Aquila Rift Colony Governor Briefing

Background

In the distant future, humanity has invented a faster-than-light (FTL) drive that requires a gate network to stabilise wormholes. The Cosmocracy that rules over human space is weak, and in Aquila Rift the colonies have been left largely to fend for themselves. The main export from the Aquila Rift sector is *unobtanium* from the robot mines of the Bane Star. Merchant ships bring vital life support supplies to the colonies, but make their real profits from shipping the *unobtanium* back home to Sol. The Crescent Stars, an independent stellar power – has won free of the Cosmocracy after a long war involving privateers. Now the privateers are unemployed, and have turned their hands to piracy. Aquila Rift is now a chaotic and violent sector, and the Space Patrol is attempting to restore law and order.

Objectives

You want your Colony to be the most prosperous Colony in the Aquila Rift sector. You can achieve this by gaining as many critical resources (represented by "plunder" cards) as possible. You also want your home sector map to have a high Law & Order rating.

Some Committee missions will also generate opportunities to improve your Colony, or to ruin the plans of your rival governors. The Trade Committee definitely has options that will enhance your colony.

Your extended family includes people who are pirates and patrol captains. You should work with them to try and find the MacGuffin Stone, or some of the ships lost by the Cosmocracy in the war with the Crescent Stars.

You also want to be elected as *Governor-General of Aquila Rift* at the end of the game. This will require you to gain Status through Committee actions, and the support of some of the other Colony Governor players.

Threats

Pirates are definitely a threat to your trading interests, and to your Colony base. You want to stop pirates from raiding your colony, and to encourage the space patrol to defend you against pirates.

If the wormhole network is not maintained by the Aquila Rift Wormhole Committee, and all the wormhole routes to your colony's Star System go Red, then the radiation hazard will destroy your Base.

Assets

You start with a Colonial Corvette ship. This is a good all-rounder ship. You can get more specialised ships from Committees. Your colony counts as a Base, which can repair and resupply all of ship's needs. Other players can only use your colony as a Base if you grant them permission. You can charge people plunder or such other fees as are mutually agreeable to use your facilities.