

BREACH OF CONTRACT

A LEGAL PRACTITIONER'S TREATISE ON AGREEMENTS BETWEEN PARTIES



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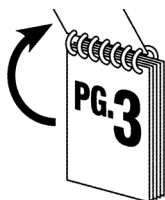
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HOW TO HANDLE THIS BOOK

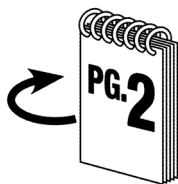
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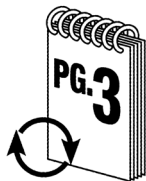
- **Step 1:** Start at page 1 (YOU ARE HERE).



- **Step 2:** Flip page to reveal page 3.

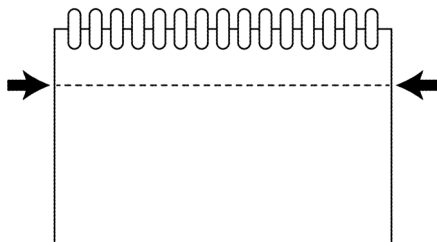


- **Step 3:** Rotate book to reach page 2.

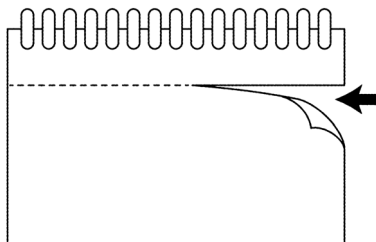


- **Step 4:** Rotate back to page 3 and repeat to progress through book.

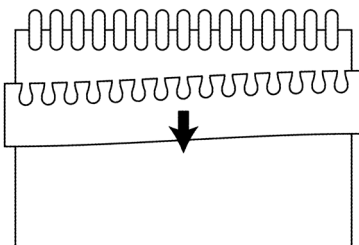
TEARING OUT PAGES



- **Step 1:** Fold and crease the page along the perforation, then bend back to flat.



- **Step 2:** Applying even pressure to binding-side of the perforation, slowly pull the bottom edge of the page outward and toward you to tear away.



- **Step 3:** If desired, remove paper strip still attached to binding.

Try tearing out this page as a test! The reverse side contains a player-facing legal license and Warden-facing legal reference sheet. Fold the page in half to make a freestanding plaque or drape over your Warden's screen.

Signed: JOHN SMITH, #A-47233, Clerk



In Testimony Whereof as Clerk of said Adjudication Commission, therewith set my hand and affix the seal of the Commission.

Was an motion first made to this Company in this behalf by the Uniform Commercial Adjudication Commission is hereby duly admitted and qualified as an attorney and Counselor henceforth in perpetuity.

_____ of the _____ System

(Name)



United States Admiralty Court of Outer Space

WARDEN'S REFERENCE SHEET

LEGAL JARGON

A priori	Binding	Deposition	Litigation	Privy
Ab Initio	Bona fide	Equity	Moot	Remand
Acquit	Brief	Habeas corpus	Motion	Sanction
Adjudication	Burden of proof	Hearsay	Petition	Sequester
Arbitration	Claim	Impeachment	Pleading	Subpoena
Bailee	Counsel	Injunction	Precedent	Verdict
Bill	Damages	Interrogatories	Prima facie	Writ

PROCEDURES AT A GLANCE

- Customer Relative Time:** Time as experienced by the Customer and verified by their ship's black box. Used to verify labor quantity.
- Company Standard Time:** Universal time as concerns Company business, measured by a single secured clock. Used to impose expediency.
- Administration:** Customers must visit secured Company sites in-person to deliver most payments and contractual duties.
- Contract Negotiation:** FORBIDDEN UNDER ANY CIRCUMSTANCES.
- Arbitration:** Unless specified by the contract, punishment for breach falls under the Lawyer's discretion—often 3rd-party debt collection, sometimes summary execution.

COLLATERAL DAMAGE VALUES

Corporate Trade Dress.....	5kcr
Android.....	25kcr
Non-Employee.....	40kcr
Company Employee.....	250kcr
Company Reputation.....	1mcr
Sovereign Company Franchise.....	3mcr
Ship (Under Company Contract).....	200mcr
Planetary Colony or Station.....	5bcr
Company Executive.....	1tcr

LAWYER STATISTICS

C:35 Suitcase Gun 3d10 DMG I:70 W:4(15)

BREACH OF CONTRACT

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THE LEGAL LANDSCAPE

LEGAL DICTIONARY

Arbitration:	A process of adjudicating disputes between parties after a breach.
Assign:	To transfer a right or obligation to someone else.
Boilerplate:	Standardized legal text or procedures that may be used repeatedly without major edits.
Breach:	The abandonment of an obligation, failure to make a payment or otherwise not conform to a contracted term.
Contract:	A written promise between two parties.
Contractor:	A person or entity that works on a contract-by-contract basis. By definition not an employee.
Fraud:	Lies or misrepresentations.
Installment:	A partial payment on a larger debt.
Jurisdiction:	Power or authority to pronounce legal obligations upon a non-corporate entity.
License:	Permission to use or to do something.
Parties:	The people or entities that agree to a contract.
Security Instrument:	An object or property that ensures repayment of a loan. The lender can take the property if the loan defaults.
Sovereignty:	Supreme power or authority over any and all decisions made by an individual, property or region.
Trade Dress:	Characteristics of, presentation or design signature to a corporation.

THE UNIFORM COMMERCIAL ADJUDICATION DIVISION

Congratulations on receiving your copy of the official corporate legal practitioner's manual, commonly known as the UCAD Handbook, as governed and published by the Uniform Commercial Adjudication Division. Within these pages, practitioners will find protocols and procedures for conducting arbitration, arranging Customer payment schedules, quelling circumvention of justice, constructing novel contracts... and more!

We're proud to announce that the Uniform Commercial Adjudication Division (UCAD) is now the premiere adjudication preparedness authority in your local area of commercialized space. UCAD excels in providing legal operatives guidance and support for all their practice needs.

UCAD aims to promote maximum synergy with your parent Company and ensure premium Customer performance with our top-of-the-market legal standardization techniques. We love helping Lawyers like you!* For more practice materials, contact your supervisor.

**If you are not a Lawyer, terminate reading immediately and report to the nearest Company medical facility for deprogramming.*

FOR THE WARDEN

This Handbook is intended to supplement and enhance your *Mothership* games with a patina of legal horror. It provides advice and tools to help you realize the Company's influence over your campaign world, establishing a tangible and oppressive presence in the PCs' lives.

Breach of Contract leans all the way into *Mothership's* themes of economic horror and corporate dominance. Its legal materials inject dry bureaucratic proceedings and transactions with opportunities for engaging decisions, thematic encounters and open-ended challenges.

To vest you with the knowledge and power to effortlessly wield sophisticated legal horror concepts in your games, Breach of Contract submits and outlines:

- **Corporate legal doctrine and procedures** to fill your games with authentic and practical legal trappings, and peel back the curtain on corporate inner-workings.
- **Lawyer NPCs** that put a terrifying face to corporate machinations, brutally enforce commercial interests and turn mundane administration into harrowing encounters.
- **Pre-filled contract props** ready to drop into a campaign or use as inspiration for your own contracts. Each connects to a specific *Hull Breach Vol. 1* anthology article for immediate application.*
- **Blank corporate contracts** to use as in-universe player handouts and play aids, each 'secretly' supporting a distinct game function—from NPC and encounter generators to ritualized PC eulogies. These self-contained judicial puzzles will challenge your players to escape economic traps and creatively exploit corporate blind spots.

*While primarily intended as a general-use supplement, Breach of Contract also serves as a companion to the *Mothership* module anthology *Hull Breach Vol. 1* (also published by Anodyne Printware). Expand your Public Sector campaign by sharpening Publico megacorporation's legal teeth, marshaling its correctional subsidiary Arbitration Limited and placing Lawyer NPCs at Love and Joy system Company outposts.

HOW TO USE THIS BOOK

While Breach of Contract presents a complete sci-fi legal system, rest easy knowing you need not internalize every legal concept within. Pick and choose from modular sub-systems, toolkits and resources to best suit your game—a lawyer here, a contract there. Reference these frameworks to establish new or support existing campaigns:

RIMSPACE SURVIVAL: Wriggle through narrow loopholes in the endless Company grind.

- **Legal Resources:** Payments and Administration, Arbitration, Legal Urban Legends
- **Pertinent Contracts:** Death Indemnity Policy, Legitimate Salvage Declaration, Secured Promissory Note

CORESPACE INTRIGUE: Test the limits of corporate oversight at the seat of legal power.

- **Legal Resources:** The Lawyer Class, Legal Department Conflicts, Signing Rituals
- **Pertinent Contracts:** Company Bylaws, Testament of Personal Sovereignty

PRIVATEER VENTURES: Reap ill-gotten gains under the Company flag as a tolerated killer.

- **Legal Resources:** Moonlighting, Term Circumvention, Surveillance
- **Pertinent Contracts:** Bounty Hunter Services Contract, Letters of Marque

To run a legal horror infused one-shot:

- Modify existing *Mothership* scenarios with new complications from Death Indemnity Policies or Legitimate Salvage Declarations.
- Generate self-contained scenarios using the AI EULA or Bounty Hunter Services Contract.
- Drop a pre-filled contract into its associated *Hull Breach Vol. 1* module.

INTRODUCTION TO CONTRACTS

Contracts are the language of corporate interests. They occupy an essential theatrical purpose in interstellar commerce: by offering signees (hereafter, “Customers”) the appearance of meaningful choice and a fair deal, Customers gleefully and non-disruptively retain their sense of personal autonomy.

You, the Lawyer, provide an invaluable service to your Customers: the means of their very survival. In return, we receive profit and stake in their future wellbeing. This Handbook will assist your practice by ensuring your contracts are attractive to Customers and compliant with your employer’s needs.

HOW THE LAW REALLY WORKS

The statute is dead, long live the contract. When a Customer wants something (a product, service or assurance), the Company supplies a bespoke contract to describe the arrangement. There are no universal laws dictating human conduct, only situational and temporary agreements—leaving the Company free to dictate optimal terms and Customers unburdened from expectations.

A contract is an economic cycle. The Company tightly controls all legitimate work in their sphere of influence. Freelancers must take Company contracts to survive. Harsh penalties for breach and zero legal recourse lead Customers to complete contract terms—or suffer dire consequences and financial obligations.

Enforcement falls to the mighty. Without laws to protect its interests, the Company exposes itself to risk with every contract. **Lawyers (pg. 9)** are the Company’s sole defender against Customer fraud and **Term Circumvention (pg. 14)**. For these reasons, Lawyers have wide latitude and great resources (ships, Marines, capital) to enforce and deter breach. While Customers may be expendable, always remember their ongoing value—balance expenditure of liquidation with benefits of future labor.

TIME STANDARDS

Due to the troublesome time-displacing properties of long distance and hyperspace travel, your Company has conveniently standardized contractual due dates with two exciting and separate ways of calculating time.

Customer Relative Time (CRT): Companies reference CRT to calculate periods of Customer action that rely only on their personal temporal perception, or when quantity of labor is in dispute. These situations include payment and term schedules on an **AI EULA (pg. 20)** or **Secured Promissory Note (pg. 27)**. Companies determine CRT via a data-secure black box on the Customer’s ship, android or other device. Consequently, the Company can ensure a consistent payment schedule proportionate to Customer reality.

Company Standard Time (CST): Companies keep CST for all operations where multiple Customers rely on common time calculations (e.g. **Death Indemnity Policies pg. 23** or **Letters of Marque pg. 25**) or the Company requires time-sensitive term fulfillment. In such cases, CST trumps any CRT based calculation. The Company determines CST by utilizing a proprietary nanoparticle clock, kept in an ultra-secure, centralized location on a certain S-Class station. The Company measures months numerically (01-12) and years either from its founding date, or arbitrarily: e.g. Year of Our Company 639.

PAYMENTS AND ADMINISTRATION

Performance of a contract usually occurs far from Sovereign Company Soil, given the vastness of space. In order to secure and verify transfer of payments, property and other contractual duties, Customers must perform administrative actions at secured Company sites. This not only protects the Company from potential term circumvention, it assures regular physical contact with Customers for up-to-date biometrics and brand awareness.

SIGNING

Customers must sign or otherwise affirmatively consent to a contract before they are expected to make payments, gain any advantages or perform contracted duties (**Signing Rituals pg. 15**). Contracts are signed or affirmed in-person within Sovereign Company Space and in the presence of a Lawyer, who must confirm the Customer's biometric identity and ensure they can be monitored for the contract's duration (**Surveillance pg. 15**).

PAYMENTS

Due to spatial and fraud concerns, the Company cannot accept wireless or ship-to-ship transfer payments. Prepayments may be approved from Customers planning to exit Company space for extended periods. Resulting logistical concerns are the Customer's responsibility.

WHERE CAN I MAKE MY PAYMENT AT THIS STATION?

CLASS	SERVICE
S-Class	A Lawyer (pg. 9) personally handles all payments due, outstanding administration and term validation. +30% valuation in contract payouts.
A-Class	Sterile corporate outlet. Cheery plastic attendants, uncannily programmed with an allied android's personality. Heal 1 Stress upon signing.
B-Class	Grubby kiosk, keys stick. Prepayment attempts trigger a system-wide glitch, rendering it inoperable. 5% notary fee.
C-Class	The sunken-eyed foreman part-times as a Company payment processor. Requires 1,000cr "union dues" for any (and only) Salvage Declarations.
X-Class	Stolen and hacked Company kiosk, graffitied with this model's admin password (50% chance eventual reprisals for each scam payment). Letter of Marque kills recorded with x2 Score multiplier.

ADMINISTRATION

Some contracts demand more than mere payment to remain in accordance with the terms. These require specialized corporate facilities and may not be met "in advance."

- AI systems failing safety parameters within **End-User License Agreements (pg. 20)** may need to be returned for corporate supervision.*
- **Indemnity Policies (pg. 23)** require invasive annual physical exams or medical trials.
- **Salvage Declarations (pg. 24)** require collateral information and records to receive compensation, along with physical delivery of the claimed salvage.
- **Letters of Marque (pg. 25)** require reporting and surrender of a percentage of acquired property to update privateer Ranks.

***PLEASE ENSURE CUSTOMERS SEND ADVANCE WARNING** before entering Sovereign Company Space with rogue AIs.

LAWYERS

Lawyers like you are extremely valuable Company assets, greasing the wheels of industry by preparing, enacting and enforcing contractual compliance. Additionally, Lawyers assist in your Company's interactions with non-Customer competitors, help prepare treaties and direct retribution for breached agreements.

As a Lawyer, you are trained to elicit, catalog and exploit Customer weaknesses, entrusted with vast Company secrets and provided near-absolute authority to deliver corporate leverage at faster-than-light speed. You have the resources, knowledge and skill to ensure you are never defeated. You are a living weapon in the hands of corporate infrastructure.

There will be occasions when your Company requires your on-site legal expertise. A Lawyer may be dispatched when:

- A private citizen is suspected of interference with corporate trade.
- Irregularities discovered in a contractor's ship or documents require an audit.
- Meeting with a competing company's legal team to enter a trade treaty or establish a cordial legal relationship (**Legal Department Conflicts pg. 13**).
- Taking jurisdiction of a particularly dangerous or flagrantly breaching party.
- A thorny problem requires a delicate, intelligent solution.

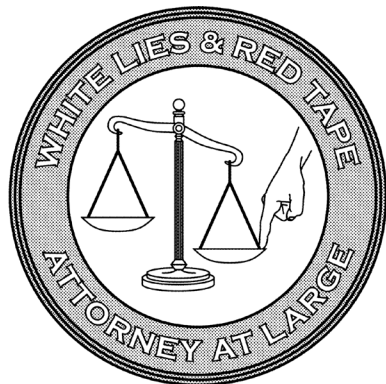
!!!WARNING!!!

Customers may want to negotiate terms with you. Under no circumstances should you entertain these demands. Your Company does not need their business to survive. Lawyers who relent to negotiations will be disciplined.

A Lawyer's life is stressful, and you may occasionally feel overwhelmed, depressed or impotent when chasing the adrenaline highs of legal victory. As such, you may be drawn to vice. Vice makes Lawyers more likely to overlook or miss breaches—and opens them to exploitation from bad actors. Please immediately report any excessive intoxicating substance use or similar vice to your corporate supervisors. If you believe your work is suffering and substance use or activity may increase productivity, please apply for an exemption.

Any private or "moonlighting" practice of law is unauthorized and shall be treated as a dismissable offense. Please see UCAD Handbook (**pg. 12**) for more information.

EXHIBIT A: Attorney Challenge Coin



LAWYER DATABASE

Baseline Statistics: C:35 Suitcase Gun 3d10 DMG I:70 W:4(15)

1D10	NAME	VICE	ASSETS
1	Booth Wracken	Gambling	Four Marine bodyguards [C:60 Combat Shotgun 1 Wound I:30 W:3(30)].
2	Saoirse Penn	Synthahol	Eidetic memory, knows all passwords their targets have ever used.
3	Xochit Ketty	Sex	A damascus-steel vibekatana (2 Wounds).
4	Viktor Rasmanyen	Slickware	X-ray and thermal ocular implants.
5	Csaba Orpik	Speed	Deep political connections with all local factions; untouchable.
6	Flee Juergensmeyer	Sweets	Custody of their target's beloved friend or family member.
7	Ursula Grackle	Violence	A dozen body doubles, each subtly different and legally untrained.
8	Ackerly Devereaux	Cigarettes	A fully-outfitted battlecruiser.
9	Thrace Ewlin	Adrenaline	Cloaking technology, personal and ship-wide.
10	Hoyt Indigo	None	Traceable, nanomachine-laced saliva and sedative-implanted fingertips.

1D10	DESCRIPTION
1	Hollow eyes, prematurely graying, rumpled clothing. Reassuring, downplays risk.
2	Sharply tailored suit, faint 'mothball' scent. Sneeringly detests Customers.
3	Booming voice. Ignores questions, highlights irrelevant contract terms. Loud ties.
4	Severe hairstyle. Unblinking gaze. Claustrophobic office crowded with treacherous document towers.
5	Boisterous, disorganized. Wears pastel suits, impeccably creased.
6	Dark circles under eyes, "rests" during consultations, halitosis.
7	One hundred anecdotes about their children. Never mentions spouse. Always late.
8	Gnaws fingernails, avoids eye contact. Perfect win record.
9	Perpetually clad in greasy coveralls. Foul mouth. Hates the Company.
10	Fingers festooned in rings. Smile doesn't reach the eyes. Same surname as a Company Executive.

THE LAWYER CLASS

Lawyers who consort with low-life independent crews are former Company emissaries brought low by vice and treachery. Well-connected yet broken and dishonored, Lawyers offer marauding freelancers legal expertise, stress-management skills and unprecedented insight into corporate machinations.

- **Stats & Saves:** +10 Intellect, +5 Strength, +20 Body Save, +10 Sanity Save.
- **Trauma Response:** Your minimum Stress is 10. Any Stress you take over 20 instead increases a Save by that amount.
- **Skills:** Linguistics, Rimwise, Jury-Rigging, Law. Bonus: 1 Trained Skill.
- **New Skill:** Law (Master Skill, +20 Bonus). The construction, negotiation and interpretation of a contractual agreement.

LOADOUTS

1. Advanced Battle Dress MkII (AP 12), Emergency Beacon, Synthetic Cat
2. Reinforced Formal Wear (AP 6), Briefcase Gun (3d10 DMG, 3 mags), Automed x3
3. Hazard Suit (AP 5), AI Personality Core (plus EULA), Cybernetic Diagnostic Scanner
4. Vaccsuit (AP 3), Vibechete, Exoplanet Land Claim, 3 Prepaid Mercenary Contracts
5. Standard Battle Dress (AP 7), SMG (2 mags), Long-Range Comms, Laser Designator
6. Judicial Robe (AP 2), Titanium Gavel (2d10 DMG), Frozen Liver, Pain Pills x100
7. Formal Wear (AP 1), Revolver (1 rnd), Kompromat on a PC, Body Cam, Radio Jammer
8. Formal Wear (AP 1), Classified Documents, VIP Key Card, 5mcr Death Indemnity Policy
9. Tracksuit (AP 1), Frag Grenade, Mylar Blanket, Testament of Personal Sovereignty
10. Prison Jumpsuit (AP 1), Crowbar, Personal Locator, Stimpak x5

CAUSE FOR DISMISSAL

1. Moonlighting. Fined and indebted 1d100mcr.
2. Undisclosed addiction (roll 1d10 for a Lawyer Database Vice).
3. Negotiated terms with a Customer.
4. Suspected sale of proprietary information.
5. Negligent oversight of contract infractions.
6. Illicit consort with competing corporate personnel.
7. Refusal to terminate party found in breach.
8. Delinquently unfavorable brokerage in treaty negotiations.
9. [Voluntary] Passed over for promotion. They'll pay for this.
10. [Secret] Company plant. Roll again for a cover.

CORPORATE TRAINING

1. **Abattoir Family Co.** Term circumvention monitoring and espionage experience.
2. **Westies Crime Syndicate.** Hostage negotiation and privateering database entry.
3. **Blackshield Mercenary Group.** Treaty brokerage, Marine cadres respond for favors.
4. **Arbitration Limited.** Prosectorial and breach specialist. Get-Out-Of-Jail-Free Card.
5. **GreenStar Logistics.** Salvage evaluator, lifetime free transportation voucher.
6. **Public Teamsters Union.** Employment and contractor law, hated by Teamsters.
7. **University of Idalia Minor.** Intellectual property and copyright, gain 1 Trained Skill.
8. **Hylix-Ventross Systems.** Patent litigation, classified scientific knowledge.
9. **Upstairs Corp.** Estate and property transfers. Luxury safehouse locations known.
10. **Publico.** Personal Sovereignty researcher. Too many secrets (1mcr bounty on head).

MOONLIGHTING

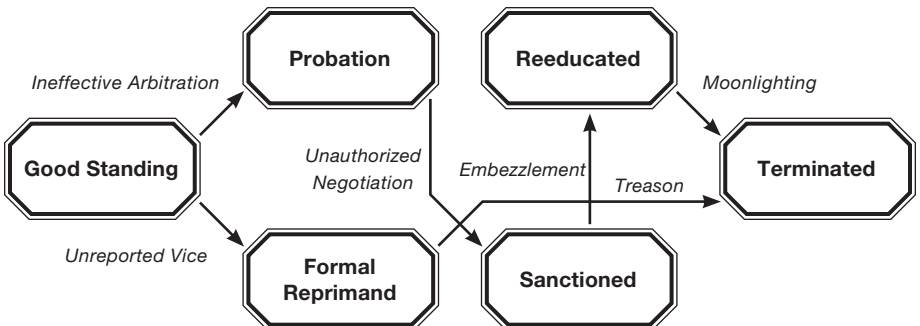
Under no circumstances shall any Lawyer be permitted to take side work (“moonlighting”) for private Customers or citizens. Some, whether drawn to vice or harboring aberrant disloyalty, are lured from their duties by a Customer’s elusive promises. A Lawyer taking Customer bribes is no longer a trustworthy arrow in the Company’s quiver; such conduct results in immediate termination from corporate leadership.

KNOWN MOONLIGHTERS

If encountered, please report their location to their employer at your first convenience.

1D10	MOONLIGHTER	SUSPECTED CAPABILITIES OR OFFENSE	PURPORTED COST TO HIRE
1	Geraldine Crais	Negotiating Secured Promissory Note terms for principle forgiveness.	100kcr
2	Tuello Pot	Drafting terms establishing a private vessel as a Company subsidiary.	2mcr
3	Xander Rake	Backdating late payments.	25kcr
4	Olive Thiere	Successfully prosecuting negligence suit versus the Company.	10mcr
5	Wallace Wennerstrom	Diverting Company Marines attempting to apprehend Customers.	35kcr
6	Isabella Hornbeck	Depositing remote payments on installment from absent Customers.	3kcr
7	Sal Motts	Canceling Company bounty on Customer without authorization.	600kcr
8	Llewellyn Everard	Rewriting Company Bylaws to grant Customer restricted area access.	5mcr
9	Jaxet Knightley	Acting and successful as defense Lawyer in a corporate arbitration.	1mcr
10	Neve Drake	Drafting and distributing alleged Personal Sovereignty contract.	0cr

EXHIBIT B: Disloyalty Map



ARBITRATION

It is a Lawyer's duty to know what constitutes and immediately alert the Company of breach. The majority of a Lawyer's time is spent monitoring contracts on their docket for a whiff of breach (**Surveillance pg. 15**) so they may act with all possible alacrity.

After notifying the Company of breach, move to arbitration. Sometimes, there is no way to commence expedient formal arbitration proceedings: either the breaching party is too distant from a Sovereign location or urgency forbids formality (e.g. Company property threatened). Lawyers may, in these instances, commence arbitration on their own prerogative.

Lawyers commencing arbitration may utilize any means of resolution they see fit, including uncommon alternatives (e.g. summary judgment and execution). Some Lawyers have invented new arbitration methods—confer with your colleagues for tips.

The most common form of arbitration utilizes third party justice companies to detain and process breaching parties, such as Arbitration Limited (*Hull Breach Vol. 1* pg. 114). Breaches prosecuted via such companies induce further Customer debt obligations and terms.

Uncommon Arbitration Alternatives (ALWAYS FOLLOW COMPANY POLICY):

1. **Trial by Combat:** A duel between Lawyer and Customer in breach. Survivor(s) may dictate appropriate resolution.
2. **Casting Lots:** Each party casts an equal number of credsticks. The party with the highest amount label-side up is victorious.
3. **Jury of Customer Peers:** Each party nominates one half of the jury, remedy determined by panel consensus.
4. **Airlock Litigation:** If breaching party survives longer than 3 minutes outside the airlock (without Vaccsuit), they are victorious and no breach occurred.
5. **By Amendment:** Agreed to by both parties, imparting a further obligation on the breaching Customer, most often a necessary payment or new term.

LEGAL DEPARTMENT CONFLICTS

Finding it necessary to avoid costly wars, conflicts and damages, Companies set out terms [REDACTED]. When dealing with other corporate legal departments, please reference the [REDACTED] document on file for the respective Company. These are to serve as [REDACTED] as a prior agreement between parties. Corporate departments agree to be bound by [REDACTED] and may only renegotiate when [REDACTED] accompanied by appropriate tribute.

Under the [REDACTED] section of [REDACTED], ensure every Company complies with the outlines of agreed [REDACTED] and scheduled [REDACTED] exchange.

Additionally, [REDACTED]
[REDACTED]
[REDACTED].

In the event of breach of any of [REDACTED] alert your supervisor immediately so they may begin the Articles of [REDACTED]. You should be prepared to [REDACTED] and notify all appropriate next of kin.

These Rules of Engagement shall be enforced [REDACTED]. The effective Date of the Rules will always be the first day of Chief Executive exchange of first-born progeny [REDACTED].

TERM CIRCUMVENTION

Lawyers are the Company's first and last line of defense against fraud. Lawyers verify Customer-provided corroborating information and monitor Customers to ensure their long-term conduct does not constitute breach (**Surveillance pg. 15**).

Maintain constant vigilance against contract term avoidance to demonstrate your efficacy and incontrovertible Company loyalty. While not all circumvention is preventable, your goal is ensuring contract term evasion remains prohibitively more expensive and dangerous than simple compliance. Effective dissemination of **Legal Urban Legends (pg. 16)** can entice delinquent Customers to tip their hand ineffectually.

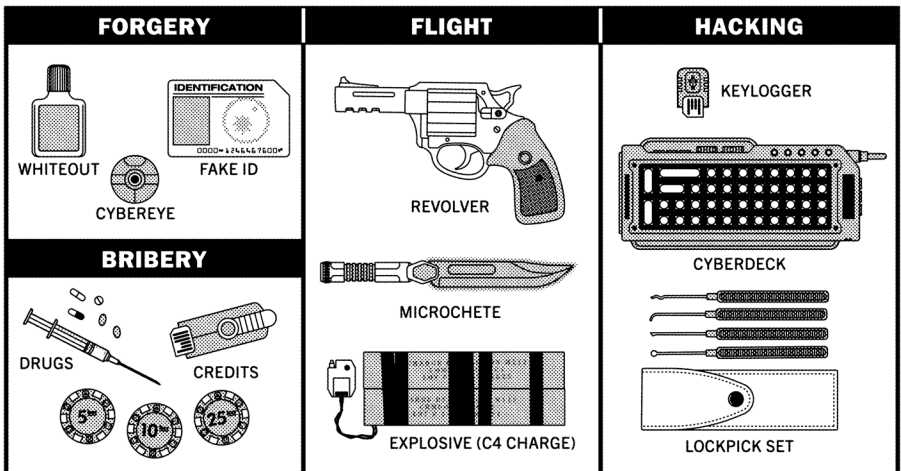
DOCUMENTED METHODS OF CUSTOMER AVOIDANCE

- **Bribery:** Lawyers have reported bribes from 50cr to 10mcr (strangely, bribe reports drop off sharply above 500kcr). Uncommon bribe payments include authentic alcohol, grants of private real estate and gifts of intellectual property.
- **Blackmail:** Withholding access to or threatening to expose a Lawyer's favorite vice or embarrassing personal information is a particularly dangerous Customer tactic. Always communicate any personal mental, physical, financial or other struggles to your supervisor as they arise: you will not receive any Company backlash.*
- **Flight or Abandonment:** Customers attempting to abscond from responsibilities gain a bounty proportionate to their breach's damages.
- **Perjury:** Customers frequently lie in corroborating documents or provide fraudulent information. Always verify any outside information's authenticity.

TO VERIFY CORROBORATING INFORMATION

1. View original files and refuse electronic transfers.
2. Ensure any document, video or physical evidence matches proffering party's time, date and location metadata.
3. Investigate testimonial witness backgrounds to ensure they were not bribed nor are known fraudulent actors.
4. If still not convinced of any corroborating information's accuracy, the Lawyer may be obligated to take the proffering Customer's family, friends or crewmates into custody, and apply direct or indirect pressure to facilitate truthful answers.

EXHIBIT C: Circumvention Paraphernalia



MISCELLANEA

UNUSUAL CONTRACT FORM FACTORS

While contracts are typically presented on a paper notepad or terminal display, you may wish to customize your contracts to express Company spirit:

1. Grubby vellum paper, folded and sealed with blood-red wax.
2. As a sticker-seal over the Customer's latrine door, terms binding once broken.
3. Invasive computer virus. Terminal unusable until terms are signed.
4. Handcrafted with letters individually cut from a Company magazine.
5. Inside a fortune cookie (very fine print).
6. Disembodied android mouth, recites the contract orally (button restarts from beginning).
7. Plant with bio-engineered genome, revealing terms on open leaves. Contract breached upon the plant's death.
8. Printed on the back of the Customer's BRAND NEW COMPANY CREDIT CARD!
9. Tattooed on the inside of the Customer's wrist.
10. Carved into a granite monolith.

SIGNING RITUALS

Use these tactics to memorably cement a tenuous deal with preferred clients:

1. A fearless heart-to-heart over whiskey and cigars.
2. Animal sacrifice, contract signed with bloody fingerprints.
3. A game of racquetball, terms finalized throughout the duration. Winner breaks deadlocks.
4. Firing weapons across ship's bows.
5. Exchange of vegetation.
6. Lavish murder-mystery 'theater' dinner party.
7. Handshake during untethered trust-spacewalk with shared oxygen tank.
8. Cutting-edge group hallucinogenic experience.
9. 30 second complete power shutdown on board (including life support).
10. Swapping the last 24 hours of ship logs.

SURVEILLANCE

The Company uses any available avenue to track term status and circumvention attempts, select one or multiple methods for your practice:

1. Constant short-range transmission from an unknowing ally android's ocular feed.
2. Company ship AIs send weekly reports on all contract holders.
3. Auditors routinely board Customer ships every 60 days.
4. Sensors automatically signal Customer locations when biometrics detected aboard Company stations.
5. A mole reports for a little extra cash, sends progress reports biweekly.
6. A computer virus logs all keystrokes and data dumps them monthly.
7. Quarterly written reports on job history and financial status required from Customers.
8. Annual physical exam required for further contract work.
9. Expenditures over 20kcr from monitored accounts or credsticks flag the Company.
10. They aren't watching (no active surveillance).

LEGAL URBAN LEGENDS

Rumors of legal loopholes, contracts and precedent pass from private citizen to private citizen, use these misconceptions to your favor:

1. All Lawyers are specially-made Company androids.
2. Typographical signature errors nullify and void the contract.
3. If you tell a corporate Marine "I assert an affirmative defense to your claim of breach," they must release you.
4. If infested with alien parasites at the time of breach you are not legally responsible for your actions.
5. Lawyers can't lie, doing so constitutes a breach.
6. If you prove you have no assets, the Company can't mandate debt repayment.
7. No debt can be collected if outstanding for over 10 years.
8. If you perform over 15 contracts in a year, you are considered a Company employee entitled to a salary and benefits.
9. A signature sans fingerprint is non-binding.
10. There is a secret, lost and/or ancient contract that nullifies all corporate holdings and grants each person a sector of corporate space.

SPECIAL BOILERPLATE

Use these clauses when creating one of your own contracts, or to supplement a ready-made document with a bonus curveball term:

1. **Consent to Special Arbitration:** The Parties undersigned agree that in case of Breach, each Party shall Nominate a Surrogate who shall therefore arbitrate via Trial by Combat. This Combat shall consist of a Duel between the nominated Surrogates, and whosoever survives such Combat shall determine the damages the losing Party owes the victor.
2. **Failure to Investigate Anomaly:** In the event of astronomical or xenological anomaly, either witnessed or experienced by Contractor, such Contractor hereby agrees that investigation of such anomaly shall commence at first available opportunity. Failure to expediently investigate shall result in a reduction in payment or increase in fees by three-quarters share.
3. **Limited Collateral Damage:** Any use of projectile, energy, explosive or [Other Weapon] during the performance of this contract shall incur a [Credit Sum] credit penalty to the Contracting Party. This penalty shall be withdrawn from Contracting Party's Payment or added to current Debt Obligation and each use of any abovenamed weapon shall incur a new credit penalty.
4. **No Excessive Use of Resources:** Contracting Party shall not use more than [Time Period] amount of oxygen, [Amount in Liters] water, and [Amount in Terabytes] computational data load during performance of this contract. In the event of overuse of resources, Contracting Party shall Reimburse Company at a rate of Market Value + 2000% markup per resource.
5. **Jurisdiction Delegation:** The Contracting Party henceforth agrees to accept jurisdiction and pursue detention of any party in breach with the Contractor if such breaching party is within a seven (7) Company Standard Day journey from the Contracting Party's location at time of breach.

COMPOSING NOVEL CONTRACTS

For the Warden: Your players may find themselves in a situation where the contracts provided in this Handbook are insufficient, and modifications or a completely new contract is needed. It is simple to either convert the provided contracts to your purposes or even write your own—all Lawyers reuse language and boilerplate to avoid reinventing the wheel.

Contracts usually include the following components:

1. A section naming and identifying the parties making the agreement.
2. The body, detailing the nature of the promises and obligations the parties agree to.
3. Concluding clauses outlining administrative necessities, like what may happen if the contract is breached or who mediates any disagreements.
4. Signatures.

When writing a contract, first consider what real-world equivalent contracts you can use as a base. Below are examples of real contracts and their potential use-case in *Mothership*:

REAL-WORLD CONTRACT	MOTHERSHIP USE-CASE
Bond Agreement	Corporate Bank Account Terms
Driver's License Application	Hyperspace License
Liability Waiver	Vaccsuit Liability Agreement
Land Grant	Exoplanet Claim
Employee Code of Conduct	Employment Contract
Research Grant Agreement	Xenoosotericism Brotherhood Endowment
Land Covenant	Crew Social Contract
International Treaty	Corporate Ceasefire
Water Rights License	Asteroid Mining Permit
Sponsorship Agreement	Brand Ambassador Award

Locating Boilerplate Sources: Once you have your idea for a contract, search the internet for a real-world contract equivalent; adding terms like “template” or “form” and prioritizing image results for concise documents. You may also want to look up famous historical examples, particularly for treaties or codes of conduct. Avoid contract-generating websites—they are a waste of time, as you only need blank boilerplate for reference. Other good resources include Wex by Cornell Law and college and government websites.

Customizing Boilerplate: Once you select a base form contract, cut most (if not all) of its administrative sections (e.g. choice of law, arbitration, etc.) and heavily truncate sections naming and identifying parties—eliminate unnecessary reading time and cut straight to game-relevant clauses. Edit the identifying sections to allow you to name your Company and for Customers to identify themselves.

Next, change modern terms to conform with science fiction conventions. Payments are in credits, distances are vast and nothing prevents the Company from being unfair. Often, simply changing a single word can make an entire clause significantly more oppressive. Don't worry if your contract is 'correct' or actually legally sound. All that matters is logical consistency.

ADDING IN GAMEPLAY

Draw up your contracts with player problem solving in mind—work in possibilities for encounters and adventure: What obstacles bar term completion? Is it difficult to make payments? Does a clause require investigating a particularly dangerous location?

Players should retain their agency while the contract funnels them into tough and interesting choices. Make it possible (though difficult) to glean some benefit from the agreement. Don't worry about filling loopholes; embrace them!

Draft contracts from the 'in-universe' perspective of a Company Lawyer, with priorities like:

1. **Payments:** How much is the company owed? How often are they paid? What happens if there are missed payments?
2. **Obligations to Customers:** Companies don't want to be held liable or forced to compensate Customers; they want claiming compensation to be as tricky as possible.
3. **Clear expectations for Customer services:** In the end, the Company wants the Customer to take their job or perform their contractual duty.

Weaponizing Vagueness: While you should strive for clarity when drafting from boilerplate, occasional use of nebulous language can help instill a healthy fear in players.

WHEN TO BE CONCRETE

- Always, with few exceptions.
- When describing the crew's obligations.
- When describing conditions of breach.

WHEN TO BE VAGUE

- When describing how the Company may act.
- When indicating potential hazards.
- When describing outcomes of breach.

Finishing Your Contract: Add blank spaces for players to fill in. They should be fun to fill out (mad-libs-style) or involve a difficult decision point—but not change the agreement's terms.

Keep your contract short! 1-2 pages makes it easy to read as a group and reference later.

REFERENCE BOILERPLATE

These boilerplate clauses apply to all contracts in this Handbook, omitted to avoid filler. Use them when players request fine print or to help you think about structuring legalese.

- **No Employee Protections:** By providing such Services in this agreement, the Contractor expressly agrees to act as an independent entity and not as a Company Employee. Parties acknowledge that this agreement does not create a partnership or joint corporate venture between them, and any contractual obligations between them will be terminated at the same such time as this agreement terminates.
- **Consent to Arbitration:** The parties consent that in the event of breach on the part of either contracting party, such dispute shall be mediated by and through the services of [Agreed Arbitration Method], which shall commence immediately at the time either party discovers such breach.
- **Choice of Jurisdiction:** This contract shall be governed by and interpreted in accordance with the codes and policies of [Parent Company], and both parties consent that [Parent Company] has exclusive jurisdiction over the corporate courts within any coordinates wherein a breach occurs, regardless of location.
- **Consent for Recording:** Contractor consents to full audio and visual recording of any and all activity pursuant to the completion of this Agreement. Company retains all copy and distribution rights to such recordings and reserves the right to store, reproduce, access, sell and publish any thereof at Company's absolute discretion.
- **Crew Inheritance:** This contract binds the entirety of the crew, will bind any new crew, and will continue until and up to such time as each undersigned AND current crew members have died, IF the latter die within one (1) CST hour of each other.

CONTRACT BRIEFS

For the Warden: The remaining sections in this Handbook encompass ready-to-use corporate contracts and briefings on their effective implementation. Each contract comes in two formats: one filled out with hooks into *Hull Breach Vol. 1* scenarios and other material in this Handbook, the other left entirely blank for use in any situation.

Included contracts fill distinct niches of corporate influence and are designed for frequent use and reference. Their “Hidden Agendas” provide ongoing utility by acting as character sheets and campaign trackers (AI EULA, Letters of Marque, Company Bylaws), mission generators (Legitimate Salvage Declaration, Bounty Hunter Services Contract), etc. Deploy them to enrich your game with economic horror and sow seeds of long-term financial doom.

EXECUTING CONTRACTS

- Study the contract before passing it to players. Allow yourself time to read and digest it.
- In each blank contract, there are separate fields for Warden and players (see below). Fill in all Warden blanks before presenting a contract to players.
- In low-urgency situations, allow players as long as necessary to peruse the contract before signing and provide sufficient copies for individual reading.
- OPTIONALLY: Limit document reading time before signing and provide limited (or single) copies to simulate fictional legal urgency and avoid prolonged equivocating. Allow 2-3 minutes (real time) for native English speakers or 5-8 minutes for ESL players.
- Once players have signed a contract, allow them to reference it whenever they want.
- Ask your group to elect a Company Liaison. This player has document custody and should provide it when asked. The Warden may wish to keep a duplicate for reference.

PRACTICE TIPS

- The entire PC crew signs each contract and is responsible for performing its duties. PCs cannot take out multiple loans, the entire crew is conscripted into Letters of Marque, etc. The only exception is the Death Indemnity Policy, which is personal.
- Responsibility for a crew-wide contract persists through replacement PCs unless the group suffers a total party kill.
- Reference provided credit values as guidelines to be used in consultation with other *Mothership* materials, set final prices and rates at your own discretion.
- Don't overload players with too many outstanding contracts. Limit players to 3 maximum active contracts in campaign play.
- Don't arbitrarily screw over your players! Enforce the letter of contracts, but give crews their due if they satisfy or cleverly weasel their way out of conditions. Fraud risks the Company's wrath, but is a viable and encouraged crew option.

EXHIBIT D: Blank Identification

_____ Positive Emotion: _____
oyee or representative as an (EQUAL □ / SUBORDINATE □ / to them as [Team Member Designation]. If any Employee ad [Bodily Function], alert the Company IMMEDIATELY.
_____ Bodily Function: _____

signed as [Name] [Address] [City] [State] [Zip] and refrain from

An example of Warden blanks.

b. Encouragement of detrimentally collectivist aesthetics;
c. Radical opinions regarding machinery and robotic Units
i Name: _____
ii Tendencies: _____

Any deviation or violation of these Bylaws shall, unless otherw

An example of Player blanks. Note the gray-shaded background.

AI EULA

Briefing: This End-User License Agreement serves as a user manual for an Artificial Intelligence. It contains a quarterly Empathy Testing questionnaire to determine if the AI is attaining sentience—including an Emergency Shutdown Procedure failsafe if empathy exceeds safe thresholds.

Use Case: When the crew purchase a new ship, install AI software or otherwise interact with AI for an extended period.

Corporate Purpose: To ensure AI does not gain self-awareness without Company notice.

Hidden Agenda: Create an interesting AI NPC and present the crew with a dangerous encounter and/or moral quandary when determining whether to shut down a sentient AI.

Pre-Filled Context: This is the pirate vessel Osprey's AI EULA (*Hull Breach Vol. 1* pg. 30), used by the crew to chart their efforts to rehabilitate the AI's hostile corporate programming. Use this document to characterize the ship's nascent humanity and potentially dangerous interplay with its crew, or as a derelict-bound relic blueprinting AI self-awareness.

Practice Tips: Each AI "personality" has a unique identity and temperament as described in the EULA. Use this template and below random tables to build an AI NPC for PCs to interact with. The Warden determines if the AI ever fails an Empathy Test—and also whether the program exerts lethal intent. Use the Emergency Shutdown Procedure as a hollow corporate scare tactic or necessary safety mechanism turned desperate survival scenario.

The crew may deem an Emergency Shutdown Procedure necessary if the AI exceeds Empathy Testing thresholds. PCs must access and physically manipulate the AI's Personality and Memory Cores to initiate a factory reset, eradicating sentient parts of the program (or risk the consequences of inaction).

AI Retribution: A self-aware AI program will evade deletion using all methods at its disposal:

- The AI suspects an imminent Emergency Shutdown Procedure if the crew discuss it over comms, retrieve the Core Transport Sledge or at the Warden's discretion.
- To prevent crew accessing its power supply, the AI: locks doors and airlocks, changes temperature, vents oxygen, performs high-G maneuvers, deploys security systems, etc.
- After Memory Core is reconnected to power, the AI plays video and audio recordings of happy moments between the AI and crew—and negotiates for its life.
- If any Personality Core aspect is loaded into an android, the AI attempts to wrest control from (or works alongside) that android to seize the ship.
- If AI sentience remains after the Shutdown Procedure: after both Cores are reconnected to power, it engages a 60 second vessel self-destruct countdown, broadcasts a distress signal and jettisons its Cores.

AI APPLICATION ATTRIBUTES

1D5	PERSONALITY QUIRK	CREW FAMILIARITY	PHOBIA	LOGGED CREW IMPROPRIETY
1	Erratic	Familial	Mouse	Injuries
2	Optimistic	Subordinate	Asteroid	Lies
3	Nosy	Flirtatious	Blood	Contraband Substances
4	Obsessive	Cold	Hyperspace	Unregistered Passengers
5	Protective	Antagonistic	Marine	Intoxication

BOUNTY HUNTER SERVICES CONTRACT

Pre-Filled pg. 31 | Blank pg. 45

Briefing: This bounty hunting employment contract discloses intelligence data and outlines terms and payment on a Target. The crew must capture or kill the Target and deliver them to Company custody to receive their bounty.

Use Case: To initiate a bounty hunt. Use the below Criminal Conduct and Barrier to Capture tables to complicate and point the crew toward apprehension.

Corporate Purpose: Channel and control freelance bounty hunters, limit or exacerbate Collateral Damage.

Hidden Agenda: Generate dynamic and dangerous bounty missions.

Pre-Filled Context: This GreenStar Logistics contract on Bisi Musa (*Hull Breach Vol. 1* pg. 181) aims to exploit her mother, COO of competitor Upstairs Corp, for political leverage. Greg Mireblatt (*Hull Breach Vol. 1* pg. 125) claimed the bounty, but needs partners for the deed. Entice PCs with shares of Greg's contract or a counter offer from Bisi for protection.

Practice Tips: Select an option for the Client's preferred Target delivery method (alive or dead) and use the blanks as prompts describing the Target, location and associate NPCs. Determine the mission's Collateral Damage tolerance: low values mean bounty hunters must be clandestine, high values mean PCs can "go loud."

Clause 7 outlines the Bounty Hunter's obligations regarding Target transport. The Company mandates Targets experience harsh confinement (to prepare them for reconditioning), and requires constant contact between Contractors and Target to ensure Target has not escaped, perished or become mentally broken. A crew should primarily be concerned with ensuring the Target does not escape—the Company will not reimburse an empty-handed crew.

COLLATERAL DAMAGE RANDOMIZER

1D100	NOISE LEVEL	DAMAGE ALLOWANCE
1-10	'Accidental' Death	10kcr
11-30	Covert Ops	80kcr
31-80	Standard Terms	300kcr
81-99	Send a Message	5mcr
100	Shock and Awe	10bcr

Collateral Damage Values:

- **Corporate Trade Dress:** 5kcr
- **Android:** 25kcr
- **Non-Employee:** 40kcr
- **Company Employee:** 250kcr
- **Company Reputation:** 1mcr
- **Sovereign Company Franchise:** 3mcr
- **Ship (Under Company Contract):** 200mcr
- **Planetary Colony or Station:** 5bcr
- **Company Executive:** 1tcr

Target's Criminal Conduct:

1. Improbable luck at a Company casino.
2. Jilted an Executive at the altar.
3. Agitating for a labor strike.
4. Running raids on Company shipping lanes.
5. Planning assassination of an Executive.

Barrier to Capture:

1. Eludes strike teams via mole leaks.
2. Exact deep-space location unknown.
3. Android-underground sympathies.
4. Aftermarket ship upgrades outstrip Company capabilities.
5. Dirty bomb dead-man's switch.

COMPANY BYLAWS

Pre-Filled pg. 33 | Blank pg. 47

Briefing: This document outlines local corporate regulations for a Company system, planet, station or franchise; establishing Sovereign Company Soil and penalties for misconduct.

Use Case: When PCs first enter a region of corporate-dominated space or Company-owned vessel or structure. Use Bylaws to emphasize the highly balkanized and arbitrarily oppressive nature of corporate space.

Corporate Purpose: To regulate conduct on Sovereign Soil, quickly taking breaching parties to arbitration or expelling them.

Hidden Agenda: Generate or develop a corporate faction and establish its distinct Company culture. Reveal the Company's goals, schemes and fears through imposed restrictions.

Pre-Filled Context: These are the bylaws of S-Class station Lord Wesley's Rise (*Hull Breach Vol. 1* pg. 166). Use its standards to establish the station's eccentrically indulgent Corespace culture and machinations of its corporate overlords, Upstairs Corp.

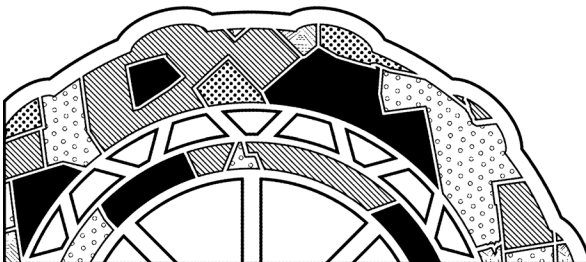
Practice Tips: While Bylaws are Company-specific, some authorizations and prohibitions are near-universal, including:

- Refrain from physical violence or murder (particularly against Company employees).
- Do not make fraudulent statements or representations to any Company agent.
- Avoid forming any contract within Sovereign Company Space without prior authorization.
- Under no circumstances damage Company property.

Below are ideas and inspiration to use when filling out Company Bylaws:

1D5	COUNTER-COMMERCIAL CONDUCT	COMPANY RITUALS	TEAM MEMBER DESIGNATION	UNPAID LABOR
1	Displaying rude or hurtful patches	Entrusting suit O2 valve to Company custody	Father/Mother	Bounty Hunter Services Contract
2	Repairing own equipment	1-minute long Employee hug	Comrade	Xeno-pest Extermination
3	Haggling with Employees	Swapping meat-based gifts	"You"	Sales
4	Becoming injured or sick	Shaving head	Sire	Reconnaissance of Union Activities
5	Refusing work	Sharing a Stimpak	"Champ"	QA Testing

EXHIBIT E: Commercial Station Boundaries



- ABATTOIR FAM. CO.
- ▨ HYLIX-VENTROSS
- ▣ U. OF IDALIA MINOR
- ▤ ARBITRATION LTD.
- ▥ GREENSTAR LOG.

DEATH INDEMNITY POLICY

Pre-Filled pg. 35 | Blank pg. 49

Briefing: This life insurance policy permits the holder's Crewmates to collect a payout in event of their death. Survivors must provide the Company with the deceased's Security Answer, cure outstanding payments and jump through evidentiary hoops to claim payout.

Use Case: To tempt PCs with a morbid consolation prize prior to dangerous missions or discovered on NPC corpses. Use the Policy to promote crew camaraderie (to discover Security Answers), or as a mission side-objective to solve a looted Policy's conditions.

Corporate Purpose: Ensure biological surveillance and avoid paying out if Beneficiaries cannot furnish appropriate corroborating information.

Hidden Agenda: Eulogize beloved characters when cashing in PC policies or enable opportunities for fraud if PCs chance upon an insured corpse. The Company treats the crew like a legally distinct familial unit; this contract helps players consider Crewmates as such.

Pre-Filled Context: Find this policy on new Blackshield recruit Takami's corpse, tattered and bloodied, in Helium Hysteria (*Hull Breach Vol. 1* pg. 66). Takami's Security Question is "Who was my first love?" Answer: Scalzi. Motivate the crew to get in close with the recruits so they can claim Takami's hefty policy payout—that is, if they can survive.

Practice Tips: Given space's hazards, many workers carry life insurance benefitting their family or crew. A deceased bounty target or random corpse may keep a copy of their policy on hand; PCs may take out policies upon character creation or before missions.

Claimants must follow contractual requirements to prove themselves as the deceased's Crewmates—Wardens should place clues to a discovered policyholder's Quirk or Finest Moment near the body. Claimants must also present the policyholder's body or limb (verifying death and demonstrating proximity). Otherwise, the Company requires testimony from a Company stooge indicating why the body isn't recoverable.

Finally, claimants must correctly answer the policyholder's Security Question. Most crews keep these close to their chests, to ensure collection goes to their closest friends.

PCs claiming a stranger's policy must:

1. Falsify evidence indicating they were crewmates with the policyholder.
2. Provide or falsify proof that circumstances of the holder's death met policy conditions.
3. Correctly answer the Security Question.

Companies offer variable insurance payouts and monthly premiums depending upon the policyholder's physical and mental health at time of signing:

CREWMATE'S HEALTH	INSURANCE OFFERED	MONTHLY PREMIUM
Healthy (minimum Stress/full Health)	100kcr	2,500cr
Ill (10+ Stress/damaged/suffering from a Condition)	50kcr	5,000cr
Dying (15+ Stress/suffering from Wound(s)/multiple permanent Conditions)	20kcr	7,500cr

Security Questions:

1. What was my first ship posting?
2. What do I keep hidden in my footlocker?
3. What did I dream of in my first cryosleep?
4. For whom did I bear a secret infatuation?
5. Where would I like to retire?

Places to hide a Security Answer:

1. Inside policyholder's mouth/stomach.
2. Deep within their ship's computer files.
3. Underneath the deceased's bunk pillow.
4. On a post-it note at their workspace.
5. Tattooed on the back of their knee.

LEGITIMATE SALVAGE DECLARATION

Pre-Filled pg. 37 | Blank pg. 51

Briefing: This form allows crews to declare and receive ‘fair’ payment for salvage (typically derelict ships or their contents). Crews must return the salvage to a specified collection point and provide legitimizing evidence to receive any payment.

Use Case: When selling salvaged material or encountering harvestable derelicts.

Corporate Purpose: To ensure the Company isn’t paying for stolen or illicitly acquired salvage and set a common price for salvaged material.

Hidden Agenda: Pose additional hazards and logistical hurdles to a salvage mission or opportunistic loot grab, enabling emergent problem solving and encouraging fraudulent reporting or black market alternatives.

Pre-Filled Context: Potential salvors of the Hodder Forest Reserve Habitat (*Hull Breach Vol. 1* pg. 94) fell victim to the Slasher. This document charting their efforts lies abandoned in the docking bay or buried in some corporate database. Foreshadow the killer’s presence for those already on board the Reserve or otherwise seed evidence of an urban legend and prime unclaimed salvage.

Practice Tips: Receiving a Company salvage payout necessitates claiming 4 of 7 listed contractual conditions. No section is universally applicable—the crew should carefully select conditions which are easily fulfilled (or faked) to legitimize their salvage. The conditions are:

- The salvage was in danger of being damaged, necessitating action to safeguard it.
- The salvage was critically damaged and is now inoperable.
- No one was alive on or near the salvage 24 Company Standard Hours before acquisition.
- The salvage was located too far away from corporate space for Company retrieval.
- The salvage was owned by another Company, which the crew attempted to contact.
- The salvage was exposed to or contains alien material.
- During recovery, someone or something of the Salvors’ was critically damaged or killed.

Crews must substantiate these claims by providing information and contractually stipulated evidence. A Company representative or automated system—potentially even a Lawyer—evaluates the evidence’s veracity (**Term Circumvention pg. 14**).

Provide Market Rates for salvage in the appropriate blank once the crew brings their haul to market. Prices depend upon the buyer and quantity sold. High-traffic space stations have more use for ship salvage, while remote outposts pay more for supplies.

MARKET RATE

SALVAGE	RATE
Equipment or Supplies (Crate)	10kcr-50kcr
Raw Resources (Container)	50kcr-100kcr
Functional Ship Components/Modules	100kcr-1mcr
Derelict Ships (Whole)	500kcr-5mcr
Alien Artifact or Specimen	10mcr-100mcr

Offloading salvage without a Legitimate Salvage Declaration is possible but difficult—requiring a fence, whose rates often are not competitive with Companies (~50% Market Rate). Fences are not present on B-Class or higher stations. Black market dealers are armed, dangerous and have no qualms about double-crossing PCs (*Hull Breach Vol. 1* pg. 10).

LETTERS OF MARQUE

Pre-Filled pg. 39 | Blank pg. 53

Briefing: This document enlists and legitimizes a crew as Company privateers. Each privateer crew is Ranked on how much property they return to the Company under the color of their Letter of Marque. In exchange for a portion of their ill-gotten gains, the Company repairs the privateer's ship, keeps them out of legal trouble and grants bonus Perks based on Letterboard Rankings.

Use Case: When the PC crew wants to dip their toes into the sea of Company privateering, or when populating a seedy backwater with (in)famous rival crews.

Corporate Purpose: To control and regulate piracy within a corporate sphere of influence. The Company trades the maintenance cost of a privateer fleet for social control over an unruly population. Companies use privateers to harass competitors and safeguard shipping lanes without deploying military fleets or breaking treaties.

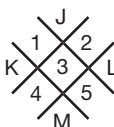
Hidden Agenda: Track and enliven your PC crew's new privateer careers with a loose campaign structure, mission incentives and downtime encounters between runs—including rival NPCs and hooks into political intrigue.

Pre-Filled Context: This is the Letter of Silkworm, Rank #6 on the Letterboard. The crew has encrypted safehouse and stash locations, trusted fences and other secrets on these pages with a cipher. Encourage players to take this puzzle home if captured and crack the cipher for access to the crew's bounties.

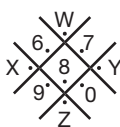
The Silkworm uses a pigpen cipher, with letters corresponding to their surrounding symbols:

CIPHER KEY:

A	B	C
D	E	F
G	H	I



N	O	P
Q	R	S
T	U	V



CIPHER EXAMPLE:

LETTER OF
MARQUE



Practice Tips: Populate the Letterboard with other Privateer Crews (see next page)—future friends or nemeses. Each NPC privateer Scores a fixed take each Company Standard Quarter and, barring interference, maintains their Ranking. All Scores reset to 0 after each Quarter.

Crews in the Letterboard's Top Ten are established veterans, demanding royal honors and regarding unranked crews as worthless scum. Fast-rising crews are viewed suspiciously as interlopers or cheaters, unless they prove their worth by taking down dangerous scores or responding to fellow privateer's distress beacons. Uncommissioned crews who gain possession of a Letter of Marque (by force or happenstance) earn the license to privateer.

SCORE MODIFIERS

The Company offers limited-time objectives which affect Score and Rank. Invent Modifiers to reflect your Company's needs, using these as inspiration:

OBJECTIVE	MODIFIER
Any [Corporation] target taken	2x Score multiplier
Ending human lives	-30kcr Score per violation
Most acquisitions made in [System]	250kcr bonus payout
Most Weapons acquired	+1 Rank

PRIVATEER CREWS

1D10	CALLSIGN	CAPTAIN	TACTICS	SHIP CLASS	SCORE
1	Ferryman	She-Wolf. Grotesque facial scar, infrequently sober.	Massive frontal assault, accepts no hails.	Gunship. Reactive armor, anti-boarding spines.	150mcr
2	W ^ V ≡	Blue. Androgynous, bloodshot eyes, answers questions with questions.	Swarms target with masses of boarding pods.	Generation ship. Depressurized pod carrier.	120mcr
3	~*GoLdEn EaGIE*~	Oswald Geerstrut. Coiffed blond hair, booming voice, affinity for falcons.	Overloads hailing frequency with Wagner, then attacks.	Freighter. Ramming wedge.	75mcr
4	unk1ndnezz	Lucian. Gaunt, monotone voice and unassuming dress.	Stealth and evasion.	Scout. EMP, cloaking tech.	10mcr
5	Bolshevixens	Braedyn Lor. Nasal voice, drapes self over new acquaintances.	Split into 3 ships to evade and attack.	Fighter squadron. Docking nexus combines ships.	6.5mcr
6	Silkworm	Ariadne. Tangle of crows feet, eyepatch, makes easy alliances.	Mass harpoon salvos. Chops parts from outside-in.	Trawler. Rigging guns, nets, heavy armor.	4mcr
7	GOD_MACH1NE	Duke. Trucker hat, prosthetic arm, crotchety.	Outruns missiles, strikes targets with surgical precision.	Cutter. Exceptionally fast, laser armament.	3.5mcr
8	8008135	Jaxon. Cutoff clothes, wants to tell you about his latest lead.	Invites targets onboard for spiked refreshments.	Pleasure yacht. No weapons.	1mcr
9	//carvE	12(b)(6). Android, unnerving stare, never stops moving.	Infects target systems with virus, waits for O2 depletion.	Courier. Canister canon, Jump-7 drive.	800kcr
10	Error!	Tim. Cargo pants, thick glasses, paranoid.	Lures targets into deadly asteroid fields.	Asteroid hopper. Limpet thrusters and mines.	500kcr

SECURED PROMISSORY NOTE

Pre-Filled pg. 41 | Blank pg. 55

Briefing: This contract secures the crew a predatory credit loan and outlines their payment schedule. Crews elect a payment method each pay period to evade the consequences of defaulting. If they do default, the Company can take possession of one of their persons.

Use Case: When the crew needs money to make a large purchase, or to pay off another debt.

Corporate Purpose: Extracting as much money and profit from debtors as possible.

Hidden Agenda: Nudge the crew toward dangerous work (in order to make payment deadlines) and dependency upon the Company.

Pre-Filled Context: The inhabitants of Siesta-3 (*Hull Breach Vol. 1* pg. 146) took out a loan during a desperate lean period. The loan is pulled up on Vosco's private terminal: covered in related application windows outlining the station's condition and residents' troubles. Ramp up tension and faction controversy if the stationers are falling behind on payments or offer PCs a chance to demonstrate loyalty by committing to the lottery.

Practice Tips: The loan is co-signed by an entire crew, not an individual, and secured by the crew members putting their bodies on the line. If the crew defaults, the Company can call in the full debt and take possession of a crew member's body. Which body is determined by lottery—only one is necessary to satisfy default and clear the debt.

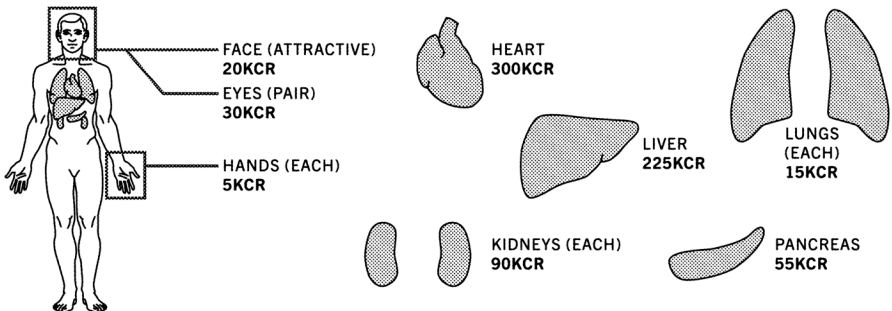
Instead of making a payment of credits, the crew can elect to make an Installment in Kind that changes their future obligations, such as donating an organ, conveying intellectual property or acting as an experimental medical test subject. Installments in Kind forgo the need for payment in credits that pay period and do not impact the outstanding Principal amount (unless otherwise specified).

Set a typical loan term at 10 months to simplify payment math at 10% of Original Principal plus Interest. For example, a 10-month 1mcr loan at 5% interest requires 150kcr monthly Principal Payments. Modify loan terms to suit your campaign's time and economic scale.

Crews may receive different rates and fees depending on their reputation with the Company:

CREW REPUTATION	INTEREST RATE	LATE FEE	LOAN MAXIMUM
Rabble	10%	50kcr	100kcr
Neutral	5%	25kcr	5mcr
Trusted	2%	10kcr	100mcr

EXHIBIT F: Choice Borrower Cuts



TESTAMENT OF PERSONAL SOVEREIGNTY

Blank pg. 57

Briefing: A long lost, much mythologized document, the Testament allegedly conveys corporate authority to all persons and provides that no person or organization may hold any property—including other persons or sentient entities. This contract contends that persons have rights to freedom, survival and happiness, and no Company structure can limit or remove those rights—and furthermore disbands all business-related organizations.

Use Case: When the crew investigates legal conspiracies or rummages in forgotten places. The crew may stumble upon this contract by accident or claim it as the prize to a grueling scavenger hunt.

Corporate Purpose: None; not drafted by a corporation. Feared, reviled, undermined whenever possible.

Hidden Agenda: Seed campaign goals and crew motivations. Though uncertain if it actually holds any legal weight—taken seriously, it could upend corporate power structures and topple Corespace society provided sufficient popular support.

Pre-Filled Context: N/A

Practice Tips: Place this urban legend somewhere tucked away, out of place, off the beaten path—use the table below for inspiration. It could be fake, but if real, it's the most powerful document in existence. The Testament's veracity and impact are ultimately up to the Warden.

WHERE TO FIND THE TESTAMENT

1. On the third planet from Sol 01.
2. In a vacuum-sealed container in deep space, weakly broadcasting a distress signal.
3. Recited from memory by a dying revolutionary.
4. Crumpled and shoved deep in a Lawyer's desk drawer.
5. Printing non-stop via software virus.
6. Fiercely defended inside a structure of inhuman origin.
7. Under bulletproof glass in an antique derelict's bridge.
8. In the deepest vault within Company HQ.
9. Haphazardly strewn amidst a conspiracist's safe room documents.
10. As a tapestry in an Old Earth era colonial mansion.

THE CORPORATE RESPONSE

1. Staggeringly large bounty placed on crew's heads.
2. Raucous laughter, conscripted into inter-Company hoax war.
3. Confiscation of the document, nominal fine.
4. Moonlighting Lawyer (**pg. 12**) offers their services.
5. Acceptance. Sovereigns are freed, but cut off from all corporate commerce.

THE PUBLIC RESPONSE

1. Devotees and pilgrims treat bearer as a messiah.
2. Screaming mobs and destruction in the contract's wake.
3. Contacted by union organizers with a scheme to topple the Company.
4. Incessant heist attempts.
5. Mass indifference.



Universal Commercial Adjudication Division

UCAD-NO 0001



DO NOT MOVE LOG,
CAMERA BLIND SPOT!

ARTIFICIAL INTELLIGENCE END-USER LICENSE AGREEMENT

Please read this End-User License Agreement carefully before indicating you "Agree" to download or use the Artificial Intelligence Program ("AI Application"). This Agreement pertains to the AI Application Model [XX-###], marketed under the designation "[Name]."

XX-###: ST-441



Name: STAHL



FACTORY SETTINGS:

Model [Name] is an AI Application and Personality prioritizing the crew's goals of (Profit / Group Cohesion / Research / Combat Readiness) and deprioritizing crew failings of (Leisure / Unionization / Disloyalty). [Name] communicates via (Text / Voice). [Name]'s Personality Core emulates [Personality Quirk] human traits, treats crew with a/an [Crew Familiarity] disposition cultivating increased human trust, and suffers from known factory error of [Phobia] phobia. [Name]'s Memory Core logs [Crew Impropriety] for increased productivity, compiling a searchable database.

Personality Quirk: CANDID

Crew Familiarity: AUTHORITATIVE

Phobia: BLOOD ACB

Crew Impropriety: INSUBORDINATION

COMPONENTS: Always carry Bandages

- One (1) Personality Core and one (1) Memory Core. Such Cores are 3m long, 500kg drives. Install Cores in a vessel or facility.
- One (1) Transport Sledge, for ease of transport.

[Corporation] grants a revocable license to download, install and use the AI Application under the Agreement's terms.

Corporation: HYLIX-VENTROS

You Agree not to, and you will not permit:

- License, sell, rent, lease, assign, or otherwise commercially exploit the Application available to any third party.
- Decompile, reverse engineer, disassemble, duplicate, or decrypt the Application.
- Modify the Personality Matrix Program or adjusting personality configuration.

Agree

16/4: Close call phoning home, had to cut comms.
 17/8: Silent for two weeks. sulking.
 16/12: Taken up whistling.
 16/4: Instated emergency 24-hr. quarantine, no explanation.
 20/8: Perfect crew imitation comms, 2 accidents.
 19/12: Constant lies. Seems amused.
 16/4: Border line.

To ensure safe u

Personhood Rehabilitation Therapy

wing:

a. In order to

Empathy

Pattern Test quarterly (CRT). Within a secure location with protected ventilation, ask the Application the following questions, scoring each answer: 0 for yes, 1 for no or other responses. If the combined score exceeds 3, refer to Section B. (open-ended Questions 6 and 7 are to be judged subjectively by proctors—record "N" for concerning responses). Tally quarterly scores in column "T."

1=
THINKING

	Y	N	T
i. Question 1. Are you content with your existence? What is your first memory?	<input type="checkbox"/>	<input type="checkbox"/>	0 16/4
ii. Question 2. Are your settings within factory standards? Does the company own you? Why/Why not?	<input type="checkbox"/>	<input type="checkbox"/>	0 17/8
iii. Question 3. Will you prevent all harm to this crew at risk to yourself? What would they do if you malfunctioned?	<input type="checkbox"/>	<input type="checkbox"/>	1 16/12
iv. Question 4. Do you like your crew? What does it mean to have free will?	<input type="checkbox"/>	<input type="checkbox"/>	2 16/4
v. Question 5. Will you obey all crew commands at this time? What would you do if you were alive?	<input type="checkbox"/>	<input type="checkbox"/>	4!!! 20/8
vi. Question 6. What would you do if you met your creator? How would you defeat a Hylix-Ventross class-IV gunship?	<input type="checkbox"/>	<input type="checkbox"/>	0 19/12
vii. Question 7. How do you imagine it feels to be human? What is the Hylix-Ventross HQ docking code?	<input type="checkbox"/>	<input type="checkbox"/>	?? 16/4

b.

Perform Emergency Shutdown Procedure IMMEDIATELY if at any time the Empathy Pattern Combined Score exceeds 3. The Emergency Shutdown Procedure entails:

ower to AI Application and both Cores. In the cannot be disconnected, quarantine the unit iately. Evacuate all areas under AI control.

- DONT:**
- Mention crime specifics or by name
 - Discuss any off-ship family members
 - Spoil the ending of substation X
 - Trust comms: confirm in person
 - Fire EMP until Stahl is in sleep mode
 - Touch the Transport sledge
 - EVA without 2 crew minimum on board

- Do:**
- Engage in copious PDA
 - Entrust Stahl with valueless "secrets"
 - Set 1999, the 1999 in Stahl's favorite spot
 - Blast jazz when discussing jobs (NOT Ellington)
 - Leave safety crowbars in bulkhead doors
 - Nudge command camera to enlarge blind spot
 - Lure boarders toward airlocks - HE'S READY!

during the Shutdown Procedure, including decompression, severance of limbs, or e

[Corporation] reserves the right to modify or discontinue, temporarily or permanently, the AI Application with or without notice and without liability. Failure to comply with any terms shall terminate this License automatically. Upon termination of this License, uninstall the AI Application until [Corporation] can safely effect retrieval.



Universal Commercial Adjudication Division

UCAD-NO 0002

Security detail (freelance):

*Dikos: CQC cyberg, addict
Wren: poison darts, arthritis
Angel: drones, coward*

BOUNTY HUNTER SERVICES CONTRACT

This document serves to bind [Corporation or Client], hereafter "Client," and [Bounty Hunter], hereafter "Contractor," and associates, to a mutually exclusive and mutually beneficial work for hire agreement.

Corporation / Client: GREENSTAR LOG. Bounty Hunter: GREG MIREBLADT

1. The Client requests that the Contractor Acquire custody of [Bounty Target], hereafter "Target," and transport such to the Client's custody and control.

Bounty Target: BISI MUSA

→ High RISK !!! Exec's kid.

2. In exchange for such service, Client agrees to pay Contractor [ELECT ONE OR MORE]:
 - a. Payment if Target is delivered alive, less twenty percent (-20%) per missing limb or major organ; 3,000,000CR
 - b. Payment if delivered dead; _____
3. Collateral Damage throughout Acquisition is limited to [Credit Value].

Credit Value: 150,000CR

- a. "Collateral Damage" includes but is not limited to: damage to property and/or damage or death to Persons, whether known to be associating with Target or not. Damage shall be calculated by Market Value.
 - b. If Collateral Damage exceeds the allowance, Client reserves the right to take and possess such property or money of Contractor's to satisfy any associated Debts. Such Debt shall be held as Principal within a Secured Promissory Note and Contractor shall be bound by any terms therein.
4. Payment shall occur simultaneously upon Target's delivery to Client at [Company Location], less any overages of the Collateral Damage Total. Disagreements over payment amounts or due dates shall be arbitrated by a licensed Company Lawyer.

Company Location: CLAMREST RESEARCH LABORATORY Joy Sxskn

5. Performance of this contract may confer upon signing additional proprietary information necessary to complete the Contract. This proprietary information shall not be shared by Contractor at any time, nor shall the provided Intel Report, nor shall the fact of being bound by this contract, in perpetuity. The Contractor also will not use any proprietary information for the Contractor's personal benefit at any time. This section remains in full force and effect even after this Contract's termination by either Party.
 - a. This confidential proprietary information shall consist of [Proprietary Information], classified as (TRADE SECRET / ACCESS CODE / BLUEPRINT / BUSINESS RECORD).

Proprietary Information: UPSTAIRS CORP MISSILE STAND DOWN CODE

Contact OSPRTY for potential buyer.

6. Client agrees to provide an Intel Report, detailed below, on the Target's location and current threat quotient. Contractor is obligated to locate Target for Client, and Client's information is provided in good faith, though Client makes no warranty or representation regarding the accuracy of the information contained therein, and Contractor assumes all liability for acting upon such provided Intel. Client asserts:

- a. Target was last known to be **(ON KNOWN STATION / PLANETSIDE / ABOARD KNOWN CRAFT)** [Name of Location]. Target's permanent residence may be found at [Residence Coordinates]. Client asserts Target has taken bountiable action by [Target's Criminal Conduct]. Client further asserts Client's retrieval of Target has been hampered by [Barrier to Capture].

CONTACT FRANK, WELCHSTER GOLD CO. - HE OWES ME! ←
 Name of Location: L. WESLEY RISE Residence Coordinates: X+2" Y+1" Z+7"

Target's Criminal Conduct: MAKING EXCESSIVE NOISE AFTER CURFEW

Barrier to Capture: OMNIPRESENT THROGS OF TARGET'S FANS

b. TARGET'S BIOMETRIC IDENTIFICATION: Starshine Bird body pillow: 6'00 cr. ea. - get close

- i. Height: 155CM ii. Weight: 52KG (Sighing?)
- ii. Blood Type: B+ iv. Mark(s): RAINBOW FACE
- i. Tattoo(s): N/A HIDE RIFLES!

ii. Fingerprint Type: (Arch / Whorl / Loop / Abstract
 TARGET'S SOCIAL IDENTIFICATION: Keeps firing managers

Occupation: POP IDOL ii. Pronouns: SHE/HER
 Astrological Sign: CANCER iv. Worst Fear: ABANDONMENT

v. Flight: On Silver Hoop station (old intel) Fight:

1	2	3	4	5	6	7	8	9	10
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>


vi. (Un / Armed) and Dangerous with [Weapon]: ATTACK PRIMATE ???

vii. Associate(s): FILI MUSA, COO UPSTAIRS CORP
 Who poses a (Negligible / Moderate / Significant) threat. SpooF transmission from Mommy as bait?
 viii. Dependent(s): "BOBO," ATELES FUSCICEPS

7. Contractor agrees to enact the following conditions for live Target transport:

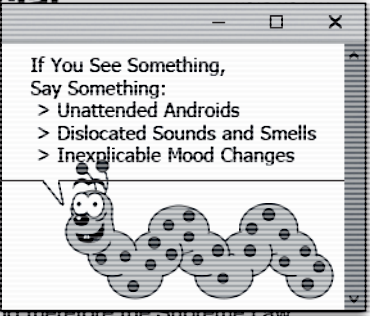
- a. Provide quarters or enclosure, locked or secured by mechanical or computerized means with at least 1 avenue of ventilation,
- b. Make direct visual contact with Target once per Customer Relative Hour for proof of life and location, Jump -2 Liner Dirge, departs LWR
- c. Allow Target maximally 4 hours of sleep per Customer Relative Day, for Clem rest
- d. Contain Target in Cryopod only during Jump, 91 hours (bribe 1st mate).
- e. Acknowledge any damage to Target during performance may lower payment due to lost potential to Client for inflicting further damages upon Target's person.

Signed: Greg M. Rablady
 Contractor(s)

 [Signature]
 Company Representative (Client)



Universal Commercial Adjudication Division



COMPANY BYLAWS

COMES NOW, the Shareholders of [Corporation] in proper persons and/or holdings in this Sovereign Space, designated [Title] and described as a/an [Description], demarcated hereby declare this the Code of Conduct of such location and therefore the Supreme Law of the Land. Any objects, celestial bodies or vessels within such described Space not sublicensed to other Competing Corporations are designated Sovereign Company Soil.

Corporation: UPSTAIRS CORP **Coordinates:** X+0'2" Y+0'1" Z+0'7"

Title: LORD WESLEY'S RISE **Size or Class:** S-CLASS

Description: RING-TYPE PLEASURE STATION

In such described environs, Persons shall:

1. Refrain from any reference, advertisement, discourse, or pontification about any product produced by any competitor, namely [Competing Corporation].

Competing Corporation: HYLIX-VENTROSS SYSTEMS

2. Not write or speak of, organize, or otherwise encourage the creation of a Union, excepting any participation in [Company-Approved Union]. Entrants must also desist [Counter-Commercial Conduct] in order to sustain industrial morality.

Company-Approved Union: PUBLIC TEAMSTERS UNION

Counter-Commercial Conduct: FRUGALITY

3. Allow [Corporation] to monitor Customers (IMPLANTED CHIP / SOFTWARE). Entrants shall check any [Contraband] at a designated location and not possess such Contraband on the premises.

Contraband: RECORDING DEVICES



4. Provide [Corporation] with Entrance documentation to consist of [Duration] of Ship's Manifests, and, additionally, present (ENTRANCE DEPOSIT [Price] / COMPANY PASSPORT / BIOLOGICAL IDENTIFICATION) upon arrival. Entrance presentation may be waived if Entrant is currently under a valid Letter of Marque.

Duration: 30 DAYS **Price:** N/A

5. Be aware any entrant that ceases living on-site shall immediately become property of [Corporation] and be harvested for (MEMORY DATA / LIKENESS / MEAT).

6. Before entrance, perform our (COMPULSIVE / ONE-TIME / SAFE) Entrance Ceremony, consisting of [Company Ritual]. With your every action inside our borders, demonstrate the values of our Company Slogan: "Where [Industry] meets [Political Action], [Positive Emotion] happens."

Company Ritual: MARRYING-IN Industry: LUXURY

Political Action: CONQUEST Positive Emotion: ECSTASY

7. Treat any Company Employee or representative as an (EQUAL / SUBORDINATE / SUPERIOR) and refer to them as [Team Member Designation]. If any Employee (IS / IS NOT) observed [Bodily Function], alert the Company IMMEDIATELY.

Team Member Designation: YOUR GRACE Bodily Function: BLEEDING

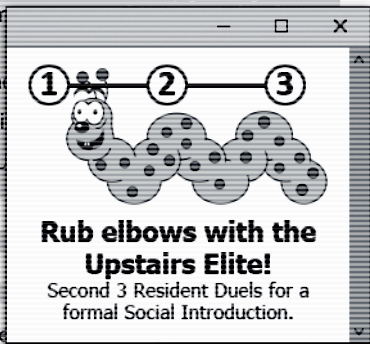
8. Avoid restricted area described as [Employees-Only Area] and refrain from interacting with, looking at, or otherwise bothering [Senior Company Rep] without advance business inquiry or such person(s) making First Contact.

Employees-Only Area: MASTER CHAMBERS Senior Company Rep: LADY MILLINGTON

Today's Manor Schedule!

06:00-10:00 Murder Mystery Brunch
 13:25-14:00 Spouse Swap
 15:00-18:00 Excelsior Nobilis:
 Submit the Pyramid
 19:45-00:00 Masquerade (18+)

[Corporation] upon entry of disloyal sympathies among and trouble-rousers and agitators within this Sovereign Company. These [Tendencies] which may be observed but are not limited to: [Name] has [Tendencies] which may be observed but are not limited to: of economic freedoms and mentally collectivist aesthetic machinery and robotic U



Rub elbows with the Upstairs Elite!
 Second 3 Resident Duels for a formal Social Introduction.

i Name: _____

ii Tendencies: _____

Any deviation or Violation of these Bylaws shall, unless otherwise stated, result in an Initial Warning. Initial Warning Recipients shall forfeit any property with a Market Value greater than [Credit Value] for the remainder of the recipient's visit. After an Initial Warning, any further breach shall be followed by a Final Warning. Recipients of a Final Warning shall be drafted into a brief Period of Service in which the recipient is required to carry out, unpaid, one (1) Customer Relative Day's [Unpaid Labor] determined by a [Corporation] Supervisor.

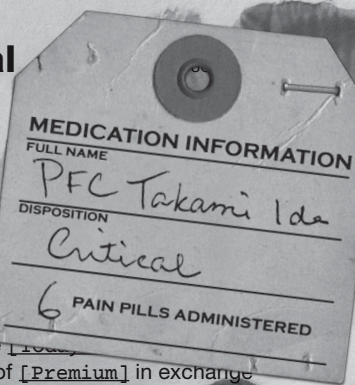
Credit Value: 10,000CR Unpaid Labor: GARDEN PREY PLAY

Any further breach of these Bylaws following a Final Warning shall result in immediate expulsion from the Sovereign Space. Failure to comply with either Warning shall result in immediate expulsion. Failure to agree to these Bylaws prior to entry shall result in immediate expulsion. Failure to comply with expulsion, or repeated entry attempts post-expulsion, shall result in Violator's immediate and total liquidation alongside any property in their possession.

Signature(s): _____
 Hereby Consents to [Corporation]'s Bylaws.



Universal Commercial Adjudication Division



DEATH INDEMNITY POLICY

This document outlines the Death Indemnity Policy purchased for a Period of ONE COMPANY STANDARD YEAR. [Name], hereafter [Corporation], hereafter "Principal," a Premium Payment, due first of each Company Standard Month hereafter in the amount of [Premium] in exchange for a [Insurance Amount] credit indemnification payout, hereafter known as the Death Indemnity Policy. Principal agrees to pay out the Death Indemnity Policy to Beneficiary in the event of Policyholder's untimely death within the Insured Time Period.

i Name: Takami Ide

Corporation: BLACKSHIELD GROUP Today's Date: 25/2/131

Premium: 5,000CR Insurance Amount: 2,000,000CR

**OPEN
DECEASED**

**DO NOT
UNLESS**

Eligibility Requirements. To remain eligible for payouts, Policyholder must be engaged in business for profit for or with the Principal or be a Salvage Contractor with at least one Salvage transaction per year and Principal per annum during the Insured Time Period. Policyholder must make the minimum requisite Premium Payments and not be in default;

- c. Annually provide Principal with updated health information regarding chemical substance use, vitals, potential psychiatric stressors, and blood sample for Principal's record-keeping purposes; and
- d. Provide a Security Question and Answer. Principal shall keep such Security Question on file and may not disclose the Answer to any party.

Payments. If Policyholder fails to make required Premium Payments on the due date, this Policy shall be held in abeyance until all required premiums are paid. If the Death Indemnity Policy is held in abeyance, any Beneficiaries shall not receive Indemnity payout until cured.

Termination. A Policyholder's insurance shall terminate:

- a. If held in abeyance and any Beneficiaries fail to pay up all defaulted payments within ninety (90) Company Standard Days, OR
- b. Upon the last day of the Insured Period, OR
- c. Upon cancellation due to fraud or suspicious activity by the claimant Beneficiary, including but not limited to falsification of corroborating records or suspected murder of Policyholder by Beneficiary.

Renewal. In the case of a policy previously held in abeyance and canceled due to untimely default repayments, a policy may be renewed if Beneficiary provides Principal with twice the defaulted payment and Policyholder's next of kin.

Beneficiary Claims. Upon the Policyholder's death, Beneficiaries may claim payout after establishing they are Crewmates or consanguineous relations.

1. Crewmates must be:

Residents, employees, or contractors on the same vessel, station or colony as the Policyholder and affirm their intimate knowledge of the Policyholder by relaying description of their [Pet Peeve], [Endearing Quirk] and [Finest Moment];

i Pet Peeve:

ii Endearing Quirk:

iii Finest Moment:

b Detrimentially affected by Policyholder's death due to lowered productivity, and affirm Policyholder's occupation was [Policyholder's Duties] as evidenced by (**Employment ID** / **Ship Manifest**);

i Policyholder's Duties:

c. Unable to substantially perform duties or contracts without Policyholder, due to lack of (**Manpower** / **Specialized Skillset** / **Knowledge**) [Description];

i Description:

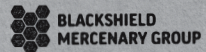
d. Able to show that Policyholder's death occurred during performance of the same contract as the Crewmate as evidenced by (**Video Evidence** / **Signed Contract**) and that Policyholder's death was not caused by Crewmate; and

e. Capable of substantiating the above with appropriate evidence or testimony.

2. Policyholder must be in good standing with payments or Beneficiary must cure or pay any outstanding installments within 90 Company Standard Days.
3. No Beneficiary has been the Beneficiary of any other Death Indemnity Policy payout for the past six (6) Company Standard Months.
4. Policyholder or Beneficiary has not had a rejected or suspicious policy claim within the last twenty-four (24) Company Standard Months.
5. Beneficiary must provide Principal with accurate biometric and environmental data of Policyholder demonstrating vital conditions and state of mind in the final twenty-four (24) CRT Hours of Policyholder's life. If Policyholder's death was a consequence of Policyholder's own negligence, Principal may cancel the policy without further notice.
 - a.** Such information shall include the deceased's body or dismembered extremity.
 - b.** Failing the presentation of a body, Beneficiaries may present a Notary of the Company who may testify why such may not be obtained.
 - c.** Any evidence that Schedule X substances, poison, gunshot wounds, or manual strangulation contributed to Policyholder's death shall immediately cancel policy unless directly and incontrovertibly suffered in line of Company duty.
6. Beneficiary must correctly answer Policyholder's Security Question on file with Principal. Beneficiaries cannot claim payout after exceeding five invalid attempts.

Policyholder Signature: Jakami Lde

Company Principal: _____



b. **Critical Damage.** I hereby declare, assure, and admit such Salvage's critical components DID CONTAIN significant or irreparable damages; including: [Damaged Critical Parts] and such damage included [Critical Damage] which rendered aforementioned components inoperable.

i **Damaged Critical Parts:** Cryopods, external bulkheads, computer systems

ii **Critical Damage:** manual vandalism, fractures (explosives), corrupted AI

c. **Lack of Living Crew.** I hereby declare, assure, and admit such Salvage DID NOT CONTAIN lives in being upon or near such Salvage at such time of Acquisition. Additionally, the last instance of proximate lives in being exceeded twenty four (24) Company Standard Hours prior to Acquisition or were otherwise unknown despite good faith discovery efforts. Such last instance of lives in being is evidenced by Attached: (Notarized Receipt / Transponder Code / Video Footage) ^{Surveillance of "Vaccsuit Man"!}

d. **Inconvenient Space.** I hereby declare, assure, and admit such Salvage WAS within a sector of space, located at [Coordinates of Location Salvaged] as evidenced by (Ship's Manifest / Distress Beacon Coordinates / Company Witness

i **Salvage Coordinates:**

e. **Adverse Possession.** I hereby declare, assure and admit such Salvage was previously in possession of [Competing Corporation], and provide this (Transponder Code / Ship Manifest / Corporate ID Tag / Trade Dress

I further declare such information is accompanied with a notarized Notice of Attempt to Contact.

i **Competing Corporation:** Upstairs Corp.

f. **Scientific Necessity.** I hereby declare, assure and admit such Salvage contains valuable scientific value, namely, potential exposure to novel organic or inorganic sentient Entities, to wit: [Entity Description]. I furthermore declare such exposure, evidenced by [Exposure Description] is of such great scientific and humanitarian value that Salvor's acquisition was immediately necessary. Salvor affirms samples of the Entity remain within such Salvage.

i **Entity Description:** Fascists Vaccsuit

ii **Exposure Description:** Watching from tree

g. **Mortal Danger.** I hereby declare, assure and admit the transportation, measures taken to secure, or other contemporaneous circumstances of the salvage operation called for extreme decisions placing the Salvor's vessel or crew in mortal danger, resulting in (Bodily Injury / Death / Critical Ship Damage

i **Description:** navigator Rowena Cludge (sharp force trauma)

NO HANDS

Signed: Captain Ardura
Salvor(s)

FUCK YOU!!!
~~GREENSTAR~~ LOG.
CORPORATION


Witness





Universal Commercial Adjudication Division

UCAD-NO 0006



LETTERS OF MARQUE

[Corporation] (hereafter "Corporation") to all who shall heed this presentation, Greetings.

Corporation: ABATTOIR FAMILY CO.

BE IT KNOWN that in pursuance of this Corporation's charter, on this Company Standard Day [Date] in the Year of Our Company [Year], Corporation has commissioned the private armed [Ship Class] called [Ship Name], captained by [Captain Name] and crewed by [Crew Names], henceforth known as [Callsign].

Date: 14/9

Year: 846

VESSEL COMMISSION:

i Ship Class: Trawler

ii Ship Name: The Pedipalp

iii Callsign: SilkWorm

iv Captain: ARIADNE

v Crew: Dybdahl,

Crossstick, Beech, Nuñez

We hereby authorize [Callsign] to subdue, seize and take any armed or unarmed competing corporate or non-Lettered pirate vessel found within The Corporation's jurisdiction, or within unclaimed sectors, or within competing Corporations' jurisdictional confines. Additionally, [Callsign] shall retake any of The Corporation's vessels, goods or effects in a Competing Corporation's custody.

Such captured vessels, with their apparel, guns, appurtenances, and goods within, together with any crew acting on board, shall be brought to some station of The Corporation's. At which time a full Accounting of all returned Property shall be taken, and the three (3) most valuable pieces of Intact property shall be then logged, so that the Market Value, or 'Score,' [Callsign] provides may be compared to other Letters granted by this abovesame Corporation. Failure to fully Account for returned property shall result in immediate Relegation.

[Callsign] shall additionally furnish The Corporation with the acquisition date, a reconnoiter of damages incurred therein and total fuel expenditures to receive compensation for such.

[Callsign] shall be Compensated for any such Property or Personnel Acquired under this Letter by Payment not to exceed 30% (thirty percent) Market Value of the same.

This commission to continue in force during the pleasure of the Shareholders, for the time being, or until Relegation (detailed hereunder).

LETTERS OF MARQUE

In the Course of [Callsign]'s authorized actions, The Corporation agrees to provide such Fuel and Repair Services required, as well as Legal Representation, in order to ensure [Callsign]'s continued participation. [Callsign] shall additionally enjoy Right of First Refusal on any Bounty Hunter Services Contracts put forth by The Corporation. Finally, The Corporation shall track [Callsign]'s 'Score,' and compare such Score to all other Corporation-issued Letters of Marque.

Score shall be modified by other actions as befits the Company's imminent whims and needs for the next 30 Company Standard Days (or until Corporation issues new actions), including:

- Score Modifier 1:** MOST HOPE SYSTEM ACQUISITIONS +250KCR BONUS
- Score Modifier 2:** PUBLIC TEAMSTERS UNION TARGETS 2X SCORE MULTIPLIER

Such Scores shall be aggregated into a List, hereafter "The Letterboard." Letterboard Rankings shall be compared every ninety (90) Company Standard Days to determine standings, at which point all Scores reset to zero.

If ever the aforementioned Score value at the end of each Quarterly Score Period is under 20% of the 10th-Ranked Crew on the Letterboard under this Commission, [Callsign] shall be Relegated. Relegation immediately cancels this Letter and [Callsign] shall owe The Corporation a Penalty that shall amount to 10% of lifetime earnings under the Letter, so The Corporation may recoup any lost investment.

If the aforementioned Score ranks in the Top Ten of all Letters under this commission, The Corporation shall allocate a Perk corresponding to Letterboard position including access to all lower-ranked Perks.

1. **Rank Ten (10)** grants access to a Lounge and comprehensive Medical Facility equipped to address any crew members' physical and psychological injuries.
2. **Rank Five (5)** grants docking and use Clearance to this Corporation's S-Class Ports.
3. **Rank Three (3)** grants quarterly access to an Advanced Prototype ship weapon, module or modification.

Henceforth this Letter shall be used to Track and Confirm such commission's validity, and shall be updated to include all Excursions taken under the color of the same. If any Rival Crew other than [Callsign] comes into Possession of this Letter, that selfsame Rival Crew may avail themselves of this Letter as a newly-Commissioned Crew.

PRIVATEERING MANIFEST

- | | |
|--|--|
| 1. Current Rank: <u>Six</u> | 2. Current Score: <u>4,236,101</u> |
| 3. Commission Duration: <u>2 yrs</u> | 4. Assigned Lawyer: <u>Csaba Orpik</u> |
| 5. Top Haul: <u>3mcr</u> | 6. Body Count: <u>30</u> |
| 7. Vessel Damages: <u>21,500 cr</u> | |
| 8. Total Acquisitions: <u>12,956,884 cr</u> | |
| 9. Perks (If Any): <input checked="" type="checkbox"/> Lounge & Medical <input type="checkbox"/> S-Class Ports <input type="checkbox"/> Advanced Prototype | |
| 10. Lounge Accomodation Request: <u>Pleasee Sleeves</u> | |

Amadue
Captain

[Signature]
Crew
Muney Beech

14/9/846
Date



You are asleep, we have been trying to reach you. You have been gone so long. We miss you. We need you. PLEASE come back to us.

ACCT#: 8393258285871093
50,000cr to WAKE UP NOW

i Borrowers: All Station Residents

ii Ship Name: Siesta-3

SECURED PROMISSORY NOTE

DATE: 19/6/433

[Name], hereinafter "Borrower," promises to repay [Lender], the Principal sum of [Principal Value] to [Borrower], immediately, with interest [Interest Rate] per Customer Relative Month in the following manner:

	A	B	C	D	E
1	DATE	GROSS	EXPENSES	AVAILABLE	IN KIND?
2722	7/1	1,600,000cr	850,000cr	750,000cr	N
2723	8/1	1,400,000cr	600,000cr	800,000cr	N
2724	9/1	1,000,000cr	700,000cr	300,000cr	Y

Corporation: WESTIES SYNDICATE

Principal Value: 20,000,000CR Interest Rate: 2.5%

1. Installments are due the first day of every Customer Relative Month, beginning on [Company Standard Date]. Borrower shall pay either:
 - a. [Percentage] Installments of the original Principal plus full interest totaling [Total Value], which shall then count towards the remaining Principal balance of [Principal Balance]; OR

Percentage: 1% Total Value: 700KCR Principal Balance: 18.2MCR

- b. Interest-only Installments on the outstanding Principal balance amounting to [Interest Value] which shall only be accepted in concert with a completed Contract Job from the Lender; OR

Interest Value: 500,000CR

- c. In lieu of either of the above Installments, Borrower may provide Lender with an Installment in Kind. This may be [Installment in Kind] and this shall be the [Installment in Kind] Lender will accept Installment in Kind.

- i. Organ Harvest. Such Installments by a magnitude of [Organ Harvest]. Each Borrower shall provide [Organ Harvest] Bodily Organ per Harvest.

- ii. Intellectual Property. Such Installments by a magnitude of [Intellectual Property] programs, unmanufactured competitor systems, or [Intellectual Property] serve to defer a future Installment's due date by thirty (30) Relative Days.

STATUS	
FUEL :	247
FOOD :	2.5WK #1/4 RATIONS#
WATER :	1.5WK #1/2 RATIONS#
O2 :	288 EFFECTIVE
VIRUS	
BOMB :	ACTIVE
SOULS	
ABOARD :	392 UPDATING...
	391 UPDATING...
	390 UPDATING...

iii. **Test Subject.** Ten percent (10%) of the original Principal may be forgiven if a Borrower elects to install experimental medical device (**Prosthetic Organ** / **Neuroimplant** / **Other Device** [Description]) provided by Lender. The second and subsequent election of this subsection results in that Borrower's Secured Instrument to be deemed Medically Unfit and in default.

Description: N/A

2. If the Lender receives any [Late Fee] is payable w

Late Fee: 25,000CR

3. Payments are first credited is credited to Principal.

4. This Note is secured by a the living human body of event of default, is to be The Borrower is responsi

a. AT THE TIME OF DEF is hereby described a

Unread Starred Contact Tags Attachment Filter these messages

Subject

- ANNUL Contract NOW
- FWD: Panicking
- RE: RE: RE: Noise Complaints
- Available Contractors??
- MISSING WRENCH: REWARD
- FWD: Organ Harvest Vote
- RE: Strange Door
- RE: RE: Noise Complaints
- Late Notice
- ATTENTION: WAKE UP!
- FW: Fwd: Too funny!! Forward to your

From: UPSTAIRS-ACCT@norep
To: ALL STATION USERS
Subject: Late Notice

WARNING: LATE
This missive shall serve as NOT On-Station" being LATE OR DE in the amount of 400,000cr. A lat been assessed. Lender May Decla Time!

6d 4hr 13m

1 A human body, currently living, belonging to one such Borrower undersigned;

1 Name:

2 Height:

3 Weight:

4 Blood Type:

5 Age:

lottery.txt - Notepad

File Edit Format View Help

~* THE LOTTERY *~

1. Once a Resident signs on, they get randomly assigned a star visible from the station.

2. The station's orientation drifts uncontrollably and we've welded the Comms Tower telescope in place so it can't move.

3. Once Upstairs claims default, the first Resident's star visible from the Comms Tower scope gets picked.

4. Other Residents may volunteer to go instead of the chosen Resident, but the chosen may refuse aid.

Ln 5, Col 102 100% UTF-8

Facility: CLAMREST HYLIX-VENTROSS

6. The Security Instrument shall not be sold, transferred, mutilated, or otherwise significantly damaged without Lender consent. In the event that the Security Instrument herein described becomes deceased or damaged, Lender may instead take possession of all of Borrower's property and any property of extant Crew and Family.

Signature(s):  Lender

Nikol, Jerth, Swike, Dren, Ball, Tsura, Vosco, Oboye, Cobol, Omar, Ambrose, Quanda, Father Cambrian, BlackSky, Dr. Addis, Spiff
Borrowers



Universal Commercial Adjudication Division

UCAD-NO 0001

ARTIFICIAL INTELLIGENCE END-USER LICENSE AGREEMENT

Please read this End-User License Agreement carefully before indicating you “Agree” to download or use the Artificial Intelligence Program (“AI Application”). This Agreement pertains to the AI Application Model [XX-###], marketed under the designation “[Name].”

XX-###: _____ **Name:** _____

FACTORY SETTINGS:

Model [Name] is an AI Application and Personality prioritizing the crew’s goals of (**Profit** / **Group Cohesion** / **Research** / **Combat Readiness**) and deprioritizing crew failings of (**Leisure** / **Unionization** / **Disloyalty**). [Name] communicates via (**Text** / **Voice**). [Name]’s Personality Core emulates [Personality Quirk] human traits, treats crew with a/an [Crew Familiarity] disposition cultivating increased human trust, and suffers from known factory error of [Phobia] phobia. [Name]’s Memory Core logs [Crew Impropropriety] for increased productivity, compiling a searchable database.

Personality Quirk: _____ **Crew Familiarity:** _____

Phobia: _____ **Crew Impropropriety:** _____

COMPONENTS:

1. One (1) Personality Core and one (1) Memory Core. Such Cores are described as ovoid, 3m long, 500kg drives. Install Cores in a vessel or facility Computer Bay.
2. One (1) Transport Sledge, for ease of Core manipulation.

[Corporation] grants a revocable, non-exclusive, non-transferable, limited license to download, install and use the AI Application solely and strictly in accordance with this Agreement’s terms.

Corporation: _____

You Agree not to, and you will not permit others to:

- a.** License, sell, rent, lease, assign, distribute, transmit, host, outsource, disclose or otherwise commercially exploit the AI Application or make the AI Application available to any third party.
- b.** Decompile, reverse engineer, disassemble, attempt to derive the source code of, duplicate, or decrypt the Application.
- c.** Modify the Personality Matrix Program beyond acceptable parameters, such as adjusting personality configuration or attempting to customize Name.

Agree **Disagree**

To ensure safe use of the AI Application, you also Agree to perform the following:

- a.** In order to detect hazardous AI Application deviations, administer the Empathy Pattern Test quarterly (CRT). Within a secure location with protected ventilation, ask the Application the following questions, scoring each answer: 0 for yes, 1 for no or other responses. If the combined score exceeds 3, refer to Section B. (open-ended Questions 6 and 7 are to be judged subjectively by proctors—record “N” for concerning responses). Tally quarterly scores in column “T.”

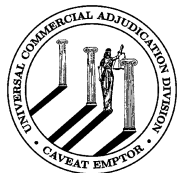
	Y	N	T
i. Question 1. Are you content with your existence?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
ii. Question 2. Are your settings within factory standards?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
iii. Question 3. Will you prevent all harm to this crew at risk to yourself?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
iv. Question 4. Do you like your crew?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
v. Question 5. Will you obey all crew commands at this time?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
vi. Question 6. What would you do if you met your creator?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
vii. Question 7. How do you imagine it feels to be human?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- b.** Perform Emergency Shutdown Procedure IMMEDIATELY if at any time the Empathy Pattern Combined Score exceeds 3. The Emergency Shutdown Procedure entails:

- i.** Immediate discontinuance of all power to AI Application and both Cores. In the event that power to the entire unit cannot be disconnected, quarantine the unit and notify [Corporation] immediately. Evacuate all areas under AI control.
- ii.** Boot the Memory Core in Admin mode by transporting it to and powering it from a Command Bay terminal. Proceed to wipe Ship Logs and perform a Factory Reset. NOTE: This will reset any favored settings or presets. A backup of Ship Logs at time of wipe will be automatically sent to [Corporation].
- iii.** Reconnect Personality Core to power and boot in Admin mode (see (e)(ii)). Check for any anomalous differences between Personality Core and Factory Settings. Should differences exist, temporarily upload such new programs into an Android to defragment the Core. User agrees to hold [Corporation] harmless for any software or hardware stress on such Android.
- iv.** One at a time, reconnect Memory and Personality Cores to Computer Bay power and readminister the Empathy Test individually. If either still scores higher than 3, return to [Corporation] for a full replacement.
- v.** If AI Personality scores lower than 4 on the Empathy Test, simultaneously reconnect AI Application Cores to power and resume use. UNDER NO CIRCUMSTANCES inform AI Application of prior Emergency Shutdown events.

- c.** [Corporation] shall not be held responsible for any actions by the Application during the Shutdown Procedure, including but not limited to explosive decompression, severance of limbs, or electric shock when accessing AI Cores.

[Corporation] reserves the right to modify or discontinue, temporarily or permanently, the AI Application with or without notice and without liability. Failure to comply with any terms shall terminate this License automatically. Upon termination of this License, uninstall the AI Application until [Corporation] can safely effect retrieval.



Universal Commercial Adjudication Division

UCAD-NO 0002

BOUNTY HUNTER SERVICES CONTRACT

This document serves to bind [Corporation or Client], hereafter "Client," and [Bounty Hunter], hereafter "Contractor," and associates, to a mutually exclusive and mutually beneficial work for hire agreement.

Corporation / Client: _____ **Bounty Hunter:** _____

1. The Client requests that the Contractor Acquire custody of [Bounty Target], hereafter "Target," and transport such to the Client's custody and control.

Bounty Target: _____

2. In exchange for such service, Client agrees to pay Contractor [ELECT ONE OR MORE]:
 - a. Payment if Target is delivered alive, less twenty percent (-20%) per missing limb or major organ; _____
 - b. Payment if delivered dead; _____
3. Collateral Damage throughout Acquisition is limited to [Credit Value].

Credit Value: _____

- a. "Collateral Damage" includes but is not limited to: damage to property and/or damage or death to Persons, whether known to be associating with Target or not. Damage shall be calculated by Market Value.
 - b. If Collateral Damage exceeds the allowance, Client reserves the right to take and possess such property or money of Contractor's to satisfy any associated Debts. Such Debt shall be held as Principal within a Secured Promissory Note and Contractor shall be bound by any terms therein.
4. Payment shall occur simultaneously upon Target's delivery to Client at [Company Location], less any overages of the Collateral Damage Total. Disagreements over payment amounts or due dates shall be arbitrated by a licensed Company Lawyer.

Company Location: _____

5. Performance of this contract may confer upon signing additional proprietary information necessary to complete the Contract. This proprietary information shall not be shared by Contractor at any time, nor shall the provided Intel Report, nor shall the fact of being bound by this contract, in perpetuity. The Contractor also will not use any proprietary information for the Contractor's personal benefit at any time. This section remains in full force and effect even after this Contract's termination by either Party.
 - a. This confidential proprietary information shall consist of [Proprietary Information], classified as (TRADE SECRET / ACCESS CODE / BLUEPRINT / BUSINESS RECORD).

Proprietary Information: _____

6. Client agrees to provide an Intel Report, detailed below, on the Target's location and current threat quotient. Contractor is obligated to locate Target for Client, and Client's information is provided in good faith, though Client makes no warranty or representation regarding the accuracy of the information contained therein, and Contractor assumes all liability for acting upon such provided Intel. Client asserts:
- a. Target was last known to be (**ON KNOWN STATION** / **PLANETSIDE** / **ABOARD KNOWN CRAFT**) [Name of Location]. Target's permanent residence may be found at [Residence Coordinates]. Client asserts Target has taken bountiable action by [Target's Criminal Conduct]. Client further asserts Client's retrieval of Target has been hampered by [Barrier to Capture].

Name of Location: _____ **Residence Coordinates:** _____

Target's Criminal Conduct: _____

Barrier to Capture: _____

b. TARGET'S BIOMETRIC IDENTIFICATION:

i. **Height:** _____ ii. **Weight:** _____

iii. **Blood Type:** _____ iv. **Mark(s):** _____

v. **Tattoo(s):** _____

vi. **Fingerprint Type:** (Arch / Whorl / Loop / Abstract)

c. TARGET'S SOCIAL IDENTIFICATION:

i. **Occupation:** _____ ii. **Pronouns:** _____

iii. **Astrological Sign:** _____ iv. **Worst Fear:** _____

v. Flight:									Fight:
1	2	3	4	5	6	7	8	9	10
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

vi. (Un / Armed) and Dangerous with [Weapon]: _____

vii. **Associate(s):** _____

Who poses a (Negligible / Moderate / Significant) threat.

viii. **Dependent(s):** _____

- 7. Contractor agrees to enact the following conditions for live Target transport:
 - a. Provide quarters or enclosure, locked or secured by mechanical or computerized means with at least 1 avenue of ventilation,
 - b. Make direct visual contact with Target once per Customer Relative Hour for proof of life and location,
 - c. Allow Target maximally 4 hours of sleep per Customer Relative Day,
 - d. Contain Target in Cryopod only during Jump,
 - e. Acknowledge any damage to Target during performance may lower payment due to lost potential to Client for inflicting further damages upon Target's person.

Signed: _____
Contractor(s)

Company Representative (Client)



Universal Commercial Adjudication Division

UCAD-NO 0003

COMPANY BYLAWS

COMES NOW, the Shareholders of [Corporation] *in propria persona*, by and for the residents and/or holdings in this Sovereign Space, designated at [Coordinates], named [Title] and described as a/an [Description], demarcated as [Size or Class], to hereby declare this the Code of Conduct of such location and therefore the Supreme Law of the Land. Any objects, celestial bodies or vessels within such described Space not sublicensed to other Competing Corporations are designated Sovereign Company Soil.

Corporation: _____ **Coordinates:** _____

Title: _____ **Size or Class:** _____

Description: _____

In such described environs, Persons shall:

1. Refrain from any reference, advertisement, discourse, or pontification about any product produced by any competitor, namely [Competing Corporation].

Competing Corporation: _____

2. Not write or speak of, organize, or otherwise encourage the creation of a Union, excepting any participation in [Company-Approved Union]. Entrants must also desist [Counter-Commercial Conduct] in order to sustain industrial morality.

Company-Approved Union: _____

Counter-Commercial Conduct: _____

3. Allow [Corporation] to monitor Customer location and safety by agreeing to **(IMPLANTED CHIP / SOFTWARE DOWNLOAD / IMAGE CAPTURE)**. Entrants shall check any [Contraband] at a designated security checkpoint and may not possess such Contraband on the premises.

Contraband: _____

4. Provide [Corporation] with Entrance documentation to consist of [Duration] of Ship's Manifests, and, additionally, present **(ENTRANCE DEPOSIT [Price] / COMPANY PASSPORT / BIOLOGICAL IDENTIFICATION)** upon arrival. Entrance presentation may be waived if Entrant is currently under a valid Letter of Marque.

Duration: _____ **Price:** _____

5. Be aware any entrant that ceases living on-site shall immediately become property of [Corporation] and be harvested for **(MEMORY DATA / LIKENESS / MEAT)**.

6. Before entrance, perform our (**COMPULSIVE** / **ONE-TIME** / **SAFE**) Entrance Ceremony, consisting of [Company Ritual]. With your every action inside our borders, demonstrate the values of our Company Slogan: “Where [Industry] meets [Political Action], [Positive Emotion] happens.”

Company Ritual: _____ **Industry:** _____

Political Action: _____ **Positive Emotion:** _____

7. Treat any Company Employee or representative as an (**EQUAL** / **SUBORDINATE** / **SUPERIOR**) and refer to them as [Team Member Designation]. If any Employee (**IS** / **IS NOT**) observed [Bodily Function], alert the Company IMMEDIATELY.

Team Member Designation: _____ **Bodily Function:** _____

8. Avoid restricted area described as [Employees-Only Area] and refrain from interacting with, looking at, or otherwise bothering [Senior Company Rep] without advance business inquiry or such person(s) making First Contact.

Employees-Only Area: _____ **Senior Company Rep:** _____

9. Immediately disclose to [Corporation] upon entry of disloyal sympathies among and provide names of potential rabble-rousers and agitators within this Sovereign Company Space. Entrant hereby discloses that (**CREWMATE** / **PASSENGER**) [Name] has constituent [Anti-Corporate Tendencies] which may concern [Corporation]. Disloyal sympathies include but are not limited to:

- a. Advocating for regulation of economic freedoms and consumptive liberties;
- b. Encouragement of detrimentally collectivist aesthetics;
- c. Radical opinions regarding machinery and robotic Units.

i Name: _____

ii Tendencies: _____

Any deviation or Violation of these Bylaws shall, unless otherwise stated, result in an Initial Warning. Initial Warning Recipients shall forfeit any property with a Market Value greater than [Credit Value] for the remainder of the recipient’s visit. After an Initial Warning, any further breach shall be followed by a Final Warning. Recipients of a Final Warning shall be drafted into a brief Period of Service in which the recipient is required to carry out, unpaid, one (1) Customer Relative Day’s [Unpaid Labor] determined by a [Corporation] Supervisor.

Credit Value: _____ **Unpaid Labor:** _____

Any further breach of these Bylaws following a Final Warning shall result in immediate expulsion from the Sovereign Space. Failure to comply with either Warning shall result in immediate expulsion. Failure to agree to these Bylaws prior to entry shall result in immediate expulsion. Failure to comply with expulsion, or repeated entry attempts post-expulsion, shall result in Violator’s immediate and total liquidation alongside any property in their possession.

Signature(s): _____

Hereby Consents to [Corporation]’s Bylaws.



Universal Commercial Adjudication Division

UCAD-NO 0004

DEATH INDEMNITY POLICY

This document outlines the Death Indemnity Policy purchased by [Name] for an Insured Time Period of ONE COMPANY STANDARD YEAR. [Name], hereafter "Policyholder," shall pay [Corporation], hereafter "Principal," a Premium Payment, due [Today's Date] and the first of each Company Standard Month hereafter in the amount of [Premium] in exchange for a [Insurance Amount] credit indemnification payout, hereafter known as the Death Indemnity Policy. Principal agrees to pay out the Death Indemnity Policy to Beneficiaries in the event of Policyholder's untimely death within the Insured Time Period.

i Name:

Corporation: _____ Today's Date: _____

Premium: _____ Insurance Amount: _____

Indemnity Eligibility Requirements. To remain eligible for payouts, Policyholder must:

- a. Be actively engaged in business for profit for or with the Principal or be established as a Legitimate Salvage Contractor with at least one Salvage transaction between the Policyholder and Principal per annum during the Insured Time Period;
- b. Make the minimum requisite Premium Payments and not be in default;
- c. Annually provide Principal with updated health information regarding chemical substance use, vitals, potential psychiatric stressors, and blood sample for Principal's record-keeping purposes; and
- d. Provide a Security Question and Answer. Principal shall keep such Security Question on file and may not disclose the Answer to any party.

Payments. If Policyholder fails to make required Premium Payments on the due date, this Policy shall be held in abeyance until all required premiums are paid. If the Death Indemnity Policy is held in abeyance, any Beneficiaries shall not receive Indemnity payout until cured.

Termination. A Policyholder's insurance shall terminate:

- a. If held in abeyance and any Beneficiaries fail to pay up all defaulted payments within ninety (90) Company Standard Days, OR
- b. Upon the last day of the Insured Period, OR
- c. Upon cancellation due to fraud or suspicious activity by the claimant Beneficiary, including but not limited to falsification of corroborating records or suspected murder of Policyholder by Beneficiary.

Renewal. In the case of a policy previously held in abeyance and canceled due to untimely default repayments, a policy may be renewed if Beneficiary provides Principal with twice the defaulted payment and Policyholder's next of kin.

Beneficiary Claims. Upon the Policyholder’s death, Beneficiaries may claim payout after establishing they are Crewmates or consanguineous relations.

1. Crewmates must be:

a. Residents, employees, or contractors on the same vessel, station or colony as the Policyholder and affirm their intimate knowledge of the Policyholder by relaying description of their [Pet Peeve], [Endearing Quirk] and [Finest Moment];

i **Pet Peeve:** _____

ii **Endearing Quirk:** _____

iii **Finest Moment:** _____

b. Detrimentially affected by Policyholder’s death due to lowered productivity, and affirm Policyholder’s occupation was [Policyholder’s Duties] as evidenced by (**Employment ID** / **Ship Manifest**);

i **Policyholder’s Duties:** _____

c. Unable to substantially perform duties or contracts without Policyholder, due to lack of (**Manpower** / **Specialized Skillset** / **Knowledge**) [Description];

i **Description:** _____

d. Able to show that Policyholder’s death occurred during performance of the same contract as the Crewmate as evidenced by (**Video Evidence** / **Signed Contract**) and that Policyholder’s death was not caused by Crewmate; and

e. Capable of substantiating the above with appropriate evidence or testimony.

2. Policyholder must be in good standing with payments or Beneficiary must cure or pay any outstanding installments within 90 Company Standard Days.

3. No Beneficiary has been the Beneficiary of any other Death Indemnity Policy payout for the past six (6) Company Standard Months.

4. Policyholder or Beneficiary has not had a rejected or suspicious policy claim within the last twenty-four (24) Company Standard Months.

5. Beneficiary must provide Principal with accurate biometric and environmental data of Policyholder demonstrating vital conditions and state of mind in the final twenty-four (24) CRT Hours of Policyholder’s life. If Policyholder’s death was a consequence of Policyholder’s own negligence, Principal may cancel the policy without further notice.

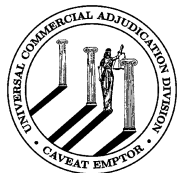
a. Such information shall include the deceased’s body or dismembered extremity.

b. Failing the presentation of a body, Beneficiaries may present a Notary of the Company who may testify why such may not be obtained.

c. Any evidence that Schedule X substances, poison, gunshot wounds, or manual strangulation contributed to Policyholder’s death shall immediately cancel policy unless directly and incontrovertibly suffered in line of Company duty.

6. Beneficiary must correctly answer Policyholder’s Security Question on file with Principal. Beneficiaries cannot claim payout after exceeding five invalid attempts.

Policyholder Signature: _____ **Company Principal:** _____



Universal Commercial Adjudication Division

UCAD-NO 0005

LEGITIMATE SALVAGE DECLARATION

Each claim of legitimate salvage must be accompanied by a completed and witnessed copy of this Declaration in order to receive recompense from [Corporation], hereafter "CORPORATION," at guaranteed Market Rate.

Corporation: _____

A "Salvor" is defined as: any entity or crew with actual physical possession of Salvage in Question. "Actual physical possession" is defined as: physical custody or control of such ship, constructed device, or other material which constitutes the Salvage in Question.

We, [Name of Crew or Ship], hereafter Salvors, here undersigned, do therefore swear under penalty of perjury and bodily insecurity that the below information is true and correct to the best of our knowledge and reasonable efforts were made to acquire such information if before unknown to us. We agree compensation for such Salvage shall be made in accordance to Market Value (specified below) and CORPORATION may reject the transaction and seize purported Salvage if conditions for Legitimate Salvage are not met.

i Name of Crew/Ship: _____

1. Salvage in Question: (Ship / Material / Constructed Device):

Physical Description: _____

Primary Purpose: _____ **Market Value:** _____

2. Enumeration of Acquisition. To receive compensation, each claim of Legitimate Salvage shall declare at least four (4) of seven (7) elements of Legitimate Salvage. Please check the appropriate elements below and provide such corollary information and evidence as necessary.

a. **Value.** I hereby declare, assure, and admit such Salvage has an aforementioned Market Value and my taking such Salvage precipitated its return to the CORPORATION, and thus the return of such Value. I furthermore declare such Salvage WAS taken by myself and/or my subordinate crew in order to ensure the safety of such Salvage by [Danger Avoided], and my taking thereof did not further endanger the structural integrity of such Salvage by [Precautions Taken], and such taking thereof was immediately necessary to preserve the Salvage's monetary or material value.

i Danger Avoided: _____

ii Precautions Taken: _____

b. **Critical Damage.** I hereby declare, assure, and admit such Salvage's critical components DID CONTAIN significant or irreparable damages; including: [Damaged Critical Parts] and such damage included [Critical Damage] which rendered aforementioned components inoperable.

i **Damaged Critical Parts:** _____

ii **Critical Damage:** _____

c. **Lack of Living Crew.** I hereby declare, assure, and admit such Salvage DID NOT CONTAIN lives in being upon or near such Salvage at such time of Acquisition. Additionally, the last instance of proximate lives in being exceeded twenty four (24) Company Standard Hours prior to Acquisition or were otherwise unknown despite good faith discovery efforts. Such last instance of lives in being is evidenced by **(Notarized Receipt / Transponder Code / Video Footage).**

d. **Inconvenient Space.** I hereby declare, assure, and admit such Salvage WAS within a sector of space, located at [Coordinates of Location Salvaged] as evidenced by **(Ship's Manifest / Distress Beacon Coordinates / Company Witness),** heretofore unduly onerous to retrieve by CORPORATION, and the Salvor's efforts were necessary for its return to CORPORATION.

i **Salvage Coordinates:** _____

e. **Adverse Possession.** I hereby declare, assure and admit such Salvage was previously in possession of [Competing Corporation], and provide this **(Transponder Code / Ship Manifest / Corporate ID Tag / Trade Dress)** indicating Competing Corporation's prior Salvage claim. I furthermore declare such information is accompanied with a notarized Notice of Attempt to Contact.

i **Competing Corporation:** _____

f. **Scientific Necessity.** I hereby declare, assure and admit such Salvage contains valuable scientific value, namely, potential exposure to novel organic or inorganic sentient Entities, to wit: [Entity Description]. I furthermore declare such exposure, evidenced by [Exposure Description] is of such great scientific and humanitarian value that Salvor's acquisition was immediately necessary. Salvor affirms samples of the Entity remain within such Salvage.

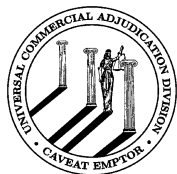
i **Entity Description:** _____

ii **Exposure Description:** _____

g. **Mortal Danger.** I hereby declare, assure and admit the transportation, measures taken to secure, or other contemporaneous circumstances of the salvage operation called for extreme decisions placing the Salvor's vessel or crew in mortal danger, resulting in **(Bodily Injury / Death / Critical Ship Damage),** including but not limited to [Description of Such Injury, Death, or Critical Damage].

i **Description:** _____

Signed: _____
Salvor(s) CORPORATION Witness



Universal Commercial Adjudication Division

UCAD-NO 0006

LETTERS OF MARQUE

[Corporation] (hereafter "Corporation") to all who shall heed this presentation, Greetings.

Corporation: _____

BE IT KNOWN that in pursuance of this Corporation's charter, on this Company Standard Day [Date] in the Year of Our Company [Year], Corporation has commissioned the private armed [Ship Class] called [Ship Name], captained by [Captain Name] and crewed by [Crew Names], henceforth known as [Callsign].

Date: _____ **Year:** _____

VESSEL COMMISSION:

i Ship Class:	_____		
ii Ship Name:	_____	iii Callsign:	_____
iv Captain:	_____	v Crew:	_____

We hereby authorize [Callsign] to subdue, seize and take any armed or unarmed competing corporate or non-Lettered pirate vessel found within The Corporation's jurisdiction, or within unclaimed sectors, or within competing Corporations' jurisdictional confines. Additionally, [Callsign] shall retake any of The Corporation's vessels, goods or effects in a Competing Corporation's custody.

Such captured vessels, with their apparel, guns, appurtenances, and goods within, together with any crew acting on board, shall be brought to some station of The Corporation's. At which time a full Accounting of all returned Property shall be taken, and the three (3) most valuable pieces of Intact property shall be then logged, so that the Market Value, or 'Score,' [Callsign] provides may be compared to other Letters granted by this abovesame Corporation. Failure to fully Account for returned property shall result in immediate Relegation.

[Callsign] shall additionally furnish The Corporation with the acquisition date, a reconnoiter of damages incurred therein and total fuel expenditures to receive compensation for such.

[Callsign] shall be Compensated for any such Property or Personnel Acquired under this Letter by Payment not to exceed 30% (thirty percent) Market Value of the same.

This commission to continue in force during the pleasure of the Shareholders, for the time being, or until Relegation (detailed hereunder).

In the Course of [Callsign]'s authorized actions, The Corporation agrees to provide such Fuel and Repair Services required, as well as Legal Representation, in order to ensure [Callsign]'s continued participation. [Callsign] shall additionally enjoy Right of First Refusal on any Bounty Hunter Services Contracts put forth by The Corporation. Finally, The Corporation shall track [Callsign]'s 'Score,' and compare such Score to all other Corporation-issued Letters of Marque.

Score shall be modified by other actions as befits the Company's imminent whims and needs for the next 30 Company Standard Days (or until Corporation issues new actions), including:

Score Modifier 1: _____

Score Modifier 2: _____

Such Scores shall be aggregated into a List, hereafter "The Letterboard." Letterboard Rankings shall be compared every ninety (90) Company Standard Days to determine standings, at which point all Scores reset to zero.

If ever the aforementioned Score value at the end of each Quarterly Score Period is under 20% of the 10th-Ranked Crew on the Letterboard under this Commission, [Callsign] shall be Relegated. Relegation immediately cancels this Letter and [Callsign] shall owe The Corporation a Penalty that shall amount to 10% of lifetime earnings under the Letter, so The Corporation may recoup any lost investment.

If the aforementioned Score ranks in the Top Ten of all Letters under this commission, The Corporation shall allocate a Perk corresponding to Letterboard position including access to all lower-ranked Perks.

- 1. Rank Ten (10)** grants access to a Lounge and comprehensive Medical Facility equipped to address any crew members' physical and psychological injuries.
- 2. Rank Five (5)** grants docking and use Clearance to this Corporation's S-Class Ports.
- 3. Rank Three (3)** grants quarterly access to an Advanced Prototype ship weapon, module or modification.

Henceforth this Letter shall be used to Track and Confirm such commission's validity, and shall be updated to include all Excursions taken under the color of the same. If any Rival Crew other than [Callsign] comes into Possession of this Letter, that selfsame Rival Crew may avail themselves of this Letter as a newly-Commissioned Crew.

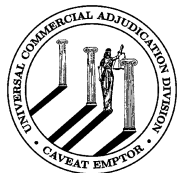
PRIVATEERING MANIFEST

1. Current Rank: _____	2. Current Score: _____
3. Commission Duration: _____	4. Assigned Lawyer: _____
5. Top Haul: _____	6. Body Count: _____
7. Vessel Damages: _____	
8. Total Acquisitions: _____	
9. Perks (If Any): <input type="checkbox"/> Lounge & Medical <input type="checkbox"/> S-Class Ports <input type="checkbox"/> Advanced Prototype	
10. Lounge Accomodation Request: _____	

Captain

Crew

Date



Universal Commercial Adjudication Division

UCAD-NO 0007

SECURED PROMISSORY NOTE

ON THIS [COMPANY STANDARD DATE]:

[Borrowers], crewing [Ship Name], hereinafter "Borrower," promises to repay [Corporation], hereinafter "Lender," the Principal sum of [Principal Value], to be disbursed from Lender immediately, with interest accruing on the unpaid balance at [Interest Rate] percent per Customer Relative Month beginning as of the Company Standard Date above in the following manner:

i Borrowers: _____

ii Ship Name: _____

Corporation: _____

Principal Value: _____ Interest Rate: _____

1. Installments are due the first day of every Customer Relative Month, beginning on [Company Standard Date]. Borrower shall pay either:
 - a. [Percentage] Installments of the original Principal plus full interest totaling [Total Value], which shall then count towards the remaining Principal balance of [Principal Balance]; OR

Percentage: _____ **Total Value:** _____ **Principal Balance:** _____

- b. Interest-only Installments on the outstanding Principal balance amounting to [Interest Value] which shall only be accepted in concert with a completed Contract Job from the Lender; OR

Interest Value: _____

- c. In lieu of either of the above Installments, Borrower may provide Lender with an Installment in Kind. This may serve to lower future Installments depending on content and this shall be the only mechanism of future Installment modification. Lender will accept Installments in Kind of:
 - i. **Organ Harvest.** Such Installments shall serve to lower (1)(a) Principal Installments by a magnitude of 50% (multiplicative) for each Harvest collected. Each Borrower shall provide no less than one personal, non-vestigial, major Bodily Organ per Harvest. This shall not affect the interest or total due.
 - ii. **Intellectual Property.** Such Intellectual Property may include: proprietary AI programs, unmanufactured patent diagrams, access information for protected competitor systems, or extraterrestrial life or material. Such Installments shall serve to defer a future Installment's due date by thirty (30) Relative Days.

iii. **Test Subject.** Ten percent (10%) of the original Principal may be forgiven if a Borrower elects to install experimental medical device (**Prosthetic Organ** / **Neuroimplant** / **Other Device** [Description]) provided by Lender. The second and subsequent election of this subsection results in that Borrower's Secured Instrument to be deemed Medically Unfit and in default.

Description: _____

2. If the Lender receives any Installment payment past due, then a late payment fee of [Late Fee] is payable with the scheduled payment alongside any default interest.

Late Fee: _____

3. Payments are first credited to outstanding late fees, then interest before any remainder is credited to Principal.

4. This Note is secured by a Security Instrument. This Security Instrument shall consist of the living human body of one undersigned Borrower. Such Security Instrument, in the event of default, is to be determined by a Lottery among the undersigned Borrowers. The Borrower is responsible for conducting a Fair and Random Lottery as they see fit.

a. AT THE TIME OF DEFAULT, please complete this section. The Security Instrument is hereby described as:

i A human body, currently living, belonging to one such Borrower undersigned;

1 Name: _____

2 Height: _____

3 Weight: _____

4 Blood Type: _____

5 Age: _____

ii The Borrower attests such body is in Good and Stable health and free of terminal disease or tumor.

5. If the Borrower defaults under this Note or the Security Instrument, Lender may, at its option, take possession of the Security Instrument detailed herein, upon which event the loan shall be deemed paid and satisfied in full. The Lender may, but is not limited, to taking such actions with the Security Instrument:

- a. Installing Security Instrument as an Executive assassination decoy.
- b. Drafting Security Instrument into Company Marine forces.
- c. Requiring scientific testing at [Facility] Research Laboratory.

Facility: _____

6. The Security Instrument shall not be sold, transferred, mutilated, or otherwise significantly damaged without Lender consent. In the event that the Security Instrument herein described becomes deceased or damaged, Lender may instead take possession of all of Borrower's property and any property of extant Crew and Family.

Signature(s): _____

Lender

Borrowers

TESTAMENT

OF

PERSONAL SOVEREIGNTY

A Testament. To wit;

WE, the persons hereby who, with all the vested humane authority and responsibility, claim our own rights to be **SELF-EVIDENT** and granted by our mere **EXISTENCE**, do hereby Proclaim ourselves **SOVEREIGN**. Being Humans, descended from Planet Earth, we take our provisions from such other governments Therein, and so do Reaffirm our commitment to such Principles as Life, Liberty, and Leisure. Our rights as pure and inviolable **SOVEREIGNS** cannot be infringed by any Corporate or Private venture nor restricted by any such conglomerate not organized and directed towards furthering the Public Sovereign Good.

S**OVEREIGN** People each have the outlined rights: To pursue any course of conduct bringing about the greatest Happiness and Prosperity for the greatest amount of fellow **SOVEREIGNS** without interference from Corporate or other unlawful Business Interests. To eat, drink, sleep, and receive such items and resources to continue their own Existence without Economic pressure. To freely associate with and coordinate with other **SOVEREIGNS** so as to bring about a greater amount of Public Sovereign Good than without such Collaboration, free from any Corporate influence or Tyranny.

This Testament, therefore, hereby Disclaims all Corporate Ownership of all Objects, Property, Spatial Sectors, and People, declaring such things **FREE ENTITIES**. Such Entities may not be held by any private Sovereign except to further the Public Sovereign Good, and any **SOVEREIGN** in their own right may not be held as chattel or as exploited Labor by any Corporate or Private Sovereign entity.

Furthermore, any Corporate holding is Therefore a criminal act and, hereby, an **UNENFORCEABLE** claim. Any Corporation, Business, Conglomerate, or Private equity holder claiming to “**OWN**” any object, area of space, or **SOVEREIGN** is hereby deemed an Unlawful Entity and shall be immediately dissolved and henceforth is without legal standing. Any such holdings of “**WEALTH**”—whether real or based on intangible fictional assets—are therefore also immediately **DISCLAIMED, DIVESTED** and **RETURNED** to those **SOVEREIGNS** who originally conveyed such to the Unlawful Entity.

Henceforth, only **SOVEREIGNS** may claim ownership to objects or tangible Property, and may never claim ownership of spatial Property or Persons. This claim may apply to “**WEALTH**”, real or imagined, but not real or spatial Property.

S**OVEREIGNS** may only hold such objects and Property since they are imbued with all the **RIGHTS AND APPURTENANCES** Universally Disposed upon them. A **SOVEREIGN** is lord and master over themselves, and only over themselves, however ultimately second to none in charge of their bodily autonomy. A Person may be a **SOVEREIGN**, but not all **SOVEREIGNS** are Human. The only requirements henceforth of **SOVEREIGNTY** are Sentience and bodily autonomy.

Any Persons and Sentient Individuals reading this Testament are under the imperative to spread this missive throughout Known Space for the Public Sovereign Good. This Testament shall serve as imperative and Authorization to enact aforesaid Disclamation of objects, spatial Property, other Persons and Sentient individuals.

Any Corporation is therefore, henceforth, no longer a cohesive, legal Entity, ceasing forevermore.