

NO MAN'S LAND

PLANETARY ATLAS



A Battlelords of the 23rd Century Supplement

NO MAN'S LAND

A Product Of Optimus Design Systems

A SUPPLEMENT FOR BATTLELORDS OF THE 23RD CENTURY

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Special Thanks: To all of our men and women in uniform, who protect our cherished way of life. It is because of you that all of us can enjoy true freedom. We offer a special thanks to the veterans of Desert Storm, especially the 3RD Armor Division from Katerbach, Germany where I was stationed. The 3RD Armor Division was one of the first units deployed to the Middle East and saw much action.

May all the soldiers of the world never have to fire a shot in anger again.

And to JD and the boys from Ft. Meade, remember it's all about mind over matter. If you don't mind then they don't matter.

Finally, to Mike and John from Houston, Texas, two of the coolest gamers you could ever meet, good luck in all your endeavors. May God bless you.

A PRAYER FOR PEACE ON EARTH

As you read this book, there are 126 different wars being fought on our planet. Bosnia is not the only place where innocent people are being slaughtered by the thousands, it also happens all over the world, in third world countries and our own inner cities. Our children are being gunned down like dogs, butchered over who owns the right to this or that piece of dirt. We Humans cannot manage to get along with each other as neighbors or countries. How will we measure up 200 years from now when our bombs are a hundred thousand times bigger, and other alien races vie for power with us? So, if you think that the devastation portrayed in this work is extreme, realize this: thousands of people are being murdered each day while you and I hide our heads in the sand and refuse to care!



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No Man's Land contains mature themes and is suggested reading for Ages 14 and above.

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INTRODUCTION

No Man's Land is a comprehensive deep space source book, the first in a series of supplements detailing the expansion of the Battlelords of the 23RD Century universe. There are hostile alien governments, unexplained scientific phenomena, hostile indigenous lifeforms, Ghost and Shadow worlds, all ready to be conquered. Of course, our friends the Arachnids will be making more than a cameo appearance in this piece. Over 100 worlds are covered in this work, providing you, the gamer, with a comprehensive playground to adventure in. **No Man's Land** offers equal opportunity for players and Battle Masters alike. At last, there is a wealth of information on the Pirates, Anarchist Rebellion Movement, and Cyball. Much effort has been put into the development of the NPC races and other aspects of the Battlelords universe as well.

No Man's Land takes a long look at the Wild, Wild, West—the frontier mentality of mercenaries and colonists trying to make a go of it, thousands and thousands of light years from the shelter of the Core Worlds. It depicts the “survival of the fittest” mentality, the harsh nature of the lifestyles followed by those peoples who share a common boundary with known Arachnid sympathizers. The frontier caters to a special breed of person: the survivor.

Last but not least, **No Man's Land** contains a fully capable interstellar reference system so that entrepreneurial mercenaries can travel to various star systems and make a good honest (or for that matter dishonest) buck, without necessarily having to work for one of the mega-corporations. Characters can develop a business approach to the Battlelords game system, rather than the conventional roleplaying and combat approach to gaming. The reference system provides the framework for what will eventually be a game system where player characters can climb the corporate ladder and run their own businesses.

DESIGN CONSIDERATIONS

No Man's Land provides you with a universe to adventure in, but where is the space combat system? How can you have a deep space roleplaying system without a space combat system? Well, let me try to explain. The reason that most companies stay away from deep space roleplaying is because it is extremely difficult to quantify something as large as the universe. Furthermore, there is no frame of reference to draw on when designing the parameters of a deep space game. Trust me, designing the Battlelords system is ridiculously difficult at best. There is only one way to do it without leaving gaping holes and incongruities within the system itself. That is one step at a time. The book barely gives you enough information to play the game and it is 240 pages long! Putting out **Lock-N-Load** second was the only logical choice because it provided all of the technology that would be used in the further development of the universe. **No Man's Land** applies this technology to the history and the exploration of the galaxies. It flushes out the system by providing a venue for roleplaying. It took over 125 pages to accomplish this feat! So there was no way to add in the space combat system without the book becoming a tome the size of the Tokyo phone directory!

Both the deep space combat system and a racial source book are currently under development. The space combat system is already far into play testing. It contains a tactical combat system, strategic combat system, and roleplaying system all rolled up into one! **No Man's Land** is the roleplaying companion source book and is the next logical piece in building the gargantuan puzzle of the universe. So hang on to your thrusters for a little bit longer and we'll hook you up with the space combat system—and when we do, it'll be done right. Until next time.

The Condor

PICTORIAL REPRESENTATION

COVER ILLUSTRATION

No winners, only losers as the crew of the starfreighter Blind Moon found out when they were suddenly and ruthlessly attacked by pirates near Eric's Place. Here we see the lifeless husk of the ship's captain floating on his bedless coffin. No funeral and only silence to mark the end of a gallant life. His face, a billboard of terror, marks the spot of the battle. Lost: 121.

THE DOGS OF WAR 8

A classical portrait of Doberman and Rotweiler battlecruisers accelerating to attack speed. The ships are personal warcruiser class vessels, privately owned and considered some of the best warships of their respective classes. The main difference between the two ships is the size and armament. The Rotweiler, although slower, mounts heavy pulse cannons and twin implosion torpedo racks (available in the space combat system).

HITCHHIKERS GUIDE TO OBLIVION 17

Those with a roguish flare for life often hitch rides on board starfreighters, working the docks until a ship can offer them transport to their next destination. Many captains will offer passage in exchange for labor, satisfying the needs of both parties. Humans and Orion Rogues are especially notorious for hitching around the universe, and you can always find a weary traveler bereft of transport, stranded on some isolated planet, looking to hitch a ride. Standing on the side of the road with your thumb stuck out is considered impractical!

THE JACKAL 27

Garret "The Jackal" Smith: The Jackal is the most prolific Cyball scorer in all the galaxies. This wing outside forward for the Sirian Islanders has broken just about every scoring record ever set in just 5 years in the league. Nothing is as swift as the Jackal, who is reported to have a .0375 second reaction time. This blazing quickness and incredible speed on the cylinder has made him a tremendous threat to penetrate Rookie defenses and get clear shots on the goal. The Jackal maintains a league scoring average of 200 goals per year over the last 3 years, a feat unmatched in all of the 20 galaxies.

RIG 1207 35

Owned by the Space Systems Development Corporation, Rig 1207 is one of hundreds of mines that dot the surface of lifeless worlds throughout the Fornax Galaxy. Rig 1207 is called "The Cage" by it's 211 workers who spend 6 month tours extracting Tri-Tritium from the planet surface. Here we see the starfreighter Endless Quest lifting off from facility to transport ore to a commercial platform in low orbit over Ophea.

AMPYRIAN RUINS 57

No one has been able to discover what happened to the planet Ampyria, which mysteriously and without forewarning exploded on June 21, 2173, killing all 10,000,000 inhabitants and creating a small asteroid field. The planet's remains are off limits and patrolled regularly by fleet ships to prevent looting. Ampyrian is not capable of supporting life for long durations, and the planet is shrouded by debris. Robots patrol the ground and prevent violation of this world. A Mutzachan warcruiser is seen here approaching the fragmented planet.

JIM'S ROCK 62

This is Jim's Rock. Imagine your spaceship crashing on Jim's Rock. Any questions?

ENEMIES OF THE STATE 67

This picture depicts an artist's representation of an Aeodronian. Player character Aeodronians are not usually as hostile as normal salamanders. They seek assimilation into Alliance culture for their own reasons.

SNOWFLAKE THE DREAMER 70

Can't a person get a little rest sometime. Here we see Snowflake the Misha Dream Merchant miserably trying to stay awake while waiting for his ship to set sail from Starbase 396. Our friend would rather be snuggled up with his seven wives, doing the wild thing! Instead he's waiting for Jebodiah the Orion to finish filling out paper work on the travel manifest.

SYE-MEN 73

This guy wins the Fugly Person of the Year award. He recently sold the rights to his face for the design of ugly cookies. (*Editor's Note:* This pictorial representation sucks!).

THE ANCHOR 82-83

Starbase 311 anchors the Alliance's position in this sector against the continuing threat of the Xarian Confederacy and the Arachnids. It is flanked by multiple battle stations, which extend like a string of lights along the heavily contested borders. Each arm of the base can hold up to 5 cruiser class vessels at the same time for refit and repair. Starbase 311 is home to the 9th Fleet.

THE CUTTING EDGE 93

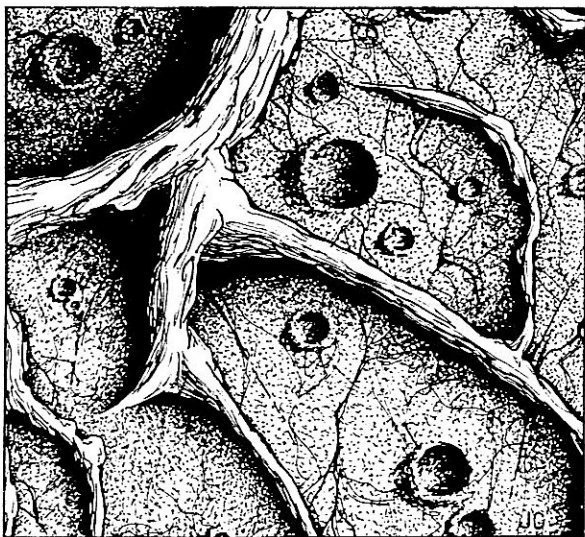
They are the Erdit Sauthar-ican brothers of the 2nd Royal House of Eridine, skilled Koordine (a high level of Buddon warrior). The pair has come to the frontier to restore order as red cloak bounty hunters. Their methods are brutal and direct, and

these Eridani believe that those guilty of a crime should be punished to the fullest extent of Alliance law, death. There has been much controversy over their methods, which are notoriously brutal, and many contend that the twins are nothing more than assassins masquerading under the robe of the law. Others revere the Koordine, known as Fear and Pain, who have brought hundreds of criminals to justice. They are credited with the capture of Ardincuz Phentari, the 19th most wanted criminal in the galaxies. Dennis Bethard, the "Gasping Gutter" (who would disembowel his victims while they were still alive) was brought in by Fear and Pain. Coincidentally, Bethard was gutted accidentally while being taken alive.

TRAFFIC JAM

101

Here we see a lot of spaceships waiting to use the stargate at Naxtar, starbase 396. Stargates are the only form of intergalactic travel that are currently used. Before the invention of the stargate, ships would travel through hyperspace to distant galaxies, often taking generations to reach their destiny.



THE PHOTOGRAPH

105

This picture was taken by Malachai Armageddon, a reporter for the Galactic Gazette, after he managed to sneak aboard an Arachnid mothership to do a feature story on the spiders. Malachai snapped this shot of an Arachnid warrior just before he was noticed, and barely managed to escape with his life (a common feat for most Orions).

Scientists and military analysts refuse to comment on the photograph, but specialists claim that the device protruding from above the creature's head is some form of sensing device. The warrior is believed to be wearing reactive armor. The Arachnid mounts a multiple integrated look and shoot system on his back that fires a discharge weapon and missiles. It is not clear whether the unit can fire both simultaneously. Experts agree that the gun is a long range disintegrator cannon with a secondary laser unit. Mercenaries agree that it's not something they want to get shot with.

ARSAP

113

The well known and well liked Teledyne mercenary group Happy Cannibals acts as an Advanced Reconnaissance, Surveillance, and Patrol Team on the planet Theras. The group is seen moving through the hostile, unexplored jungles on the planet surface. Their bodies were eventually found mutilated beyond recognition. The group never even had a chance to radio for assistance before it met its end. Teledyne has reacted to criticism that it unnecessarily put the Cannibals in danger by promising to get to the bottom of what has been called the "Therin Mutilation."

THE CITY OF BOLTS

116

Brosich is called the City of Bolts by it's 10 million denizens who live on the small moon Kente. It is the single largest integrated ship producing facility in the Fornax Galaxy. Brosich produces a variety of space faring vessels specializing in the design of personal warcruisers. The city/planet is owned by Kente Design and Fabrication Inc.

THE BLACK BIRD OF PENSELAR

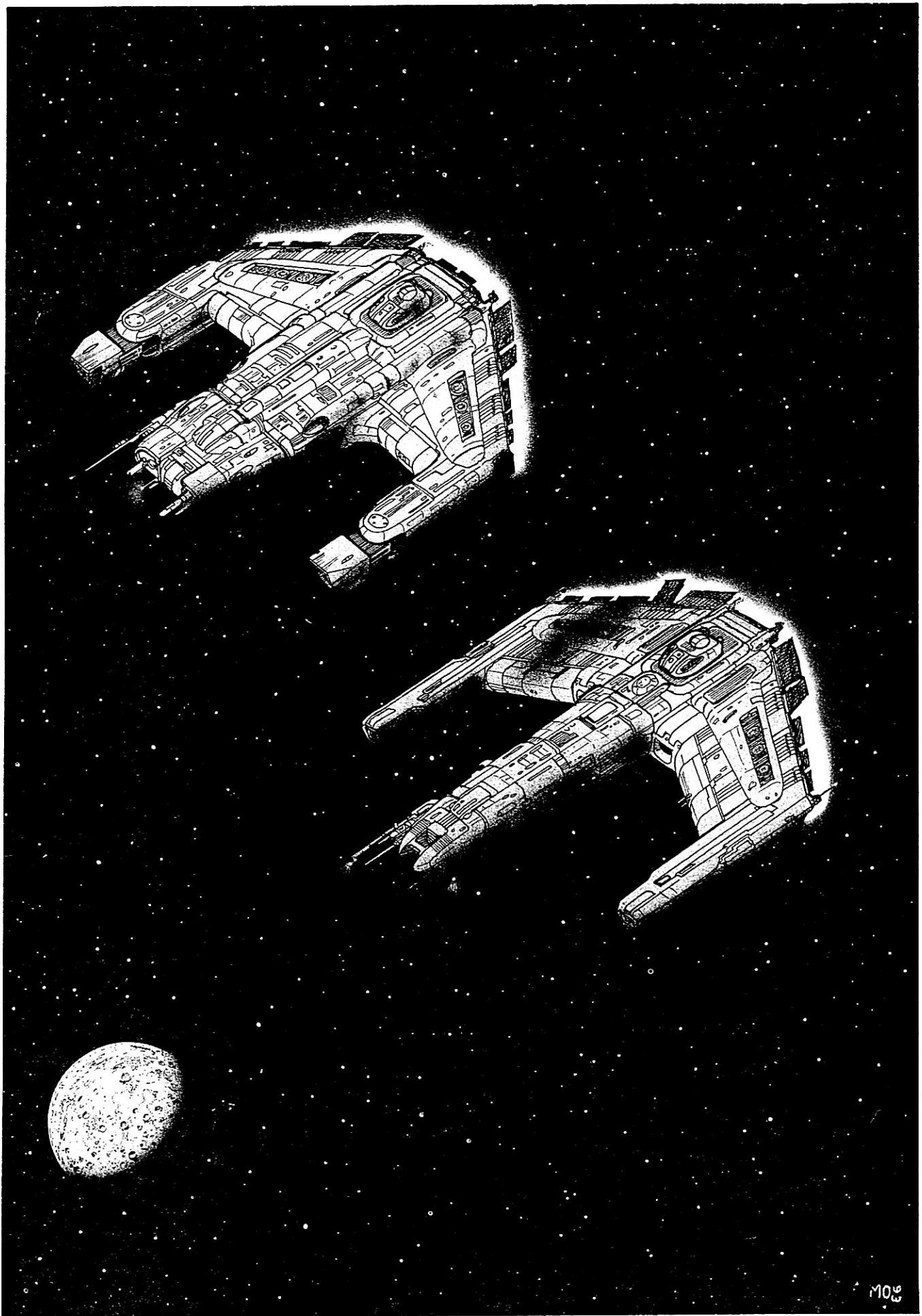
122

On the mostly uninhabited world of Penselar, there exists a creature of legend. It is called the Black Bird of Penselar. This being is purportedly capable of seeing into the future. It is a peaceful creature, but there have been attempts, both private and government sponsored, to capture it. All such attempts have failed, for the being appears to know when and how the assailants intend to take him. His response has been exceptionally violent. The being apparently possesses empathic powers, which it uses with great skill. Some claim that he has taught them Empathic powers previously unknown. Many have sought him out as a mentor, few have ever succeeded in finding him, and still fewer have ever returned to tell of their encounter. All verify that the being opens up their souls and asks them to defend their existence. Those who pass the test are taught. Those who fail perish.

The Black Bird of Penselar carries what he calls a Globe of Vision. Through this, he claims to be able to see the different possible time streams that one's life will take, and therefore be able to shed light on a person's possible future. Unsubstantiated reports claim that this being has been encountered outside the desolate world of Penselar.

THE SEEDS OF EXPLORATION ARE PLANTED

- 2050 A.D. Late in the year, Mutzachans make their presence known to Humans on the planet Earth. Witch hunts to kill the aliens rampantly spread across the terrified world.
- 2051 A.D. Mutzachan scientists set out to clean up radioactive waste in the territory once known as New York State in the United Socialist States of America. This gesture of goodwill between races causes the witch hunts to subside and cultural relations are established. Mutzachans settle in the most radioactive clime of the United Socialist States, in the territories of the Greater Montana Desert, Wyoming, and North Dakota. Later that year, the Sino-Asian Alliance and The Western Defense Group meet to discuss the future of humanity on the planet Earth and the affect of the Mutzachans in the chance for the race's survival. It is uncertain as to whether or not the visitors will be able to clean up the planet before the radiation annihilates humanity altogether. Mutzachans offer to trade technology for medicine.
- Teledyne Corporation is founded as a private corporation, devoted to cleaning up the planet Earth. The global super-powers: the Sino-Asian Alliance, The Western Defense Group, and the Pan African Congress, meet in Cheyenne, Wyoming, at the historical site of NORAD, to discuss a joint effort to build a comprehensive space program. The intent is to colonize the entire solar system, as well as distant star systems. Humans settle the AD Leonis star system.
- 2059 A.D. Relations between the United Socialist States of America and the Mutzachans improve. The Greater Montana Desert, Wyoming, North Dakota, as well as South Dakota and the Idaho-Colorado Territories are ceded to the Mutzachans. The sovereign state of Trishcus is established.
- 2061 A.D. Colony ships depart from Mars for Sirius.
- 2063 A.D. New York State is declared a Radiation Free Zone. The Tower Project is set up on Whiteface Mountain to control the state's climate. Resettlement begins. Over the next 10 years, the Republic of Pennsylvania and Ohio, as well as the states of New Jersey, Vermont, and Massachusetts join the ranks of Radiation Free Zones. New York develops into the agricultural center of the world.
- 2064 A.D. Disgruntled Southern States secede from the Union and declare themselves the Southern Confederacy of America. They form an army which attacks up through Kentucky into Ohio in an effort to control farming. The Second American Civil War begins. Teledyne Corporation Headquarters is moved from Pittsburgh to Syracuse, NY. It develops a weapons division to produce weapons for defense against Confederate aggression. Confederate sympathizers revolt on Mars.
- 2065 A.D. In a surprise strike, Texas attacks the Mutzachans in Colorado. Texans ally themselves with the Southern Confederacy of America. Hundreds of Mutzachans are killed and 1/3 of the Idaho-Colorado Territory, and all of the New Mexico-Arizona Territory, falls. Confederate saboteurs blow up the spaceship Union Steel on the launch pad at the Mars Exploratory Launch Station.
- 2066 A.D. Mutzachans formally warn the Southern Confederacy of America to immediately cease hostilities against the sovereign state of Trishcus or face retaliation. General Hannibal "Stonewall" Jackson (a descendant of the original Stonewall Jackson) begins the Siege of Denver in late July. Three divisions surround the city. The Pan African Congress establishes diplomatic relations with the Southern Confederacy. Military weapons and equipment begin to flow into Atlanta and Miami. Union troops (as they have come to be known) counter attack with 4 divisions in Ohio.
- 2067 A.D. An army of 20 Mutzachans confronts and slaughters Stonewall's 3 divisions in a single night in February. A Mutzachan named Markuss leads the attack, then later acts as emissary to the Union delegation, demanding an unconditional surrender. The Pan African Congress officially declares war on the Mutzachans. In April, a radiation cloud settles over Pretoria, the center of operations for the African armies. All are lost. Miami is destroyed by a Cataclysm matrix in early June. The Southern Confederate States of America sue for peace and The Second Civil War ends.
- 2069 A.D. A top secret program between the United Socialist States of America, the Trans-Oceanic Defense Group, and the Mutzachans is undertaken to advance the exploration of space.
- 2075 A.D. Mutzachans create a stabilized worm hole in close proximity to Mars.
- 2077 A.D. Vast mineral deposits are found on the fourth planet orbiting the star Leconis 9 by the Earth colony ship Viking Landing. This discovery is called the Second Gold rush and public sentiment shifts to heavily support the exploration of space.
- 2078 A.D. The Earth Pact is signed by all nations, completely outlawing war. Mutzachans are given broad police powers to ensure that this decree is followed. Any country that carries out an act of war is to be destroyed. Earth begins conversion to a space based industrial economy, driven by the desire to conquer the galaxy. The socialist party is removed from power in America because "we want it that way! We Americans are natural capitalist pigs! Oink! Oink!"
- Settlement of the Fornax Galaxy**
- 2078 A.D. The first Human exploration ships reach the Fornax galaxy. A base of operations is set up in Quadrant 1, Sector 1 for the exploration of those areas deemed significant. They settle the planet Naxtar and are subsequently attacked by Aeodronians. Construction of the first stargate is begun.
- 2084 A.D. Alliance forces battle the Aeodronians and gain control of the planet Dnar.
- 2085 A.D. The third planet is settled in the Fornax galaxy at Evance, an agro-community established to support the colony at Naxtar.
- 2090 A.D. Construction of Starbase 396 is completed.



- 2100 A.D. The colonizing of Dnar begins. It will take 10 years to complete.
- 2102 A.D. The Galactic Confederacy makes contact with the alien race of reptiles known as Dryeen.
- 2120 A.D. The first settlers in the Denderon Hemisphere subsector land at Destiny. All 150,000 "bite the big one" and die in the first month from some uncontrollable plague.
- 2130 A.D. Alliance forces battle the Tecreasens and gain control of the planet Drenels.
- 2145 A.D. AMC and SSDC personnel engage in a short but bloody conflict over the rights to mine the mineral rich Asteroid 256, which comes to be known as Killing's Asteroid.
- 2146 A.D. The Council of Timar arbitrates the dispute between the Asteroid Mining Consortium and Space Systems Development Corporation over the rights to Asteroid 256. It is divided up into equal halves.
- 2151 A.D. Mutzachans use the matrix Cataclysm to punish the Dnaron for their unrestricted use of nuclear weaponry.
- 2158 A.D. The first Ghost planet is discovered at Clesis Idall.
- 2207 A.D. Rebels sabotage the Alpha Dallas Habitation Platform, which crashes to the surface of Uottre, killing 34,000,000.
- 2210 A.D. 100 Chatilians are brutally murdered on the planet Regal by an extremist Gen Human cult. All the cult members later meet untimely deaths. The planet is later abandoned under the pretext that it is haunted.
- 2219 A.D. The Second Arachnid Invasion begins. Crossroads is taken. Battles rage all along the Northern Ring. Battle Station Sing Sing is destroyed. It will later be rebuilt. Arachnid forces get by the Alliance defense lines and attack Transit in an effort to cut off the Northern Limits of the sector. The carrier Wasp is lost over Sculpface. For five years, battle rages all over the sector.
- 2225 A.D. The Ering Crasb Planetoid explodes, killing its two billion inhabitants. No explanation for this, one of the worst disasters in Alliance history, is ever obtained.
- 2229 A.D. A whole bunch of people were happy and no large quantities of life were lost this year!!!
- 2230 A.D. An Eridani colony ship picks up Tar leprosy on Wellington 4 and unknowingly transports the disease across the sector.
- 2239 A.D. Teledyne sells off its non-profitable weapons division, which is restructured and eventually becomes the Balshrom Science Corporation, headquartered in the Fornax galaxy.
- 2240 A.D. The second Aeodronian Incursion is launched all over the sector. Ground fighting is especially heavy. Balshrom does over 25,000,000,000,000cr worth of business this year and becomes one of the top ten mega-corporations. The height of this success is crowned by the production of the Balshrom Flux cannon, considered the first reliable Omega cannon. Multiple Teledyne officials are fired.
- 2247 A.D. After tremendous lobbying by Eridani and Phentari constituents, slave trade is legalized in the Fornax galaxy.
- 2255 A.D. The top secret bio-weapon facility is built on Auckland.
- 2258 A.D. The specialized maximum security prison is built on Brighton.
- 2261 A.D. The war between Aansalon and Rapisir begins. It will last for 10 years and hundreds of thousands will perish in the slaughter. In the end, both systems are reduced to rubble. Orion emigrants from the Core World settle in an unclaimed Asteroid field which later becomes known as the Maze of Orion. Later on in the year, Pirates begin attacking Alliance shipping.
- 2270 A.D. The Anarchist Rebellion Movement kills a million Humans and Eridani on the planet Nrell by dispersing a deadly virus into the upper atmosphere. Arachnid ships attack the Karamana battle station on the Northern Ring. The Ninth Fleet responds by attacking the Xarian planet of Kull. Xarians threaten full scale war, claiming that they had nothing to do with the attack. Diplomats meet on New Washington to diffuse the situation.
- 2271 A.D. The Incident at Lhoren kills oodles and oodles of people. The Xarians are implicated in the attack.
- 2274 A.D. Survival Warrior is introduced to the Fornax Galaxies.
- 2275 A.D. Forays by the Sons of Destruction rack up 100 confirmed Arachnid kills in just 3 days with their new Balrog Humpty Dumpties. The picnic turned out well!
- 2278 A.D. The mysterious exploding planet virus strikes again, this time destroying the world of Ampyria and all of its 1,000,000 inhabitants!
- 2279 A.D. Base station Enigma disappears without a trace, only to be discovered hurling through space in the Leo galaxy. None of the more than 5000 assigned personnel were ever recovered.

NO MAN'S LAND

THE GUNFIGHT AT THE OK CORRAL

The street stands vacant, quiet and empty. Dark stone buildings watch, vigilant, tense with anticipation, as the red sun slowly descends behind distant mountains. Now, the languid fingers of shadow creep forth across the landscape. Day surrenders to the foreboding twilight. Safety gives way to fear. Somewhere, the wind bangs a shutter against the building side, as if clanging the chimes of midnight. A door's bolt slides shut, locking. The baying howl of some unknown animal echoes in the wind.

Then silence. Thick and heavy. And as the sun finally slips behind the silhouetted mountains, a figure steps out of the blackness, into the street. Crimson rays fall upon his shoulders, masking his face, blending him with shadow. He walks out to the center of the town, slow, cautious, as if calculating the very measure of each step. The movement is orchestrated as if he were moving to the beat of an invisible and silent drum. He stops.

Hands drop to his sides.

Waiting.

Another form melts out of the darkness into the dimly lit street. He approaches and then faces off, appraising, at about ten paces. Arms fall at his sides.

"I thought I told you to be out of town by midnight," the first voice orders.

"Yep. That's what you said."

"I guess you don't listen very well."

"Nope. Guess I don't."

"This town ain't big enough for the two of us."

"Yep. You're right. This town definitely ain't big enough for the two of us," the second figure responds with a laugh. "But, there ain't just two of us."

A third figure now materializes from the falling darkness. He moves to the side of his accomplice. This shadow is massive, towering over the others. "Gonna have to settle this once and for all," it whispers in a raspy, sibilant voice. Four sinuous tentacles slowly move to unbuckle holsters strapped to its waist.

The first figure chuckles, then loudly snaps his fingers.

Across the way, on a rooftop, the skyline is broken. A fourth specter emerges on a rooftop, taking aim. The squid hisses, but does not turn.

"On the rooftop."

"I see him."

Silence.

The first voice speaks again. "What's your name?"

"They call me Wyatt Urp. This here is Doc Holiday."

"Well, they call me Rasko McLain, Orion gun fighter extraordinaire! Never knew a squid named Doc Holiday. But it seems fitting for the occasion."

The Phentari whispers threateningly, "I'm really going to enjoy killing you, Orion. And when I'm finished, I'm going to gouge your eyeball out and suck on the hole till your head caves in."

The Orion laughs. "Yeah and I'm really going to enjoy watching you try . . . You know, a Duel is a beautiful thing. Allows you to settle things out of court. No bad guys."

The human smiles coldly. "We Humans like to think of it as vigilantism at its best. Justice served: quick, cold, and brutal!" Pause. "You know we got a secret weapon. We brought our Ram Python."

"Yeah. I know. So did we."

"Gotta have it!"

More laughs.

Suddenly, a window shatters, and shards of glass fall to the ground. In another place . . . the click of a safety switch. The clang of bolt as it slides forward into firing position. Next, a wraith-like form sprints across the street, a last chance to find better cover.

Silence. Stillness.

The Orion speaks again, his whispering voice wryly reflective. "If I remember my history on humanity correctly, this is just like the Gunfight at the OK Corral! Its your posse versus mine."

"Something like that. . . I assume you're wearing street clothes armor," notices the Human.

"Yep."

"It ain't gonna help you much."

"Yeah, I know. But its all part of this sheriff thing. You know how it is. Gotta keep up the image."

"Yeah, I guess so. Well. Let's get on with it. . . Draw!"

—Taken from the diary of David Keating,
Witness to the Second Gunfight at the OK Corral

THE SHERIFF

Order. The existence of all living things is predicated on order. Anything that upsets the natural balance of the universe must be terminated. The expansion of the Alliance is fundamental to its very survival. Therefore, I head for the outer colonies to ensure that order is maintained. Give me methane to breathe and cold steel to grace my hands and I will carve out order on the frontier.

There is very little wild about his place that Humans call the West. For it is in the rage of chaos that the warrior ultimately finds himself. The frontier must be purged of that which is inferior and restored to its purest form.

—Raskor-Idan

Ruler of the 4th House of Eridine

THE SETTLER

I'm moving to the frontier. Hell yeah. What do you think, I'm gonna spend the rest of my life making neutrino oscillators at 7.75 an hour? You must be crazy. I heard that there's so much room out there, all you have to do is land on an unclaimed planet and it's yours, just like that. I'm gonna call my planet Kevin's world.

And no, I'm not afraid of no Arachnid. All that silly talk is a ploy to keep us from getting rich like all of the businessmen and politicians. How tough can a little spider be. A couple of shots and hang the trophy on the wall.

So I quit my job, sold the house. Me, the wife and the two little ones are catching the next Zero shuttle at Mars and heading for the frontier.

—Kevin Kramer,

Settled on Lhoren in 2265 A.D.

THE GUNFIGHTER

Everyone is destined in life to be good at something. Each of us is born to excel at that thing from which we derive the most pleasure. I like killing people. You see, duels pit person versus person, and to the victor, the knowledge that he is superior. Furthermore, you get to strip the body and keep all of your foe's bodily possessions. It's the rush you get when you're faced with a gun at ten meters, watching the sweat trickle down his brow. You search his eyes and he yours, watching, waiting for that moment of decision when one of you goes for it and tries to fill the other full of plasma. Only one of you will survive, the best man.

On the frontier, every guy you meet thinks he's Macallus Urp or something. Thinks he's the fastest draw and he is going to take you down. Well, I've killed 103 of them. So I'm one of the best.

—Laseras P. Coltrain

Wanted for murder in 11 systems

THE PERSECUTED

It is all lies. Every bit of it. Our government doesn't care a damn about us. We merely exist to pay taxes and to get shot by some enemy that we have nothing personal against, so that some Congressman can toot his horn about honor and sacrifice. We're nothing but pawns in a chess game, played by the Mutzachans. If they are so smart, why did they lead us Humans away from Earth to explore the Fornax galaxy, just so we would inevitably run into and be butchered by the Arachnids. Did you ever stop to think of that, you moron? There is no freedom if there isn't choice. There is no choice in our future, which is being played out like a card game by a bunch of big headed freaks of nature! Salamar is right. We're screwed.

Well, I'm getting away from you lemmings who wait to be led like lambs to slaughter. I'll take my chances out on the frontier with the Arachnids!

—Someone Who Is Painfully Aware

THE HISTORIAN

All living things exist as points on an infinite wave that expands outward from the beginning of the universe. Each individual point on the crest represents a given point in time. Reality is constrained by where my life lies on the wave. My perceptions of the past are constructed by those who came before me. My future creations will be read by others who look back at what I have experienced! The chronologies must be cataloged so that history may be recorded in the vault of time. I am of sufficient intellect to understand that I am living in the crux of evolution. Much may be lost or gained during my lifetime. The edge of the cresting wave is on the frontier.

—Sheduble Wintar, Keeper of the Amber Crystal

THE INDIAN FIGHTER

Arachnids kill innocent people. I kill Arachnids. Thus, I am able to protect innocent mothers and children from harm and therefore serve my nation with pride and dignity. It is the manifest destiny of the Alliance to span the farthest reaches of the universe. Long live the Indian Fighter.

—J.D. Cole

Missing in action since 285/2277

THE COWBOY

Its beautifully lonely out here. There is no day, only night on the silent Plains of Desolation, where stars shine like diamonds in a sprinkled rough. It is a long way to the next ranch. I must ride on, coax my steel stallion a little further, maybe on to Naxtar. I'm at peace. I am alone.

—Graig Peters

Captain of Warcruiser Midnight Sun

SECTOR LAYOUT

Fornax, Quadrant 1, Sector 3, is broken up into subsectors. **No Man's Land** covers 4 of those sectors. The sector map, shown on the facing page, displays the location of all planets in each of the 4 subsectors in a two-dimensional plane. Each subsector map is further detailed in an 8 1/2 x 11 representation at the beginning of each subsector chapter.

The subsector maps detail the presence of large geographical features, such as radiation clouds and asteroid belts. Each of these features is explained in detail under the geographical features section.

INTERPRETATION OF SYMBOLS

DISTANCE

Each hex represents 2 parsecs of distance. A parsec equals 3.27 light years.

PLANET POPULATION

The relative main world populations are denoted by varying sizes of circles. The larger the circle, the larger the population. Specifics can be found in the planetary codes.

TRADE ROUTES

Trade routes represent common routes for transporting products between the various star systems. They are denoted on the map as solid black lines. Trade routes are routinely patrolled, and most inter-stellar traffic can be found here. Ships may travel between systems using any route they desire, but ships straying from the main routes are at an increased risk of being attacked by pirates, rebels, and so forth. Furthermore, there exists little support capability to render assistance to any craft that becomes disabled outside the shipping lanes.

GAS STATION

Automated fueling depots located in deep space are there to assist ships who have misjumped or have become disabled. (SEE Gas stations).

BATTLE STATION

Battle Stations are displayed as solid, triangular shapes. They represent major military bases of operation.

STARBASE

Represented by a solid hex. Starbases not only represent major military bases, but also contain stargates, the only method of traveling between galaxies.

GHOST PLANET

Ghost planets are star systems that are visible to the naked eye, but can not be reached or affected by normal means within the confines of this universe. Evidence suggests that they represent points where the Motaran Rift creates a link between this universe and other, parallel universes. The planets exist in a quasi-real state. They can clearly be seen, but can not be affected.

SHADOW WORLDS

Shadow worlds are former ghost worlds. However, explorers have found paths to reach these systems. Most "gates," as the pathways are called, lie far away from the shadow world. They are tears in the fabric of space and allow ships to travel into other parallel universes. All shadow worlds found so far exist in another universe. Traversing the gate to a shadow world can be extremely dangerous.

ASTEROID FIELDS

Represent planetary debris scattered across vast regions of space. Scientists once believed that asteroid fields occupied only local areas of individual star systems. The presence of massive bands of debris suggests an almost galactic plowing of material into heaps as the universe expanded. Others claim it is a by-product of dark matter.

ION STORMS

The electromagnetic radiation renders a ship's flux shields useless. Scanners are inoperable and sensor lock on attempts suffer a -10 to -50 modifier to detection rolls. Visual detection is the only possible means of tracking another vessel. Build up of electrical potential within the cloud often causes lightning bolts to discharge against ships, doing tremendous damage. ECM and ECCM are completely useless. Captains sometimes enter ion storms to reduce the disparity between their weapon systems and that of a superior enemy vessel's, putting the battle on more even terms.

PRESSURE RIDGES

They are not designated on any map, but may build up anywhere. It should be noted that pressure ridges occur most frequently in close proximity to ghost and shadow worlds.

Strong gravitational fields build up as pressure gradients and obliterate unsuspecting ships. Evidence suggests that "pressure fields" also exist, where converging pressure gradients overlap one another. Entering a pressure field has proven to be absolutely catastrophic. Most crews do not survive such an accident.

RADIATION BELTS

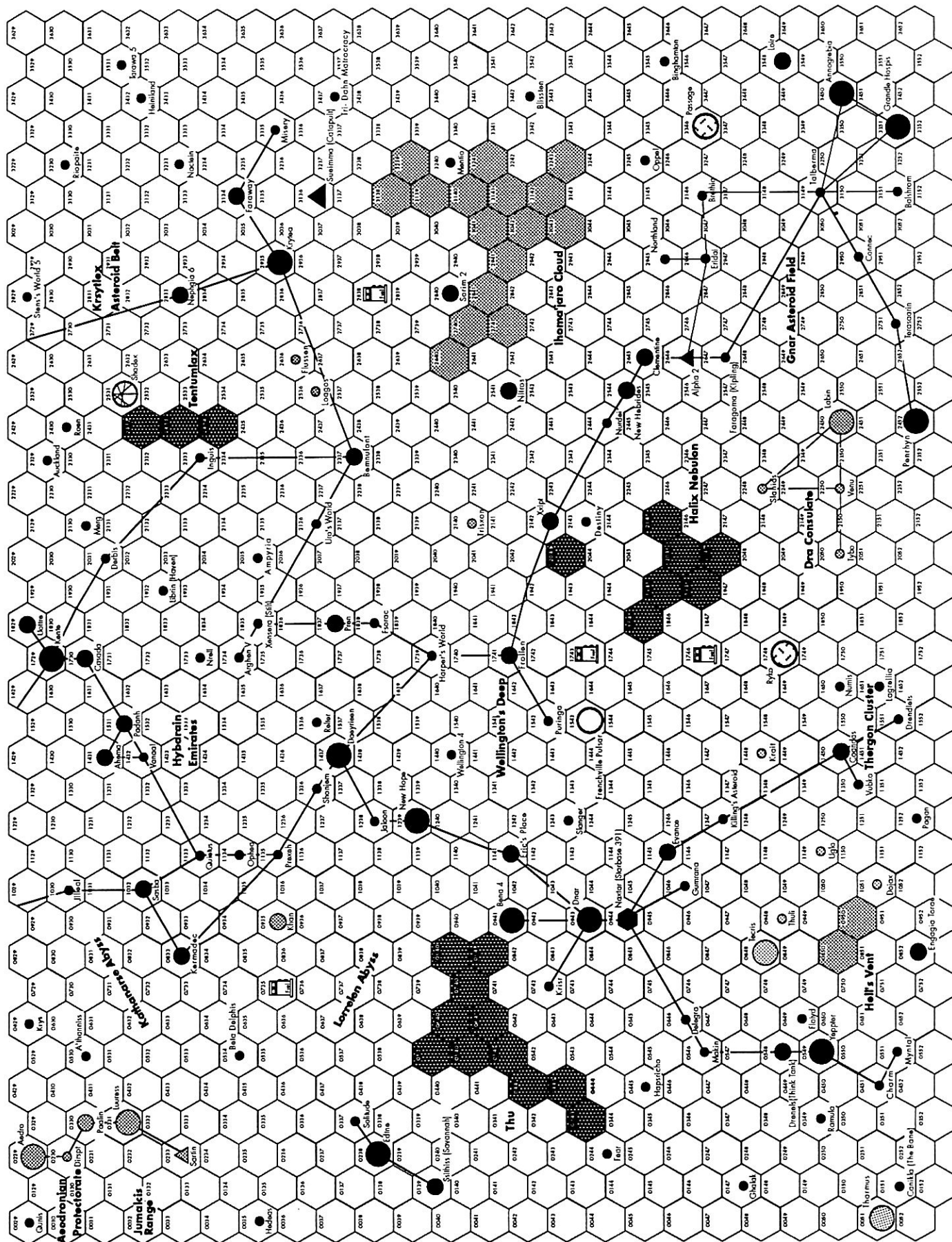
Sensor locks incur a -20 to -80 penalty and scanners function at a -30 to -120 modifier when applying detection rolls. No device has been effectively developed to block out the intense Gamma radiation which penetrates the hull and kills the crew in short order. Characters must roll SMRs vs. radiation at a -10 penalty to +30 bonus per hour, depending on the intensity, or fall victim to radiation sickness. Transporters do not function inside a radiation belt. Tractor beams only function marginally.

THE FRENCHVILLE PULSAR

Generates powerful gravity waves at regular intervals. See the basic rules book for more information.

SUBSECTORS

Each section of the Sector map represents a subsector. Brief descriptions are given below as to the general predisposition of these four areas. Each description is designed to give settlers an idea of what to expect when they travel abroad.



NO MAN'S LAND

THE INDUSTRIAL PROVINCE

The Industrial Province represents one of the two industrial hubs of the sector and was the first subsector explored. In recent times, it has become a place of great calamity, and many call it the Devil's Perch.

THE DENDERON HEMISPHERE

The highest concentration of people in the sector live in this industrialized area of space. The Denderon Hemisphere exports more than 25% of all the sector's goods. These goods are transported along the Highway to the Outer Reaches, as the Ivory Coast, Hells Kitchen, and the Gyran Republic are often called. The Denderon Hemisphere is the most settled and safest of all the subsectors.

THE PLAINS OF DESOLATION

A largely uninhabited subsector that contains both the Lorrelen and Kathanarse Abysses. The Highway (string of planets within close proximity to each other) passes through the Plains of Desolation to the outer reaches of the sector. The most notable feature of this subsector is the presence of the outwardly hostile Aeodronian Emirates, who have fought the Alliance since the first encounter between the two.

VOIDLANDS

The least inhabited of all the subsectors, there is little of mention that occurs here.

GEOGRAPHICAL FEATURES

WELLINGTON'S DEEP

Called the Devourer of Men, this bare emptiness has claimed more lives than any other region of free space in Fornax. Wellington's Deep was so named after the cruiser Wellington (the first Human ship to chart the Fornax galaxy) which became disabled while exploring here. The Wellington suffered irreparable damage to her drive systems while en route to the then unexplored Puringa system. Three of the crew were killed when an explosion in the engineering room ruptured reactor containment. The Captain ordered the engines dropped to avoid contamination and probable explosion. The engines, however, did not explode, and the Wellington drifted without means of propulsion. Rescue would take two months, and without the engines, revitalization of life support was impossible. Cryogenic freeze chambers were still only experimental in those days and not deployed on ships. So the crew of the ship Wellington was doomed. The last transmission received at Exploration Command on the Planet Naxtar read:

"Exploration Command. Exploration Command. This is the cruiser Wellington. Have lost main drive systems. No planets within range of escape pod. Life support failing. Three dead. If anyone's listening, we're in deep . . ."

HELL'S VENT

The exploration of the Fornax Galaxy jumped off from the planet Naxtar in 2079. Explorers set out with great enthusiasm to uncover the treasures of the universe and explore the vast regions of space. Captains bragged that like Columbus of old, they would find the New World and bring back the riches of its opportunity. However, archaic drive systems of the era utilized a primitive form of intermittent hyperdrive to facilitate movement. Ships jumped in and out of hyperspace, falling back to normal space after short periods. The exploration ship Alexander the Great set out to explore an area of space

which exhibited pronounced fluctuations of concentrated hyperionic radiation in 2099 A.D. The vessel carried out numerous experiments on the effects of hyperionic radiation on a probe vessel when, without warning, the center of the radiation pulsed outward and the expanding cloud released energy, overwhelming the crew. All perished in moments, their bodies later to be retrieved by the rescue ship Barometer Grey.

THU

The mysterious Thu Ion Cloud remains as much of a mystery today as it did over 200 years ago, when the exploration ship Thu entered the storm and encountered powerful electrical storms. Discharges of lightning, millions of joules in intensity, knocked out the exploration ship's shields in short order. The captain withdrew to the storm's edge to further study the cloud.

In the wake of the Wellington and Alexander the Great disasters earlier on in the century, scientists opted to leave the storm unexplored, even though the captain had recorded movement of some unknown kind on his long range scanners.

Thu is violent, capable of wreaking havoc on a ship's instruments. Since the initial exploration, many ships have sought to explore the mysteries of Thu, but with little success. Several vessels have been lost. Commanders have recorded strange objects moving freely within the storm, but have not discovered their origin or nature.

LORRELEN ABYSS

The exploration of the Jumalcis Range began from New Hope in 2101 with the launching of the colony ships Quest, Legend, and Mission Prayer, under the protection of the cruisers Enola Gay and Salem. The initial destination was the planet Beta Delphis, where a permanent colony would be established prior to the complete cataloging of the southern asteroid fields. They were, under no circumstances, to encroach on Aeodronian space or come within 4 parsecs of the hostile alien nation. The events that occurred next precipitated the War Against the Unbelievers.

The Mission Prayer misjumped and ended up tumbling out of hyperspace inside the asteroid field. The ship had been severely damaged and needed to be rescued. The escorting cruisers responded, leaving the remaining two colony ships on their own to proceed to Beta Delphis. The Aeodronians ambushed the defenseless colony ships, instead of attacking the cruisers or the damaged vessel. In the end, cruisers managed to rescue the crew of the Mission Prayer, but the other two colony ships, along with all of their crews, were lost.

The commander of the expedition named the region of space after his wife, Lorrelen.

THE JUMALCIS RANGE

Reputed to be a protected Rebel staging area for attacks against the Alliance, the Jumalcis Range remains largely unexplored, except for that section of the field which is furthest from the Aeodronian empire. The asteroid field is rich in minerals and rare elements. However, the Aeodronians consider it their space and the Alliance has forgone retaliation against the Rebels to prevent an all out war with the formidable Aeodronian navy. Mining of the field has been pushed by the Space Systems Development Corporation, despite the danger of both Rebel and Aeodronian attack. Numerous crews have been lost, amidst heavy criticism by the public.

THE KATHANARSE ABYSS

The exploration of this void began in 2124 A.D. during the swearing in of Ludmilla Kathanarse, the first woman president of the Alliance, after the mediocre regime of founding president Jose Dela Pena. The Kathanarse Abyss is more widely known as the Bermuda Triangle. Dozens of Alliance ships, including the heavy cruiser Wisdom Seed, have disappeared without a trace. Other ships have been found abandoned without their crews, including several Aeodronian ships, discounting the theory that the disappearances have been the work of the Aeodronian government. Some 37 ships have been lost since the turn of the century. Other crews have reported seeing ghost ships traveling through the void, or have encountered unexplained rifts in the fabric of time, and the arising of powerful scientific phenomena uncommon to this area. Attempts by powerful Mutzachans and Chatilians to uncover the mysteries of the Kathanarse Abyss have so far been futile, and the traveler's warning has been issued for the entire area.

TENTUMLAX

Called the Equalizer, raiding ships often flee authorities by way of this cloud. Electrical storms are commonplace, but the threat to ships is the swirling eddies and tidal pools. Turbulence can rip a cruiser class ship into pieces in seconds, and Galactic police vessels are prohibited from pursuing any ship into Tentumlax itself. Travelling Tentumlax is a badge of honor among pirates, who call it "riding the lightning."

IHOMA'JARO CLOUD

Explored by Sermine, the famous Mutzachan scientist and energy controller in 2121 A.D. Radiation levels are extremely high here, and ships that misjump into the Ihoma'jaro cloud have only hours to make repairs, lest their crews succumb to radiation sickness and perish. The Ihoma'jaro Cloud is home to the Lardek monster.

HALIX NEBULON

It is called the Backdoor, and may possess one of the strangest mysteries in all of space. It maintains the typical characteristics of an ion storm: tidal pools, eddies, and pronounced electrical discharges. However, from time to time, the space time continuum shifts within the Halix Nebulae. Ships entering the cloud have exited it before they entered it, a fact that baffles scientists. They have actually traveled backward in time. Other ships have entered the cloud and somehow found themselves orbiting ghost and shadow worlds that are otherwise inaccessible by normal space. Warning: Some ships have entered the cloud and simply disappeared, never to be heard from again.

GNAR ASTEROID FIELD

A heavily mined asteroid field that yields large quantities of Ti-Tritium. Tensions between competitive firms have caused conflict, and there have been numerous charges of sabotage and murder by the subsector's denizens. There is some contention that Uncle Ernie and his Merchants of Doom maintain a secret base somewhere inside the field.

PLANETARY CODES

The planetary code is a standard, succinct description of a planet. The official codes were established in 2201 by the Intergalactic Zoning Commission, and are adhered to by all astrocartographers. The standard code consists of 3 sections and a suffix. The three sections

represent general, cultural, and planetary information. The suffix denotes any special factors affecting the planet. Each section is detailed below. Note that this code is also applied to large artificial bases and some asteroid fields.

Main systems are those planets that represent the focus of activity within the solar system. A main world name is represented in upper case. The main world name also stands alone on its own separate line of the page.

Many systems have secondary worlds. The names of these worlds are not depicted in upper case and are marked by a colon at the end of the planet's name. The name is on the same line as the other text.

GENERAL INFORMATION

Relation: The Relation section is always a vowel. The vowel denotes the general relationship of the planet or base to the alliance. The possible codes are given below.

PLANET RELATION TABLE

Code	Relation
A	Alliance (Also Alliance-Claimed)
E	Enemy
I	Independent
O	Restricted
U	Unexplored
Y	Quarantined

Tech Level: The number listed is the tech level of the planet, from 0-7.

PLANET TECH LEVEL TABLE

Code	Tech Level
7	Superior Technology
6	Intergalactic Age
5	Galactic Age
4	Stellar Age
3	Computer Age
2	Industrial Age
1	Undeveloped
0	No Technology
□	Unknown

SECTOR LAYOUT

CULTURAL INFORMATION

The cultural information section is designed to familiarize persons with the **overall** view of the inhabitants. This code is not absolute, nor is it intended to be. It merely shows general tendencies of the world in question.

Reaction Modifier: The reaction modifier tells you how the "average Joe" is going to react to you when you get off the ship. Remember that NPCs are racially motivated, and other attributes will affect how people react to you. The listed modifier is applied to Persuasion attempts.

PLANET REACTION MODIFIER TABLE

Code	Attitude	Reaction Modifier
F	Friendly	+20
T	Tolerant	+10
N	Neutral	+00
U	Unfriendly	-20
H	Hostile	-40
□	Unknown	Not Applicable

Weapons Tech Law: Details what level of weapons are allowed onto the planet when passing through Customs. Travelers may obtain special permits or use other methods of getting equipment onto the planet, but at their own risk. Any person caught bringing technology higher than that allowed by the planet automatically faces criminal prosecution. Penalties are severe, the maximum penalty being death.

PLANET WEAPON TECH LAW TABLE

Code	Weapons Tech Law
8	No Tech Law
7	Superior Technology
6	Intergalactic Age
5	Galactic Age
4	Stellar Age
3	Computer Age
2	Industrial Age
1	Undeveloped
0	No Technology
□	Unknown

Population: The code represents the number of sentient inhabitants on the planet.

PLANET POPULATION TABLE

Code	Population
9	Over 25 Billion
8	10 Billion - 25 Billion
7	5 Billion - 10 Billion
6	1 Billion - 5 Billion
5	500 Million - 1 Billion
4	100 Million - 500 Million
3	25 Million - 100 Million
2	1 Million - 25 Million
1	1 - 1 Million
0	No Inhabitants
□	Unknown

Government: This letter represents the governing body on the planet. Planets with multiple nations of different governing types are considered to have anarchy, balkanism, or feudalism, depending on the situation. Most multi-national planets are defined as balkanism under this code.

PLANET GOVERNMENT TABLE

Code	Government
A	Anarchy
B	Balkanism
C	Communism
D	Democracy
E	Corporate Owned World
F	Feudalism
G	Matriarchy (Gynarchy)
M	Militocracy (Military Dictatorship)
N	Monarchy
O	Oligarchy
Q	Totalitarian Dictatorship
S	Socialism
T	Technocracy
X	Benevolent Dictatorship
Y	Colony
Z	Church State
□	Unknown/Not Applicable

PLANETARY INFORMATION

Atmosphere: This code details the type of atmosphere present.

PLANET ATMOSPHERE TABLE

Code	Atmosphere
O	Oxygen
M	Methane
C	Corrosive
N	None
T	Thin Atmosphere
X	Tainted/Toxic
Q	Other
□	Unknown

Gravity: The planet's gravitational coefficient has significant effects on those living there. Most artificial gravity units generate 1.0g. A person's strength and constitution are

increased/decreased by 20% for each deviation from 1.0. Some races evolved on different gravity worlds. For these, any 0.2 deviation from their home planet's normal gravity increases or decreases strength and constitution by 20%. Agility is decreased by 10% per 0.2 deviation from the norm of 1.0. It is easier to fall over on lower than normal gravity worlds because of the lack of balance.



SECTOR LAYOUT

PLANET GRAVITY TABLE

Code	Gravity
9	1.8g Or Higher
8	1.6g
7	1.4g
6	1.2g
5	1.0g
4	0.8g
3	0.6g
2	0.4g
1	0.2g
0	Less Than 0.2g
□	Unknown Gravity

Hydrosphere: Details what percentage of the planetary surface is covered by water or other liquids. Subsurface liquids are not detailed.

PLANET HYDROSPHERE TABLE

Code	Hydrosphere
9	90% Or More
8	80%
7	70%
6	60%
5	50%
4	40%
3	30%
2	20%
1	10% Or Less
0	No Surface Liquids
□	Unknown

SUFFIX

The suffix to the standard code was added in 2210. It advises the traveler of special conditions that exist on the planet or in the surrounding space. Only three suffixes have currently been designated. A planet could have a combination of these, but multiple designations are rare.

PLANET SUFFIX TABLE

Suffix	Meaning
-M	Motaran Rift Occurrences (Shade Worlds)
-G	Ghost World
-T	Traveler's Advisory In Effect

THE GALACTIC STOCK MARKET INDEX

The Galactic Stock Market Index denotes the relative supply and demand of products imported and exported by the planet's populace. The market lists a basket of goods and is instrumental in determining the way in which a world's society functions. The market index lists those common items required by all civilizations in order to grow and prosper. The range of supply versus demand is represented by a rating from 0 to 9. Worlds with a 0 index rating do not trade with the particular item in question.

A planet with an index of 1 has bountiful amounts of the particular product and has little need to import it. The item is exported heavily, usually at very low prices. A number 5 index rating represents a static demand for a particular product. The planet produces enough to meet its own needs and is self-sufficient. A market index rating of 9 indicates that the product is in extremely high demand and that the society suffers without it. Large quantities of this commodity are imported.

Much information about a planet can be extrapolated by analyzing the stock market index. A planet with low ratings for minerals and alloys could indicate an industrial world that maintains many mines. The population would tend towards a blue collar mentality and many of its citizens would be rough and seedy types. If the same planet had a machinery index of 7, while still maintaining a low index rating for minerals and alloys, one might assume that the planet has discovered the minerals and lacks the ability to extract them properly, thus the world would require machinery. Battle Masters are instructed to use the stock market index to develop their own worlds.

UNHARVESTED RESOURCES

Some worlds in **No Man's Land** have not been explored, for a variety of reasons. There may still exist deposits of minerals, metals necessary to produce alloys, or gold there. Worlds with unharvested resources may be explored, it requires a level check (denoted by a capital L and a number in parentheses) to locate the product for excavation.

WORLDS MARKED BY A □ SYMBOL

These worlds are unexplored, and there exists no reason or means to trade a particular basket of goods. The difference between a product marked by an asterisk and one marked by a zero is that the one marked by a zero could be traded, but the planet chooses not to, while the asterisk marked product could not be traded no matter what.

MAJOR GROUP ENCOUNTERS (MGE)

Represents those important groups that parties are likely to encounter while traveling abroad on the world. SEE Major Group Encounters.

SERVICES

Represents those services that may be available to the party while they travel about on the planet. SEE Services.

STRUCTURES

Represents those important structures that can be found within the system. SEE Structures.

DEFENSES

Represents the defenses that protect the planet and its populace from assault from space. SEE Defenses.

GETTING FROM HERE TO THERE

The Alliance spans many galaxies and a multitude of stars, all of which are separated by vast expanses of absolutely nothing. Even travelling between systems at the speed of light would take years! Clearly, some method must be available for travel over great distances in a short period of time. The most common methods of FTL (faster than light) travel are hyperspace, warp, and stargates. Rumors abound that the Mutzachans possess other, still more advanced methods of

travel. It is also known that the Arachnids do not use stargate technology, but are able to travel between galaxies using some unknown form of Motaran Rift energy. In any case, the only methods available to most travelers will be hyperspace, warp, or stargate travel.

HYPERSPACE

Description: Hyperspace is a region where faster than light (FTL) travel is possible. Many hundreds of thousands of research hours have gone into the calculations and theory of generating stable hyperfields. It is within these hyperfields that FTL takes place. Anything inside the field will be converted into tachyons and will move into hyperspace. Hyperspace is a region, not an alternate universe, where the top speed of light is changed. The tachyon field is only there to offer a stable region for the spaceship to enjoy. A hyperfield extends as a cylinder into infinity, so it must be contained. The only domain which is stable to the ship for safe travel is that of the ship's exterior. This means that the field actually exists inside the hull of the ship. The hyperfield is produced by charging the exterior of the ship, much like a Van de Graff accelerator, as a charged dome. Inside the charged dome, and therefore inside the hyperfield, there exists a charge free area, equal in dimensions to the spaceship.

Problems: Objects possessing large mass interact with hyperfields, and destructive forces are exerted on the ship should a hyperfield be generated too close to the gravity well of a planet. A hyper-jump is automatically terminated, should the ship's sensors detect a gravitational field in close proximity. If the ship's computer can react to the detection of a gravitational mass, the jump is terminated without adverse effects. However, a ship which encounters a rogue object in space and is forcibly ejected from hyperspace is in deep yogurt!

In addition, the mass of the spaceship itself will interact with a field of the wrong dimensions; the field equations must be carefully calculated to conform to the shape of the ship. Because of this, hyperspace drives are non-transferable between ships. Also, in order to make precise calculations, the ship must be travelling within a certain speed range to make the jump to hyperspace. The speed range is determined by the ship's engines and jump drive computer. Trying to jump to hyperspace at the incorrect speed can have unpredictable and disastrous results.

Speed: Because tachyons are the "mode" of travel, the maximum "speed" of this system is only equal to 1 parsec/15 standard hours (1 map hex/standard day), or 1810 times the speed of light. However, this represents the maximum achievable speed using hyperspace. Very few ships are able to produce the efficiency required for this speed. Actual speeds of ships in hyperspace can be as slow as 1 parsec/105 standard hours, or 259 times the speed of light (1 map hex/standard week). The "average ship" runs at about 1 parsec/45 standard hours, or 603 times the speed of light (1 map hex/3 standard days).

There also exists a lower-tech version of hyperspace known as "intermittent hyperspace." Intermittent hyperspace involves generation of a hyperfield, but without sufficient power to maintain it over an extended period of time. The ship must periodically drop out of hyperspace, recalculate, and jump again, due to the lack of power. This method of FTL travel is very inefficient, and generates a speed of 1 parsec/17.5 standard days, or 52 times the speed of light (1 map hex/standard month). However, intermittent hyperspace FTL is quite common among tech level 4 cultures. Also, damaged ships are sometimes forced to resort to this mode of travel when their engineer can't completely repair the hyperdrive (i.e. the Battle Master screws you!).

Effect: When a spaceship enters hyperspace, all that is seen by other ships is that it has disappeared. Ship sensors can detect residual tachyons, and a good navigation computer can plot the course the spaceship took in hyperspace. Certain high-tech devices even allow ships to pursue ships which have made the jump to hyperspace. To those inside the ship travelling in hyperspace, the universe outside looks like it does when flying through a dust cloud.

Fuel: Hyperspace fuel is just the fuel required to generate the power from the powerplant. This is usually Di-Tritium, but in any case the fuel is used up by parsec jumped. Every time a ship jumps into hyperspace, it is assumed to use up 1 parsec of fuel to enter hyperspace, in addition to the fuel used to travel each parsec. Therefore, a ship traveling 1 parsec with the best engine uses up 2 increments of fuel to travel the first parsec and one additional increment of fuel for each additional parsec.

WARP

Description: Warp is an FTL method which was born out of combining hyperfield mathematics with sub-space field kinetic manipulation theory. The idea is to propel the ship while keeping it in "real" space. This is done by "warping" the space around the ship in such a way as to make it slide in the desired direction. Everything with a mass in space will deform the fabric of space to a certain extent. This deformation is similar to how a baseball would deform a well made bed, but in all three dimensions at the same time. This deformation is smoothed out by the warp field, pulling the fabric of space tight. The trick is not to pull as hard in the direction the spaceship is intended to go. This re-deformation of space must continue until the spaceship gets to its destination, or the ship will return to sub-light speeds. The deformation of the region of space around the spaceship also changes the velocity of light accordingly to a velocity higher than that of the spaceship (A bunch of mumbo jumbo, pseudo-scientific garbage. All that is important is that you can say, "I need warp power in thirty seconds or we're all dead," and some "enterprising" chief of engineering will pull a rabbit out of his #\$@, and everything will be fine!).

A warp field is generated at a source and automatically comes into being outside the ship. The power needed to create and hold a warp field is determined by the speed step. As the warp is stepped up, the power drawn increases exponentially, but so will the true velocity of the ship. The top speed to date of a warp driven ship is step 9.4 with a cruising speed of step 6. The reason for a top speed is that the fabric of space, much like a bed sheet, can only be pulled so tight before it will rip.

The cruising speed is the step at which standard fuel is used. For each step above this, fuel usage is **tripled**. For each step below, fuel usage is **divided by 3**. Older warp ships have cruising speeds of step 4 and max speeds of step 6; the average ship has a cruising speed of step 5 and a max speed of step 7. Exceptional ships have a cruising speed of step 6 and max speed of step 8. The ship mentioned above was purely experimental. Power requirements are too high to have a maximum warp speed above step 8 on any production-model ships.

Problems: Warping close to planets and stars can be a real drag, literally! The result of warping too close to a heavenly body, even a large moon, is that the ship is sent headlong into the center of that body's gravity well. This could really ruin Christmas! Minimum safe distance from a body is equal to 36,000km times the bodies gravity rating (i.e. earth has a gravity rating of 1.0, so the minimum safe distance is 36,000km). On a standard space map, 1 hex is 9,000km, so

SECTOR LAYOUT

the minimum safe distance would be 4 hexes times the gravity rating. A spaceship warping inside the body's minimum safe distance has roughly a 50% chance of being destroyed. The other 50% of the time it is severely damaged by the stresses exerted against it.

Due to this sensitivity to gravity fields, a very careful course must be plotted. Also, pirates have found many ways to stop ships that use warp engines, so beware.

Speed: The speed of a warp ship is dependent on an exponential equation related to the warp step and the gravitational constant. Since you probably aren't a Mutzachan, we won't give the equation here! Instead, the following table relates warp step to speed:

WARP TRAVEL TABLE

Warp Step	Speed	Time To Travel 1 Hex
1	13c	140 Days (4 Months)
2	35c	52.5 Days (7.5 Weeks)
3	93c	20 Days
4	250c	7.5 Days
5	694c	2.66 Days (80 Hours)
6	1859c	1 Day (30 Hours)
7	5076c	11 Hours
8	13947c	4 Hours
9	37174c	1.5 Hours
9.4	50761c	1.1 Hours

Effect: When a Warp engine is engaged, the ship seems to stretch in the direction it is going, and then moves away at an unbelievable speeds. Those inside the spaceship do not notice a thing except that the stars are moving by very quickly.

Fuel: Warp drives require a better power source than hyperspace drives. The most common source in use by the Alliance is Ti-Tritium, a rare substance derived from Di-Tritium. Warp craft use this fuel at a rate dependent on both speed and distance traveled.

STARGATES

Description: Stargates are the ultimate in transportation technology. Only the Mutzachans hold the secrets to building these gates, which seem to be stabilized wormholes in the space/time fabric. In order to use a stargate, there must be a stargate at both ends of the route. You can only use the stargate to go to other stargates. There are two exceptions to this rule. One, the Masnrock Generator orbiting New Terra is effectively a one way stargate: You can be transported to anywhere in the known universe. Of course, you have to be at New Terra (in Andromeda) to do this, and you have to pay an incredible sum of money. Other than this, the only people who seem to be able to use stargates to get to places where there are no stargates are the Mutzachans. After all, they had to get out to the location of each stargate to build them in the first place. However, this is officially denied by the Council of Timar. No one believes that a fast warp ship was used to get to Ursa Major to build Stargate Horizon, but this is the official line.

In any case, all other stargate travel is between stargates only. Any stargate may connect with any other stargate which is functioning, anywhere. There are no distance limitations, which is why intergalactic travel has become feasible. Most sectors contain 1 or 2 stargates, while those of strategic importance contain 3 to 5. The No Man's Land sector is home to three stargates, at Naxtar, Transit, and Starbase 411. All travelers from other sectors or galaxies enter at one of these systems.

Problems: The first problem with stargates is the cost. Stargate fees range from 100,000-2,000,000cr, depending on the distance between gates to be connected. This fee is per ship, of course. A typical in-sector trip would cost 100,000cr per ship, an inter-sector trip about 300,000cr, an inter-quadrant trip about 750,000cr, and an intergalactic trip 1 million credits and up.

Secondly, all stargates require a security check before access is permitted. This means that no pirates are going to be allowed to use the local stargate! Also, you can forget about forcing your way through. Most stargates are attended by a Mutzachan warship (i.e. you are slain), or an Alliance Navy patrol at the very least! Players who try more subtle means (bribery, kidnapping, extortion, etc.) will have more success at using a stargate while "on the lam." However, BMs should be aware that most stargate operators are Blue or Red robed Mutzachans, with ridiculously large heads. They won't be easily fooled. To date, there are only 117 recorded incidents involving unauthorized stargate access, in 187 years of operation.

Finally, there are unsubstantiated rumors that ships have been attacked while in transit!! Some ships have supposedly been lost to unknown causes during stargate transport. However, this is officially denied, and the Mutzachans claim that the wormhole is perfectly safe. All losses are recorded as ship malfunction or attacks by ships on the other side of the gate.

Speed: Speed is unmeasurable in a stargate transit. Due to various random factors, the transit time for a trip is not always the same. Use the following table:

STARGATE TRAVEL TIME TABLE

Type Of Travel	Time
In-Sector Transit	1-6 Minutes
Inter-Sector Transit	2-20 Minutes
Inter-Quadrant	10-40 Minutes
Intergalactic	1-4 Hours

Effect: The external appearance of a stargate is that of a large structure hanging in space. When it is not functioning, the space on the other side is visible. During operation, a swirling energy field appears inside the frame. Observers see ships enter this and vanish. On the other side, warnings flash and the energy field becomes operational. Ships emerge from the field, apparently from nowhere.

To people inside the ship, looking out, they see chaotic patterns of light and darkness. There have been unconfirmed reports of people seeing faces and monsters in the patterns, but these have been explained as mere hallucinations. There are also reports that ships entering a stargate have never exited at the other end.

Fuel: There is no significant fuel usage in a stargate transit.

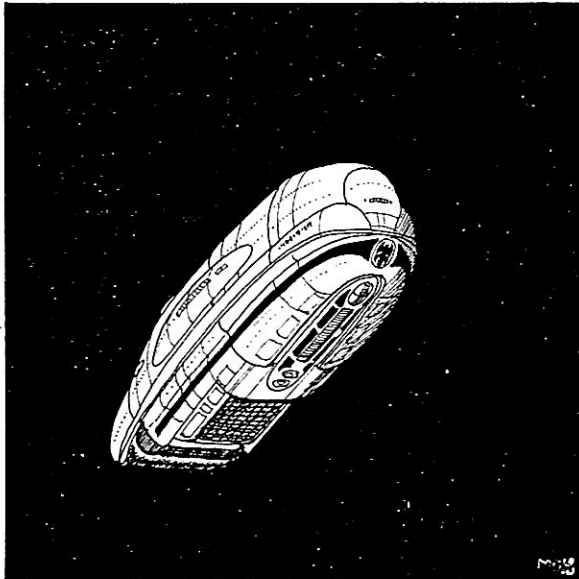
GAS STATIONS

When you're 20 light years from the nearest starbase and the tank reads empty, what do you do? Well, if you're a little bit lucky, there's a gas station close by. If not, pray to hell that you have a cryogenic sleep tube. If not... Well... start dictating the terms of your will to the ship's computer, so that when they find your frozen corpse in another month or two, they can settle your affairs.

Gas stations are automated fuel depots set up in deep space, far away from the typical travel routes, and designed to assist ships that are low on fuel. They were originally designed to aid short range ships which couldn't cover great distances, so that they could get to where they were going. As the concept developed, it became more apparent

that the most effective reason for deploying a gas station in deep space was to assist a ship that misjumped and then ran critically short of fuel with no hope of reaching a starport. Thus, the federal government has systematically deployed automated fuel depots in the empty recesses of space.

Ships requiring refueling enter pre-assigned coordinates into their main computer and make for the nearest gas station. At a 200,000km distance, the ship transmits its registration number and a special nine bit security access code (level 23) to the station. All registered Alliance vessels are given a special fuel code at the time the ship is registered, and every 3 years thereafter. Once the ship has entered the code, it is cleared to "pull in." The captain maneuvers the vessel into position. Thrusters are fired, aligning the ship (level 4 check) so that it can link to a universal umbilical arm that extends outward from the station. The station is actually an enormous cylindrical tank-like structure filled with Grade-A fuel Di-Tritium and Ti-Tritium. The umbilical pump transfers fuel to the ship and the owner's bank account is automatically credited with the bill. The owner must pay off the balance owed within 30 day or face charges.



Ripping off the gas station or blowing it up is a serious crime, carrying with it the charge of attempted murder for endangering the lives of any future customers. Robbing the gas station is almost impossible, since without the code, there is no way to access the fuel. Furthermore, attempting to approach a gas station without the proper authorization codes causes the system to raise its automatic defense systems (SEE platform defenses). Each time a vessel approaches within 200,000km of the station, the attendant (a computer) automatically becomes suspicious. It electronically registers all information about the vessel; size class, weapons hardpoints, fuel capacity, current fuel status, etc. This information is then transmitted to a distant control center data bank. No known direct fire weapon has a range greater than 150,000 kilometers. The attendant broadcasts an identify friend or foe message and if it doesn't receive a prompt response, engages weapon systems. A 2000 HP flux shield raises to surround the station, and a multi-fire, long range laser system activates and automatically engages the thief (see space station for details). Gas stations also carry missiles and can engage up to 10 targets simultaneously. The mainframe computer alerts all ships in the vicinity which are immediately dispatched to thwart the thieves.

Rebels have often tried to blow up gas stations in the past. They have since given up on this concept. Random gas stations are armed with a pressure ridge generator. When under attack, the generator emits a devastating energy shockwave that propagates outward in all directions, doing 5000KP to all objects within 9000km. The strength of the wave is reduced by one KP per 45000km (1/2 hex) distance of travel. The generator is a modular system which can be transported with ease to another station somewhere down the line. It fits into the bay of a police ship.

A final note. All gas stations are equipped with a communications up-link so that captains may radio for assistance if they need it.

TRAVELING IN CLASS

Persons can purchase passage from one place to another for different prices, depending on what class they wish to travel in. There are 6 travel classes, utilizing the Royal Transport System. The effects of traveling in different classes are given below.

Elite: Elite class patrons are privy to a wide variety of entertainment; from personal companion services, full room service, holorecords, luxury cuisine, live entertainment, long range communications services, etc. The elite class berth in their own private suites, far from the endless drone of the engines. The motto of the elite class patron is "NO COMFORT IS TOO MUCH COMFORT." Elite class travel costs 200% of the list price ticket. Maximum Baggage: 5000kg.

Bourgeoisie: Bourgeoisie class patrons travel in leisure quarters which are not at all uncomfortable. They are offered a wide range of entertainments, including many of those reserved for the Elite. The major difference between the two is the attention paid to the customer's whimsical desires. Stewards make scheduled passes by cabins and service is not as quick, nor is it quite as good as Elite service. The cost for Bourgeoisie travel is 150% of list ticket cost. Maximum Baggage: 2500kg.

Proletariat: The normal masses travel in coach class. Proletariat class travel is a no frills service. Cabins are clean, but spartan, and so is the service. The proletariat are entitled to a maximum of 1000kg of baggage, and can be bumped off a flight by someone seeking bourgeoisie or elite travel. All in all, if you aren't worried about having your worms steamed to the correct softness, and your bed made every morning, Proletariat class travel will do just fine.

Freight Travel: If you are a bum without any money, occasionally you can secure travel on board a liner by working for your passage. However, freight travel is almost a common occurrence on board faring starfreighters. The ability to obtain such passage depends on availability of space and the traveler's skills. Freight passengers usually sleep in the cargo holds, or in any other cranny where they can find a place to crash. You meet some interesting persons traveling this way, although it can be very dangerous. The captain usually charges 2% of the going rate and works you into the ground for your passage. But traveling this way is cheap.

Cryogenic Freezers: In rare circumstances, a ship must travel an inordinately long distance. Such a journey may require months. In this case, all personnel are placed into cryogenic freeze chambers, where they sleep for the duration of the journey. There are some dangers associated with this type of travel, such as the fact that sometimes you don't wake up! If that doesn't bother you, then sign up for a trip to the edge of nowhere.

MAJOR GROUP ENCOUNTERS

Characters are going to run into a variety of sordid types while adventuring around the galaxies. Every type of weirdo, psychopath, murderer, axe murderer, and just about anything else you could think of is out there! An informed adventurer has a much greater probability of surviving the perils of the unknown. The following section details the major group encounters that PCs are liable to run into while adventuring in **No Man's Land**. Only information on those major and probable encounter types are given. Some encounter types are listed, but no information is available. **Multiply the number found in the major group encounter index by 10 to determine the chance of encountering NPCs of the listed type per week of travel abroad on a world.** Some MGEs indexes have specific purposes, independent of that rule listed above. These are covered on a case by case basis.

ANARCHIST REBELLION MOVEMENT

Designer genes, that's what I sell. I'm an artist who sculpts flesh. Awww... you don't like my pets? Well wait 'till you see what I have cooking in the labs now, suckers. Oh, you'll find out soon enough. I'll give ya a hint though... it's big, it's mean, and it's hungry. All that's left is to wrap it up with a ribbon and drop it on some lucky Alliance planet somewhere. And if it just happens to be YOUR hometown I drop it on, just remember... Uncle Ernie loves ya, baby!

—Ernest Freiberg

The Anarchists Rebellion Movement (ARM) is a violent movement founded by a disgruntled bio-genetics scientist, Ernie Freiberg, to destroy the Alliance. The ARM's sole purpose is to distribute hostile lifeforms to vital parts of Alliance space, thus destabilizing the infrastructure. The organization also captures, trains, and distributes hostile alien lifeforms (HAL) to clients everywhere at a substantial profit.

Over the years, ARM has amassed a fleet of ships and built secret bases across the galaxies, using the money generated from the sale of hostile alien lifeforms. The Alliance has assigned a special crime fighting task force to discover the location of these bases and eliminate them. The federal government is also willing to pay up to 100,000cr for any information leading to the elimination of an ARM base or the capture of one of its members.

Recently, the ARM has forged ties with the Rebels, thus gaining extensive resources and networks. In return, the ARM has supplied the Rebels with various creatures for use in terrorist attacks against the Alliance. It is doubtful that these two organizations will ever work directly together, because the rebels do not agree with ARM's extremist methods, but view working with ARM as a necessary evil.

THE ARLINGTON ASSOCIATION

They are brought back in body bags while rich, spoiled brats hide behind money, their mommies, and refuse to fight. Cowardice in the face of bravery. We need mercenaries. We need soldiers. They are the shield of freedom that we stand behind.

—Madd Mike Kantrell

The Arlington Association are a group of patriotic Humans and Gen-Humans that back the often maligned mercenary and military forces of the Alliance. Most are businessmen, veterans, or loyal citizens who have been assisted by soldiers in some way. The association raises money to assist proven mercenary units in their operations. The Arlington Association realizes the value of the soldier and understand his uncelebrated role in protecting the lives of ungracious citizens who expect the warrior to die when things are bad, and vilifies their actions when things are good. The group donates large sums of money to the Galactic Soldiers Fund annually. The association monitors the activities of the warrior, keeping track of the heroics and unheroics of mercenary units. It was founded by Madd Mike Kantrell, celebrated veteran of the Second Arachnid Incursion and owner of Madd Mike's Mercenary Brochure. The magazine is quick to point out mercenary triumphs and regularly runs articles updating the effectiveness of those vaunted combat units.

The chance of being assisted by the Arlington Association depends on the success of the unit. There is a 02% chance per point of prestige that the group will offer some monetary assistance, whether it be in the form of free but used equipment, free passage to other worlds, or money itself. The average prestige of the party is used to determine the overall prestige. The amount of actual money that can be given to any unit is rigidly defined. The Arlington Association pays a flat 10,000cr per point of prestige. Mercenary groups may never receive a monetary reward more than twice in any one calendar year, or within 3 months of each other.

ARMS DEALERS

You know. I buy and sell death. I'm a death broker. It is amazing how much people will spend to buy death. And the best part is that everybody buys death so that they can save lives.

—Slarscious Phentari.

Arms Dealer

Arms dealers purchase and trade weapons systems to Alliance and independent worlds, under the direct sanction of the federal government. The sale of weapons is strictly monitored by the Federal Trade Commission, and more specifically, the Federal Weapons Brokerage House. The hottest item on Rebel, Pirate, Arachnids, and mercenary hit lists are arms shipments. The Brokerage House regulates and protects the shipment of weapons to legitimate governments. Weapons can not be sold under the galactic stock exchange. The illegal trade of these weapons is treasonous against the state and thus a capital crime.

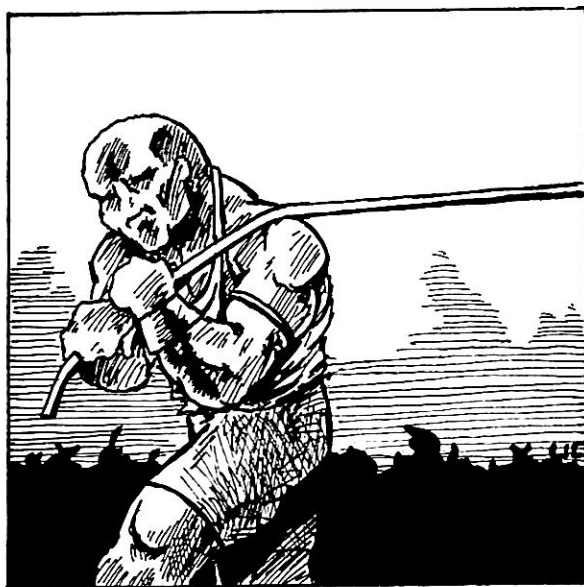
The trade of weapons is a secret affair, so much so that decoy freighters and secret shipment points are often used to load and off-load arms. Shipments are guarded by heavily armed soldiers, employing the most sophisticated detection equipment to locate hostile targets. It is not uncommon to see a squad of soldiers wearing MBA, toting XM2s, guarding a weapons shipment. It is virtually impossible to make off with a weapons shipment while in spacedock. The only possible chance is to jump the transport while in hyperspace.

AZIAM

I have no respect for those who back down from confrontation. It is a sign of great weakness.

—Duresk

Aziam are a race of large humanoids, indigenous to the first moon of the third planet of the Epsilon Indi star system. They are a Tech 5 society. Aziams are very brutal people, measuring worth by the strength of body and attitude. The worst thing to do when dealing with an Aziam is to back down. They respect those who stick it out. Many of them become bounty hunters because they see the dangerous criminals that they go after as big game, almost a safari. Aziams are somewhat xenophobic and only selected individuals are allowed to leave the society for a life as a bounty hunter in the Alliance. The person must often prove his/her worth in dangerous competitions to do so. Although they have interstellar capable ships, most of the rest of their technological development is only tech 3 or 4.



Physically, their heads resemble those of Earth elephants without the tusks. The skin coloring is rather tan though, and the ears are much smaller and aren't floppy. Aziam have dexterous trunks, though only .75 meters in length. The elephants breathe oxygen and are omnivorous in diet. Aziam are known for their ability to eat just about anything that their teeth can grind. The elephant warriors are true bipeds with no tails, and have four digits (including an opposable thumb), on each hand. Their feet have four wide toes. Their speech is guttural and harsh.

AZIAM

VITAL STATISTICS

Strength +20	Manual Dexterity -05
I.Q. -10	Aggression +15
Constitution +10	Charisma -15

SECONDARY STATISTICS

Military Leadership +10	Persuasion -05
Terrestrial Knowledge -20	

GENERAL INFORMATION

Body Points: 10 + d8	Movement: 10/9/50
Height: 96 + d20 in.	Weight: 425 + 3d20 lbs.
No. of Attacks: 2	Damage per Attack: 1 temp.
Vision Modifier: +00	Hearing Modifier: +05
Smell Modifier: +10	

SPECIAL ABILITIES

Tracking lvl 1	Detect Concealment lvl 2
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SURVIVAL MATRIX ROLLS

CHEMICAL: 24	RADIATION: 30
BIOLOGICAL: 35	MENTAL: 15
POISON: 32	SONIC: 18
ELECTRICITY: 40	FIRE: 22
ACID: 55	COLD: 20

BENJARI

Mymaster is an all powerful, all knowing god, flown from the skies. I serve him and he offers me the eyes of the heavens. I would never do anything to disobey him, lest I feel the wrath of his fire wand again.

—Dunubis

Found on the fourth planet of the CD-14 star system, these barbaric hunter-gatherers have a population of over 2 billion. Benjari are a tech 0 race and are not protected by legislation governing sentence. They are thus open to exploitation and exported across the galaxies as slaves. The Benjari view those who come to make them slaves as gods from the sky, and if treated well are usually very loyal, even to the point of sacrificing themselves for their divine masters. Occasionally, a Benjari learns the truth of his position. This is rare, and incorrigible slaves are sent to labor camps if they become problematic. The Humans and Gen-Humans are contending with the Eridani and Phentari in the Council to end slavery, but such an outcome is highly doubtful.

Benjari breathe standard oxygen levels and subsist on simple plants. Other types of food are often hard to digest. They are tall and frail humanoids with very flat nasal bumps between amber colored eyes. Their hair has a slight green tinge to its natural sable coarseness. Benjari hands are similar to human hands, but the orientation of the thumb is to the other side (bottom of the hand).

MAJOR GROUP ENCOUNTERS

BENJARI

VITAL STATISTICS

I.Q. -25	Charisma -10
Manual Dexterity +05	Aggression -10

SECONDARY STATISTICS

Military Leadership -30	Persuasion -10
Terrestrial Knowledge -50	

GENERAL INFORMATION

Body Points: 4 + d6	Movement: 7/8/45
Height: 56 + d6 in.	Weight: 100 + d20 lbs.
No. of Attacks: 1	Damage per Attack: 1 temp
Vision Modifier: +00	Hearing Modifier: +00
Smell Modifier: +15	

SPECIAL ABILITIES

None

SURVIVAL MATRIX ROLLS

CHEMICAL: 20	RADIATION: 15
BIOLOGICAL: 24	MENTAL: 10
POISON: 12	SONIC: 20
ELECTRICITY: 10	FIRE: 18
ACID: 30	COLD: 16

BLACK MONDAY

The Phentari are known for the hatred of other lifeforms, but most of that hatred, other than that which is falsely projected toward Eridani, is projected against Humans and Gen-Humans. The squids hold our races in utter disdain, considering them to be nothing more than cattle. They project a false pretense of liking the Orions because of the war both nations once fought against the Eridani. However, many archaeologists contend that the Phentari were merely searching for new feeding grounds when they encountered the Orions. The rogues were all destined to be enslaved, and one day be served with Chablis equivalent at dinner. It was mere coincidence that the Eridani attacked the squids, who were forced to delay internment of the Orions and focus their attentions elsewhere. 500 years passed between the Phentari's first discovery of the Orion homeworld Taos 4, and the time they made their presence known. 500 hundred years! What were they waiting for, a break in the action?

The Phentari finally sought out diplomatic relations with the Rogues because they were losing the Generations War against the Swordsaints and desperately needed assistance. In the end, the allies were successful in defeating the Swordsaints and became true allies. Times change though, and the Kwashime Alliance is nothing but garbage now. Today, Phentari are equally willing to kill Orions as they are us. That foul race gets away with murder, just so the Alliance has more ships to fend off the Arachnid attack. Numerous charges of cannibalism have been levied against the Phentari by Gen-Humans, Orions, and our race. What happens . . . threats of sanctions by the federal government, like they have any *\$#@! The squids continue to violate our inalienable rights to be allowed to live.

Eridani . . . Those hypocritical monsters hide behind the pretense of honor. What honor is there in killing everything you meet because you happen to think its inferior. Killing honorably. Give me a break! There is no way to kill honorably, and like the dead guy cares that you thought of him in a nice way. He's dead! It's all lies, and they get away

with it too! Eridani are allowed to wander around, wearing a sword, anywhere they please. By law they can use that sword to hack down grandma because they felt threatened by her, like granny has an M-20 hidden under her skirt or something!

I say we kill them all. It's the only way to ensure that our kids don't wind up as hamburger at some Phentari picnic. Or will I find my daughter dead because she looked at some Swordsaint the wrong way. Better them than us. I do not espouse hatred. I only tell the truth.

—Hal Greenwood

Founder of the Black Monday Movement



With the socio-economic woes of a stagnant economy, unemployment on the rise, and the continual increase in violence, both domestic and abroad, racial tensions between member races of the Alliance have become increasingly strained. The Black Monday Movement represents an ultra-violent terrorist faction of Human and Orion cultures, whose sole goal is the utter destruction of Phentari and Eridani nations alike. The Mondays are right wing extremists who view the purity of the Alliance as being poisoned by the presence of methane breathers. Its 200,000 members fervently believe that the Squid and Swordsaint governments are working covertly together to take over the Alliance and enslave the Orions and Humans. They believe that a conspiracy exists between the two apparent rival governments. Black Mondays carry out terrorist attacks against Phentari and Eridani civilian population centers. They were responsible for the Sword Poisonings on Beresh, when the Eridani methane water supply for the city Ice Cave was contaminated with Virean Plague. 4000 people died. The Black Mondays destroyed the Bies orphanage on Riopait, killing 900.

It is widely believed that the Black Mondays planted the villanite bomb on the Phentari luxury cruiser Silent Passing, in which more than 1000 people lost their lives. Their tactics are straight forward and ruthless, kill Phentari and Eridani any way possible.

Black Monday also spreads its word by peaceful means. It uses the media to cover Eridani and Phentari attacks on the civilian population, graphically illustrating the inherent brutality of methane creatures. The movement conducts private interviews with victims of methane atrocities, preying on the fears of mothers that their children will be taken away and never seen again. Its members hand out pamphlets at spaceports, and run phone banks, soliciting donations for their cause. The Black Mondays are privately financed, and the movement is growing at an alarming rate.

BLACK MARKET

I can get you anything, a gravity well generator for your Bohemian Class starcruiser, or an Abomination Omega cannon. It's simply a matter of money. I tell you where to bring the money and then I tell you where to pick up the goods. But let me make one thing perfectly clear. You screw with the Market in any way, shape, or form, and there won't be a crack in the universe small enough to hide in . . . and when we finish with you, there won't be enough of you left to scoop into a jar! After that, I'll probably pay a visit to your family. Am I making myself perfectly clear?

—Anonymous Black Market Operative

The Black Market is an underground enterprise, with close ties to the Rebels. The Market is the primary source of arms supplied to Rebel factions. The Rebels pay through the nose for their weapons and armor, but its operatives are very discrete and can often make deliveries into secure areas.

One can fence stolen goods or purchase illegal materials through the Black Market. The prices can be very steep depending on the materials sought. Three times retail cost is usually a good rule of thumb to follow. The Black Market is generally located in metropolitan areas, or in close proximity to combat zones. It is not easy to make contact with the Black Market, unless you have connections with them. They are very selective about who they deal with.

A strong note of caution: be very careful when dealing with the Black Market. They are quite ruthless, and do not take lightly to double crosses. This massive organization is well connected, and can make good on almost any threat. So, be careful, and always make good on your promises.

CASHOU

I must drink the Mesange juice to survive. Without it, I shall surely die. My master, Edis, provides me with drink when I perform correctly. He is honorable and therefore I serve him obediently.

—Ssmidul

Cashou are indigenous to the Eridani home system, having evolved on one of the nine moons of Eridine. These insect-like quadrupeds have wings, allowing them to fly at rather high speeds. Members of the slave race are employed as messengers, and Cashou can carry up to 200 kg of cargo without being unduly encumbered. Eridani use Mesange Nectar to keep the race docile and controllable. These creatures are rewarded with Mesange Nectar for performing their duties in a direct and efficient manner. Cashou are also methane breathers, but have the peculiar ability to survive without breathing for periods in excess of three hours. The species possess attributes of both insects and reptiles. They are herbivorous and usually feed on the juices of the plantlife of their own world. When free of the addicting effects of Mesange Nectar, Cashou actually seem somewhat intelligent. They possess their own language.

CASHOU

VITAL STATISTICS

I.Q. -10	Agility +20
Charisma -05	Strength -05

SECONDARY STATISTICS

Persuasion -15	Terrestrial Knowledge -40
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GENERAL INFORMATION

Body Points: 3 + d6	Move: 5(15)/5(24)/40(240)
Height: 40 + 2d12 in.	Weight: 55 + 3d8 lbs.
No. of Attacks: 2	Damage per Attack: 1 temp
Vision Modifier: -05	Hearing Modifier: -15
Smell Modifier: +20	

SPECIAL ABILITIES

Navigation 2 lvls	1 pt threshold
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SURVIVAL MATRIX ROLLS

CHEMICAL: 10	RADIATION: 12
BIOLOGICAL: 20	MENTAL: 33
POISON: 16	SONIC: 45
ELECTRICITY: 05	FIRE: 10
ACID: 22	COLD: 65

CUONTOL

The presence of the Cuontol has never been established, let alone been linked, to covert and subversive activities. It is my administration's position that no such group even exists. It is all sensationalistic journalism conjured up by the media to make money. And the Kenthor episode is nothing but complete hogwash!

—Valerie Crenshaw

Director of Foreign Affairs

Industrial Province Subsector, Fornax Galaxy

Cuontol is a secretive organization that has been repeatedly linked to the Eridani people. The Swordsaint government categorically denies involvement with any extralegal group that would bring dishonor on the Swordsaint's purist way of life. Cuontol are the Eridani equivalent of Ninja. Their existence has never been confirmed, but it is widely accepted that they are hired assassins for the Eridani government. Cuontol carry out murder, sabotage, kidnapping, corporate espionage, and a variety of other illegal operations. They kill with swift, deadly precision, never leaving any witnesses.

Cuontol wear black outfits, similar to the Ninja and carry a variety of archaic hand weapons into combat; such as the Blaheeli, Huumack, Quabals, and Linth, the Eridani version of a crossbow. They are masters of stealth and disguise and are versed in the methods of poison. Cuontol are believed to use a version of a Kizanti displacement device, one somehow capable of penetrating fluxshields, to bypass external defenses and enter a target's domain. Once inside the perimeter, the Ninja stops to purify the ground where he will spill blood, by carving a strange glyph-like rune into the face of an object, usually a piece of wood or plastic. He then approaches, using stealth to terminate the guards, while making sure to circumvent internal defenses. Each

individual encountered should be disemboweled and beheaded before leaving the killing grounds, as a part of Dazug Athar Lantiin, the Ritual of the Cleansing. Cleansing all bodies proves the skill of the assailant and brings him great honor.

The Cuontol weapon of choice is the Kajot, the Eridani version of a scimitar. The Kajot is an extremely rare sword, forged for the royal family of Eridine by their personal weaponsmiths. Kajot blades are extremely sharp, constructed from a Delrethium alloy, a rare metal found only on Eridine and largely excavated from the sacred Mount Tias. The sword is forged by some top smelting secret process: it is light and extremely sharp (+2 to initiative and -4 to threshold). All Kajot have been wrought by the royal weaponsmiths for the last 3000 years. The weapon is publicly offered on rare occasion as a form of honoring those persons who have displayed uncommon valor. Otherwise, these blades can not be purchased on the open market.

The act of disemboweling someone is ritualistic as well. The Cuontol drives the blade in just below the breast bone, slashes downward to the groin, then arcs the Kajot to the left, lifting and pulling as he does. The effect is to remove the victim's internal organs.

The only credible witness to a Cuontol attack is Kedrin Kenthor, an Orion entrepreneur who claims to have seen five Cuontol kill Corlas Lenth, a prominent rogue businessman with prominent ties to the Silk Lambs, and a pronounced disliking for the Eridani people. Kenthor claims he saw five Cuontol appear out of nowhere in broad daylight, kill, and then cleanse 17 guards, and finally make their way into Lenth's mansion where they killed him. Skeptics ask the same question, over and over again, "How then did you manage to survive?" Kenthor invariably replies, "I don't know. Maybe they didn't see me." Kedrin Kenthor has openly submitted to memory extraction on different occasions by the authorities. Mental tapes verify that he saw something that fits what he accounts. Evidence of the rune and the disembowelment have also been substantiated.

Since the admission, Kenthor has not been seen. Rumors claim that he has met with foul play. Supporters say he has been placed under government protection, changed identities, and moved to a new location.

CYBALL

The Death Knights have a bunch of goons on their team. They should all be suspended from the league. I don't care if they're Orions. Last night, the Spirax Warriors came into town. The Death Knights were up 7-4, when the Warriors' jammer, Tadei Yoshima, broke loose and scored twice in five minutes at the end of the second half. It was spectacular. Twice, he used his Jet to go up on top and fire rockets past the Knights' Hangman, Jabarrious Phentari, scoring 2 points. That made the score 7-6, with only 6 minutes left to go in the game. On the next rotation, the Knights hooked the ball. They passed it up to Jabarrious who then hurled it directly down into Yoshima's face! Broke his neck, shattered his jaw, and crushed his right cheek bone. Both benches cleared, and when it was finally over, five players were in the hospital, including the Warriors' star hook, Kural-idan, who got stomped on by Tuff the Ram Python. The Warriors ended up losing the game 8-7. The whole thing was complete and total garbage.

—Madergin Lasketin
Avid Cyball fan

It's more than just fun and games. Cyball is the leading sport in the Alliance, viewed by hundreds of billions of Alliance subjects across the galaxies. It grosses more money yearly than most planetary systems. Cyball is also the second most violent sport known, behind Survival Warrior, with hundreds of casualties and dozens of fatalities every year. In fact, it is uncommon for a Cyball game to go by without at least one serious injury. This also applies off the field. Each year, thousands of fans are injured or killed in post-game incidents, and enough money is bet on big games that assassinations are not uncommon. A complete cyball team has 39 players, typically three per position.

Cyball is played in a 170m long, 25m diameter cylinder by athletes from the more physical Alliance nations. Players wear low line AKM battle armor. The Cyball starting team is made up of 13 members, 8 offense and 5 defense. The pivot man is called the Hook and is responsible for picking up loose balls and passing them to the Jammers. His role is offensive in nature and his movement is not restricted. Two Jammers (almost always Gen-Humans) ride specially designed motorcycles. The riders rely on superior speed and maneuverability to carry the ball down the field.

Three Guardians, generally Eridani or Phentari, have the primary responsibility of protecting the Jammers from opposing players, while the bikes advance down the field. They also serve to stop opposing Jammers. Their role is offensive and defensive.

Two Hangmen (Phentari) wear magnetic boots and dangle upside down from the top of the cylinder. Their job is to catch passes made from the field below and stop the progress of Jammers, who often try to ride their "Jets" up the side of the cylinder, using centripetal acceleration to prevent the bike from crashing to the floor below. Hangmen can never play down below the centerline, which divides the upper and lower portions of the cylinder into equal halves and is labelled by a thick, solid, red line.

There are five defensive players. Foils carry long polearms. Their single job is to knock the Jammers from their bikes and dislodge the ball. A player who is knocked from his jet must release the ball within five seconds, or it is turned over to the opposing team. Foils can also block the advance of Guardians by holding the polearm in a horizontal defensive position directly in front of their bodies.

The back line is composed of two Blocks, usually Ram Pythons or Python Lizards, who are responsible for defending the area directly in front of the goal should the Jammers get past the Foils. Blocks prevent the ball carrier from taking a shot on goal. Their job is to tackle the Jammer or strip him of the ball. A tackled non-jammer must immediately release the ball, which is then picked by the opposing team's Hook. Blocks are restricted in movement to the area in front of the goal, called the security zone. They are equipped with magnetic boots which enable them to move freely up the surface of the cylinder. Blocks are known to hurl themselves without thought of consequence at the ball or advancing jets to stop a shot on goal, thus gaining the applause and respect of the crowd.

The goalie, typically an Eridani, has the sole responsibility of blocking shots, which must be thrown into a 2 meter "crease" at each end of the field.



PLAY

A 1kg lead ball is fired from the wall into the center of the cylinder at 100kph (called a Rotation). Players wait until the ball slows down as it circles the interior of the cylinder. The Hook picks it up and passes off to a Jammer or a Hangman. If the ball is passed up to one of the Hangmen, he must remain on sides behind the lead Jammer or suffer a penalty shot on goal from the point of the infraction.

Normally, the Hook passes off to one of the Guardians who then shuttles the ball to one of the Jammers. Jammers carry lacrosse type sticks, called scoops, which they use to catch, throw, or scoop the ball off the floor. Any pass to a Guardian or Hangman must be made backward or a penalty shot is called. However, forward passes can be made to Jammers flying down the field on motorcycles. This is called throwing a "dart" and is thrilling to watch.

Once the ball is "out," the other Guardian races ahead of the Jammer and tries to stop the opposing team's Foil from intercepting the play. The next Guardian races forward to take on the Blockers who wait to "stomp" the attack. The Blockers are confined to the security zone which extends 25m to the front of the crease. The Jammer charges forward, then at the last moment, either attempts to dodge the Blocks and take a shot on goal, dish the pass backward to the trailing Guardian, who then runs in for the shot, or throws a pass up to a Hangman, who then takes a shot on goal.

GOALS

There are three types of goals that can be scored in Cyball. A long goal is any goal scored at a distance beyond the security zone and is worth two points. A contact goal must be scored within the security zone and is worth three points. "Firing a rocket" is the term used when a hangman scores and is worth 1 point.

The great Cyball players are revered as gods by the common people, and the best teams are household names. This year, the reigning champion Rigel Death Knights are opposed by the eight teams which have made it to the playoffs. The favorites to make it to the Alliance Cup and play against the Knights are the Omega Hammers, sponsored by the Balshrom Science Corporation, and currently undefeated this season. Other teams in the playoffs include the Blood Commandos, the Flying Scotsmen (an extremely eccentric team who spurn convention by having only Orion Rogue players. Surprisingly, they're good!). Other teams include the Spirax "Python Machine" Warriors, and the New Terra Bills (named after an ancient Earth sports team, they always seem to make it to the playoffs, but have yet to win the Cup).

REALITY

There is a darker side to Cyball. The game is considered by many to be the modern version of circuses in the ancient equation "bread and circuses." In other words, Cyball is the Alliance means of keeping the masses' minds off serious matters, like the fears of an impending war with the Arachnids, government repression, and rising crime. Most people would rather think about who's going to win the playoffs than people starving to death on Dena-7, or the fact that government corruption is on a massive scale! So the Cyball franchises are government subsidies. They keep the people passive and docile, freeing up the government to do its dirty work.

DOLTHARIANS

Yeah, I've seen 'em, and let me tell you, they're worse than the bugs. Least when an Arachnid's coming to chow down on your face, you know it's there and you know it's an enemy. These Doltharians. . . "Scorpions" is more like it. . . they sell out their own people to the bugs. You can never tell if the guy next to you is one or not until he shoots you in the back.

Why do they do it? I dunno. Some of 'em are probably just greedy, though they're crazy for trusting those monsters. Others, well, I heard stories of brainwashing and worse. No telling what those spiders can do to a person once they get a hold of him or her. Not good. Not good at all.

*—Sergeant Floyd McCracken
Galactic Marines*

The Doltharians are the lowest of the low, the Benedict Arnolds of the Alliance: Humans and Gen-Humans who have gone over to the Arachnids and now work for the downfall of the Alliance. Nobody knows why they do it, but one thing's for certain, they're out there, and they're doing damage as is testimony by the Base Station Vigilant Incident. Base Station Vigilant anchored the defense for the Alliance in the Carina Galaxy, Quadrant 2, Sector 3, against the Arachnid threat. A single station employee managed to sabotage the station's fusion reactor and blew the entire station up, killing 3500 of its 8000 personnel. The perpetrator was later abducted by authorities who sucked his brain and first learned of the Doltharian organization.

This incident, and others like it, have galvanized the Alliance into drastic action. The Treason Edicts of 2274 state that any Alliance citizen has the right to terminate a known Doltharian, no questions asked. As long as proof can later be provided of the individual's treason, he or she can be executed on the spot. So far, hundreds of Doltharians have been executed in this manner. The most shocking of these was Rear Admiral Nathan Kenjaro, of the 11th Fleet, who was discovered relaying tactical information to a Xarian freighter bound for Arachnid space. Chatilian mindscans turned up nothing. The Admiral's mind had apparently been conditioned against mind-scans so that the probes used turned it into so much oatmeal. Rear Admiral Kenjaro is currently drooling in solitary confinement in New Leavenworth, awaiting a public execution should he ever recover.

Many theories have been put forward as to the nature of the Doltharians. Some point to the mind blocks on captured Doltharians as proof that they have been brainwashed to serve the Arachnids. Others put it down to simple greed, though one can only speculate as to what the Arachnids are paying them with. One theory, based on a small vial of an unidentifiable substance found on one Doltharian's body, states that both theories are correct. The Arachnids are paying their Human cohorts with a highly addictive drug which also renders them more susceptible to the Arachnids' commands. This might also explain why almost all Doltharians seem to be Human and Gen-Humans, if the drug is keyed to a Human physiology, it would have no effect on other races.

Perhaps the most terrifying aspect of the Doltharians is a recent discovery. Two months ago, a cell of Doltharian agents was raided by an elite team of Galactic X agents. Most of the traitors went down easily, but one female human attacked and literally tore one of the Galactic Control Rams apart! It took several laser shots and a pulse hit to put her down, and even that didn't kill her. A subsequent autopsy

revealed that many of the elements in her cellular makeup had somehow been replaced with alien substances, and analysis of brainwaves showed that the woman did not have a human mind. Talk on the streets is that the Arachnids have found a way to take a human body and give it an Arachnid's mind and toughness.

DRUG DEALERS

Hey, hey, hey, step right up here my man. I got dreams in a bottle, just waiting for you. I can make you happy, sad... whatever you want. I can make you fly... for the right price. Of course, what goes up must come down, right? And when you come down, I'll be right here to take your money and send you back up. Yeah, I know it's not fair... but I got me a captive audience, ready to sell their souls for my poison. Then again, you know that, or you wouldn't be coming to me, now would you?

—Thomas "The Weasel" Wierzbowski
Found Shot in the head in New Chicago, 117/2279

(Editor's note: Drug dealing is an ugly reality, both today and in the 23rd Century. Optimus Design Systems does not in any way condone substance abuse. Life is too short to live in a fog bank, so just say no!!!)

The Alliance is not a pretty place, and most people know it. Corporate abuses, government corruption, and violence in the streets are all facts of life, and hovering over it all is the threat of the Arachnids. There are a number of ways to escape this harsh reality. Some strike out for the frontier. Others take a more self-destructive and insidious path. There are thousands of drugs, both legal and illegal, in the Alliance, and a guy on every street corner willing to sell them to you. Most just slowly destroy the person taking them. Some pose a threat to others. Adrenocortizone, better known as "Juice," is popular among combat types, who claim it makes them faster and more aware. But "Juice" also induces psychotic rages in some individuals, causing them to go on killing sprees. Not good. There are also rumors of corporations lacing workers' food with drugs to make them work harder and longer. This is highly illegal, but no proof has ever been found. Of course, when you're a multi-trillion credit megacorp, it's pretty easy to hide whatever evidence you want to!

EIKEEL

I seek the answers to the universe because they are there. I exist to travel and learn, though I wish that I could live for as long as Mutzachans. Then I would be able to truly understand the secrets of the universe.

—Jiodut The Wayward

Eikeel are a race of people who live in the mountains of their home world of Eikee 9, and who are characterized by their inability to sense fear. Eikeel have simple needs, but have a boundless curiosity. They are a hardy, bipedal race, living in the thin oxygen content of the high mountains and the cold peaks of their planet's realm. Unlike the Orions, Eikeel curiosity is steeped in the simple desire to go where ever there is to go, simply because it is there. It was discovered that the Eikeel people were not adversely affected by overt social and techno-

logical change, although originally a simple tech level 2 civilization. In fact, they were found to be fantastic adapters with very quick minds. Eikeel do not reach out for knowledge, but swallow it when it approaches them. They are fast and avid learners. Most have left their home world, once given the opportunity, and now spend their lives exploring the universe, getting training wherever they can and joining up with anyone who will lead them to something new to learn. Most Eikeel who have spent any time in the Alliance know more about events in the Alliance than the average citizen.

The bone structure of the Eikeel is very flexible, as are their joints. They seem to heal very quickly. Eikeel are bipedal, with very light skin and heavy body hair, usually blond or even white in color. They usually go barefoot, as the soles of their feet are calloused and very tough. Eikeel have excellent stereoscopic vision as well as rudimentary infravision. Their arms are elongated and double-jointed at the elbows. Seven fingers assure a good grip on the rocks of their home. They possess their own language, but usually learn Earth English upon venturing out into the universe. They do not understand the concept of prejudice and do not see why one people would want to fight another. They do not have the unconscious, irrational xenophobia that other races seem to possess. Unfortunately for Eikeels, they breed once every two years, but generally do not live past the age of 20.

EIKEEL

VITAL STATISTICS	
Strength +10	Intuition +10
Agility +05	Manual Dexterity +10
Aggression -20	
SECONDARY STATISTICS	
Military Leadership -25	Terrestrial Knowledge +10
GENERAL INFORMATION	
Body Points: 4 + d10	Movement: 8/7/68
Height: 58 + 2d6 in.	Weight: 100 + 5d10 lbs.
No. of Attacks: 2	Damage per Attack: 1 temp.
Vision Modifier: +15	Hearing Modifier: -15
Smell Modifier: +10	
SPECIAL ABILITIES	
Climbing 4 lvs	Learn Quickly (1/4 time)
General Knowledge 4 lvs	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 20	RADIATION: 10
BIOLOGICAL: 25	MENTAL: 11
POISON: 45	SONIC: 20
ELECTRICITY: 40	FIRE: 24
ACID: 34	COLD: 55

HAL

HAL stands for Hostile Alien Lifeforms. This designation covers all hostile creatures that are not recognized by the Alliance as belonging to a sentient alien race.

HEMAREANS

I am a construct of logic and my life is lived according to this epistemology. I render decisions the only way possible, the correct way. I am not capable of lying. The truth is all.

—Asnibil Thilit Rodinkum

This humanoid race has a unique, race wide mental block that prevents them from lying. It's not a philosophical preoccupation, like our pointed eared TV and movie friends have, but the actual inability to transfer and conceptualize non-factual and illogical data. As such, the Hemareans make the most reliable judges, both in the Galactic courts and in civilian interests. They are incapable of bias. As a society, the Hemareans pursue the social sciences and theoretical realms of thought. They find it illogical to interfere with other races and will not do so unless asked to by the subject race. Hemareans also excel at the production of cybernetics and have very competitive prices. Excess material gain is illogical to them as well. They admire old Earth eastern philosophies.

Hemareans resemble Humans with scaly gray skin, but have significant internal differences. Their brains are actually elongated throughout the skull and have a very large volume compared to many races. They are not a very intuitive race, believing that leaps of reason will only weaken the natural evolution of the bonds of logic and lead to a potential fallacy. Hemareans subsist solely on vitamin drinks. They breathe oxygen, but have such slow metabolisms that they can exist in very thin atmospheric settings.

HEMAREAN

VITAL STATISTICS

I.Q. +20	Intuition -10
Strength -10	Aggression -35
Charisma +10	

SECONDARY STATISTICS

Persuasion +10	Terrestrial Knowledge +15
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GENERAL INFORMATION

Body Points: 2 + d6	Movement: 7/6/55
Height: 65 + d12 in.	Weight: 90 + 4d6 lbs.
No. of Attacks: 1	Damage per Attack: 1 temp.
Vision Modifier: +00	Hearing Modifier: +05
Smell Modifier: +00	

SPECIAL ABILITIES

Sciences at -2 cost	Diplomacy 4 lvls
Etiquette 3 lvls	4 lvls of Cybernetics skill
General Knowledge 3 lvls	

SURVIVAL MATRIX ROLLS

CHEMICAL: 22	RADIATION: 25
BIOLOGICAL: 18	MENTAL: 40
POISON: 20	SONIC: 18
ELECTRICITY: 15	FIRE: 24
ACID: 16	COLD: 15

INTREPIDS

Wow, I know who you are! Sure, you're Bluerazor the Mutzachan, I saw you in the swimsuit issue of Madd Mike's Mercenary Brochure! Can I do anything for you, Mr. Razor? I know where all the action is around here, I can show you! Here, let me polish your gun for you. . . oops. I'm sorry, I didn't mean to drop it in that bucket of water. Let me make it up to you! Here, I'll go get some of my friends together, they'll be glad to help a famous Battlelord like you!

—Junior Sands

The Intrepids are one of the many mixed blessings which any Battlelord must put up with. These young mass-murderer wannabes flock to any warrior with any sort of prestige. They always seem to be able to spot a combat type, no matter how low a profile the character is keeping. Woe to the PC who gains Alliance-wide coverage of some sort . . . he or she will never have a moment's peace again!

Still, the Intrepids do have some viable uses. Occasionally, one of them may be a bored rich kid who can get a hold of daddy's numerous credit cards. There is a 01% chance per Intrepid encountered that he will have access to 50-5000cr, and a similar chance that the Intrepid's parents own a useful business which the PC can take advantage of. An example of this is an Armor Repair Station. A successful Loyalty check is required, and modified upwards by 01% for each point of prestige the character has earned. It is also possible that an Intrepid may possess a useful skill or two. There is a base 10% chance that he/she has Streetwise skill of level 1-8. Furthermore, there is a base 05% chance that he or she has another useful skill, determined by the Battle Master.

If a player so chooses, he or she may "adopt" an Intrepid and teach the kid some of the tricks of the trade. In this case, the Intrepid should be generated as a normal character, applying a -10 to all stats. The Intrepid then gains experience along with the character, but at half the normal rate, since he or she will be out of the direct line of action for the most part. The PC must equip the little dweeb, who will be slavishly loyal to his newfound master as a result of his or her special "sidekick" status (+20% to the loyalty base).

KIMYARUK

The energy of the universe once swirled to create the planets and flowed to make the stars. Its purpose is not to destroy that which it formed.

—Miginom Onerdam

Master of the Silver Robes

Kimyaruk are a fanatical anti-war organization, composed exclusively of Mutzachans. They formed as a spinoff to the NVC (Non-Violent Consortium) and is lead by Robeas Miginom Onerdam, former student to Sermine. Kimyaruk believe strongly that energy should not be used to kill, but rather to expand and heal the universe. They thus attempt to stop mercenary teams and galactic forces from employing energy based weapons to conduct war. The Mutzachans use the Chi-dos (long arm), to drain any energy based weapon. The Chi-dos is a cylindrical tube, specifically designed to drain weapons of energy at up to 50m. It is disposable and drains 5 shots per hit scored, containing enough power to fire 20 shots before it becomes useless.

The weapon does not gain any sort of an SMR and the effects are automatic if a hit is scored. The Chi-dos does not affect objects that are not weapons and it must have a direct line of sight. It functions like an archaic hand weapon. Accuracy: 90/70/50/20. Whenever possible, the Kimyaruk try to steal the weapon altogether. It is rumored that a modified version of the Chi-dos carried by Miginom and his closest aides is capable of draining other matrix controllers as well as weapons.

Many Kimyaruk are actual matrix controllers, but they don't possess any powers of an offensive nature.

KIZMETOR

I tried to displace directly behind the squid and cut his head off. Instead, I displaced upward and off to the left, falling 15m and breaking my back! The last thing I remember is some Human standing over me, saying, "The probable outcome of the battle was skewed in your favor. I corrected things some. Oh, by the way, I am Kizmetor. Glad to meet you."

—Jashil Krikets
Kizanti Assassin

This is a large group of people, not really an organization, more like a movement, who are fascinated with the concepts of luck and destiny. To the Kizmetor, every occurrence of luck or survival in the presence of severe adversity is a "holy" event. Those who go up against the odds are idolized. These people often follow the "fate breakers" around, hoping to acquire some of the good luck and benevolent fortune that they must surely exude. Strangely enough, Kizmetor themselves often have some unexplained psychic-kinetic ability to disrupt fate. Whenever they are nearby, things never seem to go as smoothly as expected. Most people attribute this phenomena to superstition. However, many individuals swear that "things just turned out screwed up, and different than anyone could have suspected."

Members of the Kizmetor movement hang out in areas where danger is always present. Their goal is to stay as near to these individuals as possible and glean some of their fortune and good luck. This, in itself, is problematic and annoying. Kizmetor have been known to show up in the middle of firefights to test their luck. Others have managed to get in the way of troop deployment or inadvertently revealed the location of concealed parties. Kizmetor often stow away on ships heading into battle. These idiots often hang around at inopportune times, applauding good luck and "oohing" and "aahing" at appropriate moments. Sometimes, if things are going too well for the group they have followed, they will go out of their way to give the opposing forces a little advantage so that the luck and fate of their patrons may surely be tested.

Kizmetor are actually capable of causing minor, unconscious fluctuations in the time/space continuum that we call reality. Most are unaware that they have this ability, knowing only that when they are around to watch events, really fateful and strange things take place. Anytime Kizmetor are participating as observers in a situation, there is a 10% chance of a fluctuation. If one occurs, roll d% each round (three seconds) to see the effects.

KIZMETOR FLUCTUATION TABLE

Die Roll	Effect
01-05	Subtract d20% from all player's % rolls
06-10	Add d20% to all player's rolls
11-15	Player's damage is x2
16-18	Opponents damage is x2
19-20	All armor options fail (both sides)
21-27	All malfunction ranges on weapons x3
28	One enemy spontaneously combusts(2-12)
29-30	One random PC weapon suffers worst malf.
31-60	Normal round
61-63	PCs lose all initiative
64-66	NPCs lose all initiative
67-68	No explosions this round
69-70	Random PC passes out for d6 seconds
71-73	No one hits anything this round
74-75	Ammo/charges run out on random PC
76-77	Ammo/charges run out on random NPC
78-80	Random PC goes berserk and charges
81-84	Random NPC goes berserk and charges
85-87	All matrixes backfire dramatically
88-89	All melee weapons break on contact 50%
90-94	Random PC armor threshold is half
95-99	Random NPC armor threshold is half
100	All PCs and NPCs receive d10 body pts back

It should be obvious that the appearance of a Kizmetor, or group of them, on the scene will surely make the mightiest warrior cringe as they can no longer rely on anything. Often, both sides take pot shots at the Kizmetors themselves, but any such action, whether successful or not, results in the next round of combat being pervaded by d6 additional effects due to the extreme release of energy put out by the excited Kizmetor.

Kizmetor who narrowly escape death in battle become heroes amongst their own kind, and often lead large pilgrimages of their movement to the locations of wars throughout the universe. When not engaged in dangerous activities, Kizmetors spend a lot of time gambling and playing. Only a fool or a Rogue would gamble with a member of the Kizmetor, who are often denied access to casinos.

No one knows how the movement started or what organization it takes, if any. Popular belief holds that the Kizmetor did have a founding leader, but have no formal organization and no formal goals. They appear to be individuals pulled together by a strange and common interest, as well as mysterious abilities. There is obviously much to find out regarding this mysterious group. Most are Human and there is conjecture that their powers were somehow transmitted along genetic lines from ancestors who managed to survive the Third World War.

MADUSIAMS

This independent race of beings are indigenous to Taos 3 and are good friends of the Orions, having supplied them with medical goods for years. In exchange, the Orions have provided them with other needed goods and kept the Alliance off their backs. Madusiams have no interest in galactic affairs and are themselves only a tech level 4 race. Their one true interest lies in the production of medical goods, especially pharmaceuticals. They are, in fact, the inventors of the serum Nerozynine, one of the critical components necessary to produce the Body Rehabilitation drug. They provided the means for the creation of the Massive BRI. Recently, after appraisal of the universal situation, they have applied to join the Alliance so as to aid in the medical corp. It is interesting to note that no Madusiam has ever been known to display matrix abilities and it is a well known fact that they do not trust the "magic." They have no love for the Zen, whom they see as witch doctors.

Madusiam are feline in genetic descent and have two heads, although only one brain, located in the chest cavity. The heads, besides being the repository of the sensory organs, contain the two lungs. Madusiam are true bipeds and are quite nimble, especially in the trees of their home world. They are used to hot and humid jungle climes and are uncomfortable elsewhere. They breathe oxygen and in fact are uncomfortable unless the oxygen is very thick and rich. They often use oxygen masks to supplement their intake. Madusiam head research in the field of developing AUOI (Auto External Oxygen Injection) or Alphabet Gear. AUOI is similar to the methane injection used by Eridani and Phentari.

Madusiam greatly enjoy the presence of Cizeracks.

MADUSIAM

VITAL STATISTICS

Agility +15	Strength -10
I.Q. +05	Intuition +10

GENERAL INFORMATION

Body Points: 3 + 2d4	Movement: 7/7/60
Height: 46 + d10 in.	Weight: 78 + d20 lbs.
No. of Attacks: 3	Damage: 1-2 (x2 claws)/1-2
Vision Modifier: +15	Hearing Modifier: +10
Smell Modifier: +05	

SPECIAL ABILITIES

Climbing 3 lvs	Nightvision (25 m.)
Medical skills at -2 cost	

SURVIVAL MATRIX ROLLS

CHEMICAL: 26	RADIATION: 30
BIOLOGICAL: 28	MENTAL: 60
POISON: 09	SONIC: 18
ELECTRICITY: 30	FIRE: 10
ACID: 10	COLD: 35

MENTORS

Come closer, seeker. Let me look into your soul. If I find you worthy, I will teach you the lessons I myself learned at the knee of my mentor. You have potential, but it is undisciplined. Listen, then, young one. Listen and learn.

—Selyr Draxis

Chatilian of the Emerald Crystal

Every matrix controller has a mentor, the person who instructed them in the use of their powers. The stature of the mentor is important for purposes of determining what matrixes a character can learn. You're probably going to get a better education from the head of the Energy Advisement Council than you are from a fifth level assistant ionization technician!

The abilities of the mentor can be generated on the column below. It is important to remember that the powers the mentor possesses are the only ones he or she can pass on to disciples! If the student wants to learn powers that his or her mentor doesn't have, he or she is going to have to change mentors.

CHANGING MENTORS

From time to time, an energy controller will desire to change mentors. The reasons for this vary; it could be that the matrix controller and his mentor have a clash of personality, or the death of the mentor, or simply that the controller has learned all that he can from the mentor. Whatever the reason, changing mentors is not always easy. First, a new mentor must be found. The availability of a new mentor is based on locale—you're more likely to find a Chatilian mentor on Chatil than on Pythos. As a rule of thumb, the probability of finding a new mentor is 20% times the highest energy bracket usable by the matrix controller, minus 5% times the highest energy bracket usable by the mentor.

PC-TAUGHT POWERS

It is possible for one player character to teach another a power, provided that both are capable of using the power in question. There are some limits, however. A player character may not teach powers until he reaches the third energy bracket; before this, he is simply not well-enough versed to impart the knowledge to another. A good example of this is language; you may know your native language well enough to do almost anything, but try teaching grammar rules to someone from another country. It's harder than it appears.

Most matrix-using societies frown on independents teaching powers, out of concern that the powers will be taught improperly or to individuals who do not have the maturity to use them wisely. Mutzachan law requires that a teacher of energy powers be licensed by the Council of Timar; being found guilty of unlicensed teaching of powers carries an Alliance penalty of 40-100 years imprisonment (Remember, Mutzachans have long lifespans!). This may vary based on the powers taught—you're going to get in a lot more trouble for teaching Space Fold than you will for teaching Ground Sparks.

DUTIES TO THE MENTOR

The relationship between mentor and student is a two way street. The mentor teaches his student the ways of Power, and in return, the student is expected to perform certain duties for the mentor. These duties may include everything from manual labor to hazardous

missions of various sorts. Students capable of actually generating powers are assumed to be sufficiently advanced in their studies that they are no longer required to haul and tote for their mentors, but they may still be called upon to go on missions.

The exact nature of the mentor-student relationship varies with the type of power. On Chatil, students are actual apprentices of their mentors, bound by law to serve him or her until they reach journeyman status.

Beginning characters are assumed to have just finished their apprenticeship and achieved journeyman level, but even as journeymen they are required by law to obey the orders of master Empaths. This state of affairs remains until the Empath reaches the fourth energy bracket, at which time he or she is dubbed a Senior Journeyman. Senior Journeymen can issue orders to apprentices, but not journeymen, and they are not subject to the orders of masters, although courtesy and custom still require them to comply, unless they have a good reason for not doing so.

The Mutzachan method of teaching is more school-oriented, arranged in a manner similar to an Earth college. A student may have a number of teachers for a variety of subjects, and switch between them at various points in his education. Even a Mutzachan will have one specific instructor responsible for the majority of his education, a situation comparable to that between a student and an academic advisor on Earth. Mutzachan power schools cover not only matrix generation and manipulation, but also the nature of energy, some engineering (especially ionization engineering), physics, and other aspects related to the harnessing of energy. Among the most prestigious of these schools are the Center for Energy Utilization and the Academy of Radiation Technology, both on Trishmag.

ABILITIES OF THE MENTOR

Die Roll	Mentor Level
01-15	10
16-20	11
21-25	12
26-35	13
36-60	14
61-70	15
71-80	16
81-95	17
96-97	18
98-99	19
100	20

In order to get a mentor above 20th level, a matrix controller must obtain a special dispensation from the government. Also, he must be selected by a mentor of this level to be his student, which is often a difficult task. After all, the head of the Council of Timar has better things to do than teach some novice melonhead how to generate a Nova matrix! No amount of money or luck will be sufficient to gain a mentor of such a level. The character must roleplay, trying to convince the mentor that he or she is worthy to be taught, and will often be required to prove his worth by some special (usually dangerous) service.

NUMBER OF POWERS AVAILABLE*

Die Roll	Number Of Powers
01-15	17-20 (16+d4)
16-30	17-24 (16+d8)
31-50	17-26 (16+d10)
51-60	21-24 (20+d4)
61-70	21-28 (20+d8)
71-80	21-30 (20+d10)
81-90	27-30 (26+d4)
91-95	27-34 (26+d8)
96-98	27-36 (26+d10)
99-100	Special

Special: Reroll on this table, subtracting five powers from the total. However, the mentor's unusual teaching style has granted the pupil some benefit which is left up to the Battle Master. Use the Matrix Controller's Fortune Table for ideas.

*Powers should be divided as evenly as possible between all levels that the mentor is capable of using, with leftover powers being assigned to the lower level brackets. For example, a mentor who has 30 powers and can use powers up to 8th bracket will have the following breakdown: 4 first bracket, 4 second bracket, 4 third bracket, 4 fourth bracket, 4 fifth bracket, 4 sixth bracket, 3 seventh bracket, and 3 eighth bracket powers.

MENTOR PERSONALITY TABLE 1

Die Roll	Attitude
01-30	Strict
31-45	Disciplinarian
46-60	Average
61-75	Flexible
76-85	Easygoing
86-95	Lax
96-100	Eccentric (Can you say "Mad Scientist"?)

MENTOR PERSONALITY TABLE 2

Die Roll	Attitude
01-30	Dislikes the character. Difficulty of learning new powers from the mentor increases by 10%.
31-70	Neutral towards character. No change.
71-90	Likes the character. Difficulty of learning new powers from the mentor reduced by 10%.
91-95	Character is a prized student. As 71-90 above but the character also starts with a bonus first level matrix.
96-100	Character is the mentor's disciple.

MINING AWAY TEAM

Ten months without a bite, then out of nowhere we catch the biggest mother lode you ever saw, a ninety three percent pure Ti-Tritium vein, cutting laterally through a mountain of granite. Brought in the diggerbots, kicked backed in the shack, and watched those beautiful machines make us a million.

—Stephen Crane
Worker on SSDC Rig 13455

A mining operation of some sort or another will be found in most inhabited star systems. Mining away teams are used to mine ore in hostile environments, such as asteroid belts, highly geologically active planets, airless moons, etc. These miners get paid top credit for gathering the ore. In fact, they usually get a commission based on how much ore they haul in.

Several types of mining away teams can be found in the far reaching expanses of deep space. Independent teams are the most common type encountered. These miners are like the fishermen of ancient Earth. They board their ships and search the galaxies for ore rich planetoids, hoping to return with their cargo bays full. Another common type of miner is the corporate mining away team. These teams are on contract from one of the top ten mega-corporations to mine a designated area. They get a set percentage of the profits from the ore they bring back. Another, but less common type, is the government sponsored mining team. These teams are contracted by a government to mine an area for a set amount of ore. This mining away team generally makes the least amount of money. Mining away teams that are sponsored by a government during a time of war, often become military targets of the enemy.

MOIG DUA

Greetings wayfarer! Come join our celebration. It is always good to meet new people, to hear their tales of other places. That is the wonder of space . . . there is so much to see, so much to experience. Tomorrow, there will be new horizons to explore, new worlds to visit . . . but for tonight, we dance and make merry.

—Artemis Raila
Chieftess of the Dua-Shem

The Moig Dua are often referred to as “Space Gypsies” by the common man. While there are obvious similarities on the surface, such as the flamboyant garb and the clannish nature, the Moig Dua are far more than just Earth Gypsies transplanted into space.

This exotic culture, with its reputation for dishonesty, typically contains 50-300 members (although the largest clan, Dua-Shem, boasts well over 5000). Roughly 80% are Orion Rogues, with 10% Humans, 5% Gen-Humans, and 5% other races. It is even rumored that a brown robe Mutzachan moves within in their numbers. Moig Dua tend toward larceny, but are seldom violent. Pickpocketing is more their style than muggings or big heists. This doesn’t mean that they can’t take care of themselves. Nearly all Moig Dua are trained in several forms of combat, both armed and unarmed. Many specialize in Dava, a unique Moig Dua martial arts style. Moig Dua don’t usually start fights, although they’re more than capable of finishing them.

Excellence in all endeavors is a basic construct of the Moig Dua mindset, and most members of the clans are quite good at their chosen skill, be it acrobatics, stage magic, electric violin, or what have you. All Moig Dua, other than very young children, possess at least one entertainment skill at level 8 or above. Of course, this mindset also applies to their other skills, which is what makes the Space Gypsies such consummate thieves! Burglaries are pulled off with the same smooth efficiency as the shows the Moig Dua perform for the masses. Nothing of tremendous worth is ever taken, and the poor are never deprived of goods. The Moig Dua have something of a “Robin Hood” mystique about them because of this, and many a child has dreamed of becoming a member of their merry band. Joining the Moig Dua is the modern version of running away to join the circus—but the Moig Dua are harder to find and harder to join. Prospective members are put through a gruelling gauntlet of tests designed to prove their worth; while seldom fatal, these tests will push even the most skilled character to the limits (the “excellence mentality” once again). If a player character desires to become a Moig Dua, he or she will be challenged to prove their skill in combat, thieving ability, wit, and entertainment. Note: Once you become a member, you are part of a community so close-knit it’s more of a family. Any Moig Dua will go out of his or her way to help another, even to the point of risking his or her life (although the person he or she helps will then owe the rescuer big time!).

Moig Dua are easy to spot from a distance. They wear dazzling clothes of bright hue, intricately tailored and usually coordinated for stunning effect. Lots of jewelry is also the norm, as are wild hairstyles, facepaint, and tattoos. Some Moig Dua are entirely covered in multicolored tattoos of incredible complexity. They are almost invariably courteous to outsiders, unless they have been offended, in which case they will ignore the offender entirely until reparations have been made. This usually consists of a substantial sum of money or goods. A character wishing to do business with the Moig Dua is advised to have either a few levels of Etiquette skill or a big wallet! For that matter, the character had better have a big wallet anyway, because the Moig Dua are traders extraordinaire, leaving the typical Orion Rogue in the dust when it comes to getting the best deal possible.

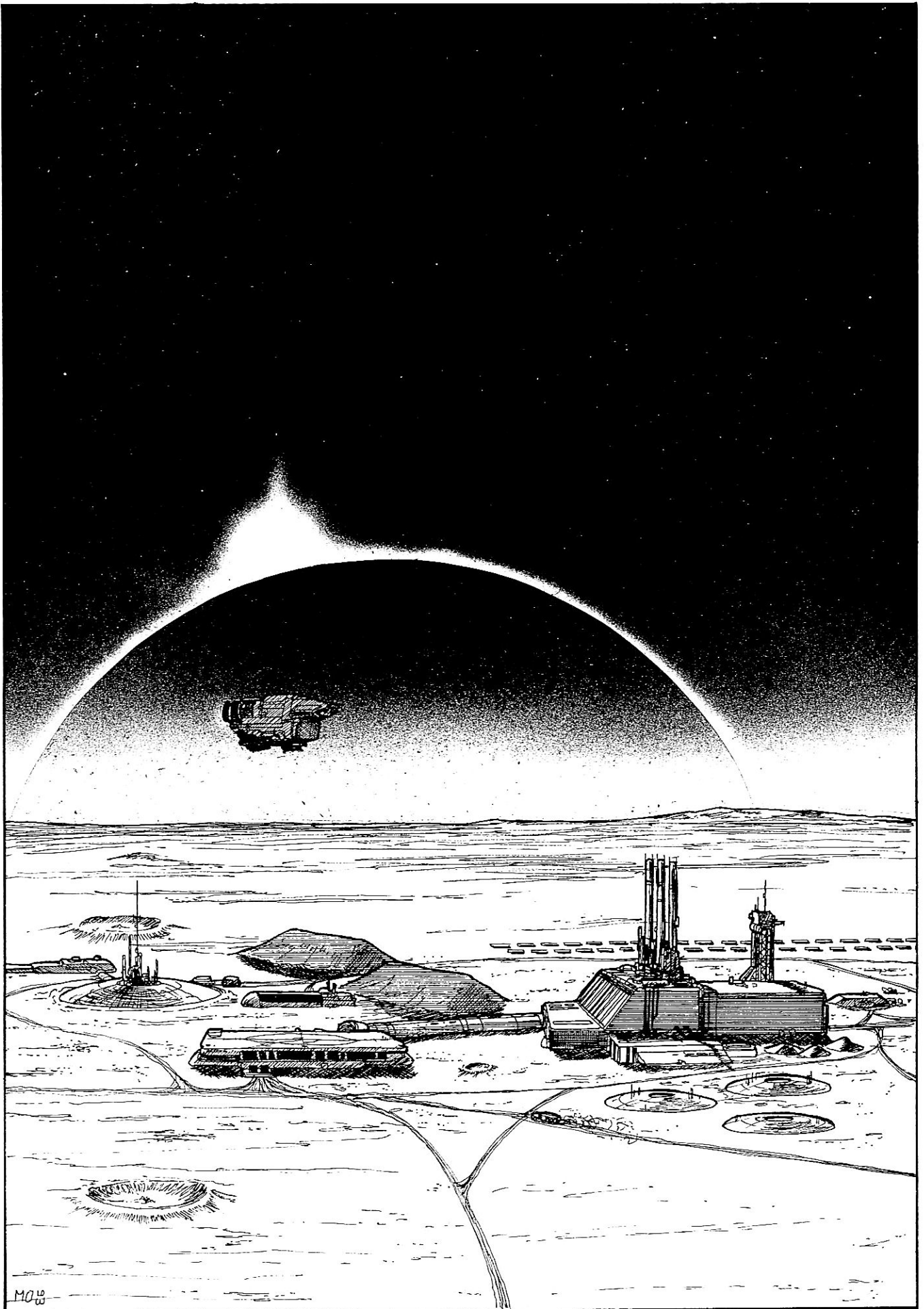
The space gypsies are governed by an informal council made up of all the clan leaders. Currently, the most influential member of the council is Artemis Raila, a female Orion Rogue and the leader of the Dua-Shem clan. If the Moig Dua can be said to have a leader, she’s it.

THE NAM

Many groups claim to be opposed to violence. Few practice what they preach. Violence will never end violence . . . it will merely breed more violence. Join us. Together, we can make a difference. And if we die, it will not be as hypocrites. We will be able to face whatever lies beyond with a clear conscience, and others will take up the banner. We are in good company . . . Gandhi, King, Assizza. They are with us in spirit. Together, we are greater than any gun, any blade. Together, we will bring peace.

—Jordan Almond, Flower Lover

Yet another anti-war group, the NAM espouse total pacifism, refusing to fight even in their own defense. They embrace the old ideals of passive resistance. The NAM are primarily Human, with a sizeable number of Zen and a few Mutzachans. On more than one occasion, war advocates have attacked a demonstration of NAM only to find



themselves suddenly dropping their weapons and weeping openly at their aggression. Many of them give up their ways and join the NAM themselves. This is believed to be the work of the powerful Zen who support the group, and is the closest thing to aggressive action the NAM are known to take. They refuse to wear any armor or carry any weapon, and most NAM are quite willing to lay down their lives rather than compromise their principles. The NAM are currently led by Lucretia Maddox, a Human female with a great deal of influence among certain government factions. Many fear that an attempt on her life by some violent faction is imminent, but she refuses to accept bodyguards or other means of protection.

PASCIANS

Hee! Hee! Hee! Let me go screw with this little Human over here. Think I'll discuss absolutely nothing for an hour and see what happens.

—Boink, The Doink

Humans think that Pascians look like bowling pins with eyestalks and lots of little legs. Probably because they do. The Pascians are an annoying race of little creatures from an unknown location in the universe. They somehow entered Alliance territory, probably smuggled in as slaves. Subsequently, the Pascians then escaped or were probably let loose. Pascians are annoying! Simple. They never stop talking and imitating whoever they are around. They have no particular value, they don't even know where their homeworld is! They do have an incredible knack for operating games of chance. This is how they usually make a living, working in casinos where their unstoppable mouths can be put to use. Pascians have three retractable tentacles which they use to manipulate things. They do not understand technology, but can readily use anything explained to them. The worst thing about them is that they breed like rabbits and grow rapidly. They are immature, with attention only for that which interests them, which is usually your money and a game of chance.

PASCIANS

VITAL STATISTICS	
Strength -20	Constitution -10
I.Q. -15	Intuition +10
Charisma -20	Aggression -15
Manual Dexterity -10	
SECONDARY STATISTICS	
Military Leadership -30	Terrestrial Knowledge -40
GENERAL INFORMATION	
Body Points: 1 + d4	Movement: 4/3/33
Height: 24 + d6 in.	Weight: 20 + d4 lbs.
No. of Attacks: 1 babble	Damage: insanity
Vision Modifier: +00	Hearing Modifier: +10
Smell Modifier: -15	
SPECIAL ABILITIES	
+10 bonus to all rolls	
Gambling 6 lvls	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 30	RADIATION: 50
BIOLOGICAL: 28	MENTAL: 05
POISON: 14	SONIC: 26
ELECTRICITY: 40	FIRE: 34
ACID: 55	COLD: 45

SARANDS

I don't listen to gossip and I sure as hell don't care about politics. As long as I can mine a 2kg piece of Ti-Tritium per day, my world will be just fine.

—Fu Du

Operations Foreman On AMC Rig 12229

Sarands are an insect race, indigenous to the Char system, resembling the scorpion of old Earth. They are very intelligent and extremely skilled at mining, especially desert mining which they conduct on their homeworld. Sarands are naturally immune to the radiation of Ti-Tritium 305 and are experts at mining it. Xarian merchants pay exorbitant fees for Sarands to work as miners of the substance. The Sarands don't mind who they work for. The scorpions also make fantastic desert scouts, as they are able to bury themselves under sand very quickly.

Politics are boring and not essential to survival in the Sarandian mindset. The Sarands are considered quite naive by most of the other races, but their high intelligence makes it difficult to take advantage of them. Sarands would just rather not have to think and worry about the things that most people do.

Some Sarands, at the behest of their leaders (no one understands their own politics), have gone out into the galaxies to search for new mine locations. Most Sarands encountered outside their own system are explorers, consultants for others, or mercenary miners for hire. They also make beautiful sand sculptures out of sand and a resin they secrete, normally to build their homes.

SARAND

VITAL STATISTICS	
Constitution +15	Agility +05
Charisma -15	
SECONDARY STATISTICS	
Terrestrial Knowledge -10	
GENERAL INFORMATION	
Body Points: 5 + d8	Movement: 9/9/81
Height: 62 + 2d10 in.	Weight: 80 + 3d8 lbs.
No. of Attacks: 2	Damage per Attack: 1-2 real
Vision Modifier: +00	Hearing Modifier: +20
Smell Modifier: -15	
SPECIAL ABILITIES	
Mining (planet) 5 lvls	Concealment 3 lvls
Survival (desert) 6 lvls	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 33	RADIATION: 78
BIOLOGICAL: 19	MENTAL: 12
POISON: 28	SONIC: 17
ELECTRICITY: 25	FIRE: 60
ACID: 45	COLD: 05

SHEPHERDS

It starts again. The fools are blind to the past, to the wars which nearly proved the end of our race. But we have learned. Through the blood and tears of our ancestors, we have learned. And we shall lead the masses away from those who would march them down the path to self-destruction once again. Like shepherds watching over the flock, we shall guard them from the wolves of war. This is our duty. This is our calling.

—Korvid Daesh

The Shepherds are a quasi-religious group. They were born out of the chaos which followed the nuclear holocaust on Earth. They are comprised mostly of Humans and are devoted to preventing war. To this end, they conduct terrorist missions against weapons storage facilities and similar military emplacements. Somehow, they have gotten hold of a bacteria which feeds on metal. When sprayed on technological items such as weapons and armor, it renders them useless within 2 hours, unless the items are specially protected by corrosive protection. A thorough cleaning will also render the bacteria harmless. The Shepherds are somewhat militant. Though they prefer not to kill unless absolutely necessary, they will regretfully cut your throat if they feel that you represent a threat. The Shepherds are rumored to maintain some ties with the Yontacha, and although they feel that the Yontacha are too violent, they maintain the alliance out of necessity.

THE SHEUSTRON

This device uses directed ionized particles to weaken the molecular bonds of materials it is directed against. It can cut through almost any material known to sentient beings, bypass one layer of material to cut through a layer beneath it, and uses practically no energy. As you can see, it cuts through gauze steel in less than a second, and, as this one believes you Human creatures say, "It'll still slice a tomato . . ."

—Jhim Zajam
Sheustron Technomancer

The Sheustron are a race of humanoids in the vaguest sense, who hail from the Rigalas star system. They are bipedal and have two arms, although they don't look much like humans at all. The Sheustrons are currently considered independent allies of the Alliance, although there has been much pressure from the Alliance to get them to join. This is because the Sheustron are craftsmen extraordinaire, able to build devices and vehicles which leave most Human engineers scratching their heads in awe. In fact, the Sheustron are actually better at building useful technological devices than the Mutzachans! Mutzachans are too busy worrying about energy applications to really master the other aspects of engineering. Most of the new vessels being produced for the Galactic Navy have had at least some Sheustron input. So have a great number of new weapons and other devices. Companies dealing in items of a technological nature would kill to have more Sheustron working for them, and typically a Sheustron will command three times the going rate for his or her services.

A typical Sheustron stands roughly 2.5 meters tall. They are slender of build, usually weighing between 140 and 190 pounds, and are occasionally mistaken for Zen at a distance. Sheustron, like the Zen, are fond of wearing voluminous robes, although theirs usually have lots of little pockets for their tools. They possess a collective mentality, usually referring to themselves in the third person. Within their own communities, Sheustrons are socialist by nature, with products being used for the good of all. However, they are also highly adaptive. They quickly realized that the usual way of doing things in the Alliance was free enterprise. While the Sheustron government is still as socialist as it ever was, there is no prohibition against engaging in commerce with other races, and most Sheustron can turn a deal with the best of them.

Most Sheustron worlds are open to visitors, although only in selected areas. Someone wanting to purchase Sheustron goods would be best advised to visit Reylii, a Sheustron planet which serves primarily as a giant marketplace. Reylii means "Exchange" in the Sheustron tongue. The only individuals not allowed to travel to Reylii are the Goola-Goola, whom the Sheustron detest with a passion. The one thing the typical Sheustron absolutely cannot stand is shoddy workmanship! The Goola-Goola government has cried discrimination, and is working overtime to get the restriction lifted. In the meantime, the Goola-Goola all sit around and wait for their friends to bring back Sheustron devices they can "examine" (i.e. tear apart!).

Sheustron-crafted devices typically cost roughly one and a half times the list price, but are well worth it! It would take a book bigger than this one to list all the goods available from the Sheustron (and Larry promised no more equipment books for a while), so instead, here are some general guidelines for Sheustron gear:

Any energy weapon costing less than 500,000 credits usually has a superior Sheustron counterpart, if it costs more than that, chances are that a Sheustron helped design it in the first place! To simulate this, take the given weapon, multiply the price by 150%, add 05 to the accuracy at all range brackets, 10% to the overall range, and raise the system shock and malfunction numbers by 2 apiece, with a maximum of 100.

The Sheustron generally don't make armor that would fit most Alliance races. A custom made suit can be crafted for 150% of the list cost. Such armor has +20 added to all its SMRs and weighs 2/3 of its normal weight.

BM Note: For most other items, the Battle Master is advised to work with the player to come up with reasonable improvements. Suggested areas of improvement are: better range for communications and sensor gear, less encumbering equipment, or stronger materials used in construction, just for starters. The Sheustron also undertakes custom commissions, to produce an existing item in an altered form, like a pair of Bio-scanner goggles. Sometimes they construct entirely new items. The cost and exact effects of the new device are left up to the Battle Master's discretion (and no, not even the Sheustron can build a man-portable wormhole generator!).

SILK LAMBS

The Silk Lambs are nothing but criminals who cower behind money and let it do their dirty work. Therefore, they are inferior. They should all be punished according to Eridani law, for it is against us that they trespass. I have posed some efficient solutions to the problem and my loyal subjects are currently looking into things.

—Raskor-idan
Ruler of the 4th House of Eridine

Silk Lambs have been directly linked to organized crime throughout the Alliance. They represent a brutal segment of the Orion populace, and are bent on gaining power and money through intimidation, coercion, and violence. The Silk Lambs are corrupt businessmen with connections inside the Orion government at all levels. They interdict with the flow of commerce throughout the galaxies by subsidizing pirate activities, blackmailing Customs agents, and killing a person or twenty who gets in their way. The Silk Lambs have been tied to numerous freighter jackings as well as the unlicensed sale and marketing of slaves. The syndicate has been indicted for the transport, sale, and distribution of illegal drugs across the galaxies on several occasions. Reputed members have been prosecuted for insider trading on the galactic stock exchange. The Silk Lambs are educated, high powered Orion businessmen who will do anything to make a cred!

Ostensibly, the government condemns their actions, but many of the Orion officials are Silk Lambs themselves. Quietly, they respect and applaud the syndicate's operations because the yearly billion credit profits are plowed back into the Orion economy, creating new jobs. Furthermore, the actions of the syndicate are seldom aimed at the Orion people, rather directed toward thwarting Eridani and Kizanti trade, or stealing and re-selling Phentari slaves. A Cizerack arms shipment might just happen to get jacked. The federal government has opened a full scale investigation into the allegations that a radical faction of the Silk Lambs is selling weapons technology to Alliance enemies in the Fornax galaxy, namely to the Aeodronians.

There are 5 accepted families within the Silk Lambs. Each controls a different aspect of family operation. Silk Thread is named after Laseras Kenir, the multi-billionaire business mogul, who founded the Silk Lambs some 25 years ago. Silk Thread is the largest group (families represent a group of persons, not necessarily related, that are involved in syndicate activities). The central family oversees the operation of the subordinate families and carries out corporate espionage against the galactic stock exchange. The Silk Children are believed to control interstellar commerce and maintain connection with many pirate clans.

Customs interdiction also falls under Silk Children domain. Silk Chaos works the strong arm aspect to the organization, responsible for "whacking undesirables," black mail and coercion. Silk Degree controls drug and slave trade while Silk Money is in charge of financial considerations and is responsible for laundering profits, market speculation, and the purchasing of real estate. It is the Silk Degree that is believed to be involved with selling arms to the Aeodronians.

SMUGGLERS

We're gonna make the Kestle run next week. Last time we ran into a couple of Phentari Subjugator class starcruisers. It wasn't pretty. Almost bit the big one, but we managed to shake 'em with the Persian Rug. Bringin' in a load of OC-66s. Figure we'll pull in five hundred Gs apiece.

—Stokey Brown
Wanted on 13 accounts of intergalactic smuggling

In vast reaches of space, there will always be those governments that do not wish something to pass through their customs. Smugglers will flow into the area, as a fly would to s!@t. If the price is right, a smuggler will run just about anything. A common cargo that a smuggler runs is arms. Running guns is a profitable business, but a dangerous one at that. Another common cargo is illicit substances, or drug running. A favorite of Orion smugglers every where. The only problem is that the cargo is usually gone by the time they get to their destination. With the right amount of credit, you might even talk a smuggler into running a blockade, or entering a quarantined planet, but the chances of this are not too high, unless you have lots of credit to burn.

They will usually own fast ships, the Bohemian class star cruiser being a common smuggler's ship. These ships will have specially hidden cargo holds, which will have all sorts of sensor defeating capabilities. Most smugglers like to have cloaking devices aboard their ship to help them elude police or naval vessels should they get caught.

VISSU

Some seek knowledge. I am knowledge, existing to record the presence of time. People say I'm a bit stuffy, but that affects me little. I am the Keeper of Records at the Archives of Seafleik.

—Jubba Diel

These small humanoids have extended craniums to house their large cerebral cortexes, giving them a "conehead" look. Frail and peaceful, the only threat the Vissu offer is the knowledge they hold. In 4487 B.C., the Vissu escaped the blockade of the planet Vissu in the Wolf-922 system by Eridani warships under Queen Chea, which had come to exterminate the "Wretched" as they were called. In 4003, they arrived at the star system Betelgeuse and were welcomed by the Orions. To this day, a Vissu will impart any knowledge that he has to an Orion who makes an inquiry.

The Vissu are called the Galactic Sages, for they hold the largest collection of knowledge in existence. They do not seek out to create new knowledge, only to collect and combine it. Vissu live about 5-6 thousand years and have perfect eidetic memories, never forgetting a word read or said or the passing of any event. Many possess matrix powers, and often in combination with others.

Vissu maintain a very complex technological base of crystal information storage that only they can read and understand. It is for this reason that Queen Chea tried to wipe out the Vissu so long ago. They would not turn over the means of the knowledge crystals and their contents to the Eridani. Vissu archives charge elaborate sums of money for the use of their contents, read by a Vissu scribe, with which

they finance further studies and collections of information. Most governments and organizations send copies of all documents to a Vissu library. However, Vissu steadfastly refuse to assist Eridani in any way, shape, or form. There is an official archive in New Washington, financed by the Alliance.

When encountered outside of their archives, Vissu can be found wandering about, observing events and collecting data. They often ask for personal accounts from those involved.

VISSU

VITAL STATISTICS

Strength -30	I.Q. +30
Intuition +15	Agility -10
Constitution -25	Aggression -40
Manual Dexterity +10	
SECONDARY STATISTICS	
Military Leadership -50	Bargaining -25
Terrestrial Knowledge +75	
GENERAL INFORMATION	
Body Points: 1 + d4	Movement: 3/4/30
Height: 40 + d12 in.	Weight: 50 + d20 lbs.
No. of Attacks: 1	Damage: Annoyance
Vision Modifier: +00	Hearing Modifier: +25
Smell Modifier: -05	
SPECIAL ABILITIES	
100 skill points minimum	General Knowledge 15 lvls
Photographic memory (Knowledge Only)	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 10	RADIATION: 10
BIOLOGICAL: 10	MENTAL: 90
POISON: 15	SONIC: 12
ELECTRICITY: 08	FIRE: 05
ACID: 15	COLD: 08

WAKON

I got money, money, money!
—Some Moron Wakon. I forgot the name.

This is another slave race, although not a very popular one, as Wakons are very rebellious and temperamental. In appearance Wakon resemble a small Tyrannosaurs Rex with bigger arms and a mohawk-like bush of hair on the crest of their heads. They have no tails and are a yellowish color. They are very strong and make excellent physical laborers. It's the fact that they are so rebellious and eat so much that makes them unpopular. Many are now being coerced into serving as body guards and mercs for previous owners. Wakon don't comprehend that their freedom is only illusionary. Furthermore, the money they are receiving is rather paltry for the duties which they are carrying out. The strange thing is that Wakons are actually quite peaceful, and would rather be out hunting on the plains of their homeworld of Sedisor in the Andromeda galaxy.

They are cold blooded and have thick skin, enough so that cattle prods are sometimes used to motivate them without being able to cause them actual harm. Wakon have keen eyes and other senses and are quite quick and strong. They can barely communicate, however, and have a very short attention span (i.e. they wander off). A Ram is a computer compared to these guys! Wakons are scared of loud noises and therefore terrible to give guns to (not that it would be a good idea in the first place). They can be found serving as bouncers or as gladiatorial slaves.

WAKON

VITAL STATISTICS

Agility +10	Strength +25
I.Q. -50	Intuition -40
Charisma -25	Aggression +15
Constitution +20	
SECONDARY STATISTICS	
Military Leadership -10	Persuasion -25
Terrestrial Knowledge -60	
GENERAL INFORMATION	
Body Points: 12 + d10	Movement: 11/7/84
Height: 80 + d20 in.	Weight: 350 + (d10x10) lbs.
No. of Attacks: 2 claw/1 bite	Damage: 1-3 real/ 1-4 real
Vision Modifier: +15	Hearing Modifier: +05
Smell Modifier: +10	
SPECIAL ABILITIES	
Hunting 3 lvls	2pt threshold
SURVIVAL MATRIX ROLLS	
CHEMICAL: 35	RADIATION: 35
BIOLOGICAL: 50	MENTAL: 15
POISON: 35	SONIC: 05
ELECTRICITY: 20	FIRE: 20
ACID: 40	COLD: 10

ZENDAREANS

The Blue Humans are a race so similar to humans, except for the blue skin, as to be indistinguishable. They were discovered on Zenda 5c, the third moon of the fifth planet of Zenda. There is speculation as to their origin on Earth. They are a very primitive people, having limited higher brain functions and exist as simple hunter gatherers. Zendareans are very alluring, particularly to Gen-Humans who find them chic and cool. To possess a Zendarean slave is the ultimate pleasure. A Cizerack of any wealth keeps a male Zendarean around to serve her when she feels the need. Zendareans don't seem to mind, revelling in the world of wonders that they find. They seldom try to escape and as such are often given much freedom to wander. They see their position as part of the natural order, and who says living to make love is all that bad? Then again, depending on your owner, it could be . . . Free Zendareans often serve as dancers or other pleasure servers; sometimes as waiters in bars and such. It should be noted that what they are truly capable of is unknown. They are human for the most part, remember!

SPACEPORT SERVICES

As an adventurer, wandering around in **No Man's Land**, you will continually need to resupply. Eventually, your gun is going to jam and your armor is definitely going to get shot up. Worlds provide a variety of services to the gunfighter and traveler alike. The following services are readily available for your posse!

ARMOR STATION

I made an error and miscalculated the time it would take to reach the Phentari. As a result, he was able to get 5 shots off at me. Three struck. The armor protected me for the most part. I merely suffered a collapsed lung, a punctured thigh, and lost my index finger. The inaccuracy of his fire proved him inferior. I then dispatched him. Subsequently, I had to pay an unreasonable sum of money to get my equipment repaired. Furthermore, the service was a day late. So I decapitated the owner and dumped his body in his front yard because he too had proven himself inferior.

—Esir-ican, Cuontol

A variety of services are offered at armor repair stations, which are maintained at most Alliance spaceports. Armor repair stations are never found in land based cities. The primary function of a station is to repair damaged armor. It is inevitable that mercenaries and soldiers will suffer damage during the course of a mission (Go figure! It never happens in our campaigns. No, really!). Unless they have the proper equipment and skills, most characters will require the services of an armor station. The cost of the repairs depends on the amount of damage to the armor and the availability of the item in question. Each suit of armor has a serial number which is imprinted on it in several locations. The number is registered to the individual at the time of the purchase, and detailed records are kept with the Federal Bureau of Weapons and Firearms. The registration number is always readable, unless the unit gets completely scragged!

A armor and options are sold at an armor repair station. Upgrades (such as adding plating to one's armor), are also available. Prices are subject to fluctuation, based on supply and demand, and persons wishing to trade-in armor can only legally do so at a station. Stations are rated based on the quality of their service and the availability of items found there.

A armor repair stations can be found at almost all spaceports. The Alliance heavily monitors the armor stations. All sales, up-grades, and repairs are kept in detailed files. Any person wishing to use the services of an armor station must have a valid ID before any service will be rendered.

1. Terrible Service: Long turn around time for repairs (1-4 weeks). There is a full 03% chance that repairs won't hold and will come undone. Shoddy work. The availability of all items is reduced by 10%.

2. Poor Service: The facility has to regularly order out for parts and the turn around time for repairs is usually 4-18 days. Work quality is marginal and there is a 02% chance that the repairs will be flawed. The availability of items is reduced by 05%.

3. Average Service: Workers are reasonably competent and the turn around time is usually 2-12 days. There is no adjustment to Availability of Items Table and little chance of repairs not being completed (01% chance of flaw or failed repair).

4. Good Service: The shop stocks extra parts and maintains repair equipment in serviceable condition. The manufacturer works in close contact with the station and items can be special ordered if need be. Turn around time: 2-8 days. All work is double checked to make sure that it meets specifications and there is virtually no chance of flawed repairs. There is a favorable 05% adjustment on the availability of items.

5. Superb Service: Top notch management insures that customers are completely satisfied. The turn around time is minimal, a mere 1-4 days. Patrons have an added 07% chance to pick up desired items. Work is guaranteed for 30 days. (This is comforting. If it fails, then you are probably a lump of decaying mass).

Cross-index the number in the service index with the number listed above to determine the quality of service.

ASSASSINATION SERVICES

I'd almost do it for free. I really would. It is that exhilarating feeling you get, scoping in on the target from 400m. It is that surprised look in the victim's eyes when a perfectly round hole appears in the middle of his chest. I love lasers. No noise. Its the way the people around them scream and dive for cover, the way insignificant wives clutch onto their husband's pathetic corpse as he collapses dead on the ground. Yeah, I'd have to say that it is the best feeling in the universe!

—Santhisarrious Phentari

Known to have Assassinated 11 Galactic Officials

Bounty: 1,000,000cr

There are professionals available for hire all across the universe who for the right amount of money will snuff someone. It's the third oldest profession in the universe. Assassins are an all-too-common threat to the powerful. Power is a way to wind up with a bullet in your chest, for there is surely someone out there who feels threatened by that power, and if the price is right, will pay some unscrupulous character to rub you out. Most known assassins are either Gen-Human, Human, or Phentari. The ratio per hundred is 42/37/18 and 03% other. Rebel assassins are also common. Hiring an assassin is dangerous, and they are normally contacted through the Black Market, although advertisements for them occasionally appear in the newspaper or Madd Mike's Mercenary Brochure. The fee for rendering of services varies greatly, based on the danger associated with pulling off the hit, and the repercussions expected for taking the person out.

Prestige is another factor. Assassins are much more likely to kill someone if they are guaranteed good press. Generally, it costs anywhere from 10,000cr to kill a nobody to 20,000,000cr for taking out a business executive or galactic official. But make sure he gets the right feel when he meets you, or it might be you who wakes up dead!

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of finding an assassin per two weeks of searching. Each level of Street Smarts increases the chance by 04% Note: Sometimes, no matter how hard you search, or how much money you are willing to spend, no assassin will come forth to assist you, either because of threat of police, foul play, or simply because there are no assassins to be found.

CLONIC PRODUCTION

I looked at myself and said "Hi!" Myself replied "Hi" back, which completely freaked me out! It was ridiculously expensive, but I want to be immortal and I make enough money and live too dangerously not to do it, even if the clone is not as good as me, 'cuz I'm an original. It isn't if you're gonna get wacked, its more like when you're gonna get wacked. So I keep a backup.

—Jumba Lia

Member of the Mercantilist War Guild

You will eventually want to insure that your PC's life isn't erased in any permanent fashion. There's nothing like having a spare self stored someplace in case of an untimely demise. Several corporate heads within the Alliance are known to have had their minds transferred to newer bodies (clones) in order to keep living and maintain their power and positions. Clonic production is still controversial, and hence is closely monitored and controlled by the federal government. Clones are prohibitively expensive to purchase.

All clones must be registered with the Bureau of Genetic Construction. The BGC licenses individuals to have clones made for a fee of 5 million credits. The actual clone, complete with memory storage, costs upwards of 25 million credits, perhaps as low as 20 million. Additional back-up memory storage banks cost 5 million each, and additional mindless clones cost 15 million a shot. Under BGC regulations, no one may have more than three clones prepared at one time, and only one clone, including the original individual, may be active. Until the original individual dies and proof is provided, no clone may be activated. If the individual remains missing for over 5 years, then a new clone may be activated. On the subsequent reappearance of the original, or previous clone, they are no longer legally in ownership of previous property, and are given only that wealth allowed by the current self. Galactic law dictates that no two selves may be in existence at one time, so the previous self must usually agree to leave the galaxy of habitation of the current self, and give himself or herself in to being closely monitored by the BGC and other Galactic agencies until their demise. The current self may donate funds to the post-self, but no power or position may be shared. The older self has the right to start any venture not relating to, or having contact with, the current clone. If the current clone should die, then the older clone, or original individual, may reclaim their lost identity. Due to incidents in the past in which severe hostilities have ignited between clones and other versions of themselves, new legislation is being looked at which would call for the recall of the current clone upon reappearance of an older self. The new legislation may actually change into a law requiring proof of the originals death before the activation of another clone may be authorized. The number of years an individual must be missing may be lengthened. It is still a highly debated issue.

Your clone is maintained in cryogenic storage while your current self is walking around the universe. Memory updates, at the cost of 25,000cr each, should be made periodically, or else your clone will wake up ignorant of your past experiences (all experience and memories which occurred after the last backup are lost).

Your clone will be perfectly healthy upon activation, grown from straight genetic material. His vital statistics will be slightly imperfect, reduced by 07%, except for aggression. The effects are cumulative per clone. It is permissible for an individual with a crippling disease or handicap to have their memory transferred to one of their clones and then have the affected body destroyed. It should be noted that any unauthorized production of a clone body or memory bank carries the Death Penalty. The process is so advanced, costly, and risky (under less than ideal conditions), that it is seldom done illegally by organizations other than the government founded Bio Storage Facility based on Katre.

Keep in mind that if you have a clone produced on an independent world, or elsewhere outside the Alliance, then you risk the Death Penalty. The clone must be properly licensed and transferred to official holding facilities upon your entrance into Alliance jurisdiction. Conviction of a capital crime results in the destruction of all clones and all memory banks. Crimes of incarceration are served out by subsequent clones if previous ones die before completion of the prison term. Legally, you are your clone, and your clone is you. All responsibilities are transferred, unless it can be proven that the last memory storage of a new clone is 5 or more years previous to the crimes committed or activities to be held accountable for.

Clonic reproduction facilities maintain state-of-the-art security and are heavily monitored by Galactic agencies. It might also be noted that no way has been found to place one person's memories into another person's body, as the neural-chemical make-up and cerebral functions cannot adapt readily to their new environment.

CYBERNETIC REPAIR STATION

I had to leave my tentacle there for a couple of days, but the technician repaired the burnt out transducer in my flamethrower pretty quickly. I guess it was the threat of being made into lunch meat that got the Human's attention. He even offered me an Eyeball of Death at a 25% discount to appease me. I should have accepted his offer and slain him on the spot, but I was in a good mood.

—Jusafer Phentari

Cybernetic repair stations exist to repair damaged or defective cybernetic implants. Like weapons shops, they are strictly monitored by the Galactic Bureau of Weapons and Firearms. Cybernetic repair stations can only be found on spaceports, and they are rare even there. Most spaceports don't maintain the facilities or the demand necessary to operate a money making business. Hence, cybernetic repair stations are uncommon.

Cybernetic stations sell cybernetic attachments, and the availability of items is predicated on the rating of the station. Cybernetic stations also offer implant surgery. However, all systems implanted must first be registered with the government, which closely tracks cyborgs. The quality of the surgery is dependent on the level of professionalism upheld by the clinic, and is denoted by the station rating.

1. Substandard Clinic: System repairs take 2-8 weeks. There is a full 05% chance that repairs are deeply flawed and that the system will malfunction in 10-40 days. The availability of all attachments is reduced by 10%. There is a 03% chance of failed implant surgery.

2. Marginal Clinic: Repairs usually take 1-4 weeks. Work quality is marginal and there is a 02% chance that the repairs will be flawed and that the system will malfunction in 20-80 days. The availability of attachments is reduced by 10%. There is a 02% chance of failed implant surgery.

3. Standard Clinic: Repair Time: 3-18 days. There is no adjustment to the availability of attachments and little chance of a failed implant surgery or system repair.

4. Professional Clinic: Repair Time: 2-12 days. There is a favorable 05% adjustment on the availability of items.

5. Superb Clinic: Top notch technicians and surgeons operate a completely competent clinic. Patrons have an added 07% chance to pick up desired items. Work is guaranteed for 120 days.

Cross-index the number under the appropriate service to determine the quality of service.



DNA MASKING

Wearing someone else's skin is pretty disgusting, but it got me through Customs on Transit. Those doctors are so good that they made me look like a black guy!

—Tatisoko Shutiami

Some people will do anything for a buck, such as surgeons who temporarily change a fugitive's identity by grafting a live layer of living skin tissue from a corpse onto that person's body. The DNA blueprint is unique, and while the graft holds, all skin sample analysis and handprint scans will reveal the corpse's identity, thus allowing the person to pass through customs or other secured areas.

Once the skin graft is no longer required, or begins to decompose, the fugitive may activate a specially hidden capsule which releases a chemical into the body, causing the body to secrete a special acidic compound. This compound reacts with chemicals of the grafted skin, causing it to quickly dissolve away. The cost for this wonderful experience is somewhere around 150,000 credits, more if the doctor doing the masking thinks he can squeeze it out of you.

Authorities often test a suspect's retinal patterns to identify him (20%). Optical replacement can be purchased for an additional 50,000 credits. **The base chance of finding a surgeon to perform DNA Masking equals 5 times the corresponding number on the service index. There is virtually no chance to find a surgeon with the technical knowledge to perform the surgery on an unlisted planet. Street Smarts increases the chance of finding a masker by 02% per level. Bribes increase the chance by 01% per 1000cr.** Other factors such as Network contacts with the Black Market will usually aid one's chances of finding such a service.

FENCING OPERATIONS

What the hell was I supposed to do with an original Chanceau, try to trade it for a planet? I found it and then I had to unfind it in a real hurry. How much did I get for it? Well, let's just say I'm about as comfortable as a thief could be! Would you like a tour of my moon?

—Chaunteel, The Cat

Sooner or later, you're probably going to want to get rid of a piece of merchandise that you have acquired less than legally. That item may not be saleable under normal conditions. The answer to your quandary is simple. You have to go find a "fence." Many planets possess organizations whose members serve as fences for stolen goods. **The base chance of finding a fence on a planet where fencing is, equals 10 times the corresponding number on the service index. There is only a base 05% chance to find a fence on any unlisted world. Each level of Street Smarts increases the chance of finding a fence by 04%. Bribes increase the chance by 01% per 1000cr.** Another factor which contributes to finding a fence includes the quality and influence of local law enforcement (-0 for standard, -10 for good quality law enforcement, -50 for diligent and strict law enforcement, etc.).

Once you've found your fence, you're going to want to know what percentage return will be offered. The value depends on such factors as the rarity of the item(s), the legality of the item(s), the cost of the item(s), and the quantity and the quality of the item(s). **The fence usually offers a base 50% of the item's market value, plus 01% per point of a successful bargaining check made by the seller, to a maximum of 80%.** If the goods are extremely hot, and therefore exceedingly dangerous to handle, subtract 10%-25%. In a case where the item or items are so expensive that the fence might have to sit on the goods for an extended period of time, subtract up to 40% from the offered value. It may be the case that the fence may not be able to unload your merchandise at an acceptable value because it is just too dangerous to "move." Remember that the universe is in motion and nothing remains the same for long. You should not be surprised if the next time you return to a planet to sell your ill-gotten-gain, the fence offers a different percentage value for the same goods.

Each time the PCs deal with a fence, roll percentile dice. A result of 97-98 indicates that the fence tried to rip-off or double cross the PCs. A 99-100 indicates that the local law enforcement is aware of the deal.

GOVERNMENT NETWORKS

You morons who think shooting your way in and out of every situation is the way to obtain the best results, really need to pay closer attention to the more subtle aspects of operating. Sometimes all you have to do is slip a couple of crisp ones into the right hand and you get what you want, and you never have to fire a shot.

—Uthar Salinay

Keeper of the Sapphire Crystal

One of the most useful places to have contacts is in the government. The concept of “friends in high places” still holds true in the 23RD Century! Most corporations maintain extensive government networks, and while the PCs probably can’t afford contacts on this level (unless you, the Battle Master, have let things get WAY out of hand!), they would be well-advised to maintain a few greased pockets in the right government offices.

There are various types and levels of government contacts. Each contact that the character has in the government should be chosen from the list below. Keep in mind that Government Networks cost twice as much to start and maintain as normal networks.

LOW GOVERNMENT

The character knows someone in a local government (for example, a city official, or the commander of a spaceport). When he is within that government’s jurisdiction, he can call in favors. Low government contacts have a +2 to their starting value, partly because their influence is so limited and also because it’s easier to get in good with someone who’s not too high up.

MIDDLE GOVERNMENT

The character has a contact with a good deal of influence (either someone high up in a national planetary government or a minor Alliance official). National government contacts have no bonuses or penalties to their starting values.

HIGH GOVERNMENT

The character maintains a link with someone VERY high up (the King of Chatil, for example, or the head of the Council of Timar). The problem with contacts at this level is that their hands are often tied by outside considerations! (For example, if the Galactic President were to pardon a buddy convicted for breach of contract, he might anger the corporation which did the convicting, and is also lining his pockets with more money than you’ll ever see). Because of this, high government contacts have a -3 to their starting strength. If the strength is reduced below 0 by this, there is no contact (essentially, the PC has one less contact than normal. Hey, it’s tough to get a friend that high up!). No one character may have more than one high government contact at one time.

BUREAUCRACY

This is a very handy contact to have. You know a pencil-pusher in the Galactic Bureaucracy who can shuffle paperwork on your behalf. A successful check can cut processing time for most applications and forms in half. In addition, more difficult things are sometimes possible—like getting black marks “lost in the shuffle”—but this costs a lot of extra cash and will result in penalties to the network check.

CUSTOMS

Another handy contact to have in your network. You know someone who works in Customs. If you happen to be on a world where this contact is located, he or she may be able to help you smuggle things on or off-planet. The bonus chance to smuggle something in or off planet equals the network strength multiplied by ten. This number is added to your base chance to smuggle an item through Customs (SEE *BATTLELORDS OF THE 23RD CENTURY* pg: 166). If you rolled the “relative works for customs” result on the Fickle Finger table, you automatically have one Customs contact at level 5 which you do not have to pay to maintain.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of establishing a connection per week of searching. This chance is further increased by 04% per level of Street Smarts skill.

HYPER-TRAINING

They have got things plugged into your brain while you’re sleeping. I’ll betcha there’s some sort of subliminal learning gizmo hidden in the toilet! The force fed learning never stops. It’s a constant bombardment of information, non-stop instruction, day in, day out, 30 hours a day. I thought for sure my brain was gonna melt.

—Pete Russel, Freelance Mercenary

You may only have 3 months off between missions to enroll in a school to learn new skills. The round trip time to Eridai itself is two weeks and it takes about 2 months to learn the new levels of long sword, interrogation, and tracking. Furthermore, Laseras the Orion is getting out of jail on Annogrebia next month and you promised him that you’d be there for the party. There simply isn’t enough time to go to school, travel, and make sure to be at the gate when your buddy gets out. So what’s a guy to do? Enroll in a hyper-training program. **Hyper-instruction utilizes micro-feed technology and deep sleep awareness equipment to facilitate learning, as well as typical classroom instruction. You gain new levels of skill in 1/4 of the basic time, but it costs three times what you would normally expect to pay. Hyper-instruction beats on the mind and body. Characters must make a successful Intuition check at a -20 to pass the course. Some people can’t hack it and there are no refunds for the training.**

Cross-index the number under the appropriate service and multiply the result by 10 to determine the percentage chance of being accepted into the program per monthly application.

IDENTIFICATION CHANGE

Well, with the miracle of modern technology, it’s quite possible to become someone else—if you’ve got the cash that is. Everything is in the plastic.

—Sly Willy Jones

Modest Forger

Characters will want to obtain varying degrees of false ID, depending on how close a scrutiny they’re likely to be subjected to. A false ID can range from a simple forged ID card (meant to allow underage types to drink at the local mercenary hangout), to retinal identification.

Advanced forgery can falsify one's credit history, or produce security access cards. Such a procedure can cost well over a million credits in extreme circumstances.

Falsified ID is assigned a "quality level." This is the difficulty level of the skill check which must be made in order to detect the forgery or to create the forged document. **The formula for detecting a forgery is similar to a normal skill roll: 50% + Intuition bonuses, minus 10 times the level of the false ID. The formula required to create a forgery is simply: 50% + Intuition bonuses + 10% per level of skill.** Sample ID types and their costs are listed below:

FORGERY TABLE

ID Type	Level	Cost
Fake ID Card (Generic)	1-4	50-1,000cr
Fake Drivers' license	2-8	200-1,200cr
Fake Documents	1-6	500-2,000cr
Fake ID (Records Altered)	2-9	500-5,000cr
Hand Print ID	11-14	10,000-60,000cr
Voice Print ID	7-11	4,000-16,000cr
Retinal ID	12-18	50,000-200,000
Mental Screen (Simple)	5-10	20,000-40,000cr
Plastic Surgery (Simple)	3-8	1,000-9,000cr
Plastic Surgery (Radical)	7-11	5,000-20,000cr
DNA Masking	15-20	150,000cr And Up

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of establishing a connection per week of searching. This chance is further increased by 04% per level of Street Smarts skill.

LAUNDERING SERVICES

Hey, I don't know what you're talking about. I'm a legitimate businessman. Take a look at the books if you don't believe me . . . it's all there, in black and white and red. Oh, that 50,000cr for "services rendered"? Let's just say that was to my local laundromat . . . for getting my laundry nice and clean. Yeah, I know it's a lot of money. They put in just enough starch.

—Davidson Quinn
Reputed crime lord

Laundrying services allow money which has been earned by some dubious means to be "cleaned." The illegal funds appear as legitimate earnings on the criminal's financial records. This is typically achieved by cycling the money through several small companies or obscure banks in such a way that it can not be traced. A legitimate "paper trail" is left which does not lead back to the original source. Money laundrying services typically charge 20% of the amount being cleaned. **The service index represents the percentage chance to find a laundrying service per 2 weeks of searching.**

LEGAL NETWORKS

I have to maintain a lot of contacts. I get busted about once a month for something stupid or another. But I've only done time once, and that was for borrowing the mayor's skimmer so I could take a ride through the park. I love the park.

—Gebodon Setor
Mild Mannered Orion Criminal

Occasionally you are going to screw up big time. When this happens, if you manage to survive it, the corporation is going to have your butt for breakfast. Chances are good that you will wind up in a 5' by 10' cell with a broken toilet and a Ram Python named Bubba for a cellmate. At this point, you will begin to appreciate the value of having a legal network on your side.

Legal networks maintain contacts with lawyers, paralegals, and law services throughout the Alliance for the benefit of their clients. They also know how to grease the right pockets to get a favorable verdict. If a character has a Legal Network contact in the sector where he's managed to get himself in trouble, he's in fairly good shape. **The strength of the network times ten equals the percentage chance of successfully influencing the decision.** If he has no contacts in that appropriate sector, things aren't as rosy. His Network can still help him out, but the influence will be limited. The chance to influence will be halved, and the costs will be doubled (Hey, it's TOUGH to influence a judge 20,000 light years away!). This still beats the alternative: starting a new Network in the area costs five to ten times the normal price, as does maintaining it, and that's if they'll even let you make the necessary phone calls from jail. If not, well . . . say 'Hi' to Bubba for me!

Remember that legal networks can influence decisions in other directions, too. If there's someone you really don't like, and he's been indicted on some crime and goes to trial, you can spend the normal amount of money and have the decision influenced in the other direction—gaining a conviction! This is slightly more difficult (-10% to the roll) because many judges have more qualms about convicting an innocent man than letting a possibly guilty one go free.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of establishing a connection per week of searching. This chance is further increased by 04% per level of Street Smarts skill.

REFIT

I might be an Orion, but I'm not afraid to tell you that I was scared out of my Bwa! Some pirate ship knocked us out of hyperspace with a gravity well generator just as we were approaching Xensera. Caught us completely by surprise. I was stuck in the can. Can you believe that? Too much Rangoon chili. All of a sudden, there was this terrific explosion. The ship seemed to come apart, then everything flipped upside down as the inertial dampeners gave way. I started screaming. Things began floating, so I screamed some more!!! But the explosion had buckled the floor and frozen the door shut. So I spent the whole battle stuck in the john. Somehow, the captain finally managed to escape the trap and we made port. Took three weeks to repair everything and three months to stop all those nightmares! I still can't hear a toilet flush without screaming!

—Laseras Devile

Engineer's Second Mate on the *Crystal Dream*

A vessel that is damaged, due to combat or some other reason, must often seek repairs at the nearest spaceport. Some repairs can be made by the crew themselves, while others require that the vessel be placed in dry dock. Ship captains have the right to obtain refit on any Alliance controlled world that maintains the facilities to repair spacefaring craft. Most spaceports have a refit quotient. This denotes the relative capabilities of the facility to repair ships. Planets that have no refit listed are assumed to possess no refit capabilities. Given below are the relative refit values for spaceports.

1. Minor repairs available: Internal damaged systems may be replaced, with the exception of navigational arrays, scanners, engines, shield generators, tractor beams, and transporters. No weapons may be repaired. External docking.

2. Limited internal repairs available: Weapons, transporters, and tractor beams may be fixed. No engine, navigational, communications, scanner/sensor work carried out at this facility. External docking.

3. Hull work carried out at this facility: All systems may be repaired, with the exception of engine, navigational, and scanner/sensor arrays. External docking.

4. Overhaul facility: All systems may be repaired. Limited engine repairs. No jump drive. Sensors/scanner calibration, navigational alignment. Internal docking.

5. Major overhaul facility: All repairs may be obtained here. Internal docking. Spare parts available.

REFUEL

Never buy cheap fuel. You wouldn't eat Agar (blood and Ram Python curry sauce), would you? Yuck. Same goes for a ship. Never feed it the wrong fuel or sure as I'm breathing, she'll get sick.

—Tiberias Mandrow

Captain of the *Maelstrom Starfreighter*

Ships are entitled to refuel at any Alliance spaceport, as long as there are facilities to do so. The cost of fuel varies, depending on the type and quality of the mixture. Interplanetary ships use chemical combustion to propel them through space. All planets are assumed to

maintain adequate amounts of chemical fuels at Grade B quality, unless otherwise noted. Interstellar vessels utilize a crystalline element called Di-Tritium to facilitate movement. Most personal warcruisers, freighters, and pleasure craft fall under this category. Inter-galactic vessels such as large naval vessels and other military craft, employ warp drives to facilitate operations. They require a rare isotope of Di-Tritium called Ti-Tritium to create a warp field.

GRADE A

The best quality fuel. Range is increased by 25%. The ship's engine power output is increased by another 10% (round fractions down). Finally, the chance of misjumping when attempting to enter hyperspace is reduced by 01% when using grade A fuel. Galaxy class starships have a 02% less chance of producing a warp imbalance when employing grade A fuel.

GRADE B FUEL

The standard fuel grade. Ships do not gain or suffer bonuses/penalties when using grade B fuel.

GRADE C

Substandard and crudely refined. Range is decreased by 25%. The power output from the engines is decreased by another 15% (round fractions up). Finally, the chance of misjumping when attempting to enter hyperspace is increased by 02% when using grade C fuel. Galaxy class starships have a 02% greater chance of producing a warp imbalance when employing unrefined crystals.

RENT-A-SKILL

Rent-A-Skill saved my life once. I needed to get off of Kermadec fast, because two Eridani bounty hunters were on my tail. I knew the location of a particularly innocent transcruiser, but I couldn't fly the thing. I jacked in at Rent-A-Skill and they hooked me up with the knowledge just like that. I figured it was better to dump six big ones on the chit then have some Swordsaint carve me up over a parking ticket. OK, maybe it wasn't a parking ticket. But that's not the point.

—Joseph Szedlock

Galactic Fugitive

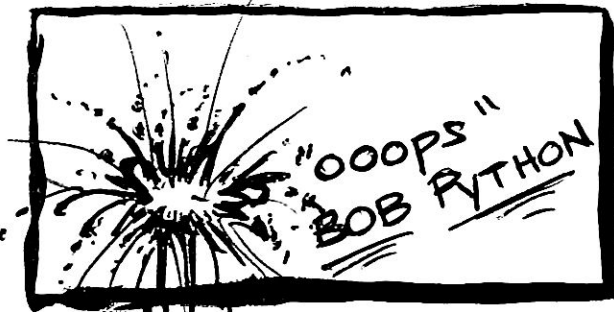
There are times when you need a skill desperately, and you can't wait to learn the material, hyper-training or not. No problem! All you have to do is pay a visit to your local Rent-A-Skill store. In 2156, scientists found the means to link artificial intelligence to the brain. Rent-A-Skill is the direct product of such a breakthrough. Now it is possible for an individual to acquire the temporary knowledge of a particular skill in short order. A neuro-synaptic transducer is surgically implanted at the base of the occipital lobe of the recipient. This transducer reads all of the information contained on a skill micro chip, which is placed in a chip slot. The slot, or chip receptacle, is implanted in the wrist or neck, and links this information directly into the conscious mind of the recipient. About a five minute orientation period is required before performing all the parameters of the skill granted by the chip. Of course, the user has to be inherently capable of physically performing the skill if such action is required! Just because you rented

How bout a
68 and I'll owe
you one

DID YOU HEAR?
ELVIS WAS SEEN
ON NAXTAR!
I HAD ELVIS
IN MY GRUEL

-PHELANIOUS
PHENTARI

Yeah! And
he was drivin'
a Pink Bohemian
class cruiser!



zow! ANDCON 310
IS COMING UP
ARE YOU GOING
Pulse Cannon
15,000
Free to the first
pre-reg!

THERE'S A
LITTLE BIT OF GODLA-GODLA
IN ALL OF US.

MUTZACHANS GIVE
GREAT WATERMELON!



And don't you wish
you could kill that
part?

HOW CAN
JAQUASSARIOUS
PHENTARI
EE 1701

I think,
Therefore you aren't

-Vresh the
Chatilian

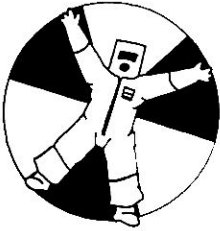
FRAGGING PHENTARI OR STRAFING CIVILIANS,
PROPERTY DAMAGE THAT RANKS IN THE MILLIONS,
PULSE CANNONS, LASERS, AND PLAS GRENADE RINGS,
THERE ARE A FEW OF MY FAVORITE THINGS...
(EVERYBODY SING ALONG!)

Don't
KNOW Do YA?

LOST
ONE SET
OF
HOUSE KEYS

Solaman
is out to
lunch.

Did you hear? Solaman claims that Pythons and Run Pythons were
both genetically engineered by Mutzachans. That explains
why they evolved equally on two worlds within the same system!



I was at Phenny's yesterday
and they wouldn't serve the
Eridani Presidential Guard!

YOU MEAN I'M
DEAD-EQUIVALENT!?

So What Happened!

Battlelords,
Where men are men
And SHEEP know it!

The Swordsaints hacked 'em
all up then issued the parts!!!

Dead people are
fun to look
across the town



Corpses are
people too!

I'LL
TAKE "THINGS
ONLY A MUTZACHAN
WOULD KNOW" FOR
2000, ALEX...

OLD KIZANTI! NEVER DIE... THEY JUST DISPLACE AWAY!



HICKORY DICKORY DOCK
A RAM RAN UP THE CLOCK
THE CLOCK IS BEING REPAIRED

RAM'S
LING ME
SUGAR-
KITCHEN

a Climbing 15 chip does not mean you're spider-Cizerack. Along the same lines, you cannot buy chips for certain skills that could not possibly be gained from the use of the informational ability of a chip. For instance, you cannot chip yourself up on Strength or Body Points.

The cost for the basic implantation of the transducer and the chip slot is 20,000 credits. This represents the cost for a standard transducer, capable of running 20 skill levels (**equal to the level of the skill chip times the skill cost [SC] of that particular skill**). This capacity can be increased to 100 skill levels, at a rate of 1000 credits per level above the basic 20. In other words, a 100 capacity transducer would cost 80,000 credits. Additional slots cost 5000cr each. A maximum of 10 slots can be run at any one time. It costs another 3000cr to hide the slots under artificial dermal covering. Each chip usually holds only one skill, at its programmed level. Multi-functional chips may be rented, but cost three times the cost of whatever skills are installed on them. Recovery from the surgery usually takes anywhere from 1-4 weeks.

It costs 10 times the rental charge to actually purchase the chip, and is guaranteed for the life of the owner. Programmed chips over level 20 are rare, and not able to be rented from a Rent-A-Skill. **The rental price of a chip per week is 100 credits x the level of the skill x the normal proficiency skill cost to learn the skill.** Example: the cost to rent a level 10 chip of Transcruiser piloting would be 4000 (100 x 4 x 10). Note, this same chip would require a 40 capacity transducer in order to be used (10 [level] x 4 [skill cost]).

Rent-a-Skill charges twice as much for the rental of chips to Mazians because they do not have to have the transducers surgically implanted, they can just absorb it. This reduces the cost of the transducers by 10,000cr for them.

Characters must return the chip after the rental period has expired. A 25% late fee is applied for each day the chip is late. Failure to return the chip within twice the rental period results in the automatic erasing of the chip. Failure to return the chip within four times the rental period results in the chip fusing, destroying the implant transducer with it. This can also result in brain damage if the victim fails to make a SMR versus Electrical attacks at a -10 penalty. For every point the SMR is failed by, the victim loses a d6 of I.Q. If the SMR is failed by 20 or more points, then in addition to the aforementioned loss of I.Q., the victim must make a SMR versus Biological or die.

A chip that is overdue by double the agreed rental time automatically locks itself micro-electronically to the implant. Removal of the chip at this point causes the implant to fuse. Any attempt to surgically remove the implant without the proper authorization codes, maintained by Rent-A-Skill, will result in the implant fusing. Only a Rent-A-Skill store can remove a locked chip safely. It's great incentive to know that the chip locked into your slot might melt your brain if you don't get back to the Rent-A-Skill before the end of the fourth week.

RESORTS

I travel abroad all the time. Its part of the job as a chief systems analyst for Teledyne in this sector. The food blows, but you get used to it. Take-off and weightlessness, well I just hold onto my seat, close my eyes, pray a bit, and wait for that terrible sensation. You know, the one when your stomach is slammed into your throat. The best thing about traveling is getting a room in some cool hotel, on some foreign planet, then heading out to find all the action!

—Sharmie Thetael
Traveler

Are you tired of sleeping in foxholes? Is waking up with a rock in your back starting to wear a little thin? Are those OSA tubes at the spaceport a little too coffin-like for your tastes? Maybe it's time you shelled out a little of that hard-earned cash on something besides bigger guns and went on vacation.

The luxury resorts of the 23RD Century are infinitely bigger, more complex, and more decadently opulent than their most lavish twentieth-century counterparts. They can be found almost anywhere, from the biggest cities on the most advanced worlds to "rustic adventure" resorts on undeveloped planets. A few occupy small planetoids by themselves, such as the famous Xanadu Paradise Resort. Other resorts occupy huge star-liners, the equivalent of today's "luxury cruise." All of these resorts have certain things in common, though. Almost everything is automated, from the cleaning services to the front desk. However, certain positions are still manned by highly-trained professionals (nearly all luxury resorts have at least one Orion chef of high degree working there). Services of all sorts can be found, from the conventional tennis courts and sauna to fully interactive holo-rooms and zero-g aerobic chambers. A wide variety of entertainment can be found performing nightly; the best resorts have the money to hire big-name celebrities for performances. A typical lineup might have Corastin Kyrell, the famous Orion stand-up comedian as the opening act, backed up by top-flight musicians, dancers, and what-have-you.

All this luxury is backed up by some of the most efficient security systems anywhere. Most of the patrons of these resorts are wealthy, and they like to keep the riff-raff at arm's length. Weapons are almost impossible to smuggle in, due to the number of security screening precautions every guest goes through on check-in. The one exception to this are Eridani, who are allowed to carry their swords, but are required to swear an oath of honor that they will not loose it in the hotel's confines (an oath of honor is serious, serious business for an Eridani, and any Eridani that breaks such an oath will probably be executed if it is discovered).

Well-trained (and well-armed) security personnel patrol the premises, just in case someone does try to make trouble. In addition, there are heavy automated security systems, including ceiling stunners powerful enough to take down Ram Pythons! Given below are a list of luxury resorts and hotel chains available to the weary traveler.

1. Transworld Hotels: This 3 star hotel chain is specifically designed to manage all race types within the confines of one building. Each floor above the lobby is assigned to house a particular race type and provides all the accommodations necessary to insure happiness for its patrons. All Transworld hotels are fourteen stories high, the lobby being accessible to all races, as well as the promenade room on the top floor. Parties, conventions, and special events are held here. Hotel guests carry special DNA encoded pass cards to allow entrance to their

designated floor. No person of a particular race may trespass on another race's floor without being buzzed in and escorted to the guest's room. Individuals must remain in the privacy of the guest's room while staying on the floor. They may not, under any circumstances, intermingle with the floor populace. This policy is denounced by civil liberties groups as discriminatory and the issue is currently being fought over in the courts.

All Transworld hotels maintain skimmer/helipads as well as interstellar comlinks.

RACE BY FLOOR TABLE

Floor	Race
Lobby	All Non-Alliance Sanctioned Races
1	Python Lizards
2	Humans
3	Mutzachans
4	Orion Rogues
5	Mazians
6	Zen Rigeln
7	Cizerack
8	Eridani
9	Phentari
10	Chatilian
11	Gen-Humans
12	Ram Pythons

Defeat Camera Security: Level 7; Defeat Sensor Security: Level 9; Defeat Metal Detector Security: Level 6; Bypass Camera Security: Level 8; Bypass Sensor Security: Level 10; Bypass Metal Detector: Level 11. 115cr per night, or 700cr per week.

2. Galaxy Inns: Another 3 star hotel chain that rivals the controversial Transworld Hotels. Galaxy Inns host all race types. Its floors are not segregated and patrons can stay wherever they wish. The novelties provided include nightly entertainment, personal escorts, and all night bar service. The Galaxy Inn is a favorite of Orion types. The only question is the extent of hotel security. Defeat Camera Security: Level 5; Roving Guards (Level 5 beam weapon); Bypass Camera Security: Level 6. 85cr per night, or 520 per week.

3. Universal Satels: A plush accommodation found at many spaceports across the galaxies. Universal Satels is a favorite of affluent types and the chain is only found at orbiting stations. The establishment caters to the desires of the lazy man, providing valet transcruiser parking, planetary transports (beam down to the planet for 500cr), interstellar comlinks, guided tours, etc. Security is tight, including I-Bots, and ceiling stunners. Defeat Camera Security: Level 10; Defeat Sensor Security: Level 12; Defeat Metal Detector: Level 9; Bypass Camera Security: Level 11; Bypass Sensor Security: Level 13; Bypass Metal Detector: Level 14. 350cr per night, or 2100cr per week.

4. Imperial Palaces: A private chain that accommodates traveling Swordsaints. Other guests are welcome, with the exception of Phentari, who are prohibited from entering the grounds. Squids who trespass will be terminated in short order. Other guests must accept the customs and climate of the Imperial Palace. Eridani can find temples, Buddon masters, training, legal services, and specialized armor shops here (~10% to costs for clients who stay more than 2 weeks). Imperial Palaces are only found on orbiting stations or cloud cities and are easily recognized by their pyramidal shape. Roving guards and transporter nullification systems control the perimeter. Roving Guards (level 7-12

sword, plus level 2-8 beam weapon), not that most of the guests need any protection. Defeat Camera Security: Level 7; Defeat Sensor Security: Level 9; Bypass Camera Security: Level 8; Bypass Sensor Security: Level 10. 145cr per night, or 800cr per week.

5. Phena Trust Resort: Off limits to all non-Phentari. This 4 star hotel chain's managerial staff is under federal investigation for a myriad of violations of the law, including murder for hire, harboring known fugitives, accomplice to murder, etc. The Phentari government purchased sovereign land at each site and the Phena Resorts are considered off limits to local authorities. The government sponsors this to protect its people from discrimination, because Phentari are viewed galaxy wide as treacherous, maniacal cannibals. They don't deny this, but that's besides the point.

Phena Trust Resorts are noted for their monumental appearance, tall thin spires with pointed tops. There is very little grounds security because the squids have been so proficient at defending themselves in the past. Phentari are on the honor system here, basically no one screws with anyone who they aren't sure they can eliminate quietly. These resorts are hospitable, only one or two patrons die weekly!

6. Tree Home: An open resort that allows all patrons, but caters to the whims and needs of Ram Pythons. Ram Worlds are spectacular jungle forests that sprawl across acres of the planet surface. Travelers stay in tree forts, reached by private elevators. Patrons travel between "rooms" along railless bridges that interconnect the structure. The temperature is regulated at a cozy 120 degrees fahrenheit and a holographic sun display rises and sets on the same cycle as the summer nights of Pythos. Tree Home is a 4 star hotel. Defeat Camera Security: Level 7; Defeat Sensor Security: Level 9; Defeat Metal Detector Security: Level 6; Bypass Camera Security: Level 8; Bypass Sensor Security: Level 10; Bypass Metal Detector: Level 11. 115cr per night, or 700cr per week.

7. Budget Way Inns: An economical way to stay abroad. No frills, but clean enough. It should be noted that numerous service complaints have been lodged against the management at Budget Way Inns. Beware of the seedy customer who checks in under the name Smith, and has few teeth and a long trench coat! Level 5 Pick Locks is all you get to protect you. 25cr per night. No weekly rates.

8. Mentor Mansions: Absolute 5 star service, and the name accurately describes the size of your room. Mentor Mansions provide valet transcruiser parking, planetary transports, interstellar comlinks, guided tours, and so forth. Security is second to none, including I-bots, ceiling stunners, and matrix generation defense systems. Mentor Mansions is reserved for those patrons who are capable of generating matrices, including "Unnaturals." Reservations should be made with a month's advance notice. In-room Terrestrial Knowledge Service centers and in-house mentor training. Defeat Camera Security: Level 15; Defeat Sensor Security: Level 16; Defeat Metal Detector: Level 18; Bypass Camera Security: Level 16; Bypass Sensor Security: Level 16; Bypass Metal Detector: Level 14. 1000cr per night, or 5000cr per week.

9. OK Corral Bed 'N Breakfast: A must for you types who like to eat on the run! The walls are Plas-steel with a threshold of 20. All windows are Flex Glass with a threshold of 7. Rooms are accessed by retinal identification scan. If you're looking for a cheap way to keep your head affixed to your shoulders, then this is the place for you. Perimeter anti-personnel defense systems can be rented with a deposit of 10% cost for on-site use only. Defeat Camera Security: Level 7;

Defeat Sensor Security: Level 9; Defeat Retinal Scan: Level 14; Bypass Camera Security: Level 9; Bypass Sensor Security: Level 12; Bypass Retinal Scan: Level 18. No questions asked, no bleedin' or dyin' on the premises. Have a nice day!! 70cr per night.

10. Danstel Resorts: The posh Danstel Resorts offer the most luxury and service for any traveler's money. Personal valets wait on patrons hand, tentacle, and foot. Every whim will be attended to by your personal servant. A Danstel Resort is not a hotel, it's a self sustaining city with thousands of employees to ensure customer satisfaction! Multiple room suites vary in size from 20m x 20m to 50m x 40m! Unparalleled for modern resorts. Defeat Camera Security: Level 18; Defeat Sensor Security: Level 19; Defeat Metal Detector: Level 21; Bypass Camera Security: Level 19; Bypass Sensor Security: Level 19; Bypass Metal Detector: Level 17. 20,000cr per week. No nightly rentals. See *Battlelords of the 23RD Century* pg: 155, under 5 star hotels for further information.

Cross-reference the number on service index with that number listed above to determine the accommodations available.

ROBOTICS REPAIR STATION

Offers the sale, repair, and trade of robotic systems. Otherwise, the Robotics repair station functions exactly like its cybernetic equivalent.

SLAVE AUCTIONS

Next, we have a fine looking specimen. He is well groomed, speaks only upon command, and is utterly obedient. This slave is loyal, and his brain capacity prevents him from ever being uppity! What a swell addition this Benjari would make to your home. An excellent porch monkey. Do I have a bid of . . .

*—Ilitchar Phentari
Auctioneer at the Jilleal Trade Show*

Licensed trade merchants can purchase, use, and sell slaves on the free market. Slave trade is a growing commerce that generates billions of credits in revenue each year. Slave farms exist to grow slaves for sale on the open market. Obtaining a license requires a thorough background search by the Bureau of Slave Commerce and a class one bounty hunter's license. The license runs anywhere from 40,00-60,000cr, depending on the system where it is obtained. The processing and handling fee for the slave permit is a flat 100,000cr.

A variety of slave types can be purchased on the free market. The most notable and prevalent are: Zendarean, Cashou, Benjari, and Wakon, which trade for 50,000, 35,000, 40,000, and 20,000cr respectively. Used slaves fetch between 40 and 60% of their market value. Slave auctions are typically held once a month and can be found at a variety of different planets.

Cross-index the number under the appropriate service and multiply the result by ten to determine the percentage chance of finding a bargain when opting to buy or sell slaves. Roll a d10 to determine how many thousands of credits you save.

TERRESTRIAL KNOWLEDGE SERVICES

Me lost. Must find book on trees. My tree fort not feeling very well. Sick. I like trees. Do you like trees? Can I sit down on table . . . Whoops . . . Sorry lady. Didn't mean to sit on baby. Baby looks interesting, all flat like that!

Hey librarian, you help me find book now or I use your head as a paper weight!

—Fredd The Ram Python

Even if your name is Fredd the Ram Python, chances are you're eventually going to want to look up some obscure fact, do some research, or otherwise use your head as something besides a place to put your helmet. The best place to do so, in most cases, is your local library. But libraries have changed some in the past three hundred years. For one thing, there are no books! The sheer volume of knowledge available in the twenty-third century would fill up a building bigger than New York City! If you don't believe me, consider this: Humankind is doubling its knowledge every ten years. In three hundred years, continuing at the same rate, that means we should know 1,073,741,824 times as much as we do now (and that's not counting what we learn from other races)! Consequently, most libraries are hooked into the General Information Exchange, an Alliance-funded system which allows exchange and storage of vast quantities of information. All a prospective client has to do is get him or herself an access card (the modern equivalent of a library card, which costs roughly 100cr in processing fees), hook into the network (using virtual-reality technology to simplify and streamline the vast number of commands available), and go searching for the information in question. Simple!

Well, not quite. The main problem with the GIE is that it's a very, very big place. The phrase "needle in a haystack" is apropos when you're searching for a given piece of information! Finding a very common piece of information (like the history of the Alliance) is a level 1 computer operation check. Finding a rare, obscure, or insignificant fact is a level 15 or higher check. Therefore, it's a good idea to purchase or rent a search program to facilitate your hunt. The different search programs available are listed below; "level" is the number of levels they add to your computer operation skill when searching for information in the GIE stacks.

SEARCH PROGRAM COST TABLE

Program	Level	Cost To Rent	Cost To Buy
Scribe	4	50	500
Scholar	7	100	800
Librarian	10	200	1,200
Sage	13	400	2,000

Just because the libraries have all been computerized though, doesn't mean that there aren't librarians anymore. Someone still has to maintain the access card records, rent out search programs, and most of all, make sure that nobody makes any noise! The only difference is that now, instead of a sweet looking gray-haired old lady, the local librarian is likely to be an asparagus-headed little Chatilian. In addition, the librarians now have security droids and ceiling stunners at their beck and call, so when they tell you to "Ssssh," you had better "Ssssh!"

Seriously, there are benefits to maintaining a good relationship with the librarian. Most of them have learned a thing or two from a long association with information retrieval services. Nearly all librarians possess a General Knowledge skill of at least level 2, with some real know-it-alls ranging to level 10 and above.

The modern library is usually divided up into the following sections: Information Circulation, the Stacks, Periodicals, and the printers. Information Circulation is the ever present front desk; this is where you go to ask the librarian whatever you need to know (sometimes, they'll actually tell you!). The Stacks are the equivalent of all the bookshelves, shrunk down to a line of access terminals from which one can hook into the GIE. Periodicals consist of a smaller number of terminals devoted specifically to accessing either current or archived periodicals; you can check out the latest issue of Madd Mike's Mercenary Brochure here (and be sure that the librarian is scowling over your shoulder all the while for reading such trash). The printers will produce full-color, professional quality printouts of whatever you happen to want a hard copy of. There is a fee for using the printers (usually about 1cr per 10 pages), and there may be a delay of 1-10 minutes before you can pick up your printout, depending on how many people are using the printer at the time.

THE WEAPONS SHOP

I get a woody every time I go into one. Weapons shops are great. You simply choose the piece of hardware that you want to see in action, input its data code into the keypad at the end of the aisle, and presto, a miniature holo-graphic projection of your weapon appears, smearing some guy all over the pavement. It's too much!

Oh, by the way, guns don't kill people, big holes in the body kill people!

—Doug Beachem

Member of the Galactic Rifle Association

One of the most regulated and closely monitored bodies in the commerce department is the sale and distribution of weapons throughout the galaxies. Galactic subjects can purchase weapons at a weapons shop, which like the armor repair station, can only be found at the local spaceport. The purchase of any firearm requires that the weapon be registered to its owner through the Federal Bureau of Weapons and Firearms. The weapons shop, like the armor repair station, exists primarily to repair weapons. The sale and upgrade of weapons is ancillary. It is virtually impossible to rob or steal any weapon and those who attempt to do so will be shot on sight. Numerous safeguards prevent theft from occurring.

Extra options and knickknacks can be purchased from a weapons shop such as pulse silencers, tripods, extra ammo, etc. Grenades fall under the category of weapon as do anti-tank guns, K-sats, and other various items designed to rip things to shreds. The availability of items and the service obtained through a "gun shop" are governed by the exact same parameters as the armor repair station (SEE ARMOR REPAIR STATION).

All other accessory equipment can be bought at the appropriate facility, such as the hospital for items like BRIs. The BM will adjudicate these purchases as he sees fit.

Cross-index the number service index with the number listed on the Armor Repair Station Index to determine the quality of service. The services are the same.



STRUCTURES

Each planet contains structures that may be of both interest and importance to the PC. Listed below are the most important structures that parties are likely to find when traveling abroad.

ARCHIVES

Excuse me sir... I was wondering if you can tell us anything about this necklace. Ever since we found it, people keep trying to ventilate our bodies by shooting big holes in us. The Ram Python keeps trying to eat this thing 'cuz its shiny, and he's almost killed me twice when I tried to take it away from him... I've about had it with this "Necklace of Attracting Bullets and Doom." What do you think about it? What's it worth... Oh, its the lost Pendant of Bemnufont, worth 1,000,000cr? You've got to be joking!

—Rinaldo Pitcharelli
Novice Treasure Hunter

There exists a slight but real difference between Terrestrial Knowledge Service Centers (TKSC) and historical archives. Terrestrial Knowledge Service Centers are modern, high tech libraries that store data on microchip or CD. Archives store the actual works; rare books, collections of weapons and art from ancient cultures. Service centers cater to the technical researcher, archives to the archeologist. Archives are sprawling structures that sometimes cover kilometers of open space. The interior is divided up into vault-like rooms, sometimes hundreds of meters long. Inside are stored the treasures of various societies, preserved exactly as they existed thousands of years before. Priceless relics and antiques are catalogued and stored for time to remember.

So what's the reason to go to an archive, when you could go to aisle 212 of the TKSC, extract the microchip, and plug it into the nearest terminal to access the material all at once? Interpretation. Much information stored on microchip is interpreted by a dispassionate person who is compiling data. Often these interpretations have proven erroneous, when examined in the overall picture. Archives store items exactly as they were. It is up to the observer to glean subtle, not always evident information from what he sees. If the answer is not at the Terrestrial Knowledge Service Center, then you should try the local archives.

The main reason for seeking out an archive is to identify treasure without someone trying to kill you. Archives specialize in this field and the easiest way to find the value of something is to take it to an archive to be appraised. Note: It is decidedly difficult to gain access to any of the priceless works to research items, unless you hold a degree in archeology or some related field. Hard to imagine why the curators don't want Fredd the Ram Python handling unique china from the Manchu Dynasty. Persons must fill out reams of paperwork and have no previous arrest record whatsoever before even being considered. Finally, guests must be extremely well mannered and considerate in the presence of the often stuffy curator and do nothing to disturb the museum. If the treasure is real, then many archives will offer to buy it.

The number listed on the archives service index equals the percentage chance of gaining access to an archive per month. It also represents the percentage chance that the archive will offer to purchase the item in question. Both chances are increased by 01% per point of charisma above 75.

CLOUD CITIES

They hauled three more bodies out of the "bowels" this morning, vagrants who didn't make it when the atmospheric regeneration system broke down last week. Died of asphyxiation. They didn't have pass keys to get out of wherever they were hiding. Found blood stains on the door where they tried to scratch their way out. You know, it must suck to be born poor!

—Kenneth Jordan
Industrial Custodian

Cloud cities are one of the crowning achievements of civil engineering in the twenty-third century. They are proud, clean edifices that float in the sky. The concept of a cloud city was first conceived when Phenax began experiencing serious overpopulation problems. Question: How to build a structure that could be supported high above a planet's surface? The immediate problem was devising a method to support such a massive platform. Alliance scientists found a solution using ion engines. Cloud cities are usually built over a large body of water, preventing the structure from landing on a built up structure, should it collapse. Wouldn't that just ruin your day? "Hi honey, I'm home. You know, I saw the damndest thing on the way home from work today. What's for dinner?" (Insert a loud crashing noise and screams of pain).

The cloud city's structure is comprised of multiple levels. The deepest levels are devoted to maintaining the ion drives, and are commonly referred to as the engineering levels, or bowels. This is a high security area, and is off limits to all non-maintenance personnel (level 15-20 check to bypass security). Retinal scans and random DNA sampling are used to prevent intrusion. In the past, sabotage of critical areas in the bowels of the cloud city, has resulted in the deaths of millions.

Industrial levels are situated above the bowels and below the inhabited areas. The industrial levels are dedicated to the manufacturing base of the cloud city's economy. Populated sections of these areas are left to the wretched and impoverished, for the existence of pollution on the industrial levels can often be deadly. Citizens of the industrial sector suffer the greatest respiratory problems.

The uppermost and visible levels are shimmering wonders of engineering genius, dedicated to pleasure. It is here you find the tall, glistening sky scrapers, beautiful parks, artificial lakes, and sunlight. The "pasture" is where the rich live, away from the overcrowding of the surface cities, and the pollution and poverty found on the industrial levels below. Since the standard of living is so high and the death rate is low, population control is in effect on the upper levels. Families are

encouraged to have only one, maybe two children. Law enforcement is also strict in the "pasture." People from the lower industrial levels are not allowed to enter the upper levels without possessing an emigration pass or being accompanied by a citizen who lives there.

Transport between a cloud city and the surface is handled in several ways. Atmospheric craft are the standard method. Public ferries are running every hour on the hour. They only transport passengers and their baggage. Cargo ferries are commonly used by the corporations and other businesses to transport clients to and from the cloud city. Transporters are also employed, but only generally accessible to the wealthy. Affluent residents may even own their own transporters.

The final way of reaching the surface is a little less pleasant. Don't pay your bookie for about two years, and he will have Vinnie the Ram Python throw you over the side. (And here we see Harold the welsher performing a double inverted twist in the pike position. Degree of difficulty 3.2. Ahhhhhh...squish. The scores are coming in... 10.0, 10.0, 10.0, 4.0... \$&%#@&\$ East German judges...).

DYSON SPHERE

I must say that I applaud the diligence of the Mutzachans to remain so focused on one endeavor for so long. It requires great perseverance. I only question the clarity of their vision. So much steel could sharpen a thousand swords. So much effort could wage a hundred wars. Alas...

—Raskor-idan

Ruler of the 4th House of Eridine

Even though many believe that the Dyson Sphere was the concept of the human scientist Harry Dyson, the Mutzachans have had one under construction for over 100 years. A Dyson Sphere is a large spherical construct, built around the outside of a star, for the purpose of harnessing all of the emitted light and heat energy. Such an entity is incredibly large, containing more volume than 90,000,000,000 Earths! The sheer quantity of resources required to build such a sphere is unfathomable. Nevertheless, the Mutzachans have been working steadfastly on one in the Fornax galaxy for the past 102 years. The Mutzachans plan on using the Dyson Sphere's massive energy collection abilities to power hundreds of "doorless" stargates, thus turning the Dyson Sphere into a massive galactic transporter. There is no service index for this structure.

MATRIX SCHOOLS

If your mind can handle the stress, if your soul is worthy of possessing, then I will teach you how to tap into the power of the universe, to cradle it in your hands, to feel it pulse through your veins. Controlling power is the test of the self, while harnessing it is a test of one's will. You must always remember that death is temporary. Power is immortal!

—Grand Tour Assizza

Wearer of the Transparent robes

The Mentor-Pupil system of matrix teaching has existed for centuries (and in the case of the Mutzachans, millennia). It is similar to the master-apprentice relationships of Earth in the middle ages, when a student learned a skill in exchange for service. There is an alternative. Schools do exist where mentors have congregated to share their knowledge and teach an expanded curriculum. It is every matrix controller's dream to attend one of these academies. Most of the schools are very prestigious and attending one is a badge of honor, similar to attending Yale or Oxford. Attending such a school gives an MC access to a much wider selection of powers than any one mentor could possibly possess. Some of these schools teach classes in Crossover Matrix theory. Attending a matrix school can give you contacts with other Matrix Controllers, which might prove even more valuable than the new powers you're learning (yes, networking is still a big thing in the 23RD century!).

Of course, all of this has its price, or every matrix controller would take off to enroll in the Tzin Control Academy tomorrow! First of all, these schools are extremely hard to get into, being very competitive. Think of the most exclusive college on Earth today and double it to get the rough level of competition at an average matrix school. Examinations are given to all prospective students, and only the highest scoring are admitted. A PC trying to gain admittance should make an I.Q. check with penalties determined by the quality of the school (typically at a -45 or so, but really exclusive schools may go as high as -100!).

Matrix schools are also expensive (what isn't?). PCs should expect to pay through the nose to attend one. Finally, there's the problem that anyone attending a formal school has: scheduled classes. If you take off a week or so from classes just before exams to go adventuring, the professor isn't likely to take it too kindly! Essentially, any character entering one of these schools is out of action for the length of the instruction.

Note: Basic tuition does not include the price of matrices. Characters must still pay the money for each new power or skill learned, although they generally must only pay 75% of the listed price. Advanced courses (those that teach fourth energy bracket powers and above) take an additional three months to complete. As with all schools, you must have the required number of skill points to attend!

MEDICAL RESEARCH CENTER

We have to beam the Captain down to the surface now. If he doesn't get some medical help soon, we're all dead anyway. No else can fly the ship. He's not gonna last another minute. Hit him with another BRI... God! I've never seen a wound that bad. Half of his face is gone!

—Brian Baxendale

Transporter Chief on the Devastation Wire

Medical research centers are set up in disaster areas where some plague or other disease has caused massive suffering and catastrophic loss of life. Scientists are isolated so that they can better focus on developing cures or new methods of treatment. Research centers are typically manned by 20-200 medical personnel, and 1/10 as many military forces. Genetic research labs are federally secure and are often guarded by 10 times as many troops. In dire circumstances, PCs occasionally attempt to land at a facility to gain emergency assistance. **The Medical Research Center service index multiplied by 10 equals the percentage chance of receiving emergency assistance.**

PRISONS

Journal Entry #473

Dear diary,

Well, I'm in a jam this time. The company wouldn't listen to my side of the story and none of my Network contacts could bail me out. So even though I had nothing to do with destroying that mining facility, I'm stuck here at New Leavenworth along with the losers who botched up the mission. And frankly, it sucks. The food would make a Ram Python puke. Speaking of Ram Pythons, there's a big, burly one named "Bubba" who keeps giving me looks that I don't like at all.

It's not all bad, though . . . just most of it. I've picked up a lot of useful contacts here, and learned a few tricks for staying alive that even I didn't know. The book I'm writing, "On The Inside," will make me a fortune . . . if I ever get out of here, which I'm beginning to doubt. My lawyers promised me they could find a legal way out for me, but it's been months. If they don't come through soon, I'm gonna take matters into my own hands. There's a very interesting looking air vent up on level 3 which seems to be a little bit loose . . .

—Malachi Armageddon

Roving Orion reporter

Currently incarcerated in New Leavenworth Prison

PS: I gotta get out of this place soon, or they're gonna get me. There is no place safe to hide from the Silk Lamb. Its only a matter of time until someone finds me with a shank sticking out of my chest. Got to go. I'm going over the wall tonight. Are you with me?

All Alliance citizens are protected by and subject to Galactic Law. Any accused person is guaranteed due process of law and those found guilty face incarceration. The federal penitentiary system maintains facilities to hold all criminals. There exist varying degrees of security to compensate for the risk factor these offenders represent toward society. The index details the relative security level of the prison. An index of 1 represents a minimum security prison, designed to house prisoners that are judged to present minimal danger to society. A prison with an index of 5 is designed to hold the most dangerous criminals in society. The most famous example of these maximum security prisons is New Leavenworth, a planet from which few have ever managed to escape. Of course, most of them were Orions serving life sentences! The following guidelines indicate the relative security of federal prisons. Do not use these indexes to replace roleplaying. The range of numbers under each security level (1-5) indicates what level of skill check to use to perform that action. The BM should choose a number within this range.

PRISON ACTION TABLE

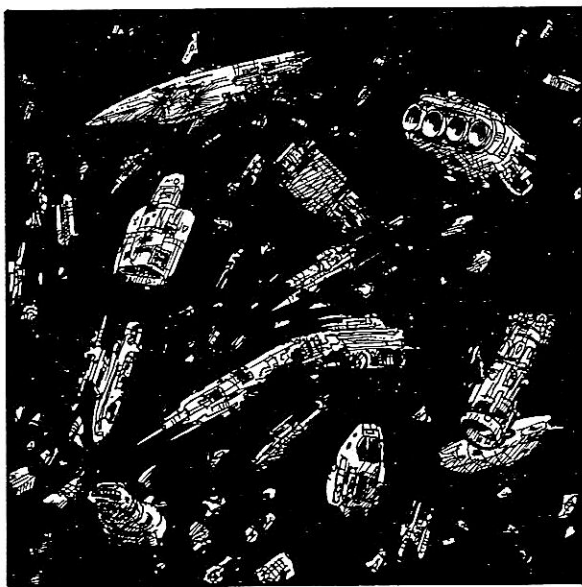
Action	Level 1	Level 2	Level 3	Level 4	Level 5
Escape	6-8	9-11	19-23	15-19	24-28
Escape (While In Transit)	4-7	6-10	12-16	17-22	23-26
Escape (With Outside Help)	3-5	6-9	11-18	17-23	22-27
Obtain an Archaic Hand Weapon	4-6	7-12	10-14	13-19	20-25
Obtain a Firearm	7-11	11-16	16-20	18-24	24-28
Chance for Hostile Encounter With Inmates	2%/week	8%/week	10%/week	10%/week	3%/week
Chance for Abuse By Guards	1%/month	5%/month	10%/month	15%/month	25%/month
Chance for Legal Appeal (Law)	8-12	10-14	13-18	17-22	22-25
Chance to Obtain Contact	5%/week	8%/week	8%/week	7%/week	1%/month
Chance to Bribe Guards (Non-Weapon)	3-6	6-9	9-14	12-16	19-25
Chance to Bribe Guards (Weapon Involved)	8-14	10-16	12-15	17-20	24-26
Chance to increase Street Smarts	1%/month	4%/month	7%/month	7%/month	2%/month
Chance to Meet Bubba!	1%/month	10%/month	25%/week	15%/week	1%/month
APB For Escapees	Planetary	System-wide	Sector-wide	Galactic	Alliance-Wide

THE SHIP'S GRAVEYARD

I think I'm in Gooma Gooma (heaven)! I've never seen anything so beautiful in all my years as a crackerjack spaceship repairman. Look at all those space ships. I betcha I can repair everyone of them. I'll fix it... I just need to find a place where I can fetch me a new hydro spanner... Oh... I'm feeling dizzy... why am I lying here staring at the ceiling?

—Jazzey Lotund
Goola-Goola Astronaut Corp

Usually found in high orbit around lifeless moons, graveyards are not too unlike the junkyards of pre-holocaust Earth. The Alliance monitors and operates all of the graveyards within its boundaries. Since not all of the ships stored here are unserviceable, the Alliance likes to keep tabs on all of the derelict ships. This prevents an enterprising thief from getting his/her hands on a unregistered vessel at a graveyard. One can find useful parts to upgrade or fix your ship. That is their primary function: providing serviceable parts stripped to refurbish an operating vessel.



Perspective buyers can purchase salvageable vessels from a junkyard at a fraction of the normal cost. Typically, the crew has the ship towed into neutral space where they make repairs at 04-40% of the list price. Cross reference the graveyard service index. The number listed times 10 equals the percentage of discount off the list price that one can find a ship for. And yes, the cost to return an abandoned ship back to operating condition can cost more than the value of the ship itself. There is often no way to predetermine the cost of repairs (50%). Parts can be purchased at a discount rate equal to 10 times the graveyard service index.

SHIPYARDS

I want to convert the ship into a Chameleon so the next time those Orion scum try to steal our cargo, we'll vape em... Yeah, we'll have to convert the entire cargo bay into a friggin gunhouse, fill it with gatling pulse cannons. That ought to teach those pirates an interesting lesson. It can be done guys, but we'll have to make for the Blue Star shipyards. That's the only place that can handle a job like this.

—James Korie
Captain of the freighter, Millennium Dawn

Shipyards are an enormous collection of space stations, linked by a web of transit tubes and docking collars. The construction of vessels is handled here, while robots and RPVs do most of the construction work. Engineers monitor and supervise the job from booths in one of the myriad of stations that surround the shipyard. Due to their awkward shape and enormous size, shipyards are not found in orbit around a celestial body. They can, however, be found at the nadir or zenith point within a star system. A small contingent of warships constantly protect the operations from pirates.

Sometimes, for private reasons, persons may wish to have a ship built to their own specifications. More commonly, the shipyard makes drastic changes to an original ship's design. **The chance that a shipyard will make design changes and major upgrades, without charging you a tentacle and a leg, is equal to the shipyard service index number, multiplied by 10.**

STONE TOWNS

I love to travel through all the tunnels. The scotch gets you lost, then you get lost. Wonderful for the spirits, if you know what I mean. I could spend an eternity searching the different passages inside a Stone Town.

—Julii Kalzere
Just an Orion From Katiyen

Stone Towns came about with the advent of asteroid mining. A stone town is a small community, usually consisting of miners, that lives inside a hollowed out asteroid. Stone Towns are small in size and population, but are well defended.

Most stone towns are short lived. After the workers have mined the asteroid of its ore, they pack up and move to better hunting grounds, leaving behind a hollowed out ghost town. There are thousands of ghost towns, hidden in asteroid fields. Many are pirate havens and shelter other interstellar criminals. Some will be inhabited by space hermits whose only wish is to leave society behind. A precious few are converted into thriving cities, with their economy based on entertainment, both legal and illegal.

PLANETARY DEFENSE

Planetary defense is the utmost priority to systems governors and often 1/4 of a world's gross planetary product (GPP) is spent on maintaining the security of its local space. The sophisticated technology of the 23RD century leaves colony worlds particularly vulnerable to attack from space. The Disaster at Denorus 12 in 2205 is a grisly example of what can happen when a single renegade captain drops his ship out of hyperspace, in close proximity to a populated world, and then disperses a deadly bio-chemical organism into the planet's upper atmosphere. Millions and millions of innocent people died in seconds. In addition, there is the continued threat of another Arachnid invasion. Consequently, maximum attention has been dedicated to solving the problem of planetary defense. A variety of weapons systems have since been deployed around planets to protect indigenous populations from danger.

BASES

Bases are an integral part of any planet's defense. They also protect a world's trade and commerce. Bases are either deployed in low orbit around a planet (in close proximity to ground based weapon systems), or in high orbit to provide a larger area of protection. Rarely, bases will be found in empty space as a means of providing some service, or to carry out experiments. There are several types of bases and their functions are detailed below.

GROUND DEFENSE BASE

Protects the planet from direct ground attack. Normally, 1-4 such units are deployed per continent, depending on the size and strategic value of the area being protected. 40-160 military personnel and 10-40 civilians.

EXPLORATORY BASE

Deployed to carry out experiments or research. Minimal defenses; 50-200 person crews.

BASE STATION

Base stations are the most common permanently manned platforms deployed in space. Unless otherwise stated, it is a base station that orbits any given planet. Base stations are often designed so that they may be upgraded into fully operational battle stations at some later date. Maintains 1 squadron of fighters, 1-3 Weapon systems (of the same types as orbital K-sats), and a low range flux shield (10,000-50,000KP). 100-400 military personnel and 100-2000 civilians. External docking facilities. The service index represents flux shield strength of the base. Planets with stations, but showing no defense index, are assumed to have a flux shield strength of 1.

BATTLE STATION

Battle stations are usually deployed in a complex battle array, in high orbit above a planet. These bases possess formidable firepower and a variety of support facilities. A typical battle station maintains 2-4 squadrons of fighters and 400-2400 troops, multiple defense systems (5-8 types of the same configuration as those found on space plat-

forms), and a high level flux shield (100,000-500,000KP). 400-1600 military personnel and 600-3600 civilians. Internal docking facilities. Occasionally, a battle station can be found in deep space, anchoring a strategic military position within the Alliance defense network.

STARBASE

A completely self-sustained world, starbases are fortresses of defense and anchor the Alliance's position in a strategically important subsector. These massive structures are equally suited for maintaining a military presence as well as accommodating travelers. A typical starbase maintains 4-8 squadrons of fighters and 1000-4000 troops, multiple defense systems (5-8 types of the same configuration as those found on space platforms), and a powerful flux shield (1,000,000KP). 400-1600 military support personnel and 4000-16,000 civilians. Extensive facilities. Stargates are only found in close proximity to starbases.

FLEETS

Two or more ships which are based on a given planet to defend the system and local area from attack constitute a fleet. Most planets maintain compliments of 1-4 ships to deter aggression, usually a couple of police ships and a frigate or destroyer. Strategic worlds may be protected by dozens of vessels.

There are currently 7 space faring races that maintain fleets for defense of the Alliance. A brief description of each is given below.

Note: Private fleets are denoted with a capital P in parenthesis. These fleets will usually consist of personal warcruisers (see below). Some private fleets, especially corporate fleets, will have small military vessels such as destroyers.

COLONIAL NAVAL NETWORK (CNN)

Human and Gen Human controlled, the Colonial Naval Network is by far the largest of all the fleets. It contains a diverse compliment of vessels from research ships to battlecruisers.

IMPERIAL NAVAL ECHELON (INE)

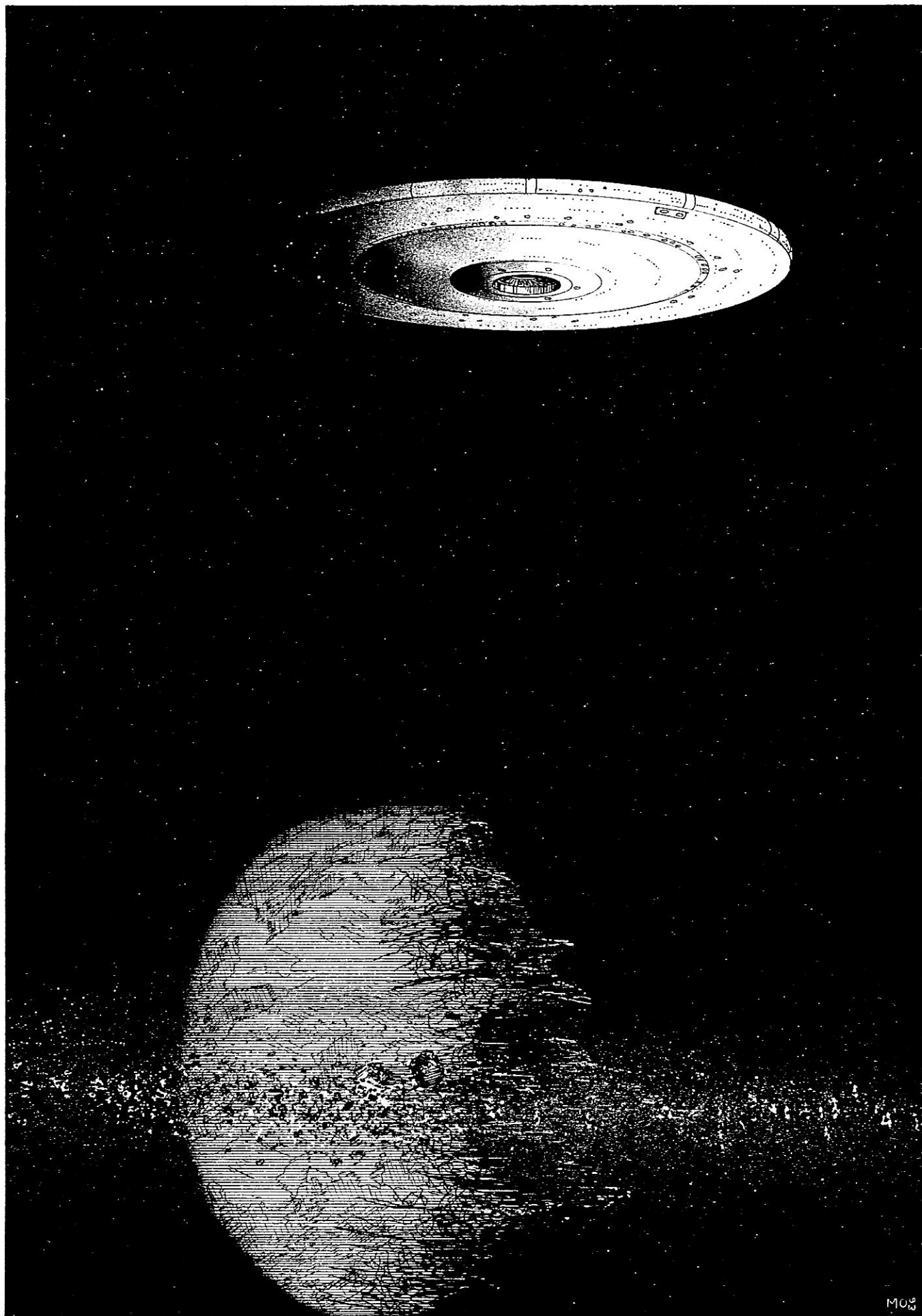
This specialized Eridani battle fleet is superb. The INE stresses an offensive doctrine as the means to maintaining a good defense. Many Imperial Naval Echelon warships carry a compliment of fighters to increase their offensive potency. No other ship of equivalent class, can unleash the equivalent firepower of the INE, with the exception of the Mutzachans. The INE maintains fewer vessels in comparison to the numerically superior Phentari and Human fleets.

IMPERIAL BATTLE FLEET (IBF)

This, the second largest fleet in the Alliance, is deployed by the Phentari government. The IBF stresses long range engagement, deception, and speed as a means of achieving victory. The IBF produces modular designs with interchangeable variants.

MUTZACHAN DEFENSE CORE (MDC)

Less than 1000 Mutzachan ships exist in the entire universe. These unique vessels are designed so that powerful Mutzachans, such as Markuss, Lord of Timar, can singlehandedly engage and defeat Arachnid fleets by employing matrix technology to facilitate combat.



Large Mutzachan vessels are known to carry gravity wave generators and can travel by Smooth Space, a type of propulsion far superior to typical warp or hyperspace systems.

CHATILIAN DEFENSE GROUP (CDG)

CDG forces primarily take up a defensive posture when deployed around worlds. CDG ships are built around their operators to employ empathic matrix technology.

CIZERION WAR EFFORT (CWE)

Limited in complexity, the Cizerion War Effort fields massive ships that can withstand significantly more damage than their counterparts before being destroyed. The CWE follows an aggressive posture of "close and destroy." The CWE employs long and short range weapons technology. Few variants.

CONFEDERATION OF NAVAL VESSELS (CNV)

Diverse, yet developed more for exploration and trade than to engage in combat. **Note:** The Orion fleet is more than capable of attacking or defending itself. However, most ships are designed to carry cargo as well as weapons. Like the Humans, this fleet is well balanced with many variants.

SHIP TYPES

Each race fields a variety of ships to defend its territories. The application of a race's forces depends on the doctrine of the ruling government, and the mission assignment. However, most Alliance militaries tend to follow similar rules of deployment. The description of each ship type shall be covered in later volumes. Battle Masters are advised to create combat stats for each vessel as he see fit, until the space combat system is officially deployed.

Shuttle: Superiority Fighter (SF), Advanced Superiority Fighter (SFA), Multi-Roll Fighter (SMR), Fighter Bomber (FB), Interceptor (FI), Combat Sled (SFH).

Scouts: Scout (SC), Heavy Scout (SH), Combat Scout (SC), Wild Weasel Battle Frigate (SW), Exploration Vessel (SE), Imperial Skie (SIE).

Support Vessels (SV): Courier (C), Tug (TG), Combat Tug (TC), Transport (T), Battle Transport (BT), Troop transport (TT), Medical Freighter (FH), Body Ship (BS), Repair Ship (RS), Early Warning Vessel (EV), Mine Layer (ML).

Frigate: Escort Frigate (FE), Missile Frigate (FM), Frigate (FF), T-Frigate (FT), Ski-frigate (FS).

Destroyer: Destroyer (DD), Destroyer Escort (DE), Shock Destroyer (DS), T-Destroyer (DT), Kuba (DK).

Cruiser: Light Cruiser (CL), Cruiser Escort (CE), Heavy Cruiser (CA), Command Cruiser (CC), Missile Cruisers (CM), Shock Cruiser (CS), T-Cruiser (CAT), Heavy Kuba (CHK).

Battle Cruiser: Battlecruiser (BC), Dreadnought (X), Force Ship (XX), Battle Kuba (XXR).

Carrier (CV): Escort Carrier (CE), Light Carrier (CVL), Heavy Carrier (CV), Battle Carrier (CVB), Shock Carrier (CVS), Flight Control Ship (CVX).

PATROLS

Less important planets are not protected by defenses, but are routinely patrolled to ensure their sovereignty. The frequency of a patrol and the complement of its ships depends on the importance of the planet, the type of the patrol, and the probability of encountering

danger. Each planet has a defense index. Cross reference the **first** defense number shown, to the chart below to determine the frequency and duration of the patrol. The second number in the defense index details the type of vessels involved in each patrol.

PATROL FREQUENCY INDEX (α/)

Rating	Frequency	Patrol Length
1	1 per 3 Months	2-12 Hours
2	1 per Month	1-4 Days
3	1 per 2 Weeks	1-6 Days
4	1 per Week	2-8 Days
5	Random Patrol	As Required

PATROL COMPLIMENT INDEX (/α)

Rating	Patrol Compliment
1	1 Police Cruiser
2	1-2 Police Cruisers
3	1 Frigate
4	1-2 Frigates
5	1-3 Destroyers
7	1-2 Cruisers
8	1 Scout Vessel
9	Mixed Fleet (Carrier Possible)

GROUND DEFENSE SYSTEMS

ARMOR DIVISIONS

An armor division consists of 3 tank regiments and 1 support division. Each regiment is divided up into 3 tank battalions, consisting of 3 tank companies and an equal number of scout platoons. A company contains between 60-70 tanks and a scout platoon contains 4-6 rangers. Often, a regiment of mechanized robots is attached to an armor division to increase fire support. A mechanized robot regiment contains 40 Viking class or Nordic class assault robots, or a combination of both.

AUTOMATED DEFENSE SYSTEMS

Automated ground defenses are immediately activated to protect strategic areas, such as fuel depots, upon detecting an intruder. These systems include robots and PADS.

GROUND BASED LASERS

Ground based lasers have their damage reduced by 1/2 under heavy overcast. Otherwise, these systems function exactly like normal lasers. SEE Ground Based Lasers table to determine the type detailed by the index.

GROUND BASED SLUG THROWER

Large units hurl boxcar sized chunks of depleted Uranium at approaching vessels. Otherwise, they function exactly like normal slug throwers. SEE Ground Based Slug Thrower table to determine the type detailed by the index.

GROUND MISSILE BASE

Maintain electronic warfare systems to combat cloaked ships. Large bases carry 4 independent launchers with 3 birds per launcher. Small bases contain 2 launchers. SEE Ground Missile Base table to determine the type detailed by the index.

GROUND BASED PARTICLE BEAM

They do not suffer penalties for cloud cover. Otherwise, they function exactly like normal particle beams. SEE Ground Based Particle Beam table to determine the type detailed by the index.

SPACE DEFENSES

LAYERED ARRAY

Defensive doctrine developed by the deployment of up to any 6 different defense system **types**, excluding battle stations and starbases. A layered array maintains an artificial intelligence system which utilizes all elements of the planetary defense to maximize offensive and defensive potential. The net effect is to increase the offensive/defensive capabilities by 5% per level on all applicable systems. Thus, a bio-sentient organism (level 5) with a layered array (level 5) would have a +75% chance to detect an approaching vessel, instead of the standard +50%. However, a fighter base would still maintain the same fighter compliment. It would not be affected.

COMPLEX BATTLE ARRAY

A complex battle array deploys all the mentioned defense systems in a strategic belt around the planet in various capacities and compositions. At the heart of the defense is a battle station or starbase which commands the attack against defenders. The artificial intelligence system on board a complex battle array applies the most sophisticated data processing systems to combat tactical analysis. The net effect is to increase the offensive/defensive potential of integrated systems by 10% per level. Thus, a bio-sentient organism (level 5) would have a +100% chance to detect an approaching vessel, instead of the standard +50%, when controlled by a level 5 complex battle array. However, a fighter base would still maintain the same fighter complement. It would not be affected.

BIO-SENTIENT ORGANISMS

Bio-sentient organisms are almost always deployed in conjunction with ground based systems. Advanced electronic warfare allows many ships to penetrate perimeter defenses without being detected. Bio-sentient organisms are deployed in high orbit around the planet. These organisms possess electromagnetic characteristics and a ship that passes through them leaves a trail that can easily be tracked. Ground based weapons crews home in on the intruder, engage, and destroy him. Each level of bio-sentient organisms (max. level 10) represents a 10% chance of detecting an intruder. The percentage is subtracted from a ship's ECM rating when determining the chance of detection.

Example: A Bohemian Class starcruiser is attempting to penetrate a planetary defensive perimeter which is protected by a level 5 bio-sentient organism. The vessel's onboard electronic warfare systems produce an ECM rating of 80% which reduces the chance of detection by 80 points. The ground radar has a base 120% chance of detection. The total chance of detecting the ship equals: $(120 - 80 + 50) = 90\%$. Without the bio-sentient organisms, the planet would have a $(120 - 80)$ or 40% chance of detecting the intruder.

EARLY WARNING STATIONS

Early warning stations provide advanced notice of approaching objects into a system's perimeter. These long range sensors are capable of locating and identifying a ship coming out of hyperspace, then relaying pertinent information to ground tracking stations while simultaneously notifying the Alliance military of an attack. These systems provide desperately needed time for ground units to react and they can detect a ship long before it reaches a planet. Early warning systems track with accuracies of 120-210% (110% +10%/level). Onboard ECM reduces the chance of an EWS effectively tracking an approaching ship.

ELECTRONIC DEFENSE SCREENS

Projects millions of joules of energy across a large area of space to block an attack. Defense screens do terrific amounts of damage to objects. The rating represents a damage value. SEE Defense Screen table.

GUNBOAT SQUADRON

Maintains the pilots and crews to support 1 squadron of 12 combat sleds. Defended by a company of ground troops and various short range defense systems.

FIGHTER BASE (LARGE)

Maintains the pilots and crews to support two squadrons of 24 fighters. Defended by a company of ground troops and various short range defense systems. Fighter bases that deploy civilian fighters are marked with a capital P.

FIGHTER BASE (SMALL)

Maintains the pilots and crews to support two squadrons of 12 fighters. Defended by a company of ground troops and various short range defense systems.

FLUX SHIELD

Shield generators the size of large cities protect the planet from damage. They maintain flux shields with strengths of 800,000KP to 1,700,000KP (A Kilo Point is 10 HP). The index represents the flux shield strength.

ORBITAL MINES

Deployed in a belt around the planet, these devices are difficult to detect and a single mine can often destroy or cripple a vessel. The number refers to the type of mine. SEE Orbital Mines.

K-SATS

Operate exactly like their personal equivalent by mounting weapons onto a small spherical object. Killer satellites detect the target and engage it with onboard systems. Some K-sats are capable of motion and can thereby move to attack approaching ships. SEE K-Sat table.

SPACE PLATFORM

Base systems that otherwise would not function in the presence of an atmosphere, such as omega weapons, pulse technology, and implosion torpedoes, are based on space platforms. (Implosion torpedoes surround the vessel, then collapse in on themselves, striking the ship in 4 or more random locations).

Up to 4 platforms would be found in orbit around the planet. The number represents the system type deployed. SEE Space Platform Weapons Table.

DEEP SPACE WAYFARERS

PIRATES

Fifteen men on an Eridani's Chest, Yo Ho Ho and a bottle of Orion Utaban Scotch! When the talk turns pirates, Orions first come to mind. The 6 o'clock Tri-V news always depicts Orions as ruthless pirates who "jack" ships, take women prisoner, slay the crew, and make off with ultra-expensive luxury yachts. Great prejudice has been directed against Orion Rogues because they are such notorious privateers. Indeed, there are more Orion pirates than any other race, and the most infamous clans are led by Orions. As with all stereotypes, however, this one is largely false. The vast majority of Orions are law-abiding citizens who work their 9 to 5 jobs and go home to squeeze the wife and the bagpipes. Clearly, not all, or even many, Orions are thieves. But try telling your average racist moron that.

Pirates are over-glamorized thieves. It's easy to give these crooks the status of Cyball players from the safety of one's living room. Much mystery and machoism is associated with second oldest profession in the universe. (The oldest profession is . . . well, you know what the oldest profession is). The more reckless and rebellious children, disillusioned with the prospects of growing up under the ever watchful eye of the "benevolent dictatorship," run off to become pirates and enjoy fame and fortune, and other people's goods. The successful pirates get more press than the President, and more "babes" too! Most just get dead.

GETTING YOUR PATCH

Becoming a pirate is a very tricky business. Piracy is illegal and attempting to become a pirate carries a 2-12 year prison term. Most governments are deeply committed to "breaking" pirate clans and carry out covert operations to do so. Undercover customs officers pose as prospective pirates in order to infiltrate clans. Authorities set up phoney clan contacts, luring in would-be pirates. Hey, the life of a pirate is a risky one—the first risks involve joining.

The aspiring pirate must find a clan contact. Contacts are known as "Hookers." Characters have a 02% chance, per level of street smart skill, to locate a Hooker in a given week. This chance is further increased by one percentage point per point of bargaining skill above 70. Bribes increase the chance of contact by 01% per 2000cr. This is subject to fluctuation and is adjudicated by the Battle Master.

Once the character is picked up by a Hooker, they are strip-searched, blindfolded and electronically monitored for bugs. The prospective pirate is thereafter referred to as a Planker. (That is, if you don't pass the initiation, you "walk the plank"—a decidedly unpleasant experience.)

During initiation, a Planker establishes his unswerving loyalty to the clan by severing all ties to the past. The Planker must prove this allegiance by carrying out some act, determined by a clan member of Lookout rank or higher, in consultation with other clan members. This act usually entails murder, kidnapping, grand larceny—a serious felony. The act is always carried out in broad daylight, in a crowded place; the scene of the crime is called the "Spot." The Planker must drop an identification card before leaving the Spot, insuring that the police know exactly who is responsible.

If the Planker handles the initiation in accordance with the clan's wholly arbitrary standards, he or she is considered to have been "put on the Spot" and attains the lowly rank of Sailor. The Sailor is given the coveted "Black Patch." Phentari initiates receive a red scarf-like apparel called Triesk. Sailors are given new names and new IDs. The old identity, now a wanted felon, is forever abandoned. Many pirate clans make up special laminated ID cards, with the clan emblem inscribed on the back. These become a pirate's calling card. Every time the pirate commits an violent or illegal act, he leaves behind a calling card.

CLAN HIERARCHY

All clans have a definitive hierarchy and manner for evaluating the worth of a member. The lowest ranking personnel have the least privileges. They are given the most hazardous jobs and reap the least bounty when caches are taken. Sailors almost never get to share the maidens, always pull guard duty, and don't make a lot of money until they prove themselves. Other than these basics, the exact structure differs from clan to clan.

PIRATE RANK TABLE

Level	Promotion Points
Sailor	50
Mate	100
Rigger	200
Cannon	500
Lookout	1000
Helmsman	2000
Swashbuckler	5000
Lieutenant	10000
Captain	20000

PIRATE PROMOTION POINT TABLE

Act	Points
Survive Mission	1
Survive Year of Service	5
Wounded In Action	0.5
Capping a Gov't Official	20
Capping a Police Officer	3
Capping a Soldier	2
Capping a Civilian	-2
Borrowing Money (per 10000cr value)	0.5
Borrowing Jewels (per 10000cr value)	1
Borrowing Land Vehicles (per 10000cr value)	0.2
Borrowing Atmos. Veh. (per 50000cr value)	1
Borrowing Spaceships (per 10.0M value)	5
Pillaging	1-6
Increasing Clan Prestige	1-10
Sabotage	4-20

Battle Masters may develop any rank structure and merit system they like, or may simply manipulate the above information to suit their own needs.

LIFE AS A PIRATE

The glamorized, high-profile lifestyle portrayed on the Tri-V bears little resemblance to the true daily grind of a pirate's life. Often a long time passes between cargo freighter encounters. This time is spent carrying out tedious, time-consuming tasks, such as equipment, weapon and vehicle cleaning and maintenance. Many pirates work undercover for months, gathering intelligence on potential targets. The tedium carries the constant edge of impending attack. Given the ever-present threat of attack against the Fort (the base), defense forces must be able to engage in combat at a moments notice. Pirates must drill continuously.

The long hours of watching, waiting and drilling are broken by brief and intense periods of frenetic activity. Aside from an attack on the Fort, the clan swings into action to seize a luxury liner, or other fully-loaded whale, or to raid a sector settlement. If the mission is successful, debauchery follows. The pirates eat traditional roast Bogon (or somesuch) pig, imbibe large quantities of cheap Blotwart liquor, and indulge in riotous song and dance. The bounty is distributed, maidens included, among the crew, or raiding party, as valor and rank require. Thorns, as these parties are called in Orion, often last for days. But at all times, a skeleton crew remains alert and ready to man ship or gun.

If unsuccessful, a clan Moot is called. Blame is assessed and executions ordered. Revolts are planned, instigated or suppressed and a great deal of swearing occurs. All in all, great unpleasantness, even for a pirate, follows.

Regardless of the outcome of the raid or jacking, the primary mission rule must be observed. Get captured and you will activate your personal self-destruct sequence. You cannot betray the clan—your brain must not be preserved.

JACKING

Jacking is the common reference for stealing or hijacking spacecraft. Within the clan, jacking is considered the most prestigious task that a seaman can carry out. The act of boarding is the main focus of movies, glorifying the pirates.

Jacking has a lingo all its own; below are the major terms.

Dragging the Net: Surrounding and corralling a ship for the purpose of boarding.

Fish: The target ship or ships.

Galleons: The pirate ships involved the chase and capture.

Ghost Ships: Any ship possessing cloaking technology.

Jib: A small space faring vessel, usually a luxury yacht, used as a spotter or support for the fleet.

Landlubbers: Non-crew personnel captured during a raid.

Lookout: A spy ship that gathers information on potential targets and

transmits it to the galleons.

Picket Fences: Galleons that engage enemy vessels to screen the activities of other galleons.

Kidney Punch: Firing on an enemy ship specifically in an attempt to knock out maneuvering controls.

Salvo: Knocking down an enemy vessels' shields and beaming boarding parties onto her.

Spacejacking: Stealing spaceships, usually out from under the crew's noses. Also called "jacking" or "catching a fish."

Whale: A name given to spacefreighters.

METHODS OF ATTACK

Given below are the most common attack techniques—the tried and true methods of boarding and jacking.

Distress Call: The oldest trick in the book. Under the mandates of Galactic Law, all ships within transmission range must answer any distress call and report it to GalPol. The pirates merely play dead, using a modified hull wreckage, until someone attempts a rescue, then power up and blast them into space dust. Everything depends on the delivery of the distress call. Many seasoned captains will just ignore SOS's, but if the call is convincing enough, now and again a ship will stop and investigate. Danger arises when that someone is the police!

Moonwalkin: Usually combined with the Distress Call. A fully armed and shielded galleon hides on the reverse side of a nearby asteroid or moon. When the target ship approaches to assist, the Moonwalker sails out from behind cover. Proficient galleons can fire a broadside volley, knock down any flux shields, board within 2 minutes, and never damage the fish!

The Overrun: Probably the most used pirate tactic to catch a fish. The overrun is used where space traffic is heavy. The galleon lurks at the edge of the ship's sensor range, then charges just before the fish makes a jump to hyperspace. Jump drives take time to "warm up" and their activation is easily read by sensors. However, warm up time is not indefinite; the galleon must close and bring its guns to bear in short order. Requires vehicle identification sensors.

Dropping In: Another favorite pirate tactic. Fish generally follow trade routes and move within cleared, well-marked travel lanes. A galleon or jib drops a sonar buoy in a well travelled corridor. It then moves far out of scanning range and waits for the buoy to broadcast a ship's passing. A galleon or three then drops in, via hyperspace, and usually catches the fish completely off guard with shields down.

Cloak: Affluent clans employ cloaking devices to hide their galleons. Cloaking technology is very expensive and employed on only a few ships. On the other hand, absent ultra-sensitive, and ultra expensive scanner arrays, Ghost Ships are nearly impossible to detect. Typically, the Ghost Ship hangs out in the shipping lane until a big fish comes along, then point fires to knock out helm control.

Flying the Jolly Roger: On occasion, galleons will signal their attack ahead of time, warning the fish that it is about to come under fire. This allows the fish to make a swim for it while the pirates drag the net. Flying the Jolly Roger is excellent for morale. The galleons charge in, colors flying, and the fish braces for attack, defenses ready. The battle is intense and the catch is all the more fulfilling.



Salvo: Most fish run on minimal shielding to conserve on fuel. Using a long range meson cannon, the galleon fires a salvo and knocks out the weak shield in one shot. The galleons then beams boarding parties directly onto the fish's bridge. Again, this is a favorite among the crew because they get to charge into battle.

Lookout: A Job travels the trade lanes and relays information on the general course and ship type of passing fish. Armed with this intelligence, the galleons can employ the most effective attack.

Sleeping Dragon: An excellent ploy when executed properly. A sleeping dragon is a vessel that has been drastically modified to beef up its offensive capabilities. This formidable ship is then disguised as a floating wreck or harmless yacht. Ships pass by, paying no heed until the sleeping dragon suddenly awakes and breathes its fire.

TURF

A clan lives on its turf, usually centered around a Fort on a remote asteroid or a unpopulated planet. A few can be found underground in metropolitan areas. Whatever the case, all turfs share certain commonalities. First, all non-initiated persons living in close proximity to the Fort are loyal to the clan. This includes policemen, politicians, the hairdresser, everyone. Those who do not swear and demonstrate steadfast allegiance are terminated. Most consider the clan family and would never betray it. For the rest, waking up dead is a real persuasive reason not to narc on the clan.

In exchange for this loyalty, the clan provides jobs for the Friends, as they are called, and pumps large sums of money into the community. Many pirates raise families on the turf. The turf is a safe for the most part; the clan ensures that the area is crime free. Of course, this is pirate law and order—nonlethal weapon discharge, brawling and drunkenness are common. Otherwise, the turf resembles common lower middle class Alliance communities.

The Fort is the home of the clan. It is heavily fortified with weapons and advanced surveillance equipment. The name Fort is appropriate; breaking in to one of these places is virtually impossible without massing formidable firepower. Most are underground, carved out of building subbasements in a city. Most are huge, completely self-sustaining structures, equipped with grow farms, medical bays, maintenance shops, launch pads, etc. All valuables are kept in the Cell, a vault-like area in close proximity to the Passageway. The passageway contains the Flagship, usually the fastest and most heavily armed galleon in the fleet. In the event the Fort is compromised, the Captain, the officers and as much of the crew as possible use the flagship to escape.

ATTIRE

Most clans have their own colors, much like the gangs prevalent on Earth at the end of the 20th Century. The colors of a clan identify clan members and the clan will not allow others to wear the colors while on their turf.

Otherwise, pirates wear a variety of garbs, depending on the race in charge. The majority of the clans are either Orion, Human, or Phentari-controlled.

Only Orion-controlled clans wear the Bwal when at home. The bwal is a kilt-like dress which bears great resemblance to those worn by the Scottish. The color of the Bwal is that of the clan. Orion pirates also wear a cannarick around the leg. A cannarick is a black, leather sack, wrapped around the thigh and tied by drawstring to the leg. The sack contains "drink."

Human-run clans wear almost anything, running the gamut from business suit to skinsuits. However, many like to take on the image of working class and wear blue jeans. Most Human clans wear an eye-patch as did the pirates of legend. Like the Eridani clan members (as few as there are), Human clan members carry swords. A red bandanna stuffed in the breast pocket is also quite common.

Phentari clans are notorious for being the most malicious and cruel of their kind. Most wear black skinsuits, with the clan emblem emblazoned on back of the Wingala-Nairasu (bone laced cape).

IMAGE

Image is everything to a clan. The image portrayed reflects the mind-set of the clan. There are as many images as there are clans. However, many pirate clans perpetuate a Robin Hood image, and are called Hoods. These clans take great care to attack only government shipping, storage facilities, and personnel. Hoods tend to follow a non-violent doctrine to pirate warfare. They respect life and kidnapped victims are seldom harmed. Hoods often give huge sums of money directly to people on planets near their turf to curb fears of government reprisal and to obtain loyalty. Cracking a Hood can be difficult because people in the area are so loyal.

The other predominant image portrayed is that of the Cutthroat. Cutthroats do not discriminate in boarding or attacking. They attract ruthless types and are the primary focus of government anti-pirate campaigns. Cutthroats are known for their brutality. They leave bloody calling cards and control the surrounding public through coercion and fear. Given their sensationalist nature, cutthroats get the most press. Many are secretly financed by corporations and perform their dirty work.

Whether they are Hoods or Cutthroats, image is everything. On their home turf, pirates are braggarts, flashing sword and laser. They booze and carouse in bars, feeding the image of uncultured ruffians. They roleplay the stereotype because the stereotype feeds image and the image and the image builds prestige.

DUEL

The Duel is an honorable means of settling disputes in most Human and Orion clans. Any clan member may challenge another to a duel of swords, in order to avenge a real or perceived slight or dishonor. Human clans also allow for gun duels at ten paces. The duel is not necessarily to the death, but the last one standing is by law in the right on whatever dispute instigated the duel.

A duel is also a means to take over another's position. This is called the Right of Crossing. Any member, of any rank, can challenge another to a duel to the death for the right to take that person's position within the clan. A Right of Crossing is not an ordinary clan duel. The higher ranking individual chooses the terms for the Crossing. The subordinate must accept the terms or turn down the duel. This is called Yellow Bellying by Humans, Running by Orions, and a member of other demeaning things by Phentari. Yellow Bellies faced two choices: losing their right hand or dying!

CLANS

There are some 5000 known pirate clans, operating in every quadrant of Alliance space. Most pirate clans are small, numbering less than one hundred members with 2-8 galleons at their disposal. Less than 200 are major clans, with more than one thousand crewman.

Listed below are the most famous/notorious pirate groups.

The Flying Dutchmen: The largest clan in existence, predominantly composed of Humans and Orions. The Flying Dutchmen operate throughout the Core Worlds, Andromeda, and Fornax galaxies. They number some 30,000 crewmen, with over 500 ships. Most Flying Dutchmen are Hoods, although some are Cutthroat. Landlubbers are released upon catching the fish. The Dutchmen employ all combat strategies to capture whales.

Silence Deplore: This group of predominantly Humans and Orions never speaks a word when boarding a ship. They use only hand gestures and written words to communicate their desires. Their numbers and ship count are unknown.

Black Flag: The most heinous and notorious of all the pirate clans are the dreaded members of the Black Flag. This unscrupulous organization follows a policy of killing anyone who it encounters, no matter how innocent they are or what they know. They are so despicable that even other pirate clans despise them and hunt them down whenever possible. Black Flag is solely composed of incorrigible felons.

Kismet: A band of fun-loving Orions who are so daring that they claim to be playing kismet, the game of life and chance. Captured prisoners are always released, for the Kismet only seek the adventure of the catch and the loot.

May your jacks be easy!

TRUTH WITHIN THE MYTH?

"Myth is often truth enshrouded"

—Modeun Kahlo
Mutzachan Philosopher

Tales of Atlantis have been found in the myths and legends of cultures throughout of the Inner Circle. These stories are often of unexplained events shrouded in mystery. It is not known as to where they came from or where they went. Since little factual knowledge about the Atlantians exists, we must examine these myths for truth.

THE ORIGINS OF ATLANTIS

Where does Atlantis lie? Beyond the Pillar of Hercules, as Plato and the Greeks once thought? Or deep within the Caves of Darkness on Chatil as Chatilian myth dictates? There are many myths as to where the Atlantian civilization had its beginnings. Mutzachan explorers first encountered the Atlantians in 10231 B.C. and assumed that they were a nomadic people. The Mutzachans had several encounters with the Atlantians thousands of years later. After these meetings, they realized their first assumption that the Atlantians were a nomadic people was wrong. By this time, the Atlantians had colonized several planets in the Inner Circle, such as Earth in the Sol system, TI-4 in the Lelande system, Maejor III in the Ursae Majoris system, and Chatil in the Fomalhaut system. But the actual system from which their civilization originated is still a question that has yet to be answered.

The possibility that the Atlantian civilization had its beginnings on Earth was quickly discounted by the Vision of Eight. The Mutzachans had no records of Atlantian contact on Earth until after 7000 B.C. In this respect, TI-4 of the Lelande star system is similar for it was not colonized by the Atlantians until 6824 B.C. In fact, it is widely believed by most historians that these two worlds were only colonies established by an expanding Atlantian empire.

Several decades ago some ruins were uncovered on Maejor III. These ruins were vaguely similar to the recorded architecture types found in the Mutzachan archives. They have been uranium series dated to about 12000 B.C. Records about an Atlantian colony located here are sparse. The few that do exist give little information about when it was settled or what its purpose was. But from the uranium series dating we learn that there was some civilization here, probably an Atlantian one, that was here well before the Mutzachans had encountered the supposedly nomadic Atlantians.

A more interesting potential location for the Atlantian home world lies in the Fomalhaut star system. It was during the reign of Cashan of Lamir, when the Illuminaries were forced to flee to the Caves of Darkness under his tyrannical rule. It was during these dark times, that Chatilian myth tells of many encounters with a race that had inhabited the deep depths of these caves. The Chatilian myths tell many strange tales of the scaled Aetlentans. The name they had given these humanoids is hauntingly similar to Atlantian. But could these scaled humanoids be the Atlantians? The Mutzachan archives never mention them as having scales. Could the Mutzachan records be wrong? It is unlikely. A more probable answer that the Chatilian myth is not totally true. If these people were in fact the Atlantians that would have put them on Chatil in 12000 B.C., almost 2,000 years before the Mutzachans had made contact! This is one possible site for the homeland of Atlantis.

Finally, one myth offers an intriguing possibility to the homeland of Atlantis. The Orion Rogue's myth tell of the people of Atlantys rising out of the Sea of Orion and descending upon Taos 4 on halos of light. This offers a more wild far fetched answer to this perplexing question, that the Atlantians came through a wormhole or rift located somewhere within the Sea of Orion. There is one problem, however, that the myth can only be traced back to about 4000 B.C., 2,000 years after the recorded fall of Atlantis! Also, Mutzachan explorers claimed to have charted the entire nebula, and have found no signs of a wormhole or rift. Is it possible, that the date of the myth is somehow wrong or that there once, long ago, existed a wormhole or rift somewhere within the nebulous reaches of the Sea of Orion?

It is reasonable, that we will never know of the location of the true Atlantian homeworld. But these various myths do give us some insight as to some of the possibilities of their mysterious beginnings.

THE FATE OF ATLANTIS

It would almost seem fitting for a culture surrounded in mystery to fall in such an obscure way. In the years 6301-6300 B.C. the vast interstellar empire of Atlantis crumbled. The populations of entire colonies disappeared, leaving empty, desolate planets where cities once thrived and prospered. Some settlements vanished completely, down to the last corner stone, with nothing left behind to indicate civilization had ever existed there. What could have happened to this once powerful and advanced civilization?

Shortly after the collapse of Atlantis, the Vision of Eight, then known as the Council of Timar, convened for an emergency meeting. What they discussed or resolved to do is a mystery to everyone but them. One thing is for certain, after the meeting most of the records pertaining to Atlantis were hidden and locked away. (Editor's Note: This is the personal belief of the writer of this article not that of this publication. The Vision of Eight still denies all charges that it has ever hidden or locked away any records in its archives). Those records might contain some interesting details about the fall of Atlantis. Now we must look once more into myth to look for truth.

Many cultures on ancient Earth, too many for it to be coincidence, have myths about a great flood or the continent of Atlantis sinking into the ocean. It is highly probable that these two events did occur and may have been in fact linked. The bulk of an entire continent submerged beneath an ocean could cause great flooding. Did Atlantis sink to the bottom of the Atlantic?

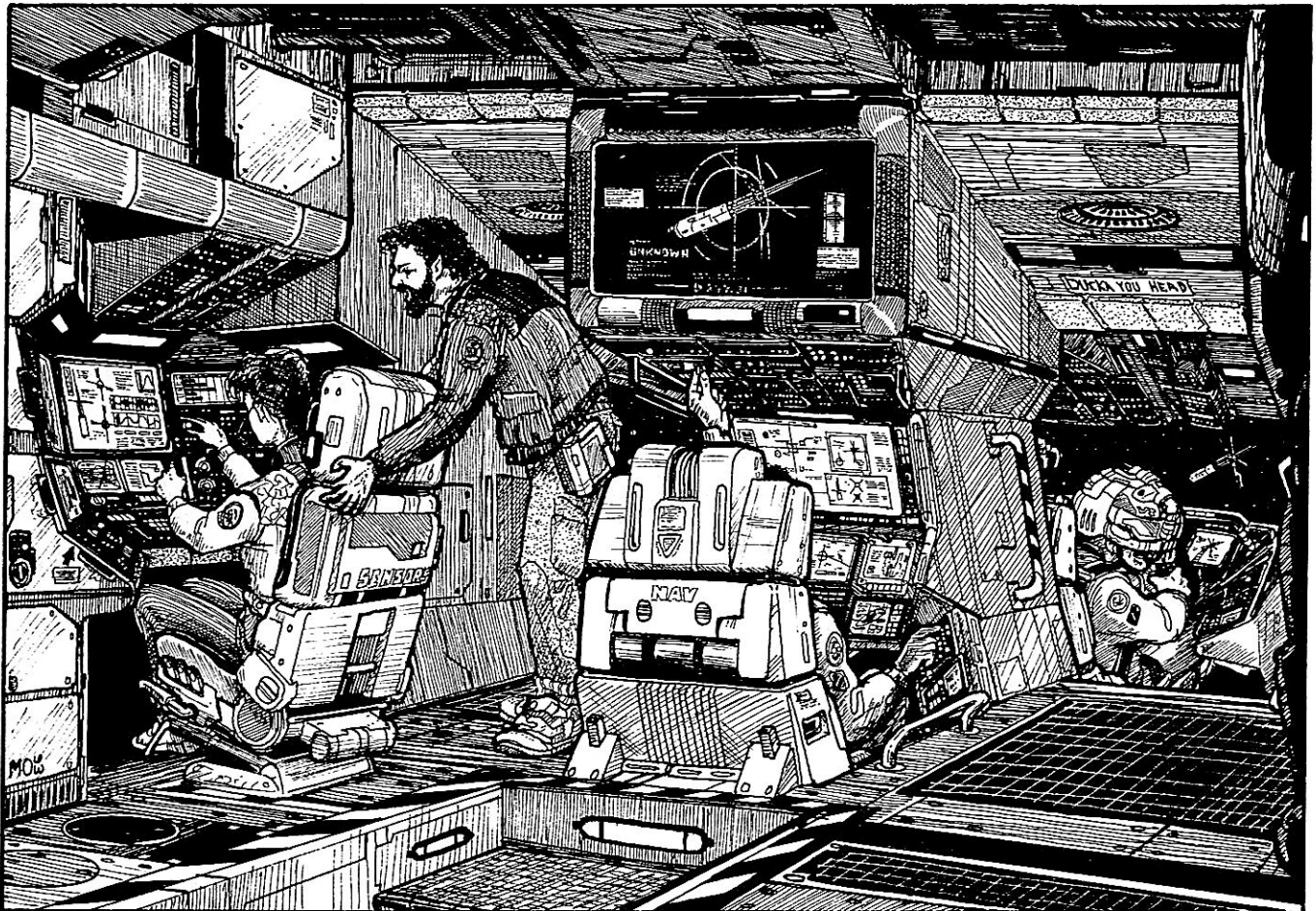
Ancient maps and surveys of Earth compiled by early Mutzachan explorers show that there was once a continent in the middle of the Atlantic. This continent was once the site of a thriving Atlantian colony. Although it is possible that Atlantis sank to the bottom of the Atlantic, it is not likely. So far, no evidence has ever been found to support this theory. If it did sink, there would be some signs of a once advanced civilization lying on the bottom of the Atlantic Ocean.

But what of other Atlantian settlements? Some archeological artifacts were found at several of the Ursae Majoris settlements. Nothing was left behind at the TI-4 colony in the Leland system. Since neither of these two systems had any indigenous sentient lifeforms no myths exist to give us any clues as to what could have happened at these sites.

Those who were exiled during the reign of Cashan of Lamir tell a strange tale of the abduction of Atlantis. According to their legends the Laeshin Mir, or "Death who stalks the Dark" came to the Caves of Darkness and abducted the Aetlentans and many of their own kind. Could the Atlantians have been seized by some ancient powerful alien race?

The Orion Rogues give us another intriguing possibility. In their legends, the people of Atlantys rose up into the sky and were swallowed up by an opening in a star. The interesting part is that the star that they refer to is not even a star. It is in fact, one of the Milky Way's satellite galaxies, the Greater Magellanic Cloud. This has been the most established theories on the fate of Atlantis. The Mutzachan archives even have a record of a expeditionary fleet massing for the Greater Magellanic Cloud. Are the Atlantians living safely in the Greater Magellanic Cloud at this very moment?

Whether the Atlantians are living in the Greater Magellanic Cloud, were devastated by an odd string of natural disasters, or abducted by a ancient powerful alien race will probably never be known. The Vision of Eight has decided it is in our best interest not to reveal this information to the public. It is conceivable, that one day the Atlantians may return, and we could learn the answers to all of the mysterious questions that they have left behind. But for now we are forced to wonder and imagine.



NEW RACES

The following races are official player character races to be used in the Battletroopers system.

AEODRONIAN (A-dro-nyan)

VITAL STATISTICS	
-05 Strength	+15 Aggression
-10 Manual Dexterity	+10 Constitution
+10 Agility	-15 Charisma
SECONDARY STATISTICS	
+10 Military Leadership	-10 Persuasion
-25 Terrestrial Knowledge	
GENERAL INFORMATION	
Body Points: d8 + 2	Movement: 12/12/80
Height: 36 + d12 in.	Weight: 60 + 2d6 x 10 lbs.
No. of Attacks: 2	Damage per Attack: 1
Vision Modifier: -20	Hearing Modifier: +20
Smell Modifier: +20	
Home Planet: Unknown	
Starting Money: d4 x 1000	
SPECIAL ABILITIES	
1 pt Body Threshold	Regeneration
LIABILITIES	
Require Moist Environments	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 27	RADIATION: 25
BIOLOGICAL: 82	MENTAL: 50
POISON: 60	SONIC: 76
ELECTRICITY: 20	FIRE: 10
ACID: 05	COLD: 20
PRIMARY OCCUPATION	
Warriors	

GENERAL KNOWLEDGE

The Aeodronians are a race of bipedal salamander-like humanoids from the Fornax galaxy. Although reptilian in appearance, the salamanders are actually quite cunning and intelligent, possessing an average I.Q. of 50. The race as a whole is opposed to the Alliance and remains a thorn in the side of Galactic activities in this subsector. Player character Aeodronians are those who have attempted to be assimilated into the Alliance way of life and do not necessarily follow the precepts of their race.

The Aeodronian home world has a thick oxygenated atmosphere and a substantial hydrosphere. The planet is a tropical paradise, lush and humid, possessing a variety of flora and fauna that covers 20% of the planet's surface area. Aeodronians live in harmony with their environment and it is suspected that the salamanders migrated from another world. Scientists theorize that the destruction of their original home world's biosphere, coupled with the forced and untimely migration to another planet, caused the Aeodronians to suffer a great technological setback. It is believed to have taken the salamanders thousands of years to reattain the same level of technological development.

The salamanders live in coastal cities made of coral outcroppings (reefs) and carry on all industry in environmentally safe factories and other facilities. All food is taken from the natural bounty of the sea. For most materials, such as metals, alloys, and hi-technology items, they trade with other races and worlds, rather than rape the bosom of their own planet. That which they cannot trade for, they take.

The Aeodronians have become scavengers and pillagers of this galaxy. They abhor the Alliance's methods of colonial exploitation, and the salamanders are bitter enemies of its military. There is some hypocrisy in this statement, because the salamanders are known to pillage and plunder Alliance worlds. The Aeodronian presence presents a major strategic problem to Galactic Forces operating in this sector. Aeodronian raiding fleets harry Galactic convoys and supply routes, and attack worlds that the Aeodronians see as being raped of their natural order. In the process of protecting that which they believe to be sacred, the Aeodronians take what they need in the way of goods and materials. Worlds which may be targets of Aeodronian raids often go out of their way to establish trade relations with these raiders.

GOVERNMENT

The Aeodronian government is a militocracy run by the most powerful clanlord amongst the 26 clans. The Athyan (All-lord) has ultimate authority, although he is expected to select a group of advisors, known as the Many Eyes (Inbaltho), to act as a subordinate governmental body. Although the Eyes may suggest policy and strategy, it is the Athyan who makes all the final decisions. Every Aeodronian year (515 standard days) the new Athyan is selected on the basis of most victories, destruction of enemy property (particularly ones that threaten natural locations), and how much material they have captured and brought back to their world. It is also considered a great achievement to establish new trade relations with other worlds. Since these figures are kept in great detail by the government all year, it is usually not a difficult decision to come to.

CULTURE

Aeodronians live at total peace and balance with their world, seeing infringements on its natural state as a heinous crime. Therefore, the salamanders rely heavily on what technology is imported to facilitate operations. Pirating is carried out by the clans, which congregate under charismatic leaders and have no traditional or family ties. The only restriction on the clans is that there must be 26 of them at all times, no more, no less. Why this number is uncertain, but it must tie into the historical/theological background of the race. The Aeodronians do not believe in a formal religion, but hold nature as the most respected and revered of all things. Technology is used to protect and nurture nature, not employed to destroy it, as is often the case with Alliance worlds. An Aeodronian is maddened by the sight of nature being exploited.

PHYSIOLOGICAL MAKEUP

Aeodronians stand about 1.4 meters in height and average 76 kg in mass (Size Class 3). Their reddish-brown speckled skin is moist and very thick, providing this race a natural threshold of 1. The salamanders wear moisture retaining and secreting skinsuits called Oelphs, which are very similar to the Nubs worn by Python Lizards. For every hour that an Aeodronian is out of contact with moisture (water) or without their Oelph, they lose 2d6 AGL and CON points. When their CON



drops below 10 the salamander falls into a catatonic state. At 0 CON the Aeodronian dies. The Oelph, for obvious reasons, is the most respected piece of equipment to these creatures, they go nowhere without one or two. They have a terrible fear of deserts and will not go to such a locale unless they pass an AGGRESSION check at -50. Even if the salamander is able to force himself into a desert environment, he operates at a -25 to all skill checks, due to tension and anxiety.

The hands of salamanders have evolved four digits, one of which is an opposable thumb, allowing them to be adequate tool users. They are not, however, necessarily very dexterous. Their eyesight is not very good, but they do have quite well developed thermal sensing (60 meter base). Aeodronian tongues are long and forked, flicking in and out continuously to test the air (this is how they smell). They speak most languages well, but with a very noticeable lisp. The salamanders are a carnivorous race, preferring the satisfying crunch of insects of all types, especially the large Ullma Beetle of their home world. Favorite beverages are concocted from distilled insect body fluids. Even Rams swoon at the stench of Aeodronian Ale.

The most amazing physiological aspect of the Aeodronians is their inherent ability to regenerate lost appendages. Within 3-4 weeks of losing an arm, leg, or tail, the Aeodronian usually has a new one. Note that cyber-limbs are still quite possible, as the surgery to install such hardware can also insure that the limb will not regrow. It is a symbol of a warrior to have the tail cut off and the stump seared to prevent regrowth. This has no affect on the Aeodronians as their tails are very small and regressing through evolutionary processes into the base of the spine. Hence, their tails are not used for balance as they are in many other creatures.

QUIRKS

The one idiosyncrasy that stands out most about these guys is their over protective ideals about nature. Small fleets of Aeodronian ships, striking out of hidden bases, have attacked worlds of heavy industrialization or mining. Although often outgunned, the Aeodronians are fearless fighters, and all Galactic forces in Fornax are aware of the tenacity of this formidable enemy.

Aeodronians do not like dry environs and have a particular fear of deserts (see PHYSIOLOGICAL MAKEUP above).

HISTORY

Perhaps thousands of years ago, though their history records do not contain any details of this, the Aeodronians made an exodus from their dying home world. Why exactly remains a mystery, however, cultural evidence suggests that they left their original home world due to the destruction of its environment. Upon arriving on Adron, the salamanders suffered a technological calamity, and a span of thousands of years may have passed before they ascended to the technological level they maintain today. Aeodronians only use hi-tech equipment that they have commandeered, only producing necessary goods on their home world. Little more is known of this races history.

FAVORITE ITEM

An Aeodronian's favorite item will undoubtedly be his Oelph.

DRESS

Besides an Oelph, Aeodronians tend to wear clothing made from natural sources, like the particularly strong and versatile kelp of their home world. When prepared correctly, kelp yields a very durable leather equivalent. Aeodronians make vests and boots out of this

material, which is called Ewguth. All of their clothes are very utilitarian and drab in color. Only warriors (i.e. raiders) wear colorful clothing, which exists in the form of bandannas and scarfs. All warrior clothing depicts a specific clan.

HANGOUT

These dudes like to hang out on beautiful worlds and places of undeveloped (unspoiled) nature. There they reminisce about what their true home world must have been like, and reflect upon the fact that nature needs to be protected from the scourge of the Alliance. The salamanders prefer to be wallowing or swimming in a nice pool of warm water, and on a long space flight they can be very annoying for the other crew members, as they will sit in the tub for hours, holding up the bathroom.

COMBAT TACTICS

Aeodronians use a variety of weapons from different cultures, gathered during their raids. Most are of Alliance origin. They also use armor that they have collected in this fashion. Not being very prone to stand while fighting, (which really ticks off any Eridani that they run into), the Aeodronians use hit and run raids, and seldom engage in actual battles, especially those in which the odds aren't favorable. Otherwise, it's anything goes when it comes to combat. The salamanders tend to be pretty fair however, unless you're an Alliance soldier, in which case you get 86'd.

GENERAL OCCUPATION

Raiders and often traders, although the former occupation leaps to the minds of most people who know anything about this race.

THE AEODRONIAN VIEW

ON LIFE: Life is an aspect of nature, and just as beautiful. Unfortunately, there are those who pollute their lives just like they pollute their environment. These %\$\$#@, the Alliance, are walking dead. They don't know the meaning of life.

ON WAR: War is not really a good thing, but a part of the natural order. There will always be \$#%*!& like the Alliance who think they need to push others around, or who have no concern for the implications of what they do.

ON THE ALLIANCE: You don't want to hear what I have to say about this nefarious intergalactic entity. Your ears couldn't take the strain.

ON THE UNIVERSE: Just one big part of the scheme of things. The universe is the playing ground of nature. Its integrity must be questioned and protected.

ON THE FAMILY: Family is good, but being in the clans is better. They help to build a better future for us all.

ON SELF: I am the guardian of the natural order. I only use that which is provided for me. That which is not, I simply make available in a non-provisional way.

NOTABLE STATEMENTS

Save the whales, kill a Ram.

What I can't get naturally will naturally be gotten by me.

Don't worry, I'll just grow another set of limbs!

MISHA Dream Merchant (Me-Sha)**VITAL STATISTICS**

-15 Strength +45 Intuition

+15 I.Q. +10 Charisma

-20 Constitution

SECONDARY STATISTICS

+20 Terrestrial Knowledge

GENERAL INFORMATION

Body Points: d8 + 2 Movement: 06/08/48

Height: 48 + d12 in. Weight: 80 + 2d6 x 10 lbs.

No. of Attacks: 2 Damage per Attack: 0

Vision Modifier: -20 Hearing Modifier: +20

Smell Modifier: +20

Home Planet: Unknown

Starting Money: d6 x 1000

SPECIAL ABILITIES

Dream Tell Scry

LIABILITIES

Narcoleptic

SURVIVAL MATRIX ROLLS

CHEMICAL: 27 RADIATION: 25

BIOLOGICAL: 82 MENTAL: 50

POISON: 60 SONIC: 76

ELECTRICITY: 20 FIRE: 10

ACID: 05 COLD: 20

PRIMARY OCCUPATION

Guide Espionage

GENERAL KNOWLEDGE

Speak to me Dream Merchant and tell me what you see. Speak to me Dream Merchant and advise me of the path that I should take. Answer me Dream Merchant before it is too late.

Misha (Dream Merchants) are small, demure, transparent beings from the Vego star system in Sculptor. The race is frail and delicate with completely transparent bodies. Misha have incredible intuitive powers and all Dream Merchants begin the game with a +45 bonus to Intuition. They are methodical and rational beings who enjoy life and the quasi-real paradox of sleep. They are called the Dream Merchants because of the Misha's pronounced ability to see into the future. Dream Merchants are able to predict events. They are able to commune with time. Scientists have produced data which corroborates the theory that the past, present, and future exist at the same time. Misha confirm this belief and use their special powers to manipulate the future. Misha adamantly insist that the concept of a single time continuum is a two dimensional perspective. They claim that they actually interact with time to affect its ebbs and tides.

Misha always look like they aren't hearing anything you are saying, wandering through life with a perpetual empty stare in their milky white eyes, and a silly smirk on their faces. They constantly yawn and complain about how tired they are, even when they're not. They walk hunched over, and give the appearance that they are about to collapse from fatigue.

All Dream Merchants begin the game with the innate ability to generate Clairaudience and Clairvoyance twice a day. Young Misha are taught the precepts of entering the wonderful and dangerous world of the Dream State. Here, the Misha learns to meditate deeply,

surrendering the body for the power of the mind. He learns to see himself as a wave being swept along by the tide of time. With long, tedious hours of practice, the youngster enters the first level of hyper-consciousness, or what is known as The Dream World. The Dream Merchant is able to scan the world around him from a detached perspective. While in the Dream World, the Misha are able to generate the Scry Matrix (see Zen Rigeln 6 power points). His chance for success is limited, only 10%. The Scry ability has a maximum range of 10km. The familiarity of the Misha with the target greatly affects the power, and the effects of this are given below. The chance to successfully Scry is increased/decreased as follows:

MISHA SCRYING TABLE

Relation To Person	Modifier
Knows the Person Well	+15
Good Acquaintances	+08
Acquaintances	+05
Vaguely familiar	-07
Unfamiliar	-15
Stranger	-20

Misha may train to increase their Scrying ability by attending classes. The class costs 2000cr per level to be learned, requires 4 available skill points, and takes 3 weeks to complete. Each level of skill increases the chance of accurately scrying by 04%.

Once the Misha has gained 5 levels of skill, he is assumed to be competent in the Dream World and now begins to enter the stage of the Dream Scape. When in Dream Scape, the Misha learns to control his dreams. He has a 20% base chance to accurately predict the outcome of some future event. He can only determine whether some action will produce a positive or negative consequence. Misha may train to increase their Dream Scape ability by attending classes, as with Scrying. The class costs 4000cr per level to be learned, requires 5 available skill points, and takes 6 weeks to complete. Each level of skill increases the chance of making predictions by 04%.

Dream Alley is the next highest state of awareness, where the Dream Merchant can affect upcoming events. He can cause the outcome of some event to change in his favor. The Misha can enter Dream Alley only after he has amassed 100,000 total experience points, 5 levels of scrying and 16 levels of prediction. While in Dream Alley, the Dream Merchant has a base chance of 08% to change the course of events. Learning Change Event costs 6000cr per level to be learned, requires 6 available skill points, and takes 2 months to complete. Each level of skill increases the chance of changing events by 04%.

The final state of Dream awareness is that of The Land of Dreams. Here, the Dream Merchant is able to affect a change on any immediate event that has just caused him harm. Before the effects of any attack are applied against the Misha, he has the chance to affect a change so that he escapes the fate which would befall him. He has a base chance of 20% to deflect the attack completely, and a 10% chance to partially nullify the danger. Learning Avoid Harm costs 8000cr per level to be learned, requires 7 available skill points, and takes 4 months to complete. Each level of skill increases the chance of changing events by 04%.



GOVERNMENT

Misha believe in the precepts of democracy and the governing body for the Misha people is called the Body of Thought. Officials are elected to a 5 year term and no appointee can be elected to more than two terms in a row. The democracy contains some socialist philosophies. Poor Misha do not starve, and at the same time GPP (Gross Planetary Product) is high. The Center for the Control of Life takes care of Medical and basic autonomic needs. The masses of Dream Merchants are therefore quite happy.

CULTURE

Dream Merchants are devout believers in polygamy. Males keep anywhere from 2-20 wives. Women understand the natural need for men to be prolific. There are 10 women for every male. Misha men do not understand the equality of women and Cizerack hate them with a passion.

QUIRKS

Most Misha are narcoleptic, that is, they fall asleep without any reason at a moments notice. One minute you are having a deep conversation about the need for males to possess multiple spouses, and the next minute he is fast asleep. This narcoleptic event occurs most frequently when there is pronounced danger. When in the presence of extreme danger, the Misha must make an aggression check at a +20 bonus or fall asleep as a result of the body releasing an anti-adrenal chemical which induces sleep. The stimulant Di-methamphetamine reduces the chance of falling asleep by adding a further +25 to SMR for 2-8 hours per dose. No more than one dose can be taken per 30 hour period. Sleeping Dream Merchants can not be awakened for 2-12 minutes. It costs 2500cr per dose and is rare to find.

PHYSIOLOGICAL MAKEUP

Misha women seldom bear male children. Thus there is an extreme shortage of men in the populace. Females carry out many manual labor positions. The secretion of the anti-adrenalin causes sleep and prevents the species from being predisposed toward violence. Misha are transparent. Their blood is clear, and females reproduce every 10 years. The Dream Merchants live for up to 90 years.

WEAKNESSES

Hallucinogenic drugs are dangerous to Misha. The effect is to destroy the Dream Merchants ability to Dream.

FAVORITE ITEM

The drug Di-Methyl-Sodium Pentalate induces a state of deep dream as it is called. Misha love sleep and use this drug to increase the clarity of their Dream states. The drug increases the base chance to perform any Dream feat by 05% and costs 1000cr per dosage. Side effects include hair loss. Only one dose may be consumed per 30 hour period.

ABODE

The Misha home is a lavish spread, usually containing 6 or more bedrooms. The home has a very sensual quality to it, and Male Misha are known as great lovers. Holo-rooms produce wonderful pseudo-Dream states and rich Dream Merchants have them built into their homes.

DRESS

Dream Merchants wear skinsuits. The race seems to feel uncomfortable in the presence of others, where the transparency of their bodies can be seen. This makes them feel extremely self-conscious. Even when it is hot out, Dream Merchants are bundled up.

HANGOUT

Misha have no particular hangout, except for holo-rooms.

COMBAT TACTICS

The Dream Merchants use their talents to predict the outcome of events, like crossing open areas where there may be a minefield in place. Misha scrying abilities are often used to locate enemy positions, but failed in the attack of the Krakeds.

HISTORY

Misha have been under attack by the Krakeds on all seven of their planet worlds for the last 5 years. All efforts to appease the belligerent outsider have failed. The Krakeds take young women for slaves, and many a Mishon has died to prevent the taking of the young. The War of Nightmares, as it has been called, has found 1,000,000 plus brave female soldiers dead. Currently, the Mishon government is desperately trying to enter the Alliance to prevent its utter destruction. The annexation of the Mishon worlds is currently up for ratification by the Council of Timar.

GENERAL OCCUPATION

This race is best utilized as guides in the open terrain and as espionage specialists. All Misha can demand a minimum of 25% extra for their services as combat specialists and/ or espionage personnel.

THE MISHA VIEW

ON LIFE: When I am awake I enjoy it. When I am asleep it is even better. Misha alone are able to reap the full benefits from being alive. Others only appreciate living 2/3 of the time, being affectively dead while asleep. Me, I love taking naps where I can truly experience what it is like to be alive.

ON WAR: I suppose it is necessary, but we could all be home snuggled up with our wives. It is nice to be able to stop a bullet that would otherwise end one's life.

ON THE ALLIANCE: The only pertinent question is, will they defend us from the tyranny of the Krakeds.

ON THE UNIVERSE: It is all but a tiny part of the space time continuum, and thus an integral part of the dream world.

ON THE FAMILY: I really need to purchase a bigger bed. My wives have to sleep in other rooms. I like to snuggle up with all of them at one time. Everyone should be born a male!

ON SELF: I am but a wave that washes to shore in the vast ocean of time.

NOTABLE MISHON STATEMENTS

Doing the Wild Thing 10 times a day can be tiring.

If I could be left to dream my life away, then I would never wish to see the light of day.

I take four or five naps a day. What is the problem with that?

SYE-MEN Necromancer (Si-Men)

VITAL STATISTICS	
-15 Strength	+15 Intuition
+25 I.Q.	-50 Charisma
+20 Constitution	
SECONDARY STATISTICS	
+40 Terrestrial Knowledge	
GENERAL INFORMATION	
Body Points: d8 + 4	Movement: 08/08/72
Height: 72 + d12 in.	Weight: 160 + d6 x 10 lbs.
No. of Attacks: 2	Damage per Attack: 1
Vision Modifier: +10	Hearing Modifier: -10
Smell Modifier: +10	
Home Planet: Unknown	
Starting Money: 2d4 x 1000	
SPECIAL ABILITIES	
Limited Matrix Control	Palm of Resurrection
LIABILITIES	
None	
SURVIVAL MATRIX ROLLS	
CHEMICAL: 18	RADIATION: 23
BIOLOGICAL: 45	MENTAL: 30
POISON: 35	SONIC: 35
ELECTRICITY: 40	FIRE: 20
ACID: 15	COLD: 60
PRIMARY OCCUPATION	
Traveler	

GENERAL KNOWLEDGE

The Sye-Men is the most mystical of races, a rogue, skeleton culture rarely seen, passing through the galaxy like the wind through the leaves. The Sye-Men were first encountered by a Mutzachan science ship taking gravitational flux readings on the planet Omicron Alpha 4 in 2165 B.C. No other contact was made for almost 1200 years until another Mutzachan vessel encountered them. It is rumored that Sye-Men come from inside the Motaran Rift, or at least, that is where these strange reclusive beings were first encountered. As a matter of fact, the majority of encounters with Sye-Men have been within 5 parsecs of the great tear in the space time continuum. In recent times these strange beings have begun interacting with the galactic masses. Their arrival has been greeted with a mixture of mistrust and pleasure, for these beings hold strange, mysterious powers.

Sye-Men are hideous to behold. The Space Necromancers are tall, gaunt skeletons. Their skin sags from the bones, continually oozing puss from deep lesions. Their watchful eyes are set back deep into the skull, lending more horror to their repulsive forms. It is the soft resonance of their deep rolling voices that woo people. Note: It is their strange power of healing that often allows them to overcome physical anomalies. Their specific purpose is unclear, their presence spreading, and along with it hope, and a strange sense of dread.

The Sye-Men possess the unnatural ability of bringing the dead back to life, or what has come to be known as the Palm of Resurrection. At low levels, the use of this strange power is dangerous and can kill the Necromancer. He has a 10% base chance to bring someone back to life. His chance increases at 01% per 2000 points of "matrix" experience. Individuals who are brought back are assumed to be 1

point above their Death Door number. However, the Sye-Men must make a System Shock every time that he invokes the Palm of Resurrection. Failure indicates that the Necromancer has caused himself bodily damage. He takes from 2-12 points of damage. Furthermore, all Sye-Men who fail their System Shock roll must immediately make a Resurrection Ability Number to determine whether or not they brought the person back successfully. Any time that a Necromancer fails his resurrection check, he loses 1-4 points of Constitution permanently.

The word Undead is a mythological name for beings that assume the appearance of the living, but none of the metabolic functions. These creatures of fantasy and horror were believed to be evil incarnations. Fallen persons would rise from the dead to haunt and kill their past loved ones. Evil creatures, unaffected by pain, would crawl from desolate crypts and ravage towns. The fact is, Undead are real to some degree. The Motaran Rift appears to be a tear in the fabric of time, linking time to itself, and all aspects of life to a single point. There has been documented evidence of horrific beings who appear alive, but then not alive, which have escaped from the rift to wreak havoc on nearby worlds. Scientists theorize that there must be a time corridor that links some netherworld (other parallel universes) to the third dimension. Others believe it is a conduit that links another part of the universe to itself (a wormhole portal), which has yet to be discovered. Religious groups call it Hell. Whatever the case, Necromancers are aware of its existence and are wary of the beings that exist there.

In addition to being able to invoke the Palm of Resurrection, Sye-Men possess other powers. All beginning Sye-Men are able to generate the matrix Speak With Dead. They are only able to speak with any corpse that has been dead for less than 30 hours. There is a base 40% chance for successful communication. The rate increases by 01% per 2000 points of experience accrued. Note: A Sye-Men may only generate Speak With Dead two times a day. All Sye-Men begin the game able to generate the following matrices: Clarity, Concentration, and Need. They are assumed to have 1-4 power points of energy and gain additional power points in the same manner as Zen Rigel. When a Sye-Men has earned 50,000 experience points, he is able to generate the 4th level Animate Dead matrix. At 150,000 experience points, this limited matrix controller can generate a Mass Animate Dead matrix. This is considered a 6 power point matrix and he is able to control the actions of 4-16 corpses at a time. Finally, Sye-men may learn any other Zen or Tza Zen power, but at double the normal cost to generate. Their matrix experience points are split in half, as with other controllers.

GOVERNMENT

Sye-Men have no central government. This rogue like society is at peace with itself, and there is a communal respect for one another. Age is the governing factor, and respect is always afforded to elders.

CULTURE

The Sye-Men Culture is matriarchal. Females head the family unit. This is due to the fact there are so few Sye-Men at all. Thus, the survival of the females is of paramount concern. Males are important too, but overall are considered less vital to this race, which numbers less than 2,000,000.

The Sye-Men have rather strange cultural mores (unwritten rules). The saving of life is held in high regard. Yet, if a Sye-Men saves someone's life, then that person must forfeit something of importance as a show of thanks. Secondly, Sye-Men mate by the female first killing the male, then bringing him back to life.



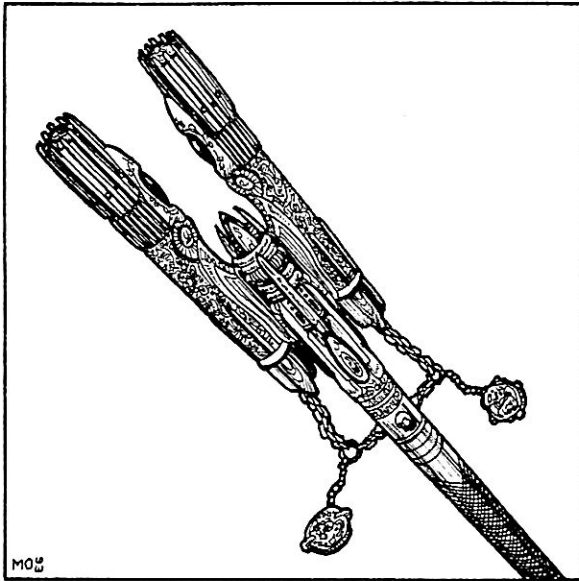
PHYSIOLOGICAL MAKEUP

These skeletal creatures sleep standing up and look like scarecrows. Furthermore, Sye-Men need only sleep for 2 hours a solar day. The Necromancers live to be 1500 years old. BRIs heal damage to Sye-Men at double the normal rate.

QUIRKS

If you think skeletons who sleep standing up is a little strange, check out this fact: Sye-Men stand on their heads to eat and often remain in this position while digesting.

Sye-Men claim that they are here in this universe to simply observe the life here. From observation, a Necromancer can further understand his position as "keeper of life."



FAVORITE ITEM

Sye-Men covet a strange device called Aaginato (an Agg for short), which is a split pronged staff made of Hamerlite, a radioactive metal alloy found on the post holocaust Earth, Trishmag, and a few other planets. The Necromancers claim that when properly "tuned," the device generates a powerful field that doubles the amount of energy that the Necromancer can employ in a given day. Aggs are crafted by the Mutzachans and cost 150,000 credits each.

Sye-Men love money!

DRESS

Sye-Men wear a clear raincoat like apparel called Newiles. They wear the hood close up around the head, hiding their faces.

ABODE

The necromancer keeps no real home. Any quarters set far apart from others is considered fine. Sye-Men quarters are austere, devoid of any comforts. It is rare for the necromancers to enter cities. They find these establishments uncomfortable and disconcerting.

COMBAT TACTICS

The necromancer doesn't prefer combat, but will engage in it when necessary.

HANGOUT

These beings are often found in morgues or near cemeteries, lamenting the loss of those who are now gone.

HISTORY

Sye-Men chronologies date back as far as 300,000 B.C. The necromancers suffered through little internal strife. Currently, they share an amicable relationship with the Mutzachans. These cerebral people often hold secret meetings, discussing the future of the universe. Some claim that the Sye-Men are here to affect the outcome of the future itself. These rumors have never been substantiated.

The Necromancers are hated by the Zen Rigeln, who claim that the Sye-Men are a perversion that should be eradicated at all costs. Zen see their powers as a mockery, some insidious evil bent on the destruction of the universe. Many a person has claimed that there is a strange resemblance between the two races. Conjecture suggests that they are related, something the Zen Rigeln vehemently deny. When questioned on this subject, Sye-Men usually smile and say something to the effect of, "Wouldn't that be interesting."

GENERAL OCCUPATION

Sye-Men almost never sign on to work for companies. They prefer to drift, hiring their services out in order to secure travel or money. Typically, a Sye-Men will ask for 10-20% of the take on any mission.

THE SYE-MEN VIEW

ON LIFE: It is indeed precious. My hand seeks to bind the dying to life. I am a chain that links mortals to a continued existence.

ON WAR: It fills the cemeteries with the coffins of folly.

ON THE ALLIANCE: It is an attempt to control the future. It is unaware, but I am not. It is insignificant in the large picture. But still it must be preserved.

ON THE FAMILY: My brothers are spread across the universe in search of answers, of methods, of ways to avert the evil that is coming.

ON SELF: I am a wanderer. I seek the answer to life itself. My quest is to preserve life, and in that quest prevent the onslaught that awaits those who refuse to accept their mistakes.

NOTABLE SYE-MEN STATEMENTS

My purpose is secret, though my presence real. I am here as a server to life.

The dead never sleep, and those alive never truly die.

There is much about the Zen Rigeln that you aren't aware of.

THE INDUSTRIAL PROVINCE

BENA 4 I4-H39D-O56 (HEX:0941)

Bena 4 is detailed in INJECTION.

MGE	SERVICES
Rebels (1)	Grade B Di-Tritium Grade B Ti-Tritium Refit (1)
STRUCTURES	DEFENSES
Corporate Headquarters Medical Research Center (2) Quarantine Zone Resorts (1,7)	Layered Array (4) Fleets (CNN) Ground Lasers (7) Ground Missiles (4,6) Orbital Mines (4)

CANIKLA (THE BANE) U4-0000-000 (HEX:0151)

Canikla is a large asteroid belt in the third orbit of the uninhabited system. This field is considered hazardous and of extremely little interest. Recently, an explorer by the name of Sable McShane returned from a day of "slaloming" the field in possession of a strange piece of broken machinery made from an unknown alloy. He claimed to have found it in the Bane. Perhaps a planet once existed in the third orbit of Canikla, destroyed long ago.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Nil	Nil

CHARM A0-N01Y-O56 (HEX:0451)

Humans find this beautiful, tropical, oxygen based system charming. Hence the name. An enormous assortment of plant and animal species can be found here, including a sentient species of tree-like creatures called the Wood People. These creatures grow from the vertical cliff faces which overlook many of the plateaued jungles. Wood People have been known to leave their perches in order to descend to the forest floor where they hunt small animals. Generally peaceful, these beings become irascible when undue damage is caused to the environment.

A prominent biologist has theorized that Charm is self-aware on the biospherical level. The tree creatures act as antibodies to destroy external threats. Dr. Samantha Grimes bases her theory on old Earth mythology, regarding the world as a closed system in which the planet would attempt to maintain equilibrium, given an unbalancing factor or condition. Hence the almost pattern-like phenomena of mass extinctions; polarity reversals; and long term climatical patterns. Dr. Grimes has been ridiculed by other scientists interested in Charm for espousing such a radical derivative of an old and almost forgotten theory.

Recently, Dr. Grimes and a group of unidentified Geminis disappeared into the rainforest. No one knows their purpose. They took no supplies or equipment. Dr. Grimes left this note:

We have this weakness of character, this fear based on desire, that drives us to be independent creatures, free in thought and action. We want to believe that the universe is composed of parts, separable and distinct, closed systems devoid of necessary interaction. These conten-

tions are wrong, and perhaps fateful. The universe "knows." It is alive.

It is in becoming one with the mother, the father, and the children that our dooms will be averted. We are Family. We are all. All we are.

The differences we call "war" are images of our feeble and secluded minds. The true threat comes from not within, but outside of the family. We will seek to reunite the Family.

No word has been received regarding Dr. Grimes since her disappearance. Most think she caught "jungle fever." Others are not so sure. The Council of Timar has dispatched a special investigative team to Charm to look into the Doctor's disappearance. Isn't that a bit odd for one lost doctor?

Restrictions on technology and activities are severe. The typical waiting period for a surface visit is one to four months, but you can gaze upon the planet's beauty from the elaborate orbiting observation platform located in low orbit. Several mega-corps have vied for access to the planet's vast natural treasure troves. This is especially true of Khiander Pharmaceutical and Askore Biomedical Associates, both of which are searching not only for raw resources, but for new products as well. So far, both companies have steadfastly been refused. The Humans and Gen-Humans remember all too well the near destruction of their own world's biosphere and the repercussions and loss that resulted.

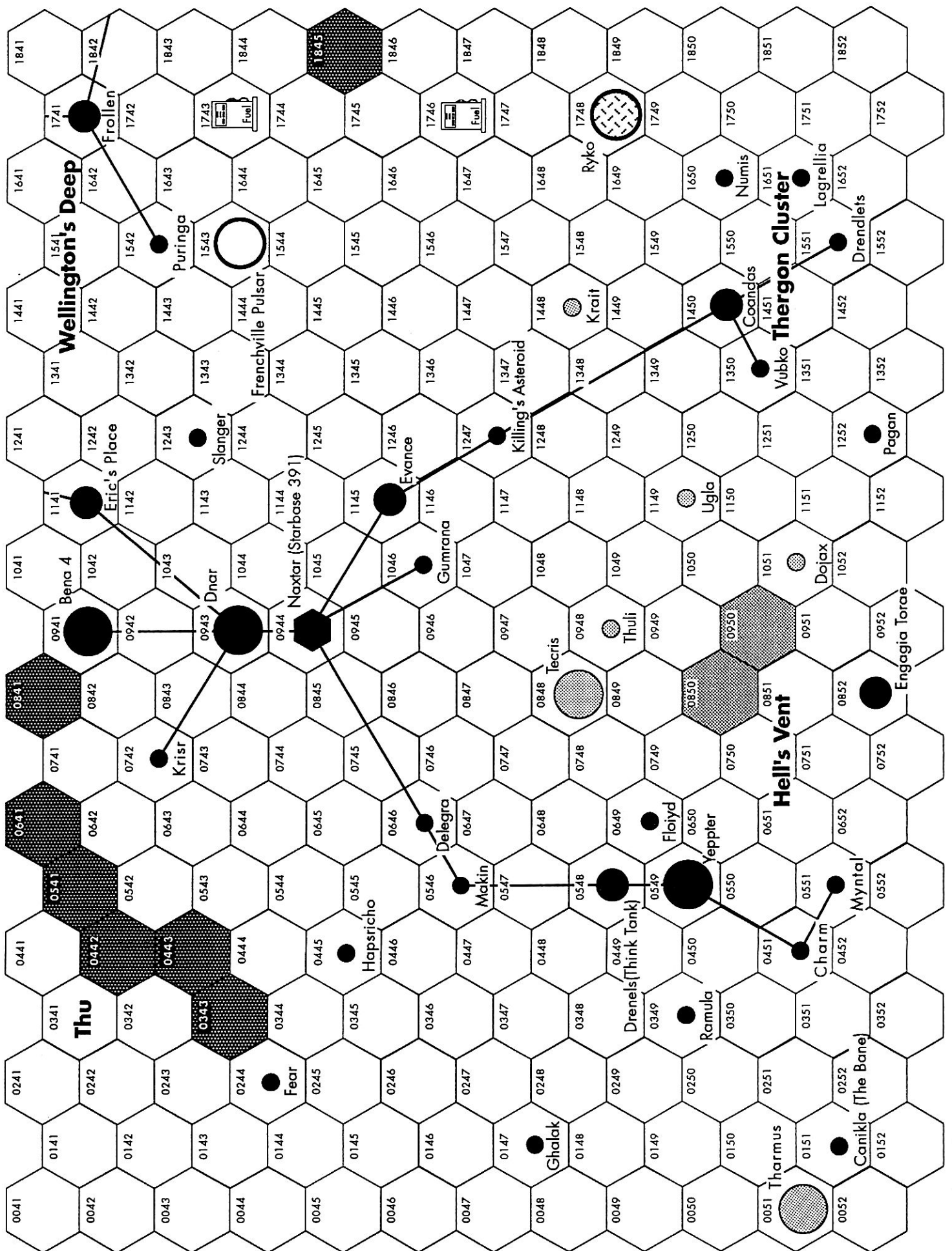
MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Nil	Minefields (3) Patrols (3/2)

COANDAS A5-F33E-O56 (HEX:1450)

Coandas is the shipping point to all planets in the Thergon Cluster, and the local pirates seek to interdict with the flow of traffic spiraling outward from Starbase 391. The planet is owned and managed by the Orionist Mercantile Guild, whose sector headquarters are located here. The ruling government maintains a strict policy on the interdiction of inter-galactic commerce and actively seeks to bring pirates to justice. Coandas is a hotbed for such activity, and those caught face stiff sentences. Orions caught committing piracy automatically receive the death penalty.

Coandas maintains a sophisticated spaceport in high orbit known as the Vision Quest Shipyard. Adventurers often come here seeking good deals on ships and the shipyard is a great place to have customized ships built.

50,000,000 Orions inhabit this sub-arctic world, most of which are directly or indirectly employed by the shipyard. The inhabitants are friendly and welcome outsiders. Tech level 3 or lower sidearms may be carried at any time.



MGE Mercenaries (6) Pascians (3) Pirates (7)	SERVICES Grade A of All Fuel Types Refit (5) Legal Networks (4)
STRUCTURES Corporate Headquarters Prison (3) Resorts (2,10) Shipyards (4)	DEFENSES Layered Array (4) Bio-Sentient Organisms (3) Fleets (CNV) Ground Based Lasers (7) Ground Based Missiles (4,6) Fighter Base (L) Orbital Mines (4)

DELEGRA A5-F02D-T61 (HEX:0646)

Delegra produces heavy machinery for industry. The planet's surface is dedicated specifically to this purpose while the inhabitants live in the cloud cities above the surface. Its people have forgone living on the surface due to the severe pollution produced by the industries. Most of its 10,000,000 people are Hemareans.

MGE Hemareans (10) Mentors (M) (3)	SERVICES Grade B Di-Tritium Survival Warrior Terr. Knowledge Service (3)
STRUCTURES Cloud Cities Resort (8)	DEFENSES Layered Array (1) Fleets (CNN) Fighter Base (S) (7) Ground Slug Thrower (5) Orbital K-sats (5,7) Space Platform (3/7)

DNAR A4-N36D-O55 (HEX:0943)

Dnar is detailed in INJECTION.

MGE Kimyaruk (3)	SERVICES Grade B Di-Tritium Terr. Knowledge Service (3)
STRUCTURES Corporate Headquarters Resorts (2,7)	DEFENSES Ground Defense Bases Orbital Mines (3,8) Patrols (3/3)

DOJAX E4-H02M-O52 (HEX:1051)

Dojax is the most militant planet of the Tereasean empire. Its 2,000,000 peoples believe that the Alliance should be attacked outright to gain desert worlds. There has been much strife over the fact that Dojaxian ships regularly hunt down and destroy small Alliance vessels such as personal warcruisers. The Council of Timar recently passed a referendum, authorizing the use of military force to stop Dojaxon aggression, though little has been done up until this time.

Dojax is a semi-arid desert world, and somewhat inhospitable to the ant-warriors who live there. The planet's main export is minerals extracted from the desert. Alliance personnel are not expressly forbidden from landing on Dojax and some people come for the great desert hunting.

MGE Dojaxon Mercenaries (8)	SERVICES Grade B Di-Tritium
STRUCTURES Nil	DEFENSES Ground Based Lasers (2) Fleets (Tereasean)

DRENDLETS A4-U41Y-O75 (HEX:1551)

Drendlets is exclusively a Benjari farm planet owned by the Phentari. There are some 200 kasernes (army style bases) that raise and genetically breed the slave race. The economy is booming with the pronounced need for Unreals to work on the frontier. Phentari themselves don't live on the planet, but rather work three month shifts there. Drendlets is a cold, oxygen based world that has a high gravitational coefficient (1.4). The squids live on Beguse, the methane moon that orbits the planet. Shuttle craft transport workers to and from the moon on a regular basis. Drendlets is off limits to all races, with the exception of Orions and Phentari. Tza Zens who make their presence and motives known are also welcome here. A Phentari contingent of warships make station on Drendlet's second moon Atte.

Drendlets is notorious for fielding the most vicious bounty hunters in their part of the galaxy. It is a great honor to be invited to be trained at the School of the Assailant.

MGE Benjari (7) Bounty Hunters (9)	SERVICES Grade B Di-Tritium DNA Masking (7)
STRUCTURES Slave Farms (7) Naval Base (IBF)	DEFENSES Layered Array (4) Early Warning Station (8) Electronic Screen (3) Fleets (IBF) Orbital Mines (3,4,7) Space Platform (3,9,12)

DRENELS (THINK TANK) A5-F04D-O52 (HEX:0348)

Think Tank is a separatist Human and Hemarean colony, set apart from other planets in the subsector. Travelers come from all over the galaxies to learn here at the best hyper-training facility in the known universe. No weapons are allowed on Think Tank. The learning time for new skills is 1/6 of the norm. Mathematics and science related fields can be learned at 1/2 the normal price.

The Think Tank exports artificial intelligence. Even with its grow gardens, it can not feed its population of 400,000,000. It imports nearly 60% of its food requirements.

MGE Sheustron (6) Doltharians (3)	SERVICES DNA Masking (4) Hyper-Training (9)
STRUCTURES Nil	DEFENSES Early Warning System (4) Orbital Mines (5) Space Platform (4,7)

ENGAGIA TORAE O1-N03F-O57 (HEX:0852)

A strange world, not unlike the Earth of the Middle Ages. Engagia Torae is of interest for its immense psycho-kinetic potential, fluctuating within the planet's ecosystem. The inhabitants, a dozen humanoid types, seem to control the power source with ease. They have forsaken technology for the most part. Transportation, production, war, and medicine are handled through various matrix manipulations.

Access to Engagia Torae is strictly forbidden by recommendation of the Council of Timar. It is regularly patrolled. A surveillance platform is currently being constructed in high orbit to oversee the world's development. Only federal freighters may trade here.

MGE Nil	SERVICES Nil
STRUCTURES Nil	DEFENSES Minefield (2) Patrols (3/1)

ERIC'S PLACE I4-U83Q-M55 (HEX:1141)

There is virtually no law and order, yet things seem to function just fine on Eric's Place. The planet is effectively run by crime syndicates and other unsavory types who make sure not to become too powerful, lest the planet's governor remove them from power (and life). Murder is an accepted form of action, as long as it's justified (i.e. your gun is bigger than theirs). Most people avoid confrontation, fearing retribution. The methane, arctic environment is inhospitable to non-methane breathers and the majority of citizens are transients who live beneath domed cities. Of course, all Eridani receive a warm welcome here by decree of governor Scirickisious Phentari!

MGE Arms Dealers (8) Bounty Hunters (8) Doltharians (7) Mercenaries (8) Pirates (6) Shepherds (2) Yontacha (7)	SERVICES Armor Repair Station (3) Fencing Operations (6) Hyper-Training (3) Legal Networks (5)
STRUCTURES Resort (9)	DEFENSES Early Warning Systems (9) Fleets (P) Fighter Base (L) (4,8) Space Platform (6)

EVANCE I2-N43F-O55 (HEX:1145)

Evance is currently embroiled in violent turmoil and yet refuses outside intervention. This predominantly Human agro-world was founded by James Evance in 2093 as part of the expansion effort into this section of the Fornax Galaxy. The planet's tropical environment could sustain an agricultural community, in support of the new starbase being constructed on nearby Naxtar. Settlers flocked to Evance for the chance of prosperity. Small, feudal states sprang up across the planet, each controlling and governing its own plot of land. Crops were taken to Kemish for export at the planet's only land base. Over the years, the small feudal plots grew to become giant farm states and so began the territorial disputes which still rage today. Border clashes soon became guerilla wars.

Presently, the planet is a tech level 2 society, armed with tech level 4 weapons technology. The death toll continues to rise. Mercenaries are welcome. There is a medical research center here devoted to curing terminal illnesses.

MGE Kimyaruk (7) Mercenaries (5)	SERVICES Grade A Di-Tritium Grade C Ti-Tritium
STRUCTURES Medical Research Center (3)	DEFENSES Fighter Base (L) (5) Early Warning Systems (3)

FEAR O5-U60M-O42-M (HEX:0244)

The Fear planetoid is a dangerous and inhospitable place, located near the Thu ion cloud. Fear was once an emerging world, colonized by Humans and Eridani. In 2259, the red dwarf sun Magna exploded, killing most of the planets 340,000,000 inhabitants. The resulting meteor showers and radiation destroyed the planet surface. The expanding Nova stopped unexpectedly, in what is now called a "Capture Nova"—a fortunate occurrence, for further expansion of the cloud would eventually have rendered the entire area uninhabitable.

Scientists have recently built an underground post in the caverns of Fear to monitor hyperionic radiation and conduct surface experiments. They soon discovered that they weren't the only inhabitants of the radiation world. Energy beings of various temperaments and dispositions began attacking the post. Mercenaries are currently being hired at a starting rate of 70,000cr per year.

MGE Mercenaries (3) HAL	SERVICES Nil
STRUCTURES Ruins	DEFENSES Nil

FLOIYD Y2-N01F-O55-T (HEX:0649)

Floyd is a quarantined system, infected with a strange radiation sickness that is killing its people. The world is quarantined and off limits to all but authorized medical and scientific personnel, or specially cleared merchant ships. Some 200 Mutzachan scientists are trapped and dying, along with the 25,000 inhabitants. Science outpost Prospect holds high orbit above the planet. Persons can stop to refuel here only.

MGE Nil	SERVICES Grade A-C Di-Tritium Grade A-B Ti-Tritium
STRUCTURES Medical Research Center (4)	DEFENSES Early Warning System (2) Patrols (4/2)

FROLLEN A5-F53D-M69 (HEX:1741)

Frollen is an ocean world, famous for cities which are carved from giant icebergs. Typically, only Eridani and Phentari "enjoy" visiting this frigid wonderland. There are no sentient lifeforms. However, in recent months there have been reports of disappearances. Sub-surface sensors have picked up movement at previously unexplored depths. Methane atmosphere. Excellent quality ores in the limited landmasses which exist as oceanic mountains.

MGE Bounty Hunters (3)	SERVICES Grade B Di-Tritium Armor Repair Station (4) Cybernetic Repair (4) Weapons Training (8)
STRUCTURES Ice Cities Resorts (4,5)	DEFENSES Early Warning System (2) Fleets (P) Fighter Base (S) (3) Orbital Mines (6)

GHALAK A0-U81A-T41 (HEX:0147)

A little known and marginally habitable planet on the edge of the subsector, Ghalak has the distinction of being a "junk world." Waste material from nearby systems is deposited onto this planet's surface. Anything from ships' hulls to yesterday's leftovers can be found here. However, be forewarned that the occasional Goola-Goola prospector might shoot you if you just happen to find just the right gizmo-a-goody he was looking for! Thin atmosphere.

MGE Nil	SERVICES Armor Repair Station (4) Cybernetic Repair (4) Robotics Repair Station (5)
STRUCTURES Junk Yards (8)	DEFENSES Orbital Mines (3) Patrols (2/3)

GUMRANA A5-N12X-O59 (HEX:1046)

Gumrana is a water world, and Python Lizards live freely in its vast oceans. A mere 10% of the planet's surface is covered by land masses. Pythons live in underwater complexes and farm the algae (which is exported) and fish. Two land based Human cities exist as exporting points for processed goods. Some strife exists between the Humans and irascible Pythons who occasionally go on a rampage and kill a Human or twelve. Deep rigs are being erected to drill for oil in the sediment filled oceans.

The Vivan Prison is located here on the tiny island of Vive and Gumrana is routinely patrolled by vessels from Starbase 391.

MGE Nil	SERVICES Grade B-Di-Tritium
STRUCTURES Underwater Complexes Prison (3)	DEFENSES Early Warning Systems (5) Orbital K-sats (6) Orbital Mines (7) Patrols (4/3) Space Platforms (9)

HAPSRICHO YH-0000-000-T (HEX:0445)

Its star is dying and experts predict that within the next ten years a supernova may occur in the Hapsricho system. This large star is currently burning silicon at over a billion degrees Kelvin, creating an iron core, which at the end of the current reaction will reflect the collapsing elements of the star into the surrounding regions of space. The radiation of the supernova may be a hazard to nearby systems. Orbiting warning beacons broadcast interstellar danger signals and Hapsricho is off-limits.

MGE Nil	SERVICES Nil
STRUCTURES Nil	DEFENSES Patrols (1/1)

KRAIT E5-H02M-O51 (HEX:1448)

Krait is the most remote of all the Tecreasean worlds. Its primary function is as a research center to develop tech level 5 weapons technology. It also exports limited quantities of high grade alloys to the homeworld of Tecris. Krait is off limits to Alliance personnel and is guarded by a Tecreasean destroyer at all times. Rumor control suggests that weapons manufacturing firms like the Balshrom Science Corporation have ignored the Kraitian off limits decree and injected mercenary teams onto the planet surface to gather intelligence on Kraitian operations.

A host of hostile indigenous lifeforms wander about this desert world.

MGE Tecreasean Forces (10)	SERVICES Grade A-C Ti-Tritium Grade A-C Di-Tritium
STRUCTURES Mines (3) Weapons Research Center	DEFENSES Fleets (Tecreasean) Ground Defense Bases Space Platforms (3)

KILLING'S ASTEROID A5-N51E-N20 (HEX:1247)

This asteroid was so named for all of the blood spilled to claim it. In 2145, units from both the Asteroid Mining Consortium and Space Systems Development Corporation laid stake to the asteroid after the unexpected discovery of rare metals. The Asteroid Mining Consortium reacted first and attacked the SSDC survey team, killing 145 of its members. The Asteroid Mining Consortium responded in kind, landing a regiment of crack mercenaries to secure the planet. AMC warships moved into position circling the planet. Next, SSDC threatened full scale corporate war and a contingent of its own warships set sail, seeking confrontation. The Council of Timar finally stepped in to arbitrate the dispute, which threatened to de-stabilize inter-corporate balance. Eventually, the asteroid was equally divided in half, the Council recognizing the right of both companies to mine the planetoid. An invisible line was drawn and both companies built facilities in orbit, on the surface, and below. Border disputes have been contested over the years and thousands have died in retaliatory strikes executed by the two arch rivals. There are some 50,000 AMC personnel based at the Olympia's Crater and at Merminsk. Most of SSDC's 120,000 workers live beneath the ground in the City of the Carven Angels. Mercenaries are contracted out to perform a variety of covert activities.

THE INDUSTRIAL PROVINCE

Operations by the SSDC eventually led to deep excavation and stone cities were constructed on its half of the asteroid. AMC installations remain primarily on the surface.

MGE Mining Away Teams (7)	SERVICES Grade A-C Di-Tritium Grade A-B Ti-Tritium
STRUCTURES Mines (4) Resort (7) Stone Towns	DEFENSES Fleets (P,CNN) Ground Defense Bases Fighter Base (L) Space Platforms (7)

KRISR A5-N31E-M68 (HEX:0742)

The Kriskr iceworld contains geo-thermal zones where the ice melts and methane-water is plentiful. The small planet is owned by Eridi-Corp and the Swordsaints export the methane-water all over the sector. The Eridi-Corp has also received grants to explore geo-thermal activities. A small contingent of Mutzachan scientists abide here.

MGE Nil	SERVICES Nil
STRUCTURES Prison (4)	DEFENSES Fleets (P) Bio-Sentient Organisms (3) Early Warning System (6) Fighter Base (L) (P) Ground Slug Thrower (3)

LAGRELLIA I6-H8U-M64 (HEX:1651)

This planet is owned by the Cultural Advancement Coalition, a brain child of Jaquassarius Phentari himself. The coalition keeps records and archives of the conquests and achievements made by the Phentari people in this part of the sector. It is also widely believed to be a wicked place of torture where Humans are taken and never seen again. It is off limits to all non-Phentari personnel. Violators of Lagrellian space will be destroyed. There is little other information available about this planet.

MGE Unknown	SERVICES Unknown
STRUCTURES Unknown	DEFENSES Fleets (P) Other Capabilities Unknown

MAKIN A5-N81E-O66 (HEX:0546)

An untamed, creature infested jungle world owned by SSDC. Science teams come here to catalogue the strange and diverse ecosystem. Makin is a well known Mazian, Ram Python, and Python Lizard vacation spot. The Anarchists are suspected of carrying out covert operations on Makin to increase their product line.

MGE ARM (4) HAL	SERVICES Grade B Di-Tritium
STRUCTURES Nil	DEFENSES Automated Defense Systems Patrols (3/3)

MYNTAL A4-N41E-T50 (HEX:0551)

Myntal is a binary star system, supporting two inhabited planets. It should be noted that none of this system's worlds support indigenous life, due to the intense and varied radiation that they receive from moving through a figure eight orbit of the two suns. All eight worlds have harsh environments and only the two described below are even accessible to surface landings without extensive and costly material input. The two inhabited worlds are Myntal-4 and Myntal-5.

Myntal-4 A41-N41E-T50: Myntal-4 is a desert planet, racked by violent storms which drastically alter the planet's surface every few months. Limited mountainous regions exist in shallow bands of regional calmness. These areas are safe from the fury of the raging sands. For approximately 17 galactic days out of each galactic year, it is relatively safe to transport cargo and personnel into these areas without overt risk of loss of the transport craft. Myntal-4 orbits its red giant parent every 308 galactic days and its companion star, a small M-class main sequence, every 111 galactic days. Both orbits are fairly close within each stars gravity well. Only the thick atmosphere (completely incapable of supporting life) prevents this world from being blasted into an ocean of glass by reflecting most of the heat and radiation back into space.

Sub-surface mineral deposits are in abundance beneath the endless oceans of blowing sand. Magnus Mining, a subsidiary of Erectus, maintains an operation within the mountainous area of the planet's north pole. No one relishes the job.

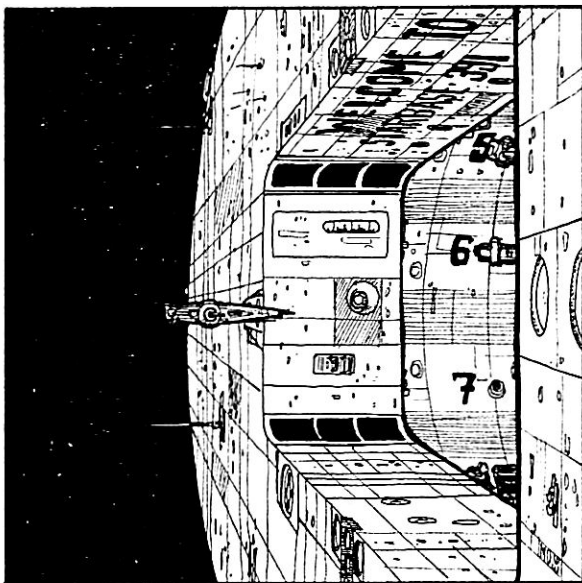
MGE Nil	SERVICES Nil
STRUCTURES Nil	DEFENSES Automated Defense Systems Fleets (Private)

Myntal-5 I3X-H81A-X40: At perigee, Myntal 5 is so close to the companion star that its oceans of dark sand would melt into glass, were it not for the thick and toxic atmosphere. However, its irregular orbit changes and at its furthest distance from the sun, the planet becomes a frigid arctic world, barely capable of supporting life. Regardless of the planet's current position within the solar system, Myntal-5 is a turbulent and hostile world. Its only distinguishing feature is the sub-surface city known as Myntal-Igas-Eridi (which translated means the Grave Of Eridine), a one time mining facility that extracted valuable silver deposits. In the end, geological surveys determined that only limited ore reserves existed and were probably the result of another terrestrial body slamming into the planet, presumably a meteor or comet. The mining facility was eventually abandoned and later became a hideout for various smuggling bands and pirate groups. Now, if there was ever a place to be called a wretched hive of scum and villainy, it is here on Myntal-5. There is little law, except that of plasma,

steel, and mind over matter. Pirates, convicts, terrorists, rogue matrix controllers, berserk Python warriors, and insurance salespeople all hang out on this forbidding lump of dirt. To these people, Kodiak country is a walk in the park.

Myntal-Igas-Eridi is in a bad neighborhood. Most people live in filth, buildings being merely ramshackle huts, thrown together with sections of portable wall units and other materials. Since the entire city is underground, there is no night and day, and a sporadic lighting system gives the city even more of a gloom. The city maintains its own fusion plant as well as back-up generators, all protected and maintained by the King's forces. The landing platform and underground hangar bays are half a kilometer away from the city and are accessed by tunnels. The old mines used to open into the hangar facility, but have long since been closed. Hover cabs provide transport from the hangars to the city. There are even sanitation bots to keep major thoroughfares clear.

Overall order is maintained through quiet influence of the King, Camaea Mayea, a mysterious individual who rules with a strict yet fair hand.



Recently, a group of insurgents under the leadership of Dirk Riven began carrying out assassinations and terrorist attacks in an attempt to overthrow the king. These insurgents currently have taken over the old mines themselves, possibly utilizing secret or long forgotten tunnels to strike out at will. The "local authorities" are seeking out assistance to terminate the problem. Although the general populace understands the need for leadership, they also agree that it is the unspoken law of Myntallga that power is what you earn and what you take.

A small contingent of Chatilian Empaths specialize in torture and information extraction services in Myntal-Igas-Eridi. They are known as the Mindbreakers. An assassination team, known as the Dread Tentacle, also operates out of Myntal-5. They are reportedly responsible for the deaths of at least 9 planetary officials in this sector, and more are suspected. An Eridani mercenary squad, called the Paladins of Purgatory, makes Myntal-5 its home base. The Paladins of Purgatory are often hired on as escorts for merchants. They generally keep to themselves, but have been known to assist the underdog in lopsided conflicts.

If you need an I.D. change or Black Market services, then Myntal-5 is the place to go. Anything can be bought for a price and life is cheap. Several eating establishments and a couple of hotels here support the occasional traveler. The Savage Max Pub and Grub is the most popular eatery and bar, while the Azure Halo Hotel provides relatively good service. Of course, the price reflects this.

Many wonder why the Alliance hasn't just blown this place out of the universe. Bureaucratic red tape. That's all. The central government is waiting for permission from the Eridani government to begin conducting operation. However, the red tape never seems to end and it is very unlikely that the government is going to do anything about this rat hole in space any time soon.

MGE

Black Market (9)
Drug Dealers (7)
Mutants (4)
Pirates (8)
Mercenaries (8)
Smugglers (7)
Terrorists (6)

SERVICES

Assassination Services (8)
Cybernetic Repair (4)
DNA Masking (7)
Fencing Operations (7)
Identification Change (9)
Laundering Services (7)

STRUCTURES

Mines (2)

DEFENSES

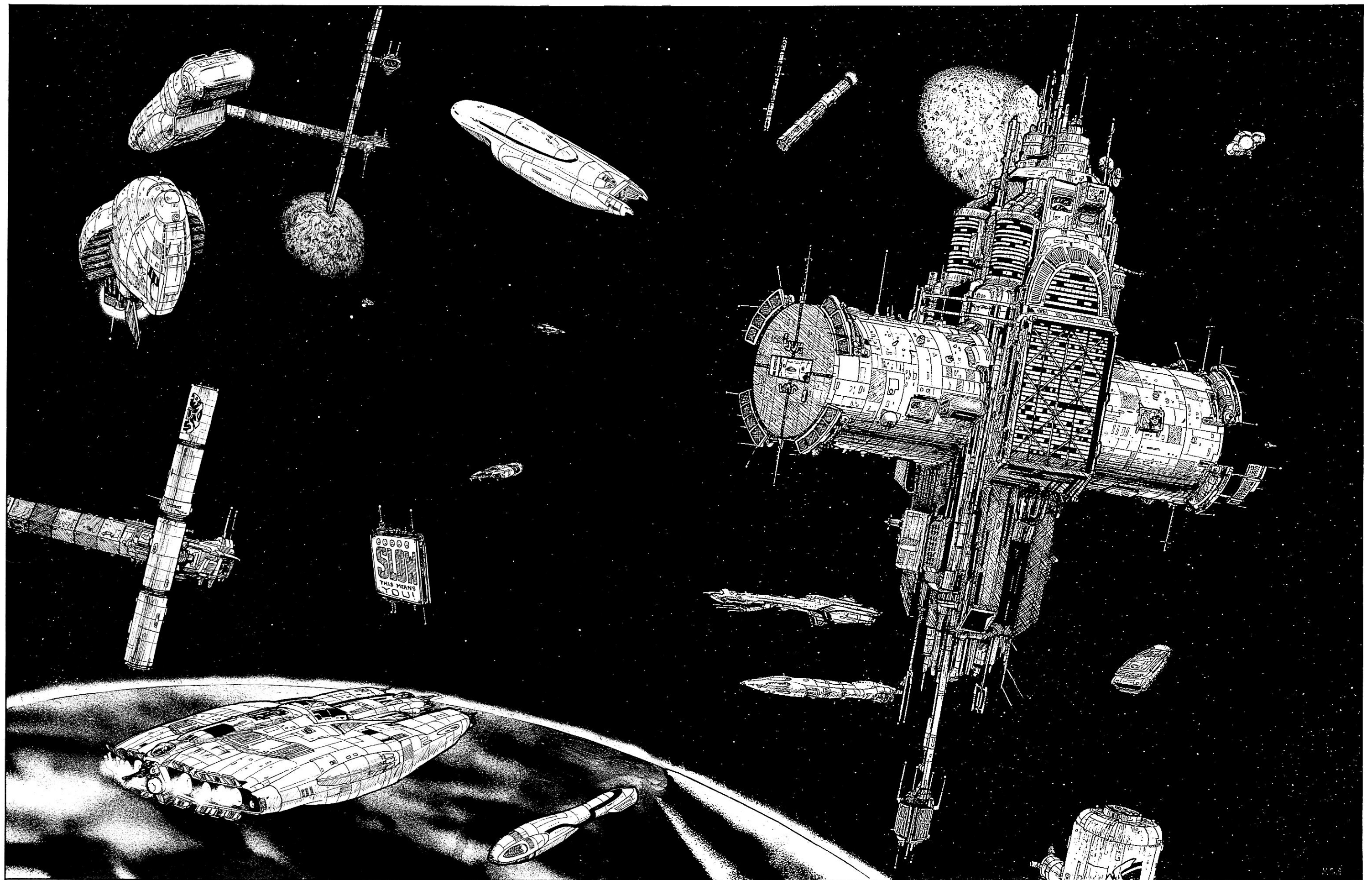
Fleets (Private)
Early Warning Systems (7)
Patrols (3/3)
Fighter Base (L/P) (4/9)

NAXTAR (SB 391) A5-N36X-O67-T (HEX:0944)

Naxtar supports Starbase 391 (Superior) in high orbit above the planet surface. Four times in the last twelve months, Aeodronian patrols have crossed over the border and directly engaged Alliance warships. Numerous attacks on civilian shipping have occurred in the local area, with the loss of some 31 craft and the disappearance of 7 others. Although an official state of war does not exist between the Alliance and the Aeodronians, a high level traveler's warning has been issued to all persons en route to Naxtar.

Naxtar is a thriving, industrial center, sprawling over 5 continents. It is populated by a mixture of all races who for the most part happily accept the rule of the benevolent dictator, Brett Miller Jr., son of the famous husband/wife scientist pair Brett and Julie Miller. Brett Miller Sr. made significant breakthroughs in plasma technology and his wife did comparable work in the field of optics. No weaponry may be retained within city limits, but patrons are welcome to hunt in the rural areas.

Naxtar is the Sector Headquarters for Cyberdyne Research and the Asteroid Mining Consortium. It is the third planet in the system.



MGE	SERVICES
Arlington Assoc. (4)	Grade A Ti-Tritium
Aziam (3)	Grade A-C Di-Tritium
Benjari (3)	Refit (5)
Black Market (5)	Armor Repair Station (4)
Black Mondays (6)	Clonic Production (6)
Doltharians (8)	DNA Masking (6)
Intrepids (6)	Identification Change (7)
Kimyaruk (5)	Laundering Services (7)
Mentors (All)	Legal Networks (7)
Mercenaries (7)	Rent-A-Skill (4)
Pirates (6)	Slave Auctions
Silk Lambs (6)	Terr. Knowledge Service (4)
Smugglers (7)	Weapons Shop (4)
Yontacha (7)	
STRUCTURES	DEFENSES
Cyball	Starbase
Matrix School (4)	Complex Battle Array (5)
Prison (4)	Fleets
Resorts (1-9)	Armor Divisions
Shipyard (5)	Automated Defense Systems
Stargate	Bio-Sentient Organisms (8)
Virtual Reality Center	Early Warning Stations (9)
Weapons Training (3)	Fighter Basex4 (L)(14,20,23)
	Flux Shield (10)
	Ground Lasers (5,12)
	Ground Slug Thrower (6,12)
	Ground Missile Base (15)
	K-Sats (7)
	Orbital Mines (8)
	Space Platform (5,9)

Huma A45-N40Y-T31: Huma is the satellite of Naxtar. Strip mining operations produce minerals and ores to feed Naxtar's industrial machine. Several hostile lifeforms have been encountered there recently, suggesting the efforts of the Anarchist Rebellion Movement to de-stabilize operations. A gravity landing port exists at Tibis.

MGE	SERVICES
HAL	Grade B Di-Tritium
STRUCTURES	DEFENSES
Mines (3-4)	Early Warning Systems (8)
	Fighter Base (S) (17)

Cxrex A24-N02D-O45: The 4th planet in the system, life on the planet is tough. Consequently, this world imports luxuries such as Sange Nectar, Keltirinn Ice, and Raj Lizard skins to provide distractions. Cxrex is an agrarian society, set up to provide Huma and Naxtar with some of their food requirements. Unlike Naxtar, Cxrex is a democracy, whose denizens are anti-dictatorial. A small contingent of Zen Rigeln and Chatilians abide here. Travelers can stop at the food processing planet in low orbit for fueling.

MGE	SERVICES
Invisible Stalker	Grade B Di-Tritium
Mentors (3)	
STRUCTURES	DEFENSES
Nil	Early Warning Systems (7)
	Fighter Base (5)
	Ground Lasers (7)

Basnirack O47-N40M-N49: Basnirack is a lump of ice in the 12th and last orbit of the Naxtar system. It is a hardship tour for military personnel who get sent to the "Rock," as it is called, for infractions. Duty Assignment: 1 year. Basnirack is completely restricted to authorized personnel only. Emergency landings at Hyiv are allowed.

MGE	SERVICES
Nil	Grade B-Di-Tritium
STRUCTURES	DEFENSES
Nil	Early Warning System (9)
	Fleets
	Other capabilities Unknown

NUMIS I5-U02D-O55 (HEX:1650)

The planet has a population of some 2,000,000, about one third of which are scientists devoted to the study of the Halix Nebulon. Numis is a peaceful world where all arms technology is prohibited. It is inhabited primarily by Sheustrons, overly zealous scientists bent on developing tools to advance the understanding of the universe. The planet is unfriendly to outsiders, unless they are intellectuals. Many brilliant Mutzachan minds can be found here working to understand the Halix Nebula. Expeditions to chart and measure the Nebula leave almost every month. Persons who are accepted (persuasion check at a -30, and must have an IQ of 80 or higher) can learn all science and engineering related skills at 1/2 the normal price and time. The modern Diomant Space station maintains high orbit and there are a variety of services available here. Derelict spacecraft lost to Wellington's Deep are often brought here and one can sometimes pick up an unclaimed spacecraft at a cheap price.

Numis maintains a single Mutzachan warship (more than enough to handle an Arachnid cruiser) as a protectorate of this sovereign and isolated world.

MGE	SERVICES
Sheustrons (7)	Cybernetics Station (4)
Mentors (M) (6)	Clonic Production (3)
	Hyper-Training (4)
	Rent-A-Skill (4)
	Robotics Repair Station (3)
STRUCTURES	DEFENSES
Ship Graveyard (5)	Flux Shield (8)
	Space Platform (4)
	Fleets (MDC)

PAGAN A0-#80E-O36 (HEX:1252)

Geologists studying lava flows uncovered a strange circle of stone blocks, dating back 5000 years. Further research revealed that the stone circles were identical in formation to one found on ancient Earth. The Earth structure was called Stonehenge! Off limits!

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Ruins	Patrols (3/2) Early Warning Systems (7)

PURINGA O5-N01D-N80-M (HEX:1542)

Puringa is a scientific outpost, established to observe and monitor the Frenchville Pulsar. A heavy gravity environment exists on this desolate planetoid. Access is restricted (due to safety reasons), however, shipments of luxuries and water are brought in once every 3 months. All ships must land at the Cromus spacedock, a landing strip carved in the mountainous terrain.

Puringa monitors the gravity waves generated by the most peculiar pulsar ever discovered. The pulsar emits gravity waves like any other pulsar. The important difference is that the Frenchville pulsar is a shadow pulsar. At times it is visible, but the pulses can not be measured. Other times, it functions normally. The existence of the Frenchville pulsar adds support to the theory that the Motaran Rift connects different universes, or different parts of the same universe.

The 400 person team, mostly composed of Mutzachans and Gen-Humans, occasionally allow ships to land, if those vessels carry entertainment of the sexual variety.

MGE	SERVICES
Scientists Mentors (M) (1)	Grade A Di-Tritium Grade B Ti-Tritium
STRUCTURES	DEFENSES
Nil	Early Warning Systems (3) Patrols (2/2)

RAMULA O0-080A-X46-T (HEX:0349)

Ramula mysteriously exploded less than a year ago, killing virtually all of its 1,000,000,000 Human and Orion inhabitants. Less than half remains of the once prosperous world. Many believe the destruction was the work of the Dynecar. Others claim the Phentari tested a new weapon. Regardless, a travelers warning has been put out to stay 3 parsecs away from the planet, whose explosion has created a huge asteroid belt. Pirate ships have been seen operating in the area, apparently looking for potential bases.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Ruins	Nil

RYKO A0-#80#-O56-M (HEX:1748)

This world was discovered by professor Daniel Kubik who recently sold off the rights to Ryko to Space Systems Development Corporation for a reported 3,000,000,000,000cr. Unsubstantiated rumors claim that 2 ARSAP teams dispatched to the planet by SSDC

met with foul play and neither was ever heard from again. No other information is available on this planet.

SLANGER U0-#80E-O71 (HEX:1243)

Slanger is owned by the Balshrom Science Corporation, which intends to use the site as a weapons testing facility. However, all 7 Advanced Surveillance and Patrol (ARSAP) parties sent to explore the planet were lost shortly after setting down. No remains were ever found. There are a multitude of hostile indigenous lifeforms, particularly the Sand Gargantuan.

MGE	SERVICES
HAL	Nil
STRUCTURES	DEFENSES
Nil	Nil

TECRIS I6-H8#-O51 (HEX:0848)

The alien world of Tecris is home to ant-like beings called the Tecreasean Warriors. The Tecreaseans are a non-aligned race, recently having developed interstellar drive technology. Tecreaseans are expansionist and seek to conquer desert worlds for their own use.

MGE	SERVICES
Unknown	Unknown
STRUCTURES	DEFENSES
Unknown	Layered Array (9) Fleets (Tecreasean) Other Capabilities Unknown

THARMUS I3-U36M-O67 (HEX:0051)

Under military rule. Outsiders unwelcome. Tharmites are a lizard-like race. They aren't very friendly and don't trust outsiders. Independent jungle world. Tech Level 3. They are a reclusive, somewhat xenophobic reptilian race. Standing roughly 1.3 meters tall, their powerful hind legs allow them to move quickly across open terrain.

The Tharmites are a race of survivors, displaying astonishing adaptability to adverse conditions. They are known to live in all environments, from deserts, to volcanic plains, to arctic wastelands on their home planet of Tharmus. The lizards possess incredible survival instincts, almost as if they were in constant communion with the world around them. A side effect of this is that Tharmites don't like inorganic technology, and as such distrust most Alliance-types (especially the mercenaries packing 5 bazillion weapons!)

Tharmites make excellent scouts and survival experts in almost any terrain, quickly adapting in almost any circumstances. As such, they should be considered to have at least Level 7 Survival skill which can be applied to almost any environment short of deep space. Almost all Tharmites also have at least Level 3 Scouting and Tracking skills as well.

The primary weapon of the Tharmites is an atlatl style spearthrower. Most visitors to the planet scoff at first sight of this primitive-looking weapon. However, the Tharmites have refined the weapon over thousands of years, and their "primitive" spearthrower (known as the "Ku") has a phenomenal range (200 meters), and the odd javelins used can punch through armor, doing 2-12 points of damage and reducing threshold by 2. All in all, a useful weapon, and one the Eridani are currently trying to get hold of for study . . .

Survival is at the center of Tharmite philosophy. It is widely believed that whatever is necessary to keep yourself or your clan alive should be done without hesitation or regret. Individual survival is important, clan survival more important, and survival of the Tharmite people as a whole is of utmost importance. For an outsider to be adopted into a Tharmite clan is an extreme honor, as it means that the Tharmites of that clan are willing to lay down their lives for you. (Of course, it also means that you're expected to lay down your life, if necessary.)

While small, Tharmites have a wiry strength and almost phenomenal endurance.

MGE Nil	SERVICES Grade A Di-Tritium
STRUCTURES Nil	DEFENSES Ground Forces Ground Lasers (4)

THULI I6-H8U-O62 (HEX:0948)

Thuli is a desert world populated by the Tereaseans. The art warriors apparently use the planet as a testing ground for a variety of biological weapons systems, although ostensibly the planet is a farming commune. Thuli is off limits to all Alliance personnel and trespassers are subject to Tereasean law.

MGE Unknown	SERVICES Unknown
STRUCTURES Unknown	DEFENSES Fleets (Tereasean) Other Capabilities Unknown

UGLA I5-T320-O52 (HEX:1149)

Ugla enjoys the most relaxed and friendly relations with the Alliance. Its 10,000,000 inhabitants are mostly farmers and workers, supporting a manufacturing and agrarian economy. Alliance personnel often travel to Ugla to hunt the Raj lizard, which is indigenous to Ugla and worth large sums of money to Ram Pythons and Python Lizards. The Uglains threaten to break off from the Tereasean empire and become an Alliance world.

MGE Nil	SERVICES Grade C Di-Tritium
STRUCTURES Nil	DEFENSES Early Warning Systems (6) Fleets (Tereasean)

VUBKO A4-T21E-O56 (HEX:1350)

Vubko is an annexed planet, owned by the Avron Corporation. It has never been formally settled and the company hierarchy invites all people to come here as a gesture of good will. There is however a 2 year waiting for permanent accommodation and screening program. The company seeks to prevent over depletion of the planet's plentiful natural resources. All inhabitants must pay yearly rent of 25,000cr apiece and some 150,000 residents abide here. No corporate structures may be maintained on Vubko and all businesses must first obtain written permission before locating here. The planet is predominantly deciduous with polar inclinations. Vubko is mostly peaceful and there

are few hostile indigenous lifeforms. Many Averon employees have built vacation bungalows on the planet. A private destroyer class warship patrols the planet at all times. There are only 2 major cities, Endulask and Malrike, with populations of 35,000 and 25,000 people respectively.

MGE Shepherds (8)	SERVICES Grade-B Di-Tritium
STRUCTURES Nil	DEFENSES Fleets (P) Fighter Base (L/P)

YEPPTER A4-U46Q-M68 (HEX:0549)

The 2nd of three planets to orbit the Red dwarf star called Mingala. Yeppter is a prospering tech level 4 slave world, built on the ice fields of this methane planet where Phentari raise Benjari and Cashou for sale on the slave markets. Yeppter is so cold and inhospitable that even the Phentari have been forced to take refuge under dome cities, against the brutal wind and temperatures that regularly plummet to 150 degrees below zero. Yeppter is ruled by the totalitarian dictator Scarmithis Phentari who is expanding the planet's economic base by developing an industrial center. Large reserves of iron and gold have been discovered beneath the icepack and great efforts are now being made to extract the metals. Yeppter is hiring journeymen in a variety of capacities at a 50,000cr base salary. The dictator promises that Human applicants won't wind up as dinner.

Bounty hunters can be hired relatively cheap on Yeppter.

MGE Arms Dealers (4) Bounty Hunters (6) Mining Away Teams (1) Sarands (6)	SERVICES Grade A-C Di-Tritium Refit (2)
STRUCTURES Mines	DEFENSES Layered Array (2) Fleets (P) Bio-Sentient Organisms (8) Early Warning System (8) Ground Defense Bases Ground Missile Bases (3,6) Ground Based (7) Orbital Mines (7)

Hyac O46-U41Q-M55: Hyac occupies Yeppter's 3rd orbit. The planet is used solely for weapons testing by the Phentari firm Future Tech. Access is restricted. The planet exports lasers under contract by the Able Corporation. It primarily imports food. The Phentari have built an underground city at the equator called Gempar.

MGE Nil	SERVICES Grade-B Di-Tritium
STRUCTURES Nil	DEFENSES Early Warning System (9) 4 Fighter Bases (S) (P) Patrols (4/3)

THE INDUSTRIAL PROVINCE INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Basnirack	0	5	8	5	2	5	2	4	7	2	5	5	5	5
Bena 4	5	8	4	7	5	5	5	3	6	3	5	5	3	3
Canikla	L11	□	□	□	L13	□	L14	□	□	□	□	□	□	L16
Charm	0	0	7	0	0	0	0	2	6	2	0	5	3	0
Coandas	5	8	4	7	5	5	5	3	6	3	5	5	3	3
Cxrex	3	5	6	7	4	5	4	1	6	2	4	2	4	5
Delegra	5	4	4	4	6	6	8	7	5	6	6	5	1	5
Dnar	6	4	4	0	3	0	3	3	5	6	0	5	5	5
Dojax	2	0	5	5	3	7	8	7	6	8	7	3	7	5
Drendlets	4	5	4	2	4	4	4	2	8	2	8	6	8	5
Drenels	4	4	5	4	4	2	6	9	5	6	5	3	5	4
Engagia Torae	3	0	8	0	3	0	3	2	8	4	0	8	5	3
Eric's Place	3	5	3	5	3	5	3	5	6	5	6	5	6	2
Evance	4	4	7	7	5	0	5	1	8	3	8	7	8	3
Fear	5	0	7	5	5	7	5	7	7	8	5	5	5	5
Floyd	0	0	7	0	0	6	0	5	8	5	7	9	6	5
Frollen	3	5	7	8	1	5	1	8	7	3	5	6	5	4
Ghalak	0	0	0	0	4	5	4	5	0	5	5	5	6	0
Gumrana	4	7	6	0	5	0	5	2	7	1	5	5	7	4
Hapsricho	L10	□	□	□	L12	□	L8	□	□	□	□	□	□	L14
Huma	2	7	4	7	2	4	2	4	7	5	4	5	4	5
Hyac	4	4	6	4	4	4	4	8	6	4	5	6	6	4
Killings Ast.	2	7	8	4	2	6	2	7	9	9	8	6	8	2
Krait	4	4	5	8	5	8	2	5	5	5	8	5	8	5
Krisr	4	0	6	7	3	6	3	6	7	1	5	5	5	3
Lagrellia	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Makin	3	2	4	4	5	0	5	2	7	4	5	4	7	4
Myntal-4	2	8	6	0	3	0	3	9	6	9	5	6	7	4
Myntal-5	4	4	5	3	4	5	4	8	6	9	6	6	5	5
Naxtar (SB 391)	2	7	3	7	3	3	3	4	5	3	2	4	2	6
Numis	5	4	5	5	4	6	5	4	6	3	2	5	5	5
Pagan	L6	□	□	□	L7	□	L12	L1	□	L2	□	□	□	L10
Puringa	0	7	6	0	0	4	5	6	9	8	4	7	4	4
Ramula	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Slanger	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Tecris	4	0	7	5	4	9	8	6	5	5	8	6	7	5
Tharmus	4	6	6	8	3	4	4	2	5	3	7	4	5	6
Thuli	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ugla	3	3	3	7	4	8	6	4	7	5	9	6	9	3
Vubko	4	4	6	4	5	5	5	2	7	2	6	5	7	4
Yeppter	4	5	4	1	2	5	5	4	6	5	8	5	5	2

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min = Minerals	Narc = Narcotics	Man. Goods = Manufactured Goods	LGA = Alloys (Low Grade)
A.I. = Artificial Intelligence	HGA = Alloys (High Grade)	Tech = Technology	Med = Medical
Mach = Machinery	Precious = Precious Metals		

THE DENDERON HEMISPHERE

ALPHA-2 A6-N02M-O54 (HEX:2646)

Alpha-2 provides defense for the subsector. The 12th Fornax Fleet makes its home here. It is composed of 4 cruisers, the Orion carrier "True Vision", 7 destroyer class warships, and several dozen police cruisers. The fleet is assigned to guard all planets, from Misery to Loire and Penrhyn to Fsorac. Travelers may only stop at the spaceport in orbit. The planet is used as a major military training and operations installation.

MGE Galactic Forces	SERVICES Grade A Di-Tritium Grade A Ti-Tritium Refit (5)
STRUCTURES Prison (4) Shipyards (2) Testing Range	DEFENSES Layered Array (8) Battle Station (2) Bio-Sentient Organisms (9) Fleets (CNN,CNV) Flux Shield (7) 4 Fighter Bases (L) Ground Defense Bases Orbital Mines (8) Orbital K-sats (6) Space Platform (9) 2 Armor Divisions 1 Robot Brigade 4 Marine Divisions 1 Storm Trooper Division

ANNOGREBIA A3-N26B-O57 (HEX:3450)

This multi-culturalist Orion world is similar to that of Earth in the late 20th Century. There are a number of nations spread across the 5 continents. Their governments range from democracies to dictatorships. Some 35 wars are currently being fought for as many different reasons.

Annogrebiamaintains an anti-technology proliferation policy with strict laws on weapons. However, as with all nations seeking weapons, if the price is right, some smuggler will run the risk of detection to make an extra buck. High tech weapons sell at five times the market rate, as well as complimentary technology. The planet is well protected.

MGE Arms Dealers (2) Smugglers (4)	SERVICES Grade A Di-Tritium
STRUCTURES Prison (1)	DEFENSES Orbital K-Sats (5) Patrols (3/3) Space Platform (3)

BALSHROM A7-H02E-O57 (HEX:3151)

This planet is the Balshrom Corporation's universal headquarters. It is heavily defended and off-limits to most travelers. Only federal freighters, government officials, and Balshrom personnel may land here. Other ships may not approach within a parsec, or they face

possible destruction. The planet manufactures weapons, armor, and associated technologies.

MGE Balshrom Forces Doltharians (1) Galactic Forces Mercenaries (5) Mentors (all) (4)	SERVICES Grade A Di-Tritium Grade A Ti-Tritium Refit (5) Armor Repair Station (5) Cybernetics Repair (5) Robotics Repair Station (5) Weapons Station (5)
STRUCTURES Corporate Headquarters	DEFENSES Complex Battle Array (9) Battle Station (5) Bio-Sentient Organisms (9) Early Warning Stations (9) Electronic Screens (10) Fighter Base (large) Fleets (L/P,CNN) Flux Shield (10) Ground Lasers (8) Ground Particle Beam (7) Ground Slug Thrower (9) Ground Defense Bases Ground Missile Base (10) K-Sats (9) Orbital Mines (9) Patrols (4/9) 2 Armor Divisions

BINGHAMTON A2-H81A-X64 (HEX:3545)

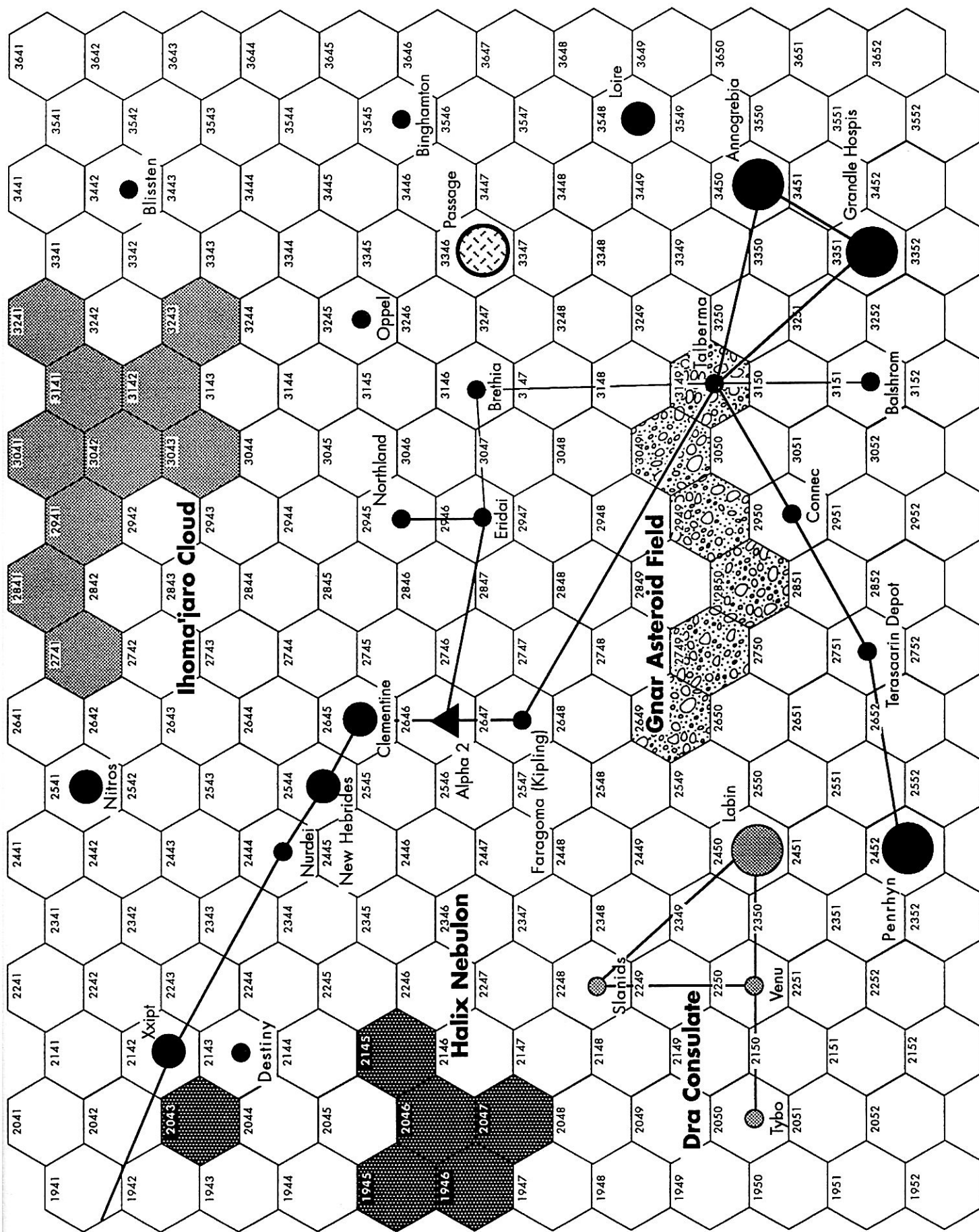
It is owned by the SSDC. However, the Anarchist Rebellion Movement have released a deadly virus into the atmosphere and transplanted a host of dangerous lifeforms to prevent anyone from colonizing this ore rich world. A small contingent of die-hard colonists live here at Stone Mountain.

MGE HAL	SERVICES Grade C Di-Tritium
STRUCTURES Nil	DEFENSES Nil

BLISSTEN U0-#80A-O56 (HEX:3442)

The unexplored planet of Blissten is situated on the edge of the Ithoma'jaro radiation cloud. Several expeditions to the planet have revealed ruins of an ancient Humanoid culture (tech level 3). Three different teams have encountered hostile indigenous lifeforms.

MGE HAL	SERVICES Nil
STRUCTURES Ruins	DEFENSES Nil



Denderon Hemisphere Sub-Sector

BRETHIA A7-T01Y-O55 (HEX:3146)

The Mutzachans are endeavoring to build the universe's first known Dyson Sphere in orbit around Brethia. The project goal is to build a metal structure that surrounds the sun, an object with a surface area equal to 92,000,000,000 Earths. To date, this momentous scientific undertaking has taken 102 years and 502 lives to reach 35% completion. The funding for the project is made solely by the Mutzachan government. Eventually, the Dyson Sphere will harness enough energy to fuel the largest and most powerful stargate ever built, which will not require an exit station to facilitate operations.

The massive undertaking is guarded by three Mutzachan warships: the cruisers Constellation Wind, Driacus, and Sebe. Some 25,000 personnel live on the planet's surface at Port Neutronium.

MGE Mentors (M) (2)	SERVICES Grade A Di-Tritium Grade A Ti-Tritium Refit (2)
STRUCTURES Dyson Sphere	DEFENSES Fleets (MDC) Flux Shield (9)

CLEMENTINE A5-F23E-O41 (HEX:2645)

Clementine is a hollowed out planetoid, more commonly called a Stone Town. Its 100,000,000 occupants live beneath the surface in great cities which are connected by subway lines called "veins." The population is composed of 40% Humans, 25% Gen Humans, 15% Orion Rogues, 10% Eridani, and 10% other. Clementine's denizens primarily work the fertile iron ore belts that line the planet's striated surface.

MGE Nil	SERVICES Grade A Di-Tritium
STRUCTURES Stone Towns	DEFENSES Early Warning Systems (3) Ground Defense Bases Ground Lasers (4) Orbital K-sats (6) Patrols (3/1) 1 Armor Division

CONNEC A4-U42M-M38 (HEX:2950)

This Phentari world breeds slaves for exportation throughout the sector. The squids have developed efficient farms, producing Benjari and Cashou as their staple products. The School of Connec is based here, and students (primarily Phentari and the occasional Orion) can learn weapons and military skills at 1/2 point cost and in 1/4 of the time. The school is one of the most efficient designs of its kind. Such schools are often found on slave farm worlds, as the slaves provide readily available quarry for the students to practice on.

The planet is a crater filled methane iceworld.

MGE Bounty Hunters (6)	SERVICES Grade B Di-Tritium Refit (2) Auctions (6) Hyper-Training (5)
STRUCTURES Nil	DEFENSES Early Warning Systems (6) Orbital K-Sats (4) Space Platform (8) Fleets (IBF)

DESTINY A0-F01A-O57 (HEX:2143)

The first settlers in the subsector landed at Destiny in 2120 and two years later, an insidious airborne viral plague wiped out all of the 150,000 colonists. The plague has never been isolated and efforts to re-colonize the planet have been abandoned. A small Zen medical team carries out research here. Destiny contains large quantities of precious metals.

MGE Mentors (Z) (3)	SERVICES Nil
STRUCTURES Medical Research Center	DEFENSES Automated Defense Systems Patrols (1/1)

ERIDAI A5-N32Y-M63 (HEX:2946)

Eridai tracks the activities of all Eridani personnel in the region, and all Swordsaints are in processed here before entering the sector. The planet also acts to further the Eridani nation by supporting its peoples. It provides free legal service to any Swordsaint, as long as he/she can make his/her way back to the planet for consultation. There is a 25% discount on all weapons purchased and the planet offers a week of free lodging. Eridai is home to the Cuontol, the Eridani's equivalent of the Ninja. A contingent of Kizanti also live and train here.

MGE Cuontol (9)	SERVICES Grade A Di-Tritium Refit (4) Weapons Training (8)
STRUCTURES Resort (4)	DEFENSES Bio-Sentient Organisms (3) Ground Slug Throwers (6) Fleets (INE) 2 Fighter Bases (L)

GRANDLE HOSPIS A5-F47D-O57 (HEX:3351)

Grandle Hospis is a large planet, home to some 8,000,000,000 inhabitants. It is similar to Earth in geographic makeup, and the predominantly Human and Orion population find it quite comfortable. The Potomac Naval station is located in high orbit, and a wide variety of services can be obtained here. Many mega-corporations hold business conventions here, and persons seeking work are advised to travel to Grandle Hospis.

MGE Eikeel (7) Doltharians (6) Kimyaruk (4) Silk Lambs (4)	SERVICES Grade A-B of All Fuel Types Refit (5) Armor Repair Station (4) Cybernetic Repair Station (4) Government Networks (3) Hyper-Training (7) Laundering Services (4) Robotics Repair Station (3) Weapons Shop (4)
STRUCTURES Piloting School Resorts (1,2,7,10) Shipyards (4)	DEFENSES Layered Array (6) Early Warning Stations (5) Fleets (CNN,CNV) Ground Slug Thrower (6) Space Platforms (8)

KIPLING A2-N01X-O55 (HEX:2647)

Kipling is an intellectual paradise colony built on a philosophy that life should be a continuous quest for knowledge, without materialistic distractions. The colony world is completely self-sufficient, and its 400,000 Humans and Chatilians live spartan lives, working and playing hard. Technology beyond tech level 2 is prohibited and persons wishing to stay on Kipling must pay 1,000cr per week or work within the community. Kipling is ruled by Dr. Melbourne Jernel. Ships may land at Friendship.

MGE Mentors (C) (7)	SERVICES Grade A Di-Tritium
STRUCTURES Nil	DEFENSES Automated Defense Systems Orbital K-Sats (5) Space Platforms (7) Patrols (3/1)

LABIN I4-FO7D-T47 (HEX:2450)

The Dra Consulate is composed of four systems: the capital world of Labin, Slanids, Tybo, and Venu. The system is ruled by King Abis, and populated by a spacefaring, intelligent race called the Dryeen. Dryeen are slender humanoids with snakelike heads and long prehensile tails. The Alliance first encountered the race in 2102, when the exploration ship Departure ran across a Dryeen military warship, and was detained until the ship proved not to be hostile. Since then, the Alliance and the Dra Consulate have managed a peaceful coexistence. However, the Dra staunchly refuse to become part of the Alliance. The Council of Timar rejected ideas of forceful annexation, respecting the rights of the Dryeen peoples.

Dryeen are fond of intellectual types. They detest Python and Ram Python types. Hard to figure, huh?

The planet Labin is a jungle world. It produces a variety of manufactured goods, importing cold fusion energy technology. The atmosphere is thin and the planetary flora is strange and amazing! The Dryeen are a race of humanoids with ophidian (serpent-like) characteristics. Dryeen range between 2 and 3 meters in length from head to tail. Their bodies are essentially snakelike, with a flat triangular head and an extremely flexible, sinuous skeletal structure. The Dryeen also possess arms with prehensile fingers, allowing tool use. When in an

upright position, the average serpent stands roughly 1.8 meters tall, with a large portion of the tail remaining in contact with the ground for support. The serpents have no legs, and move by undulating their lower bodies, much as a snake does.

Dryeen culture stresses art and philosophy above all else. Central to their beliefs is the precept that truth and beauty are one and the same. The serpents and Mutzachans get along well, though the Dryeen sometimes find Mutzachan attention to technical detail a bit annoying. The Dryeen believe that intellectual development is the highest virtue. They look upon those of no intellectual distinction in much the same way a bodybuilder would look upon a 600 kilogram couch potato. And Ram Pythons are the biggest, fattest potatoes! This attitude has made for some tension, as Dryeen scorn Ram Pythons and the Rams squash them in response.

The Dryeen dress in brightly colored robes of a silk-like material. They are for the most part a non-violent people, believing that physical violence is degrading. However, they have developed weapons for their defense. The main serpent weapon technology is vibrational in nature, somewhat similar to attractor-repressors, but more tightly directed and intense, like a beam of sound. These blasts can tear big chunks out of a person. The typical Dryeen weapon does 4-24 points of damage and is effective out to range bracket 5.

MGE Dryeen	SERVICES Grade-B Di-Tritium
STRUCTURES Nil	DEFENSES Electronic Screen (6) Fleets (Dryeen) Ground Missile Bases (7)

LOIRE A4-U65N-M64 (HEX:3548)

Loire is a industrial world, inhabited mostly by Eridani and Kizanti. The New Weapons School is located at Syda. Phentari are prohibited from landing on the planet's surface, under the decree of Knysis Dmax-idan, of the 13th Royal House of Eridine. Duels are sanctioned as a means of population control for those who are unfit. Eridani may receive hyper-training at 1/2 cost. Weapons are allowed!

MGE Mercenaries (5) Kimyaruk (1)	SERVICES Hyper-Training (6)
STRUCTURES Palace	DEFENSES Space Platform (9) Fleets (INE)

NEW HEBRIDES A3-F33O-O59 (HEX:2544)

The island world of New Hebrides is known galaxy wide for its fish markets. Over 95% of the planet's surface is covered by salt water oceans, and some of the best fishing grounds in the universe may be found here. One's palate can be pleased by eating Pica Mackerel or Jonoa Tuna. Life is peaceful on New Hebrides, which is mostly inhabited by Humans on land and Python Lizards in the ocean. Travelers are allowed to carry weapons when voyaging on the oceans, which contain a variety of hostile indigenous lifeforms, such as the Frescer, a shark-like creature that has been known to grow to 30m in length! Many Python Lizards come here to battle the great monster, though most quietly respect it from afar.

THE DENDERON HEMISPHERE

The planet imports a variety of machinery for construction and industry. It has no known accessible reserves of metals. Frontier Developments Unlimited is presently bringing equipment to drag the seas. They have met with stiff resistance from both Pythons and Humans alike.

MGE Nil	SERVICES Grade C Di-Tritium Refit (1)
STRUCTURES Nil	DEFENSES Orbital Mines (7) Automated Defense Systems

NITROS O5-N01M-O92 (HEX:2541)

Top secret genetic experiments are carried out on the gravity heavy world of Nitros. Some 5000 scientists research new emerging technology at the planet's only base, Dyma, which is at the equator. Any vessel approaching within 2 parsecs, without special clearance, will be destroyed, no questions asked! Nitros is guarded by several warships, including the war cruiser Sprite.

MGE HAL	SERVICES Grade A Di-Tritium Grade A Ti-Tritium
STRUCTURES Medical Research Center	DEFENSES Fleets (CNN,INE) Other Capabilities Unknown

NORTHLAND A4-U41E-O55 (HEX:2945)

The name belies the true beauty of this small, privately owned world. It was named Northland to dissuade people from landing there. Northland is home to some 500,000 people who believe in the precepts of an eye for an eye and a tooth for a tooth. Few gun laws are enforced here, and persons can openly carry tech level 4 or lower side arms. Heavy weapon permits are fairly easy to obtain. It should be noted that the penalty for murder on Northland is swift death by injection, with no retrial or appeal possible. This brutal fact deters random violence. Northland is 99% Gen Human, and this accounts for its xenophobic nature. Outsiders are tolerated, but they are not welcome.

MGE Nil	SERVICES Grade A Di-Tritium
STRUCTURES Genetic Eng. School Resort(1)	DEFENSES Early Warning Systems (5) Patrols (3/4)

NURDEI A0-F01Y-O53 (HEX:2444)

Nurdei is an artifact preserve that attracts millions of travelers every year. The remains of an ancient Humanoid civilization have been found here. Vacationers can stay at the EconLodge at Mobile Base 1324. They travel to the planet surface by shuttle for guided tours of the strange abandoned paradise. Nurdei only has 7,000 permanent occupants. Evidence suggests that the Atlantians made their home on Nurdei (which means "new discovery" in Mutzachan) some 25,000 years ago. The civilization vanished for some unexplained reason.

MGE Nil	SERVICES Grade A Di-Tritium Grade B Ti-Tritium
STRUCTURES Zoo Resort (7)	DEFENSES Automated Defense Systems Patrols (2/5)

OPPEL A0-80A-X64 (HEX:3425)

OppeL was forsaken with the onslaught of the ever growing Ihoma'jaro radiation cloud. The planet is "too hot" even for Mutzachans. It was once home to 50,000,000 Eridani.

MGE Nil	SERVICES Nil
STRUCTURES Ruins	DEFENSES Nil

Edac A0-80A-X57: Sister planet to OppeL. The same fate befell this world, which was once an Eridani industrial complex. Hostile lifeforms have been encountered by exploration teams.

MGE HAL	SERVICES Nil
STRUCTURES Ruins	DEFENSES Nil

PASSAGE A4-F51Y-C62-M (HEX:3346)

The only known access point to the colony planet appears at random intermittent intervals off the coast of Xensera. A small contingent of ships have begun setting up operations on the planet surface, which is hostile, possessing an atmosphere similar to that of Venus. Scientists confirm that there exists a parallel universe surrounding Passage. Plans by Teledyne to explore this phenomena are under consideration.

MGE Nil	SERVICES Nil
STRUCTURES Nil	DEFENSES Automated Defense Systems

PENRHYN AARF A6-T01E-O54 (HEX:2452)

This large starbase orbits the second moon of the eighth planet of the Penrhyn system. The base serves as a recreation and relaxation center for executives from around the subsector. It is known as the Penrhyn Cafe and is owned and administered by Angstrom Associates, a company whose motto is, "The elite for the elite!" The facility is very expensive and the security is very tight. Unwants, trouble-makers, and all those without memberships will be asked to leave in the nicest of ways. Strangely enough though, bounty hunters are given free reign here, and are often allowed to carry light firearms. Friggle's Hotspot Bar is the only place open to the public, and can be found near the docking facility concourse. Bounty hunters and all kinds of visitors (those that can afford it) hang out in this chic establishment. Rarely seen races often stop in to see the best the Alliance has to offer. Even an occasional Washiran or other unusual being may be seen at the



Penrhyn Cafe, visiting “foreign” lands and sipping exotic beverages (As a cultural note, it is well known that caffeine has a highly euphoric and intoxicating effect on Washirans. There is nothing they enjoy more than a good “java shot,” their favorite brand being Carlton’s coffee).

The nightclubs, hotels and other hangouts inside the main concourse (an area known as “the Boulevard”) are considered some of the best and most expensive in the universe. A Phentari chef by the name of Benjius Phentari once said, “The fattest and finest treats await the superior hunter in the bowels of that technological paradise . . . if only there were hunting permits!” It is interesting to note that Phentari bounty hunters are not allowed past Friggle’s.

There are no weapons permitted anywhere within the Penrhyn Cafe, except for the weapons of honor carried by Eridani, and even then they must be sheathed and bound with silk cord (provided by security). Integral stunners assure little violence, and well armed security troops, including mercenary matrix controllers, maintain close watch over the clientele. The maintenance of a peaceful and relaxing atmosphere is the priority of the complex.

There are facilities on Penrhyn for Virtual Reality excursions, holographic performances, zero-G sports, hyper-learning, cloning and memory storage, cybernetic enhancement, gambling, and various other services and pleasures for the rich. Rumors persist of darker, illegal entertainments taking place within this vast, labyrinthine complex. Such things as live game hunting (with sentient game), illegal drug parties, and gladiatorial battles, just to name a few. Pleasure slaves are a favorite attraction at the Penrhyn Cafe. The Angstrom Cyball Arena is located where the annual Nebula Bowl is played, in which the best players from around the leagues are formed into teams to compete. This event is watched by billions across the galaxies every year.

A large satellite maintains close proximity orbit to the Penrhyn Cafe. It contains Seventh Heaven, reputed to be the galaxy’s ultimate pleasure cove. The satellite is protected by an enormous flux shield and has no external access points or airlocks. Patrons are transported to the cove from the central security station and must possess a gold rated membership card. No one has ever made an unauthorized access to Seventh Heaven, though countless individuals (mostly Orions) have tried. The gods do not share with mere mortals!

Dizzy Moon awaits planetside, a public recreation and amusement park that spans much of the moon’s surface, and is also owned by Angstrom Associates. There are over 1000 rides and 200 other attractions on the Dizzy Moon, which has a warm, Earth-like climate. There is even a dome city called Methane Land, especially geared towards methane breathers. Some of the rides last over 20 minutes and include high-G roller coasters which traverse continents, go beneath oceans, and rise high into the atmosphere, only to plunge breathtakingly back to the surface. There is an immense xeno-zoo, the third largest in the universe, and various outdoor activities. Park Director Steven Wineman claims, “If we don’t have the attraction, no one does!” Yearly passes are available, at a discount.

A membership to the orbital facility costs 1 million smackders (Paradise doesn’t come cheap!), while the Gold rated membership costs 25 million. One day on Dizzy Moon runs 500 credits; yearly passes cost 2500.

MGE

Bounty Hunters (6)
Moig Dua (3)
Doltharians (4)

STRUCTURES

Cyball Arena
Casinos
Resorts(1,2,5,6,10)
Wildlife Preserves

SERVICES

Trade Networks
DNA Masking
Virtual Reality Center

DEFENSES

Orbital K-sats (8)
Patrols (4/2)
Early Warning Systems (6)

TALBERMA A6-T21E-O10-T (HEX:3149)

Talberma is an asteroid with sufficient mass and atmosphere to accommodate habitation. Its primary purpose is to connect systems that would otherwise be unreachable by small ships or starfreighters. This Planet is located at the edge of the Gnar Asteroid Field. The base sprawls across some 5 square kilometers and is lavish in design. The planet, as well as the entire Gnar Asteroid Field, is owned by trillionaire business tycoon Derrick Basset. Basset pioneered the Minus Process, a method of extracting ore from a planet’s athenosphere.

Basset and his Colonial Police seek to curb the rise of piracy in the field in order to protect travelers and merchants alike. His private warships constantly patrol the field which is home to some of the most ruthless pirate clans on the frontier. Basset maintains a crack paramilitary group known as the Hit Squad who operate warships disguised as freighters in an effort to lure pirates out into the open. Talberma is a code yellow traveler’s advisory. Personal craft are strongly advised to steer clear of the area or enter en masse for protection.

The Talberma Grave Digger Cyball team makes its home here.

MGE

Smugglers (2)
Pirates (4)
Silk Lambs (2)
Arlington Association (3)

STRUCTURES

Mines
Shipyards (5)

SERVICES

Grade A Di-Tritium
Grade A Ti-Tritium
Refit (3)

DEFENSES

Layered Array (7)
Fleets (P)

TERASAARIN DEPOT I5-N01S-N30 (HEX:2751)

The Terasaarín Depot is a fueling station built into the Gnarsxlas Asteroid of the Gnar Asteroid Field. Depot is a Stone Town, carved into the depths of A massive 5000km radius rock. It was built by huge robots. The project that took almost 10 years, and its construction was an ambitious design of the renowned Gen-Human architect Eric Wood. The Terasaarín Depot refines large quantities of high grade Ti-tritium. Depot is a world with a barren surface, where deadly levels of hyper-ionic radiation persist. Ships land at Ro, the only surface installation, undergo decontamination, then are transported by a Freight elevator to the world below.

The underground world is actually comprised of 7 cities connected to each other by tunnels. Depot is thriving and vacationers often come here just to witness this architectural masterpiece. Depot’s inhabitants are a mixture of different, non-violent peoples from all over the galaxy,

but Orions and Gen-Humans make up almost 60% of the population. It is run by the Socialist Reformist Party and no weapons are allowed. Hand to hand combat is the only legitimate form of sanctioned violence.

The Terasaarín Depot is staunchly independent and the long arm of the law doesn't reach here. Banking is big business and Depot's financial operations are carried out at the city known as Switzerland. Depot boasts a well trained, heavily armed military, including 8 galactic class warships, 1 armor division, and 4 underground combat infantry divisions. It is an impenetrable fortress.

MGE	SERVICES
Benjari (2)	Grade A-C of All Fuel Types
Eikeel (4)	Refit (4)
Cashou (3)	Fencing Operations (4)
Moig Dua (5)	Laundering Services (5)
	All Network Types (3)
STRUCTURES	DEFENSES
Mines	Ground Missile Base (9)
Stone Towns	Ground Forces
Resorts (3)	Fleets (L/P)
	Armor Division

SLANIDS I4-FO4D-O54 (HEX:2248)

Slanids is a tropical world. It produces the natural resources that the Dryeen need to manage their lives. Slanids is growing rapidly and it imports technological information. Journeymen are welcome to help the snakes build up this emerging industrial might.

The planet holds strange ancient ruins. Carbon dating methods place them at some 10,000,000 years old. Alliance excavation teams have recently obtained permission from the Dryeen to begin digs at sites all over the planet. In the past, the Dryeen had left the sites undisturbed out of superstition.

MGE	SERVICES
Dryeen	Grade A Ti-Tritium
	Grade A-B Di-Tritium
STRUCTURES	DEFENSES
Ruins	Electronic Defense Screen (3)
	Fleets (Dryeen)
	Ground Missile Bases (5)

TYBO I2-U02X-T46 (HEX:2050)

A small group of separatist Dryeen live on Tybo, which is a temperate planet that can be developed. The group is self-sufficient. Alliance companies are currently carrying out negotiations hoping to exploit the planet's abundance of natural resources. A small naval contingent abides here as well. Tybo also maintains a maximum security prison for Dryeen.

MGE	SERVICES
Dryeen	Nil
STRUCTURES	DEFENSES
Prison (2)	Fleets (Dryeen)

VENU I4-F42O-O61 (HEX:2250)

Venu is a mining system, carrying out operations on three of its six worlds. This gas is harmful to the Dryeen. The snakes have built atmospheric cleansers and are currently reducing the toxic carbon dioxide levels. Heavy metals necessary for building ships are mined here and a small contingent of Mutzachans have made their homes on Venu's lava fields in the northern hemisphere.

MGE	SERVICES
Dryeen	Grade A Di-Tritium
Mentors (M) (1)	Grade B Ti-Tritium
STRUCTURES	DEFENSES
Nil	Electronic Defense Screen (6)
	Fleets (Dryeen)
	Ground Missile Bases (7)

Carthos I4-F41E-O58: The polar icecaps are heated so water can be "mined" and then transported to Rangal and other locations. Population: 5,000. Hostile indigenous lifeforms.

MGE	SERVICES
Dryeen	Nil
HAL	
STRUCTURES	DEFENSES
Nil	Automated Defense Systems

Rangal I4-F01E-X51: Light alloys and minerals are mined on this desert world. The planet has a population of less than 100,000 and there dangerous levels of sulfuric acid in the atmosphere.

MGE	SERVICES
Dryeen	Nil
STRUCTURES	DEFENSES
Nil	Automated Defense Systems

XXIPT I3-F03X-O51 (HEX:2142)

Xxipt is another Orion Rogue stronghold with some 40,000,000 inhabitants. A large contingent of some 200,000 Phentari abide here. Xxipt is a desert world, privately owned by Jarice Mclure, a renowned Orion entrepreneur. The planet is well known for its export of Sange nectar, an addictive liquid used to enslave the Benjari peoples. Xxipt hosts the famous Gambling Parlor Casino at Melete. The planet is a center for piracy and is believed to be the base for the infamous Shadow Demon Instigator group. Xxipt is a rough world, and travelers are advised to steer clear of this den of iniquity. Hunters come here to hunt the dangerous Sand worms of the Polinari desert. Mclure hires out private ships to protect the planet. No Eridani allowed!!

MGE	SERVICES
Pirates (7)	Grade A-C Di-Tritium
Bounty Hunters (7)	Grade A-C Ti-Tritium
Black Market (6)	Refit(2)
STRUCTURES	DEFENSES
Drug Rehab Center	Early Warning Systems (5)
	Ground Missile Bases (4)
	Fleets (P)

THE DENDERON HEMISPHERE

THE DENDERON HEMISPHERE INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Alpha-2	6	4	6	4	5	5	7	4	5	4	4	6	6	4
Annogrebia	3	9	6	4	3	9	6	2	7	1	9	8	8	6
Balshrom	5	0	3	0	6	2	9	5	5	6	1	6	5	4
Binghamton	1	6	7	4	2	4	3	3	8	3	7	8	5	4
Blissten	L8	□	□	□	L8	□	L9	L3	□	L1	□	□	□	L12
Brethia	8	0	6	0	8	3	9	4	6	4	2	6	9	4
Carthos	4	4	6	4	4	5	2	4	7	2	6	6	7	4
Clementine	2	7	7	6	3	4	4	7	8	6	6	6	5	4
Connec	4	0	4	1	4	7	5	6	6	3	5	3	5	3
Destiny	L11	0	7	0	L11	7	L11	6	7	5	5	9	6	0
Edac	L12	□	□	□	L16	□	L15	□	□	□	□	□	□	L15
Eridai	4	0	5	6	4	5	5	5	5	3	7	6	5	4
Grandle Hospis	6	6	2	4	4	5	5	2	6	2	4	2	4	5
Kipling	4	0	4	0	5	0	5	3	4	3	0	3	5	4
Labin	4	4	2	4	5	3	6	4	3	2	7	7	7	4
Loire	3	0	4	3	5	6	5	7	2	2	6	5	7	5
New Hebrides	6	5	4	4	8	5	7	1	6	4	6	5	9	7
Nitros	4	0	4	0	4	8	4	7	7	3	9	6	0	4
Northland	6	5	5	4	5	6	6	3	8	2	5	3	6	4
Nurdei	0	0	0	0	0	0	0	4	6	4	7	5	0	4
Oppel	L15	□	□	□	L8	□	L12	□	□	□	□	□	□	L17
Passage	L13	□	□	□	L12	□	L12	L1	□	L2	□	□	□	□
Penrhyn	0	8	6	9	0	7	0	6	8	7	7	7	5	5
Rangal	2	4	4	5	1	5	4	5	6	3	5	6	6	3
Slanids	2	5	3	6	2	4	3	3	7	3	7	8	7	4
Talberma	2	8	6	0	2	7	3	6	8	8	7	5	7	2
Terasaarin Dep.	3	6	5	3	2	8	3	9	7	9	7	4	4	5
Tybo	3	5	5	4	3	5	4	4	5	3	5	5	6	4
Venu	3	4	5	4	3	6	1	5	7	6	7	5	6	4
Xxipt	7	1	3	3	6	4	6	4	2	6	4	4	4	4

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min = Minerals	Narc = Narcotics	Man. Goods = Manufactured Goods	LGA = Alloys (Low Grade)
A.I. = Artificial Intelligence	HGA = Alloys (High Grade)	Tech = Technology	Med = Medical
Mach = Machinery	Precious = Precious Metals		

THE PLAINS OF DESOLATION

AEDRO E4-H07M-O66 (HEX:0229)

The Aeodronian home world. SEE Aeodronians.

AHEMA A4-U13D-O56 (HEX:1431)

Ahema is a less-than-friendly forest world at the center of the Hybarain Emirates. Much of the planet is a huge wildlife preserve managed by the 400,000 agriculturalists who inhabit the planet. There are approximately 50,000,000 Novites sprinkled across the preserve, which maintains four industrialized centers at Tallwood, Mountainvale, Lauderdale, and Minosk. Novites are staunchly independent and lean towards pacifism. There exists much anti-war sentiment on this world of little conflict. Logging, botanical services, and fishing are the primary sources of revenue. Ahema is the sector headquarters for Eridi-Corp. The company leases land for its weapons testing programs in return for hard credits and protection. Some 10 warships are stationed at Battle Station Kimarasou in high orbit. The Swordsaints are pillars in the community, and respect the non-violent wishes of the Human majority. Many Ahemans are xenophobic. Consequently, there is much animosity projected toward outsiders.

Non-licensed weapons are prohibited.

MGE Prison (2)	SERVICES Grade A Di-Tritium
STRUCTURES Corporate Headquarters Nature Preserves	DEFENSES Battle Station (4) Early Warning Systems (6) Naval Base (INE) Fleets (INE) Patrols (4/7)

ARGHEN IV A4-U32C-T42 (HEX:1734)

Arghen IV is an arid, relatively flat world. There are only a few species of animal life, and 90% of the plant life consists of lichen-type organisms. The atmosphere is thin, but breathable by human standards. Few ships stop here, and the planet exports and imports little of anything, trying to remain self-sufficient. The communist colony group which acquired the world's charter is very staunch about independence. A small starport exists to handle visitors. It is seldom busy. The citizens of Arghen are mostly Human.

The fourth planet orbiting the star Arghen is famous for its "blah" factor. Technology is severely limited. The communist government limits the access of materials in order to keep its people under control. The local constabulary are strict in their enforcement of weapon codes. Death by hanging is common and this is the last place you want to spend your birthday. At least being eaten by Arachnids would be exciting!

MGE Kizmetor (2) Moig Dua (2)	SERVICES Grade C-Di-Tritium
STRUCTURES Nil	DEFENSES Patrols (1/5)

A'THANNISS A5-N32M-O63 (HEX:0530)

This planet is the subject of a territorial dispute between the Alliance and the Aeodronians. Formerly a pleasant world with a varied ecosystem, A'Thanniss has been ravaged by war. Alliance military forces are stationed here to defend against Aeodronian hostilities. No trade. Emergency refueling available.

MGE Galactic Forces	SERVICES Grade B Di-Tritium Refit (2)
STRUCTURES Ruins	DEFENSES Early Warning System (6) Fleets (CNN,CNV) Layered Array (5)

BETA DELPHIS Uα-ηηηηηη-ηηη (HEX: 0534)

Beta Delphis is a binary star system with 11 planets, all of which are inhospitable. A Rebel faction which has broken off from the main movement is rumored to maintain a base here. One of the goals of this splinter movement is the destruction of the Mutzachan race. They see the Mutzachans as the progenitors of all major universal conflicts. The Council of Timar has not made a public statement in response to this, but it is rumored that a small contingent of locally based warships have entered the system to conduct "military maneuvers!"

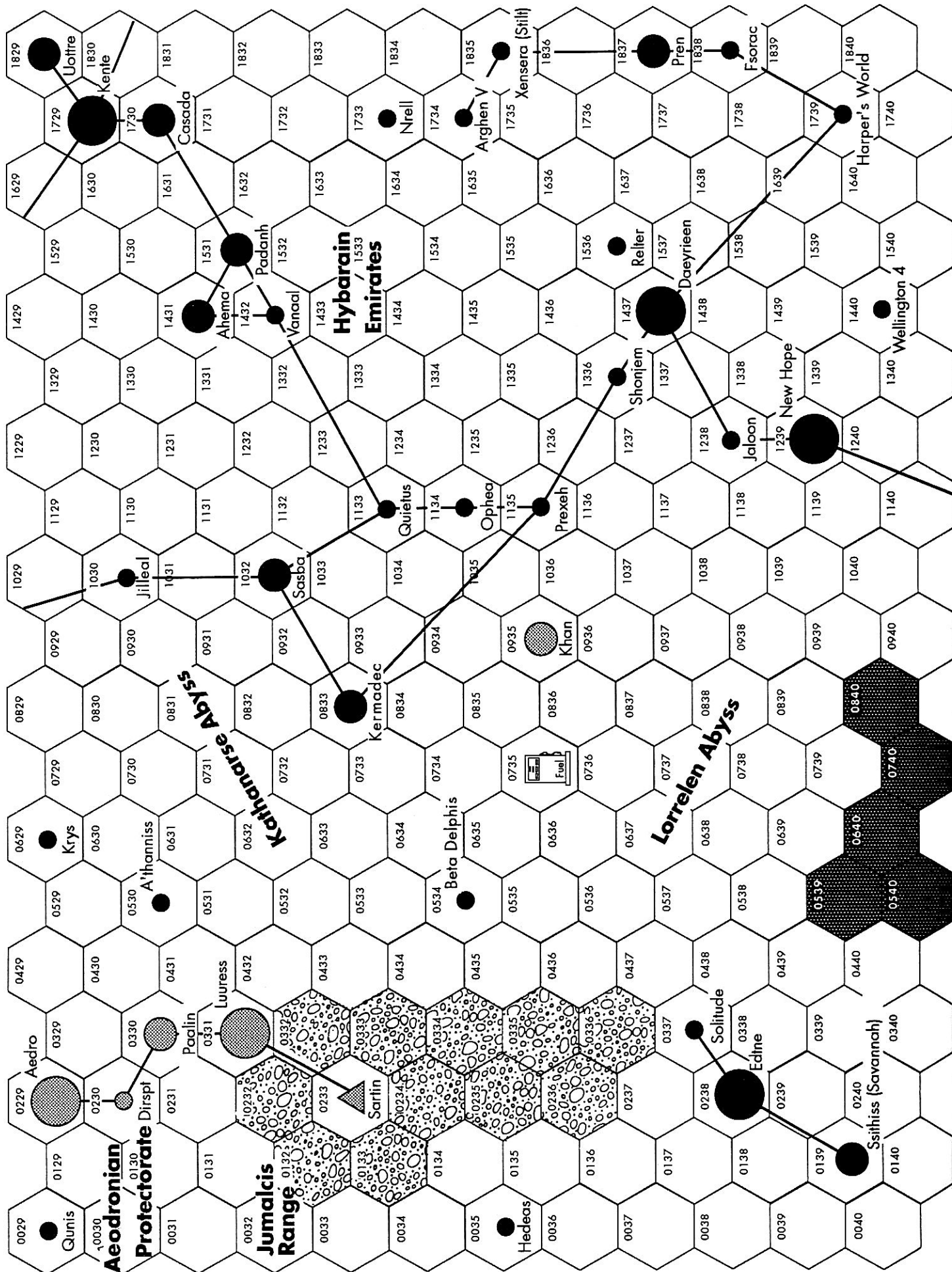
MGE Rebels (4)	SERVICES Nil
STRUCTURES Nil	DEFENSES Early Warning Systems (3) Fleets (Rebel) Layered Array (2)

CASADA A1-F13F-O55 (HEX:1730)

Casada is the agrarian hub of the Plains of Desolation subsector. The planet is broken up into pre-industrialized feudal colonies. Humans, called Maze, live here and make their living raising crops. The importing of goods above tech level 1 is strictly regulated.

MGE Nil	SERVICES Grade A Di-Tritium
STRUCTURES Nil	DEFENSES Early Warning Systems (2) Patrols (2/3)

Yanuck A1-F13F-O56: The sister planet to Casada. Both were settled at the same time by religious fundamentalists who did not wish to be involved in a technological age. However, the Yanuck peoples have been given some assistance in developing farm machinery, whereas the Casadans have not. Furthermore, Yanuck is privy to primitive archaic powder weapons such as the M16A3. A team of Alliance scientists is running experiments to determine the effect of technological assistance on emerging cultures, which in the past has only yielded negative results.



Plains of Desolation Sub-Sector

MGE Nil	SERVICES Grade A Di-Tritium
STRUCTURES Nil	DEFENSES Early Warning Systems (3) Patrols (2/3)

DAEYRIEEN A4-H46A-O44 (HEX:1437)

Daeysreen is in the midst of a civil war between the communist and the capitalist factions. Over 20,000,000 people have died in 3 years of fighting while the Alliance follows a policy of non-intervention. Base station Zebra maintains high orbit and is safe from the surface violence. Travelers can stop off for refuel, refit, and Satel accommodations, along with limited personal service. Planetary craft are advised to stay clear of the station which is patrolled by the warcruiser Prince Valiant, the light carrier Xrcy, and her compliment of support vessels. Persons who wish to travel to the surface may bring tech level 4 weaponry. Good luck!

MGE Eikeel (5) Mercenaries (6)	SERVICES Grade A-C of All Fuel Types Refit (4)
STRUCTURES Resorts (3)	DEFENSES Base Station (3) Early Warning Systems (5) Fleets (CNN)

DIRSPT E4-H444-O46 (HEX:0230)

Little is known about this Aeodronian world, which is considered off-limits to Alliance personnel. It seems to be a small colony world but maintains considerable defenses.

MGE Aeodronians	SERVICES Unknown
STRUCTURES Unknown	DEFENSES Fleets (Aeodronian) Other Capabilities Unknown

EDTNE A24-U26Z-O45 (HEX:0238)

Edtne is a church state system, presently at war between competing factions of the New Christianity and Hisamic Fundamentalism. Most of its 4,000,000,000 occupants are Humans. Nearly 3,000,000 people have perished so far in the bloody fighting that has raged over the last 10 years. The planet is hiring mercs and imports a large amount of weapons, machinery, and technology. Edtne produces huge quantities of textiles.

MGE Mercenary Groups (7) Dynecar (5) Kimyaruk (1)	SERVICES Grade A Di-Tritium Grade B Ti-Tritium
STRUCTURES Nil	DEFENSES Patrols (1/3)

HARPER'S WORLD A6-F47D-T57 (HEX:1739)

Both ground and cloud cities exist here. Harper's World is an emerging industrial power, producing artificial intelligence hardware, machinery, and computers. It is a temperate world, inhabited mostly by Humans. It is the commerce hub of The Plains of Desolation subsector, and travelers can find a myriad of services to choose from on this friendly, high tech world.

Harper's World is the sector headquarters for Averon Corporation. Interested parties can purchase spacecraft at substantial discounts from 10-25%. The newly constructed battle station Partisan holds position in high orbit. The Chariots of Doom Cyball team is based on Harper's World.

MGE Black Market (4) Doltharians (2) Intrepids (6)	SERVICES Grade A Di-Tritium Refit (4) Legal Networks (4) Clonic Reproduction Armor Repair Station (4) Cybernetics Station (4) Weapons Station (5)
STRUCTURES Archives (6) Corporate Headquarters Cloud Cities Cyball Stadium Resorts(1,5,10)	DEFENSES Battle Station (3) Complex Battle Array (4) Ground Slug Thrower (6) Early Warning Systems (4) Fleets (L/P,CNN) Shipyards (8)

Danuas A6-U01C-N70: Danuas is a completely automated world which produces machinery for Harper's World. The planetoid is run by robots and only 10,000 personnel inhabit the planet, mostly technicians and repairmen who commute back and forth to work from Harper's World. Patrons often venture here to earn up to a 50% discount on robotics repair services. Danuas is heavily patrolled by Alliance forces.

MGE Nil	SERVICES Grade C Di-Tritium Robotics Repair Station (5)
STRUCTURES Nil	DEFENSES Early Warning Systems (2) Patrols (3/5)

HEDEAS (KANE) U4-4444-X62 (HEX:0035)

A radioactive wasteland of a planet that has not yet been explored. It orbits a G-class star named Hedeas and shares its orbit with another planet known as Abel. Rumor has it that there are ancient ruins of twisted and burned steel that cover large areas of the planet's surface, but this is likely a rumor only.

MGE Nil	SERVICES Nil
STRUCTURES Ruins	DEFENSES Nil

THE PLAINS OF DESOLATION

Abel U0-0000-O56: Abel is vibrant with life, unlike Hedeas and Danuas, and contains a diverse biosphere, including a number of intelligent species of animal and plant life. Exploration into the particulars of this world have yet to begin. It is owned by Teledyne Corporation.

MGE	SERVICES
HAL	Nil
STRUCTURES	DEFENSES
Nil	Nil

JALOON A4-N61E-T31 (HEX:1238)

Jaloon is a rather boring mining world controlled by the Alliance. Operations are contracted out to whatever company offers the best prices. A Balshrom subsidiary, Wexlin Mineral Extractions, is in control of operations here and there are currently five sites being mined, all of them deep underground complexes. Each site comprises about 5000 workers. Coordination of activities is maintained from an orbital platform which also acts as a communications relay facility.

Jaloon is a barren waste world with a low oxygen atmosphere. There is a species of silicon based arthropods here that vaguely resemble manta rays. In the early stages of exploration, several individuals fell victim to these creatures, which seem to have developed a taste for humanoids. The rays often hover near the entrance to the underground mining sites like moths drawn to a flame. Recently, mutated monstrous versions of the rays have attacked miners. It is widely believed that these genetic mutations are a result of experiments performed on the creatures by the Anarchist Rebellion Movement.

MGE	SERVICES
ARM (2)	Grade A Ti-Tritium
HAL	
STRUCTURES	DEFENSES
Mines	Early Warning Systems (2)
	Patrols (2/3)

JILLEAL A5-U43M-M59 (HEX:1030)

Jilleal is a Phentari slave world that mines alloys. This frozen wasteland contains reserves of Iron 2, a relatively rare element required to make Plas-Steel. This is one of the few places in the galaxies where the Eridani and Phentari get along, let alone maintain friendly relations. The Phentari import Cashou slaves from neighboring Sasba in exchange for Iron-2 which the Eridani in turn use to make spacecraft. Both planets are prospering, so why engage in war? They can always do that later. However, the Phentari aren't stupid. They maintain a large military presence in the area just in case the Swordsaints get any ideas. But so far there haven't been any problems. The squids are responsible for patrolling the Kathanarse Abyss where it borders their territory. They love to pick up stranded Human crews and invite them home for lunch... most of these crews wind up reported as "presumed lost."

MGE	SERVICES
Bounty Hunters (6)	Grade A Di-Tritium
Cashou (5)	Auctions (2)
STRUCTURES	DEFENSES
Nil	Early Warning Systems (6)
	Layered Array (4)
	Fleets (P)

KENTE A6-F66E-O53 (HEX:1729)

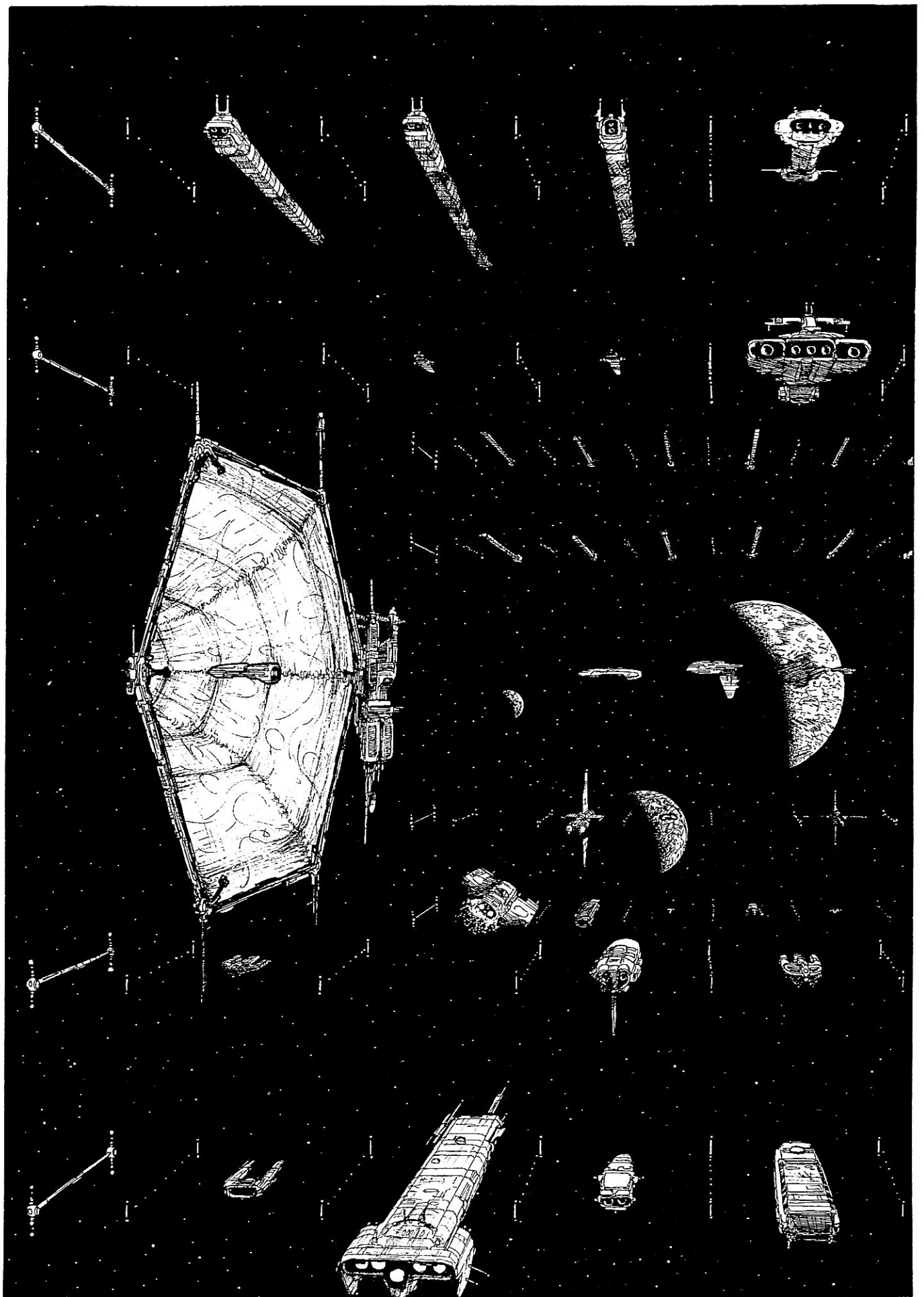
Kente is a small moon orbiting the large gas giant of this star system. The entire moon is geared towards the production of spacecraft, and 85% of its population is involved directly or indirectly in this industry. The planet is governed by a council of the major corporations, which maintain facilities on and above Kente. The major members of this 9 member council are, of course, SSDC and Teledyne. Other smaller, but growing companies, include Red Dwarf Dynamics, USS (Universal Starships), and Avron Corporation. There are also a couple of local shipyards which do independent and contractual work. The two major facilities are owned by Kente Design and Fabrication and Bluestar Shipyards. There are at least 19 major orbital facilities for ship construction and over 30 ground based facilities, providing anything from parts manufacture and design to administration and support. Three major cities support Kente's stable population.

Every year a special event is held called the Galactic Starship Convention during which new ship models are displayed and new technological information is discussed (of course any major breakthroughs are kept secret: everybody still wants to get ahead). It is always a great show, and not just a little over-hyped. Orions flock to the starship convention to check out the new sports models, and there are always at least a few attempted "hotwirings!"

MGE	SERVICES
Intrepids (7)	Grade A of All Fuel Types
Corporate Spies	Refit (5)
Kizmetor (2)	Armor Repair Station (4)
Moig Dua (4)	Weapons Shop (4)
Cashou (4)	
STRUCTURES	DEFENSES
Shipyards (9)	Layered Array (6)
	Fleets (L/P)

KERMADEC A4-F45E-O56 (HEX:0833)

Kermadec is a corporate world, home to Computex, the largest computer manufacturing firm in the galaxies. This heavily populated world is the largest trade center, outside of the industrial might of the Industrial and Denderon subsectors. Our friends the Orions are in the process of building a veritable paradise! The citizens of Kermadec are content; all medical costs, along with schooling, are free. They earn an average of 42% more money per year than the average for this sector. Kermadec is prosperous, and our pointy-eared friends are operating one of the most complex pirate operations around to make sure that ends meet... and then some. The planet is a well known pirate haven, much to the consternation of the Council of Timar. Sanctions have been considered, but not applied, since the planet is run by businesses and is a lucrative tax base. Still, the government is actively trying to suppress these illegal operations, which are known to export narcotics.



THE PLAINS OF DESOLATION

Many resort hotels dot the surface of Kermadec and the planet has multiple Virtual Reality Centers.

MGE	SERVICES
Drug Dealers (5)	Grade A of All Fuel Types
Intrepids (5)	Refit (4)
Mentors (all) (3)	DNA Masking (3)
Pirates (6)	Fencing Operations (6)
Smugglers (6)	Identification Change (3)
	Laundering Services (8)
	Legal Networks (3)
	Rent-A Skill
STRUCTURES	DEFENSES
Medical Research Center (8)	Early Warning System (7)
Virtual Reality Center	Fleets (CNV)
	Large Fighter Base
	Layered Array (7)
	Space Platform (6)

KHAN O1-U15B-O65 (HEX:0935)

A low tech world, known for its roving nomads who seem to be endlessly engaged in war. "Nations" change shape almost weekly on Khan. Supplying high technology to Khan is expressly forbidden, due to the inhabitants extreme war-like tendencies. The natives are very tan skinned. Their epicanthic eyes stare forth from what on humans would be their earlobes. Their noses jut from high bony foreheads. Long hair, coarse, dark, and braided, hangs from the back of their heads.

Crude steel weapons of many varieties are created by these people. Military strategy and technology are their highest achievements. The Alliance think tanks have been discussed the use of these natives on the modern battle field as advanced, expendable combat teams. The Eridani maintain interest in the natives as gladiatorial slaves in the Arenas of Honor upon Eridine.

The planet is multi-climactic, with five major continents. The predominant terrain type is large plains.

MGE	SERVICES
Khan Nomads	Nil
STRUCTURES	DEFENSES
Nomadic Towns	Early Warning Systems (5)
	Orbital Mines (6)
	Patrols (3/4)

KRYS I3-U01G-O56 (HEX:0629)

Krys is an all-Human, female, separatist world that has completely isolated itself from the rest of the universe. Many of these battered women seek sanctuary from males, whom they consider to be nothing more than barbarians. Sexual concubines are brought in to satisfy the women on a regular basis. Any male may come here to act as a "Servitor," at a pay rate of 1000cr per day. Those who fail to please are often beaten. The planet is owned by Sabine Lassiter. Phentari have been known to raid the colony to get snacks.

MGE	SERVICES
Benjari (8)	Grade B Di-Tritium
Zendareans (4)	
STRUCTURES	DEFENSES
Nil	Early Warning System (3)
	Ground Missile Bases (5)

LUURESS E4-4444-O66 (HEX:0331)

This planet is within Aeodronian territory and is off limits to Alliance subjects. It appears to be an agricultural center. Nothing else is known about this system.

MGE	SERVICES
Aeodronians	Unknown
STRUCTURES	DEFENSES
Unknown	Unknown

NEW HOPE A5-F48D-O57 (HEX:1239)

New Hope is a large planet, providing home to some 12,000,000,000 inhabitants. It is roughly proportional in land and water content to Earth before the onslaught of the 2nd Holocaust. Hence, most of its denizens are Humans and Orions who proudly call themselves New Earthlings. The Potomac Naval station is located here. A wide variety of services can be obtained here, including excellent hyper-training for wannabe pilots at 1/2 the cost. Many mega-corporations hold business conventions and persons seeking work are advised to travel to New Hope. It is rumored that extensive Black Market operations are being carried out on the planet. The widely acclaimed Chatilian School of espionage is located on New Hope; training at this school requires half the time and produces better qualified personnel (+12% per level of espionage skill, rather than +10%). There is only a 10% chance of being accepted, and applicants must often wait for up to one year before an opening occurs.

MGE	SERVICES
Black Market (5)	Grade B Di-Tritium
Kimyaruk (3)	Refit (4)
	Armor Repair Station (4)
	Auctions (4)
	Cybernetics Station (2)
	Government Networks (2)
	Hyper-Training (6)
	Robotics Repair (3)
STRUCTURES	DEFENSES
Espionage School	Early Warning Systems (5)
Naval Base (CNN)	Fleets (CNN)
Shipyards (3)	Large Fighter Base
	Layered Array (6)

NRELL Y0-H80A-X64 (HEX:1733)

Nrell is owned by the SSDC. However, the Anarchist Rebellion Movement released a deadly virus into the atmosphere and transplanted a host of dangerous lifeforms to prevent anyone from further colonizing this ore rich world. 1,000,000 Humans and Eridani perished.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Ruins	Nil

OPHEA A4-U41X-N60 (HEX:1134)

Ophea is a crater-pocked world, rich in minerals and alloys. Many different operations have been set up to extract precious gems, along with large reserves of gold. Ophea is known as the "Junkie Planet," for it imports large quantities of Durelin, an amphetamine that also induces euphoria. In large dosages it kills. Business is in collusion with the drug traffic, in order to increase the output of their mines. Luxuries are also in high demand on Ophea. Weapons are allowed with special permits.

MGE	SERVICES
Mining Away Teams (4)	Grade A-C Di-Tritium
Drug Dealers (8)	Grade A-B Ti-Tritium
Pirates (3)	
STRUCTURES	DEFENSES
Mines	Early Warning Systems (3)
Prisons (3)	Ground Particle Beam (7)
	Small Fighter Base (5)

Iye Inslought A4-U41Q-O60: The seventh planet in the system. It is very similar to Ophea. However, Iye Inslought also employs slaves in its mines. It is patrolled by Ophea forces. Ruins have been found, the remains of some strange culture that once inhabited the planet.

MGE	SERVICES
Mining Away Teams (2)	Nil
Benjari (8)	
Cashou (8)	
Wakon (3)	
STRUCTURES	DEFENSES
Mines	Early Warning Systems (3)
Ruins	Ground Particle Beam (7)

Brin O6-U61M-N69: The 12th and last planet in the Ophea system, Brin is a top secret weapons testing site for the military. Authorization is required to land on this frozen arctic world, where temperatures regularly plummet to 250 degrees below zero. Military personnel sent here are considered to be on double hardship tours. The planet is called "Popsicle." Soldiers claim "If you get sent to the Popsicle, then life sucks!" Half a dozen warships are stationed here to protect the planet as well as patrol the rest of the system.

MGE	SERVICES
Galactic Forces	Nil
STRUCTURES	DEFENSES
Large Military Base	Fleets (CNN)
	Other Capabilities Unknown

PADANH A5-N43G-O53 (HEX:1531)

Padanh is a Cizerion world. It's isolated and prefers to remain that way. Some 30,000,000 felines roam the open plains of this arid planet, which offers reduced service rates to any Cizerack and most alien female types. Accepted persons can purchase almost anything for a 10-25% discount. The cats feel strongly about the female position in this male dominated sector's society. This is their way of showing it. The planet is ruled by Chiras, the great panther.

MGE	SERVICES
Nil	Weapons Shops (3)
	Armor Repair Station (3)
STRUCTURES	DEFENSES
Nil	Space Platform (7)
	Fleets (CWE)

PAALIN 7 E4-H44M-T73 (HEX:0330)

This Aeodronian world is considered an enemy of the state. However, the Alliance is reluctant to take military action against Paalin 7's people, fearing a full blown confrontation with the Aeodronian Protectorate. Alliance personnel are currently allowed to land on Paalin 7, yet unconfirmed reports claim to have spotted Arachnid agents here. Paalin 7 excavates heavy metals needed to produce battle armor. The planet is protected by an elaborate defense system, and incoming vessels must pass through 3 different defense nets and check points before landing.

MGE	SERVICES
Aeodronians	Grade A Di-Tritium
Arachnids (2)	
STRUCTURES	DEFENSES
Unknown	Bio-Sentient Organisms (6)
	Complex Battle Array (7)
	Early Warning Systems (9)
	Fleets (Aeodronian)
	Orbital Mines (2)

Tram Frextl E44-H44M-T83: Is the 6th planet in the star system. This Aeodronian world produces food for its people. It does not trade its produce with the Alliance. Tram Frextl does however import machinery. Tram Frextl is a dangerous world where Arachnids and known Arachnid conspirators have been spotted working side by side with the Aeodronians. It supports a small military contingent and a naval presence of at least 4 warships.

MGE	SERVICES
Aeodronians	Grade A Di-Tritium
Arachnids	
STRUCTURES	DEFENSES
Small Military Bases	Early Warning System (3)
	Fleets (Aeodronian)
	Ground Particle Beam (6)

PREXEH A4-F22X-N40 (HEX:1135)

Prexeh is a den of iniquity. Travelers venture here to escape from reality, and the planet supports hedonism in its wildest conception. Persons come to the Cracker Jack Palace, the only city on this desolate planet of craters and mountains, and pay handsome amounts to live out their wildest fantasies at the Virtual Reality Center, where replicants and holo-rooms are set up to recreate any setting. All other desires are entertained at the domed Cracker Jack Palace, including some we can not mention. Occasionally, replicated creatures go berserk. Therefore all patrons are allowed to bring a tech level 2 handgun onto the planet. The planet is ruled by the voluptuous Sheila Ease, whose name and exploits are legend among males all over the Alliance!

MGE	SERVICES
Yontacha (2)	Grade A-C Di-Tritium
Intrepids (5)	Refit (2)
Pirates (4)	
Drug Dealers (7)	
Mentors (all) (1)	
STRUCTURES	DEFENSES
Drug Rehab Center	Early Warning Systems (4)
Virtual Reality Center	Ground Based Missiles (6)
Resorts (1,4,6)	Large Fighter Base

QUIETUS A4-T02S-O81 (HEX:1133)

This stormy, desert world is home to a large Chatilian library. The strong Alpha waves of Quietus induce relaxation in most people, a notable exception being the Goola-goola, who, for an unknown reason, get more irritable (if that is possible) when visiting this world. For Chatilians, the waves have the effect of dulling the empath's natural mind reading abilities, thereby making Quietus a perfect place to find peace and quiet in order to study, or just relax. Many refer to this world by its nickname, "Closet Land." The single dome city is actually maintained by a group of Sarands who have lived on Quietus for centuries, but do not remember how they came to be here.

MGE	SERVICES
Sarands (4)	Terr. Knowledge Service
Mentors (C) (5)	
STRUCTURES	DEFENSES
Dome Cities	Early Warning Systems (3)
	Ground Based Lasers (6)
	Layered Array (5)
	Space Platform (8)

QUNIS A6-U01Y-N10 (HEX:0029)

A huge lifeless asteroid orbiting a gas giant, this is the site of some top secret Alliance project. The inside of Qunis is hollow and whatever is going on here is taking place within that strange environment. The system has been quarantined by the Alliance and is under Galactic Forces jurisdiction. The second planet of the system is home to a tech level 3 Human culture which is largely unaware of the activities occurring nearby. Careful watch of the few exploratory tendrils sent out by this culture is maintained.

MGE	SERVICES
Galactic Forces	Nil
STRUCTURES	DEFENSES
	Early Warning Systems (3)
	Layered Array (5)
	Mines (9)
	Patrols (4/8)

RELTER A6-F01D-O45 (HEX:1536)

This isolated system is completely dedicated to the teaching of special powers. A mixture of some 100,000 matrix controllers co-inhabit the planet under a peaceful democratic rule. The famous Visionary School is located on Relter. Weapons are forbidden and all applicants are carefully screened. No one on Relter teaches "Unnaturals," matrix controllers who have gained their abilities through technology or latent extraction. The planet exports cold fusion energy systems along with medical technology and fuel. Relter imports luxuries.

MGE	SERVICES
Mentors (all) (8)	Grade B Di-Tritium
	Refit (4)
STRUCTURES	DEFENSES
Matrix Schools	Early Warning Systems (4)
	Electronic Screen (1)
	Layered Array (6)

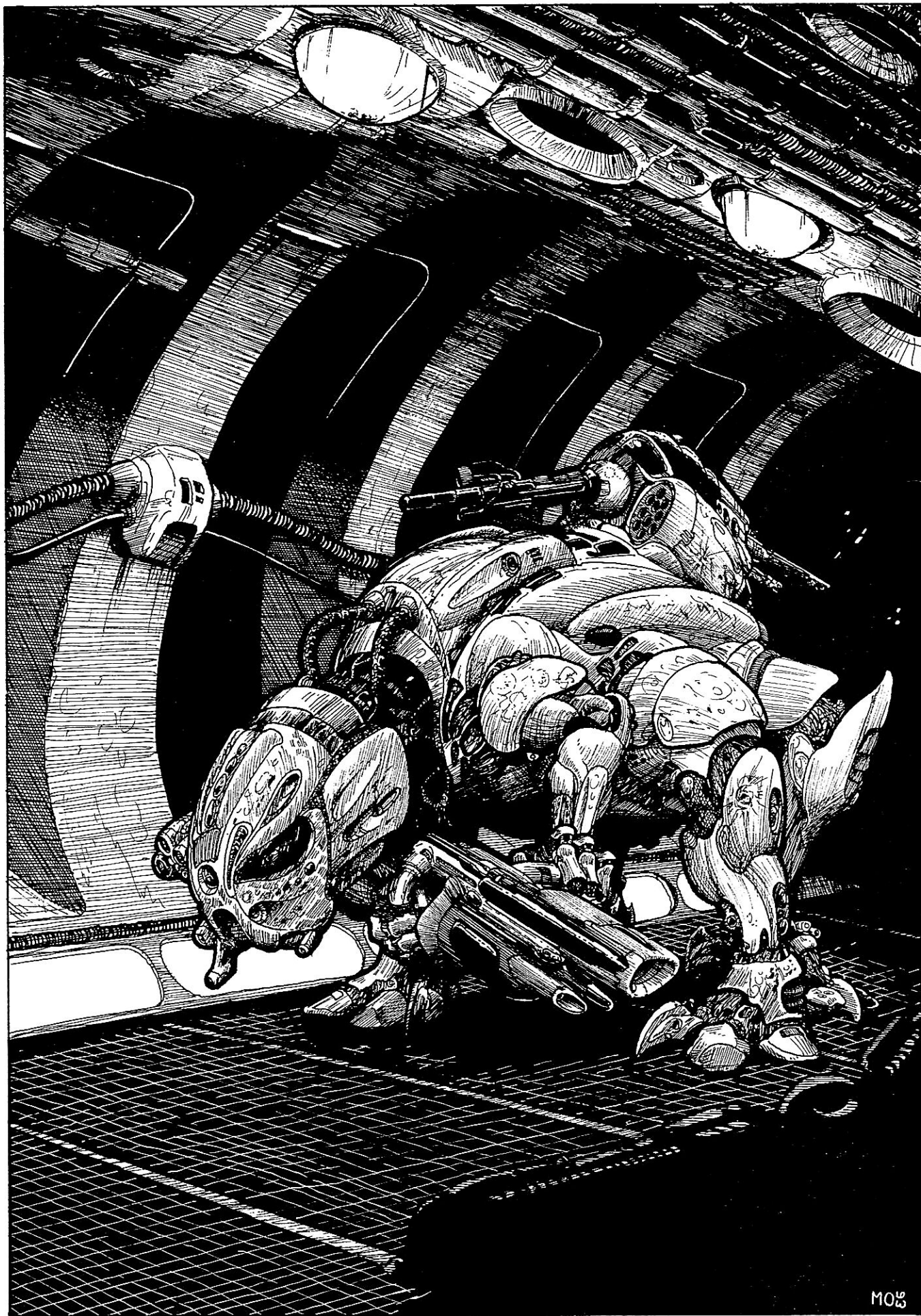
Hubaa I2-F03C-O58: The Hubaaains are an asocial group of malcontents who have escaped the lies of capitalist society for the "sanctuary" of this desolate world's blazing heat. All persons are welcomed as long as they come in peace. The Hubaaains are a melting pot filled with all races. They follow the communist doctrine and are led by a 20th level Chatilian named Maru. The Hubaaains are farmers and primarily produce grain. The planet is protected by some secret weapon.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Nil	Unknown

SARTIN E44-4444-444 (HEX:0233)

Little is known of this Aeodronian military outpost in the center of the Jumalcis Range. Sartin is suspected of harboring pirates and is probably the launching point for Aeodronian raids. Off limits and heavily defended.

MGE	SERVICES
Aeodronians	Unknown
STRUCTURES	DEFENSES
Unknown	Unknown



SASBA A4-N43M-M67 (HEX:1032)

Sasbans are a non-violent separatist group of Eridani who don't seek battle as a means to achieve success in life. They would rather make money. Combat is fine. It just isn't all that it is cracked up to be. Thus, these Eridani get along fine with their friends the Phentari . . . at least for now. Here at Sasba, the Eridani export Cashou, whom they trade for badly needed alloys required to build their ships. The company War Machinists has been subcontracted by the Eridani government to build ships here at the Makron Shipyards. The Sasbans are sure to monitor Phentari fleet movements and match them ship for ship in fire power, lest the Squids get any ideas.

MGE Cashou (8)	SERVICES Grade A Di-Tritium Refit (2) Auctions (7)
STRUCTURES Shipyards (3)	DEFENSES Early Warning Systems (7) Fleets (L/P) Layered Array (5)

SHONJEM A5-F02D-T61 (HEX:1336)

Shonjem produces heavy machinery for industry. The planet's surface is dedicated specifically to this purpose, and therefore the inhabitants live in the cloud cities above the surface. The atmosphere is thin here, and there exist indigenous hostile life forms. Shonjem is a planet experiencing geological havoc, primarily tectonic plate activity and vulcanism, causing its people to forgo living on the surface. Mutzachans love to vacation here, coming from all over to do some camping! Most of its 10,000,000 people are Hemareans.

MGE Hemareans Mentors (M) (4)	SERVICES Grade A Di-Tritium Terr. Knowledge Service
STRUCTURES Prison (4)	DEFENSES Early Warning Systems (2) Layered Array (4) Orbital K-Sats (3) Space Platform (6)

SOLITUDE A4-N01E-O58 (HEX:0337)

A star with a single planet bearing the same name as the system, this is a popular vacation spot for those who want to get away from it all. There is one giant city-like resort facility which can cater to the whims and fancies of over 75,000 guests. The entire planet is laid out as a recreational facility, with a variety of geographical and environmental settings. Chatilians often travel to Solitude where entire regions may be devoid of mental babble. Orions find this quaint resort to be nothing but a waste of valuable beer money.

MGE Mentors (C) (3) Zendareans (6)	SERVICES Entertainment
STRUCTURES Resorts (8)	DEFENSES Ground Missile Base (4)

SSITHISS (SAVANNAH) A4-T34G-O54 (HEX:0139)

Savannah's real name is Ssithiss in Cizerack. Savannah is a Cizerack world, however there are also a large number of humans living on this world of grassy plains. Savannah is a binary star system with two suns, Myccia and Lopridas. The sun never sets on Savannah, and often both suns fill the sky—a fact which the night-hunting Cizerack consider its one flaw. Myccia is the smaller red dwarf, while Lopridas is a sun approximately the same size as Sol. Savannah is a resort world where hunters come to bag big game on the prolific grasslands. One can find Danstel Resorts, Starhaven Lodges, and other major hotels represented on the planet surface. Many dignitaries vacation at the Stellar Regency in orbit above the world.

Only Cizerack may carry weapons inside of a city. In the grasslands, tech level 3 is permitted. The planet is an overall tech level 4 society.

Base Station Darwin hovers in high orbit. This facility works in conjunction with Starbase 391 to defend the sector from Aeodronian exploitation. Base Station Darwin is currently being upgraded into a battle station and work is about half complete.

MGE Intrepids (5)	SERVICES Grade A Di-Tritium Refit (2)
STRUCTURES Resorts (1,7,10)	DEFENSES Bio-Sentient Organisms (5) Base Station (5) Early Warning System (6) Ground Missile Base (8) Ground Particle Beam (5) Fleet (CWE)

VANAAL A3-F01D-O62 (HEX:1432)

This system is named for its one inhabited world which circles the two stars, called the Brother Twins, of this binary system. All of the other four worlds are gas giants, themselves with no habitable moons. Though quite dry, Vanaal has more than enough of a hydrosphere to support life, of which the indigenous varieties tend to center around small mammals and some larger reptilian forms. None, however, are much of a threat to humanoids. In fact, the Vanaals make no attempts to keep the animals of this world from roaming freely within the confines of their settlements, stating that they were there first anyway.

Vanaal is an amicable Zen world named after its founder, who travelled here from Katreel in order to start a colony in this part of the universe for the healing and well-being of all. The colony was a success and within a few years had become a major supplier of medical goods and services for the sector. The people of Vanaal also practice quite a bit of farming, believing that adequate food supply is the first step to health. Food, mostly in the form of various strains of grain, imported from Vanaal is nutritious if not a bit too bland, and is remarkably cheap.

All outsiders of non-violent intent are welcome on Vanaal. The Zen realize the need to use forced restraint sometimes and have learned the appropriate matrices. It has even been said that some of the Zen of Vanaal have learned Empath powers, in order to better understand their patients and to detect the intent of violence before it happens. Training in the healing arts is readily available, but the students of such teachings must swear upon the Sacred Stone of Vanaal never to inflict harm, except in self-defense.

One of the planet's many interests is its use as neutral ground in conflicts. Many times in the recent past have Rebel and Alliance representatives met to discuss aspects of their conflict. Other times, after battles, wounded soldiers from both sides of a conflict brought here for care have become friends, at least for a short time, if not forever. The Vanaals assure that the peace is kept.

This aspect of the planet is what makes the recent string of murders even more shocking and horrible than they would otherwise be. Several Zen have been found with their bodies mangled and burned almost beyond recognition, staked out in one of the many salt flats of this world. A Tza sect calling itself the Blood Princes lay claim to these crimes, but have made no statements of intent or design. Offers have been made to the Vanaals to help with this atrocious problem, but they have all been turned down. The Vanaals expect no help or defense from anyone, claiming that to create defense is to bring about its evil twin, offense. This philosophy stammers most, who would do much to preserve the peaceful state of the Zen world. The Galactic Police are making off-world inquiries into the sect.

Further interest for the Alliance with this world lies in the fact that the Vanaals also provide services to the Xarians, who trust the non-aggressive Zen. The Vanaals keep Xarian visitors safely away from Alliance personnel in order to reduce any pretenses for conflict. The Alliance is taking every opportunity to study the Xarians and gain information regarding their tendencies. One thing confuses Alliance sources at this point: a lot of Xarians are coming to Vanaal for medicinal purposes, mostly the healing of wounds gained in combat, but there is no actual conflict between them and the Alliance at this point. So, who are they fighting? Therein lies another reason that the Vanaals refuse Alliance protection; they do not want to create any pretenses for conflict with the Xarians. In other words, the Vanaals are a neutral party all the way.

MGE
Cults
Mentors (Zen) (5)

SERVICES
Grade-B Di-Tritium
Grade C Ti-Tritium

STRUCTURES
Nil

DEFENSES
Nil

WELLINGTON 4 Y2-U82Y-O56 (HEX:1440)

The jungle world of Wellington 4 is a leper colony. It was named after Professor James Wellington, whose spaceship crashed here in 2125. He and all his surviving crew lived in this jungle world for a year before succumbing to a terrible disease, known as Tar Leprosy. In 2230, an Eridani ship landed here and its passengers contracted the virus. Their bio-filters did not detect its presence and when the ship departed, it transported the highly infectious and incurable disease with it. A Tar Leprosy epidemic spread across the sector and was finally contained. Subsequently, all persons known to have contracted it were dumped on Wellington 4 to live out their shattered lives.

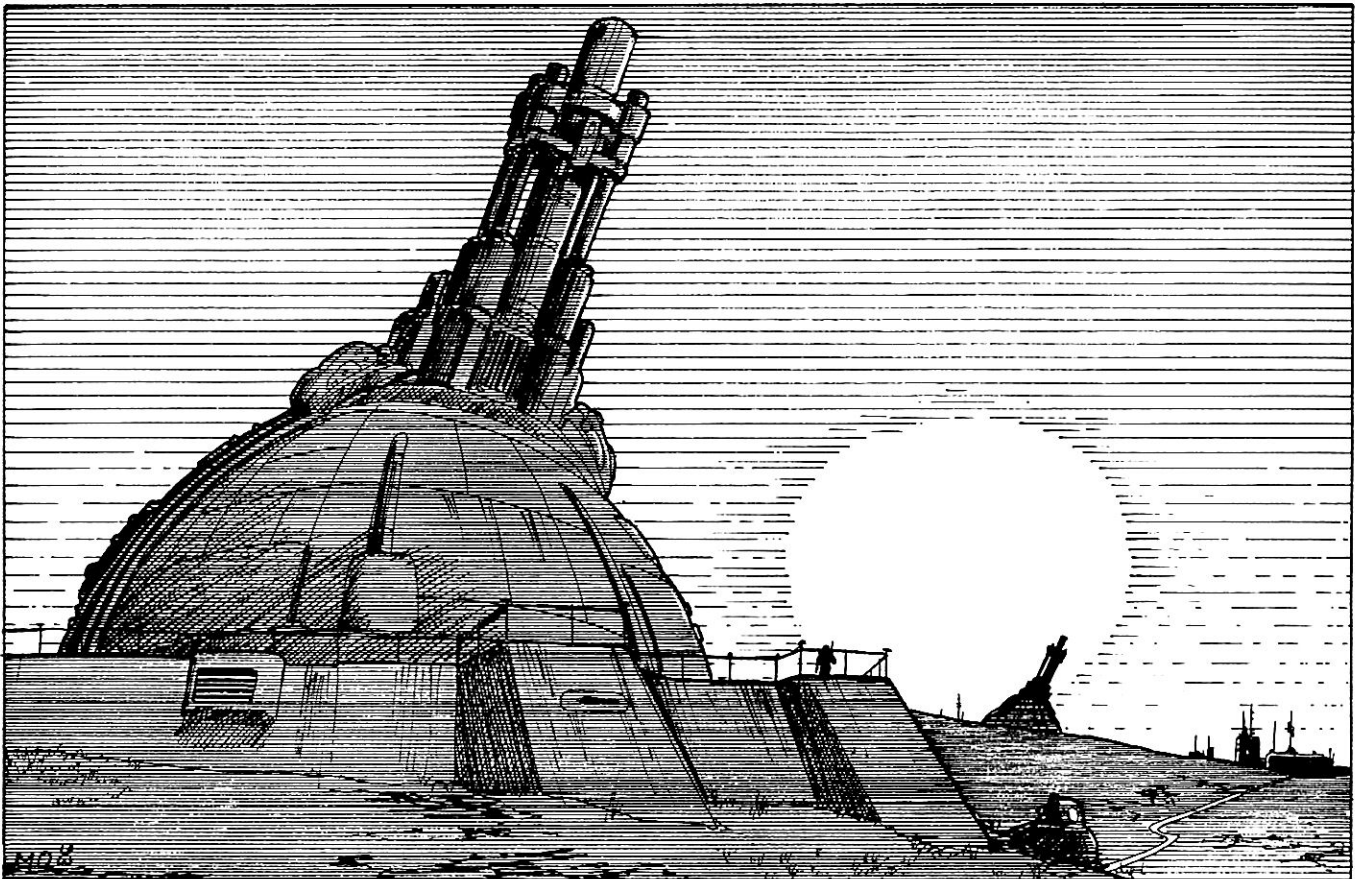
Tar Leprosy got its name for the black pus-like liquid that drips from the body as it rots. Monthly shipments are dropped at Fekat, the center for the colony. Otherwise, Wellington 4 has been abandoned by the outside world. A lone police cruiser patrols the planet periodically.

MGE
Nil

SERVICES
Nil

STRUCTURES
Death Farm

DEFENSES
Patrols (1/1)



PLAINS OF DESOLATION INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
A'Thanniss	L14	□	□	□	L13	□	L12	□	□	□	□	□	□	L12
Abel	L13	□	□	□	L11	□	L13	L1	□	L3	□	□	□	L15
Ahema	4	5	3	4	5	5	5	2	6	2	5	4	7	4
Arghen IV	4	0	4	0	5	0	5	3	4	4	0	4	5	4
Beta Delphis	L20	0	0	0	L22	0	L24	0	0	0	0	0	0	L19
Brin	0	9	7	0	0	5	0	5	10	4	6	5	6	0
Casada	4	6	8	3	4	□	4	2	5	2	□	5	7	5
Daeyrieen	4	7	7	2	5	5	6	6	3	4	5	8	7	4
Danuas	4	4	5	0	6	4	8	4	4	4	4	6	1	4
Dirspt	4	7	7	2	5	5	6	6	3	4	5	8	7	4
Edtne	3	6	3	0	4	4	5	5	5	4	8	7	7	5
Harper's World	4	5	5	4	6	3	8	4	5	4	3	7	2	4
Hedeas (Kane)	L9	□	□	□	L10	□	L12	L20	□	L18	□	□	□	L15
Hubaa	4	4	7	4	4	6	4	4	4	3	6	5	4	2
Iye Inslought	2	8	4	8	2	6	1	8	7	6	5	4	6	4
Jaloon	3	5	6	7	3	5	2	7	6	7	4	6	6	2
Jilleal	4	2	7	8	3	6	2	3	7	2	7	3	4	6
Kente	7	4	5	7	7	6	8	4	5	4	5	4	6	5
Kermadec	4	2	3	6	6	3	8	3	5	3	2	3	3	4
Khan	4	4	5	3	4	0	4	3	5	2	8	6	6	4
Krell	L12	0	0	0	0	0	L15	0	0	0	0	0	0	L14
Krys	4	7	3	8	4	4	5	3	9	2	7	3	6	6
Luuress	0	0	0	0	0	0	0	0	0	0	0	0	0	0
New Hope	3	7	6	0	4	7	4	3	2	2	5	5	6	4
Ophea	1	9	4	6	2	6	2	8	8	6	5	5	7	3
Paalin 7	3	4	4	8	4	9	2	3	4	4	9	4	6	4
Padanh	5	4	3	5	3	5	5	4	8	4	5	4	5	6
Prexeh	4	10	4	9	4	4	4	4	3	7	5	4	4	7
Quietus	4	6	4	0	4	7	4	4	6	7	6	5	4	4
Qunis	4	6	4	0	5	7	5	4	6	7	6	5	4	4
Relter	4	4	3	0	5	2	7	3	8	3	3	2	5	4
Sartin	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Sasba	5	0	8	2	5	5	6	4	3	4	3	4	3	5
Shonjem	3	4	6	4	7	7	6	5	4	6	2	4	1	4
Solitude	4	6	6	6	4	4	6	5	7	3	3	5	4	6
Ssithiss	3	0	4	0	3	6	3	2	5	5	8	6	9	5
Tram Frestl	0	0	0	0	0	0	0	0	0	0	0	0	7	0
Vanaal	3	4	6	0	4	6	5	2	6	3	5	2	6	4
Wellington 4	L13	□	□	□	L10	□	L11	L1	□	L1	□	□	□	L12
Yanuck	4	6	7	5	6	□	4	1	5	2	8	5	7	4

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min = Minerals	Narc = Narcotics	Man. Goods = Manufactured Goods	LGA = Alloys (Low Grade)
A.I. = Artificial Intelligence	HGA = Alloys (High Grade)	Tech = Technology	Med = Medical
Mach = Machinery	Precious = Precious Metals		

THE VOIDLANDS

AMPYRIA Y0-080A-N46-T (HEX:2035)

Ampyria mysteriously exploded less than a year ago, killing virtually all of its 1,000,000,000 Human and Orion inhabitants. Less than half remains of the once prosperous planet. It is believed by many to be the work of the Dynecar. Others claim it was Phentari testing a new weapon. Regardless, a travelers' warning has been put out to stay 2 parsecs away from the planet, whose explosion has created a huge asteroid belt. Pirate ships have been seen operating in the area, apparently looking for potential bases.

MGE Pirates (4)	SERVICES Nil
STRUCTURES Nil	DEFENSES Nil

AUCKLAND O6-H81Y-O37 (HEX:2329)

This world is the location of a top military bio-weapons research facility. Protest groups demand that the experiments be stopped immediately, due to the disruption of the planet's ecosphere. These environmentalists believe that this particular worlds abundant ecosystem may contain unique, beneficial lifeforms. The cures to various racial maladies may be wiped out by this abuse of nature. Same sad story, different scale. No trade, access restricted.

MGE Galactic Forces	SERVICES Nil
STRUCTURES Bio-Research Centers Testing Range	DEFENSES Early Warning Systems (6) Patrols (4/7)

BEMNUFONT A5-U04Q-O45 (HEX:2337)

Bemnufont is the last exit before one gets on the Highway. It is predominantly a Chatilian manufacturing world. Mentors as well as other services are available. The inhabitants are unfriendly toward travelers and only Hemareans, Mutzachans, and Chatilians are openly welcomed. Refueling and Refit are carried out at Base Station Empathy in high orbit. There is a major Terrestrial Knowledge Center at Bemnufont.

MGE Dynecar (2) Hemareans (3) Mentors (C) (5) Mentors (M) (2)	SERVICES Grade A Ti-Tritium Grade A Di-Tritium Refit (2) Legal Networks (4) Terr. Knowledge Service
STRUCTURES Prison (4)	DEFENSES Layered Array (5) Early Warning Systems (6) Fleets (CDG)

Omus A0-U80E-N60 (3rd Orbit): The Grandar Mining Project spans a huge portion of the planetoid's service. Robots work the 1,000,000 square kilometer effort which extracts 20% of the sector's Ti-Tritium. Omus is a tough planet with no tech law. This raucous and rowdy world is the Wild West at its wildest. Wimps stay away.

MGE Mercenaries (7) Mining Away Teams (5) Silk Lambs (2)	SERVICES Grade A-B Ti-Tritium Armor Repair Stations (3) Robotics Repair Station (4) Weapons Stations (2)
STRUCTURES Mines	DEFENSES Small Fighter Base Early Warning Systems (5) Fleets (CDG)

Varre A0-N50E-T32 (6th Orbit): Refineries produce a huge amount of iron. The only city is at Mikkinos where the freighters land to load their cargo.

MGE Nil	SERVICES Grade A Di-Tritium
STRUCTURES Nil	DEFENSES Early Warning Systems (6) Patrols (3/3)

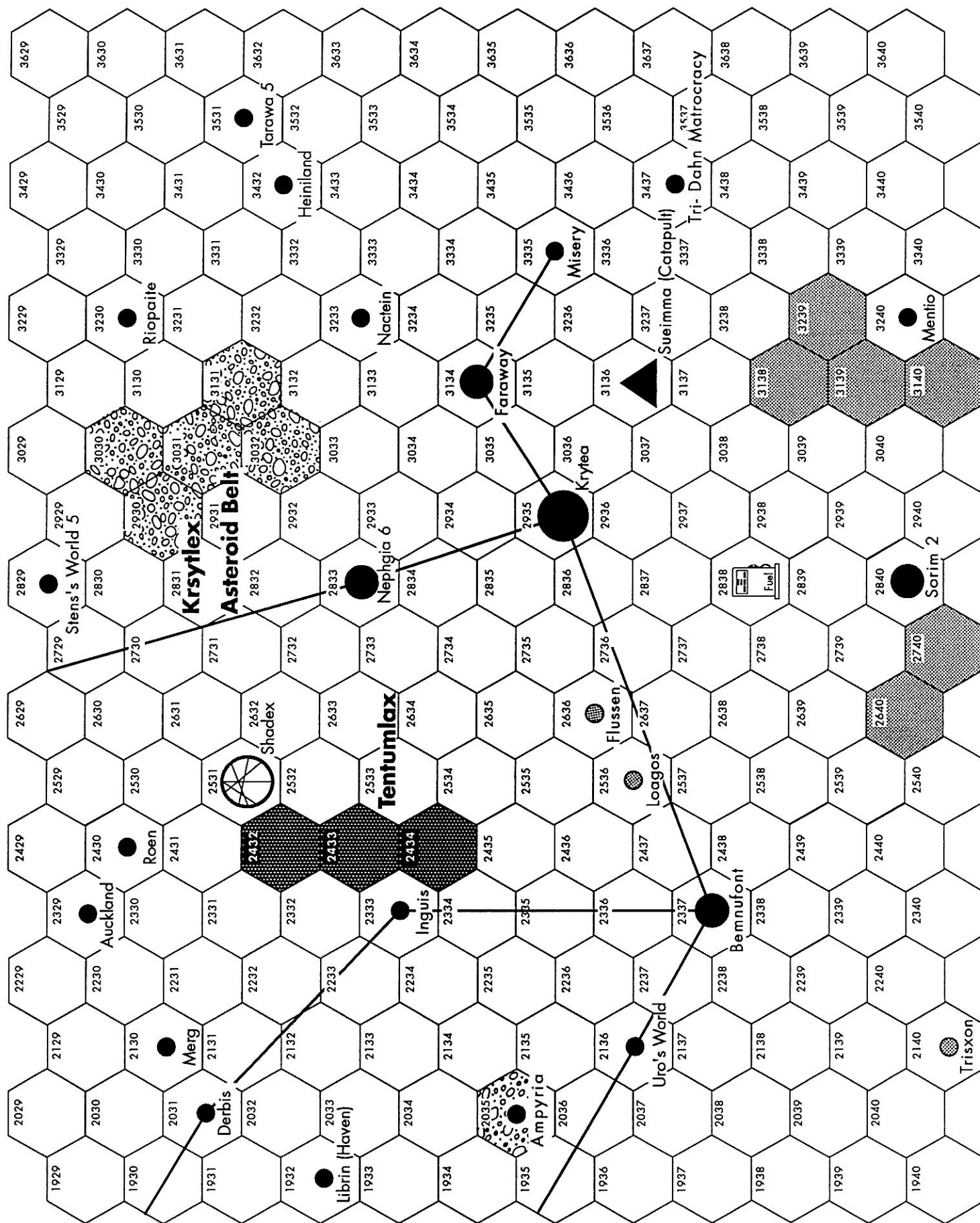
DERBIS A0-N01Y-N60 (HEX:2031)

This lifeless rock is of interest, due to its fabulous Crystal Forest. A brilliant panorama of colors greet visitors as sunlight reflects off the massive crystalline structures that dot this world. The view is particularly breath taking from orbit when the sun rises over the horizon. A Chatilian organization comes to Derbis annually to collect crystals. Gemini are also common visitors. Any Gemini worth his dirt loves a good crystal! The entire planet is a nature reserve and protected from exploitation. Rangers patrol the surface and a small resort colony exists at Rild. Vacationers often travel to Debris to take tours of the majestic crystal forests.

MGE Mentors (C) (1)	SERVICES Grade C Di-Tritium
STRUCTURES Resorts (1,2,7)	DEFENSES Early Warning Systems (5) Patrols (4/4)

FARAWAY A2-T23D-O49 (HEX:3134)

Surveyors and explorers are making progress in mapping this largely water world. They have been greatly assisted by an amphibian race, indigenous to Faraway, who call themselves Shreeji. Shreeji are brilliant, possessing more convoluted grey matter than any other race. The amphibians are not, however, arrogant and have proven themselves gracious hosts and guides. They hope to gain full acceptance into the Alliance in the next decade. The race has mastered the Alliance



Voidlands Sub-Sector

languages as well as the lower levels of technology in less than two years. **Note:** There is much animosity and resentment being foisted against the Shreeji by the Chatilians, Hemareans, and to a limited degree, the Mutzachans.

Extensive deep sea mining is being carried out by the SSDC, much to the dismay of the Shreeji whose planet has been annexed by the Alliance. The amphibians have staunchly protested these operations, claiming that the uncontrolled mining is polluting their waters and causing health problems amongst their people.

Python Lizards have taken up the cry and many mercenary groups have volunteered to fight against the deep water mining. SSDC mercenaries are often pitted against well armed Python sympathizers who have been branded as terrorists.

There are several underwater cities and numerous underwater mining complexes on Faraway.

MGE	SERVICES
Mercenaries (4)	Grade C Di-Tritium
Mining Away Teams (5)	
STRUCTURES	DEFENSES
Underwater Complexes	Ground Based Missiles (5)
	Patrols (2/4)

FLUSSEN UO-80-O57 (HEX:2636)

There exists no apparent lifeforms on this world, only the remains of an ancient Human culture and possible proof of the existence of pre-earth Humans. Yet all attempts to colonize the planet Loagos and Flussen have failed. There exist specter like entities that dwell on both worlds, forbidding the settling of them. Colonies who have pitched tent on this beautiful class M planet, have all been politely asked to leave. Most have obliged, fearing reprisals from the ghosts. Those who ignored the specters were all subsequently attacked by warriors clad in ancient battle gear, wearing great helms and wielding sword, bow, and axe. The specters slew all who defied them and few managed to escape. Many Flussen survivors still quiver at the words the ghosts spoke, "It is not time for the dead to walk the world again. No, not yet. The answers exist in the rift of time. But the dead live everywhere in every universe." The mystery has baffled scientists for decades.

MGE	SERVICES
HAL	Nil
STRUCTURES	DEFENSES
Ruins	Nil

FSORAC A3-F02N-O49 (HEX:1838)

Fsorac is a water world. All of its 5,000,000 Human inhabitants live on the only continent Plantasia. Fsorac's huge tanker fleet exports water all over the subsector and the planet is governed by Queen Katherine the 3rd, a mother-like figure to her happy people. Fsorac imports cold water fusion generators to power its purification plants. It rains over 250 days a year here.

MGE	SERVICES
Nil	Grade C Di-Tritium
STRUCTURES	DEFENSES
Nil	Ground Particle Beam (7)
	Large Fighter Base

HEINILAND Ua-8888-888 (HEX:3432)

This unexplored system has been claimed by the AMC. Surveys indicate three small planets and two gas giants, with over 15 moons. There is a high probability of mineral deposits on the smaller planets. Life is seen as unlikely, due to the lack of atmosphere on the smaller worlds.

MGE	SERVICES
Nil	Nil
STRUCTURES	DEFENSES
Nil	Nil

INGUIS A3-N42Y-O66 (HEX:2333)

Inguis is orbited by thirty two moons, some of which appear to be captured asteroids from the system's Los Diablos asteroid field. The two closest moons, play havoc with the planet's single ocean, Balton. The gravitational forces exerted on the planet by the two moons, Crius and Enceladus, cause huge tidal variations, with waves often reaching as high as 100m. Most settlements are built far away from the ocean on plateaus or in mountainous regions, due to constant coastal flooding.

The SSDC was recently contracted to survey this world, accompanied by a contingent of scientists from the Alliance Explorer Corps. The survey team has encountered several hostile lifeforms. The Alliance and the SSDC have combined efforts to speed up the survey, but colonists are still arriving daily. Although they have been cautioned about the native lifeforms, colonists still insist upon building settlements outside the safe zones.

Several enterprising Orion Rogues (It figures!) have built stone towns inside the smaller, outer moons. These villages started out as trading posts and mining settlements, but have since become dens of villainy and piracy. If you need anything illicit, you will find it here in the Inguis star system, but you need the right connections.

MGE	SERVICES
HAL	Grade B Di-Tritium
Pirates (5)	Grade C Ti-Tritium
Shepherds (4)	Refit (1)
Silk Lambs (3)	Laundrying Services (4)
Wakon (4)	Weapons Station (2)
	Government Networks (1)
STRUCTURES	DEFENSES
Mines	Layered Array (5)
	Early Warning Stations (2)
	Fleets (CNN)

KRYTEA A4-F37D-O55 (HEX:2935)

The Krytea Star system is situated almost directly in the center of the Voidlands. It is the refueling point for travelers, making their way along the Highway. The capital is a densely populated Human world, friendly to outsiders. Newport Naval Yard is located here, which is home to some 25 warships. The Krytea spaceport has everything that a traveler might need, excellent living accommodations, refit, refueling, etc.

MGE

Doltharians (2)
Galactic Forces
Mentors (all) (4)
Moig Dua (3)
Rebels (2)
Yontacha (4)

SERVICES

Grade A Di-Tritium
Grade A-B Ti-Tritium
Refit (5)
Armor Repair Station (4)
Cybernetics Repair (3)
Hyper-Training (6)
Legal Networks (3)
Rent-A-Skill
Weapons Station (4)

STRUCTURES

Naval Base (CNN)
Resorts (2,7,8)
Shipyards (5)

DEFENSES

Complex Battle Array (6)
Base Station (4)
Early Warning Systems (5)
Fleets (L/CNN)
Ground Based Missiles (6)
Space Platforms (6)

LIBRIN (HAVEN) A2-N21F-O50 (HEX:1932)

The name of this dirtball was ill chosen, unless you originate from the Sahara desert. Librin has a terribly dry and dusty climate. The local climate is near constant, except for polar inclinations. The occasional geyser can be seen spraying up from the ground, but the water evaporates almost immediately. It rains maybe once every fifty years on Haven and all lifeforms can be found below ground, in close proximity to subterranean lakes. Minimal colonization has occurred, yet much of the planet is unexplored. Towns are built in close proximity to subterranean lakes, due to the fact that water is the surest form of currency.

MGE

Nil

SERVICES

Grade C Di-Tritium

STRUCTURES

Underwater Structures

DEFENSES

Early Warning Systems (2)
Patrols (2/4)

LOAGOS U0-80-O57 (HEX:2536)

See Flussen.

MENTIO A0-H80A-X66 (HEX:3240)

The jungle world of Mentio has been left to the hundreds of hostile indigenous lifeforms that reside here. Hunters travel to Mentio, looking for excitement and the big KILL!. The atmosphere is tainted with high levels of cyanide.

MGE

ARM (3)
HAL

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

Nil

MERG A0-N81-O57 (HEX:2130)

Merg is a small planet, with an oxygen rich, tropical biosphere. The planet's surface is dotted with several small seas, along with many inland lakes and rivers. A semi-intelligent race of creatures called Mergians inhabit the planet. These beings are small, rotund human-

oids, about 0.7 meters tall who have very rubbery bodies. They also display very annoying social tendencies. Mergians love to bounce off of hard objects, things like starships and buildings, that are rare in their native jungles. The first colonial explorers slaughtered over a thousand Mergians before they realized that their ship was not under attack. The Mergians just wanted to bounce off of the vessel!

What is also disturbing about these creatures is that Mergians do not seem interested in communicating with other species. In fact, they ignore any attempts to communicate with them at all. The Mergians just shamle around, bouncing off of whatever hard surfaces they can find. Most of the exploratory team members here have asked for transfers.

MGE

Nil

SERVICES

Grade B Di-Tritium

STRUCTURES

Exploratory colony

DEFENSES

Nil

MISERY A3-U31E-T64 (HEX:3335)

Misery is one of the most sparsely populated of the allied worlds in this sub-sector. It has been savagely battered by a constant bombardment of meteors over the last century. The joke is, "It doesn't just rain on Misery, it pours meteors!" The icepack is cratered with deep holes and the landscape looks like a frozen version of the moon.

Such savage storms have forced the frontiersman of Misery underground. The SSDC maintains two small ground bases about a kilometer below the surface. Severe meteor storms can leave you stranded underground for days, unless you are courageous (foolhardy) enough to venture out into the fun! Teledyne is presently constructing an underground network of tunnels to connect the two settlements.

Many Rebels, and other fugitives from Galactic Law, have found a home here on Misery. Crime is a problem and gunfights are an all too common occurrence. The Alliance has appointed sheriffs to help enforce law on Misery, and prevent the total degeneration of its society.

MGE

Bounty Hunters (4)
Cuontol (2)
Drug Dealers (7)
Rebels (3)
Pirates (5)
Yontacha (4)

SERVICES

Grade A Di-Tritium
DNA Masking (3)
Laundering Services (4)
Identification Change (3)

STRUCTURES

Nil

DEFENSES

Patrols (1/4)
Early Warning Systems (3)

NACTEIN Y0-80-O56 (HEX:3233)

A world that has been the subject of a mind boggling mystery since it was first explored. When SSDC explorers landed in 2114, they discovered a group of large circular mounds on Nactein. These structures were large enough to be visible from space. Excavation of the mounds uncovered no clues about their apparent function or origin. Mutzachan archaeologists have studied the site in depth and found no solutions to this mystery. The Council of Timar has quarantined the site until further answers can be obtained.



MGE Nil	SERVICES Nil
STRUCTURES Nil	DEFENSES Automated Defense Systems

NEPHGIA 6 A6-T66D-X72 (HEX:2833)

Nephgia 6 is noteworthy for its six geometrically shaped cloud cities, reminiscent of Mutzachan architecture. All six cities are sealed by large transparent domes, accessible only through magnetic windows. Two of these cities are mining facilities that extract nitrogen from the atmosphere. Nitrogen is shipped out in raw form and is produced into gunpowder and fertilizer to be used throughout the galaxy. Human Antique Systems Corporation maintains its headquarters on Nephgia 6 at Bawedan.

Uewran, is the home of several magnificent libraries. The largest, the Archives of Seafleik, is owned by a Vissu sage for whom the library was named. The Archives are famous, providing volumes of information on all aspects of the sector.

The other three cities, Rillvake, Farflight, and Acrine, are multi-service cities with few outstanding interests to the traveler.

MGE Vissu (4) Black Market (3)	SERVICES Grade A of All Fuel Types Networks (2) Terr. Knowledge Service
STRUCTURES Cloud Cities Corporate Headquarters	DEFENSES Layered Array (5) Early Warning Systems (2) Space Platforms (3)

PREN A4-N04T-O43 (HEX:1837)

Pren is the only habitable planet in the star system. It is a Chatilian technocracy, flourishing with an immense trade surplus. The value of a person is determined by his ability to provide a technical service. A class system exists on Pren, based on I.Q. and job profession. It has caused major problems among its 250,000,000 people, such as rioting and civil protest. Some believe that everything that one is should not be based on purely technical ability. What about artistic creativity? All schooling is free and so is medical treatment. There are no civil taxes imposed on its people, only federal taxes. The planet imports technological information such as research, etc. Pren attracts many scientist types.

MGE Mentors (C) (5)	SERVICES Grade A Ti-Tritium Refit (2) Terr. Knowledge Service
STRUCTURES Nil	DEFENSES Bio-Sentient Organisms (5) Ground Based Missiles (6) Space Platforms (7)

RIOPAITE I5-H81M-M81 (HEX:3230)

This is an independent Eridani world controlled by the Kandica Andku, a right wing Eridani faction that see the ways of the main Eridani government as being weak and unacceptable. They believe in total victory for the Swordsaint nation, whatever the cost. Although still building a power base and recruiting, the Kandica Andku have already managed to acquire several destroyer class warships, numerous fighter craft, and rather extensive reserves of land based weaponry.

Approximately 25,000 Eridani live on the methane world of Riopate. The Kandica Andku are recognized by their skull helmets and black bladed swords. Their leader is known as Erius Calad-imoc, or Grim God, an Eridani of immense strength and skill who leads his people as if a demigod. It is rumored that he was once an instructor at the school of Swintash. Erius Calad-imoc, is ruthless and indomitable.

The Alliance and the Eridani government keep a watchful eye on Riopate. This world is self-sufficient and does not trade with outsiders. Sympathetic Eridani or Kizanti can receive training here.

MGE Kandicka Andku	SERVICES Grade C Di-Tritium Hyper-Training (5)
STRUCTURES Nil	DEFENSES Early Warning System (4) Fleets (L/P) Ground Lasers (5) Ground Slug Throwers (4) Ground Based Missiles (6) Large Fighter Base

ROEN U0-000-M54 (HEX:2430)

The desert world of Roen has been abandoned by its owners, the Phentari Exploration Firm. All six ARSAP (Advanced Reconnaissance, Survey, And Patrol) teams have disappeared, along with four combat teams who were sent here in search of them. Available for sale or lease. A small contingent of Sarands were abandoned here are believed to still be alive.

MGE Sarands (1)	SERVICES Nil
STRUCTURES Nil	DEFENSES Nil

SHADEX I0-0000-O56-G (HEX:2531)

The Shadex ghost planet has been studied for a dozen years and no access route has ever been discovered. It is apparently a thriving class M planet, with regular interstellar trade. Alien vessels are constantly seen entering and leaving orbit of both Shadex and its orbiting moons. No other information is available on this planet.

SORIM 2 I4-F05C-O55 (HEX:2840)

The separatist Zen world of Sorim has the second largest concentration of Healers in the universe. Some 5 million Zens live here, along with a million Chatilians and about 500,000,000 Hurbs, a vaguely humanoid looking race that advocates communism. Sorim 2 is completely self sustaining, importing virtually nothing. It exports medicine and food and medical technology can be purchased here for 1/2 of the standard price.

The communist government of Sorim-2, the Collective Will, is proof that communism can work on a large scale. The planet is a high tech agrarian world. Weapons are prohibited. A police cruiser regularly patrols the planet.

MGE	SERVICES
NAM (3)	Grade A-Di-Tritium
Mentors (All) (2)	Rent-A-Skill
Vissu (3)	
STRUCTURES	DEFENSES
Nil	Automated Defense Systems
	Early Warning Systems (5)
	Patrols (4/2)

STEN'S WORLD 5 I1-H12F-O57 (HEX:2829)

Currently inhabited by a handful of researchers and technicians, Sten's World 5 is an earth-like planet with some of its own lifeforms. They have been described as near-simian to aboriginal development who have proven to be hostile. Land here at your own risk.

MGE	SERVICES
HAL	Grade C-Di-Tritium
STRUCTURES	DEFENSES
Nil	Automated Defense Systems

SUEIMMA (CATAPULT) O7-U03D-N30 (HEX:3136)

This is actually a small moon, orbiting the eighth planet of the star system. 60% of Sueimma's surface is covered with Alliance bases, solar collectors, defensive systems, and support facilities, giving the moon an artificial look from orbit. Rumor has it that a huge mass-driver is being constructed on Sueimma, which will be capable of destroying not only large vessels, but perhaps small moons. The mass-driver will circle the moon at its equator and utilize super-powerful magnetic conductors as well as the moons' own magnetic and gravitational forces to propel starship sized projectiles.

Rumors hint that these projectiles may even be able to utilize stargates! Imagine waiting at a stargate for clearance when suddenly all ships receive a warning signal to clear the gate. The gate opens. Nothing is seen to come through. The all clear is given. Later it is heard that a Rebel base on some unexplored planet not far from the stargate was laid waste by an incredible explosive force which upset the planets' entire biosphere. Imagine if these projectiles were to be fitted with chemical or biological warheads.

If any of this is true, then the Alliance is spending enormous sums of money on a very grim weapon. Whatever the case, over a dozen warships make port on Sueimma and patrol the system regularly. A support fleet of construction and maintenance ships numbering over 100 is stationed here. Balshrom Science Corporation appears to be intimately involved with the project here.

Off limits to unauthorized personnel. Freighters may be indiscriminately searched with no notice.

MGE

Balshrom Forces
Galactic Forces

SERVICES

Grade A Di-Tritium
Grade B Ti-Tritium
Refit (3)

STRUCTURES

Nil

DEFENSES

Complex Battle Array (5)
Bio-Sentient Organisms (5)
Early Warning Systems (5)
Fleets (L/P, CNN)
Flux Shield (7)
Ground Slug Thrower (10)
Orbital Mines (8)
Space Platforms (9)

TARAWA 5 U1-H12F-O57 (HEX:3531)

Tarawa 5 is a large binary star system. Seventeen planets orbit around a F0, cepheid variable and a red dwarf. Over ninety moons circle fourteen of the seventeen planets. Furthermore, an asteroid belt exists between the third and fourth planets.

This system has yet to be fully explored. SSDC has staked a claim and plans on sending an Explorer Corps team to survey things. Long range scanners have concluded a high probability of vegetation on the sixth planet, making this a possibility for colonization in the near future.

MGE

Unknown

SERVICES

Nil

STRUCTURES

Unknown

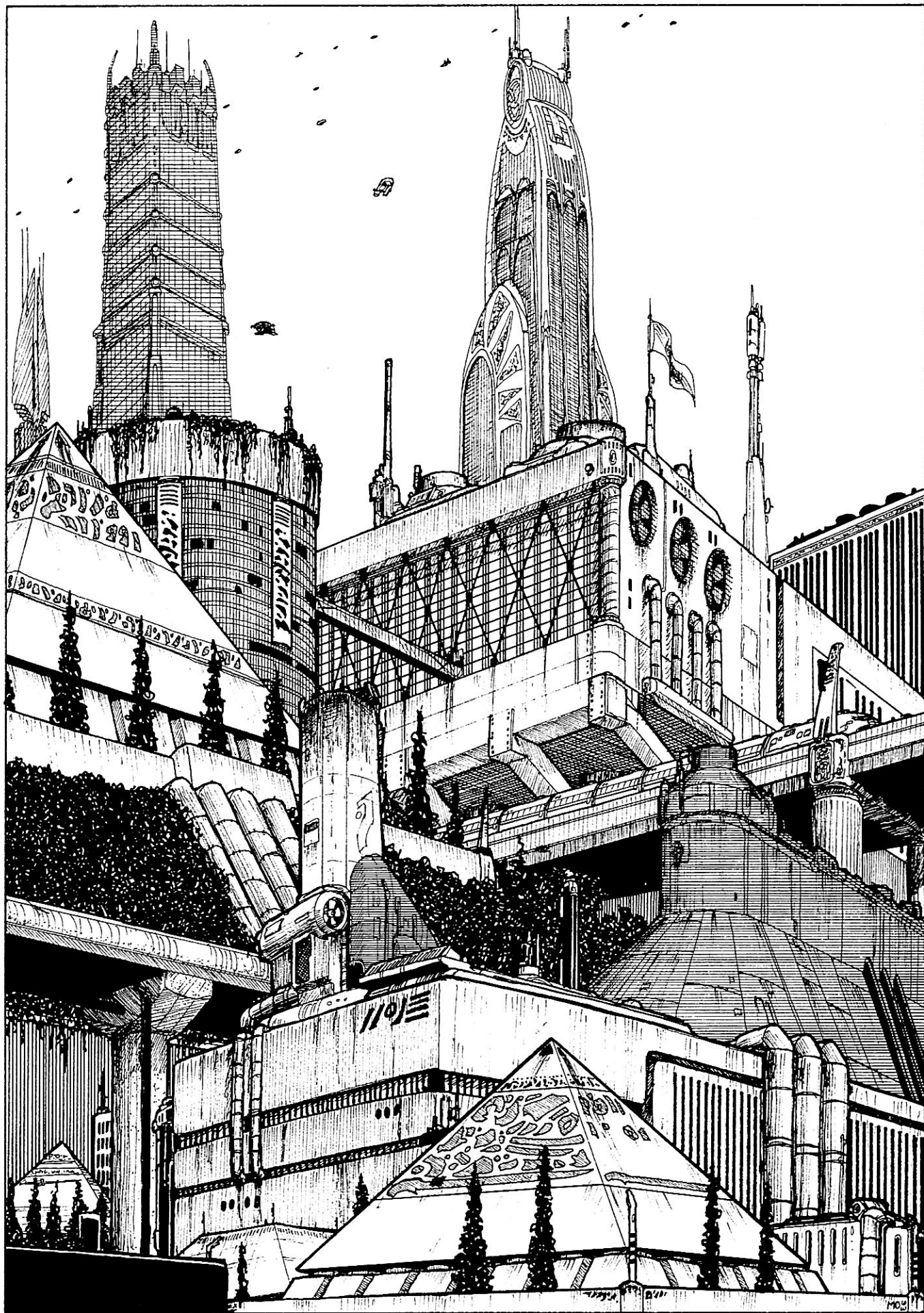
DEFENSES

Unknown

TRI-DAHN MATROCRACY (HEX:3531)

Named Dahn after the Cizerion scout who discovered it, Tri-Dahn's government is comprised of a council of matrix controllers, hence the title "matrocracy" (not to be confused with matriarchy, a rule by females). The matrocracy spans the three inhabited planets of this system. None of these worlds are normally habitable, possessing thin or tainted atmospheres, so the Tri-Dahn citizens live inside large dome cities, one per world. The system's population is composed of races from all across the galaxies, especially a high number of common slave races who escape to this system because of its "no slavery" policy. The prevalent matrix using races, and those who have learned to harness power, can be found here in abundance. The founding members of the council, individuals known as "the Grand Matrixes," are two Mutzachans, two Chatilians, a Zen, and a Misha Dream Merchant known only as the Star Sage. The identities of these individuals are not known, though suspected. The council rules in secrecy from an unknown location somewhere within the system, cloaked by their own great powers. The Alliance seems to have no real interest in, or fear of, this politically reclusive enclave, and follows a policy of non-intervention with regard to the Tri Dahn Matrocracy. A few "observers" have been sent here, but have been knowingly shuffled away by the friendly security forces.

Established only about twenty-five years ago, this system has grown into an icon of freedom and peace, as well as dedication to the scholarly arts. Multiple colleges exist for the study of matrices, as well as other fields of interest such as the hard and social sciences and even technical and commercial pursuits. Over one million species of plants



are maintained in the schools' greenhouses, including some that are illegal to grow within Alliance jurisdiction. Much botanical research is being conducted here and all projects require the approval of the council before funding is granted. So far, no military related programs have been granted funding, reflecting the peaceful disposition of this government. Only citizens may fully gain access to these institutions, while non-citizens must pay exorbitant fees. This is how the matrocracy generates much of its income.

Citizenship may be attained only by enrolling at one of the schools for a year (standard), and then passing through a series of exams, which include having the depths of your mind read to insure your peaceful intentions. Yearly taxes levied are only 5%, and are waived completely if you make under 40,000cr annually.

Socrates I6-T310-N51: The innermost inhabited planet in this system is known as Socrates, in honor of the ancient Earth philosopher. Over 55,000 citizens live on Socrates, which exports starship drive parts. This dome city lies within a large crater and is often referred to as the "Rainbow Bubble." The people of Socrates are fairly technical in their applications and various experimental and unidentifiable machines can be seen roaming the streets performing unknown or uncontrolled tasks. The machines pose little threat, as there are strict laws governing artificial intelligence. The greatest portion of the populace of Socrates is Mutzachan, and a small contingent of Goola-Goola technicians reside here also. Maybe there is danger after all!

MGE	SERVICES
Mentors (M) (7)	Grade A Di-Tritium
	Grade A Ti-Tritium
	Legal Networks (3)
	Robotics Repairs (5)
STRUCTURES	DEFENSES
Dome Cities	Unknown

Gaia I6-T310-N51: The second inhabited planet is called Gaia, and is the home of most of the Tri Dahn's natural studies. The city's population is roughly 100,000 and is demographically weighted towards Zen and Gemini. Neither one of these races is prolific, accounting for about 10% of the city's population. The school of Botany is located here, as well as the Clinic For Benevolent Medicine, a Zen based organization which is involved in research of the most nefarious diseases in the universe. Studies include the rare Fuglobis Dysentery which causes its victims to spontaneously excrete their bowels. The virus almost always results in death. Its origins remain a mystery.

Benevolent Medicine is developing antidotes for all major toxins, including chemical and biological agents used in military roles. The scientists of Gaia show great enmity for ARM, and will always drop any current projects to deal with any micro-organic weapons the Anarchists unleash on innocent populations. ARM, in turn, is forever attempting to infiltrate the clinic and obtain samples of new and more devastating plagues for use as weapons. The city maintains extensive open areas devoted to hydroponic farms and artificial farmlands, which provide 85% of the matrocracy's food supply.

MGE	SERVICES
Mentors (Z) (5)	Grade A Ti-Tritium
Gemini	Grade A Di-Tritium
STRUCTURES	DEFENSES
Dome Cities	Unknown
Medical Research Centers (9)	

Freehold I6-T310-N51: The third city, and the administrative center of the entire government, is called Freehold. The metropolis is a thriving trade and educational city with over 175,000 inhabitants. This is by far the largest of the three cities. Chatilians, Vissu sages, Dream merchants and other more exotic matrix controllers make-up this city's denizens. Freehold's major industry is education and exports information.

The annual Tri-Dahnian Universal Encyclopedia is produced on Freehold, a well respected work which brings in some 500,000,000cr worth of revenue each year. Considering the rate of information increase in raw volume, this effort grows by an average of 20% annually. This work would comprise over 800,000 pages if translated into printed text! And that's the abridged version!

There is no official war machine maintained by the government of Freehold, as the great number of matrix controllers serve to deter most acts of hostility. The Eridani see this place as a den of thieves and cowards. Security is very tight and it is nearly impossible to gain entrance to these enclaves with any hostile intentions in mind.

The Tri-Dahn security forces are capable of penetrating most anti-psyche devices, as no one has ever been able to invade these complexes unbidden. Although privacy is respected, it is taken for granted that your thoughts can't be completely concealed. Most citizens are very open and a common saying, heard is, "He wears his mind on his sleeve."

MGE	SERVICES
Mentors (All) (5)	Hyper-Training (5)
Benjari (3)	Terr. Knowledge Service
Eikeel (4)	
Cashou	
STRUCTURES	DEFENSES
Dome Cities	Unknown

TRISXON I5-U01M-O48 (HEX:2140)

The abandoned Trisxon Kraked outpost was re-discovered and recently the Kraked government pushed to gain back the rights to this planet from the Teledyne Corporation, which had built up mining facilities. The federal government gave the planet back to the Kraked! Consequently, the number one Alliance mega-corporation has filed suit against the government for breach of contract. Many contend that the central government caved into threats of hostilities from the potent Kraked adversary. Military conservatives call the decision to allow the Kraked to maintain a base deep within Alliance territory as foolhardy. However, the Alliance is attempting to improve relations with its historic adversary in the wake of the Arachnid threat.

The Kraked government is considering opening up trade with the Alliance.

MGE

Krakeds

SERVICES

Nil

STRUCTURES

Nil

DEFENSES

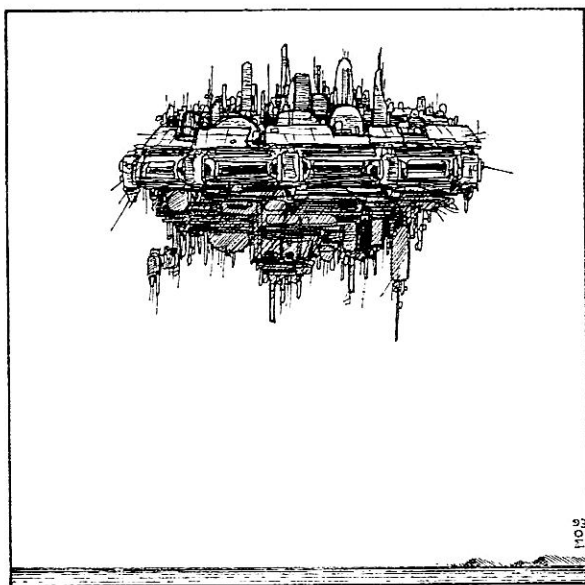
Fleets (Kraked)

Other Capabilities Unknown

UOTTRE A5-T35D-O37 (HEX:1829)

Uottre is a small Earth like planet that suffers from an over-population problem. Colonists have found this planet very hospitable. Lush forests and plains cover most of the surface. Word spread quickly, and settlers flocked to this promising new world. Cities sprawled and eventually ran together forming a huge megalopolis that covered thousands of square kilometers.

Alliance civil engineers have been called in to help solve the over crowding that was turning the cities into crime infested sprawls. The civil engineers came up with a daring plan to build a series of cloud cities above the sprawling cities. The cloud cities are constructed with Ferro Ultra-lite™ materials, supplied by Teledyne Corp. The structures are suspended in the air using a series of ion propulsion drives, with another series of backup drives.



All of the propulsion units are built with doubly redundant systems to prevent critical failure. Even all the planning the engineers did could not prevent the Alpha Dallas disaster when a group of Rebels penetrated the engineering section of the platform and planted explosives. They destroyed beta sector's ion propulsion units, sending the city plummeting to the surface. Over half of the cities population (20 million) died. The total body count climbed to over 34 million, when Alpha Dallas landed in a highly populated surface area.

MGE

Rebels (2)

SERVICES

Grade A-Ti-Tritium

STRUCTURES

Cloud Cities

DEFENSES

Early Warning System (7)

Fleets (CNN)

Ground Based Missiles (8)

URO'S WORLD I6-U41Q-O43 (HEX:2136)

Uro's World is owned by self-made trillionaire Austin Uro, the industrialist. He has been a member of almost all of the corporate boards for the Big Ten at one time or another. Now he relaxes on his own little planet, which has more security than most starbases. He is planning to attain the Presidential office, a job he feels is rightfully his. He is not popular, because the masses see him as a megalomaniacal Gen-Human.

MGE

Mercenaries (7)

SERVICES

Nil

STRUCTURES

Resorts (2,4,7)

Virtual Reality Centers

DEFENSES

Layered Array (4)

Early Warning Systems (8)

Fleets (L/P)

Orbital K-Sats (7)

Orbital Mines (6)

Space Platforms (5)

XENSERA (STILT) A6-N42D-O44 (HEX:1835)

Xensera is a heavy industrial world named for its "stilts." Two giant tubes lead from Jericho city on the surface into the sky where they meet the city of Enginalo. Almost 200,000 Alliance personnel live in Enginalo, while another 5 million live below in the surface cities of Enkidu, Corabanel, and Jericho City. Most of the megacorps have subsector, if not sector headquarters, here. SSDC, which built and maintains the lifelines, has elaborate facilities on Enginalo.

The lifeline is composed of two main tubular support systems, each over 200 meters in diameter. The first carries life support systems, while the other serves mainly in a transportation capacity with the utilization of ultra-high G acceleration lifters equipped with very sophisticated inertial dampeners. The orbital city of Enginalo is capable of detachment and independent operation of the stilts for as many as 20 days, before the thrusters run out of energy and the city is pulled into the planet's atmosphere. The Alliance heavily monitors events here.

MGE

Black Market (4)

Pascians (2)

Wakon (1)

SERVICES

Grade A Di-Tritium

Grade A Ti-Tritium

Refit (4)

Armor Repair Station (4)

Cybernetics Repair (5)

I.D. change (4)

Rent-A-Skill

Weapons Station (4)

STRUCTURES

Resorts (1,2,3,7,10)

Corporate Headquarters

DEFENSES

Layered Array (7)

Early Warning System (7)

Fleets (CNN)

Ground Based Missiles (6)

THE VOIDLANDS INTERSTELLAR STOCK MARKET TRADE INDEX

Planet	Min	Narc	Man. Goods	Slaves	LGA	A.I.	HGA	Food	Luxury	Water	Tech	Med	Mach	Precious
Ampyria	L10	▯	▯	▯	L12	▯	L12	L12	▯	L16	▯	▯	▯	L18
Auckland	L10	▯	▯	▯	L11	▯	L14	L1	▯	L1	▯	▯	▯	L12
Bemnufont	4	4	2	5	4	6	5	3	3	3	5	7	5	4
Derbis	L1	▯	▯	▯	L14	▯	L12	L3	▯	L2	▯	▯	▯	L14
Faraway	4	4	7	0	2	0	2	4	6	4	8	6	5	6
Flussen	L14	▯	▯	▯	L10	▯	L11	L1	▯	L2	▯	▯	▯	▯
Freehold	4	0	3	0	4	3	5	5	5	7	3	2	4	3
Fsorac	6	0	7	0	5	0	5	6	7	1	9	6	6	4
Gaia	7	0	3	0	4	5	4	2	4	2	5	2	5	0
Heiniland	L9	▯	▯	▯	L15	▯	L11	▯	▯	▯	▯	▯	▯	L12
Inguis	5	7	8	7	4	0	6	3	7	1	8	6	7	4
Krytea	3	6	5	5	2	6	3	4	5	3	6	5	7	3
Librin (Haven)	4	6	6	0	2	0	4	7	7	9	7	7	6	3
Mentio	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Merg	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Misery	2	4	7	3	4	0	5	6	8	6	7	8	6	4
Nactein	L10	▯	▯	▯	L14	▯	L14	L1	▯	L1	▯	▯	▯	L15
Nephgia 6	2	5	7	5	4	7	5	6	5	5	4	5	5	4
Omus	2	5	5	5	2	9	1	5	8	5	5	4	7	2
Pren	5	6	2	5	5	7	6	4	3	4	7	7	4	4
Riopaite	5	6	2	5	5	7	6	4	3	4	7	7	4	4
Roen	L15	▯	▯	▯	L18	▯	L18	▯	▯	▯	▯	▯	▯	L13
Sorim 2	4	5	4	0	4	4	5	2	5	2	5	1	4	3
Sten's World 5	L14	▯	▯	▯	L15	▯	L15	L7	▯	L1	▯	▯	▯	L16
Sueimma	4	0	7	8	5	9	5	8	7	8	9	7	7	0
Tarawa 5	L11	▯	▯	▯	L12	▯	L12	L4	▯	L4	▯	▯	▯	▯
Tri-Dahn Mat.	5	0	6	0	5	2	5	5	7	5	2	2	2	0
Trisxon	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uottre	3	6	3	5	4	6	5	7	7	5	6	5	4	3
Uro's World	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Varre	2	6	6	6	1	5	3	4	8	4	6	5	7	3
Xensera (Stilt)	7	7	2	6	7	6	6	5	5	4	6	6	3	4

KEY TO THE INTERSTELLAR STOCK MARKET TRADE INDEX

Min = Minerals	Narc = Narcotics	Man. Goods = Manufactured Goods	LGA = Alloys (Low Grade)
A.I. = Artificial Intelligence	HGA = Alloys (High Grade)	Tech = Technology	Med = Medical
Mach = Machinery	Precious = Precious Metals		

APPENDIX

GROUND BASED LASERS

Index	Name	1	2	3	4	5	6	7	8	ROF	DAM(KP)
1	Dallas	120	110	100	90	80	60	40	10	1/5	4-32
2	Kormin	55	70	80	100	100	80	55	15	1/5	8-32
3	Imperium	120	120	110	100	96	80	60	45	1/4	5-40
4	BC-Eliminator	120	115	106	98	90	70	40	07	1/6	8-64
5	Grim Reaper	45	55	70	100	100	65	35	10	1/20	50-500
6	Instar-1	110	105	100	95	90	85	80	75	1/6	60-600
7	Magron XM4	140	130	120	100	80	60	30	-	1/10	100-1,000
8	Star Lance	120	115	110	100	90	60	30	05	1/8	500-5,000
9	AvSpear	100	100	100	80	70	50	35	10	1/12	1,000-4,000
10	Stellar Blast	110	100	90	80	70	60	40	25	1/20	1,000-8,000

ORBITAL K-SATS

PLASMA

Index	Name	1	2	3	4	5	6	7	8	ROF	DMG
1	Shiva	105	100	80	65	40	35	20	07	1/8	7-56
2	BC-Blender	100	95	90	85	-	-	-	-	1/5	7-70
3	Warm Welcome	130	110	90	60	30	10	-	-	1/5	8-80

OMEGA

Index	Name	1	2	3	4	5	6	7	8	ROF	DMG
4	BC-Corpsebringer	120	90	50	20	-10	-	-	-	1/3	8-64
5	Flurry	100	100	75	65	40	-	-	-	1/2	8-64
6	Malevolence	110	80	50	25	-	-	-	-	1/5	10-100
7	Doom & Deliverance	100	98	88	78	65	40	25	-	1/4	20-80

IMPLOSION

Index	Name	MV	RANGE	ACCURACY	DM	ROF	DAMAGE
8	Oppressor	2	70	135	-30	1/8	4-40 x 4
9	ITX-2000	3	100	110	-25	1/5	5-50 x 4
10	Banishment	2	60	135	-15	1/10	10-100 x 4

SPACE PLATFORMS AND STATION WEAPONRY

PLASMA

Index	Name	1	2	3	4	5	6	7	8	ROF	DMG
1	BC-Blender	100	95	90	85	-	-	-	-	1/5	7-70
2	Molten Storm	110	80	60	40	20	-	-	-	1/4	20-80
3	Slag 'em & Bag 'em	110	90	85	70	45	20	-	-	1/6	20-200

OMEGA

Index	Name	1	2	3	4	5	6	7	8	ROF	DMG
4	Flurry	100	100	75	65	40	-	-	-	1/2	8-64
5	Shockwave	90	80	65	50	46	15	-	-	1/5	10-120
6	KF-10	120	100	80	50	10	-	-	-	1/10	30-300
7	Forcewall	130	125	100	80	60	20	-	-	1/15	50-500

IMPLOSION TORPEDO

Index	Name	MV	RANGE	ACCURACY	DM	ROF	DAMAGE
8	ITX-2000	3	100	110	-25	1/5	5-50 x 4
9	Genocide	3	100	135	-20	1/10	40-240 x 4
10	Mini-Sun	2	180	120	-5	1/20	100-1000 x 4

GROUND BASED PARTICLE BEAMS

Index	Name	1	2	3	4	5	6	7	8	ROF	DAM(KP)
1	SkyCAT	110	110	110	110	100	90	60	12	1/7	6-36
2	Jaguar	120	115	110	100	90	60	30	05	1/5	8-48
3	AMRAY-1	130	130	100	100	70	70	40	10	1/8	8-80
4	MTE-1	100	100	100	100	100	60	30	07	1/6	10-100
5	Erosion	110	110	100	100	90	90	50	10	1/3	6-60
6	AMRAY-2	120	120	120	120	100	80	40	20	1/5	15-150
7	Rossini	90	90	90	90	90	85	75	60	1/6	20-200
8	Photon	140	100	90	70	20	10	-	-	1/2	30-300
9	Scythe	130	110	90	70	50	30	10	-	1/3	50-500
10	Reaver	150	140	130	120	110	90	70	50	1/4	100-1000

GROUND BASED SLUG THROWERS

Index	Name	1	2	3	4	5	6	7	8	ROF	DAM(KP)
1	BC-Pulveriser	130	115	105	62	20	-	-	-	1/5	8-64
2	Discipline	100	100	100	100	85	67	40	07	1/10	25-150
3	Atlas	105	96	60	33	12	-	-	-	1/4	40-160
4	Olympus	140	120	100	80	60	40	20	-10	1/10	50-400
5	Buddon Force	120	120	100	96	85	55	30	20	4/3	60-240
6	Rail Cannon 1	100	90	70	50	30	05	-	-	1/20	200-800
7	Avron MD	120	110	100	90	80	65	50	30	1/10	300-1,200
8	Relativity	135	125	110	80	40	20	10	05	1/5	1,000-4,000
9	Extinction	130	125	120	115	110	100	80	45	1/10	2,000-12,000
10	Catapult	100	100	100	95	95	95	80	65	1/30	20,000-80,000

GROUND BASED MISSILES

Index	Name	Size	MV	IN	Range	ACC	PF	Damage	ECM/ECCM
1	Midgetman	M	3	8	40	115	6	10-100	-10/+20
2	Kangaroo	L	1	12	40	90	0	6-36	-10/0
3	MIRV-1	L	1	15	75	110	12	4-48 x 6	-5/+20
4	Thunderstrike	L	2	14	60	100	15	30-300	-10/+30
5	Bullseye	L	4	10	100	120	15	25-150	-20/+40
6	Ruination	VL	2	25	150	110	20	40-400	-5/+30
7	MIRV-2	VL	1	30	150	115	25	20-200 x 6	-10/+50
8	Bloodspawn	XL	2	60	200	100	40	80-800	-5/+25
9	Decompressio	XL	1	80	200	120	50	200-2000	-15/+60
10	ISM-100	XL	2	70	250	125	50	100-1000 x 4	-20/+80

ORBITAL MINES

Index	Name	SZ	RNG	ACC	DMG	ECM
1	Space Betty	S	0	95	20KP	-50
2	Ploor Mine	S	0	130	40KP	-60
3	MN-23	S	1	90	50KP	-55
4	Star Claymore	M	1	100	65KP	-50
5	Nightblade	M	1	110	80KP	-65
6	Speed Bump	M	0	125	150K	-60
7	False Move	L	1	110	300K	-45
8	Deathzone	L	2	85	120K	-70
9	Venom	L	0	140	500K	-80
10	Fatality	L	1	125	800K	-75

ELECTRONIC DEFENSE SCREENS

Index	Radius	Dmg/Spd	Strength
1	0	75	10,000
2	0	120	15,000
3	0	200	20,000
4	1	150	20,000
5	1	250	40,000
6	1	500	40,000
7	2	200	30,000
8	2	500	75,000
9	3	500	80,000
10	2	750	100,000



APPENDIX II

CONTACTS IN NO MAN'S LAND

Adventuring player characters in No Man's Land are assumed to have developed contacts. Players are allotted a specific amount of points to spend on the development of contacts in this sector. This is in addition to contacts developed in other sectors. Consult the Battlelords rule book on pg: 228, for information and rules on contact development and maintenance.

The cost of development depends on the type of contact sought and is given per level of the contact. Characters may also expend available skill points to further develop contacts on a point for point basis. This applies to starting characters as well. Characters may store points to increase their contacts at a later date. After, you have determined the strength and type of each contact, roll randomly for the planet location of the contact.

STARTING CONTACT POINTS

RACE	#	RACE	#
Aeodronian	25	Misha	20
Chatilian	27	Mutzachan	27
Cizerack	25	Orion Rogue	40
Eridani	25	Phentari	23
Gen-Human	30	Python Lizard	15
Goola-Goola	15	Ram Python	15
Human	40	Zen Rigeln	20
Kizanti	25	Sye-Men	32
Mazian	15		

Note: I-Bots almost never have contacts.

CHARISMA MODIFIERS

Subtract or add the appropriate number of starting contact points from the beginning total.

Score	Mod	Score	Mod
-30 to 00	-6	51 to 75	0
00 to 25	-4	76 to 100	+1
26 to 50	-2	101 to 125	+3

INTUITION MODIFIERS

Intuition makes finding contacts easier. Each 5 points of Intuition above 80 increases one's starting contact points by 1. Round fractions down.

DEVELOPMENTAL COST

CONTACT	COST
ARM	30
Arlington Association	15
Arms Dealer	5
Black Monday	12
Bounty Hunter	4
Customs Agent	6
Cuontol	20
Doltharians	25
Drug Dealers	3
Dynecar	5
Eikeel	2
Legal Network	3

CONTACT	COST
Government Network	4
Kimyaruk	2
Kizmetor	3
Madusiams	2
Mentor	3
Moig Dua	3
The NAM	2
Networks (normal)	2
Pascians	1
Sarands	2
Shepherds	3
Sheustron	8
Silk Lambs	9
Smugglers	6
Vissu	8

MGE

ARM

Industrial Province	Makin	(0546)
Denderon Hemisphere	None	
Plains of Desolation	Jaloon	(1238)
Voidlands	Mentio	(3240)

ARLINGTON ASSOCIATION

Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Talberma	(3149)
Plains of Desolation	None	
Voidlands	None	

ARMS DEALERS

Industrial Province	Eric's Place	(1141)
Industrial Province	Yeppter	(0549)
Denderon Hemisphere	Annogrebia	(3450)
Plains of Desolation	None	
Voidlands	None	

BLACK MONDAY

Industrial Province	Naxtar (0944)
Denderon Hemisphere	None
Plains of Desolation	None
Voidlands	None

BOUNTY HUNTERS

Industrial Province	Drendlets	(1551)
Industrial Province	Eric's Place	(1141)
Industrial Province	Frollen	(1741)
Industrial Province	Yeppter	(0549)
Denderon Hemisphere	Connec	(2950)
Denderon Hemisphere	Penrhyn	(2452)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	Jilleal	(1030)
Voidlands	Misery	(3335)

CUONTOL

Industrial Province	None	
Denderon Hemisphere	Eridai	(2946)
Plains of Desolation	None	
Voidlands	Misery	(3335)

DOLTHARIANS

Industrial Province	Drenels	(0348)
Industrial Province	Eric's Place	(1141)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemipshere	Penrhyn	(2452)
Plains of Desolation	Harper's World	(1739)
Voidlands	Krytea	(2935)

DRUG DEALERS

Industrial Province	Myntal-5	(0551)
Denderon Hemisphere	None	
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Ophea	(1134)
Plains of Desolation	Prexeh	(1135)
Voidlands	Misery	(3335)

DYNECAR

Industrial Province	None	
Denderon Hemisphere	None	
Plains of Desolation	Edtne	(0238)
Voidlands	Bemnufont	(2337)

EIKEEL

Industrial Province	None	
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Terasaarin Depot	(2751)
Plains of Desolation	Daeyrieen	(1437)
Voidlands	Freehold	(3531)

KIMYARUK

Industrial Province	Dnar	(0943)
Industrial Province	Evance	(1145)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Loire	(3548)
Plains of Desolation	Edtne	(0238)
Plains of Desolation	New Hope	(1239)
Voidlands	None	

KIZMETOR

Industrial Province	None	
Denderon Hemisphere	None	
Plains of Desolation	Arghen IV	(1734)
Plains of Desolation	Kente	(1729)
Voidlands	None	

MADUSIAMS

Industrial Province	None	
Denderon Hemisphere	None	
Plains of Desolation	Padanh	(1531)
Plains of Desolation	Ssithiss	(0139)
Voidlands	None	

MENTORS (CHATILIAN)

Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Kipling	(2647)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Quietus	(1133)
Plains of Desolation	Relter	(1536)
Plains of Desolation	Solitude	(0337)
Voidlands	Bemnufont	(2337)
Voidlands	Derbis	(2031)
Voidlands	Krytea	(2935)
Voidlands	Pren	(1837)
Voidlands	Sorim 2	(2840)
Voidlands	Tri-Dahn Mat.	(3531)

MENTORS (MUTZACHAN)

Industrial Province	Delegra	(0646)
Industrial Province	Naxtar	(0944)
Industrial Province	Numis	(1650)
Industrial Province	Puringa	(1542)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Brethia	(3146)
Denderon Hemisphere	Venu	(2250)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Relter	(1536)
Plains of Desolation	Shonjem	(1336)
Voidlands	Bemnufont	(2337)
Voidlands	Krytea	(2935)
Voidlands	Sorim 2	(2840)
Voidlands	Tri-Dahn Mat.	(3531)

MENTORS (ZEN)

Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Destiny	(2143)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Relter	(1536)
Plains of Desolation	Vanaal	(1432)
Voidlands	Krytea	(2935)
Voidlands	Sorim 2	(2840)
Voidlands	Tri-Dahn Mat.	(3531)

MERCENARIES

Industrial Province	Coandas	(1450)
Industrial Province	Eric's Place	(1141)
Industrial Province	Evance	(1145)
Industrial Province	Fear	(0244)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Loire	(3548)
Plains of Desolation	Daeyrieen	(1437)
Voidlands	Omus	(2337)
Voidlands	Faraway	(3134)
Voidlands	Uro's World	(2136)

MOIG DUA

Industrial Province	None	
Denderon Hemisphere	Penrhyn	(2452)
Denderon Hemisphere	Terasaarín Depot	(2751)
Plains of Desolation	Arghen IV	(1734)
Plains of Desolation	Kente	(1729)
Voidlands	Krytea	(2935)

NAM

Industrial Province	None	
Denderon Hemisphere	None	
Plains of Desolation	None	
Voidlands	Sorim 2	(2840)

PASCIANS

Industrial Province	Coandas	(1450)
Denderon Hemisphere	None	
Plains of Desolation	None	
Voidlands	Xensera	(1835)

PIRATES

Industrial Province	Coandas	(1450)
Industrial Province	Eric's Place	(1141)
Industrial Province	Naxtar	(0944)
Industrial Province	Myntal-5	(0551)
Denderon Hemisphere	Talberma	(3149)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Ophea	(1134)
Plains of Desolation	Prexeh	(1135)
Voidlands	Ampyria	(2035)
Voidlands	Inguis	(2333)
Voidlands	Misery	(3335)

SARANDS

Industrial Province	Yeppter	(0549)
Denderon Hemisphere	None	
Plains of Desolation	Quietus	(1133)
Voidlands	Roén	(2430)

SHEPHERDS

Industrial Province	Eric's Place	(1141)
Industrial Province	Vubko	(1350)
Denderon Hemisphere	None	
Plains of Desolation	None	
Voidlands	Inguis	(2333)

SHEUSTRONS

Industrial Province	Drenels	(0348)
Industrial Province	Numis	(1650)
Denderon Hemisphere	None	
Plains of Desolation	None	
Voidlands	None	

SILK LAMBS

Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Talberma	(3149)
Plains of Desolation	None	
Voidlands	Omus	(2337)
Voidlands	Inguis	(2333)

SMUGGLERS

Industrial Province	Myntal-5	(0551)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Annogrebia	(3450)
Denderon Hemisphere	Talberma	(3149)
Plains of Desolation	Kermadec	(0833)
Voidlands	None	

VISSU

Industrial Province	None	
Denderon Hemisphere	None	
Plains of Desolation	None	
Voidlands	Nephgia 6	(2833)
Voidlands	Sorim 2	(2840)

YONTACHA

Industrial Province	Eric's Place	(1141)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	None	
Plains of Desolation	Prexeh	(1135)
Voidlands	Krytea	(2935)
Voidlands	Misery	(3335)

SERVICES**GRADE A DI-TRITIUM**

Industrial Province	Coandas	(1450)
Industrial Province	Evance	(1145)
Industrial Province	Floiyd	(0649)
Industrial Province	Killing's Asteroid	(1247)
Industrial Province	Krait	(1448)
Industrial Province	Naxtar	(0944)
Industrial Province	Puringa	(1542)
Industrial Province	Tharmus	(0051)
Industrial Province	Yeppter	(0549)
Denderon Hemisphere	Alpha-2	(2646)
Denderon Hemisphere	Annogrebia	(3450)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Brethia	(3146)
Denderon Hemisphere	Clementine	(2645)
Denderon Hemisphere	Eridai	(2946)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Kipling	(2647)
Denderon Hemisphere	Nitros	(2541)
Denderon Hemisphere	Northland	(2945)
Denderon Hemisphere	Nurdei	(2444)
Denderon Hemisphere	Talberma	(3149)
Denderon Hemisphere	Terasaarín Depot	(2751)
Denderon Hemisphere	Slanids	(2248)
Denderon Hemisphere	Venu	(2250)
Denderon Hemisphere	Xxipt	(2142)

Plains of Desolation	Ahema	(1431)
Plains of Desolation	Casada	(1730)
Plains of Desolation	Yanuck (Casada)	(1730)
Plains of Desolation	Daeyrieen	(1437)
Plains of Desolation	Edtne	(0238)
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Jilleal	(1030)
Plains of Desolation	Kente	(1729)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Ophea	(1134)
Plains of Desolation	Paalin 7	(0330)
Plains of Desolation	Tram Frextl	(0330)
Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Sasba	(1032)
Plains of Desolation	Shonjem	(1336)
Plains of Desolation	Ssithiss	(0139)
Voidlands	Bemnufont	(2337)
Voidlands	Varre	(2337)
Voidlands	Krytea	(2935)
Voidlands	Misery	(3335)
Voidlands	Nephgia 6	(2833)
Voidlands	Sorim 2	(2840)
Voidlands	Sueimma	(3136)
Voidlands	Socrates	(3530)
Voidlands	Gaia	(3530)
Voidlands	Xensera	(1835)

GRADE B DI-TRITIUM

Industrial Province	Bena 4	(0941)
Industrial Province	Delegra	(0646)
Industrial Province	Dnar	(0943)
Industrial Province	Dojax	(1051)
Industrial Province	Drendlets	(1551)
Industrial Province	Floiyd	(0649)
Industrial Province	Frollen	(1741)
Industrial Province	Gumrana	(1046)
Industrial Province	Killing's Asteroid	(1247)
Industrial Province	Krait	(1448)
Industrial Province	Makin	(0546)
Industrial Province	Naxtar	(0944)
Industrial Province	Huma (Naxtar)	(0944)
Industrial Province	Cxrex (Naxtar)	(0944)
Industrial Province	Basnirack	(0944)
Industrial Province	Vubko	(1350)
Industrial Province	Yeppter	(0549)
Industrial Province	Yeppter (Hyac)	(0549)
Denderon Hemisphere	Connec	(2950)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Labin	(2450)
Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Slanids	(2248)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	A'Thanniss	(0530)
Plains of Desolation	Daeyrieen	(1437)
Plains of Desolation	Krys	(0629)
Plains of Desolation	New Hope	(1239)
Plains of Desolation	Ophea	(1134)
Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Relter	(1536)
Plains of Desolation	Vanaal	(1432)

Voidlands	Inguis	(2333)
Voidlands	Merg	(2130)

GRADE C DI-TRITIUM

Industrial Province	Floiyd	(0649)
Industrial Province	Killing's Asteroid	(1247)
Industrial Province	Krait	(1448)
Industrial Province	Naxtar	(0944)
Industrial Province	Ugla	(1149)
Industrial Province	Yeppter	(0549)
Industrial Province	Binghamton	(3545)
Denderon Hemisphere	New Hebrides	(2544)
Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	Arghen IV	(1734)
Plains of Desolation	Daeyrieen	(1437)
Plains of Desolation	Danuas	(1437)
Plains of Desolation	Ophea	(1134)
Plains of Desolation	Prexeh	(1135)
Voidlands	Derbis	(2031)
Voidlands	Faraway	(3134)
Voidlands	Fsorac	(1838)
Voidlands	Librin	(1932)
Voidlands	Riopaite	(3230)
Voidlands	Sten's World 5	(2829)

GRADE A TI-TRITIUM

Industrial Province	Coandas	(1450)
Industrial Province	Floiyd	(0649)
Industrial Province	Killing's Asteroid	(1247)
Industrial Province	Krait	(1448)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Alpha-2	(2646)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Brethia	(3146)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Nitros	(2541)
Denderon Hemisphere	Talberma	(3149)
Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Slanids	(2248)
Denderon Hemisphere	Venu	(2250)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	Daeyrieen	(1437)
Plains of Desolation	Jaloon	(1238)
Plains of Desolation	Kente	(1729)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	Ophea	(1134)
Voidlands	Bemnufont	(2337)
Voidlands	Omus	(2337)
Voidlands	Krytea	(2935)
Voidlands	Nephgia 6	(2833)
Voidlands	Pren	(1837)
Voidlands	Socrates	(3530)
Voidlands	Gaia	(3530)
Voidlands	Uottre	(1829)
Voidlands	Xensera	(1835)

GRADE B TI-TRITIUM

Industrial Province	Bena 4	(0941)
Industrial Province	Floiyd	(0649)
Industrial Province	Killing's Asteroid	(1247)
Industrial Province	Krait	(1448)
Industrial Province	Puringa	(1542)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Nurdei	(2444)
Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	Daeryieen	(1437)
Plains of Desolation	Edtne	(0238)
Plains of Desolation	Ophea	(1134)
Voidlands	Omus	(2337)
Voidlands	Krytea	(2935)
Voidlands	Sueimma	(3136)

GRADE C TI-TRITIUM

Industrial Province	Evance	(1145)
Industrial Province	Krait	(1448)
Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	Daeryieen	(1437)
Plains of Desolation	Vanaal	(1432)
Voidlands	Inguis	(2333)

REFIT

Industrial Province	Bena 4	(0941)
Industrial Province	Coandas	(1450)
Industrial Province	Naxtar	(0944)
Industrial Province	Yeppter	(0549)
Denderon Hemisphere	Alpha-2	(2646)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Brethia	(3146)
Denderon Hemisphere	Connec	(2950)
Denderon Hemisphere	Eridai	(2946)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	New Hebrides	(2544)
Denderon Hemisphere	Talberma	(3149)
Denderon Hemisphere	Terasaarin Depot	(2751)
Denderon Hemisphere	Xxipt	(2142)
Plains of Desolation	A'Thanniss	(0530)
Plains of Desolation	Daeryieen	(1437)
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Kente	(1729)
Plains of Desolation	Kermadec	(0833)
Plains of Desolation	New Hope	(1239)
Plains of Desolation	Prexeh	(1135)
Plains of Desolation	Relter	(1536)
Plains of Desolation	Sasba	(1032)
Plains of Desolation	Ssithiss	(0139)
Voidlands	Bemnufont	(2337)
Voidlands	Inguis	(2333)
Voidlands	Krytea	(2935)
Voidlands	Pren	(1837)
Voidlands	Sueimma	(3136)
Voidlands	Xensera	(1835)

ARMOR REPAIR STATIONS

Industrial Province	Eric's Place	(1141)
Industrial Province	Frollen	(1741)
Industrial Province	Ghalak	(0147)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Grandle Hospis	(3351)
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Kente	(1729)
Plains of Desolation	New Hope	(1239)
Plains of Desolation	Padanh	(1531)
Voidlands	Omus	(2337)
Voidlands	Krytea	(2935)
Voidlands	Xensera	(1835)

CLONIC PRODUCTION

Industrial Province	Naxtar	(0944)
Industrial Province	Numis	(1650)
Denderon Hemisphere	None	
Plains of Desolation	Harper's World	(1739)
Voidlands	None	

CYBERNETICS REPAIR STATION

Industrial Province	Frollen	(1741)
Industrial Province	Ghalak	(0147)
Industrial Province	Myntal-5	(0551)
Industrial Province	Numis	(1650)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Grandle Hospis	(3351)
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	New Hope	(1239)
Voidlands	Krytea	(2935)
Voidlands	Xensera	(1835)

DNA MASKING

Industrial Province	Drendlets	(1551)
Industrial Province	Drenels	(0348)
Industrial Province	Myntal-5	(0551)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Penrhyn	(2452)
Plains of Desolation	Kermadec	(0833)
Voidlands	Misery	(3335)

FENCING OPERATIONS

Industrial Province	Eric's Place	(1141)
Industrial Province	Myntal-5	(0551)
Denderon Hemisphere	Terasaarin Depot	(2751)
Plains of Desolation	Kermadec	(0833)
Voidlands	None	

GOVERNMENT NETWORKS

Industrial Province	None	
Denderon Hemisphere	Grandle Hospis	(3351)
Plains of Desolation	New Hope	(1239)
Voidlands	Inguis	(2333)

HYPER TRAINING

Industrial Province	Drenels	(0348)
Industrial Province	Eric's Place	(1141)
Industrial Province	Numis	(1650)
Denderon Hemisphere	Connec	(2950)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Loire	(3548)
Plains of Desolation	New Hope	(1239)
Voidlands	Krytea	(2935)
Voidlands	Riopaita	(3230)
Voidlands	Freehold	(3531)

IDENTIFICATION CHANGE

Industrial Province	Myntal-5	(0551)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	None	
Plains of Desolation	Kermadec	(0833)
Voidlands	Misery	(3335)

LAUNDERING SERVICES

Industrial Province	Myntal-5	(0551)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Grandle Hospis	(3531)
Denderon Hemisphere	Terasaarín Depot	(2751)
Plains of Desolation	Kermadec	(0833)
Voidlands	Inguis	(2333)
Voidlands	Misery	(3335)

LEGAL NETWORKS

Industrial Province	Coandas	(1450)
Industrial Province	Eric's Place	(1141)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	None	
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Kermadec	(0833)
Voidlands	Bemnufont	(2337)
Voidlands	Krytea	(2935)
Voidlands	Socrates	(3531)

RENT-A-SKILL

Industrial Province	Naxtar	(0944)
Industrial Province	Numis	(1650)
Denderon Hemisphere	None	
Plains of Desolation	Kermadec	(0833)
Voidlands	Krytea	(2935)
Voidlands	Sorim 2	(2840)
Voidlands	Xensera	(1835)

ROBOTICS REPAIR STATION

Industrial Province	Ghalak	(0147)
Industrial Province	Numis	(1650)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Grandle Hospis	(3351)
Plains of Desolation	Danuás	(1739)
Plains of Desolation	New Hope	(1239)
Voidlands	Omús	(2337)
Voidlands	Socrates	(3531)

TERRESTRIAL KNOWLEDGE SERVICE CENTER

Industrial Province	Delegra	(0636)
Industrial Province	Dnar	(0943)
Industrial Province	Naxtar	(0944)
Plains of Desolation	Quietus	(1133)
Plains of Desolation	Shonjem	(1336)
Voidlands	Bemnufont	(2337)
Voidlands	Nephgia 6	(2833)
Voidlands	Pren	(1837)
Voidlands	Freehold	(3531)

WEAPONS STATION

Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Balshrom	(3151)
Denderon Hemisphere	Eridai	(2946)
Denderon Hemisphere	Grandle Hospis	(3351)
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Kente	(1729)
Plains of Desolation	Padanh	(1531)
Voidlands	Omús	(2337)
Voidlands	Inguis	(2333)
Voidlands	Krytea	(2935)
Voidlands	Xensera	(1835)

STRUCTURES
MEDICAL RESEARCH CENTERS

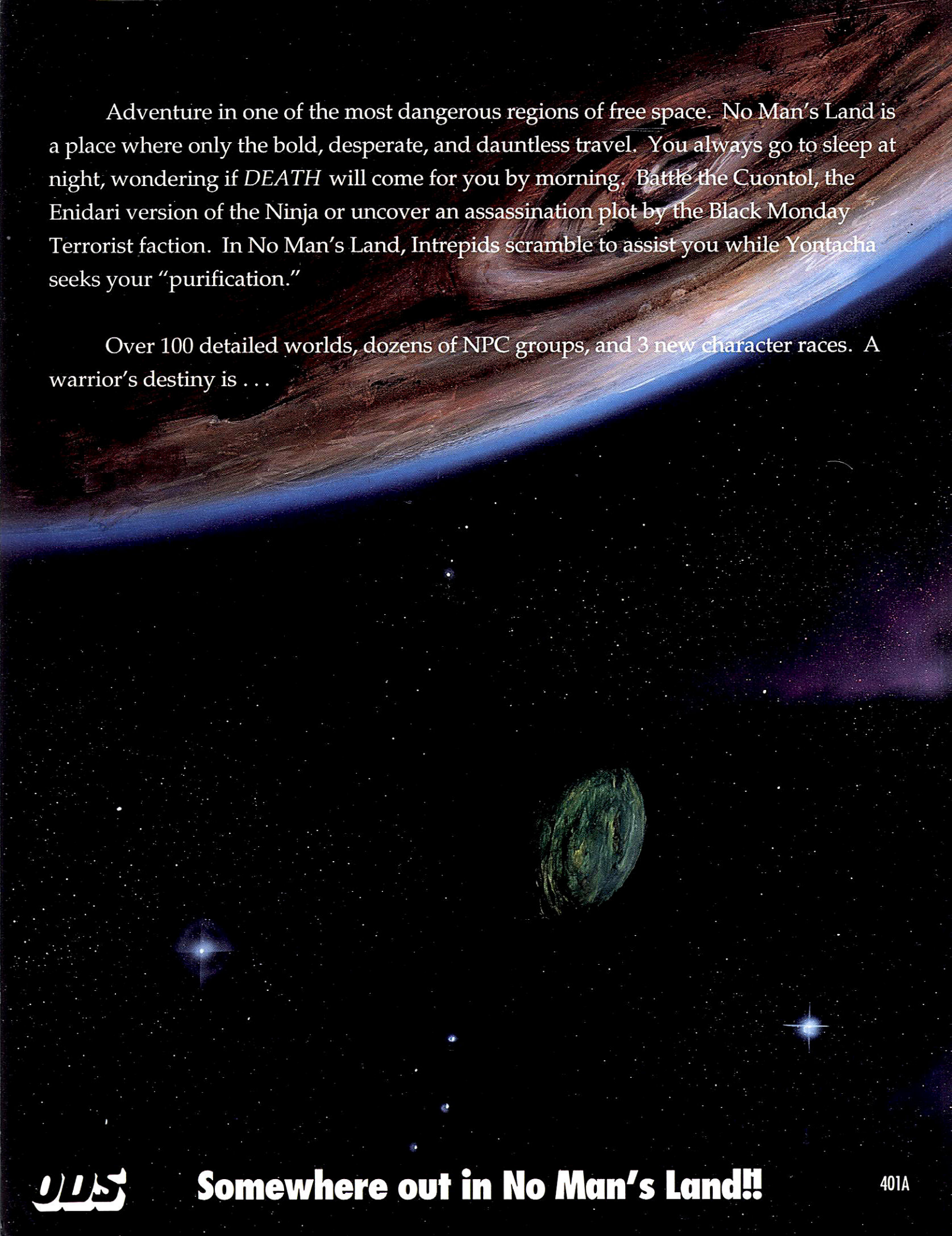
Industrial Province	Bena 4	(0941)
Industrial Province	E Vance	(1145)
Industrial Province	Floiyd	(0649)
Denderon Hemisphere	Destiny	(2143)
Denderon Hemisphere	Nitros	(2541)
Plains of Desolation	Kermadec	(0833)
Voidlands	Gaia	(3531)

PRISONS

Industrial Province	Coandas	(1450)
Industrial Province	Gumrana	(1046)
Industrial Province	Krisr	(0742)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Alpha-2	(2646)
Denderon Hemisphere	Annogrebia	(3450)
Denderon Hemisphere	Tybo	(2050)
Plains of Desolation	Ahema	(1431)
Plains of Desolation	Ophea	(1134)
Plains of Desolation	Shonjem	(1336)
Voidlands	Bemnufont	(2337)

SHIPYARDS

Industrial Province	Coandas	(1450)
Industrial Province	Naxtar	(0944)
Denderon Hemisphere	Alpha-2	(2646)
Denderon Hemisphere	Grandle Hospis	(3351)
Denderon Hemisphere	Talberma	(3149)
Plains of Desolation	Harper's World	(1739)
Plains of Desolation	Kente	(1729)
Plains of Desolation	New Hope	(1239)
Plains of Desolation	Sasba	(1032)
Voidlands	Krytea	(2935)



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