

TRAVELLER



Compendium 3

TRAVELLER

COMPENDIUM 3

CREDITS

Classic Traveller

Marc Miller

Loren Wiseman, John Harshman, Frank Chadwick, Darryl Hany, Winston Hamilton, Tony Svajlenka, Scott Renner, Doug Poe, David MacDonald, Wayne Roth, Paul R. Banner.

Mongoose Traveller

Editor

Matthew Sprange

Layout

Will Chapman

Interior Illustrations

Ian Stead, Amy Perrett, Ben Ellebracht, Carlos Nunez de Castro Torres, Carlos Martins, Nuno Nobre, Chenthooran Nambiarooran

CONTENTS

<i>Rules</i>	2
<i>Starports</i>	8
<i>Third Imperium</i>	30
<i>Other Worlds</i>	45
<i>Vehicles</i>	62
<i>Aliens</i>	68
<i>Adventures</i>	77
<i>For Referees</i>	100
<i>The Shipyard</i>	120

Traveller Compendium 3 ©2013 Mongoose Publishing. All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by Mongoose Publishing.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Game License, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people organisations, places or events is purely coincidental.

Traveller is a trademark of Far Future Enterprises and is used under licence.

RULES



MARTIAL ARTS

Jacob DC Ross

Whether an alien fighting master or a human mystic warrior, martial artists have long held a place in science fiction. This article will introduce new options for players who want to train their characters in the way of unarmed combat. The hard-brawling thug and the wise pacifist will both find ways below to resolve a conflict with their bare hands.

STYLES

To take a martial arts style, simply choose the appropriate style skill, as listed below, whenever a character has the opportunity to take Melee (any) or Melee (unarmed) by substituting Melee (style). With the referee's permission, aliens with Natural Weapons may choose one style to be usable with the Melee (natural weapons) skill. A character may know multiple styles, but may not use more than one in a round.

Offensive Style

Offensive styles are based primarily on attacks, although defense and strategy are also factors. Offensive styles include boxing, savate de rue and karate. A practitioner of offensive styles may use Strength or Dexterity as modifiers when rolling to hit or for damage.

Grappling Style

Grappling styles are based on getting close to an opponent and immobilizing them. Such styles include sumo and Greco-Roman wrestling. Grapplers only use Strength for their style. Grapplers add their Strength DM to all damage done during a grapple, and gain a cumulative +2 DM to their Melee (grappling style) rolls made to control a grapple for every round they have controlled the grapple consecutively.

Soft Style

Soft styles focus on throws and other less-damaging strikes. Judo is a prime example of a soft style. Soft styles may only use Dexterity as their relevant characteristic. Soft practitioners double their Dexterity DM for the purpose of winning control of a grapple, but cannot chose the option of inflicting damage equal to 2+Effect, and damage from

throws and unarmed strikes is halved. Changing stances from prone after being thrown or knocked prone by a soft practitioner is a significant action.

Defensive Style

Defensive styles teach patience, waiting to strike until the perfect opportunity presents itself while blocking incoming attacks. Jeet kune do is an example of a defensive style. Defensive styles use either Strength or Dexterity when rolling to hit or for damage. A defensive martial artist may dodge or parry in combat once per round without taking the penalty to subsequent actions.

Acrobatic Style

Acrobatic styles stress incredible maneuvers that allow the practitioner to place themselves in advantageous positions. Parkour and capoeira are acrobatic styles. Acrobatics use Strength or Dexterity. As a significant action, a practitioner may make a daring dash or leap, rolling Melee (acrobatic style) 8+ and adding the Effect to their Initiative on the next round, as well as half the Effect as a negative DM to hit them. In order to use this technique at greater than Personal range, a character must move on their minor action before attempting the leap or dash. Any character may use Athletics (acrobatics) or Art (dance) in this manner, but may never use those skills to strike in combat.

Anti-Cybernetic Style

This rare art is taught to combatants who find themselves frequently opposed by cyborgs. Anti-cybernetic styles use either Strength or Dexterity. When an anti-cybernetic practitioner strikes a cyborg with a melee attack, the cyborg must throw Endurance with a negative DM equal to the Effect of the attack or have one of their augmentations temporarily go offline. Unless the cyborg has self-repairing augmentations, the damage lasts until minor repairs can be made.

Psionic Style

Psionic fighters concentrate on anticipating their opponent's actions and enhancing their own capabilities to attain victory.

This style grants the psionic martial artist a new Talent that includes the Enhanced Awareness, Tactical Awareness, Psionically Enhanced Strength, and Body Armour powers.

Equipment

Cestae: Battle gloves made from leather at TL 1 to high-density diamond thread weave at TL 10. Cestae add +2 damage to unarmed strikes and do not count as a carried weapon. They allow for parrying of most bladed weapons, with the TL 10 version capable of parrying a mono blade. Cost: Cr. 10 for TL 1 and Cr. 250 for TL 10.

Adventure Seeds

What follows are a few ideas for a martial arts-themed tournament adventure, as well as some complications which can result. Players can participate in any of these tournaments and reap the rewards that come with victory or feel the crush of defeat.

Tournament

The tournament is an assemblage of martial artists, each striving for the championship, in order to prove the worth of themselves and of their styles. Tournaments can take many forms:

A one-on-one single-elimination tournament between members of many species, akin to the Olympics of Earth. Combatant NPCs should be of all races imaginable, perhaps many not yet encountered by the players. Players fight in front of judges who assign points based on hits, with three consecutive hits, throws or successful grapple rounds counting as a point. First to three points wins, but must win by at least two points.

A one-on-one single-elimination match in a zero-g cage. Obstacles, both static and dynamic, are in place, imposing a difficult (-2 DM) penalty on all actions within the cage. Combat continues until one player is incapacitated or quits. A tag-team or one-on-one single-elimination wrestling match held in a square ring. Teammates must tag one another via touch to switch out, and teammates cannot act together in the ring against a lone opponent, although the referee can be distracted against penalising cheaters. The match continues until one player is successfully held prone in a grapple for three consecutive rounds.

A rare psionic tournament, where psions are allowed to use their abilities. It can take the form of any of the other tournament formats.

A simultaneous team-on-team single-elimination tournament pitting equal teams against each other. The match continues until all contestants on one team submit or are incapacitated. A free-for-all among all competitors, with victory going to the last man standing.

Complications

Not every tournament is as it seems. The complications below can spice up a game or surprise players.

The tournament organizers approach the players, demanding they throw a specified match. Acceptance of their demands will gain Cr. 10,000. Defiance will earn Enemies among the local organized crime syndicates.

Government agents recruit the players to infiltrate the tournament, suspecting the organizer of being a multi-system crime lord. The players must gain access to his inner circle.

As above, but the organizer is a master psionic combatant who plans to take telepathic control of the victor's body for his own use.

One of the combatants is a Rival or Enemy of a player, or is acting on that antagonist's behalf. The fighter will show no mercy to the player, and will not stop fighting if he has won and the player submits. If he loses, the player had better watch their back...

A mysterious, masked competitor is actually a prominent noble. The players are charged with protecting him during the match, by taking out the most dangerous opponents first, depending on tournament format. The noble might be itching for a real fight, or he might take vengeance on anyone who defeats him in combat some time after the tournament is over.

It is said that a secret master of a player's style is going to be present. He may pass on secret techniques to those he judges worthy.

MARTIAL ARTIST NPCs

Below is a selection of NPCs for use in a campaign. They are suited to fill in the complications above.

Master Tagas Verog

Verog is an omnimaniacal crime lord who is desirous only of power. Verog runs tournaments from time to time in order to recruit the most merciless and talented fighters into his organization. No one has ever defeated in him in single combat.

Verog	Psion	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing	Psionics
		12	14	10	10	8	8	12
Telepathy 2, Clairvoyance 1, Telekinesis 3, Awareness 4, Teleportation 1, Admin 2, Deception 3, Persuade 2, Melee (offensive style) 3								

Fighter Xhi

Xhi is the alias of a talented but mysterious combatant whose true identity is a mystery. Xhi is a flashy and charismatic fighter who shows graciousness to his foes. Unknown to most, Xhi is the son of the local Count. He rewards those who protect his secret handsomely, and is a loyal friend but a bitter enemy.

Xhi	Noble	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
		9	12	8	12	11	13
Carouse 2, Admin 1, Broker 1, Steward 2, Persuade 3, Melee (acrobatic style) 3, Melee (blade) 2, Stealth 1, Drive (wheeled) 1							

The Teacher

A Droyne sport who has made a reputation as the greatest instructor of his time. The Teacher is known for imparting humility. Whether flinging a charging K'kree for several yards or staring down an Aslan warrior, the Teacher has defeated a thousand opponents without ever taking a life or throwing a punch.

Teacher	Drifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
		5	18	9	13	7	3
Animals (training) 2, Athletics (co-ordination) 1, Instruction 4, Melee (soft style) 5, Survival 1, Stealth 2, Zero-g 1							

Rodrigo Toyoda

Rodrigo is a large, amiable man who has devoted his life to perfecting a fusion of sumo and Greco-Roman wrestling. He is always up for a good fight, and seldom loses.

Toyoda	Rogue	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
		15	8	9	7	6	4
Athletics (endurance) 2, Carouse 2, Gambler 1, Melee (grappling style) 4							

Neema Mtumbo

A devoted undercover agent, Neema spends her time bringing mobs to justice. She specializes in weaving through many attackers and hurling her opponents into one another, leaving a heap of fallen foes.

Mtumbo	Agent	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
		9	13	11	9	9	9
Admin 1, Advocate 1, Athletics 1, Computers 1, Flyer (grav) 2, Gun Combat (energy pistols) 2, Melee (defensive style) 3, Vacc suit 1, Zero-g 1							

ON ASSIGNMENT

Matthew Sprange

Every now and again, one question pops up on our Traveller forums – after finishing a term during character creation, how do you change assignments within the same career? If, for example, you are a marine working in support, can you buck for some ‘trigger time’ and become a star marine or join a ground assault battalion?

Before we give the grand answer to this eternal dilemma, it is worth pointing out that Traveller is not like many other roleplaying games. Balance between characters is far more nebulous, and this is down to the nature of the game.

At its most fundamental level, Traveller is about ordinary people trying to make their way in the world. Your character has just finished his career and is effectively getting a second start in life, built on his past experiences. He may have a pension, may have some savings but, other than that, how he gets on in life is up to you. Maybe your character will be a trader, plying the space lanes in a succession of larger freighters as his bank balance increases. Perhaps he will be a mercenary, intentionally seeking war zones and lending his service to the highest bidder. Or he could just ‘see what is out there,’ exploring the galaxy and taking whatever work happens to pop up on the next planet. You could start your own business, mine asteroids, start a criminal organisation, be a space ship salesman (or thief), or become the galaxy’s greatest (ageing) rock star.

Given that, balance between characters is not much used and we intentionally don’t give it much more than a nod in terms of the number of skills and credits a character can earn in a career. After all, one of your friends may be determined to build a combat monster whereas you might prefer to play a ‘face man’ who can bend people round his little finger with a little silver-tongued work. Just as in the real world, both characters have their merits – after all, a blood-thirsty maniac would be no good to us here at Mongoose when it comes to laying out books (Will is more your silent, cloaked assassin type).

So, back to the question; after finishing a term during character creation, how do you change assignments within the same career? Can you just switch, do you need to roll to enlist again, or what?

Here is the official answer...

It doesn’t really matter.

Really, it does not matter. You are not going to break the game or end up with a monstrous, unbalanced character whichever method you choose – or whether you choose not to allow it at all.

All I can really tell you is what we do in our own games in the office. And before I go on, let me stress that this does not in any way denote the ‘proper’ way of playing the game. It really is just what we do. By all means take this as a starting point for your own campaigns or choose your own options. It is your game and we won’t be busting down your door for doing it differently!

When I am running the character creation session, I tend to vary between allowing an automatic switch and rolling for qualification/enlistment again. Which is usually determined by the career and also the character involved – an Event may suggest a change in career path, or the player may make a good case for why his character should be allowed to make the change, based on the personality of the character and where the player wants to take him. When rolling for qualification/enlistment, however, I don’t usually use the negative DM for previous careers. After all, the character is already in the career and has, to an extent, already proved himself. Of course, you may want to impose your own penalties if the character has had a string of rather unfortunate Events...

Here are some examples of how we do things.

Agent

If a character is in Law Enforcement, it makes plenty of sense for them to make an automatic move to Corporate, especially after a notable event, good or bad (good may mean they are headhunted, bad may mean the character was 'encouraged' to leave law enforcement and had no choice but to go corporate). If, however, the player wants to take the character into Intelligence, this may be automatic if (for example) they get Event 8 and successfully go undercover to investigate an enemy and impress an intelligence agency. On the other hand, without such a boost, a straight qualification roll may be more appropriate.

Army, Navy and Marines

These can all be treated in a similar way, and we normally do this based on whether the assignment can be seen as a 'sideways' move or is a fast track to something more in the limelight. For example, in your campaign, Support and Infantry in the army may be seen as being the 'core' of an armed force and therefore at a similar level as each other, allowing automatic swaps between them. However, if Cavalry is seen as being somehow more important or a 'cut above' the rest of the army, then an enlistment roll may be the way to go. On the other hand, if someone in the Infantry rolls, say, Event 12 and displays heroism in battle, perhaps a switch in assignment may be an automatic benefit as well as the promotion or commission.

Citizen

Well, how many times have you changed job in your life? It is entirely appropriate to switch assignments on the fly with the Citizen career.

Drifter

Unlike the Citizen career, being a Drifter is more likely to lock a character into a certain way of life, and so it may be better to treat each one as a separate career in its own right. After all, if you have a Scavenger working as part of a salvage crew, he is unlikely to suddenly become a Barbarian - though maybe something like Event 8, where the character is attacked by enemies, could not only leave him injured but marooned on a low tech world. Now *that* is a great plot hook to bring back into the game later in the campaign!

Nobility

I would tend to let players switch between Administrator and Diplomat as they saw fit, as the two can have some obvious links as the character becomes one of the movers and shakers of their world. However, Dilettante... Maybe it is just me, but I am not sure such characters will end up doing anything truly worthwhile!

Ranks

The final question when switching assignments is how to handle Ranks and, again, I would base it upon the career in question. If you are switching between assignments within the same military (such as our Army example above), then it makes perfect sense for the character to retain their current Rank and, hopefully build upon it. The same can be said for more informal organisations or even different organisations that have a common basis. For example, a Rogue who starts as an Enforcer, becomes a Thief and ends up as a Pirate could perhaps retain his Rank through all assignments (gaining Skills and Benefits only as he ranks up within each assignment, so you don't get to 'double up' on Benefits), with the reasoning that their reputation is growing and begins to precede them. Someone who has made his name as an Enforcer or Thief could easily be accorded great respect among Pirates. The same argument could be made for Citizens, as their CV/resume gains weight.

On the other hand, perhaps it does not work so well for Entertainers. How many times has a real world celebrity decided they are no longer a singer/actor/socialite and tried to do something 'serious' only for their career to disappear down the plug hole? And, again, the Drifter has somewhat defined lines between its assignments and keeping Rank makes little sense there.

In these cases, it is perhaps better to muster out, get your cash/benefits, then roll for the qualification and start as Rank 0 in a different assignment, effectively treating it as a new career.

The Golden Rule here is to not hamper a player in what he wants to do with his character. There are enough dice rolls to end his character's greatest dreams already, and if he wants to attempt to do something with his character, let him. His choices and the dice rolls that follow will determine whether his career choices are the right ones...

STARPORTS



AKADASI STATION

Paul Elliott

Akadasi Station is a down-at-heel Class D starport on a dry, desert-covered world called Cinnabar (D451421-8). Referees might want to locate Cinnabar within the habitable zone of any system that has an asteroid belt as its main world. Alternatively, the referee could identify the world with one from an already established setting such as Singer (District 268/0110) or Junction (Darrian/0122).

When the star system was first explored centuries ago, Cinnabar proved to be quite a find. Although dry and tidally-locked to its star, it had some liquid water and a thin but breathable atmosphere. The discovery of minerals in abundance led independent miners to settle on Cinnabar in great numbers. But that was a long time ago...

Fast forward two hundred years, and an asteroid belt in the same system suddenly caught the limelight when a rich treasure trove of rare minerals was discovered. The Starport Authority (SPA) soon moved the starport into the belt where a deluge of colonists and corporate mining concerns settled in order to get rich quick. Akadasi Station, the promising launch-pad of a boomtown mining economy, was suddenly sidelined.

Yet some of those early colonists stayed on, adapting their lifestyles to the rigours of life on Cinnabar. From miners, they were transformed, by necessity, into nomadic herdsman, proud of their independence and survival skills. It looked as if Akadasi Station was a relic, but with time the wheel turned, and in the last hundred years a growing number of miners, disenchanted with corporate domination of the asteroid belt, have come to Cinnabar. Rich ore veins long abandoned are once again open, ore is flowing again, this time in direct competition with the big corporations.

STARPORT CHARACTERISTICS

Docking Fee: Cr. 1D x 100/100

Berthing

Small Craft: 1,000 tons

Starship: 3,400 tons public/5,000 tons private

Capital Ships: -

Waiting Time:

Small Craft: 1D-3

Starship: 1D-3

Capital Ships: -

Fuel Cr. 100/ -

Waiting Time:

Small Craft: 1D-1

Starship: 1D

Capital Ships: -

Warehousing

Waiting Time:

Small Craft: 1D

Starship: 1D+1

Capital Ships: -

Hazmat: -

Storage Cost: Cr. 200 per ton/week

Repair Facilities

Small Craft: Hull

Starship: Hull (1 in 6 chance of repairing a ship's system if 1,000+ ton industrial ship)

Capital Ships: none

Waiting Time:

Small Craft: 1D6-1

Starship: 1D6

Capital Ships: -

Upgrades: none

THE PORT ENVIRONMENT

Akadasi Station was planned as a mining transport hub and still serves that purpose today. Although it boasts eight 200 ton landing bays, two 600 ton bays and 1,000 tons of hard-standing for shuttles and cutters, Akadasi owes its continued existence to a 5000 ton industrial landing pad. Owned by the Traal Consortium, this pad is owned and used exclusively to export processed ores for resale elsewhere. A rail line connects the pad with the Central Mines, some 40km distant. This pad is not normally open for use by the public.

The TL 8 D class port boasts a landing strip, a small (200 ton capacity) repair shed and a vast cave adjacent to one of the 600 ton pads that can easily accommodate a landed

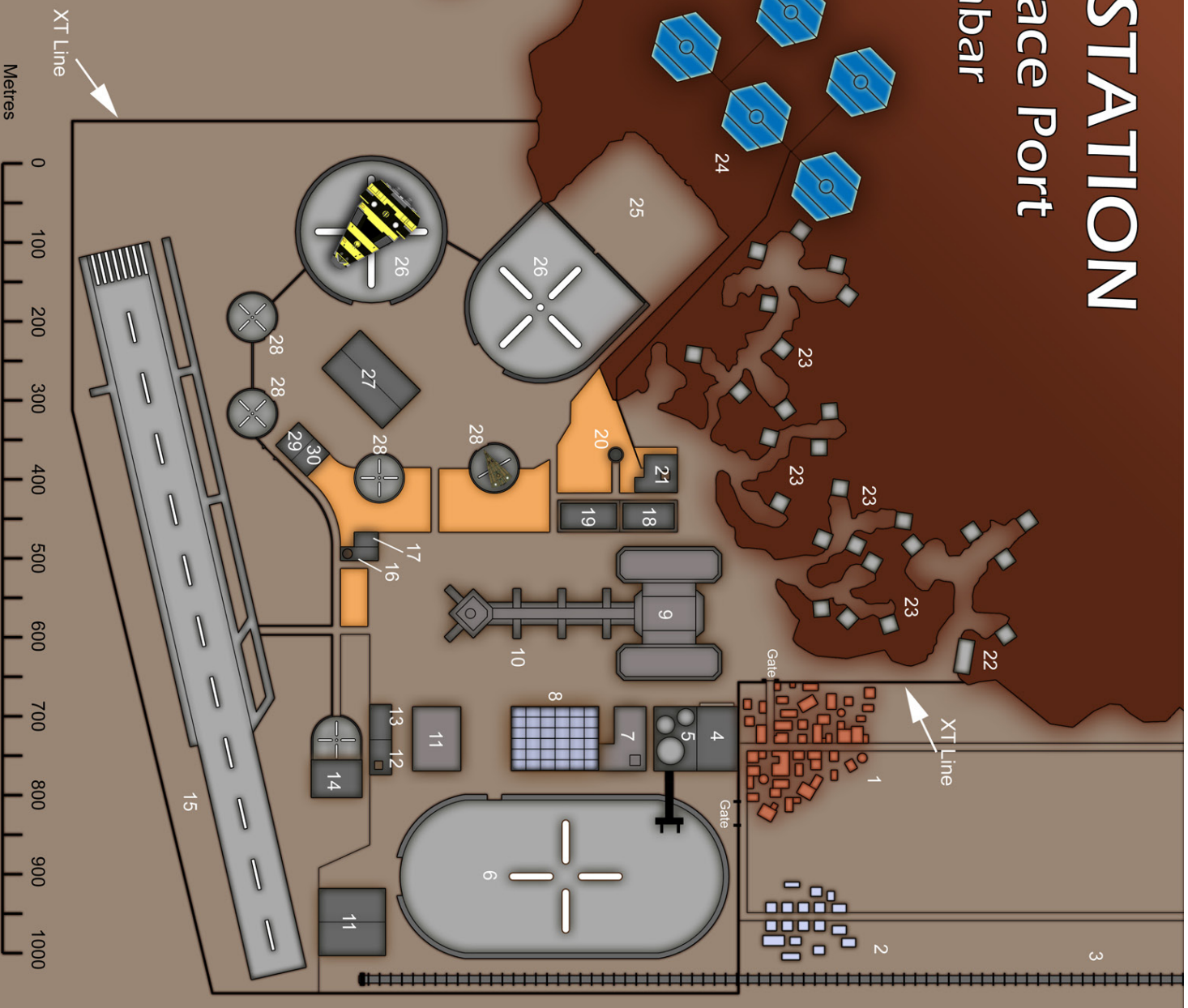
AKADASI STATION

Type D Space Port

Cinnabar

KEY

- 1 TRIBAL VILLAGE
- 2 MINER'S CAMP
- 3 RAILWAY TO MINES
- 4 ATV PARK
- 5 FUEL STORAGE
- 6 INDUSTRIAL PAD (up to 2000 tons)
- 7 ABATTOIR
- 8 CATTLE PENS
- 9 THE COLONIAL BUILDING (TERMINAL)
- 10 GATES TO SMALL-CRAFT
- 11 WAREHOUSE
- 12 OPS & CARGO VEHICLES
- 13 FUEL & UTILITY PUMPS
- 14 REPAIR SHED (200 tons)
- 15 RUNWAY
- 16 TRAFFIC CONTROL
- 17 RESCUE SERVICES
- 18 SHIP SERVICES
- 19 CARGO VEHICLE GARAGES
- 20 WELLS ABOVE
- 21 POWER-STATION
- 22 THE CANYON HOTEL
- 23 CANYON HOUSING – MANAGERS ONLY
- 24 SOLAR ARRAYS
- 25 CAVE HANGER (600 tons)
- 26 LANDING PAD (600 tons)
- 27 WAREHOUSE
- 28 LANDING PAD (200 tons)
- 29 FUEL & UTILITY PUMPS
- 30 OPS & CARGO VEHICLES



ship as a hanger. While the pads are all separate from the terminal and require a short walk or drive to reach, the 1,000 ton small craft tarmac is adjacent to the terminal gates. Passengers can walk out onto the tarmac into the blistering heat to board their shuttle. Fuel is unrefined, shipped in by tanker from the near-by gas giant. Three tankers operate in constant rotation, landing on the industrial pad and using the fuel transfer equipment there.

SITES OF INTEREST

Strakkis Hall: This wonderful terminal building, constructed by the first corporation as an office headquarters, is fashioned from gorgeously marbled sandstones of ochre, blood-red, yellow and tangerine, with vaulted ceilings and tiled floors. The grubby mining fraternity that shuffle through it today do not do Strakkis Hall justice. It is home to a pretty basic port administration office, a trauma centre, security room (with a couple of cells), and a shabby row of stores in the main concourse, selling cheap electronics, 'interstellar' fashions and local foods. Cardoso's is a cheap restaurant and bar serving filling (and spicy!) local food.

The Great Wall: The Shining Desert is a hostile environment, with vast dust storms scouring the landscape, driven by the convection currents streaming away from the bright-face that sits continually beneath the glare of the star. Tidally locked, these air currents and their sand-storms sweep in the same directions. Akadasi Station sits within the twilight zone between the bright and dark faces, against the lee side of an impressive series of mountains called the Great Wall. This natural barrier looms over the station, protecting it from the desert winds. Wind turbines and huge solar arrays are continually being constructed on its slopes to provide a free source of power for the mines and starport alike.

Canyon Hotel: Offworlders are often surprised by the accommodation on offer at Akadasi Station. A network of twisting canyons in the base of the Great Wall has been converted into the Canyon Hotel. The sinuous main fissure has been roofed with plexiglass, and caves and side chambers fitted out as individual rock-walled hotel rooms. Shelves, wardrobes, bed-bases and alcoves are carved out of the colourfully marbled sandstone and lighting is solar powered or provided by high windows facing out into the central canyon. It is certainly a memorable place to stay; cool, attractive and away from the sights and smells of the station and neighbouring camps.

Camp of the Aranath Tribe: Outside the port sits the great eyesore camp of the Aranath tribe. Initially established as a temporary trading camp, it has developed over the last two or three generations into a shanty-town of corrugated sheets, stone walls and plastic sheeting. The Aranath are the descendants of the first wave of human colonisation,

now living at a meagre TL 3, with muskets, sand yachts and a society of tribal nomadism. Although attracted to Akadasi Station as a way to ship their cattle off world, either on the hoof or as frozen meat, the Aranath shun the high tech society of the starport. That doesn't stop individuals picking up high-tech gadgets, anything from glow-sticks to plastic tarps, condoms to penicillin. Popular in the camp, these high tech products are rarely seen among the tribes of the Shining Desert. Tribal customs, tribal festivals and beliefs are all maintained in this camp, uncomfortably straddling two worlds.

Camp of the Traal Miners: The Traal are another local tribe of Cinnabar descended from human colonists. Unlike the Aranath, however, the Traal were quick to embrace the interstellar way of doing things. Many got jobs at the port and have since spread throughout the station. About half the workforce of the port are Traal, the rest off-worlders. The Traal also form the bulk of the mining community on Cinnabar. Although prospectors do infrequently arrive from the belt to try their luck, the Central Mines are operated and run by the Traal Consortium. The camp is mainly of pre-fab construction, typically cheap housing for miners and their families working at the industrial pad or at mines close to the port along the cliffs of the Great Wall. The settlement is TL 8, like the starport, although quite poor. Miners from the Central Mines often cycle through here, buying equipment, staking claims, overseeing shipments, or carrying out work for the Traal Consortium.

LOCAL FACTIONS

Traal Consortium: Established around a hundred years ago by a number of disenchanting miners from the asteroid belt, the consortium leased Akadasi Station from the Traal tribe whose land it sat on. It then began extracting ores once more. Various deals were made and within a decade the consortium fell into the hands of the tribe itself. The Traal helped man the starport and joined the new mining effort at the Central Mines. The ore began to flow and the consortium rode the wave of success, managing both the majority of the mines, as well as Akadasi Station. Profit is the consortium's watchword, but it is tempered with a loyalty to the survival and success of the Traal tribe.

Cattlemen: Out there, on the dry fringes of the Shining Desert are the stockmen, the cowboys, the nomadic Aranath cattlemen who drive their herds toward Akadasi Station four times a year. There the animals are corralled and tagged ready for shipment off world. Others are butchered, frozen and shipped as bulk cargo further a field - agricultural produce. The cattlemen are a unique and brazen bunch of Aranath barbarians, looking down their noses at honourless Traal, soft and gullible Aranath of the camp and all off-worlders. The cattlemen take pride in their tough lives, know

the vast limitless ways of the prairie, see all and hear all, and scorn everyone. Cattlemen make formidable enemies - or friends.

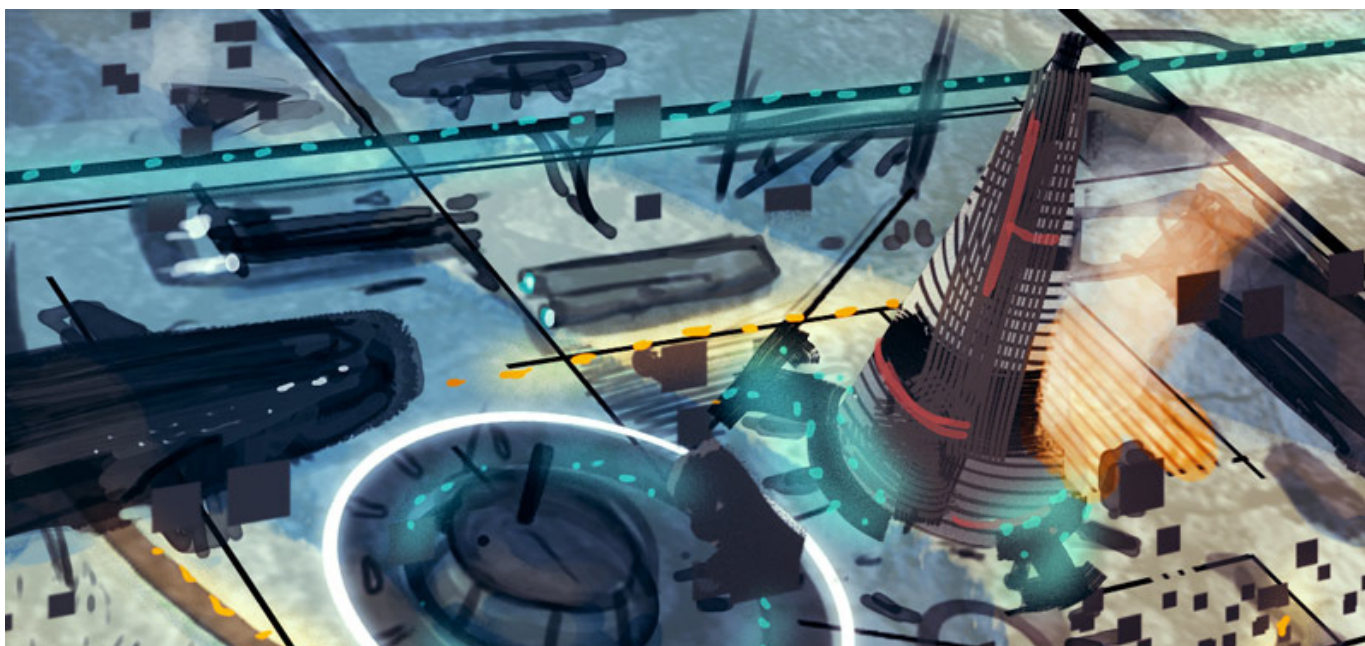
Port Director: Juba Walkman is a Traal, a consortium man new to the job. His predecessor was assassinated by a fanatic from the wild-eyed Aranath sect called the Brothers of Hinnar. Juba has been off-world (though not out-system) and is perhaps the most sophisticated and educated Traal on Cinnabar. He has a sense of humour which allows him to view the strange port of Akadasi, as well as the Aranath and Traal camps, with some irony. Loyalty to the Traal is uppermost in his mind, and he will do everything to ensure the ore flows, that Traal men load and unload it, and that the Traal consortium benefits. Juba is playing with fire, however; he has married an off-worlder and his wife is head of security. This will bring down on Juba the religious wrath of the Brothers of Hinnar - they will make him pay!

Head of Security: Lovely Susan Garrow is from out-system and met then married the port director Juba while he was working in the main asteroid belt of the system. Garrow looks out of place amongst the swarthy desert folk, but once you get to know her, you can understand her attraction to Cinnabar. She talks the language of the tribes, literally as well as figuratively, and needs that diplomatic skill, because a good deal of her job involves disputes between Aranath and Traal, Traal and offworlders, offworlders and Aranath... Luckily she remains unflustered and level-headed. Garrow has recently begun confiscating religious artefacts from the Aranath, in the belief they are key elements in fomenting and focussing religious revolt against the station and the consortium. She may well be right.

Tanker-Jocks: This weird bunch of pilots and maintenance crews live on the station. All are off-worlders who stand out from the local crowds. They are an elite among the station pilots, putting in long hours, flying in all conditions and into a gas giant maelstrom that has already claimed several of their number. Players will undoubtedly bump into these raucous pilots during their down-time in Cardoso's bar inside Strakkis Hall.

Brothers of Hinnar: Out of the desert sands came the Brothers of Hinnar, a radical Aranath sect wanting Cinnabar cleansed of off-world presence. They are fighting a battle they cannot possibly win, yet continue to do the will of their tribal gods. Traal tribesmen who work for the port or consortium are already damned. The Traal have sold themselves to the godless evils of the off-worlders and so the brothers will make them see the error of their ways. Yet the brothers expend most of their energies trying to chastise, brutalize and assassinate Aranath collaborators. The brothers recently murdered the old port director as a fitting punishment from the gods.

Prince Narander: Living out a life in disguise among the tribesmen of the Aranath camp is Prince Narander, heir to the Kingdom of Cinnabar. This old title once united the tribes into a confederation, in the old days before the port. Narander plans to reveal his identity soon, uniting Traal and Aranath, seizing the port and using the funds to recreate a stable tribal state. 'Wealth and representation for all!' will be his slogan... perhaps... He is in talks with the Brothers of Hinnar and may use their secrecy and contacts to infiltrate the Traal and Aranath hierarchies. After that he will, most likely, have the brothers killed. There are a number of tribesmen loyal to Narander in both camps.



MITHRIL TYPE E STARPORT

Ian Stead

Mithril (E568000-0) is a cold, desolate place and the starport is the only noticeable sign of any habitation. It is a lonely post on the edge of Sword World space. Visitors are few and far between and the basic nature of the port reflects this. Strictly speaking, the Sword Worlds do not own this planet and have reserved it for future exploitation, the port serving as their only presence here and endeavouring to maintain the reservation of this world.

Most ports have a name; this as yet does not, and is only referred to as Outpost MITH001 on Sword World data bases.

The occasional visitors are predominantly explorers, scientists, hunters and passing ships dropping in at the port as they refuel using the planet's abundant ice. Explorers and scientists visit as Mithril has not previously been extensively explored and has a few unusual features such as the Aslan Chasm. Hunters come for the varied assortment of game and the dangerous conditions adding to the thrill of the hunt. Despite the planet's cold environment, it does have an abundance of wild life and fauna.

The only frequent visitor is the local patrol vessel which visits once a month, ensuring the port is secure.

Patrol vessel visits can also double as occasional mail runs, supply drops and staff rotations. Acting as a cargo/mail/staff transportation is not the preferred job of the Sword World navy and the port usually relies on passing freighters for its needs. However, the port is almost self-reliant with a geo thermal plant for power and the local wildlife for food.

Day-to-day existence here is tedious and often boring, with the occasional ship to break the monotony. Illicit alcohol and hunting are the only things that can make the posting here more tolerable for the staff.

THE PORT

The port is built in one of Mithril's more hospitable places, close to a sea and a small forest. The air of Mithril is cold, but breathable without aid and cold weather gear is advised outside the port buildings. At some point the planet will be colonised and developed but, for the moment, the port exists mainly to enforce the Sword World's claim on the planet.

Any long journeys outside the port are safest via ATV. The port does have two of these and it is not likely they will be lent to anyone not from the Sword Worlds, unless there is good reason.

Besides the hazards of the extreme climate, some of the wildlife and fauna are dangerous too. An outer fence attempts to keep these out, but is in need of constant repair due to the temperature and winds, so very often large parts are down.

Apart from a few predators, there is the strange amphibious Calamander that has a habit of taking small shiny pieces of metal (for example, bits of star ships). Although not that dangerous, it can become violent when cornered or if encountered within its lair.

PORT BUILDINGS

Main Port Building

The main port structure is a prefab module containing the port control tower, reception area and offices for the port staff. It is spartan and basic with little in the way of any comfort. Fortunately, the geo plant allows climate control to keep this and the attached habitation module liveable. Also inside the main building there is a secure storage room for equipment and weapons.

Attached to the port building is a small habitation module which houses just enough staterooms for the staff, with a wash room and a small common/dining room. There is no provision available for visitors, unless the staff shares accommodation (double bunk).

Warehouse

Over from the port main building is a warehouse. Within this is storage for about 100 tons; it has rarely been filled and is often used as a makeshift repair garage. It is usually cold inside, but can be warmed from the geo plant if necessary. In one corner of the warehouse is a collection of junk. Disused or old parts are thrown on to this pile. Originally it was stored outside, but the Calamanders kept stealing parts.

Geo Thermal Power Plant

Set well away from the main building is the port's power station, a geo thermal plant that taps heat from the planet's core. The heat creates steam that runs a turbine to power the port, and excess steam is then used for heating. Unfortunately, due to the extreme climate, the plant requires constant attention and often breaks down, meaning the maintenance technician spends a lot of time in the plant building.

ATV shed

In front of the main gate is a shed housing the two port ATV's. There is room inside for some maintenance work and an area for the snow ploughs to be stored. Both ATVs are Tusenot ATVs (see page 79 of *Sword Worlds*). Each has been modified with amphibious capabilities, allowing them to cross Mithril's seas.

Outer Fence

A 6 metre high wire mesh fence supported by heavy steel poles surrounds the port. Unfortunately, much like the power plant, it requires constant repair and maintenance. There will often be a number of breaks in the fence and some areas are just sections of ice stacked into blocks. The main purpose of the fence is to keep some of the local wildlife out. A single gate near the ATV shed allows exit from the port.

Port Operations

Sword World ships visiting the port will be treated professionally; however, others will be treated very differently. Port fees will be doubled; red tape and pointless custom inspections will delay any non-Sword World vessel.

Landing Pads

The port has four landing pads; three 200 ton pads and a single 600 ton pad. Each is surrounded by an 8 metre high blast wall, which also provides some shelter from the wind. Each pad is connected by a 10 metre wide road, though ice and snow often cover it. The port ATVs can be equipped with dozer blades to clear the roads but unlike some worlds with similar conditions, there are no heaters under the pads and roads to keep ice off. There is also a secondary blast wall between the landing pads and port buildings.

Weather conditions can be extreme and landing here is often fraught with danger. The port only has basic landing aid facilities, so in extreme weather, port control will suspend operations at the port and any landing will have to be made outside at the pilot's risk, even if it is an emergency. There is plenty of flat land outside the port for such an eventuality.

Repairs

Like most Type E starports, Mithril has no dedicated repair facilities. The bitter, cold climate is not ideal for repairs on the outside of the ship but, if necessary, the warehouse can be used as a repair shed. Because the port has no repair crews, any repairs must be made by the crew of the ship; there are some hoists and cranes inside the warehouse that can be used to move large parts or hull plates. At a push, a ship of about 200 tons could fit inside the warehouse and shelter from the weather.

The only spare parts available can be scavenged for a fee from the junk pile inside the warehouse, but most of the really useful parts have been taken by the port staff, which they will be willing to sell, though at extortionate rates.

Haz-mat

The port has no Haz-mat handling or disposal facilities, although some material has been dumped in the wilderness outside the port.

Refuelling

The port has no refuelling facilities, no processing machinery and no storage capability. Any fuel must be taken from the wild; fortunately Mithril has large seas and ice in abundance for the extraction of fuel. There are plans to add some sort of refuelling capability, but as yet it has not happened and visiting ships must brave the wilds of Mithril for fuel.

Most Sword Worlds ships just using Mithril for a refuelling stop contact the port, but many non-Sword World vessels just refuel and carry on their way without even contacting the port, much to the annoyance of the Sword Worlds. There is not usually much they can do about it, without causing a major incident; strictly speaking they do not own the planet, as yet. However, should the local patrol cruiser be in the system at that time, it may be a different situation.

Security

The port is not the most secure of places, as there are few visitors and no inhabitants on the planet, so security is not a high priority. All the buildings external and internal doors have mechanical locks and no form of electronic security at all. The outer fence, as noted before, is not particularly secure. All port personnel have access to firearms and two port staff act as security.

PORT CHARACTERISTICS

Docking Fee: 1d6 x 100

Berthing

Small Craft: 400
 Starships: 600
 Capital Ships: -
 Waiting Time
 Small Craft: 1d6-2
 Starships: 1d6-1
 Capital Ships: N/A

Fuel: N/A

Waiting Time: N/A

Warehousing: 100

Waiting Time: 1d6-1
 Small Craft: 1d6-1
 Starships: 1d6
 Capital Ships: N/A

Haz-mat: N/A

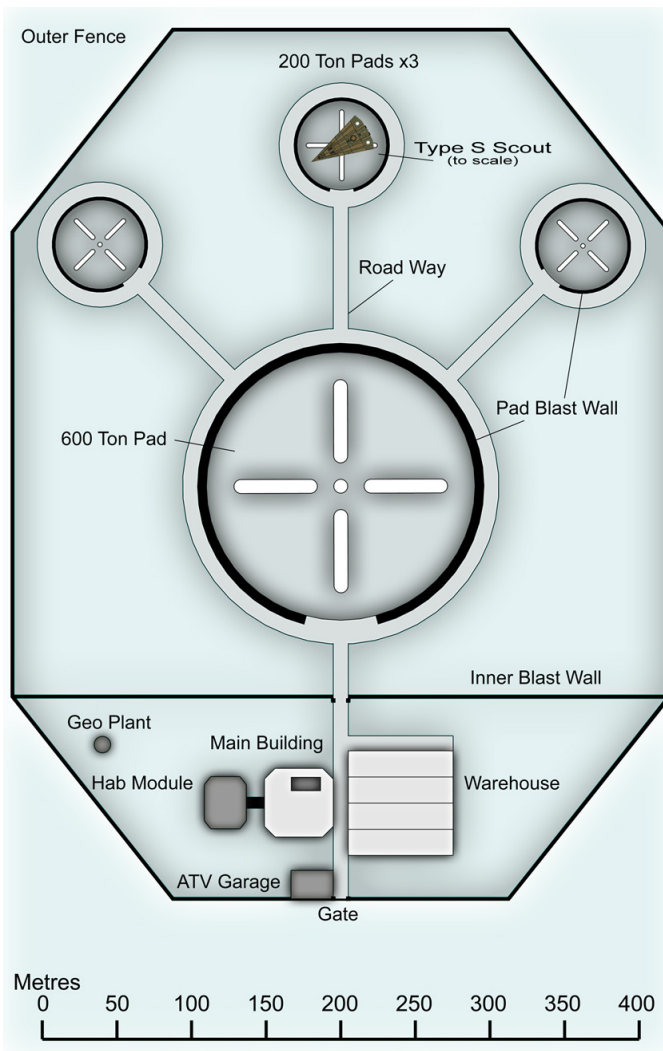
Waiting Time: N/A

Storage Cost: 100

Repair Facilities: None

Upgrades: None

All fees and waiting times maybe be doubled for non-Sword World ships.



Port Personnel

The port has a total of five personnel manning it. Most of the staff have more than one role. They are:

Port Governor

Admin/Customs Officer
 2x Security Personnel (double as ATV drivers and cargo handlers)
 Maintenance Crewman

Port Governor: Frans Heiberg

Name	Career	Str	Dex	End	Int	Edu	Soc
Frans Heiberg	Noble (administrator)	4	6	6	9	8	10
Admin 1, Advocate 1, Broker 1, Comms 1, Computer 1, Deception 2, Diplomat 1, Leadership 1, Melee (blade) 1, Persuade 2							
Hand Computer, Dagger (1d6+2)							

Under this calm, easy going exterior is a corrupt and greedy man who crawled his way to the top, not by hard work but bribery and corruption. Eventually, Frans was found out but his superiors were unwilling to prosecute him, due to the fear of scandal it would cause. Instead, he was given the virtual governorship of a Mithril, an ideal posting as he is out of the way and out of trouble. The hope is that the weather or the boredom will eventually get rid of him.

Admin/Customs Officer: Solvor Damsgaard

Name	Career	Str	Dex	End	Int	Edu	Soc
Solvor Damsgaard	Noble (administrator)	2	3	6	10	9	4
Admin 3, Advocate 1, Computer 1, Comms 1							
Hand Computer, Datapad							

Overworked, cold and underpaid, Solvor does not complain; she loves her job. A workaholic, she lives and breathes work, relishing in the tiniest details and loving paperwork. In fact, it was Solvor's obsessive nature that got her posted here.

Maintenance Crewman: Thormod Rath

Name	Career	Str	Dex	End	Int	Edu	Soc
Thormod Rath	Citizen (worker)	7	6	6	7	8	3
Computer 1, Mechanic 2, Drive 1, Jack of Trades 1							
Tool Kit, Hip Flask,							

Thormod is a good technician and spends most of his time keeping the geo plant running. He finds the long hours in the plant building ideal, as he hides a drinking problem and runs a distillery in the geo plant room to feed his addiction. Frans is the only person aware of it and, in return for him not reporting the drinking problem, he takes a portion of what the hidden distillery produces and sells it to the rest of the staff.

Security Personnel Arva Clahn & Peder Toefing

Name	Career	Str	Dex	End	Int	Edu	Soc
Security	Citizen (colonist)	7	7	8	6	5	4
Drive 1, Gun Combat (rifle) 1, Drive 1, Melee (blade) 1, Mechanic 1							
Flak Jacket (6), Broadsword (4d6), Assault Rifle (3d6)							

Use the above for both, except Peder also has Medic 1. These two spend much of their time hunting, which keeps the port supplied with fresh meat.

DUTRIEU SPACEPORT

Dutrieu is the kind of spaceport that is secondary on a well-populated garden world, a port that handles excess off-world transports and some local/in-system traffic. If the planet is balkanised, it could be the port of a lesser-nation. On a world where colonisation has either spread around the planetary surface or where multiple colonies have sprouted on opposite sides of the globe, this is spaceport might handle a small continent's off-planet business. On a failed colony world — perhaps where colonisation has stalled due to war or resource deprivation — this port could be the sum total of the planet's off-world capability. Dutrieu is assumed to be in a reasonably tolerable location, with temperate, non-arid conditions, and a nearby population centre. The port has enough business to support itself and require full staffing (it is not run down). There is no real 'startown' because of the relative lack of activity here.

SPACEPORT FACILITIES

Dutrieu Spaceport is surrounded by an X-T Line consisting of a 'basic' fence of simple metal mesh standing over two-metres in height. Cameras along the X-T Line reinforce the security of the perimeter, but this line will not keep out the determined. There is only one accessway, a two-lane checkpoint with a road leading to the local population centre. Checkpoint-One consists of two secure bunkers flanking the roadway. At least one is manned at all times, and both are manned at peak times.

The Main Terminal

The single largest structure in the whole port is the Main Terminal, which is close to the main entrance and has a large flat lot for vehicular traffic. The building has a high-ceilinged 'base' that is almost two full floors tall, a block section extending two more stories above that, and two 'horns' that extend another two stories up on either side of the block (for a total of six levels total, making it some 18 metres at the tallest point before the antennae are considered).

The Main Terminal is the heart and soul of Dutrieu Port. There are three distinct areas inside; the Port Interior (for the spaceport's workers, generally requiring ID to access), Commercial Sector (open for visitors and passengers, no ID required) and the Customs Area (where incoming and outgoing passengers must pass through, obviously IDs are needed). The customs area abuts the Concourse.

Port Interior: The Port Interior contains the Security Office, as well as Maintenance Vehicle Bay, Medical Centre and all

base accommodations. While some of these locations are found on the main floor, most of the following locations are found in the Block (3-4 levels above ground).

The Security Office is normal for this type of a port. The CCTV system is wired directly to here (accessing the XT-Line, Interior and Exterior cameras), as well as a small holding area with capacity for a dozen prisoners and a forensic laboratory used more often by the customs agents than the on-staff Port Inspector (who spends much of her time vetting passengers). The defensive systems are located just outside this area, comprising twenty retractable turrets (currently loaded with dual-mounted rocket launchers - each turret has 24 extra rockets in storage). A sizable armoury holds a hundred rifles and sidearms, with plenty of ammunition and support gear (flashbangs, smoke canisters, etc) along with enough body armour for twenty.

The Maintenance Area and Vehicle Bay are both located on the southern end of the structure's ground floor. Maintenance is a machine shop with diagnostic equipment and tools for most normal repairs. Roughly three-quarters of the vehicle pool are electric trikes for maintenance personnel. These are moderately slow with some storage capacity (useful for tools and the like). There are a few personal conveyors here; a few two-wheel gyro-stabilised 'Bobs,' three faster monowheels that require some skill to use, and the dreaded uniball which is usually described with epithets and curses in a variety of languages. While these are intended for security, most patrols generally use the same trikes as the maintenance staff. This has led to disputes in the past; one incident saw a maintenance worker forced to take the uniball out (it was all that was left) to fix a damaged light on the runway during a storm, balancing a tool-crate on her head.

The Medical Centre lies where the Commercial Sector and Port Interior populations meet and mingle. The staff are usually busy with minor scrapes and bruises and can handle up to twenty patients. Although the med-techs are quick to point out that this is not a hospital, they can perform surgery and handle intensive care as needed.

Base accommodations consist of a surprisingly large number of apartments (fifty standard, a hundred basic and ten luxury accommodations which occupy the 'horns'). These are usually offered to starport personnel as part of their contract, but not all have taken up this perk. Many live off-base in the surrounding community. This has led to the long-term rental (and in some cases outright sale) of these

apartments to locals who work in the Commercial Sector. While technically a security violation (having non-staff living and moving through these areas), Administration turns a blind eye as the port is so small.

Commercial Sector: The Commercial Sector contains one major local chain (Portico's) and ten smaller businesses covering a wide variety of passenger needs (clothing, local trinkets, and so forth). Most of these concerns are small and owned by locals who work here part-time and live in the surrounding area. One fascinating place to see is The Broken Watch, a curio shop dealing in small high-value items passed from one world to the next. The owner, a man named Alain Richert, has seen a great deal of traffic through his shop, made fortunes and lost them, and is thus largely unimpressed with the flotsam and jetsam usually pushed his way. While this is an excellent place to browse for goods, it is even better for trading small rare or luxury items in return for ready cash. Expect a hard bargaining experience however, as Richert has been at this for a long time and pays 'fence' prices (roughly a quarter to a third of market value).

There are also several convenience restaurants that offer locally produced food (not quite the same as 'home-cooked'). Nothing gourmet, but they provide good, clean fare to those disembarking from vessels after lengthy journeys. For more significant dining, Helene's is a full-service restaurant well known in the local area for both quality and value (the quantity is a little on the skimpy side, but still very tasty).

Every spaceport needs bars, and Dutrieu Port is no exception. There are four, in various sizes and quality, in the Commercial Sector. The largest and most accommodating is Yorick's Skull, a theme establishment whose wait staff serve drinks in costume and quote lines (sometimes badly) from famous works of literature. Yorick's also acts as a fast-food establishment as it serves such fare. The worst dive on the port grounds is Needle's Rest, which has been shut down several times but keeps re-opening because the owner has friends within the local government. A small casino, The Paymaster's Folly, is also found in the Main Terminal. Port officials have banned all personnel from the establishment, on- or off-duty, but it does a brisk trade both among the locals (including port personnel) and visitors. The Folly is rumored to have excellent payouts, but there have been several incidents of cheating and sharp-dealing that the owner, Velam Beita, has been good at keeping quiet. Beita's motto is that the only sin lies in getting caught.

Nearest to the customs area is the Main Terminal's warehousing facilities, which handle both standard and hazmat cargo. Most commercial cargo is diverted to one of the warehouses and checked by a roving customs team, so this area is largely for visitors and passengers' personal items. A self-locker area (comprising about a third of the standard cargo space) is located here. Users deposit their credits and get a keycard; if they do not reclaim their goods by the end of the time allotted (determined by initial

payment), the port assumes ownership of whatever is left inside. Most of what is left is usually junk, some which finds its way into the stalls and kiosks of the Concourse (and sold off by enterprising maintenance workers). Anything of any real value is seized by port management. Sensors prevent the storage of explosives and other toxic goods, but self-lockers like these have a solid reputation as a good place to store personal valuables with some degree of anonymity and reasonable security.

Customs Area: In order to access the Concourse from the Main Terminal, or vice-versa, this area must be passed through. Customs is very much standardised, the pitiless bureaucrats having succeeded in harmonising whole worlds, if only within the tight confines of the customs line. There are actually two customs areas, one (north) for incoming traffic and the other (south) outgoing, although during times of high-traffic additional lines can be opened for the heavier flow. When operating at peak capacity (which is not commonplace), each of these two sections can clear four hundred passengers in an hour. This often involves pulling in off-shift personnel and lengthening the wait-time for the off-site customs teams.

Concourse

The Concourse is a waiting area for those embarking/disembarking from their transports. The structure is elevated, and underneath lies the baggage check areas which amount to a temporary holding zone for customs. There is a great deal of seating here, some of it remarkably comfortable, along with check-in areas and a few kiosks for last-minute or first-thing-off-the-ship purchases (usually small items like junk food and beverages). The Concourse can dock with up to 15,000-dtons of vessels simultaneously.

Hotel Site (Unfinished)

The framework of a proposed hotel sits along Main Road, south of the Main Terminal and Warehouses C, D & E. The hotel chain which owned the property and began work on the site collapsed during an off-world economic crisis. This was largely unfelt locally, with the single exception of the hotel that was never completed. The site has been excavated for a deep underground basement area, but the actual building of the hotel never commenced. The gaping maw is now covered in tarps and awaiting either for someone else to make a go of it, or for the starport owners to finally give up and fill the cavernous hole back in.

The Tower

Located on a spur of the road network in between the two runways is the Control Tower, which stands 45 metres tall and has a commanding view of the spaceport. At the base of the central pylon is an emergency vehicle garage that contains three vehicles; one designed for medical emergencies, and the other two for fighting fires and dampening toxic spills. There are a total of five of these garages scattered around the port (one on either end of the runways and the last at the

tower), each is identical for a total of five ambulances and ten firetrucks. Also located at the base of the support column is a secure checkpoint (sometimes referred to as Checkpoint Three), providing tower clearance. The elevators are past this security measure and personnel there are serious about restricting access.

The column that supports the tower is largely empty space, although it is designed to house weaponry if the port becomes fully militarised. For now, the main purpose of the stalk is to hold the tower up. Near the top is a two level circular structure. The lower half contains a small trauma center, a vehicle bay (for grav-vehicles if the local Tech Level can support them, otherwise it is used for electronic maintenance instead), a small lounge area comprising a kitchen and mess for tower personnel, and a few sleep-cubes for off-duty controllers. There are also ten retractable double-laser turrets located here, built during the last bout of local system sabre-rattling. Dutrieu base command is loathe to use these weapons, as most who live and work at the starport — even some of the port personnel — do not know of their existence.

On the tower's smaller second level is the Port Headquarters or Control Tower proper. The headquarters area is relatively modest, but completely serviceable for a port of this size and traffic. Extra space has been set aside for a full re-modelling (Superior HQ) but, in the meantime, a few upgrades have been implemented. The computer has a larger memory core (using some of the space in the stalk for the additional power and memory clusters in the storage area, this boosts the computer here to a TL 12 Computer/4 miniframe allowing it to run more programs than the old Computer/2; if the local Tech Level cannot support this system, it was a gift from off-world and a bit glitchy at times as a result). There have also been communications array modifications (although the system still acts effectively the same as any Standard HQ in *Starports*, the changes allow the tower to ignore DM-1 of penalties on Comms checks). An incorporated CCTV section monitors the exterior feeds, particularly those cameras focused on the runways, hangars, and outside of the Concourse. There is also a small armoury in the Control Tower, with twenty rifles and twenty sidearms, ammunition for both, and five full sets of body armor.

The Warehouses

There are eight identical warehouses used at the Dutrieu Spaceport. They are two levels tall, taken up largely by two cargo areas with a main space for standard cargo (900 dtons) and a smaller section for hazmat cargoes (200 dtons) with more than adequate shielding and triple-checked seals. Each warehouse also contains some basic cargo rigs, two teams of robot loaders, and three modules of industrial loading equipment that can go wherever it is needed (but are still stored and re-powered here, and the loader stevedores have taken to coding specific sub-components so they can find them and lay claim when pieces wind up 'missing').

The Warehouses are lettered since most of the other modules on the base are numbered. Warehouses A and B are adjacent to the large landing field. C, D, and E are nearest to the Main Terminal and used primarily for local-bound cargo. F, G and H are near the smaller hangars and pads, at the east end of Supply Road.

The Runways & Road Grid

Dutrieu Port has two runways for non-VTOL vessels (much of which is local traffic), numbered by the ancient style. Runway 4-22 (running 40° and 220° depending on one's flight direction) is generally used for landings, while Runway 33-15 (330° and 150°) is generally used for takeoffs. This, however, depends on the transport using it. While Runway 33-15 is short at a 'mere' 450m, and Runway 4-22 is approximately twice that length (900m), the two strips are more than sufficient for 'modern' (TL 9+) vessels, which are more powerful than their primitive forebears. The runways are made from stressed concrete and reinforced asphalt and have plenty of illumination for night sorties. Berms constructed of specially-conditioned materials to absorb impact lie on either end of the runways and help for those occasions when vessels fail to takeoff or cannot slow down during a landing.

A number of taxiways are located around the runways and closer to the Main Terminal and Hangar areas. These taxiways are not as well lit, but still made from reinforced asphalt and can handle the heavy loads of several thousand-ton vessels. Most of these are not supposed to be used both by ships and non-ships, but this is done regularly. Generally, right of way is given to mass.

The port's road network connects the runways together. Technically, the roads are numbered (using the designation R), but more commonly they are referred to by a descriptive name. R-1 is known as the Main Road, running along the X-T-Line, connecting the Main Terminal, C, D, and E Warehouses and the abortive hotel construction site. R-3 is the Supply Road, the main artery on which the pads and most of the hangars are found (as well as Warehouses F, G, and H). R-4 has a number of 'colourful' names among personnel, it provides easy access for vessels and vehicles from the concourse to the Supply Road and the Runways. R-5 cuts just roughly north-south and ends at the tower, and is thus known as Tower Road.

The Yards

The 'Yards' covers anything inside Dutrieu Port off of the roads and runways that is not a major structure, warehouse, or landing-related. A good deal of it is simply empty space, kept from becoming overgrown by local plant life. Some of this space is used to house the mobile repair rigs, although they move around as needed and thus are not found in any single formation from one duty cycle to the next. The Emergency Vehicle Garages (discussed in the 'Tower'

section above) are also part of the Yards. Loader sheds near the Large Landing Pad, and scattered near the hangars and pads (near R-4, near Warehouses C, D and E as well as F, G and H and so forth) are also considered part of the yards. These sheds house a mixture of Industrial loaders, basic rigs and cargo robots. The Collector Head, a control area for the underground Fuel collection system (Dutrieu Port taps into subsurface water), is also considered part of the Yard (the building is found along a spur off of Supply Road, and is reputedly a good place to nap).

Last, although certainly not least, is another by-blow of the semi-militarisation of the port; two railgun emplacements, one north (RG-1 further down from the Collection Head) and the other (RG-2) in the southern tip of the base near the end of Runway 4-22. Most of the 50-dton weapon systems are actually underground but when 'popped' up, are impressive for a non-military port. Both have 50-dton spare ammunition caches (also underground) which provide them with one-thousand rounds of railgun ammunition in addition to the two-hundred already incorporated into the emplacements proper. Unlike the laser turrets around the Tower, these are well-known and sometimes fired on patriotic holidays with tracers or non-military 'firework' ammunition.

Hangars and Pads

The remainder of Dutrieu port consists of landing area for offworld vessels. Unless otherwise noted, each pad or hangar has a refueling station, station hook-ups for life support and power, and their own basic rig setup for loading/offloading goods (robotic cargo handlers or industrial loaders can be dispatched by the Tower as required). The facilities here are:

- Two 600-dton Small Craft Hangars (SCH 1 and 2) are set aside for smallcraft. These have four refueling stations and four basic rig loaders each. SCH-1 is located along Supply Road near the Large Vessel Pad, SCH-2 is found by the Main Terminal.
- The 200-dton landing pads (SP1-SP18) are generally used for small spacecraft; only occasionally for excess small craft. Because they are exposed, they have less desirability, but many a skipper who wants to leave in a hurry (and has VTOL capability as most modern spacecraft do) knows these are the best option.
- The 200-dton (H9-H16), 400 dton (H1-H8) and 800-dton hangars (H17-H19) are used for small to medium spacecraft as needed, rarely is the port inundated with small craft that they would have to come here (but it

has happened before). These structures are all two-levels tall and are found in two concentrations, one along North Road at the port's northwestern corner and the other in the southern tip of the port. The two 1,500-dton hangars (H-20 & 21) are three-levels tall and are sometimes pressed into service for smaller, taller ships. Both are located off Tower Road.

- Finally, there is a large vessel pad. This is an engineered pad open to the sky, designed for massive loads and capital-sized vessels. While technically this large area is capable of handling up to 40,000-dtons, this space is generally occupied by far less raw tonnage (the surface area only allows 8,000 dtons). The large pad has a total of 16 refueling stations and no basic rigs (however, the eight industrial loaders mentioned in the 'Yards' section are adjacent to the pad and intended for their use).

Underground Facilities

Buried underground are the fueling facilities (storage tanks, processors and the Collection station for the subsurface water source). The base has capacity for about 48,000 dtons of fuel and can replace half this amount in processed fuel per day.

Recommended Personnel

Dutrieu's staff recommendations are as following for a single 8-hour shift (118 total): 12 Administration/Comm-Tower, 6 Medical, 12 Security personnel in static locations (Checkpoints, CCTVs and so forth) with 12 more broken into six roving 2-person patrols, 12 maintenance, 16 ground crewmembers, 24 stevedores/cargo handlers, and 24 Terminal Personnel. This does not include Customs or non-staff commerce workers (shop owners etc.)

CAMPAIGN USE

While Dutrieu works as a C-Class SPA starport, it could also do fairly well as an independent port or even a player-run independent port. The cost of the port (Cr. 513,914,490) places it in the range of player access and if the weapons are taken out (MCr. 127.7), the cost is an even more 'reasonable' Cr. 386,214,490.

Dutrieu Port is also rife for additional locations, more hangars and places like the hotel. Any of these could allow players or referees to personalise this as a base of operations.

Dutrieu Spaceport (C-Class)

Docking Fee: 1Dx100/100

Berthing

Small Craft: 1200

Starship: 11,400

Capital Ships: 40,000

Waiting Time

Small Craft: d6-3

Starship: d6-3

Capital Ships: d6-2

Fuel: 100/500

Waiting Time

Small Craft: d6-3

Starship: d6-2

Capital Ships: d6-1

Warehousing: 10,190

Waiting Time

Small Craft: d6-3

Starship: d6-2

Capital Ships: nil

Hazmat: 1,900

Waiting Time

Small Craft: d6-2

Starship: d6-1

Capital Ships: d6

Storage Cost: 300

Repair Facilities

Small Craft: Hull, systems

Starship: Hull, Systems

Capital Ships: N/A

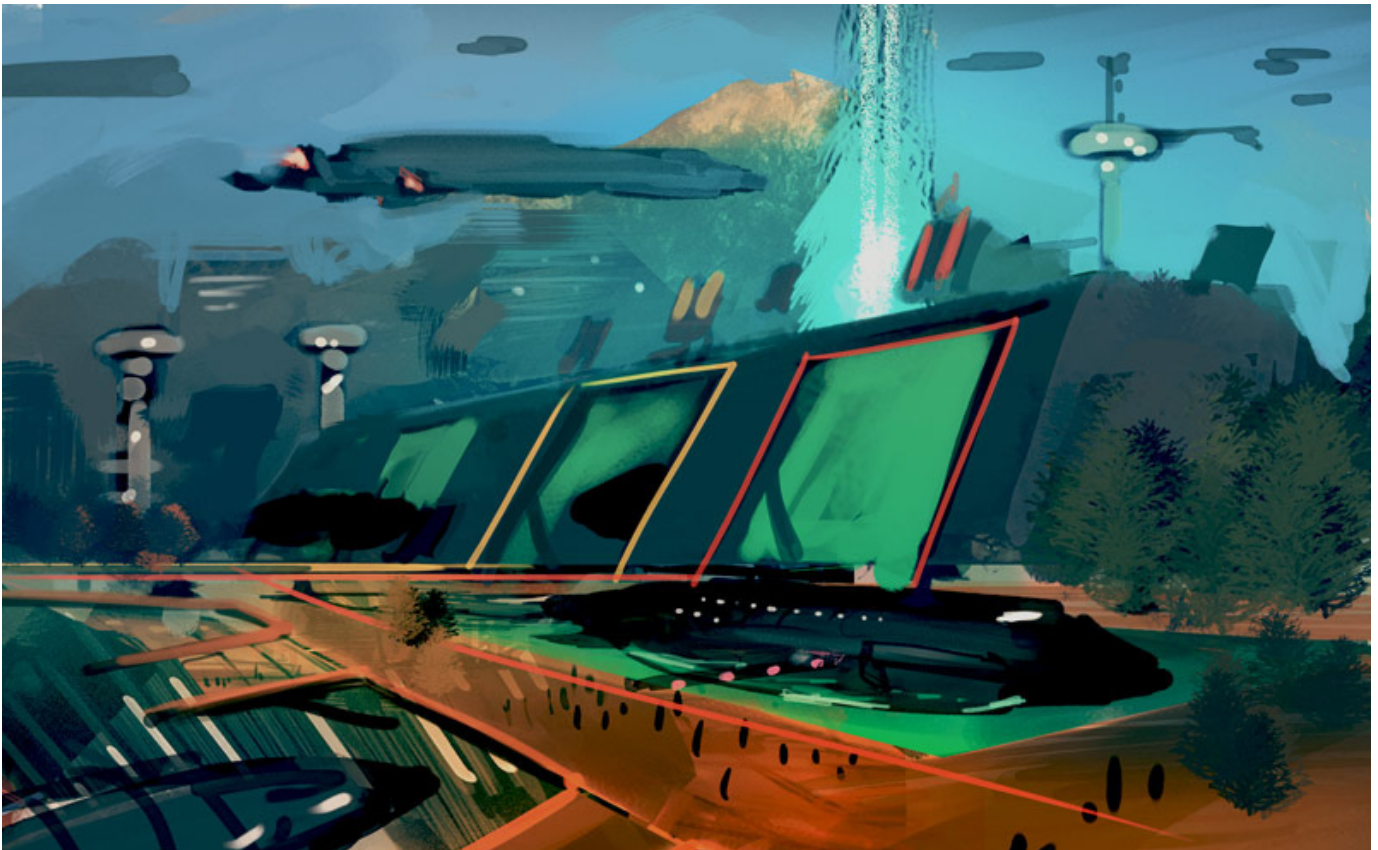
Waiting Time

Small Craft: d6-2

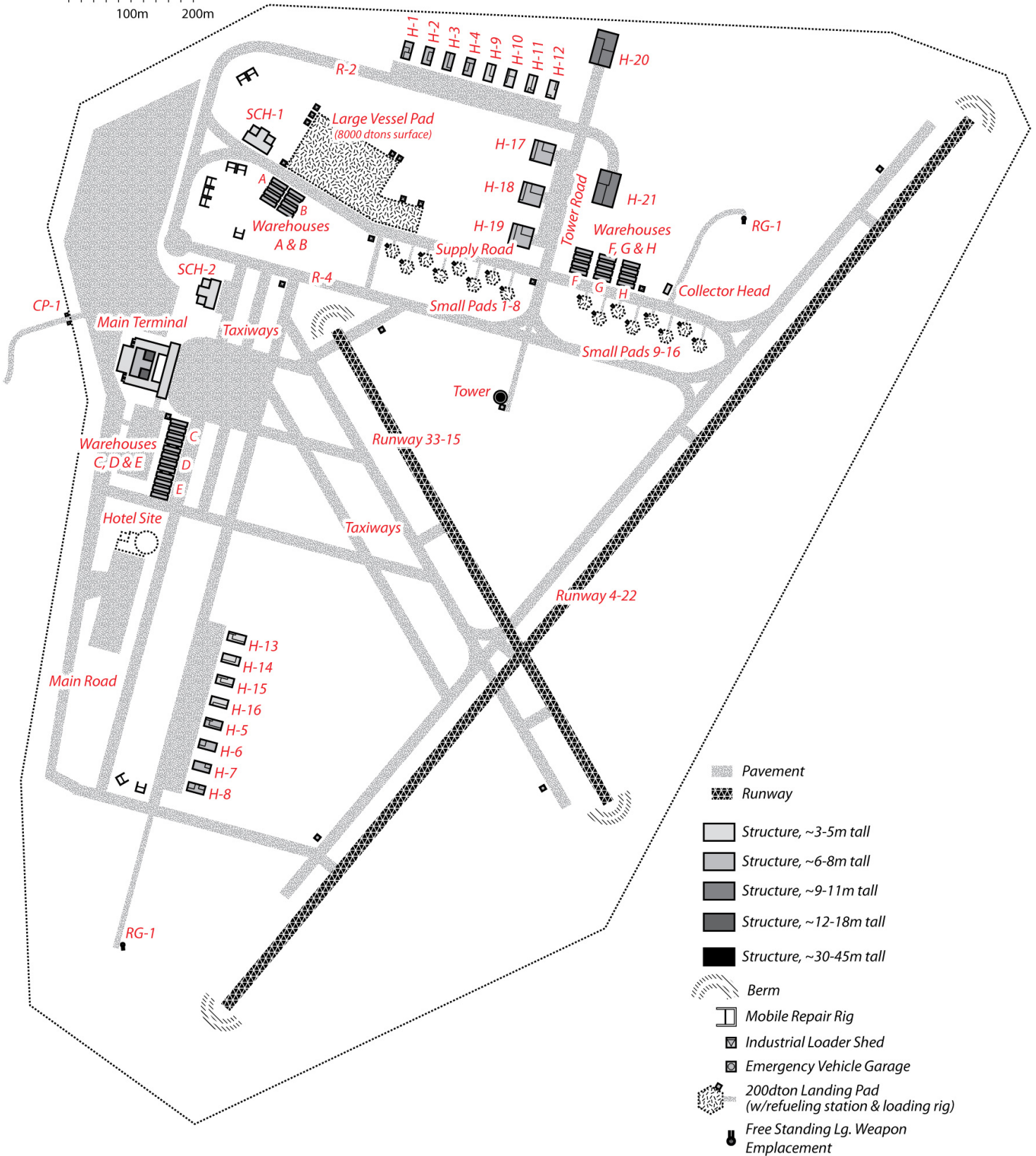
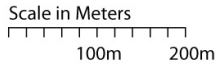
Starship: d6-1

Capital Ships: d6

Upgrades: Interior, Exterior, and XT-line cameras. Electronic Keypad Access, Road Network, Standard X-T Line.



Dutrieu Spaceport



SIDURI STATION, CLASS-C STARPORT

The Gas Giant Enkidu (roughly Saturn-sized) presents a tantalising opportunity for cloud-mining (or skim-mining) operations. The upper atmosphere not only provides the typical bounty of molecular hydrogen, but also possesses several complex compounds. These rare gaseous compounds are formed only through the natural processes found on gas giants and are used in a variety of high-tech industrial processes. Enkidu is unique in that some condition deep inside the giant has caused a plume of these complex compounds to rise to the surface, making them much more economical to obtain.

One of the main difficulties for cloud miners is the lack of a life-bearing world from which to sally forth in their search for the 'big score.' For several decades, a small orbital station was used as a starport, a Class-D affair which rapidly showed wear as traffic into and out of Enkidu increased.

One of the moons of Enkidu, Shamhat, possesses moderately large deposits of light metals and the isotope Helium-3 (which is traded as a radioactive in terms of pricing and buyer demand). This has promoted a cottage mining industry on the Mercury-sized moon. While not unusually rich by the standards of the great cartels and multi-sector spanning corporations, the resources of Shamhat have drawn a considerable population of wildcat prospectors. Simply put, Shamhat is wealthy enough to provide a good living for a small prospecting business or independent wildcatter, but too sparse to bring in the heavier players of the mining trade. Some of the wildcaters refer to this as the 'Goldilocks Effect,' perfect for independents such as themselves.

History and Development

As the Enkidu Highport began to fall apart, the miners of Shamhat banded together to create a new Class-C station on their beloved moon, spearheaded by wildcat miner Harlan Jorace who had struck it rich by discovering a huge vein of Helium-3 rich regolith. Jorace, along with several other miners as part of the Siduri Consortium, then proceeded to construct the base in several phases. The Starport is currently at Phase II (and still Class-C).

The Station Facilities

Siduri Station comprises three main sections; the Garden Centre and two rings (Inner and Outer) as well as several hangars and landing pads in the outlying area for small craft (the landing pads) and smaller spacecraft (the larger hangers). Beyond the Outer Ring are several isolated structures, consisting of several hotels and two terminals. The entire base (with exception of open docking facilities) is vacuum sealed and the air is replenished by

hydroponics. The station is also outfitted with internal, external and drone cameras. The locks are all equipped with biometric scanners. The outer perimeter (XT-line) of Siduri Station is very basic, consisting largely of lighting and light-strips to let the locals know where the boundary is located.

Garden Centre

Garden Centre is the nerve centre of the base, and at six-levels tall is the highest elevation. It consists of the (Standard) Headquarters, a small 'sleep coffin' area for on-call HQ personnel, various support-related facilities (kitchens, trauma center, EVA Bay), and some cargo space. The single 'big gun' of the station, a particle accelerator bay, is located here, along with five double laser-turrets. Beneath the Garden Centre is the hydroponic dome. The single linkway leading from the Garden Centre enters at the dome and passes through a secure checkpoint.

Inner Ring

The Inner Ring is two-levels tall (although there are some three-level tall areas) and is dedicated to station support. This includes most of the station personnel housing (350 apartments: 100 basic, 200 standard, and 50 luxury-class) the security section, the personnel recreation area, a larger set of kitchens and mess area, a station personnel-only medical facility, and a barracks facility for the hired security personnel (Balistika Sekureco). The Inner Ring has two vehicle bays, one for the trikes and monowheels used inside of the station, and a second EVA Vehicle Bay used for forays outside of the station. There is also a cargo area for life support and other supplies.

The Inner Ring is connected to the Outer Ring by way of three dual linkways, each with a secure checkpoint.

Outer Ring

The Outer Ring is two (and occasionally three) levels tall, and contains more of the commercial elements of the station as well as the main defensive capabilities (forty retractable weapon emplacements). The commercial elements include main warehouses (both standard and hazmat) with loading equipment, the station's many mobile repair rigs, two medium-sized bars (the Debris Field and Blast Chamber) as well as several take-out restaurants and a wide variety of shops and offices occupied by small entrepreneurs. A medical facility provides care for both personnel and visitors. There are six security checkpoints scattered through the Outer Ring which do not prevent movement but can drop blast doors over main access points and subsidiary sections.

Smallcraft Docking

Outside of the Outer Ring are several isolated structures, including docking facilities for small craft and small spacecraft, five hotels, and two terminals. These are connected to the Outer Ring by either single or dual linkways (depending on the size of vessel they support). These junctures are monitored remotely, but have no checkpoints. They may, however, be isolated by blast-doors from the rest of the facility in case of a seal-failure (or when Customs has to check through visitors coming from outside of the system).

The docking facilities leading directly off the Outer Ring are generally used for local traffic and small craft. The facilities here are found in three categories: the 100-dton landing pads are generally used for small craft, while the 200-dton and 400-dton enclosed hangars are used for either small craft or small spacecraft as needed. Each pad or hangar has a refueling station, station hook-ups for life support and power, and their own basic rig setup for loading/offloading goods (robotic cargo handlers or industrial loaders can be dispatched by the station Headquarter).

Brandenburg Hotel

The Brandenburg Hotel is a luxury class hotel, named for one of the members of the Consortium (who substantially funded the hotel's construction and demanded the right to name it after herself). It holds eighty guest rooms (five of which are large suites) and amenities (restaurant, casino, medical center, shopping area, and checkpoint at the entrance to enhance security) as well as accommodations for the hotel personnel (48 total: 40 standard and 6 luxury suites, along with Virette Brandenburg's massive double suite and a second double suite she sets aside for friends).

Areas of significance include the Brandenburg Ballroom, a fine restaurant of significant size known for excellent food and elegant ambiance, and Virette's, a high-class club/bar named after Brandenburg herself. The décor is high-tech, with lots of transparent materials and high-gloss chrome with lightstrips. Boutique Row, the hotel's shopping area, contains a number of upscale boutiques including some high profile out-system chains (rare for the rest of the station).

Gilgamesh Arms

The Gilgamesh Arms is a standard hotel, with one-hundred and twenty rooms, a small trauma station for guest's medical emergencies, a shopping area, a small casino area, and accommodation for the hotel staff (24 total: 20 standard and 4 luxury)

The Hall of Kings (a hotel/restaurant) is considered to be a decent place to eat, with a 'rustic' motif (weapons/shields on walls). Apparently, someone thought Gilgamesh was a Viking, however, as most of the motif is far more Norse than Babylonian. The Enkidu Tearoom (bar) is surprisingly upscale for the Gilgamesh Arms. The wainscoting here is made from real teak imported from three parsecs away. Among the several small shops is Max's Munitions, which performs gun repairs and modifications for reasonable prices, owned/operated by a retired Marine Staff Sergeant (Maxine LeDoun).

Other Hotels

The other two standard hotels, the Redspot Inn and the Ice Pagoda differ only in minor ways from the Gilgamesh Arms. The Redspot has no casino but a better restaurant (known for deserts). The Pagoda, which is three levels tall but has a much smaller footprint than the other hotels, has a tiny bar attached to their restaurant and a few more shops than usual.

The Prospector's Palace is a two-level economy hotel which provides service to travelers who have reached the system with very little in their pockets. As befitting the name, the Palace provides occasional service to the local wildcat miners of Shamhat who have grown tired of their tiny sealed habitats and want to be sociable for a while without the costs associated with long-term housing in one of the Terminals. It has space for 300 (although 100 of these are in four communal dormitories and many rooms are listed as 'dual occupancy') and minimal amenities (cafeteria, several take-out food joints, undersized trauma center for total capacity) as well as accommodations for the hotel staff (32 total: 12 standard and 20 Basic).

Alice's, a take-out restaurant with a surprisingly good breakfast bar, opens promptly at 0600 hours. The Golden House is the largest bar on-station and certainly the least attractive; this is the place to go for harder-to-get information, not only about Siduri Station and Shemhat, but the rigs around Enkidu as many of the rig personnel spend their off-time here. The Prospector's Palace only contains one (rather large) shop, the Forty-Niner, rented out by Hervé Schalt, who specialises in providing gear to the local miners. A good deal of this equipment is used (gently and otherwise), some of it is stolen (fell off a transport) and some of it has been specially ordered, but all of it is solid and Hervé has been able to attain and sustain a good reputation among the wildcatters (for quality, not his prices or general manner).

The Terminals

Alpha Terminal and Beta Terminal connect the main hangars and Landing pads to the station and are identical to one another, so the following description applies to each. The Terminal includes non-station personnel long term Housing (180 Standard, 200 Basic, apartments), Customs, and a Commercial & Recreation area for visitors. The Commercial & Recreation area contains a medium-sized casino, a few offices (mainly staffed by the representatives of larger companies), a handful of medium-sized shops, and take-out restaurants that provide quick tasty meals to the passengers coming off of incoming vessels. Each Terminal also has three bars, two medium and one large-sized. While this arrangement is not the most efficient, the Consortium understands the dictate that passengers, when departing from a ship on which they have been for a week or more, want to spread out a little and socialise with a different crowd.

The Customs area is staffed by system-government personnel (by law) and is situated at the end of a series of short concourses that feed goods and passengers directly past on their way to the interior of the station. Customs includes a small amount of warehousing (either for held goods or commercial traffic as needed).

Several Bars are present; Alpha Terminal sports the Naïveté (large), the Foggy Bottom, and the Tiki Roadhouse. Beta Terminal hosts the Armadillo Pub (large), the Vortex Café, and Dr. Diablo's, which serves 'Dr. Diablo's Miracle Cure,' guaranteed to de-rust lug nuts or get someone appallingly drunk.

The Terminals also feature a single security checkpoint outside of the dual linkway that leads into the Outer Ring. This checkpoint does not stop any passengers (they've already cleared Customs) but provides a visible presence for security and when needed, can cut this section off from the Outer Ring.

Main Docking Area

Attached to each Terminal are a dozen 1,000-dton enclosed hangars (thus, 24 in total in Phase II), which are linked by concourses to the Terminals. There is a spur between them leading to the unenclosed landing pad area. This area includes six 5,000-dton engineered landing pads and a dozen small-craft (100-dton) landing pads. The concourses leading to and from these areas include flex-seal attachments which can be used for ship airlocks or on most ship bay doors. The smallcraft pads and 1,000-dton hangars have single refueling stations (which can pump in 1-dton of fuel a minute) and basic loading rigs, while the 5,000-dton pads have two refueling stations, (allowing a 5,000-dton Jump-4 ship to be refueled in a 'mere' 16 hours and 40 minutes) and industrial loaders.

THE CONSORTIUM BOARD

The Siduri Consortium owns Siduri Station collectively, operating as a kind of umbrella corporation not only over the station but several of the subsidiary businesses attached to it. Anyone holding more than 5% of the shares in the Consortium are allowed to take a seat on the board. There are six members currently, and decisions made by the Consortium Board are handled directly through voting shares. If none of the Board gets a majority vote (50% of the shares plus 1), the matter is turned over to the Stockholders (which would include the 3% out-system shareholders) in a general vote.

Harlan Jorace

Harlan Jorace is the wildcat prospector who bankrolled a substantial portion of Phase I based on his Helium-3 strike some twenty years ago. As such, Jorace is the plurality stockholder of the Siduri Consortium (28% currently). While he stays on the station for some part of the time, Jorace continues to prospect on Shemhat, and has an extensive sealed habitat of his own on the other side of the planet called 'Shadewell' by the locals.

Jorace has a bombastic personality, and greatly admires the freedom that he has acquired through his ownership of the station. He is known as a slave-driver for those who work with him, but also rewards them well and is fiercely loyal to them in return. This is a product of his own work-ethic, he regularly logs in double shifts on his own enterprises and expects the same of those under him. If it was not for the fact that he pays half-again what others pay, very few would work for him. Several wildcatters on Shemhat started out as employees of Jorace, and some of them began with a stake

that he provided (at least in part) for them. He is the kind of man some hate and some love, and rarely does anyone fall in between.

Virette Brandenburg

Virette Brandenburg is another wildcat prospector, who holds the second-greatest stake in the Siduri Consortium (22% currently). Her money was used on the base itself, but some was devoted to building the Brandenburg Hotel, which she demanded the right to name (after herself) and runs as her own little fiedom. She spends practically all of her time on the station, in a luxury double-suite of her own design in the hotel. Her parties, all held at the eponymous bar/nightclub Virette's, are ongoing affairs.

Virette Brandenburg has the dubious honor of having another of the moons of Enkidu named after her, Virette's Moon, which was initially taken for a rogue asteroid of good size, has since been listed as an irregular moon. It was named for her, because like it, she is 'highly eccentric, yet lifeless and hard as hell' according to the discoverer (a former lover). She has sole mining rights over the iron-rich asteroid and used those profits to buy herself into the Consortium.

Like Jorace, Brandenburg is something of a slave driver; unlike Jorace, she does not inspire loyalty. She is, however, very good at making money and thus has a great deal of sycophants and hangers-on in her entourage

Peter Brookings

Peter Brookings is a venture capitalist who has decided to sink his money into a number of different opportunities in the system, including a skim-mining rig over Enkidu and an asteroid-based processing facility. Brookings has moved himself and his family into the system (they stay in the Inner Ring) to better guide his investments. He invested in the Phase II portion of Siduri Station, buying out the stake of one of the previous Consortium members and putting in enough cash back in to nearly equal the stake of Virette Brandenburg (who hates him vehemently). His stake of the Consortium is currently 18%.

Brookings has a laid-back personal style, and considers his employees and underlings to be 'colleagues' (one of his favorite words). He stresses original thinking and the need to approach problems from a different perspective.

Oliver O'Hallaran

Oliver O'Halloran is the only member of the initial Consortium Board who was not a wildcatter. O'Halloran ran a tramp starship line, which went from two to eight ships before he was bought out by investors. After paying off his debts, O'Halloran decided to sink a portion of his remaining funds into the Consortium, as the system was a place he knew well on his trade run and the other Consortium members were individuals with whom he not only had a great deal of trust in, but had values he admired. His was one of the smaller stakes (the rest of his money having gone into other investments) initially, although he placed more of his money into the Consortium during Phase II, raising his stake to 11.2%.

O'Hallaran spends much of his time outside of the system. He has married since investing in the Consortium, and spends much of his time with his wife and three daughters, the eldest of whom is coming of age and spends more time on Siduri Station than he does. In fact, Jennifer O'Halloran may well receive the shares of her father in the Consortium soon, as she has a great deal of interest in the Station and has been studying habitat management rather intensely.

Talia Ghardishan

Talia Ghardishan is not strictly a member of the Consortium, but she does officially represent the off-world investment bureau Saarbar Landesbank AG (SLAG) and votes on their behalf. She has an apartment on Siduri Station, but spends much of her time looking after SLAG's other investments in other nearby systems, and thus spends very little time on-station. SLAG owns 10% of the stake in the Consortium.

Ghardishan is a no-nonsense personality, likeable but definitely out for her own interests at all times. Oliver O'Hallaran has expressed open dislike of her and petitioned SLAG to appoint a new representative, but the reasons for his intense feelings have not been manifest to the other members of the Consortium. For her own part, Ghardishan takes it all in apparent stride.

Kairavi Channar

Kairavi Channar is a retired Rear Admiral and another investor in the skim-mining rigs over Enkidu. Admiral Channar has always been interested in this system, as she spent some time here on the former Enkidu Highport when she was injured and fought a major engagement against a group of pirates who thought that the skim-mining operations were easy targets. She currently has neither friends nor enemies on the Consortium Board, but respects Harlan Jorace and gets along well with both Brookings and O'Hallaran. Whatever feelings she has towards Ghardishan or Brandenburg, she keeps to herself.

Kairavi Channar has, as one might suspect, a disciplined personal style, but is also well-known for being a good leader who demands much, gives much, and gets good results. She does not expect perfection, but believes in drilling constantly to hone skills. She does have a strict view on law-and-order (again, as one might suspect) and cleaned up some of the more dodgy elements from the station after she placed a not inconsiderable part of her severance from the military into the Consortium. This was just before the Phase II went online, and these funds proved to be necessary at a critical juncture. Nonetheless, she is presently the smallest stakeholder in the Consortium at 7.1%.

Smaller Investors

One former member of the Consortium, Ivan Lomax, was killed on Shemhat during a mining accident before Phase II started. His shares at the time were offered up to the members in equal portions under the bylaws. Jorace and Brandenburg absorbed these shares, but the other two surviving members excused themselves. Some

of the released shares are on the local stock markets of several adjoining systems, and still trading in private hands (amounting to a 3.7% of the stakes after Phase II).

OPERATIONS/CHIEF ADMINISTRATOR

The day-to-day management of the Station has been turned over to a professional, former Port Authority Supervisor Garrett Patrick. Administrator Patrick is a gregarious individual, who is known for getting the job done. While many seem to feel Patrick is soft, he can be implacable when required, and is not afraid to take risks when needed. He and his wife, who runs a legal affairs business of her own in the Outer Ring, live on the station and rarely leave.

Administrator Patrick takes a regular (though rotating) shift along with everyone else in the HQ, as well as several other divisions (maintenance, medical, warehousing). This has given him a good feel for the station. He gets along with nearly all of the Consortium Board, with the exception of Admiral Channar who thinks he is a lightweight, and Talia Ghardishan, who prefers to send messages through his subordinates. Administrator Patrick is closest to Peter Brookings and, after that, Harlan Jorace.

SECURITY

Balistika Sekureco (Ballistic Security) is a firm hired to provide the security on the station. The same company covers security contracts on several of Enkidu's rigs as well as the station, and is headquartered in the next coreward system. There are 120 members of the team on Siduri, which operate in three shifts of forty.

Approximately fifteen of the security personnel man checkpoints around the station and twenty more perform one- and two-man patrols. The final five of the on-shift personnel are located in the security centre, including a coordinator and assistant coordinator and three on monitoring duty.

The Balistika team has their own barracks in the Inner Ring, which includes housing facilities as well as an isolated gym and training facility. The Balistika team is headed by Lt. Jalyan Rhys-Smith, a retired Marine and former law enforcement officer.

In addition to the Sekureco personnel, there are 18 station security personnel on Siduri Station, divided into three shifts of six, who help man the monitoring room, perform any investigations as needed, and generally back up the Sekureco personnel. If the Sekureco Contract is severed (by either party), these are the individuals who will serve as the 'institutional memory' of the station, security-wise. The Station Security group is headed by Adisa Ajanlekoko, a former Navy Chief who once served under Admiral Channar. Chief Ajanlekoko and Lt. Rhys-Smith get along relatively well, trying not to superimpose their will on one another (the Chief also gives the Lieutenant the lead, considering her personnel outnumber his and she has more experience during her brief time as a civilian law enforcement officer).

SIDURI STATION (PHASE II)

Docking Fee: 1Dx100/100

Berthing

Small Craft: 5800

Starship: 5720

Capital Ships: nil

Waiting Time

Small Craft: d6-3

Starship: d6-4

Capital Ships: nil

Fuel: 100/500

Waiting Time

Small Craft: d6-4

Starship: d6-3

Capital Ships: nil

Warehousing: 22,080

Waiting Time

Small Craft: d6-3

Starship: d6-2

Capital Ships: nil

Hazmat: 13,080

Waiting Time

Small Craft: d6-2

Starship: d6-1

Capital Ships: nil

Storage Cost: 300

Repair facilities

Small Craft: Hull, systems

Starship: Hull, Systems

Capital Ships: N/A

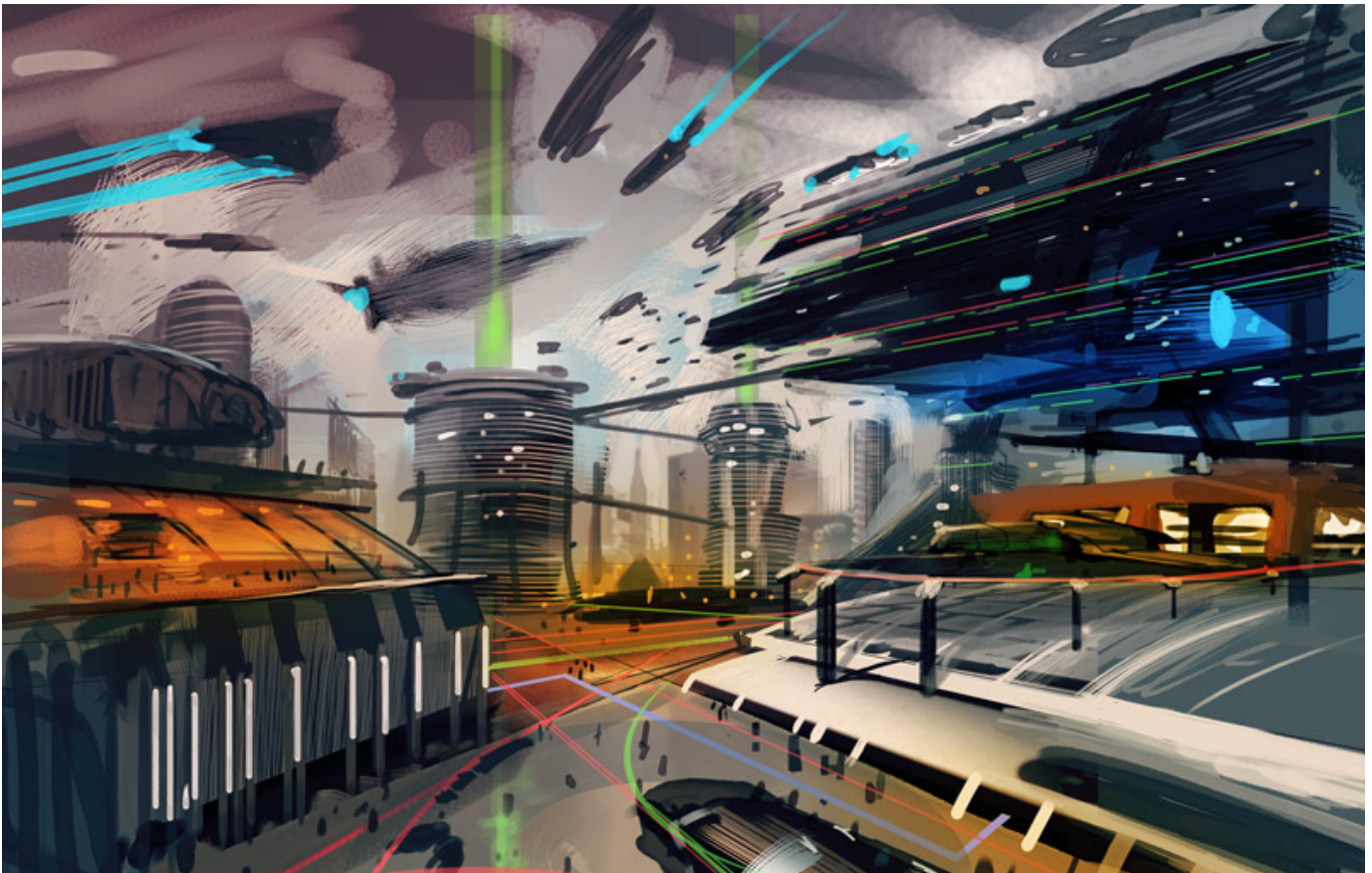
Waiting Time

Small Craft: d6-3

Starship: d6-2

Capital Ships: NA

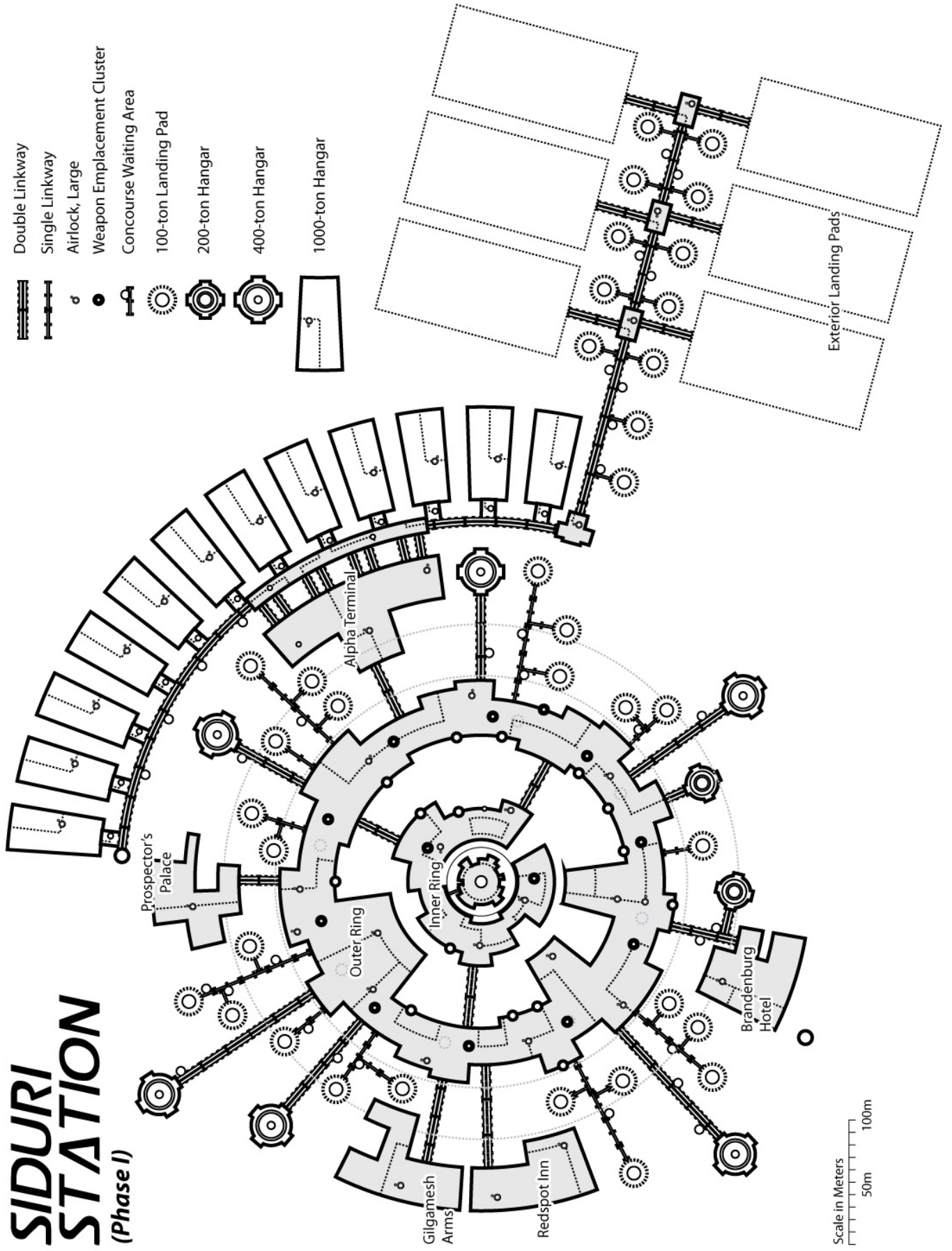
Upgrades: Airlocks & Vacuum Sealing, Hydroponics, Biometric Scanners, Interior, Exterior, Drone, XT-line cameras.



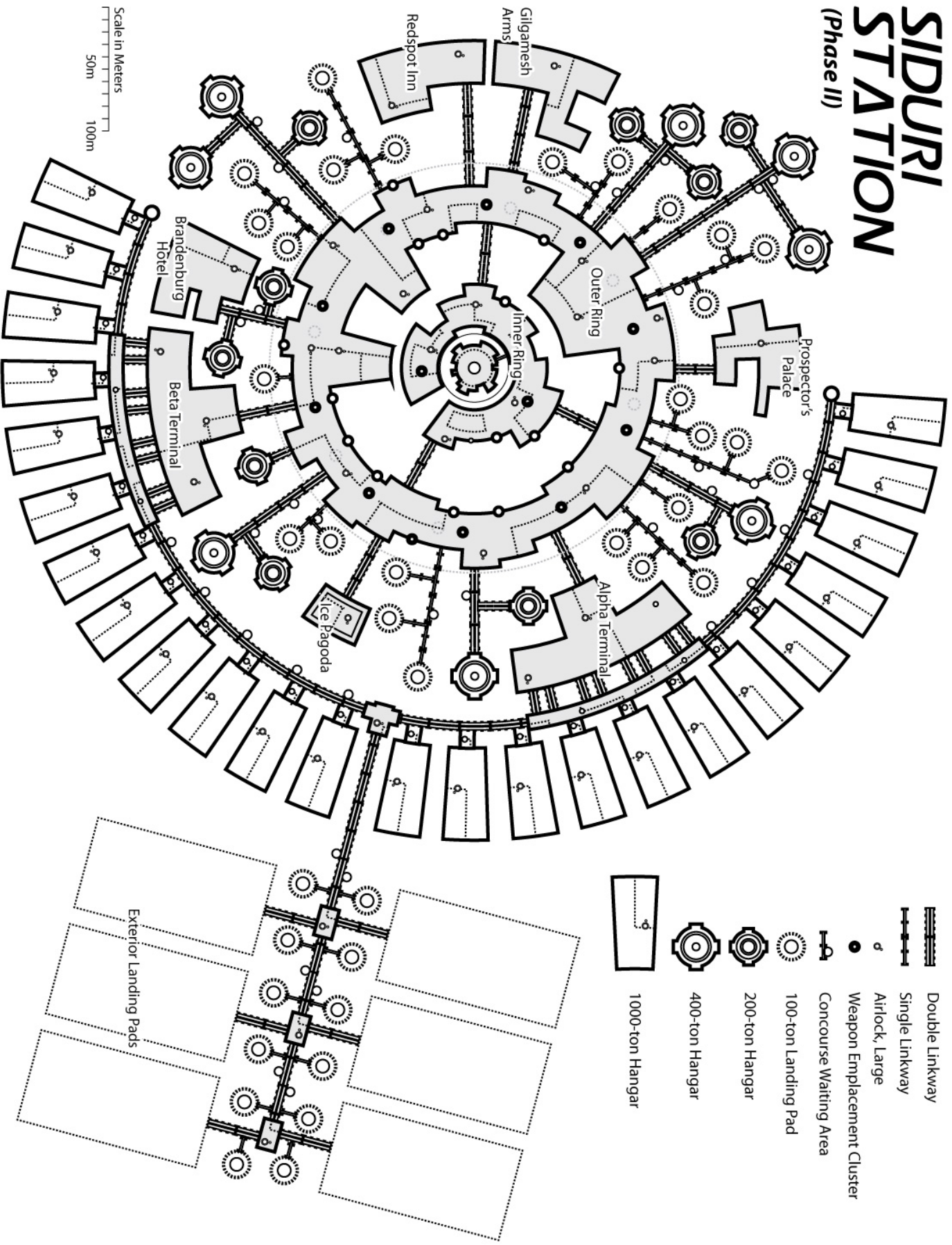
SIDURI STATION










(Phase I)

- Double Linkway
- Single Linkway
- Airlock, Large
- Weapon Emplacement Cluster
- Concourse Waiting Area
- 100-ton Landing Pad
- 200-ton Hangar
- 400-ton Hangar
- 1000-ton Hangar



SIDURI STATION (Phase II)



-  Double Linkway
-  Single Linkway
-  Airlock, Large
-  Weapon Emplacement Cluster
-  Concourse Waiting Area
-  100-ton Landing Pad
-  200-ton Hangar
-  400-ton Hangar
-  1000-ton Hangar

Scale in Meters
50m
100m

THE THIRD IMPERUIM



ASLAN DYNASTIES

Jacob DC Ross

These rules expand upon *Supplement 12: Dynasty*. It is also recommended that you consult *Alien Module 1: Aslan* when creating Aslan Clan Dynasties.

NEW DYNASTY ARCHETYPE: THE ASLAN CLAN

Aslan clans have a rich and storied history. A mix of the Noble House and Military Charter, an Aslan Clan is capable of reaching the highest peaks of glory and power. The Aslan Clan fights for might and territory, striving constantly to climb the ranks of Aslan society.

Requisite Characteristics

In order to qualify for a starting first generation of an Aslan Clan, the Dynasty must have the following Characteristic scores; Militarism 8, Tenacity 5, Tradition 6.

Base Traits

Each Aslan Clan calculates their starting Trait scores using the following equations.

Culture: Tradition DM + Popularity DM

Fiscal Defence: Greed DM + 1

Fleet: Militarism DM + 2

Technology: Militarism DM + 1

Territorial Defence: Militarism DM + Tenacity DM + 1

Base Aptitudes

The base Aptitude levels for each Aslan Clan Dynasty are as follows:

Acquisition —, Bureaucracy —, Conquest 2, Economics —, Entertain —, Expression —, Hostility 1, Illicit 0, Intel 1, Maintenance 0, Politics —, Posturing —, Propaganda —, Public Relations —, Recruit 0, Research —, Sabotage —, Security 0, Tactical 1, Tutelage —

Boons and Hinders

The Aslan Clan Dynasty can choose to add up to two specialised Boons or Hinders from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Tlaukhu Patronage [-1 Tenacity and -1 Fleet; -15 Build Points]: The Dynasty enjoys a healthy vassal relationship with one of the twenty-nine members of the *Tlaukhu*. In times of trouble or invasion, they may call upon their patron for aid. The patronage imposes DM-1 on any Aptitude check that directly targets one or more of their Values.

Secret School [-1 Popularity; -10 Build Points]: The Dynasty sponsors one of the famed Aslan Secret Schools. This grants DM+1 both on Tutelage Aptitude checks and on the use of any Aptitude check made for diplomatic purposes with any other Aslan Clan Dynasty.

Land Grabbers [-1 Greed; -5 Build Points]: The Dynasty values the acquisition of territory above all else. Any Acquisition or Conquest Aptitude check gain DM+1.

Master Assassins [-1 Scheming; -10 Build Points]: Skilled in the arts of the war of assassins, the Dynasty protects its interests well against other clans. Sabotage Aptitude checks targeting the Dynasty suffer DM-1, while Sabotage Aptitude checks against other Dynasties gain DM+1.

Slaver Empire [-2 Fiscal Defence; -15 Build Points]: The Dynasty takes full advantage of conquered peoples, absorbing them as forced labourers or cannon fodder. Any damage to the Dynasty's Population Value s reduced by -1.

Hinders

Technical Ineptitude [+1 Militarism; +10 Build Points]: The Dynasty does not value the efforts of their females, and they pay the price for their chauvinism. This imposes DM-1 on any Tutelage or Research Aptitude check as well as a further DM-1 to any attempt to increase their Cleverness Characteristic.

Antisocial Tendencies [+1 Loyalty; +5 Build Points]: The Dynasty does not care what others think of them. This imposes DM-1 to any Public Relations and Entertain Aptitude Checks.

Indolent [+1 Popularity and +1 Culture; +10 Build Points]: The Dynasty does not value action and expansion. As a result, the Dynasty may never gain more than one Morale Value at a time, and any action by another Dynasty that targets its Morale gains DM+1.

Pirate Plague [+1 Technology; +5 Build Points]: The Dynasty is under constant threat from raiders. At the beginning of each generation the Dynasty must succeed a Militarism Check or suffer -1 Fleet.

First Generation Bonuses

2D	First Generation Bonus	Alternate Build Point Cost
2	Astounding Rites of Passage: Raise any three Aptitudes to Level 1	10 BP
3--4	Vast Holdings: +1 Population Value	8 BP
5--6	Focussed Efforts: Raise any Aptitude by +1	12 BP
7	Diehard Populace: +1 Territorial Defence	3 BP
8--9	Mobilised Navy: +1 Fleet	5 BP
10--11	Outstanding Arsenal: +1 Technology	10 BP
12	Heroes of the Ages: Add 1D points to Values, according to player choice, or +1 to any two Characteristics	15 BP

Aslan Clan Management Assets

2D	Management Asset	Build Point Cost
2	Player's Choice	N/A
3--4	Heroic Leaders	10 BP
5--6	Overlord	3 BP
7--9	Patriarch	0 BP
10--11	Command Staff	5 BP
12	Player's Choice and Roll Again ¹	N/A

¹Ignore further rolls of 12.

Background and Historic Events

D66 Result	Background Event
11	The Clan is beset by enemies on all sides; roll Tenacity 8+ or suffer -1 Populace.
12	Attacked by a hostile computer virus; roll Research 8+ or lose -1 Technology.
13	A coup is attempted; roll Security 8+ or lose -1 Morale.
14	Historic Event – roll on the Dynasty Historic Event Table.
15	An anarchist movement attempts to gain ground; roll Propaganda 8+ or suffer -1 Culture.
16	A supernova menaces a system; roll Bureaucracy 6+ to evacuate or lose -2 Populace.
21	An period of enlightenment grants either +1 Culture or +2 Morale.
22	The Dynasty participates in a limited war with another clan; roll Tactics 8+ to gain +1 Morale or suffer -2 Morale if you fail.
23	An Ancient artefact is discovered in your territory; if you choose to open it roll 1D; 1-4: the artifact is an unstoppable war machine bent on destruction, suffer -1 Morale and -2 Populace; 5-6: the artifact is a portal to an Ancient Arsenal,; gain +1 Militarism.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	The Dynasty is feared far and wide and none dare attack; gain +1 Territorial Defence.
26	Lean times come; roll Entertain 8+ or Expression 8+ to avoid suffering -1 Tenacity.
31	A visionary leader stirs the populace; roll Propaganda 8+ to gain +1 Effect to a roll of your choice when attempting to meet a Dynasty Goal Effect requirement in a later generation.
32	The Dynasty attempts to increase its knowledge base; roll Conquest 8+ to gain +1 to an Aptitude of your choice.
33	Everything goes as planned for decades; add +1 to any Aptitude or Value.

34	Historic Event – Roll on the Dynasty Historic Event Table.
35	Traders require an infusion of capital to continue doing business; pay them and take -1 Wealth or suffer -1 Fiscal Defence.
36	Open war with a bitter enemy; Roll Hostility 8+ to gain +1 Militarism or suffer -1 Militarism if you fail.
41	Offered a prime position in an inter-clan task force; roll Conquest 10+ to gain +2 Wealth.
42	Successfully host an alien delegation; gain +1 Entertain.
43	The Dynasty accepts the service of several <i>ihatei</i> bands. Either send them to the border to gain +1 Territorial Defence, or use them to explore beyond and gain +1 Populace.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	The Dynasty offers its resources in a massive disaster relief effort; gain +1 Popularity.
46	New battle dress advances offer strength at a price. Gain +1 Technology and +1 Fleet by taking -2 Wealth.
51	The Dynasty's leader makes a great display at a conference, gain +1 Posturing.
52	An advanced alien race offers fealty; roll Bureaucracy 8+ to gain +1 Technology.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	You have the opportunity to take advantage of a rival Dynasty; roll Illicit 8+ to gain +1 Scheming or suffer -1 Cleverness if you fail.
56	Your domestic ability increases; gain +1 to Bureaucracy, Maintenance, or Tutelage.
61	A risky road offers great rewards; roll Conquest 8+ to gain +2 Morale.
62	An epic poem of victory brings fame to the clan; gain +1 to any Trait or Value.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	Leaders focus on purging weakness from the clan. Any three Aptitudes may be raised to 0.
66	A golden age benefits the clan! Gain +1 to any two Characteristics.

³This specialisation is restricted to females

Dynasty Characters

The Aslan Clan Dynasty offers a bonus to the Characteristics of characters originating from within the Clan. Clan Aslan receive +1 Territory and -1 Endurance to reflect the privilege that such characters enjoy and also the somewhat more indolent lifestyle they practice.

Qualification Bonuses

It is recommended that any characters coming from Aslan Clans are created using the careers from *Alien Module 1: Aslan*, but bonuses will be listed for careers from the *Traveller Main Rulebook* as well. Career and specialisation restrictions based on gender apply here.

Aslan Clan:

Agent (DM+1), Army (DM+2), Ceremonial (DM+2)¹, Citizen (DM+0), Drifter (N/A), Entertainer (DM-2), Envoy (DM+1)¹,

Management (DM+0)², Marines (DM+2), Merchant (DM+0), Military (DM+0)¹, Military Officer (DM+2)¹, Navy (DM+2), Nobility (DM+1), Outcast (N/A)¹, Outlaw (N/A)¹, Rogue (DM-1), Scholar (DM-1), Scientist (DM+0)¹, Scout (N/A), Spacer (DM+0)¹, Space Officer (DM+2)¹, Wanderer (N/A)¹

¹This career is found in *Alien Module 1: Aslan*

²This career is restricted to females

Specialisation Prime Dynasties

Aslan Clan: *Clan Agent* (Ceremonial)¹, *Infantry* (Army), *Cavalry* (Army), *Diplomat* (Envoy), *Duellist* (Envoy), *Star Marines* (Marines)², *Ground Assault* (Marines)², *Leader* (Military Officer)^{1,2}, *Executive Officer* (Military Officer)^{1,3}, *Commander* (Space Officer)^{1,2}, *Shipmaster* (Space Officer)^{1,3}

¹This career is found in *Alien Module 1: Aslan*

²This specialisation is restricted to males

Life Events

A character from a Dynasty lives a different life than that of most other characters. For this reason a new Life Events Table has been provided for such characters.

Aslan Clan Dynasty Life Events

2D6 Result	Life Event
2	Like any good scion of the clan you find yourself wounded in battle. Roll on the Injury Table.
3	You find yourself competing for kills with another member of your clan. Gain them as a Rival.
4	You volunteer to test the latest battle dress. Roll Strength 8+ to gain a level of Battle Dress.
5	You officiate your clan's Rite of Passage. Gain +1 Social Standing.
6	You slay an opponent in ritual combat. Gain +1 Melee (claw).
7	Untold booty is yours to be claimed. Gain an extra Benefit roll.
8	Years spent within the Imperium give you a new perspective. Gain +1 Tolerance.
9	Acceptance into a kinship gives you many networking opportunities. Gain Carouse, Diplomat or Persuade at 1.
10	After saving the life of an Enemy, they swear personal fealty to you as an Ally.
11	Victory in battle is within your grasp. Roll Tactics (any) 8+ to gain Leadership.
12	You have a strange event. Roll 1D: 1- You are rewarded unexpectedly; gain a Promotion and +1 Territory. 2- You find an alien mentor who refuses to divulge their name. Gain them as an Ally. 3- You come into possession of an unknown Ancient artefact. 4- You come upon 1D Terms worth of Anagathics. 5- You receive a bio-implant that has a 50% chance of passing on to your offspring. 6- You disappear for 2D days with no memory of what happened. Your fur now glows blue with strange sigils.

THE AIKOIUL

The Aikoiul are a young clan, founded barely 150 years ago. The founder, Eakhtuaw, was a young *ihatei* who spent many years as a mercenary within the Third Imperium. Eakhtuaw became convinced of his skill as a leader of warriors and eventually founded the Aikoiul in order to pass on his legacy. Unlike most traditional clans, the Aikoiul are run by a committee, as Eakhtuaw offered leadership positions to any worthy *ihatei*, a policy that continues today.

The Aikoiul are bellicose and aggressive, seeking to expand their power as far and as swiftly as possible. Located on a border of the Hierate and the Imperium, the Aikoiul have served on both sides of various minor conflicts and have benefited from a fearsome reputation. Good friends and terrible enemies, the Aikoiul respect combat prowess and feats of courage.

Aslan Clan

Power Base: Starship/Flotilla

Management Asset: Command Staff

Characteristics

Cleverness (Cvr): 10

Greed (Grd): 8

Loyalty (Lty): 7

Militarism (Mil): 16

Popularity (Pop): 8

Scheming (Sch): 6

Tenacity (Tcy): 14

Tradition (Tra): 9

Traits

Culture: 3

Fiscal Defence: 3

Fleet: 9

Technology: 7

Territorial Defence: 9

Aptitudes

Acquisition 1, Bureaucracy —, Conquest 4, Economics 0, Entertain 1, Expression 0, Hostility 2, Illicit 3, Intel 2, Maintenance 1, Politics —, Posturing 5, Propaganda 1, Public Relations —, Recruit 3, Research —, Sabotage 1, Security 1, Tactical 3, Tutelage 0

Values

Morale: 7

Populace: 11

Wealth: 4

Dynasty Boons and Hinders

Slaver Empire; Technical Ineptitude

Aslan Warfare

The rules presented in *Supplement 12: Dynasty* provide a comprehensive system for engaging in all sorts of strife between Dynasties. Those rules are best suited for human Dynasties, however, as Aslan conflicts are highly ceremonial and more formalised. To give a greater Aslan flavour to a Clan Dynasty, the rules below outline how to conduct the uniquely Aslan form of warfare. Due to the esoteric nature of Aslan ritual, the following rules differ somewhat those in *Supplement 12: Dynasty*.

In order to successfully begin an Aslan Warfare mini-game, the following conditions must be met.

Provoke the enemy: Pass enough Hostility checks modified by Militarism (2-12 months each), to acquire a total of 18 Effect.

Seek legitimacy from the Tlaukhu: Roll 1D and score equal to or less than the Dynasty's Culture Trait.

Raise the necessary resources for the conflict: Roll 1D and score equal to or less than the Dynasty's Morale Value.

If these prerequisites are met, the Dynasty may begin Aslan Warfare.

How Aslan Warfare Works

Aslan Warfare takes one of several different forms, depending on the willingness of the clans to commit time and resources to the conflict as well as their desire for their objectives.

Aslan Warfare follows these guidelines.

Aslan Warfare lasts a length of time specified by the particular form of warfare.

Aslan Warfare ends once the conditions for that form of warfare are met, as described in the Aslan Warfare Actions section.

A Dynasty in the process of Aslan Warfare cannot attempt to use the following Aptitudes in normal ways for the duration of the mini-game: Acquisition, Conquest, Hostility, and Sabotage.

A Dynasty automatically loses one point of Militarism at the end of Aslan Warfare.

Once Aslan Warfare has been initiated, both sides must agree on terms. First, they must engage the services of a mutually-acceptable *earleatrais*, or referee. Make opposing Tradition checks between the feuding clans. The victor of the check gains a DM equal to half the Effect, with a minimum of 1, that may be used on a single check later in this game. This takes 1-6 months.

Next, terms of battle must be decided. The terms will indicate which of the Aslan Warfare actions below will be allowed and what is at stake. A player selects an amount of Population Value and Morale Value, to a maximum of 12 combined, to wager against that of the opposing clan. Just because you desire a certain portion of another clan's property, however, does not mean that they will be inclined to place it at stake. Throw Posturing modified by Cleverness. If successful, you have set the stakes of the conflict. If failed, subtract the Effect from the desired wager and you are committed to the war for this amount of resources. To determine the form that the Aslan Warfare takes, roll 1D and consult the table below. The total amount of wagered Values must be added to the result. This roll may be modified by the DM for influencing the *earleatrais* mentioned above. Selecting terms takes 2-12 months.

Warfare Type Table

1D	Result
2 - 7	Display of Strength, War of Champions, War Games
8 - 13	War of Champions, War Games, War to First Blood, War of Assassins, Higher War
14 - 18	War Games, War to First Blood, War of Assassins, Higher War

Cheating

Just because the Aslan as a whole prize their cultural traditions does not mean that elements within their society do not sometimes break the rules. To determine if an opponent is cheating, both sides make Tradition and Scheming checks. If the Effect of the Tradition check is higher than that of the Scheming check, the opponent will play fairly. If the Effect of the Scheming check is higher by one or two then the clan will consider cheating, and if the Effect of the Scheming check is higher than that of the Tradition check by more than two then the Clan will definitely cheat, and do so at every opportunity.

An opponent who might cheat rolls 1D every six months, beginning with the first month of the mini-game, and on a 4+ that opponent will cheat.

Cheating Table

1D	Cheating	Exposure
1	Assassination/Destruction: The enemy attempts to destroy a resource that you will use in the war and tries to make it look like an accident. Make a Security check modified by Militarism to avoid suffering DM-4 to all checks made in the war. If you wish to cheat, make a Sabotage check modified by Scheming with DM-4.	Intel modified by Cleverness. Success means the enemy is automatically disqualified from the war.
2-3	Bribery: The enemy bribes the earleatrais (referee) to rule in their favour. Lower enemy Wealth by 2 and either add 2 to the enemy's earleatrais DM if they won his favour previously or lower your own DM if you won his favour by 2, to a minimum of 0. If you wish to cheat, make an Acquisition check modified by Scheming.	Intel modified by Cleverness. Success means a new earleatrais must be selected and the enemy has DM-4 to the check.
4-6	Smuggling: The enemy sneaks additional resources into the conflict or substitutes something illegal to the contest. The enemy gains DM+2 to either their next check in the contest or a check of the referee's choice. If you wish to cheat, make an Illicit check modified by Scheming.	Intel modified by Cleverness. Success means the enemy loses 1 point of Fleet as they must destroy the illegal resources as a matter of honour.

ASLAN WARFARE ACTIONS

Display of Strength

The Display of Strength requires each participating clan marshals as many military resources as they can manage to a certain place within 1-6 months. To gather a clan's forces, make a Tactical check modified by Militarism and adding half of the clan's Fleet (rounding down) to the result. A player may, if they choose, make a Difficult (-2) Cleverness check. This is in order to bluff the opposing clan into believing there are more forces on the field than there actually are. Add the Effect to the Tactical check above if positive, or subtract twice the Effect if negative, due to the lessening of esteem that others hold for the bluffing clan.

The clan with the highest result wins the wagered Values while the lower-scoring clan subtracts the wagered amount from their own Values. Like many forms of Aslan Warfare, there are quick rewards but also the potential for quick and devastating losses to any participant.

War of Champions

A War of Champions begins in the same manner as a Display of Strength, but it is resolved in single combat at the site where the opposing forces meet. This combat may be between duellists or a single ship or vehicle. The War of Champions takes 1-6 months.

A clan creates its champion by making a Tutelage check modified by Tradition. Each clan then consults the Clan Champion Table to determine the effectiveness of their Champion. If any of the players has a Duellist character, at the referee's discretion this character may be substituted for a newly-created champion. Each champion participates in duel to the death, with the winner claiming victory for his clan.

Champion Recruitment Table

2D	Champion
-6	Poor Champion: STR 7, DEX 5, END 7, Melee (claw) 0
1-3	Fair Champion: STR 8, DEX 6, END 8, Melee (claw) 1
4-6	Average Champion: STR 9, DEX 8, END 10, Melee (claw) 2
7-8	Good Champion: STR 10, DEX 8, END 11, Melee (claw) 3
9+	Outstanding Champion: STR 11, DEX 9, END 12, Melee (claw) 4

In the case of a combat between ships or vehicles, the referee may choose one appropriate vehicle from *Alien Module 1: Aslan* or other appropriate source. Each side uses a vehicle of the same type in the combat. Each clan rolls 1D and subtracts the roll from their Technology. If the result is a positive number, that clan gains a number of points to spend on bonuses for their vehicle. Each point can be spent to purchase +1 Thrust, +5 Hull, +2 Armour, an extra 1D damage for one weapon, or an extra magazine for one weapon. As with Duellists, if the players possess a suitable vehicle and the referee allows, they may pilot it into battle. Each vehicle participates in combat, and the surviving vehicle is proclaimed the winner.

War Games

War Games are smaller-scale conflicts with set limits and victory conditions. Both parties agree to conduct War Games with a set goal in mind. War Games last until one side has achieved the agreed-upon tactical objective.

A War Game consists of a series of opposed alternating checks of Tactical modified by Cleverness, and Conquest modified by Militarism. Each check takes 2-12 weeks. After

each set of checks, record the Effect of the Tactical check and the Conquest check. If one clan has a combined 20 or more Effect than the other, that clan has won the War Games. If not, proceed with another set of checks and add the previous Effects to the result. Repeat this process until one clan has the necessary lead to claim victory.

War to First Blood and War of Assassins

A War to First Blood targets the ruling household of each clan. The goal is to wound a target before a member of one's own clan is wounded. A War to First Blood is a messy and chaotic affair and is seldom the first choice of any clan.

A War of Assassins is similar to a War to First Blood, except that there is only a single acceptable target, and the target need not necessarily be wounded or killed, merely touched by a designated clan assassin who bears an official medallion.

A War to First Blood or War of Assassins takes place over several rounds, each round lasting six months. During this time the player may attempt to recruit an operations team or assassin, shore up defences against enemy attacks, or send a team or assassin on a mission. Every six months the player must roll for an enemy attack, checking the result on the Enemy First Blood/Assassin Attack Table.

To attempt to recruit a team or assassin, make a Difficult (-2) Recruit check modified by Cleverness. Compare the result with the Recruitment Table. This action takes 1-6 months.

Recruitment Table

Check	Result
-6-0	Poor Asset: -2 to all rolls
1-3	Fair Asset: -1 to all rolls
4-6	Average Asset: No bonus or penalty
7-8	Good Asset: +1 to all rolls
9+	Outstanding Asset: +2 to all rolls

To shore up defences, make a Difficult (-2) Security check modified by Cleverness. The Effect of the roll will impose a negative DM to the opposing Dynasty's next check against this one if the Effect is positive. If the roll was failed, the Effect is added as a positive DM to the opposing Dynasty's check. This action takes 2-12 weeks.

After having recruited a team or Assassin, a clan may send them out to strike at the enemy Dynasty. Make a Very Difficult (-4) Sabotage check modified by Scheming and compare to the Covert Strike Table.

Covert Strike Table

Check	Result
-14 or worse	Criminally stupid asset destroys an entire enemy city. You lose the conflict immediately and suffer -2 Popularity and -2 Loyalty.
-13- -6	Your asset is captured and inadvertently reveals your strategy to the enemy. Suffer DM-2 to Covert Strike rolls you make and DM+2 to those that your opponent makes for one year.
-5-0	An embarrassing but not devastating flub. Your asset publicly misses the mark, attacking a decoy. You suffer DM-1 to your next Covert Strike roll.
1-2	A near miss. Your asset has shaken the enemy security team and they are on edge. Gain a DM+1 to your next Covert Strike roll.
3-4	Success! You have 'assassinated' your target, winning the contest!
5+	Astounding feat! In an incredible display of cunning and physical prowess your asset has publicly and with great grace hit their target. Win the contest and gain +2 Popularity.

If any of the players possess an Assassin character, at the referee's discretion they may send those Assassins on the strike. This may be role-played as the referee sees fit, but the Clan must still make a roll on the Asset Recruitment Table. The bonus or penalty earned will be a one-time bonus for the players to use at any point in the mission, and the penalty will be a one-time penalty applied by the referee at a time of his choosing.

The Assassin should face a number of Stealth checks equal to the enemy Cleverness DM, with a minimum of 1. Failure means capture, but an Effect of -3 or worse indicates that the Assassin has been killed in his attempt. After the final Stealth check the Assassin must fight the personal guard of their target if their total Effect on all checks was less than 5. The Assassin may not kill the guard or they fail in their mission and will be executed if they cannot escape by succeeding an Athletics (any) check followed by a Stealth check and then a Drive (any) or Pilot (any) check. The Drive or Pilot check need only be made by one member of the team if multiple Assassins are involved. If the final Effect was over 5 then

the Assassin sneaked successfully right up to the target; consider this equivalent to a roll of 5+ on the Covert Strike Table.

Higher War

Strictly Limited War, Limited War, Minor War, and Open War are Aslan practices combined into the term 'Higher War.' Each of these types of warfare is distinct from the others for Aslan, but as far as the rules go they are all represented by Waging War in *Supplement 12: Dynasty*. The difference is that Higher War cannot be prolonged, and the opponent may cheat. Treat any instance of Higher War as Waging War.

Total War

Total War is virtually unheard of within contemporary Aslan society, and is an all-out genocidal pogrom against one's enemies. It is virtually impossible to get any clan to agree to Total War, and any clan undertaking such actions against their neighbours will face the entire Tlaukhu.



THE IRKLAN

The Irkklan are not an alien race, nor even a distinct human culture. Instead it is a human religious sect from the desert highlands of Menorb (Regina 0203 C-652998-7). This sect is of special interest because of their high stress on personal survival and individual prowess in hand-to-hand combat. The ascetic subculture of the Irkklan is a rigorous training ground for body and mind, and members of the sect enjoy an awesome reputation throughout the subsector (and beyond) as masters of stealth, unarmed combat, and rigorous control of their bodies and their minds.

The powers at the command of the Irkklan are somewhat exaggerated by outsiders (which is encouraged by the sect); certain superstitious natives of Menorb believe them to be sorcerers or mystics, while more sophisticated people claim them to be psionic heretics. For this reason they are often shunned, sometimes attacked without reason, and always feared.

In actual fact, the Irkklan are not so awesomely powerful as popular superstition makes out, though their philosophy and lifestyle give them considerable talents.

HISTORY

The origins of the Irkklan are obscure. It is believed the sect dates back to the earliest days of the colony, several hundred years ago. Menorb, a poor world with little water and generally harsh conditions, presented a rugged challenge to the first colonists, and a traditional punishment for wrongdoers in those days was expulsion into the upland deserts, a hostile environment similar to the Mojave Desert on Terra. Few criminals survived expulsion, but some did, and a group of these seems to have formed the nucleus of the Irkklan. The derivation of their name is not completely certain, but *irakolon* means 'band of brothers' in one of the early dialects of Rhylanor, from which many settlers of Menorb had their origins, and this is the suspected root of the name.

At any event, the Irkklan survived. Originally a simple nomadic subculture of the world, members of the Irkklan gradually elevated the collected teachings of survival in their harsh environment into a complex religion, one in which personal survival was the highest proof of fitness.

The sect was forced to do so without the benefits of technology, and in fact developed a dislike for such,

believing that use of too much technology made one soft and incapable. Cut off from advanced weaponry, they learned martial arts disciplines and the manufacture and use of primitive weapons, such as bolos and blowguns. They also learned the techniques of stealth and many aspects of basic survival.

As the settlement on Menorb grew, the Irkklan tended to resist reintegration into civilisation, and gradually withdrew into the depths of the harshest highland deserts. This region was formally made a reservation for the Irkklan people by the government almost 250 years ago.

However, the reserve cannot hold all of their numbers, and some members of the Irkklan do leave their desert fastness to venture to other worlds, usually as part of a personal religious quest in search of ever harder tests of personal survival abilities. Those who leave Menorb tend to be the best of their people (in terms of skills) and this factor has helped preserve the tradition that the Irkklan are inhumanly or even supernaturally powerful.

BELIEFS

Irkklan religious beliefs dominate their lives. They believe that all of life is a great struggle, a test of worthiness. Those who survive are fit for a better life in the next world, those who fail lose all chance for the next life, their souls perishing at death along with their bodies. The object of every member of the sect is to live a long and glorious life, filled with triumphs over every possible challenge both environmental and social. In the end, though, they would rather die of natural causes than in combat, for though their deeds through life earn them merit, the idea of failing any test of strength is repellent, implying unsuitability to survive.

There are a number of subsects in the Irkklan religion, some holding that even death by natural causes is a failure, and that only a glorious career capped by ritual suicide is the way to reach the afterlife. Other groups are somewhat less rigid in their beliefs. The Irkklan religion has nothing of personal morality in its teachings. Because it stresses survival above all else, the religion does not attempt to codify behaviour; anything that helps a person survive is good, while those things which shorten life are bad.

There are a complex set of taboos and rituals associated with some subjects (some have commented that each individual Irkklan is a subject all his own), but there are some general rules that can be applied to almost all. These are all applied because of the relation to survival. Thus, alcohol and narcotics of all kinds are forbidden, because of their deleterious effect on the body. There are also complicated dietary regulations, to assure that an individual eats only those items which are best for good health and maximum fitness. Most members of the Irkklan are ascetic in the extreme, scorning money, power, technology, and all the other traditional goals of other societies in favour of concentrating on the acquisition of merit by seeking out and overcoming challenges.

In the absence of a code of religious morality, the personal morality of each individual is the only check on antisocial behaviour. Co-operation is seen by some as a pro-survival trait, by others as a weakness. Thus, some members of the Irkklan lead a lone wolf existence, caring about no one but themselves; others realise that the good of the whole is as important as the good of an individual.

The Irkklan are generally distrustful of outsiders, but can be won over by a demonstration of individual prowess or some other feat which indicates a suitability for survival. A few outsiders have even been inducted into the sect on Menorb, or trained by wandering masters who see potential in an individual. Thus, it is possible for characters not born on Menorb to undergo the character generation process described here for the Irkklan, and become initiates.

CHARACTER GENERATION

Irkklan characters can be generated with the tables given here, and have the following special rules.

- Characters from Menorb (a desert world) have Survival 0 as a homeworld skill – however, they must still roll for Qualification for the Irkklan career.
- All Irkklan have a Psi score equal to their Endurance. This may only be used for Awareness talents, which the Irkklan is trained in. This acts as a Psi score in all other regards.
- The first Athletics specialisation an Irkklan character chooses must be either Thrown weapons (to use the bolo) or blowgun.
- Details for a bolo can be found on page 47 of *Supplement 4: Central Supply Catalogue*.
- All aging checks receive DM+1.

Qualification: End 10+

If you are aged 30 or more -2 DM

Every previous career -1 DM

RANKS AND BENEFITS

Rank	Irkklan	Skill or Benefit
0	Neophyte	
1	Initiate	Athletics (any) 1
2	Student	
3	Warrior	Awareness 1
4	Master	
5	Grand Master	Leadership 1
6	Elder	

CAREER PROGRESS

	Survival	Advancement
Irkklan	Int 6+	Dex 10+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	None	+1 Dex
2	None	+1 Int
3	None	+1 Edu
4	None	Weapon
5	1,000	Weapon
6	5,000	Contact
7	10,000	Ally

REFEREEING THE IRKLAN

The Irkklan are a harsh and pitiless society, concerned with their own ways and little more. Wandering Irklansa may occasionally be found, working in various risky and challenging occupations.

Occasionally, they will undertake an assassination, not so much for the money (although most wandering Irklansa realise they need money to survive in Imperial society), but for the challenge it presents them. Irklansa killers are not the sort who use a sniper rifle from several hundred metres. A challenge requires that their victim be confronted directly, and given a chance to resist in hand-to-hand combat. This means that when killing for hire, they will not strike from behind or from ambush. When on the defensive, however, they will show no such scruples. A hunted Irklansa will use every trick and trap in his extensive arsenal in order to escape death. This characteristic makes them extremely dangerous to police and security forces, and is the reason why the Irkklan are careful to conceal their affiliation from government officials.

PLAYING IRKLANSAs

It is perfectly permissible for players to create Irklansa characters. Two approaches are allowed. Characters can be born to the Irkklan simply by picking Menorb as their

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Irklan
1	+1 Str	Survival	Leadership	Recon
2	+1 Dex	Stealth	Awareness	Stealth
3	+1 Dex	Recon	Tactics (military)	Athletics (blowgun)
4	+1 End	Athletics (any)	Medic	Athletics (thrown)
5	+1 End	Awareness	Animals	Melee
6	+1 Int	Melee (blade)	Deception	Navigation

MISHAPS

Roll	Mishap
1	Severely injured (this is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table and take the lower result.
2	Injured, roll on the Injury table.
3	You run afoul of a desert gang or a rival Irklan. Gain an Enemy.
4	You are lost in the desert and suffer from thirst and exposure. Reduce your End by 1.
5	You quarrel with a Master and are ejected from Irklan society. Gain that character as a Rival as he drives you out of the desert.
6	You have no idea what happened to you – you were found on the edge of the desert.

EVENTS

2d6	Events
2	Disaster! Roll on the Mishap table, but you are not ejected from the Irklan career.
3	You are ambushed by an enemy tribe. Either run and throw Stealth 8+ to escape, or Melee 8+ to fight them off. If you fail either roll, roll on the Injury table. If you succeed, gain a level in any one skill. Either way, gain an Enemy.
4	Time in the desert forces you to learn new skills. Choose one level of Jack of all Trades, Survival or Melee (any).
5	You find something useful in the wilderness. Gain DM+1 to any one Benefit roll.
6	You spend several years wandering the desert. Gain one of Animals (riding or training) 1, Navigation 1, Stealth 1, or Life Science (any) 1.
7	Life Event. Roll on the Life Events table.
8	A mission among civilised peoples does not go well. Gain an Enemy and roll either Melee (any) 8+ or Stealth 8+ to avoid a roll on the Injury table.
9	You perform an exemplary service for your sect. Gain DM+1 to your next Advancement roll.
10	You manage to set aside hostilities between your sect and a nearby settlement. Gain one level of Diplomat.
11	Life in the desert hones your abilities. Increase any skill you already have by one level.
12	You become a paragon of your Irklan sect after a tough mission in the desert. You are automatically promoted.

BLOWPIPE

The blowpipe is a simple tube of length that suits the user. It is used to project darts, typically loaded with poison, silently to an enemy.

TL	Range	Required Skill	Damage	Recoil	Cost (Cr.)	Mass (Kg)
0	Thrown	Athletics (blowpipe)	1D/2	0	10	-

If a blowpipe penetrates an enemy's armour and causes any damage at all, it will automatically deliver any poison its dart is coated with. The Irklan favour a quick-acting nerve agent drawn from the scrub vegetation of their deserts. This provides DM-2 to a victim's End check which, if failed, causes 1D damage every round for 1D rounds. Each dose costs Cr. 25 where it can be legally purchased. A Difficult (-2) Medic check will halt the spread of the poison so long as a medikit is available.

homeworld and then making the qualification roll for the Irkklan career.

They can also join the Irkklan as an outsider. Only characters who are in the Spinward Marches may do this. The qualification will be much harder for such characters. Characters who join the Irkklan must cultivate the proper mental attitude and philosophy of life. They will scorn or even actively dislike technology and advanced society; guns and high-tech gadgetry are strictly out of their ken.

They are ascetic and aloof, disliking luxury and abstaining from most conventional entertainments and vices. Their attitude is stoic and (even for a frontier society) rather grim. Non-Irkklan are usually despised, but the Irkklan are always ready to give credit to a competent opponent, even though he may lack the special survival skills of the Irkklan.

Appearance

The typical Irklansa is gaunt and lithe, with excellent control over movements and reflexes. Irklansa may be of any race of humanity and of either gender. They prefer to avoid daylight, even in pleasant climates, because of an ingrained teaching that exposure to direct sunlight is dangerous (a result of their desert origin). Widely travelled Irklansa will be less concerned, but will still prefer darkness and shadows. Their traditional garb is a loose-fitting overall, which allows maximum freedom of movement and provides protection from the elements as well.

At their belts, they carry their weaponry – knife, blowgun, and so on; the belt itself is often a bola. They have no reservations about adopting local clothing styles to help them fade into the background, but will never compromise their melee combat ability by wearing tight, restrictive garments or useless ornaments. They prefer dark, subdued colours and often cover their basic overalls with a hooded black cloak.



RESPLENDENT FURY

Stephen Landis

Along the Spinward Marches, few ships cause the Imperial Navy quite as much exasperation or consternation as the *Resplendent Fury*. Captained by the bombastic Roeth the Magnificent, this clunker of a starship has overcome absurd odds to become a menace to traders and fringe colonists on the border of the Gvurrdon sector.

Normally, corsair bands that terrorise Imperial space are major endeavours involving small fleets crewed by dozens of pirates working in unison. The *Fury* is abnormality in this regard. Weaving between Naval patrols unnoticed, slipping through space like a ghost, Roeth and his modest crew of 'valiant freedom fighters' plunder settlements and independent merchants alike while raiding the 'furless despots.'

The forces of the Imperium have tried several times to capture or destroy the *Resplendent Fury* but Roeth has proven to be a surprisingly slippery pirate. Thus far, he has seems to be cultivating the appearance of a foppish buffoon amongst his peers. However, Naval Intelligence operatives wonder if this is an act or if the scoundrel is a puppet for something more sinister.

BASE AND LOCATION

Roeth maintains a small base hidden in a hollowed-out asteroid on the Gvurrdon side of the Vargr-Imperial border near the Spinward Marches. The layout of his lair is simple, resembling a 'shell' asteroid habit. Each end of the tube-shaped core contains a berth and support facilities for either the *Resplendent Fury* or its sister, the *Patient Trader*. Inward from the docks are the life-support systems and crew quarters. The core of the cylinder habit

is divided between the vault, the final repository of many of Roeth's spoils, and his 'palace.' The palace serves as both monument to the pirate king's ego and the site of Dagh's many debaucheries.

SHIPS

Resplendent Fury: 400 ton Vargr Corsair, standard configuration seemingly held together with wire and chewing gum.

Patient Trader: 200 ton Vargr Trader, standard configuration procured through Sodh's prior business connections.

OPERATIONS

The *Resplendent Fury's* method of operation primarily consists of raiding smaller trade vessels travelling the border between the Third Imperium and the Extents, supplementing their income with attacks on border world colonies and a small trade ship used to safely launder their spoils into potable credit.

In battle, Captain Roeth and his band attack swiftly and without mercy, focusing on causing the most damage they can in the least amount of time. As a result, the corsair band favours automatic weapons with high rates of fire, only using swords and blades once the ammunition has run out.

Curiously, Roeth's corsairs refuse to attack Vargr ships or colonies, focusing entirely on human vessels and population centres. This odd disposition becomes particularly apparent on worlds with mixed Imperial and Vargr populations. The canine quarters are left completely untouched while their human neighbours are sacked and pillaged with impunity.

Name	Career	Strength	Dexterity	Endurance	Intelligence	Education	Charisma
Roeth	Corsair (Raider) 3	9	7	8	6	5	8
Gun Combat (energy pistol) 2, Melee (blade) 3, Recon 1, Stealth 1, Laser Pistol, Serrated Sword Vacc Suit 0, Zero-G 1							
Sodh	Scrounger 3	6	8	7	8	8	7
Admin 1, Broker 3, Computers 1, Melee (blade) 0, Persuade 1, Hand Computer, Serrated Sword Streetwise 0							
Dagh	Psion (Institute) 3	4	7	6	7	7	8
Telepathy 2, Awareness 0, Clairvoyance 3, Computers 0, Carouse 1 Hand Computer							
Corsair	Army (Infantry)1	7	7	8	6	6	5
Athletics 0, Drive 0, Gun Combat 0, Melee (blade) 1, Recon 1, Bracers, Pistol, Serrated Knife Zero-G 0							

Roeth the Magnificent

Tall and muscular even by the standards of an Urzaeng Vargr, Roeth stands out even though he looks more circus clown than bloodthirsty corsair. Driven by an intense hatred of humans, he seeks to make a legend waging a private war on a race he sees as fascist, scheming, and greedy. It is not known when or how he lost his mind to egomania but there is an unsettling touch of genius in his madness.

Very little information exists on Roeth before he started raiding Imperial space. Even by Vargr standards, records about him are embellished, incomplete, or factually dubious. Joining a corsair crew after coming of age, he disappeared from public record for nearly a decade before re-emerging as the captain of the *Resplendent Fury* and her savage crew of marauding space pirates. Specialised in boarding actions and planetary raids, the *Fury* and her crew quickly became the scourge of tramp traders and frontier settlements.

Roeth is gaudy even compared to other Vargr. He is a fop who prefers to dress in bright, vibrant colours. Given the Vargr's notoriously poor colour perception, this means his attire is almost comically vivid to the human eye. This tends to compliment his personality perfectly; while the corsair is quite ruthless, his attitude is more the demeanour of ultra-violent cartoon character than pirate king.

Sodh

A baseline Vargr with a midnight black pelt and piercing yellow eyes, if Roeth looks the part of the bumbling space pirate flop then Sodh has all the appearance of the silent sidekick. Lithe but athletic and often clad in a combat vacc suit, he is a master swordsman and surprisingly adept seneschal, as good with numbers and accounts as he is with blades.

Unlike Roeth, there is a great deal known about Sodh for those who are prepared to dig around. Born Yrzak in the core of Vargr space, Sodh earned his nickname by how quickly he became the second in command of a company of free traders. Eventually the business went under and Yrzak, who had a talent for flying, found his way into Roeth's service. It is not entirely known why he joined Roeth, though he remained loyal to the corsair band until a recent incident tested his resolve.

While on shore leave, Sodh encountered a female Vargr he quickly grew enamoured with. The two became very close but when she became pregnant with his pups, Sodh was shaken to the core. He suddenly found himself torn between his pack and his new family, unsure of himself for perhaps the first time in his life.

A contrast to his bombastic captain, Sodh is a soft-spoken individual who rarely utters a word. When he does, he reveals a male Vargr who is intelligent, reasonably honourable, and self-confident. Unlike his leader, he does not share any particular hatred for humans, though he follows Roeth's orders.

Dagh

Bloated and obese, Dagh is very un-Vargr in appearance. The Nakagun female is also the hidden power behind Roeth's success as a corsair and the real 'pack alpha' that even the human-hating xenophobe defers to. A powerful telepath and clairvoyant, her blue eyes glisten with intelligence. An unnerving grin is often worn on her face; Dagh loves making a spectacle of her canine teeth when conversing with non-Vargr.

Taken from her pack at an early age by an institute on the Zhodani-Vargr border, Dagh grew up knowing little about the world outside her cloistered existence, spent developing her powers in total seclusion. Wishing to experience the world she was cut off from, the budding psychic planned her escape and pushed the boundaries of her abilities. Oblivious to her true intentions, her instructors were initially pleased with how she responded to tests and exercises. Joy turned to fear when they realised she had mastered the ability to completely shield her thoughts much quicker than expected. Matters quickly came to a head when she challenged the Zhodani headmaster and rendered him comatose with a telepathic assault.

Drifting from planet to planet, Dagh adopted a hedonistic lifestyle indulging in the universe she had been denied for much of her life. After spending several years wandering, she encountered a struggling corsair named Roeth. The rest, as they say, is history. The psychic handled all of the Urzaeng's planning and used her powers to assist in confounding his enemies. In return, Roeth gives her a more than generous share of spoils.

Intelligent and manipulative, the mundane power of Dagh's mind is almost as impressive as her psionic potential. While physically weak, she is cunning. A completely debauched hedonist, she is addicted to sampling life's pleasures. Causing no small amount of irritation to her bumbling partner in crime, she is also a cruel xenophile. At any given time she is surrounded by a small harem of slaves, prisoners abused physically and mentally in her service.

PLOT HOOKS

- A Vargr merchant approaches the players during a regular visit to one of the fringe colonies. He seeks passage for himself and his cargo on the party's ship. The job seems legitimate, but Roeth knows about the cargo and will be waiting.
- A routine visit to a remote Imperial colony in the Spinward Marches turns violent when Roeth arrives, guns blazing. The players have to hold him off long enough to refuel their ship but are they willing to do what it takes to escape?
- The Imperial Navy has grown weary of the constant raids and seeks to put an end to Roeth's attacks. A representative of the Navy approaches the players requesting to use them and their ship as bait in an ambush.

OTHER WORLDS



PATRONS ON BETA CANUM

Wesley Street

1. ANKE FISCHER, BLACKHAND LIEUTENANT

Rogue
Required Skills: Streetwise, Deception
Required Equipment: None

Player's Information

Anke Fischer is a Blackhand crew boss looking to place sympathetic employees at the Uethen orbital catapult on the German Continent. She wants blackmail material on the catapult worker's union president and doesn't care what it is. She is willing to pay Lv1,200 for verifiable evidence of illicit activities.

Referee's Information

Successful Streetwise and Deception tests will allow the characters to get close enough to the union president to find the information they need.

Possible Outcomes

1D	Outcome
1-4	The union president has been dipping into the worker's retirement fund to feed his gambling habit.
5	As above, but the union president is already in the pocket of the Corsican Mob – and they're not happy to see the 'competition' poking around.
6	As above, but the Mob sends soldiers to warn off the characters.

2. ÉRIC LE PEN, FISHERMAN

Citizen
Required Skills: Seafarer, Life Sciences
Required Equipment: None

Player's Information

Éric Le Pen is an independent fisherman operating out of the port at New Woking. He is behind on his contracts, short on manpower, and needs to land a massive brindle-fish harvest to stay in business. He is willing to offer Lv2,000 for a one-week excursion.

Referee's Information

The characters can use a combination of Life Sciences or Seafarer checks to increase Le Pen's catch. Every point of Effect from success increases Le Pen's original haul by 50%.

Possible Outcomes

1D	Outcome
1-4	The waters are unusually choppy as late season storm cells churn the ocean.
5	As above, but squall causes heavy rains to fall. The work is slowed and danger increases.
6	As above, but the hydrofoil drifts into a gale and must be piloted back to port.

3. IRIS ELLIOT, MILITIA

Army
Required Skills: Gun Combat
Required Equipment: None

Player's Information

Iris Elliot is a harried lieutenant in the New Middlesex militia. She has received a large shipment of surplus service rifles from the New Albion Royal Marines on Tirane but suspects the weapons may be faulty. Her subordinates are occupied with other responsibilities and she is prepared to offer Lv1,000 for a one-day live-fire exercise.

Referee's Information

The characters are be pitted against tracked robotic opponents sporting simple infrared targeting devices. In order to qualify for payment, the characters will be expected to use the surplus weapons to defeat the drones.

Possible Outcomes

1D	Outcome
1-4	The majority of the service rifles operate according to spec.
5	A number of the rifles appear to have been damaged in transit.
6	The damaged service rifles are actually factory rejects used in a government sting to capture smugglers – and they're still being tracked.

4. KARL-THEODORE SCHATZ, GRAIN COMMODITY TRADING ADVISOR

Merchant
 Required Skills: Broker, Trade
 Required Equipment: None

Player's Information

Karl-Theodore Schatz's firm represents some of the largest agri-business ventures in the French Arm. A client has declared bankruptcy which has trapped Schatz with several metric tons of Zapamoga standard buckwheat. Schatz is authorised by the company to offer a Lv500 finder's fee for each qualifying buyer referred to him.

Referee's Information

The characters will need to identify potential trade partners and use their powers of diplomacy to convince them to buy from Schatz's stockpile – time may be of the essence if the grain has been warehoused for too long.

Possible Outcomes

1D	Outcome
1-4	The prospect agrees to purchase a portion of the grain surplus.
5	As above, and the prospect has a partner in a nearby settlement who might also be interested.
6	As above, and the partner represents a major foundation interest which would qualify the characters for a larger finder's fee.

5. MARIE-ANNE DUFLLOT, PENTAPOD ENCLAVE LIAISON

Citizen, Nobility
 Required Skills: Investigate, Streetwise, Diplomat
 Required Equipment: None

Player's Information

Marie-Anne Duflot is a cultural liaison to the Pentapod enclave on the French Continent's west coast. Duflot has received word that Aku, one of the Pentapod human relations specialists, has slipped into the city of Nauseville without escort and in violation of French law. In order to avoid political and personal embarrassment, Duflot is offering Lv750 to find the specialist and return him to the enclave behind the backs of the local gendarmerie.

Referee's Information

Characters will need to successfully work with contacts or follow up on clues to find Aku in the bustling metropolis. Convincing the agitated Aku to return to the enclave peacefully will be an additional challenge.

Possible Outcomes

1D	Outcome
1-4	Aku is discovered in an empty office building in one of Nauseville's seedier neighborhoods.
5	As above, but Aku reveals he is not the only Pentapod in the city.
6	As above, but Aku has been hunting for another Pentapod who has vanished from the enclave.

6. DAVID SALMOND, PORT AUTHORITY ASSISTANT DIRECTOR

Agent, Nobility
 Required Skills: Deception, Persuade, Stealth
 Required Equipment: None

Player's Information

David Salmond is an assistant director with the Premiere Beanstalk's Port Authority in charge of customs enforcement. The percentage of contraband successfully passing through has jumped by several percentage points over the past few weeks and he wants to plug the holes. Salmond will offer Lv750 for those willing to carry contraband down the beanstalk and successfully by-pass his agents.

Referee's Information

Players will need to make successful Deception or Persuade checks in order to sweet talk agents. Stealth checks will be needed to hide contraband from electronic scanners and the keen noses of burrowarg service animals.

Possible Outcomes

1D	Outcome
1-4	Contraband is moving heaviest through the second shift security rotation.
5	The officers serving on second shift are primarily contractors with RebcoSAR.
6	As above, but the RebcoSAR contractors missed an important contraband identification session and will need to be retrained.

7. MONIKA GRUNDER, COMBAT JOURNALIST

Entertainer
 Required Skills: Persuade
 Required Equipment: None

Player's Information

Monika Grunder is a journalist with the German state

media service. She is travelling the colonies of the French Arm, interviewing combat veterans for their informed perspectives on the Kafer conflict on Aurore. Grunder will offer Lv75 to individuals able to share provocative and detailed accounts of their battlefield experiences.

Referee's Information

Depending on the Effect of the check, those characters sharing their stories may be contacted by other journalists and media figures in the Core Worlds.

Possible Outcomes

1D	Outcome
1-4	The interviews are broadcast by German colonial media outlets.
5	As above, and the interviews are picked up through the French Arm.
6	As above, but a Foreign Legionnaire on the French Continent claims the accounts provided are false and is willing to provide the 'real story.'

8. FRANCOISE TEMARU, BEEF CATTLE RANCHER

Civilian
 Required Skills: Animals, Drive (wheeled)
 Required Equipment: None

Player's Information

Francoise Temaru is the patriarch of a beef cattle ranch. He is preparing to drive recently delivered gene-modified Peruvian Chianina from the beanstalk receiving pen in Premiere to his family farm. He is willing to pay Lv25 per day to individuals willing to work the 500 km drive and will negotiate a higher contract for those who can ride a horse.

Referee's Information

The cattle can move approximately 25 km per day and characters will need to make daily Drive (wheeled) or Animals (farming and riding) checks to keep the cattle on the right path.

Possible Outcomes

1D	Outcome
1-4	The majority of the cattle are delivered without incident.
5	As above, but one of the ranch hands discovers half the cows belong to a neighboring operation.
6	As above, but the neighboring operation has reported cattle rustling to the colonial authorities.

9. RHIANNON BLEICH, AGRONOMIST

Scholar
 Required Skills: Investigate, Life Sciences
 Required Equipment: None

Player's Information

Rhiannon Bleich is an agronomist in the employ of the European Space Agency. She is investigating barley crop blight outbreaks on the British Continent that are resistant to Terraban treatment. She suspects the infestation is foreign to Beta Canum and offers Lv2,000 for assistance in tracking the source.

Referee's Information

Access to a lab and a success on a Life Sciences check will confirm the foreign origin of the blight and an investigation of local ranches will zero in on the source.

Possible Outcomes

1D	Outcome
1-4	The blight is a localised mutation resulting from Beta Canum-bred cattle ranch runoff mixing with Terraban.
5	As above, but the cattle gene modifications were not cleared by the local health ministry.
6	As above, but the gene mods were provided by a large agri-business concern.

10. JOSEF GLAWISCHING, TRUCK DRIVER

Citizen
 Required Skills: Advocate, Carouse
 Required Equipment: None

Player's Information

Josepf Glawisching is an independent and prosperous tractor-trailer rig owner operating in the north German Continent. The colonial administration is in the planning stage of a new hydrogen road system linking the settlements around the tantalum mines of Kahl. Glawisching wants a leg up on the competition and is offering Lv400 for a first-look at route plan submissions.

Referee's Information

Successful Advocate and Carouse checks will allow the players to convince the planning board to release early copies of the proposals to them.

Possible Outcomes

1D	Outcome
1-4	A new co-op hydrogen transportation hub 200 km south of Kahl is planned and profitable public-private contracts will be offered to early co-op applicants.
5	As above, but applicants with transnational ties will be given higher priority in consideration.
6	As above, but applicants with off planet contracts will be given top priority consideration.

11. YVETTE DE VILLIERS, WILDERNESS GUIDE

Scout
 Required Skills: Survival
 Required Equipment: Wilderness Survival Gear

Player's Information

Yvette de Villiers is leading a L'Institut Des Etudes Xenologiques excursion into the untamed wilds of the British Continent. The researchers are documenting the reclusive blood monkey and de Villiers needs extra hands to carry equipment and provide protection. The trip requires two weeks in rough terrain and IEX is offering a Lv1,500 contract.

Referee's Information

Successful daily Survival checks allow the characters to protect the IEX team from minotaur attacks, flash floods, and other natural and biological hazards.

Possible Outcomes

1D	Outcome
1-4	The IEX team successfully captures video footage of a blood monkey.
5	The blood monkey is a parent analog as it is accompanied by smaller offspring.
6	The blood monkey has rudimentary sapience as it engages in 'play' activities.

12. TIMOTHY DOER, RAIL LINE HEIR

Nobility
 Required Skills: Combat skills
 Required Equipment: Discreet weaponry

Player's Information

Timothy Doer is the son and heir to a rail line magnate living on the British Continent. Though threats have been

made against the family by Provolution radicals, Doer insists on attending a transportation summit in Premiere on the French Continent. He is offering Lv2,000 for a discreet bodyguard service.

Referee's Information

The characters' contracts will require them to stay at Doer's side at various trade and entertainment functions in Premiere. The Provolutionistas will make at least one attempt at a kidnapping or assassination.

Possible Outcomes

1D	Outcome
1-4	The Provolution cell is rooted out by the Premiere gendarmerie.
5	The terrorists were tipped to Doer's whereabouts by a family rival representing a German hydrogen road co-operative.
6	As above, but the rival was given Doer's schedule by Doer's own father in an attempt to block his son's hostile takeover of the company.

13. FELIX KÖNIGSBERG, FARMER

Citizen
 Required Skills: Recon
 Required Equipment: Weapon, Drive or Flyer

Player's Information

Felix Königsberg owns a 19,000 hectare farm and orchard on the German Continent. With shortages elsewhere in the French Arm, almond prices have increased by 45%, prompting a rash of produce theft. Königsberg is offering a Lv1,300 contract to patrol his property during harvest.

Referee's Information

Successful Recon checks will allow the characters to identify trespassers engaged in unauthorised harvesting.

Possible Outcomes

1D	Outcome
1-2	A small team of criminals attempt to use stolen harvesting equipment with doctored RFID signals.
3-4	A large team of criminals strike multiple locations on the farm at once, using personal hovercraft and hand power to shake ripe almonds from their trees.
5	As above, but the illegal harvesters are armed and respond with force if threatened.
6	A large-scale hijacking of transport trucks carrying almonds is attempted.

MUTANT MENACE

Jacob Ross

Phage Mutants

Phage Mutants are created from the after-effects of weapons of mass destruction. They are mutated by viruses, radiation, or other particles in the environment. The mutagen alters the brain chemistry of its victim so the only impulses remaining are for fighting and feeding. Mutants of this sort are sterile, fortunately, and do not have a long lifespan.

A Phage Mutant is pale-skinned, with white hair and their eyes are a dull gray at the iris, as all pigment has been drained from their body. This lack of pigment combined with certain alterations from the mutation process, makes Phage Mutants vulnerable to light, especially sunlight and other forms of ultra-violet radiation. For this reason, a Phage Mutant will not venture outdoors during the day.

Phage Mutants will feed on any source of meat they can find, but will not attack one another. Whatever the original cause of the mutation, the Mutant's cells have become pathogenic to non-mutated tissue, thus the Phage Mutation can be passed along to other beings via bites or scratches.

Phage Mutants are usually mindless hunters that stalk through the wilderness at night, operating solely by their senses. However, if a Phage Lord is present within the local mutant community, the other mutants will exhibit a greater degree of cunning, setting ambushes and even communicating with one another.

The Phage

The Phage Mutation manifests in the following ways:

Any person or animal bitten or scratched by a Phage Mutant must make a successful Difficult (-2) End check every hour for the next three hours or become infected. The infection will manifest an hour after the infection begins.

Acting in sunlight or under exposure to ultraviolet radiation gives a -4 DM to all actions.

The Phage Mutant cannot eat plant matter and must have

meat, with their caloric intake requirement tripled.

Victims gain +2 Str and +1 End, along with -2 Edu and -4 Int. All sophontic Phage Mutants have a Soc of 2. Phage animals have Instinct -2. Phage Mutants must follow the will of a local Phage Lord, if present.

Phage Mutants must make an Int check before taking an action in every round of combat. The negative Effect of a failure is the number of rounds in which the Mutant must become enraged. While enraged they gain a +2 DM to all physical checks and cannot dodge or parry. All mental checks made while enraged have a -2 DM. When the rage subsides, the Mutant receives a -2 DM to all checks made for a number of minutes equal to 10 times the number of rounds it spent enraged.

Phage Lords

Phage Lords are the result of a strong will overcoming the mental effects of the Phage. When first succumbing to the Phage, a victim may make a Very Difficult (-4) Int check. If successful, then every hour for the next five hours, the victim makes another identical check. If at least half of these checks are successful, then the victim becomes a Phage Lord. Phage Lords differ from Phage Mutants in the following ways:

A Phage Lord does not suffer the -2 Edu and -4 Int penalties. Phage Lords receive Soc -2 rather than having their Soc set to 2.

Phage Lords may choose to become enraged or not, and while enraged they may dodge and parry.

Non-psionic Phage Lords gain a Psionic Strength of 7, Phage Lords who had an existing Psionic Strength rating receive +3 to that score.

Phage Lords may use Telepathy or Clairvoyance against any Phage Mutant within 10 kilometres or any person whom the Phage Lord has personally bitten or scratched within the last 24 hours without making a check.

All Phage Mutants within 10 kilometres are under the Phage Lord's control.

Phage Characters

Presented here are sample characters infected with the Phage Mutation.

Phage Mutant	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	9	7	8	3	5	2
Athletics (climbing)-1, Melee (unarmed)-2, Recon-1						

Phage Hound	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Age N/A	7	9	8	0	4	12
Investigate-3, Melee (natural weapons)-3 Teeth (1d6+2)						

Phage Owl	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Age N/A	6	12	6	0	5	1
Athletics (flying)-3, Investigate-1, Melee (natural weapons)-2, Stealth-3, Talons (1d6+3), flyer, double movement while flying						

Phage Lord	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing	Psi
Age N/A	12	7	10	9	10	6	16
Leadership-1, Melee (unarmed)-2, Tactics (military)-1, Awareness-2, Clairvoyance-2, Telekinesis-3, Telepathy-3							

Phage Mutants in Games

Introducing Phage Mutants into a game can be done by having the players come across the results of the Phage Mutants' handiwork over time, such as abandoned or destroyed settlements, mauled animals or the like. Suspense can be built over time until the reveal of the threat. Alternately, for pure shock value, the players can run right into a wall of shambling mutants, implacable and high-inescapable.

Shifter Mutants

Shifter Mutants are often created by scientific experiments gone wrong, or due to exposure to exotic extraterrestrial substances. These mutants are affected by the first encounter they have with another animal after being exposed to the mutagen. Due to the unstable nature of their mutation, they then bond with the animal's DNA, essentially becoming a hybrid being.

Hybrid Shifters do not have a static form. They will appear to be human (or whatever their original species happens to be) until a transformation is triggered. The exact trigger for transformation is unique. This transformation is usually temporary, but it is not unheard of for some mutants to permanently exist in their hybrid state. It is also possible, though rare, for a Shifter to have more than one hybrid form.

The substance responsible for this mutation is strange in that it exists within this dimension and several others. The substance bonds with other matter, pulling it into our dimension from elsewhere. Thus Shifters can grow or shrink dramatically in size during a transformation.

Shifting

A Shifter's hybrid form is taken from an animal. When in hybrid form, the Shifter is a dangerous combatant. Shifting works as follows:

Shifting between forms takes two significant actions, plus one significant action per difference in size between forms. If there is only one step of difference between the two forms, then the new form remains the same size as the original form. If there are two or more steps between the two forms, then the hybrid increases their size one step closer to that of the other form.

A Shifter gains a bonus to its physical characteristics equal to half of the difference between the new form and their natural form, rounded down, to a minimum of 1. If the animal form has a lower physical characteristic than the original form, then that characteristic remains unchanged during the transformation.

Shifters gain or lose senses or species-specific abilities at the referee's discretion. Shifters may have their personality altered depending on the animal's behaviour, as described in the Traveller Core Rulebook or in Supplement 11: Animal Encounters.

If a Shifter turns back into their original form, they lose the characteristic bonuses, which may result in unconsciousness or death depending on wounds sustained in the hybrid form. Transformations are triggered by a specific stimulus, as determined by the referee. The trigger may be intervals of time, further exposure to the exotic substance that caused

the mutation in the first place, exposure to light or darkness, increase in heart rate, the appearance of a moon, or any of a number of conceivable stimuli. The duration of the transformation is also to be decided by the referee.

Some Shifters can hold multiple forms. The maximum number of extra forms allowed is equal to the Shifter's End DM +Int DM -4. A shifter may not combine hybrid forms into new hybrid forms, but may shift from one hybrid form to another. If shifting from a hybrid form that is drastically different in size than the new form, the size difference is determined by the Shifter's original form.

At the referee's discretion, the Shifter Mutation may be inflicted upon victims in the same manner as the Phage Mutation.

Shifter Characters

Presented here are sample characters affected by the Shifter Mutation. All are given in their hybrid form and assume that the human form has all characteristics at 7.

Shifters in the Game

Shifters make excellent foes because their existence can be concealed until the players are at their most vulnerable. Players can be revealed as Shifters, either with the prior knowledge of that player or not.

Because of the abilities offered to Shifters, players may actually find the mutation desirable. If this goes against a game's theme, then the referee should feel free to add further restrictions, such as the total loss of free will during transformation, inability to change back, a random length of time for transformation duration, or vulnerabilities to certain substances that make becoming a Shifter less attractive.

Curing the Mutation

What if the players want to cure their fallen friends? Having a cure to administer would lessen a great deal of the threat to the players but finding a cure can itself be made into a perilous quest.

First, a qualified doctor or scientist would need to determine the nature of a cure. That would require a Formidable (-6) in a TL 0-2 environment or Very Difficult (-4) at TL 3-4 check of whichever Science skill the referee deems appropriate. Of course, knowing about a cure and being able to implement it are two very different things. The quest for the appropriate herbs, genetic material, ore, or whatever else is required to cure the mutation will be fraught with harrowing treks through mutant-infested wastes, allowing plenty of time for the players to fully appreciate the challenge of surviving the hordes.

Bull Shifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	12	7	13	7	7	7
Athletics (running)-1, Melee (natural weapons)-3 Horns (2d6), double movement						

Croc Shifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	14	9	11	7	7	7
Athletics (swimming)-2, Melee (natural weapons)-2, Stealth- 1 Teeth (2d6), amphibious, double movement in water						

Hawk Shifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	7	12	7	7	7	7
Athletics (flying)-3, Investigate-1, Melee (natural weapons)-2, Stealth-1 Talons (1d6+3), flyer, double movement while flying						

Octopus Shifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	10	10	7	7	7	7
Athletics (swimming)-3, Melee (natural weapons)-3, Stealth- 4 Tentacles (2d6+3), aquatic, double movement while swimming, may take three significant actions per round with tentacles						

Viper Shifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	7	14	7	7	7	7
Athletics (running)-1, Melee (natural weapons)-2, Stealth- 2 Teeth (1d6+2), poisonous						

Wolf Shifter	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Age N/A	9	9	9	7	7	7
Athletics (running)-3, Investigate-2, Melee (natural weapons)-3, Stealth-3 Teeth (1d6+3)						

17 PATRONS FOR JOI

Wesley Street

1. Katia Roth, Navy Officer

Required Skills: Assorted Combat, Vacc Suit, Zero-G

Required Equipment: Weapons and Space Survival Equipment

Player's Information

With her naval boarding teams engaged in a Kaefer defence screen further down the French Arm, Flottillenadmiral Katia Roth is short of available personnel. Capable of providing a modified civilian transport and pilot if need be, Roth will pay Lv4,000 per contract to seize an Elysian pirate vessel orbiting Grandpere.

Referee's Information

This is a capture-the-ship scenario. The twist is the characters will need to sneak from their transport to the pirate ship both undetected and quickly so as to avoid receiving a lethal dose of radiation from the gas giant.

Possible Outcomes

1D	Outcome
----	---------

1-2	The pirates surrender once a quarter of their party is incapacitated or eliminated.
-----	---

3-4	As for previous but the vessel is actually not the Elysian ship Flottillenadmiral Roth was after. They're a rival Japanese operation. The Elysian vessel raided this pirate ship and left them to die in orbit after draining their primary fuel tanks.
-----	---

5	As for previous and the crew of the damaged ship tells the characters their target has a secret base on one of Grandpere's smaller moons.
---	---

6	As for previous and a British patrol cutter arrives soon after the characters find the pirate base and order the characters to break off and let them claim their quarry.
---	---

2. Charles Pasqua, Ex-Guerilla

Required Skills: Drive (any ground), Mechanic

Required Equipment: Excavation Equipment

Player's Information

A French Naval drop pod missed its target during the Elysian uprising and crashed in a fen west of Bonne Chance. Charles Pasqua is convinced the pod contains valuable equipment that can be recovered and sold on the black market. Pasqua is willing to cut the characters in for 50% if they can supply equipment and labour.

Referee's Information

The characters will need to make successful Drive checks to manoeuvre their vehicles into the marshy woods and a Mechanic check to extract the drop pod from the soil and crack it open.

Possible Outcomes

1D	Outcome
----	---------

1-2	The drop pod is filled with vehicle repair equipment, spare engine blocks and other mechanical parts.
-----	---

3-4	The drop pod is filled with field-rated medical equipment and surgical kits.
-----	--

5	The drop pod contains the remains of ten French marines along with their gear.
---	--

6	The drop pod is filled with military grade rifles and explosives.
---	---

3. Leanne Robinson, Special Branch

Required Skills: Deception, Diplomat, Investigate

Required Equipment: None

Player's Information

Leanne Robinson, a detective with Scotland Yard, approaches the characters with a missing-persons case. Dr. Calvin Lloyd, a geneticist with the Royal Society, failed to arrive at the New Falmouth spaceport as scheduled. The doctor's RFID tag is transmitting from Esperance in Elysia but he's not responding to his link and no ransom has been posted. As she would prefer to avoid causing an incident in a politically unstable nation, Robinson is willing to pay Lv1,000 for the characters to ensure the doctor's safe and quiet return.

Referee's Information

Unless the characters are Elysian natives, they will need to make a Deception check to sneak past the local port authority. Successful Investigate checks will bring the characters closer to the doctor, though a high Effect will pinpoint his location right away. Diplomat can be used to facilitate Lloyd's return to the British authorities.

Possible Outcomes

1D	Outcome
1-2	Lloyd was taken by Hugues Higelin, a powerful member of the Elysian transitional government. His son is suffering from a rare immune disorder triggered by his Colonist DNAM package and Elysia lacks the medial resources to cure him.
3-4	Lloyd, disgusted by the conditions in Elysia and by the lack of support from the surrounding colonies, has elected to expatriate himself from the British government and use his contacts in the Royal Society to improve Elysian living conditions.
5	As 1-2 and Lloyd, though sympathetic to Higelin's plight, refuses to work as a captive.
6	As 3-4 and Lloyd requests that the characters not only leave him in Elysia but also assist him in setting up a high-tech medical imaging facility in Esperance.

4. Kazuo Watanabe, Air Sdf Officer

Required Skills: None

Required Equipment: Cargo Transport Aircraft

Player's Information

Colonel Kazuo Watanabe of the Air Self Defense Force offers to the characters a private civilian contract. It's an unusual opportunity in the isolationist colonial government of Tosashimizu. Watanabe wants a sealed 450kg cylinder covertly dropped into the ocean 100km northwest of the Elysian coast. Watanabe will pay Lv2,500 for a successful delivery.

Referee's Information

If the characters own an aircraft it's assumed one or more will have the appropriate Pilot skill. Otherwise the necessary skills will be determined by the outcome.

Possible Outcomes

1D	Outcome
1-2	The cylinder contains arms and equipment for pro-Imperial French factions operating in Elysia.
3	Acting against the anti-Elysian independence stance of his government, Watanabe secretly provides medical supplies and equipment to the struggling provisional government. His superiors discover the conspiracy after the characters depart Chiba. Upon their return the characters face arrest and prosecution.
4	Watanabe engages in spy-swaps with the Germans uses Elysia as neutral ground. The cylinder contains three German intelligence operatives wearing survival gear and air packs. However when the cylinder is dropped rescue beacons are accidentally triggered. The characters must decide whether to follow maritime law and engage in rescue operations.
5	The cylinder contains an EMP device which triggers prematurely, disabling the character's aircraft in mid-flight. The characters must do what they can to survive an ocean landing and signal for help.
6	The cylinder contains a SDF black ops bionic 'ninja' with orders to kill the characters and seize control of their aircraft before carrying out the rest of her mission.

5. Lucas Vavi, Plantation Owner

Required Skills: Any Colonist or Worker skills

Required Equipment: None

Player’s Information

Lucas Vavi owns one of the newest plantations south of the Fal River in Lubumbashi and is in desperate need of skilled labourers and managers to assist in bringing the operation to full production. Vavi is offering Lv50 a day plus appropriate bonuses for high productivity.

Referee’s Information

Successful checks indicate that a character’s particular skill assisted the plantation in its efforts, be it managing animal labor, running tractors, assigning hands to the appropriate field plots, checking crops for disease, and repairing/maintaining farm machinery including robots. Any successful checks that meet or exceed a success Effect of 4 indicate the character was extremely productive and qualifies for double pay for the day.

Possible Outcomes

1D	Outcome
1	The plantation’s waste reclamation facility is severely damaged by environmental activists. The characters will need to get it running before they can qualify for their daily wage.
2	Some of the bamboo crop is beginning to show signs of stem and root rot. The characters will need to either diagnose and treat the fungal infection or hire a local botanist to assist.
3	The cacao market is currently flooded and the Lubumbashi Colonial Coordination office has withdrawn its subsidies. The characters will need to find a new crop to plant before the season ends.
4	The Crop Spiders tending the wattleseed fields have begun suffering frequent mechanical breakdowns. The characters will need to manage the affected fields with animal labor until the robots are repaired or replaced.
5	After a combine accident cripples a plantation hand, morale and productivity drops across the facility. The characters will need to either hire new hands or boost morale to ensure the harvest comes in on time.
6	The final seasonal crop exceeds expectation and Vavi makes a windfall profit. All characters receive a Lv3,000 bonus.

6. Bernd Seehofer, Freelance Surveyor

Required Skills: Navigation, Physical Sciences, Advocate

Required Equipment: Vacuum Survival and Survey Equipment

Player’s Information

Bern Seehofer has spent the last five years studying Hiver’s southern polar region and believes he has identified a forty square kilometre region saturated with major mineral deposits with a possibility of tantalum. Unfortunately the region is riddled with ancient canyons, prone to unexpected dust storms and is a target of his rival, BBD AG. Seehofer is offering Lv6,000 to a team willing to assist him in charting and filing his claim.

Referee’s Information

Successful Navigation checks will allow characters to efficiently maneuver through Hiver’s Mars-like landscape. Successful Physical Science checks will allow for accurate placement of claim markers and a successful Advocate check will speed Seehofer’s claim through the German Colonial minerals and assay office.

Possible Outcomes

1D	Outcome
1-2	A dust storm from a nearby basin erupts, slowing the process.
3-4	BBD AG claim jumpers attempt to push the characters out by sabotaging or moving their markers.
5	As 1-2 and the dust storm is electrically charged, threatening to damage or destroy survey vehicles and equipment.
6	As 3-4 and the BBD AG agents attempt to lure the characters into a fatal ‘accident.’

7. Véronique Borloo, Black Marketeer

Required Skills: Broker, Deception, Streetwise

Required Equipment: None

Player’s Information

The Elysian Uprising left a booming black market in its wake and Véronique Borloo is happy to move goods where they’re wanted. Rival rocket plane operations at the spaceport are demanding spare parts and that Borloo cut out their competitor. Borloo offers the characters Lv4,000 to scout out the two businesses, MZD and ElysiAero, and strike the best deal possible.

Referee’s Information

A successful Difficult (-2) Streetwise check will provide the characters with dirt on the two businesses and DM+2 on Deception checks when dealing with either company. Successful Broker checks with each company will put the two into a bidding war with Borloo’s outfit.

Possible Outcomes

1D	Outcome
1-2	One of the owners of ElysiAero turns up dead in a hanger and all fingers point to MZD. MZD denies the accusation.
3-4	BBD AG claim jumpers attempt to push the characters out by sabotaging or moving their markers.
5	As 1-2 and the local Gendarmerie unit gets involved with complicates matters.
6	As above and the actual culprit is a third party, Borloo’s competitor, Raphaël Gainsbourg.

8. Nigel Sterling, Royal Army Officer

Required Skills: Assorted Combat, Stealth

Required Equipment: Combat Equipment

Player’s Information

Colonel Nigel Sterling is tasked with recovering or eliminating Dr. Sylvia Black, a British defector and formerly of the Energy Ministry. Black has been sharing classified stutterwarp development technology with the German authorities. The Colonial Office wants Black removed but as the UK and Germany are both ESA members the operation needs to remain completely deniable. Colonel Sterling is offering a generous Lv15,000 for Dr. Black’s return or Lv7,500 for evidence of her discreet elimination.

Referee’s Information

The characters are expected to use their combat and infiltration skills to enter a restricted Neu Hamlen military zone, trace Dr. Black, and either capture or kill her.

Possible Outcomes

1 D	Outcome
1-2	Dr. Black resides in a one-person domicile just outside the perimeter of a German military base.
3-4	As above and Dr. Black is always accompanied by no fewer than two bodyguards.
5	As above and the bodyguards are augmented with Neural Sheathing and Muscle Implants.
6	As above and the bodyguards are augmented with Chargers and implanted weapons.

9. Miyuki Abe, Pop Idol

Required Skills: Art (holography, dance, instrument)

Required Equipment: None

Player’s Information

Miyuki Abe is a singer from Tosashimizu and one of the colony’s biggest draws in terms of local entertainers. After a dispute with her managers she is self-producing and looking for a small team of musicians and artists to actualise her vision. She is willing to pay Lv1500 to anyone who will run the cameras or perform at her debut gig at the Chiba Performance Centre.

Referee’s Information

A successful Art (holography) Effect greater than 3 will provide a financial bonus of Lv500 for the A/V crew. Successful Art (dance) or Art (instrument) checks will carry the concert through to a satisfying conclusion. Exceptional Effects will garner public and critical acclaim, and Miyuki Abe will ask the performer to stay in the group.

Possible Outcomes

1D	Outcome
1	Abe’s signature song <i>Tako to ama</i> becomes a megahit on Joi. Visiting merchants download the single and are responsible for spreading it through the French Arm.
2	Abe’s concert is panned by the conservative Japanese media but her follow-up album gains a cult following on Joi.
3	Abe is approached by K. Gérard, a French singer and peace activist in Elysia. An album released by the duo weeks later serves as an artistic cry for peace and reconciliation on Joi.
4	Abe is caught up in a scandal. Shaving her head and appearing in a link network video she tearfully begs forgiveness and asks that her fans continue to follow her.
5	An unauthorised <i>idoru</i> virtual idol begins to circulate on Joi’s link network two weeks after Abe’s concert. The digital presence performs new songs using her voice and style.
6	Abe signs a contract to serve as a spokesperson for the colonial Self Defense Force. The outcry of her fans causes her great anguish and feelings of shame.

10. Bantu Lekota, Detective

Required Skills: Recon, Streetwise, and assorted Social

Required Equipment: None

Player’s Information

Violence is on the upswing in Lubumbashi and the colony’s small law enforcement community is overwhelmed. Gang violence, unheard of outside of the Core, has been reported. Detective Bantu Lekota of the Shosong Metropolitan Police Department senses there is more than meets the eye but lacks the manpower to follow up on leads. Lekota offers Lv5,000 to efforts that help break the case open.

Referee’s Information

Seven successful Streetwise checks will allow the characters to follow up with persons of interest in the investigation though at least one Recon check will need to be used to stake out a scene.

Possible Outcomes

1D	Outcome
1	The characters trace the perpetrators, a group of disenfranchised British miners, to an abandoned launch tower service bunker.
2	As above and evidence is found linking the perpetrators to, Pieter Holomisa, the proprietor of a large tavern in De Aar and a suspected loan shark. Holomisa provided the Brits with black market weapons.
3	As above and the Toshiashimizu yakuza has been keeping tabs on Holomisa’s operation and provided the black market weapons from the SDF armory.
4	As above and the yakuza <i>oyabun</i> , Koji Inoo, who sits a continent away, is unaware of any connection between his business and the Azanians or Brits. Koji’s lieutenant, Johnny Murata, however has been engaged in his own side-business deal with Holomisa.
5	As above and Johnny Murata maintains a remote private residence just outside of De Aar in Lubumbashi.
6	As above and when the characters arrive at Murata’s residence they spot a tilt-rotor aircraft with German military markings lifting off from a nearby field.

11. Annemarie Köhler, Spaceport General Manager

Required Skills: Social skills, Trade (engineering)

Required Equipment: None

Player’s Information

Halbinsel’s Earth-appointed governor is spearheading a renewed push for mineral exploitation and settlement of Hiver. He is demanding an upgrade to the colony’s spaceport facilities and Annemarie Köhler, the current general manager, has been tasked with making it happen – despite a lack of manpower and resources. Köhler requests that the characters use whatever means possible to get equipment and labour on the project. In compensation, she is offering a free three-year aerospace maintenance and refueling contract.

Referee’s Information

Specific skill checks used will depend on the event outcome. Roll twice on Possible Outcomes. On a duplicate roll, increase the difficulty of the relevant skill check.

Possible Outcomes

1D	Outcome
1	Wolfgang Bender, a local merchant, has stockpiled several metric tons of ferrocrete in anticipation of building a small tourist hotel. Bender is a fan of high stakes poker. A successful Gambling check will allow the characters to clear his debt by handing over the materials.
2	A successful Carouse check at a Labor Day party will reveal that Daniela Hanenberg, president of the local electricians union, patronises the local brothels. If this fact can be kept secret from her husband she is willing to send her specialists to the spaceport project.
3	A successful Advocate check with the Colonial <i>Bundesministerium für Verkehr, Bau und Stadtentwicklung</i> (Ministry of Transport, Building and Urban Development) will accelerate re-zoning permits on the spaceport perimeter.
4	A successful Broker check with Ralf Menke of Menke Imports will supply the characters with up-to-date air traffic monitoring and link systems.
5	Lena Monn, captain of the Libertine trader <i>Kizil</i> , is transporting a load of heavy construction machinery. A successful Persuade check will move Captain Monn to part with the equipment at a reasonable cost.
6	A successful Trade check will allow the characters to develop an extremely efficient construction plan and eliminate costly waste.

12. Thierry Blanc, Elysian Militiaman

Required Skills: Combat skills, Leadership, Drive (hovercraft)

Required Equipment: None

Player’s Information

During the Elysian Uprising Provolution embedded itself among the French population. With a population in flux and disarray and a confused military leadership the terrorist organization set up a secret compound on Elysia’s east coast. Thierry Blanc, a colonel with the Elysian militia based out of Esperance, has scraped together a small armoured unit and, acting on verified intelligence, is planning a raid on the compound. Blanc is offering military grade arms to parties interested in burning the terrorists out.

Referee’s Information

Blanc’s squad consists of ten militia volunteers and an AC 8 gunsled plus pilot, if needed. The characters may participate in the battle as foot soldiers, tank crew or as Blanc’s field lieutenants depending on speciality and preference.

Possible Outcomes

1D	Outcome
1-2	The Provolution compound houses 30 augmented terrorists sporting a mixture of civilian and military grade arms.
3-4	As above and they have mounted an autogun on each of two civilian off-road vehicles.
5	As above and the compound entrance is guarded by a heavy plasma gun.
6	As above and the compound entrance is guarded by a damaged BH-21 combat walker, left behind by the French military. Only the plasma gun is still functioning.

13. Ryuichi Michishige, Toyoda Foundation Project Manager

Required Skills: Drive (hovercraft) or Seafarer, Life Sciences (biology)

Required Equipment: Watercraft, Diving Gear

Player’s Information

Japanese and German fisherman operating in the Samurai Bay area have reported sightings of large, semi-translucent megafauna that disappear from radar when approached. The locals have dubbed it a *bake-kujira*, or ‘ghost whale.’ Ryuichi Michishige offers the characters Lv1,500 and use of Toyoda Foundation labs in exchange for documented evidence of this life form.

Referee’s Information

A successful Seafarer or Drive (hovercraft) check, depending on vehicle availability, will allow the characters to successfully navigate Samurai Bay. A successful Life Sciences (biology) check will allow the characters to correctly catalogue the ghost whale.

Possible Outcomes

1D	Outcome
1	The creature is an exothermic filter-feeder that uses an internal bioluminescence to attract small ocean insect analogs.
2	As above and the specimen demonstrates a hostility toward perceived predators.
3	The creature is an endothermic carnivore covered in translucent placoid-like scales that act as a natural radar absorbent.
4	As above and the creature demonstrates a non-threatening curiosity toward creatures human-sized or larger and their ocean vessels.
5	The creature is a massive arthropodan analog that uses a biological jet system to propel itself through water. This process generates a harmless static discharge.
6	As above and the creature demonstrates a herd instinct both toward its own offspring and others of its species.

14. Faizah Zille, Airfilm Train Engineer

Required Skills: Investigate, Stealth

Required Equipment: None

Player’s Information

Faizah Zille suspects that one of the crew working on the De Aar to Shosong run may be a thief but with no evidence to back her claim she is hesitant to report it to her superiors. Zille asks the characters to ride along as passengers and discreetly watch the crewman, a man named Colin Gaffney. She offers a one-year public transportation pass for anywhere in the Lubumbashi colony as compensation.

Referee’s Information

The characters will either need to conduct quiet successful interviews with other crew and passengers on the airfilm train or keep successful surveillance on Gaffney to avoid tipping him off.

Possible Outcomes

1D	Outcome
1-2	Colin Gaffney is innocent of any wrong-doing. He simply has ‘one of those faces.’
3-4	Colin Gaffney is a thief with a warrant for his arrest on Alicia and Tirane.
5	As above and Gaffney is guilty of industrial espionage against several TransNats.
6	As above and Gaffney is in the employ of AmeriCo.

15. Sophie Gabilou, Orbital Engineer

Required Skills: Mechanic or Engineer (electronics), Vacc Suit, Zero-G

Required Equipment: Space Survival Equipment, Repair Kits

Player’s Information

The Elysian orbital terminal’s radiator panels are overdue for replacement and Sophie Gabilou has lost several of her engineers to emergency repairs on the frigate *Liberte*. Gabilou offers the characters Lv750 to assist her team with the panel swap.

Referee’s Information

Successful Average Zero-G checks will keep the characters moving efficiently across the terminal’s outer hull. A successful Difficult Mechanic/Engineer (electronics) check will allow for the characters to swap the panels without damaging them in the process.

Possible Outcomes

1D	Outcome
1-2	The radiator panel swap occurs without incident.
3-4	It is discovered half-way through the maintenance process that the quartermaster in Elysia supplied the wrong panels. Gabilou offers an additional Lv250 for the characters to return the next day.
5	As above and Gabilou accidentally floats off station when a panel mount snaps. The characters will need to quickly rescue her with whatever tools are at their disposal.
6	A solar flare alert sounds as an unexpected coronal mass ejection occurs on the surface of 61 Ursae Majoris. The characters have five minutes to find shelter or risk radiation exposure.

16. Gerry Blinken-Smythe, Physician

Required Skills: None

Required Equipment: None

Player’s Information

Dr. Gerry Blinken-Smythe of the New Cornwall Colonial Central Hospital has received a Cortescan 3000 from Earth. As it is the first Sub-Quantum Interface Device (SQUID) on Joi, Blinken-Smythe needs to conduct several test sessions to ensure the expensive piece of hardware is calibrated correctly. He is willing to pay Lv50 per control subject to undergo mapping and synchronization and to report the results. He claims the process is harmless.

Referee’s Information

Participating characters are at no risk. While Possible Outcomes are listed below, referees are encouraged to create their own results – perhaps as a way to illustrate a character’s subconscious chewing on a particular problem.

Possible Outcomes

1D	Outcome
1	Nothing happens during the process and Dr. Blinken-Smythe remarks ‘harrumph!’
2	The character experiences a hallucination in which the character is an uplifted dolphin, swimming through a bright blue-green ocean.
3	The character experiences a hallucination in which the character experiences a Kaefer face opening its mandibles and chewing on the character’s face.
4	The character experiences a hallucination in which a giant finger from somewhere in the Pleiades star cluster pokes the character in the brain.
5	The character experiences a hallucination in which he is a Doll robot companion being pursued by police officers in a large Earth city.
6	The character experiences a hallucination in which the character is a Sung, gliding over the landscape of Akicheetoon.

17. Karimah Pheko, Environmental Activist

Required Skills: Stealth, Demolition

Required Equipment: None

Player's Information

The Prieska Livestock Processing facility in Lubumbashi colony is dumping a great deal of by-product into the local river system. Karimah Pheko wants to make it expensive for Prieska to do business and plans to jam the facility's drainage system, causing a system wide backup. Pheko is willing to provide the characters with nitrogen-activated aerosolized concrete explosives and Lv500 to disable the rendering plant.

Referee's Information

A successful Stealth check will allow the characters to by-pass the facility's minimum security presence. A Difficult (-2) Demolitions check will ensure the bombs are planted in the correct position.

Possible Outcomes

1D	Outcome
1-2	The mission is a success and the Prieska Livestock Processing facility goes off-line for several weeks.
3-4	The mission is a success and the Prieska Livestock Processing facility goes off-line permanently.
5	Local, quasi-sapient reptile analogs, attracted to the free protein in the effluvia, have set up a nest in the drainage tunnel.
6	A rival eco-terrorist group is also on the facility premise and they have a more violent agenda.



VEHICLES



LEIAHWIN ORBITAL DEFENCE SUBMERSIBLE

Michael Nutter

The Leiahwin is an unusual and expensive asset, but one any high tech wet navy should not be without. It is extremely valuable in the unusual role of denying orbital superiority, while being difficult to catch thanks to the supercavitating drive and protection offered by dipping beneath the thermal layer of the ocean waters. The Hypervelocity Orbital Defense Cannon permits it to fire upon would-be invaders well before any other naval response force, as well as giving it a fair punch in the anti-air role.

When denying orbital dominance to the enemy, the Leiahwin is forced to rely on remote sensors from satellites and emplacements in order to acquire targets, as its own sensor systems are limited to well below its maximum firing range. Therefore it is possible to blind the Leiahwin if every sensor that can detect the orbital presence is neutralised.

Naval Doctrine tends to pair Leiahwins together early against invasion but once atmospheric defences have been breached, the Leiahwins will be split up, and be shielded by escort elements of aircraft and or other naval vessels. The preferred escort is another submarine or a carrier task group able to rush aerial support anywhere within a combat radius, acting as anchor to the Leiahwin's activities.

Vehicle	TL	Skill	Agility	Speed	Range
Leiahwin Class Orbital Defense Submersible	14	Seafarer (submarine)	-3	1,000	2,000
Crew/Passengers	Cargo	Hull	Structure	Cost (Cr.)	Shipping Size
60/100	23.25 Tons	375	375	203,653,100	1,125 Tons
Safe Dive Depth	Crush Depth	Life Support	Armour		
4,000	12,000	400 Days	25		
Weapon	Location	Damage	Range	Auto	Max Ammo
Hypervelocity Orbital Defence Cannon	Top Large Turret One	20d6 Ultimate AP	Orbital	N/A	50+400
Smart Torpedo x2	Dedicated Front Torpedo Bay	12d6	Very Distant	N/A	N/A
Gatling Laser TL12	Top Large Turret Two	6D6	Distant	6	N/A

Other Equipment, Modifications

Advanced Controls
Supercavitating Drive
Autopilot
Projectile Anti Missile System: VRF Gauss
Advanced Navigation
Continental Communications
Meson Communcators, Continental
Electronic Countermeasures, Advanced

Advanced Sensors (Extreme range)
Advanced Underwater Sensors
Improved Fire Control +3 (Hypervelocity Orbital Defence Cannon)
Bunk x50
Galley
Autodoc x2
Fire Extinguisher x4
Holo Suite
Stealth I
Living Space x 80

FENRIS MONSTER-HUNTER

Sam Lockwood

This vehicle is inspired by the H. Beam Piper novel Four-Day Planet. The book is about a far-future version of whalers in Piper's Terro-Human Future series, and their struggles with both the planet & the mafia-like co-operative that controls trade in the 'Wax' they harvest. The book describes it thus;

'It isn't really wax, and it isn't tallow. It's a growth on the Jarvis's sea-monster; there's a layer of it under the skin, and around organs that need padding. An average-sized monster, say a hundred and fifty feet long, will yield twelve to fifteen tons of it, and a good hunter kills about ten monsters a year... Chemically, tallow-wax isn't like anything else in the known Galaxy. The molecules are huge; they can be seen with an ordinary optical microscope, and a microscopically visible molecule is a curious-looking object, to say the least. They use the stuff to treat fabric for protective garments. It isn't anything like collapsium, of course, but a suit of waxed coveralls weighing only a couple of pounds will stop as much radiation as half an inch of lead.'

H. BEAM PIPER, FOUR DAY PLANET Vehicle Description

The Monster-hunter is a rather unique application of grav technology. It is used to hunt the whale-sized sea-monsters of the Planet Fenris. Monster-hunters resemble a cross between a pudgy submarine and a 20th Century naval destroyer, and they pack firepower that would normally be in the hands of mid-Tech Level navies.

The vehicle has a crew of 6 (pilot, 2 gunners, 2 torpedo gunners) and can carry 4 passengers. The crew usually does double-duty: carving up the carcass to extract the tallow-wax and put it in the cargo hold. Passengers are generally hired extra hands to man the skiffs. The typical hunting technique is to spot a sea monster from the air while it's hunting or coming up for air. A more dangerous method is to submerge and track the beasts via sonar. The preferred methodology is to immobilize the beast first with harpoon torpedoes, then use antitank guns to finish it off. This means when actively hunting the craft is partially submerged.

Monster-hunters usually use the turret-mounted antitank guns as the preferred killing weapon. The turrets are mounted on the top deck (one each near the bow and stern) and are retractable to protect them while submerged. The crane is also on the top deck, mounted amidships. Just behind the crane is the butchering area; with cutting tools and access to the cargo hold. Forward of the crane are the storage hold for two grav-skiffs. Between the skiff bays and the forward turret is the pilot's conning tower station. Below that is the main crew area housing all the crew stations, passenger seating, bunks, and two mini-galleys. There's also a couple of freshers for toilet and shower facilities (monster-killing is messy work!). Fully loaded, the Monster-hunter masses 150 tons, and the grav-drive is powerful enough to drag a harpooned monster to the surface (but not enough to pull it out of the water).

MONSTER-HUNTER

TL	Skill	Agility	Speed	Range	Cargo	Open?	Crew / Passengers	Hull	Structure	Cost (Cr)	Shipping Size
10	Flyer (grav)/ Seafarer (submersible)	+2/-3	300/30	2,000/ 1,500	4.25	No	6/4	50	50	4,991,600	150 tons

Weapon	Location	Damage	Range	Auto	Ammo
60mm AT Gun	Forward Turret	7D Super AP	Distant	No	80
60mm AT gun	Rear Turret	7D Super AP	Distant	No	80
Harpoon Torpedo	Bow	6D	Long*	No	2
Harpoon Torpedo	Stern	6D	Long*	No	2

Other Equipment / Modifications

Bunks x 5, Communications (TL 6, extended range, Continental), Cutting Tools, Double Capacity Seating x 2, Fresher x 2, Heavy Crane, Improved Controls (+1 Agility), Improved Fire Control x2 (+2 DM for the anti-tank guns), Mini Galley x 2, Submersible chassis, Standard Underwater Sensors (TL10, extended range V. Distant, +2 DM), Vehicle Bay (2 x Air-skiff or 2.5 tons cargo, cramped)

Options

One or both skiff bays can be converted to extra cargo (+1.25 tons for each bay). Entertainment systems are popular (200 cr per bunk or seat), and upgraded communications systems are also often used.

Submersible Grav Vehicle

Any closed grav vehicle can be converted to a submersible. The submersible option uses up 10% of the vehicle's spaces and costs 300% the Base Cost. Hull and Structure are calculated as for a grav vehicle, but storage volume as a submersible. The vehicle gains the characteristics of the submersible of the same type (light or heavy) and Tech Level of the grav vehicle. The Seafarer (submersible) skill must be used underwater, and its performance in the water is as a submersible.

Harpoon Torpedoes

This weapon is a variation of the TL8 Smart Torpedo, with the addition of a cable and barbed spear-like non-explosive warhead. The cable is only 100 meters long, which limits the maximum range of the torpedo. If a hit penetrates the target's Armour, make a check. On an 8+, the barbs catch and the creature is hooked. The victim will have to suc-

ceed a Difficult Dex task to break free. Breaking free in such a manner causes 3D damage that ignores Armour as the barbs rip their way out. Any creature massing less than a ton simply has the harpoon blast right through them. The cable is very difficult to cut; it is Very Difficult (-4) to hit with a ranged weapon, and it takes 15 points or more to break it.

Airskiff

This is a small light grav vehicle carried by the Monster-hunter craft. Its purpose is for spotting, and to help protect the crew from the swarm of predators and scavengers that come to feast on dead sea-monsters getting butchered. The crews usually carry light automatic weapons.

Melee (bite) 2, Recon 1, Survival 1
Bite (5d6), Thick Scales (Armour 5)

This creature is the apex predator of the seas of Fenris. It's a massive vaguely reptilian creature that looks something like a massive, tusked plesiosaurus. Sea-monsters are extremely territorial, and very aggressive. Their bodies produce large amounts of a fatty wax deposits that can be used to synthesize amazing fullerene-like structures.

A typical sea monster weighs about 20 tons, and can yield up to 5 tons of wax. Their hyper-aggressive nature leads to very little being known about mating habits & whatever else it does when it's not killing & eating everything in sight. The people of Fenris are too busy making a living at monster-hunting (the harsh planet's only real industry) to do much research. The creatures can stay submerged for up to Endurance minutes without surfacing for air: longer if they don't move.

TL	Skill	Agility	Speed	Range	Cargo	Open?	Crew / Passengers	Hull	Structure	Cost (Cr)	Shipping Size
8	Flyer (grav)	+1	300	1,000		Yes	1 / 1	1	1	76,000	1 ton

Fenris Sea Monster

Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Killer (carnivore)	Deep Ocean Swimmer	50	6	30	6	8	4

TACTICAL SUPPRESSION PLATFORMS

Michael Nutter

HOVERCRAFT TO FACE THE MASSES WITH FRCS (FRACAS)

Vehicle	TL	Skill	Agility	Speed	Range	Crew/ Passengers	Cargo	Hull	Structure	Cost (Cr.)	Shipping Size
FRCS	10	Drive (hover)	+2	210	720	1/3	--	2	2	646,400	5 Tons
Armour	Weapon		Location		Damage	Range		Auto			
12	MAD Projector*		Top Small Turret		Special	Long		8			

Other Equipment/Modifications: Small Turret (Top), Improved Fire Control (TL 8, +2), Additional Armour x3, Speed Increase x2, More Fuel Efficient x2, Jump Jets, Standard Navigation (+1), Computer Terminal, Advanced Controls (+1), Communicators (TL 6, Very Distant)

* See Special Supplement 3: Vehicle Upgrade Manual

The FRCS (commonly called FRACAS) is a Fast Response-Crowd Suppression hovercraft that sees regular deployment in areas of public unrest. It is used as part of a first deployment that attempts to hold the line without inflicting permanent harm until bigger, better armed and armoured crowd-suppression forces can arrive (on low-technology worlds it is sometimes employed in groups). Significantly cheaper to produce than heavier counterparts, the vehicle's only armament is the Microwave Area Denial projector. The MAD projector is used to enforce blockades and keep rowdy demonstrators at bay.

If the situation escalates to the discharge of lethal firearms, the FRACAS is significantly under-protected compared to slower-deploying, pricier, and more powerful cousins, which is where the jump jets come in as key tools of escape. Up to three police or military personnel can be deployed on board, often equipped with a mixture of non-lethal and lethal weaponry to adjust tactics to suit evolving confrontations between civilians and governmental (or sometimes corporate) forces.

HHCS-BRAVO

Vehicle	TL	Skill	Agility	Speed	Range	Crew/ Passengers	Cargo	Hull	Structure	Cost (Cr.)	Shipping Size
HHCS- Bravo	10	Drive (Hovercraft)	+2	90	900	1/20	--	16	16	5,392,400	25 Tons
Armour	Weapon		Location		Damage	Range		Auto		Ammo	
28	Sonic Cannon		Small (Top Right)		Turret Stun	Long		No		N/A	
	Sonic Cannon		Small (Top Left)		Turret Stun	Long		No		N/A	
	3x Advanced Autocannon		Light (Forward)		Small Turret	6d6+4 SAP	Very Long		8		30,000

Other Equipment/Modifications: Small Turret (Top Right) Improved Fire Control (TL 10, +3), Small Turret (Top Left) Improved Fire Control (TL 10, +3), Small Turret (Forward) Improved Fire Control (TL 6, +1), AFV, Additional Armour x4, Decreased Speed x4, Advanced Controls, Autodoc, Communicators (TL 6, Very Distant), Communicators (TL 10, Continental), Autopilot, Standard Navigation (+2), Laser Anti-Missile System (TL 10), Computer Terminal

The HHCS (Heavy Hovercraft-Crowd Suppression)-Bravo is the go-to vehicle for large scale crowd-suppression where high-value assets, personnel, reputations, or institutions are at risk. This is a first response medical station, APC, and tank, all in one. A single HHCS can make an entire street impassable with its twin, independently-operated sonic cannon. If the twenty personnel on board have stunners of their own, large unruly crowds can be contained.

The first generation design of the Hovercraft (the HHCS-Alpha) did not include the three advanced light autocannon that are mounted on the front of this vehicle. Instead, it was equipped with additional autodocs to reduce the incidence of civilian and enforcement casualties. However, due to complaints of police and military personnel who felt ill-equipped to face large crowds, the manufacturer quickly implemented a more lethal design, the Bravo.

Correspondingly, the number of injuries and deaths involving the HHCS sky-rocketed, and it is now a point of pride for a few crowd-control specialised mercenaries and enforcement agencies that they refuse to use anything other than the HHCS-Alpha. In fact, there is still small

scale production of the HHCS-Alpha, but most choose the HHCS-Bravo and trust their own employees and officials to make intelligent use of its capabilities.

Patron: A Bloodless Job
 Maldor Horask, Corporate Security
 Army, Marine, Agent
 Required Skills: Drive (hovercraft)
 Required Equipment: Personal weaponry, armour

Player's Information

An off-world corporation is looking to protect its assets, as a demonstration against the corporation by the local population is set to take place just outside the primary corporate facility. In order to maintain security, Maldor is looking for additional crew for the crowd-suppression hovercraft she recently requisitioned. She will offer Cr. 5,000 per person, with Cr. 1,000 up front, and up to another Cr. 10,000 per person if the events are settled without significant injury inflicted in the corporation's name. Maldor and her peers fear the Government may be looking for reasons to oust the corporation and does not want to give them an excuse.

Referee's Information

For lower technology and population worlds, a FRACAS or two is probably all Maldor could acquire in time. If the world is high-tech or a hub of activity in the region, a HHCS-Bravo is a more likely asset, which means the players will have additional support from other mercenaries and security forces. The HHCS is most likely deployed to a major entrance to the corporate facilities, whilst the FRACAS would likely regularly scour the perimeter until urgent action was required.

Possible Outcomes

1d6 Result	Outcome
1	It is a comparatively uneventful demonstration, though one or two individuals may have to be actively suppressed, but overall the population is peaceful in its opposition.
2	The crowds are rowdy and angry; they press hard and may break in to destroy the facility, but will not use weaponry.
3	The protestors came prepared to do more than simply march with signs or enter the facility. Personal weapons and even a handful of anti-vehicle armaments appropriate to their TL are brought against the facility, however the opposition mostly has light civilian weapons.
4	Bombs go off in the crowd, and what was supposed to be a protest is now both a medical emergency and crime scene.
5	The government, desperate for whatever revenue the corporation will provide if it stays, also shows up to monitor the protest. This presence escalates things quickly.
6	Maldor and many others underestimated, drastically, how much opposition arrives. A government intervention, supported by the best vehicles and equipment the police or army can afford has arrived to shut down the facility, and is escorting the chief managers, including Maldor, to prison. Can the players just let their paycheck walk away? Perhaps an advocate can save their wallets.

ALIENS



SHAW-HIN

Stephen Landis

The Shaw-Hin are small, lithe, furry creatures with bright, expressive eyes and large triangular ears near the crown of the skull. Fur is a striped black and brown-colored pelt, uninterrupted except for a white furred point at the end of a long, bushy tail. Hair color is generally obsidian black, chestnut brown, or platinum blond, with both males and females occasionally boasting long, flowing manes. Slender arms end with four-fingered hands while legs lead down to four-toed digigrade feet. Males are approximately .75 meters tall while females are a few centimeters shorter. Both genders typically weigh less than fifty kilograms.

Based on physical appearance, it is suspected that the Shaw-Hin may have descended from terrestrial vulpine stock much as the Vargr originate from Terran canines. However at present there is no archeological or genetic evidence to suggest they are a creation of the Ancients. That is not to say their homeworld of Sha-Hem is without some curiosities, as ancient Shaw-Hin ruins dot the planet which suggest the species was at one time significantly more advanced than they are now. Exactly how they fell so far is unknown.

CULTURE AND SOCIETY

Local government is decentralized. Despite achieving rudimentary interstellar flight, much of Sha-Hem is still ruled by patriarchal clans who lead as they had for the previous several centuries. There is a push by the primary nation-state for the species to unite under one banner but change has been slow. As exploration outside of their solar system has been limited, the Shaw-Hin have not encountered any of the six major races and have only speculation on alien cultures. If any travellers have encountered the Shaw-Hin, they are not talking.

Culturally, the Shaw-Hin are a fairly patriarchal society considerably more lax than the Aslan regarding gender roles. Males still fill the majority of governmental positions and occupy all military and ceremonial roles yet the rest of the society is fairly egalitarian. The species is largely spread out on Sha-Hem; very few areas boast a population large enough to support manufacturing or technological development, making much of their present technology all the more puzzling. The main exception is a small nation-state along the coast of one of the planet's largest oceans.

Situated on the equatorial coast of Ocean of Storms, the nation of Shar-Nam was formed around intact ruins of a major

metropolis. After several generations of ignoring the remains for fear of provoking the wrath of vengeful spirits, adventurers from the clans surrounding the city began to explore. Within a decade, they had uncovered the city's archives and successfully activated its automated factories. They later returned bearing exotic weapons and armor unlike anything the Shaw-Hin had seen before and took control of their respective tribes; the nation of Shar-Nam had been born.

At present, Shar-Nam has managed to recover most of their people's engineering knowledge as well as records of events that lead to their downfall. With the recent rediscovery of the gravitronic drive, the ruling council has commissioned the survey of planets in their solar system. Plans to explore outside of the solar system are being discussed but at present Shar-Nam is more concerned with internal problems and unifying the species.

Overall, the Shaw-Hin appear to be less socially developed than other lifeforms of their tech level. Most live in small settlements built in the canopies or at the base of the planet's great forests, and most communities are fed by a rudimentary agriculture supported by game hunting. Industry mostly consists of artisans and craftsmen. All this is often in sharp contrast to the abundance of high technology found almost everywhere. Micro-fusion generators provide electricity to villages of thatched huts, nano-mesh weaves are found in everything from clothes to nets, and tribal hunters are armed with rail-slug rifles. Nowhere is this dichotomy more prominent than in their chief rites...

Lingering predator instincts manifest in a tradition known as The Hunt. The Hunt forms a core part of Shaw-Hin culture, and while 'score keepers' are exclusively male, both genders measure themselves by how well they perform in a year-round ritual involving hunting and tracking prey. The more dangerous the prey, the more respect a hunter earns in the eyes of their peers, and the hunts that generate the most respect are the most dangerous and mired in the most rules; hunting other sapients.

For most hunts, a kill is considered legal so long as there is an obvious demonstration of skill involved, regardless of whether the victor used marksmanship, traps, or ambush. Hunting intelligent beings is a more complicated matter. Dark days in an earlier age warranted additional rules regarding these hunts. While there are dozens of laws concerning the most dangerous of prey, ultimately they can be compressed into three rules; the

quarry must have blatantly and violently wronged the clan or the Shaw-Hin in general (committing an act of piracy will do it), the quarry must be equipped to put up a fair fight (left to interpretation of the presiding score keeper), and the prey must be aware of the sentence on their head (again, up to interpretation).

Homeworld

Sha-Hem D96672X-8 Ag

An arboreal planet, Sha-Hem is a world of lush temperate forests, expansive jungles, and vast evergreen woodlands. Approximately sixty-five percent of the available land is forested, the remainder marked by mountain peaks existing above the tree line and grasslands. Five major oceans and two freshwater seas divide the planet, adding spots of deep blue to the otherwise unbroken emerald of the surface.

Psionics

The Shaw-Hin are not predisposed to psionic powers in any significant capacity. Members of the species with the potential for psion careers develop them as described in the *Traveller Core Rulebook*.

Technology

On average, the Shaw-Hin are a TL 9 culture, having only recently discovered the secret of the gravitronic drive.

Characters

Shaw-Hin have Notable Dexterity (+2), Weak Endurance (-1), a Natural Weapon (bite), and replace the Social Standing characteristic with Honour. Honour represents a Shaw-Hin's standing within the Great Hunt.

Campaign Hooks:

The following hooks can be used to integrate the Shaw-Hin into your campaign.

- The players are contracted by a wealthy free trader to pick up cargo on a remote colony world. Upon collecting the freight, they are attacked by a mysterious sniper and discover the crates are full of cultural artifacts belonging to an unknown race...
- As above but the cargo turns out to be several high-born female Shaw-Hin kept in stasis. The sharpshooter is merely a taste of things to come...
- Something has riled up the K'kree; a new discovery on the galactic fringe has prompted them to put out a general call for mercenaries...

THE TAKEL

Jacob DC Ross

The Takel are an aquatic native to the planet Umina. A minor race hindered by the unique nature of their planet and physiology, the Takel are not widely-dispersed among the stars.

PHYSIOLOGY

Takel are a genetically diverse aquatic species. They grow to a height of between 1.75 and 2 metres. There are no immediate differences in the appearances of male and female Takel beyond the great variation in appearance from one Takel to another. Takel are omnivorous, generally requiring a diet of 3,500 calories per day, with similar nutritional needs to humans.

Takel bodies are incredibly flexible and dextrous. Takel colouring is variable, and any hue found in the visible spectrum (and beyond) may be present. Their skin can be uniform in colour, spotted, streaked or even covered in fractal patterns. Takel skin varies from smooth to bumpy to scaly. Due to their wild genetics, Takel offspring seldom bear any resemblance to their parents.

Takel each have eight arms (not tentacles), with each arm containing a great number of neurons connected to the brain. Each arm houses 3.5 percent of the total brain mass of the Takel, giving the arms amazing co-ordination. Seeing the impossible-seeming contortions, quick-as-a-flash movements and exotic colouring of the Takel, alien visitors to Umina have reportedly been moved to tears at Takel displays of dexterity, such as dance or athletics.

Takel have four eyes and two beaks, and effectively two faces. The first is found at the front of the head, while the second face is at the top of the head, allowing the Takel to see and eat prey while swimming at top speed.

Takel reproduce sexually and are egg layers, with the eggs kept within the mother. A typical Takel pregnancy has approximately twenty fertilised eggs but perhaps only two are likely to survive to term. Takel mature at approximately sixteen Earth years (seven Umina years) and live to about the age of 68 (29.75 Umina years).

Takel do not have vocal cords and so must use a vocoder in order to converse in other languages, in a similar manner to the Hivers. Takel language consists of a series of clicks made

with their beaks, requiring non-Takel to use a specialised vocoder to speak in the Takel language.

The Takel manifest psionic ability in roughly the same percentage of the population as humans. Psionically-endowed Takel tend to have the same psionic strength as their counterparts in other species, but when in the water their abilities are enhanced.

The presence of unique mutagens on Umina severely affect Takel genetics. As a result, Takel have a wide variety of traits that manifest differently from individual to individual. When creating a character, roll once on the table below for any mutations present.

Mutations

2D6	Result
2	Chameleon Skin
3-4	Poison
5-6	Two Tentacles
7	No Mutation
8-9	Thick Skin
10-11	Enhanced Jet Propulsion
12	Amphibian

Chameleon Skin: The Takel can change the color of its skin. This grants it a +2 DM on all Stealth checks, provided that they are wearing transparent clothing or are nude.

Poison: The Takel can deliver neurotoxin (see page 74 of the Traveller Main Rulebook) via a bite.

Two Tentacles: Two of the Takel's arms are actually tentacles, terminating in hard claws. When used as weapons the tentacles do D6+2 damage.

Thick Skin: The Takel has natural Armour 1.

Enhanced Jet Propulsion: When using their jet propulsion (see below) the Takel gains an additional +3 metres that it may move in a turn.

Amphibian: The Takel is adapted for both land and water habitats, and may breathe air, but still needs a survival suit to venture into alien oceans and must ingest Umina-specific chemicals daily.

Psionic Sharing

In Takel who have a Psionic Strength characteristic, the ability to draw upon their environment for power is present.

A Takel can power their talents by taking Psionic Strength from willing participants within a radius equal to Psi DM x 10 metres. The psion may take a single Psi point from one being per point of the psion's Psi DM to power a talent. All participants must be fully submerged in the same body of water.

Takel Characters

When creating a Takel character, make the following adjustments:

Str -2
 Notable Dex (4D6)
 End -2
 Edu +1

Aquatic: The Takel cannot operate outside Umina's ocean (including other oceanic environments) without using survival suits.

Jet Propulsion: If a Takel chooses to do nothing but move for its turn and is in a fluid medium, it may use their innate jet propulsion system to double its movement. Each time it does this counts as two rounds of action for the purposes of fatigue.

Multi-tasking: Due to their complex neural systems, Takel gain an extra minor action each round.

To adventure outside of their ocean, including within an alien ocean, a Takel requires a survival suit.

Survival Suit (TL 13)

The suit is of non-Takel manufacture and must be imported. It is a nearly skin-tight apparatus that provides the salt water mixture a Takel requires to live, including the unique mixture of chemicals peculiar to Umina. Using this suit, the Takel can survive and interact on land and within alien oceans. The survival suit costs Cr. 4,500 and requires Cr. 20 worth of chemical refills per week. A completely transparent model costs Cr. 13,500.

Takel Society

Takel live on Umina (C66A622-7 S R NI Ri Wa), and have done so for the entirety of their civilisation, which stretches back at least 32,000 years. This age is only verified by historical account, not by archaeology, as the lack of minerals on Umina and the mildly-corrosive nature of its ocean means few artefacts of the past have survived.

The Takel govern themselves by convention, meeting every two Umina years (4.4 Earth years) to settle important matters and direct Takel efforts. Once a majority of 80% agree on a course of action, that plan is enacted. Disagreements

seldom arise, not because the Takel get along uncommonly well, but because of their individualistic natures. Takel leave one another to their own plans on the understanding they will not be bothered by their companions.

Takel science is somewhat lacking in most areas. Without access to vast mineral resources on the very sparse land of Umina, the Takel have not achieved much in the way of transportation or computer technology. As they are perfectly adapted to their environment, the Takel never researched housing or buildings beyond basic protective barriers to keep safe from large predators. The Takel have excelled in creating personal weapons and traps to defend themselves against the megafauna that stalk Umina, and their skill with medicine is astonishing. The Takel quickly adapted their own medical technology for other species after first contact. Since Umina is mineral-poor, offworld traders provide the Takel with TL 7 or TL 8 equipment they do not have the infrastructure to manufacture for themselves, while Takel medicine is at TL 14 and nearing TL 15.

Takel have a very permissive attitude with regard to body modification, as they do not have an orthodox 'look' to the species, and they are tolerant of physical forms outside of the norm. Rather than cybernetic enhancements, the Takel usually opt for biological enhancements. Some of the most popular include crustacean claws, bio-electrical shock systems, limb regeneration and echolocation organs. These are also some of the most popular augments that the Takel sell, after gills and corrosive-resistant skin.

Within galactic society the Takel play a minor role. Those who venture away from Umina generally find work as doctors, entertainers, scouts (especially useful on aquatic worlds) and soldiers. Few Takel do leave their world, however, as many find the need for a survival suit to be too great a burden for the chance to adventure. Umina's ocean contains a certain mix of chemicals that the Takel require in order to survive, and so in addition to wearing a survival suit, the suit must be precisely calibrated.

Adventures

The majority of adventures involving Takel will take place on Umina. The small ocean planet contains scant few islands, but corporate and scientific interests have constructed a floating city, Namitam, that serves as the planet's downport. Submarine tours are available for hire and the Takel will welcome strangers to their sea floor settlements, out of curiosity, if not hospitality. Umina has several sites of interest.

There is a portal near the southern pole, of unknown design. It is actually a jump gate, linking Umina with an unknown watery realm. The water within this realm contains the same mix of chemicals required to support Takel life, but

does not appear to have a solid surface, although large spheroids of rock do float within it. It is home to all manner of aquatic creatures, as well as jump gates to other planets with a Hydrographic score of 7 or greater. The portal is large enough to allow passage to a submarine twice the size of modern nuclear subs.

A psion cult is hidden near the ruins. They are led by a mad Takel priest who wants to use the portal to hydroform the planets linked to the portal to be hospitable for Takel life. This would, of course, utterly decimate the native ecosystem of the hydroformed planet. The cult use their abilities of Telekinesis, Energy Kinesis and Psionic Attack to devastating effect (see Book 4: Psion). Additionally, the cult may inundate the minds of Travellers with images of their monstrous deity and false dangers, perhaps causing them to turn on their comrades or open the airlock while underwater. If the cult detect scholarly minds with appropriate political connections or technical knowledge they will try to capture and brainwash the crew in order to receive the information and materials their operation requires.

Near the equator lives the Halsey Whale. The Halsey was named for the first human to see it, as its Takel name cannot be translated into Anglic. An enormous belligerent beast that more closely resembles the sea monsters of Earth legend than a whale, it trolls the waters, sucking in any creature it encounters. The Halsey may reproduce asexually because, as far as anyone has been able to tell, there is only one Halsey in existence.

The Halsey attacks on sight, and will charge an approaching submarine. Damage from its narwhal-like horn has been known to pierce armour, and the electric shock emitted by it can paralyze a crew or overload systems. The electric shock from the horn can be unleashed without attacking, causing damage within 30 metres from the Halsey in all directions or 100 metres forward from the horn.

Submarine crews should be warned that the Halsey is capable of 52 kph. The Halsey may 'sprint' underwater and ram with its horn in the same round without penalty

Campaigns

Takel perhaps work best as a supporting force. They make fine patrons in that most of what they want in terms of material must be imported and few Takel have the desire to

leave their homes. Takel NPCs should be socially outgoing, but reserved enough to not readily allow strangers into their inner circle.

Takel encountered off-world will usually be merchants selling medicine or doctors offering bio-augmentations. Because of the cost of living incurred with the required modifications to most of their equipment, Takel medical supplies and other wares should be offered at a higher price than usual. Of course, Takel medical services are often more advanced than those readily available, so players will likely have use for them.

If the referee decides to use the Takel as an enemy, the easiest way would be by using the southern jump gate and the psionic cult that guards it. The referee should feel free to make the hydroforming apparatus work swiftly, eradicating native ecosystems quickly. For added threat, allow the Takel to win their first planet with ease, taking the capital of whatever government the players serve, Earth, or a player's homeworld. In true battle the Takel would prove to be a serious nuisance, utilising guerilla tactics like stealth strikes and harrying units.



Halsey Whale	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack	Size
--------------	----------	-----------	-----------	--------------	----------	------	------

Eater	66 (DM +20)	8	81 (DM +25)	1	5	1	120 metres, 770 metric tonnes
-------	-------------	---	-------------	---	---	---	-------------------------------

Weapon: Bio-electric horn (8D6)			Armour: 12				
---------------------------------	--	--	------------	--	--	--	--

Athletics (swim) 6, Melee (natural weapons) 2, Recon 0, Survival 0; Movement: Swimming, Speedx2

THE VORNEK-KRA

Colin B. Harvey

There are dark, dank places in the Universe that have spawned the most terrifying creatures. One such beast is the Vornek-Kra, a colossal crustacean indigenous to the planet Orothra. The female of the creature is typically some six feet in diameter, akin to a gigantic Terran crab. Thanks to an unholy combination of interstellar travel, the Vornek-Kra's extraordinary adaptive abilities, the imperatives of commercial enterprise and the corruption inherent in certain sections of the Imperium's various, competing administrative branches, the species has now spread throughout several of the outer rimward systems. An encounter with the Vornek-Kra is unlikely to be forgotten quickly – presuming, of course, it is survived in the first place.

The Legend of the Vornek-Kra

On Orothra itself the Vornek-Kra features in the legends of a number of tribes on a planet which is otherwise dominated by vast oceans and therefore sparsely populated. In particular, off-world anthropologists have identified stories concerning the Vornek-Kra as central to the creation myths of both the Alossian and Ohlonkian tribes, the former inhabiting the hills of the main continent, the latter a nomadic people travelling by boat across the Southern seas of the planet. Indeed, it seems likely the myths about the creature were spread by the island-hopping Ohlonkian tribes to other, more primitive groupings, notably the Turneg-Zol and Sep 'Tra tribes, although each of these has significantly adapted the mythology to suit their own environmental and cultural contexts.

In the Alossian creation myth, a beast named Agrund-Kra, the largest Vornek-Kra to ever live, was the first inhabitant of the world. The myth suggests Agrund-Kra was formed when the crab god Kra-So and the reptile god Nortoro-So fought for the hand of the goddess Neu-ta-Kra. The mighty clashing of the creatures was such that the two entities merged, forming Agrund-Kra, a Vornek-Kra the size of a mountain. Seeing what they had created, the grieving Neu-ta-Kra gently placed Agrund-Kra in the ocean and created for him a mate. According to Alossian myth, the Vornek-Kra were therefore the first inhabitants of Orothra.

The Ohlonkian version of the myth follows a similar trajectory. One crucial difference is that the Ohlonkians believe Agrund-Kra was flung into the ocean, parts of his body splitting off and forming separate Vornek-Kra. According

to the Ohlonkians, the bulk of Agrund-Kra's body formed a separate, fabled landmass, and it is this revered land the Ohlonkians perpetually search for in their travels of the Southern oceans. In recent years, geo-spatial targeting has indeed confirmed the existence of a massive, crab-shaped landmass in the far extent of the south oceans.

Origins

Scientifically speaking, the Vornek-Kra is an unusual species which challenges some of the preconceived ideas concerning contemporary trends in evolutionary theory. The species' squat shape and locomotion is consistent with a low-gravity planet, leading some commentators to suggest that in its history Orothra was a lot closer to its star, designated XK909-443 Alpha in the most recent system survey, but colloquially known as 'Archie' by seasoned star travellers (after the character of the same name in the long-running, widely syndicated holo-series *Interstellar Stella*). One theory is that Archie was one half of a binary star which turned super-nova over forty millennia ago, in the process destroying three nearby planets and their satellites, and pushing the rest of the system outward in orbit. Certainly there is some limited geological evidence to support this idea on Orothra itself, and more significantly the asteroid belt which circles Archie on an elliptical orbit every thousand years or so.

Investigators have so far only identified two distinct genus of Vornek-Kra on Orothra. The so-called 'Fanged' breed, found predominantly in low-lying marsh areas near coastlines, and exhibiting an additional pair of mandibles on the exterior of the exo-skeleton either side of the jaw contrasts with the inappropriately-named 'Horned' creatures, which feature a series of bony protrusions atop of their carapace, more akin to bumps than horns per se. The horned breed prefers living among rocks on coastlines.

Characteristics

The etymology of 'Vornek-Kra' seems to be related to the two characteristics for which the species is most renowned, at least among the non-scientific community. 'Vornek' is an Ohlonkian word which translates, at least roughly, as 'living blood' while 'Kra' is an Ohlonkian term used to describe, depending on context, 'young one', 'child' and 'beginning.' The moniker, then, connects the creature's reproductive

cycle with predatory instincts and behaviour. That the Alossian tribe also use the term 'Vornek-Kra' suggests the two tribes had some contact in the recent past, the Alossian use of the same term even more surprising given there is no direct corollary in the five identified Alossian dialects to any of the recorded Ohlonkian meanings.

That the two characteristics are so inextricably linked serves only to emphasise their fascination for lay-people concerning these extraordinary creatures. The female Vornek-Kra uses its colossal claws to incapacitate its prey, then paralyzes it by emitting a gas located in a sac on its underbelly (the Vornek-Kra itself clearly immune to the effects of the pathogen). The Vornek-Kra then takes the prey back to its lair, whereupon the female lays its eggs within the unfortunate victim, most frequently by removing a portion of abdomen. Because the young of Vornek-Kra can survive on only fresh blood early in their childhood, the prey must be kept alive throughout the incubation period. Beyond inseminating the female, the primary role of the male Vornek-Kra seems to be to protect the young while they are feeding, as the female frequently leaves the lair to hunt for new victims.

For anyone captured it is, of course, an agonising form of death, partly because of the size to which Vornek-Kra can grow (the adult female is about the size of a Labrador, the male slightly smaller). However, a number of strategies are open to any traveller unfortunate enough to encounter such a creature, and to members of a team seeking to rescue one of their number.

Outside the Homeworld

While for indigenous cultures such as the Alossian and Ohlonkian tribes the Vornek-Kra is a revered species, off-worlders quickly established the Vornek-Kra as a prime food source. Initial visitors to the planet included a number of teams hired by rival gourmands intent on capturing indigenous creatures for exportation and consumption as delicacies. The gas sac, in particular, was valued for its exquisite taste and hallucinogenic properties, though it must be prepared and consumed with assiduous care, as a number of unfortunate diners were to discover.

However, the sheer number of Vornek-Kra, coupled with an increase in interstellar traffic, meant the creatures' rarefied status quickly diminished. A number of companies rapidly perceived the commercial possibilities involved in transporting cheap, protein-heavy food to Imperial colonies, particularly on the perimeter of the Spinward Marches. While the difficulties and concomitant dangers involved in capturing Vornek-Kra initially resulted in numerous fatalities on the part of the hunters, those intent on acquiring the creatures rapidly developed methods for the mass procurement of Vornek-Kra. The preparation and consumption of Vornek-Kra is today far

removed from the approach of the early gourmands; the creatures are effectively butchered en masse through the mechanised removal of the gas sac, before being herded. The inability to acquire prey means the removal of the sac results in effective starvation.

This has led to the establishment of various off-world breeding centres, some located on asteroids, others on orbiting space platforms. The private operator, Geisen Endeavours, has controversially established a number of breeding centres close to population centres on a variety of Imperial planets towards the edge of the galaxy. Geisen has denied reports that they were experimenting with Vornek-Kra to test their viability for domestication, and further reports that various factions of Imperial military had commissioned them to examine whether Vornek-Kra could be used for military purposes. There has so far been one incident classified as 'severe,' during which one of the containment systems failed prior to the creatures having their gas sacs removed. In the resulting mayhem, some thirty-five Geisen employees and one hundred and seven civilians died before the situation was contained. The resulting public outcry led Geisen to announce they were attempting to mutate the creatures at a chromosomal level in order to remove the gas-sacs, thus breeding creatures incapable of feeding, at least beyond the incubation stage. Critics have observed that breeding out the gas sac does not remove the instinct to kill and may even make aggravate this aspect of the Vornek-Kra's psychology, not an idea guaranteed to assuage public concern over commercial exploitation of the species in populated areas.

Combat Strategies

The interest of various militaries in the battlefield viability of the Vornek-Kra stems from the fact that they are very difficult to kill. The carapace is virtually impregnable and can certainly withstand blades, bullets and most small arms laser fire. The exception are grenades, but these must be used at very close range, a problematic strategy as it carries the twin-risk of being blown up or snared by the creature being attacked. Nor is running away an option, as although the creatures can move only sideways in common with far smaller Terran crabs, they are very quick and can easily capture an escaping humanoid using their mighty pincers. Laboratory tests suggest Vornek-Kra are not scared of anything except other Vornek-Kra. Observers have noted female Vornek-Kra in tussles over prey; this probably stems from a weaker Vornek-Kra (i.e. one whose gas sac is almost empty probably a female of advanced years) attacking another female which has already paralysed its prey and is en route to its lair. Others have conjectured that females lacking the ability to paralyse their prey might also venture into other female's lairs and attack weaker male Vornek-Kra as they protect suckling young, although there is as yet no confirmation of this particular behaviour.

Ironically, the key weak point for Vornek-Kra is a modest piece of exposed flesh from which the gas sac extends. This organ seems to be the equivalent of a pituitary gland, affecting the production of hormones that control other glands, notably those associated with bone structure and metabolism, as well as sexual maturity. Importantly, this exposed flesh is a portion of the brain stem and, if attacked with sufficient vigour, can prove fatal to the creature. Accessing this piece of exposed flesh is a challenge, involving having to get underneath the creature without being attacked. This is a difficult proposition, as the Vornek-Kra seem to possess some equivalent of the sonar exhibited by Terran bats, allowing them a level of peripheral vision of several metres. Like bats, however, the Vornek-Kra's eyes, while large, have limited ability to discern depth of field and struggle to differentiate gradations of colour. Causing some kind of distraction involving noisy objects is a good strategy, since this may enable an individual to dive under the crustacean and attack the exposed portion of flesh at the extent of the gas sac. Clearly, though, a reasonable degree of care must be exercised lest the sac is pierced or severed, rendering the individual and other nearby humanoids – or indeed mammals – senseless (Endurance check, Very Difficult –4, to remain conscious).

	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
Female Fanged	Marshlands	30	15	14	1	15	2
Male Fanged	Marshlands	25	10	10	1	10	2

Recon 2, Athletics (co-ordination) 2, Stealth 1, Melee (claws) 1, Survival 1
Claws (2D), Carapace (10), Number Encountered: 1-4

Female Horned	Coastline	28	13	13	1	12	2
Male horned	Coastline	22	11	12	1	11	2

Recon 2, Athletics (co-ordination) 2, Stealth 1, Melee (claws) 1, Survival 1
Claws (2D), Carapace (12). Number Encountered: 1-4

ADVENTURES



PRIDE AND PLASMA GUNS

Lindsay Jackson

'It is a truth universally acknowledged that a single sophont in possession of a good fortune must be in want of a starship, like... battledress an' stuff... maybe a plasma gun... oh and a cloning machine to start a dynasty? Whatever...'

- Audio blog of 'Allegra Austin', pseudonymous (and controversial) social commentator

This adventure takes place in the downport underworld of any rich, high technology garden world with a bored aristocracy. The players should have Investigation and combat skills. The Persuade skill and high Social Standing would be helpful, but not essential.

SYNOPSIS

The travellers are approached in an extra-territorial downport by two rich noblemen. They offer a job, finding and capturing, alive and undamaged, a penniless dilly and his airhead bimbo. Starport Security must not become involved and there must be no publicity. The players can, however, threaten to use man-portable artillery to encourage co-operation!

The players must trawl the underworld of the downport in search of the fugitives and capture them without a serious fight. In the process, they meet various dubious characters, who may or may not be of use to them in their quest and subsequent careers.

1. A Matter of Some Delicacy

The players are having a despondent meal in a cheap diner, waiting for a response to their 'employment wanted' advert on the local data net. They came to this rich world looking for work and the replies they have had so far have been either job-seeking idiots who misread their advert, or agencies recruiting trained domestic staff for the grav-mansions of the idle rich. On this peaceful, law-abiding planet nobody wants security staff, PIs, couriers, ship crew, nor anything else the players can do. Outside, they can see a stream of colourful luxury air-cars flying above them in the rain. The walls of the diner shake every time a shuttle nearby takes off for the highport.

Two well-dressed young men enter the establishment, followed by a servibot, which is deactivating the very latest grav-brolley. The restaurant manager scuttles rapidly over to

greet them (despite his short tripod quasi-reptilian body), impressed by their apparent wealth. The bored players watch as the men ask questions and the manager gestures in the players' direction. The two men and their servibot stroll over to the players' table.

'I understand that your party is looking for employment' intones the shorter and darker of the two men (who happens to resemble Colin Firth), in a refined accent. 'My name is Mr DeCoude and this personage,' he turns and gestures 'is my dear friend, Mr Bradford. The blond man smiles and bows. Here is my datacard' He places on the table a top-of-the-range contactless plasteel datacard bearing his holographic image and an image of a gigantic and stylish grav-mansion floating over a vast estate. 'I need an assemblage of discreet investigators for a matter of some delicacy.'

Fitzherbert DeCoude

Str 6 Dex 7 End 9 Int 9 Edu 8 Soc 10
Admin 1, Carouse 0, Computers 0, Deception 1, Flyer 0,
Leader 1, Melee (blade) 1, Persuade 1
TL10 well-tailored cloth armour (5)
Ornate rapier sword-stick (1D+2)

Playing DeCoude

Straighten up, as if you had swallowed a ramrod.
Tilt your head back and look down your aristocratic nose at the players.

Speak slowly to these peasants from offworld, who know nothing of your refined customs.

Use an aristocratic accent and pepper your speech with archaic expressions, *inter alia*.

Never use a short word where a longer one will sound more impressive.

If one of the party has the same Social Standing, show respect. If theirs is higher turn fawningly obsequious.

If the players indicate (in a suitably respectful manner) they are interested, DeCoude continues. He gives a strong impression of arrogance, but then with his apparent budget he can afford to. His taller blond friend Bradford stands

behind him, trying to keep a straight face while DeCoude behaves like a pompous ass.

‘I need you to track down a young couple, whom I believe may be hiding from the planetary authorities in this very downport. I mean them no harm and I want to eschew any publicity. If they are injured in any way then there would be no remuneration for you, indeed I would have to involve Starport Security. You are, of course, more than welcome to harm any paparazzi that impede your progress, so long as this does not attract publicity, nor the attention of Starport Security.’ He sneers unpleasantly at the mention of paps and his friend’s expression momentarily becomes serious.

‘Unfortunately the couple are not aware of my good intentions and may resist capture. This will complicate matters, but I must have them unharmed. I need to induce the blaggard Blaydon to make an honest woman of Miss Gordon, by offering him an income for life. This would avoid the imminent destruction of her family’s reputation and thus allow her four sensible sisters to marry personages of an acceptable rank in society. But such details need not concern mere space-ruffians such as yourselves.’

Behind DeCoude, you can see Bradford wincing at his friend’s rudeness and stepping forwards. ‘I say, why not let me deal with this. I have a little more experience of offworlders than yourself,’ Bradford says unconvincingly, clumsily trying to salvage the situation.

James Bradford

Str 8 Dex 10 End 6 Int 5 Edu 11 Soc 10
Admin 1, Advocate 1, Carouse 2, Computers 1, Diplomat 1,
Flyer (grav) 1, Melee (blade) 1
Cutlass (2D+4), TL10 well-tailored cloth armour (5)

Playing Bradford

Bradford is more affable than DeCoude, so smile a lot, but use a similar accent and vocabulary.
Address the players as if they were ‘decent chaps’ rather than village idiots.
However, any offworlders are just expendable hirelings, so don’t get too friendly with them.
Bradford is a sports fanatic, so throw in some sporting metaphors if you can.

Unless the player characters are mortally offended and leave, Bradford goes on.

‘Money is not an issue. If you can show that you need extra gear, just buy it and invoice my friend, immediately, or later. You can keep it all after the match – sorry – the mission is over. Apart from discretion there is also a need for celerity

before the paps get hold of the salacious story and ruin the Gordon family’s reputation, so you have four weeks to find Blaydon and complete the innings.’

‘Personal energy weapons are legal in this starport. I suggest that carrying an unloaded plasma gun might (with some hard cases) loosen tongues as much as bribery. However, brandishing it in public would tend to attract the attention of Starport Security, so as always, discretion is your watchword.’

How the players use such a dangerous item, which is probably illegal outside the starport, would be a matter for them and Bradford does not want to know any details – just a valid invoice.

‘And if you happen to blast anyone to atoms, please do not tell me,’ he adds. ‘Tallyho - good hunting!’

DeCoude can offer little in the way of leads.

‘Edward Blaydon is a wastrel, with a taste for gambling and exotic vices that he has not the means for. I suggest you look for him first in casinos and gambling dens, as he will not be able to stay out of them for long.’

DeCoude’s datacard has his contact details and he has loaded holoclips of the two fugitives onto it, with their known associates.

‘If we hear any news of them, you will be the first to know.’

They shake hands with the players and stroll out again with their servibot in tow.

2. Serious Firepower

Heedless of the reputation of the foolish young woman concerned, the players will likely start to salivate over the prospect of acquiring ‘serious firepower’ immediately. Normally, to use a PGMP you would need either Strength 12, or Battledress and the skill (like many of the Starport Security teams). If none of the players has a high enough Strength, then there is a penalty to use a PGMP of -1 per point of Strength below 12. Fortunately, there would be no penalty to wave it clumsily in the general direction of a sophont to intimidate them.

Where personal energy weapons are legal, they can be obtained from major branches of weapon specialist shops. For man-portable artillery like this, potential private purchasers not known to the weapon dealer would normally have to demonstrate their sanity and probity. A recommendation from a trusted authority figure (in government, the armed forces, or the police) who knows the purchaser would cover

both. Failing that, a routine psych report from an autodoc and a criminal record check with the local police (in this case Starport Security) will do. However those will take 1-3 days to organise and if the applicant has committed even a minor offense then their application will be blocked by the relevant security force. It will take another day for the invoice to be paid by Mr DeCoude and the weapon collected. Note that it will not be the very latest model available on this planet, which would be reserved for the armed forces and Starport Security. It is up to the players whether they choose to charge-up the built-in power pack for eight hours before use, or not.

3. The Hunt for the Missing Couple

This will require an average (+0) Investigate check (with bonuses for Int and any special techniques the players might employ), which normally takes 1-6 days. Larger parties can split in two and be allowed two attempts. Marginal success gets them an interview with the psychopathic winged alien Winterstorm (see below), anything better takes them directly to Blaydon. Failure attracts the attention of the paparazzi, who must be persuaded to lose interest. The players can re-try this every week until they either find Blaydon, lose the contract, or run out of time. Other random encounters are possible, at the referee's discretion.

Winterstorm is a humanoid alien with grey fur and bat-like wings folded away under body armour while at rest, which enable him to fly on worlds up to Size 4. As an obligate carnivore, he must eat raw meat regularly and is rumoured to have hunted and devoured rivals. His prominent canine fangs are useful when running his protection racket. He is based in his own club 'The Ice Palace' (which he would not want melted by a plasma gun). Coming from a small glacial world (called Slem), he prefers low temperatures.

Around him are clustered some of the most brutal and heavily armed henchbeings found anywhere in the space lanes (the referee can adjust them to match the firepower of the players). Winterstorm happens to know where Blaydon is (he knows most of the low-life in the starport), but as Blaydon owes him money he will not be keen to tell the players unless they offer to pay Blaydon's gambling debts of Cr. 50,000. If the players threaten him, he will try to intimidate them with his sharply-dressed posse, who will be lurking nearby. He also has corrupt contacts in Starport Security to get him out of any trouble with officials.

Winterstorm of the High Tarn Clan

Str 10 Dex 8 End 7 Int 12 Edu 6 Soc 9
Computer 0, Deception 1, Flyer 0, Gun Combat (slug pistol) 2, Leadership 1, Melee (brawl) 2, Persuade 2, Recon 1, Stealth 1, Streetwise 2

Gauss Pistol (3D, Auto 4), Teeth (1D+2)
TL10 well-tailored cloth armour with slots cut at the shoulder for his wings (5)

Playing Winterstorm

Smile confidently and bare your teeth, look the players in the eye. Growl occasionally.

Intimidate the players on your own home ground. Snarl at any hint of disrespect.

When the players ask about Blaydon, grin toothily and describe him as your 'personal prey' (but because he owes you money, not because there is much meat on him). That expression should send a shiver down the spines of the players which has nothing to do with the aircon.

Paparazzi

Str 4 Dex 10 End 5 Int 9 Edu 8 Soc 2
Art (holography) 2, Carouse 3, Computer 0, Deception 1, Flyer 0, Investigate 1, Persuade 1, Streetwise 1

Unarmed and unarmoured pests, equipped with cameras and a gravitic probe drone per team. The paparazzi work in teams of 1D individuals, which must either be persuaded to go away or bought off. Any that are reduced to unconsciousness will sue, costing the players the contract. Any that are killed will bring down the wrath of Starport Security, who will arrest all the players and also lose them the contract.

4. Mr Blaydon I Presume?

Blaydon is likely to be drunk (-1 DM to all checks), unless taken by surprise in his lodgings (with Callista Gordon). If he is surprised, Blaydon will probably panic and open fire wildly (let's hope the players have Medic skill in case he shoots himself). He is more likely to be encountered at The Ice Palace (without his squeeze), carousing, gambling, or indulging in exotic vices. Any attempt to detain him there will be resisted by Winterstorm's crew, unless Blaydon's gambling debts to Winterstorm have been paid by the players (remember that any expenses can be reclaimed from DeCoude). Once subdued, Blaydon will lead the players to Gordon.

Edward Blaydon

Str 3 Dex 11 End 8 Int 5 Edu 9 Soc 10
Advocate 1, Carouse 2, Computer 0, Comms 1, Deception 1, Flyer 0, Gambling 2, Jack-of-all-Trades 1, Melee (blade) 1, Persuade 1
Autopistol with unskilled use penalty (3D-3), Cutlass (2D+4)
TL10 well-tailored cloth armour (5)

Playing Blaydon

Use a similar accent to the other local aristocrats, but intersperse with drunken hiccups.

Blaydon will attempt (unconvincingly) to use his social status to intimidate 'I say (hic), do you know who I am?' 'How dare you (hic), I have powerful friends (hic) don't ye'know.'

If bluster and violence fail, he will try to save his own skin and run away, abandoning his unfortunate girlfriend.

If captured he will weep and beg for mercy, expecting that one of his many creditors has at last despaired of payment and taken out a contract on him.

Once the players have captured and subdued Blaydon, found Gordon and summoned DeCoude, the mission is over. DeCoude makes Blaydon an offer he would be mad to refuse and Gordon is swiftly married to Blaydon. Everyone lives fairly happily ever after, even the surviving paparazzi, who have a society wedding to cover.

5. Epilogue

At the end of the contract, DeCoude will pay the players Cr. 5,000 each, plus repay any expenses, and they can keep any equipment. If they have done well, he could be an influential ally or contact on this world. He might also be a future wealthy patron, or just a recurring NPC.

Winterstorm, on the other hand, could be a powerful enemy on this world if the players have annoyed him.

Any crimes committed by the players that were detected by Starport Security may have repercussions at any other starport they visit where Starport Security operate.



THE PRICE OF MILK

Andrea Vallance

Stage

Kasado (Fornast 3204 C865654-B) is a sleepy agricultural backwater. Amongst its eight million inhabitants are a substantial minority known as the Conala. These are descendants of migrant workers brought to the world several hundred years ago. They form a distinct underclass, denied citizenship and other rights. The world is overwhelmingly rural in character, but there are a number of respectably sized cities with flourishing, if small scale, industrial and commercial sectors. The capital, San Teresa, is the largest, home to around 600,000 people and the location of the world's starport and scout base.

Kasado has long been ruled by an aristocratic elite based around ownership of large farming estates. The planet's nobility is separate from the sector's Imperial noble hierarchy and in formal usage such titles are prefixed by the term 'parochial.' However some do hold Imperial knighthoods and occasionally higher titles. The system does suffer from corruption and cronyism, but the world is relatively free. Recently however, there have been calls for some increased rights for the Conala. These have found a certain amount of sympathy amongst the general populace, but the elite has been unwilling to change their status.

Prologue

The party is stuck on Kasado for a number of weeks due to circumstances beyond their control. After several days of seeing the local highlights they are approached by one Baron Georg McCloud with an offer of employment. Baron Georg holds a title in the Kasado nobility. Like most, his family have extensive agricultural estates as well as a number of other interests. One such is an industrial factory in San Teresa. Recently the Baron was in the capital and paid a visit to the works. There he found he could not have a coffee due to a lack of milk, as the daily delivery had been stolen from the gate before the factory opened for the day. Further inquiries revealed this was an ongoing occurrence.

Naturally, Baron Georg reported the matter to the local police, expecting a speedy apprehension of the culprit. The Baron was to be disappointed. Despite several additional complaints, the milk thefts continued and the police appeared to be doing nothing about the situation. Therefore, Baron Georg has elected to take matters into his own hands and is seeking a party to investigate the matter. He is willing to pay a Cr. 2,000 per week retainer and a Cr. 10,000 bonus on the arrest of the offender. Some may notice this is well in excess of the likely cost of the milk stolen, either now or any foreseeable future.

If this is brought up, the Baron will become visibly annoyed, claiming its not about the money, its the principle. He seems to be of the opinion this is the thin edge of a wedge and if allowed to continue will result in the collapse of society as we know it. He talks as if this is the work of dangerous desperadoes, capable of all kinds of unspeakable criminal acts. The Baron now wants not only the thief caught, but a detailed investigation to show the 'incompetence' of the local police. Regardless, the job seems simple and singularly lacking in hazards and the party should accept his offer. Baron Georg is well connected and will arrange the necessary credentials as licensed private investigators. He will also provide a dossier of evidence he has gathered himself.

Referee Notes

While the adventure is set in the Fornast sector, it can easily be run on any similar world throughout the Imperium. It also assumes the party does not have access to a ship. If this is not the case, replace mentions of passage off-world with solving whatever is preventing the ship from leaving. Events turn on the ethical choices of the players, so referees should resist steering them in any particular direction as the adventure will be more challenging if they are allowed to decide events for themselves.

Act One

Baron Georg's dossier is extremely extensive, but essentially useless. It contains dates and quantities of the milk that has been stolen, lists of all employees and alibi's (all of which have checked out), lists of local businesses, several of which have also lost milk (though they seem disinclined to follow the Baron's lead) and surveillance camera footage. The camera footage is the only thing remotely useful, though all it shows is a hooded figure taking bottles of milk. Close analysis (Investigation + Int, Difficult +2, 1-6 mins) will reveal the culprit is male.

The first and simplest order of business is probably to see what the police have actually done about the matter. As licensed investigators they are entitled to access to the police files regarding the Baron's complaints. Therefore it should be a straightforward matter of going to the local station and getting them. There they will encounter the officer in charge of law enforcement in the parish, Senior Sergeant Elza Sharadiish.

Sharadiish will appear to be friendly and helpful, right up till they inform her of their reasons for visiting.

“Dear Lord in heaven, he’s gone and hired a bunch of private dixe... Haven’t you people got anything better to do? Why doesn’t he just write it off as a charitable donation? Oh well your papers are in order and I can’t stop you. You do know you’re working for a slimeworm though.” At this point she will pull up the file, print a hardcopy and fling it to the players “There, knock yourselves out.”

In sharp contrast with the Baron’s dossier, this file consists of six complaint forms, an investigation hours log sheet and a single expense chit. The only times listed on the log sheet are 15 minutes for taking each complaint. Each complaint has been assigned Priority E, essentially meaning no investigation will be made. The expense chit lists Cr. 30 sundry at the Monash Diner. If questioned about this, Sharadiish will respond.

“The police in this parish are two constables, my secretary and me. We tend to spend our time on actual crimes. But after his third complaint, I spent three hours of my own time freezing my behind off one morning waiting for this criminal mastermind. They didn’t show, so I bought breakfast.”

Players may note (Int, Average, 1-6 secs) Cr. 30 is a rather expensive breakfast. If pressed Sharadiish will simply reply “I was cold and hungry.” However by this stage her patience is running very thin and she will make it clear further questioning will result in unspecified though serious consequences. If the players wish to pursue their inquiries further, the only option open is to go to the diner.

The Monash Diner is a small cafe and convenience store near where Baron Georg’s factory is located. The dinner is mostly staffed by a variety of young workers with an older cook. As private investigators the players have no official powers to demand information, but can convince (Persuade + Soc, Average, 10-60 secs) the young lady on the counter they are. She was not rostered on that morning, but can pull up the receipt. It lists two breakfasts and several bottles of milk for a total of Cr. 30. No further explanation of this can be gathered.

Act Two

By this stage the party has exhausted all lines of inquiry and all that is left to do is stake out the factory. It is mid-winter and the nights are long, cold and frequently wet. The first two nights will pass without the thief making an appearance. The third night will be marked by a rain storm and still no thief. By this stage the players should be heartily fed up with hiding in bushes on bitter winter nights. The referee may wish to insert a few false alarms with random drunks, early morning runners and people starting work early during these days.

The fourth night will see continued rain from the night before and appear to be about as successful as the previous three nights. But after some two to three hours, the culprit will finally appear. He appears to be a male wearing rather worn

and much patched army surplus fatigues. The Baron has demanded physical evidence be gathered and even supplied an infra-red camera for the purpose. Unfortunately, while the recording clearly shows the theft, it will not be sufficient to identify the offender.

It will be therefore necessary to apprehend the thief and this is the Baron’s preferred option anyway. Pursuing the offender will require some effort (two consecutive Average End checks in separate rounds followed by two by different players in one round). Eventually however, he will be cornered. At this point the players may elect to attempt to either physically subdue him or call for his surrender (Persuade + Str, Average, 1-6 secs).

Physically subduing him should be resolved via the combat rules, though he will only resist until grappled. He is unarmed and should not present an undue challenge. If he does not surrender, physical force will be needed anyway. If any of the players has a visible weapon, he will immediately surrender on being cornered. Regardless, he will eventually be captured. The Baron has provided the players with access to a small storehouse on the factory grounds and he should be taken there. At that point the players’ instructions are to summon Baron Georg.

Act Three

Once captured, the thief will not resist being taken to the storehouse. A check of his belongings will uncover documents identifying him as Amma Rashavara, an unemployed welder and players may notice (Edu, Routine -2, 1-6 secs) that he is Conala. Before Baron Georg arrives he will plead with the party to be released.

“Look, I have a young child at home and no job or family. She needed food, milk. Yeah, I know I shouldn’t have taken it, but she’s my kid, what would you have done. Please let me go, I’m all the family she’s got left, my wife’s dead. Please, I won’t steal any more milk.”

If the players choose to release him, the adventure ends. Baron Georg will be furious the thief ‘escaped’ and will dismiss them only paying one week’s retainer. However, several days later Sharadiish will appear with a box of ‘surplus police equipment’ (the precise contents should be determined by the referee according to the nature of their own game) for them. She has also managed to arrange working passage off-world for them. On the other hand, if they ignore his pleas, the Baron will arrive twenty minutes later.

The Baron will be jubilant that the culprit has been caught and roundly congratulate the party, paying them half their bonus in cash on the spot. He will then proceed to ‘interrogate’ Rashavara.

“So, thief, why did you dare steal from me, what gave you the

right to take what's mine?" Rashavara will give no answer, keeping his face downcast. Baron Georg will use his walking cane to force Rashavara's head up. "I asked you a question, thief." Still no answer will come. "So, nothing to say? Well nobody steals from the McClouds and gets away with it, I'm going to see you get punished!"

The Baron will then raise his cane and begin to strike Rashavara repeatedly. If the players do not intervene (Persuade + Soc, Difficult +2, 1-6 secs), he will deliver a savage beating.

Regardless of whether or not the players prevent the beating, Baron Georg will then order Rashavara be taken to the police and charged. There they will need to deal with Sergeant Sharadiish again. It is clear Rashavara has been assaulted and Sharadiish will be incensed. While she will enter charges of petty theft against him, she will also promise a 'very thorough investigation' into what happened. She will, despite the vehement protestations of Baron Georg, release Rashavara on his own recognisance. She will also demand the players' identity documents and issue two injunctions preventing them crossing the extra-territoriality line into the starport, one as material witnesses to a crime, and one on suspicion of assault.

Act Four

Events will move quickly from this point. After two days, the party will be approached by Bridget Sandov, a lawyer working for the Baron, who brings the other Cr. 5,000 of their bonus as well as middle passage off-world. She will then outline what will happen next.

"Well his Lordship has got the charges upped from petty to grand theft and Rashavara has been taken into custody. He's called in a few favours and got the hearing brought up, so its in six days' time. We've arranged for Anden as his advocate, an incompetent lush, so no problems there. The arbiter will be Rammondale, bad at cards, owes his Lordship rather a lot of money."

"You'll likely be called for evidence. Just tell what happened, you saw him stealing, tried to apprehend him, he resisted, you called Lord McCloud who took Rashavara to be charged. Keep it simple, probably best not to mention his Lordship's slight er... indiscretion; stress, emotion, you know. Once he's sentenced, you'll be all done and off on your merry way."

On the injunctions she will add, "And to put your minds at rest, the 'other' problem has been taken care of. Sharadiish has been transferred to a ah... less desirable posting and the suspicion injunction is suspended, so no need to worry."

If the party ask about Rashavara's child, she will continue "Ah yes, our 'ace.' She's in foster care at the moment, but if there are any hiccups, well she could end up in a juvenile home, should encourage him to play game."

Two days later, while spending some time in the hotel bar, the party will be approached by an attractive young woman. She will simply introduce herself as Ulla and hand them a folder, stating "I thought you should know the kind of people you're working for."

The folder contains a medical report into the death of Rashavara's wife, Delas. The cause of death was poisoning due to exposure to industrial chemicals and it is clear this was due to a lack of safety protocols in her workplace. It also gives her place of employment as Baron Georg's factory. At the end of the report are the words "No further action necessary. Not for release." The report is signed by one Dr Steven McCloud. If the players follow this up (Investigation + Edu, Routine -2, 10-60 mins), they will discover he is the brother of Baron Georg McCloud.

It should now be clear the level of corruption present on Kasado. The party may elect to do nothing or take the information they have to the opposition media, the most prominent of which is the Kasado Times. Regardless, there is little else to do other than wait for the hearing.

Eventually, the hearing date will arrive. If the players have taken their story to the media, they may be concerned as it has not run yet, though there will be a reporter from the Kasado Times in the press gallery. Regardless, Sandov will still be supremely confident. However, her manner will change when she finds out the defence advocate is not Milos Anden, but one Julius Bower, who is far from incompetent.

The hearing will initially appear to go badly for Rashavara. Arbiter Rammondale will show obvious bias against the defence, denying any motion to reduce the charges and cutting short Bower's opening address. Rashavara will take the stand first. Sandov will simply ask if he stole the milk. He will reply "Yes," and then try to explain why, only to be cut off by Rammondale. Bower will then question Rashavara. He will immediately ask if Rashavara was assaulted during the incident. Rashavara will not have any chance to reply before Rammondale interjects.

"These are serious allegations Mr Bower, I do hope you have some proof."

"Yes your Lordship. I have managed to locate Sergeant Sharadiish who has proof of this. I will be calling her later."

At this Sandov will demand a recess and adjourn to talk with Baron Georg and, secretly, the arbiter. The party will be excluded from this. When the hearing resumes, Rammondale will demand Sharadiish be called immediately. She has numerous images of Rashavara's injuries and a damning medical report making it clear he was assaulted. The Baron will be called next and will claim the players are ruthless and violent off-world mercenaries who brutally assaulted Rashavara, despite his efforts to stop them. Rammondale will block all of Bower's attempts to question

the Baron meaningfully. Sandov will not call the players, but if they have gone to the media beforehand, Bower will allow them to put their side of the story forward. The arbiter will then retire to consider his verdict.

Epilogue

There is little the players can do now to influence events. Rammondale will deliver his verdict, sentencing Rashavara to three months hard labour and five years indentured service to the Baron as compensation. He will also enter charges of grievous assault against the players who will be taken into custody immediately.

If the party have not gone to the media, the next day the establishment press will be full of the story of vicious off-worlders. The opposition media will attempt to portray the Baron as the villain but will be unable to gain much traction. Several days later, Sandov will visit the players. He has arranged parole and hands them a folder containing fake identity documents and passage off-world. He strongly suggests they use it. If the players failed to prevent Rashavara's beating, they will find themselves convicted in absentia to five years hard labour and a Cr. 2,500 bounty will be placed on each of their heads. If they did prevent it, they will merely have to deal with an outstanding arrest warrant from a government that does not really want to see them return.

However, if the party have gone to the press, the Kasado Times will break the story the same evening as the hearing. The Times has spent the time beforehand researching and gathering further evidence. In this case, Kasado will be swept by a wave of popular outrage at the abuse of noble power. The establishment media will attempt to paint the players as vicious mercenaries but will be unable to overcome the weight of evidence the opposition has gathered. The charges against the players will quietly be dropped and they will be strongly encouraged to leave. If they do, their role in the affair will soon be forgotten.

If they stay and prevented Rashavara's beating, they will be hailed as popular heroes. They will also find the matter has come to the attention of certain Imperial officials and they now have an Ally in high places (who's exact identity should be determined by the referee according to the needs of their campaign). If the party stay and did not prevent the beating, they will be regarded not quite as heroes, but still favourably. They will be able to leave unmolested and receive a favourable +1 reaction modifier when on Kasado.

In either of the above cases, the scandal will likely have a long term effect on the politics of Kasado, as support for Conala rights becomes widespread. Rashavara himself will very quickly be granted a full pardon and reunited with his child. He will also receive many offers of employment and assistance which will allow him to raise her without the need to resort to petty theft.

CAST

Baron Georg McCloud

Lord McCloud is part of the hereditary aristocracy that has ruled Kasado since the Civil War. A powerful and influential man in the planetary hierarchy, he is pompous, arrogant and self-important. He has no regard for those he views as his social inferiors, seeing them as irrelevant and disposable. He is also at heart, a bully of the worst kind.

Senior Sergeant Elza Sharadiish

Sergeant Sharadiish is an honest and hard-working police officer. She struggles to achieve some justice within a deeply flawed system. She is aware that Rashavara is the culprit the Baron is seeking, having caught him in the act. However, she has chosen to turn a blind-eye due to his circumstances. Long experience with the corrupt Kasado justice system has left her with a resigned cynicism. She does what she can, but expects little in the way of results.

Amma Rashavara

Amma Rashavara is of Conala descent. He used to work as a welder in a local factory, but after his wife's death, had to leave his job to care for his daughter. He places her well-being above all else and would do anything for her. As a Conala, he is not entitled to any state assistance and has been forced to take what ever work he can, resorting to petty theft to support his child.

Count Enli Jamison

Like Baron Georg, Count Enli is a member Kasado's aristocracy. Unlike Lord McCloud, he is motivated by a deep sense of honour. He has long advocated reform, believing that eventually issues such as Conala rights and abuses of power will undermine Kasado society and lead to revolution. This has made him many powerful enemies. He became aware of the affair when the Baron had the charges against Rashavara increased. He saw in this the opportunity he had been waiting for. Unable to act openly due to his enemies, he has been quietly manipulating the situation since.

FURTHER ADVENTURES ON 876-574

Ewan Quibell

This adventure is intended for groups returning to 876-574 after playing through *Spinward Encounters*.

876-574 E687200-0

876-574 is a minor backwater system rimward of the Imperium's Border in the Five Sisters subsector of the Spinward Marches.

876-574's current inhabitants number approximately 650, and are the descendants of a crashed starship circa -1520 Imperial. They live among the tropical islands on the equator in the middle sea, scratching a living fishing, hunting and gathering. They have regressed to the Stone Age and lost all knowledge of space flight and higher technologies through the generations. They do have a rich verbal storytelling tradition, however, and participate in ancestor worship. They believe in the 'Old Ones' who came from the sky and performed feats of magical wonder. Their language is descended from Turkish, although 2,500 years have changed it beyond all recognition.

As with much of the Five Sisters Subsector, 876-574 was considered for colonisation in late 700s and early 800s, but the PsionicSuppressions took impetus away from the Imperium's efforts and the Third Frontier War ensured they never returned. For the last 200 years, 876-574 has been pretty much ignored by everyone.

The Imperial Scout Service has only paid 876-574 a few visits more than courtesy calls and the data these provided has been scant.

Recently 876-574 has been used for big game hunting by the upper echelons of Imperial Society. Those with the disposable income to travel to the remote system with the supplies needed for an extended stay have been using the northern continent as a game reserve. Some of 876-574's native land animals are large and aggressive, with the Cape Pluket Buffalo being one sort after prize. One hunting expedition was large enough to lay down the foundations of a starport. 876-574 down is a rudimentary E Class starport with an area of flat fusion-fused and levelled bedrock with a fusion-fused rampart providing a park bay for ships up to 1,000 tons. Behind the rampart are two stone buildings, each with five rooms off a main living area with utilitarian metal chairs, tables and beds within. On the roof of one is a solar panel connected to the batteries powering the starport's beacon. The starport is 5 km away from the shore

of the northern ocean.

In addition to attention by those who wish to hunt, there has been increasing interest in 876-574 by the governments of Udsi and Padgo of the Marrakesh Trade Association of Marrakesh Subsector (Beyond). Both have been seeking ways in which to deal with the issues their populations raise, and colonising an unused and unclaimed world only 4 parsecs away might be one of them.

ADVENTURE HOOKS FOR 876-574

The following hooks can be used to bring the players into this adventure.

Progress Report

The players have found themselves at a loose end in the Karin System and are contacted by Scout Base Commander Dona Luckow who has a job for them. Commander Luckow will ask them to come to her office where she will let them know what the job entails.

When the players arrive at her office, they will be met by an attractive receptionist in scout uniform who asks them to take a seat before he calls Commander Luckow to let her know the players have arrived.

The Commander will quickly explain the job. Gwineth Lothlorien is a retired scout who, instead of going on detached duty, requested permission and equipment to explore, chart and study the world of 876-574. Much to her surprise and delight, the Scout Service agreed and arranged for Gwineth and a considerable amount of surplus exploration equipment and supplies to be transported to 876-574.

While Gwineth's expedition is not an official IISS operation, it does come under the remit of the Karin Scout Base, and Commander Luckow does not have a ship going in that direction for a number of months. Commander Luckow would like the players to go to 876-574 to assess the current situation, and report back on Gwineth's health and progress. As the expedition to 876-574 is not official, Commander Luckow cannot offer cash as payment for the job, but she is able to offer refined fuel every time the players are in Karin, as she would to detached duty scouts, enough life support supplies to get the players' ship to 876-574 and back, and a surplus demountable fuel tank they may keep. If the players accept, the Commander will give them information on Gwineth and her expedition.

As a scout, Gwineth Lothlorien was posted to the communications branch but always wished she was in the exploration office. Her dream was to explore uncharted worlds and document un-contacted civilisations with the hopes of one day performing a first contact. Gwineth's expedition is the realisation of her dream. She was transported to 876-574 with two 4 ton containers of exploration equipment and supplies by a scout cruiser a little over a year ago. There have been no progress reports to date, although there was an Xboat message posted from Raweh 10 months ago by a free trader to say they had spoken to Gwineth when they were on 876-574.

Working Passage

When the players are on Raweh and post their flight plan for 876-574, they will be approached by a middle aged man who looks remarkably like the picture they have of Gwineth. David Lothlorien has mustered out from the marines and, with nothing better to do, has decided to join his sister on 876-574. David will request a working passage across the single parsec to 876-574, and will offer Cr. 2,000 to freight two 4 ton containers of farm equipment he wishes to go with him.

876-574

When arriving at 876-574, the players' sensors show an older model Type S without any transponder signal in a polar orbit of the mainworld.

On approach, the Type S will break off and head for the jump point. If the players get close enough, they can visibly identify the ship as a Marrakesh Trade Association's survey ship. If not, running their sensor logs against known ships at a scout base will reveal the same information.

The Type S will not engage the players' ship but if the players choose to engage, it will respond with its triple turret of beam laser, missile and sandcaster. If the players board the ship, they will find a complete planetary survey of 876-574's mainworld to TL12 standard,s showing all information a colony could possibly want, including a significant anomaly at depth in the middle sea, and data on the covert survey expedition the ship is supporting on the surface (see Strange Transmissions).

Upon landing at 876-574 down, the players will find Gwineth in scout uniform with short cropped brunet hair, and a scar across her left ear. She is wearing a sea shell earring with a small feather dangling from it in her right ear. Gwineth has taken over the starport building with the beacon on the roof, and has her equipment's batteries being charged by the solar panel, as this conserves the fuel she has for her small fusion generator, and allows her to record ship transponders in range of the beacon's receiver.

After a couple of minutes following Gwineth and David's reunion, Gwineth will ask for a couple of favours. First, she will ask to see the sensor logs of their ship as it approached 876-574, to add to those she already has, in order to enhance her data of the planet. The second is for the players to fill her fusion generator with hydrogen. Whether the players agree or not, Gwineth will happily show them a small fruit tree grove that is in season if they have a desire for fresh food, and can explain to the pilot the best place to land the ship for refuelling on the shore of the northern ocean.

There are a number of tasks that Gwineth and David need doing if the players have shown a willingness to help. If the players express a desire for payment, Gwineth has four tons of hardwoods that she can offer (worth Cr. 2,000 per ton), as well as fresh supplies of fish and fruit.

SETTING UP THE FARM

Gwineth has picked a spot about 5 km from the starport, close to a small lake with an outlet that eventually runs into the northern ocean. There are fields to clear and prepare, orchards to plant, as well as farm buildings to build and roadways to construct using the equipment David brought in the containers.

The players are likely to encounter the flora and fauna of 876-574 in their work creating the farm, including a small herd of 5 Cape Pluket Buffalo. It is Gwineth's wish to capture these creatures to see if it is possible to create a breeding herd; however, she will settle for the meat if they prove too much for the players and David to capture.

WORLD SURVEY

Gwineth is trying to build up a very detailed picture of 876-574 by piecing together sensor data from ships that pass through and land in system. A full planetary scan on a polar orbit would be a real boon to her work, and as none of the other ships to visit the system have had time to perform one, she will ask the players if they are willing to do one.

STRANGE TRANSMISSIONS

During her work studying the natives, Gwineth detected transmissions from a site about 2,000 km away from the starport and she would like the players to check them out.

The government of Padgo has sent a small covert expedition to do a detailed survey of one of the potential colony sites. A number of scouts equal in number to the players and armed appropriately have established a small base of operations in the area, and are conducting a survey with the emphasis on colonisation. They have been at the site for around a month, supported by a scout ship. The scout team is equipped to TL10 standards and does not wish to be discovered. As

such, they have taken appropriate precautions and with no immediate way off planet as the scout ship left on the players' approach, they will defend themselves and their base from all comers.

The survey team has a large volume of data that would be very useful to Gwineth and her work. Retrieving this data will earn the players her gratitude and any equipment they recover from the expedition would also be of great help. For their efforts, Gwineth will give the players a significant grant of land on the planet itself.

OCEAN EXPLORATION

With a planetary survey in her hands, Gwineth will identify a significant abnormality in the depths of the middle sea not far from the tropical islands whose population Gwineth is studying. Gwineth will ask the players to take a look to see what this might be.

The abnormality is a 1,200 ton starship of Solomani origin that crashed here in -1513 Imperial. The ship itself is largely intact and part buried under the sea bed. Investigation of the ship will show it was a light escort built by the Itzin Corporation from Dingir, in the Solomani Rim. The engineering section of the ship is almost completely exposed to the sea and has become home to various marine creatures and corals. The players will have to deal with any fauna before finding access to the rest of the ship. The crew cabins and bridge are intact and very well preserved for a 2500 year old ship. What the players find in the ship is at the discretion of the referee.

SCOUT REPORT

Gwineth will immediately know the value of the discovery even if the players do not and she will ask them to deliver a message to the commander of Karin Scout Base, detailing the find the potential political and diplomatic implications. The find will be jointly credited to her and the players, ensuring any finder's fee will benefit 876-574 as well as the players.

With proof of the Padgo government's activity, she will also request guidance on how best to protect the planet and its people from possible exploitation from the Marrakeshians, asking specifically if 876-574 can apply for membership of the Imperium.

CAST OF CHARACTERS

Gwineth Lothlorien

Female, Scout, Age 50, 8 Terms
Str 3, Dex 7, End 6, Int 11, Edu 10, Soc 6
Admin 1, Animals 0, Astrogation 2, Comms 2, Computer 1, Deception 1, Gun Combat 0, Investigate 1, Jack of All Trades 1, Leadership 1, Mechanic 0, Medic 1, Navigation 1, Pilot (spacecraft) 2, Recon 1, Science (linguistics) 1, Science (planatology) 1, Sensors 1, Survival 1, Survey 1

David Lothlorien

Male, Marine, Age 46, 7 Terms
Str 9, Dex 8, End 8, Int 7, Edu 10, Soc 6
Animals 0, Athletics (endurance) 1, Battle Dress 1, Drive 0, Explosives 1, Gun Combat (slug rifle) 2, Heavy Weapons (launchers) 2, Leadership 2, Mechanic 1, Medic 1, Melee (blade) 1, Recon 1, Stealth 1, Survival 1, Tactics (military) 1, Trade (civil engineering) 1



DERELICT

Lindsay Jackson

'Controller, unidentified small vessel detected at extreme range - too distant for comms or transponder readings.'

'What vector, watchman?'

'None, it appears to be drifting unpowered into the gas giant Herpestes.'

'Damn budget cuts! I cannot spare a crew to investigate. Get me the captain of the starship that landed yesterday.'

This short adventure can stand alone, form part of a character's back-story, or become part of a wider campaign in any Traveller universe.

THE MISSION

A group of 4-6 player characters with some basic space and combat skills visit a backwater system. Local space traffic control persuades them to investigate a small vessel, drifting in a decaying orbit. The derelict is a week's sub-light flight, or an in-system jump away. If not intercepted, it will enter the gas giant 3D hours after the characters arrive. Any ship with only Thrust 1 will be seriously under-powered for operations near a gas giant, so a fully fuelled pinnacle could be loaned to the characters if their own ship is not up to the job. The pinnacle have vacc suits and other basic equipment for all the team.

As the characters approach, the vessel appears to be a standard Type S scout ship without any obvious major external damage (see Piracy for possible minor damage), but does not respond to signals (there may or may not be an automated warning message). At this point the referee should roll 1D to generate the cause of the problem from the table below and create symptoms accordingly. He may also wish to refer to the Payoff section and work out what is on the ship that may be of value to the players.

ALIENS

These xenomorphs all start off as small harmless specimens, which later escape from their containers and dispose of the crew. Because of their small size, they are difficult to detect remotely and difficult to see, particularly in poor lighting.

APPROACHING THE DERELICT

Civilian sensors have no means of probing the interior of the derelict vessel. Basic military sensors would enable an Average (+0) Sensors check to see if the power plant is running. Note that basic (+0) military sensors do not include the densitometer of advanced (+1) military sensors, which would tell whether the

fuel tanks or the air-raft bay are full. Only very advanced (+2) military sensors of TL12 or higher would include neural activity sensors, which would allow a skilled operator to estimate the number of (active) sentient living organisms on the derelict.

The derelict has no turret fitted and markings suggest it belongs to the Imperial Scout Service (so no salvage rights, but there may be a reward). Further research by authorised personal at the nearest Scout base may confirm its mission and whether it is on a planned course or not.

As all the derelict's airlocks are closed, it will be necessary for anyone boarding to spacewalk, an Easy (+4) Zero-G, Dex, 10-60 minutes check.

On arrival at the main personnel airlock, it will be found to be locked (normal procedure), without power, and (if the power failed some hours ago) frozen shut. It will not be possible to power the ship up from outside and without power, the electronic locks will not operate. To force a frozen airlock open is a Very Difficult (-4) Mechanics, Str, 10-60 minutes check.

The sliding door to the air/raft compartment is also locked, but easier to force open just enough to get in (but not to extract the air/raft). If the air/raft is still in the compartment, it will be difficult to squeeze past it in a vacc suit, or while carrying weapons or equipment. To force the sliding bay door partly open is a Difficult (-2), Mechanics, Str, 1-6 minutes check.

The use of a large shaped charge to blast an entry would be fraught with danger in a zero-G vacuum, and could either permanently and explosively depressurise the crew accommodation, or rupture a fuel tank if deployed carelessly. The use of densitometers, or familiarity with the ship design (perhaps advice from a former Scout) would reduce the difficulty to Difficult (-2). Otherwise it is a Very Difficult (-4) Demolitions, Int, 1-6 minutes check.

If this is failed, anyone nearby will have to avoid being blown away forever by escaping gasses with a Difficult (-2) Zero-G, Dex, 1-6 seconds check.

Drilling lasers or personal plasma guns are not commonly available and have similar drawbacks. Fortunately, the main airlock of all but the most secure vessels has a laborious manual emergency mechanism which unlocks in emergencies when the power is off. To use the manual emergency crank to open an airlock is an Average (+0) Zero-G, Str, 1-6 minutes check.

1D	Cause	Power	Fuel	Implications
1	Aliens: Escaped and slaughtered the crew (see below)	On Minimum	Yes	Bodies may be concealed or eaten. Referee: Decide whether the aliens have survived the food shortage and/or low temperatures, and what form they take.
2	Misjump: A brain-damaged crew member/robot slaughtered all other survivors	On Minimum	Yes	Mutilated bodies concealed or jettisoned, and there may be an armed and hostile survivor, which could instead be a maintenance robot. Booby traps may exist.
3	Mutiny: A crew faction attempted a hijack and failed	Off	No	Bodies (some with gunshot wounds) are frozen in two groups, one on the bridge and one in engineering. All drives have been sabotaged.
4	Plague Outbreak: Pick your favourite contagious disease	On Minimum	Yes	There is a warning broadcast on loop, and diseased bodies in accommodation. Warning biohazard stickers are inside the airlocks.
5	Piracy	Off	Drained	The air/raft and crew are missing, and there are signs of forced entry and internal combat. Fittings have been removed, and there are possible booby traps or ransom demands (depending on the value of the passengers).
6	Sabotage to the Jump Drive: Led to a misjump, triggering further malfunctions in the manoeuvre drive and comms array	On Minimum	Very Low	Jump and manoeuvre drives damaged, and comms are down. Most of the crew are alive but some are injured and all are slowly starving and freezing to death. Decide who sabotaged the drives and why.

1D	Type	Habitat	Strength	Dexterity	Endurance	Intelligence	Instinct	Pack
1-2	Psicada							
	Eater (omnivore)	Jungle flyer	1	4	5	Larvae 1, adult 2	10	10
	Psi 16; Telepathy 5, Melee (stinger) 1, Survival 0, Athletics 0, Recon 0							
	Adult: Stinger +1, Exoskeleton (4), Number encountered 2D							
	The larval Psicada is a fat, unintelligent, harmless and loathsome grub, found in tree trunks. It pupates into a giant 1 kg cunning and semi-intelligent psionic bug. Adults temporarily stun prey at close range with a piercing psionic 'shriek' (psionic assault, range 3m, succeeds on 11+, 2 attempts possible, 19 hrs for full recovery) before stinging it to death and eating it. They have no other use for psionics.							
3-4	Pistol crabs							
	Hijacker (scavenger)	Seashore	4	6	2	1	10	7
	Gun Combat (slug pistol) 1, Melee (teeth) 1							
	Hydraulic spine (acts as body pistol), teeth, Exoskeleton (4), Number encountered: 2D							
	When subject to overcrowding in captivity these huge but harmless land-crabs develop two pistol-like claws that can quietly fire a calcite spine (which takes a day to regrow). These migratory forms also become more sociable with others of their kind, more aggressive to other creatures and more mobile. A distant relative of the pistol shrimp.							
5-6	Rock slugs							
	Eater (omnivore)	Underground walker	1	5	5	0	6	11
	Melee (stinger) 1, Survival 0, Athletics 0, Recon 1							
	Adult: Stinger +1, Rocky hide (6), Number encountered: 2D							
	These are silicon-based rock-eating 1 kg 'slugs,' which hatch out of a large crystal egg (a cyst) as a swarm. Normal cages are no match for digestive juices able to dissolve rock. Slow moving and stupid, they will destroy both equipment and personnel, if their victims stand still long enough. They find life-support systems peculiarly tasty. Without food, oxygen, and warmth, they will gather together to form a new tough crystal egg, go dormant, and hatch when conditions improve (such as when a derelict ship is repaired).							

When the power is on, the mechanism is locked and using the mechanism only triggers an alarm inside. The inner iris valve has a similar mechanism.

INSIDE THE DERELICT

Once inside, if the vessel is powered-down (or on minimum power) there will be little or no environmental controls operating. It will be dark, freezing, and if there is minimal power, there would be no artificial gravity. Surfaces may be crusted with frost, ice, or even frozen atmospheric gasses (particularly lumps of CO₂).

Move around a dark, freezing vessel in zero-G for up to an hour requires an Average (+0) Zero-G, Dex check to avoid mishaps. Failure on this check will inevitably result in mishaps, but unless there is no atmosphere these mishaps will only be minor (bruises reducing Dexterity or breakages of equipment, etc).

Without power and heating, a sinister mist drifts everywhere, which could hide obstacles and freeze-dried bodies. To spot a frozen corpse before it bumps into a character require an Average (+0) Recon, Int check.

Any existing damage to pipe work may cause jets of gas to escape suddenly at any time (roll 1D every hour, a jet escapes on a 6+), which could make twitchy characters react.

Restoring power to the stricken ship's computer would give the boarders clues as to the ship's fate. This requires a Difficult (-2) Computers, Edu, 1-6 hours check.

Getting spare fuel into the derelict's tanks while in space would be a major operation for a small crew. The ship's locker will include a length of low-pressure insulated fuel hose, but a spacewalk will be required to connect the two ships and good piloting skills to keep them very close enough together long enough to perform the fuel transfer. This will require a Difficult (-2) Pilot, Dex, check every hour over the 2D hours the

operation will take. Every failure will lead to the hose becoming disconnected, and disconnection means another space walk. Exceptional failures will be dangerous.

Towards the end of the adventure, hurry the characters by announcing the derelict's orbit has started to decay faster than predicted, due to drag from the gas giant's atmosphere. Of course, the gas giant will also attract any stray meteorites in the region, so they could also be used to spice things up if desired.

Once the characters have fuel in the derelict and can re-start the power plant, then they can return to the nearest starport, or start gas giant refuelling (if the derelict is undamaged, they have the skill, and it needs the fuel).

THE PAYOFF

The derelict may contain plot hooks which could lead into a further series of adventures.

The local starport will be grateful for the character's help, but not able to provide much reward. Fuel and repairs (if the necessary facilities are available) would be all the characters can expect.

Possible bonuses for returning the ship to the Scout Service could eventually include:

- The loan, temporary or otherwise, of a triple missile turret, armed with high explosive missiles.
- The characters are each allowed to take one item of personal equipment from Scout Base stores, potentially above the local Technology Level, but way below the destructive power of Imperial Army gear.
- A nugget of useful information the Scouts have no current use for, such as a planet that might have a few mineral resources, or which could be marginally suitable for colonisation, or has a minor anomaly they have no time to investigate (I feel another scenario coming on!).

1D	Plot Hook	Follow-on scenario possibilities
1	The ship's cargo includes encrypted data	Obviously the Scout Service would like this back and the characters are unlikely to be able to crack the code themselves. They could try to sell it to a technologically sophisticated corporation (espionage), or a foreign government (treachery).
2	The ship's computer stores survey data on a potentially valuable frontier world	The characters might just have the skill to copy the data without leaving their electronic fingerprints all over it. Erasing all trace of the data would be more difficult and might later imply killing any crew or destroying the ship.
3	An important military/political leader is on board and has survived	If rescued, they will be extremely grateful and will invite the players to join his personal retinue for a while. This could take the players anywhere and involve them in high politics, military action, or court intrigue.
4	The ship's cargo is immensely valuable, and might have practical uses for the characters	If the characters pilfer the cargo and then return the ship, their own assets will be thoroughly searched, so they had better hide it well and in such a way that any survivors know nothing of it. If they return the ship and cargo intact they will gain a bonus of +1% of its value.
5	Whatever damaged the derelict vessel left traces of its origin	The Scout Service may not have the resources to investigate and could hire the characters to do so, if they have the necessary type of ship, personal firepower and investigative skills.
6	The derelict was on a critical mission for the Scout Service	The Scout Service will ask the players to undertake a replacement mission. Shockingly, this may involve the temporary re-activation of any detached duty scout characters (you thought detached duty scout ships were free?).

MERCY TO THE FALLEN

Andrea Vallance

This adventure is set in the Spinward Marches, a region where Luriani (see *Minor Alien Module 1: Luriani*) are extremely rare. It can begin on virtually any world that is part of the main. The adventure begins in 1105.

PROLOGUE

Ora Raaryn is a Luriani superstar popular throughout the sector. She is planning a year long tour, but of late she has been receiving disturbing attention from a fan. She regards this as trivial but her manager, Davied Penmark is concerned for her safety. She has flatly refused the idea of bodyguards. Therefore Penmark is planning to use her band as guards. He is looking for people who can act as protectors but are competent musicians as well. Due to Ora's attitude towards them, Penmark will not hire anyone of predominantly Vilani heritage. The contract is for the full year and pays Cr. 1,000 per week.

ACT ONE

Penmark will gather the party for a briefing and outline the situation, and that despite their role as bodyguards, they are musicians first. He lists the itinerary and general course of each visit. The group will travel by scheduled liner, and most of the time in jump will be spent rehearsing. Once on world, there will be one day setting up and two days of promotional activities with an evening performance. The next day is free time, but the party will be expected to spend this escorting Ora.

He will arrange permits to carry concealed weapons and gives each character a body pistol. They can keep any other weapons possessed, but will need them to be kept concealed, especially from Ora. Penmark will point out she spent a term with the Navy, so is far from ignorant when it comes to firearms. He will then move on to actually meeting Ora.

'Ora is Luriani, and they have protocols that need to be followed. You'll meet her tomorrow. First she will introduce herself using her full name followed by 'call me' and then the short name she wishes to be known by. You respond with your full name, add 'musician' to the end - its your title - then 'call me' a short name. Make sure your short name is the same length as hers. Then take some time getting to know each other'

'I want you to make friends with her, which shouldn't be hard as she's very sociable. It's important she sees you as friends. I need you close to her. After the introductions, there will be

rehearsals for the rest of the day. Be at boarding gate 7A tomorrow at 6am. Dress formally.'

Penmark will provide money to purchase instruments appropriate to the players' skills. When they arrive at the starport next day he will meet them, provide boarding passes and tell them to be in the passenger lounge in three hours. When they get there, Penmark will be waiting. A few minutes later, Ora will enter. She is an extremely striking woman in her late twenties; her gown is stunning and what can only be called a bold fashion statement. She will spend a few moments looking the party over and then begin.

'I am Ora Afira Kamees Raaryn Raaryn Arynyassa. Please call me Ora.'

She will wait for the reply. Once this is complete, she will spend some time getting to know the group. They will find her charming, funny and extremely likeable. She asks each who they are, where they come from, what they like and appears genuinely interested in what they have to say. If the party successfully gets through this, they will find her favourable inclined towards them. Once the meeting is concluded, the band and Ora will adjourn to a practice room and they will begin to learn the songs they will be expected to play during the tour with some time for relaxing with Ora after. These sessions will continue for the rest of the trip. The party will note Ora's casual-wear is only slightly less daring than her formal-wear. There will be at least two parties on-board while in jump.

Referees should keep a running score of the group's success in befriending Ora. Assign +1 for each success and -1 for each failure at carousing and performance tasks. Once the players' average reaches +3 per character, Ora will like them. When it reaches +10 per character, she will see them as friends. At this point, failed rolls no longer affect the score. When the average reaches +20 per character, Ora will regard the party as family. When this happens, further tasks will not affect Ora's regard for them.

ACT TWO

Each leg of the tour should be regarded as a separate Act. The schedule will be much as Penmark outlined in the initial briefing, though on some particularly important worlds they may play more than two performances. Each of these Acts consists of a number of scenes but it is not necessary to play out every

scene in each Act, nor to play every leg. Each scene acts as a template the referee should modify as they see fit.

Referees should insert encounters during these scenes as required. The party will need to take care not to reveal their role as bodyguards. If any of the characters reveal a weapon or openly act as a bodyguard, Ora will be shocked and demand an explanation. However, so long as she has come to regard them as friends she will generally accept most explanations, though it will still result in a -2 to the group's overall score with Ora. If she has reached the point of seeing them as family, she will still be shocked but believe it is because the group also see her as family.

No tasks are given in the text, but suggested task points are marked with [TP]. Referees should create tasks to maintain an appropriate level of challenge for the players. Referees should remember that as the party becomes more experienced playing Ora's music, the tasks will become easier and eventually checks will not be required.

Scene: Set Up

The first day after arrival on-world will be spent setting up for the performance. This will entail sound and lighting checks, a rehearsal and meeting local promoters. The venue will be a bustle of activity during this, with roadies setting up gear, local VIP's appearing to meet Ora, engineers working on sound and lighting, and so on. Many of the workers are recruited locally and Penmark will not be able to vet them as thoroughly as he would like. If the stalker gets in, they will be able to get quite close and regular security will be distracted and unfamiliar with the world. The band will be required to attend all these events.

Scene: Promo

An important part of each tour date will be promotional activities. These include visiting schools and hospitals, chat shows, media conferences, and charity performances. Ora is a popular performer and any public appearance will attract large crowds of fans. The stalker could easily slip into the crowd. Ora will take the characters with her on most of these (all, once she sees them as friends) and it will be necessary for them to present a good public image during these [TP].

Scene: Showtime

The actual performances will attract large audience. However regular security will be tight at these events and more than capable of dealing with most situations. Despite this, the possibility remains someone could get past security and actually make it on or back stage. One issue is Ora's insistence the audience be allowed right up to the stage so she can interact with them. As Ora's band, the players will have to play at every performance [TP]. It is Ora's custom to host an informal party for the crew after each performance [TP].

Scene: Shopping

One of Ora's favourite leisure time activities is shopping, especially for clothes. During these expeditions, Ora will be out in public without the benefit of security. Normally she takes Penmark on such expeditions, even though she knows he hates them. Initially, she will be reluctant to bring the characters with her, but Penmark's powers of persuasion are quite considerable. Eventually, she will warm to the party and be happy to have them accompany her; indeed once she sees them as family, she will all but demand it. At this point, Ora will appear happy to let Penmark keep away from her shopping expeditions.

When eventually she does see the group as friends, they will find Ora is exceptionally generous, happily purchasing clothes, accessories and trinkets she thinks 'look good' on them. However, Ora's tastes are best described as daring.

Scene: Sightseeing

In addition to shopping, Ora enjoys sightseeing, visiting local attractions and cultural events. These are similar to shopping trips in many respects, both with regards to the band attending and the dangers they present.

Scene: Party

Ora, like most Luriani, is very much a social person. Put simply, she likes to party. Her attire will always be stunning, but with her usual outlandish fashion sense. There will normally be large numbers of guests and frequently very little vetting of them. Usually there will be security on hand but they are by nature, intimate events. If the stalker gets into a party it is almost inevitable they will get very close to Ora. Fortunately, Ora will happily accept her band attending, and usually stay fairly close to them. However, it is important during parties that the characters conduct themselves correctly [TP].

Scene: Fling

Perhaps Penmark's greatest fear is Ora's habit of inviting individuals she takes a fancy too back to her room for the night. If this were to occur with the stalker, she would be totally unprotected. Naturally, it will be impossible to be present during these occurrences or to observe via security cameras. The best that can be done is to stay close to her room and be available if there is trouble. This will involve skulking in corridors trying to look inconspicuous [TP] and avoiding Ora noticing. During the first two weeks of the tour, these events will occur after virtually every party. They will become less common after this, dropping dramatically when Ora comes to regard the party as family. After this only two more should occur. After the final event, Ora will be noticeably embarrassed the next day.

Scene: Duel

The characters will find that, while Ora is extremely likeable, she does has a temper. She will on occasions fly into a rage and storm out. Penmark will assure the party.

'Don't worry, she's yelling. She'll go, calm down, come back and apologise for losing it. You apologise back, all forgotten. When she's not yelling, then you worry; that's when she won't walk away.'

However, occasionally she will go into an towering fit, launch into a rant, challenge the offending person to a duel and then storm off. Penmark will again reassure the characters.

'It's a test of skill, not a fight. She's gone to get her flute. She'll come back soon, you'll choose a piece of music and who plays it better wins. Doesn't matter who wins, so long as you try your best.'

Penmark will be correct. Ora will return with her flute and expect the character to play against her [TP]. The matter will then be forgotten with honour satisfied. At this point the party is likely to become aware of the Luriani's concept of honour, best summarised as 'Protect the family, hospitality to those who ask, mercy and fairness to the fallen foe.'

Scene: Swimming

This scene should only be played once, and early in the adventure. The Luriani are an aquatic race, naturally at home in water, and Ora is no exception. She enjoys swimming and at some point will invite the party to join her. Here, the group will become aware of the unique adaptations possessed by the Luriani. Her hands and feet are webbed and she is extremely fast and agile. She can dive to 500m without assistance and remain submerged for an hour, drawing oxygen from increased haemoglobin levels in her blood and a layer of specially adapted fat cells. She possesses lines of extremely sensitive nerve endings that allow her to detect minute changes in water pressure, effectively allowing her to 'see' (this also works in the air too, but to a much lesser extent). Finally, she has a nictating membrane over her eyes, improving vision underwater. This is the environment where she will be at her most playful, using her advantages to dart around, tickle, confuse and generally act like a child.

ACT THREE

As Ora grows attached to the party, she will seek to spend more time with them. The referee should select one character who Ora will become particularly fond of. She will spend more time with them in particular and give more weight to their opinions. Referees may choose to role-play this or simply allow occasional checks [TP] for the party to notice this.

After her last fling this will become quite noticeable and several weeks after that event she will act upon it. This will occur while the group is relaxing after a rehearsal or performance. Ora will appear quite nervous about something and drink rather more than is usual. Enquiries as to what is wrong will produce the curt answer 'nothing.' Eventually, however, she will excuse herself.

She will return sometime later having changed. Her new outfit will be, as usual, very flattering but, for her, positively conservative. Ora will march straight up to the character she favours and state their full name as given in the formal introductions and add 'will you practice for children with me?' Penmark will choke on his drink.

The group will understand from her conduct that she has made a statement of some import and expects an answer. Penmark will be beside the character with surprising speed and whisper in their ear 'Say her full name, then say you will tell her tomorrow.' Once the character has replied, Ora will smile, look relieved and sit down next to the character, Penmark will sit on the other side. If the character tries to discuss in any way what was said, Penmark will immediately talk over them, changing the subject. As soon as he can, he will take the character aside.

'I guess you got an idea of what she asked; love, romance, etcetera. But it's also how she asked. She did it formally and in public. Get the response wrong, you look like a dwok, she gets shamed. And it's not a casual thing she's offering – it's not marriage, but getting there. It's up to you if you want to go there, frankly she's happier than I've seen her for ages. I'll tell you what to say either way. But probably better let me talk with her first, a few things I need to explain. Not looking forward to that, I have to say.'

The next morning at breakfast, Ora will seem exceptionally cheerful. Penmark will ask the party to wait outside so he can have a private word. A few minutes later, they will hear Ora scream in anger, followed by a stream of Luriani cursing. Apparently, Penmark has informed Ora the party are also her bodyguards. She will storm out of the room with Penmark in tow, address the party with some very colourful language and tell them to follow her. She will go directly to the rehearsal room where they will all duel. She uses her voice rather than flute. She will then storm out, still livid and go to her room.

Penmark will comment, 'Still yelling...'

Ora will emerge several hours later, calm and wearing the same outfit as the night before. She will again approach her favoured character and repeat the question. By now he or she will know the correct responses. If put off again, her manner will make it clear she expects an answer the next day. If the character says yes, she will be overjoyed and demand an immediate celebration. If her offer is declined, she will be disappointed but take it with good grace. She will remain fond of the character but no longer pursue a relationship. If the character does pursue a relationship with Ora, they will find her passionate, extremely loyal and expecting the same in return. They will also find the difficulty of all tasks to persuade Ora are reduced by one level of difficulty. Regardless of the decision, things will be a little easier now the party's secret is out.

ACT FOUR

As the adventure progresses, the evidence of the stalker's obsession will increase. There will be messages with bad love poetry. Flowers and gifts delivered with notes of undying affection. It will be clear the stalker is following the tour. This itself will be disturbing as the cost of travel is significant. Slightly after Ora declares her affections, pictures will start arriving of her. They are taken in public places and if Ora starts a relationship with one of the characters, that character's face will be scratched out. Ora will continue to regard the threat as trivial.

On the morning of a performance the party will come in to find Ora and Penmark arguing. Apparently he wants her to cancel the performance and Ora, naturally, is refusing. When the group enters, Penmark will address them.

'You talk some sense into her, look what arrived this morning!'

He will hand the characters a note.

'My darling Ora, they are keeping us apart. We will be together forever my love.'

Ora will dismiss this with her usual airy wave.

'You're overreacting again, how many months now with nothing but flowers and notes?'

The characters should know better than to attempt to convince her. Penmark will try another tack.

'Well at least move the audience back. Do that for me?'

Ora will be unmoved.

'They need to be near me.'

If the character Ora is fond of attempts this, however, there is a chance of success [TP]. If they are successful, she will snap an agreement then add:

'Daved you worry too much, after all I have my protectors.'

It seems, since her tantrum, Ora has become quite taken with the idea of protectors. Penmark will get in the last word.

'And Ora, you will be the death of me.'

The performance itself will go fairly normally; the crowd is large, but not unruly. About half way through the second set, a woman in the front will pull an SMG from under her jacket. If the characters notice [TP], they will have time to shout a warning and draw their weapons. The woman will fire wildly at the stage, emptying the entire magazine. The party will be unable to return

fire without risking hitting the audience. They will also notice the woman has explosives strapped to her and is holding a dead-man's detonator. She is trying to reach the stage. If the crowd was moved back, the simplest course of action will be to jump on her as she tries to cross the barrier. If not, the players will need to actively subdue her [TP]. With the stalker dealt with, the party will have a chance to look back at the stage.

They will see Ora covered in blood, struggling to get up with a motionless Penmark across her. The party are used to Ora's anger, but they have never seen her like this. She appears utterly cold and emotionless, with no room in her for anything other than the desire to hurt her attacker.

She is not yelling. Ora will pick up Penmark's pistol, check it is loaded and take very careful aim. She is too far away to restrain and there is very little chance of convincing her to stop [TP]. If the party does not succeed, the woman will look up and say 'please.' At this, or if otherwise convinced to stop, Ora will freeze, scream and hurl the pistol across the stage. She will then simply state in a flat emotionless voice, 'mercy to the fallen,' and leave.

Penmark is dead, hit while shielding Ora. Security will reach the stage at this point.

EPILOGUE

The party will find Ora, still covered in blood, weeping uncontrollably in her dressing room. Only the character she is fond of will be able to console her.

There will be much to do over the next days. Questions will be asked (not least how someone got an SMG and explosives into the concert), and police will need to be dealt with. Ora will remain almost emotionless throughout this, her normal lively demeanour gone. The stalker will be identified as Eshi Khunka, an unstable young woman obsessed with Ora, and judged unable to stand trial due to mental incompetence. Ora will be livid at this. She will talk with deadly seriousness about taking care of the matter herself. The party should probably discourage her.

The party will notice Ora's mood starting to lift after Penmark's funeral. She will perform a powerful and moving narin she has composed. She will begin to smile again and talk of continuing the tour. She will expect the party to continue in their roles at least until that is done and will pay a substantial bonus.

If she is in a relationship with one of the characters, Penmark's death will have a profound effect on her attitude to it, depending on what the referee desires for Ora in the future. If the referee wishes to remove Ora from play, she will be so heartbroken she will end the relationship, though always remaining extremely well inclined toward the party and that character in particular.

If the referee wishes to keep her in the campaign, she will continue the relationship and may propose marriage. She will either wish the party to become full-time members of her entourage or perhaps quit performing and join the party as a non-player character.

CAST

Ora Raaryn

Str 9 Dex 11 End 10 Int 14 Edu 10 Soc 14
 Art (singing) 3, Art (dance) 2, Art (flute) 1, Art (music composition) 1, Carouse 2, Gun Combat (slug pistol) 3, Unarmed Combat 1, Survival 1, Pilot (spacecraft) 2, Astrogation 1

Ora Raaryn is a successful and popular performer., beginning her career after a stint in the navy. She attended the prestigious Imperial Sylean Conservatoire, learning a variety of classical forms. A member of the Luriani race, she is fiercely proud of her heritage though lonely, far from her people and missing her family. Note that Ora's Social Standing represents her fame, not a noble title.

Davied Penmark

Str 6 Dex 7 End 5 Int 13 Edu 11 Soc 7
 Admin 3, Persuade 2, Gun Combat (slug pistol) 1
 Ora's manager and the closest thing she has to family in the Marches. He cares very deeply for Ora and is constantly worried by her casual attitude towards security. He is one of the few people who can change Ora's mind when it is set.

Eshi Khunka

Str 7 Dex 10 End 10 Int 7 Edu 9 Soc 10
 Gun Combat 0
 A young woman who inherited a large trust fund on her parent's death. She has become obsessed with Ora and is convinced they are meant to be together.

LIBRARY DATA

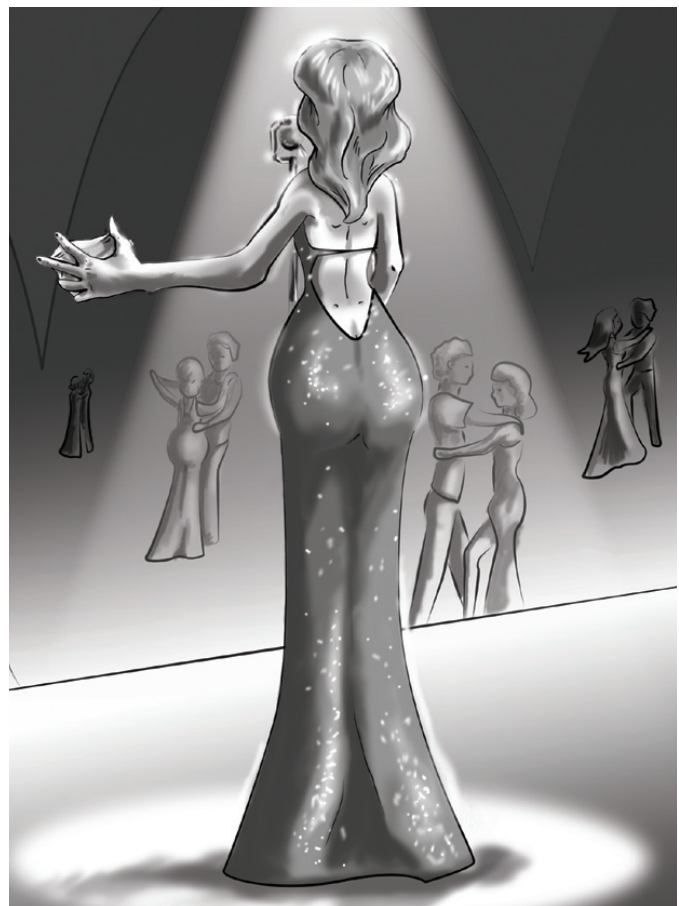
Narin

A traditional Luriani funerary song and one of the few forms of Luriani music without an associated dance style. It is usually incorrectly translated as lament. The narin is in fact lively and upbeat, celebrating a life rather than mourning a passing.

Luriani

An amphibious minor race native to Daramm in the Ley sector. Despite being human, they are not interfertile with other races of humaniti. They are noted for their music and artistic pursuits, and have a reputation as hot-headed and impulsive. Due to their aquatic origins, they are naturally at home a three-dimensional environment and are much sought after as pilots and astrogators. Due to their traumatic experiences during the Ziru Sirka, most Luriani initially view Vilani negatively, though this can be overcome with time.

Referees Note: The Luriani's negative stereotype is undeserved. They are a passionate people, but their reputation as emotional and unstable is greatly overstated. In addition, their culture contains many customs and rituals that mitigate and limit their passionate natures.



THE BALL IDENTITY

Lindsay Jackson

'You dunno who you are bro, an' you remember zip from before 10 days ago?'

'Correct, now do you want this stack of creds or not?'

MISSION IMPLAUSIBLE

A group of players with a small starship (and the skills to run it) are hired in a starport by a confused rich stranger, to provide secure interstellar transport and armed protection for a month. He offers Cr. 20,000 up front. The patron claims he is suffering from amnesia after an accident with a rescue bubble (also known popularly as a 'survival ball'). The only clue to his identity is a key card to a deposit box stamped with the name of a starport on a nearby civilised world. Oh, and he is convinced that people are determined to kill him for some unknown reason...

Call me Jacob

'When the local police from the cutter pulled me unconscious from a survival ball they named me 'Jacob Ball', because I had no papers with me. Fortunately, I did have a large quantity of money and this key card. I want to hire you and your ship to take me to the deposit box it opens and help me find my identity.'

It took me 10 days to recover from the head injury that gave me the amnesia, so now I am in a hurry. No, I can't wait for a cheaper scheduled service – a team of trained hit-beings are trying to kill me!'

Jacob seems slightly paranoid. His account of the botched assassination attempt as he left hospital is sketchy ('two trained killers with a laser rifle and an air/raft') and not backed-up by any evidence. If the players can delay take-off under some pretext then they can try to investigate his story. To convince Jacob the delay is genuine they would need a successful Average (+0) Deception check, which Jacob would use his own Deception skill (see below) to oppose.

In the absence of Jacob's co-operation, access to hospital admission or patient records would be difficult to obtain without computer hacking or bribery. In the unlikely event they can be obtained without triggering the intervention of Starport Security, the dates on the admission records are consistent with Jacob's story.

Confidential records of the injured man from the rescue ball describe the effects of a savage blow to the back of the head with a blunt instrument – possibly some sort of heavy tool, a smaller object (such as a pistol butt) wielded by someone very strong. They would also reveal (if the patron really is some sort of agent) he has a number of augments, particularly those of a lower Tech Level that would be unlikely to interfere with the medical treatment he has just received. Depending on the local Tech Level where he has just been treated, these could include TL10 or 11 subdermal body armour (1 or 3 points of protection), and a TL10 (audio-only) neural comm.

Standard medical reference works (or a successful Routine (+2) Medic check) would confirm concussion is commonly associated with retrograde amnesia, particularly for events immediately preceding the injury. Amnesia stretching back further into the past would be an unusual side-effect of such an injury, but is not unknown.

The local public news service has the story of a man found unconscious in a rescue bubble ten days ago by a police cutter. This account would be consistent with Jacob's story, if the patron before the players really is the same rescue ball survivor. The article mentions some money being found with him, but not how much (in accordance with common journalistic standards to safeguard the privacy and safety of the subject of the article, as any journalist character would tell them). The account also confirms the invented name 'Jacob Ball' and the name of the hospital where the man was treated. It makes no mention of the key card the patron shows the players. It does tell the players the rescued man was wearing unmarked disposable ship's coveralls and there was no clue as to his identity when found. The exact date, time and location of his rescue are given. Anyone with information about him is encouraged to contact Starport Security.

If the players can manage a Difficult (-2) Persuade check (Admin skill could also be used), they could convince local Space Traffic Control they have a legitimate reason to ask for relevant recent flight plans, docking records and/or actual tracking data on passing ships. The flight plans, or tracking records, could enable the players to identify the most likely vessels to have launched the rescue ball. These will include the private yacht *Gold Hawk* (owned by visiting business tycoon Adam Kane) and a large star-liner, the *Tree of Shepherds*. Of those two, the docking records will show that only the yacht was still in port

tem days later (at the time of the claimed assassination attempt) and left in a suspicious hurry on that very date. Starport Security also know this but have been bribed not to investigate further.

Jacob Ball

Jacob is an unusual non-player character to describe, as he does not know his actual skills until he tries to use them. Sometimes he is unexpectedly brilliant, other times he just falls flat on his face. Whenever Jacob tries a significant feat then the referee will need to decide (either randomly or with consistency with the players' current theory of Jacob's origin – see the table at the end of this adventure) whether he has a particular skill, and to what level he has it (if any).

Service & Branch: Both unknown.

Final Rank: Unknown. It is not even clear whether he has left whatever service he was in.

Age: Unknown. Jacob is apparently in his early 30's, but seems to have packed in more experience than that would normally allow, so either advanced technological training methods, or anagathics may have been used.

Terms: Unknown. His apparent age would suggest about 3 to 4 terms, unless anti-aging drugs have been used.

Credits: Jacob will not disclose how much he has, but he appears to be at least moderately well off (at least Cr. 50,000 in cash).

Str at least 9 (+1), Dex at least 9 (+1), End at least 7 (+0)
Int at least 9 (+1), Edu at least 8 (+0), Soc currently 2 (-2)

Jacob's highest skill levels tend to be those most useful in (potential) one-on-one ground combat situations or in dealing with people, rather than technical skills (although he may have a few of these also). He particularly lacks those popular skills used by spaceship crew, despite being found in a crewman's coveralls.

Known Skills: Computer at least 0, Deception 1 to 2 (roll 1D/3), Drive at least 0, Flyer at least 0, Gun Combat (slug pistol) 1 to 3 (roll 1D/2), Medic at least 0, Melee (unarmed) 1 to 3 (roll 1D/2), Persuade 1 to 2 (roll D1D/3), Recon 1 to 3 (roll 1D/2), Stealth 1 to 2 (roll 1D/3), Streetwise 1 to 2 (roll 1D/3).

Equipment: None.

Open the Box

The journey to the world where the deposit box is located is relatively uneventful. Jacob keeps very much to himself and rarely leaves his cabin. Questions to him may be ignored or may provoke an angry reaction. Most of them he will be unable (or perhaps unwilling) to answer.

Jacob may suffer frequent severe headaches and would request medical attention for this. A Routine (+0) Medic check will confirm this could be a normal side effect of the head injury, but if they do not gradually improve then some sort of lasting brain injury might be a possibility. Jacob will be reluctant to spend any more time in hospital. Any form of medical examination would reveal obvious augments, such as the subdermal armour (but not the potential neural comm, as above).

On arrival at the cheap prefab offices round the back of the relevant starport, Jacob rushes to find and open the deposit box, as if it held the key to his very being. He wants the players with him to watch his back while he does this. The key is valid, but the staff do not recognise Jacob (they get a lot of customers and junior staff change frequently). A Mr Udkhisaliuurki deposited the contents of the box about 3 months ago, paid in advance in cash (quite common for space travellers) and left no contact details.

The box will not provide the easy answers Jacob is seeking, because the contents are a confusing mess. They will include; a loaded smart gauss pistol (securely DNA-locked against anyone but Jacob, with ammunition, a flat battery and a standard charger), tourist information from several nearby worlds, several tens of thousands more Imperial credit chips, old starship timetables and tickets (in various different names), identity papers (also in different names), small items of electronic equipment (communicator, bugs, EM probe, combined IR and night-vision goggles, PRIS binoculars), and various easily administered drugs (stims, combat drug, panaceas).

Some of this material will not be legal outside the starport. There will also be a hand-computer (securely locked to anyone except Jacob, but only his DNA and life signs are required to start it up – not a password). On the memory crystals with the computer is a plan of the yacht *Gold Hawk*, biographical details of the owner, the irascible bearded business genius Adam Kane, details of his empire, Stepping Stone Products, and of his associates (including a team of crack ex-military bodyguards, his ship's crew and others).

Who is Jacob Ball?

If the referee wants to re-use the character of Jacob Ball in sequel adventures, then assume he was a deniable Imperial agent injured in the course of a black op against Adam Kane. If he really suffered amnesia, then the contents of the box, and the passage of time, will start to bring back memories gradually. Whether they are real memories, fabrications by Jacob's injured brain to fill in the gaps, or deliberately implanted fake memories remains to be seen.

1D	Jacob's Real Identity	How he was Injured	What Jacob Does Next
1.	An Imperial Agent, spying on Adam Kane	Adam Kane's bodyguards caught Jacob and beat him up. After realising what he was, they threw him into the rescue bubble and fired him into space to get rid of an awkward problem.	Jacob will try to use the material in the box to find and contact his base and his superiors. It is not yet clear what sort of reception he will get and whether his mission was official, an illegal black op for the Empire, or one merely for the personal gain of his bosses.
2.	An eccentric noble with military training, spying unofficially on Adam Kane	Jacob took it upon himself to investigate a potential threat to Imperial security, by wrangling an invitation onto the <i>Gold Hawk</i> . Adam took offence at his nosiness and challenged Jacob to a duel, in which he was injured. He was then fired into space in the rescue bubble.	Baron Jacob (Soc 12) will try to use the material in the box to return to his personal fiefdom. If he can prove his real identity to his seneschal on arrival, then he would be able to reward the players handsomely for their help.
3.	A pirate who has only been feigning amnesia and concealing his spacer skills	Jacob was one of a team infiltrated onto the <i>Gold Hawk</i> and who were defeated by onboard security. Kane did not want publicity, so he fired the whole team into space in rescue bubbles. Only the injured Jacob survived.	Jacob will pay off the players and disappear back to his pirate base. If the players seem to be criminals then he might try to recruit them. Otherwise Starport Security will later compel the players to 'help them in their inquiries' into local piracy.
4.	An unsuccessful corporate assassin who has only been feigning amnesia. Kane's security team really are trying to kill Jacob	Adam Kane's bodyguards almost caught Jacob. In the fight, he was injured just before escaping into the rescue bubble.	Jacob will pay off the players and disappear back to a rival megacorporation, to plot his next move against Kane. Kane's men will want to interview the players.
5.	A paranoid ex-soldier, with delusions, who has stolen a lot of money from a criminal gang	Jacob was not the man in the rescue bubble, but a deluded fantasist. He was not hit over the head and he is not injured (yet). However, the Thieves Guild really are trying to kill him and recover their money.	Jacob will take the contents of the box as proof that he was an Imperial agent in deep cover. He will use the documents to try to contact Imperial Intelligence with his 'evidence' of a plot to assassinate the Emperor. He will continue to hire the players to help him and they will all be attacked by well-equipped gangsters.
6.	A highly successful member of the Thieves Guild. Adam Kane's minions are chasing Jacob for the money, but are not trying to kill him. The amnesia is genuine	Jacob stole a massive amount of cash from the <i>Gold Hawk</i> and escaped with it in the rescue bubble. During his escape, a security guard hit him over the head. Jacob did not pass out and forget everything until after the rescue ball was launched.	Jacob will hire the players to ferry him to his high-population home world, where he will attempt to contact his Guild Master before Kane's team catch up with him and try to get the money back.

FOR REFEREES



WHERE NO WOMEN HAS GONE BEFORE

Debbie Fulton

With the twentieth century embroiled in conflicts over the Equal Rights Amendment and Womens' Liberation, in general one can only guess at what battles might be scouring between the sexes in the future. However, if Traveller and its players are an indication of what the attitudes might be in the times they simulate, feminists have little to fear.

Drawing on liberal science fiction roots, Traveller treats women with both conspicuous and considerable equity. There is, for example, no differentiation (and therefore no advantages/disadvantages) between male and female characters, either in statistics generation or character development. This is a reversal of the policies of some role-playing games, which place limits on female character ability scores. The logic of this course is clear in a general game constructed around powered armor, energy Weapons, and mechanized combat, so Traveller leaves the players decision as to the gender of his or her character completely unbiased by rules considerations.

For those female role-players who playing 'themselves' in exotic enjoy situations (or anyone wishing to play a female character), this policy comes as welcome improvement.

Traveller's marketing strategy holds an equal appeal for the somewhat elusive female gamer. Nevertheless equal treatment on paper can be meaningless on a gaming table. The way a female player is treated, no matter what her character may be like, is where rulebooks may fall by the wayside. Here, as with any human-factor situation, male reactions have been mixed, and (for me) have ranged from pinnacles like 'Hey, it's great to see some female gamers!' to real abysses like 'Wanna bet she forgot her character?' Most times treatment simply depends on the people involved, and less often, on circumstances, but a few generalisations can be drawn.

A female player new to an all-male Traveller group is stereotyped on the negative side as inexperienced, not especially proficient with the rules, and probably not familiar with strategy, or at least not with the strategy gaming background of a stereotypical male.

On the positive side, she is not suspected of coming from a background laced with easy captures of FGMPs and personal battlecruisers. More importantly, she's there, and therefore a member of a relatively small sample of female gamers; an unusual commodity who probably has expertise in either role-playing or science fiction or both, else she wouldn't be found playing.

The result of this stereotyping is that the female player is treated with a bit more trust (particularly when she is unknown to the group), and as if she needs help and will be less ambitious, and therefore more cooperative and less dangerous to her collaborators.

Sometimes she may also be treated as a inability: or her ideas given less credulity, but most male gamers are intelligent enough to snap out of prejudices when they hear a good idea. Knowledgeable male player characters realize that female player characters have an ever footing with them in the rules, and won't discriminate, so a lady coming into a group has little to be wary of. In fact, for the enterprising female, that little bit of unusual treatment she receives can be turned into an advantage. If she is indeed unfamiliar with the rules, she can concentrate on her role-playing and enjoy herself while taking advantage of other players' help, learning at her own pace. If she knows what she's at and isn't receiving proper credit, she can take advantage of the male players' underrating and pull the rug out from under them at an opportune moment. They won't underestimate her again! Overall, there is really very little in Traveller rules or players that poses a real threat to an aggressive female player. While discrimination exists, with a bit of ingenuity, it can be turned around to an advantage. More often, however, both male and female characters are more concerned about the oncoming Zhodani destroyer than anything else

UNDERCOVER MISSIONS ON LOW-TECH WORLDS

Nicholas Halsey

Technology is one of the cornerstones of survival in *Traveller*, and every self-sustaining crew should take any opportunity they get to upgrade their equipment. As a general rule of thumb, the higher Technology Level something is, the better job it will do at keeping its user alive.

However, on some undercover missions, the need to 'blend in' as a native occasionally prevents a team from using their best gear. Disguise and deception become more important than sheer firepower and players may be forced to rely on weapons or skills they are not so familiar with. All in all it is a type of mission unlike anything most teams have experienced before. This patron uses a medieval society as an example.

Roderick DeSancho, Field Biologist Scholar

Required Skills: Deception

Required equipment: None

PLAYER'S INFORMATION

A scientific team led by DeSancho was exploring Achates IV, a medieval jungle world which contained plants and animals extinct on his home planet. His husband Ellis, the team's ornithologist, was recently captured by a neighboring feudal kingdom called Wyvern. He'll pay 2,000 Credits per crewmember to infiltrate Wyvern and rescue Ellis, but he made a pact with his home planet's government not to interfere with Wyvern's development in any way. The rescue will have to be low-key.

Referee's Information

DeSancho will easily raise the reward money if pressured. If Wyvern ever finds out that the players are extra-terrestrial, DeSancho will be jailed on his home planet and unable to pay the reward money.

Possible Outcomes

Only weapons and equipment from TL 2 and below should be seen in Wyvern, and so anything else must be disguised. The exception is invisible things like subdermal armor which will not be noticed. TL 10 cloth armor can be disguised to look like normal medieval clothing. TL 7 cloth armor and TL 6 mesh armor are acceptable, but it will mark players as foreigners but would not cause anyone to guess the wearer was not an inhabitant of the planet.

Also, do not forget that a 'peasant' with TL10 cloth armor fighting hand-to-hand with a TL 1 armoured knight and brushing off attacks will look really suspicious.

Heavily disguised items (for example a respirator that looks like a whiskey flask) add 10% to their cost per TL above 2. Depending on how disguised the real device is, it may require a minor action to prepare before it can be used. Be careful when using these non-medieval objects. If a native sees them, horrible consequences can occur. Medieval society is incredibly superstitious, and these items could easily be seen as witchcraft. As Arthur C. Clarke's Third Law states; 'Any sufficiently advanced technology is indistinguishable from magic.'

Preparing for the Mission

Before visiting the planet, players who plan on conversing with natives have to make a Social Sciences (linguistics) + Int check. Every check equals 6 hours of studying and every success guarantees they will be able to maintain the correct accent/vocabulary for 24 hours. Those hoping to adequately understand the culture's religion will have to make an extra Social Sciences (philosophy) + Int check (see *Choosing a Role to Assume* below).

All players should get immunized for all possible diseases beforehand. Medieval medical facilities, as noted in the

1d6	Outcome
1	Has been signed up to fight wild animals in the gladiator arena.
2	A female noble took a fancy to Ellis and has hired him as a servant.
3	As above, but Ellis has decided he fancies her too and won't leave.
4	Wyvern's castle is under siege by a rival kingdom. It will be hard getting in, much less out.
5	As above, but the siege leaders promise to spare Ellis if the team helps them break the castle's defences.
6	Ellis was already killed, and now the kingdom is hyper-sensitive to the possibility of future foreigners.

Traveller Compendium 1, are woefully inadequate. A TL 0 First Aid Kit is detailed on page 166 of the *Central Supply Catalogue*. If the players hope to purchase anything during the mission, they will probably need livestock or trade goods to barter with. Most medieval societies will not accept Imperial credits as valid currency.

PRIMITIVE EQUIPMENT

Referees will want to look at the equipment from *Book 1: Mercenary* for some important medieval selections, such as bows and crossbows, several specialised melee weapons, and plate armor. The *Traveller Compendium 1* includes a TL 0 blowgun, which is good for dealing nonlethal damage. The *Supplement 4: Central Supply Catalogue* has a good selection of supplementary equipment for players who want to be ready for anything.

Sling: A weak ranged weapon. Reloading it is a free action, allowing easier maneuverability during combat. It can also fire generic stones or other projectiles, but will deal one less point of damage. Firing a sling uses the Athletics (archery) skill specialty from *Book 1: Mercenary*.

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Cost	Ammo
Sling	0	Ranged (throw)	1d6+1	no	-2	-	-	5	1

Linothorax: Armour made from strips of linen glued together in layers, about a centimetre thick. It is surprisingly durable and is made entirely of natural materials. It can be crafted in the wild using a Survival or Trade (armourer) + Edu check so long as there is flax in the area. Crafting a perfect suit of linothorax takes 2 weeks; if made any faster, the layers of linen will get moldy, reducing Armor Protection by 1 every day.

Armor Type	Protection	Weight	Cost	Required skill
Linothorax (TL 1)	2	6 kg	75	none

Horse: The basic method of transport. Note that while horses were not *per se* a status symbol, possession of one demonstrated the owner was not poor. Peasants often had mules or donkeys instead. A horse can have leather or plate armor crafted for it, at the cost of 75 or 450 Credits, respectively. Horses follow all the normal rules of vehicles except damage, which it takes as a creature.

Vehicle	TL	Skill	Agility	Speed	Crew and Passengers	Open/Closed	Armor	Weapons	Cost
Horse	1	Animals (riding)	+0	64 kph	1 driver, 1 passenger	1 Open	-	Teeth, Hooves (natural weapons)	1,200

Characteristics for individual horses can be generated using the *Traveller Core Rulebook*, page 69. Normal horses will be grazers, Size 10-11, and Weapons 5. Note that a planet does not necessarily have to match medieval European Earth; the planet could be a tropical jungle and 'horses' could have scales and see in infrared with six eyes. Page 179 of the *Supplement 4: Central Supply Catalogue* describes the Kian, a cheaper avian alternative to the riding horse.

CHOOSING A ROLE TO ASSUME

There is a right alibi for every mission. Depending on what obstacles and objectives a mission entails, different disguises will be better suited for the team's needs.

Commoners: Nobody is more ignored than members of the lower class. Commoners who keep their head down can go pretty much anywhere without issue. However, as members of the lower estate, they will have a hard time succeeding Social Standing checks, and are at the whims of those higher up. Infiltrators disguised as commoners will have an additional problem; breaking native customs or not knowing common knowledge will fuel suspicions quickly, and punishments will be quick and severe.

Foreign Merchants: Peddlers of trade goods can easily blend into a medieval society, and small mistakes or gaps of knowledge on the part of the foreigner are easily forgiven by the populace. The downside is that as recog-

nised foreigners, players will have a hard time getting any natives to willingly help them, and they will be the first suspected of any wrong-doing. Most of the commoners' problems of being lower class still apply.

Nobles: This refers to both the bureaucratic kind and to knights and their assembly. Noblemen can get commoners to do whatever they like, and enjoy a sense of entitlement the medieval culture is only too happy to provide. However, nobles are always the centre of attention at any time and, if brought to their consideration, other nobles will wonder why they have never seen this particular individual around before. If exposed by other nobles, punishment will be just as severe as to disguised commoners, but not always as quick; nobles may want information out of captives first.

Foreign Ambassadors: As nobles from another land, ambassadors enjoy the benefits of both prestige and justification for unusual behavior. However, they are even more conspicuous than regular nobles and will find it difficult to accomplish anything unnoticed. There is also the difficulty in justifying ones presence; ambassadors have a reason for being in court, and they are expected to have a complete understanding of the kingdom they represent. If high-technology powers are involved (such as DeSancho's home government), they may also hear of these false ambassadors and investigate.

Clergy: The clergy hold a unique place in medieval society. They are anonymous yet a welcome sight. They are considered well-educated, but not a regular member of society. Neither commoners nor nobility will insult a group of clergymen and others are expected to provide for their needs. However, they are bound by their faith to help all who request it, and to unerringly know the native scripture. It is also widely known that travelling clerics visit towns, preach scripture, sometimes heal the sick, and leave. For them to do anything else is unusual. In many societies, women cannot be clergy members and would never travel with them.

THE IMPORTANCE OF SOCIAL STANDING

Social Standing becomes very, very important in a medieval society. Medieval citizens with a high Social

Standing might not even talk to somebody far below them, and even among the lower classes Social Standing can determine who wins an argument or who bystanders side with during a dispute. Botching a Social Standing check at higher levels can result in jail or being challenged to a duel.

Social Standing checks will be required almost any time a player wants a native to do something for him. If the player succeeds his check, he has bluffed the native into believing he is entitled to his request, and complies. Social Standing checks can be replaced with bribes, but this is obviously risky. A guard paid to allow access to the castle will probably tell somebody about the suspiciously wealthy peasants or unfamiliar nobles, and thus do his job while still earning the bribe. It is a horrible, horrible crime to be discovered wearing an outfit or playing a role outside of one's Social Standing; those discovered risk death, sometimes immediately upon discovery.

Many cultures consider women subservient to men, and women can expect penalties on Social Standing checks against men of equal status. Women who are discovered disguising as men will be punished, though this is the least of a players' concerns if she has been discovered.

CLAIMING TO BE A GOD

This often does not work. Most cultures are highly religious and will notice when a 'visiting deity' does not match the scripture they are familiar with. In general, the deceiver has a slightly better chance of success when claiming to represent an evil deity or devil, but this opens up a whole new host of problems.

Even in a dire situation, attempting this sort of trickery will usually guarantee the mission's failure, even if it may save the players' lives. In addition, the intelligence of the nobility and the king's advisors should not be underestimated. While common people may be fooled, those in power will instantly see a planetside 'god' as a threat to their position, and will work together to ensure the threat's elimination.

Established figures in the medieval culture's religion should be avoided. Natives will know the scripture far better than a foreigner can hope to bluff.

JUMP SPACE

Mark Miller

The central secret of interstellar travel is jump space. Without this method of travelling *around* intervening space, interstellar travellers would be restricted by the universal speed limit of 300,000 kilometres per second; the stars would be beyond the reach of most intelligent species, and even the limited travel that did take place would be slow, and relatively unprofitable.

Jump space changes all of that. It allows travel at a velocity of up to six parsecs per week, making interstellar journeys of no more inconvenience than historical Terran sea cruises.

JUMP THEORY

There are several differing theories of jump space, and although jump has been used as a star drive for thousands of years, a precise understanding of jump is not necessarily a prerequisite; high quality data on jump space is difficult to obtain.

The basic concept of jump space is that of an alternate space. Theoretically, jump spaces are alternate universes, each only dimly understood from the standpoint of our own universe. Within jump space, different physical laws apply, making energy costs for reactions and activity different and imposing a different scale on size and distance.

THE PHYSICS OF JUMP

Jump is defined as the movement of matter from one point in space (called normal space) to another point in normal space by travelling through an alternate space (called jump space). The benefit of jump is that the time required to execute a jump is relatively invariant – about one week. If the distance travelled is greater than can be covered in one week in normal space, a gain has been made.

Entering jump is possible anywhere but the perturbing effects of gravity make it impractical to begin a jump within a gravity field of more than certain specific limits based on size, density and distance. The general rule of thumb is a distance of at least 100 diameters out from a world or star (including a safety margin), and ships generally move away from worlds and stars before beginning a jump. The perturbing effects of gravity preclude a ship from exiting jump space within the

same distance. When ships are directed to exit jump space within a gravity field, they are precipitated out of jump space at the edge of the field instead.

Jump takes 168 hours (+/- 10%) to complete. This time is related to the nature of the alternate space being travelled in, and to the energy applied. Where time is a variable in travel in normal space, energy consumption is a variable in alternate space; time is a constant. Consequently, distance depends on the energy applied.

JUMP EFFECTS

The major (and most desirable effect) of the jump drive is that users exceed the speed of light. Achievement of instantaneous movement would be too much to ask; even the existence of a form of instantaneous movement would produce grave theoretical difficulties which would ultimately be reflected in the realities of the real world. Instead, jump drive allows speeds ranging from 169 to 1,000 times lightspeed.

One of the benefits of the jump drive is its controllability; jump is predictable. When known levels of energy are expended, and when certain other parameters are known with precision, jump drive is accurate to less than one part per ten billion. Over a jump distance of one parsec, the arrival point of a ship can be predicted to within perhaps 3,000 kilometres (on larger jumps, the potential error is proportionally larger). Error in arrival location is also affected by the quality of drive tuning, and by the accuracy of the computer controlling the jump; these factors can increase jump error by a factor of ten.

The laws of conservation of mass and energy continue to operate on ships which have jumped; when a ship exits jump it retains the speed and direction it had when it entered jump. Commercial ships, for safety reasons, generally reduce their velocity to zero before jumping. Such a procedure eliminates some of the danger of a high velocity collision immediately after leaving jump. Military ships and high speed couriers often enter jump at their highest possible speed, and they aim for an end jump point which directs their vector towards their destination in the new system. Such a manoeuvre allows constant acceleration in the originating system, followed by constant deceleration in the destination system.

An additional complication is imposed on ships when the two star systems involved have a high proper motion with respect to each other. In that case, a ship must take into account relative velocity between the two when computing speeds and directions.

Gravity has extraordinary effects on the function of a jump drive. Jump drive transitions to the alternate universes of jump space are severely scrambled within the stresses of a gravity well; the transition cannot usually take place within the stresses of a gravity well. When it does, the turbulence created by the gravity well makes the results unpredictable. In some situations, the ship is destroyed; in others, it merely misjumps.

On the other hand, there seems to be an in-built safety feature for ships trying to leave jump space within 100 diameters of a world. Such ships naturally precipitate out of jump as they near the 100 diameter limit.

The biological effects of jump on travellers are negligible. Some individuals report experiencing nausea; there are increased reports of nausea and physical illness when a ship has misjumped; this increased nausea is considered a symptom of misjump.

Nearly everyone reports a momentary wrenching sensation at the instant of transition into and out of jump space.

REQUIRED ITEMS

An operating jump drive requires several basic components which, when operating together, make jump possible.

Power Source

Jump uses large amounts of energy to rip open the barriers between normal space and jump space. Normally, only a fusion power plant can supply this energy. Some alternate systems make use of solar power generators (which operate much more slowly), or antimatter power systems (rare and very high-tech).

Energy Storage Nodes

Once power is generated, it must be stored until the instant of a jump. Capacitors or large fast-discharge batteries fit this requirement.

Strong Hull

The hull of a starship must be constructed to not only withstand normal space; it must also withstand the rigours of jump space. Starship hulls contain as an integral part of their structure a network of wiring which maintains the jump field around the ship. Without this field, the natural physics of jump space would intrude into the ship interior. The alien physical properties would make life impossible; operation of equipment unpredictable; even the passage of time altered.

Breaks in the protective network within a starship hull are a primary cause of the loss of ships in jump.

The need for this network in a ship hull also indicates what happens to matter ejected from a ship while in jump. Anything (personnel, small craft, missiles) becomes subject to the physics of the current jump space. People die; equipment malfunctions; small craft disappear. Some attempts have been made to launch starships into space from other starships; problems in properly matching drive fields, or even turning them on near other ships, has shown that the technique is impractical at best, and probably impossible.

Computer

Jump drives have precise power requirements which can only be met if the power is fed under computer control. In addition, the calculations needed for a jump require a high level of accuracy.

Jump Coils

The jump coils that channel a ship's energy within the jump drive are constructed of lanthanum, a rare earth which has exactly the correct properties for the purpose. Lanthanum coils are used to control the drive energies during the jump. Other materials have been used or substituted, but none function with enough reliability or efficiency to make them practical.

THE TYPICAL JUMP

The typical jump begins on a world surface when a ship prepares to leave. Completely fuelled and crewed, the ship leaves the world and proceeds to a point more than 100 diameters out. Trips are planned so the ship reaches the jump point with zero velocity.

Along the way, the navigator has been preparing for jump using the computer. A jump destination has been selected but the navigator must then select the most appropriate point in the destination system to emerge. A flight plan is prepared and filed with local authorities. The computer is fed the co-ordinates and controlling data. Final checks are made to assure the ship is ready.

The captain on the bridge makes the final decision to proceed with the jump. A short countdown and final check precede activation of the jump drive.

When the jump drive is activated, a large store of fuel is fed through the ship's power plant to create the energy necessary for the jump drive. In the interests of rapid energy generation, the power plant does not work at full efficiency, and some of the fuel is lost in carrying off fusion by-products, and in cooling the system. At the end of a very brief period (less than a few minutes) the jump drive capacitors have been charged to capacity. Under computer control, the

energy is then fed into appropriate sections of the jump drive and jump begins.

The drive's first function is to tear a hole in the fabric of space. The hole is precisely created and the ship naturally falls into the breach on a carefully directed vector. The drive then directs some of its energy to sewing up that hole again. The act of closing the hole severs the ship's ties with normal space and allows it to begin its jump.

The duration of a jump is fixed at the instant that jump begins, and depends on the specific jump space entered, the energy input into the system, and on other factors. In most cases, jump will last a week.

During the week in jump, the responsibilities of the crew are directed toward maintaining life support within the ship, repair and maintenance of some ships systems, and care of passengers.

At the end of the week in jump, the ship naturally precipitates out of jump and into normal space. The exact time of emergence is usually predicted by the ship's computer and the bridge is well-manned for the event. Dangers of piracy, space debris, or equipment failure make it important for the ship to be ready for all eventualities at this point in time.

Once back in normal space, the ship proceeds with its business. Some may head for the local gas giant for refuelling, while others may proceed directly to the local starport on the main world.

SPECIAL TYPES OF JUMP

Much of what is known about jump has been learned from an analysis of two special types of jump; misjumps and microjumps.

Misjumps

When something goes wrong in jump, it is called a misjump. Some are simply equipment failures that, if properly understood, can produce better safeguards or higher efficiencies. Others, by the nature of their results, can shed some light on what jump itself is.

When a jump drive fails, it does not send the proper drive energies to the components of the drive. The usual result is catastrophic – then the ship is lost. Sometimes, however, enough energy is directed to the internal systems to allow entry into jump space, although not the one intended. Simple jump-1 ships have been known to achieve jump-36 in rare instances with this type of misjump.

It is this type of misjump that is used as evidence for a multiple jump space theory. Some believe that a proper understanding of the phenomena can produce jump drives capable of greater jumps than are currently available.

Contaminated Fuel

The contaminated fuel failure results in a ship's power plant producing less energy than predicted in some cases, and more in others. A ship committed to making a jump, but with insufficient energy, may find itself inserted into an unintended jump space.

Gravity Well Effect

Activating a jump drive within a gravity well usually destroys a ship. In rare instances, the ship survives, only to misjump.

A gravity well appears to distort the fabric of time and space and make normal predictions used in plotting jumps useless. The distortions in space make the jump space entered random or unpredictable. In some cases, the jump space entered is one that collapsed in the brief microseconds after the Big Bang – entering jump space that is effectively a singularity destroys the ship immediately. The luckier ships enter a jump space that allows the ship to leave and return to normal space.

One effect of misjumps is a change in the amount of time spent in jump space. The many variables involved may make the time spent in jump space shorter or longer than normal. Ship crews can identify a jump as a misjump if it ends before the normal week is up, or if it continues longer than the week expected.

Microjumps

Any jump of less than one parsec is considered to be a microjump. Sometimes, it can be advantageous to jump within a system rather than use manoeuvre drives. If normal acceleration and deceleration would take more than a week, a microjump is more efficient. At 1G, any distance greater than one billion kilometres would be more efficient using a microjump.

Microjumps can also confuse an observer or enemy. Because a ship's jump destination cannot be predicted, a microjump within a system still leaves an impression that the ship has left; a week later, it emerges from jump in the same system, to the observer's confusion.

JUMP RESEARCH

In order for any culture to discover jump drive, it must have already met a few basic requirements, just as a culture cannot progress to an internal combustion engine without mastering metalwork.

The requirements for development of a jump drive include:

Technological Civilisation

Culture itself is not enough; a culture must have a mechanical civilisation capable of machine tools and heavy industry.

Access Beyond the 100 Diameter Limit

Because a jump drive cannot function effectively within 100 diameters of a world, the culture must have achieved space travel and be able to conduct research beyond the 100 diameter limit.

Power Generation Capability

Fusion power generation systems (or an equally capable alternative) must be available or sufficient power for jump drives will not be possible.

Computer Technology

The control of jump drives is dependant on a high accuracy data processing system. Normal human processing is not sufficient to control the task, although some other races may have the right capacity. So far, every discovery of jump drive has made use of high accuracy, fast processing computers for control.

A Motivated Genius

The theory and achievement of jump drive is not obvious. Consequently, discovery of jump drives seems to depend on a single motivated genius as on the other technological prerequisites.



THE STAR DRAGON

Jacob DC Ross

Lucky	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
60, 8 terms	7	6	9	10	6	7
Carouse-2, Comms-1, Computers-1, Deception-1, Flyer (grav)-3, Gambler-1, Gun Combat (slug rifle)-2, Jack of all trades-3, Mechanic-1, Melee (small blade)-2, Navigation-1, Persuade-1, Recon-2, Sensors-2, Stealth-1, Streetwise-2, Survival-4.						
Has a cybernetic eye and prosthetic right arm, though both are simple replacements. Carries a small knife in his jacket and wears proof of past kills.						

The following scenario details an exotic new threat for referees to use as a challenge for their players.

The adventure can be started at any convenient watering hole. The players need only be in a location where a drunken Traveller would not be out of place.

At some point while relaxing, the players will be approached by a scruffy-looking man with a missing left eye and prosthetic right arm. He introduces himself.

'Evening, err, uh, morning? M'name's Lucky, an' I was won'ering iff'n you fine gents'd mind treatin' a fella Traveller to a drink? I've got all sorta's stories to share, an' mebbe even a hot tip or two fer ya.'

Lucky has, visible on his person, several trophies and exotic animal pelts hanging from his belt. If the players choose to ignore him, feel free to give an indication of wealth, such as gemstones that peek out from his coat, in order to entice them to keep his company.

Lucky will regale the party with tales of his life. He is a hunter by trade. In the past he has worked both in pest eradication and in trophy hunting for the wealthy. After a few rounds of liquor, he will tell the following story.

'Wanna hear how I lost this arm an' m'eye? I was chasin' a star dragon, m'boys. S'truth. Ye'll hear that they don' exist no more, but I found 'un. Big, mean, nasty sucker. See, they're as big as a grav flyer, so usually most'd just fly up an' shoot'em down.

'Thing about star dragons, though. They've got this gem on their backs, called a dragon ruby. Perfect fer making big plasma weapons an' the like. Million credits, easy. Problem is that ye can't just take it off the corpse. Dead star dragons'll release somethin' into the tissue, dissolve the ruby right quick.

'An' ye can't just tranq'em and take the ruby, neither. Tranqs don't work on 'em. Only way to get the ruby is to cut off the ruby from their back while they're awake an' angry. I tried that. Wasn't fine equipped fer the job. A cryin' shame, that was. Lost my eye an' arm, an' now no one's callin' on Lucky fer nothing no more.'

A million credits for a dangerous but brief job may be a tempting proposition for the party. Lucky can be persuaded to tell the location of the star dragon for Cr. 100. As the players haggle or agree, a stern-looking, scarred man will approach them.

'What's this? Has Lucky finally found a chump or two to pay his way? Has he been telling you all sorts of stories? This old man is full of it.'

The newcomer smirks, slaps Lucky on the back, and the nearest player.

'The name is Georg Cambil, it's a pleasure,' Cambil offers his hand to everyone, 'Give me a call some day if you're ever in the mood for some real hunter company!'

Cambil will depart with a friendly grin, while Lucky responds with an incomprehensible insult. He will offer the players the location of the star dragon and wish them well as he walks away, whistling.

Finding the Dragon

Based on Lucky's description and any information the players may be able to find in the local data networks, there are a few viable strategies that can be devised to deal with the dragon and obtain its ruby. Dragons do not land, so players must either leap onto the dragon from a grav flyer, or fly up to it using a grav-belt. Before the hunt is undertaken, the players will want to obtain the following equipment; grav-belts and/or

a grav flyer, thermally-protected armour (combat armour or battle dress will do nicely), and small blades of at least TL 9 quality construction in order to cut the ruby from the dragon.

The players will discover from Lucky that the star dragon he encountered was on Goshen Aleph, the first moon of New Goshen, a small TL 8 colony within Jump 2 distance from the players' current location.

Goshen Aleph is a marshy satellite, a prime source of methane and other natural gases. Players searching Goshen Aleph will not find the star dragon. However, with a Difficult (-2) Sensors check, they will discover a trail of vaporised gases that leads from Goshen Aleph's atmosphere to that of Goshen Beth, the second moon.

Goshen Beth is a rocky and metallic place with a corrosive atmosphere. It is dotted by large lakes of acid. As iron releases hydrogen when it is corroded by acids, Goshen Beth is also a prime feeding ground for a star dragon.

The Star Dragon

- Size 13
- Mass 6,000 kg
- Omnivore: Filter
- Movement: Flyer
- Strength 21
- Dexterity 6
- Endurance 24
- Intelligence 1
- Pack 0
- Instinct 8
- Skills: Athletics (flying)-4, Melee (natural weapons)-2
- Weapon: Tail
- Damage 5D (ignores 14 points of Armour)
- Armour 6
- Reaction 10+/5-

The star dragon is a creature about the size of a small elephant. It most resembles a manta ray, with a large, flat body and a long, trailing tail, used for both manouvering and defence. Near the base of the tail is a cavity in which is suspended a large stone, attached by three thick veins to the body and by another vein to the tail.

The stone, known colloquially as a dragon ruby, is used to protect the dragon from the violent gas explosions it uses to propel itself through thin atmospheres and space. The explosions occur within the ruby, and are channeled through the tail for propulsion. Due to their unique properties, dragon rubies are prized for use in plasma guns and other weapons.

The star dragon has an enormous dietary need that is provided for by absorbing stellar gases and solar radiation as it flies through space, and from gathering hydrogen, methane and other gases within a planet's atmosphere.

They have no visible external sensory organs, nor a mouth, as gases are absorbed through their skin. Star dragons communicate with one another via radio waves, as most contact among them is infrequent and occurs in the vacuum of space.

Star dragons reproduce infrequently, usually once every century, resulting in three offspring throughout a lifetime. For this reason, and the fact they occasionally hitch rides on the hulls of ships, star dragons are an incredibly rare sight in space.

In combat star dragons are ferocious using their long tails as bludgeons. In addition, the heat from the reaction within the dragon ruby is vented from the end of the tail, making their attacks more devastating, and acting as a plasma cutter.

The Encounter

The players will eventually find the dragon floating peacefully above an acid lake. It is at this point that the referee has two options, detailed below.

First, the referee may call in Georg Cambil, the boisterous hunter. Cambil planted tracking devices on the players when he greeted them and will swoop in for the kill, attacking the star dragon. He will make it to the dragon before the players. Doing this allows for easier survivability of the mission, as Cambil's attack may summon the dragon's mother before the players are involved in the fight, allowing them to attack her while uninjured.

Georg Cambil	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
42, 6 terms	10	9	9	12	8	9
Carouse-0, Comms-1, Deception-1, Flyer (grav)-2, Gunner (turrets)-2, Gun Combat (slug rifle)-3, Melee (small blade)-2, Navigation-1, Persuade-0, Recon-2, Sensors-2, Stealth-1, Streetwise-2, Survival-2.						
Will carry a slug rifle, a TL 9 knife and a grav-belt.						

If the referee chooses to have Cambil show up beforehand, the players may try to rescue him if they like, or let Cambil do his best against the dragons and move in to finish the job once he is gone.

If the referee chooses to not use Cambil, the players may assault the star dragon at their leisure. Any player who makes a Physical Science (physics), Sensors, or Space Science (xenology) check will discern the star dragon present is not large enough to have left the vaporised gas trail to Goshen Beth. Evidently it is a juvenile. Alert players can choose to hunt further for the adult, attack the juvenile from a distance and then ambush the adult, or they may simply attack the juvenile and hope for the best. The referee is free to bring in the mother dragon at any time during the skirmish.

The dragon flies 100 metres up. Approaching it by grav-belt is possible, and the players may make Stealth checks to avoid detection. If they go undetected, it is an Average (+0) Athletics (co-ordination) check to latch on to the dragon at the point where they need to be so that they can cut free the dragon ruby. Jumping on to the dragon from a grav flyer is a Difficult (-2) Athletics (co-ordination) check. Cutting the ruby free requires dealing eight points of damage to each of the dragon's veins while attached to the dragon on its back.

The dragon will buck and roll, requiring the attached players make a Very Difficult (-4) Athletics (co-ordination) check every turn in order to hang on. The ruby is about the size and shape of a rugby ball. Catching it requires an Average (+0) Athletics (co-ordination) check if the dragon is inverted when the ruby is cut free. Once the ruby is free, the dragon will fall to the ground. Characters who fall from the dragon will either land on metallic ground, taking falling damage for a .5 gravity world, or land in an acid lake. The acid burns through armour and vacc suits not specifically treated for corrosive resistance at a rate of three points of protection per round. Thereafter, it does four points of damage per round until the player is taken from the lake and the acid rinsed off.

The final hazard of the moon, besides the mother dragon, is the threat of explosion. The random hydrogen pockets make for nasty surprises to anyone using energy weapons. On every round an energy weapon, or the dragon's fiery tail, is used, roll 1D. On a 1, the character using the weapon takes 2D damage as gases ignite.

The mother dragon, when she appears, will have the following size and Characteristic increases over her child; Strength +12, Dexterity -1, Endurance +10, mass +10,000

kg, Armour +2, Melee (natural weapons) +2. She is far larger than the juvenile and if the players are bold enough to try and take her ruby, it requires ten points of damage to each vein. Players who successfully take the juvenile's ruby may decide to act prudently and simply kill the mother, sacrificing her larger ruby but guaranteeing their safety. The referee may introduce her to the battle at any time.

If the players did not encounter Georg Cambil before or during the hunt, he will show up afterward to steal the prize. He is driving an Air/Raft equipped with a gun turret equivalent to the Advanced Combat Rifle from the Traveller Main Rulebook. Cambil will fight to the end against the players.

After the Hunt

Following a successful hunt, there are a few outcomes for the players. First, if they encountered and rescued Cambil from the star dragons, he will become a loyal Ally to them. If Cambil perished for any reason, the players may raid his small camp, located 50 km from the battle site, for any supplies and credits the referee may choose to give them. Finally, the dragon rubies may be sold for credits. The juvenile's ruby is worth Cr. 500,000 while the mother's is worth Cr. 750,000.



PATRONS AT COURT

Michael Nutter

1. EALIN MARGAID, HONOURABLE WOMAN

Noble, Army, Marine

Required Skills: Melee (blade) or Gun Combat (slug pistol)

Player's Information

Ealin Margald needs a second in a duel, as per local custom. Her honour has been marred by an arrogant knave's claims. She needs an individual of repute and appropriate training to meet her at the duelling grounds to ensure the opposition attempts no foul play. She can provide Cr. 300 upon arrival at the duelling ground, and Cr. 600 if she wins.

Referee's Information

A successful Advocate check will reveal the rules of the duel. Duels are fought until death or incapacitation. Tampering in a duel, if evidence is brought to law enforcement, is equivalent to manslaughter in the eyes of the local government, and seconds may also face similar charges.

Possible Outcomes

1D	Outcome
1	There is no foul play. Ealin wins the duel by incapacitating the knave.
2	2. As previous, except Ealin loses the duel.
3	A successful Melee or Gun Combat check indicates tampering of the weapons in favour of the opposition. Failure means Ealin will lose.
4	As above, but shortly before the duel the second is offered a payoff to look the other way. There is an upfront offer of Cr. 200 credits on the spot, and Cr. 1,000 credits later. If the tampering by the knave is ignored, Ealin is slain. The Cr. 1,000 is paid in full.
5	A successful Melee or Gun Combat check indicates Ealin or an ally of Ealin has sabotaged the weapons in her favour. If the second does not expose this, Ealin wins. If the second stays on planet for 1D more days, charges are brought against both Ealin and her second. If exposed, Ealin loses.
6	In addition to the laws about duelling already covered, the duel is won by the first duelist to strike their opponent twice. If a duelist is incapable of continuing after one hit, then the second is bound by law to take their place. No tampering occurs, and Ealin scores one touch. She is then incapacitated, so her second must finish the duel for her. Due to Ealin's work, the knave suffers DM-1 to all relevant checks. Whoever successfully strikes next wins. If Ealin wins, she pays an additional Cr. 800 as a bonus credits.

2. WOODRED ALZY, STEWARD OF THE CROWN

Entertainer

Required Skills: Art (dance, acting, or instrument)

Player Information

Great performances are being sought for the Royal celebration. All manner of actors and musicians are being brought in, even a few from off-world. The goal is to give the feasts a very exotic flare. An aged, yet capable man approaches and offers Cr. 1,000 for a performance before the planetary ruler and kin, and hints admirable performances may receive additional rewards from the ruler and his kin directly. Payment is to be made only after the performance.

Referee Information

On successful Art check, the performance is deemed successful and will be compensated for.

Possible Outcomes

1D	Outcome
1-2	Nothing untoward occurs on success. Failure, however, does involve pelting by rotten fruit or some other humiliation.
3	Even a check with 0 Effect earns a Cr. 100 bonus from generous guests. An additional Cr. 100 is awarded per point of Effect.
4	As above, but an Effect of 3 or better earns a minor favour. This may include finding someone on planet, an additional monetary reward, land rights, or a percentage off the purchase of trade goods.
5	Prior to taking stage during the feast, an important guest dies. Foul play is suspected, and the performers are not permitted to leave the city for 1D days unless the perpetrator is determined (it was the victim's cousin). Escape attempts are a perfectly reasonable approach...
6	Troublesome guests begin a brawl during the performance. Woodred Alzy will be injured, delaying payment, unless action is taken.

3. JOZEFIN BUTRUS

Citizen, Noble

Required Skills: Advocate

Player Information

Jozefin needs a representative in court. He is charged with smuggling, and the local government is attempting to upgrade the charges from local crimes to crimes against the Imperium. Jozefin, an affluent man who has made many enemies in the planetary government due to his opposition of ruling personnel, claims none of his actions have been illegal. Payment will be Cr. 1,000 for representing him, and up to Cr. 2000 for successfully acquitting him. He feels local advocates may be unwilling to represent him fairly.

Referee Information

Carousing or Streetwise checks will unveil rumors of Jozefin's smuggling have been going for months but, up until now, there was no proof. Word is that his daughter brought evidence before the authorities. A successful Advocate check will clear his name, with the difficulty based on the table below. On a failure, Jozefin is imprisoned for ten years plus a number of years equal to the negative Effect of the failure.

Possible Outcome

1D	Outcome
1	Jozefin is not guilty of any crime and this is a public smear campaign. His daughter was attempting to seize the estate. Average Advocate check (+0)
2	As above, but the evidence (forged) looks very strong. Documentation and surveillance heavily implies that Jozefin was involved in smuggling, regardless of the truth. Difficult Advocate check (-2)
3	Jozefin is in fact guilty, but the case against him lacks punch. Average Advocate check (+0)
4	As above, but there is strong documented and surveillance evidence indicating his guilt. Very Difficult Advocate check (-4)
5-6	Jozefin is not guilty, but the advocate faces violent retribution if Jozefin is acquitted. Average Advocate check (+0)

SEALED ORDERS

Lindsay Jackson

On a war mission into Zhodani space the senior astrogator is gunned-down in their own cabin. Your naval vessel is harbouring a murderous traitor – but who is it?

THE MISSION

The player characters are members of the senior crew of a small warship (no larger than a light cruiser), plus one courier agent. The vessel is on a secret mission during the Fifth Frontier War, leading a squadron of smaller vessels that is heading into Zhodani space under sealed orders. The characters will need the following skills between them; Investigate, Gun Combat (any pistol), Engineering (electronics), Sensors, and Tactics (naval). Possible positions for characters include; Intelligence Agent, Ship's Captain, Junior Astrogator, Executive Officer, Commander of Ship's Troops, and Chief Engineer.

OPTIONAL PRE-GENERATED

CHARACTERS

Intelligence Agent Jaresh Manpur

Age: 26, 2 terms

Str 6 (0) Dex 6 (0) End 6 (0) Int 10 (+1) Edu 5 (0) Soc 3 (-1)

Skills: Computer 1, Deception 1, Drive 0, Gun 0, Investigate 3, Medic 0, Persuade 1, Recon 0, Streetwise 0

Equipment: Snub pistol (3d6 -3), tailored cloth armour (5), TL12 hand computer

Bio: Promoted to the rank of agent after successful undercover work.

Baroness Captain Radshir Eshi Irkirin Lishaiin Kashzi Paya, MPD

Age: 38, 5 terms

Str 5 (-1) Dex 9 (+1) End 9 (+1) Int 11 (+1) Edu 9 (+1) Soc 12 (+2)

Skills: Admin 1, Astrogation 2, Carouse 0, Computer 0, Gun combat (slug pistol) 1, Gunner 0, Leadership 1, Mechanic 0, Melee (blade) 1, Pilot 0, Sensors 1, Tactics (naval) 2, Vacc suit 0, Zero-G 0

Equipment: Snub pistol (3d6 -3), cutlass (2d6 +4), tailored vacc suit (4)

Bio: Meteoric promotion, due to social status. Thwarted a mutiny and took part in a notable engagement, for which she was decorated.

Ship's Executive Officer Commander Nikos Polyviou

Age: 34, 4 terms

Str 9 (+1) Dex 10 (+1) End 9 (+1) Int 12 (+2) Edu 10 (+1) Soc 10 (+1)

Skills: Admin 1, Astrogation 1, Comms 1, Deception 1, Engineer (life support) 1, Gun combat 0, Gunner 0, Leader 2, Mechanic 0, Melee (blade) 2, Pilot 0, Recon 1, Tactics (naval) 2, Vacc suit 0, Zero-G 0

Equipment: Snub pistol (3d6 -3), stun stick (d6 +2d6 stun), tailored vacc suit (4)

Bio: Diplomatic mission (so probably knows Zhodani space).

Chief Engineer Commander Ewan McBride

Age: 34, 4 terms

Str 4 (-1) Dex 9 (+1) End 4 (-1) Int 11 (+1) Edu 9 (+1) Soc 10 (+1)

Skills: Computer 2, Diplomacy 1, Engineer (electronics) 2, Engineer (jump drive) 1, Engineer (power) 1, Gun combat 0, Gunner (screens) 1, Leadership 1, Mechanic 1, Melee (blade) 1, Pilot 0, Space science 0, Streetwise 0, Tactics (naval) 1, Vacc suit 0

Equipment: Snub pistol (3d6 -3), cutlass (2d6 +4), tailored vacc suit (4)

Bio: Took part in another notable engagement. Diplomatic mission (so probably knows Zhodani space).

Star Marine Commander Captain Pētōr Vaalgamaa MCUF

Age: 26, 2 terms

Str 4 (-1) Dex 6 (+0) End 6 (+0) Int 7 (+0) Edu 11 (+1) Soc 9 (+1)

Skills: Athletics 0, Battledress 0, Gun combat (slug rifle) 1, Heavy weapons 0, Leadership 1, Medic 1, Stealth 0, Tactics (military) 1

Equipment: Accelerator rifle (3d6), cutlass (2d6 +4), TL 13 battledress (16)

Bio: Decorated for his heroic role in a successful assault on a pirate base and promoted rapidly, despite his young age.

Junior Navigator Ensign Makihio Shenkunde SEH

Age: 22, 1 term

Str 2 (-2) Dex 3 (-1) End 4 (-1) Int 5 (-1) Edu 6 (+0) Soc 10 (+1)

Skills: Admin 0, Astrogation 2, Computer 0, Gun combat 0, Gunnery 0, Mechanic 0, Melee (blade) 1, Pilot 0, Streetwise 0, Vacc suit 0, Zero-G 0

Equipment: Snub pistol (3d6 -3), cutlass (2d6 +4), tailored vacc suit (4)

Bio: Promoted as a result of her heroism, that saved the ship.

Murder in Jump Space

The squadron left base weeks ago in total secrecy. Near the Zhodani border, they picked up an Imperial Intelligence agent from an X-boat at a pre-arranged location. This courier carried sealed orders for the mission. As per standard naval security protocols, the secure attaché case is keyed to the DNA of both the ship's captain and senior astrogator. Both must be alive and present to open the case without destroying the contents. Once on board, the agent told the captain he could not hand over the case until the squadron had entered Zhodani space. This was in accordance with the captain's own orders, so the squadron jumped into enemy space toward an obscure system with a gas giant and no known enemy forces.

Up to this point everything had been going according to plan. However, towards the end of the week in jump space, the senior astrogator was found shot dead in his own cabin. It seems there is a ruthless traitor on board.

When Sorrows Come, They Come not as Single Spies but in Battalions. With the senior astrogator dead, the captain is now unable to open the secure attaché case on arrival. It would be a Formidable (-6) Engineering (electronics) check for someone familiar with Naval security equipment (a Chief Engineer, for example) to crack the lock on the case without causing the contents to self-destruct. However, it would be possible for someone with Sensors skill (and a sample of the dead astrogator's DNA) to help with a task chain, making a Difficult (-2) check to try to fool the DNA and metabolic scanners in the case. Until the case is opened, the squadron's only option is to turn back for lack of orders.

Remember that the option of trying to crack the lock on the case is only open to the crew so long as the captain remains alive! There is still a murderous traitor to be apprehended, before they kill again or commit sabotage. The Imperial agent is likely to be the only character on board with both the Investigate skill and time to track down the traitor. They would need the assistance of some of the ship's troops to

arrange interviews, and guidance from the crew on normal naval procedures.

Of course, both the crew and ship's troops have other pressing priorities as well. The marines need to guard key personnel and equipment against further treacherous attacks, and all hands will soon be at battle stations as the squadron emerges from jump space. How these priorities are balanced is ultimately up to the captain.

If the action starts to slow down, then weak Zhodani forces could suddenly emerge from jump space. If even a single Zhodani scout were to escape with the knowledge that the Imperial squadron is there, then the entire mission would be compromised.

Spot the Traitor

The Zhodani have made use of personality overlay technology to infiltrate the ship's crew. Any one of the player characters could unwittingly be the traitor. The referee may wish to assign the treacherous (genuine) underlying personality to one of the player characters at random. The agent who just came aboard cannot be the traitor, because they would not have had access to him. The ship's captain cannot logically be the traitor, because she would not have needed to murder the senior astrogator in order to sabotage the mission. Other (NPC) senior members of the crew could also be the killer.

Every time a certain trigger situation occurs (e.g. they are alone with a key person or a critical component of the ship) then this character suffers a blackout and 'wakes up' sometime later, somewhere else. The player should be informed of this in such a way that the other players are not aware of what is going on. How the character reacts when they gradually realise, with growing horror, that they themselves might be the killer is up to the relevant player.

While the overlaid (Imperial) personality is unconscious, the treacherous (Zhodani) personality takes over and does whatever damage it deems necessary. The Zhodani is ruthless and not concerned for its own survival.

Resolution

How the player characters resolve the situation is up to them. They could establish that the assassinated senior astrogator was shot at close range and there was no sign of a struggle, so the victim probably knew the attacker and was taken by surprise. The murder weapon will, of course, have been swiftly cleaned and disposed of.

Some of the crew will have alibis for the time of the murder, some will not. It would not be practical to put all the suspects

into the small brig and still keep the ship running effectively under wartime conditions. If a second attack happens then (if the ship survives) the list of suspects without alibis will become much shorter.

If the players can crack open the sealed orders, then their problems are only just beginning. The sealed orders are to raid enemy supply lines, but supply ships have escorts and the same routes are also used by enemy reinforcements, including capital vessels. This is potentially a suicide

mission, but then a small naval vessel like theirs may be considered expendable by Naval Command.

If they can capture the traitor then that agent will know nothing about the contents of the sealed orders. The agent was infiltrated years ago and it is just chance they ended up on this particular vessel. If the traitor is not apprehended, then the trail of sabotage and assassinations will continue until the ship is either destroyed or rendered unfit for combat.



THE ADVENTURE GENERATOR

Paul Elliott

Traveller has a distinct advantage over other roleplaying games. This advantage is the (in)famous patron encounter, that job offer received while on planet, an offer to sort out a problem - or start one, to track down an enemy - or a lover, to help a terrorist blow up a factory - or help a hapless security chief protect that same factory. The Traveller patron is an iconic part of Traveller, an adventure hook that a referee can use when the action falters or when the player characters are 'between' published adventures. The Traveller core book discusses patrons on pg.77 and illustrates the concept with six examples. Even more useful are a set of random patron tables where a referee can not only find out the occupation of the patron, but what he wants doing and who might be out there trying to thwart him.

Mongoose have greatly expanded on this concept with the awesome 760 Patrons Second Edition which provides a referee with a huge stack of patrons and hundreds of job offers for the player characters to take, any of which might lead to adventure. Note I said might. With all of these patron encounters, the seed is planted, the adventure has a basic grounding, but much is left in the air. Patron encounters are often a way for the referee to introduce an already formulated adventure to a party of PCs, something to hook them with, but the referee still needs to put in time to create that plot, flesh it out, and make a playable adventure out of suggestions.

I've spent several years gaming Traveller with my two sons, now aged 13 and 16. Often the boys would ask if they could play Traveller later on that evening and I would have to admit 'I had nothing prepared.' I soon realised they might stop asking, and so I turned my attention to producing an adventure generator out of the wonderful tool-kit that is Traveller. Once I had it up and running I found I could roll the elements of a scenario within 3 or 4 minutes and have a decent, playable game sketched out within 15 - tops. The procedure described below is the adventure generator that has given my own family countless hours of gaming fun. I hope it provides your friends with the same.

The Procedure

The procedure for creating a Traveller adventure begins with selecting or randomly rolling for a patron from the Traveller rulebook. Other tables are then used to create other random elements that will fit together. The order in which this is done

uses the following checklist. Page references are for the Traveller Core Rulebook.

Checklist

Roll on Random Patron Table (pg.81)

Roll for a Random Trait (pg.76)

Roll for a Random Encounter (either Starport, Rural or Urban) (pg.82)

Select or randomly decide whether focus is a Person or Other.

If a Person, roll once on the Contact, Allies and Enemies table (pg. 76)

If Other, roll for a Random Mission Target (pg. 81)

If an object, vessel or trade good was rolled for Other, then roll on the Nature of the Item table (see below)

Roll for a Random Patron Mission (pg.81)

Roll a Random Journey (see below)

Roll a Random Place (see below)

Roll for a Random Opposition (pg. 82)

Roll for a second Random Encounter (either Starport, Rural or Urban) (pg.82)

Let's see how this list of elements can be used to create a playable Traveller adventure.

Roll on Random Patron Table (pg.81) This determines the identity of the patron who will be offering the characters a job, or otherwise coercing them into carrying out a task on his behalf. More than one patron in the past has been a corrupt cop blackmailing the players into doing his dirty work for him! Note this identity might be a cover, or it might be a real identity, using another occupation as a cover. This can all be decided later as we assess the other results. I roll Revolutionary.

Roll for a Random Trait (pg.76) The traits table is normally used to provide Contacts and Enemies with a little more personality and motivation, making it a perfect table to roll on. I roll Has Useful Contacts.

Roll for a Random Encounter (either Starport, Rural or Urban) (pg.82) The random encounter acts as an event from the recent past that has somehow involved the patron, it will help us create the current situation once we know what has already gone before. I roll Fire In Progress, a great event for a revolutionary to get involved in!

Select or randomly decide whether focus is Person or Other. I dice for this. What is the focus of the plot? A person or something else? I roll odds or evens and discover it is an object.

If a Person, roll once on the Contact, Allies and Enemies table (pg. 76) If the focus of the adventure is a person, then detail him or her. Who are they? The patron's life is intertwined with this new character, and we have to start thinking about why, and how.

If Other, roll for a Random Mission Target (pg. 81) If the focus of the adventure is not a person, it must be something else... Roll on the Random Mission Target table to find out what.

If an object, vessel or trade good was rolled for Other, roll on Nature of the Item table (see below) Objects, ships and trade goods are great McGuffins to fight over but, typically, something must first have happened to the McGuffin for it to be the focus of so much attention. If the target is an object, vessel or trade item, then roll on the Nature of Item table. I roll an Alien Artefact that has been Destroyed, which fits nicely with the fire we already have.

1D	Nature of the Item
1	Lost
2	Hidden
3	Destroyed
4	Captured
5	Dangerous
6	Stolen

Roll for a Random Patron Mission (pg.81) We have got enough elements now with which to set the situation up, but what exactly does the patron want our brave players to do? The Random Patron Mission table provides an answer; I roll Transport Dangerous Goods. Hmm ...

Roll a Random Journey (see below) Traveller is about Travelling; but where? Roll 1D on the table below to see what kind of journey will need to be undertaken. I roll Space Travel.

1D	Random Journey
1-2	Wilderness Trek – Across the surface of a world.
3	Space Travel – Either insystem, or to another world via jump drive.
4	City – Moving across town meeting contacts, checking locations.
5-6	Building – The infiltration of a large building or other complex.

Roll a Random Place (see below) If the journey takes place in a city or building, then we need some kind of specific location on which to hang the plot. This will colour the actions of the characters and give them places to go and people to talk to (or kill).

Roll for a Random Opposition (pg. 82) Who's the bad-guy? Who will be opposing the players, either actively, or off-stage? I roll Large Animal. Can I do anything with that?!

Roll for a second Random Encounter (either Starport, Rural or Urban) (pg.82) A second random event is something that can be dropped in later if desired, an extra factor that complicates the plot, adds depth, drama or a red herring. I roll Free Trader.

Building Your Plot

So far we have a list of adventure elements, the fun part, or tricky part (depending on your preferences) is to pin them together to create an interesting situation that leaves enough undone for the player characters to get involved and wrap up the plot. Nothing is set in stone, so if after looking hard at a combination of elements and coming up blank, feel free to re-roll one of them. Alternatively pick a result that looks interesting. If one element doesn't seem to fit in at all, then you can easily drop it. I find, though, just like character and world creation, randomness kicks my imagination into places I didn't know it could go. My list so far is:

- Revolutionary with Useful Contacts
- Fire in Progress
- Alien Artefact (Destroyed)
- Transport Dangerous Goods to a Space Location
- Opposition is a Large Animal
- Encounter – Far Trader

At first I thought the revolutionary had set the fire, sounds logical, but I could not see why. Instead I turned it around so his group's meeting place, maybe a bar, was attacked and destroyed by the authorities. In the fire an alien artefact was destroyed, the revolutionaries had captured it from a deep space trader along with some horrible alien monster in cryoberth. The artefact controlled the creature, and could perhaps see what it saw, almost a biological military drone. I thought of the canine military robot in the movie Red Mars.

So... the revolutionary wants it transported via the player's ship to a far planet in the system where another revolutionary cell will examine it as a possible weapon against the authorities. There is no way to properly control the creature, though, which makes it exceptionally dangerous. Obviously the players will not know what they are shipping. If they look, it shuts down the cryoberth and the thing later escapes. If not, then the berth malfunctions or the power grid malfunctions,

d66	Place	d66	Place	d66	Place
11	Warehouse	31	Junkyard	51	Skyscraper
12	Hotel	32	Police HQ	52	Uptown Office
13	Temple	33	Laboratory	53	Industrial Unit
14	Starport Terminal	34	Bar	54	Factory
15	Powerstation	35	Nightclub	55	Fuel Dump
16	Space-station	36	Restaurant	56	Government Building
21	Starship	41	Back Alley	61	Penthouse Appt.
22	Ship's Boat	42	Vehicle Park	62	Crime Base
23	Remote Outpost	43	Fast-food Bar	63	Tenement Block
24	Museum	44	Casino	64	Suburban House
25	Shopping Mall	45	Villa	65	Sewers
26	Farming Complex	46	Carnival/Parade	66	Theatre

releasing the monster. For extra oomph, I decide the six legged canine-like beast is visible when resting, but when hunting is invisible. It may even prove to be incorporeal... that will make Giger's Alien look like a pussy cat! How will it be resolved? First the players need to find it, find a way to track it and then either kill it or find a way to rig up a version of the original alien remote control. Question is, how will they realise that it can be remotely controlled? I call the scenario The Shimmer Beast.

Let's try again.

Police Officer Who is Looking For Something
 Noble's Hunting Party
 Focus is a Corporate Exec
 Task is to Investigate a Murder (how appropriate!)
 Wilderness Trek is Involved
 Opposition is an Alien Government
 I rolled a place instead of a second encounter by mistake and got a Sewers result

This was an easier adventure to create. The cop hires the player characters because he is off the case. Instead of a murder having taken place (murder mysteries are often slow, plodding affairs), I decide that he suspects the imminent murder of a Ling Standard Products exec who is the guest of a noble on one of his grand hunts through the wilderness. The cop can get the players invited to the hunting party, they

must catch the assassin and stop the exec from meeting his death! There are two Vargr in the party, as well as an exec from rival corporation General Products. The real assassin is the General Products exec, but the Vargr pair can act as a red herring, though they may turn out to be useful allies once the shooting starts. I thought 'sewers' might be dropped, but maybe it denotes the climax of the hunt inside huge tunnels, the burrows of the terrible armoured insects that are the focus of the nobleman's hunt. Men hired by General Products men are in the tunnels too, ready to assassinate the assassin and anyone who knows his identity... I call the scenario The Most Dangerous Prey.

Finally

Probably the best way to produce adventures is with a world in mind. Preparing a subsector for my own campaign, I looked at the worlds within jump distance of the player's ship and spent an hour creating two adventures for each world. Wherever they went, there were patrons waiting... and it seemed easier to weave together a story from the elements once those elements were put into context on a specific planet, with its unique climate, population, economy and government.

Now it's your turn. What adventure can you create from this system?

THE SHIPYARD



ASLAN KHUILRAKH LIGHT FIGHTER

Ian Stead

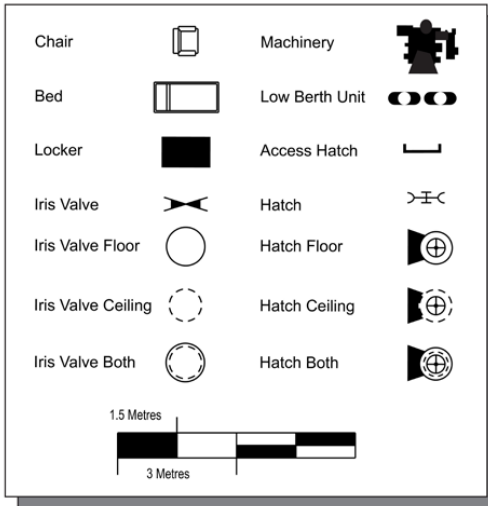
Named after a small viscous, flying predator found on Kusyu, the Khuilrakh is a common fighter found in Aslan space. At home in space and in atmosphere, fast and highly manoeuvrable, it is a favourite among Aslan fighter pilots.

Being a common design in the Aslan Hierarchy, this receives a 10% cost discount.

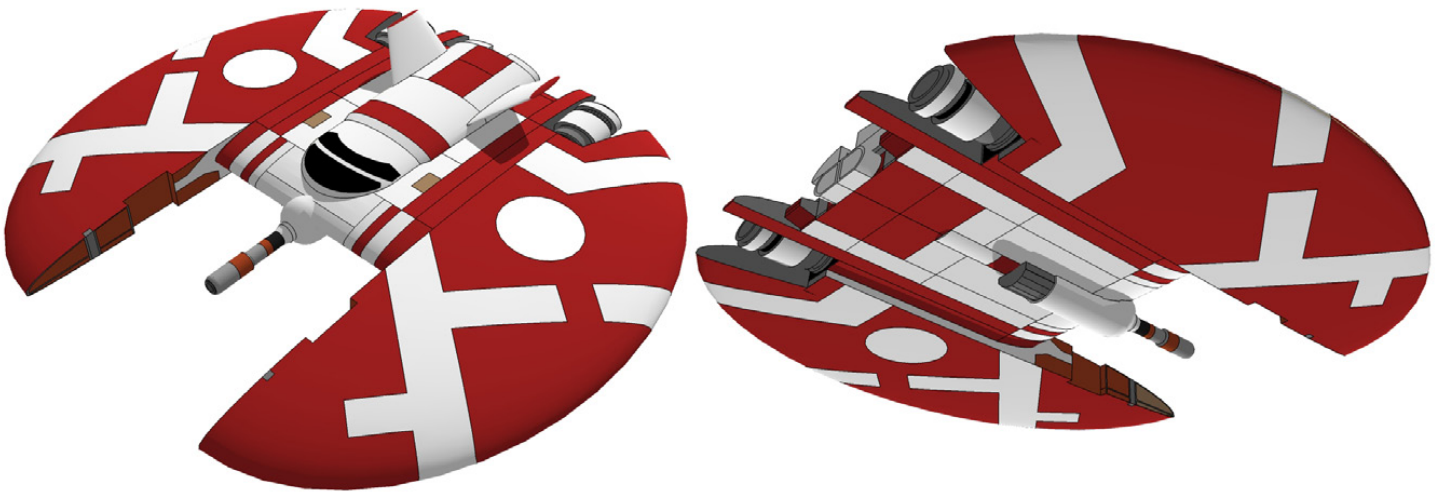
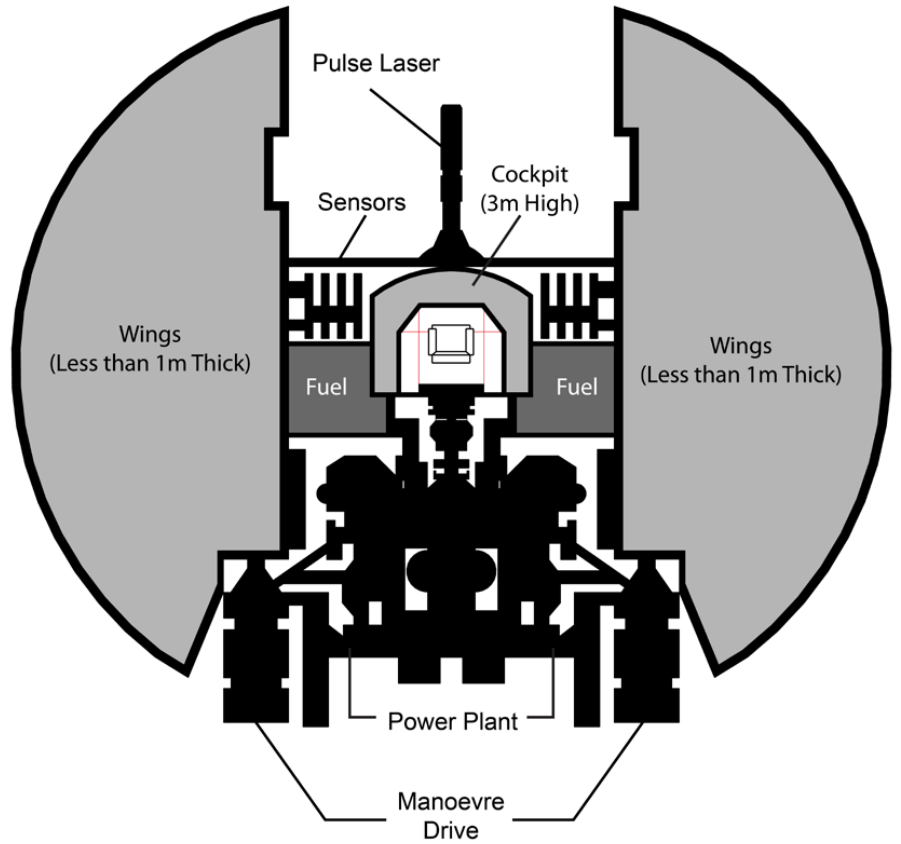
The Khuilrakh is a TL 11 Design.

Aslan Khuilrakh Light Fighter			Tons	Price (Mcr.)
Hull	10 Tons	Hull 0		1.1
		Structure 1		
		Streamlined		
Armour	Crystaliron	2 Points	0.25	0.1
Manoeuvre Drive sD		Thrust 8	2	3.5
Power Plant sG		Rating 12	3	6.0
Bridge	Cockpit for One		1.5	0.05
Computer	Model/1	Rating 5		5.0
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Pulse Laser	1	0.7
Fuel	0.75 ton	One Week of Operations	0.75	
Cargo	None			
Extras	Aerofins		0.5	0.05
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			10	14.895

Aslan Khuilrakh Light Fighter



All Areas Unless Stated are 1.5m high



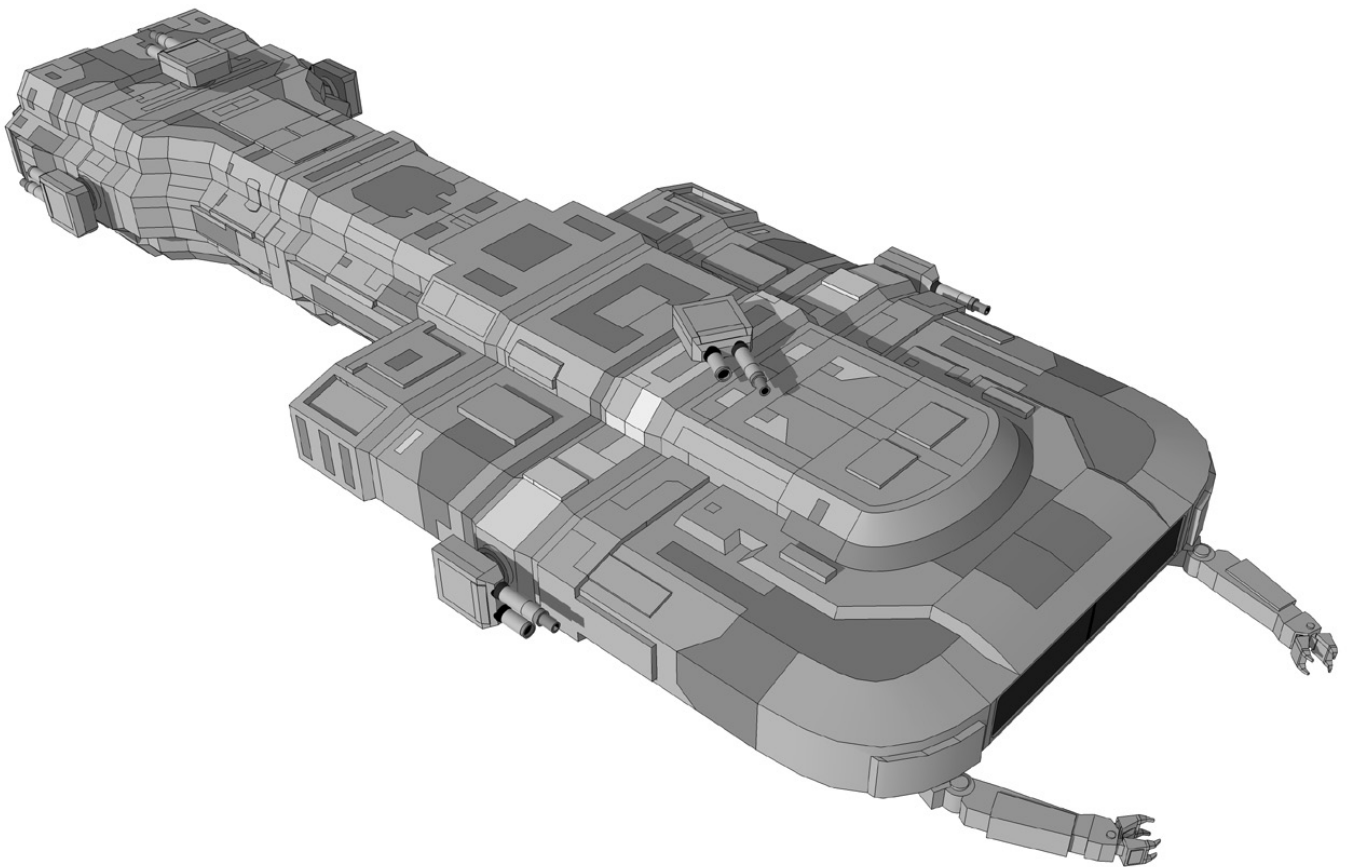
CENTAUR CLASS MERCENARY CARRIER

Ian Stead

Originally designed as a micro-escort carrier for vulnerable convoys, the Centaur has found its way into becoming a sister vessel to the Mercenary Cruiser, acting either as fighter support to other units or as a separate operating force in itself, with the ability to launch small ground operations with air support. Corporations or Governments often employ these ships in the role they were originally designed for, as escorts to freight convoys. In addition, some have been used as anti raider forces and additional support to System Defence forces. For small scale actions, the Centaur is a potent force; it never carried much favour with the Navy as they preferred the larger carriers, hence its new role as a mercenary fighter carrier.

Typical load out for the Centaur is 20 fighters, stacked into the full sized hangar. Cargo space usage is used for fuel/spares for the embarked fighters and sometimes an additional module for the cutter. The cutter is used for refuelling, ground operations and fighter crew retrieval. Two grapple arms under the hangar retrieve damaged craft or those that have run out of fuel.

Normal crew consists of a Captain, XO, Flight Officer, Medic, Chief Engineer, 2 Pilots, Navigator, 20 Pilots, 8 Gunners and 6 Engineers. The barracks space is for up to 20 troops or additional engineers/flight crew. The Centaur is a TL 12 Design.



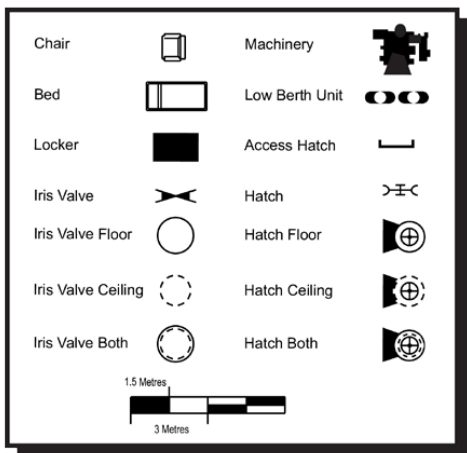
CENTAUR CLASS MERCENARY CARRIER

			Tons	Price (Mcr.)
Hull	800 Tons	Hull 16		80.0000
		Structure 16		
		Standard		
Armour	Crystaliron	4 Points	40	64.0000
Jump Drive D		Jump 1	25	40.0000
Manoeuvre Drive G		Thrust 2	13	28.0000
Power Plant G			22	56.0000
Bridge			20	4.0000
Computer	Model 4/fib	Rating 20		7.5000
Electronics	Military Sensors	+0 DM	2	1.0000
Weapons	Hardpoint #1	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #2	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #3	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #4	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #5	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #6	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #7	Double Turret (Beam Laser/Sandcaster)	1	1.7500
	Hardpoint #8	Double Turret (Beam Laser/Sandcaster)	1	1.7500
Ammunition	160 Sandcaster Barrels		8	0.0800
Fuel	108 Tons	One Jump-1 and Four weeks of operation	108	
Cargo	82 Tons		82	
25 Staterooms			100	12.5000
20 Barracks			40	2.0000
Extras	Fuel Scoop			1.0000
	4 Fuel Processors	80 Tons / day	4	0.2000
	Ship's Locker			
	Repair Drones		8	1.6000
	Cutter		50	19.4580
	Armoury		2	0.5000
	Grappling Arms x2		4	1.0000
	Briefing Room		4	0.5000
	Hangar	200 Ton Capacity	260	52.0000
Software	Jump Control/1	Rating 5		0.1000
	Evade/2	Rating 15		2.0000
	Fire Control/2	Rating 10		6.0000
	Auto-Repair/2	Rating 20		10.0000
	Library/0			
Maintenance Cost (monthly)				0.3354
Life Support Cost (monthly)				0.0360
Total Tonnage & Cost			800	403.8094

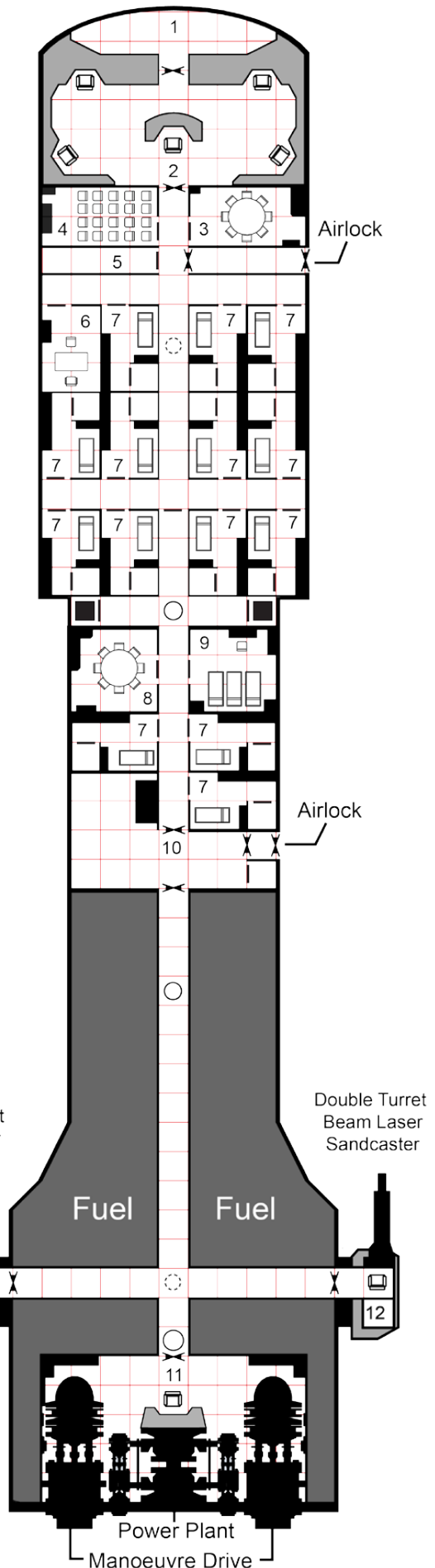
Centaur Class Mercenary Carrier

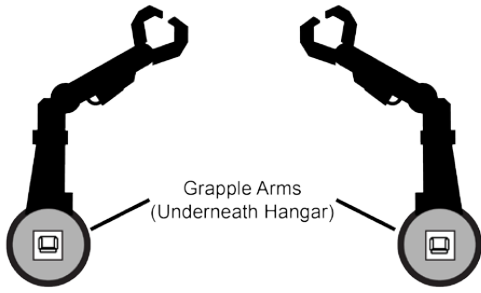
Command / Quarters Deck (Level 1)

1. Avionics / Sensor Bay
2. Bridge
3. Officers Ward Room
4. Briefing Room
5. Ship's Locker
6. Captain's Office
7. Crew Staterooms
8. Crew Common Room
9. Med Bay
10. Repair Drone Bay / Workshop
11. Engineering
12. Sancaster Ammunition



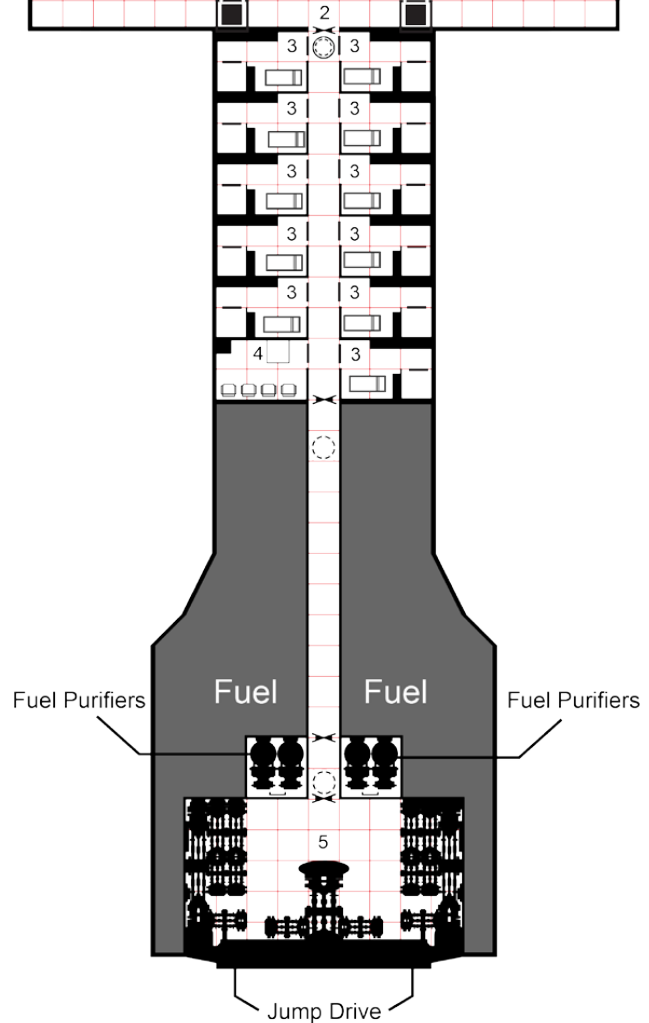
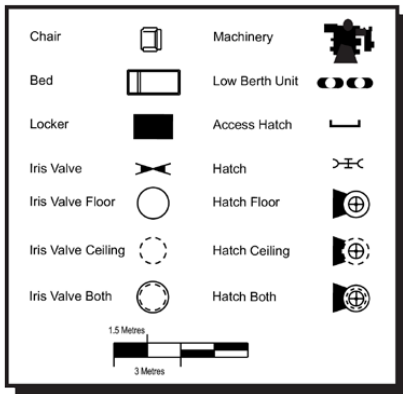
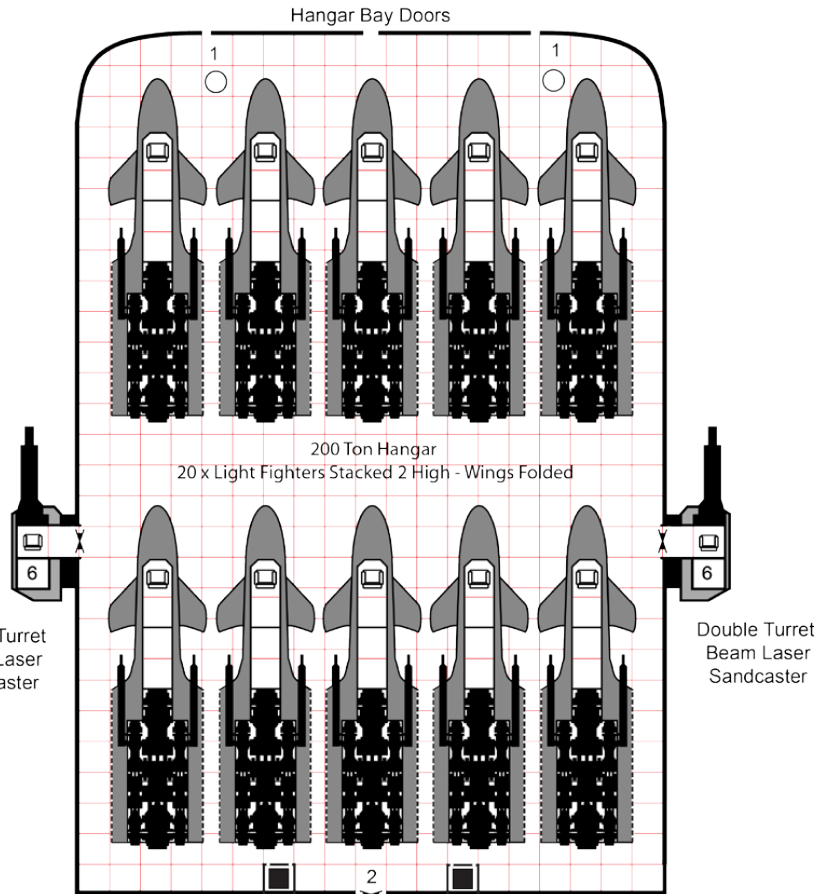
Double Turret
Beam Laser
Sancaster





Hangar Deck
(Level 2)

1. Grapple Access
2. Hangar
3. Flight Crew Staterooms
4. Flight Crew Ready Room
5. Engineering
6. Sandcaster Ammunition



Barracks / Cargo Deck
(Level 3)

1. Barracks
2. Common Fresher
3. Armoury
4. Cargo Bay Underside Door
5. Cargo Bay
6. Cutter
7. Sandcaster Ammunition



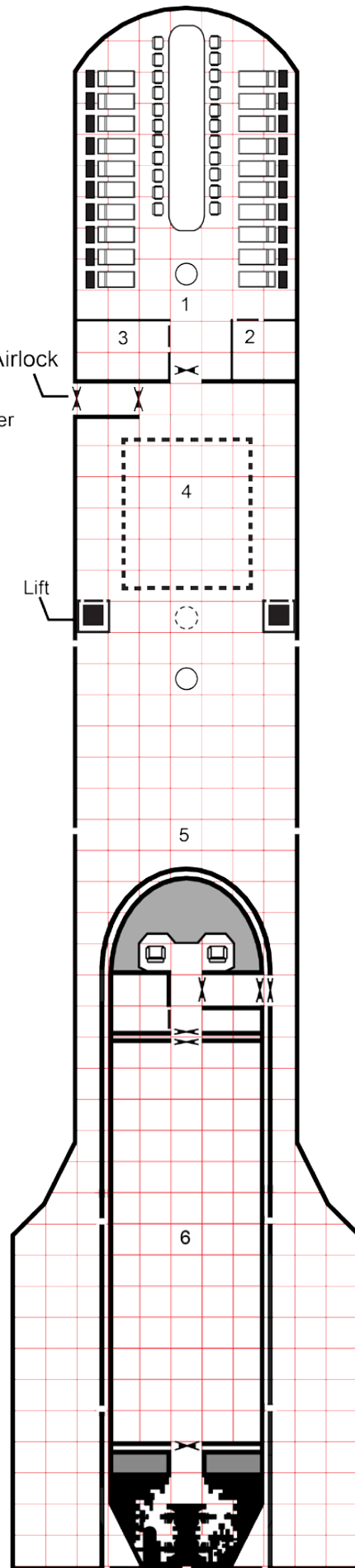
Double Turret
Beam Laser
Sandcaster



Double Turret
Beam Laser
Sandcaster

Chair		Machinery	
Bed		Low Berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 Metres
3 Metres



Cutter Bay Doors

DONOSEV CLASS SURVEY SCOUT

Ian Stead

The Donosev is common survey vessel in use with the Imperial Interstellar Scout Service. This vessel's primary Missions are the continual re-survey of interior regions of Imperial space, continually updating charts, maintaining navigation beacons and replacing or placing hazard markers. These vessels are also able to conduct planet surveys as well, relying on the cutter and air-raft to carry survey crew to a planets service. Two modules are carried, one for refuelling and the other for planetary survey missions. Usually these vessel are unarmed, though tonnage has been set aside for weapons.

Normal crew consists of 1 Captain, 2 pilots, 1 Navigator, 2 Engineers and 8 Survey Crew.

Donosev Class TL15 Survey Scout			Tons	Price (Mcr.)
Hull	400 Tons	Hull 11		21.6000
		Structure 11		
		Distributed		
Armour	Bonded Superdense	3 Points	10	10.8000
Jump Drive F		Jump 3	26.25	120.0000
Manoeuvre Drive D		Thrust 2	5.25	32.0000
Power Plant F		Rating 3	14.25	96.0000
Bridge	Standard		20	2.0000
Computer	Model 3	Rating 15		2.0000
Electronics	Survey Sensors	DM+1	10	10.0000
Weapons	4 Empty Hardpoints		4	
Ammunition	Non			
Fuel	144 Tons	One Jump-3 and 4 Weeks of operations	144	
Cargo	30 Tons		30	
10 Staterooms	4 Double Berths		40	50.0000
Extras				
	2 Fuel Processor	40 Tons / day	2	0.1000
	Ship's Locker			
	Cutter		50	19.4580
	Extra Module		30	1.2000
	Advanced Survey Drones	x8	2	1.6000
	Air Rafts	x3	12	0.8250
Software	Manoeuvre/0	Rating 0		
	Jump Control/3	Rating 15		0.3000
	Library/0			
		Rating 10		
Maintenance Cost (monthly)				0.0275
Life Support Cost (monthly)				0.0600
Total Tonnage & Cost			399.75	367.8830

KHOGHUE ARMED JUNKER

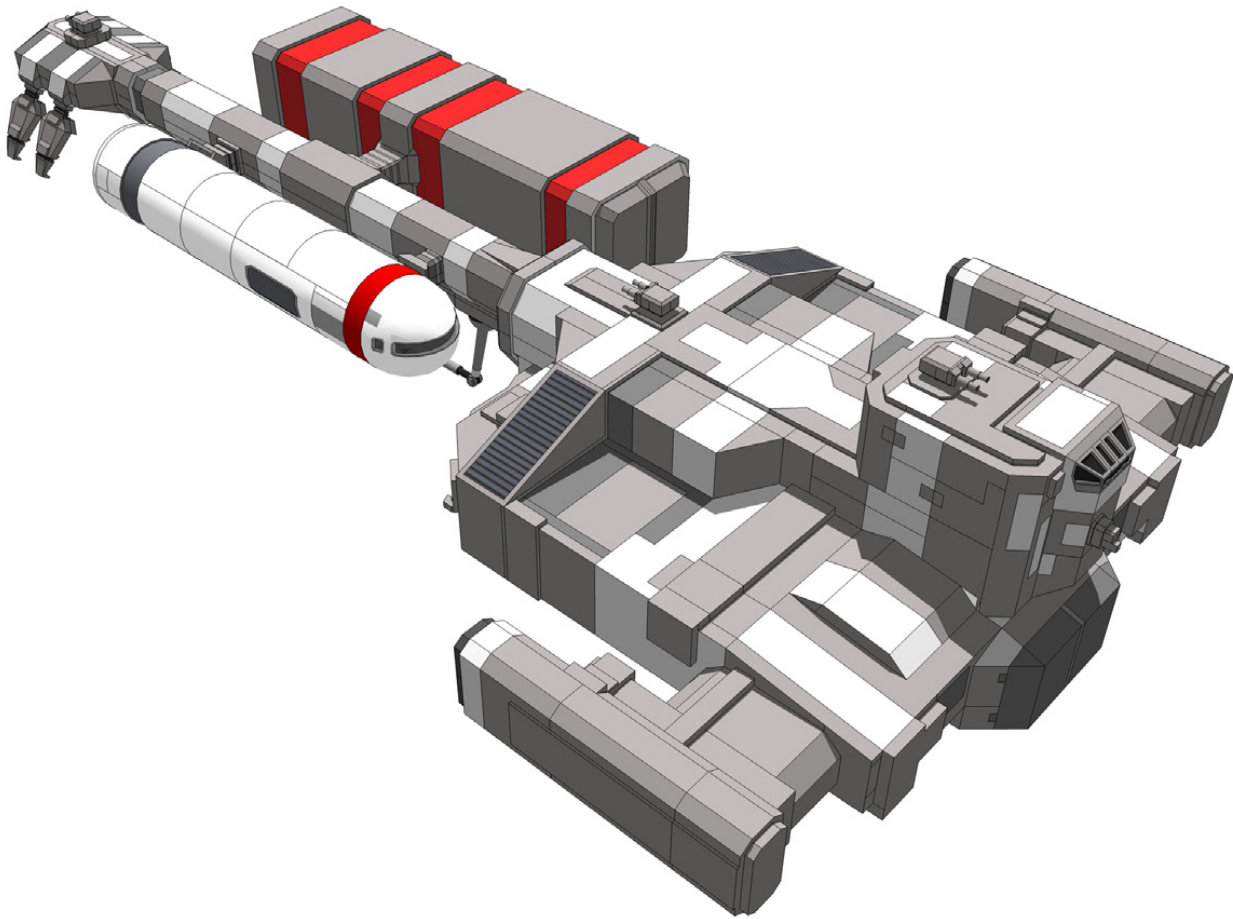
Ian Stead

Amongst Vargr traders, dealing in junk is a common business, so ships like Khoghue help supply the trade. Junk can be a dangerous business, so the Khoghue is armed with four beam lasers and two missile launcher turrets to deal with rivals, raiders and to perhaps make some 'junk' of its own.

Endurance extending panels and additional crew comforts allow this ship to engage in long salvage operations, especially in remote areas of space. Two maintenance pods are carried in a full sized hangar to assist in salvage operations. The distributed design allows the ship to survive in the event of an explosion from dangerous salvage, such as unexploded ordnance.

The large rear clamp has docking access ports for any hulk it tows.

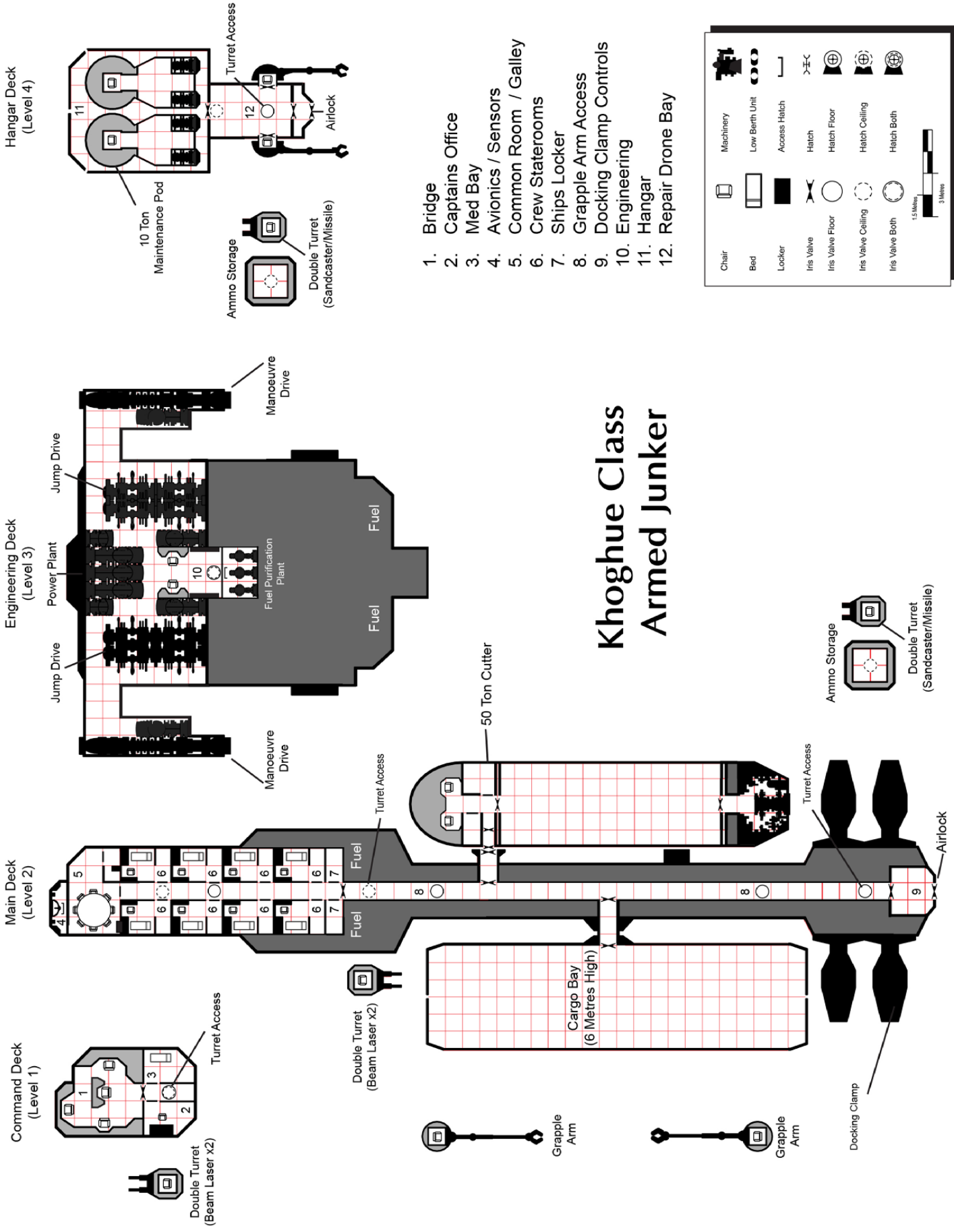
Normal crew consists of a Captain, 3 Pilots, Navigator, 3 Engineers and 4 Gunners. The Khoghue is a TL 12 Design.



KHOGHUE ARMED JUNKER

Khoghue Armed Junker			Tons	Price (Mcr.)
Hull	500 Tons	Hull 10		28.8
		Structure 10		
		Distributed		
		Radiation Shielding		125
Armour	Crystaliron	4 Points	25	14.4
Jump Drive E		Jump 2	30	50
Manoeuvre Drive E		Thrust 2	9	20
Power Plant E			16	40
		Solar Panels	1.6	0.16
Bridge			20	2.50
Computer	Model 2	Rating 10		0.016
Electronics	Basic Civilian	-2 DM	1	0.005
Weapons	Hardpoint #1	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint #2	Double Turret (Beam Laser/Beam Laser)	1	2.5
	Hardpoint #3	Double Turret (Sandcaster/Missile)	1	1
	Hardpoint #4	Double Turret (Sandcaster/Missile)	1	1
Ammunition		24 Standard Missiles	2	
		40 Sandcaster Barrels	2	
Fuel	120 Tons	One Jump-2 and Four weeks of operation	120	
Cargo	122 Tons		122	
8 Staterooms			32	4
Extras				
	3 Fuel Processors	60 Tons / day	3	0.15
	Ship's Locker			
	Cutter	With Fuel Module	50	19.458
	Docking Clamp	One 2,000 Ton Capacity Clamp	20	4
	Grapple Arm	Four Grapple Arms	8	1.0000
	Repair Drones		5	1.0000
	2x Maintenance Pods	Full Hangar	26	11.03
	Luxuries		3	0.3
Software	Manoeuvre/0	Rating 0		
	Jump Control/2	Rating 10		0.2
	Evade/1	Rating 10		1
	Fire Control/2	Rating 10		4
	Auto Repair/1	Rating 10		5
	Library/0			
Maintenance Cost (monthly)				0.028
Life Support Cost (monthly)				0.018
Total Tonnage & Cost			499.6	340.019

Khoghue Class Armed Junker



1. Bridge
2. Captains Office
3. Med Bay
4. Avionics / Sensors
5. Common Room / Galley
6. Crew Staterooms
7. Ships Locker
8. Grapple Arm Access
9. Docking Clamp Controls
10. Engineering
11. Hangar
12. Repair Drone Bay

Chair	Machinery
Bed	Low Berth Unit
Locker	Access Hatch
Iris Valve	Hatch
Iris Valve Floor	Hatch Floor
Iris Valve Ceiling	Hatch Ceiling
Iris Valve Both	Hatch Both

1.5 Metres
3 Metres

GISHIASH STEALTH SCOUT

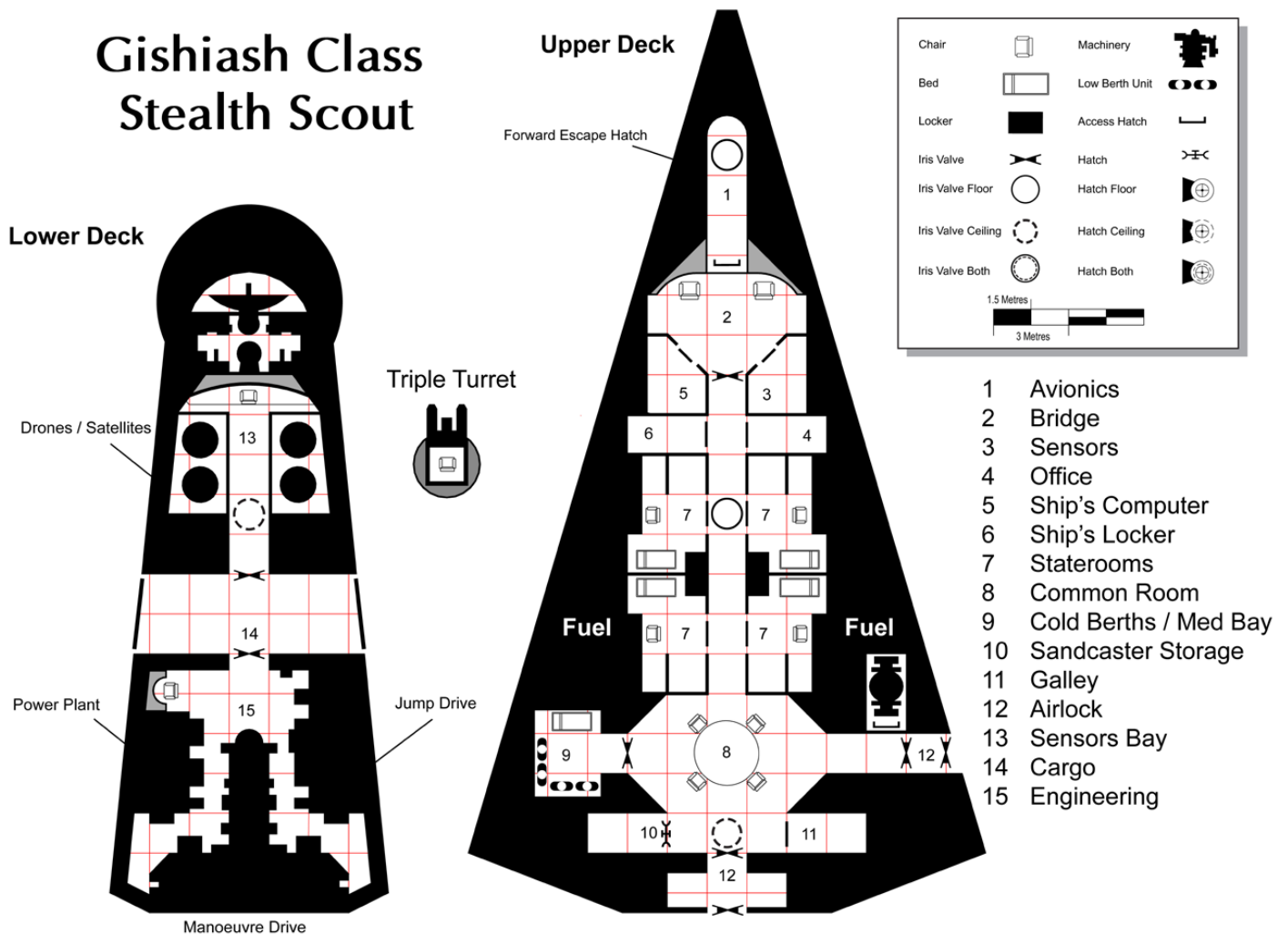
Ian Stead

With advanced electronics, stealth hull and jump, this ship is designed to see and not be seen. Based on the standard Type, the main external difference is the large bulge house the survey suite, an unusual piece of equipment to be on such a small ship. Additional crew facilities and comforts allow the crew to remain on station for long periods of time, without boredom and monotony becoming an issue.

Usual missions involve covert intelligence gathering or the insertion/retrieval of covert teams. The IIS will often use the Gishiash for observing new species where direct contact would be dangerous to the scout team. After observing the species for a time, a decision will be made to contact the species or not.

The Navy has some of these units also, employed as scouts or electronic warfare ships, often stripping internal fittings for additional armour.

Normal crew consists of a pilot, navigator/sensor specialist, engineer, Gunner and Engineer with room for 4 passengers in cold berths. The Gishiash is a TL 13 Design.



Gishiash Stealth Scout			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2		2.0
		Structure 2		
		Streamlined		0.2
		Stealth		10.0
Armour	Crystaliron	4 Points	5	0.4
Jump Drive A	Stealth Jump	Jump 2	10	100.0
Manoeuvre Drive A		Thrust 2	2	4.0
Power Plant A		Rating 2	4	8.0
		Solar Panels	0.5	0.5000
Bridge			10	0.0500
Computer	Model 2/fib	Rating 10		0.3200
Electronics	Survey Sensors	DM+1	10	10.0000
	Enhanced Signal Processing		2	8.0000
Weapons	Hardpoint #1	Triple Turret (Pulse Laser x2 TL11 (Long Range, Accurate), Sandcaster)	1	3.2500
Ammunition		20 Sandcaster Barrels	1	
Fuel	28Tons	One Jump-2 and 8 weeks of operation	28	
Cargo	5.5 Tons		5.5	
4 Staterooms			16	2.0000
4 Cold Berths			2	0.1000
Extras	Fuel Scoops	Integral		
	1 Fuel Processor	20 Tons / day	1	0.4000
	Ship's Locker			
	Luxuries 2		2	2.0
Software	Manoevre/0	Rating 0		
	Jump Control/2	Rating 10		0.2000
	Fire Control/2	Rating 10		4.0000
	Evade/1	Rating 5		1.0000
	Library/0			
Maintenance Cost (monthly)				0.0660
Life Support Cost (monthly)				0.0128
Total Tonnage & Cost			100	154.4200

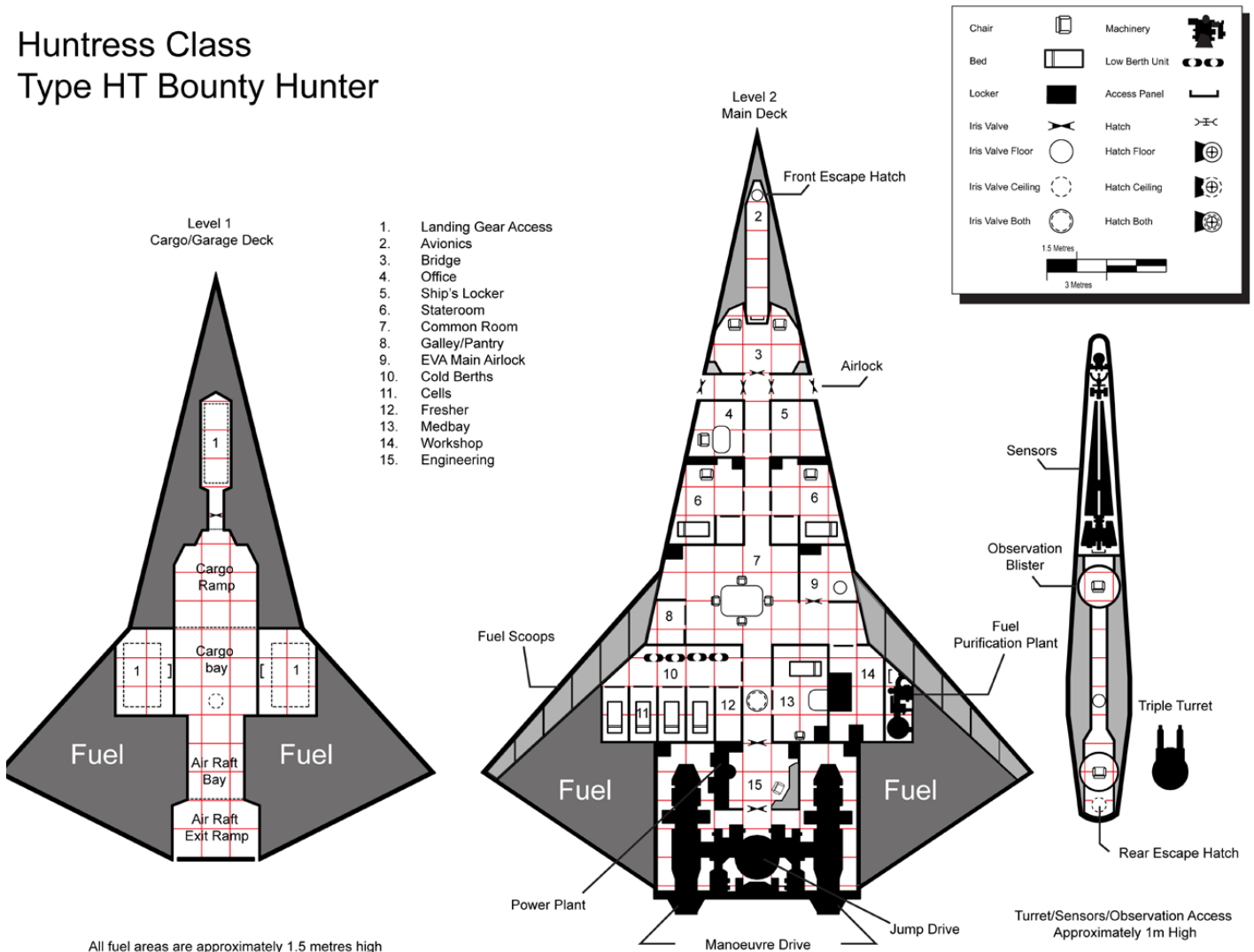
HUNTRESS CLASS TYPE HT BOUNTY HUNTER

Ian Stead

The Huntress is a popular ship among bounty hunters. Built from converted surplus Type-SN ships, it's a well-equipped design and no two are alike. With a dedicated workshop and med bay it allows the bounty hunter to be self-sufficient on a mission. Room is on board for 4 captives in cold berths and four in cells. The other stateroom is usually used for extra crew or a low security risk bounty.

Normal crew consists of one Pilot. The Huntress is a TL 11 Design.

Huntress Class Type HT Bounty Hunter



HUNTRESS CLASS TYPE HT BOUNTY HUNTER

Huntress Class Type HT Bounty Hunter			Tons	Price (Mcr.)
Hull	100 Tons	Hull 2		1.000
		Structure 2		
Armour	Crystaliron	4 Points	5	0.200
Jump Drive A		Jump 2	10	10.000
Manoeuvre Drive B		Thrust 4	3	8.000
Power Plant B		Rating 4	7	16.000
Bridge			10	0.500
Computer	Model /2	Rating 10		0.160
Electronics	Basic Military	DM +0	2	1.000
Weapons	Hardpoint #1	Triple Turret (Pulse Laser/Pulse Laser/Sandcaster)	1	
Ammunition	Sandcaster	20 Barrels	1	2.250
Fuel	28 Tons	One Jump-2 and 4 weeks of operation	28	
Cargo	5 Tons		5	
2 Staterooms			8	1.000
4 Low Berths			2	0.100
Extras	Fuel Scoop			1.000
	1 Fuel Processor	20 Tons/Day		0.050
	Ship's Locker			
	Cabin Space	Room for 4 Secured Prisoners	6	0.300
	Air Raft		4	0.275
	Workshop		4	0.400
	Med bay		4	0.800
Software	Manoeuvre/0			
	Jump Control/2	Rating 10		0.200
	Library/0	Rating 10		
	Evade/1			1.000
	Fire Control/1	Rating 10		2.000
	Intellect	Rating 10		1.000
Maintenance Cost (monthly)				0.039
Life Support Cost (monthly)				0.014
Total Tonnage & Cost			100	47.230

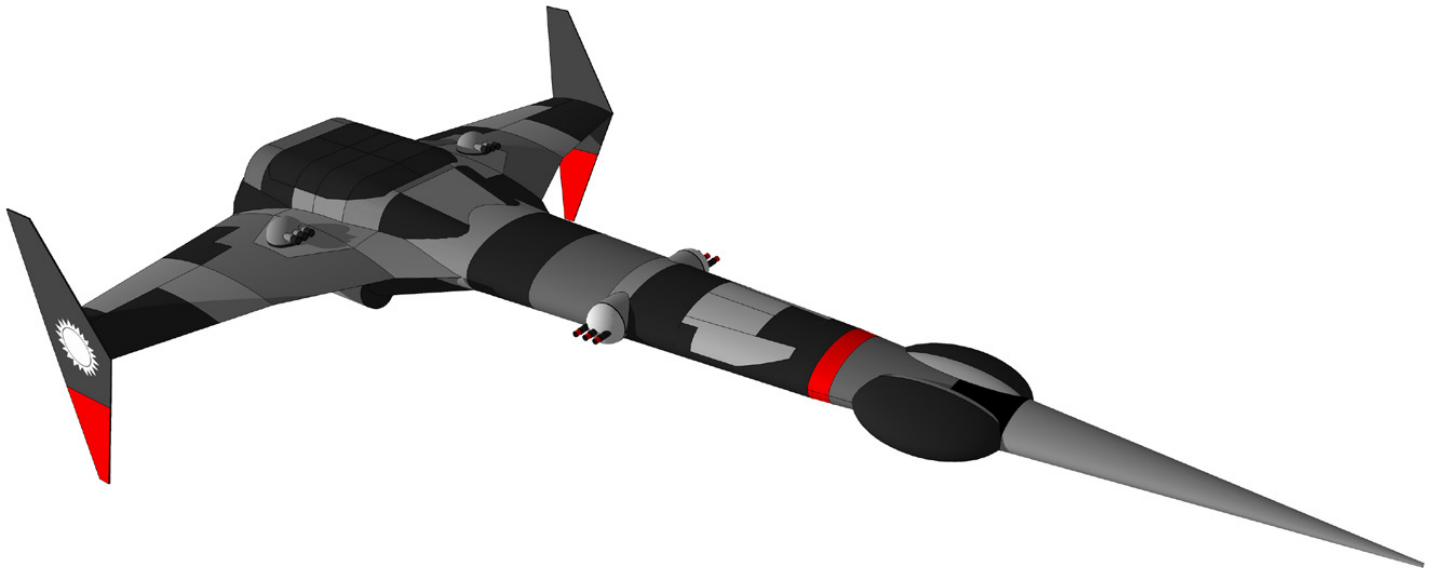
JAGHARA CLASS TL9 PATROL CRUISER

Ian Stead

The Jaghara is an old design that has long been superseded by more modern and advanced patrol cruisers such as the Type-T. Some still exist in out of the way frontier systems, were a few have ended up in governments friendly or allied to the Imperium. Its longevity is due to its heavy armour and simple control systems.

Most existing versions have had their older sensors replaced with more modern versions.

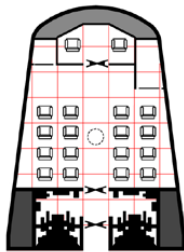
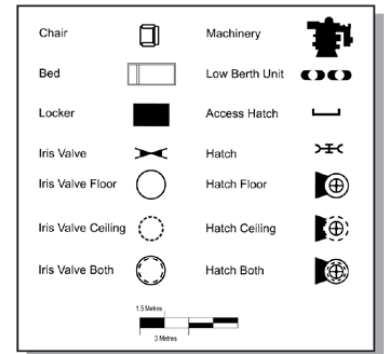
Normal crew consists of a Captain, Executive Officer, 3 pilots, Navigator, 5 Engineers, Medic, 4 Gunners and 8 Marines. The Jagahra is a TL 9 Design. The sensors are TL10, and the additional weight and cost reflects this.



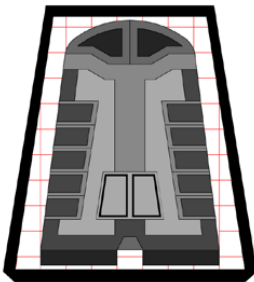
JAGHARA CLASS TL9 PATROL CRUISER

Jaghara Class TL9 Patrol Cruiser			Tons	Price (Mcr.)
Hull	400 Tons	Hull 5		13.6000
		Structure 5		
		Streamlined		1.3600
Armour	Titanium Steel	8 Points	80	1.7200
Jump Drive B		Jump 1	15	20.0000
Manoeuvr Drive H		Thrust 4	15	32.0000
Power Plant H		Rating 4	25	64.0000
Bridge			20	2.0000
Computer	Model 2	Rating 10	1	0.1600
Electronics	Basic Military TL10	+0 DM	4	3.0000
Weapons	Hardpoint #1	Triple Turret (Beam Laser x3)	1	4.0000
	Hardpoint #2	Triple Turret (Beam Laser x3)	1	4.0000
	Hardpoint #3	Triple Turret (Missile Rackx3)	1	3.2500
	Hardpoint #4	Triple Turret (Missile Rackx3)	1	3.2500
Ammunition		120 Missiles	10	
Fuel	72 Tons	One Jump-1 and 4 weeks of operation	72	
Cargo	30 Tons		50	
14 Staterooms		(10 x Double Occupancy)	48	5.0000
10 Cold Berths			5	0.5000
Extras	Fuel Scoops			
	2 Fuel Processors	40 Tons / day	2	0.1000
	Ship's Locker			
	Ship's Boat	Full Hangar	39	25.4940
	ATV		10	27.2000
Software	Manoevre/0	Rating 0		
	Jump Control/1	Rating 5		0.1000
	Fire Control/2	Rating 10		4.0000
	Evade/1	Rating 5		1.0000
	Auto Repair/1	Rating 10		5.0000
	Library/0			
Maintenance Cost (monthly)				0.0073
Life Support Cost (monthly)				0.0039
Total Tonnage & Cost			400	88.0540

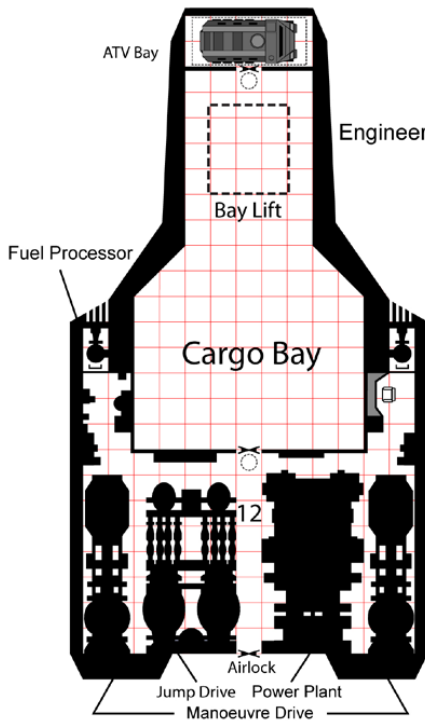
Jaghara Class Patrol Cruiser



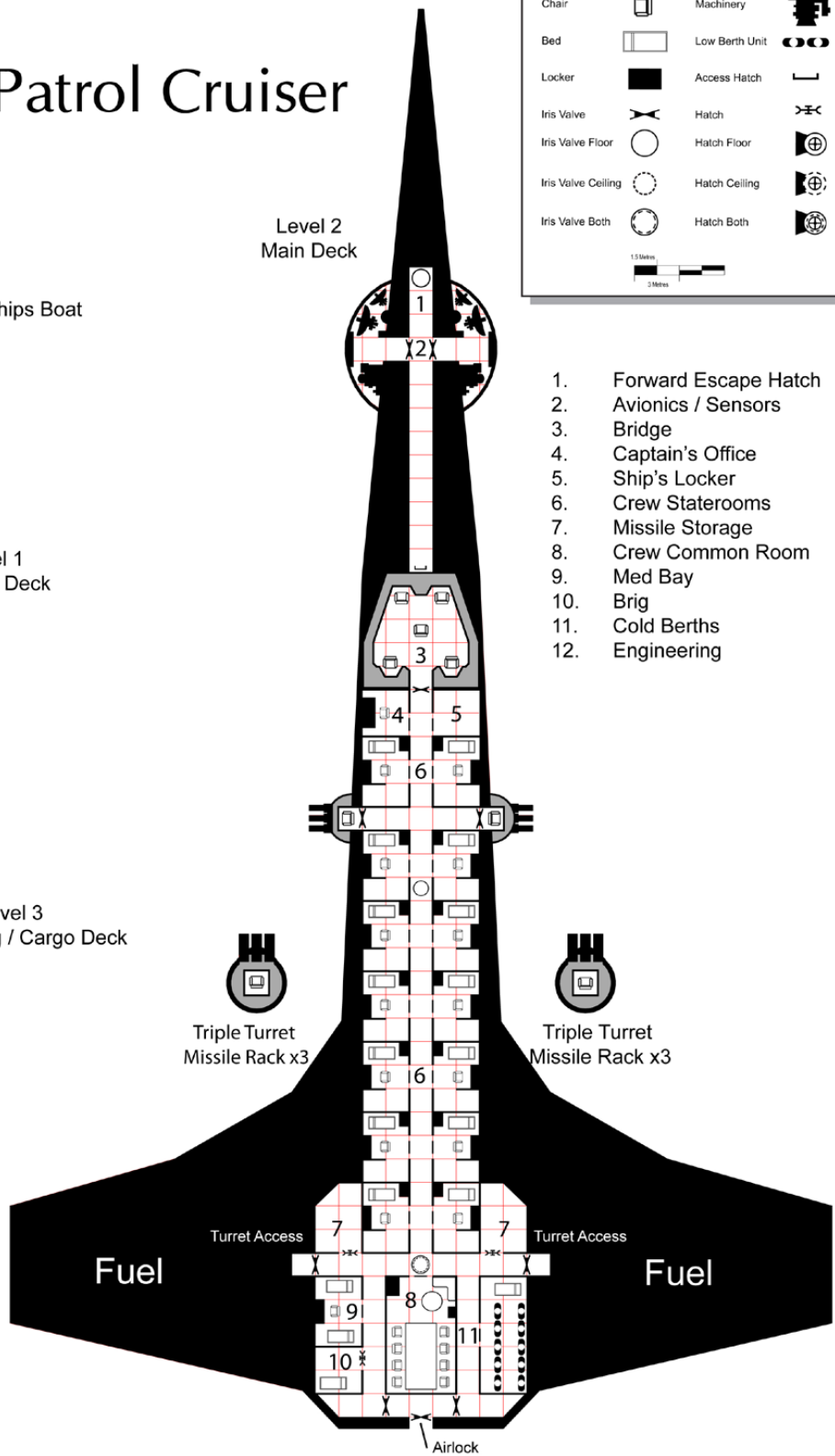
30 Ton Ships Boat



Level 1
Hangar Deck



Level 3
Engineering / Cargo Deck



1. Forward Escape Hatch
2. Avionics / Sensors
3. Bridge
4. Captain's Office
5. Ship's Locker
6. Crew Staterooms
7. Missile Storage
8. Crew Common Room
9. Med Bay
10. Brig
11. Cold Berths
12. Engineering

NGUKSU ARMoured FAST TRADER

Ian Stead

The Nguksu is a Vargr-built craft designed to carry valuable cargo fast and secure across the Extents and beyond. Built to take a pounding, this level of armour is often seen on military vessels instead of merchants. It has also seen use as a courier in dangerous sectors of space, and is a mini-escort ship for less protected vessels. The downside of this design is the small cargo area compared with most other trader ships of this size, but its is offset somewhat with the ability to carry expensive freight in greater security.

Usually the ship carries 2 gunners who double as security for the ship. A few variants of this design exist, and some trade cargo space for armoured vaults or passengers, while one version adds military grade electronic and particle guns.

Nguksu Armoured Faster Trader			Tons	Price (Mcr.)
Hull	200 Tons	Hull 4		8.8000
		Structure 4		
		Streamlined		
Armour	Crystaliron	8 Points	20	3.2000
Jump Drive B		Jump 2	15	20.0000
Manoeuvre Drive F		Thrust 6	11	24.0000
Power Plant F			19	48.0000
Bridge			10	1.0000
Computer	Model 2 /fib	Rating 10		0.0320
Electronics	Advanced	+1 DM	3	2.0000
Weapons	Hardpoint #1	Triple Turret (Pulse Laser x2, Sandcaster)	1	2.5000
	Hardpoint #2	Triple Turret (Pulse Laser, Missile Rack x2)	1	
Ammunition		20 Sandcaster Tubes	1	
		36 Standard Missiles	3	
Fuel	52 Tons	One Jump-2 and 2 weeks of operation	52	
Cargo	37 Tons		37	
6 Staterooms		(1 x Double Occupancy)	24	3.0000
Extras	Fuel Scoops			
	2 Fuel Processors	60 Tons / day	2	0.1500
	Ship's Locker			
	Luxuries		1	0.1000
Software	Manoeuvre/0	Rating 0		
	Jump Control/2	Rating 10		0.2000
	Fire Control/2	Rating 10		4.0000
	Evade/1	Rating 5		1.0000
	Library/0			
Maintenance Cost (monthly)				0.0130
Life Support Cost (monthly)				0.0098
Total Tonnage & Cost			200	117.9820















NOLRRGARRAI VARGR STRIKE FIGHTER

Ian Stead

The Nolrrgarrai is a common fighter among Vargr corsairs and mercenaries. With a fast engine and heavy armour, it is an ideal design for fast raids and ground strikes.

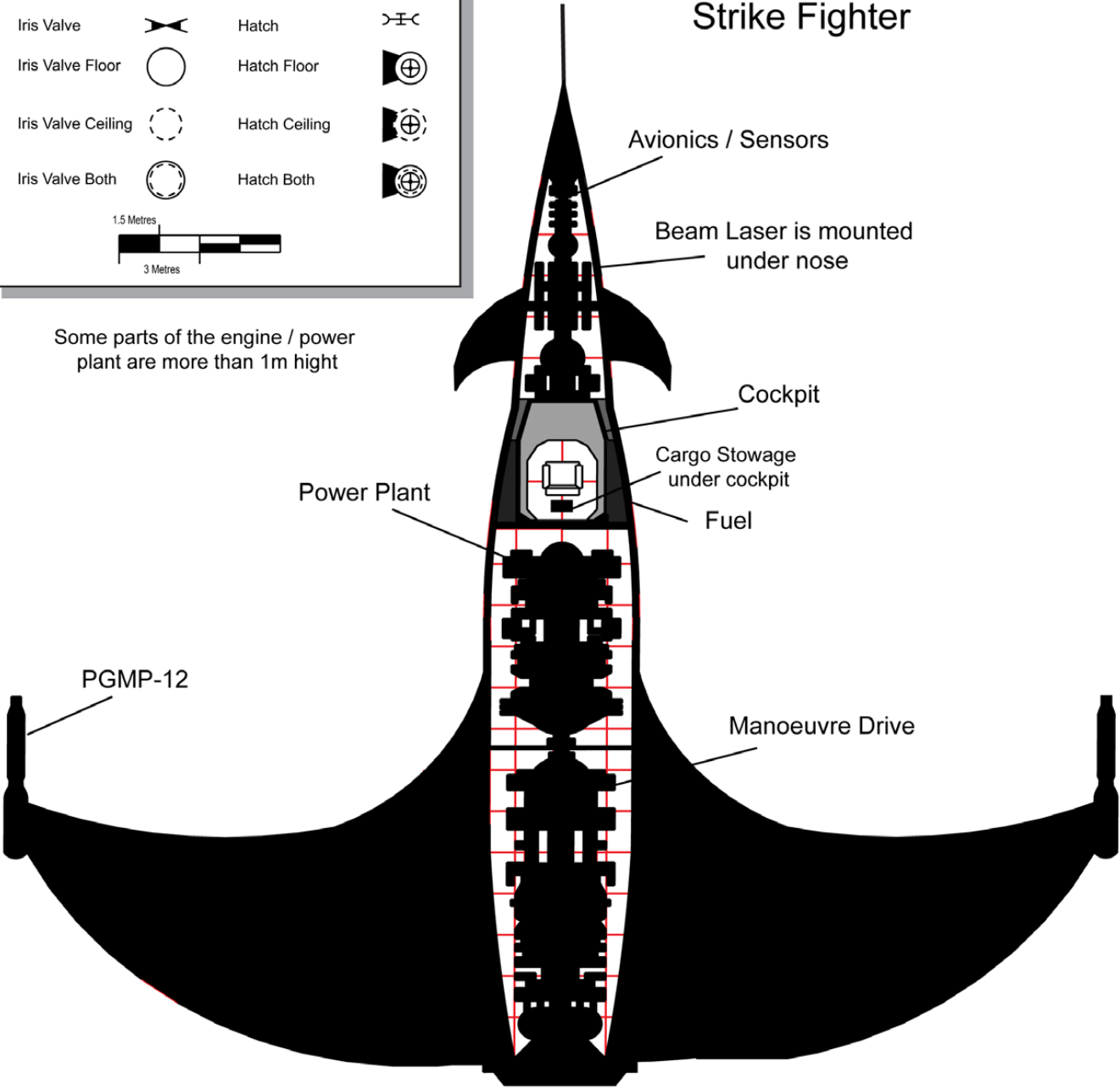
The Nolrrgarrai Vargr Strike Fighter is a TL 12 Design

Nolrrgarrai Vargr Strike Fighter			Tons	Price (Mcr.)
Hull	20 Tons	Hull 0		1.20
		Structure 1		
		Streamlined		0.12
Armour	Crystaliron	12 Points	3	0.72
Manoeuvre Drive sM		Thrust 12	7	14.00
Power Plant sM		Rating 12	5.1	
Bridge	Cockpit for 1		1.5	2.00
Computer	Model 4	Rating 20		5.00
Electronics	Basic Military	+0 DM	2	1.00
Weapons	Fixed Mounting	Beam Laser	1	1.10
	Anti Personnel Mount	PGMP-12 x2		0.04
Fuel	0.30 Tons	2 Days of Operations	0.3	
Cargo	0.1 Tons		0.1	
Software	Manoeuvre/0	Rating 0		
	Fire Control/4	Rating 20	8	8
	Evade/2	Rating 15	6	6
	Library/0			
Total Tonnage & Cost			20	39.18

Chair		Machinery	
Bed		Low Berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 Metres
3 Metres

Nolrrgarrai Vargr Strike Fighter



Some parts of the engine / power plant are more than 1m high

RHAPSODY CLASS MERCHANT TRADER

Ian Stead

Designed primarily as a cargo carrier, the Rhapsody is a common design in known space. Unlike most small traders it comes with weapons fitted on the standard hull. Without the passenger space of other traders, some consider this not to be as flexible a design as the Free Trader. However, some see the extra speed and aero fins as a bonus.

Normal crew consists of a pilot, navigator, 1 Engineer and 3 Gunners (who usually act as cargo crew and additional maintenance crew) The Rhapsody is a standard design and benefits from the -10% cost bonus. This a TL 11 Design.

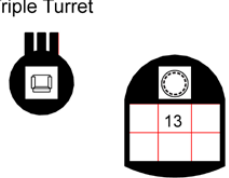
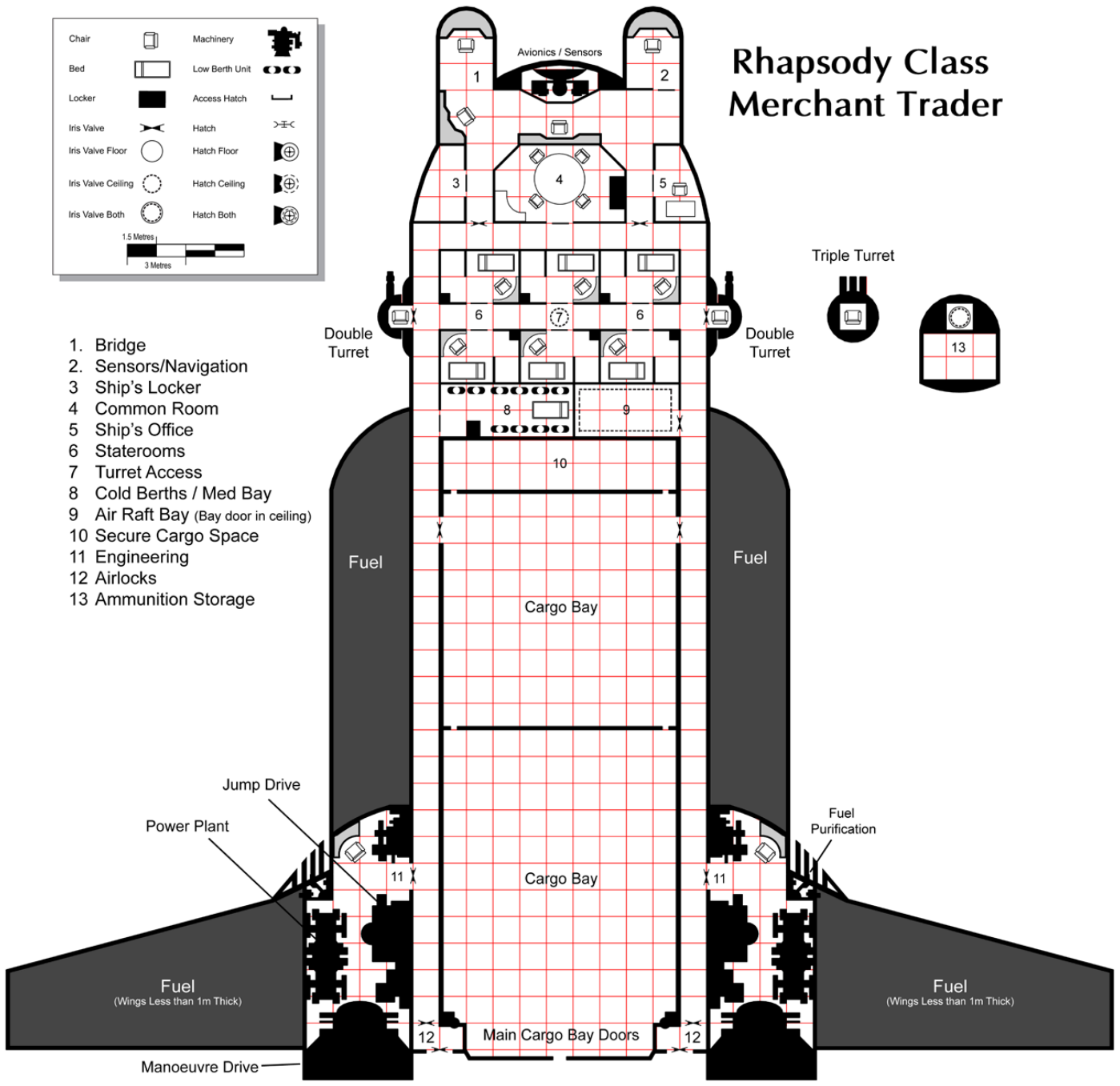
Rhapsody Class Merchant Trader			Tons	Price (Mcr.)
Hull	300 Tons	Hull 2		12.0
		Structure 2		
		Streamlined		1.20
Armour	Crystaliron	4 Points	15	2.40
Jump Drive B		Jump 2	15	20.0
Manoeuvre Drive C		Thrust 2	5	12.0
Power Plant C		Rating 2	10	24.0
Bridge			20	1.50
Computer	Model 1	Rating 5		0.32
Electronics	Basic Civilian	DM-2	1	0.05
Weapons	Hardpoint #1	Double Turret (Pulse Laser x2)	1	1.5
	Hardpoint #2	Double Turret (Pulse Laser x2)	1	1.5
	Hardpoint #3	Triple Turret (Missile Rack x2, Sandcaster)	1	2.75
Ammunition		20 Sandcaster Barrels	1	
		24 Missiles	2	
Fuel	42 Tons	One Jump-1 and 4 weeks of operation	42	
Cargo	136 Tons		136	
6 Staterooms			24	3.0
10 Cold Berths			5	0.5
Extras	Fuel Scoops	Integral		
	2 Fuel Processor	40 Tons / day	2	0.1
	Ship's Locker			
	Air Raft		4	0.275
	Aerofins		15	1.5
Software	Manoevre/0	Rating 0		
	Jump Control/1	Rating 5		0.1
	Fire Control/1	Rating 5		2.0
	Library/0			
Maintenance Cost (monthly)				0.065
Life Support Cost (monthly)				0.013
Total Tonnage & Cost			300	78.02

Rhapsody Class Merchant Trader

Chair		Machinery	
Bed		Low Berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 Metres
3 Metres

1. Bridge
2. Sensors/Navigation
3. Ship's Locker
4. Common Room
5. Ship's Office
6. Staterooms
7. Turret Access
8. Cold Berths / Med Bay
9. Air Raft Bay (Bay door in ceiling)
10. Secure Cargo Space
11. Engineering
12. Airlocks
13. Ammunition Storage

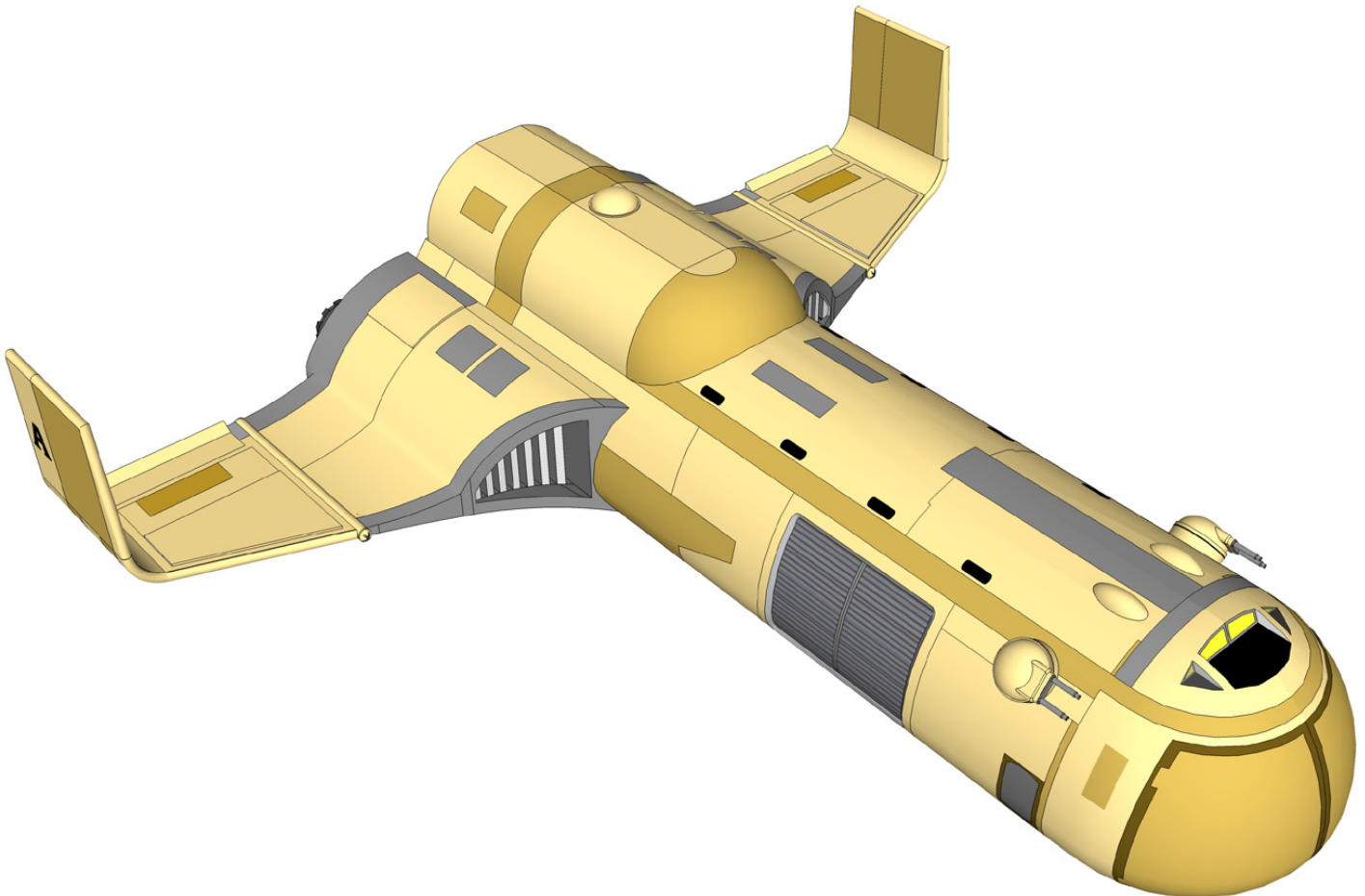


MERCHANT TRADER TYPE RX

Ian Stead

The RX is a larger version of the Type-R. With the additional tonnage comes more capacity, a secure armoured vault and better comfort for the crew and passengers. Unlike the Type-R the launch is replaced by a larger Ship's Boat that has its own full hangar. Though the standard model is not fitted with armament there is room for five turrets and ammunition.

Normal crew consists of 1 Captain, 2 Pilots, Navigator, 2 Engineers and a Steward/Medic. Normal passenger capacity is 10 and 12 in Low Berths. Gunners are usually added or existing crew fill the role. The Type-RX is a TL 12 design.

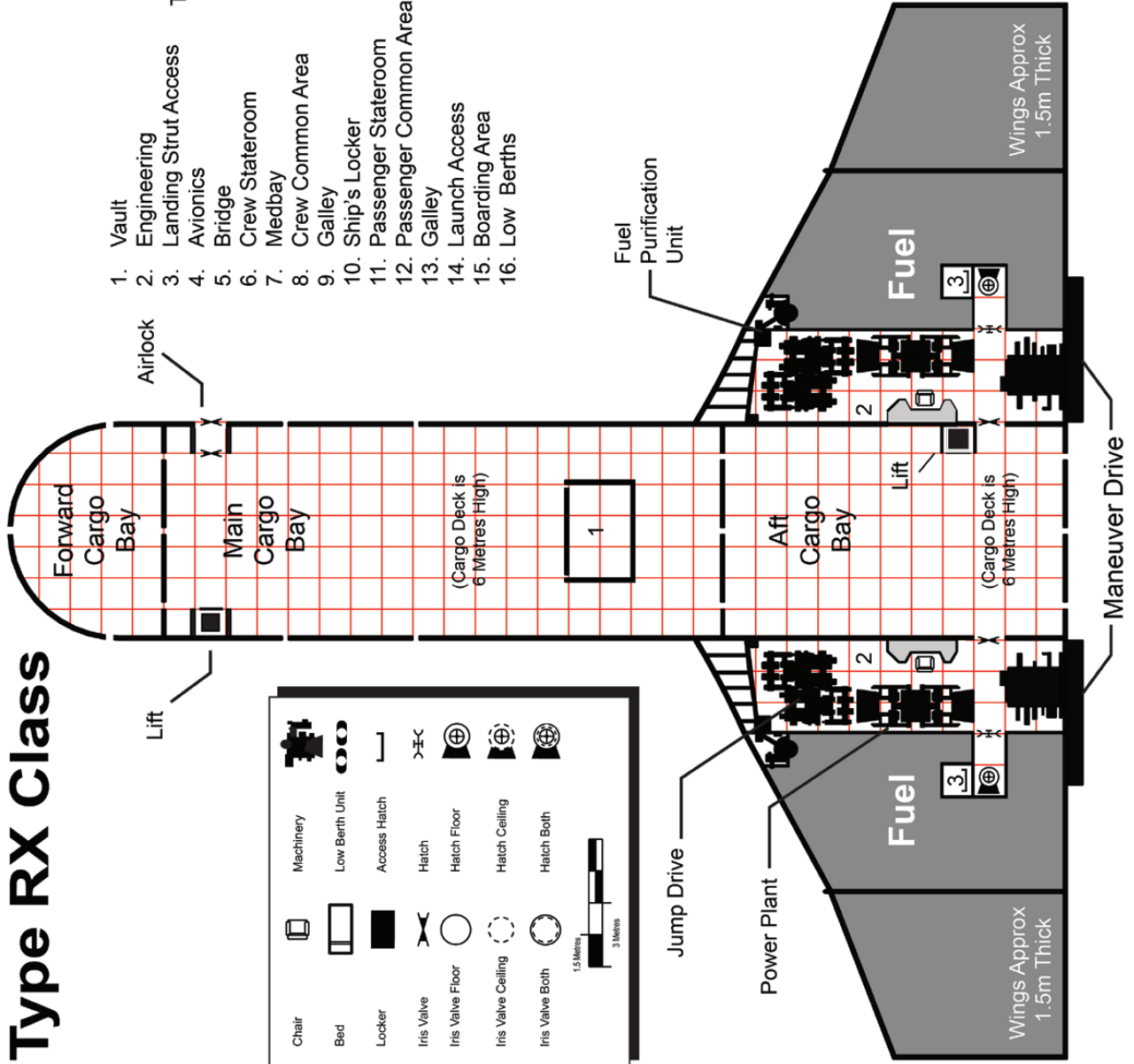


MERCHANT TRADER TYPE RX

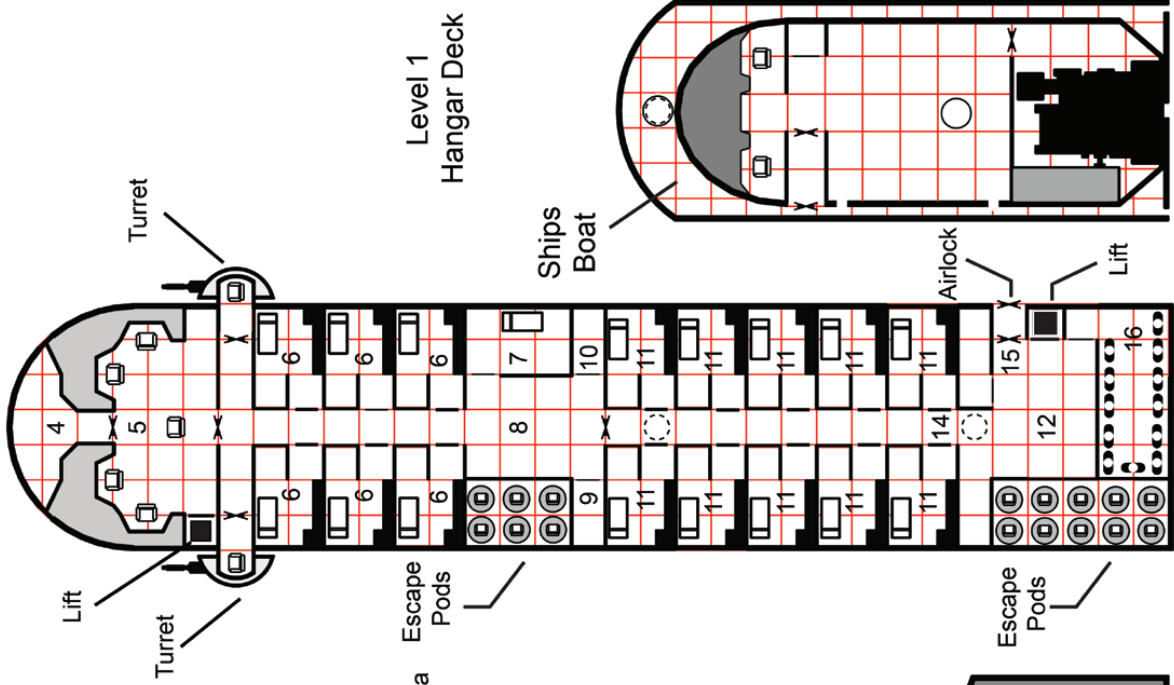
			Tons	Price (Mcr.)
Hull	500 Tons	Hull 10		32
		Structure 10		
		Streamlined		3.2
Armour	Crystaliron	4 Points	25	6.4
Jump Drive C		Jump 2	20	30
Manoeuvre Drive C		Thrust 2	5	12
Power Plant C		Rating 2	10	24
Bridge			20	2
Computer	Model /2	Rating 10		0.16
Electronics	Civilian Sensors	DM -2	1	0.05
Weapons	Hardpoint #1	Empty		
	Hardpoint #2	Empty		
	Hardpoint #3	Empty		
	Hardpoint #4	Empty		
	Hardpoint #5	Empty		
Fuel	62	One Jump-1 and 4 weeks of operation	62	
Cargo	210 Tons		210	
16 Stateroom			64	8
12 Low Berths			6	0.6
Extras	Fuel Scoops			
	3 Fuel Processors	60 Tons / day	3	0.15
	Ship's Locker			
	Ship's Boat	Full Hangar	39	19.629
	Escape Pods	One for Every Stateroom	8	0.8
	Luxuries	Steward - 8	8	0.8
	Vault		12	6
Software	Manoeuvre/0			
	Jump Control/2	Rating 10		0.2
	Library/0			
Maintenance Cost (monthly)				0.012
Life Support Cost (monthly)				0.032
Total Tonnage & Cost			493	146.489

Merchant Trader Type RX Class

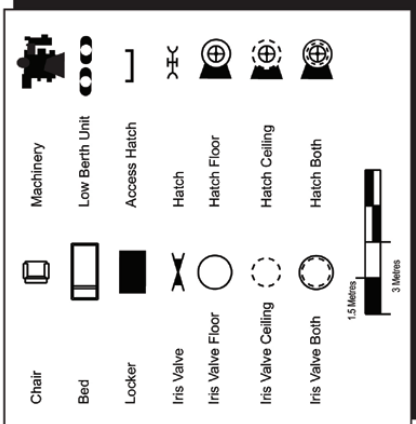
Level 3
Cargo Deck



Level 2
Main Deck



1. Vault
2. Engineering
3. Landing Strut Access
4. Avionics
5. Bridge
6. Crew Stateroom
7. Medbay
8. Galley
9. Ship's Locker
10. Passenger Stateroom
11. Passenger Common Area
12. Galley
13. Launch Access
14. Boarding Area
15. Low Berths

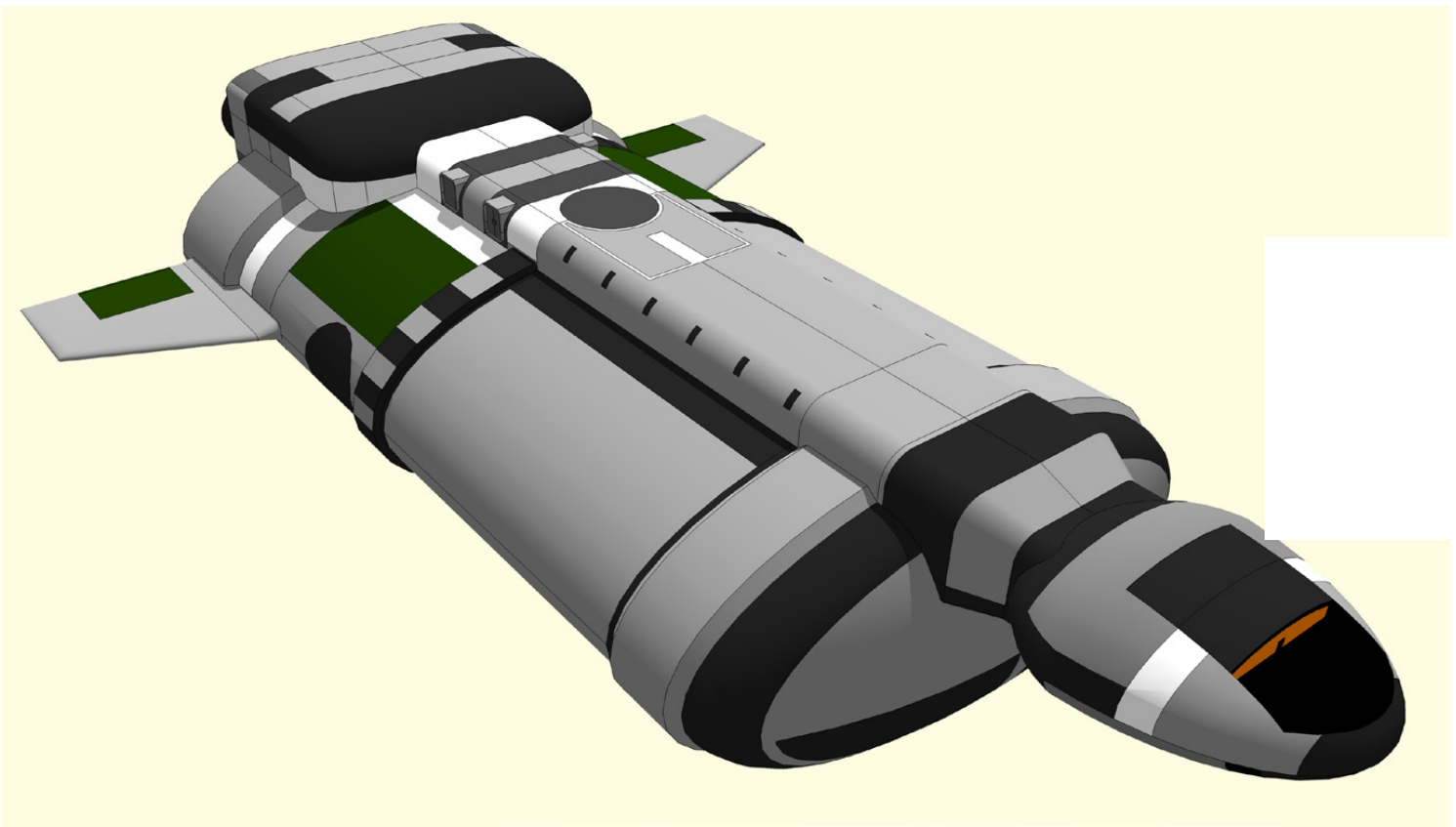


SOKHKHUN CLASS RAIDER Q-CARRIER

Ian Stead

Built to compliment the Nolrrgairrai Strike fighter, this unusual Raider Q-Ship is an uncommon design among Vargr corsairs. Based on an old freighter, this ship is supposed to look like an innocent aging merchant but with hidden guns and a flight of fighters, this is a lethal raider when used correctly. The hangar capacity means this is a slow ship and has to rely on it's fighter wing and armaments for defence. A few of these ships have made it into civilian use, they then see use as escorts, giving vulnerable merchants fighter cover.

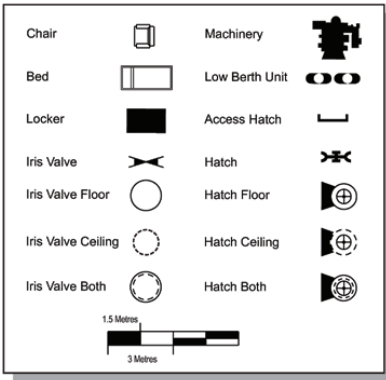
Normal crew consists of Captain, Flight Chief, 2 Pilots, Navigator, Medic, 3 Engineers, 2 Mechanics, 4 Gunners, 6 Fighter pilots. Usual fighter load is 6 x 20 Ton Nolrrgarrai fighters. The Sokkhkun is a TL 10 Design.



SOKHKHUN CLASS RAIDER Q-CARRIER

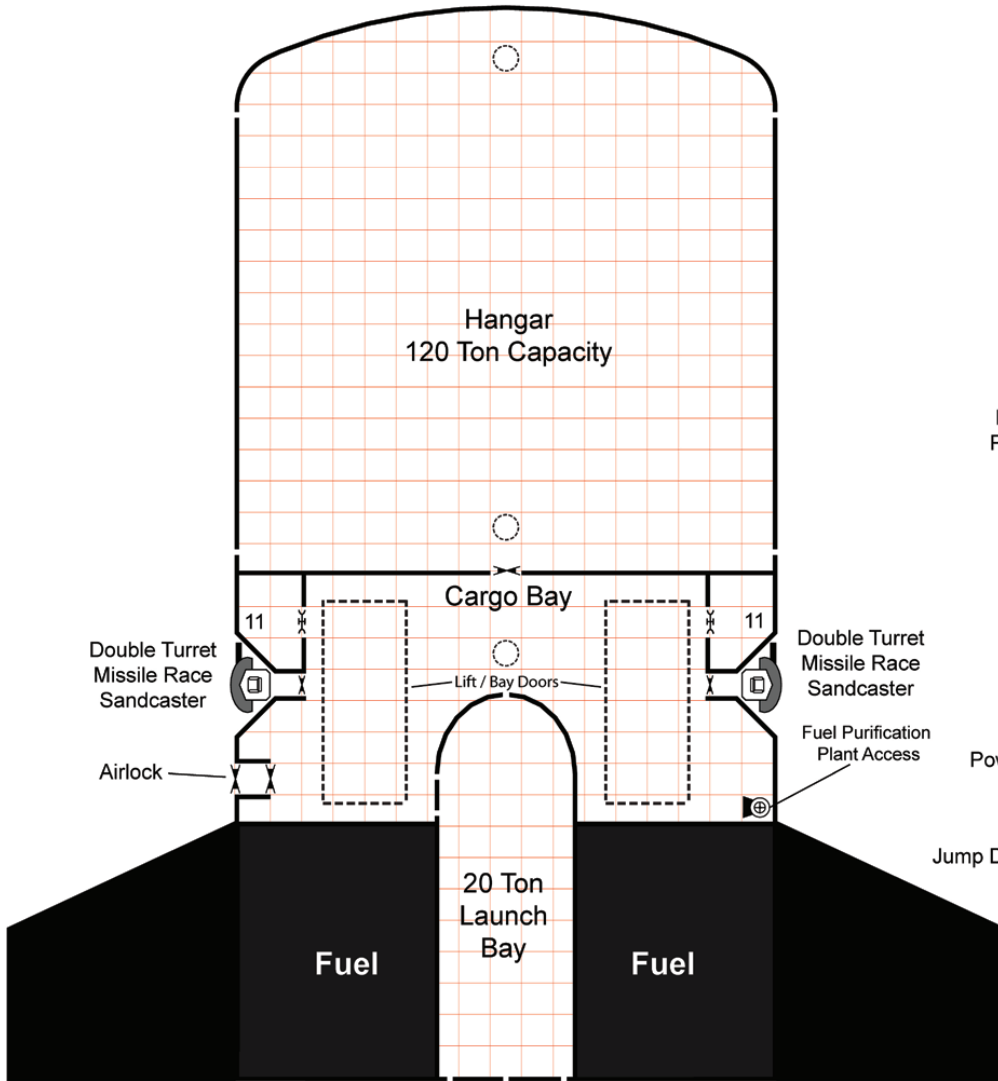
Sokkhkhun Class Raider Q-Carrier			Tons	Price (MCr)
Bridge			20	2.0
Computer	Model 2	Rating 10	1	0.16
Electronics	Basic Military	+0 DM	2	1.0
Weapons	Hardpoint #1	Double Turret (Pulse Laser x2)	2	2.5
	Hardpoint #2	Double Turret (Pulse Laser x2)	2	2.5
	Hardpoint #3	Double Turret (Missile Rack, Sandcaster)	2	2.5
	Hardpoint #4	Double Turret (Missile Rack, Sandcaster)	2	2.5
Ammunition		40 Sandcaster Barrels	2	
		48 Missiles	4	
Fuel	56 Tons	One Jump-1 and 4 weeks of operation	56	
Cargo	50 Tons		50	
10 Staterooms		(8 x Double Occupancy)	40	5.0
Extras	Fuel Scoops			
	2 Fuel Processors	40 Tons / day	2	0.1
	Ship's Locker			
	Ship's Boat		20	17.829
	Full Hangar	120 Tons Capacity	136	27.2
	Repair Drones		4	0.8
Software	Manoeuvre/0	Rating 0		
	Jump Control/1	Rating 5		0.1
	Fire Control/2	Rating 10		4.0
	Evade/1	Rating 5		1.0
	Auto Repair/1	Rating 10		5.0
	Library/0			
Maintenance Cost (monthly)				0.0061
Life Support Cost (monthly)				0.028
Total Tonnage & Cost			400	74.189

Sokkhkhun Class Raider Q-Carrier

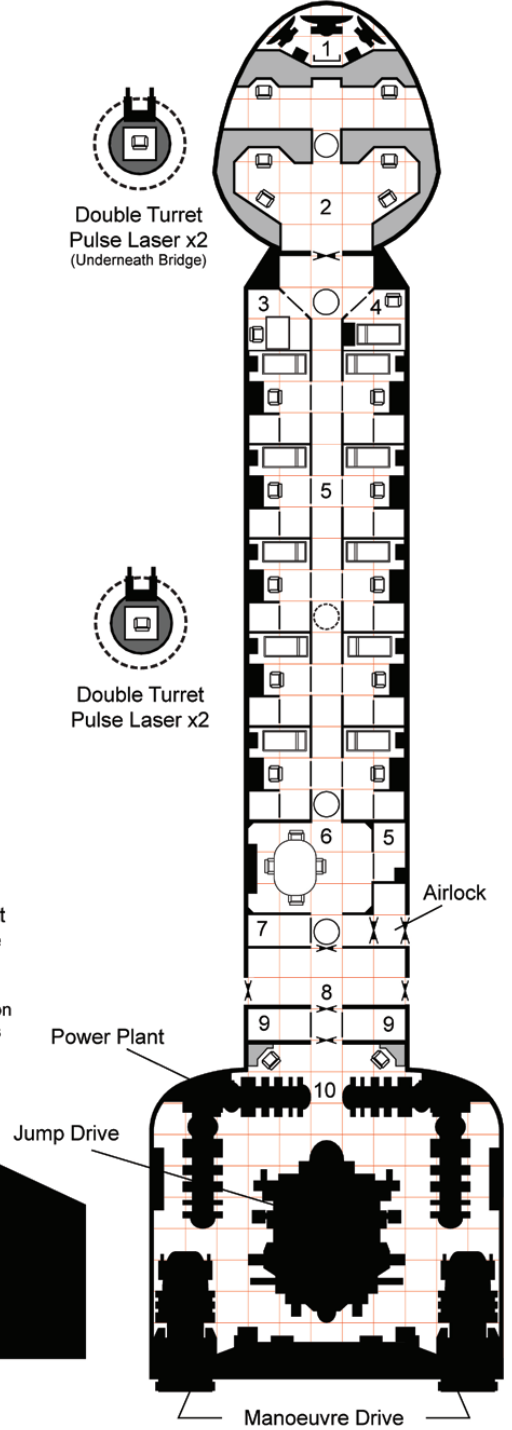
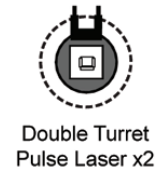


1. Avionics
2. Bridge
3. Captains Office
4. Med Bay
5. Crew Staterooms
6. Common Room
7. Store Room
8. Drone Bay
9. Ship's Locker
10. Engineering
11. Ammunition Storage

Hangar Deck
Level 2



Main Deck
Level 1



SORRGHEG CLASS VARGR REAVER

Ian Stead

Packing more firepower and troops than the standard Vargr corsair, this is a powerful ship favoured by some Vargr corsair bands, and a terror on the shipping lanes. Unlike the corsair, this has no onboard craft but packs a single missile bay instead; usual payload is a combination of standard, smart, and jump breaker missiles, and the occasional nuclear missile.

The Sorrgheg is designed to grind and pound target ships then board with its compliment of 'marines'. They are also built to raid ground targets, carrying two G-carriers for troops and an additional pair of speeders used for scouting or as escorts for the G-carriers.

Normal crew consists of a Captain, troop leader, pilot, navigator, medic, 3 engineers and 5 gunners. The barracks space is for 24 'troops'. The Sorrgheg is a TL 11 design.

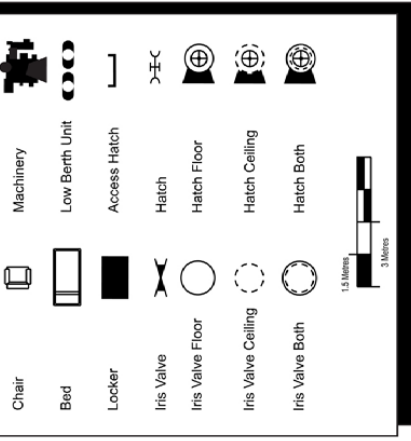


Sorrghieg Reaver			Tons	Price (Mcr.)
Hull	500 Tons	Hull 10		32.0000
		Structure 10		
		Streamlined		3.2000
Armour	Crystaliron	8 Points	50	12.8000
Jump Drive E		Jump 2	30	50.0000
Manoeuvre Drive M		Thrust 6	19	40.0000
Power Plant M			23	48.0000
Bridge			20	2.4000
Computer	Model 2 /fib	Rating 10		0.0320
Electronics	Basic Military	+0 DM	2	1.0000
Weapons	Hardpoint #1	Missile Bay-9	31	24.0000
	Hardpoint #2	Triple Turret (Particle Beam-11 (Accurate ,Long Range) x1)	1	10.0000
	Hardpoint #3	Triple Turret (Particle Beam-11 (Accurate, Long Range) x1)	1	10.0000
	Hardpoint #4	Triple Turret (Beam Laser x 3)	1	4.0000
	Hardpoint #5	Triple Turret (Beam Laser x 3)	1	4.0000
Ammunition		72 Missiles	8	
Fuel	148	One Jump-2 and 4 weeks of operation	148	
Cargo	43 Tons		43	
8 Staterooms		(6 x Double Occupancy)	32	5.0000
Extras	Fuel Scoops			
	4 Fuel Processors	60 Tons / day	4	0.1000
	Ship's Locker			
	Aerofins		25	
	2 Ghoerrugh G-Carriers		6	1.8550
	2 Gravitic Speeders		2	0.2100
	Breeching Tube		3	3.0000
	Armoury		2	0.5000
	Barracks	(24 Troops)	48	2..4
Software	Manoeuvre/0	Rating 0		
	Jump Control/2	Rating 10		0.2000
	Fire Control/2	Rating 10		4.0000
	Evade/1	Rating 5		1.0000
	Library/0			
Maintenance Cost (monthly)				0.0214
Life Support Cost (monthly)				0.0046
Total Tonnage & Cost			500	257.2970

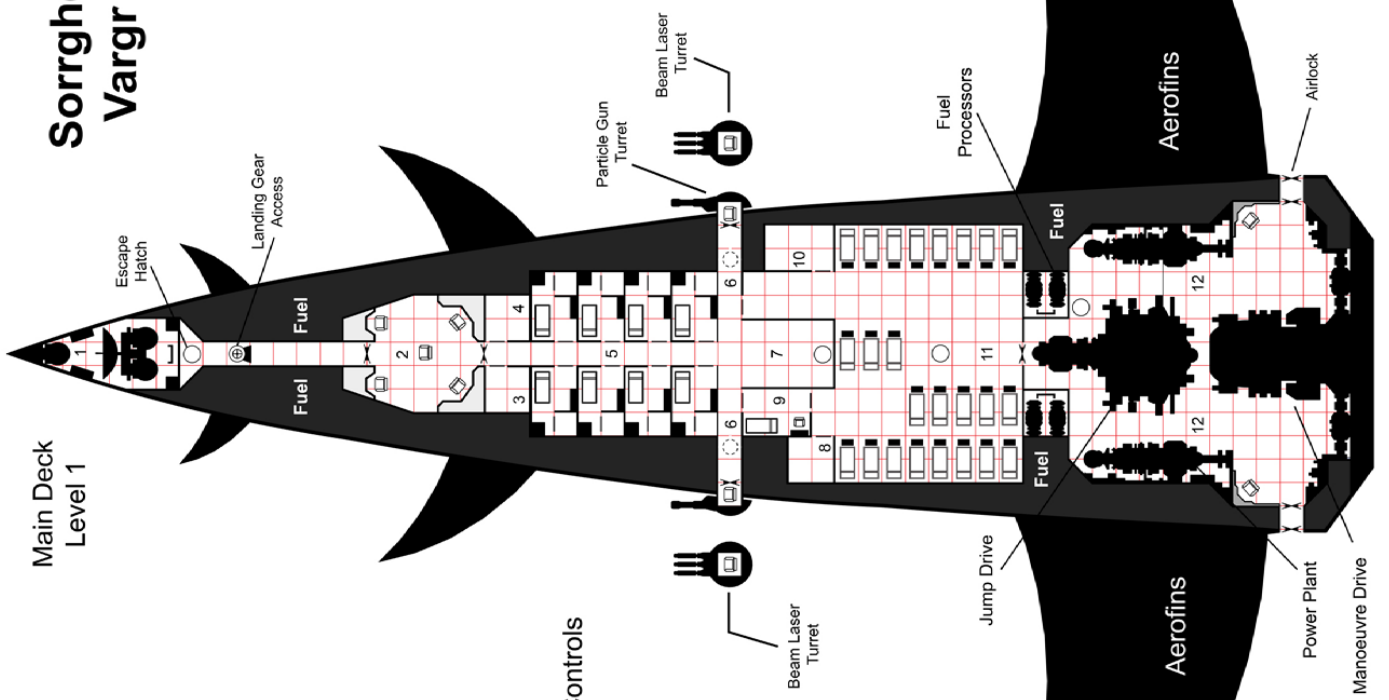
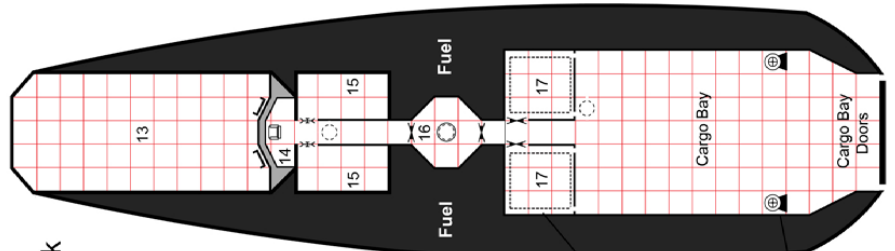
Sorrgheg Class Vargr Reaver

Main Deck
Level 1

1. Sensors / Avionics
2. Bridge
3. Ship's Locker
4. Captains Office
5. Crew Staterooms
6. Turret Access
7. Common Room
8. Fresher
9. Medbay
10. Armory
11. Barracks
12. Engine Room
13. Missile Bay
14. Auxiliary Missile Bay Controls
15. Missile Magazine
16. Boarding Tube Access
17. Vehicle Bay



Cargo / Missile Bay Deck
Level 2



Vehicle Bays
Underside Doors

Landing Gear
Access

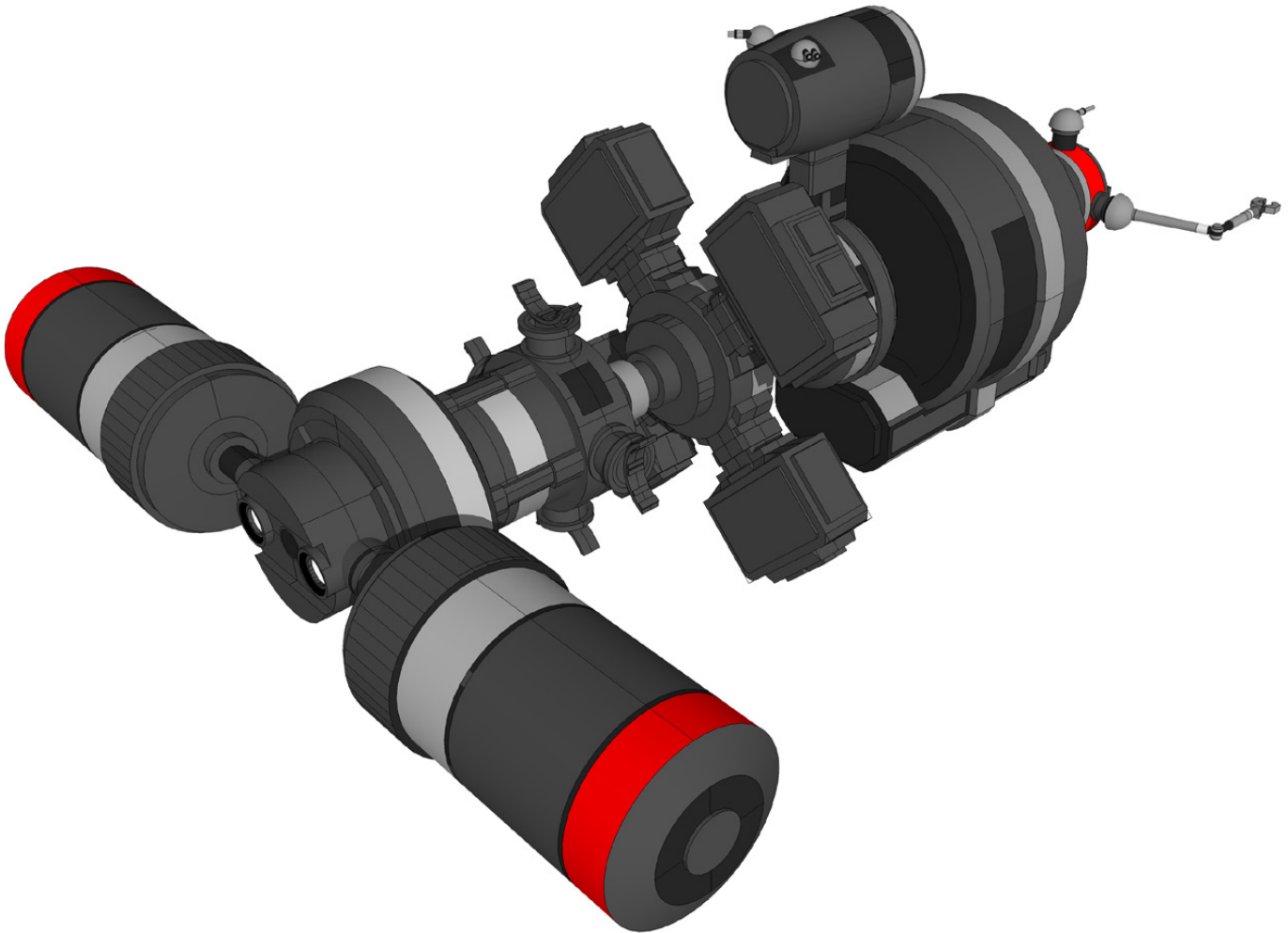
UDZUEKH CLASS VARGR MINING VESSEL

Ian Stead

This unusual design is used in Vargr mining operations. The business end is a pair of grapple arms and twin mining lasers that cut and process asteroids for ore. Ore is taken into the cargo bay where it is either processed onboard or transported elsewhere. Four mining drones assist in mining and are kept outside the hull in cradles, but can be taken inside for maintenance. Unlike a lot of mining vessels some space is set aside up for additional crew comfort and a dedicated med bay.

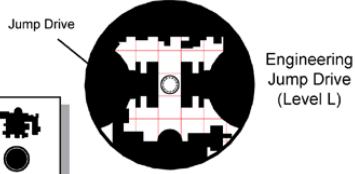
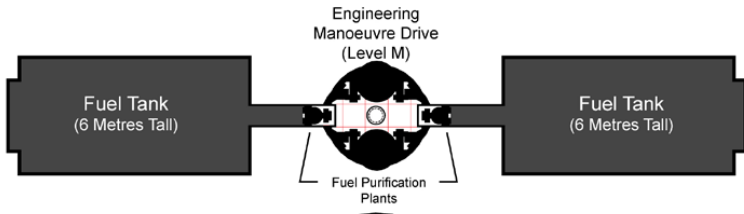
Uzduekh's are reasonably well armed, as mining can be a dangerous business.

Normal crew consists of a captain, 2 pilots, 1 navigator, 2 gunners, 1 medic, 3 engineers and 6 mining crew. The Uzduek is a TL 11 Design. This is a standard design so the 10% price discount applies.

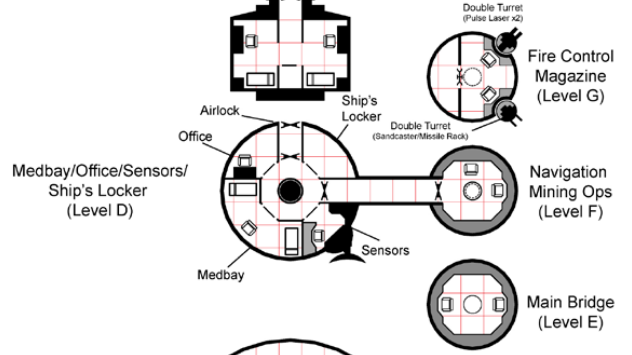
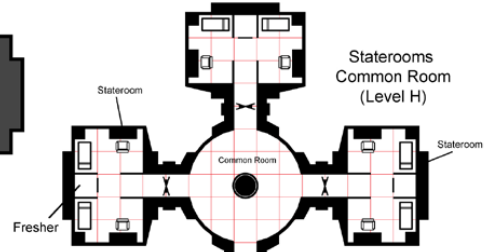
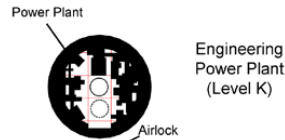


UDZUEKH CLASS VARGR MINING VESSEL

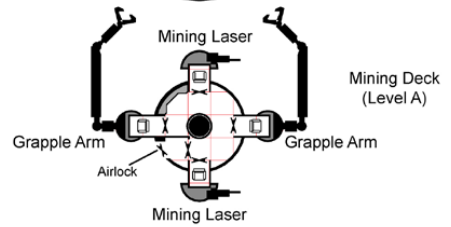
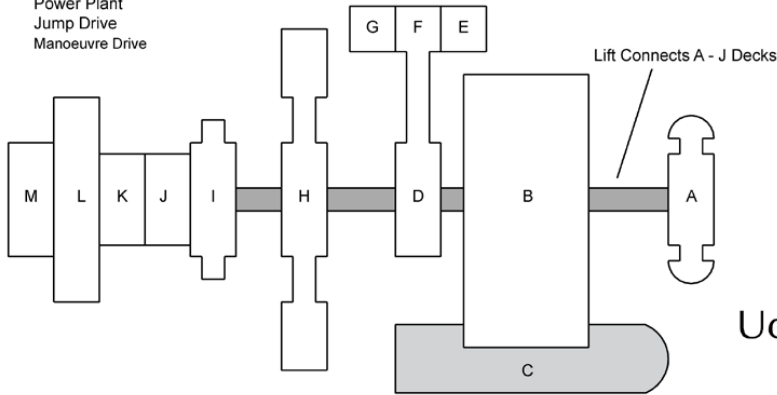
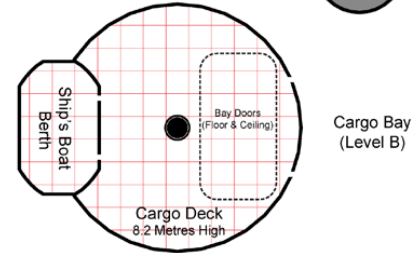
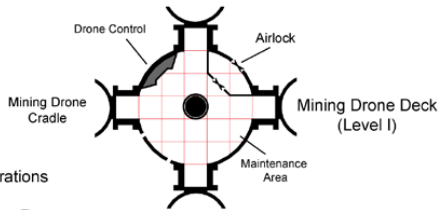
Udzuekh Class Mining Vessel			Tons	Price (Mcr.)
Hull	400 Tons	Hull 8		14.40
		Structure 8		
		Distributed		
Armour	Crystaliron	2 Points	10	1.40
Jump Drive D		Jump 2	25	40.0
Manoeuvr Drive C		Thrust 1	5	12.0
Power Plant D		Rating 2	13	32.0
		Solar Panels	1.3	0.0130
Bridge			20	2.0
Computer	Model 2	Rating 10	1	0.16
Electronics	Basic Civilian	-2 DM	1	0.05
Weapons	Hardpoint #1	Single Turret (Laser Drill)	1	0.21
	Hardpoint #2	Single Turret (Laser Drill)	1	0.21
	Hardpoint #3	Double Turret (Missile Rack, Sandcaster)	1	1.0
	Hardpoint #4	Double Turret (Pulse Laser x2)	1	1.50
Ammunition		20 Sandcaster Barrels	1	
		12 Missiles	1	
Fuel	88 Tons	One Jump-2 and 2 weeks of operation	88	
Cargo	113.7 Tons		113.7	
8 Staterooms		(5 x Double Occupancy)	32	4.0
Extras				
	2 Fuel Processors	40 Tons / day	2	0.1
	Ship's Locker			
	Luxuries		4	0.2
	Ship's Boat		30	17.829
	4x Mining Drones		40	4.0
	2x Grappling Arms		4	2.0
	Med Bay		4	0.8
Software	Manoeuvr/0	Rating 0		
	Jump Control/2	Rating 10		0.20
	Fire Control/2	Rating 10		4.0
	Evade/1	Rating 5		1.0
	Library/0			
Maintenance Cost (monthly)				0.1158
Life Support Cost (monthly)				0.0017
Total Tonnage & Cost			400	125.1



Chair	Machinery
Bed	Lift
Locker	Access Hatch
Iris Valve	Hatch
Iris Valve Floor	Hatch Floor
Iris Valve Ceiling	Hatch Ceiling
Iris Valve Both	Hatch Both



- Deck Key**
- A Mining
 - B Cargo Bay
 - C Ship's Boat
 - D Medbay / Office / Sensors
 - E Main Bridge
 - F Navigation / Mining Operations
 - G Magazine / Fire Control
 - H Living Quarters / Common Room
 - I Drone Bay
 - J Engineering Station
 - K Power Plant
 - L Jump Drive
 - M Manoeuvre Drive



Udzuekh Class Mining Vessel