



CORSAIRS

of THE TURKU WASTE

Science-Fiction Adventure in the Far Future

Judges Guild

by DAVE SERING



Space Pirates and Corsairs
Combat in Deep Space
Escape from the Hidden Base

Approved For Use With

TRAVELLER™

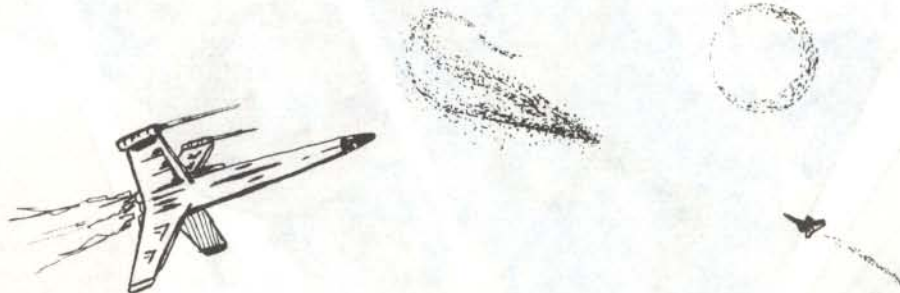


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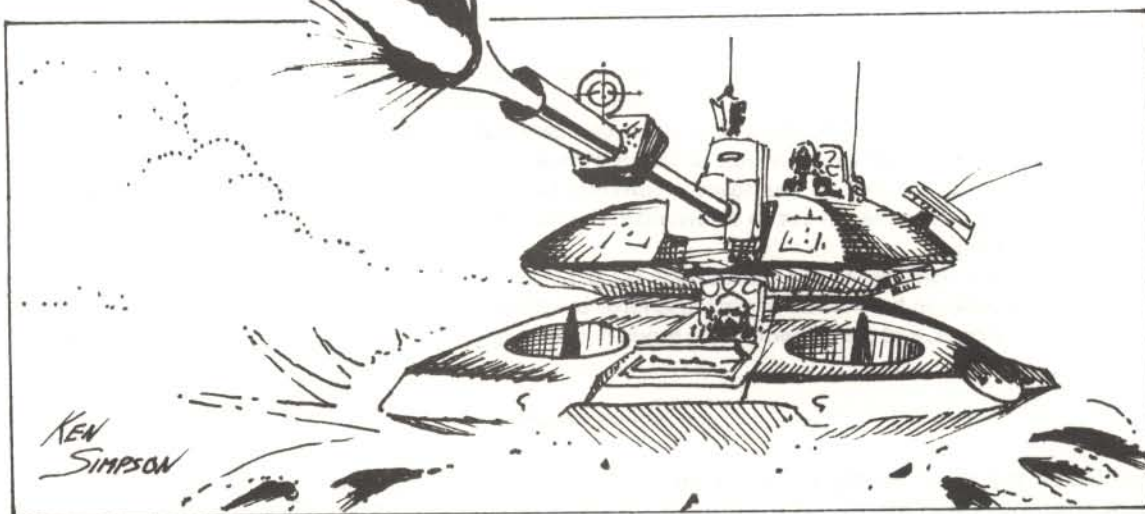
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Introduction

This product is one of a series of **Traveller**™ adventures designed by Judges Guild and set in the Gateway Quadrant. Each product features one of the standard ship designs and is part of the science fiction role playing campaign taking place on the Trailing frontier of the Imperium. The Gateway Quadrant is the area of mixed client states intervening between the Human areas of the Imperium and the alien states of the Two Thousand Worlds and the Hive Federation. This particular adventure is set in the Union Crucis of the Crucis Margin Sector. It takes place about the Imperial date 200 - 1107 in the period of political turmoil which threatened the breakup of the Union Crucis in civil war. While given a specific place and motivation in terms of the campaign background already established, the Judge may set the adventure elsewhere in the Quadrant or transfer it completely to another campaign. In the Glimmerdrift Reaches Sector, suggested locations are in the Krax Confederation or the Glinchey Concordance. In Ley Sector, suggested locations are in the Guadix Drift or the Matarshan Federation. In the Maranatha-Alkahest Sector, suggested locations are on the fringes of the Range Valyana or Ramayan. If the Judge wishes to set the adventure in his or her own campaign universe, the location should be on the fringes of a well-traveled shipping route. An airless planet or satellite is the preferred location for the hideout.

System and Planetary Description

Mellansel	2425	E200485	B	Rock	G
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Located in the Turku Wastes near the border with the Andalusia Subsector, this sparsely inhabited system contains eight planets. The innermost three are minor rocks of 1,800 km, 1,950 km, and 1,740 km diameter; thus, all three have game statistics of X100000 0. Mellansel occupies the fourth orbital position; it is the major human-inhabited planet of the system. An asteroid belt occupies the fifth orbital position. The sixth and seventh positions are occupied by large gas giants with eight and six moons respectively. A minor fuel processing base is maintained on the third moon of the sixth planet. The eighth planet is a frozen rock with a diameter of 4,900 km and statistics of X300000 0. Located at least 2 parsecs from the major jump routes of the Union Crucis, this system is considered an unimportant backwater and is ignored by all major concerns of political and economic life.

The fourth planet, Mellansel, with a population of 46,400, is the only significant human settlement in the system. Less than 1,000 miners work the asteroid belt, and fewer than 100 men crew the refueling station on the third moon of the sixth planet. Most of the population is concentrated in the near north pole city of Tamnar and the several mining camps in the near proximity. Tamnar itself is underground, burrowed into the rim of a 3 kilometer diameter crater. The outer rim of the crater has a few hydroponics forms with built-over transparent domes. What few industrial installations exist are located in the interior of the crater as is the spaceport and some cargo handling facilities.

The population of 32,800 lives entirely underground although a domed, public park exists on the surface, and plans are in hand to dome over a small crater for residential purposes. All the populace are of Solomani extraction but are not very active politically. Almost no opposition to the local government, an elected bureaucracy, is extant. Major industries include the manufacture of life support equipment, hydroponic farming, and the mining of ice and mineral deposits. Refining of some minerals is done here. Educational and medical services are also offered. Several family corporations own most significant items on the planet. They control everything but are not very pushy about it and, consequently, have little overt opposition to their control. The city was built in this location because of the proximity to large underground ice deposits.

Ridnar, population 4,200, is a mining settlement, also built into the walls of a small crater. Exploitation of the heavy metal deposits is the major reason for the town's existence. A monorail connects Ridnar with Tamnar, and daily trains run between them.

Stassi, population 4,500, is built into the side of a rift canyon. The settlement mines ice deposits at the bottom of the rift and grows a considerable amount of food in its extensive hydroponics farms. Daily shuttle service to Tamnar is provided, but most traffic goes by heavy tracked cargo-crawler.

Dessa, population 3,700, is another crater settlement. Metal deposits and carbonaceous minerals are the primary reasons for constructing a town here. Construction of a monorail line is almost finished, but all cargo currently uses tracked crawlers.

Knasi, population 1,200, is a new town, still under construction. Construction is proceeding rapidly since the town is being built into a thick layer of pumice, a frothy, styrofoam-like, volcanic rock. The ancient volcanic eruptions brought to the surface deposits of rare-earth trace minerals as well as significant quantities of silver, copper, and gold. This new development is intended to be the basis for an expansion of the electronics industry. The gold and silver are far more useful to Mellansel as electrical wiring than as jewelry. The town is currently being supplied by shuttle, but a land route is being surveyed to Ridnar. The heavy mining machinery is yet to be installed. Certain difficulties prevent overland transport; a 200 meter wide crevasse is the major obstacle.

Mellansel is of little significance in Union Crucis politics. Her position in the Turku Wastes, away from major trade routes, and her small population have led to her being ignored by all four major political factions. The planet's economy is almost completely self-sufficient, and the current ruling group is quite happy to remain neutral.

Union Crucis

Union Crucis also began during the end of the First Imperium as a combination of refugees for self-defense purposes. In this area, though, two other factors came into play, the presence of several Minor Races of Aliens on the planets and the proximity of two separate Major Races of Aliens. Interspecies cooperation and competition has always been present in this area. Humaniti, as the most numerous portion of the population, formed the core around which groups gradually coalesced into larger and larger political units. Open warfare was uncommon although small skirmishes were frequent among the different Humaniti factions. These four factions are the Suo, Sliv, Cast, and Nar with 27, 19, 28, and 15 systems respectively. Many of the Suo planets have trade relations with the Hv'ika and the Hivers. Most Cast and some Sliv planets trade with the Chhung Kuo and with the Two Thousand Worlds. Around a century or so ago, an expansionist political party gained prominence in the Nar systems. Unable to expand into the Union, armed incursions were directed into the Mandanin Co-Dominion. At first successful, Co-Dominion counter efforts became more and more forceful, completely halting Nar expansion. Economic pressure upon the Nar by the Suo and Cast to cease expansion was resented by Nar. Sliv extremist groups also viewed this pressure with extreme disfavor. At the present time, internal dissent is at the highest level it has been since the formation of the Union Crucis. No faction is yet willing to utilize armed force on each other, but political and espionage conflicts are increasing. All political moderates are strongly urging peace and accommodation, but the situation is fluid. The Humaniti and all major resident Alien political factions are exerting as much calming influence as they can, but some unknown factor seems to be agitating for breakup of the Union.

Judge's Information

Three family corporations own nearly 75% of all significant industrial equipment and mineral deposits. They are the Tm' Ralla family who specialize in transportation and mining machinery; the Rasmar-Halverson family who specialize in the manufacture of life support systems and in hydroponic farming, and the Clan Krilla who specialize in light manufacturing and consumer goods. This situation is bitterly resented by the fourth major family, Linage Kim, who owns 8% and specializes in computers, informational services, and starship cargo scheduling. Also, several members of Linage Kim occupy middle and high positions of authority in the part-time militia/police/emergency services. Linage Kim was approached by undercover operatives of the political faction Nar. Certain extremist elements in Nar are anticipating armed strife between the four factions and would like to ensure that the side they favor has as much advantage as possible. To this end, they have made a deal with Linage Kim to establish a secret forward base with refueling depot for commerce raiders. Linage Kim is to receive much greater influence, if not dominant power, should actual war break out.

The actual base was established with the aid of a pirate crew recruited by the Nar operatives. Linage Kim arranges transportation of needed supplies and disposal of loot through an occasional shuttle and the use of the Type A Free Trader, **Green Penumbra** and the Type R Merchant, **Starblazer**. These ships are both severely in debt to Linage Kim and are disinclined to ask questions about anything they are requested to do. The workforce necessary to construct the base was obtained by three very careful raids on some isolated mining settlements deep within the territory of the Suo faction. The Type P Corsair, **Hellbeast** was fitted with extra low berths and collapsible fuel tanks to extend its range. The other two ships have brought in all the special equipment needed. In order not to tip her hand too early, the **Hellbeast** has made only one capture, the Type M subsidized Merchant, **Krasmi Lass**. The **Krasmi Lass** has been hidden in a rift canyon several kilometers from the base, camouflaged and with all power shut down. When additional weaponry is available, she will be refitted as another commercial raider. Until such time as actual civil war breaks out, the **Hellbeast** and her crew will keep a very low profile to avoid premature discovery.

Hellbeast, Type P Corsair Starship

The Corsair is an armed raiding ship designed to prey upon merchantmen. It is first described in **Supplement 4; Citizens of the Imperium** on page 14 in which it is given as a possible benefit for a pirate character. The description is given in terms of **Book 2** and is repeated below.

Corsair (Type P): Based on the type 400 hull, the corsair is fitted out with jump drive-D, maneuver drive-F, and power plant-F, giving it a capability for jump-2 and 3G acceleration. A Model/2 computer (sic) installed, and contains a standard software package. Most important to this ship are the three triple turrets, although each turret is equipped with only one beam laser. Ten staterooms serve as quarters for the crew (pilot, navigator, three engineers, and assorted thugs and cutthroats numbering up to five more); twenty low berths are available for emergency use, or to hold captives. The ship is not streamlined, and there are no ship's vehicles or boats. Fuel capacity is 120 tons, and cargo capacity is 160 tons.

Notable features on the corsair are large cargo doors and variable identification features. The large clamshell doors can open to reveal the entire cargo bay; the ship can accept a 100 to (sic) ship into its cargo bay. The ship has several centrally controlled identification features which can alter the shape and configuration of the ship at a moment's notice; fins retract or extend, modules appear or disappear, and radio emissions alter frequency and content. The ship's transponders can be altered to identify the vessel as having any of a variety of missions and identities.

The approximate value of the corsair is Cr180,000,000, but this price would be difficult to obtain on the open market, as the ship is of a non-commercial type, and its lineage and paperwork are of uncertain origin. It could probably bring about one-quarter its value.

Three **Book 5 High Guard** designs based upon these performance requirements are given in this book. The first, named **Hellbeast**, is as close an approximation to the **Book 2** statistics as is possible. This version may, however, be considered much too lightly armed for some Judges' campaigns. **Stormfire** is an alternate design which sacrifices 50 tons of cargo space for more maneuver drive, a better computer, more armament, and an armored hull. The final version, **Slasher**, retains the maneuver capabilities but reduces some of the crew accommodations, permitting a cargo space of 130 tons along with installation of a fourth turret and additional armor. The plans, given on pages 15 and 18, depict the **Hellbeast**. They may also be used for the **Stormfire** by extending the engineering section forward at the expense of the cargo hold. The crew and accommodations section would also be extended slightly to include the larger computer. For most gaming purposes, the following internal description will be adequate for all versions of the ships, but each Judge should feel free to adjust them as necessary to fit the ongoing campaign. The High Guard statistics of all relevant ships are repeated on page 30 for the convenience of the Judge in running starship combat.

Corsair Ship Description

Constructed at Tech Level 14 with a close structure hull type, the Corsair is one of the most commonly encountered vessels employed in private commerce raiding. It is constructed on two levels with the central cargo hold extending through both levels.

Accommodation Section

- 1 Bridge: Containing the controls for directing the ship, this compartment also contains the computer and access to the dorsal turrets. Crew Position A is the Pilot. Crew Position B is normally occupied by the Navigator. Crew Position C is Communications which is occupied by any available crewman. Crew Position D is Engineering controls which may be occupied by Engineer II. Crew Position E is the Computer control station which may be occupied by Engineer II. During combat, all these stations are manned as well as the turrets. During routine flight, only one active watchstander is on the bridge at all times.

Along the aft bulkhead, doors lead to the fire control equipment and turrets mounted on the dorsal hardpoints. The **Hellbeast** mounts single beam Lasers in each of these weapons positions. A sliding panel on the aft bulkhead also gives access to the computer which, in the **Hellbeast**, is a Model 2. It is standard ship-board routine to keep all pressure-tight hatches closed. Normally, the aft bulkhead and the turret access hatches are kept closed but not locked. Bridge emergency controls can remotely lock all closed hatches.

While proceeding under maneuver drive, only the Pilot's position need be manned. Jump is possible with only the Pilot and Navigator positions manned.

- 2 Common Area: Serving as the Crew's Lounge, this area provides access to all other compartments on this level of the accommodations section. Immediately to the bow, or forward direction, is the corridor leading to the pressure hatch giving access to the Bridge. On the right, or starboard, side is the computer installation; on the left, or port, side is the door to Compartment 3, the Captain's Stateroom. Immediately to port of the corridor entrance is a special floor hatch leading down to the other accommodations deck. The hatch is a special sliding type which is normally left open. During combat, it is slid shut and locked in place manually. It will also lock automatically if a significant pressure differential develops between the two sides of the hatch. Further aft, along the port side, is the door to Compartment 4, the Navigator's Stateroom. Immediately aft of that is the door to Compartment 5, Engineer I's Stateroom. At the far aft of the Common Area is an alcove which has a small automated Galley or food preparation center. Starting forward along the starboard side, the door to Compartment 6 is first encountered. It is the Engineer II's Stateroom. Immediately forward of that is the door to Compartment 7, the Crew's Fresher. At the forward starboard corner is the door to Compartment 8, Engineer III's Stateroom.

In the center of the Common Area is a small, round table surrounded by four chairs. When rigged for combat, this table is collapsed and fastened to the forward bulkhead while the collapsed chairs are fastened to the other bulkheads. Off-duty crew normally congregate in this area, and several entertainment modules are positioned here. By ancient tradition, the coffee pot is always on.

- 3 Captain's Stateroom: Starship accommodations are famous for their efficient, built-in luxury. Even the cabins of a "pirate" ship reflect this. While all furnishings are built in with no sharp, protruding parts, they have fastening points to permit them to be secured under zero-gee conditions. These furnishings include a very comfortable bed with built-in massage unit and a complete micro-book reader and entertainment console mounted on the headboard. Crewmembers also usually mount clips on the headboard to hold their own personal sidearm in a handy position. Each stateroom has a writing desk and chair along with a flexible lighting module that can be adjusted to whatever configuration and intensity is required. Several cubic meters of personal stowage is available under the bed, and several times that amount is available in the wall cabinets and lockers. Just inside the door is a special rack designed to hold a VaccSuit ready for rapid donning. At least one of the stowage cabinets is especially reinforced to serve as a safe-deposit box when fitted with a special lock. The one in the Captain's Stateroom is strengthened even more, so it is equivalent to a regular safe. One of the walls is set to project a holographic mural with accompanying scent-score. The furnishings themselves are constructed of modular units which are easily rearranged to suit the taste of each individual occupant.
- 4 Navigator's Stateroom. The contents of the statroom are the same as in Chamber 4 but have been rearranged by the occupant to suit his own tastes.
- 5, 6, & 8 Staterooms, Engineers I, II, and III: The contents of these staterooms are the same as in Chamber 4 but they have been rearranged by each occupant to suit his or her own taste.
- 7 Crew's Fresher: This cubicle contains appliances for personal hygiene and grooming as well as garment cleaning and repair. Facilities for disposal of body wastes are located here.
- 9 Common Area: This compartment is much smaller than the Common Area on the deck above and serves only for crew access to other compartments. Immediately forward is the door to Compartment 10, Crew's Fresher. Just to starboard of the door is a manually operated pressure hatch set in the deck which leads to the ventral turret and the access tunnel to the after portion of the ship. To port is the door to Compartment 11, Crew's Cabin. Immediately aft of the access ladder and hatch to the upper deck level is the door to Compartment 12, Crew's Cabin. In the after bulkhead is a manual pressure hatch leading to Compartment 17, Low Berths. A short corridor continues on to starboard, and the doors to Compartments 13 and 14, both Crew's Cabins, are located here. In the forward portion of this corridor is the door to Compartment 15, Crew's Cabin.
- 10 Crew's Fresher: This Fresher is identical to Compartment 7.
- 11 Crew's Cabin: The principal contents of this cabin are the same as Compartment 4 with the exception that the modular furnishings can be arranged to accommodate two people. At the present time, the cabin is set up for one occupant.
- 12, 13, 14, & 15 Crew's Cabins: These compartments are identical to Compartment 11.
- 16 Avionics: The lower bow section of the ship is filled with some of the many electronic and mechanical devices necessary for ship functions, such as scanning, navigation, interior conditions control, and maneuver controls. Access to this area is gained through a maintenance hatchway in the forward bulkhead of Compartment 15.

- 17 Low Berths: This compartment contains the equipment for cold sleep or suspended animation. There are accommodations for 20 sleepers. Access to this area is gained through pressure hatches in the forward and aft bulkheads of the compartment. The aft hatch gives access to the Cargo Hold.
- 18 Ventral Tunnel: Shown on the plan by a dotted line, this is an inflatable fabric tunnel permitting access between the crew section and the engineering section without going through the cargo hold. This structure is normally deflated during combat so that it does not interfere with the field of fire of the ventral turret.

Cargo Section

- 19 Cargo Hold: This rectangular compartment, two decks high, is normally left unpressurized because the large bay door seals frequently develop slow leaks. Access to this area is gained through four hatches in the ventral bay doors and in the forward and aft bulkheads. The bay doors themselves cover the entire dorsal and ventral surfaces of the cargo hold and can open the entire area to space. Special cable points are built into the bay doors for the jump cables to be attached. Special jump field cables are carried which permit the ship to extend the jump drive field around irregularly-shaped objects of her rated cargo mass which are unable to be enclosed by the doors.
- 20 Fuel Tanks: The containers for the liquid hydrogen which serves the ship as fuel also, themselves, serve a structural function when the cargo bay doors are opened.

Engineering Section

- 21 Engineering Section: The engineering section is normally pressurized for the convenience of the ship's crewmembers. During combat, Engineer I and Engineer III are on duty here. The section is two decks, or 6 meters, high, but catwalks and ladders provide access to all points of the power plant and drives. The maze of cables, wave guides, and piping is comprehensible only to another engineer. Few of the non-engineers are ever found here.

Corsair Crew

The following section gives statistics and background information on a complete crew for the **Hellbeast**. Any of the crew may be replaced by another character designed by the Judge to better suit the tone of his or her campaign. Attention must be paid, though, to ensuring that the entire crew musters the necessary skills to run the ship.

Renfru Kenrimli, Captain/Pilot	577BC8	Age 46	7 terms
Brawling - 2, Gun Cbt - 2, Blade Cbt - 1, Pilot - 3, VaccSuit - 1			

A very quiet and withdrawn individual for the most part, Renfru is susceptible, occasionally, to violent rages. He was born into a minor noble family on one of the Cast faction planets and was disinherited as a consequence of political opposition to a major noble family. Renfru is very careful never to mention precisely which planet was his birthplace and exactly which family it is that he considers his enemy. It is fairly certain that Renfru Kenrimli is not his true name. He is a tall, slim individual with dark complexion, brown eyes, and streaks of grey in his neatly-groomed moustache and hair. His clothes and personal surroundings are always very neat. Renfru is very conscientious about the maintenance of his own personal equipment and is always hounding his subordinates to take better care of their own gear. He also has a habit of popping in on his crew at odd hours for a "quick look around." His discipline is fairly tight, and, although some of the crew resent this, others think it improves their own chances of survival.

Tleena Maxin, Lieutenant/Navigator	7878B7	Age 34	4 terms
Brawling - 2, Pilot - 1, Nav - 2, Gun Cbt - 2, Blade Cbt - 1, Streetwise - 2			

A brash, loud-mouthed braggart, her education permits her to get by in most situations. Tleena does not like Renfru because of his "noble posturing" but, as yet, has done nothing against his authority. He has proven a fairly efficient captain, and she backs him in all matters involving ship operation. Though raised on a mining planet, through a social fluke, she gained access to the library system and received a much higher education than was normal. Thin and wiry, but of normal height, her face and features are neither beautiful nor ugly. Her very dark brown hair and eyes contrast with a light golden complexion which sometimes shows tints of green. Her personal habits are untidy, and her clothing is frequently dirty or sloppy. She always wears a body pistol and two throwing daggers. Lately, her thoughts have turned to the possibility of becoming a captain herself, and she has her eye on the **Krasmi Lass**.

Jak Stanlin, Sergeant/Engineer	98795	Age 26	2 terms
Brawling - 1, Streetwise - 2, Engineering - 2, Gun Cbt - 1			

A slim young man of wiry aspect, Jak supports Renfru rather than Tleena. He was in training to become an engineer in the Cast faction-dominated city of his birth. He offended a prominent local politician and had to get off-planet fast. Bumping around on the fringe of polite society taught him a lot about life quickly. He deliberately set about working his way into a berth on a pirate starship with the intention of eventually running a ship of his own. He has persuaded Renfru to give him pilot lessons, but he has not progressed very far yet. Jak has a friendly personality but is somewhat inhibited by his surroundings. He is almost always dressed in a clean, but rumpled, engineer's coverall with a very battered ship's cap on his tousled blond hair and a wide web belt which supports a tool kit on the left hip and a military auto pistol on the right hip. His eyes are dark green, and he has grown long sideburns to cover a burn scar on his left cheek.

Kran Haldo, Pirate/Engineer	578B96	Age 42	6 terms
Brawling - 1, Forgery - 1, Gun Cbt - 1, Computer - 2			

A tubby, balding man with a bitter disposition, Kran has never been very successful at much of anything in his life. He attributes this to "constant bad luck," but it is actually due to his own lack of patience and his know-it-all attitude. He supports Tleena, though she doesn't think much of his abilities. Kran always tries to be neat and well-groomed and spends a lot of time on grooming his thick beard and moustache. His dark black hair is thinning rapidly on top, and his dark, olive-toned complexion is somewhat oily. He is usually armed with a body pistol. He doesn't have much empathy and couldn't care less about the people destroyed in ship attacks. He rose above his city slum childhood on intelligence alone and tries to ignore people of intelligence less than his.

Strinlo Framrasma, Pirate/Engineer	598AA9	Age 26	2 terms
Brawling - 1, Mechanical - 1, Gunnery - 2			

A noncommittal young man who has only recently joined the crew, Strinlo remains neutral in the simmering contest between Tleena and Renfru. His commitment to a political society caused his exile from his home planet. Hence, he has tried to avoid any more commitments to anyone or anything. He drifted into this job on the **Hellbeast**, but he does whatever he is ordered to do with whatever skill he can muster. He is reasonably tidy and well-groomed but not to excess. He has a dark-tanned complexion, blue eyes, and light brown, wavy hair. His personality is rather wishy-washy except for one hobby. Strinlo has a consuming interest in ancient, low-tech, mechanical weaponry and spends some of his off-time in building small, scale working models of catapults and siege engines.

The following thugs are a representative sample of what would be carried for boarding parties and general nastiness. Five examples are provided here, but a total of ten could be carried if the crew cabins are converted to double occupancy.

Tom Baslana, Pirate Corporal	A87475	Age 26	2 terms
Brawling - 1, VaccSuit - 2, Gun Cbt - 2			

Strong and rather stupid, Tom just follows orders from his superiors. He doesn't hesitate to bash a little discipline into his group when necessary. Tall and fairly well-built, he has a light green complexion with dark green hair and eyes.

Frad Enlodin, Pirate	5A99A8	Age 26	2 terms
Brawling - 1, VaccSuit - 1, Gunnery - 1			

Assigned to "the troops" as punishment for a social indiscretion, Frad has found he likes the lifestyle. It makes very few demands on his intelligence, leaving him free to concentrate on meditation and self-development. He hasn't progressed very far with his program, but he is not yet discouraged. His small, slim body is neatly dressed, and his shaven head makes a striking contrast with his bushy, black moustache and deep ruby eyes.

Kim Chee So, Pirate	789B45	Age 22	1 term
Brawling - 2, VaccSuit - 1			

Recruited from conditions of virtual slavery, Kim regards piracy as a great step up and is always looking for additional things to learn. He has been teaching Frad meditation in return for lessons in language and reading. His personal body habits are neat and clean, and he follows orders quickly and accurately. He is small and wiry with black hair and eyes and a light golden tan complexion.

Trax Las Fondo, Pirate
Brawling - 1, Gunnery - 1

A65545

Age 22

1 term

Strong but not very bright, Trax is usually point man on boarding parties. Possessed of a pretty fair body, Trax is Streena's current roommate. His strong build and darkly handsome good looks would make him suitable for a recruiting poster for the pirates, but they would most likely be inundated with eager females rather than fighting men. Beyond his looks and strength, Trax is a very boring person.

Streena Aldrin, Pirate
Brawling - 1, Engineering - 1

988796

Age 22

1 term

In spite of her short attention span, Streena has a near-perfect memory. She guards the engineering section of any captured vessels and prevents surprises from that quarter. Her current romantic interest is Trax, but she is beginning to grow bored with him. She has a short, stocky build and, because she comes from a higher than average gravity world, her strength often surprises opponents. She will probably never advance much beyond her present position due to her flighty disposition.

If additional pirate characters are required, the Judge may take them from the Random Thug Table on page 29.

Merchant Vessel Crews

Type A Free Trader, Green Penumbra

Xena Quaren, Captain/Pilot
Pilot - 2, Bribe - 1, Medic - 1, Mech - 1, Navigation - 2, Gunnery - 2

7699A6

Age 38

5 terms

She lucked into the captaincy of her ship but is quite competent to handle the job with the exception of the area of economics. In this backwards area, valuable cargos are hard to find. She is behind on payments and has accepted illegal work to turn a fast buck. She doesn't like the situation, but she is absolutely determined to keep her ship.

Ranald Celstroma, Second Officer/Engineer
Mech - 1, Engineering - 2, Computer - 1, Gun Cbt - 1

875A94

Age 26

2 terms

Though quite young for his job, Ranald was available when Xena needed him and has proved able to handle his job. He still has a lot to learn but is continuing to improve. One day he wants to command a really decent ship instead of this current rust bucket. He doesn't approve of some of the things he has done lately, but he couldn't find an alternative at the time.

Mycoxin Rull, Third Officer/Medic
Medic - 2, Gunnery - 1, Computer - 1

A699AA

Age 30

3 terms

Down on his luck, Mycoxin needed a job very badly. Xena got his creditors off his back and him out of jail. He is loyal to Xena to a fault and will back her in anything she does whether or not it is legal. He doesn't want to go back to jail and is willing to get very violent about it.

Thomi Kronos, Fourth Officer/Steward
Streetwise - 1, Rifle - 1, Steward - 1

756A95

Age 26

2 terms

The sole survivor of an aircraft accident that killed the other three crewmembers, Thomi stayed on to help out Xena. He tried to talk her into accepting the advice of a business manager. When she refused, he made arrangements to join another ship. He will do his job as best he can, but, at the end of the next voyage, he is going to transfer to a new ship. He will not inform the authorities about what has been going on because he doesn't want to besmirch the name of the ship of his old comrades.

Type R Subsidized Merchant, Starblazer

Kramya Rinelino, Captain/Navigator
Electronic - 2, Admin - 2, Navigation - 3, Steward - 2, Medic - 2, Pilot - 2, Gunnery - 1, Rifle - 1

434AB7

Age 50

8 terms

Linage Kim believes that they have persuaded this crusty old space captain to cooperate because he owes them money. In reality, he is also an undercover operative for faction Nar and makes independent reports to a member of the Nar Committee for External Security. He has had a long and eventful career in space and gets a kick out of espionage and piracy.

Fristel Zrinyo, First Officer/Pilot	854988	Age 38	5 terms
Pilot - 3, Navigation - 1, VaccSuit - 1, Computer - 3, Engineering - 1, Blade - 1, Streetwise - 1			

Second in command of the **Starblazer**, Fristel is also an agent of faction Nar and is being considered for command of the **Krasmi Lass**. Unlike his captain, Fristel is known to the rest of the operation as a Nar agent. He has been working on some special maneuvering and shipping traffic prediction computer programs to help the operation when war does break out. He is looking forward to commanding his own ship.

Krinya Forbel, Second Officer/Engineer	657879	Age 30	3 terms
Engineering - 3, VaccSuit - 1, Mechanical - 1, Electronic - 1, Blade - 1			

Though not of exceptional intelligence, Krinya has become a very good engineer because of her patience and will power. She never gives up until she has solved whatever her current problem is. She is quite loyal to Kramya because he gives her a pretty free rein in her department and often listens to her advice. Of a neutralist background, Krinya feels both political factions are headed in the wrong directions, and she doesn't much care what happens to either side.

Jimi Eld Tamlo, Third Officer/Steward	674A74	Age 50	8 terms
Steward - 3, Medic - 1, Blade - 1, Pilot - 2, Streetwise - 1, SMG - 2			

A very old friend of Kramya's, Jimi has served with him for the last 4 terms. He knows the captain is an agent for Nar, but he never tells anyone anything useful. If Fristel takes over the **Krasmi Lass**, Jimi will take over as pilot of the **Starblazer**. He doesn't much like piracy, but, "what the hey, it's better than starving."

Mark Abina, Fourth Officer/Medic	868796	Age 26	2 terms
Medic - 3, Streetwise - 1, Carbine - 1			

Mark is a Nar faction sympathizer and is in full agreement with what is going on. He is still an humanitarian and tries to cut down on violence and bloodshed at every opportunity. He thinks faction Nar's programs will bring great benefit to many people and is proud to help the operation along.

Pirate Base Description

The precise location of the underground pirate base is left to the individual Judge. The numbered "Feature Locations" on the planetary map are suggested locations for the base. The Judge can always roll 1D to determine the location, but location Number 5 is recommended.

The base is carved into the rim of a meteor crater and carefully camouflaged. The crater is out in a dusty plain of fair extent, but an area of rough and broken terrain extends up to the crater wall from an even larger extent of rough terrain. Base personnel use this area of rough terrain for their exits so as not to leave tracks on the dust plain.

- 1 Spaceship Hangar: At the present time, the chamber is a 45 meter wide by 45 meter high tunnel driven into the inside of the crater on the south rim. It extends 150 meters into the rim or slightly more than halfway through the rim. Work is in progress to extend the tunnel all the way through the rim at which time the total length will be 270 meters. The chamber is kept in vacuum at all times and the walls are rough stone. The northern end of the chamber is covered with a special camouflage door made to look like the crater rim. A twenty ton crane runs on rails set in the top corners of the side walls. From this chamber, access is possible to Chambers 2, 4, and 5. All entrances and exits except for the camouflaged door to the crater interior are located along the eastern wall of the chamber. The first is a 15 meter wide and 4 meter high archway (Chamber 4) located 45 meters south from the exterior door. Second is a 6 meter wide and 4 meter high archway (Chamber 5) located 84 meters south from the exterior door. The final exit is an archway in the southeast corner (Chamber 2) 45 meters wide and 20 meters high. It is brightly lit by controlled ceiling lights.
- 2 Cargo Storage: Of simple arched construction, the roughly-carved stone walls comprise a chamber 45 meters north-south by 39 meters east-west. The chamber ceiling is a gentle arch which starts at 8 meters high and rises to a height of 20 meters in the center. The eastern wall is composed of rough blocks of rock cemented in place and covered with a coat of sealing plastic. This area is in vacuum and is used for the storage of miscellaneous machinery and equipment. Most of the gear for servicing or repairing starships is kept here. The chamber used to extend another 51 meters to the east but was closed off by the wall to make a chamber for the powerplant (Chamber 3). The only entrance or exit is the open archway to the west and Chamber 1.

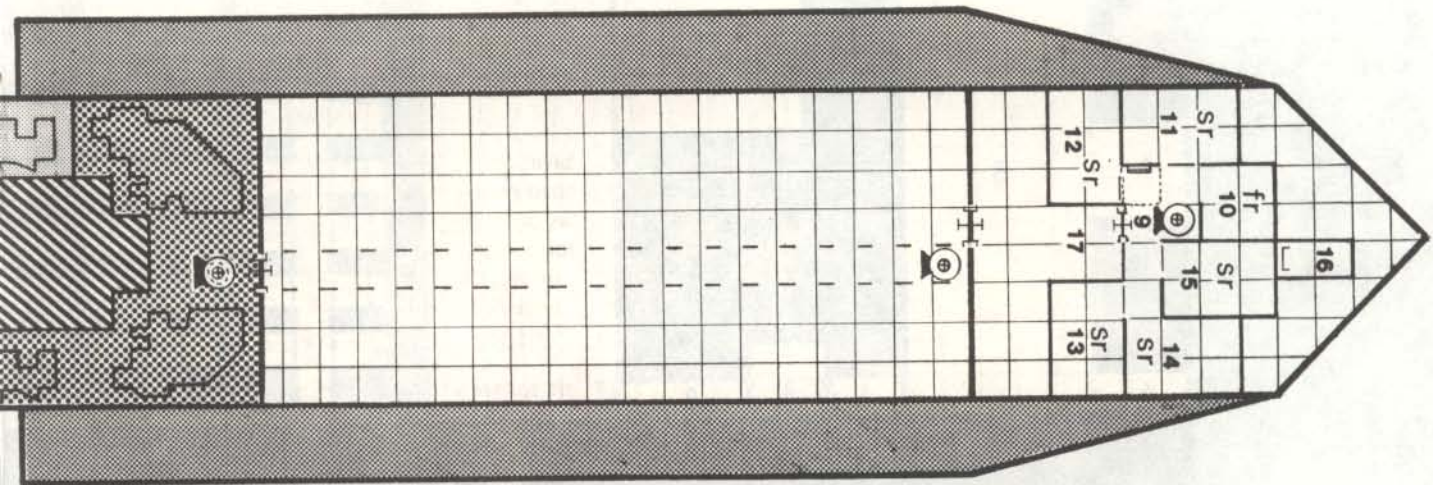
- 3 Powerplant: Of simple arched construction, the roughly-carved stone walls comprise a chamber 45 meters square. The chamber ceiling is a gentle arch which starts at 8 meters high and rises to a height of 20 meters in the center. The western wall is composed of rough blocks of rock cemented into place. The entire surface of the room has been covered with a coat of sealing plastic. The chamber is under pressure. Occupying the center of the room is a large powerplant comprising a 15 meter diameter cylinder 10 meters high with several large pieces of auxiliary machinery and an emergency thermionic power generator. The only exit is now the manual pressure hatch in the center of the east wall which leads to Chamber 15. Controllable ceiling lights brightly illuminate the chamber.
- 4 Archway: This chamber is a connecting archway 15 meters long between Chambers 1 and 6. It is rough, unfinished stone 15 meters wide and 4 meters high. It serves for cargo movement and is always in a vacuum.
- 5 Archway: A smaller archway which serves for personnel movement, this chamber connects Chambers 1 and 6. Always in a vacuum, the archway is 15 meters long, 6 meters wide, and rises to a height of 4 meters. It is rough, unfinished stone. Brightly lighted, the illumination strips are mounted in the walls at waist level and are controllable.
- 6 Cargo Storage: This is a rough stone surfaced chamber continually in vacuum and dimly lighted by ceiling lights which are always on. The floor area is 75 meters north-south by 30 meters east-west and has an arched ceiling which begins at 4 meters high and rises in the center to a height of 20 meters. Archways 27 meters south from the northwest corner and in the southwest corner lead into Chamber 1. A manual pressure hatch in the southeast corner leads into Chamber 7. This area serves as storage for general cargo, food, life support consumables, etc.
- 7 Corridor: Of stone which has been smoothed and coated with sealing plastic, this corridor connects Chambers 6 and 8. It is brightly illuminated by controllable ceiling lights and is usually in vacuum (1 - 5 on 1D, 6 indicates pressurized). The corridor is 6 meters wide and extends 12 meters in an east-west direction with a slightly arched ceiling 3 meters high. Manual pressure hatches are at each end.
- 8 Airlock: In dimensions 12 meters square with a slightly arched ceiling 4 meters high in the center, this chamber serves as the main access to the living quarters. Usually brightly illuminated, this chamber has smoothed rock walls which have been covered with sealing plastic. Standard airlock controls are set into a panel in the north wall of the chamber and on the outside of the chamber beside the access hatches. Manual pressure hatches in the southwest and southeast corners lead to Chambers 7 and 9 respectively.
- 9 Corridor: Of stone which has been smoothed and coated with sealing plastic, this corridor connects Chambers 8 and 10. It is brightly illuminated by controllable ceiling lights and is pressurized at all times. The corridor is 6 meters wide and extends 21 meters in an east-west direction with a slightly arched ceiling 3 meters high. Manual pressure hatches are at each end of the corridor.
- 10 Common Living Area: This is a large, open chamber in the form of an arched hall 30 meters wide by 75 meters long with an arched ceiling starting at 4 meters height and rising in the center to a height of 20 meters. Manual pressure hatches in each of the corners and at the center of the south wall lead to Chambers 9, 11, 12, and 13. The walls of the chamber have been smoothed and finished with colored sealing plastic. The floor is a medium green; the walls are light beige, and the ceiling arch is pale blue. Illumination is provided by controllable sunlamps in the ceiling arch. The northern end of the chamber has food preparation machinery and a number of tables and chairs scattered nearby. The rest of the chamber is broken into little nooks and alcoves by live plants in large planters. The plants include both flowering trees and bushes. The alcoves have comfortable lounging furniture in them. The entire chamber has a relaxed and pleasant atmosphere. The pressure hatches in the east wall corners lead into the individual living quarters and are generally open. This area is always pressurized and usually has at least 1D+2 personnel eating or relaxing here. Take statistics from the Random Thugs Table on page 29 as required. These characters will be partially hidden among the plants. The tree trunks are slender columns 6 centimeters in diameter and about 4 meters tall to the beginning of the foliage. The bushes are leafy masses 1 - 2 meters in diameter and provide soft cover, blocking sight but not projectile fire. The planters are heavy, ceramic tubs about 2 meters in diameter for the trees and 1 meter in diameter for the bushes. All planters are .5 meters high.
- 11 Life Support Machinery: A 30-meter square chamber with a slightly arched ceiling rising to a maximum height of 10 meters, this area is smoothed stone finished in sealing plastic. There is only one entrance; it is a manual pressure hatch leading to Chamber 10 located in the east northeast corner. The chamber is always pressurized and is filled with life support machinery. This machinery consists of air recyclers, pumps, carbon dioxide scrubbers, filters, purifiers, monitoring equipment and control panels. A technician will frequently be working in this compartment (present on a roll of 3+ on 1D). Take statistics as needed from the Random Thugs Table on page 29.

- 12 Individual Living Quarters: A complex area of corridors and chambers, this section of the base has 42 separate living quarters. Corridors 3 meters wide and 3 meters high extend 75 meters east from the northeast and southeast corners of chamber 10. Three north-south cross-corridors connect the east-west corridors at 15, 39, and 63 meter distances from the pressure hatches. Each cross corridor has fourteen living quarters leading from it, seven along the east wall and seven along the west wall. Each of the living quarters is reached by a sliding door which is lockable but not pressure tight. The living quarters are each 6 by 9 meters with a 3-meter high ceiling. Modular furniture to the extent of bed, 2 chairs, lounge, cabinets, wardrobe, and shelves is supplied to each occupant. The arrangement of the furnishings is up to the occupant as is color scheme, but paint and partition material is provided.
- At any given time, a compartment may be empty or may be occupied by a character awake or sleeping. For an individual compartment, roll 2D: 2 - 5 indicates occupied by one sleeping person, 6 indicates occupied by 2 sleeping persons, 7 indicates occupied by two awake persons, 8 - 9 indicates occupied by one awake person, 10 or more indicate unoccupied.
- 13 Corridor: Of finished and sealed stone, this corridor connects Chambers 10 and 14. It is brightly illuminated by controllable ceiling lights and is pressurized at all times. It is 6 meters wide, extends 30 meters north-south, has a slightly arched ceiling 3 meters high, and is closed by manual pressure hatches at each end.
- 14 Airlock. Of smoothed and sealed rock construction, this chamber is 12 meters square with a slightly arched ceiling 4 meters high in the center and serves as a safety block in the pressure integrity system. Normally brightly lighted and pressurized, this chamber has standard airlock controls set into a panel in the northeast corner of the interior and into panels set along the exterior of each pressure hatch. There are four manual pressure hatches, one set into each wall. The one in the north-northwest corner leads to Chamber 13; the one in the center of the west wall leads to Chamber 15; the one in the south-southwest corner leads to Chamber 17, and the one in the center of the east wall leads to Chamber 16. During working hours, there is frequently an armed guard stationed here. A guard from the Random Thugs Table on page 29 is present on a throw of 2+ on 1D. The guard is armed with an SMG.
- 15 Corridor: Of smoothed and sealed rock construction, this corridor connects Chambers 3 and 14. It is brightly illuminated by controllable ceiling lighting and is pressurized at all times. It is 6 meters wide, extends 15 meters east-west, has a slightly arched ceiling 3 meters high, and is closed by manual pressure hatches at each end.
- 16 Corridor: Of finished and sealed rock construction, this corridor connects Chambers 14 and 18. It is brightly illuminated by controllable ceiling lighting and is pressurized at all times. It is 6 meters wide, extends 93 meters east-west, has a slightly arched ceiling 3 meters high and is closed by manual pressure hatches at each end.
- 17 Corridor: Of finished and sealed rock construction, this corridor connects Chambers 14 and 30 with a manual pressure hatch leading to Chamber 28 located at 30 meters south in the east wall. It is brightly lighted by controlled ceiling fixtures and is pressurized at all times. It is 6 meters wide, extends 69 meters north-south, has a slightly arched ceiling 3 meters high and is closed by manual pressure hatches at each end. An armed guard stands watch at the pressure hatch to Chamber 28. Take statistics from the Random Thug Table on page 29 as appropriate and arm with an SMG. When work crews are escorted through this tunnel, the guard steps back into Chamber 28 and locks the hatch closed.
- 16 Equipment Storage: This chamber is of rough stone only cursorily sealed but brightly lighted. It serves as the storage area for the prisoners' work suits and excavation equipment. While normally pressurized, it can be bled down to vacuum to provide extra security against prisoner escape. The chamber is 18 meters north-south by 60 meters east-west with a slightly arching ceiling reaching up to 8 meters in height. During non-working hours, a guard is frequently stationed here. The guard is present on a roll of 4+ on 1D and is not armed. The statistics can be taken from the Random Thug Table on page 29. Four manual pressure hatches access this chamber; the one in the center of the west wall leads to Chamber 16; the one in the north-northwest corner leads to Chamber 20; the one in the east-northeast corner leads to Chamber 19, and the one in the south-southwest corner leads to Chamber 21.
- 19 Corridor: Of rough and unsealed rock construction, this corridor connects Chambers 18 and 27. It is dimly lit by controllable ceiling lights and is usually (roll 2+ on 1D) not pressurized. It is 6 meters wide, extends 90 meters east-west, has a slightly arched ceiling 3 meters high and is closed by manual pressure hatches at each end.
- 20 Corridor: Of rough and unsealed rock construction, this corridor connects Chamber 18 with Chambers 22 and 23. It is brightly illuminated by ceiling lights at all times. It is frequently depressurized to provide extra security against prisoner escape. It is 6 meters wide, extends 84 meters east-west, has a slightly arched ceiling 3 meters high, and has three manual pressure hatch accesses. The first is in the southern end leading to Chamber 18; the second is 30 meters north along the east side leading to Chamber 22, and the third is at the east-northeast corner leading to Chamber 23. Normally, this corridor is only pressurized during entrance or exit of a prisoner work crew.

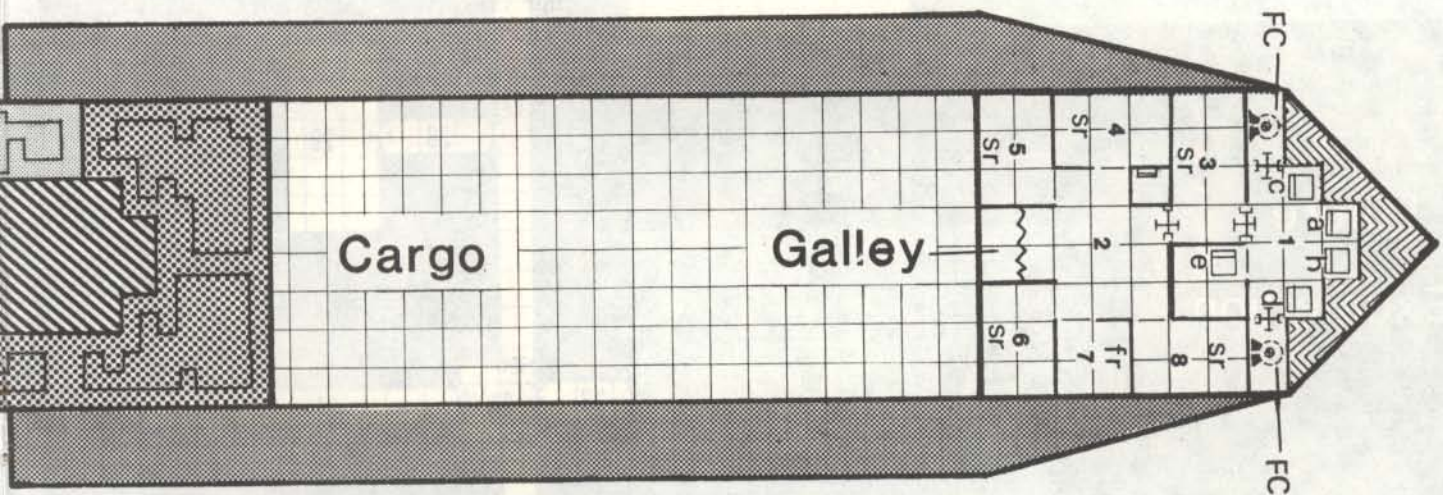
- 21 Corridor: Of rough and unsealed rock construction, this corridor connects Chambers 18 and 39. It is brightly lit by controllable ceiling fixtures and is frequently (roll 4+ on 1D) not pressurized. It is 6 meters wide, extends 18 meters north-south, has a slightly arched ceiling 3 meters high and is closed by manual pressure hatches at each end.
- 22 Corridor: Of rough stone construction, this chamber has a light sealing of plastic and serves as a vestibule for prisoner control. It is brightly illuminated by ceiling lights at all times, has a video camera installation, and is frequently depressurized to provide extra security against prisoner escape. It is 6 meters wide, extends 9 meters east-west, has a slightly arched ceiling 3 meters high, and has manual pressure hatches closing each end. The area is normally only pressurized during entrance or exit of a prisoner work crew.
- 23 Corridor: Of rough stone construction, this chamber has a light sealing of plastic and serves as a vestibule for prisoner control. It is brightly illuminated by ceiling lights at all times, has a video camera installation, and is frequently depressurized to provide extra security against prisoner escape. It is 6 meters wide, extends 9 meters east-west, has a slightly arched ceiling 3 meters high, and has manual pressure hatches closing each end. The area is normally only pressurized during entrance or exit of a prisoner work crew.
- 24 South Prisoner Bay: Of rough stone construction, this chamber has a light sealing of plastic and serves as the detention quarters for the prisoner work crews. It is 24 meters north-south by 105 meters east-west and has an arched ceiling with a maximum height of 20 meters. It is often lighted, and the pirates make frequent random checks during the sleeping periods by means of the installed video cameras. The exits are a manual pressure hatch in the center of the west wall leading to Chamber 22 and one in the north-northwest corner leading to Chamber 26. The interior is one open room with no partitions. Sinks for washing and commodes for personal waste disposal are lined up along the west wall. Pallets are lined up along the north and south sides of the chamber for sleeping with pegs driven into the wall at the head of each pallet for hanging personal possessions. This chamber is always pressurized.
- 25 North Prisoner Bay: Of the same dimensions, construction, and layout, this chamber differs from Chamber 24 only in that the second pressure hatch (to Chamber 26) is in the south-southeast corner.
- 26 Prisoner Life Support Machinery: A 27 meter square chamber with a slightly arched ceiling rising to a maximum height of 10 meters, this area is rough stone finished in sealing plastic. Two entrances exist; a manual pressure hatch is in the north-northeast corner leading to Chamber 25, and another one is in the south-southwest corner leading to Chamber 24. These two hatches are not locked, and the interior of the room is always pressurized. The chamber is filled with life support machinery consisting of air recyclers, pumps, carbon dioxide scrubbers, filters, purifiers, monitoring equipment, and control panels. Because of the decrepit condition of the machinery, at least one of the prisoners will be in here trying to keep the machinery running as efficiently as possible.
- 27 Storage Bay: Of rough stone construction, unsealed and unlighted, this chamber was originally pressurized, but the air has since leaked away until only a thin trace remains. The chamber is 60 meters wide east-west by 120 meters north-south with a gently arched ceiling reaching a maximum height of 30 meters. It is currently empty, and the work lights which once illuminated it have been transferred to Chamber 34. The only exit is the manual pressure hatch in the west-southwest corner leading to Chamber 19.
- 28 Corridor: Of smooth stone construction sealed with light plastic, this chamber serves as a vestibule to the base control room. It is brightly illuminated by controllable ceiling lights and is usually pressurized. It is 6 meters wide, extends 18 meters east-west, has a slightly arched ceiling 3 meters high, and has manual pressure hatches closing each end. The corridor connects Chambers 17 and 29. An armed guard (see Chamber 17) is stationed at the hatch to Chamber 17.
- 29 Base Control Room: Of smooth stone construction sealed with plastic, this chamber contains the communications, monitoring, and security gear to control the base. It is 15 meters east-west by 30 meters north-south and rises to a gently-arched ceiling height of 4 meters. It is always kept pressurized even though 10 emergency VaccSuits are stored here. At least 1D+1 pirates from the Random Thugs Table on page 29 will be here with a 3+ chance on 1D of one of the pirate notables being here also. Roll on the Notable Tables on page 28 to determine which specific one is present if needed.
- 30 Airlock: Of smoothed and sealed rock construction, this chamber is 12 meters square with a slightly arched ceiling 4 meters high in the center and serves as a safety block in the pressure integrity system. Normally brightly lit and pressurized, this chamber has standard airlock controls set into a panel in the northeast corner of the interior and into panels along the exterior of each pressure hatch. There are four manual pressure hatches, one set into each wall. The one in the north-northeast corner leads to Chamber 17; the one in the center of the west wall leads to Chamber 33; the one in the south-southwest corner leads to Chamber 32, and the one in the center of the eastern wall leads to Chamber 31. During working hours, there is frequently an unarmed guard in a VaccSuit stationed here. A guard from the Random Thug Table on page 29 is present on a throw of 2+ on 1D.

- 31 Corridor: Of rough and unsealed rock construction, this corridor connects Chambers 30 and 37. It is brightly illuminated by ceiling lights during working hours and dimly lit at other times. It is frequently depressurized because of various work tasks. Roll 3+ on 1D for this chamber to be depressurized. It is 6 meters wide, extends 48 meters east-west, has a slightly arched ceiling 3 meters high, and is closed by manual pressure hatches at each end.
- 32 Corridor: Of rough and unsealed rock construction, this corridor connects Chambers 30 and 35. It is normally dimly lit by controlled ceiling fixtures and is usually depressurized. It is 6 meters wide, extends 39 meters in a north-south direction, has a slightly arched ceiling 3 meters high, and is closed by manual pressure hatches at each end.
- 33 Corridor: Of rough and unsealed rock construction, this corridor connects Chambers 30 and 34. It is brightly lit during working hours and dimly lit at other times by temporary lights rigged on the walls at a height of 2 meters. It is frequently depressurized because of various work tasks. Roll 3+ on 1D for this chamber to be depressurized. It is 6 meters wide, extends 15 meters east-west, has a slightly arched ceiling 3 meters high, and is closed by manual pressure hatches at each end.
- 34 Working Excavation: This chamber is an area of active construction where excavation is in progress to enlarge the base facilities. The chamber is 45 meters wide north-south and extends up to an arched ceiling starting at 8 meters in height and rising to 20 meters maximum in the center. At present, the excavation has proceeded about 75 meters west from its beginning. A considerable distance remains to be excavated before this section can be joined with Chamber 1, the Spaceship Hangar Bay. During working hours, roll 4+ on 1D for work to be underway; 1D + 12 prisoners will be in light VaccSuits working with digging machinery. Three unarmed guards in heavy VaccSuits will be watching and supervising.
- 35 Airlock: Of smoothed and sealed rock construction, this chamber is 12 meters square with a slightly arched ceiling 4 meters high in the center and serves as a safety block in the pressure integrity system. Normally dimly lit and unpressurized, this chamber has standard airlock controls set into a panel in the northeast corner of the interior and into panels set along the exterior of each pressure hatch. There are two manual pressure hatches; the one in the north-northeast corner leads to Chamber 32, and the one in the south-southeast corner leads to Chamber 36. The chamber does have a video camera installation, but it has proven unreliable in the past and will only be turned on with a roll of 5+ on 1D.
- 36 Entrance: An alcove of rough stone set into the south face of the crater rim which has been camouflaged by specially prepared panels of rock foam, this 6 meter square chamber serves as an entrance into the base. There is an alarm installed on the pressure hatch, but it is not hidden very well. Throw 8+ on 2D to notice it. (Judge may use Skills as suitable dice modifiers when applicable.)
- 37 Storage Bay Working Excavation: This chamber is an area of active construction where excavation is in progress to enlarge the base facilities. This area is a cross connection between Chambers 38 and 39 in the form of an arched tunnel 30 meters east-west and 90 meters north-south with a gentle arch starting at 6 meters and rising to a height of 10 meters. Chambers 38 and 39 extend east from the south and north ends of the chamber. The walls are rough, unsealed stone, and the chamber is lit by flexible work lights mounted on the walls at about 4 meters height. Digging is finished in this area, and smoothing of the walls is in progress. During working hours, roll 4+ on 1D for work to be underway; 1D + 6 prisoners will be in light VaccSuits working with electro-chippers on the walls. Two unarmed guards in heavy VaccSuits will be watching and supervising.
- 38 Storage Bay: This chamber has just had excavation and wall-smoothing finished. The current job in progress is the installation of the ceiling lighting system. The chamber is a tunnel 30 meters wide and extending 180 meters east-west with an arched ceiling starting at 6 meters and rising to a final height of 10 meters. Its only entrance is the open west end which meets with Chamber 37. During working hours, roll 4+ on 1D for work to be in progress; 4 prisoners will be in light VaccSuits up on scaffolding, stringing cables. One unarmed guard in a heavy VaccSuit will be watching and supervising.
- 39 Working Excavation: This chamber is an area of active construction where excavation is in progress to enlarge the base facilities. The chamber is 30 meters wide north-south and has an arched ceiling starting at 6 meters and rising to a height of 10 meters. Excavation has proceeded about 80 meters of a planned total of 180 meters. During working hours, roll 4+ on 1D for work to be underway; 1D + 12 prisoners will be in light VaccSuits working with digging machinery. Three unarmed guards in heavy VaccSuits will be watching and supervising.

LOWER DECK



Inflateable Engineering Access Tunnel



UPPER DECK

UNDERGROUND

Hatch

Rim Wall

N

Archway

Power
Plant

Future
Excavation

Excavation
Debris

not pressurized

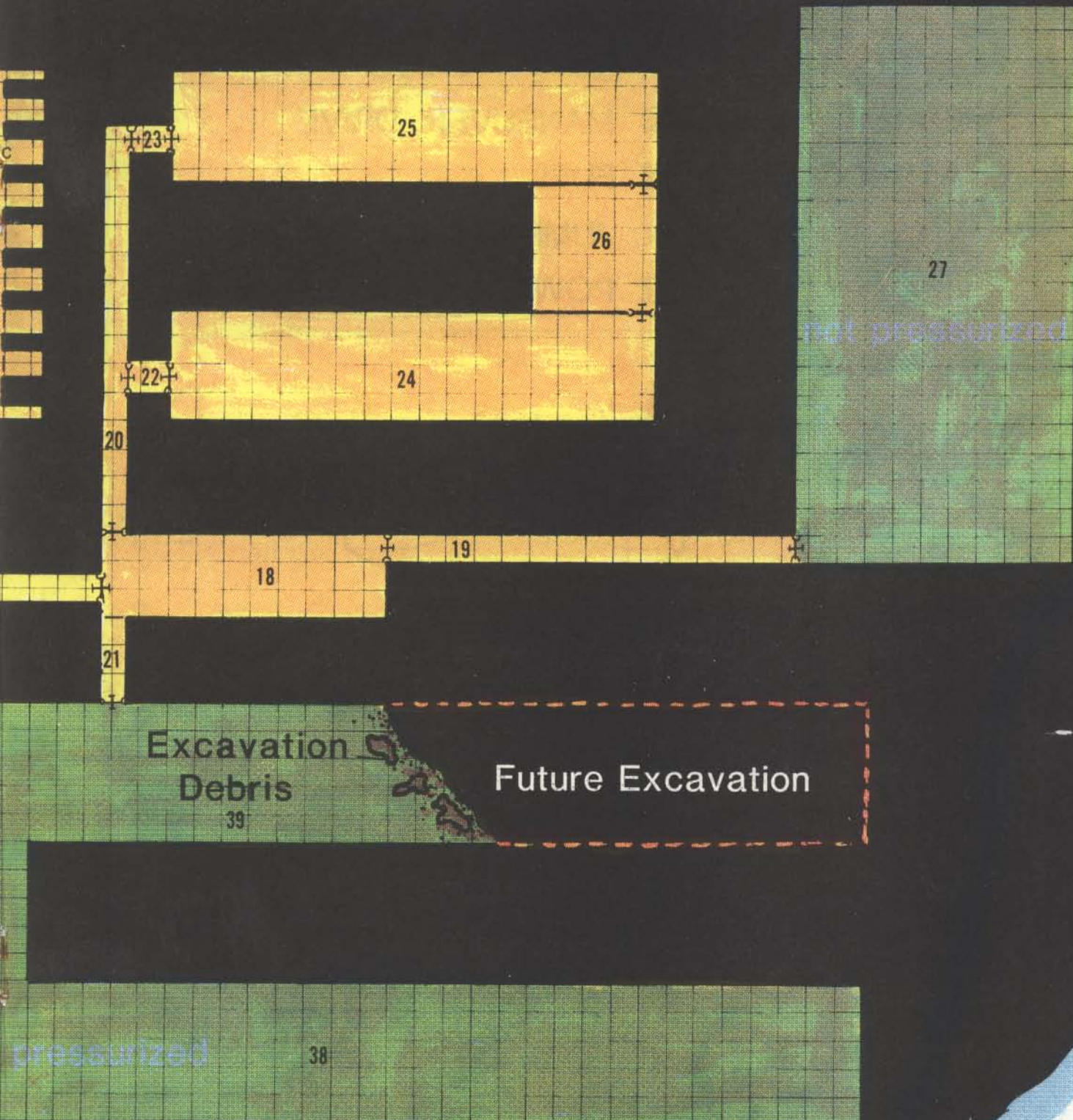
not pressurized

not



D PIRATE BASE

One square = 6 meters



FC FIRE CONTROL

fr FRESHER

Sr STATEROOM

One square = 1.5 meters

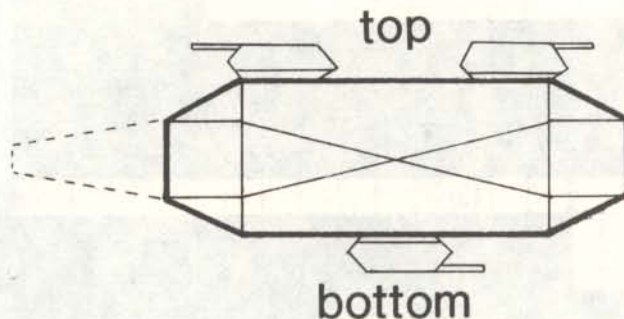
ELECTRONICS

MANEUVER DRIVE

FUEL

JUMP DRIVE

POWER PLANT



HATCHES

Bulkhead

Sliding

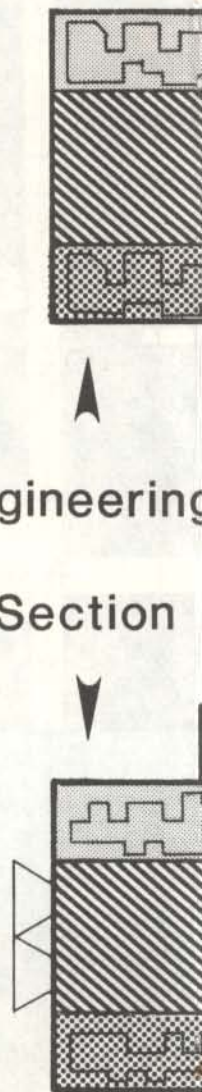
Floor

Floor and Overhead

Overhead

Engineering

Section



Boarding Party

While on passage from hither to yon (insert names of point of departure and destination), the Type A Free Trader on which your group is carried is summarily told to stand and deliver with a blast of Laser fire across the bow. You glance at your fellow passengers and are pleased to see bloodthirsty grins spread across their faces. You approach the Captain and propose that, if she gives you back your personal weapons, you will wipe out the boarding party for a half-cut of the salvage. The Captain makes a counter-offer of, if she breaks out the combat armor and weapons in her cargo, you will wipe out the boarding party and capture the ship for one-third salvage rights.

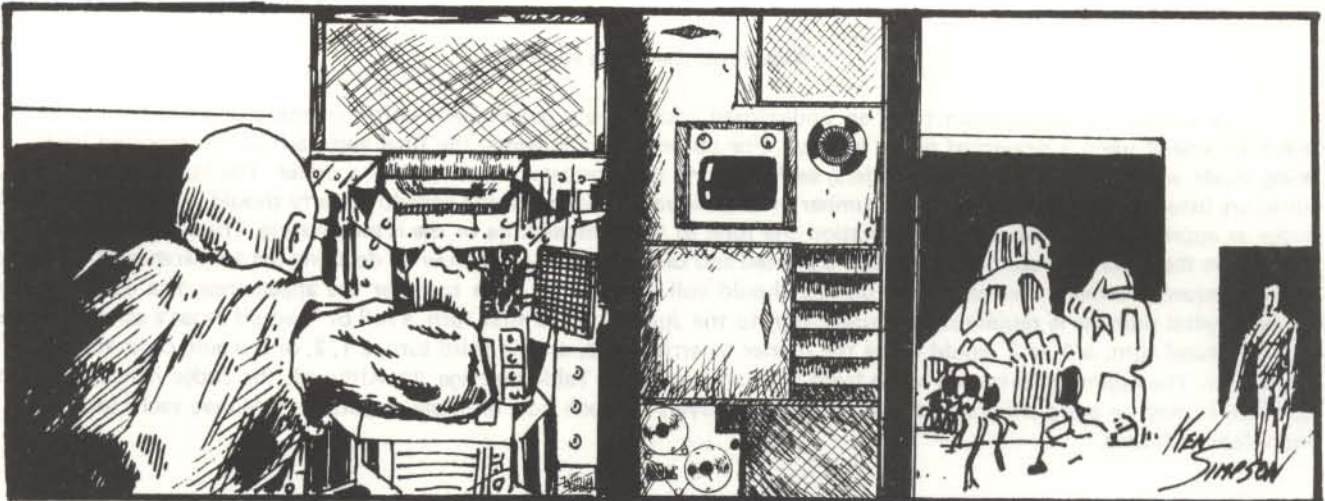
Utilize the crew and statistics for the **Green Penumbra** from page 7. The Corsair is the **Hellbeast**, and her crew and statistics are given on page 9. The boarding crew will be wearing a type of hard torso VaccSuit which should be treated as Cloth - 2 for armor purposes. One person on the boarding party will have a RAM Grenade Launcher and snub Pistol. The rest of the boarding party will be armed with SMGs and snub Pistols.

The opposing forces may be made up of any desirable mix of player-characters and the pregenerated characters that follow. The combat armor available to the defenders is surplus gear which has been reconditioned. It has the normal life support packs but only rudimentary communications gear and no vision enhancement devices. Weapons available to the defending party include one RAM Grenade Launcher, two Accelerator Rifles, two Advanced Combat Rifles, four Submachine Guns, four snub Pistols, and two improvised demolitions charges. The Judge may modify the weapons and ammunition amount available to balance the teams. The crew of the **Green Penumbra** will be reluctant to involve themselves in combat. At the most, two of the crew will participate, at the Judge's option, in the fire fight on board the trader, but they will not join the counter-boarding party. The **Hellbeast** will come alongside the **Green Penumbra**, grapple fast, and extend an inflatable fabric boarding tube from her cargo hatch to the Trader's airlock. Normally, detaching takes 3 minutes, but an emergency detach takes about 30 seconds and is performed by jettisoning the grapple cables and boarding tube. A person with VaccSuit skill level of 0 can transit the tube in 30 seconds. VaccSuit Skill of 1 permits a transit time of 25 seconds; Skill 2 is 20 seconds, and Skill 3 is 15 seconds. As a reminder, **Azhanti High Lightning** and **Snapshot** turns are 15 seconds.

Suggested characters for this scenario:

Kalmin Rafnar, Retired Scout	AB9886	Age 42	6 Terms	Cr 40,000
Gunnery - 2, Air/Raft - 3, Elec - 2, Medic - 1, Nav - 1, Pilot - 1, SMG - 1, VaccSuit - 1				
Kristina Stantin, Retired Army Major	895789	Age 30	3 Terms	Cr 30,000
Blade - 2, Air/Raft - 1, Leader - 2, Admin - 1, Rifle - 2, VaccSuit - 0, Traveller's				
Rald Han Stanfar, Retired Marine Lieutenant	879699	Age 26	2 Terms	Cr 20,000
Admin - 1, Medic - 1, Cutlass - 2, Revolver - 1, VaccSuit - 0				
Han Lee Kin, Retired Navy Starman	A67A74	Age 30	3 Terms	Cr 60,000
VaccSuit - 2, Jo T - 1, Gunnery - 1, SMG - 1				
Charli Hernandez, Retired Marine Sergeant	B66977	Age 34	4 Terms	Cr 30,000
Tactics - 2, Cutlass - 1, RAM - 2, VaccSuit - 2, Traveller's				
Stas Lantin, Retired Army Sergeant	7A8765	Age 30	3 Terms	Cr 40,000
Brawling - 1, Demo - 1, ACR - 2, Pistol - 1, VaccSuit - 0				

Suitable player-characters may replace any of the above, but remember that the assortment of skills must be maintained. Under campaign conditions, the Judge may find that, owing to casualties, insufficient skills are available to work the ship or ships. In such instances, the Judge can revive a suitable non-player character from the low passage berths. Ship plans such as **Starships and Spacecraft**, **Gunboats and Traders**, and other similar publications will prove useful to the Judge in resolving combat.





Assault on the Pirate Hide Out

As a result of information from an undisclosed source, your government unit/mercenary unit has been ordered to make an assault upon a suspected pirate hideout. For purposes of the game, the final approach to the reported location is being made with armored personnel carriers, each carrying ten troopers, a gunner, and a driver. The statistics for a typical squad are listed later in this section. The number of these squads available to the assaulting party should be determined by the Judge as appropriate, taking into consideration the tone of the campaign he or she is moderating. The Judge should not tell the players the precise amount of opposition expected and can adjust the game flow by delaying the appearance of the second and subsequent carriers. The assaulting players should roll a single die each turn for the appearance of a carrier without knowing what number is required. As a suggestion to the Judge, on the first turn, a roll of 1 would cause a carrier to arrive; on the second turn, a 1 or 2 would cause the carrier to arrive, and, on the third turn, a 1, 2, or 3 would cause the arrival of the carrier. The opposing forces are taken from the Random Thugs Table on page 29. Although the Judge may play the opposition, it may be more enjoyable to have different players for each side. Multiple players per side may each run a squad or equivalent of troops.

Typical Assault Squad

1. Lieutenant	748876	Age 22	1 Term
Brawling - 1, ATV - 2, Rifle - 1, Leader - 1			
2. Trooper	855895	Age 26	2 Terms
Blade - 1, Demo - 1, Rifle - 1			
3. Trooper	758544	Age 22	1 Term
Sword - 1, Rifle - 1			
4. Trooper	876446	Age 22	1 Term
Blade - 1, Rifle - 1			
5. Trooper	6888593	Age 22	1 Term
VaccSuit - 1, Cutlass - 1, RAM - 1			
6. Corporal	B57996	Age 34	4 Terms
Brawling - 1, Computer - 1, Cutlass - 1, Tactics - 1, Rifle - 1			
7. Trooper	A97453	Age 22	1 Term
Sword - 1, Rifle - 1			
8. Trooper	97A545	Age 22	1 Term
Blade - 1, Rifle - 1			
9. Trooper	865654	Age 22	1 Term
Blade - 1, Rifle - 1			
10. Trooper	876576	Age 22	1 Term
Blade - 1, RAM - 1			
11. Driver	457557	Age 22	1 Term
ATV - 2, Rifle - 1			
12. Gunner	799975	Age 26	2 Terms
Blade - 1, Rifle - 1, Hvy Wpns - 1			

The armored personnel carrier is armed with a RAM Grenade Auto-Launcher in a turret mount and also carries 6 demolitions charges.

The Judge must keep in mind that the guards are mostly hired thugs. They have little military-type discipline and are not combat-type squads. On the other hand, they know that they have no escape route unless they defeat the attackers. An additional factor of consequence is the prisoners held here. During the assault would be an excellent time to stage a break. However, the assaulting squads have no way of distinguishing the prisoners from the guards. A useful way for the Judge to balance the scenario is to award penalty points to the assaulter for each prisoner he or she kills.

Escape From the Pirate Prison

This scenario may come about as a result of an unsuccessful assault in Scenario One, **The Boarding Party**. Alternatively, the player-characters may be taken in a raid of some sort on another ship or installation. Yet another possibility would be to have the player-characters be members of a prospecting party exploring for mineral strikes in their ATV. The reason for introducing the players in such a fashion is that they need to have skills that the bulk of the prisoners do not have. Also, it is a more convenient way to work the episode into an ongoing campaign.

The easiest scenario to run would be the prospecting party because they begin with a vehicle, supplies, and accurate knowledge of their location on the planet. While on foot, prospecting an area of broken terrain for mineral deposits, members of the party observe the landing of the Corsair and its entry into the camouflaged base. The party becomes aware of the nature of the ship and the base by watching the testing of some of the camouflage features on the ship and by overhearing radio chatter. They will be spotted by guards and fired upon by a VRF Gauss Gun in a turret mount on an ATV. Several ATVs will pursue the party. If the party is not in an armed vehicle, only 2 ATVs with 5 thugs each will pursue. If the party has an armed vehicle, 3 ATVs with 5 thugs each will pursue with air support from one Air/Raft armed with an Auto Cannon crewed by 2 thugs. (Judge's Note: The Air/Raft is restricted to a radius of two hexes from the base.) The Judge may find useful hints on running this type of scenario in **Double Adventure 2: Mission on Mithril/Across the Bright Face**.

In the other situations, the player-characters will not know their exact location. They are provided with the planetary map and the information that they are at one of the numbered locations. They are able to escape because the crew of the **Krasmi Lass** and the two old, retired spacehands who run the life support systems for the prisoners have carefully set up an escape. Over the last several months, they have painstakingly rebuilt several of the limited life support packs back to their original configurations. By stealing parts and supplies, they prepared escape packs. The crew themselves no longer have enough endurance to make the escape attempt, but they have done their best to ensure that someone else will be successful. The prisoners have also sabotaged parts of the base power system and alarm scanners.

The prisoners will help the escape party to steal an ATV. (Judge's Note: The players will have a 2-hour head start before a pursuing party of 2 ATVs starts after them. The ATVs are armed with a VRF Gauss Gun in a turret, and each carries 5 thugs. The player's ATV begins to malfunction after 2 hours and will run 2 additional hours at normal speed before it breaks down completely. It is not repairable.) The ATV does have a VRF Gauss Gun, but it only has a limited amount of ammunition, enough for 3 bursts. The ATV does have 4 demolitions charges, a collapsible, man-pulled load sled, and a light-weight emergency pressure tent.

For a singular episode with no campaign connections, successfully reaching a town ahead of pursuit constitutes a "win." In a campaign context, the players should have to inform the authorities and help organize the assault and rescue party. (Judge's Note: This provides a suitable link between Scenarios 3 and 4. However, members of Linage Kim are in positions of authority in the police/defense forces and may block such actions. The Judge may choose to have the party play out the resolution of this problem.)

Salvage of the Corsair Wreck

As a result of an attack upon an armed Merchant, a Corsair suffered combat damage. The pirate quickly broke off the action and fled. The Judge has numerous options on where to place this scenario in his or her campaign and the precise details of the situation. The following set of tables may be used to fill in the details of this scenario. The Judge may roll at random or pick those specific options which best suit the tone of the campaign he or she is moderating. A special record sheet is provided to record the status of the Corsair and the exact damage.

Overall Situation (Roll 1D6)

- 1 In Solar System where Attack took place, victim destroyed/disabled.
- 2 In Solar System where Attack took place, victim survives and give alarm.
- 3 In Mellansel System, Base/Linage Kim aware of attack situation.
- 4 In Mellansel System, Base/Linage Kim aware of attack situation, Pirate alert out.
- 5 In Mellansel System, Base/Linage Kim unaware of attack situation.
- 6 In another Solar System, Presence of Corsair unknown, Pirate alert out.

Position (Roll 1D6)

- 1 Crashed in remote region of planet.
- 2 Crashed in remote region of satellite.
- 3 Drifting remote from shipping lanes.
- 4 Drifting close to shipping lanes.
- 5 Drifting in the Trojan Position of a Planet (60 degrees ahead/behind).
- 6 Drifting in the Asteroid Belt

Hits Taken (Roll 2D6)

Die Roll	No. Hits	Result
2	1	1 - 2 Computer, 3 - 4 Powerplant, 5 - 6 Life Support
3	1	1 - 2 Computer, 3 - 4 Powerplant, 5 - 6 Life Support
4	2	Life Support & Hull: 1 Bridge, 2 Lower Deck, 3 Upper Deck, 4 Hold, 5 - 6 Fuel
5	2	Powerplant & 1 - 2 Fuel, 3 - 4 Turret, 5 - 6 Hold
6	2	Computer & 1 - 2 Hold, 3 Lower Deck, 4 Upper Deck, 5 Fuel, 6 Engineering
7	3	Powerplant & 1 - 3 Computer, 4 - 6 Life Support & 1 - 3 Fuel, 4 Hold, 5 Bridge, 6 Upper Deck
8	3	Life Support & 1 - 3 Computer, 4 - 6 Powerplant & 1 - 3 Fuel, 4 Hold, 5 Bridge, 6 Lower Deck
9	3	Computer & 1 - 3 Life Support, 4 - 6 Powerplant & 1 - 3 Fuel, 4 Hold, 5 Bridge, 6 Lower Berths
10	3	Powerplant & 1 - 3 Computer, 4 - 6 Life Support & 1 - 3 Fuel, 4 Hold, 5 Bridge, 6 Lower Deck
11	4	Life Support & Hold & Fuel x 1D6 & 1 - 2 Hold, 3 Lower Deck, 4 Upper Deck, 5 Bridge, 6 Computer
12	4	Computer & Hold & Fuel x 1D6 & 1 - 2 Hold, 3 Lower Deck, 4 Upper Deck, 5 Bridge, 6 Computer

One crewmember will be killed and one injured for each hit taken.

Ship Status

Engineering:

Powerplant

Emergency Power

Life Support

Maneuver Drive

Jump Drive

Fuel Remaining: tons

Fuel Tank Capacity Intact: tons

Hardpoint 1

Hardpoint 2

Hardpoint 3

Hardpoint 4

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Vacuum

Bridge/Controls:

Computer

☐ Damaged

☐ Damaged

☐ Destroyed

☐ Destroyed

☐ Vacuum

Accommodations Upper Deck:

Stateroom 1

Stateroom 2

Stateroom 3

Stateroom 4

Stateroom 5

Fresher

Common

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Vacuum

Accommodations Lower Deck:

Stateroom 6

Stateroom 7

Stateroom 8

Stateroom 9

Stateroom 10

Fresher

Low Berths

Avionics

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Damaged

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Destroyed

☐ Vacuum

Number Functional

Crew Status

(D + D)

- 1 1 - 3 Renfru Kenrimli
- 1 4 - 6 Tleena Maxin
- 2 1 - 3 Jak Stanlin
- 2 4 - 6 Kran Haldo
- 3 1 - 3 Strinlo Framrasma
- 3 4 - 6 Tom Beslana
- 4 1 - 3 Frad Enlodin
- 4 4 - 6 Kim Chee So
- 5 1 - 3 Trax Las Fondo
- 5 4 - 6 Streena Aldrin
- Low Berths Occupied:
- 6 1 - 6 Low Berth Passengers

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Injured

☐ Dead

☐ Dead

☐ Dead

☐ Dead

☐ Dead

☐ Dead

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☐ Dead

☐ Dead

☐ Low Passage

☐ Low Passage

☐ Low Passage

☐ Low Passage

☐ Low Passage

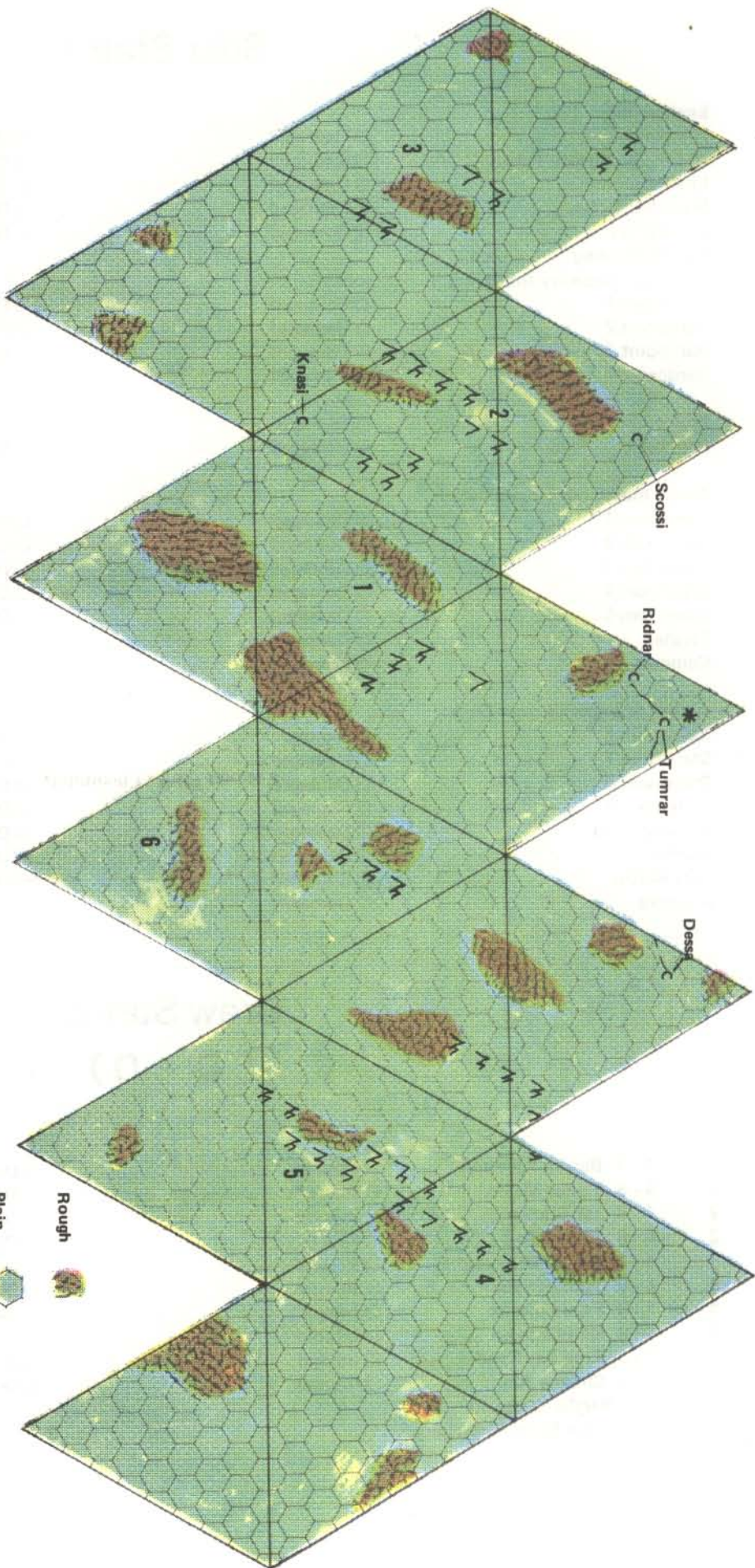
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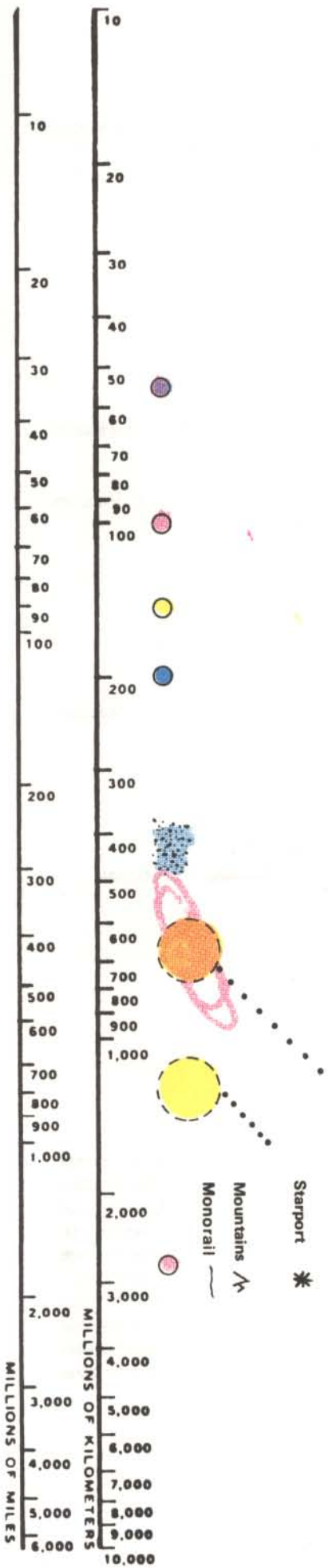
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Mellansel 2425 E200 485 B Rock G



MELLANSEL

The planet Mellansel is a 3,400 kilometer diameter airless rock. Its surface features are limited to plains, mountains, rough terrain (usually craters), and occasional dust pools. Some subsurface deposits of water ice exist, as do carbonaceous minerals which are useful for hydroponic farming. Much of the surface is still unexplored.

(Roll 1D + DM)
ATV/Walking

 ½ hr./5 hr.	 1 hr./7.5 hr.	 2 hr./10 hr.
1 Dust Pool	1 Dust Pool	1 Dust Pool
2 Craters	2 Cave	2 Crevasse/Ravine
3 Crevasse/Ravine	3 Crevasse/Ravine	3 Blocked Passage
4 ATV Tracks	4 Craters	4 Loose Rubble
5 Rocky Ground	5 ATV Tracks	5 Cave
6 Dust Pool	6 Rocky Ground	6 Avalanche
7 ATV Tracks	7 Dust Pool	7 Vapor Vent
8 Dust Pool	8 Blocked Passage	8 Blocked Passage
9 Vapor Vent	9 Craters	9 Loose Rubble
10 Meteor Shower	10 Meteor Shower	10 Meteor Shower

DMs: Adjacent hex is Rough +1, Adjacent hex is Mountain +2, Maximum DM is +4.

Vacuum Planet Encounters

ATV Tracks: A line of intertwined ATV tracks indicates the passage of 1D + 1 vehicles at an angle across the group's path. The tracks mark a route of especially easy passage avoiding all obstacles. In plain terrain, this encounter has no effect; in rough terrain, following the tracks will permit the party to travel at plain terrain speed. Throw on the directional rosette to determine the direction the tracks take. The tracks fade out upon exiting the hex when an especially rocky section of ground is encountered.

Avalanche: The side of the mountain above and to the left/right/front/rear of the party is crumbling and sliding down towards the party. Throw Dexterity or Intelligence (whichever is higher) on 2D for each character on foot to take cover. If the throw is unsuccessful, throw Endurance or less on 2D to avoid 1D + 1 Hit Points in injury. Roll 1D, on 1 - 3 the Vacc Suit is also breached. Flying vehicles may avoid avalanches with a throw of 3+ on 2D (Die Modifier: Pilot Skill applicable). Ground Vehicles may avoid avalanches with a throw of 8+ on 2D (Die Modifier: Vehicular Skill applicable). If unsuccessful in avoiding, throw 3D to determine the extent of the avalanche; each pip indicates 10 minutes work by one person to free the vehicle. If the result is greater than 9, the Judge may apply an appropriate vehicle malfunction (adjust probability for ruggedness of vehicle construction). Players maintaining alertness for avalanches decrease speed to 2/3 and gain an additional Die Modifier of 3 on avalanche avoidance rolls.

Blocked Passage: The route being followed is blocked and is impassable to ground vehicles. Throw 2D to determine the number of man days of work necessary to clear a passage. Explosives and other equipment will modify the work time at Judge's discretion. Foot passage may be discovered on a roll of 6+ on 2D per man hour spent searching.

Cave: A dark shadow is noticed which proves to be the opening of a cave. It extends at least 4D meters and has 1D passages. On a roll of 6+ on 2D, there will be a minor Human artifact found; on a roll of 10+, a minor Alien artifact. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild **Ready Ref Book**.

Craters: An extensive area ahead is covered with meteorite impact craters. The ground travel time is doubled for the next 1D + 3 kilometers.

Crevasse/Ravine: The terrain ahead has crevasses and/or ravines which obstruct passage. Throw 2D; on a roll of 8 or less, ground travel time is doubled for the next 2D kilometers. On a roll of 9 or greater, 1D + 1 hours must be spent travelling along the crevasse to find a passable place for vehicles. Individuals may attempt to leap/scramble across by rolling Dexterity or less on 2D (Die Modifier of +1 if Strength greater than 8). If unsuccessful, take 1D - 1 Hit Points of damage and check for Vacc Suit breach on 1 - 3 of 1D.

Dust Pool: A low area in the terrain ahead is filled with microfine dust. The maximum depth is 2D - 1 meters and the pool has a diameter of 5D x 10 meters. It will take 4D minutes to find a safe ground passage around (double time in Rough and triple time in Mountain terrain). Travelling through the dust pool causes a 1/6 chance of a minor vehicle or Vacc Suit malfunction for every 50 meters of distance travelled.

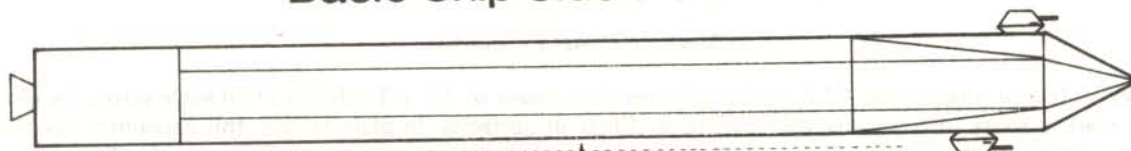
Loose Rubble: Portions of the path ahead are strewn with loose rubble. Ground travel speed except for tracked vehicles is cut in half for the next 1D kilometers. On a roll of 11+ on 2D an avalanche will also occur.

Meteor Shower: Micrometeorites pelt the area for 2D seconds. If the shower lasts 7+ seconds there is a 1 in 6 chance that each character exposed will have a Vacc Suit breach. If the shower lasts 9+ seconds, there is a 1 in 6 chance that each vehicle exposed will be breached to vacuum. In a breached vehicle, roll Dexterity or under on 2D to repair the breach. If unsuccessful roll Dexterity or less on 2D (Die Modifier of Vacc Suit Skill) to don Vacc Suit in time to avoid 1D of decompression damage.

Rocky Ground: Rocky areas ahead add one-half to the travel time of characters on foot or in tracked vehicles. Double the travel time for other ground vehicles. The rocky area extends for 2D x 2 kilometers.

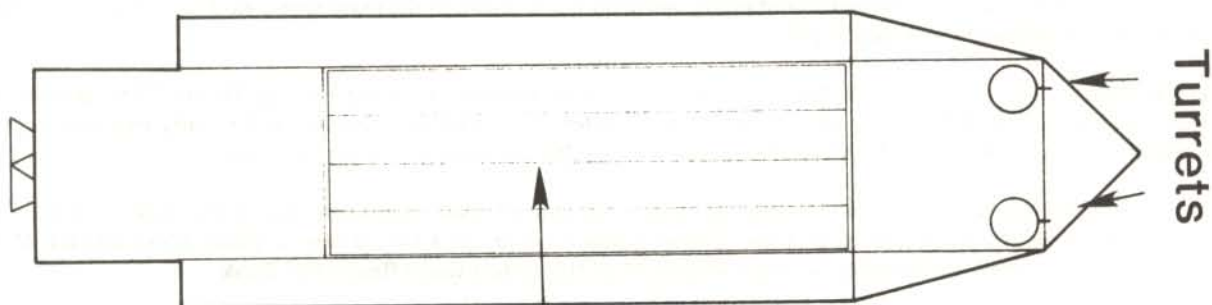
Vapor Vent: A small crack in the ground ahead is seen to spout vapor at irregular intervals. The crack can easily be leaped over by a character on foot. Ground vehicles can easily avoid the crack. Roll 2D if the characters elect to pass over the crack. On an 8+, the crack will spout vapor as they cross. Vehicles will receive a sharp jolt but no damage. A character on foot will be thrown into the ground. Roll Dexterity or under on 2D to avoid 1D Hit Points in damage. Check for a 2 in 6 chance of Vacc Suit breach also.

Basic Ship Side View



Inflateable Engineering Access Tunnel

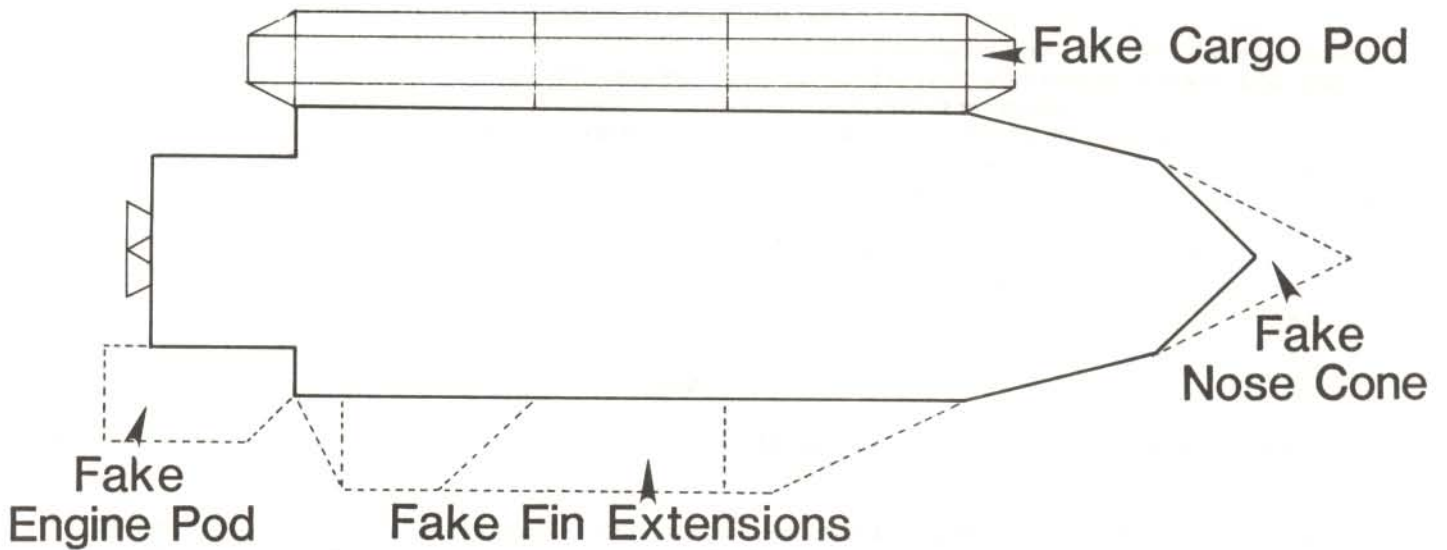
Basic Ship Top View



Cargo Bay Hatches

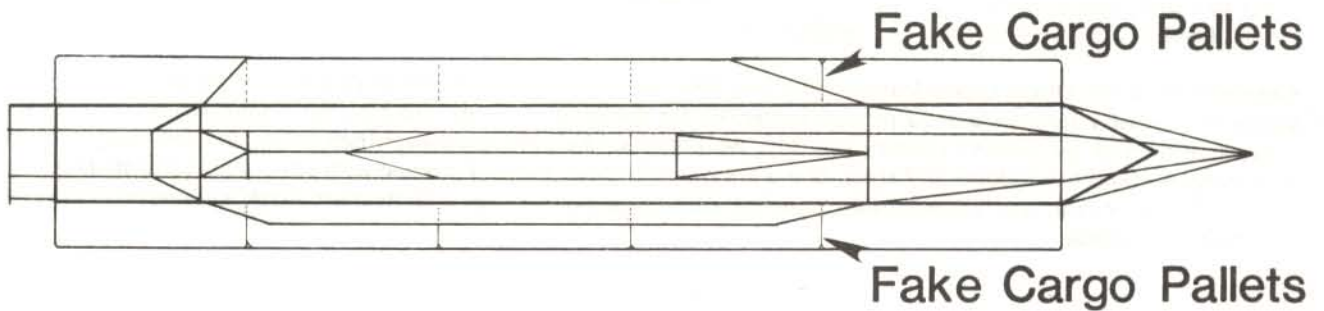
Turrets

Top View



CORSAIR TYPE P

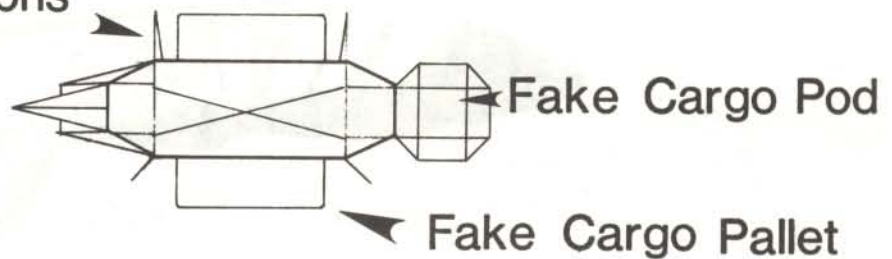
Side View



The drawings display some of the camouflage items used.

Front View

Fake Fin Extensions



Prisoner Work Crews

The areas of excavation are generally pressurized, but, during the digging, the many cracks and faults encountered will depressurize the working area. The prisoner work crews are fitted with light VaccSuits which have specially modified life support backpacks. These backpacks have filters in them to remove rock dust from the exterior air but only have the capacity to support life in a vacuum for 20 minutes or so. This modification prevents prisoners from using these suits to escape. The guards have a large life support unit with 20 umbilicals built into it. When the excavation depressurizes, all workers attach themselves to the large life support. Small crews then detach themselves in turn to work on the breach until it is sealed. Tools are carefully inventoried at the start and at the end of each working shift.

There are a total of 60 prisoners which, owing to the poor diet and working conditions, have statistics of 666765. They all have at least a skill level of 0 in VaccSuit with 6+ on 2D chance of having a skill level of 1. They were all farm hands, agricultural workers, and miners except for two old, retired spacehands who have been given the permanent job of maintaining the prisoner life support machinery in Chamber 26.

Pirate Notables

Cralmi Garaya, Base Leader	886985	Age 38	5 terms
Streetwise - 2, Administration - 2, Leader - 2, Blade - 1		THROW 1d6	1 - 2

In charge of the guard force, base security, and personnel, this hard-bitten individual has risen a long way since his start in a street gang in a city slum on Kharas. He provided muscle for the local Nar political leaders and soon was in charge of more important items. He is in line for a job with some political clout if he can pull this task off. Of stocky build and fair complexion, he always wears a clean jumpsuit with a concealed dagger and body pistol.

Grislin Stran, Construction Engineer	8A7A96	Age 34	4 terms
Streetwise - 1, Administration - 1, Engineering - 3, VaccSuit - 1			3 - 4

In charge of construction and ship maintenance, his engineering skills are more specialized in building shore installations and routine ship upkeep. A belter from Kerzaz, Grislin is right at home dug into rock. He feels comfortable here. A slender, wiry individual, he is scrupulously clean and meticulous in his habits. Quiet and calm, he never acts without thinking, but he has drilled himself to respond quickly to normal vacuum emergencies.

Fredrika Tanth, Guard Captain	879C86	Age 22	1 term
Leader - 2, Cutlass - 1, SMG - 1, VaccSuit - 1			5 - 6

Cashiered from the Union Crucis Marines after one term because of excessive brutality and political activity, Fredrika was contacted by party functionaries to provide leadership for the guard force on this job. Her normal brutality has been kept somewhat in check by Grislin's concern for "his" work crews. The prisoners are terrified of her, and the guard force itself is apprehensive about her sudden cold rages. She is always neat, clean, and well-dressed with scrupulously maintained weapons. Her short, stocky body and rather brutish-appearing, dark-complexioned face with its short, black hair and brown eyes hide a very keen intelligence.



RANDOM THUG TABLE

1	Thug	95B567	Age 26	2 terms	Pistol
2	Thug	65A656	Age 26	2 terms	Carbine
3	Thug	A95323	Age 22	1 term	Pistol
4	Thug	B69B97	Age 30	3 terms	SMG
5	Thug	788786	Age 22	1 term	Pistol
6	Thug	875767	Age 26	2 terms	SMG
7	Thug	775856	Age 22	1 term	Carbine
8	Thug	786987	Age 30	3 terms	Pistol
9	Thug	6B5576	Age 22	1 term	Carbine
10	Thug	789573	Age 26	2 terms	Carbine
11	Thug	976788	Age 22	1 term	Pistol
12	Thug	B87848	Age 22	1 term	SMG
13	Thug	698B43	Age 22	1 term	SMG
14	Thug	899667	Age 26	2 terms	Carbine
15	Thug	986989	Age 26	2 terms	Pistol
16	Thug	65B435	Age 22	1 term	Pistol
17	Thug	883994	Age 22	1 term	SMG
18	Thug	976986	Age 30	3 terms	SMG
19	Thug	758594	Age 22	1 term	Pistol
20	Thug	697867	Age 26	2 terms	Carbine

Between twenty and forty guards will be available as opposition for the party. The Judge is advised to adjust the number of opposing guards in accordance with the strength of the opposing party.



HIGH GUARD STATS LISTING

TYPE P CORSAIR

P-4121 Hellbeast MR-4423421-000000-30000-0 MCr204.2 400 tons
 batteries bearing 1
 batteries 1 Crew=5. TL=14
 Book 2 Design
 Passengers=0. Low=20. Cargo=150. Fuel=90. EP=16. Hardpoints=3. Agility=3. Troops=5.
 Three Single Turrets with Pulse Lasers.

P-4122 Stormfire MR-4424521-330000-30102-0 MCr253.61 400 tons
 batteries bearing 1 2 1 1 Crew=5. TL=14
 batteries 1 2 1 1 High Guard Design
 Passengers=0. Low=20. Cargo=100. Fuel=100. EP=20. Hardpoints=3. Agility=2. Troops=5.
 One Particle Accelerator Barbette, Triple Turret with Twin Beam Lasers and Sand Caster, Triple Turret with Twin Beam Lasers and Missile Launcher.

P-4123 Slasher MR-4423521-440000-301020-0 MCr254.27 400 tons
 batteries bearing 1 2 1 2 Crew=5. TL=14
 batteries 1 2 1 2 High Guard Design
 Passengers=0. Low=20. Cargo=130. Fuel=100. EP=20. Hardpoints=4. Agility=2. Troops=6.

Ship to Ship Combat

The purpose for which a Type P Corsair is designed is to fight and conquer other ships. The intention of the pirate crew is that their opponent shall always be a rich, slow, and relatively unarmed Merchant ship which will surrender quickly. Their intentions are not always realized, and opponents are frequently much tougher than any pirate would desire. The following ships are given for use in naval combat scenarios. They are arranged in order of increasing difficulty, and, after the first few, the standard Corsair will prove to be insufficient opposition. The Judge may then permit the use of either of the other two up-gunned Corsairs as appropriate to his or her campaign.

TYPE A FREE TRADER

A-9431 Blue Eclipse	A1-2211111-000000--10000-0	MCR57.8	200 tons
batteries bearing	2		Crew=4. TL=9
batteries	2		Book 2 Design

Passengers=4. Low=20. Cargo=92. Fuel=21. Hardpoints=2. Agility=0.
Two Single Turrets with Pulse Lasers.

A-9432 Scarlet Meteor	A1-2211111-020000-10001-0	MCR60.8	200 tons
batteries bearing	2 2 2		Crew=4. TL=9
batteries	2 2 2		Book 2 Design

Passengers=6. Low=20. Cargo=90. Fuel=21. Hardpoints=2. Agility=0.
Two triple Turrets with Beam Laser, Sand Caster, Missile Launcher each.

TYPE R SUBSIDIZED MERCHANT

R-72454 Moonbeam	R-4211111-000000-10000-0	MCR101.035	400 tons
batteries bearing	2		Crew=5. TL=9
bearing	2		Book 2 Design

Passengers=8. Low=9. Fuel=50. Cargo=200. EP=1.5. Hardpoints=2. Agility=1.
Two Single Turrets with Pulse Lasers.

R-72455 Sunfire	R-4211111-020000-10001-0	MCR104.035	400 tons
batteries bearing	2 2 2		Crew=5. TL=9
batteries	2 2 2		Book 2 Design

Passengers=8. Low=9. Fuel=50. Cargo=200. EP=1.5. Hardpoints=2. Agility=1.
Two Triple Turrets with Beam Laser, Sand Caster, Missile Launcher each.

TYPE S SCOUT COURIER

S-18525 Dero	S-12222R1-020000-10001-0	MCR29.63	100 tons
batteries bearing	1 1 1		Crew=1. TL=9
batteries	1 1 1		Book 2 Design

Passengers=3. Fuel=40. Cargo=3. EP=2. Agility=2. Hardpoint=1. Air/Raft
Triple Turret with Beam Laser, Sand Caster, Missile Launcher.

S-18526 Demon	S-12222R1-040000-04000-0	MCR29.88	100 tons
batteries bearing	1 1		Crew=1. TL=9*
batteries	1 1		Book 2* Design

Passengers=3. Fuel=40. Cargo=3. EP=2. Agility=0. Hardpoint=1. Air/Raft.
*Special Turret with One TL=12 Fusion Gun and One TL=12 Sand Caster.

TYPE SB DEFENSE BOAT

SB-76532 Defender	SB-41069E2-900000-30002-0	MCR777.54	400 tons
batteries bearing	2 2		Crew=10. TL=12
batteries	2 2		High Guard Design

Passengers=0. Low=0. Cargo=27. Fuel=36. EP=36. Hardpoints=4. Agility=6.
Two Triple Beam Laser Turrets, Two Triple Missile Turrets.

TREASURE

VAULT



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Maken †	2024	D592321	8	Non-Industrial
Tlemcen †	2027	B745853	C	
Puula †	2030	C543413	C	Non-Industrial, Poor
Ramsle †	2122	C755383	A	Non-Industrial
Gabesh †	2125	E8938887	G	
Stax †	2126	E300509	9	Rock
Kouvola †	2130	C723536	9	Non-Agricultural, Poor
Mikkeli †	2227	C945898	B	
Suolahti †	2230	D544889	8	
Dorotea †	2321	C887455	A	Non-Industrial
Bracke †	2324	E458337	7	Non-Industrial
Bergsjo †	2326	D772201	A	Non-Industrial
Turku †	2329	A442899	E	Poor
Jarpen †	2421	E8A4595	A	Non-Industrial
Mellansel †	2425	E200485	B	Rock
Kuhmo †	2428	C8CA885	9	Waterworld
Uterea †	2522	C659695	A	Non-Industrial
Coin †	2525	D543889	A	Poor
Ivalo †	2528	C333334	C	Non-Agricultural, Poor
Tervola †	2530	E888210	9	Non-Industrial
Ecija †	2623	A674A99	D	Union Capital, Industrial
Ronda †	2625	C855638	A	Agricultural
Pokka †	2627	D684786	A	Agricultural
Vaala †	2630	D687775	C	Agricultural, Rich
Osuna †	2722	E84A439	8	Waterworld
Ranua †	2728	AA69779	D	

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