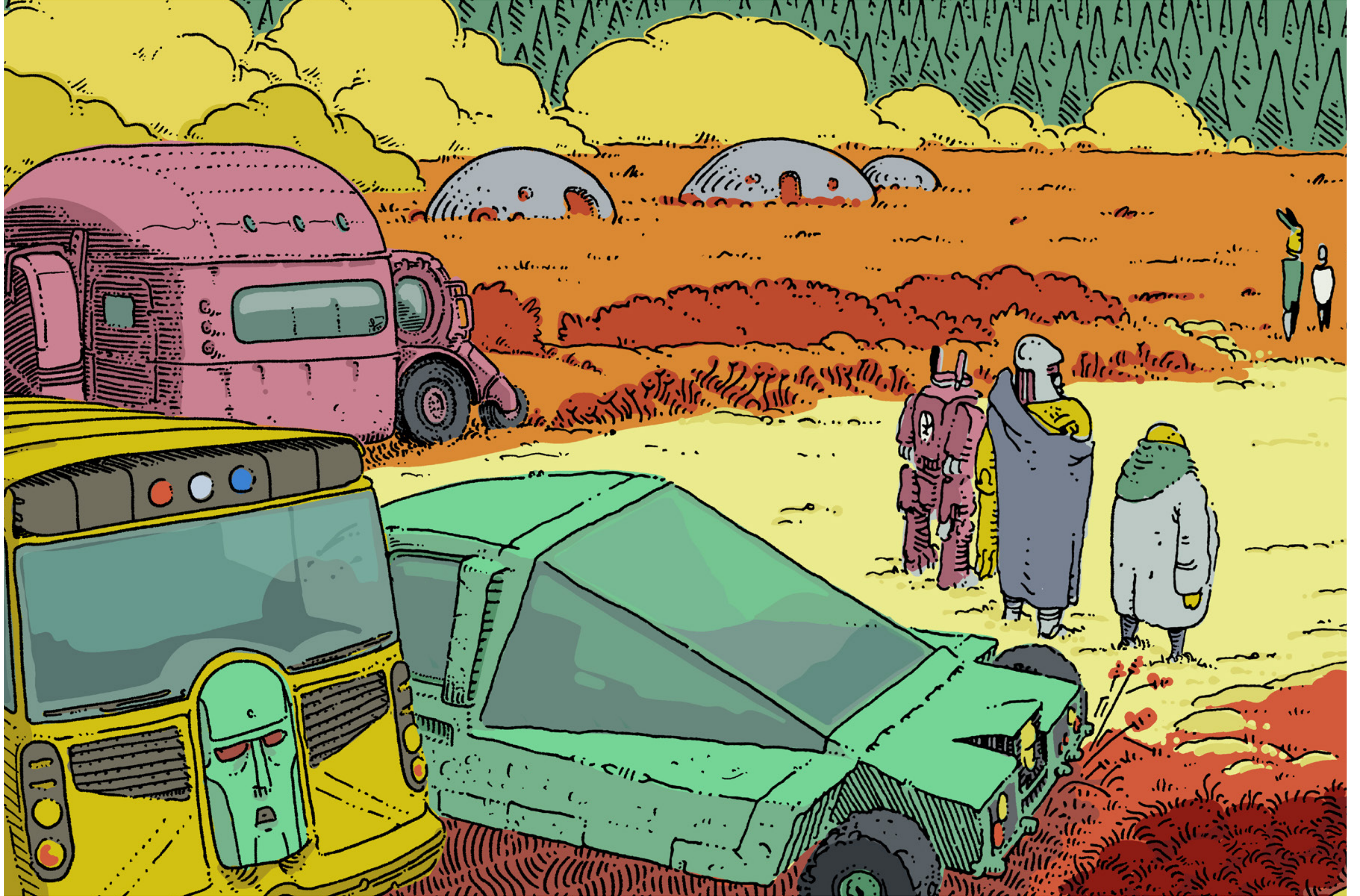


WAT NEW IN UVG TWO?

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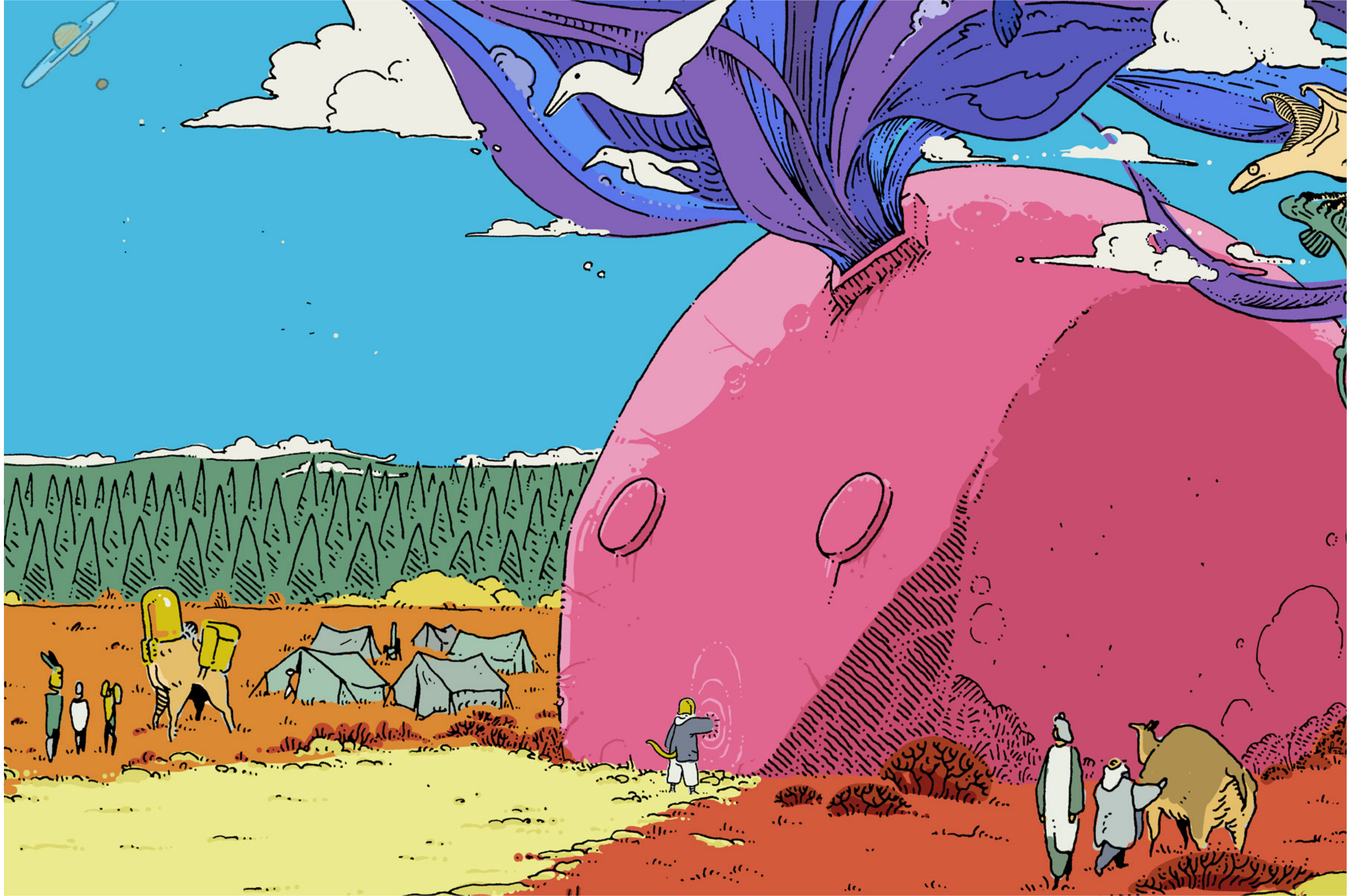
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A good question.
Let's answer it slowly.
With pictures.
And many marketing posts.

UVG
2E

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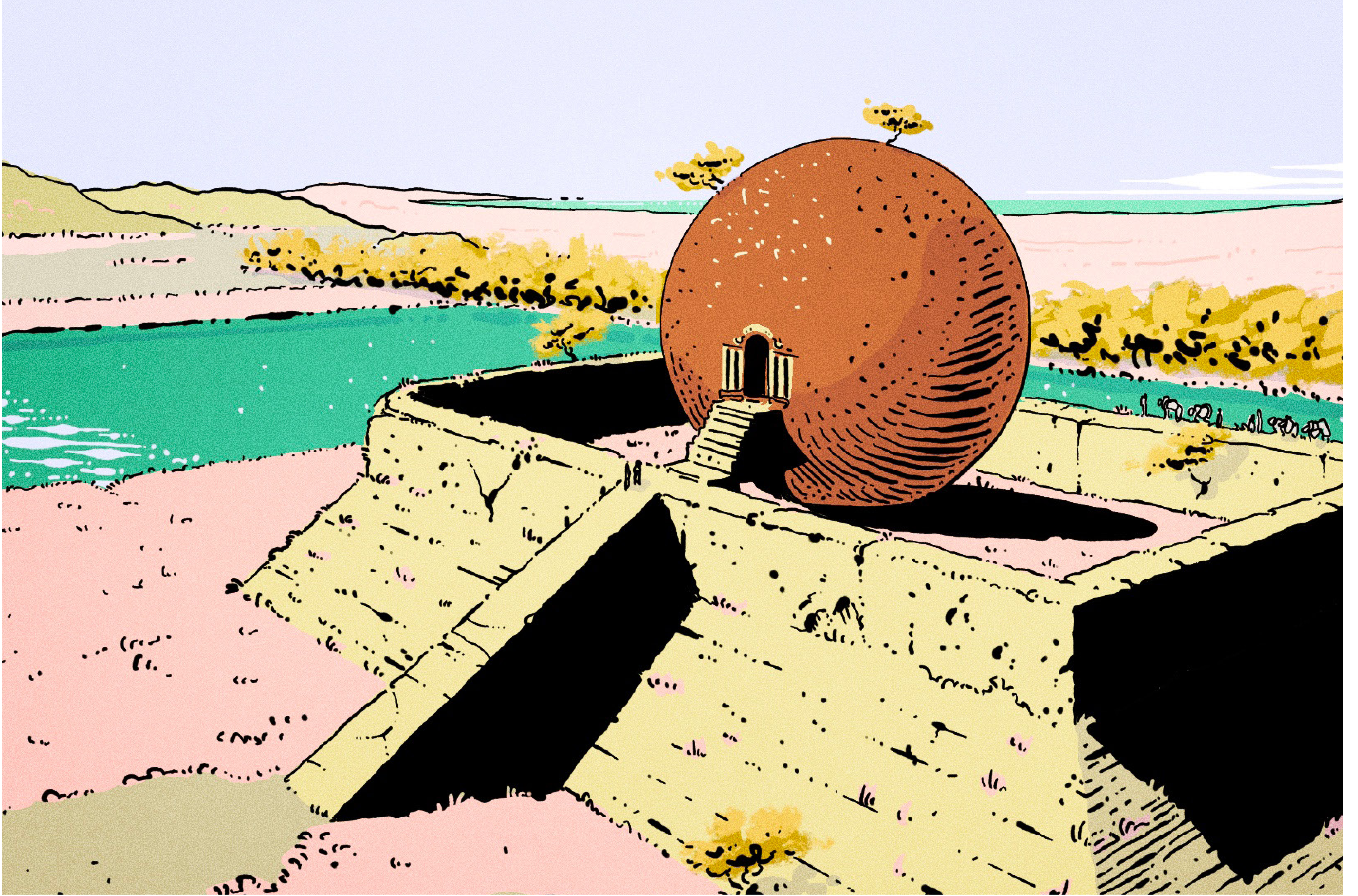
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New cover art. There's new cover art. We made it because the spine is thicker because the book is thicker because there are more pages. Also, it's cool to have new covers.

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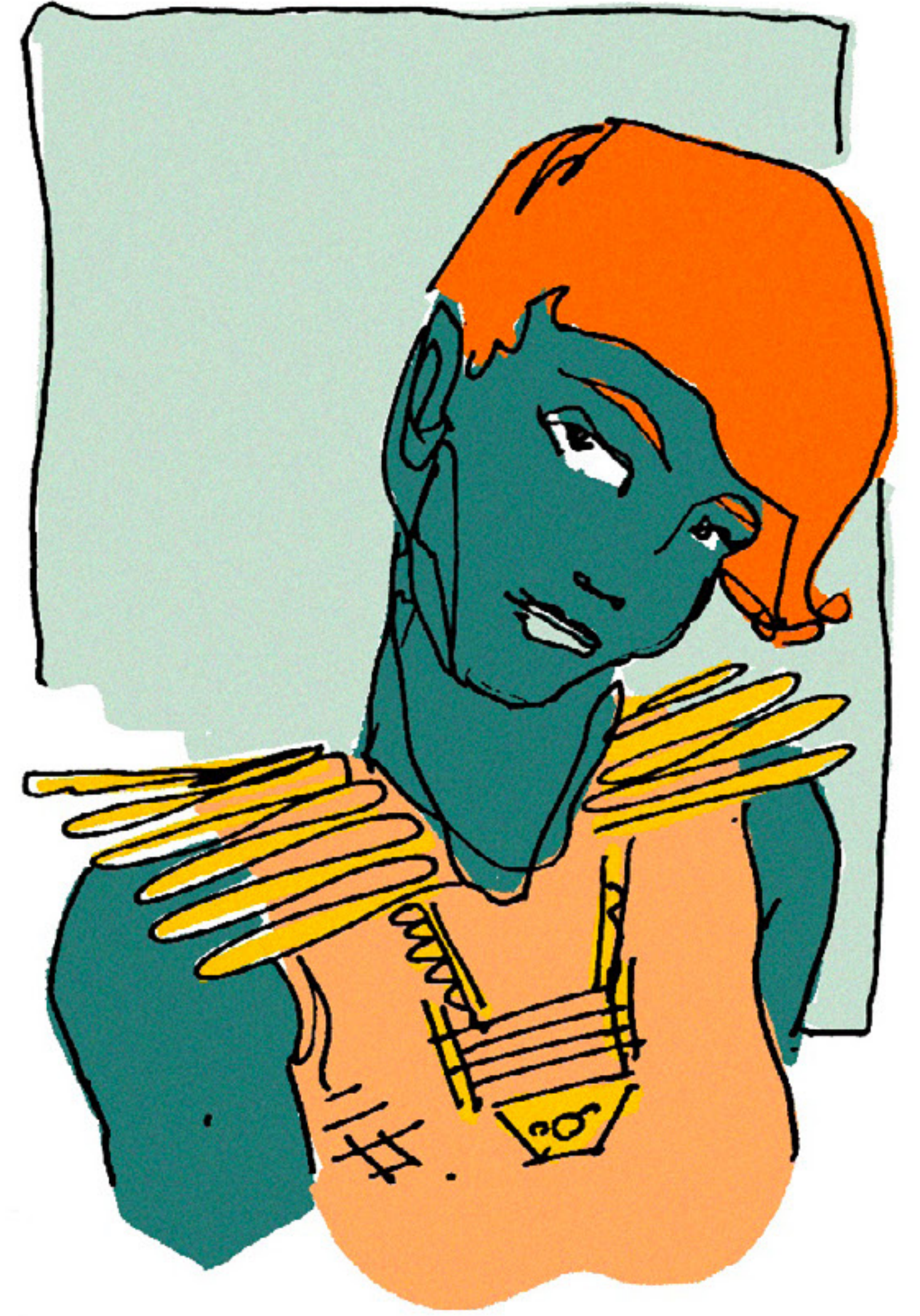
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250 pages instead of 200 pages means ...
... more art.
Bigger art.

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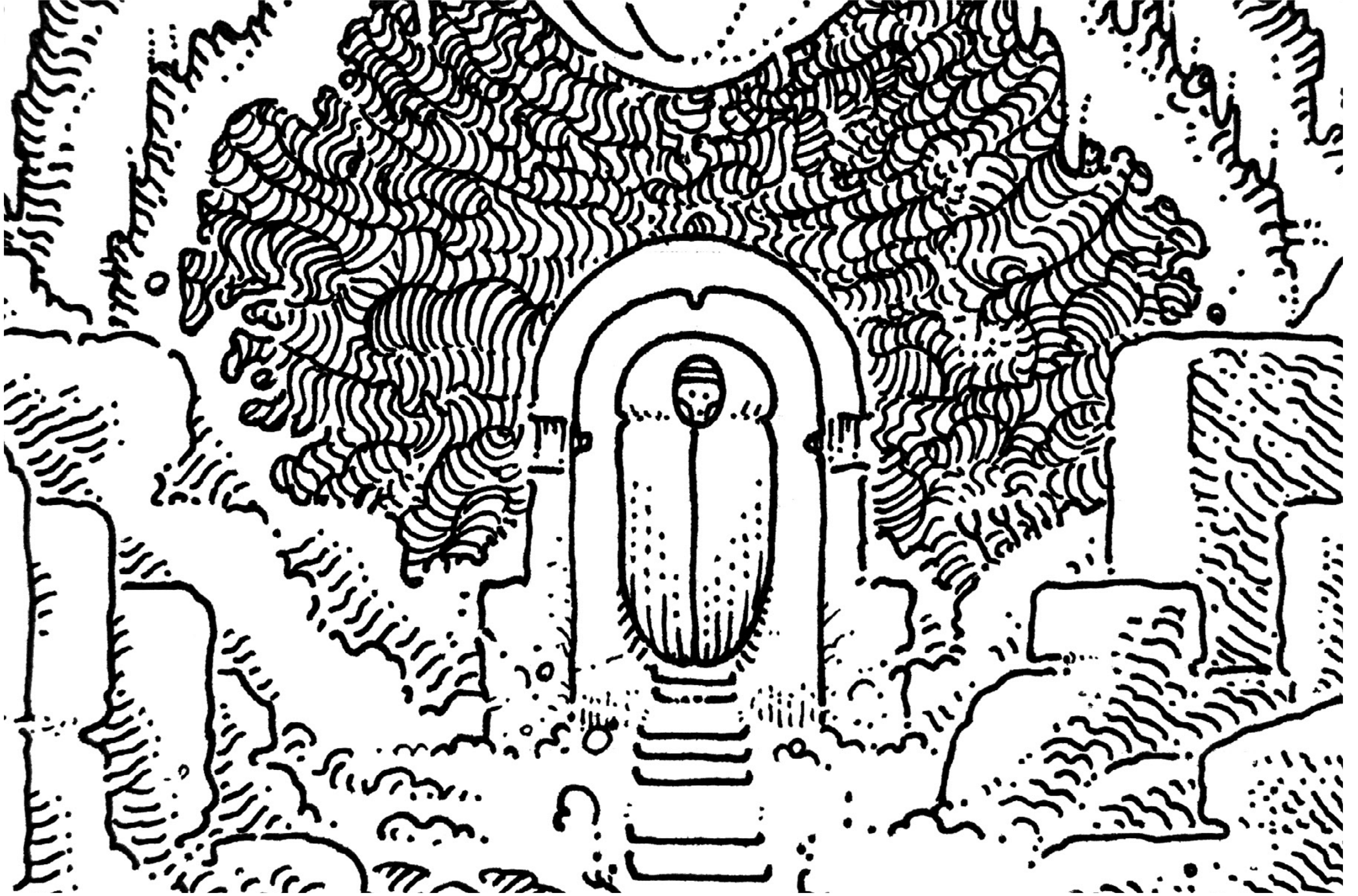


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The character rules are also streamlined.
This means even more space ...

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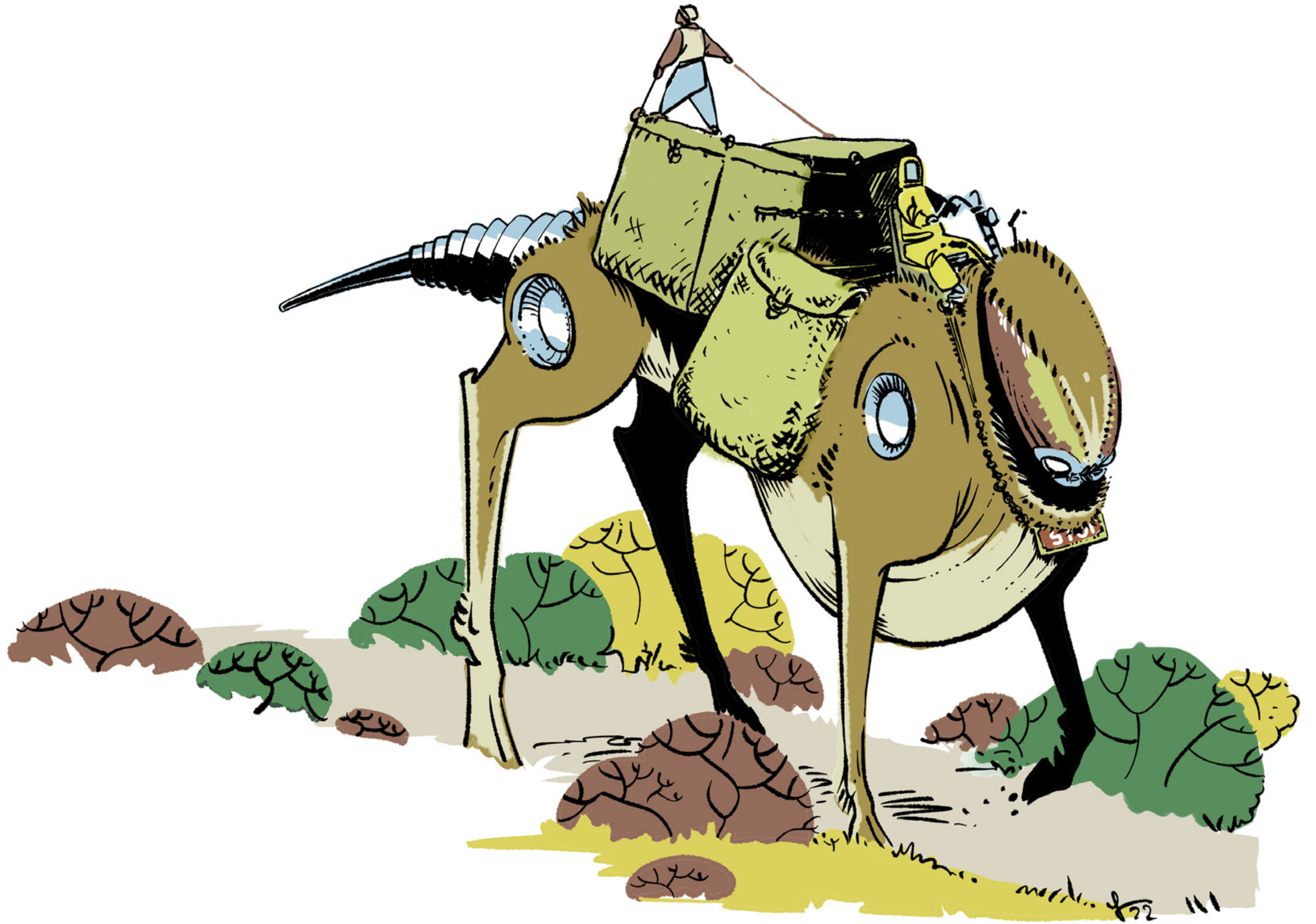


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Which means clearer, self-contained caravan rules more compatible with the system of your choice. And patrons and goods and services.

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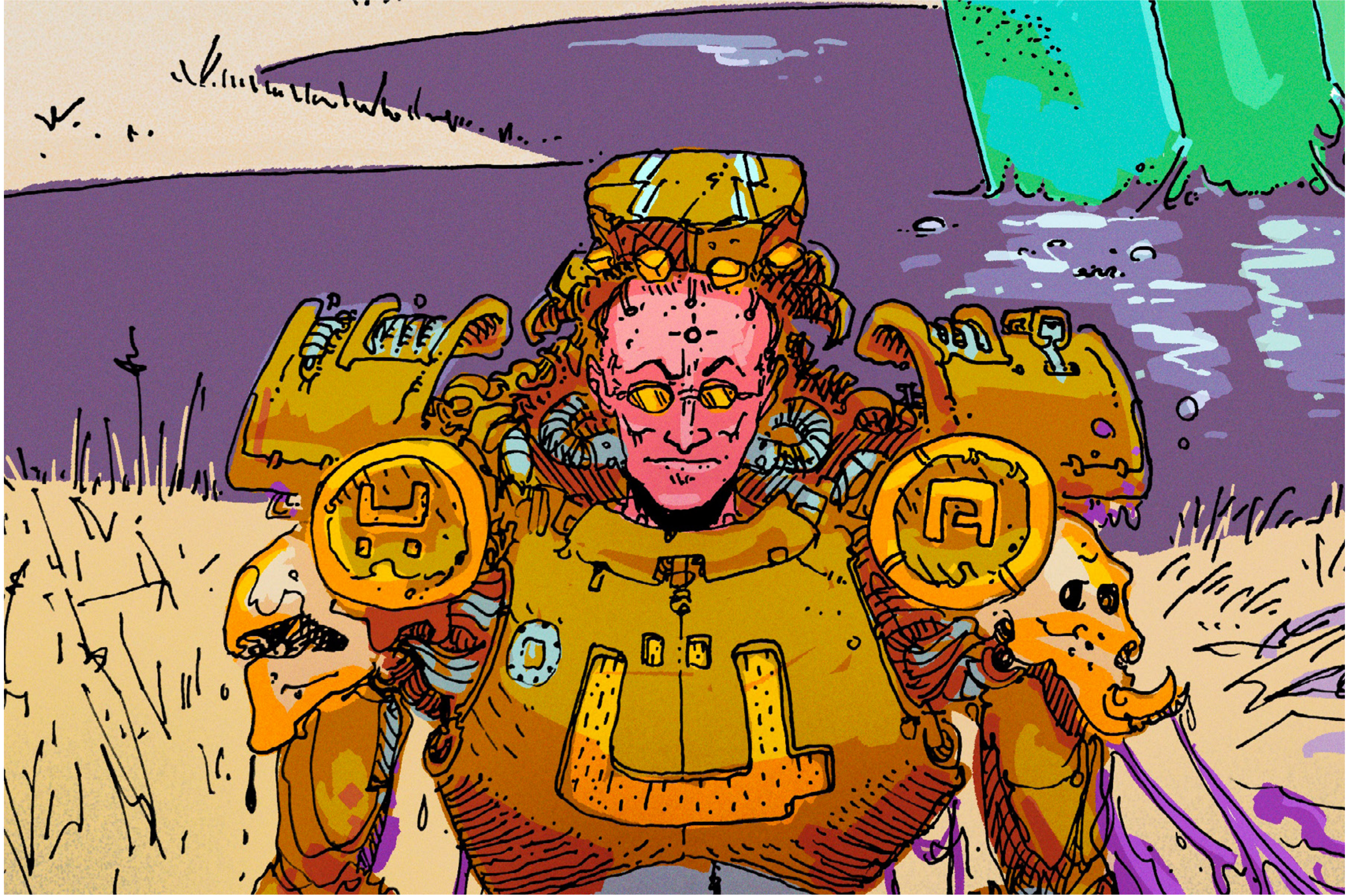
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More vehicles and mounts, more options, more art, more tables of things that can go wrong.

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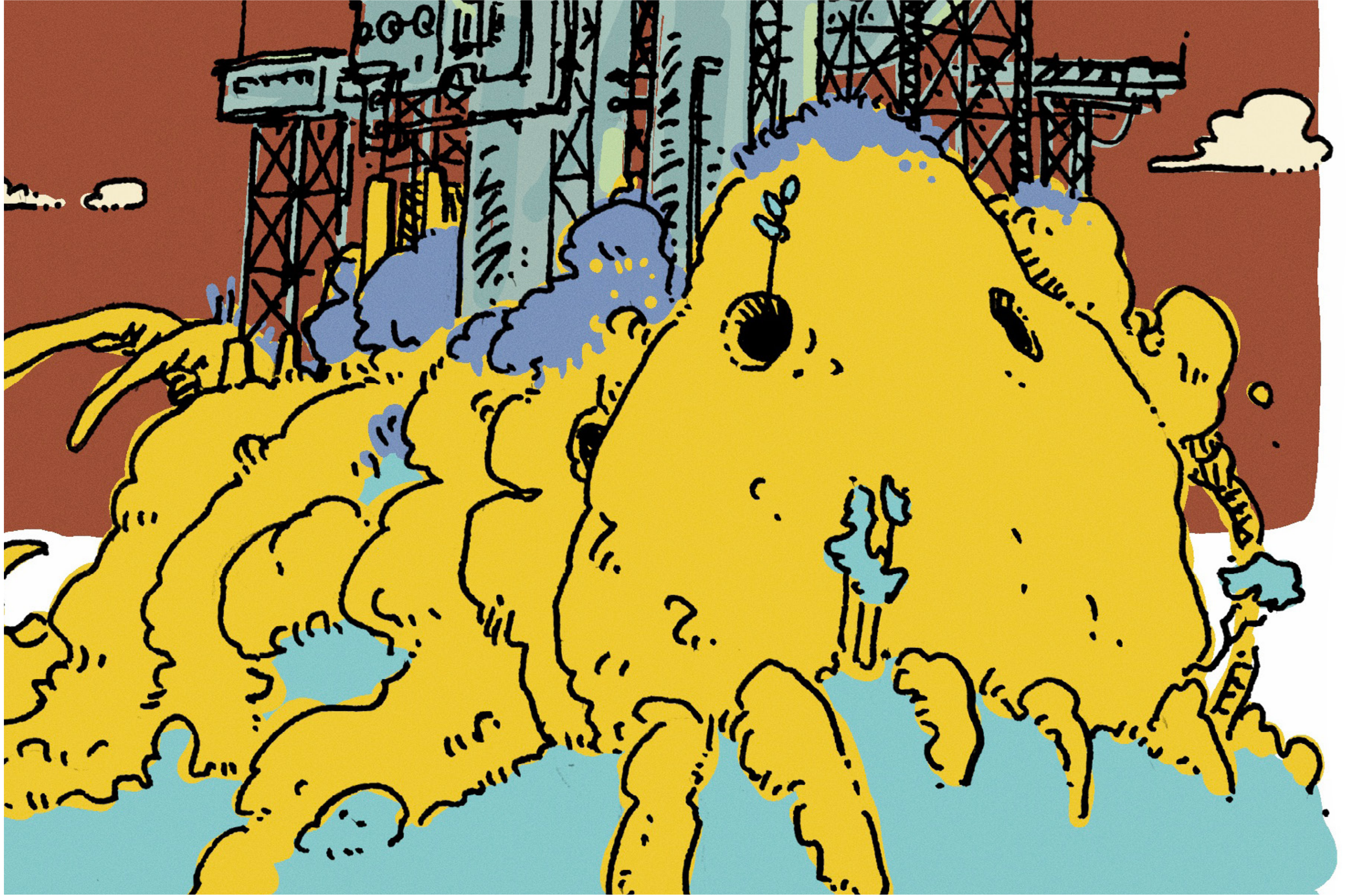
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Also, more implants ...
... and more biomagical corruptions ...
and other rest and relaxation options.

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And a whole bestiary section, combining and expanding the previous faction section. From auto-fac to catlord, radiation ghost to vome.

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Revised, cleaned up, and a bit more numerous ... spells.

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Pets.

There's a table of 50 possible random pets.

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0	_____
9	_____
10	_____

0	_____
9	_____
10	_____

0	_____
9	_____
10	_____

SACK 4

_____ (€ _____)

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2	_____
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5	_____
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7	_____
8	_____
9	_____
10	_____

SACK 5

_____ (€ _____)

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5	_____
6	_____
7	_____
8	_____
9	_____
10	_____

SACK 6

_____ (€ _____)

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3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____

ROUTES

RUN NAME	AGENT (FEE)	QUIRK		
LOCATION A / GOODS A	ETA	LOCATION B / GOODS B	INVESTMENT	RISK

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New character and caravan and cargo sheets.
I don't know why this'd be exciting.
But it's new.
So.



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An expanded map! With terrain labels! And a way to tease new locations coming in future products! Including, yes, the whole Circle Sea. Just teasing for now, tho.



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Some of the new art is maps.
Usually maps cut from UVG 1 to save space
and fit the 200 pages.

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But, really, when we get right down to it ...
... it's in hardcover again!
... and it has more pictures!

UVG
2E