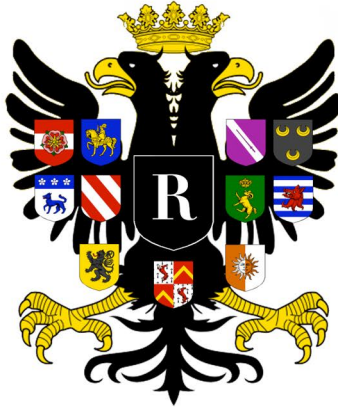


The feudal States



An OXP for Oolitz by Ramirez

The Feudal States - Extended Version

1: Overview

This OXP creates a series of activities set in and around the leading feudal systems of the 8 Galaxies. Some activities are available to all, while others require you to join the ranks of the nobility before being allowed to take part. The challenges vary to suit both veterans and newer pilots, and the OXP is designed to be expandable to include new types of missions, ships and equipment.

There are four main elements to the OXP: Challenges, Missions, Promotions and Tournaments. Before explaining these in detail, here is a brief history.

A History

The Feudal States were formed in the decades following the first wave of the galaxy's human colonisation. While the Corporations and Democracies had great success in securing new territory and resources, many individuals found themselves disenfranchised from power, lacking either the political skill or the business acumen to have a real say in the governing of their own affairs. In many systems, breakaway movements soon sprung up, with miners, engineers and farmers agreeing to pool their resources and seek a better life elsewhere.

The risks were great. Much of the galaxy's unclaimed territory had by this time become a lawless hunting ground for pirates, cruising from system to system preying on unfortunate merchants and passenger liners. With no defence fleet of their

own, and little money to pay for mercenary protection, the colonists turned their back on the complex systems of government that had oppressed them, and instead sought to build their strength through the ancient principles of feudalism. The idea was simple: anyone willing to provide military service to the movement would be rewarded with substantial territories in the new systems, with all the wealth and privilege associated with it.

Despite its rather old-fashioned nature, this offer of service was readily accepted by thousands of highly-rated combat pilots, many of whom had also lost out in the galactic land-grab and were having to scrape a living as itinerant freelancers. For them, serving as a knight in one of the Feudal States was an opportunity to further their careers in a more stable environment and finally earn the respect they felt was their due.

Many Feudal States were established in this way, each system forming its own set of houses, ranks, titles and styles based loosely upon those of Old Earth. For several years, the different states supported each other, eager to present a united front to other governments. But as the ranks of knights swelled, the Feudal States became ever more aggressive in character and friendly rivalry often led to war. Unable to challenge the military authority of the more established governments, the Feudal States turned upon each other in a bid to achieve supremacy.

The Feudal Wars, as the conflicts became known, were small, localised affairs and had little impact on the galaxy as a whole,

although many dealers in other systems made their fortune by supplying arms and equipment to the belligerent states. Only when fighting spilled over into a nearby Democratic system, resulting in the accidental destruction of a passing freighter convoy, did the Galactic Cooperation act to put an end to the conflict. A ceasefire was enforced, the terms of which included a general embargo on the supply of offensive weapons by members of the Cooperation to any of the Feudal States.

The ceasefire remains in force today, however it is an uneasy truce and hostilities have recently resumed, with the feudal houses mounting frequent raids against each other's trade convoys and even capturing high-ranking nobles for ransom. So long as any violence is contained within Feudal borders and does not endanger the lives of visitors, GalCop has tended to turn a blind eye to most inter-house conflict and police patrols do not venture far from the main space stations.

Economy

The Feudal States operate a range of economic models from industrial to agricultural, but they are all hampered by a lack of valuable raw resources; the systems with the most potential having been colonised long ago. Some states have managed to exploit indigenous flora and fauna with moderate success, but the majority have turned to tourism to boost their income. Particularly popular are the Royal Hunting Lodges, small stations set away from the main space lanes where knights and nobles gather to test their combat skills and take part in large inter-house tournaments. For those living in societies where

conflict is increasingly frowned upon, and the presence of GalCop is never far away, a visit to the Feudal States offers the chance to experience the life of a warrior, living according to the ancient laws of chivalry.

Ships and Equipment

The trade embargo enforced by GalCop has left the Feudal States heavily self-sufficient in terms of equipment. Due to their lack of skill in high-tech engineering, the states favour simple but sturdy ships for military service rather than the more complex, high-maintenance models used by other governments. In recent times, most ships have been provided through a special contract with Beckmann-Fleisig AG, an independent shipbuilder with similar views on function over form.

A significant consequence of the Feudal States' low-tech approach is that pilots are less reliant on the complex missile and defence systems that have become popular on many ship models. As a result, pilots in feudal service are known to be exceptionally good shots and many hold high combat ratings with the Elite Federation.

Typically, each Feudal House operates three basic ship classes: the Jäger, Korvette and Zerstörer.

Ritter-Class Jäger



Speed/Thrust	375/25
Pitch/Roll	2.0/2.5
Energy/Rate	700/2.0
Armament	Beam Laser
Missile Pylons	2
Cargo Capacity (t)	5
Available Equipment	FS, ECM, EC

The Jäger is the most common ship in feudal service, and the standard vessel operated by knights in feudal service. Typically, Jägers are seen taking part in raiding parties or acting as escort to important convoys.

Freiherr-Class Korvette



Speed/Thrust	360/32
Pitch/Roll	2.0/2.3
Energy/Rate	1100/3.0
Armament	Military Laser
Missile Pylons	4
Cargo Capacity (t)	10
Available Equipment	FS, ECM, EC, FI, SG

The Korvette is medium-sized fighter operated by junior members of the peerage, often seen leading squadrons of knights or patrolling the spacialanes of feudal systems.

Prinz-Class Zerstörer



Speed/Thrust	400/40
Pitch/Roll	1.25/1.9
Energy/Rate	1600/2.8
Armament	Military Laser (x2)
Missile Pylons	4
Cargo Capacity (t)	20
Available Equipment	FS, ECM, EC, FI, SG

FS – Fuel Scoops; EC – Escape Capsule; FI – Fuel Injectors; SG – Shield Generators

The Zerstörer is a heavy assault ship operated by senior nobles. Armed with twin military lasers and equipped with shield generators and fuel injectors, Zerstörers are rarely seen on official feudal business, however they can often be seen visiting the Royal Hunting Lodges

Some states are known to operate larger custom-built capital ships but these are rarely seen. Current tensions mean that most states keep their more advanced projects shrouded in secrecy, leading to a recent increase in acts of industrial espionage between rival systems

2: Challenges

The Feudal States place strict requirements on their members to maintain high levels of combat readiness, and regular training takes place at the hunting lodges to ensure skills are kept up to scratch. By far the most popular activity among the knights and nobles is ship-to-ship combat, and a large gambling community has sprung up to take advantage of the excitement and unpredictability of the event. So popular has this become that the challenges been opened up to visitors, giving law-abiding tourists a rare opportunity to engage in non-lethal combat with some of the galaxy's best pilots. Indeed, many pilots have made a fortune from these challenges without ever becoming formal members of a feudal house.

Accepting a Challenge

The royal hunting lodges are located away from the main space lanes, about halfway between each system's witchpoint and sun. Navigation buoys situated near the lodges are fitted with beacons that show up as an 'H' on a ship's Advanced Space Compass.

When docked at a lodge, visit the marshals by selecting the screen interface (F4); this shows details of any visiting nobles that are willing to take part in a challenge. Usually the opponents will be of fairly lowly rank, but occasionally more senior nobles will be prepared to challenge a visitor in single combat.

For each pair of challengers, the resident bookmakers will calculate odds on you to win, based on the relative capabilities both the ships and the pilots' relative combat ratings. Having decided on a challenger, you must then place a bet. The minimum stake is 100Cr, while the maximum is 1,000 Cr. The bookmakers will confirm that the necessary funds are available in your account and if so, the challenge will be accepted.



Approaching a Royal Hunting Lodge

Once you have placed your bet, you can either launch immediately or take the opportunity to carry out any necessary maintenance on your ship before the challenge begins. If so return to the marshals via the F4 screen once you are ready.

Your opponent will be waiting for you outside the Hunting Lodge, near the tournament Buoy. Once you are within range, combat begins.

Rules of Combat

Whenever accepting a challenge, you will be reminded of the rules of combat:

- Challenges consist of single combat. No seconds or reinforcements are permitted.
- The use of missiles is not permitted. Any pylon-mounted weapons will be disabled automatically when you begin the challenge, while minesweepers will destroy any weapons launched by either competitor during the challenge.
- The use of advanced equipment such as cloaking devices, radar jammers and energy bombs is prohibited. Any such equipment will be temporarily disabled for the duration of the challenge.
- If a pilot returns to the hunting lodge, docks at another station or leaves the system while a challenge is still in progress, they will forfeit the challenge.

Challenges are not a fight to the death; instead, combat continues until one of the challengers yields to their opponent by releasing a green signal flare. When you accept a challenge you will be equipped with a flare yourself; to use it, arm the flare as you would with a mine and press 'M' to release. When either of the challengers yields, combat ceases and both should return peacefully to the hunting lodge. Be aware that attacking an opponent after they have yielded may forfeit the challenge.

Debriefing

Once the challenge is over, return to the marshals at the Hunting Lodge to claim your winnings or commiserate over your losses. Be aware that, in the interests of confidentiality, bookmakers do not hold challengers' details indefinitely. If you have won a challenge you should make sure to collect your winnings before leaving the system, otherwise you will lose your stake.

3: Missions

The Feudal States are in desperate need of good pilots and are always looking for skilled commanders to join their ranks. However, they are far too proud to ask for help openly, and would never lower themselves to placing adverts on the popular bulletin boards available at each system's main Space Station. Instead, the feudal houses have taken to issuing proclamations through their Royal Courts; these announcements call upon pilots to volunteer for particular tasks.

The Royal Court

At the centre of each Feudal State is the Royal Court. Members of each house are expected to attend court regularly or else risk losing favour with their King and his senior nobles. All Royal Courts are situated on the planet surface, not at the system's main Space Station. To land, your ship must be fitted with a Planetary Landing Capability, which is available from most shipyards¹. Once equipped, approach the planet until you are contacted by landing control. Lower your altitude and wait for clearance before descending further at minimum speed.

Proclamations

Once you have arrived on the surface, press F4 to view any royal proclamations. Commoners will only be offered simple

delivery missions, but if you accept these and perform well you may be asked to join the ranks of one of the Feudal States (see Section 4 – Promotions). As your status increases you will be offered a wider range of missions, giving you a chance to serve your chosen house in a variety of different ways. Generally there will only be one mission on offer while you are visiting court, which will remain open to so long as you are staying within the same system. Competition for lucrative missions is fierce, however, so make the most of your opportunities when you can.

Rewards

Most missions offer cash rewards, with the specific value depending on a mission's risk and difficulty. Successful completion of a mission will increase your standing with the Feudal States, resulting in an invitation to join their ranks or a further promotion in the noble hierarchy. Conversely, failure to complete a mission as directed by the King may harm your reputation and have a severe impact on your feudal career.

¹ The Planetary Landing Capability is available from the Planetfall OXP. This OXP must be installed in order to access the Royal Courts (and therefore the Missions) in the Feudal States OXP.

4: Promotions

A particular attraction of the Feudal States is the collection of exotic ranks, titles and honours conferred upon members of the different houses. Based upon the nobility of Old Earth, these titles have lent the Feudal States a much-needed air of legitimacy and provide a sharp contrast to the more democratic systems, where marks of personal rank have long been discouraged.

Knighthoods and Peerages

Pilots that perform regular service to the Feudal States (e.g. by completing missions) are offered knighthoods that act as formal marks of membership of a particular feudal house. To accept such an honour you will be required to swear an oath of fealty to the king; in return for your promise of loyalty you will receive the king's protection and will be allowed to take part in lucrative military operations against your enemies. As holder of noble rank you will also be able to take part in the Royal Tournaments that take place from time to time.

Knights that continue to perform with distinction may be elevated to the peerage, becoming part of a feudal house's ruling elite. In this position, you will be expected to command military forces in operations of increasing risk – in the process becoming a high-value target yourself.

Peers are created by letters patent issued by the Royal Court, with the exact titles and ranks differing depending on a pilot's adopted house. The available ranks are described below:

English		German		French		Dutch		Swedish		Italian		Spanish	
Baron	Baroness	Freiherr	Freiherrin	Barone	Baronne	Baron	Baronesse	Friherre	Friherrina	Barone	Baronessa	Baron	Baronesa
Viscount	Viscountess	Vizegräf	Vizegräfin	Vicomte	Vicomtesse	Burggraf	Burggravin	Vicegreve	Vicegrivenna	Visconte	Viscontessa	Vizconde	Vizcondesa
Earl	Countess	Gräf	Gräfin	Comte	Comtesse	Graaf	Gravin	Greve	Grevinna	Conte	Contessa	Conde	Condesa
Marquess	Marchioness	Markgräf	Markgräfin	Marquis	Marquise	Markgraaf	Markgravin	Markgreve	Markgrevinna	Marchese	Marchesa	Marquis	Marquesa
Duke	Duchess	Herzog	Herzogin	Duc	Duchesse	Hertog	Hertogin	Hertig	Hertiginna	Duca	Duchessa	Duque	Duquesa

Each of the Feudal States identifies itself using its own coat of arms, which must be displayed by all ships on official state service. These are described on the following pages.

The Royal houses of Santaari (G1)

Tibedies



Sable, three crescents
two over one, Or

Oreseren



Quarterly 1st and 4th
Ermine, a rabbit salient
Gules; 2nd and 3rd Gules
a chevron Or

Aronar



Vert, in pale a crown Or
and a ram rampant Or

Digebiti



Azure, a chevalier Or

Esredice



Barry Azure and Argent,
a boar's head erased
Gules

Gelaed



Gules, on a fess Argent a
rose Pink, barbed Vert
and seeded Or

Onusorfe



Argent, a wolf passant
Azure, on a chief Azure
three quatrefoils Argent

Edesleen



Purpure, on a bend
Argent a lance Purpure

Edzaon



Bendy Gules and Argent

Tibecea



Or, a lion rampant Sable

Geinona



Per pale Tenné and
Argent a sun
counterechanged

Ramirez



Sable, a capital letter R
Argent

The Royal houses of Colesque (G2)

Kidivexe



Per pale Or and Or, sinister a goat salient Sable

Bedierat



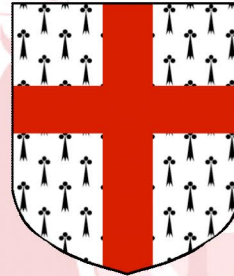
Argent, on a pale Azure a leopard rampant Argent

Esceso



Gules, a bend sinister Or

Erlaened



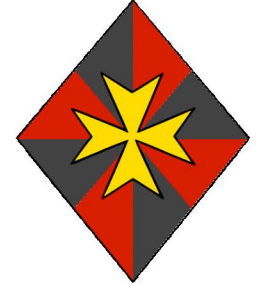
Ermine, a cross Gules

Usedge



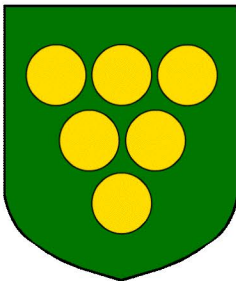
Gules, two crossed swords Azure

Rabiarce



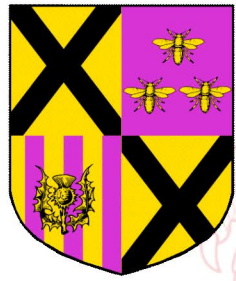
Gyronny Sable and Gules, a Maltese cross Or

Orverace



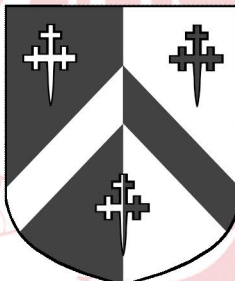
Vert, six bezants, three two and one Or

Keenus



Quarterly 1st and 4th quarter Or, a saltire Sable; 2nd Purpure three bees volant one over two Or, 4th pale Or and Purpure a thistle Or

Israra



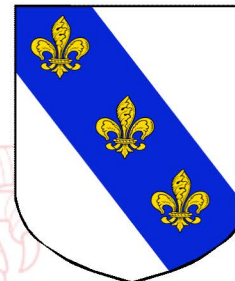
Per pale Sable and Argent, between three crosslets-fitchee a chevron, all counterchanged

Issoinen



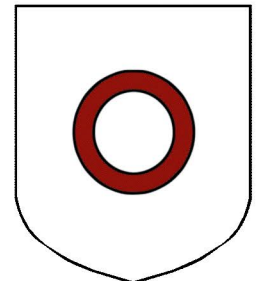
Paly and Argent and Vert

Arries



Argent, on a bend Azure three fleur-de-lis Or

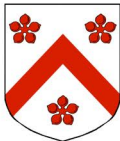
Oneded



Argent, an annulet Sanguine

The Royal houses of Lara'tan (G3)

Ansois



Argent, between three cinquefoils Gules a chevron Gules

Atlaar



Gules, two crossed axes Or, on a base Argent a rose slipped and barbed Proper

Biarandí



Per pale Vert and Or, a dragon rampant Gules

Ceorat



Gules a hand Or, in a quarter Or a lion sejant erect Gules

Diguđi



Sable, a cross Or

Erinain



Per pale Vert and Argent, a holy leaf counterchanged

Qurexein



Barry Azure and Argent, on a quarter Azure a sun Or

Sogeve



Chequy Gules and Sable, three Bezants in pale Or

Usteer



Vert an oak tree eradicated Or, a chief Or

Enbirare



Ermines, a bend Argent

Resoisbe



Argent, an eagle's head crossed Argent

Teususđi



Chequy Azure and Or

The Royal houses of Proximus (G5)

Galaxy 5 is known as the Slavic Sector. The six feudal houses in this galaxy have based themselves on early Rus nobility and in particular the line of Rurik princes that ruled Kiev and Muscovy between the 12th and 16th centuries.

Žagearbe



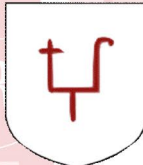
Rizace



Atbiarxe



Enlaonus



Tiuson



Erxearis



The Royal houses of Sol (G6)

The Royal Houses of this Galaxy base their styles and ranks on those of feudal Japan and Korea. In ascending order, the ranks used by these houses are as follows:

1	2	3	4	5	6
Knight	Gaishira	Samurai	Kyunin	Shomyo	Daimyo

Essoza



Mainon



Qutecete



Aniseres



Inrearbi



Onertius



Dierlabe



Rileaa



Onente



Mazare



The Royal houses of Jaftra (G7)

Human colonials subjugated galaxies Galaxy 1 to 6 resulting in most feudal worlds having human Monarchs. A more tolerant approach by the time the old worlds of Galaxy 7 and Galaxy 8 were colonised permitted Monarchs from the indigenous species.

Onorti



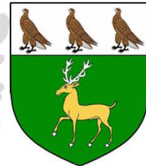
Gexean



Ismaan



Onarmala



Atlaeser



Maedrebe



Dirateri



Tiso



The Royal houses of Xrata (G8)

Human colonials subjugated galaxies Galaxy 1 to 6 resulting in most feudal worlds having human Monarchs. A more tolerant approach by the time the old worlds of Galaxy 7 and Galaxy 8 were colonised permitted Monarchs from the indigenous species.

Tebienla



Rjarquge



Tirige



Geatiar



Atisen



Enrienge



Rear



Aanra



Edandi



Artelaan



Uzsave



Veenen



5: The Royal Tournament

One of the most important events in the feudal calendar is the Royal Tournament, where nobles gather to compete against each other in a series of testing challenges. Tournament champions stand to win substantial prize money, and their increase in status can result in promotion to a higher feudal rank.

Each of the Feudal States takes turn to host a tournament, and as the event approaches the Royal Court will dispatch invitations to all pilots holding noble rank with any of feudal houses; for the duration of the tournament, a truce is observed within the host system and so any current hostilities are put aside.

To accept an invitation, travel to the relevant system's Hunting Lodge and present yourself to the marshals. Once your patents of nobility have been verified, you will be asked if you wish to enter.

Tournaments run through several stages and operate in a similar manner to the Challenges described in Section 2. For each event you will be briefed on your objectives and the rules that must be followed; note that if you forfeit the event you may not be able to proceed any further in the tournament.

Between events you are free to go about your business; simply return to the marshals at the Hunting Lodge once you are ready to begin the next challenge.

The events comprising a Royal Tournament are as follows:

Static Shoot

The challenger must shoot a series of fixed targets set at a range of distances

The Chase

The challenger must chase and destroy a highly manoeuvrable target drone

Quartet

Four challengers compete against each other to stop and capture a target drone

Cascade

The challenger must retrieve a number of tokens hidden amongst a dangerous asteroid field

Mêlée

Challengers are required to engage in open combat until only two are left standing.

Single Combat

The two remaining challengers must face each other in single combat. The winner becomes Tournament champion.

6: Compatibility

This OXP has been developed using Oolite v1.90; you must download this or later versions for all the features to work correctly.

To display the coats of arms on feudal ships, 'Shader Effects' from the F2 Game Options menu must be set to 'Full'. If your hardware doesn't support shaders in Oolite, you can still identify a ship's feudal house through the Scanner Targeting Enhancement.

7: Licence

This OXP is released under the Creative Commons Attribution Non-Commercial Share-Alike 3.0 licence.

You are free to re-use any elements of the OXP (scripts, AIs, models, textures, etc) provided the result does not in any way interfere or disrupt other installations of this OXP.

If you do make use of large portions of the OXP, please let me know.

8: Version History

See the separate text file for information on version history.

9: Acknowledgements

Thanks to all those who have helped in the development of this OXP, and in particular:

- Caracal for the original inspiration, and for giving me permission to run with the idea;
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- DGill, Mauiby de Fug and CommRLock78 for identifying all the bugs along the way;
- Cholmondely for concept / testing the extended version;
- Ahruman for always being there to explain how Oolite actually works!

Coats of arms produced using the [Coat of Arms Design Studio](#).

Additional asteroid models in the Cascade tournament event are from the Asteroid Storm OXP, courtesy of Charlie and LittleBear.