	Transit Risk	Notes
				Roll d8, reroll 8.
6	Trade Hub	Electronics	Low	Assigned to a polity. Roll d8, reroll 8.
7	Industrial	Machinery, Chemicals	Medium	Assigned to a polity. Roll d8, reroll 8.
8	Industrial	Electronics, Machinery	Medium	Assigned to a polity. Roll d8, reroll 8.
9	Core World	Electronics, Luxuries	Low	Assigned to a polity. Roll d8,

2d6	Port Type	Cargo Available			Transit Risk	Notes
						reroll 8.
10	Core World	Luxuries, Biotech			Low	Full services. Assigned to a polity. Roll d8, reroll 8.
11	Core World	Strategic goods			Medium	Major polity presence. Standing +1 required for mission board.
12	Contested	Roll twice for cargo			High	Two factions claim jurisdiction. Use lower stand-

2d6	Port Type	Cargo Available	Transit Risk	Notes
				ing for both.

Distance: roll d6. On 1–2, the destination is 1 jump away. On 3–5, it is 2 jumps. On 6, it is 3 jumps.

Route tier: roll d6. On 1–2, the link is uncharted — oddspace only. On 3–4, Secondary WAN — a roll is always required. On 5–6, Primary WAN — standard rules.

Advancement

Advancement has no XP and no experience track. The ship is the character sheet, so progress means the ship gets better, the debt gets smaller, and the network opens up. These happen through spending, through play, and through milestones — three distinct tracks that move at different speeds.

The Ship Track: Upgrading Your Vessel

Adding modules. At any port with a shipyard (Industrial or Core World), purchase and install modules in empty slots. Slots fill up; when every slot is occupied, you cannot add more without trading up.

Replacing modules. A module can be swapped out at a shipyard. The old module sells back at 50% of its purchase price.

Trading up. At a Core World, trade your current ship in against a new one. The trade-in value is 60% of the ship's original purchase price, minus 10% for each hull box currently filled. The difference is added to your loan balance at standard terms.

You keep all modules that fit in the new ship's slots. Excess modules go into cargo (one module per slot) and can be sold or installed elsewhere.

Hull repairs. Each filled hull box costs 30 ¢ to repair at any port with repair services.

The Ledger Track: Debt and Capital

Clearing the loan. You can make additional payments against the loan principal at any time. Every full 10% of the original loan price paid down reduces your monthly payment by 10% of the original monthly figure.

When the loan reaches zero, the ship is yours. Monthly upkeep drops to crew wages only. This is the single biggest economic milestone in the game — not because it unlocks anything new, but because every credit you earn from that point forward is yours to keep.

Capital threshold. When you have cleared your loan and have at least 200 ¢ in reserve, you have reached the capital threshold. This unlocks Trade Empire mechanics.

The Network Track: Faction Milestones

Standing shifts continuously during play. Certain thresholds unlock capabilities that cannot be purchased — they can only be earned.

Milestone	Requirement	Unlock
Local reputation	Standing +1 with any faction	Mission board access at their ports.
Trusted operator	Standing +2 with any faction	Faction-specific modules available at their shipyards. No entry roll at restricted ports

Milestone	Requirement	Unlock
		in their territory.
Faction agent	Standing +3 with any faction	Exclusive contracts. The faction may issue standing orders — decline at cost of -1 standing.
Neutral ground	Standing 0 or better with all seven polities simultaneously	No port in the galaxy is closed to you. The Tension Map fights against this constantly.
Burned	Standing -3 with any faction	You are hunted in their territory. Recoverable only through the Amends table.

Faction-Specific Modules

Available only at shipyards in that faction's territory, at standing +2 or higher.

Faction	Module	Effect	Cost
Aquilaria	Graviton Lens	Drive counts as one tier higher for oddspace range and WAN access	600 ¢
Avaros	Trade Registry Uplink	Roll with advantage on all market sell rolls at Avaros-aligned ports	400 ¢
Skopalia	Skopalian ECM Suite	Enemies roll with disadvantage on attack rolls against you	700 ¢
Wrulis	Hyperion Surge Drive	Once per session, make 1 additional oddspace jump without consuming fuel	550 ¢
Elyros	Diplomatic Transponder	Standing checks treat your standing as +1 higher at all non-hostile ports	450 ¢

Faction	Module	Effect	Cost
Enthor	Clan Cipher	Access clan-only mission boards at any Enthor port regardless of general standing	350 ¢
Omalian	Luminaite Capacitor	Shield Generator resets twice per combat instead of once	500 ¢

Exclusive Contracts

Available only at standing +3. Roll d6 when you check the board at a faction agent port:

d6	Contract
1-2	Strategic cargo run. Move a shipment between two systems under embargo. Pay: 200-300 ¢. Standing: +2 with this faction, -1 with named rival.
3-4	Asset recovery. Retrieve a person or object from a rival faction's territory. Pay: 150-250 ¢. Standing: +1 this faction. Rival faction drops -2 if you're caught.
5	Route denial. Prevent a rival convoy from completing a delivery. Combat likely. Pay: 250-400 ¢. Standing: +2 this faction, -2 rival.

d6	Contract
6	Faction operation. Deniable action — the faction will not acknowledge you were acting for them. Pay: 300–500 ¢. No standing change recorded.

Abandoning an exclusive contract costs –2 standing with the issuing faction.

Trade Empire

When you reach the capital threshold, you can begin establishing **trade routes** — semi-autonomous operations that generate passive income.

Establishing a route. At a port where you have standing +1 or higher, spend 100 ¢ to establish a route between two named ports. You must have docked at both within the last 12 Sector Clock ticks.

Income. Each route generates 15 ¢ per 4-tick upkeep cycle, collected when you next dock at either endpoint.

Routes fail when: standing with the controlling faction drops below 0, a Faction Event closes the corridor, or you go 24 ticks without visiting either endpoint. Re-establishing costs another 100 ¢ and a fresh dock at both ports.

Route limit. You can sustain a number of active routes equal to the number of factions with which you hold standing +1 or higher. The network is only as big as your reputation.

Amends Table

Used when attempting to recover from Burned (–3) standing. Roll d6:

d6	Required Action
1	Deliver a specific strategic cargo to a specific port — named by the fiction, not chosen by you.
2	Complete three consecutive missions for this faction with no Tension Map violations during that period.
3	Destroy or disable a vessel that wronged this faction. The target is named; you must find it.
4	Return an asset — person, data, or object — taken from this faction.
5	Pay a reparation: 5× your current monthly ship payment.
6	The faction does not negotiate. Standing stays at -3. Find another way through the galaxy.

On completing the amends action, standing moves from -3 to -2 and can then be improved normally.

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