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BEFORE CONTACTS WITH THE OTHERS

Piracy is not something new in human history. Far from central worlds and powerful colonies, in distant corners of the colonized sectors, there will always be something to do for a pirate gang.

Main causes of occurrence:

- ◆The possibility of making an easy profit raiding resource colonies.
- ◆Capturing entire colonies and establishing a dictatorship.
- ◆Slave trade. On remote colonies, slave labor costs much less than high-tech robotic equipment that, being expensive by itself, also requires highly qualified maintenance technicians.
- ◆Drug trafficking.
- ◆Caper contracts. Work for large companies or drug cartels to eliminate a competitor's fleets. It is not uncommon for completely legit corporations to set up shell companies that will hire warbands to raid mining and distribution stations.
- ◆Work as private armies: there is a high demand for them at the borders, where feudal conflicts never stop.

◆Raiding trade routes that cannot be adequately protected by military or patrol fleets.

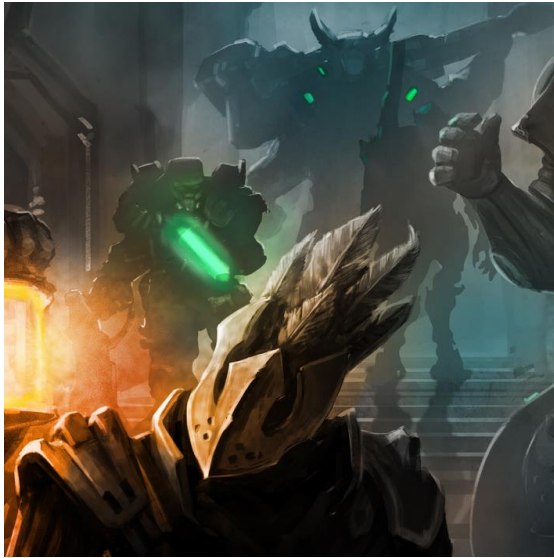
High-risk objects:

- ◆Freighter vessels that exit hyperspace on the borders of a system's gravitational heliosphere. Another common tactic is to attack a freighter when she's accelerating for a hyperspace jump and has little possibility to maneuver.
- ◆Scarcely populated colonies or mining stations without proper defense systems, but with enough booty to justify a raid.
- ◆Colonies weakened by feudal struggle.



Piracy cannot be eliminated completely. No matter how strict the laws of the Earth are, and no matter how actively they are enforced, while a poorly controlled periphery exists and actively expands, piracy will exist. Companies, free colonies and feudal lords themselves throw paraffin into flames, creating internal tensions, which are a good basis for piracy. Often

a warband they hire to solve one problem soon become another one.



Sources of recruiting:

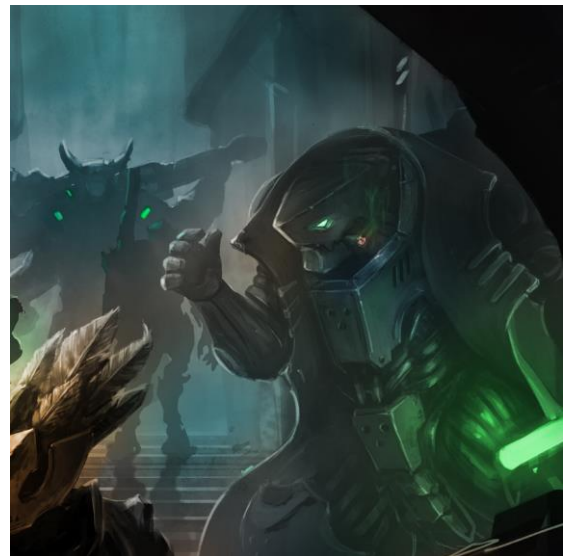
- ◆ Impoverished knights in search of easy profit. Often have access to advanced weapon systems.
- ◆ Smaller feudal lords seeking to strengthen their positions and weaken their neighbors.
- ◆ Depleted resource colonies, where companies close their industries and leave workers behind, become great recruitment sources.
- ◆ Backward colonies. Their population takes any job, and these places become convenient bases for smugglers, slavers and drug traffickers.

The main ways of solving the problem of piracy were a whole range of tools that were actively implemented on all colonies under the control of the Earth.

- ◆ The ultimate punishment for piracy and, at the same time, caper contracts as the only option to avoid the death penalty. This approach gave rise to a situation when pirates allegedly

undergo cleansing and then return to freebooting.

- ◆ Creation of outposts and deployment of fleets at the borders greatly enhanced stability in remote colonies and reduced both the possibility and the causes of piracy.
- ◆ Sudden raids by quick-reaction patrol groups against pirate bases.
- ◆ Strengthening control and administrative links, fighting corruption and controlling expenditures strongly linked hands to illicit trafficking.
- ◆ Strengthen control over armories, especially in separated colonies.
- ◆ Active operations against extremist states that support piracy.
- ◆ Financial inspections in corporations and prosecution for private use of pirate gangs.



All these steps began to give good results, but the situation changed drastically after humanity made contact with other civilizations.

AFTER CONTACTS WITH THE OTHERS

To date, piracy has received a significant boost. Criminal groups of humans quickly established contacts with the crime worlds of other civilizations. Bilateral integration has greatly expanded access to forces and means. Crews became interracial, as well as arsenals.



This also made it impossible to restrict illegal weapons and spare parts trafficking to the black market, because pirates from different races cooperate and provide alternative supply channels to each other. The same happens with navigation. Many races use pirates for their black ops and give shelter to gangs that are being persecuted in the Earth's zone of control.

Motives driving the pirates have barely changed, and the appearance of Eltofa greatly enhanced the position of slave traders: big, hardy and strong Eltofa are a great commodity, happy to escape from their proletarian "paradise".

Internal security is weakened, fleets are being reorganized and engaged in the redeployment of strike

forces to regions where alien races are most likely to attack. Such a massive relocation of forces exposes our flanks. Also, the administrative resource is now focused on new directions of administrative and diplomatic activity.

Under such circumstances and especially with a heavily increased load on trade routes it is necessary to focus the efforts of destroyer and frigate squadrons on patrolling the border areas. We should enhance intelligence coverage among pirates and offer more caper contracts: the pirate "brotherhood" should be fought by those who know it from the inside.

It is also recommended to launch a decisive military operation against Novaya Rodina to resolve this issue once and for all and clear the western flank. Efforts should be concentrated on the western and northern boundaries relative to the Galactic Core, where we share the most borders with other races.



Particular attention should be paid to the situation around Griffon 22-4.

FAMOUS CAPTAINS

"THE FOX" FERNANDO YAGO ESCOBEDE – to date, the head of the caper's fleet and has already proven to be a reliable ally. Of course, this reduces his value as a caper, but he is a very talented naval officer and a valuable asset to the fleet.



SOULA – we do not have information about this captain so far. The facts are contradictory and deny each other, but we can assume that today Soula is Escobede's right hand in the world of piracy, and she has not yet demonstrated her loyalty to the Earth. There is even information that her ship supposedly attacked Imperial freighters.

JACK BLACK – one of the key captains who helped Escobede to form a caper fleet. Extremely cautious and unhurried. There is evidence that in reality, it is captain Soula hiding under the harsh captain's face.

LUCKY CHUCKIE – a cripple, who, according to the intelligence data, can live only because he is inside a knight's armor. He is the leader of the pirate groups that determined the situation on Griffon 22-4

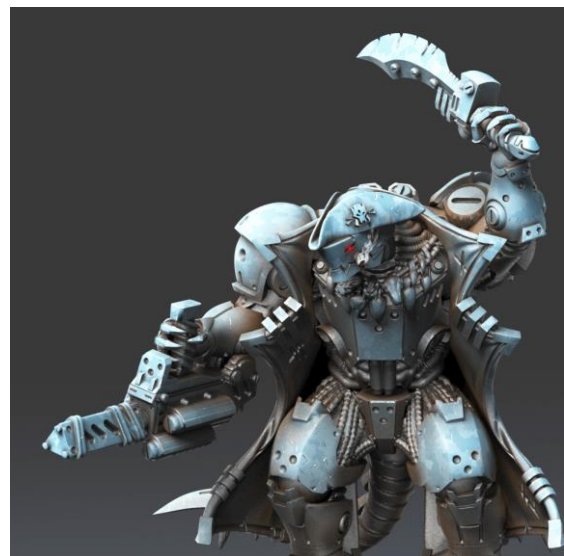
SLIPPERY BILL – a robber with principles and a fleet powerful enough to carry out an independent operation. He is a cunning pirate with a long list of brave and successful attacks.

So far, we have no information about pirates from other races.

RELATIONS WITH OTHER FACTIONS

THE SEIT DOMINION

The Seit are actively using pirates. But it is known that on Griffon 22-4 the pirates acted independently and attacked the Seit. On the other hand, it is also known that the Seit are behind the strengthening of the Novaya Rodina's fleet and pirate operations on F-11-3. Obviously, the Dominion perceives pirates as a threat and will squeeze them out of its influence sectors but will support pirates in the areas of responsibility of other races.



TRICLONS

Having lost their state, the Triclons reinforced the fleets of pirates and mercenaries with their ships. They are rarely connected with slave trade or drug trafficking and thus can become a wonderful addition to the caper fleet. Their intransigent attitude to Seit is definitely worth using.



ASGARS

Never go down for piracy and ruthlessly eradicate pirates and robbers. It is well-known that Asgar patrol ships pursued pirate ships even in another state's sectors.

KJA KINGDOMS

Actively buy pirate services. Many Kja feudal lords cooperate with pirate cartels selling weapons to them, providing shelter and place for bases. Officially, Kja are clearly condemning piracy, but there are proven facts of cooperation and even organization of their own pirate cartels.

RIGHTEOUS UNION OF ELTOFA

Greedy and envious Eltofa are also officially fighting piracy. But on the other hand, it is known that the Eltofa fleet directly participated in raids on merchant ships. Officially, the RUE denies everything and claims that they are ready to lead the front of the fight against piracy. However, there is no evidence of any Eltofa operations against pirates. The Eltofa sector itself is a convenient place for pirate bases: huge amounts of barely controlled or completely abandoned systems.

THE SKRAG HANSE

The most difficult situation with Skrag diplomacy lies in the fact that, despite the expectation that a trade-based nation will aggressively fight piracy, we have a diametrically opposite situation. Skrags often launch pirate raids and create cartels. For Skrags, piracy is an integral part of trading. Their merchant ships are well-armed and often use force as another means of competition. They do not condemn piracy but annihilate cartels that compete with the Skrag fleets.

RUNGAR TECHNOCRATIC CORPORATIONS

Unaggressive and highly technocratic Rungars are irreconcilable enemies of piracy. For them, pirates are a threat to trading routes and fulfillment of contract duties, which is why we can rely on them in the fight against pirates. There are also no confirmed cases Rungars using capers or hired fleets.



no evidence of the presence of warrior arachnids among pirate warriors.

PIRATES

Pirate cartels are highly fragmented and conflicting warbands with different interests and views on acceptable enrichment options. Today capers and pirate mercenaries are the best tools in the fight against piracy. Though a dangerous one.



ARACHNID HIVES

We still have little information about Arachnids. But there is evidence that in the slave markets, individual Arachnids are sold as exotic animals. There is also