

SPACE TUG BLUES

ALPHA RELEASE

This is the alpha / concept / 0.01 version of Space Tug Blues by D. Vincent Baker, released as an entry to #TryFoldsJam.

NOT READY FOR PLAY

The rules are a first stab. They're incomplete and they don't yet work the way I want them to. Here's a partial design to-do list, at this writing:

- *Redesign certs. Add qualifications? Nail down the /c of certs vs payroll.*
- *Redesign the relationship between unused cells & the bottom line.*
- *Redesign the relationship between cells and delivery. One possibility: develop a system for acceleration + time + deceleration.*
- *Redesign the role of station crew. One possibility: develop CREW into a volunteer player role like SAL and DISPATCH.*
- *In fact redesign DISPATCH, clarifying client vs player positions, including the coi between generating contracts and disposing them.*

The crucial core of this version, the thing that works and doesn't need redesign, only development, is the working creative relationship between players and SAL. Have a look if you're interested.

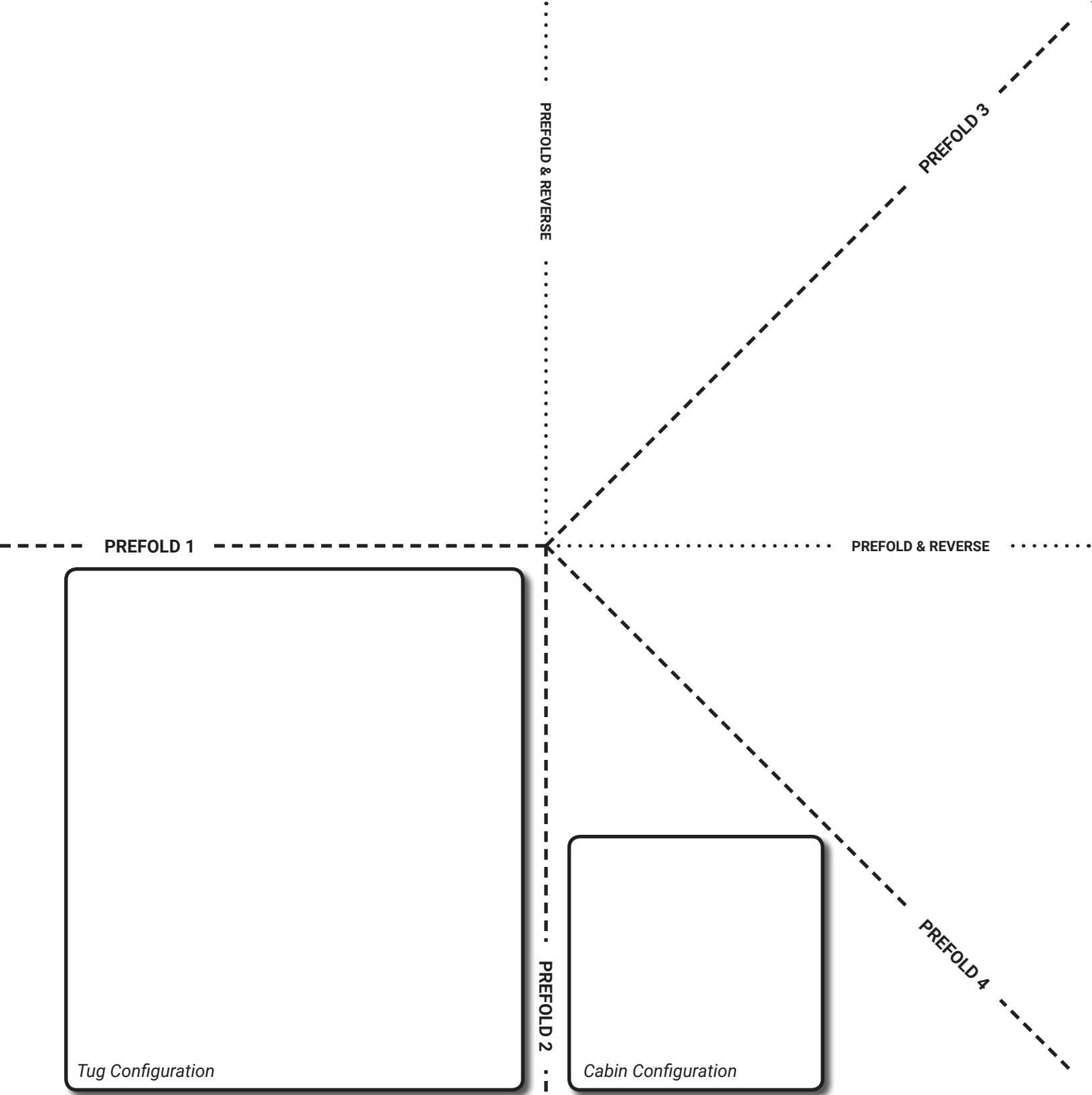
ENJOY!

Space Tug Blues: Alpha Release

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a lumpy game.

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Actions & Prerequisites

Taking Action: Roll specialist dice, module dice, then dice from CELLS until their sum equals the prerequisite sum (ask SAL what it is). Return 1s to CELLS; mark off 2–6s.

Inflict Additional Damage to the cargo (Docker) or **Spend Additional Cost** (Emergency) to roll an additional die.

Take a Risk to roll an additional die.

Once you've accomplished the prerequisites, **Take Action** and roll 1 more die. Its result represents the quality of your success.

Docker Ops

Prerequisite

Stabilize Tumble & Spin

Action

Dock

Emergency Ops

Emergency

Collision
Damage
Fire
Hull Breach
Injury
Off-Course
Etc.

Prerequisite

Stabilize & Triage
Assess & Stabilize
Assess & Contain
Identify & Contain
Recover & Assess
Identify & Re-Plot

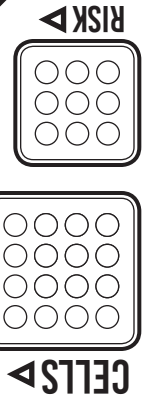
Action

Status Report
Repair
Extinguish
Seal
Stabilize & Treat
Course Correct

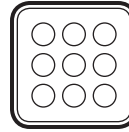
CLOSE FOR PILOT/NAV OPS

TUG:

DESIG:

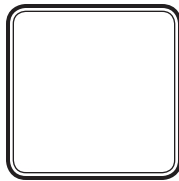
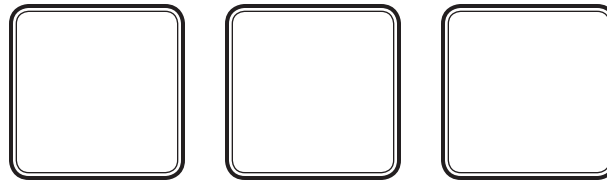


ADD'L
COST



TAKE
RISK

PREREQUISITE ACTION



ACTION

EMERGENCY OPS

MODS:

MODS:

DOCKERS OPS

PILOT / NAV
OPS

MODS:

STABILIZING TUMBLE & SPIN

ADD'L
DAMAGE

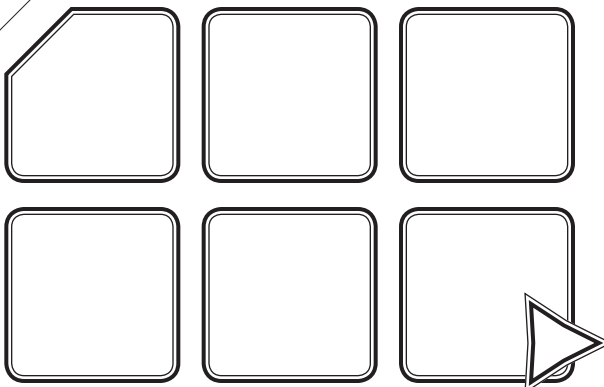


TAKE
RISK



DOCK

NAVIGATING ORBITS



Matching Orbit: Roll navigator dice, then pilot dice, then dice from CELLS, until their sum equals or exceeds the orbital distance (+lading as required). Return 1s to CELLS; mark off 2s-6s.

Coast, increasing TIME, to roll an additional die.

Redline systems, increasing RISK, to roll an additional die.

SPACE TUG RULES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is your orbital tug. It's the backbone of your business and the heart of the game.

You'll need 1 copy of this to start. Print more if you buy additional tugs.

Your tug can be crewed in a pinch by a single operator, but it's easier with 2 or 3, and in an emergency you'll definitely want more than 1.

Your tug has 4 important components: the **cabin**, where you live and work; the **cells & drive**, which provide the tug's energy and acceleration; the **surface**, where you sometimes go if you need to get a look at something firsthand; and the **docking lock**, a sophisticated chunk of metal that clamps onto shipping containers and lets you push and drag them where you want them.

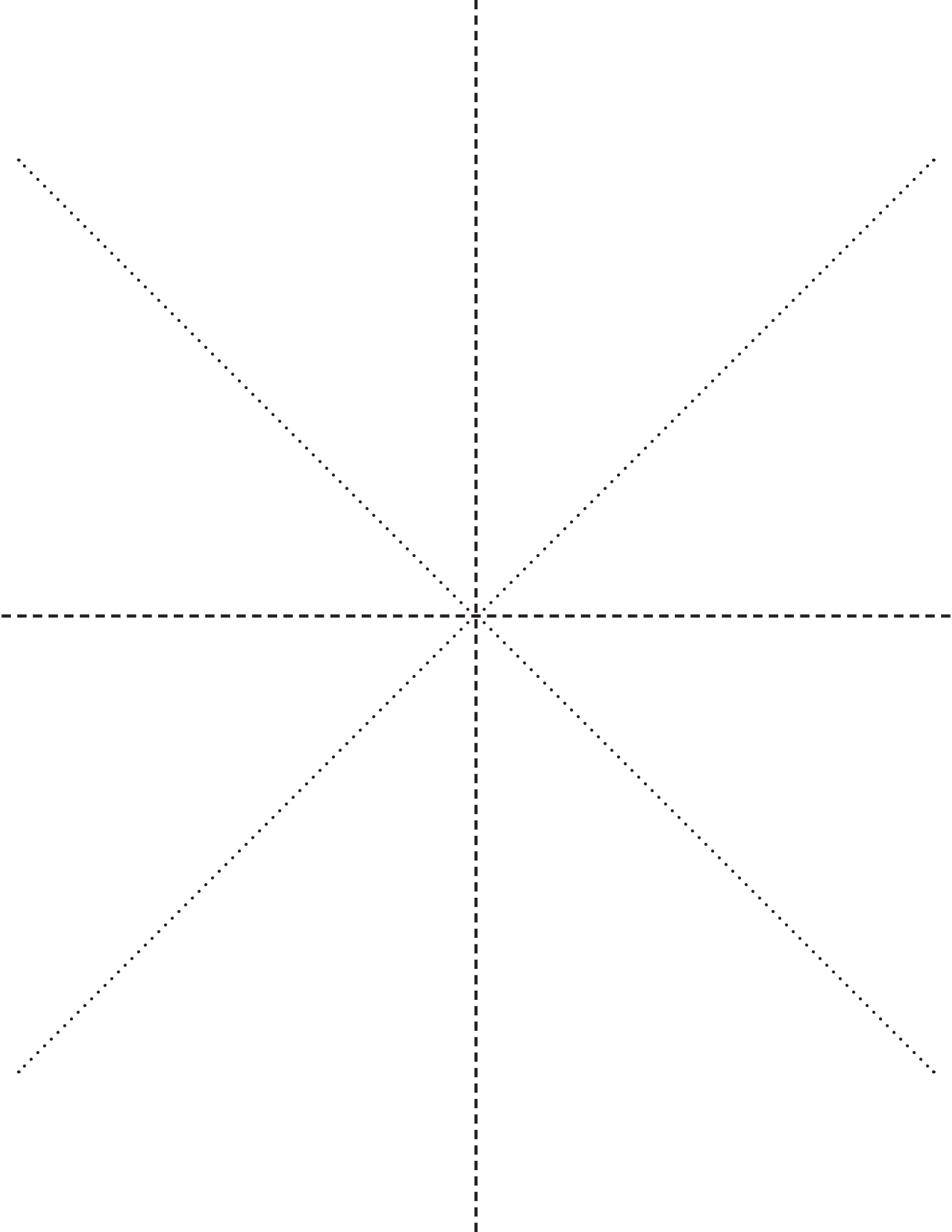
In the cabin there's bunkage for a full crew of 3 plus 1 guest (guests are rare), with stowed hammocks for 3 additional guests (additional guests are very rare). Quarters are close.

In normal operations you can count on 3 square packets a day, plus snacks. You've got a microwave, hot water, and a "shower" that's more like a wet garment bag.

Your tug has no grav wheel, but you'll be accelerating and decelerating enough to kind of make up for it. Remember that "gravity" is opposite the direction of thrust. Living in your tug is like living in an elevator.

CLOSE FOR DOCKER OPS
OPEN FOR EMERGENCY OPS

OPEN FOR DOCKER/EMERGENCY OPS



STATION:
ORBIT:

* "For free" here meaning that the cost of recharging your tug's cells is absorbed into the ongoing costs of owning, operating, and maintaining a frickin space station.

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is a core station, an orbital station with a personnel hab and other modules.

You'll need 1 copy of this to start. Print more as you decide to detail other stations.

Your station is your own, outfitted on your commission to your specs (within your budget). It might share structure with another station, or it might be its own little stand-alone, as you choose.

As far as your business operations go, one of the crucial functions your station provides is, you can recharge your tug's cells here for free*.

SPACE TUG BUS

Station Configuration

AMENITIES:

OPEN FOR MODULES

BUNKS

BUNKS

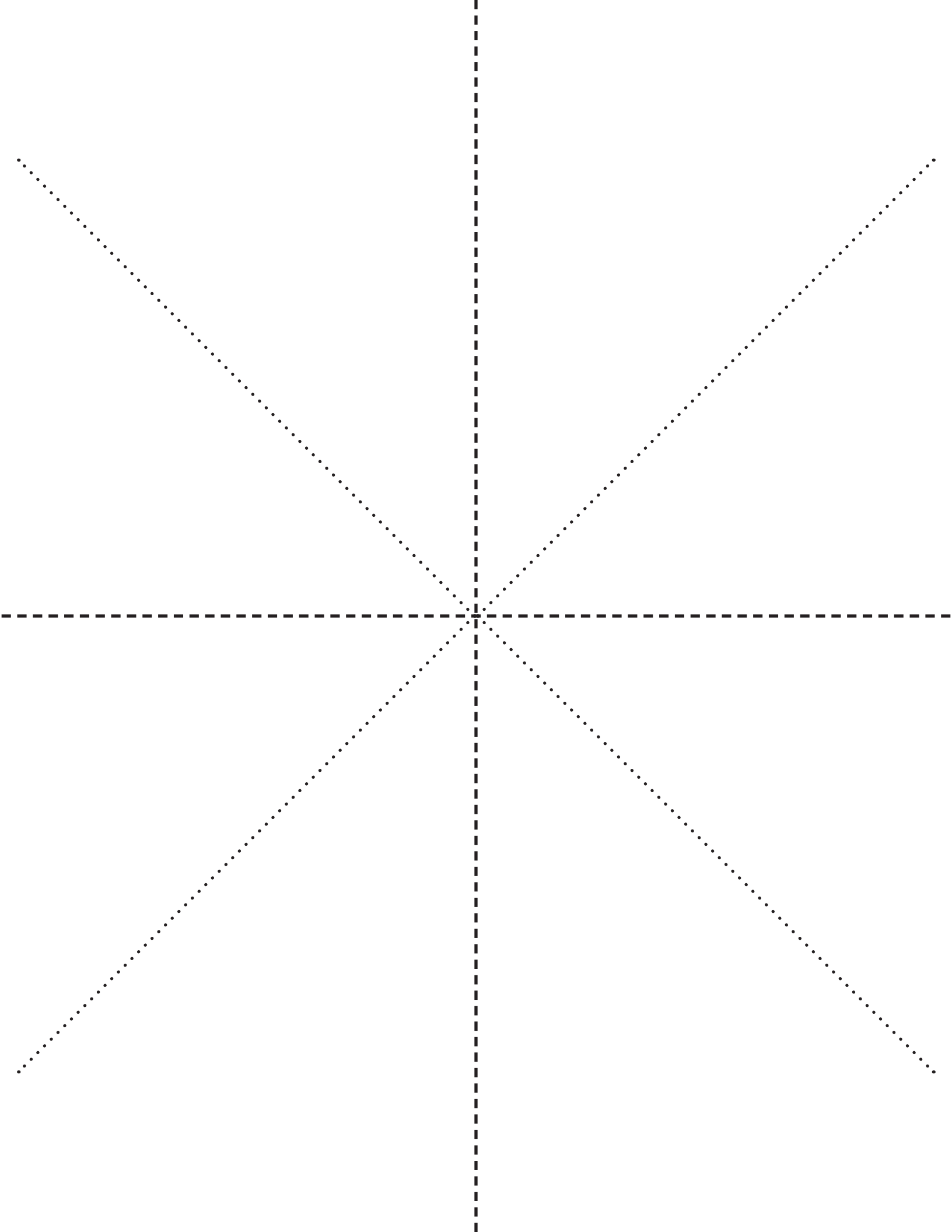
OPEN FOR HABITAT

BAYS

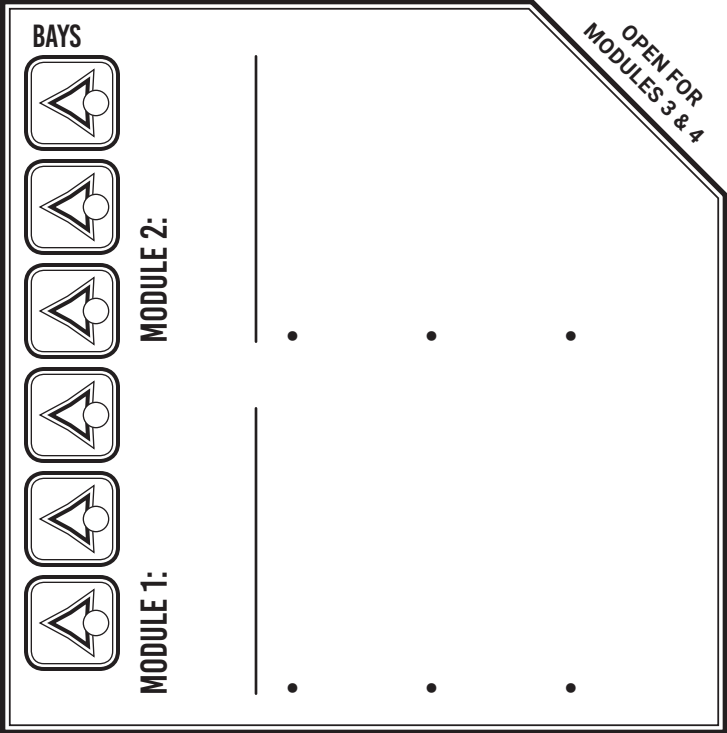
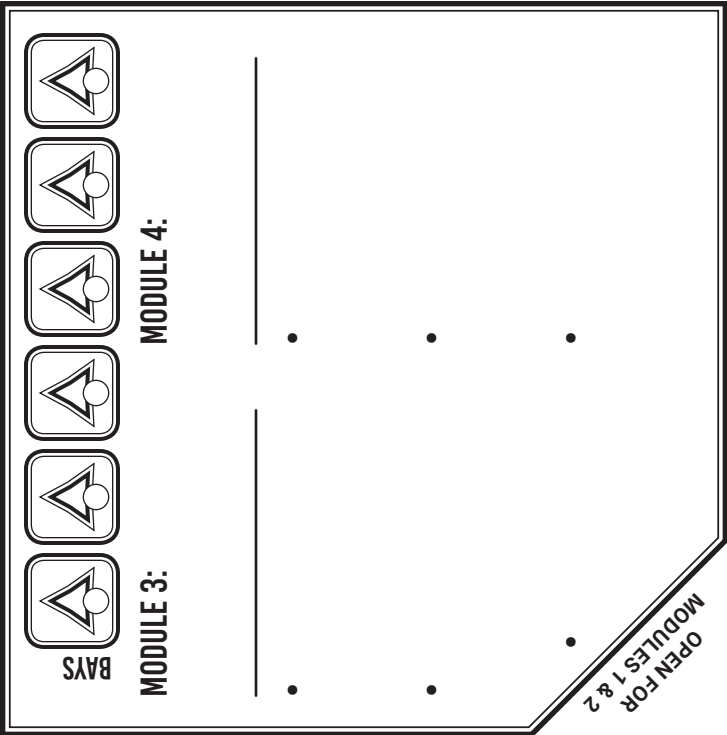
MODULE 1:

MODULE 2:

CELL MARKUP RATE:



CORE STATION:
ORBIT:



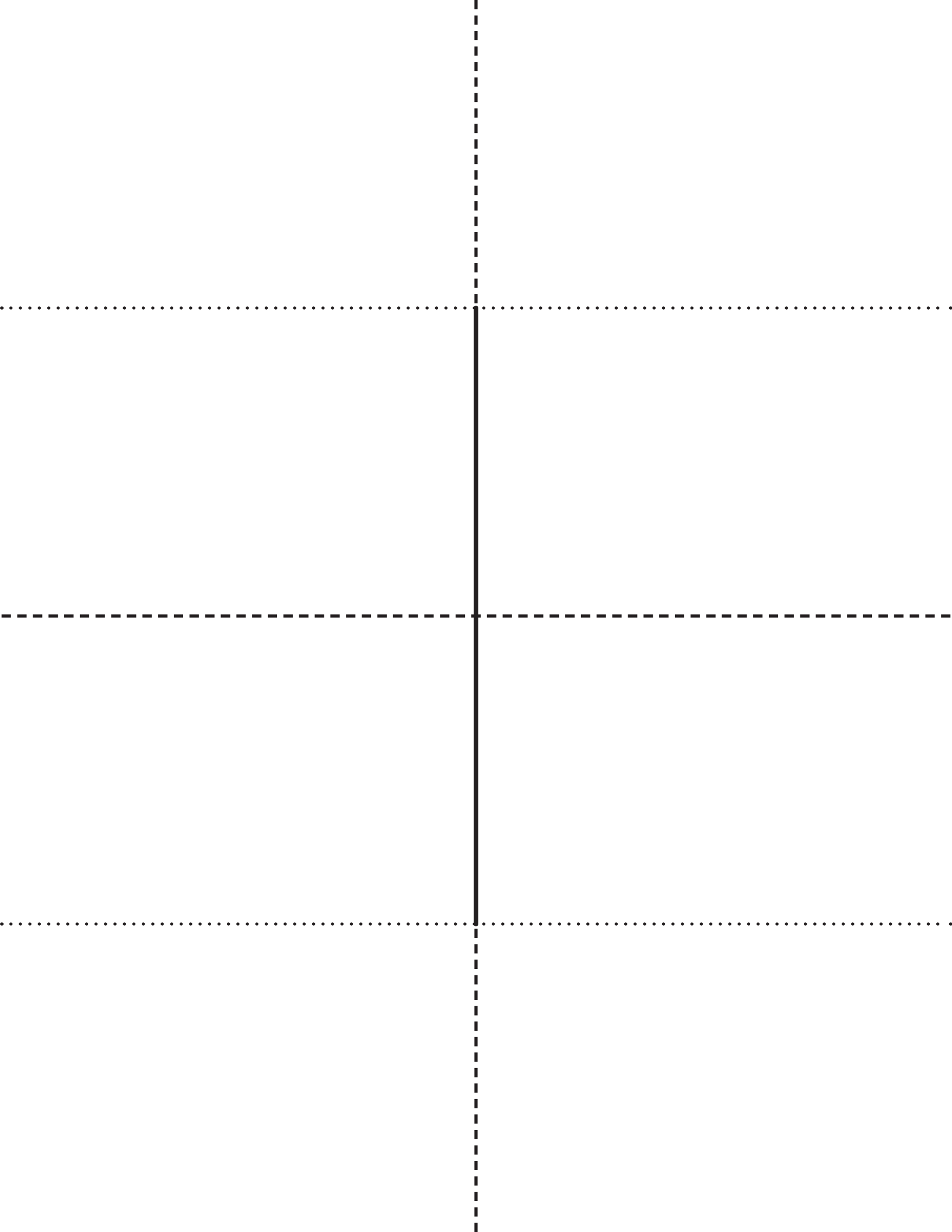
M-STATION:

SPACE TUG BUS

You own and operate an independent tug business in earth orbit. Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is an m-station, a module addition to a core station. You won't need any copies of this to start. Print them if you buy additional modules for your station, and as you decide to detail other stations.

Station Configuration



SPACE TUG RULES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the player handbook and rule intro.

You'll need 1 copy of this for each player.

PLAYER HANDBOOK & RULE BRIEF

PLAYER ROLES:

All players: You collectively own and operate an independent tug business in earth orbit. Some of you play the **tug crew**, some the **station crew**, and you can switch up roles as you choose.

DISPATCH: When it's time to schedule contracts to work, one player temporarily takes on the role of DISPATCH. It's your job to represent the interests and position of the tug company's clients.

SAL (Situation At Location): Whenever any member of the tug crew or station crew takes action, and especially when the tug crew undertakes to complete a job, one player temporarily takes on the role of SAL. It's your job to tell the other players what they see and hear, answer their questions about what's happening, and tell them what happens.

DICE & CERTS:

If you don't have a relevant cert, roll **1d6**.

If you do have one, roll **2d6** and take the higher, noted as **2d6/h**. You can take the same cert twice; this makes you *expert certified*. Roll **2d6** and sum them.

ROLLING A SUM:

If your own dice don't reach the sum you need, depending on your op, you can draw further dice from other crew members, your tug's or station's mods, your tug's CELLS, and other expenses. Keep drawing dice until you reach the sum, or abandon the effort.

QUALITY OF SUCCESS:

For most ops, once you've reached the prerequisite sum, you have to roll 1 more die for the quality of your success. This isn't a free die, you have to draw it from somewhere!

CHARACTERS:

Collectively create the tug company's owner-operators, following the rules in **The Books**. Your budget will allow you to create at least 3 characters, and potentially as many as 12, although most likely you'll create 4-6.

Create your own character or characters, using your share of the budget for certs. Consult with the other players to make sure that between you, you have the required tug certs and station certs.

TUG, STATION, BUDGET & SCHEDULE:

Collectively create the tug company's tug, station, and budget, following the rules in **The Books**. You'll start the game in debt, but decide together how deep in debt you've chosen to go.

Someone play DISPATCH so you can schedule up your first cycle's contracts, and you're ready to begin. Good luck!

OPS & ACTIONS:

Whenever take action, you need someone to play SAL to take you through it and tell you how it goes.

Set up your action with SAL's help. Are you in the right position to do it? it

What a realistic thing for you to try? What

prerequisite action or actions must you not just take? Make sure that you and SAL share a clear understanding of where you are and what you mean to do.

Once you're settled, ask SAL your

prerequisite sum. Roll dice as follows until you reach your prerequisite sum, then roll 1 more die to determine your **quality of success**. While you're rolling, ask SAL questions like these:

- *I go toward [x]. What's happening?*
- *I'm assessing [x]. How's it look?*
- *I check [x]. What are my green / yellow / reds?*
- *I try to [x]. How does it go?*

Always take SAL's answers.

OFFJOB PLAY:

You can have your characters take any actions you want and pursue any interests or goals they have, not just working contracts.

Someone needs to play SAL for you, and possibly DISPATCH too.

Follow the rules for ops & actions.

CHARACTER DEVELOPMENT:

At the end of every cycle, announce what your characters have been pursuing while coasting. If you've had offjob time, same.

Ask DISPATCH if you've been able to develop your pursuit into a new cert or expertise. If you have, note it on your character; you can use it for dice going forward.

Otherwise, ask DISPATCH how much more time and work you'll need to devote to it.



CERTS

NAME:
& PRONOUNS:

QUALITIES & DESCRIPTION

NAME:
& PRONOUNS:

QUALITIES & DESCRIPTION

PURSUIITS

Coasting:

Offtime:

- PURSUIITS**
Choose 1–2 for coasting and 1–2 for offtime.
- | | | |
|--------------------|----------------|----------------------|
| Blogging | Games | A Religion: [x] |
| Certification: [x] | Homebrewing | Research: [x] |
| Club-going * | Homesteading | Rocket Science |
| Collecting: [x] | Journalism | Spa-going * |
| Cooking | Law | Sport: [x] |
| Drinking | Music | Thrill-seeking |
| Drugs | A Pet | Travel * |
| Economics | | |
| Education | Reading | Travel (virtual) |
| Fitness | A Relationship | Vlogging |
| Gambling | Relationships | Wine & fine dining * |

* Offtime Only.

CERTS

NAME:
& PRONOUNS:

QUALITIES & DESCRIPTION

- PURSUIITS**
Choose 1–2 for coasting and 1–2 for offtime.
- | | | |
|--------------------|----------------|----------------------|
| Blogging | Gambling | Relationships |
| Certification: [x] | Games | A Religion: [x] |
| Club-going * | Homebrewing | Research: [x] |
| Collecting: [x] | Homesteading | Rocket Science |
| Cooking | Journalism | Spa-going * |
| Drinking | Law | Sport: [x] |
| Drugs | Music | Thrill-seeking |
| | | Travel * |
| Economics | A Pet | Travel (virtual) |
| Education | Reading | Vlogging |
| Fitness | A Relationship | Wine & fine dining * |

* Offtime Only.

Choose 1–3 Certs.

Req Tug Certs:

Docker
Pilot

Tug Certs:

Emergency Medical Response
Emergency Technical Response
Engineer

Illicit Skill Experience

Navigation
Orbital Marine Cert (expired)
Security Bond
Space Rescue

Req Station Certs:

Dispatch Cert
Transport Permit

Station Certs:

Commercial Cell License
Exchange & Finance License
Hospitality License
Inspector Cert & Bond
Labor Cert & Bond

Military Rank (discharged)
Notary / Registrar

Routing / Control Cert
Technical Cert & Bond

Choose 1–3 Certs.

Req Tug Certs:

Docker
Pilot

Tug Certs:

Emergency Medical Response
Emergency Technical Response
Engineer
Illicit Skill Experience
Navigation

Orbital Marine Cert (expired)
Security Bond

Space Rescue

Req Station Certs:

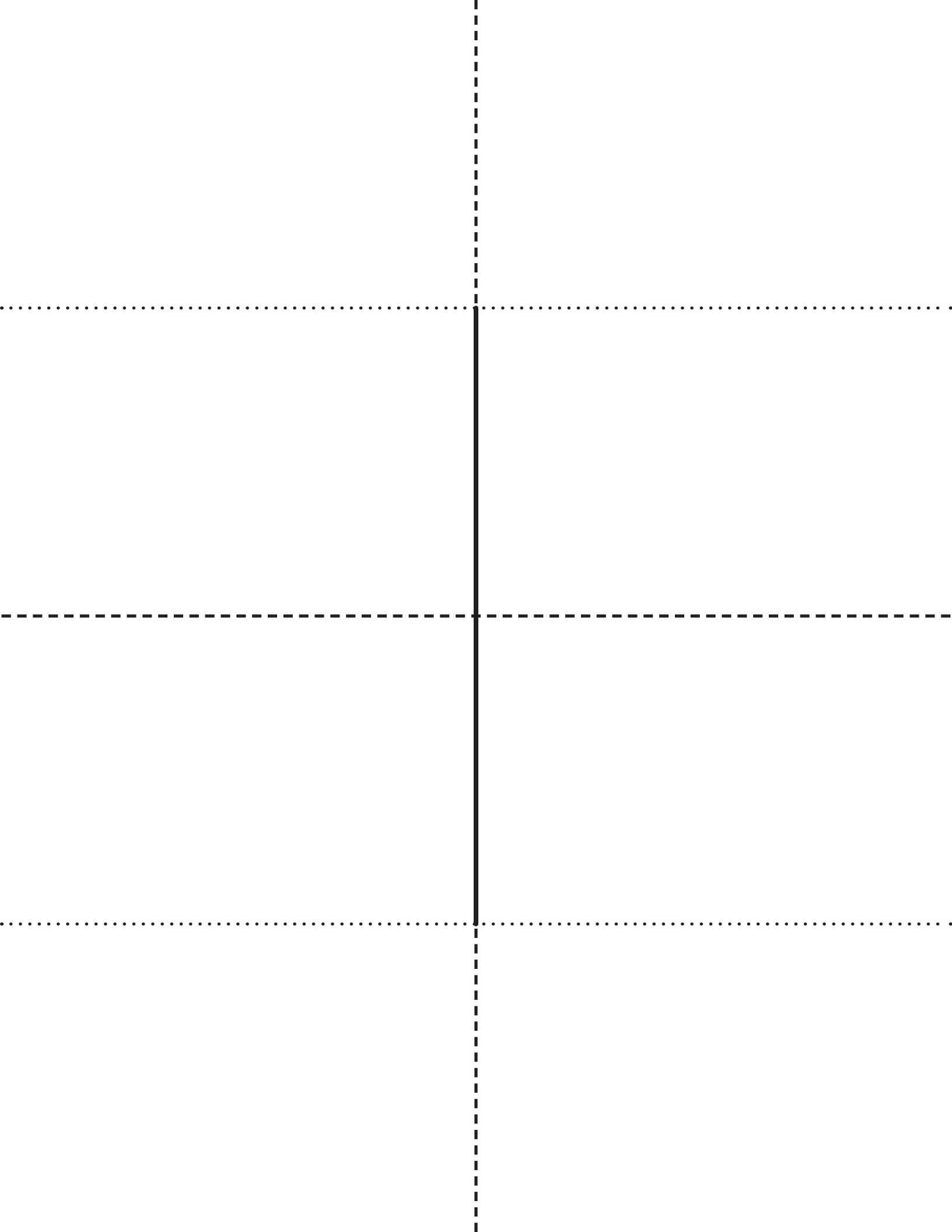
Dispatch Cert
Transport Permit

Station Certs:

Commercial Cell License
Exchange & Finance License
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SPACE TUG BUSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is a shipping container and its associated contract.

You'll need 1 copy of this per contract you take. You might go ahead and print several in advance, you'll need a bunch of them.

CARGO

DESIG:

CONTRACT:

UNCERTAINTY / RETURN

CLIENT:

MANIFEST:

LADING:

ORIGIN:

DESTINATION:

DISCOUNTS / PREMIUMS:

DISTANCE

ALLOWANCES

TIME

DAMAGE

BOTTOM LINE



± ADJUSTS

+ LIVE CELLS

- ADDL COSTS

RETURN ON CONTRACT

DELIVERY NOTES:

O DELIVERED

ACTUAL TIME

0.5 per Cell
+ Addl Time

ADJUSTMENTS:

LADING

SPIN/TUMBLE

ACTUALS

SITUATION AT LOCATION:

- We're approaching the cargo container.**
*What is its onboard communicating?
We're verifying with our sensors. What do our scans show?
We're making a visual inspection. How's the container look?*
- We're matching and stabilizing spin and tumble.**
*How does it go?
What are our green/yellow/reds?*
- We're running the tug through its pre-dock checks.**
*What are our green/yellow/reds?
We're making a visual inspection. How's the tug look?*
- We're commencing docking procedure.**
*How does it go?
What are our green/yellow/reds?
We're making a visual inspection. How does our lock look?*
- We're docked, locked, and ready to begin acceleration.**
*What are we getting for actual lading?
What are our green/yellow/reds?
How's the tug handling?*

SITUATION AT LOCATION

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This part 1 of the Situation At Location (SAL) console. It's for SAL to use to tell you what's actually happening, where you actually are.

You'll need 1 copy of this to play.

SITUATION AT LOCATION (SAL)

As SAL, it's your job to tell the other players what they see, hear, and perceive, wherever they go and whatever they're doing.

It's your job to answer their questions about what's going on and what happens when they take action.

There are a few specific circumstances where you have game rules to follow. In other circumstances, though, it's still your job to answer their questions. Follow these 4 principles, in order:

1. **Try to create and maintain a consistent, reliable setting.**
2. **Give the answer you honestly think is correct.**
3. **If you want outside input, roll dice.**
4. **If you don't have a specific reason otherwise, give a boring answer.**

VOLUNTARY ROLLS:

When you want outside input into your decisions about what happens, roll dice. Roll 2 6-sided dice and sum them. Taking into full account the players' actions, their rolls (if any), and the details of the situation:

- 2-5:** **It goes better than you'd expect.** Think of a concrete way it goes better — faster, easier, cheaper, quieter, more decisive, longer-lasting, etc. — and tell them about it. (+1 *quality of success*)
- 6-8:** **It goes as well as you'd expect.** Tell them about it.
- 9-11:** **It goes worse than you'd expect.** Think of a concrete way it goes worse — slower, harder, more costly, more tiring, less certain, less reliable, more compromise, etc. — and tell them about it. (-1 *quality of success*)
- 12:** **Something goes really wrong.** Think of one of the worst things that could happen, and tell them about it. (*Failure*)
- If you can't think of anything, treat this as a 9-11 roll.

CONTRACT TERMS & DICE:

Contracts' terms represent the uncertainty and the potential gains of the contract, in this form:

uncertainty / reward.

ROLLING UNCERTAINTY:

When the tug arrives at the cargo container's origin orbit, roll **uncertainty**. Assemble the dice in pairs and singles as follow, left to right:

UNLESS SPECIFIED BELOW:

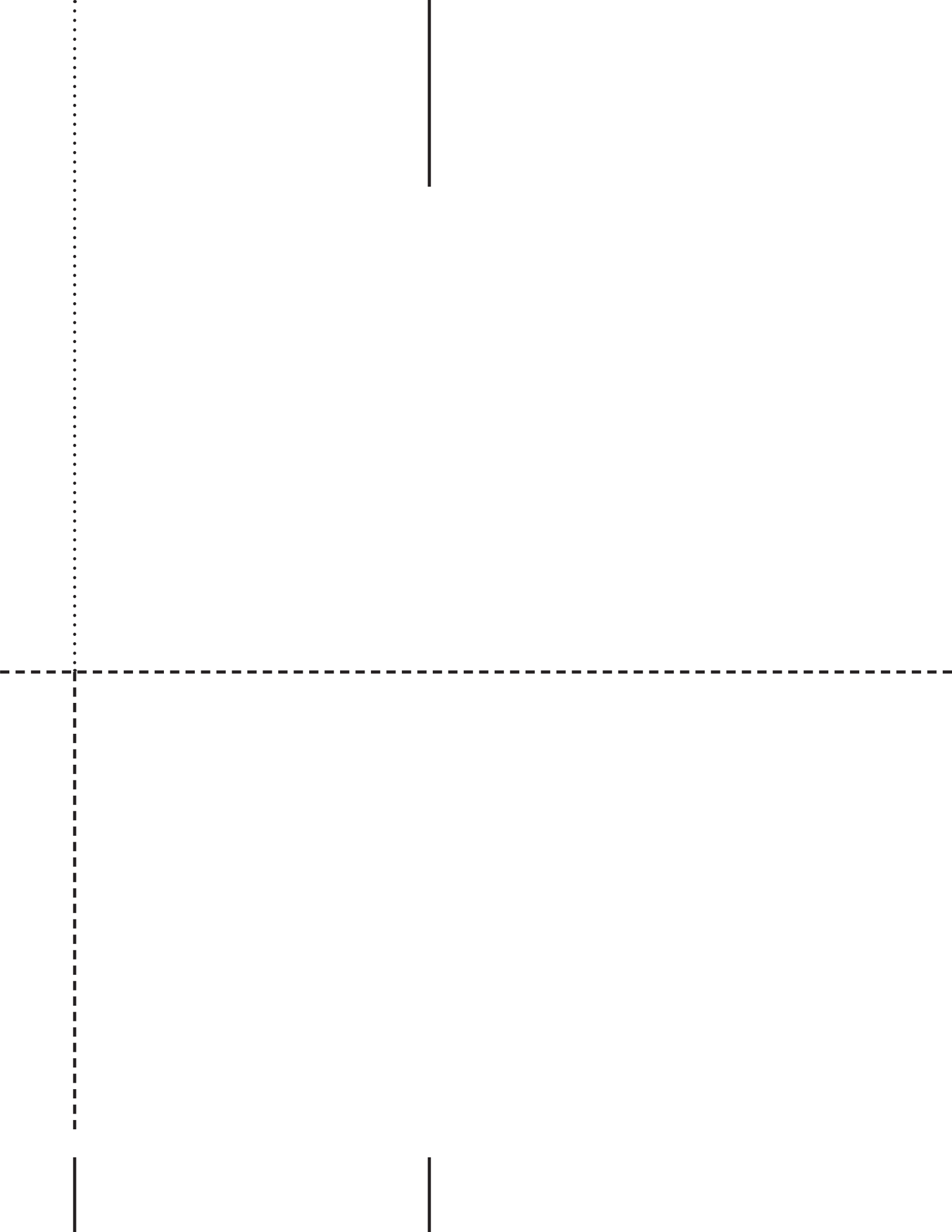
Actual lading = contracted lading ± 1 (you choose)
Actual damage = $2d[L] \pm 1$ (you choose)
Tumble & Spin = $1d6 \pm 1$ (you choose)

PAIRS SUMMING 12	PAIRS SUMMING 11	PAIRS SUMMING 10	PAIRS SUMMING 9	PAIRS SUMMING 8	SINGLE DICE 4-6	SINGLE DICE 1-3
Serious Problem Choose: <i>Shipment in pieces</i> <i>Debris at location</i> <i>Other traffic</i> <i>Rogue asteroid</i> <i>Doublebooked contract</i> <i>Military maneuvers</i> <i>Space cops</i> <i>Space pirates</i> <i>Missing shipment</i> <i>Etc.</i>	Incorrect Contract Decide whether the client lied or made a mistake. On that basis, recreate the shipment from the client book: manifest, lading, and destination. Reroll or choose.	Damage Roll $2d[h]$ for actual damage, +1 for additional pairs.	Over Lading Add $1d6$ to actual lading, +1 for additional pairs. Lading means not just pure mass, but also center of mass and stability: <i>shimmying, listing, wobbling, jinky, sluggish</i> , etc.	Tumbling Roll $2d[h]$ + 1 for tumble & spin, +1 for additional pairs.	Safe No modifiers or effects.	Catch a Break Choose: -1 <i>Tumble & Spin</i> -1 <i>Lading</i> -1 <i>Damage</i>

HOW'S THE TUG?

As the tug crew takes risks, the tug accumulates wear and tear. Track it here by circling options. Use them to add details to your answers, and to report the tug's *green / yellow / reds*.

OVERLAP HERE



SPACE TUG BLUES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is part 2 of the Situation At Location (SAL) console.

You'll need 1 copy of this to start. Print more if you need to track wear & tear on additional tugs.

ACTIONS & OPS:

When someone takes action, they need you to take them through it, answer their questions, and tell them how it goes.

Prerequisites: Ask them to explain their action and goal, if it's not already obvious to you. Tell them what they'll need to do — assess the situation, take position, check their tools, etc — in order to take the action they intend.

Procedure: Have them follow the rules for actions & ops and rolling dice.

Quality of Success: Take note of their roll for quality of success and use it to describe what comes of their action. You can report 1–3 *yellow*, 4–6 *green*.

Prerequisite Sums

The baseline is 6.

Consider relevant previous ops. If they were *green*, +0. *Yellow*, +1. *Red*, +3.

Consider the tug's wear & tear. For any that will definitely hinder their efforts, +1 per. If any might, but not definitely, +1 in total.

Consider their surroundings or circumstances otherwise. For anything that will definitely hinder them, +1. If anything might, +1 in total.

TUG:

Wear & Tear

Cabin: *Flickering, groaning, grimy, moist, noisy, overcycled, stale, unstable pressure, other.*

Cells & Drive: *Autoventing, jumpy, glitchy, running hot, sluggish, thready, touchy, other.*

Docking Lock: *Bent, creaky, grinding, jagged, jerky, laggy, old, poorly aligned, scraping, other.*

Surface: *Brittle panels, dented, dinged, exposed joints, exposed works, loose panels, pinholes, other.*

TAKING A RISK:

The tug crew can take a risk for an additional die. When they do, ask them to explain the risk they're taking, and roll 6-sided dice equal to the tug's RISK. Count 5s and 6s:

No 5s or 6s: A near miss. Tell them why their action doesn't go wrong.

One 5 or 6: A minor problem. Choose 1 of the above and circle it. Tell them what goes wrong.

Two 5s or 6s: A serious problem. Choose 2 of the above and circle them. Tell them what goes wrong.

Three 5s or 6s: An emergency: *Collision, damage, fire, hull breach, injury, off-course, other.* The crew must take emergency action to deal with it.

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the book of your business: your roster & assets, your budget & schedule, your system processes, and your business relationships & goals.

You'll need 1 copy of this to start. You can reuse it for several cycles, until it gets too messy and you want a fresh one.



COMPANY:



ROSTER & ASSETS

Personnel

CERTS

Rate /c



Assets:

Stations & Tugs

Condition & RISK

Value/Cost



CREW

Budget: 2d[h] + 6

A person can have 1–3 certs. Hiring a person costs 1 per cert.

BUDGET

=

CERTS

=

RECERT COSTS / C

Req Tug Certs:

Docker
Pilot

Req Station Certs:

Dispatch Cert
Transport Permit

Tug Certs:

Emergency Medical Response
Emergency Technical Response Engineer
Illicit Skill Experience
Navigation
Orbital Marine Cert (expired)
Security Bond
Space Rescue

Station Certs:

Commercial Cell License
Exchange & Finance License
Hospitality License
Inspector Cert & Bond
Labor Cert & Bond
Military Rank (discharged)
Notary / Registrar
Routing / Control Cert
Technical Cert & Bond

TUG

Budget: 10 x (2d[h] + 6)

Cutting Corners: Your tug starts at RISK = 2. You can increase RISK to increase your budget.

RISK = 3: +10 Budget

RISK = 4: +30 Budget

BUDGET

=

CELLS

+

MODS

Cells: Your tug starts with 8 cells. Each additional cell costs 30.

Tug Modules:

Hull Reinforcement: Costs 10.

Jack Mod: Costs 10.

Mag Lock Improvements: Costs 10 per +1d, max +3d.

Med Pod: Costs 10 per pod, 1 patient per pod.

Private Berths: Costs 20.

Salvage Mod: Costs 10.

Weapons Cabinet: Costs 10.

Wrecker Mod: Costs 10.

BUSINESS RELATIONSHIPS

Relationship

Balance

BUSINESS GOALS

Goal

Required

Banked

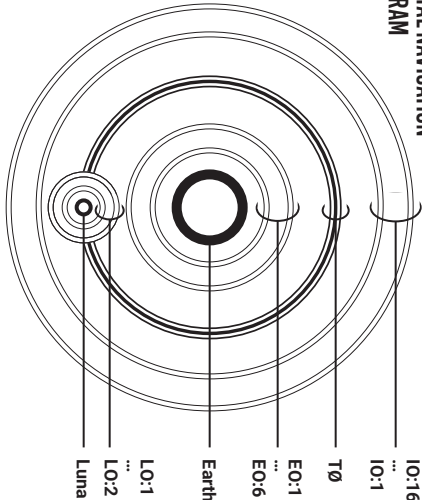
DEVELOPMENT

CALCULATING ORBITAL DISTANCE

For game purposes, Earth-Luna has four orbital systems:

- Incoming Orbits (IO): IO:1 6 (highest) – IO:1 (lowest)
- Earth Orbits (EO): EO:1 (highest) – EO:6 (lowest)
- Lunar Orbits (LO): LO:1 (highest) – LO:2 (lowest)
- Transit Orbit (TØ, TØ, or "Orbit Ø")

ORBITAL NAVIGATION DIAGRAM



Orbital distance within a system = the difference between the orbits: | O₁-O₂ |

Orbital distance between systems = the sum of their orbits: O₁+O₂

(Technically, all inter-orbit travel passes through TØ, so it's: O₁+Ø+O₂)

Sometimes Earth landings are called EO:7 and Lunar landings are called LO:3.

Tugging cargo increases the acceleration and deceleration cost, regardless of orbital distance. This modifier is **Lading**. Add it as a flat modifier to laden trips.

CALCULATING DELIVERY TIMES

For game purposes, the details of your contracts are abstracted into terms centering your tug operations. For this reason, a contract's "time allowance" doesn't represent the actual deadline for delivery, but the coasting time the contract allows you.

Actual delivery time = 0.5 for each cell you used, +1 for each additional time you marked. Use this number when you're working with your cycle schedules.

Time allowance used = 1 for each additional time you marked. Using your cells doesn't count against your time allowance, because of the abstraction above. You incur penalties only if you mark more additional time than the contract's time allowance.

STATION

Budget: 100 x (2d/h)

Additional Tugs: Your station starts with 1 tug. You can add tugs at a cost of 220 + tug budget per each.

Berths: Your station starts with 3 docking berths. You can add berths at a cost of 100 per each.

Cells: The real cell rate is 1. If you're licensed to offer a public cell rate, you're required to mark the rate up to 2 – 5.

Debt: You begin with 540 debt. You can go up to a maximum of 1140 debt.

Orbit: Choose EO 0, EO 1, EO 2, LO 0, IO 0, IO 1, IO 2, or IO 3.

Habitat:

Your habitat starts with all standard options, except 3 poor options. You can upgrade options from poor to standard or from standard to good at a cost of 100 per option.

Poor: 2–4 bunks, bare-bones interiors, no gravwheel, no shower, overcycled air, overcycled water, slit windows, substandard food packs, unreliable food subscription, [other].

Standard: 5–8 bunks, fitness center, gravwheel, personal bunks, shared shower & amenities, spectacular views, standard air cycling, standard food subscription, standard water cycling, [other].

Good: 9–12 bunks, fresh water subscription, gourmet food subscription, hydroponic garden, "outdoor" recreation, private berths, superior air cycling, unmatched views, [other].

Available Starting Modules:

Garage: Uses your standard docking berths. Includes safety & maintenance, structural repair / rebuild, systems installation & testing. Costs 500 & 12/c.

Utility: Includes contract management (routing / control), routine & preventative care (medical), safety & maintenance (garage). Costs 300 & 6/c.

Warehousing: 3 storage berths. Costs 100 & 3/c. Can include:
3 additional berths. x2 & x2 /c Specialized environment. +300 & +6/c
Advanced security. +400 & +2/c Unregistered. +100 & +6/c

BUDGET

EXPENSES

DEBT

—

=

ACCOUNTING

Transfer current debt, recent costs /c, and station costs /c to the Cycle Budget page.

STATION COSTS /C

STARTUP & ASSETS

CYCLE BUDGET

CONTRACT REVENUE

STATION & ADDL
REVENUE /C

TOTAL CONTRACT
REVENUE

TOTAL
REVENUE

CURRENT
DEBT

STATION
COSTS /C

DEBT COSTS /C
3% CURRENT DEBT

RECENT
COSTS /C

TOTAL
COSTS /C

THE BOTTOM LINE

Payroll.
Shares to stakeholders.
Development & expansion.
Pay down or add to debt.

CONTRACT SCHEDULE

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SCHEDULED CONTRACTS

GENERATING & SCHEDULING CONTRACTS

Schedule contracts at the beginning of every cycle, and ad hoc as required mid-cycle.

It's DISPATCH'S job to generate the contracts currently available to you. You can ask them to generate contracts within certain guidelines, if you want or need. However, they aren't required to follow your guidelines, and in fact their ability to do so might be limited by other factors.

At the beginning of the cycle, for example:

- We need to fill in our contract schedule. Would you list for us some available contracts?

At any time, for example:

- Can we pick up some cargo for our return trip? We're at [station x], going toward [station y]. Is there a contract available?
- We've had positive experiences working for [client x]. Do they have a contract for us?
- We're especially looking to pick up some salvage work [or name another cert]. Does anyone have a salvage contract available?

If you're not interested in a contract, tell DISPATCH right away, so they can hand it off to another firm.

If you are interested in a contract, ask DISPATCH to generate its complete terms: its rate; its client; its manifest & lading; its origin, destination & distance; its time & damage allowances, and its discounts or premiums.

If you choose to take the contract, schedule it above. For scheduling purposes, expect a job to take roughly 1 cycle segment per 6 orbital distance + lading.

CONTRACT CYCLE: _____

Contract	Client	Manifest	Origin	Destination	Disposition
Terms:	/	Lading:	Allowances	Time:	Damage:
Terms:	/	Lading:	Allowances	Time:	Damage:
Terms:	/	Lading:	Allowances	Time:	Damage:
Terms:	/	Lading:	Allowances	Time:	Damage:
Terms:	/	Lading:	Allowances	Time:	Damage:
Terms:	/	Lading:	Allowances	Time:	Damage:

SPACE TUG BLUES

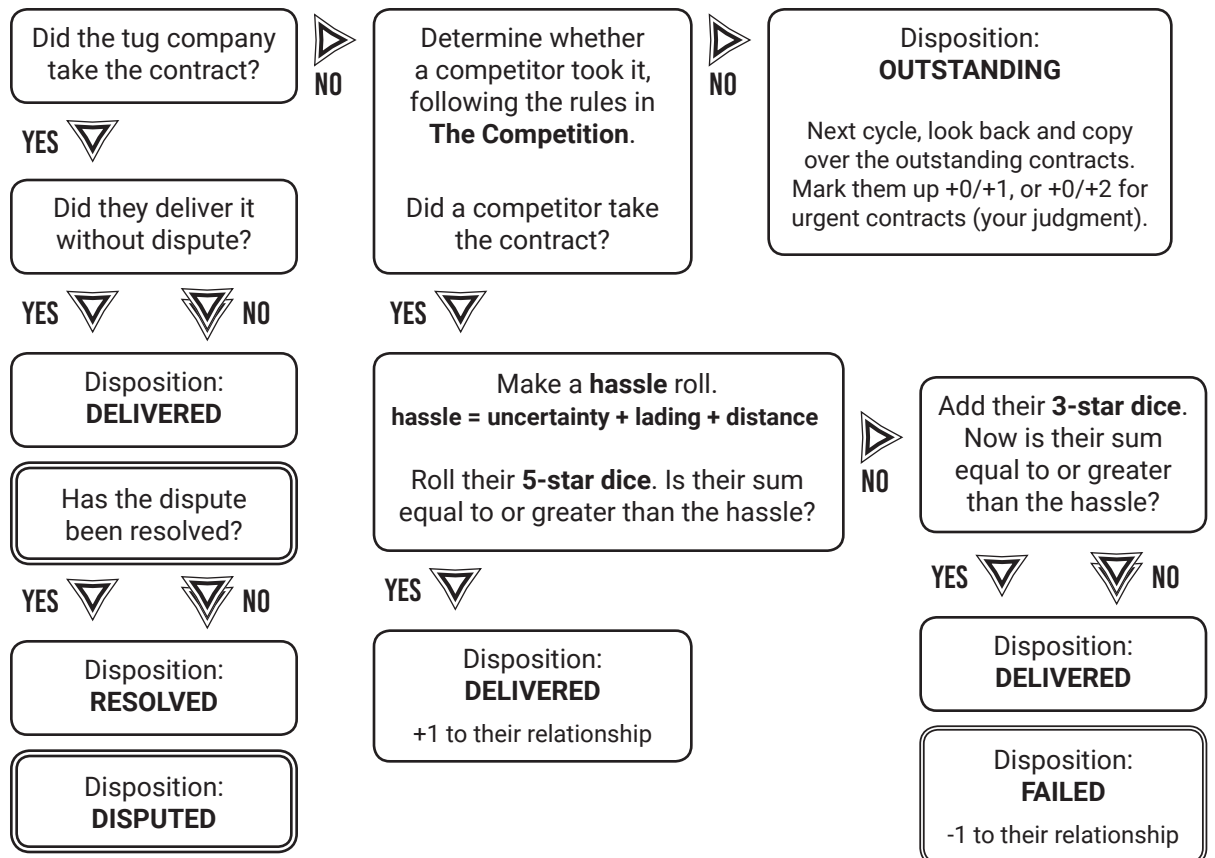
You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the contract logbook. It's for DISPATCH to use to track all of the contracts they generate, cycle by cycle.

You'll need 1 copy of this to start, for your first cycle's contracts. Print additional contract record pages as you need them.

DISPOSITION



CONTRACT CYCLE: _____

[illegible]

CONTRACT CYCLE: _____

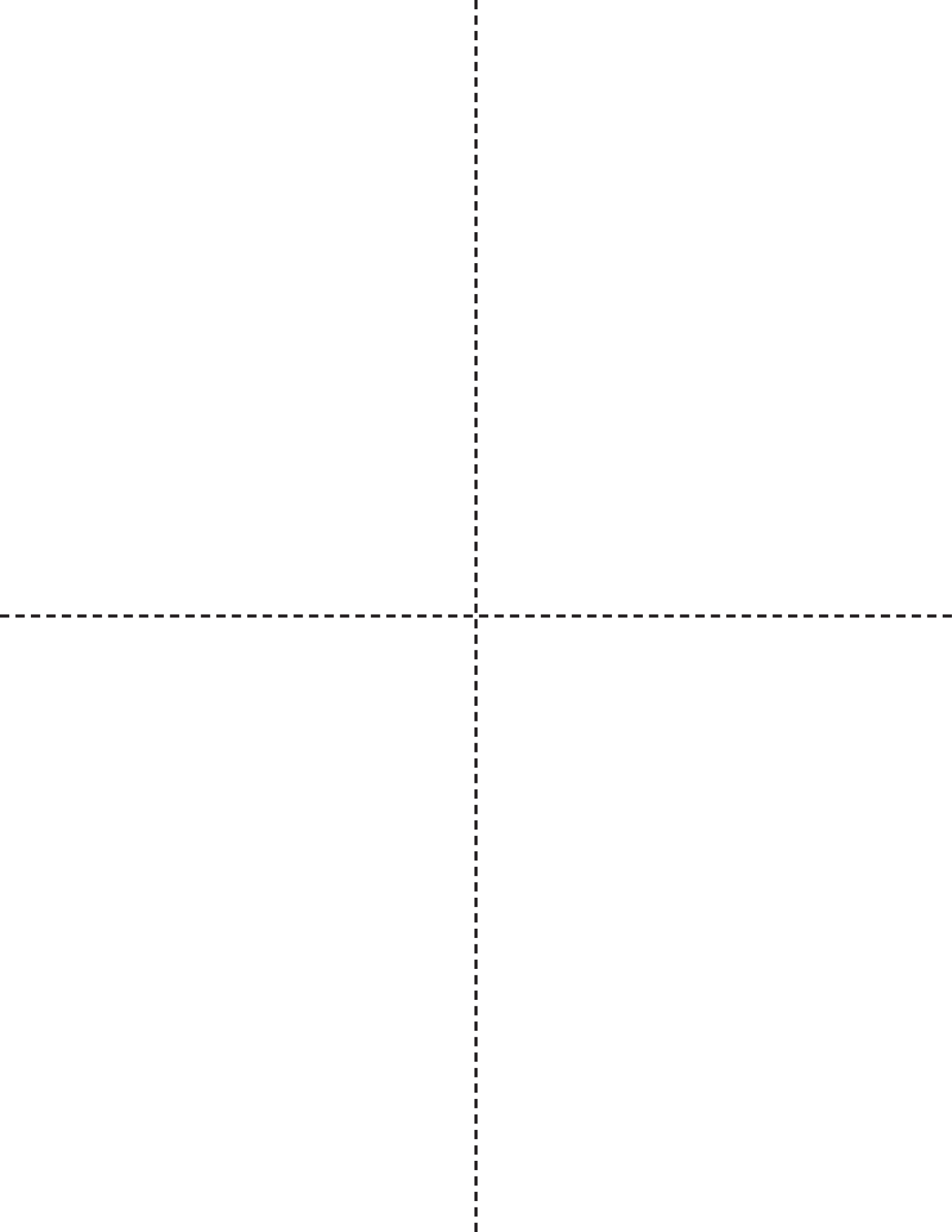
[illegible]

CONTRACT CYCLE: _____

[illegible]

CONTRACT CYCLE: _____

[illegible]



SPACE-TUG BUSINESSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is a directory of your competition, other orbital tug interests. It's for DISPATCH to use when you decline a contract, or sometimes to scoop you on a contract you want.

You'll need 1 copy of this.

THE COMPETITION

STARTING CLIENT RELATIONSHIPS:

Track each tug firms' changing client relationships inside. To start, set them at:

Colton Shipping: Parthenon +1

Dove Transit Co: Hsu-Singh Interglobal -1, Rosveckar +1

Hikehill & Partners: Hsu-Singh Interglobal +1, Public Sector -1

Khagan Transport: Atomfast +1, Newlands Investing -1

Marimba Shipping Co: Newlands Investing +1, Rosveckar -1

R.H.I.C.: Opimachus Interglobal -1

Tortoise Orbital Delivery: Coaxis -1, Karoto Limited +1

Vanquisher Transport: Atomfast +1, Coaxis +1, Public Sector -1

Leave the rest of the cells in the table blank; they count as 0.

CONTRACT AVAILABILITY:

When the players' tug company doesn't accept a contract, check whether one of these firms is available.

Roll three 8-sided dice; these are the candidates. For each, roll two 6-sided dice and add its client relationship. If the sum is equal to or greater than its booking, it's available.

If more than one firm is available, the high roll takes the contract.

Roll	5-star dice	3-star dice	Booking	Atomfast	Coaxis	Hsu-Singh Interglobal	Karoto Limited	Newlands Investing	Opimachus Interglobal	Parthenon	Rosveckar	Public Sector
1: Colton Shipping	5	+3										
2: Dove Transit Co	4	+5										
3: Hikehill & Partners	4	+3										
4: Khagan Transport	6	+2										
5: Marimba Shipping Co	5	+5										
6: R.H.I.C.	4	+4										
7: Tortoise Orbital Delivery	5	+4										
8: Vanquisher Transport	4	+6										

SCOOPING A CONTRACT:

When a rival firm's client relationship reaches +3 or higher, it can scoop contracts. Whenever you generate a contract for that client, before you give the players the choice to accept it, roll two 6-sided dice and add the client relationship. If the sum is 12 or higher, the rival firm takes the contract before the players get the chance.

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.



CLIENT BOOK: ATOMFAST

REPUTATION:

High tech, innovative, margin-pushing, exploitative, fast-moving, unreliable, (maybe shady) business partner.

DEALING IN:

Commercial goods
Communication tech components
Electronic components
Experimental materials
Industrial development components
Scientific equipment
Security systems components

PRIMARY COMMERCE WITH:

Anolik Station (EO:4)
Chhabra Gravity Lab (EO:3)
Oltvai Station (EO:4)
Pietropaoli Station (TØ)
Refaai Orbiting Lab (IO:2)
Sakano Station (LO:1)

SPACE-TUG BUSINESSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the client book for Atomfast, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.

You'll need 1 copy of this.

Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as $[L]$ and the high die as $[h]$.

$[L] : [h]$	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1-3	Security systems components	d6+1	+1	+2 / +1	+0	+1
1 : 4-6	Communication tech components	d6+1	+0	+2 / +1	+0	+1
2 : 2-6	Commercial goods	d8+2	+1	+1 / +1	+0	+2
3 : 3-6	Electronic components	d6+1	+0	+2 / +1	+1	+2
4 : 4-6	Industrial development components	d10+2	+1	+1 / +1	+0	+1
5 : 5-6	Scientific equipment	d4+1	-1	+2 / +1	+1	+1
6 : 6	Experimental materials	d12+1	-1	+2 / +0	+0	+1

Terms

Roll $2d[L]$ as n . The terms are $n / n +$ modifiers.

Time Allowance

The time allowance is $2d[L] +$ modifier.

Damage Allowance

The damage allowance is $2d[L] +$ modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as n .

Roll	Origin
1-16	Incoming Orbit n (IO: n)
17-18	Roll on Destination table, mod +0
19	Eliav-Khan Station (LO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll a 6-sided die, modified.

Roll	Destination
0	Chhabra Gravity Lab (EO:3)
1	Refaai Orbiting Lab (IO:2)
2	Sakano Station (LO:1)
3	Pietropaoli Station (TØ)
4-5	Anolik Station (EO:4)
6-7	Oltvai Station (EO:4)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: $|O_1 - O_2|$

Otherwise, their distance equals the sum: $O_1 + O_2$

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

CLIENT BOOK:
COAXIS

REPUTATION:

Mercenary business practices, space-centric vision (as opposed to earth-centric), profitable, ruthless.

DEALING IN:

Agricultural supplies
Communication tech components
Electronic components
Industrial development components
Industrial raw materials
Orbital craft components
Orbital fabrication components
Security systems components
Weapons & ammunition

PRIMARY COMMERCE WITH:

Anolik Station (EO:4)
Eliav-Khan Station (LO:2)
Fazal-Grayhack Xfer (IO:1)
Ghaemmaghani Dropstat (EO:2)
Kerkar Station (EO:1)
Oltvai Station (EO:4)
Rustchenko-Bulgac Orbital (EO:3)
Sakano Station (LO:1)
Zavasian Outbound (IO:7)

SPACE TUG BUSINESSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the client book for Coaxis, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.

You'll need 1 copy of this.

Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as [L] and the high die as [h].

[L] : [h]	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1-3	Industrial development components	d10+3	+1	+0 / +1	+1	+1
1 : 4-6	Industrial raw materials	d12+5	+1	+0 / +0	+1	+3
2 : 2-4	Electronic components	d6+2	+1	+1 / +1	+1	+2
2 : 5-6	Communication tech components	d6+2	+1	+1 / +1	+1	+1
3 : 3-4	Orbital fabrication components	d8+4	+1	+1 / +0	+2	+2
3 : 5-6	Orbital craft components	d6+3	+1	+1 / +1	+2	+2
4 : 4-6	Security systems components	d6+2	+1	+1 / +1	+1	+1
5 : 5-6	Weapons & ammunition	d10+3	+1	+1 / +1	+2	+2
6 : 6	Agricultural supplies	d8+4	-1	+0 / +0	+2	+3

Terms

Roll 2d[L] as n . The terms are $n / n +$ modifiers.

Time Allowance

The time allowance is 2d[L] + modifier.

Damage Allowance

The damage allowance is 2d[L] + modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as n .

Roll	Origin
1-16	Incoming Orbit n (IO: n)
17-19	Roll on Destination table, mod -1.
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll an 8-sided die, modified.

Roll	Destination
0	Anolik Station (EO:4)
1	Oltvai Station (EO:4)
2	Rustchenko-Bulgac Orbital (EO:3)
3	Ghaemmaghani Dropstat (EO:2)
4	Eliav-Khan Station (LO:2)
5	Fazal-Grayhack Xfer (IO:1)
6	Kerkar Station (EO:1)
7	Sakano Station (LO:1)
8-9	Zavasian Outbound (IO:7)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: $|O_1 - O_2|$

Otherwise, their distance equals the sum: $O_1 + O_2$

OPEN FOR PREMIUMS / DISCOUNTS

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

Rustchenko-Bulgac Orbital (EO:3)
 Refaai Orbiting Lab (IO:2)
 Pietropaoli Station (TØ)
 Padmanabhan Low Orbit (EO:5)
 Oltvai Station (EO:4)
 Järvinen-Seppo Upper Orbital (TØ)
 Chhabra Gravity Lab (EO:3)
 Anolik Station (EO:4)

PRIMARY COMMERCE WITH:

Security systems components
 Scientific equipment
 Outfitting, resources & supplies
 Electronic components
 Communication tech components
 Commercial goods
 Agricultural supplies

DEALING IN:

Earth-centric in vision, reinvests, slow to profit.
 Ethical and reliable business partner, practical and experimental,

REPUTATION:

HSU-SINGH INTERGLOBAL CLIENT BOOK:

You own and operate an independent tug business in earth orbit.
 Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.
 This is the client book for Hsu-Singh Interglobal, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.
 You'll need 1 copy of this.
 Under some circumstances, SAL will need to refer to it as well.

SPACE TUG BUSINESSES

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as $[L]$ and the high die as $[h]$.

$[L] : [h]$	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1–3	Communication tech components	d6+1	+1	+2 / +2	+1	+2
1 : 4–6	Commercial goods	d8+2	+1	+1 / +2	+1	+3
2 : 2–6	Outfitting, resources & supplies	d8+2	-1	+1 / +0	+2	+3
3 : 3–6	Scientific equipment	d4+1	-1	+2 / +2	+2	+2
4 : 4–6	Agricultural supplies	d8+3	+1	+1 / +1	+2	+4
5 : 5–6	Electronic components	d6+1	+1	+2 / +2	+2	+3
6 : 6	Security systems components	d6+1	+0	+2 / +2	+1	+2

Terms

Roll $2d[L]$ as n . The terms are $n / n +$ modifiers.

Time Allowance

The time allowance is $2d[L] +$ modifier.

Damage Allowance

The damage allowance is $2d[L] +$ modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as n .

Roll	Origin
1–16	Incoming Orbit n (IO: n)
17–18	Roll on Destination table, mod +0
19	Eliav-Khan Station (LO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll an 8-sided die, modified.

Roll	Destination
0	Refaai Orbiting Lab (IO:2)
1	Chhabra Gravity Lab (EO:3)
3	Padmanabhan Low Orbit (EO:5)
4–5	Anolik Station (EO:4)
6	Oltvai Station (EO:4)
7	Rustchenko-Bulgac Orbital (EO:3)
8	Pietropaoli Station (TØ)
9	Järvinen-Seppo Upper Orbital (TØ)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: $|O_1 - O_2|$

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DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

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Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

CLIENT BOOK:

KAROTO LIMITED

REPUTATION:

High-quality and well-designed goods, humanitarian business practices, thoughtful decision-making, long-term vision, overcautious, reluctant to adapt or exploit opportunities.

DEALING IN:

Agricultural supplies
Commercial goods
Communication tech components
Electronic components
Experimental materials
Industrial development components
Outfitting, resources & supplies
Scientific equipment
Security systems components

PRIMARY COMMERCE WITH:

Anolik Station (EO:4)
Chhabra Gravity Lab (EO:3)
Fazal-Grayhack Xfer (IO:1)
Ghaemmaghani Dropstat (EO:2)
Oltvai Station (EO:4)
Pietropaoli Station (TØ)
Refaai Orbiting Lab (IO:2)
Sakano Station (LO:1)
Zavasian Outbound (IO:7)

SPACE-TUG BUSSES

You own and operate an independent tug business in earth orbit.
Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.
This is the client book for Karoto Limited, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.
You'll need 1 copy of this.
Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as $[L]$ and the high die as $[h]$.

$[L] : [h]$	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1–3	Agricultural supplies	d8+4	+2	+0 / +1	+2	+2
1 : 4–6	Commercial goods	d8+3	+2	+0 / +2	+1	+1
2 : 2–4	Outfitting, resources & supplies	d8+3	+0	+0 / +0	+2	+1
2 : 5–6	Scientific equipment	d4+2	-1	+1 / +2	+2	+0
3 : 3–4	Industrial development components	d10+3	+2	+0 / +2	+1	+0
3 : 5–6	Electronic components	d6+2	+1	+1 / +2	+2	+1
4 : 4–6	Communication tech components	d6+2	+1	+1 / +2	+1	+0
5 : 5–6	Experimental materials	d12+2	-1	+1 / +1	+1	+0
6 : 6	Security systems components	d6+2	+2	+1 / +2	+1	+0

ORIGIN:

Roll a 20-sided die as n .

Roll	Origin
1–16	Incoming Orbit n (IO: n)
17–18	Roll on Destination table, mod +0
19	Eliav-Khan Station (LO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll an 8-sided die, modified.

Roll	Destination
0	Chhabra Gravity Lab (EO:3)
1	Refaai Orbiting Lab (IO:2)
2	Sakano Station (LO:1)
3	Anolik Station (EO:4)
4	Oltvai Station (EO:4)
5–6	Pietropaoli Station (TØ)
7–8	Fazal-Grayhack Xfer (IO:1)
9	Ghaemmaghani Dropstat (EO:2)
10	Zavasian Outbound (IO:7)

Terms

Roll $2d[L]$ as n . The terms are $n / n +$ modifiers.

Time Allowance

The time allowance is $2d[L] +$ modifier.

Damage Allowance

The damage allowance is $2d[L] +$ modifier.
Note: cargo damaged 7+ is a wrecker/salvage job.

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: $|O_1 - O_2|$

Otherwise, their distance equals the sum: $O_1 + O_2$

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

CLIENT BOOK:

NEWLANDS

INVESTING

REPUTATION:

Terraforming-oriented, progress-driven, ideological, practical, solution-minded, calculating, dirty.

DEALING IN:

Communication tech components
Electronic components
Experimental materials
Industrial development components
Industrial raw materials
Orbital craft components
Orbital fabrication components
Outfitting, resources & supplies
Security systems components
Weapons & ammunition

PRIMARY COMMERCE WITH:

Fazal-Grayhack Xfer (IO:1)
Ghaemmaghani Dropstat (EO:2)
Refaai Orbiting Lab (IO:2)
Sakano Station (LO:1)
Zavasian Outbound (IO:7)

SPACE-TUG BUSINESSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the client book for Newlands Investing, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.

You'll need 1 copy of this.

Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as *[L]* and the high die as *[h]*.

<i>[L]</i> : <i>[h]</i>	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1–3	Industrial development components	d10+3	+0	+1 / +1	+0	+1
1 : 4–6	Industrial raw materials	d12+5	+0	+1 / +0	+0	+3
2 : 2–4	Experimental materials	d12+2	-1	+2 / +0	+0	+1
2 : 5–6	Outfitting, resources & supplies	d8+3	+0	+1 / +1	+1	+2
3 : 3–4	Orbital fabrication components	d8+4	+0	+2 / +0	+1	+2
3 : 5–6	Communication tech components	d6+2	+0	+2 / +1	+0	+1
4 : 4–5	Electronic components	d6+2	+0	+2 / +1	+1	+2
5 : 6	Weapons & ammunition	d10+3	+0	+2 / +1	+0	+2
5 : 5–6	Security systems components	d6+2	+0	+2 / +1	+0	+1
6 : 6	Orbital craft components	d6+3	+0	+2 / +1	+1	+2

Terms

Roll 2d*[L]* as *n*. The terms are *n* / *n* + modifiers.

Time Allowance

The time allowance is 2d*[L]* + modifier.

Damage Allowance

The damage allowance is 2d*[L]* + modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as *n*.

Roll	Origin
1–16	Incoming Orbit <i>n</i> (IO: <i>n</i>)
17–18	Roll on Destination table, mod +0
19	Eliav-Khan Station (LO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll a 6-sided die, modified.

Roll	Destination
0	Refaai Orbiting Lab (IO:2)
1	Ghaemmaghani Dropstat (EO:2)
2	Sakano Station (LO:1)
3	Zavasian Outbound (IO:7)
4–6	Fazal-Grayhack Xfer (IO:1)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: | **O₁** - **O₂** |

Otherwise, their distance equals the sum: **O** + **O**.

OPEN FOR PREMIUMS / DISCOUNTS

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

Zavasian Outbound (IO:7)
 Sakano Station (LO:1)
 Refaai Orbiting Lab (IO:2)
 Padmanabhan Low Orbit (EO:5)
 Järvinen-Seppo Upper Orbital (TØ)
 Ghaemmaghami Dropstat (EO:2)
 Fazal-Grayhack Xfer (IO:1)
 Eliav-Khan Station (LO:2)

PRIMARY COMMERCE WITH:

Security systems components
 Scientific equipment
 Orbital fabrication components
 Orbital craft components
 Industrial development components
 Experimental materials
 Electronic components
 Commercial goods
 Agricultural supplies

DEALING IN:

Industrial, technological, acquisition-oriented, innovative, calculating, cutthroat, strictly nonmilitary.

REPUTATION:

CLIENT BOOK:
 OPIMACHUS
 INTERGLOBAL

SPACE TUG BUSINESSES

You own and operate an independent tug business in earth orbit.
 Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.
 This is the client book for Opimachus Interglobal, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.
 You'll need 1 copy of this.
 Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as [L] and the high die as [h].

[L] : [h]	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1–3	Industrial development components	d10+3	+0	+1 / +2	+1	+2
1 : 4–6	Orbital fabrication components	d8+4	+0	+2 / +1	+2	+3
2 : 2–4	Electronic components	d6+2	+0	+2 / +2	+2	+3
2 : 5–6	Scientific equipment	d4+2	-1	+2 / +2	+2	+2
3 : 3–4	Agricultural supplies	d8+4	+0	+1 / +1	+2	+4
3 : 5–6	Commercial goods	d8+3	+1	+1 / +2	+1	+3
4 : 4–6	Orbital craft components	d6+3	+1	+2 / +2	+2	+3
5 : 5–6	Security systems components	d6+2	+0	+2 / +2	+1	+2
6 : 6	Experimental materials	d12+2	-1	+2 / +1	+1	+2

Terms

Roll 2d[L] as *n*. The terms are *n* / *n* + modifiers.

Time Allowance

The time allowance is 2d[L] + modifier.

Damage Allowance

The damage allowance is 2d[L] + modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as *n*.

Roll	Origin
1–16	Incoming Orbit <i>n</i> (IO: <i>n</i>)
17–18	Roll on Destination table, mod -1
19	Chhabra Gravity Lab (EO:3)
20	Pietropaoli Station (TØ)

DESTINATION:

Roll a 6-sided die, modified.

Roll	Destination
0	Refaai Orbiting Lab (IO:2)
1	Padmanabhan Low Orbit (EO:5)
2	Ghaemmaghami Dropstat (EO:2)
3	Eliav-Khan Station (LO:2)
4	Järvinen-Seppo Upper Orbital (TØ)
5	Sakano Station (LO:1)
6	Fazal-Grayhack Xfer (IO:1)
7	Zavasian Outbound (IO:7)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: **| O₁-O₂ |**

Otherwise, their distance equals the sum: **O₁+O₂**

OPEN FOR PREMIUMS / DISCOUNTS

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

CLIENT BOOK:

PARTHENON

REPUTATION:

Military-partnered, politically-partnered, high tech, jingoistic, sloppy in business, ruthless in politics, wasteful.

DEALING IN:

Commercial goods
Communication tech components
Electronic components
Industrial development components
Industrial raw materials
Orbital craft components
Orbital fabrication components
Security systems components
Weapons & ammunition

PRIMARY COMMERCE WITH:

Fazal-Grayhack Xfer (IO:1)
Ghaemmaghani Dropstat (EO:2)
Kerkar Station (EO:1)
Rustchenko-Bulgac Orbital (EO:3)
Sakano Station (LO:1)
Zavasian Outbound (IO:7)

SPACE-TUG BUSSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the client book for Parthenon, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.

You'll need 1 copy of this.

Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as [L] and the high die as [h].

[L] : [h]	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1-3	Electronic components	d6+1	+0	+2 / +1	+1	+2
1 : 4-6	Security systems components	d6+1	-1	+2 / +1	+0	+1
2 : 2-4	Communication tech components	d6+1	+0	+2 / +1	+0	+1
2 : 5-6	Weapons & ammunition	d10+2	-1	+2 / +1	+0	+2
3 : 3-4	Industrial raw materials	d12+4	-1	+1 / +0	+0	+3
3 : 5-6	Industrial development components	d10+2	-1	+1 / +1	+0	+1
4 : 4-6	Orbital fabrication components	d8+3	+1	+2 / +0	+1	+2
5 : 5-6	Commercial goods	d8+2	+0	+1 / +1	+0	+2
6 : 6	Orbital craft components	d6+2	+1	+2 / +1	+1	+2

Terms

Roll 2d[L] as *n*. The terms are *n* / *n* + modifiers.

Time Allowance

The time allowance is 2d[L] + modifier.

Damage Allowance

The damage allowance is 2d[L] + modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as *n*.

Roll	Origin
1-16	Incoming Orbit <i>n</i> (IO: <i>n</i>)
17-18	Roll on Destination table
19	Eliav-Khan Station (LO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll a 6-sided die, modified.

Roll	Destination
0-1	Rustchenko-Bulgac Orbital (EO:3)
2-3	Ghaemmaghani Dropstat (EO:2)
4	Fazal-Grayhack Xfer (IO:1)
5	Kerkar Station (EO:1)
6	Sakano Station (LO:1)
7	Zavasian Outbound (IO:7)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: $|O_1 - O_2|$

Otherwise, their distance equals the sum: $O_1 + O_2$

OPEN FOR PREMIUMS / DISCOUNTS

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

Zavasian Outbound (IO:7)
Sakano Station (LO:1)
Refaai Orbiting Lab (IO:2)
Oltvai Station (EO:4)
Kerkar Station (EO:1)
Ghaemmaghami Dropstat (EO:2)
Fazal-Grayhack Xfer (IO:1)
Anolik Station (EO:4)

PRIMARY COMMERCE WITH:

Commercial goods
Electronic components
Experimental materials
Industrial development components
Industrial raw materials
Outfitting, resources & supplies
Scientific equipment
Security systems components
Weapons & ammunition

DEALING IN:

Globalistic, extractive, socially progressive, spreadsheet-driven, expansive, scandal-averse, risk-averse, reliable business partner.

REPUTATION:

ROSV VECT OR CLIENT BOOK:

SPACE-TUG BUSINESSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the client book for Rosveckar, one of the interglobal corporations that hires you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.

You'll need 1 copy of this.

Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll 2 6-sided dice. Read the low die as $[L]$ and the high die as $[h]$.

$[L] : [h]$	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1 : 1–3	Industrial raw materials	d12+4	-1	+1 / +1	+1	+3
1 : 4–6	Industrial development components	d10+2	-1	+1 / +2	+1	+1
2 : 2–4	Security systems components	d6+1	-1	+2 / +2	+1	+1
2 : 5–6	Electronic components	d6+1	-1	+2 / +2	+2	+2
3 : 3–4	Commercial goods	d8+2	-1	+1 / +2	+1	+2
3 : 5–6	Outfitting, resources & supplies	d8+2	+1	+1 / +0	+2	+2
4 : 4–6	Weapons & ammunition	d10+2	-1	+2 / +2	+1	+2
5 : 5–6	Experimental materials	d12+1	+1	+2 / +1	+1	+1
6 : 6	Scientific equipment	d4+1	-1	+2 / +2	+2	+1

Terms

Roll $2d[L]$ as n . The terms are $n / n +$ modifiers.

Time Allowance

The time allowance is $2d[L] +$ modifier.

Damage Allowance

The damage allowance is $2d[L] +$ modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as n .

Roll	Origin
1–16	Incoming Orbit n (IO: n)
17–18	Roll on Destination table, mod +1
19	Eliav-Khan Station (LO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll a 6-sided die, modified.

Roll	Destination
0	Oltvai Station (EO:4)
1	Anolik Station (EO:4)
2	Ghaemmaghami Dropstat (EO:2)
3	Kerkar Station (EO:1)
4	Sakano Station (LO:1)
5	Fazal-Grayhack Xfer (IO:1)
6	Zavasian Outbound (IO:7)
7	Refaai Orbiting Lab (IO:2)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: $|O_1 - O_2|$

Otherwise, their distance equals the sum: $O_1 + O_2$

OPEN FOR PREMIUMS / DISCOUNTS

PREMIUMS & DISCOUNTS:

Standard practice is for both parties — the tug company and the client — to agree to the contract provisionally, and negotiate premiums and discounts from that basis. Both parties have the ultimate right to decline a contract if they can't come to an agreement.

As DISPATCH, it's your job to offer, accept, and reject premiums and discounts on the client's behalf. It's the other players' job to offer, accept, and reject on the tug company's..

You can negotiate any premiums or discounts that you find mutually agreeable. The ones here represent common practice, not game rules or anything.

DAMAGE:

Salvage Option: If the damage allowance is 4+, it's a salvage option job. The tug company may ask for, or you may offer, a salvage premium of +0 / +1.

Wrecker/Salvage: If the damage allowance is 7+, it's a salvage job or a wrecker job. Decide or negotiate which, for a premium of +0 / +1.

Pulling the Plug: If the tug company at location finds that the cargo is damaged beyond your allowance, they can, at their option, wreck or salvage it in good faith, for an expected premium of +0 / +1.

Undue Damage: If the tug company at location damages the cargo beyond your allowance, you can recoup your losses by negotiating a voluntary settlement — +0 / -x terms, where x is anything you want — or by pursuing arbitration.

DISTANCE & TIME:

Free Fall: If the distance is 0 or 1, it's a free fall job. You can offer +0 / -x terms, where x is anything you want.

Short Haul: If the distance is 2–4, it's a short haul job. You can offer +0 / -1 terms.

Long Haul: If the distance is 12+, it's a long haul job. The tug company can ask for +0 / +1 terms.

Expedited Delivery: If you want the delivery before your time allowance, down to "full burn time," time=0, you can offer a premium of +0 / +1.

Freightage: If you don't need the delivery strictly within your time allowance, you can ask for a discount of +0 / -1.

Priority: If you want the delivery in the first half of the cycle, you can offer a premium of +0 / +1. If you want it in the first third of the cycle, you can offer +0 / +2.

OTHER:

Certs: You can ask for, or the tug company can offer, a premium for handling within given certs: security, bonded inspection, etc., for a premium of +0 / +1.

Friend Rates: Either you or the tug company can offer or request a "friend rate" of +0 / +1 or +0 / -1 terms.

Insurance: If you want insurance, you can offer +0 / +1 terms, in exchange for +0 / -x terms, where x is anything you want, if the delivery isn't within your allowances.

Special Services: You can negotiate any special services the tug company offers. The usual premium for ... usual special services is +0 / +1.

Warehousing: You can negotiate an addition to your contract wherein the tug company warehouses your cargo for a price /c.

CLIENT BOOK:

THE PUBLIC SECTOR

GOVERNMENTS, SCIENCE AGENCIES,
SOCIAL AGENCIES, NON-PROFITS.

REPUTATION:

Budget-constrained, ideological, transparent, patient, uncoordinated, largely ethical but sometimes corrupt.

DEALING IN:

Agricultural supplies
Communication tech components
Electronic components
Industrial development components
Industrial raw materials
Orbital fabrication components
Outfitting, resources & supplies
Scientific equipment

PRIMARY COMMERCE WITH:

Anolik Station (EO:4)
Eliav-Khan Station (LO:2)
Fazal-Grayhack Xfer (IO:1)
Ghaemmaghani Dropstat (EO:2)
Kerkar Station (EO:1)
Oltvai Station (EO:4)
Rustchenko-Bulgac Orbital (EO:3)
Sakano Station (LO:1)
Zavasian Outbound (IO:7)

SPACE TUG BUSSES

You own and operate an independent tug business in earth orbit.

Shipping containers arrive in outer orbit from all over the solar system. You contract to match orbit with them, dock em & lock em, and deliver them to their destinations in the Earth-Luna system.

This is the client book for the Public Sector, the governments, agencies, and non-profits that hire you to deliver their cargo. It's for DISPATCH to use to create the contracts available to you.

You'll need 1 copy of this.

Under some circumstances, SAL will need to refer to it as well.

CONTRACTS

PRIORITIES:

Roll an 8-sided die.

Roll	Manifest	Lading	Modifiers			
			Dest.	Terms	Time	Damage
1	Agricultural supplies	d8+3	+0	+0 / +0	+3	+2
2	Communication tech components	d6+1	+0	+1 / +0	+2	+0
3	Electronic components	d6+1	+0	+1 / +0	+3	+1
4	Industrial development components	d10+2	+0	+0 / +0	+2	+0
5	Industrial raw materials	d12+4	+0	+0 / +0	+2	+2
6	Orbital fabrication components	d8+3	+0	+1 / +0	+3	+1
7	Outfitting, resources & supplies	d8+2	+0	+0 / +0	+3	+1
8	Scientific equipment	d4+1	+0	+1 / +0	+3	+0

Terms

Roll 2d[L] as *n*. The terms are *n* / *n* + modifiers.

Time Allowance

The time allowance is 2d[L] + modifier.

Damage Allowance

The damage allowance is 2d[L] + modifier.

Note: cargo damaged 7+ is a wrecker/salvage job.

ORIGIN:

Roll a 20-sided die as *n*.

Roll	Origin
1–16	Incoming Orbit <i>n</i> (IO: <i>n</i>)
17–18	Roll on Destination table, mod +0
19	Refaai Orbiting Lab (IO:2)
20	Padmanabhan Low Orbit (EO:5)

DESTINATION:

Roll an 8-sided die, modified.

Roll	Destination
1	Anolik Station (EO:4)
2	Eliav-Khan Station (LO:2)
3	Fazal-Grayhack Xfer (IO:1)
4	Ghaemmaghani Dropstat (EO:2)
5	Kerkar Station (EO:1)
6	Oltvai Station (EO:4)
7	Rustchenko-Bulgac Orbital (EO:3)
8	Sakano Station (LO:1)

Calculating Distance

If you've rolled identical origin and destination, reroll the origin.

If the origin and destination are in the same orbital set — IO, EO, LO, or TØ — their distance equals the difference: **| O₁-O₂ |**

Otherwise, their distance equals the sum: **O₁+O₂**