



# RULE BOOK



EDGE  
OF WNR







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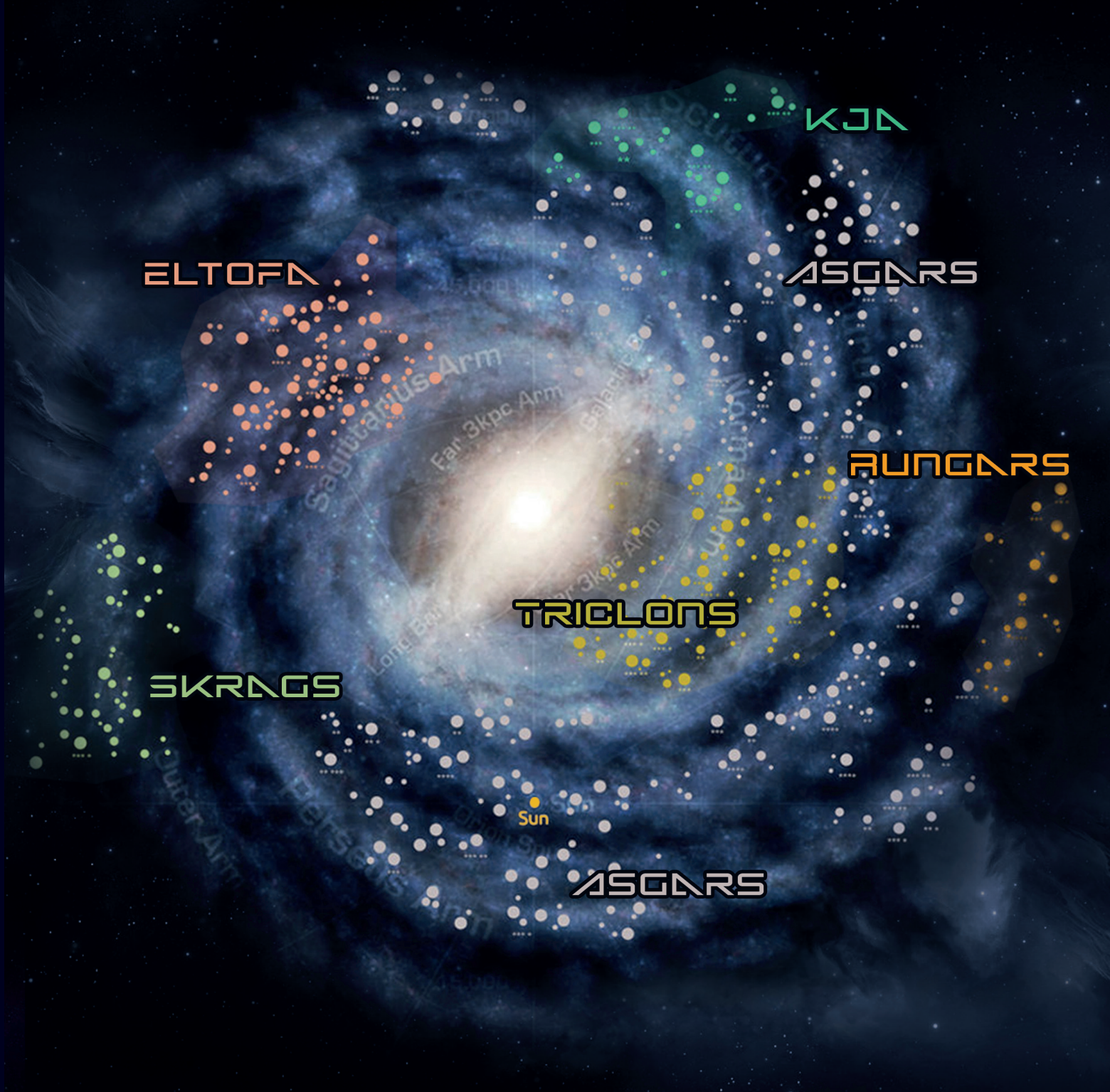
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# UNIVERSE

*Life is progress and motion. So is war. New technologies present opportunities and challenges. Those who adapt to the new conditions gain the upper hand, and those who cannot adapt are sentenced to extinction. Development of technologies does not bring peace and security – it simply changes the face of war. However, the causes of wars always remain the same. No matter how long peace lasts, sooner or later greed, fear and ambition will prevail and sweep away the ghostly wall of morality and laws...*



For some time the Milky Way lived peacefully and calmly. Fear prevailed.

Of the most ancient races in the galaxy there were only the mighty Asgar. A race that conquered even gravity. Mighty. Eternal. Capable of lighting and extinguishing stars. They established order in the galaxy, creating the Galactic Council, which resolved controversial issues and enabled peaceful coexistence of other races. The younger civilizations listened. But gradually the Asgar separated themselves from the rest of the galactic community, concentrating more and more on internal problems.

Eventually the Asgar lady Athene Pallas proclaimed an entire sector on the fringe of the Galaxy forbidden. None dared to disobey. Rumors spread that a famous Asgar biologist created some terrible biological weapons there...

Time passed and life went on as usual until an in fact, everyday event for the Universe: the Milky Way absorbed a smaller galaxy. And with it, a new race moved into our galaxy. The Seit. They were not accustomed to fear the Asgar and started to aggressively conquer living space for themselves. With them they brought slave races, and in the Milky Way they found new ones.

The Seit, being powerful psionics and skillful manipulators, had quickly subjugated a large section of the galaxy and began to play one of the leading roles in the Galactic Council. The Asgar remained silent.

Entire species fell under the yoke of the Seit, but Asgar kept silence. They were indifferent. The directives of the Council are of little interest to those who have powerful fleets and armies.

Seeing such indifference of the Asgar, the other races decided that it was their time to realize long-standing ambitions and correct long-standing injustice. Ambitious Kja and greedy Eltofa were the first to launch their fleets to the conquest. And the rest followed. Multiple local conflicts caught fire, but then quickly came to a dead end. The forces of the sides were not enough to break the enemies, and nobody wanted to

put everything at stake in the war. From time to time clashes broke out on the borders and armed provocations took place. It was not peace, but neither it was war. In such a situation the thirst for power made everyone look for the mysterious and powerful weapons of Athene. The key to power in the galaxy, as from times immemorial, as it was believed by the younger races.

And then finally the long wait was over. A new race appeared from the Forbidden Sector, previously unknown to anyone – the Humanity. The war of the first contact between Seit and Humans stirred the Galaxy. The young human race was incredibly strong and powerful. And with the arrival of the Humans, the Asgar finally awoke from hibernation and started to act.

So what does this bring to the Galaxy? Will the new order be established? Will a new superpower rise and break the resistance of the others? Who owns the mysterious and powerful weapon of Athena?

We do not know this today. The mighty fleets of galactic powers stand a few steps away from a full-scale collision.

The entire Galaxy pauses for a brief moment on the verge of war...

## CHRONOLOGY

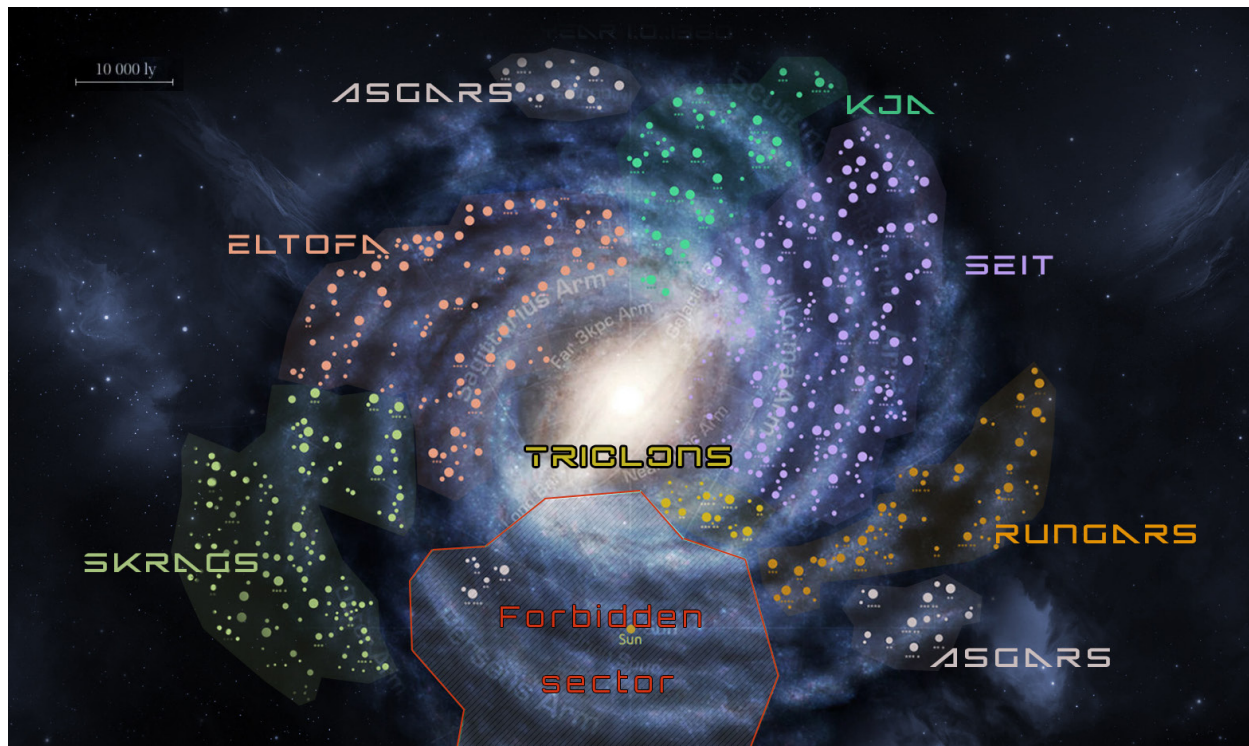
Hereinafter we give the events according to the dating going on in the General Galactic years. This is the average year for the rotation of the planet in the Golden Belt and is 420 Earth days. (conversion factor 0.87).

Dates agreed with the human's calendar will be given in parentheses. Will be added from the moment relevant to humanity.

**The 0 years.** A mysterious power threatens the Galaxy's very existence. Its appearance is named "Incursion of the Others". Some stars begin to fade, and some are extinguished forever. All forces of the Asgar empire are thrown against the new enemy.

**450 IO** – The war ends in a pyrrhic victory for the Asgar, incursion is stopped, but they





Milky Way Galaxy, year 1380

lose many territories in the process and their armies and fleets are nearly non-existent.

**1096 IO** – A smaller galaxy collides with the Milky Way. That is when Seit arrive, bringing Shorks with them.

**1256 IO** – The Seit expansion begins, while Asgar remain silent. Jawgs fall the first victim.

**1278 IO** – Eltofa start their expansion.

**1315 IO** – The first Skrag Trade War begins.

**1370 IO** – Kja start their expansion.

**1380 IO** – Galactic Council is no more. A united Triclon state also ceases to exist and splits into isolated fragments of several kingdoms that have even less forces to resist the Seit aggression.

**1420 IO** – The second Skrag Trade War begins and expansion campaigns grind to a halt. All powers instead start searching for the mysterious Asgar Sword. Different races send their emissaries to the Forbidden Sector, but none of them returns.

**1561 IO** – The Seit expedition approaches

Earth but is intercepted by Asgar ships.

**1703 IO** – Seit attempt to invade Rungar colonies and fail.

**1754 IO** – Rungar retaliation attempt. Fails.

**1845 IO** – The third Skrag Trade War.

**1893 IO (2061 AD)** – Events described in the “Wings of Icarus” short story. First human hyperspace jump. Within 2 years, humanity launches a stellar expansion to broaden its life-space.

**1910 IO** – The first records of encounters with the Dead Machines on a planet orbiting the Stolen Star.

**1916 IO (2087 AD)** – The beginning of the colonial expansion of Mankind.

**2008 IO** – Lady Athene establishes a base to block the shortest routes to Earth.

**2198 IO (2411 AD)** – Foundation of the Third Horizon. New colonial legislation. Forming of free human colonies. According to the Greenwal Charter (named after the colony that was the first to receive such rights), colonies receive greater autonomy



in exchange for support of the human race's unity in global perspective, and a common economic space is established. However, not all colonies agree to such conditions.

**2228 IO (2445 AD)** – Events described in the “Edge of Light” book. First encounter between Seit and Humanity at outpost 30-05. Duke Raymond Visioner is victorious once again, but this victory is far from final.

Seit forces retreat, beaten, but not wiped out, whereas the human outpost is destroyed. Seit also receive a massive amount of intelligence on the human forces and fleets. Heir to the Triclon throne seeks shelter in the Human Empire.

**2230 IO (2447 AD)** – Humanity becomes a member of the Galactic community. This is the year when Lady Athene and Bastea arrive on Earth.

**2232 IO (2450 AD)** – The Griffon 22-4 incident, “Rescue Mission” short story.

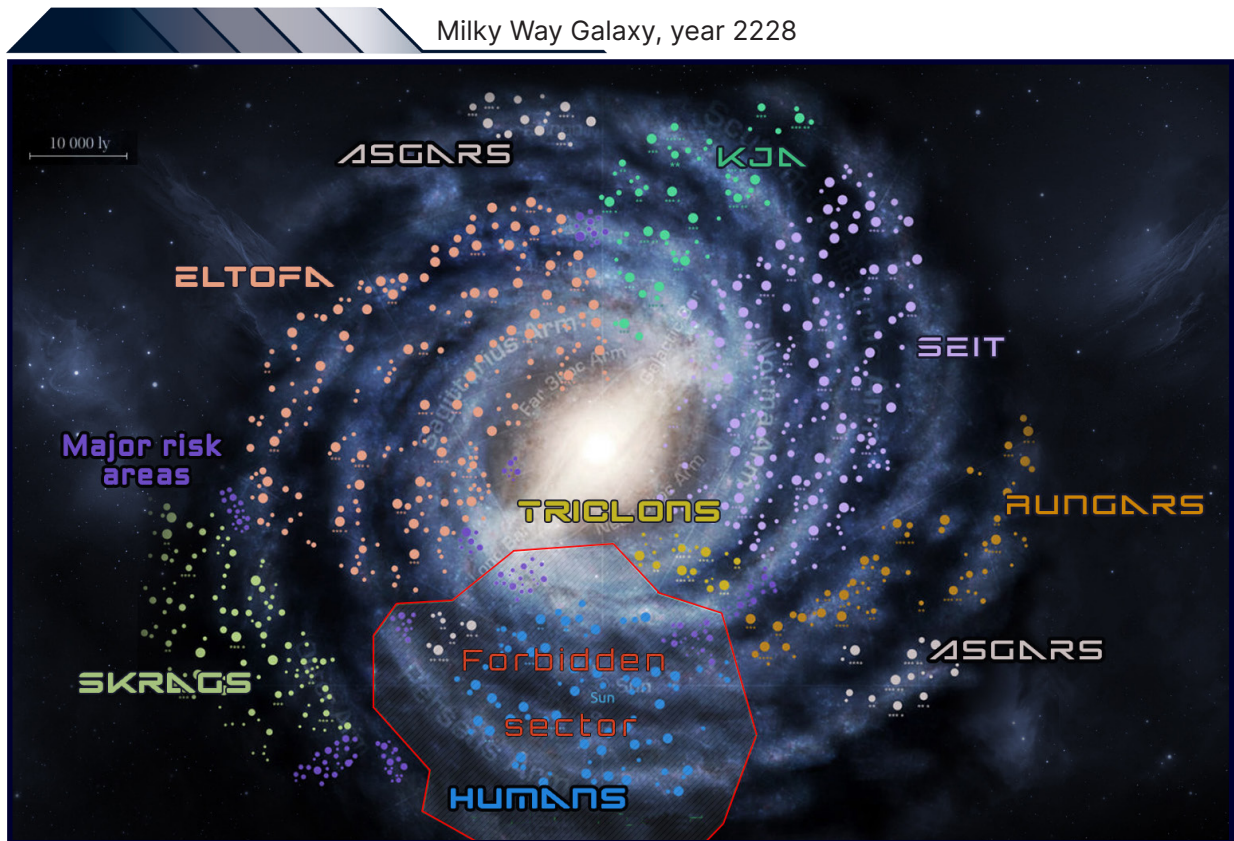
**2232 IO (2450 AD)** – BEGINNING OF EVENTS, REFLECTED IN THE GAME.

**2232 IO (2450 AD)** – Events described in the “Knight of the Empire” book.

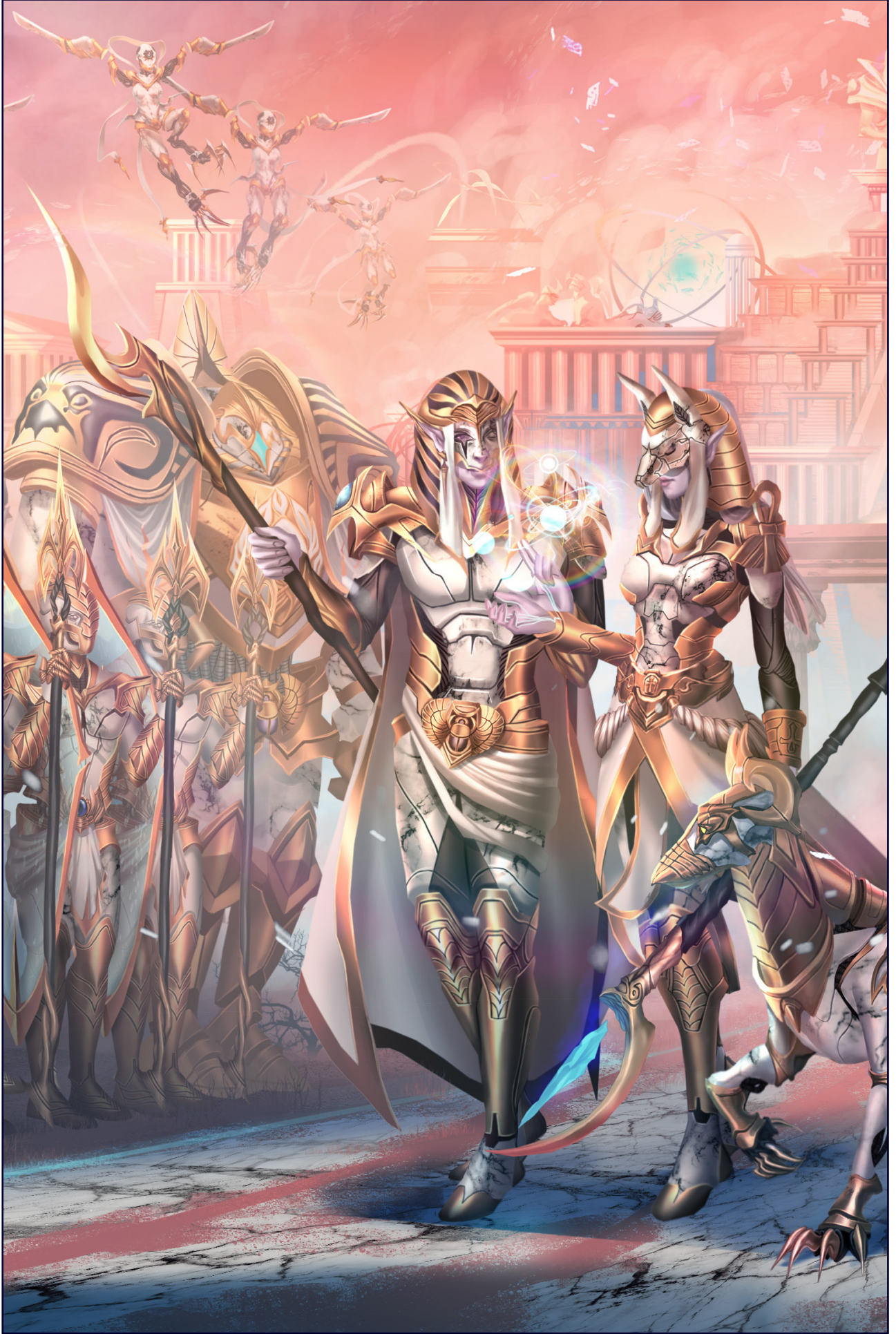
**2235 IO (2454 AD)** – Events described in the “Privateer of the Empire” book.

**2236 IO (2455 AD)** – Events of the “Prophecy” short story.

*To be continued...»*











# ASGAR CIVILIZATION

**Asgar are one of the oldest races in the Galaxy. At the dawn of their age, ambitious and powerful Asgar waged wars against other civilizations and wiped them out.**

They've always acted in a cynical and violent way pursuing their own interests and satisfying their ego.

At certain point, the Asgar got used to playing gods, mentoring the younger races, giving more to ones and less to others. To see how some of the young races handle crises, the Asgar orchestrated cataclysms and observed. Not all managed to survive.

The Asgar founded the Galactic Council to control development and expansion of other civilizations, and everything worked as intended until disaster came.

Only heads of the Asgar Houses knew all details of the Invasion of the Others. This problem had to be kept secret, for gods are almighty, and none could know they aren't. Asgar managed to win that war, but scars left by it were terrible: hundreds of devastated star systems. The terrible conflict weakened the Asgar civilization beyond recovery, transforming it into a broken shell of a once mighty galactic sovereign. For those who still cared about the fate of their people, a question arose: what if the Others return?

Lady Atene launched the Legacy project – an audacious endeavor to create an ultimate biological weapon. For this, she restricted access to an entire sector. She knew well that the Others would return, as all Asgar did. And they all understood that the hegemony did not have enough power to face this threat for the second time. Most of the Asgar became indifferent of everyone's and their own future and decided to dedicate their long lives to experiencing as much pleasure

and impressions as possible before the Galaxy dies. That is why most of them made little account or were completely apathetic about the Seit invasion and establishment of new order in the Galaxy. The Seit were not a threat to the Asgar civilization, and obviously, the Seit could not stop the Others when they strike again.

Atene was the only one who did not surrender. She worked on to create an absolute weapon and save her race from extinction. Internal conflicts of the Great Houses forced the Asgar to leave the planet where experiments took place, and for millennia, the weapon slowly evolved on its own.

## PHYSIOLOGY

All Asgar are powerful psionics, capable of telepathy and telekinesis. Perpetual improvement of themselves and everything around them was the way of the Asgar. Genetic and cybernetic modifications led to the threshold of divinity.

An average Asgar is 2,2 to 2,5 meters tall. They are beautiful, physically strong humanoids with pale skin, silver hair and blue eyes. Asgar immunity and regeneration are unmatched, thus they are nearly immortal. In fact, their bodies do get old in the course of extremely prolonged lifetime, but when the need arises, a new clone is created to host the same consciousness.

Some Asgar designed non-typical bodies for entertainment or special needs, and transferred their minds into them. For









instance, Heron used a body that had a lower part of a horse.

## POLITICAL ORDER

The Asgar society is ruled by a council of Great Houses, and its decisions are passed by the head of a ruling House. Now it is Dionysius of House Ella.

Known Houses:

- ▶ **Ella (Greek gods)** – at present it's the most powerful House, ruled by Dionysius, son of Zeus.
- ▶ **Ra (Egyptian gods)** – once one of the greatest, now this House is almost inexistent.
- ▶ **As (Scandinavia)** – an ancient House famous for its martial traditions.
- ▶ **Zarasg (Babylon)** – nearly extinct.
- ▶ **Draco (China)** – a House of great scientists and philosophers.

*“They are everywhere, my prince!  
They coming through the walls,  
through the ground, we should  
run!”*

*- last words of the unknown  
Kja soldier*





# FORCES OF HUMANITY

HUMANS

Humanity is a relatively young civilization among the stellar nations. But ambitious and audacious as hell. Born in the little-studied sector of the Universe, mankind presented itself to the galactic community as a strong and self-sufficient nation with a powerful military force and balanced economy capable of affording a mighty stellar fleet.



## POLITICAL ORDER

Despite its name the human state is more a confederation than an empire. Colossal distances and lack of decent communication means make it impossible to maintain a strongly centralized power system.

Formally, at the head of the state stands the Emperor who chooses his heir among the candidates proposed by the noble houses.

The House of Lords then votes to approve the heir as the Crown Prince and Grand Duke of Mars. From this moment the prince loses all ties with the family. Refuses all other titles, standings and heritage. Since that moment

the Empire is his life.

Of course, this political system breeds rivalry between the noble dukes and the houses of the Empire. Second to the Emperor are the Cabinet of Ministers and the House of Lords.

The House of Lords is the upper chamber of the parliament, which includes representatives from all planets of the Empire. The number of representatives depends on the population of the planet.

Each star system has its own House of Representatives which deals with local affairs.

## THE LARGEST INFLUENTIAL HOUSES

- ▶ **RAROG.** The Emperor's house. This dynasty has lost a lot of power and popularity within the last years. The ruling Emperor ensured significant cultural and scientific progress, but the Empire needs a new sovereign. Both chambers of the Senate agree on that: the Chamber of Lords and the Chamber of Representatives. Svyatoslav Rarog is a promising candidate: an ambitious and energetic nobleman that runs a grand-scale electoral campaign.
- ▶ **RANDALL-HIGGINS.** The house originates from the couple that led mankind to the stars. Patrons of sciences. Duke Randall strengthened his positions significantly and prepares to make a nomination for emperorship at the next Senate hearing. He is an ambitious and strong person, and many are ready to support him.
- ▶ **CHO LO.** A powerful Chinese dynasty. Heads of this house are unofficially called "Lesser Emperor". For many years Cho Lo dukes have been building alliances to have proper support to

nominate a member of their house for emperorship when the moment comes. Until now House Cho Lo did not need this. The Emperor's responsibility lies mainly in the Earth's external policy, and Emperors did not have so much real weight as the position of a Prime Minister, traditionally occupied by a Cho Lo representative. After contacts with alien races the balance of power changed drastically.

- ▶ **VISIONER.** The house of steadfast tin soldiers that supports the Crown. Visioners traditionally have no political ambitions but play an important role in the Earth's army and navy. Currently Duke Visioner is extremely popular in the armed forces, but he continues to fulfil his duty of an admiral: all he cares about is protection of humanity and does not participate in political struggle.
- ▶ **ALVAREZ.** There is no hard evidence, but a lot of conflicts, investigations and scandals indicate that House Alvarez has strong connection of the Earth's criminal world. Journalists call Duke Alvarez the "King of criminals".





- ▶ **KAMLAN.** Another house with no political ambitions. However, Kamlans have a significant influence on traditions and culture of the nobility. Their custom of Tameless Hunt has become increasingly popular among young nobles. Especially now, when conflicts at the borders started to grow in scale and number.
- ▶ **ORDER OF THE IMPERIAL CROSS.** Not a house, but an order, created to control lesser noble houses. This is one of the orders that inherited heraldry and traditions of the old Christian knightly orders. The Order of the Imperial Cross is a reincarnation of the Order of Malta. It has recently received a new vigorous Grand Master that strengthened its positions and ensured a leading status among other orders.

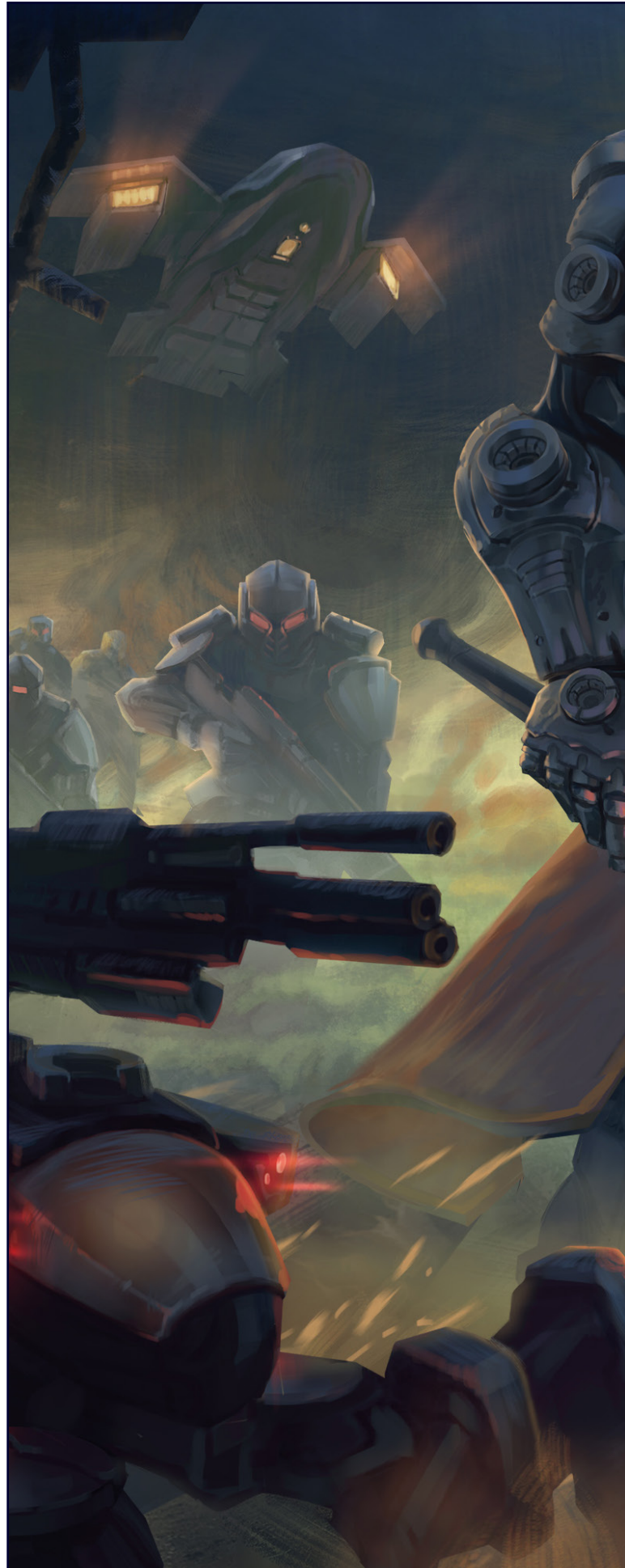
## NOBILITY

A separate stratum of the population is the nobility. Since maintaining and developing the army at space distances is a task of utmost difficulty, the Empire had to actually restore feudalism.

Besides the standard institutions of society there are noblemen. This is a caste of professional warriors that are the first to answer the call, the first to blaze a trail. As the knight's vow goes: "We are the shield of mankind that will protect peaceful life from dangers. We are the sword of mankind that will destroy any threat."

Each nobleman can choose from two ways of life. Abandon the title and live a normal life like all others. Or keep the title and get the knightly privileges with obligation to take up arms whenever the Empire calls, and be the force that stands in harm's way.

Obviously, the presence of such a privileged population stratum creates social friction. But due to its wise and farsighted policy the Empire managed to defuse crisis situations so far. Most of them.







HUMANS



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## BEFORE CONTACTS WITH THE OTHERS

A new stage of development of the Earth's civilization started after the Helsinki bombardment. Muscovia's missile and bombing strikes against Finland ruined the fragile status quo. On the edge of a nuclear Apocalypse, humanity mobilized and united to finally solve the Moscow regime problem. We know these events as the Two-week War. However, this was only the beginning. China that waited very long to reshape the world, prepared to launch its own offensive. Chinese revanchists decided that it was the right time to take what's theirs and the United States stepped forward to tame the dragon. The planet that watched rapid and merciless shock and awe operations for two weeks, froze on the verge of a full-scale conflict between China and the western civilization. At the last moment young powers on both sides of the Pacific managed to prevent the full-out war. This was the dawn of a new world order.

Professor Higgins and his daughter, Oksana Randall-Higgins, gave humanity a way to reach the stars.

A technological revolution followed, and together with it – the first wave of colonization. As the Earth's political structures globalized more and more, new colonies rejected this vector trying to preserve their national and cultural

identity. All of those who refused to globalize sought a new life in distant colonies. This voluntary exile laid a foundation for many problems in the future.

Within the next hundred years humanity colonized a lot of worlds and gradually they started consolidating into larger clusters. Great distances complicated any unification efforts. Delays in communication between colonies made decision making and centralized control ineffective. As a response to this problem a neo-feudal model started to develop, and nobility was reborn. This caused civil unrest and armed conflicts. The Earth wanted to stay in control and create a united confederate state. Certain powerful colonies had intents of becoming metropolises themselves instead of remaining under the Earth's rule. And there also were whole factions of revanchists like the "Novaya Rodina" that mostly consisted of Muscovites who were willing to avenge their defeat in the Two-week War.

Despite strong opposition, the Earth managed to quickly achieve several major victories and the conflict devolved into a passive phase, with active engagements persisting only on Weishnorica.

Sporadic conflicts between individual colonies were also far from uncommon. Not all planets were situated on equally good Hyperspace routes or had equally plentiful resources, and the good old right of the powerful came into effect. Even the worlds that already were formally under the Earth's control could fight with each other. During the Colonial Wars the Empire of the Earth started to be referred as such, being in fact a confederacy where the Emperor was elected by the House of Lords, constituted by representatives of the most powerful noble houses.

## AFTER CONTACTS WITH THE OTHERS

For a long time, our civilization has been

developing in isolation. In fact, we were separated from the rest of the galactic races, and therefore the discovery of their existence has become a complete surprise for mankind. Especially the fact of existence of so many alien species.

It all began with a sudden contact with the so-called Triclon Dream Singer, a religious and political leader of the Tricolons, who asked us to protect her from the Seit persecution, and suddenly the human civilization got drawn into a conflict. Now we stand on the verge of a big war against the Seit, and our closest neighbors, Eltofa and Kja are just waiting for its start to strike us when we will be most vulnerable.

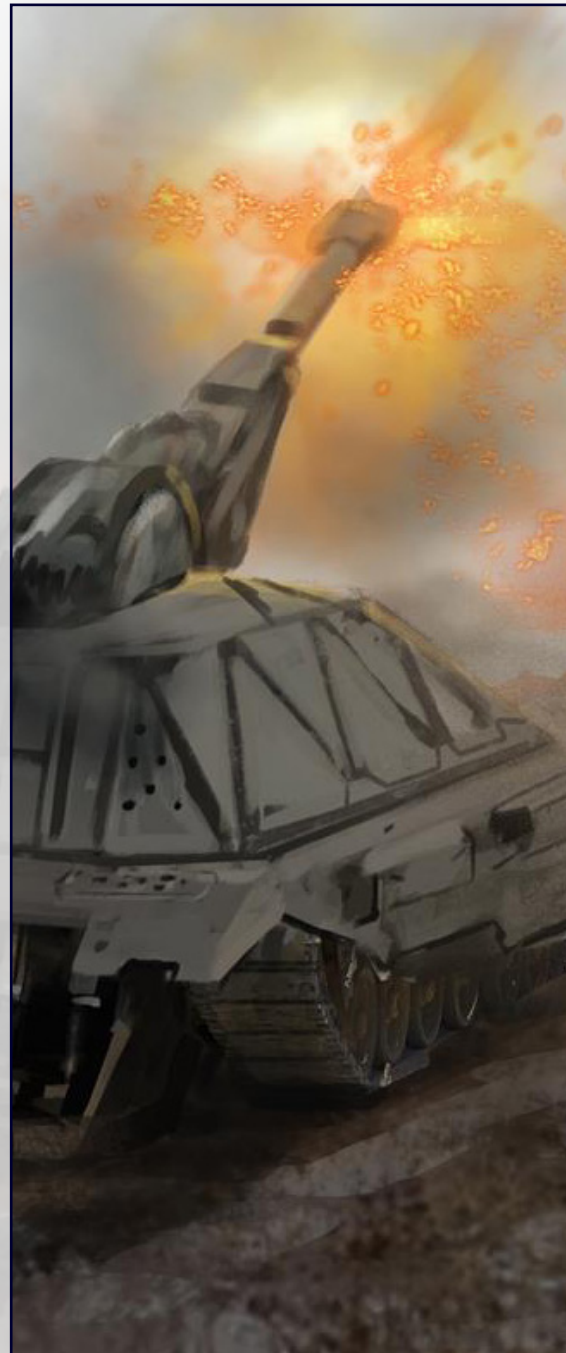
The first clashes did not have any consistent results or lasting consequences. At Outpost 30005 we managed to defend against the Seit fleet due to the invaluable intelligence, but our positions on Griffon were lost, although according to our data, currently the Pirates control the planet, not the Seit.

Therefore, now humanity should limit dynamic actions and instead watch and listen carefully. We need to collect intelligence about races, their relationships and the Galaxy itself. There are races that envy us. Having met the enemy, now we need to find the right friends. Also, one should not forget about the intensification of technological development, in order to maximize its existing advantage. The first encounters showed superiority of our combat forces over the enemy, both in arms and in training. This seems to be a big problem because the first victories have been achieved too easily.

Presence of the Galactic League is worth noting separately. This structure is very similar to the old UN – an institution with wide nominal power and complete lack of real power and leverage of influence on its members. In the past, the power and influence of the Galactic League was determined by the Asgar Hegemony, but the Asgars have departed from galactic affairs.

Today, the Galactic League has no real power or influence. This is a club where representatives of various races express concerns and make allegations. But this club is still a convenient place to look for allies and situational alliances. It is a political platform where we can promote our interests and establish dialogue with other strong players.

- *Human Chronicles, «Humanity and others»*







# SEIT

## AGGRESSION FORCE

*"They brag about their force, valor or tenacity. But they are brain-dead. Only a pure intellect has a right to rule the Galaxy." Shirgush, Seit Autocrat*

The Seit come from the H12 globular cluster, which collided with our Galaxy. This cosmic cataclysm almost destroyed the Seit civilization and their native galaxy. Moreover, it inflicted a colossal blow on the territories

that belonged to the Asgar civilization in the Milky Way. As a highly developed civilization, the Seit began to prepare for relocation to a new home in advance. In their native galaxy they had to struggle for living space and







they brought this habit along.

The Seit are ruthless creatures who believe in their right to dominate and rule the rest of the intelligent species. This shaped their entire strategy upon arrival. Taking advantage of the disaster, weakness and isolation of the Asgar, the Seit quickly seized a considerable part of their territory and managed to maintain momentum until now.

Due to the rigorous and consistent expansion policy, advanced technology and powerful fleet, they have become one of the dominant races of the Galaxy and are actively imposing their will on other races in the galactic community. Cold and remorseless Seit are accustomed to conquest and domination. Other races, whatever proud, pompous, lordly and strong they are, consider the Seit a threat to their existence, and not without reason. And threats must be eliminated before it's too late.

Seit are well versed in telepathic control, manipulation and intrigue. Their race holds one of the key positions in the Galaxy. They have great weight in the Security Committee of the Galactic Council, and use it brazenly. In fact, due to non-interference of the Asgar, the Seit paralyzed this institution, and other races like Kja and Eltofa, who wanted to start their own expansion, also used this.

## POLITICAL ORDER

Seit political system is technocratic despotism. Ruthless and cynical position of the Seit scientists had repeatedly saved their people from extermination. Therefore for centuries their civilization's development was guided by the ideals of rationality and expediency. At the head of the race are scientific clans that dominate in one or another field. And it is the contribution of scientists of certain clans, their efficiency and the impact of their inventions that granted them such a powerful influence in the Seit society.

## SCIENCE GROUPS

**KARYBU** exploited weaknesses of other races and prevented the enemy fleets from uniting and becoming a major threat.



Karybu Seit science group specializes mostly on astrophysics and space travel, provides their civilization with formidable spaceships. But also the Karybu are the strongest psionics in the Dominion. They develop their psionic power in space travels as well as their gift of divination, which allows them to prevent undesirable events. Karybu seits are irreplaceable for the Dominion and they are well aware of that, so they stand aside from the politics game in the Dominion.

**SAMIRKAR** created several classes of combat drones that completely replaced the Seit on the frontlines. This made the odds slightly better but was not enough to turn the tide of surface battles.

Samirkar group is represented by electrophysics and Seits weaponsmiths. They are creators of the Seits drones, battleships weaponry defense systems, and many more. They were the dominating group in the Dominion having only Karybu as they opposition before the Shorks appears and the rise of the Zalgirny group. Samirkar rely on drones, they believe in their weaponry and think that the metal and technology will always prevail.







**ZALGIRNY** provided the third component of the Seit military power. Genetical and biological modifications. Raptors were the first – and to this day are an effective weapon of terror. Another breakthrough of the Zalgirny group were so-called MOBs (mindless biological organisms) – another attempt of manipulation and psychological warfare.

Zalgirny – the most violent of all groups, they study social sciences to find ways of influence on other races and how to use them to achieve the Seit goals. Also, they united with the best biologist in the Dominion – Ceristars, creators of Raikosoto (Awe bringers) or the Raptors as humans call them and many more terrifying creatures. They achieve greatness when they discovered and convinced Shorks to join the Dominion. On the battlefield they rely on their creations and shorks as their main weapon, applying many different new tech and biostimulators.



CONFIDENTIAL  
 PLEASE REMOVE STORAGE DEVICE  
 ...DNA AUTHENTICATION REQUIRED  
 ...CONFIRMED  
 ...RETINAL SCAN REQUIRED  
 ...ACCESS DENIED  
 PLEASE REMOVE AUGMENTED REALITY LENS  
 AND TRY AGAIN  
 ...ACCESS GRANTED

## ANCIENT HISTORY

According to Seit documents, their species evolved during 500,000 years on a planet that they call Nohtavhar or “cradle of mind”.

*Analyst's note: An extremely short period for evolving into a technologically advanced species, but one cannot prove or deny this, since Nohtavhar has been destroyed when the Milky Way absorbed the Amerigo Cloud.*

Nohtavhar had aggressive fauna, and Seit as a physically weak species, had to seek shelter within caves or underground holes. This dictated their anatomical development. Evolution gave Seit an advantage: a well-developed brain with rudiments of psionic abilities. Due to natural selection, individuals with better psionic abilities had higher chances of survival.

The first communities mentioned in the Seit manuscripts are called **Sahcains** (“life safety”) – these were the dark times, full of fear and desperation. Initially, psionic abilities were regarded as a gift of the gods or a sign of elitism. Shamans that could concentrate and conduct the tribe’s psychic will, became leaders. An age of religious wars followed. Nearly all states during Antiquity and Middle Ages were theocracies, with Sahnun church (“light of safety”) being the most powerful among them. This cult praised safety and value of life. Its followers built monasteries and improved themselves,

constantly training the power of mind. This conserved the Seit society, but major social processes resulted in the birth of **Domahts** movement (“dominion” is the closest analog).

Sahnun was the pinnacle of theocratic society, and Domahts was an effort to protect science and scientific way of thinking. Oppression and persecution by the church crystallized the Dominion’s power and consolidated a clandestine organization that learned to adapt, manipulate and subdue. Founding of **Samir** also dates back to that period. This was another major player, a trade coalition of free cities.

Religious wars and witch hunting periodically shook the Seit society, but most of the time the civilization lived in peace, preferring to engage in political intrigues and competition.

*Analyst's note: As far as we know, no race in the Galaxy has ever experienced such constant and devastating wars like the humans did. All races had long periods of peace and stability, spanning several hundreds of years.*

During the long years of peace, the Seit suffered from terrible pandemics and famines due to overpopulation. Analyst’s note: Epidemics are nothing special, considering the circumstances. For several thousand years the idea of safety turned into a religious paradigm.

Prayers and rituals replaced common sense and hygiene. Obviously, epidemics were regarded as divine punishment that struck the unjust. The same could be said about famine. Safety-driven theocracy encouraged living as densely as possible. By that time predators still posed a serious threat, and of course, large settlements exhausted local food resources due to over-cropping. There is a record of one conflict that brought Seit to the edge of extinction.

The Great Patriarch, his Highness Magaharan Hakut, declared that the Highest Light gave

him a sign and showed the way to safety for the whole Seit civilization, after several periods of famine and a great plague.

*Analyst's note: Now we don't have other suggestions regarding the meaning of Sylyhar - "cradle of death".*

This miraculous salvation was within Magaharan's mind. He was an extremely powerful psionic obsessed with safety. More and more monasteries joined the universal meditation and poured their minds into the mind of his Highness. Ordinary Sahnans died by thousands in the process. At that time Samira and Dominion had to cooperate and act fast, and some hierarchs of the church allied with them instead of joining the meditation. Entire cities died out becoming one with the Great Patriarch.

The moment to counter this threat quickly was lost - Magaharan became too powerful and could not be dealt with using any methods known at that time. A psionic dome surrounding Magaharan's citadel was so strong that even the best elite units could not break through. Despite the horrible death that awaited them, numerous ordinary Seit continued to merge with Magaharan, giving him even more power.

That was the time for pure science to step forward. The society that stood on mystical teachings and magical practices perished to the fire of the first cannons.

*Analyst's note: Nohtavsyly ("death of mind") is the name of the corporation that produces Seit combat drones.*

Only cooperation and joint opposition saved the Seit civilization from total collapse. Mind merging technique was forbidden, and the Sahnans' teachings were declared dangerous. This was the moment of Technological Dominion's birth - an over-state conglomeration that united the whole planet.

An age of scientific and technological advance had begun. The Seit were only a few steps from reaching the stars, where new dangers awaited. And the Dominion knew how to deal with them.



## THE SPACE ERA

Consolidated and driven by scientific progress that almost became their new religion, the Seit society launched towards the stars. In a remarkably short time the Seit founded the first colonies and introduced a corresponding colonial policy.

It wasn't long before they encountered other intelligent species.



*Analyst's note: Most of what we know about that period is taken from the Shork legends and heroic sagas. It's very hard to tell anything about the period that preceded the appearance of symbiosis between these two races. All we can do is make assumptions and reconstruct partial information.*

The first combat engagements showed the Seit that they were physically weak. Too weak. Representatives of the Seit suffered from discrimination, but soon decided to make use of it. The Seit abused the image of naïve, weak and peaceful progressors to uncover enemy plans or provoke aggression of their neighbors towards each other. But when two enemies eventually jumped at each other's throats, the Seit could not make use of that situation: their own armed forces were not ready for total war.

Psionic abilities allowed to achieve local victories fast, but massed and well-trained armies resisted the Seit psionics.

Plotting and deception only postponed the moment when the enemies (the Seit archives don't mention their names) would learn the truth and turn against the weakest. Again, the Seit stood one step from extinction.

Once more the scientific communities came to the rescue:

- **Zalgirny** - found Shorks and created the main terror weapon – Raptors;
- **Samirkar** improved the Seit robotic army;
- **Karybu** developed the space fleet.

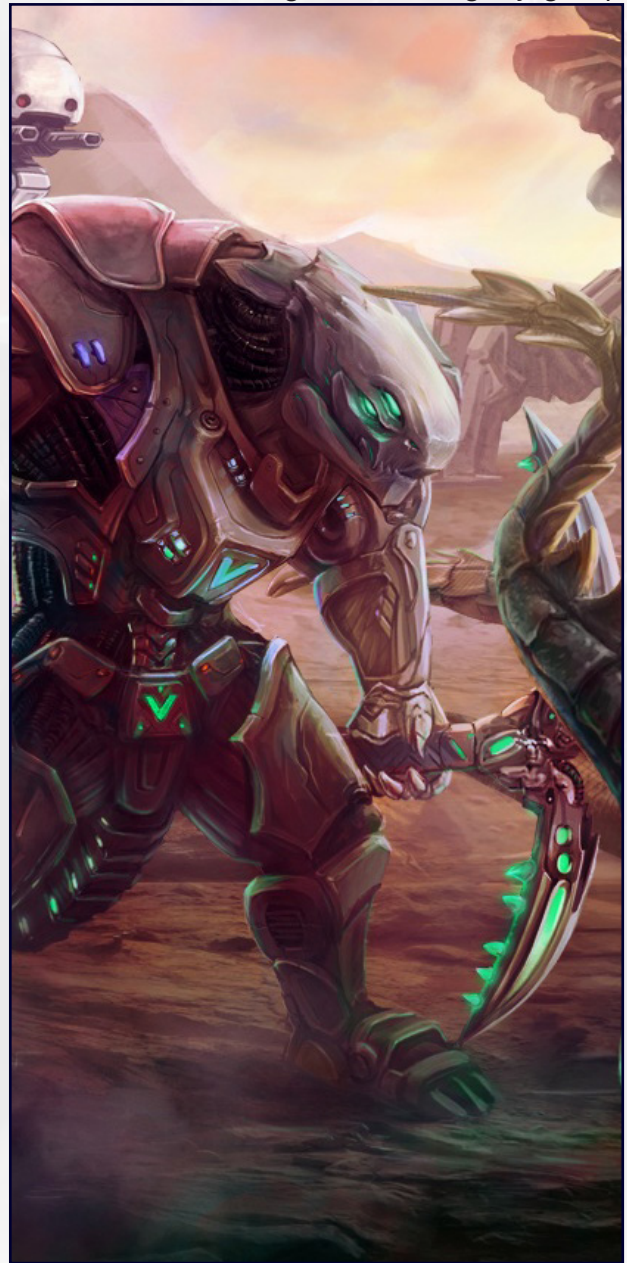
Each of these groups worked on their own responses to new dangers. Karybu exploited weaknesses of other races

and prevented the enemy fleets from uniting and becoming a major threat.

Samirkar created several classes of combat drones that completely replaced the Seit on the frontlines. This made the odds slightly better but was not enough to turn the tide of surface battles.

Zalgirny provided the third component of the Seit military power. Genetical and biological modifications. Raptors were the first – and to this day are an effective weapon of terror.

Another breakthrough of the Zalgirny group



were so-called MOBs (mindless biological organisms) – another attempt of manipulation and psychological warfare.

We assume that in ancient times the Seit resisted predators by inspiring fear through light psionic influence. Later they learned to control weaker minds of animals. The concept of MOBs is perfectly understandable: hordes of former relatives and friends turned into “zombies” that assault friendly positions are indeed a powerful tool of psychological pressure.

*Analyst's note: Many experts claim that the Seit overestimate Raptors as a means to disrupt infrastructure of agricultural worlds. However, it is worth mentioning that most human planets have loose firearms legislation and Raptors face an opposition of numerous hunters or armed civilians able to organize patrols and search and destroy operations.*

There has been no confirmation of the Seit “raising the dead” though. Individuals constituting MOB hordes are alive, but their personalities are wiped out at neuron connection level. Creating MOBs requires prisoners of war, and the process itself takes much time.

Despite all efforts, the Seit kept losing until Zalgirny found Shorks. Since then we can restore chronology more accurately, relying on Shork sagas that they are so proud of and eager to tell. The Seit became gods for the Shorks: descending on their ocean home world and revealing the truth about a divine conflict, a great war against evil. The Seit said they needed champions, brave warriors to fight evil among the stars. In exchange for primitive agricultural and medical technologies the Seit received loyalty of Shork tribes and their fierce warriors. It is uncertain how much manipulation and psionic influence the Seit used, but the Shorks joined them and became the last straw that crushed the backs of their adversaries.

With advanced armor and weapons, Shork warriors were a battering ram, a spearhead of the Seit army.

The Seit take care to preserve the primitive state of the Shork civilization with beliefs and attributes of the Stone Age. The Shorks feast on their enemies' flesh during bloody rituals and use their weapons as signs of victory. That is how they obtained glaives and khopesh-like swords. To pay last respect to enemies that fought with honor, the Shorks asked their divine masters to improve these trophies, and the Seit generously agreed.

## INCURSION INTO THE MILKY WAY

The stellar cluster from which the Seit originated is one of the many clusters surrounding our galaxy, which we call the Milky Way. From time to time these clusters are absorbed by our galaxy – this is a usual astronomical phenomenon. But a catastrophe for the cluster itself.

About 400 years ago the Small Cluster of Theseus collided with the Milky Way. Such disasters do not happen in an instant, and the Seit prepared for this one.

The Dominion developed an evacuation plan and relocated their civilization to a planet far from the collision zone. Fleets and resources of the Seit were limited, but they managed to cope with a large-scale evacuation operation.

By the beginning of this endeavor there were three races in the Dominion. Besides Seit and Shorks there was one more race - Grelts.

*Analyst's note: This word is from the Shork language.*





They were the only ones who opposed the Seit but weren't wiped out. When the time for evacuation came, the Seit did not hesitate and left the Grelts to die, instead saving not only the chosen and strongest Shorks, but their whole race.

This event is a central point of the Shork epos: glorious warriors, heroes and champions have since then become living idols for earning the gratitude of the gods and saving all tribes from certain death. For the Seit there could hardly be a better way to ensure even greater loyalty of the Shorks.

Upon completion of the resettlement the Seit decided to look around and find out where exactly did they get. They discovered a new galaxy full of dangers and enemies. The Shorks strived for battle to prove their gratitude and dedication, but before acting the Seit wanted to test the waters.

As an intelligent species, they had a right to send envoys to the Galactic

Council, and they did exactly that. At first, they came as refugees that suffered a dreadful cataclysm. Later, using intrigue and manipulations, they bargained a couple of star systems for themselves. As soon as they got their bearings, the Seit orchestrated several incidents, mainly on the Triclon borders. The new galaxy was a much more complex battlefield for the Dominion, so it did not try to run before it could walk. Around 300 years ago the second phase of expansion started.

After annexation of several Triclon systems, the Seit paused. Events unfolded just as they've planned. Today we can state that the Seit have been working hard to set a background for future conflicts in the Galactic Council.

When the time came, the other races reacted exactly as the Seit expected. Subtle use of old controversies and new demands granted the result that the Dominion needed – instead of united counteraction to the Seit aggression, the Council sunk into strife and brought up the old internal conflicts. The

Asgar representatives were not there to stop this descent into chaos.

While the Council tried to sort out the overdue debts, the Dominion laid waste to the Triclon worlds. The fall of the Triclon state is described in detail in another article. In short, the state was far from consolidated, with several competing royal dynasties and a weak navy. Triclons lived in peace only because no one dared to disrupt the status quo. Occupying the Triclon kingdoms, the Seit continued to stir the ambitions of other races. The Righteous Union of Eltofa launched their own expansion and the Kja Kingdoms soon followed their example.

When the Asgar finally made notice of what had been happening in the Galaxy, a brand new status quo was established. Almost a dozen states suffered from aggression, occupation and genocide.

The Seit increased their zone of influence tenfold. And we are certain that the Dominion will not stop. Currently the Galaxy is in a violent equilibrium. Whoever wants to continue the expansion needs to gain an advantage. That is why the Dominion started sending expeditions to the Forbidden Sector, which resulted in clashes on Griffon 22-4 and F11-3 between their and our fleets. Detailed analysis of these incidents is available in separate articles.

The Seit did not care much about the outcome of both operations. They had one purpose: to test capabilities of the human navy.

Peace in the Galaxy is fragile, and any sudden move may throw it off balance. All major players are gathering forces and sending expeditions to abandoned Asgar colonies in search of powerful artifacts.

## CURRENT STATE ANALYSIS

The Seit society is monolithic and highly integrated. This reduces the chance of

recruiting an agent almost to zero, but we can count on the existence of separate Sahnun branches, which can be used against the Seit civilization. Searching for them requires high-level psi-operatives to make contact, and the probability of success is estimated at 10%. Conflicts between scientific institutes and corporations might be used indirectly.

They are in constant competition and struggle for power within the Dominion. None of them can become our ally, but we can make use of the situation around Griffon to promote one of the groups that poses minimal threat to us. To achieve this, we need to ensure a series of Seit defeats that will lead to the necessary result.

Our main efforts should be concentrated on counterintelligence and elimination of resident cells. As skillful manipulators, Seit most likely have an extensive network of undercover influence agents and sympathizers. The case of "Novaya Rodina" and surrounding colonies proves this. Before sowing discord inside the Dominion, we must provide adequate countermeasures, especially for our remote outposts.

**TRICLONS** – the first victims of the Seit invasion, a race that took the most damage. They are our trusted allies. The Seit also see Triclons as a direct threat. Triclon psionics can be our weapon against the Seit.

**ASGAR** – do not acknowledge that Seit are dangerous. As usual. We can count on partial support from Athene and Bastet, but they're not a silver bullet.

**KJA** – tricksters and plotters that are wary of the Seit, and at the same time regard them as an understandable adversary. A massive conflict between the Seit and the Joint Kingdoms is unlikely, but provoking border incidents



is possible. They will not last too long though, and none of the parties will waste too much resources in them.

**ELTOFA** – being straightforward and highly susceptible to psionic influence, Eltofa will not tolerate a Seit incursion. Some of their zones of influence already share borderlines, so a long-term conflict is inevitable. The Seit can withdraw, avoid combat and even abandon some of their territories to satisfy the Eltofan appetites. The conflict may be delayed but cannot be avoided completely. We need to speed things up before the Dominion will be ready to play it by their own rules.

**SKRAGS** – afraid that the Dominion may become a hindrance for their free migrations and trading fleets, they might become a temporary ally in a war against the Seit. They will not strike first. They will avoid confrontation as much as possible, so we'll need to provoke their involvement in Seit-Eltofa conflict for zones of influence.

**RUNGARS** – they know that the Seit will not stop until they've conquered all

the galactic races. Can be counted on as reliable allies, but the Rungar corporations will hold back armed forces. We can buy technologies and acquire resource contacts from them. Rungar territories can be used as staging areas for our forces and fleet support. We should concentrate our efforts on negotiations regarding these matters.

**PIRATES** – the Dominion is ready to pay not caring much for prices. Most likely, pirate gangs and privateers will be hired by the Seit. We should refrain from using pirates against the Seit to not compromise our agents in the pirate clans. The only party within the pirate community that can be relied on are free Shorks that strive to liberating their kind. Their aggression cannot be controlled, only directed. Also, most of the Shorks are completely satisfied with how they live and do not want to be liberated.

**ARACHNIDS** – we don't have any exact data. For now, only their neutrality matters. Codename "Nag" has been confirmed to contact the Seit. His elimination is top priority.

- *Human Chronicles, «About Seits»*





# SPACE PIRATES

*"We are a free fellowship of truly independent creatures. We respect each other and stand united for our liberty. Tell me, what is higher than that?" - Captain Markurig, thirty minutes before stealing Thirunga Brotherhood's bounty.*



Pirates are by no means a unified faction. They're as far from a regular army as one can get, and still they definitely are a bane of the Galaxy. Reasons for becoming a pirate are as numerous as pirates themselves. Some are exiles, some want to prove something, some are led by simple greed. Different gangs may have different motives, but they are still what they are: groups of criminals, ready to gather under a strong leader and try their luck. However, facing determined opposition, they quickly lose will to fight.

Captains prefer to use crews and supplies that they can rely on, so in most cases captains make their own kind officers and use familiar wargear. Some races are more common among the pirate fellowship than the others, and some cannot coexist on the same ship at all. A good captain knows that

while representatives of most species may be knuckled down by officers and boatswains, there are some that will go for one another's throats no matter what. Pirates are quite an irregular bunch, but still they have to gather at secret bases or outposts to plan massed operations, repair ships and sell stolen goods.

**Thirunga Port:** mostly famous for piracy on trade routes.

**Zarzarah Port:** the most violent fellowship out there. Plunderers, kidnappers and slavers that aren't above anything.

**Ranghera Port:** the biggest slaver guild.

**Almara Port:** mercenaries, offering their services to anyone able to pay.



Captains mostly rely on equipment and weapons made by their own kind, but this hardware is usually worse than military standard-issue. And, of course, pirates are much less disciplined than regular troops.

### ELTOFA PIRATES

Eltofa's centrifugal management system does not leave much room for local piracy, but no one will reject opportunities away from native worlds. Eltofa become pirates for exactly the same reasons as all others. And unlike Kja or Humans they are not restricted by any moral codes: they come to make money and won't stop before anything, as long as it grants profit. Eltofa captains usually have free access to technology and weapons of their race, but manpower is a problem: few Eltofa agree to leave comfort of their homes behind.

### HUMAN PIRATES

Nothing stops humans from becoming pirates, and they get along with other races quite well. Human pirates have access to many technologies and a wide range of light weapons: almost any of those available to the Terran military, and even some knights become freebooters.

### ASGAR PIRATES

The Asgar civilization has pariahs and exiles, but they usually don't live too long, since Asgar know well that security of their borders depends on one thing: no one has access to their mysterious technology. Would they pursue somebody who refused to take the technological wonders of their race into exile is another question.



## TRICLON PIRATES

Favorites of the Asgar whose civilization was nearly destroyed by the Seit. Just like Kja, Triclons value speed and firepower, but their motive is not greed or lust for adventure. It is the blood thirst that leads them. Anger, desperation and appetite for revenge make Triclons do horrible things. A Triclon captain will never allow Shorks or Jawgs on board. Their self-imposed isolation could make ammunition and supplies an issue, if not for the access to some nearly Asgar-grade tech.

## SEIT PIRATES

There is no confirmed evidence of Seit pirates. Only rumors and legends of some commanders gone rogue, but these come from highly unreliable sources. Still, as they say, there's no smoke without fire...



## SHORK PIRATES

Some Shorks are smart enough to understand that their civilization is merely a tool, a toy in Seit hands. Still, Shorks are a primitive race and they either rebel and get killed or run away and become pirates. Shork captains' access to Seit technologies is severely limited: they only get what they manage to steal while fleeing.

## JAWG PIRATES

Another race used by the Seit. Being cynical, avaricious and slippery, they cooperate with Seit hoping to snatch a piece from the master's table. But they're not always patient enough to wait for handouts, so piracy has become quite a natural element of their own game. That said, Jawgs make precautions to not allow any leaks of Seit technologies and avoid unnecessary attention.

## KJA PIRATES

An ambitious and powerful race that mostly relies on speed and long-range combat. Kja pirates are exiles, criminals or smugglers, and due to their mentality, many Kja exile themselves voluntarily to join a pirate fellowship. Their technologies and hardware are sold to pirates just as freely as to anyone else, and Kja captains make good use of this.

## SKRAG PIRATES

Being a race of traders and pathfinders, Skrags have no tolerance for pirates. They hunt pirates down and exterminate mercilessly, and only a truly desperate Skrag can resort to piracy. If this is the case, the whole clan usually severs all ties with its home and people and thus Skrag pirates have no access to weapons and hardware beside what they take into exile.

## RUNGAR PIRATES

Purposeful and systematic Rungars see no harm in crippling their enemy's trade routes. While Rungars themselves become pirates on extremely rare occasions since they are tied to their planets, hiring privateers and supplying them with intel, weapons and hardware is quite common.



CONFIDENTIAL  
 PLEASE REMOVE STORAGE DEVICE  
 ...  
 DNA AUTHENTICATION REQUIRED  
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 CONFIRMED  
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 RETINAL SCAN REQUIRED  
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 ACCESS GRANTED

## 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 hightech 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.

### ASGAR

Never go down for piracy and ruthlessly eradicate pirates and robbers. It is wellknown 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.

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

*- Human Chronicles, «About Pirates»*





# RIGHTEOUS UNION OF ELTOFA

*"Often folklore depicts a threat as a fearsome ruthless predator. But that is nothing compared to a herd of cows that suck planets dry, leaving behind nothing but desert. Only a real Predator can stand in their way,"- Soorgun Naimer, Scrag kashar.*



*\*Eltofa Pirate*

Eltofa are a hard-working and powerful race. They cooperate well and thus managed to start exploration of space fast, conducting an aggressive expansion policy right from the beginning. Eltofa advanced rapidly, acquiring new life-space and defeating opposing native life forms. Their population grew and planets were stripped of all valuable resources.

Galactic Council restrictions and warnings of the Asgar had to stop this expansion or at least slow it down. Eltofa needed to search for alternative, internal solutions of political and economic problems, but did not succeed.

After several revolutions, epidemics and crises, colonies or entire sectors were devastated. However, their populations restored at frightening rates. Eventually Eltofa came to regarding the whole galactic community as a threat to their existence.

Newly encountered races were labeled as bloodthirsty aggressors that intend to exterminate Eltofa. When the Asgar left, Eltofa fleets set out for another wave of expansion. Finally, there was a chance to satisfy their appetites.

## PHYSIOLOGY

Eltofa are about 3 meters tall. They evolved from herbivores with six limbs and have two legs and four arms. Eltofa also have rudimentary horns on their foreheads that they use in fights. Their pregnancy period is prolonged, about 14 months and a child cannot be born without assistance.

## POLITICAL ORDER

The civilization is ruled by a council of patriarchs, at the head of which is the High Patriarch. It is a fully functional electoral democracy, where each member of the society has voting rights.

Elections are held every 25 years and last about a year because the process is slowed down by the constant expansion, and it takes much time for all the colonies to vote.

Eltofa have a centrifugal management system. The Council and the upper class are constantly on the move to the outer rim colonies where there's plenty of food and resources. The homeworld and central worlds are the most neglected region of Eltofa territories. These planets are bled dry, deserted radioactive wastelands where only the poorest stay.



# RUNGAR

## TECHNOCRATIC CORPORATIONS

*"While most races destroy, this one builds. But since they care only about themselves, what they're building is going to become their tomb," - Lady Atena.*



### POLITICAL ORDER

Rungar civilization exists as a union of corporations, led by a supreme board of directors. Each colony is owned by several corporations depending on the share that they invested during this colony's foundation.

Armies are also private companies that conclude contracts with other companies and provide combat action services accordingly.



*\*Rungar Pirate*

Rungars are a race that does not speed itself up, and don't strive for quantity. They are slow but purposeful. When they found a new colony, they don't move on until it's developed and fortified. They are the unhasting builders, great architects.

### PHYSIOLOGY

Rungars are small creatures that evolved from cave lizards, with remarkably big eyes and ears. They are not too strong physically, and their real power is their rigorous mathematical mind.



# THE SKRAG

## HANSE

The main goal of the Skrags is to take and hold a dominant position on the trade routes. They primarily use economical means to achieve this. If Skrags lose the competition, they proceed with piracy and direct attacks on fleets. There is not much use in trying to catch them red-handed, but situationally evidence against them can give political dividends.

While Seits Dominion hindrance for their free migrations and trading fleets, Humans would like to become a temporary ally in a war against the Seit. Skrags will not strike first. They will avoid confrontation as much as possible, so humans conceive to provoke their involvement in Seit-Eltofa conflict for zones of influence.

### SKRAG PIRATES

Being a race of traders and pathfinders, Skrags have no tolerance for pirates. They hunt pirates down and exterminate mercilessly, and only a truly desperate Skrag can resort to piracy.

If this is the case, the whole clan usually severs all ties with its home and people and thus Skrag pirates have no access to weapons and hardware beside what they take into exile.

*\*Skrag Pirate*



# KJA KINGDOMS

*"These jump-up bastards believe they've got a right to decide for everyone, but they have less savvy than I did on the day I was born," - Eltofa Patriarch.*

The Kja Kingdom is one of the young yet extremely ambitious civilizations. When it became clear that Asgar won't interfere, Kja were the first to restore "justice".

Their lives are comparatively short, but they develop and learn fast.

## PHYSIOLOGY

Kja evolved from birds, and are light and fast. Due to faster metabolism they grow rapidly and their average life-span is about 50 years, but in exchange they get lightning reflexes and the ability to move quickly.

Kja have hollow and thin bones, and are lightly-built, so without brute force advantage they mostly rely on speed.

## POLITICAL ORDER

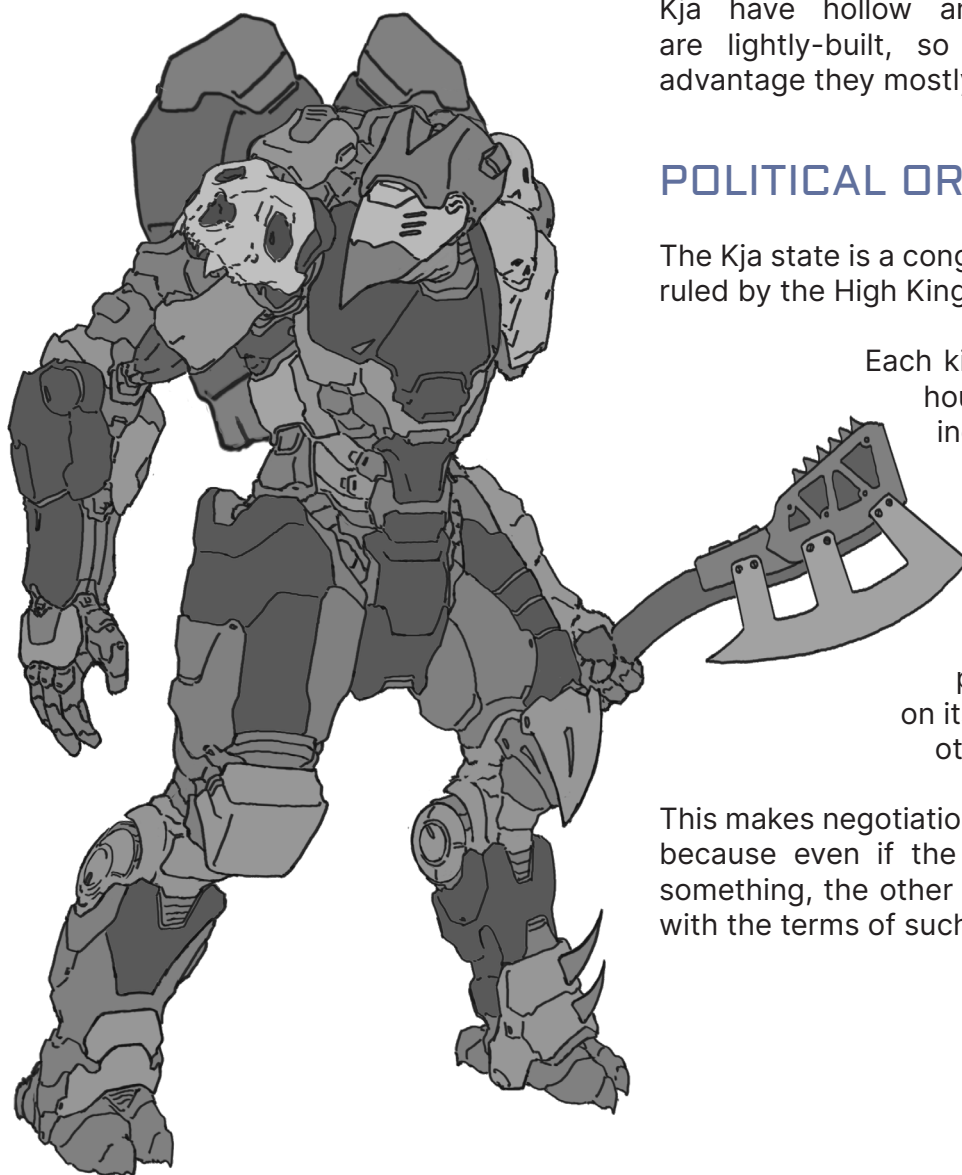
The Kja state is a conglomerate of kingdoms ruled by the High King.

Each king relies on his noble houses and can act independently.

Any king has a right to expand his domain as much as he can.

If a kingdom faces a problem it can't handle on its own, it summons the other kingdoms to aid it.

This makes negotiations with Kja ineffective, because even if the High King agrees to something, the other kings may not comply with the terms of such agreement.



*\*Kja Pirate*



# TRICLON CIVILIZATION

*"We sing dreams of the past to preserve our people's legacy, to not let it fade away among the stars. Our voices are memories of those long gone," - Kalereeta, Elder Dreamsinger.*

Triclons are one of the oldest civilizations. Favorites of the Asgar, whose race was put on the edge of extinction by the Seit. They are a peaceful kind that managed to survive and evolve under protection of the Asgar, but when Asgar became indifferent and distanced from the Galaxy's matters, Triclons had to face grim reality and could not protect their worlds.

The Seit, Kja and Eltofa dragged Triclon colonies asunder.

In fact, now the Triclon civilization is destroyed and is barely holding onto its last outposts, seeking salvation in the old Galactic Council laws that are no longer observed.

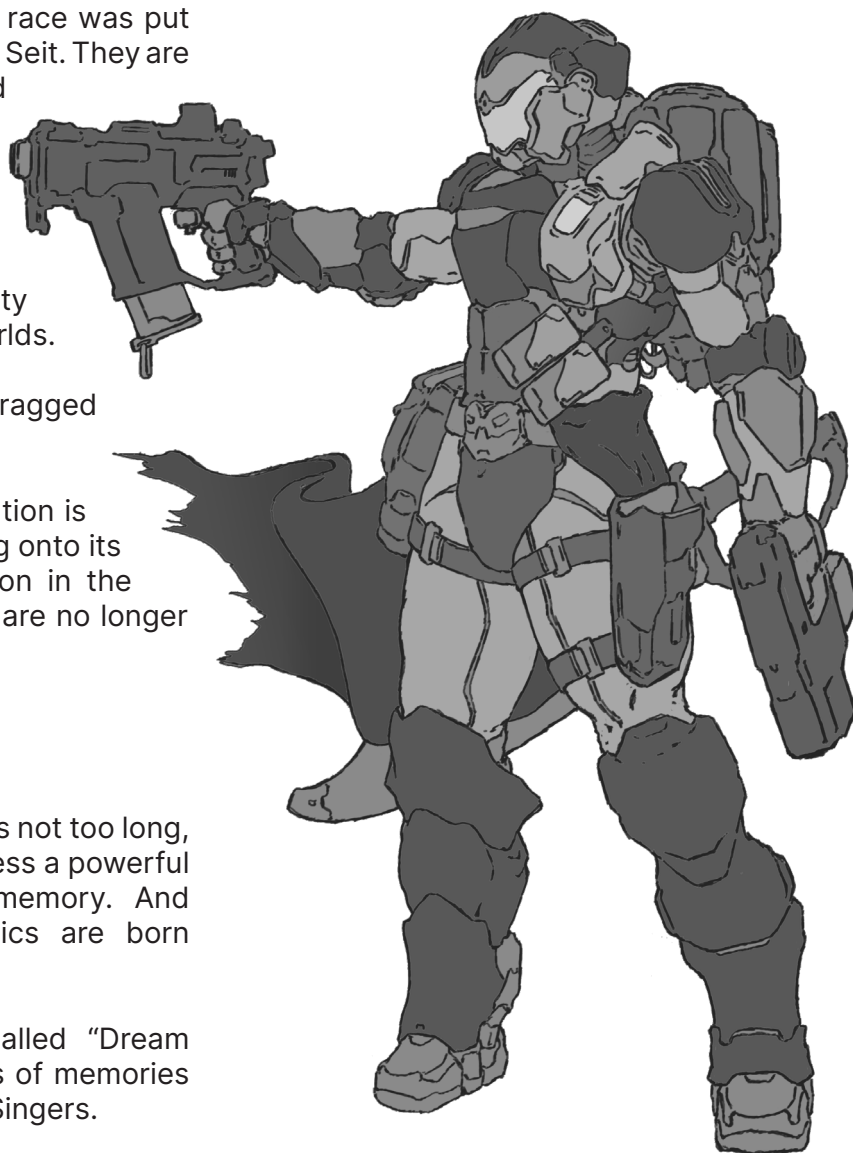
## PHYSIOLOGY

Lifetime of an average Triclon is not too long, about 50 years, but they possess a powerful telepathic trait: distributed memory. And sometimes truly great psionics are born among the Triclons.

They are always females, called "Dream Singers", and they are keepers of memories and experiences of the other Singers.

The Singers are capable of adopting other Singers' memories and spread them among members of their clan. The clan is bound together with powerful psionic ties that allow each member to feel the other ones.

Because of this, the clan is incredibly sensitive about losing their own.



*\* Triclon Pirate*

## POLITICAL ORDER

Triclons live in clans, subdivided into small groups. Each clan is led by the Council of Singers, headed by the Elder Singer. Several united clans form a house, and houses form a commonwealth.

Only three Triclon commonwealths still exist:

- **Children of the Stars** – the least numerous, almost all its members are pacifists, living their lives in constant travels among the stars, trying to survive.
- **Children of the Silver Moon** – once one of the greatest, now they are keepers of the race's legacy and incarnation of its philosophy, and still have more clans than any other commonwealth.
- **Children of the Blazing Sun** – this commonwealth is the one that most resembles its former self. Long ago, they have become pariahs of the Triclon race for their aggression and martial traditions. When the Galaxy went all downhill, they were the only commonwealth to offer creation of a united army, but the council refused. They did not want to provoke aggression of other races, but many commonwealths had to pay with their people's lives for this decision.

Some of the most common Triclon words and definitions

- Aisinwal, the Golden Warrior – second moon of the Triclon home world, named after a fierce and resolute companion of their Goddess. Legends told that he protected the weak and executed rightful judgments of the Goddess.
- Atgosh – damned, bastard.
- Keysom – formal title of a military commander, used by civilians.
- Lealeera – the Dreamsinger. Title of the high priestess, keeper of the Clan's memories.
- Orivelle the Harbinger of Woe – legendary Triclon prophet that foretold the fall of the civilization, an age of darkness and a new start. She lived long before Triclons started traveling in space, so only high hierarchy of the church and Aisor Kaella took her prophesy seriously.
- Samet – formal title used by soldiers to address their commander.

- Selma at Gor – the Fire Dancers.
- Sogennalim the Silver Counselor – second moon of the Triclon home world, named after a counselor and diplomat, companion of the Goddess. Eternally searching for a compromise between gods and demons, Sogennalim was also the teacher and protector of Triclons. He gave them the first knowledge and the ability to sing dreams.

## MAIN TRICLON FACTIONS

**Somu ut Maleeron Kaella** – Children of the Moon Water. Largest faction, keepers of the Triclon legacy and incarnation of the race's philosophy.

**Gasonga yr Aisor Kaella** – Children of the Blazing Sun. Exiles of the Triclon civilization, that professed isolation from the Tutor influence right from the start, and thus branded as extremists, radicals and terrorists. Famous for suspicion towards anything and anyone. Aisor Kaella are led not by priestesses or king, but by generals.

**Sinora Carekoval** – Children of the Stars. Nomads that exiled themselves for the loss of their home worlds. Believing in non-violence and being completely pacifistic, they wait for a day when all races will unite for prosperous and peaceful co-existence as a single civilized entity. Among Triclons, the people of Sinora are considered religious fanatics. Sinora clan leaders cannot share and sing dreams, but possess limited abilities of foresight. My Elder Sisters – form of address used by Sinora clan leaders to address Lealeeras.

## SPACE SHIPS

Diver – an experimental ship built or upgraded with extensive use of Asgar technologies. Such ships are capable of almost undetectable hyperspace transitions and high hyper-speed. They are excellent vessels for supply line raids and sabotage actions deep inside the enemy territory.



# ARACHNIDS

*"Damned bugs are intelligent enough to pose a threat to our civilization! We have to do this before they do it to us. Exterminate," - Kazageer, Scrag corporation director.*

Arachnid hives are an advanced civilization of arthropods that slowly spread across the Galaxy.

Their colonies are few, but they possess complicated technologies and their advance is unremitting.

## SOCIETY

Arachnids are large highly advanced arthropods with well-developed organs and brains.

At the head of each planet is the most intelligent queen. Society has a strict caste division, and each creature assumes different roles during the course of its life. The only cradle-to-grave caste is warriors.

## POLITICAL ORDER

Each planet is a separate hive ruled by a queen. When new queens are born a struggle for power begins, and only one of them will survive.

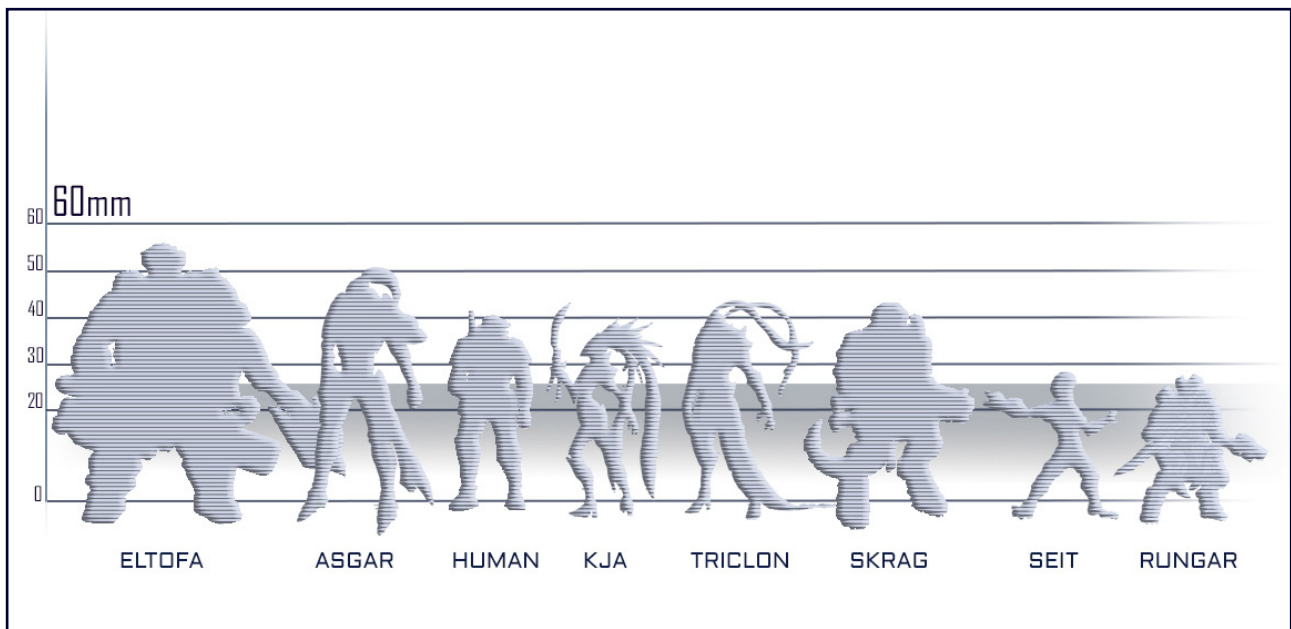
Occasionally, if more than one queen survives and if the hive allows for that, swarms split.

The weaker queens take their part of the swarm away to found a new colony. Less than half of such exiles survive, but those who do completely change the colony's ecosystem.

They exterminate all life that was there before them, if there was any.

This is what arachnids are famous for: absolute intolerance for any alien life forms.

Scale comparison



# INTELLIGENT FEEDBACK SYSTEM





*The game is not only entertainment or competition, but also the path to IMMORTAL GLORY!*

We see tournaments and narrative events as means of telling the story of VERGE OF WAR and expanding the universe with your help.

## TOURNAMENTS

Within Tournament seasons, there are two types of events:

- Major events organized by IFG;
- Local tournaments organized by players.

Several times a year IFG organizes major competitive and narrative events, and each season ends with the main final event. Local tournaments are organized by players. Time, place and format are determined by the organizers. IFG provides all-round support and assigns ratings to local tournaments. Their results are reported to IFG to update ranking.

## RATINGS

Players are awarded rating points called **Universe Shaping Point (USP)** according to their results at tournaments. Registered players will be able to view ratings on the IFG website. Procedure for calculating rating points is determined by IFG.

## CHARACTER DEVELOPMENT

Universe Shaping Point (USP) gained during tournaments allow players to advance their characters, which gives them various advantages. Character levels will be formed by players in their user profiles registered on the IFG website. Certain amounts of USP will allow players to create named characters, whose name and actions will become a part of the VERGE OF WAR universe canon.

## INFLUENCE ON THE VERGE UNIVERSE

Tournament results, depending on their rating, have direct impact on the development of the VERGE OF WAR universe. The higher the rating of the tournament, the greater

its results influence development of the universe and future events.

After the end of a tournament season IFG releases a report, updating and progressing the universe background based on the season results.

## IFS

**Intelligent Feedback System (IFS)** is a simple and objective system that allows players to influence and shape the Verge of War Universe.

The system provides Universe Shaping Point (USP) to each player registered in our system, and thus the factions they represent. If a player owns several armies belonging to different factions, USP are credited separately for each faction. The initial zones of influence are defined by the game's authors.

## HOW DO USPS WORK?

A gaming season lasts 1 year and contains 3 "Splits" and a Cease-fire, according to a time of year. A season begins in spring, ends in autumn, and during winter we gather and analyze the season's results. We also release materials reflecting changes in the background, make preparations for the next season, update armies and advance the rules. During each Split, the fate of a galactic segment will be decided. The theater of operations is defined by the authors of the universe and announced at the beginning of the game season. At the end of the season, it will either pass under control of one of the attacking factions or remain in the hands of its initial owners.

Defending and attacking factions are indicated by the authors before the split begins. If your faction is not an attacking faction, you can take any side of the conflict and the points collected by you will be added to the score of the chosen side.

The outcome of a Split is determined by the results of the games and tournaments held

by the community during its period.

How the outcome is determined:

- If the total number of USP points scored by the faction exceeds 75% of the total sum of points collected during a Split, it is considered the winner and captures the specified sector.
- If the total number of USP points collected by the faction is 60-75% of the total sum of points collected for Split, the faction is the dominant one in this sector, but the sector is not completely captured.
- If the total number of USP points accumulated by the faction is 50-60%, the sector remains under control of its previous owners.
- In case if the controlling faction gets more than 60% of the points, it repelled the initial assault and launches a counter-attack. During the next Split featuring this galactic sector this side will be the attacker.
- In case participants gain 25-40%, territories in the sector will be distributed among such factions, according to the initially designated segments.
- Factions that scored less than 20% of the points do not receive controlled zones in the sector. Their operation failed.

## HOW TO SCORE USPS

There are three ways to score USPs.

1. Participation in **official tournaments** for which we issue a special code. Depending on the number of participants, the number of points will be defined.
2. **Battle reports** with pictures provide 10 USP. Battle reports with videos provide 50 USP.
3. **Large-scale battle reports** with pictures and background stories, from single games or narrative campaigns. Such games are special large-scale battles that are better to

run between teams of players.

## POINTS DISTRIBUTION

Tournaments are the main way to get USP points.

The total number of UPS for a tournament is determined by the number of participants. The minimum number of participants is 6.

For each participant, the tournament pool gets + 100 points. Thus, if there are 10 people participating in the tournament, the total pool of points is 1000. These points are distributed in increasing progression from the last place to the first, where the last place in the tournament gets 1% of the total points. For example ►

POINTS DISTRIBUTION for a 10 players tournament, 1000 points	
Place number	Points number
1	190 USP
2	170 USP
3	150 USP
4	130 USP
5	110 USP
6	90 USP
7	70 USP
8	50 USP
9	30 USP
10	10 USP

So the greater the number of participants in a tournament, the more influence it has on the Verge of War Universe.

## PERSONAL GLORY

Following the results of each game season (once a year), a book will be published. The results of each Split will be described as an update to the lore, and their final impact on the history of the of Verge of War Universe.



Players whose accounts have the most USP during the season have the opportunity to become characters of this book, with their names indicated in the table of contents. If the account contains all the required data, (Galactic State, Faction, Lieutenant's name), then all this data will be processed and written down in the game's background.

At the end of the season, all characters and lieutenant progress will be wiped. Those who have achieved personal glory will get a bonus. Most likely you will meet them in Narrative Games and Campaigns. The rest are transferred to other divisions and sectors and should work on their career again.

## SUBMITTING THE BATTLE REPORT

Battle report is an important IFS instrument to grow your personal score and influence the development of the lore.

We would like to remind that it is possible to submit different types of battle reports such as:

- Battle reports with pictures - 10 USP.
- Battle reports with videos - 50 USP.
- Large-scale battle reports with pictures and background stories - are considered individually.

## STEPS TO GLORY

1. Go to [vergeofwar.com](http://vergeofwar.com), «Submit a report» section.
2. Click a «Submit a report» button - the battle report form will be browsed. Also it can be used as an example for creating a report in doc, pdf, email and send it to [vergeofwar.community@gmail.com](mailto:vergeofwar.community@gmail.com)
3. Fullfill all the fields with description of game mission, players rosters, how did your battle rounds go, which actions were made, what units destroyed. Much appreciated for your thoughts about

game experience, your feedbacks.

4. Press the "Send" button to submit your battle report.
5. The victory will be counted to the score of corresponding faction, and your personal rating (which will be linked with your email) will receive 10 Universe Shaping Points (USP).

## PROFITS

- Complicity in shaping lore.

Players all over the world shape the outcome of each season! The activity of each player determines who will rule in the galaxy and who will remain in the backyard.

- Simplicity.

USPs are earned not only at the tournaments. Reports are a great way to feel your involvement in the development process of the Universe and grow your personal rating at any time.

- Your own characters.

The most active players have a 100% chance to write a character, squad or even a whole Noble House into the books! Work personally with the author of VoW.

- World famous.

The winners of the annual tournaments and the most active players of the season will take the top places in the players rating and become a part of the History.

# CORE RULES

## THE BASICS

Verge of War is a fast-paced, competitive strategic miniature war game for two players.

To play Verge of War, you'll need the following:

- Armies.
- Six-sided dice, a tape measure in inches.
- A battlefield.

## ARMIES

Armies in Verge of War are made up of Units. These are comprised of one or more models, depending on the Unit's Profile. All models must distinctly represent the unit they belong to and be assembled on bases of appropriate size.

If the unit contains more than one model, they must be deployed and moved so that all models in a unit always remain within MP range of the unit leader.

Characteristics and rules for Units are listed in detail under their Unit Profiles in the Advanced Rules > Army Composition section.

Unit Profiles are data sheets presenting all information about the unit, including its characteristics, special rules and abilities. Certain units will also have a Damage Grid to represent how incoming damage affects their systems and combat capability.

## DICE AND MEASURING

Verge of War uses six-sided dice (D6) and all distances are provided in inches (or "). Any distance may be measured at any time.

Distances are measured to and from the

closest part of the models base to the target object.

Combat situations require players to pass a characteristic test (value+D6) against a target characteristic. For example; firing ranged weapons, fighting in close combat or making a roll with a fixed value, such as armour saves (D6).

Certain special rules or conditions allow rerolls of dice, and if the players choose to do so, they must use the results obtained after the reroll. Rerolled dice cannot be rerolled again.

In some situations you may need to roll more than one D6. In such cases the rules will express this as rolling 2 D6, 3 D6 etc. This means that you need to roll a number of dice equal to  $xD6$ , where  $x$  is the number of dice rolled. You will then need to total the result of all dice rolled and compare this number with the target value to see if the roll succeeded or failed.

If you need to roll a D3, simply roll a D6 and divide the result by two. In Verge of War a universal rule of **always rounding up** is used if the resulting number is a fraction.

## BATTLEFIELD

A typical game is played on a 4x6 ft battlefield with various terrain pieces. Recommendations on creating a battlefield can be found in the Battlefield section.

Deployment Zones are parts of the battlefield that the players may use to place their troops during deployment phase. These will change, depending on the type of mission being played.

Models may not leave the battlefield voluntarily, unless a special rule states otherwise. **If a model is forced to move off the board it is counted as a casualty.**



# GAME SEQUENCE

Verge of War is played in a series of Game Rounds, each consisting of Player Turns, one for each player. The sequence of play is determined before deployment, as described in the Missions section.

During their turn players may activate any of the Units in their army, one by one, in the order of their choice. Below are the basic actions available for Units.

A Unit's activation consists of two phases:

1. Movement.
2. Action.

All movements and actions must be the same for all models in the activated unit. The only exception to this are **Free Actions**, which are performed in addition to other actions.

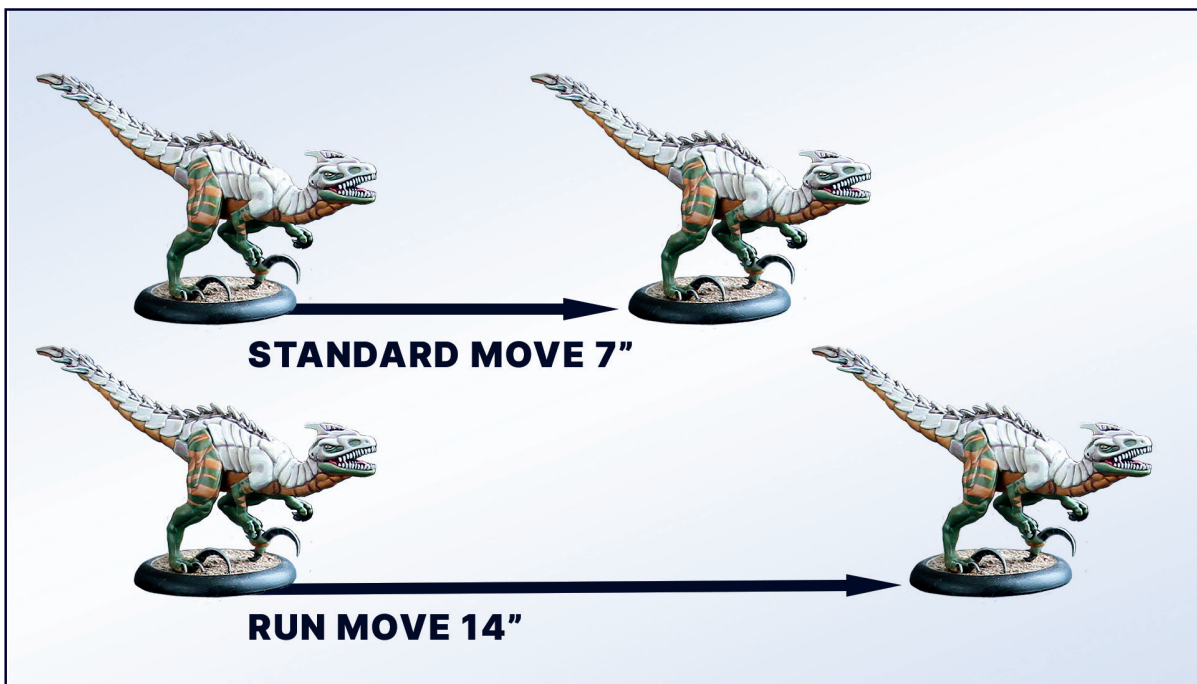
A player must complete all phases of activation for a single unit in the above order before another unit can be activated. Movement must be declared and resolved before any actions are taken.

## MOVEMENT

There are four types of movement. Each Unit may only perform one of them during an activation. Models cannot move over other models' bases or impossible terrain.

1. **Hold** – The Unit remains stationary.
2. **Standard Move** – The Unit moves up to the MV distance indicated in its Unit Profile.
3. **Run Move** – The Unit moves up to double its MV distance. If a Unit runs it can only use Idle and Free actions in the Action phase.
4. **Charge move** – Move the Unit up to its MV +3" until at least one model from the Unit is in range of an enemy model with its close combat weapon. Models from the unit that Charged can only perform close combat attacks, and do that if they end this move within range of their close combat weapon of an enemy unit. Note that a unit may charge multiple enemy units if its models have enough movement range to do so. Charging does not require line of sight.

Example of Raptor's standard and run move



## ACTIONS

All actions are declared and resolved according to the Unit's Profile. Some actions may be unavailable to the Unit because of the absence of skills, wargear or because of their current game situation. For example, a Unit cannot shoot if it is fighting in Close Combat or ran in the Movement Phase.

1. **Idle** - The Unit makes no further action.
2. **Ranged Attack** - Use the Unit's RC characteristic and ranged weapon (chosen during Army Composition) to shoot at the opponent.
3. **Close Combat Attack** - Use the Unit's CC characteristic and close combat weapon (chosen during Army Composition) to attack the opponent in melee.
4. **Special Skill** - Use a special skill as listed on the Unit's Profile. Does not prevent unit from using other actions if not stated otherwise.
5. **Free Action** - can be performed in combination with any kind of move or Action and at any moment of the unit's activation.

## COMBAT AND CHARACTERISTIC TESTS

Combat in *Verge of War* is resolved by comparing the attacker's CC or RC characteristic + D6 against the target's DEF value. Some special actions require a Characteristic Test. These are performed by adding a D6 to the characteristic value of the Unit and comparing it against the difficulty as described by the test condition. If the resulting number is equal to or greater than the target value then the test is passed.

### RANGED COMBAT

#### Line of Fire (LOF)

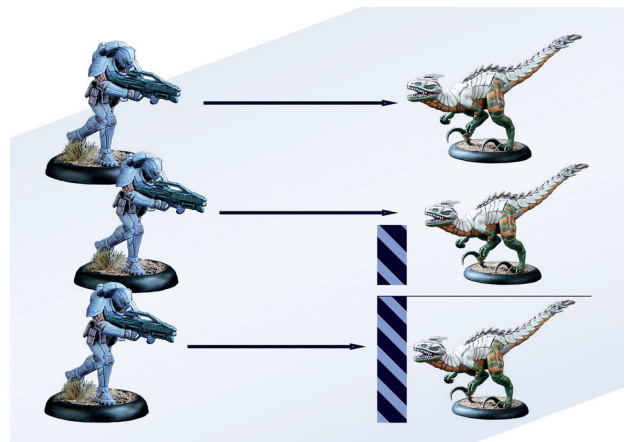
To fire at an enemy model, your model must be able to see its target or draw a Line of

Fire (LOF) to it. To do this, you must be able to draw an unobscured line from any part of the shooting model to any part of the target model. If a LOF can be made, the target model is visible.

If any part of the models' base is obscured by terrain or another model, this model is considered to be in cover, but still visible for Ranged Attacks.

If any part of the models base is obscured by terrain piece or any other model, the model is in cover, but if you can see any part of the target model it is still visible.

If you can't draw a line to a model base or see any part of the target model the model is obscured and you can't shoot at it.



*Example: On the top line the Astroborn has a clear LOF to Raptor. On the middle line the LOF is partially obscured so the raptor is in cover. On the low line the LOF is completely obscured so the raptor can't be the target for shooting attack.*

### SHOOTING SEQUENCE

Models that are not engaged in close combat can fire their ranged weapons at units they can draw a LOF to. Each weapon can be fired at only one target unit regardless of the number of Attacks on the Weapon Profile, unless its special rules state otherwise.

1. Choose the firing model.
2. Declare which weapon the model fires and at which target. Each weapon may be fired at one unit.



3. Resolve attacks.

## RANGED ATTACK RESOLUTION

1. Roll to hit. The number of dice rolled is equal to the number of attacks listed in the weapon's profile. If the attacker's RC+D6 roll is equal to or greater than the final score needed to hit (Target's DEF + modifiers), the attack hits the target.
2. Allocate hits. All successful hits are allocated against the models with the same DEF value.
3. Roll saves. Each model hit must make a number of saving throws equal to the weapon's Damage value per hit. Note that many weapons have AP value that modifies the target's armor save.
4. Apply damage. For every failed save the model loses 1HP starting from the models closest to the attacking unit.
5. Remove casualties. As soon a model is reduced to 0 or lower HP it is removed from play as a casualty.

## SHOOTING IN A UNIT WITH MIXED DEF VALUE

When shooting at a target Unit with mixed DEF values, perhaps because they are partly engaged in close combat or under the effect of a skill, use the following sequence:

1. Nominate which part of the target Unit you want to shoot at.
2. Resolve shooting as normal against the DEF of the chosen models in the target Unit. Models outside of those targeted cannot have hits allocated to them, unless their special rules states otherwise.

*Example: The Squire fires 5 shots, targeting the Raptor hunting pack. The Squire has a BS of 8 and the Raptors have a DEF of 11, so the rolls of 1 and 2 miss. The Raptor's player allocates the 2 successful hits on his unit and rolls two saving throws. The Squires beamer has a Damage value*

*of 1 One raptor fails his saving roll and suffers a wound, the other successfully saves the damage.*

## CLOSE COMBAT

Unlike other attacks, if a Unit is engaged in close combat it may fight regardless of whose turn it is after the active player's Unit has resolved its own close combat actions. Making these attacks outside of the normal turn sequence is called a Counter-attack.

To be eligible to make a Counter-attack, the reacting player's Unit must be engaged in close combat with one or more enemy Units during the opponent's turn, i.e. they are in range of an enemy model with their melee weapon. A Unit may Counter-attack once per game round.

*Example: after the active player declares and resolves close combat with their Unit (A), against their opponents Unit (B), their opponent may activate Unit (B) and make a Counter-attack action against Unit (A), providing Unit (B) has any surviving models that can still fight. If, during the same turn, Unit (B) is charged by Unit (C), Unit (B) cannot make another Counter-attack.*

## CLOSE COMBAT SEQUENCE

1. Choose targets. You must declare which target model or models each model in the activated unit is attacking. Only models that can be attacked may be chosen as targets. Models can only attack if they have enemy models within close combat weapon range.
2. Choose weapons. Only weapon with range up to 4" can be chosen, if not stated otherwise.
3. Resolve attacks.

## CLOSE COMBAT ATTACK RESOLUTION

1. Allocate hits. The attacking unit owner allocates attack against models within his weapon range. (This can be allocated

as all of the Unit's attacks against a single target model, or as one attack against all models in weapons range, or any other combination).

2. Roll to hit. The number of dice rolled to hit is equal to the number of attacks listed in the weapon's profile. If the attacker's CC+D6 roll is equal or greater than the final score needed to hit (Target's DEF + modifiers), the attack hits the target.
3. Roll saves. Each model which has been successfully hit must make a number of saving throws equal to the weapon's Damage value. Note that many weapons have AP value that modifies the target's armor save.
4. Apply damage. For every failed save the model loses 1 HP.
5. Remove casualties. When a model is reduced to 0 HP or less it is removed from play as a casualty.

*Example: Shork Tribal warrior make four attack using his plazma scythe, he hits 3. But because the third Astroborn is more than 2"( Plazma scythe weapon range) away from Shork Tribal warrior he cant be hit, and doesn't locked in close combat.*



## MOVING OUT OF CLOSE COMBAT

A model may move out of close combat, using any move action available, as long as the movement path is not blocked by other models or terrain. A model that moves out

of close combat receives an automatic hit from an enemy model that was engaged in combat with it. The owner of the attacking model may chose the weapon that this hit is made with.

## SHOOTING IN CLOSE COMBAT

You can choose to shoot at models locked in close combat. Models in close combat get +2 def against ranged attacks made by models outside of the combat. If a shot misses the intended target the shot is instead allocated against the closest model, be it enemy or friendly. Roll to hit again against the new target. If this also misses then the shot has missed completely. Otherwise, resolve damage and make saves against the new target if you hit.

## MENTAL POWER TESTS

If a model has a mental power ability they must first pass a difficulty test to use it. Compare the model's MP + D6 against the difficulty value, found in the abilities description. If the result is equal to or higher than the difficulty value, the test is successful.

Mental attacks can only affect Biological and Piloted units, unless the ability rule states otherwise. If a Unit has models with mixed types (for example: Astrobornes and MULE) the attack will only affect the Biological and Piloted models.

To determine if it has any effect on the target enemy units, the model that used the power and the target unit/units roll to compare the attacker's MP+D6 against the target's MP+D6. If the attacker's result is higher then all of the powers effects are applied to the target. If the scores are equal or if the target has a higher result then nothing happens.

If the power targets a unit where models have different MP characteristics, use the value that the majority of the models (at least half of the unit rounding up) have. In cases where this is impossible to define, compare the attacker's MP+D6 with the lowest MP in the unit + D6.



# CREATING YOUR ARMY

To create an army for Verge of War, follow these simple steps:

1. Choose your faction.
2. Choose your army point size.
3. Agree on your commander level with your opponent. If its a tournament game use tournament rules instead (see Commander Level up for detail).
4. Choose units for your army, using the point cost specified in their profile, found in their factions' army book. You cannot choose units from different faction army books.

## ARMY POINTS AND COMMAND LEVEL

The chart below shows the recommended commander level for your army size.

COMMANDER LEVEL AND YOUR ARMY	
Army point size, pts	Commander lvl
100	1
200	2
300	3
400	4
500	5
600	6
700	7
800	8
900	9
1000	10

*This chart is only a recommendation, so players should feel free to experiment with different levels of commanders in different size games. We encourage you to use any combinations of army size and command lvls if your opponent agree.*

## COMMANDER LEVEL-UP

Each faction in Verge will have at least three sets of commander skills, representing different strategies, doctrines or military specializations. Each skill set has abilities for levels from 1 to 10 that represent the commander's mastery and experience.

The commander's skill sets are linear so the next skill may only be taken if the previous skill from the same set is taken.

*Example: a Level 3 Seit commander that has already taken two skills from Zalgirny science group skill set may choose the third skill from the same set, or the first skill from either the Ceristar or Samirkar science group sets.*

## ARMY COMPOSITION

### Units and Their Characteristics

With a few exceptions, warriors don't fight alone. In Verge a combat entity is called a Unit, regardless of how many troopers compose it. There are several common rules that define how units act on the battlefield.

Unit type is stated in unit profile in the armybook. In Verge of War there are three different unit types.



Biological - unit with a crude equipment or a simple creatures such as Seit Raptors.



Artificial - artificial models such as robots, tanks, smart mines etc.



Piloted - a unit containing both biological parts and Artificial parts.

## UNIT COHERENCY

All models in a unit must be within control range of the unit leader, that is, within a radius that is equals or less than the leader's MP in inches (model with the highest MP).

Model's from the same unit do not block the LOF to the target.

If at the start of its activation the unit is not in coherency it must move to regain coherency and cannot make any other actions during this activation.

## UNIT PROFILES

Rules stated in the Unit Profile may contradict or override the rules in this rulebook, and in this case the rules given in the Unit Profile have priority.

Astroborne infantry squad 40pts  
1x Corporal, 2x Rifleman

Name	MV	RC	CC	DEF	MP	SV	HP	Base
Corporal	6"	8	8	12	8	4+	2	30
Rifleman	6"	8	8	12	8	4+	2	30

**MV – Move.** The maximum distance in inches that model can move.

**RC – Ranged Combat.** Indicates the shooting skill of the unit.

**CC – Close Combat.** Indicates the melee skill of the unit.

**DEF – Defense.** Shows how hard it is to hit the unit.

**MP – Mental Power.** Shows how powerful the mind of the unit is, or how well the unit is protected against mental attacks.

**SV – Save.** The save provided by units armour, force field, mental barriers or etc.

**HP – Hit Points.** Shows how much damage the unit can suffer before being destroyed.

*For example, a model with the profile as listed above may move up to 6 inches and shoot its ranged weapon. Alternatively it may move up to 12 inches if a Run Move is declared, but that would not allow any further actions. It may also charge 6+3=9 inches and fight in close combat.*

## CHARACTERISTICS MODIFIERS

Characteristics modifiers are a common

thing in the Verge of War, be it a command order, battlefield terrain or any unit special rules which will modify the characteristics or your unit. This works in two ways.

1. If you have any rule that instructs you to apply +1/-1 to the unit characteristics just add or subtract the given value from the specified characteristic.

*Example: Astroborne riflemen get +1 to their RC if they didn't move in this activation, their base RC is 8 +1 = 9. So their shooting action is resolved using RC 9.*

2. If a weapon has -1 SV attribute, subtract the specified value from the saving throw of the model that rolling saves from hits with this weapon.

*Example: Knight's heavy beamer has a -1 modifier to SV. A unit of raptors receives 2 hits and needs to make two saving throws.*

*The raptors' SV is 4+ and they rolled 5 and 4, but after applying the -1 modifier the rolls become 4 and 3 correspondingly, which means a natural result of 4 on the dice is a fail.*

## WEAPON PROFILES

All weapons in the verge of war have a profile that indicates weapon's range, number of attacks it provides, damage it inflicts or any special abilities it has. For example, Shork Boatswain's weapon profile.

Name	Range	Attacks	Damage	Attribute
Heavy Beamer	24"	2	1	-1 SV AOE
Plasma Cutlass	1"	3	4	-2 SV AOE

Any weapon with a range of 4" or less is counted as a melee weapon and can only be used in melee combat unless the weapon has a special rule that states otherwise.

## AREA OF EFFECT (AOE)

Some weapons have AOE X" in their attributes, where X is the range of effect. This is to represent high explosive weapons or any other weapons meant to affect massed



enemy targets. To resolve attacks with AOE weapons use the following sequence:

1. Nominate an enemy model and resolve the attack as normal. If the attack hits, all models within X range from the base of the target model suffer damage.
2. If the attack misses, nominate the closest model within X range from the target of the initial shot and resolve the attack again. If this attack hits, all models within X range from the base of the new targeted model suffer damage. If this attack also misses, do not apply any effects - the attack has missed completely.

## DIFFERENT WEAPON PROFILE

Many weapons in Verge have two or more different profiles, for example:

Name	Range	Attacks	Damage	Attribute
Assault Rifle	24"	2	1	-
Assault Rifle(AP)	24"	1	1	-1 SV AOE

When attacking with a unit, the owning player can choose any profile, declaring which profile he will use before rolling dice.

## COMMAND UNITS

These units are necessary to lead the force and maintain synergy.

Each army must include at least one command unit that has the ability to issue at least one command as per their unit profile.

There are also Chain of Command units that are not commanders themselves, but act in support of higher ranking officers, extending command range or modifying the way commands work. These are not counted toward the necessary minimum of 1 commander per army.

## COMMANDS

Commander is able to issue a certain amount

of commands every turn, according to their unit profile. Issuing a command is a Free Action, and each unit can receive only one command per turn.

Duration of the command bonus is one game round.

Command order uses:

1. Provide a +1 command bonus to any characteristic except SV or HP.
2. Enable the use of special skills.

When allocating a command order, declare which characteristic or special skill will you use it for. You can't use both if the rules of the unit don't state otherwise. Commands provide bonuses as described below.

## BATTLEFIELD TERRAIN

Combat engagements are heavily influenced by scenery that blocks lines of fire and provides cover, or forms avenues of approach and allows the construction of fortified positions.

For a game of less than 500 pts we recommend to use half of the standard table (4x6 ft), that is, 4x3 ft.

All DEF bonuses only working against ranged attacks.

In Verge battlefield terrain is divided into following types:

1. Buildings - give +2 DEF for a unit completely inside, -1MV for a unit that moved through the building or is entering the building in any time of its movement and then making ranged attack against unit that is totally behind building you suffers -1RC.
2. Forests - give +1 DEF for a unit completely inside, -1MV for a unit that moved through the forest or is entering the forest in any time of its activation and then making ranged attack against unit that is totally behind forest you suffers -1RC.

3. Impassable ground – a piece of terrain that blocks LOF as per the model, models can not move or deploy on it unless specified otherwise.
4. Difficult ground - gives +1 DEF for a unit completely inside and all models entering or starting their activation inside it get -2 MV. (Swamps, rocky ground, pipelines, craters).
5. Hazard terrain - gives +2 DEF for a unit completely inside and all models entering or starting their activation inside it get -1 MV. If a model's base is at least partially inside hazardous terrain (if the model moves inside it during its activation or is forced to move inside hazardous terrain by any means), the model will suffer 1 damage with -1SV (lava rivers, toxic craters, and so on).

Players must agree upon the type and density of each piece of terrain before placing objectives and deploying their armies.

Units can move up and down on different levels within buildings freely, provided they have enough movement to do so.

If a unit on one level wants to charge into close combat with another unit on a different level, it must have enough movement to reach close combat distance.

If the charging unit has enough movement to make attacks after the charge, but it is not possible to physically place charging models on the same level with the target unit, all models remain where they are and can fight as if they reached the target.

Movement modifiers are applied if a unit enters or starts its activation inside the terrain at any time during its activation. This affects all of the movement distances during the activation.

*Example: A unit of raptors is going to run inside the building so its MV reduced by 1, making it 6, so their maximum running distance is 12", even if they start their activation in an open field.*

RC modifiers are granted if LOF to the unit passes through the terrain piece.

## PLACING TERRAIN ON THE BATTLEFIELD

Terrain must cover no less than 25% of the game table.

We recommend to place 1 dense or impassable terrain piece close to the center, not blocking the objective deployment thou. Have at least 3 pieces of Hard cover on a 4x6 ft. game table.

## COVER FROM OTHER MODELS

If any part of the model is obscured by a model with larger base, the target model gets +2 DEF. If it is obscured by a smaller or equal base model, target gets +1 DEF.

## PLAYING MISSIONS

Any force that is present on the battlefield has its objectives and is there for a reason. In Verge these objectives are represented by mission special rules and conditions.

Pre-game sequence:

1. Place terrain.
2. Choose a mission.
3. Choose deployment.
4. Choose armies.
5. Roll for Initiative. The winner of the roll-off chooses to go first or to select deployment zone. The other player gets whatever benefit the winner did not choose.
6. Place objectives as per the mission rules.
7. Deploy armies in initiative order and start the game.

According to the mission rules, each side will have a deployment zone, and at deployment step (7) of the pre-game sequence the player must place his units within the borders of the



corresponding deployment zone. No part of a model's base or hull of a model without base may be placed outside of the player's deployment zone.

For games with armies less than 500 pts we recommend to use half of the standard table.

## MISSION OBJECTIVES

Missions use objective markers to represent important locations or pieces of equipment.

Conditions of objective placement are determined by mission rules, but there are several universal rules that are always in effect unless the mission rules state otherwise:

1. Objectives cannot be placed 16" from each other or within 8" of a table edge.
2. Objectives cannot be placed within inaccessible points on the table (within buildings that have no doors, windows or other designated or agreed upon access points).
3. Objectives placed in buildings can only be placed on the ground level, that is, always on the lowest floor possible.
4. Objectives are always set up in initiative order, one at a time by each player unless the mission rules specify otherwise.

Controlling objectives or fulfilling mission conditions provides **Victory Points (VP)** at the end of the game.

To control an objective a unit must be within 1" of it, and within 3" to deny an enemy from controlling it.

Wipeout - in any moment of the game where can be a situation when all models of any player are destroyed. In this case, the remaining player finishes the game using all remaining round to complete the mission objective.

So if the player has been wiped out in the last turn and the enemy can't complete the mission objectives we think that "Their

heroic sacrifice took the enemy's victory".

## MISSIONS

Mission length is 6 rounds. Once the mission ends, the player who scored more Victory points during the game wins.

### MISSION 1: "PRIORITY TARGETS"

Set up 4 objectives in initiative order, 2 per player. Each player then secretly designates one of the two objectives as High Priority (3 VP), the other one automatically becoming a Low Priority (1 VP).

### MISSION 2: "CAPTURE THE TRANSPONDERS"

Set up 4 Low Priority objectives (1 VP), 2 for each player, in the center of each of the table's quarters, and one common High Priority objective (3 VP) in the center of the table.

### MISSION 3: "BASE ASSAULT"

Players set up 2 bases (3 VP) in their deployment zone and one in the center of the table (1 VP).

### MISSION 4: "ANNIHILATION"

Each destroyed unit provides 1 VP. Each side has a command bunker with a 2+ Save, Defence 9 and 20 HP. A command bunker is deployed within the owner's Deployment zone. A bunker's HP can never be restored. Bunker can be displayed as a 40mm base. Destruction of the command bunker gives 3 VP.

### MISSION 5: "KILL AND CAPTURE"

A single objective is placed in the center of the game table. Any model that moves into base contact with it may pick it up if there is enemy models within 4"; at the end of its movement and move with it. The model caring the objective can't move more than 8". Controlling the objective at the end of the game provides 5 VP. Each destroyed unit provides 1 VP.

## MISSION 6: "SLAY THE COMMANDER"

Each player who killed the enemy commander gets 3 VP. Also place 3 objective markers on the table: one in the centre of the table and two others within 12" from the short table edge and 24" from the long table edge. Each marker worth 1 VP.

## COMMANDER OBJECTIVES

Before starting the game each player must choose the personal task for his commander from the list:

1. **"Command and conquer"** - gain 1 VP if a unit under effect of the command order destroys enemy unit.
2. **"Lead by Example"** - gain 2 VP for every unit your commander destroys.
3. **"Personal mission"** - gain 1 VP at the end of your turn if your commander controls the objective that is not inside your deployment zone.

## COMBAT OBJECTIVES

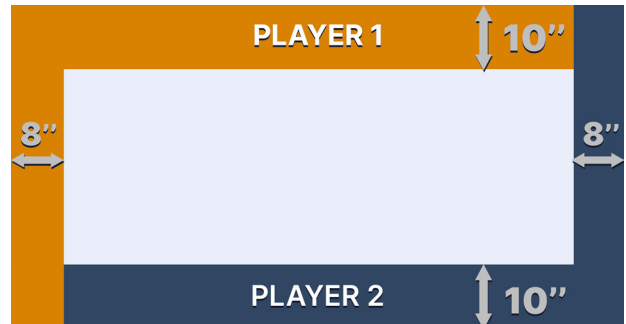
1. At the end of each game round the player who controls more objectives gain 1 VP.
2. At the end of each game round the player who destroys more units during this round gain 1 VP.

## DEPLOYMENT TYPES

**1. TRENCH WAR** - each player's deployment zone is within 10 inches of the long table edge 10.



**2. FLANKING MANEUVER** - each player's deployment zone is within 10 inches of the long table edge and 8 inches of the short table edge on the right, but at least 12 inches away from an enemy model.

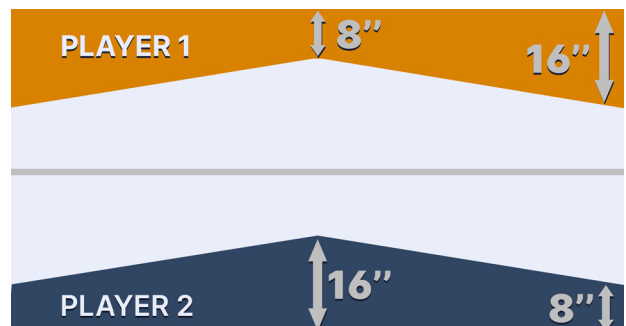


**3. FRONTAL CLASH** - players deploy diagonally, in the corners, on their chosen side and at least within 6 inches of the central diagonal line.



**4. SPEARHEAD** - the player who chooses the deployment zone also choose one of deployment types:

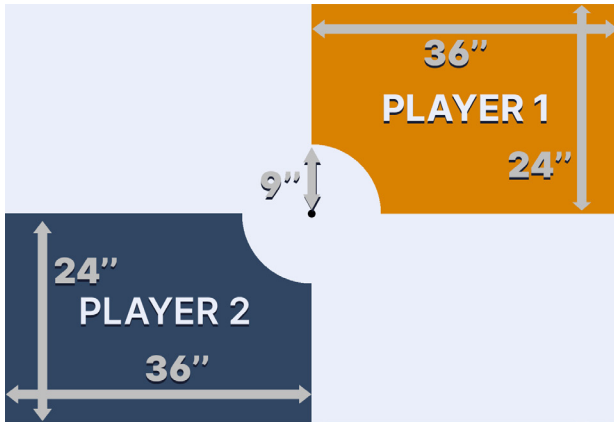
1. 16" from the centre of the table and 8" from the edge;
2. 8" from the centre of the table and 16" from the edge.



**5. SHORT FRONTLINE** - the players set up their armies within 24" from the long table edge and within 24" from the short table



edge. With the no mans land within 9" from the centre of the table.



**6. SIDE MANEUVER** - players deploy within 28" from the short table edge.



## SPECIAL ABILITIES

Special Abilities - abilities that are granted to the unit by training, technology or any other means. They are working constantly, and do not require any command orders for activation (unless stated otherwise).

**CLOAKING DEVICE (N)** – grants a cumulative +N bonus to DEF for all attacks against this model if the distance between the attacker and the model is greater than the attacker's MP in inches.

**STEALTH FIELD** – this model cannot be targeted or affected by ranged attacks if the distance between the attacker and the model is greater than the attacker's MP in inches.

**HARD TARGET (N)** – grants a cumulative +N

bonus to DEF for all ranged attacks against this model.

**SNIPER** - models with this ability can allocate hits instead target unit's owner.

**SHIELD GUARD** – If a friendly model is targeted by a ranged attack model with this special ability that is within 3" of targeted model, can take a hit instead, and become the target of attack. If a friendly model is charged model with this special ability that is within 2" can become the target of the charge and all attacks must be allocated against this model.

**AMBUSH** - Secretly choose a point on the table, that is not inside the enemy deployment zone. The unit can enter the game at this location during any of the controlling player turns after turn 2 and before turn 5. When a unit enters play from Ambush, place it as close as possible to the chosen point. Entering play from Ambush counts as beginning of the unit activation.

**SWEEP** – A model that attacks with a close combat weapon that has this ability may perform one attack against each model within weapon range instead of using the number of attacks indicated in the weapon's profile. Note that this may cause a significant increase of the number of attacks. If a friendly model is within range of the Sweeping model, attacks against it are resolved as if it was an enemy model.



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