

# Space Rangers • Player Guide

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## 1 – Introduction

In this setting the heroes are Space Rangers, the last bastion of law in the Frontier Sector, protecting human colonies scattered among a number of far, untamed planets. They hunt outlaws and space pirates, bring medical help and advance the exploration of a largely unknown area of the universe.

Remember the Old West epoch? Well, this is the same, but in space. And now, as millennia ago, the motto is still true: “One Riot, One Space Ranger”.

## 2 – The Universe

**Mankind** left Old Earth centuries ago, spreading through the universe, but the drive for migration is still strong. Human worlds are members of the Confederation of the Human Planets, alias the Conf. The central sectors of the Conf are stagnant, while the border ones, like the Frontier, are thriving with life and opportunities. More people every day leave the central sectors to test their luck on the Frontier. Here a man can make a fortune, or end his days killed by Raptors in a Corlinium mine or gutted in the back alley of a boomtown.

**Technology.** Science is stagnating, and, on the Frontier, everything is dusty, battered and fixed a number of times. Space travel is possible by the Holbrook Engine, an age-old FTL drive powered by a very precious mineral, Corlinium, mixed with heavy gases. The Vilgar, a race of modified human space nomads, use a totally different, organic engine, of unknown technology.

Blasters are the common weapons, both personal and vehicular. Ships are fitted with cumbersome energy shields. FTL communication doesn't exist so information spreads slowly over great distances, through relays. A key commodity of colonists are Longhorns, genetically modified animals, similar to cows, capable of eating almost every type of alien plant, providing meat and a particularly fertilizing dung, used to terraform planets and asteroids. The economy is based on barter, but Holbrook Coins are accepted almost everywhere.

A small number of persons show psionic talents. They are contacted and indexed by the Institute, an organization created to train, regulate

and control psionics. Refusing the Institute's tests is considered a crime in many places. Vilgar have a particular type of psionics, called Seers. **Aliens.** During space exploration very few intelligent races were found, and they were almost all killed. The few surviving aliens are scared of humans and try to avoid any contact with them.

**Precursors.** There are hints of powerful galactic civilizations of the past, now mysteriously disappeared, which left ruins and artifacts scattered around the universe. Probably the Holbrook Engine was one of them, and Holbrook, a former preacher and drunken asteroid miner, only modified it.

### 3 – The Frontier

The game focuses on the F0 Sector, commonly called the Frontier Sector. It extends for parsecs, and it is largely unexplored.

**Life on the Frontier.** Colonists are spread thin on many far-away planets, in small boomtowns. They live by mining Corlinium, ice and heavy ores, herding Longhorns and farming where possible. The colonies are largely autonomous, each run by a Mayor and made secure by a Marshall. Often they are helpless against serious threats and must rely on the help of the Space Rangers.

**The Vilgar War and the Great Corlinium Race.** Twenty years ago large deposits of Corlinium were found in the F0 Sector, occupied for centuries by clans of Vilgar, which dwelled both on planets and on nomadic spaceships, living in a primitive way. The massive influx of colonists caused a terrible war for control of the territory, with many deaths on both sides.

**Frontier and Beyond.** The Vilgar War ended five years ago, with the Peace of Shiroo (named for a famous Vilgar chief). The sector was divided in two: the Frontier, where the Conf colonists live, and the Beyond, which is Vilgar territory. The peace is very fragile, because the Conf colonists strive to expand Beyond, and the Vilgar Seers and war chiefs want to take back their ancestral planets. The Rangers must keep the situation calm.

**Corporations.** In recent years the great trusts of the central sectors have become interested in the resources of the Frontier, often at the expense of the initial colonists. The most famous are: Central Worlds Company (space transports and information), Universal Arms (military equipment), Miners Inc. (mining activities) and Futuretech (biotechnology and advanced terraforming solutions).