

# Aquila Rift Patrol Captain 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 to restore Law and Order in Aquila Rift by hunting down Pirates, destroying Smuggling Bases, and expanding the number of Patrol Bases and gate Defence Units so that the pirates are constrained and forced into an ever smaller sector of space.

Some Committee missions will also generate opportunities to improve your Rank, gain Medals, or to upgrade your ship. The Patrol Committee definitely has options that will be attractive to you.

Your extended family includes people who are pirates and colony governors. 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 *Fleet Admiral of Aquila Rift* at the end of the game. This will require you to gain Rank and Medals through Committee actions, and the support of other Patrol Captains.

## Threats

Any Space Patrol Captain with more rank stars than you have can give you orders and you have to obey them. **Exception:** if you have more Medals than the person giving you the order, then you can ignore them.

Pirates are definitely a threat to law and order, but some of the Colony Governors are likely to prove corrupt as well.

## Assets

You start with a Patrol ship. This is one of the best combat ships in the game, due to its high armour rating, but it tends to run out of fuel faster than Pirate ships do. You can get more specialised ships from Committees. Patrol captains are all part of the same organisation dedicated to law and order. If you work together you will be stronger than you are alone.