

# Deep Space Scavenger Setting



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## Foreword

Icar began in 1990 and has since grown and changed beyond recognition of the original. The game grew from two statistics to eighteen and then back to five. Skills changed, guns became rendered and the amount of material grew and grew.

This is in part to the hard work of the author, Rob Lang but also to the tireless desire for people to play the game. While girlfriends come and go, the players are as constant as the North Star, giving support and often criticising developments. Without these players, the game would not have got this far. I would like to thank the following people in particular.

Gideon 'Dwain' Moss  
Andrew 'Byrnie' O'Byrne  
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Travis 'T-Boy' Rodgers  
Rob Gaines

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# Deep Space Scavenger

## Introduction

Junk is worth money to someone. Junk is free. There are billions of tonnes of junk, all worth money. A Deep Space Scavenger's (Scavvies) job is to find, repair and return for sale. Seen as the lowest of the low when it comes to ship crews, Scavvies spend their time in dangerous wrecks, hunting out cargo and objects of value. Within these floating shipwrecks could be any manner of dangers, like traps rigged by paranoid crew members leaving the wreck.

All within the supposed safety of the Light Jump Net, these wrecks range from the results of modern piracy or the ancient invasion of the Droids. A persistent search of space rarely travelled is the home of Scavvies, a long way from any Orbitals or colonies that could give assistance. Even if you did use a Gaia beacon to call for help, it could be days before any ship could get to you.

## Resource Description

This is the players resource for playing a team of Scavvies. Player characters take the role of Salvage Teams on a small Salvage Vessel in Remmar. They leave the safety of their jury-rigged craft in search of treasure in the form of technical items, cargo and rare items. A balance between danger and profit is the character's motivation. This setting is to be used as an example on how one such Salvage Vessel is run. It includes descriptions what the vessels are like, what NPC crew member jobs are and possible character concepts and skeletons. Some special skills are introduced and an outline of a typical Scavenger operation is finally given. When this section mentions 'SV', it is dealing generally with Salvage Vessels. When it mentions 'Botchery Clipper' it is referring to the precise example and is placed in a box for easy recognition.

## Salvage Vessels

A Salvage Vessel (SV) is normally converted from a decommissioned spacecraft of some other task. The vessel normally has the following characteristics:

- *Large* An SV needs to save money by carrying bulk and making few returns to Star Docks. Also, larger items tend to have a better cu/tonnage price.
- *Inexpensive* An SV is created from salvaged parts and is normally evolved from what is available at low or no cost. This leads to:
- *Slow* An SV takes many years to Salvage one small area of space, rarely returning to base only to offload cargo and sell on.
- *Ad hoc shape* Unlike the executive or large trade vessels, the Salvage Vessels tend to be unsymmetrical in shape. This adds to the lack of appeal they have.
- *Poor Systems* Most of the systems onboard that do not directly aid the operation of the craft (bioreorganisers etc) are normally of poor quality. This makes the standard of living generally low.



### **The Botchery Clipper**

An excellent example of a rundown Scav, the Botchery clipper was originally commissioned as gas mining tug, pulling huge cannisters, up to 10km long through light jump. The Vessel was decommissioned from this role in 91992 when it suffered a major structural failure. The ship lay in a stable orbit around a nearby moon in Dorian. On the opening of Remmar in 92028, the ship was captured, repaired (to some degree) and took on its current role of Salvage. Measuring 2km in length, 1km in height and 500m at its widest, this vehicle has no atmosphere capability and a large, slow Grav engine. Although equipped for tugging huge masses in light jumps, the structural state of the Botchery Clipper does not permit such pulling. Weighing 280kt with a possible additional cargo of 10kt, the Botchery Clipper was created in a time of cheap, tough metals. For surface operations, the Botchery Clipper has two small Forrester Orbihaul shuttles. The Botchery Clipper is not armed but has excellent long range sensors and tractor beam hardware.

## **Crew Members**

SVs have a very strict crew structure. This is because that when something goes wrong, everyone needs to know who is in charge and who will make the decisions. Also, a crew structure allows the crew to have the feeling that they are advancing. The number of crew members are kept to a minimum and most have two jobs. In general they are split into Salvage Team and Home Team. All crew members work equally when in search of salvage, but when they approach a wreck, the Salvage Team normally enter the vessel whereas the Home Team remain on the SV. Every person in the Salvage team has a separate speciality, but they all share some areas of skills. Most of the Salvage Team are technical crew members. Player characters are dealt with the Skeletons later, however suggested NPCs for the Team are:

### **The Captain**

This is the person who takes responsibility for their crew. The Captain nearly always manages the accounts and makes the final decisions. The Captain also gives the motivation and drive, striking the balance between a happy, well working crew and profit. The Captain never leaves the SV (Home Team).

#### **Ms Madeline Stuo**

The Captain of the Botchery Clipper is a tough woman of 62 years old (old Earth time-about 35 years old). Before buying the Clipper from another Salvage firm, she spent 30 years as a technician on the Drackis Orb, Remmar. A thin and harsh woman, she speaks very little and is already going grey. She insists on uniformity within the crew and thus wears a one piece boiler suit just like the rest. Captain Stuo has varying morals and can make some very quick and cold decisions. Too thin to be attractive and with long black hair invariably tied into a bun, she often appears older than she is.

### **The Medic**

Every commercial Vessel requires a medically trained person before any other crew members are employed. The Medic is the second most important person on the ship, with them, the ship may not operate. The medic often has plenty to do on an SV, from dealing with injured crew members returning from a dangerous Salvage mission to making sure the Captain spends enough money on the medical bay equipment. The medic never leaves the SV (Home Team).



**Dr Sorex**

The Medic on the Botchery Clipper is an automaton of Dorian design. Educated with some of the best medical programs available, there is not an illness he can not cure. Unfortunately, he hates the Captain, his owner, her sliding morals and lack of respect for the lives of living creatures goes against his very deepest soul. Having dealt with this kind of laissez faire attitude to life has made him bitter and synical, giving him the worst 'bedside manner' imaginable. Although humanoid in feature and shape, the metal skin (which he says is a reminder of what he is) that covers him is poor testimony to his complexity of design.

**The Chief Tech**

The last part of the Home Team is the chief Tech. This person makes sure that the SV is not in danger and keeps the systems onboard in fine working order. The Chief Tech is often made second in command and spends most of their time between engineering areas and the bridge. The Salvage Team normally report to the Chief Tech.

**Iss Horn Barnarder**

Known as 'The Chief', Iss Horn Barnarder is one of the most experienced Scavvies in the trade. At the ripe age of 102, The Chief has been on Scavvies since he was 10, 'retiring' to the Home Team only 20 years ago. The Chief is very much like a father to the crew and treats them all with respect. Unfortunately, he is a 'soft touch' and although he could stand up against the often heartless will of the Captain, he always backs down. The Chief is human, bald and walks with a limp. The Chief also has so many stories and rarely attempts to tell the same one twice. He misses the excitement of being in the Salvage Team but fully understands that he is as important to the ship as the Captain.

**The Scavenger Team**

The Player Characters play a Scavenger Team. This team is often ordered to go onto places which are dangerous and must scavenge items that can be sold on later. This must be done quickly. Every member of the team costs money to keep onboard, so each member has to prove their worth. If a member of the Team is not pulling their weight, then they are likely to be fired at the next port. It is sometimes the case that a whole Scavenger team is lost while on Salvage. This is tragic and leads to the main ship returning to port to hire a new team. People from different walks of life join for either the adventure or to escape from something. New teams are difficult to form from scratch, people are suspicious about an SV requiring an entirely new team.

**The New Botchery Team**

I was bored. I saw an advert for a Scavvy team. I knew that they are not as prestigious as getting a position on a freighter, but then a freighter is not nearly as exciting. I turned up and seemed to have what they were looking for skills wise, there were some others there too. An old man talked to us, he told a story about how lonely and cold space is but how rich the rewards can be. Then the Captain, who was this old woman spoke a few words and that was it. We were to leave tomorrow. We'd not even been shown the ship! One of the other new recruits said that this was probably a good thing.



## **Character Concepts**

Before getting into skills and training, it is wise to consider what sort of person goes to work for a Scavvy. If unsure what sort of character personality to play, one should start with a concept below and then twist it as the game continues. It should be noted that these are just examples, please feel free to invent or twist the ones that are here. They are designed to give you a jump start into the character. After you have chosen a Concept, move onto getting a Skeleton.

### **Idealised School Leaver**

You've left School, you're 18, you know your subjects well and now your ready for the big wide world. Your parents are hassling you into joining some technical division of the Orbital, but you want more excitement than just fixing people's showers. Your proud, impulsive, enthusiastic and have a naive and innaccurate view of space travel. You've read about Scavvies on the quiet, heard the stories and this sounds like the live for you. You want to do well, for everyone to like you and be part of a family that fights through adversity. The small orbital you come from is just too hick, you want to see the starts and fly through nebula!

### **Ex Convict**

You know your stuff, but you made a few mistakes and you've done time in an Star Enforcer prison. You have no money and are sick of living in the orbital's sheltered accomodation. You have to get off this bloody place but no trade vessel will take you. You need employment with someone who won't ask questions. You're worldly wise, courageous (the weak obey the law), humble and fearful of committing crime. The Scavvy is the perfect way out.

### **Waster**

You've wasted you life away with foolhardy pranks and now you need to prove to yourself that you're not worthless. You're generally a nice person, but the skills you have are not accredited and you can't get a job. You're excited about the Scavvy idea, it will give you an employment record and if you don't like it after a few days, then you can just leave. You're not really into the whole danger thing, just a steady pay packet and some respect.

### **Sociopath**

You don't like large numbers of people and you have a temper problem. You don't like crowded areas. You don't like authority too much. You will go with the crowd, only if the crowd are going your way. You want to fight for life a little, but the authorities won't



allow you to express yourself. You've been told to leave the orbital. You know all the conspiracies, you tap into all the main information sources and you find it difficult to trust people. The Scavvy is the best place to be, no conspiracies, no trouble, otherwise you're dead. Perfect.

### **Failed Trader**

You lost your ship. You had it all, a crew, respect and your own damn vessel. Now you've lost it all. You just didn't know when to be humble and listen to others, your selfish and foolhardy manner has meant the end of career. And now, you're reduced to this: a bloody Scavvy, the lowest of the low. You were great and you will be great again, if only the bitterness would go.

### **Dreamer**

Where science and art met, you lived. Right on the edge of it all. The money dried up. You don't really understand why, it just went. You're virtuous and honest to the point of self destruction, but without art, your fiery temper has nothing to vent itself on. You need a job but your qualifications are not enough for a trade vessel, so the Scav sounds like the best place. They're all oddballs, they'll appreciate you.

### **Skeletons**

At this point, you have chosen your personality or concept. This is what makes you character tick. Now this needs to be wrapped around a skeleton. The skeletons are listed one on a page after this section. Many of the skeletons look the same. This is because they are, what makes a Scavvy character is the concept. You'll notice that each skeleton has a primary and secondary role. This merely suggests the sort of skills they have and what their function is. Normally, you get one of each type in a crew. It is very rare for a crew to be short of any of these types. A short overview is included here to help you choose.

### **Security**

Your main job is ensuring the safety of the rest of the scavvies. Your technical knowledge is used to make sure the wreck you are salvaging is safe to work on. You are the one with the gun.

Weapon skills and general tech.

### **Rayengine Technician**

You're the hacker, computer freak. Quite often, you are needed to hack doors open using Gaia and for sourcing information about the wreck.

Computer/hacking skills and general tech.





### **Colony Technician**

When it comes to colonies, you are the bees knees. If it is on or under the ground, you know what to get and from where. You can open up the systems in minutes. You also know about explosives, getting in and out is important!

Colony skills and explosives.

### **Zero G Technician**

If its in space, you know about it. You are the main drive on most scavenger operations because you know the most about floating wrecks.

Space Craft and Orbital Know skills.

### **Human Resources**

Often, the crew of the wreck aren't quite dead. At this point they need to be sorted out. Also, you know what gets good prices and what the market wants. You are the wheeler-dealer. The Human resources member also have the task of finding new crew members when the Captain is busy.

Street and Trading Skills and Empathy / Persuasion.





# Scav Security

## security Introduction

The team must get off the wreck in one piece with as much kit as possible. It's your job to ensure that they do. Once your happy that it is as safe as possible, then you can get on and help the others. All hands to the pump. Time is money, but safety is king.

The Scav Security is there for the safety of the group, the Security member is nearly always in charge and report directly to the Captain anything that needs to be known. It is likely that the Scav Security team member has some sort of training background, so this needs to be considered when choosing the concept.

### Suggested Stats

Battle and Shift minimum of 6, Meat minimum of 5.

### Starting Skills

Skills have default starting levels unless otherwise stated.

Music

Law

History

Biology

Physical

Chemical

Computer Know

Med Basic

Pilot Grav (5 x Wit) + D10

Light Firing (5 x Wit) + D10

Heavy Firing (5 x Wit) + D10

Streetfighting (5 x Wit) + D10

Streetwise (5 x Wit) + D10

Mechasys Know (2 x Wit) + D10

Mechasys Systems (2 x Wit) + D10

### Starting Equipment

5.5 Machine Gun (Arms 5). 2 magazines of ammo for Arms 5. 2.2 Pistol (Nelson). 2 magazines of ammo for the Nelson. 2 Changes of clothing. Environment Suit (with communicator and grav pack). Personal Effects.



# Scav Colony Technician

## Colony Tech Introduction

You know how it all works, below surface, above surface with hazardous atmospheres and all. If people lived on the surface of a planet, then it is in your remit of knowledge. People live in colonies, but they really don't see how they work, the graceful technology of it all.

The Colony Technician's remit lies within any colony on a planet. This can either be pro or sub-surface. When arriving at a planet, the Colony Tech will usually study the site first and then make note of where the most interesting items are. They will also make suggestions about the safety of a colony and thus they understand about planetary mechanics.

### Suggested Stats

Wit minimum of 6, Soul minimum of 5.

### Starting Skills

Skills have default starting levels unless otherwise stated.

Music

Law

History

Biology

Physical

Chemical

Computer Know

Colony Know (5 x Wit) + D10

Colony Systems (5 x Wit) + D10

Colony Design (5 x Wit) + D10

Vehicle Know (5 x Wit) + D10

Macromechanics (5 x Wit) + D10

Mechasys Know (5 x Wit) + D10

Mechasys Systems (5 x Wit) + D10

### Starting Equipment

Shakespear Mech Kit. 2 Changes of clothing. Environment Suit (with communicator and grav pack).  
Personal Effects.



# Zero G Technician

## ZERO G Introduction

Floating wrecks are the most common and you know it. They are also the most varied and cost effective. You can see the subtleties in design of a ship or orbital from a light year away and you are guaranteed to tell whether it is the ship that will make it big for the crew.

The Zero G Technician's remit is the knowledge of anything that operates in Zero G. This includes both orbitals and star craft. When arriving at a wreck, the Zero G Tech will usually study the site first and then make note of where the most interesting items are for scavenging. They will also make comments about the structural safety of the wreck before beginning the mission.

## Suggested Stats

Wit minimum of 6, Soul minimum of 5.

## Starting Skills

Skills have default starting levels unless otherwise stated.

Music

Law

History

Biology

Physical

Chemical

Computer Know

Space Craft Know (5 x Wit) + D10

Space Craft Systems (5 x Wit) + D10

Space Craft Design (5 x Wit) + D10

Orbtial Know (5 x Wit) + D10

Orbital Systems (5 x Wit) + D10

Orbital Design (5 x Wit) + D10

Mechasys Know (2 x Wit) + D10

Mechasys Systems (2 x Wit) + D10

## Starting Equipment

Shakespear Mech Kit. 2 Changes of clothing. Environment Suit (with communicator and grav pack).

Personal Effects.





# Human Resources

## Human Resources Introduction

The problem is with wrecks is that the crew or colonists are not always dead. In this case, people see it as robbery. However, they can be persuaded that its not. Also, someone has to get rid of this junk at the end of it all.

Although a general technician during the mission, the Human Resources team member comes in their own once the Scav has docked onto an Orbital. Also, the Human resources member has a good feel for human nature and can often spot non-technical rarities and oddities that could be worth credits elsewhere.

## Suggested Stats

Wit minimum of 6, Soul minimum of 5.

## Starting Skills

Skills have default starting levels unless otherwise stated.

Music

Law

History

Biology

Physical

Chemical

Computer Know

Street Deal (5 x Wit) + D10

Street Trading (5 x Wit) + D10

Street Wise (5 x Wit) + D10

Street Scam(5 x Wit) + D10

Empathy (5 x Wit) + D10

Persuade (5 x Wit) + D10

Mechasys Know (2 x Wit) + D10

Mechasys Systems (2 x Wit) + D10

## Starting Equipment

Gaiajack. Isis. 2 Changes of clothing. Environment Suit (with communicator and grav pack). Personal Effects.



# Rayengine Technician

## Rayengine Tech Introduction

It's no good having a floating gold mine if you can not get inside it. You have to be at the forefront of every mission because they will rely on you to get the power on, open doors and leech vital information about the wreck from the onboard rayengine.

The Rayengine Technician is always the first kitted up as they are the first on the wreck. With their skill, they can open doors, re-route power and can get a wreck back into a stable orbit or even operational again. Once the team are in and working, the Rayengine Technician normally helps out the other crew members, letting the Security member watch the ship's systems.

## Suggested Stats

Wit minimum of 7, Soul minimum of 5.

## Starting Skills

Skills have default starting levels unless otherwise stated.

Music

Law

History

Biology

Physical

Chemical

Computer Know (5 x Wit) + D10

Pilot Grav (5 x Wit) + D10

Computer Systems (5 x Wit) + D10

Computer Design (5 x Wit) + D10

Computer Hacking (5 x Wit) + D10

Energy Know

Mechasys Know (2 x Wit) + D10

Mechasys Systems (2 x Wit) + D10

## Starting Equipment

Shakespear Technical Kit. Gaiajack. Isis. 2 Changes of clothing. Environment Suit (with communicator and grav pack). Personal Effects.



## Special Skills

The following skills are possessed by all Scav Team members. They do not appear elsewhere and count as specialist skills used only by Scav Team members. As the Scav Team members are usually new to the job, they begin at starting levels. If a character is to have experience in the field, then they are to begin with  $(5 \times \text{Wit}) + 10$  percentage.

### Zero G Operations

1st Epoch. SHIFT WIT Requires: None.

Operating in Zero G is not easy for most, it can be disorientating and difficult. However, Zero G can also be used in favour of the worker, taking the strain and weight of tools. When entering Zero G conditions (each time), this skill must be rolled. If pass, then no further effects. If fail then the user will find every task at difficulty HARD.

### Mechasys Extraction

3rd Epoch. SHIFT WIT Requires: Possession of Mechasys Systems skill.

When removing parts from a wreck, it must be done quickly and without damaging the item. This skill is to be used when an item is not easily removed. First, the appropriate skill is used and if this passes (at normal difficulty) then Extraction is used to remove it without damage. A pass will mean that the unit may be sold as new, otherwise a loss of money will occur.

## Scavenger Operations

Scavenger Operations are dangerous and thus are normally carried out with caution and following a rough guide.

### 1. Long Range Detection

A non-astronomical object is detected from afar. Very little can be detected while in LJ so the SV jumps to the area it wants to search and then uses grav to search the locale. An object is picked up from distance. Very little information can be gauged at this time. The route may be changed to take a jump nearer to the object. This is normally between 15 and 20 hours before the Scavenger Team leave the wreck.

### 2. Approach

The Scavenger Team are put on standby and begin equipping. At this stage there is no idea whether the wreck will produce anything of any value or not.

### 3. Medium Range Scan

The SV will not lightjump right up close to the object, it is dangerous to do so: often space anomalies appear as objects on long range sensors. About 10 hours from mission start is when the ship leave light jump for the last time and a medium-range scan is made. From this scan, quite a lot of information can be gauged, such as type of wreck or colony and possible value. The Captain will decide whether to continue to the wreck or to move on based on the information presented and the expertise of the crew. A meeting is normally held post-scan for this reason.

### 4. Circuit of Wreck

A close range (5000 km) circuit of the wreck is normally performed for more information gathering.



This normally takes 2 hours. By the end of the circuit, the Scavenger Team must be completely read to begin. This final circuit will provide tactical and safety information for the Scavenger team. Life support and structural information is also gathered.

#### **5. Salvage Team Briefing**

1 hour before the operation the team are briefed by the Chief and the Scavenger Team leader. The particulars and jobs are set out for the team.

#### **6. Salvage Mission**

This is the actual Salvage mission. The mission can take between 1 hour and 10 days depending on the size of the wreck. The Scavenger Team work 30 hours and then rest for 10. This is normally done on the SV, but if they are far from extraction then rest is taken within the safety of the wreck.

#### **7. Salvage Team Post Briefing**

An inventory of all the equipment is done and the team analyse how they can work better in future.

#### **8. Depart**

Any objects removed from the wreck are cleaned, catalogued and stored ready for sale. The SV either returns to base for sale and repairs or continues the search for more wrecks.

### **Salvage Law**

What constitutes Salvage? Is there still an owner? Salvage law was originally instated by the Imperium in 6002 and used technology to solve the question of ownership. Salvage is defined as:

Any item which has been discarded by the owner or where the owner is deceased and no claim has been made on the item. Upon locating Salvage, Star Civilisation must be contacted to register salvage rights.

Star Civilisation (SCIV) handle all the claims over Gaia. Thus, of course, anything outside the Lightjump net (and the umbrella of Gaia) is not covered by Imperial Law. Many objects are found and registered each day on the Junk List including those that are registered by crews who must leave a craft due to systems failure. The abandoned craft will remain registered on the junk list for 50 years, after which it is available to anyone who wishes to salvage it. Of course, some SVs will return a wreck to a Star Dock - for a fee.

Although this is the law, it is often the case that they are bent and broken. Many of the SVs operate in areas where the Star Enforcer Fleet do not have a great presence. This often leads to...

### **Piracy**

This is the term given to any action of theft where a vessel is used for arrival and departure. Just about any crime involving SVs and wrecks are Piracy. Of course, there are different levels of piracy and some are more severe than others. One end of the scale, called Absolute Piracy is where one vessel will attack another such that the cargo and systems can be taken from it. Implicit Piracy is where the procedure of checking ownership on the wreck is avoided or procedures are ignored. Implicit Piracy is much more





## BOTCHERY CLIPPER

## FEATURES

Responsible: Aycahan Irdal, Agence Prime, Bâtiments, 10 avenue

Powerplant Porag A8K Generators

Gray Engines Power Solutions

Light Jump Engine: Power Acquire (2)

Armour: Titanium Plate.

Weapon Systems: None.

(01) sept 1987

Sensors: Atmospheric, Deep Space, Long Range

ALA: AIP 8

Tractor Beam: (4k max range)

### Language Contact (LAC)



## NOTES

An excellent example of a rundown Scav, the Botchery Clipper was originally commissioned as a gas mining tug, pulling huge canisters, up to 10km long through light jump. The Vessel was decommissioned from this role in 91992 when it suffered a major structural failure. The ship lay in a stable orbit around a nearby moon in Dorian. On the opening of Renmar in 92028, the ship was captured, repaired (to some degree) and took on the role of Salvage. Measuring 2km in length, 1km in height and 500m at its widest, this vehicle has no atmosphere capability and a large, slow Grav Engine. Although equipped for tugging huge masses in light jumps, the structural state of the Botchery Clipper does not permit such pulling. Weighing 280kt with a possible additional cargo of 10kt, the Botchery Clipper was created in a time of cheap, tough materials. For surface operations, the Botchery Clipper has two small Forrester Orbital shuttles. The Botchery Clipper is not armed but has excellent long range sensors and tractor beam hardware.

WEAPON	DF	DAMAGE

ORDENANCE

LONG 0

MED 1

SHORT 2

SHIELDS

LS 2

ST 1

SPEED

10

HITS

90K

200K

150K

180K



common among SVs as the former requires substantial weaponry that is often outside the remit of an SV.

## **Profit and Loss**

Everyone on an SV needs to pay their way. If a crew member from either Home or Scavenger Teams are not pulling their weight then the Captain will soon get rid of them. SVs do not make enough profit to accomodate wasters. Every SV has a daily running cost, including crew pay, typical repairs and food. When visiting an orbital (which costs aswell) the amount of salvage sold must cover the expenses for the next trip out. Therefore, a balance must be achieved between searching for and actually stripping a wreck. Also, the SV has a maximum tonnage it can carry. Every item has a price/tonne. Bigger items tend to have a high price/tonne as do valuables: such as a ship's AI core (which is the size of a gobstopper). All pieces must be evaluated and the SV only ever returns when it nears its tonnage capacity.

## **Scavenger Equipment**

Just about all SV have their equipment customised in some way. Every wreck that is encountered has a treasure trove of items that can either be sold or installed. This leads to a some inventive uses of spare parts and installation of non-essential parts, purely because they became availble. Although there is a large amount variation between the equipment and systems on different SVs, there are some items which appear just about everywhere. They are outlined here (equipment sheets can be found in the Equipment Index).

### **Orbihaul Shuttle**

Designed by Forrester, this Heavy Grav vehicle is used by all SVs for travel to and from wrecks, carrying back any stripped items and for travel to colonies. It is extremely robust, quick and easy to repair and designed to be spacious. The Orbihaul suffers from being extremely slow and handles very poorly. These are normally not considerations for Scavenger crews who require space and reliability.

### **Shakespear Tech Kit**

This tech kits has everything a Scavenger Technician requires in a handy body harness. Contents: A compact 400 poraq power supply, flux cable, power knuckles, a Gaia to Prospace Converter, screamer (for networking into flux transmission lines) and Diagnostic Software. Gaiajack and Isis not included (required).

### **Shakespear Mech Kit**

This Mech kit includes many different tools for extracting items from a wreck and comes in a handy body harness. Content: 2 handed Energy Cutter (BF 78 on touch), Allosealer (joins two bits of any metal together), Torque Gun (releases anything that rotates) and some Allotape (Gaffer Tape).

### **Environment Suit**

An unarmoured suit which survives extermely hazardous environments. From -200c to 500c temperature, zero gravity and 0 pressure to 10 bar. It also shields from radiation and the electromagnetic spectrum. All Grav Packs comes with a pro-space comms system (range 100Mm) and a Grav Pack (Sp: 10, Accel: 10).



# Scavenger Space

## Introduction

This section details the area in which the Botchery Clipper operates. It can either be used exactly as given or used as a template for other Scavenger operations. Scavenger ships operate in areas of the Galaxy where recolonisation has not begun since the Droids were removed. The upshot of this is that there are large amounts of floating wrecks, abandoned colonies and equipment whose owners are either dead or unable to claim their property (such as assuming it was destroyed). The prime areas for Scavengers are the Sector Remmar and the Lone Systems. Being within the lightjump net, Remmar is safe from Droids and the Lone Systems are also free from Droids (being too far from the galactic arm worth consideration). More information on Remmar can be found in the Society section.

## Corisk and Anadar

The Clusters of Corisk and Anadar are adjacent and in Remmar. Corisk was always a quality cluster with I-Class planets and abundant with mineral riches. It was renowned for its amazing architecture, most of which was destroyed during the early phases of the Droid war. As the rebuild began, the Mex buildings were the first to be altered such that the cluster regained its individuality. However, people did not flock back Corisk when Remmar was made safe. Being situated next to Remmar's "Voidspace", an area low in system density, Corisk has not returned to its former glory, as much as it tries. Its prime system, Coriska, is by far the most well served and is head and shoulders above what is essentially a below average cluster.

Anadar, also known as Darkspace, was once known as 'The Tef of the Void' as it was an extremely unruly cluster (Tef is an unruly cluster in Dorian - see Society). Even before the Droids came in 91001, Anadar was the home of pirates and those seeking great fortune. Unfortunately for traders, the quickest route across Voidspace was through Darkspace. That coupled with thousands of uncharted systems made it a haven for pirates and criminals. From the valuable sinite mines of Pri-Sot to the comfortable existence on Essofin, Darkspace remains the place for people who can't quite make it to the Tef cluster. The Star Enforcers have a minimal presence, acknowledging that the cluster has a problem.

## Scavenging in Remmar

In general, there is plenty to be Scavenged in both Corisk and Anadar, however much of the spoil in Corisk still has corporations or owners and thus is illegal to scavenge. However, the pirates of Anadar have left a lot empty hulks and systems untouched. Corisk has most of the wealthy systems and thus a better price can be gained there than in Anadar. Due to this, the Scavengers of Anadar and Corisk are perpetually back and forth between the two sectors, trying to get the best prices. The next section includes information on the main systems in the two clusters, some have been omitted for GM customisation. This is intended more as a reference than something that must be entirely read and understood.





## Corisk

### Assolipse

The poorest system in Corisk, Assolipse is a colony for artisans and for those studying inner well being. Meditation and simple agriculture is the main produce although barely enough to feed its own population. Although within Corisk, it bears more relation to the the systems within Anadar. One colony on the 3rd planet (I Class) with dispersed population. Small starport with little or no facilities.

Pop	Tech	Com	Orb	Res	Fac	Sanc
400M	20%	2%	0	Agric	Nil	No

### Coriska

The jewel in the crown of Corisk, Coriska is the planet that gives its name to the cluster. A wealthy and busy system with several large business (of which Trade is merely the most profitable). Coriska is the centre of hard business in the cluster and includes all the modern trappings you would find within any system in Sayshell. One I-class planet with 2 colonies (Jayfor and Amiro), 2 low atmosphere planets with mining and sub surface colonies and an excellently equipped star port. Also has gas mines and an Star Civilisation and Enforcer presence

Pop	Tech	Com	Orb	Res	Fac	Sanc
18Bn	70%	31%	4	Trade	Star Port	Yes

### Dellow

A system with a long and distinguished history, Dellow was first settled by Aran colonists before the Aran war began in 36779. Ever since, Dellow has a been an industrial system, producing ore and gas from a formidable 15 planets. Sporting only one orbital called Crosswise, the system has grown slowly only employing only the skilled workforce from other systems. Currently applying for Imperial status, Dellow has 8 small mining colonies, each owned and operated by a different corporation.

Pop	Tech	Com	Orb	Res	Fac	Sanc
132M	25%	10%	1	Gas	Nil	No

### Dess-Kay-Dar

Dess-Kay-Dar is a colony on the brink of collapse and so it has been for over 100 years. A small system of only 3 planets, the second holding the colony and a terraplex plant. The colonists of DKD are touch fighters and are determined to make the most of a planet whose atmosphere controllers are on the edge of breakdown and require every last profit to keep them functional.

Pop	Tech	Com	Orb	Res	Fac	Sanc
18M	5%	1%	0	Agric	Nil	No

### Ecko

Ecko is a system positioned on the edge of a huge nebula, the middle of which has many stars being born. Originally a a mining planet,

Pop	Tech	Com	Orb	Res	Fac	Sanc
55M	50%	8%	12	Tour	Star Dock	No





the output from this trade ended in 89111 when it became almost entirely based on tourism. The sky is lit all around the system with the gases of the nebula and the views are breathtaking. Ecko was quickly evacuated when the Droids came, so little of the old infrastructure (nearly all Orbitals) was destroyed. A small population spread entirely across a number of orbitals, Ecko has regained its tourism status quickly and continues to attract those who wish to just see the sights of the galaxy.

### **Nmenem**

A system plagued with problems, Nmenem has never been a wealthy or profitable place to live. Originally a colony of religious beliefs, Nmenem was raised to the ground by pirates in 25212 and again during the Aran War in 54660. The religious feel of the colony on the prime planet, Nmenem 4, slowly disappeared and by 71800 the ideals had finally disappeared. Not much activity happens on Nmenem anymore and rivals assolipse for position of poorest planet.

Pop	Tech	Com	Orb	Res	Fac	Sanc
250M	7%	1%	0	Mining	Nil	No

### **Noji**

Always eager to embrace the new, the Noji mindset is one of progress. The main colony, a Sub-Surface Mex city was the first Mex to be built in Corisk and now the huge spaces hold not only the large population but also an extensive automated manufacturing facility. Noji is a technical haven and includes many different trades and skills rarely found in Remmar.

Pop	Tech	Com	Orb	Res	Fac	Sanc
669M	70%	26%	3	Manuf	Nil	No

### **Oslatch**

Oslatch is a restricted system, little or nothing is known about what goes on there and people are advised to stay well away. The Star Enforcers are known to remain well clear. It has been rumoured that Star Sci have an installation there but those rumours are difficult to confirm. Any ship that enters rarely leaves.

Pop	Tech	Com	Orb	Res	Fac	Sanc
<i>Unknown</i>						

## **Anadar (Darkspace)**

### **Essofin**

The only shining light within Anadar is Essofin. As close to civilisation as Anadar gets, Essofin is controlled by a powerful self-proclaimed Lord E. Tacquent it is prosperous but under the tight grip of its Lord. The Metropol (local Police Force) use absolute force to go about their work and visitors are reminded about the extensive laws on a regular basis. The system does profit from this situation and has reportedly low levels of crime.

Pop	Tech	Com	Orb	Res	Fac	Sanc
1.4Bn	20%	75%	2	Mining	Nil	No



### Kale

Essentially a humanist system, Kale amounts to very little with only a small amount of agriculture and little or no trade produce. Hippy-like values and a communist view of possession makes this system unable to compete in the difficult trade market in Remmar as a whole.

Pop	Tech	Com	Orb	Res	Fac	Sanc
25M	1%	1%	0	Agric	Nil	No

### Pri-Sot (The Hidden System)

Little is known about Pri-Sot except that it is very difficult to locate. Situated in a volumetric gap within a large nebula, Pri-Sot keeps its anonymity. It is believed that it is a hideout for criminals and pirates, the nebula providing an excellent hiding place.

Pop	Tech	Com	Orb	Res	Fac	Sanc
182M	N/A	N/A	1	N/A	Nil	No

### Rhot

Another system controlled by Lord E. Tacquent, this system is very much the same police state but concentrates on rebuilding its previous status as a manufacturing colony. Rhot does not welcome visitors and any traders have their ships routinely searched deep within. No weapons are allowed on Rhot. The main colony is sub-surface, 5th planet. Tacquent is pushing a lot of monetary resources into Rhot 4, which he hopes will become terreplexed within the next 5 years.

Pop	Tech	Com	Orb	Res	Fac	Sanc
670M	10%	15%	2	Manuf	Nil	No

### Sollick

This system is a fast growing place. Built up by the Granger family (a trade family who decided to settle, selling craft for Mex). In 5 years, the population of the I-Class prime planet (3rd) has quadrupled with a joint Agricultural and Manufacturing policy. Although the system does not produce much extra produce (leading to trade), its self sufficiency allows it to build very quickly without the constraints of a Tacquent system. The main competitor to Essofin for becoming the first system sanctioned by the Imperium.

Pop	Tech	Com	Orb	Res	Fac	Sanc
1.2Bn	16%	60%	4	Agric	Nil	No

### Tao

Purely supported by a Pinnacle Trade Group contract, Tao has a number of small industries that give it a diverse culture. Although on an I-class planet, much of the surface is covered in water and the weather system of the planet is often erratic. This does not make good farming conditions. Tao has a small orbital and its main outputs are mining, luxury goods and technology (through a small manufacturing operation). The populace of Tao may seem a little vague, but are essentially a hardy people.

Pop	Tech	Com	Orb	Res	Fac	Sanc
10m	13%	10%	1	Mining	Nil	No



## Yunen

Yunen is a system that is run in the style of a corporation. The heads of the council were voted there by the other members of the council on merit alone. Everyone in the system has a company rank and this serves to give people positions of power and job status. Outsiders are not welcome outside of the star port area. Visitors should be escorted. Yunen has a very strong economy and thus makes it a good place to trade.

Pop	Tech	Com	Orb	Res	Fac	Sanc
900m	12%	76%	2	Maufac	Nil	No

## Other Groups Explained

There are other groups of people local to this area that need to be noted.

### The Pinnacle Trade Group

Where everyone wants to work. Good pay, working conditions, leave, uniforms and perks. Planet leave is always in places that are interesting and the hours tend to be short as the crew runs in many shifts. Often the Pinnacle trade group ships fit cabins and improve their facilities, making the vehicles very comfortable for passengers and crew alike. The pay on these ships is normally so high that any other job would require a massive pay cut and thus the crew-turnover is small. This in turn creates a family atmosphere.

### Lord E. Tacquent

At 54, this industrialist and trader is a growing influence in Anadar. Based on Essofin, the self-proclaimed Lord Tacquent is a harsh man who runs a tight police state where little crime exists. Tacequent has no aspirations for Imperial Peerage nor does he want to make his system Imperial. He is quite happy to keep them under his tight control. Any publications about Tacquent are carefully controlled, so little information on Gaia is available. It is undeniable that his systems are the most profitable in Anadar.

### The Granger Family

Settling on Sollick, the Granger family is huge ruling class family. Known as 'The House', locally, the Granger family control all aspects of Sollick - from trade to growth. The family is deard by those outside of Sollick, but this fear tends to be more due to ignorance than reputation. The people of Sollick thrive under the rule of the Grangers and do so in a contented and not repressed manner.

### The Undertow

Running under the Eddery Corporation banner, the Undertow is a well equipped salvage vessel that might be considered to be the only competitor in the area.

## Epilogue

You now have all the information required to play the Scavenger Setting. Unlike most settings, the Scavenger setting requires more guile and less guns. This leads to more roleplaying and clumsy fist fights. Don't worry if you feel that your character is underpowered compared to the previous Special Forces or Vigilante setting, you will gain new skills as the situations present themselves.



Also, as a Scav team, you might feel like you are being rail-roaded along a linear path for the first few sessions. This is normal in any setting and is set this way so that you can get to grips with the scenario long before having to make decisions for yourselves. In the Scav setting, death can come along a lot quicker than in other settings. The only armour you have is your Environment suit, the group begins with one gun between you and none of you are really combat ready. As long as you hold back on the gun-ho attitude of previous characters and be a bit more fearful then you'll survive well.

Don't be afraid of exploring the Botchery Clipper or asking the Doctor and Chief questions, they are likely to answer most questions. There are some things that are counted as the Captain's personal business, but then, if you're the sort of person to poke around, then why not ask? She can only say no.

If there is anything else you would like to see in this campaign setting, then please go to the Icar forum and request it. The team involved in writing these pieces normally respond quickly to requests.

Finally, good luck, you'll need it.







# Gamesmaster Section

If you're a player, reading further than this page will spoil many aspects of the game.  
We kindly request you do not.



# Deep Space Scavenger Gamesmaster Guide

## Introduction

So, you've read the main section and you're not prepared for the rest of the truth. How can a game with very few guns and little violence be fun or interesting? The Scav setting is particularly interesting for those players who have played Icar as either Vigilantes or Special Forces. Having one firearm in the team and a few skills will be a shock to the group, but they will soon get used to it.

The Scavenger team becomes fun when they are put in danger and have to help each other out to save themselves. It should be stressed to the team that teamwork, not personal gain, is what will save them. The Scav setting is a springboard setting - although the team start on the Botchery Clipper, collecting salvage on the behest of the unscrupulous Captain Stuo for little or no pay, this is just an introduction to the clusters of Anadar and Corisk. From the Botchery Clipper, they can gauge what side they want to be on and where they want to go with it.

## Prerequisites

Before running this scenario, it is suggested that you have done the following. Although you don't need to, the terminology will make more sense if you do. There's a lot of reading to do, but a little effort now will result in a great reward later.

- 1. Print this document.** I would recommend doing a couple of copies of the player section and give this out to the players to read. This section is not for the players, so keep it secret!
- 2. Read and understood The Elements.** It helps if you have a working knowledge of the rules.
- 3. Read through Society.** It is useful to know where this setting fits in with the whole background.
- 4. Read the Strings.** The GM manual has all sorts of techniques for running a timeline-based campaign. This manual will refer to these techniques.
- 5. Print an Arms 5 weapon sheet.** For the Security character class.
- 6. Print the Shakespear Equipment Sheet 1.** For all the team to gawp at.
- 7. Print a Gaia Jack card.** For the Human Resources character and for the Rayengine Technician.
- 8. Print Orbihaul Sheet.** This will be their planetary transport.
- 9. Print Character Sheets.** There are 3 seaparate pages required for each character: The front page (with the deviant wheel on it), the second page (with skills and equipment) and a Human / Armour sheet. You'll need as many sets as you have players.

## What's Here

This section is split into *Setting Revisted*, a more detailed look into the two clusters of Corisk and Anadar (stuff you don't tell the players) this includes some *Connection Diagrams*. Next comes the main *Plotlines* with some *Events* described and a few *Example Timelines*. *Minor Plotlines* that slot quite nicely into the campaign setting are next with *Future Developments* to give ideas on where the campaign



might go. The main thrust of the setting is in the main Plotlines, so I would recommend running these, everything else being optional.

## Organisation Recommendations

Before beginning the delicate first session, it is recommended that the players have read the player section of this document. It also helps if the players have all chosen a character concept (personality) and skeleton (job). It may be difficult work out the job just yet as players might want to discuss who does what. Chances are, if left to their own devices, the crew will be made up of Security personnel because they are the skeletons that have the guns. For the first session, I recommend that this is the order of events:

**Tip:** For first time Icar GMs or players, it can be handy to force the players to choose a given character concept.

### 1. Character Creation

Get the characters out the way as soon as possible. The players should choose a Concept (examples given in the players section of this book). The players can then fill in the deviant wheel. Leave the height and weight to last, if in doubt, use the human averages (Height: 6'6", weight 14st). Place of birth can be found here:

D8	Place
1	Assolipse
2	Coriska
3	Dellow
4	Dess-Kay-Dar
5	Ecko
6	Nmenem
7	Noji
8	Osclatch

### 2. Money and Kit

Apart from a change of clothing and some personal effects, they have no kit to start with. That which is listed on the sheets are given to them once they have been hired by *The Chief* (Iss Horn Barnarder). The amount of money they have is:

$$\text{Starting Cash} = (D10 + D10) * 10$$

(roll a D10 twice, add these two together and multiply the result by ten. The maximum is 200.)

### 3. Description of Area

Give an overview of the area (an example is given below, read this out if you like), this sets the scene. Corisk should sound like a clean, hard working place that is trying really hard to get as many of its systems to be sanctioned by the Imperium. Anadar should sound like a warzone, grubby, dirty and without trust. The team start on Ominor Orbital around *Coriska 3*, in the Corisk cluster (the greatest



system within these two clusters), they will all have gone there from their homeworld looking for work. Both clusters have systems that were abandoned during the Droid war. These are not marked as many of them are not deemed safe or there is a lack of facilities at these locations. The example description that follows gives an idea about what could be said about the clusters. It is set in the bias of someone with

**Corisk and Anadar - Descriptive Example:**

The Ominor Orbital (simply known as Omi locally) is an excellent example of why Coriska is such a lovely system. Everywhere the walls are engraved with scenes from the Droid war. Obviously, not by human hand but the work of a well trained automaton, the detail is simply breathtaking. The etchings are on typically shiney walls - just polished for the clean feel, but not so much that the rest of world's reflection turns the walls and floors into a maze of mirrors. You'd love to work here, but the only jobs left are menial ones and space is so much more exciting - it would be a cool place to retire. Most of Coriska is like this, aesthetic details make it a nice place to live and help it return it to architectural greatness in the face of Mex building blandness and conformity. This kind of civilised attitude is not only pleasant to look at but also gives a feeling of safety about the place. Civilised and cultured people don't commit vulgar crimes.

Anadar is another matter entirely. The systems there are not populated with the well-meaning types. Industry and commerce are far more cut-and-thrust and the laws of the Imperium are not held to closely - if at all. There is no overwhelming desire for Darkspace to become part of the Imperium, like Corisk does. They are probably not educated enough to see the benefits of becoming sanctioned or if they are, are so permeated with selfish greed that they don't see the need to. Anadar is full of pirates and faceless systems. Two great 'houses' (if you can call them that, they are really just syndicates with a corporate front) of Tacquent and Granger seem to be despotic in their rule - not allowing the people of their systems to have any say in the way in things are run, like it is in Corisk and everywhere else in Imperial space. Still, maybe I'll get lucky and not have to work there.

little experience of Anadar, that has lived in Corisk all their lives.

#### 4. Interview

All the characters have a reason for applying for a job on the Scav vessel. This is included in the Character concept section. What they *don't* know is what happened to the last team (explained later). Also, they will all be immediately employed, because there are no other applicants. The ship does not have a very good reputation, but the characters (or players) won't know this.

The Captain (Madeline Stuo) and The Chief (Iss Horn Barnarder) will meet them in the shadiest bar on Ominor Orbital, full of shady looking characters. A fist-fight will break out during the interview, raised voices and drinks spilt. The team might want to get involved. The Chief does all the talking, have him ask standard questions about next of kin and odd ones such as "Do you have any religious practises which may lead to decompression?" which may point out problems they've had in the past. A list of possible questions is given at the end of this section.

**Tip:** The players might not have a clue what the answers to some of the questions are. That's ok, just warn them that it's ok to say "I don't know". They should be made to feel that all previous game experience may be of little use.

All the characters should be plied with a lot of kaisa (beer) during the briefing and after that, taken straight to the ship. It's a bit like press-ganging. The more drunken they are, the better (Meat statistic





checks after a couple of beers). The sober ones will be shocked at the state of the Botchery Clipper, the drunken ones will not.

The crew joining fee is 300. None of them will have 300, so take all they have and then say that the remainder will be taken out of their first pay packet.

### **5. Medical Inspection**

Each crew member should be given a bout of medical, which ends with them being injected with a serum that slows the effects of decompression and purges toxins from the body. A lot of vomiting and staggering about before they pass out. Dr. Sorex has a terrible bedside manner. Have them do their medicals one after the other - so they can see the effects on the previous one. If there are any Colgrinians (a psychotheatric) amongst the party, they will not feel any of the effects.

### **5. Transit**

When they wake up from their unconsciousness, they will be en-route. There is no holeroom on the Botchery clipper, so entertainment will need to be found other ways. Iss Horn Barnarder will start training them in flying the Orbihaul, so that they won't have to use it on the rather poor autopilot.

### **6. First Mission - The Seratow**

The first mission is a typical Scavenger mission and is included later.

## **Setting Revisited**

There is a lot more to the clusters of Anadar and Corisk than first meets the eye. This section aims to give you, the GM, a detailed look into the workings of the two clusters. All this information can be released, but over time and effort and perhaps by rumour. It is written here without bias, the way it is. However, every NPC will have a bias. Do not be afraid to put a spin on the information each time you tell it. The players will soon realise that the oracle of information that is the GM might not be all it is cracked up to be.

## **The Botchery Clipper**

The Botchery Clipper is not all it seems to be. This is split into sections of interest, beginning with the current crew.

### **Captain Stuo**

The Captain is the most unscrupulous woman in known space. She will stop at nothing to get to salvage first and will sacrifice anything to make a profit. She says very little because she believes that the fewer words you use, the more impressive it is. She is often cold and heartless. Perhaps, deep down, she does have a fondness for her crew but she buries it deep down.

### **Iss Horn Barnarder**

In contrast to the Captain, Iss Horn is a genuinely nice person. He does not counter the captain because he is scared of her and because of his age, he would not be able to get a job on another ship. He yearns to get back onto the Scav Team side of things (going to wrecks) and will try anything to do so. He's also terrified of retirement and if anyone mentions it, he will get angry.



### **Dr. Sorex**

Dr. Sorex is an extremely old Automaton. The AI is over 500 years old and has been slowly acquiring knowledge. He can perform just about any function on the ship, but would do so with much complaining and little flair. He will make snide comments about the captain and about humans (he will call them biologicals) in general. His appalling bedside manner (and lack of respect for his patients) makes him generally unemployable - except by Stuo. He uses *Biology* as a curse and a cuss. Any words to do with human anatomy, such as *flesh*, *bone*, *blood* and *meat* can be said with spite.

### **The Botchery Clipper Struture**

The Clipper is made from the parts of other ships. Around the inside of the cargo bay and within access tubes the new team will now and again catch the sight of different paint jobs, even the names of the craft that it was taken from.

The forward bay is sealed up. It will look like a bulkhead and the crew may never notice it. Behind the wall is a Droid Mk3, painted yellow, without ammunition and chained to the floor. It will power up only if the bay is opened - from inside or out. Also, the ship has lots of areas where the technology looks a bit droid-like. This is because it *is* droid technology. Of course, the use of Droid technology is illegal and if any Imperium unit was to check it, the ship would be impounded.

Any Zero G technician character types (who should be familiar with space craft) should be given an uneasy feeling about the ship. They will not put their finger on it, as much as they try to search, scan and so on. This is a result of the hints of droid style technology.

### **Dodgy Dealings**

By law, any Droid equipment found while scavenging must not be touched but reported over Gaia. This is testimony to dangerous nature. However, Captain Stuo sees the cost of this sort of cargo and will trade it as if it was normal scavenged equipment. By doing so, she puts everyone's lives in danger. There is some Droid cargo in special crates at the back of the main hold. Many of the missions have some sort of Droid element - this is no accident and the team might start to realise the importance of the Droid items to the Captain.

### **Pay**

Is minimal. Regardless of what they scavenge, they will only really get 200 per job. The ship costs will always rise to leave 200 for each member.

### **The Last Team**

The last team were less than profitable, making mistakes and poor judgements about what to take. The team leader, Tom Wright was having an affair with the Captain. He was starting to realise that the Captain was sending them on missions to pick up Droid equipment and he confronted her. While on dock one day, he took a new girlfriend. The next time they were out in deep space, on a wreck in a decaying orbit, the Captain ordered the Botchery Clipper to leave, leaving the team to die. The ship burnt up in orbit, only Tom surviving (by jury-rigging a lifepod). Her motivations were simply profit and heartache. The Chief and doctor enquired why they left and the Captain merely said they had died on board. Tom Wright will pop up later in the timeline.



## **Lord E. Tacquent**

Tacquent is a 54 year old psychotic. Acute megalomania grips his everyday world and he has decided that he will overthrow the Imperium. He has little patience (he killed his first wife for taking too long getting dressed one morning) and is a shrewd business man. He plans to take over the Remmar Sector by using a secret army of Drorgs (a Borg with some Droid system installed) and a fleet of ships (his Navy. see below) that is almost finished. His 12 children suffer from a similar psychosis and are much more in the public eye. They appear to be doing most of the work for the Tacquent House, but really they are puppets, carrying out orders from their father.

Tacquent is a technophile. He will try to get hold of any piece of technology, no matter how dangerous. His secret police will often be the ones dealing with Stuo's acquired droid technology. He sees technology as a method of getting hold of his major goal - Remmar domination.

## **Tacquent vs Granger**

Tacquent hates the Granger family with a passion. Although trade between his home of Essofin and the home of the Grangers, Sollick, would help both systems out, he will not permit it. He is currently waging a secret war against the Granger family, using black operation style attacks and economic oppression. It's not working at the moment, but he is likely to prevail if the player team do not get involved. The Granger's do control a powerful trade fleet, called the Pinnacle Trade Group and Tacquent would dearly like to see this destroyed.

## **Metropol**

The Essofin and Rhot police force is actually the front for his secret army. They are trained in Police work, but mainly operate through fear by being heavily armed and acting with a heavy handed approach. There is crime of Essofin and Rhot, but it is organised and protected by the Metropol. The Metropol numbers over 250,000 soliders, all of which have Borg and Droid technology installed into them. For any police force, the players will soon realise that they are heavily overpowered (an example of a Metropol policeman is included at the end of this section).

Analysts have noticed and reported many times on the fact that the Metropol appears to be a huge force and that the Imperium should sit up and take note. Tacquent's spin doctors generic report is that if any expansion to abandoned colonies was attempted then a mobile security force large enough to cope with an influx of people is required. This is a reasonable reason, given that the sceptics do not see the full size of the Metropol.

## **The Metropol Savants**

A section of the Metropol which is somewhere between the secret police and the intelligence gathering corps and number approximately 200 in total. They use Gaia to find information and have a small number of active agents (under 50) that move around any system within Anadar. The Savants are not widely known by the populace and this adds mystery to their operations. Their relationship with the Metropol regular is patchy at best as they use the Metropol for arrests and assassinations without giving reasons or applying law. They are all fiercely loyal and if caputred by another system's council while on an operation are unlikely to give away any information (Hard for Interrogate rolls).



### **Tacquent's Navy**

Created in orbit around Rhot 5, the Navy consists of approximately 100 vessels, each using a minimum crew structure. This means that each ship can operate on 5 or 6 crew members. Tacquent has not invested in any fighter technology as he believes that it is too expensive to operate and crew. This is a poor move and will eventually lead to greater costs both in monetary and human terms. The ships are designed with standard light jump technology and low power pulse lasers. They are intended as a taxi service for the ground troops of the Metropol, should they ever be required. The fleet is currently spread across Anadar, in little pockets around abandoned systems. This sparsity helps in keeping the fleet hidden. The players may meet some of these craft while in deep space, perhaps for Stuo to trade Droid parts.

### **The Granger Family**

The Granger family are an extended group of people - including aunts, uncles, cousins and such. The original grandparents are long since dead, but a sprawling mass of people have been left in their wake. The Grangers are all essentially humanists, they dislike automatons and distrust technology unless it directly aids the human race (like automated harvesters). Like most humanists, they believe that the human race belongs on planets that have I-class (terran) atmospheres. They hold great store by these sorts of planets and believe they should be looked after.

House Granger is argued as being more powerful than House Tacquent. On paper, this is certainly the case, the Pinnacle Trade Group have much more influence in this cluster (and others) and such, they can command much of the trade economies of the Anadar systems. However, they do not thirst for any sort of domination and this will likely lead to their downfall.

### **Pinnacle Trade Group**

Not widely known to be owned by the Granger family, the Pinnacle Trade Group (PTG) has a lot of power within the clusters of Anadar and Corisk. Any system is reliant on the trade vessels that move the product from the planet surface to other systems. This is how most systems make their money. The advantage of a Trade Group is that if a space craft breaks down or has crew problems, then another craft will pick up the job of moving product from the planet surface. Also, a regular trade route can create massive discounts in the ferrying of goods. This is how systems like Kale and Yunen continue to exist. They do not produce a massive amount of goods or anything that is particularly special but they have regular routes set up with the PTG and thus the cost of transportation is greatly reduced. The more ships that are in the group, the more efficient it is - as bulk costs can be spread across all ships. The number of vessels in the trade group is a closely guarded secret as the number exceeds 2000! An operation of this size would be more closely inspected by the Imperium, due to the incredible economic power a single company can have over many billions of people, but is yet undiscovered. PTG operates craft of many different sizes, from small and fast Cruisers with couriers on board through to massive Freighters over 1000m in length.

The ability to pick and choose what systems they visit give the PTG incredible power. By denying a small system (with around 90k inhabitants) a regular trade route means that they will find it difficult to compete with those systems that are about the same size and productivity. This limits growth as people are more likely to set up crafts on those places that have a solid method of transporting goods. The PTG





also have a Star Dock of their own in Noji, but it is held under the corporate name of Hequar Star Docks. This allows very cheap repairs and upgrades.

It's no secret that the crews within the PTG are very well looked after and the pay is high. Unlike many vessels trading in Corisk and Anadar, the PTG crews are all paid a monthly salary, rather than based on percentage of profits. Also, the PTG does trips to outside the two clusters, so the wealth of other systems can be shared. This extended Remmar experience is very important when trying to get the best price for some goods. House Granger often use their extensive economic knowledge to aid these decisions and it's common that a employee of House Granger can be found on smaller vessels as a guide or aid.

The players should see the PTG as these very intelligent and smartly turned out people. The PTG crews will pretty much ignore the player team as Scavenger crews are not regarded with any social standing at all. If pressed, the PTG crews are likely to be snobbish and aloof, only starting fights on occasion. They have the best equipment, the best skills, the best uniforms and best lifestyle, they do not need to speak to likes of the player team!

### **Edward James Granger**

Also known as 'Junior', Edward is the most intelligent of the family and has taken the leadership. Although not as old as some of his brothers and cousins, he has proven many times that his keen business sense and eye for detail is essential for the survival of House Granger. He is a kind and quick-witted man, who does not shy from the public eye (even enjoys it), but whose work often leads him away from news on Gaia. His primary job is the administration of the Pinnacle trade group.

### **Franesk**

A system so small it is not even listed on the Anadar Star Map, Franesk has been quietly funded by the Granger Family for over a year. The population level has not reached a point where it is listed in any of the system guides held at the Star Civilisation offices on Coriska (in Corisk, but also administers the clusters around Corisk). Inclusion into these guides is normally achieved by request and application or by a Star Civ agent visiting the system. Franesk will suddenly become noticed and should 'appear' on the star map (draw it on). The system is a thriving place and will have a massive population that will be rapidly be increasing. When you are ready to bring it into the fore, here is a description:

Pop	Tech	Com	Orb	Res	Fac	Sanc
60M	12%	20%	0	Agric	Nil	No

Although a new system, Franesk is heavily populated and has a very strong economy. Under the rule of House Granger, this agricultural colony also has an artistic side and is producing excellently designed buildings, vehicles and Gaia objects. Franesk has also established several Pinnacle Trade Group trade routes, allowing it to undercut most of the systems in Anadar for food produce.

### **Anadar's Systems**

This section includes some additional information on the systems within Anadar. Some of this information can be used as rumour or can be used as description for when the player team visit the system. Not all of the details provided need be used all at once, they can be fed in pieces to the players. It is wise not



to change too much on these systems. If you feel creative, then it's best to create a new system, rather than alter an existing one. This will help consistency in the timelines. Also, if you do make a change, it's best to alter the information here (using a footnote in pencil) so that you can remember what the change you made was. The information in *italics* is what is given earlier and allows you to easily see what the players have already been told.

### Essofin

*The only shining light within Anadar is Essofin. As close to civilisation as Anadar gets, Essofin is controlled by a powerful self-proclaimed Lord E. Tacquent it is prosperous but under the tight grip of its Lord. The Metropol (local Police Force) use absolute force to go about their work and visitors are reminded about the extensive laws on a regular basis. The system does profit from this situation and has reportedly low levels of crime.*

Pop	Tech	Com	Orb	Res	Fac	Sanc
1.4Bn	20%	75%	2	Mining	Nil	No

Essofin is a system with 10 planets, of which two have I-class atmospheres (terran). It also has a high number of orbitals which provide the large raw material output through mining. Although this holds the largest share of the system's profits (32%), it also has a massive manufacturing capability (holding 29% of the profits). Essofin is a very busy system, it's principle planet, Sword (Essofin 6) being the most active and the home of Tacquent. A huge number of craft enter and leave the system each hour (9 to 10 thousand per hour) and thus it is very easy to come and go without being noticed. Essofin is economically, the strongest colony in Anadar as is quite self-sufficient.

The architecture of the planets and orbitals can be described as being dark. As the Mex buildings are made from local materials, the builds are often either gold or onyx in colour. This gives the system an evil and oppressive feeling. Tacquent investing in the style of the Mex buildings and thus there will be many more arches, alcoves, walkways, stained glass windows and monuments than anywhere else in Anadar.

In Gaia, the depiction of Essofin is precise and there are a huge number of council owned automated Gaia entities that scan people's identification and ship information at random. This builds up a huge information store of information regarding people coming and going. If anyone is banned from coming into the system and their ship or Isis is spotted, they will be immediately reported to the Metropol or the Metropol Savants. Of course, these automated systems can be fooled and hidden from (pass in Hacking roll), but they must be anticipated and the roll should be made upon arrival in Essofin.

Essofin also has a number of hulks in orbit around the star. These vehicles are mostly unpowered (beyond minor course corrections) and consist of a number of very large freighters that are permanently welded together. In these colonies are the dregs of the system and this is where much of the crime goes on. They are considered private vessels and thus the Metropol may not enter them unless on unofficial business or chasing down a criminal from another place within the system. This makes them an extremely attractive option for player characters if they get in trouble with Tacquent. The most famous (and largest) of these hulks is the *Essofin Flyer* which is run by a figurehead council and actually run by a Mafia-style crime family. Tacquent would very much like to be shot of this family but they are a 'known evil' and thus can be watched, at the very least. If contact is made with them, they may appear to be in league with



Tacquent, but this is just for appearances and if the players get ‘in’ with the Essofin Flyer Mafia, then they will soon learn that this is far from the case!

### **Kale**

*Essentially a humanist system, Kale amounts to very little with only a small amount of agriculture and little or no trade produce. Hippy-like values and a communist view of possession makes this system unable to compete in the difficult trade market in Remmar as a whole.*

Pop	Tech	Com	Orb	Res	Fac	Sanc
25M	1%	1%	0	Agric	Nil	No

Kale is a system with only one inhabited, I-class planet, *Liberty* (Kale 3). Liberty is populated with 90% humanists that are trying the best to get ‘back to basics’. To then, this means farming with as little mechanical aid as possible. For some, this means an automated harvester, for others, they like to eek out their existence with ploughs made from sustainable forests. It’s a simple life but the population is happy for it. The other 10% are those people that realise that for this dream planet to work, some people will have to interact and work with the rest of the cluster and they live in the only, small Mex city: Rhea. This includes the council, star port support staff and Hauler crews. These people like Kale for the quietness and relaxed attitude to trade. People are honest and well meaning. Although the architecture is simple (very typical Mex construction, with very little embellishment), it is functional and that is the system to a tee.

The one strong factor of Kale is that it has a contract with the Pinnacle Trade Group. This allows the cheap transportation of the food off planet. The reason for this is that House Granger are keen to take control of Kale and they see this as the best way of doing so. Pinnacle are not the only trade group running to the planet, but they hold the largest share. It could be argued that without this, Kale would not be listed as an established system.

The House of Tacquent would also like to get their hands on the system of Kale. This is definitely a desire of Tacquent as he sees the resources that Kale has to offer as a good reason to take over. Also, he finds the under utilisation of the food output under the small croft on Liberty system as ridiculous. His plans for domination include Kale and he has begun by offering the council security and resource aid in return for their allegiance. Of course, no-one attacks Kale (there’s nothing to steal!) and the Pinnacle contract allows the the system a fair amount of economic security so they refuse and keep their ideals.

### **Pri-Sot (The Hidden System)**

*Little is known about Pri-Sot except that it is very difficult to locate. Situated in a volumetric gap within a large nebula, Pri-Sot keeps is anonimity. It is believed that it is a hideout for criminals and pirates, the nebula providing an excellent hiding place.*

Pop	Tech	Com	Orb	Res	Fac	Sanc
182M	N/A	N/A	1	N/A	Nil	No

Pri-sot is a system whose legend is far more impressive that it’s actuality. A single, scorched planet (Imbroglia) orbits a red dwarf star. Imbroglia has a corrosive atmosphere and most of the population of





this system is either under the surface of the planet, in the massive mining colony of Brog or in one of Pri-Sot's 6 orbitals! Primarily, Pri-sot is the home of political outcasts from the two great houses and those who are hiding from the long arm of the Imperium, without the dangers of the lone systems to contend with. This includes a large number of space-faring folk (pirates) and it does cater for them with excellent technological and 0g star docks.

Pri-sot is completely self-sufficient because any regular trade route would make it too easy to locate. Food is produced in massive underground hydroponic landscapes and it can feed more than the population requires. The council of Pri-sot is surprisingly well run, the sometimes overly violent police force enforcing a cut-down version of Imperial law. Pri-sot does have the death penalty.

On Gaia, Pri-sot is a tour de-force. Normally, space craft use Gaia to locate a system when planning a light jump across space. However, Pri-sot uses a huge number of entities to confuse the Gaia presence. This can not be hacked and plays upon the very nature of Gaia. You can not access Pri-sot Gaia information from outside the system but you can access elsewhere from Pri-sot. When someone talks to a person in another system from Pri-sot, the location is given as 'Unknown - Dead Space?'. This is highly desirable for the sorts of people who are there. The largest issue with this system is that most security system will not allow someone of this location near their establishments, thus hackers often operate from their own space craft - giving them a location.

The only ways to find Pri-sot is either an extensive search of the nebula (takes 10 days) or by being given relative time and space coordinates. This means that it is a location at a certain time. Due to the space-time properties of the nebula, a pure location is not enough to locate the system. Thus, if the player team are told where Pri-sot is, this information will only be good for an hour, if they go too early or too late, they will not find the system. There is no method of working out where the system is, given a number of previous locations and times. The system itself does not move, just the space and time around it.

## Rhot

*Another system controlled by Lord E. Tacquent, this system is very much the same police state but concentrates on rebuilding its previous status as a manufacturing colony. Rhot does not welcome visitors and any traders have their ships routinely searched deep within. No weapons are allowed on Rhot. The main colony is sub-surface, 5th planet. Tacquent is pushing a lot of monetary resources into Rhot 4, which he hopes will become terrexplexed within the next 5 years.*

Pop	Tech	Com	Orb	Res	Fac	Sanc
670M	10%	15%	2	Manuf	Nil	No

Rhot is a system that has been artificially fused with population and technology. Little or no colonial activity was going on there before Tacquent moved his people in. Massive underground automated manufacturing hangars produce anything that is required from them and the population is mostly a technical one.

Players will find Rhot most uncomfortable, their vehicle will be searched by the Metropol twice - upon entry to the system and when they dock on anywhere. Also, they will get the feeling that they are being followed. This is because they will be.





Rhot 5, called *Hephaestos* is very close to being Terreplexed, within 2 months (and certainly within game time, without Player intervention). At which point, Hephaestos will become a powerful agricultural planet. Tacquent uses Rhot to train and equip the Metropol. This is also where most of the Metropol are, so a strong police presence will definitely be felt by the players, if they visit.

### **Sollick**

*This system is a fast growing place. Built up by the Granger family (a trade family who decided to settle, selling craft for Mex). In 5 years, the population of the I-Class prime planet (3rd) has quadrupled with a joint Agricultural and Manufacturing policy. Although the system does not produce much extra produce (leading to trade), its self sufficiency allows it to build very quickly without the constraints of a Tacquent system. The main competitor to Essofin for becoming the first system sanctioned by the Imperium.*

Pop	Tech	Com	Orb	Res	Fac	Sanc
1.2Bn	16%	60%	4	Agric	Nil	No

Sollick is, in fact, very close to becoming the most popular system in Anadar. This is because of the level of funding ploughed back into the system. The percentage of funding put back into the system impresses even the most sceptical of colonists and this has tempted many people to Sollick.

Sollick is also aided greatly by the Pinnacle Trade Group, also controlled by the Grangers. This gives them great advantage and allows the produce of the planet to travel far from the system, even as far as Sayshell. This economic power is likely to eclipse Essofin very soon.

Intrigue in Sollick lies in the House structure. You are either employed by the House of Granger or by a number of smaller houses, all offshoots of the main family. The competition to get into the main house is great, but it is difficult to make yourself known without the aid of the house. There are many places on planet that are House of Granger only - bars, clubs and organisations. This is elitest and drives people to do horrible things to each other. This system is not really known about by outsiders and thus, you really need to be a local to understand it. The players are likely to hear of the things going on in Sollick as 'social climbing', of which there is a lot. This does keep people awake and complacency is rarely found but it also creates a certain level of employer. The system is not quite 'dead man's boots', but it is not far off.

Gaia is a main business of Sollick and the players will find a lot of information there (even though they might not understand the comments regarding social climbing).

### **Tao**

*Purely supported by a Pinnacle Trade Group contract, Tao has a number of small industries that give it a diverse culture. Although on an I' class planet, much of the surface is covered in water and the weather system of the planet is often erratic. This does not make good farming conditions. Tao has a small orbital and it's main outputs are mining, luxury goods and technology (through a small manufacturing operation. The populace of Tao may seem*

Pop	Tech	Com	Orb	Res	Fac	Sanc
10m	13%	10%	1	Mining	Nil	No



*a little vague, but are essentially a hardy people.*

Tao is the most uncomplicated system in Darkspace. It has a small number of people doing some very specialist tasks and that is pretty much it. Neither Houses of Granger or Tacquent want to take over the system, as it is unknown how it makes any money at all, with such little commerce. Tao is often blamed for the disappearance of people as it has many thousands of miles of mine tunnels, beyond this, there is nothing particularly odd about Tao.

### **Yunen**

*Yunen is a system that is run in the style of a corporation. The heads of the council were voted there by the other members of the council on merit alone. Everyone in the system has a company rank and this serves to give people positions of power and job status. Outsiders are not welcome outside of the star port area. Visitors should be escorted. Yunen has a very strong economy and thus makes it a good place to trade.*

Pop	Tech	Com	Orb	Res	Fac	Sanc
900m	12%	76%	2	Maufac	Nil	No

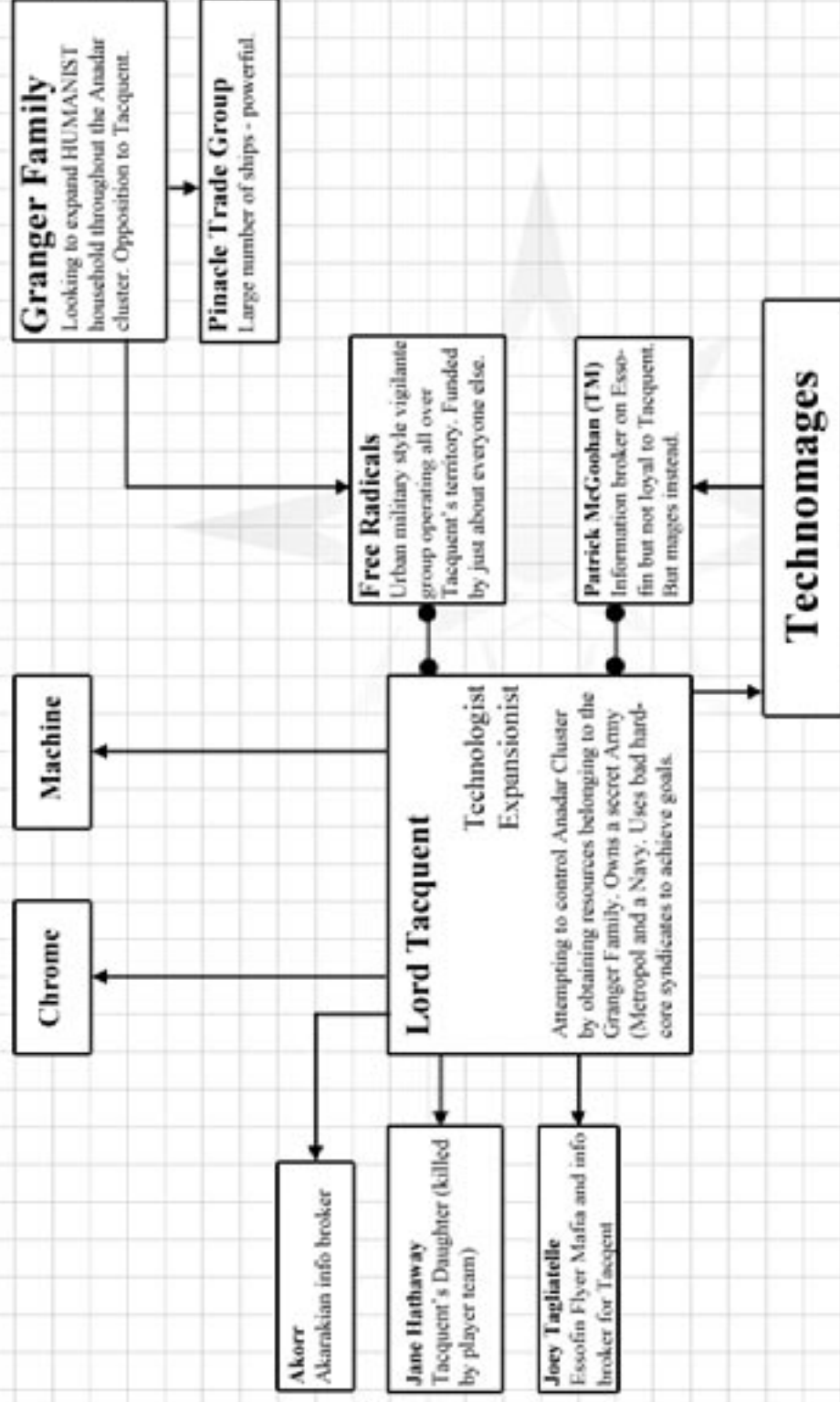
The cut and thrust of the corporate Yunen is not everyone's idea of a utopia and thus the population are somewhat difficult to get on with. The level of competition is huge and this leads to a very stressful lifestyle. The people of Yunen will always want to know what they will get in return for their services. It is very rare indeed that something is done for nothing. Where payment can not be found, a complex (and ever evolving) favour system is in operation. Different favours are rated on a complex system (given planet wide) and they take the form of a Gaia object. This object can then be bought or sold.

*For example*, you could help a 'friend' repair his Grav car, in return you are given a favour Gaia object worth 400 credits. If you are short on money, you can then sell it to someone for 400! Of course, you could sell it to the local gang-land boss and screw your 'friend' over. Although complex in appearance, this favour system appears to operate very efficiently. There is even a stock market for the buying and selling various favours. Favours may not be sold to people who are from outside the planet.

Everyone on Yunen has a corporate rank, a number from 1 to 100, where 1 is the highest. People from outside are often referred to 'Post-Cents', essentially people with a social rank of over 100. Different ranks allow access to different areas of the city. The rank is normally displayed on a Yunen-standard Gaiajack located on the left lapel. As a rule of thumb, you can order someone around if they are 10 ranks below you. If you are rank 40, then you can give orders to people of rank 50 or more. If they do not comply, then you can report them to their superior. The upper eshelon (ranks 20 and lower) are considered the planetary elite and are treated with great respect.

### **Connection Diagrams**

On the next pages is the Connection Diagram. It gives an overview of who hates who and who knows about who. This is provided as a guide to keep track of the complexities of the galaxy. This is not a definitive answer to all knowledge, but should be used as a guide when deciding on what links to exploit.





## Plotlines

A plotline is a list of events that lead to a certain goal. These events do not have times attached to them and are not definitely going to happen. They are designed to give a rough idea of how history will play out if the players did not effect the Galaxy. The events from the plotlines can then be assembled into Timelines, which are what you use for the game itself. Each of the items given below are not entire events themselves but are to be used to generate a number of events. For example, T3 could be made up of a number of attacks on the freights of the PTG. It could also be remember that as a GM constructing timelines, you should put the players into the way of these events if possible. It is likely that they may want to stop Tacquent taking over Anadar, so put them in the way of Tacquent's plans!

**Tip:** You don't have to play Icar with the plotline system. Instead, use these as ideas and the included scenario and create your own campaigns. This section caters more specifically to those who want to run Icar with the model given in the Strings.

There are three main plotlines for this setting, Tacquent, Granger and Botchery. Later, some minor plotlines are given. These are not essential, but can spice up the game. Each event is numbered for ease of recording onto the timelines. This shorthand makes timelines much more readable.

## Tacquent Plotline

In this timeline, Lord Tacquent sees himself as the future Imperial Lord of Anadar and Corisk. He is going to try and achieve this by taking over as many systems in Anadar as possible. This will either be done economically, or (more likely) by force. Only the first steps are included here, after the invasion of Tao, Tacquent will have probably won.

### T1. Rhot 3 is Terreplexed

The 3rd planet of Rhot begins the transformation of its atmosphere. This will take 1 month. At the end of this, Rhot will begin agriculture and continue the present mining activity. Rhot is also currently used as a training base for the Metropol, but this will not be necessary for much longer as the Metropol will be at full strength.

### T2. Metropol on Manouvres

A very large part of the Metropol go on Manouvres on a small, uninhabited world in the middle of nowhere. This lasts for 10 days as they play electronic-style combat training games against themselves. The player team might stumble upon some aspect of this.

### T3. Attacks on the Pinnacle Trade Group

The Tacquent fleets starts attacking ships of the PTG while they are on route. Most of the big trade routes between Sollick and systems in Corisk are hit. Also attacked are those heading to Tao and Yunen. The players will see news reports of ships torn to pieces by pirates.

### T4. Terrorism on Kale.

The hauler routes are attacked by an incredibly well organised force as well as some of the farms and harvesters. This runs very much like a protection racket, if a farm agrees to side with Tacquent if there





is a vote taken, then they and the haulers that service them are left alone. Not many people go for this, as the planet is fiercely anti-Tacquent.

#### **T5. Sollick 4 is Blown Up**

Using a technology where a sun is created from an ordinary looking box, Sollick 4 is blown up and the rest of the system is put into turmoil. The Granger family are tipped off a matter of hours before and evacuate with some of the council members. This information is not leaked until much later. The Grangers will be living on a massive spacecraft (a hulk) until they can get safely to Franesk.

#### **T6. Kale Accepts Tacquent Rule**

After a month of heavy terrorist attacks, Kale finally falls to Tacquent rule by requesting aid. Only 5% of the planet populace agree with this move and an uprising begins against the new government. The uprising is soon quelled with the onset of many Metropol police.

### **Granger Plotline**

The Granger family have the main task of populating new systems and helping out fledgling ones. They have also noted (long before) the aggressive nature of Tacquent and intend to work around his methods. To do this, they are constructing a massive fleet of huge self-sufficient spacecraft (shown as being part of the Pinnacle Trade Group). These spacecraft will group together to form a roaming community in space. As the community gets too large, then they will deposit resources and people on a planet to start their habitation. This will mean that the Granger household will be creating systems almost faster than Tacquent can take them over. Attempts on the Granger's lives (such as blowing up their home on Sollick) will be futile as the main parts of the Granger House will be mostly living in space.

#### **G1. Pinnacle Trade Group strengthens trade links with Tao.**

The little system of Tao is now completely supported by the PTG. This is achieved by the PTG employing the last few traders who ran routes to Tao.

#### **G2. Franesk Opens**

The system of Franesk becomes a feature of Anadar. Kept secret (off the books of the Star Civilisation records) until a mature colony, Franesk is now bursting with commerce (helped by the PTG, of course). Many of the inhabitants move from Sollick to Franesk.

#### **G3. The Home Fleet is Completed**

The main two hulks of the home fleet are completed. The Daedalus and the Icarus. These massive spacecraft (15km in length) can self-support 3 billion people and can light jump (although slowly). They begin their route around the darker reaches of Anadar. About 100 other spacecraft also travel with the two hulks, and this makes a formidable fleet. More hulks will be added (up to a total of 8) over the coming months.

#### **G4. Aerole Founded**

A new colony is settled and within 2 weeks is opened to the public. Aerole is to be a large manufacturing plant due to the excellent resources within the system (including a source of Durallium, the stuff that makes generators go).



### **G5. Funding of Carbon Water**

A new military group on Kale, fighting the terrorist attacks of Tacquent begins its funding on Kale. If it wins, then Kale will remain free, if it does not then Tacquent will control it. The Carbon Water group will not 'disappear', though. They will keep fighting and moving from system to system like a terrorist force.

### **Botchery Plotline**

The Botchery clipper plotline is the main plotline that the players will see. To get them into the swing of the game, they will do a number of missions. These are adventures very much like in any other RPG. Once the crew of the Botchery (and the ship itself) is destroyed, the players will then have the opportunity to decide whose side they want to stand on (see section *Future Developments*).

### **B1. The Manatoc**

The first mission. An ore prospecting ship in a decaying orbit is detected around a planet of little significance (a long dead mining colony). The Manatoc has recently been attacked by a considerable force (actually Tacquent). All 25 crew were killed and there is no armament on the ship. There is lots of Salvage but they have a time limit. The gravity of the planet is such that as the Manatoc starts to enter the atmosphere, the Orbihaul will not have the power to safely descend or return to the Botchery. Anyone with Heavy Grav Pilot will know this. They will be forced by the Captain to work to the last minute. Make it frantic. They team should get the feeling that the Captain does not always have their best interests at heart.

### **B2. Ellijah 4**

With barely enough time to rest and recuperate after the Manatoc, the crew are sent on this next mission. A small sub-surface colony located on the 4th planet in an evacuated system called Ellijah has been listed as having a mining colony with possible salvage. Mining colonies tend to be rich pickings as there are often mining Automats and high tech equipment left there. Captain Stuo wants them to strip as much from the colony as they can. They should not be picky and take everything that might be of value. This includes Automats, vehicles, bioreorganisers (food machines) and crates of ore/biomatter. Captain Stuo will make them sure that they are not to come back empty handed and can expect to make a few trips.

Unfortunately for the team, Ellijah 4 was heavily booby-trapped by the evacuating colonists. These booby traps were intended for either Droids or Humans who might seek to reap the reward of the valuable ore on Ellijah 4. The traps they can expect are in three different levels. Switch trigger traps are ones that explode when a door is opened. They should be able to disable these if they are careful enough. The second sort are beam traps. These traps have a laser (or similar) beam over an area, when the beam is broken, the trap is fired. These can normally be avoided by taking another route. The final sort are Motion traps. These are very difficult to avoid as they go off if someone moves within their area of effect. As far as result of tripping a trap, you can do everything from small explosions to stun the characters to big explosions destroying part of the city elsewhere. Also, you might want to drop bulkhead doors and the like to seal them in. Of course, their cutting equipment will get them out, but how quickly. They should be constantly weighing up the dangers of staying and the dangers of going



back empty handed. They should find 1 mining automaton (heavily booby trapped) that the Chief will be happy to see. There is very little else as the evacuation was quite thorough.

### **B3. Tacquent Science**

A pro-space (non-Gaia) distress beacon is picked up by the Botchery Clipper. A small orbital is under some sort of distress (unknown from the signal). The Rayengine tech amongst the crew might be able to clean it up. If they do, then the only discernable word they can get is 'Failure'. Captain Stuo attends to the Orbital, which is in a degrading orbit. Within 20 hours, it will burn up and impact on the planet surface. The Orbital looks dead to the world from a distance and the Captain keeps the Botchery at a large distance from the Orbital. The team have to travel 1 hour by Orbihaul. Although attending people in distress, The Chief will tell them not to come back without some sort of Salvage.

The base has been attacked by a deadly genetic virus (called the Genus 2 virus). Tacquent was using this orbital to do tests on a genetic strain of human being called the Genus 2. 250 inhabitants of the base are infected with the Genus 2 virus will look like rotting Zombies. Their IQ diminished, they will try to infect the visitors by skin touch. There are only 10 survivors, who are holding an area at the very bottom of the base (amongst food crates). Any technical items have been smashed up by the rotting Genus 2 infect. There is no cure for the virus as it irreversibly changes the genetic make-up of the human. The Zombies only have 40 hit points and 10 stun (they fall over easily, but get up easily!) overall, so can be beaten to a pulp (they literally fall apart, if attacked), so the un-armed team should have no problems unless their environment suits get damaged and they make skin contact. If they try to leave before 1hr 50 minutes, the Captain will be unimpressed.

### **The Example Timeline Explanation**

The timeline given on the next page is an example to show how these events might be put together. In reality, you would put more Player missions (events) into the timeline as and when you write them. However, you can slot them in between the bigger events by creating the big timeline first. In practise, I found that the Granger and Tacquent plotlines were better off spaced out (with more days in between the timeline).





## Example Timeline January 92030

Events		Player Action (what the players do)
G1. Pinnacle Trade Group strengthens trade links with Tao. Botch: The team are employed	1	
T1. Rhot is terreplexed Botch: Team Training	2	
B1: The Manatoe	3	
T2: The Metropol on Manouvres B2. Ellijah 4	4	
Botch: More team training	5	
G2. Franesk Opens B3: Tacquent Science	6	
Botch: Team training	7	
	8	
T3: Attacks on the Pinnacle Trade Group <i>Insert Botch Mission Here!</i>	9	
G3: Home fleet is completed	10	
T4: Terrorism on Kale	11	
G4: Aerole Founded	12	
G5: Funding of Carbon Water	13	
	14	
T5: Sollick 4 blows up.	15	
T6: Kale Accepts Tacquent Rule	16	



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pri - sot

● lacoris

franesk

tao

● kale

● sollick

● essofin

● rhot

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