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CORSAIRS
of THE TURKU WASTE

Science-Fiction Adventure in the Far Future

Judges Guild

by DAVE SERING

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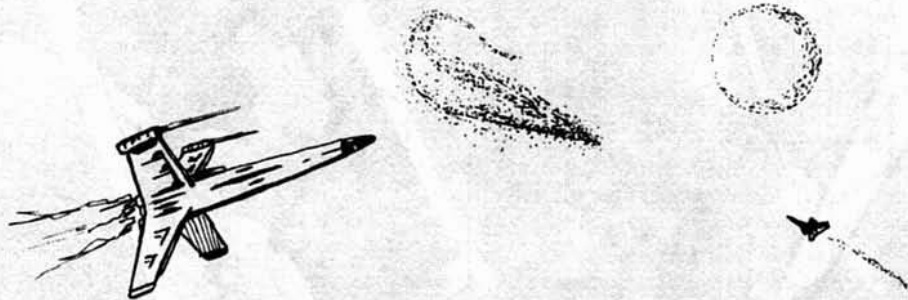Combat in Deep Space
Escape from the Hidden Base

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Designed by Dave Sering
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Layout by Jerry Taylor and Rick Houser

This book belongs to: _____

Ken Simpson

Introduction

This product is one of a series of **Traveller tm** 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 Ginlenchy 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

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.

3

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.

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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 shipboard 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 featuers 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 noncommital 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   A65545   Age 22   1 term
        Brawling - 1, Gunnery - 1

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   988796   Age 22   1 term
        Brawling - 1, Engineering - 1

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   7899A6   Age 38   5 terms
        Pilot - 2, Bribe - 1, Medic - 1, Mech - 1, Navigation - 2, Gunnery - 2

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   875A94   Age 26   2 terms
        Mech - 1, Engineering - 2, Computer - 1, Gun Cbt - 1

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   A699AA   Age 30   3 terms
        Medic - 2, Gunnery - 1, Computer - 1

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   756A95   Age 26   2 terms
        Streetwise - 1, Rifle - 1, Steward - 1

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   434A91   Age 50   8 terms
        Electronic - 2, Admin - 2, Navigation - 3, Steward - 2, Medic - 2, Pilot - 2, Gunnery - 1, Rifle - 1

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 auxillary 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 illumiated 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, lounger, 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.

18   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 lighted 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 disoposal 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 lighted 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 pressufe hatches at each end.

32   Corridor: Of rough and unsealed rock construction, this corridor connects Chambers 30 and 35. It is normally dimly lighted 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 lighted during working hours and dimly lighted 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 lighted 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.

FC	FIRE CONTROL	▨	ELECTRONICS
fr	FRESHER	▧	MANEUVER DRIVE
Sr	STATEROOM	▩	FUEL
		▨	JUMP DRIVE
	One square = 1.5 meters	▨	POWER PLANT

top

bottom

Engineering
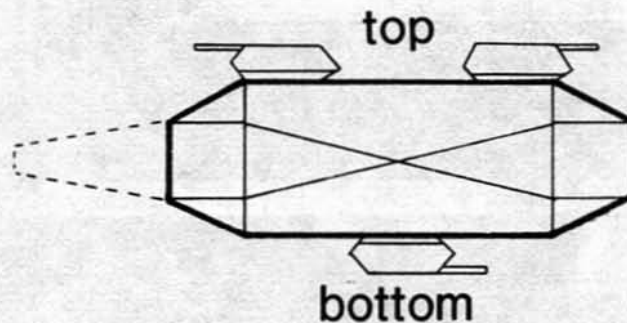
Section

HATCHES

⊢ Bulkhead   ⊕ Floor

▢ Sliding   ⊕ Floor and Overhead

       ⊕ Overhead
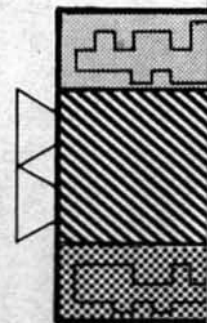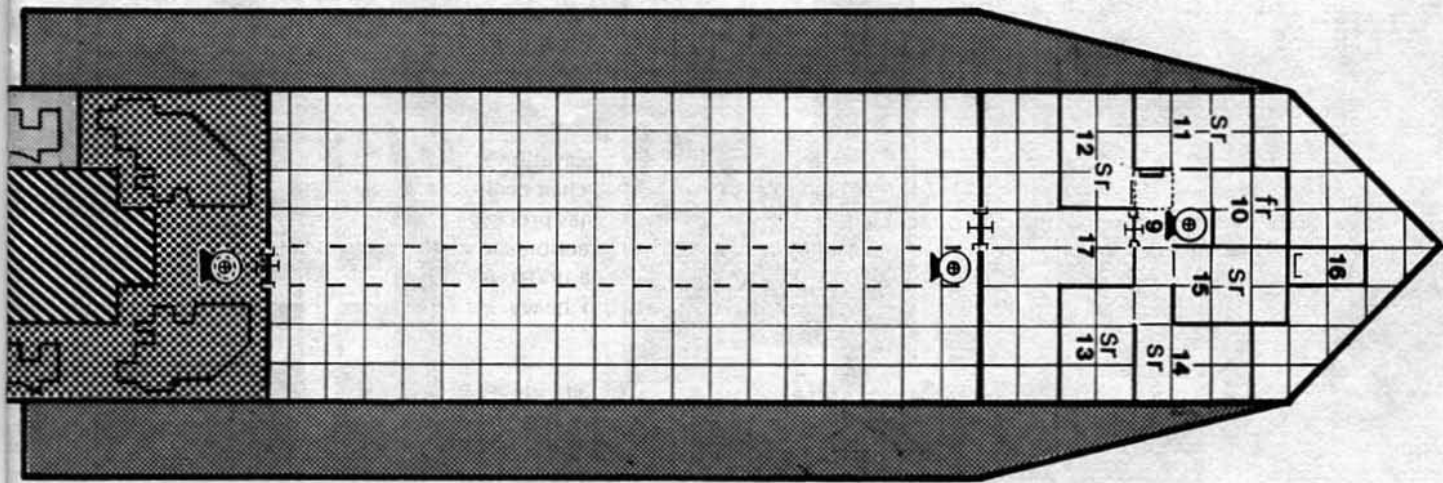
LOWER DECK

Inflateable Engineering Access Tunnel
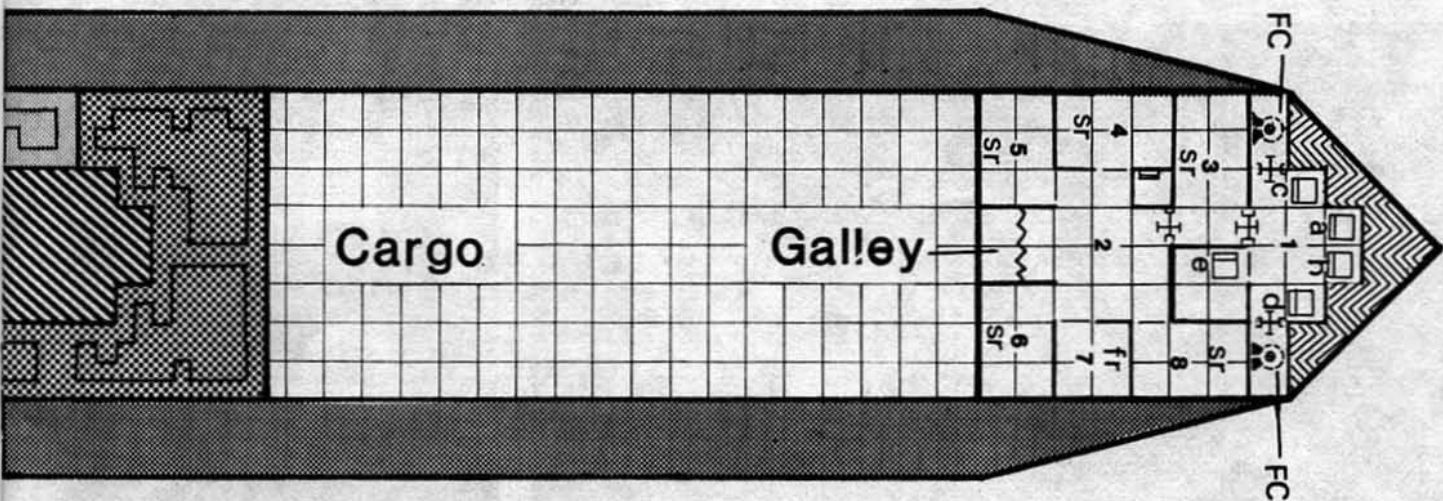
UPPER DECK

Cargo   Galley

One square = 6 meters

23

25

26

27

not pressurized

22

20

19

18

21

Excavation
Debris
39

Future Excavation

pressurized

38
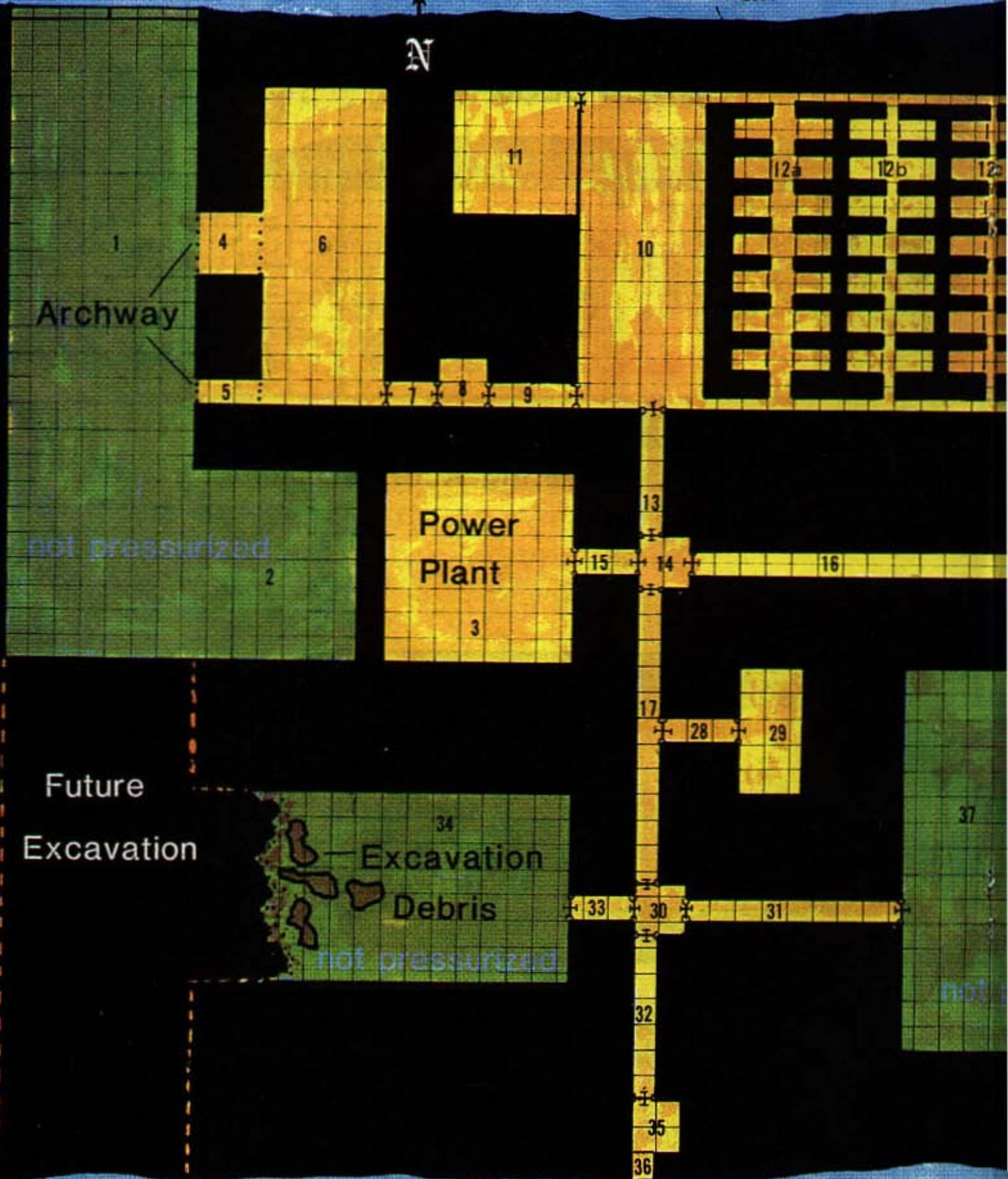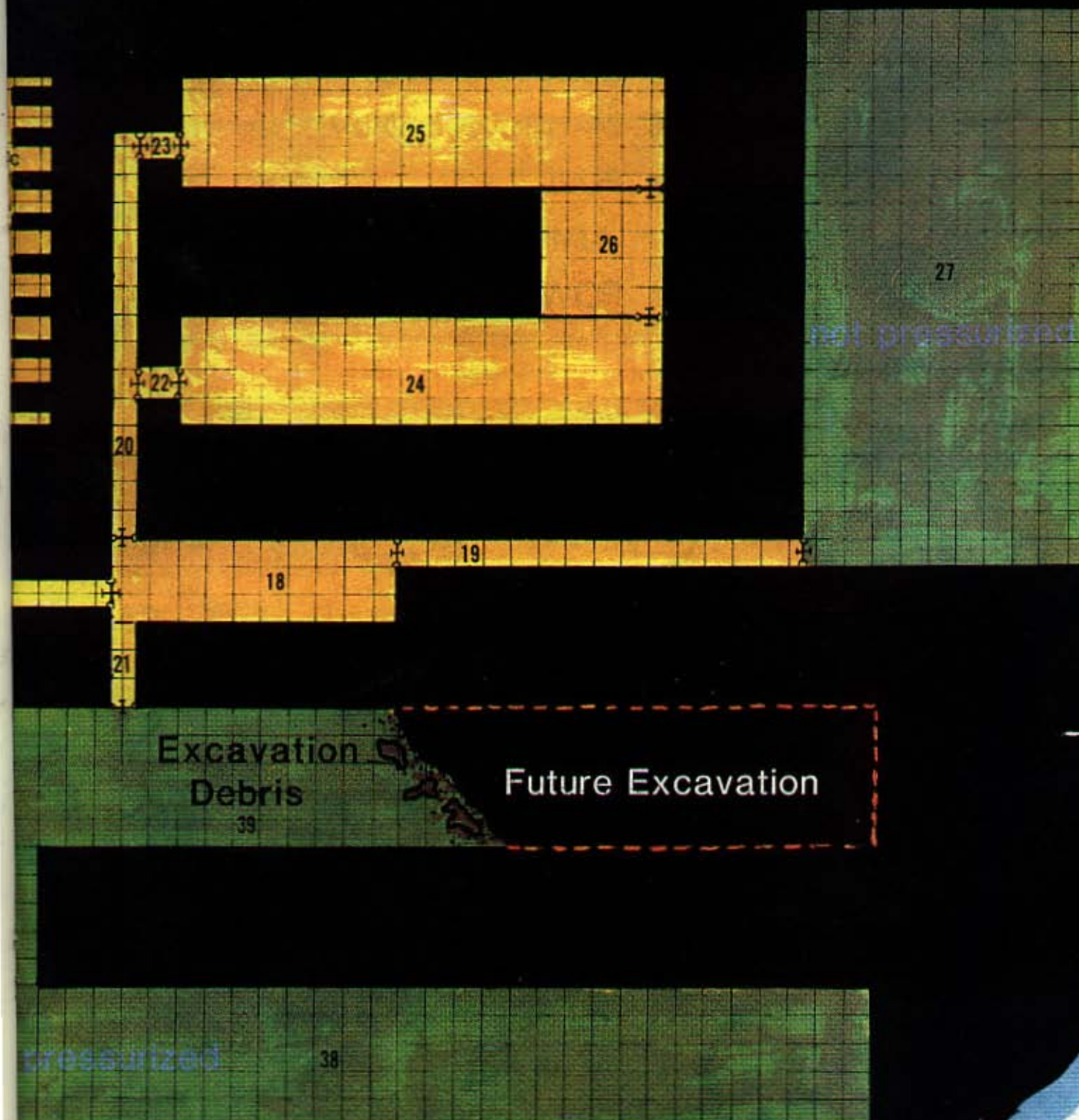
Boarding Party

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-characers 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.
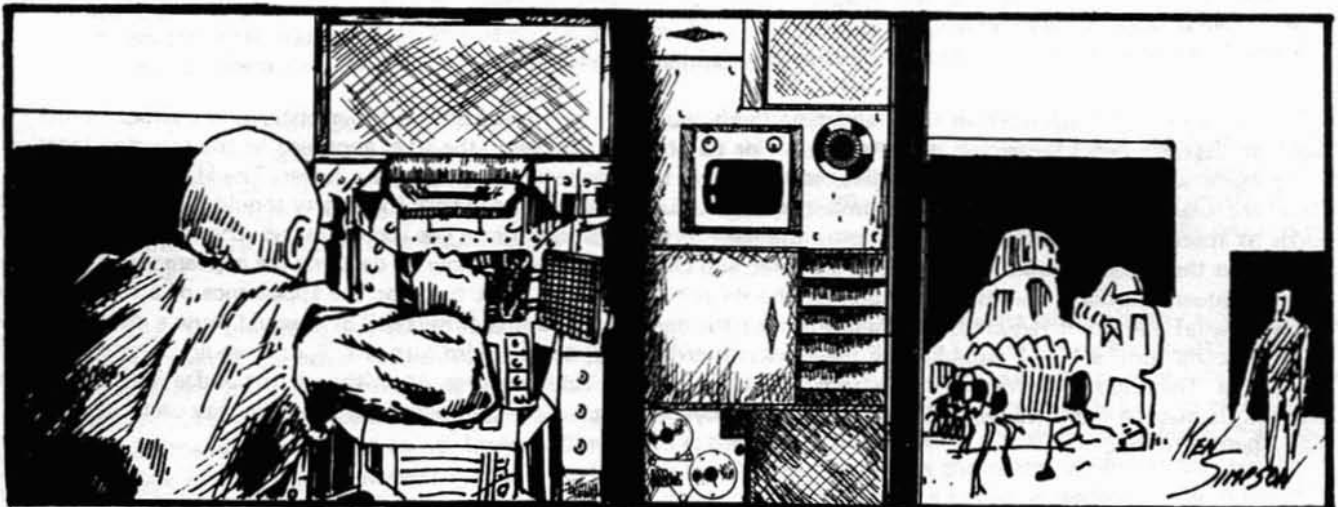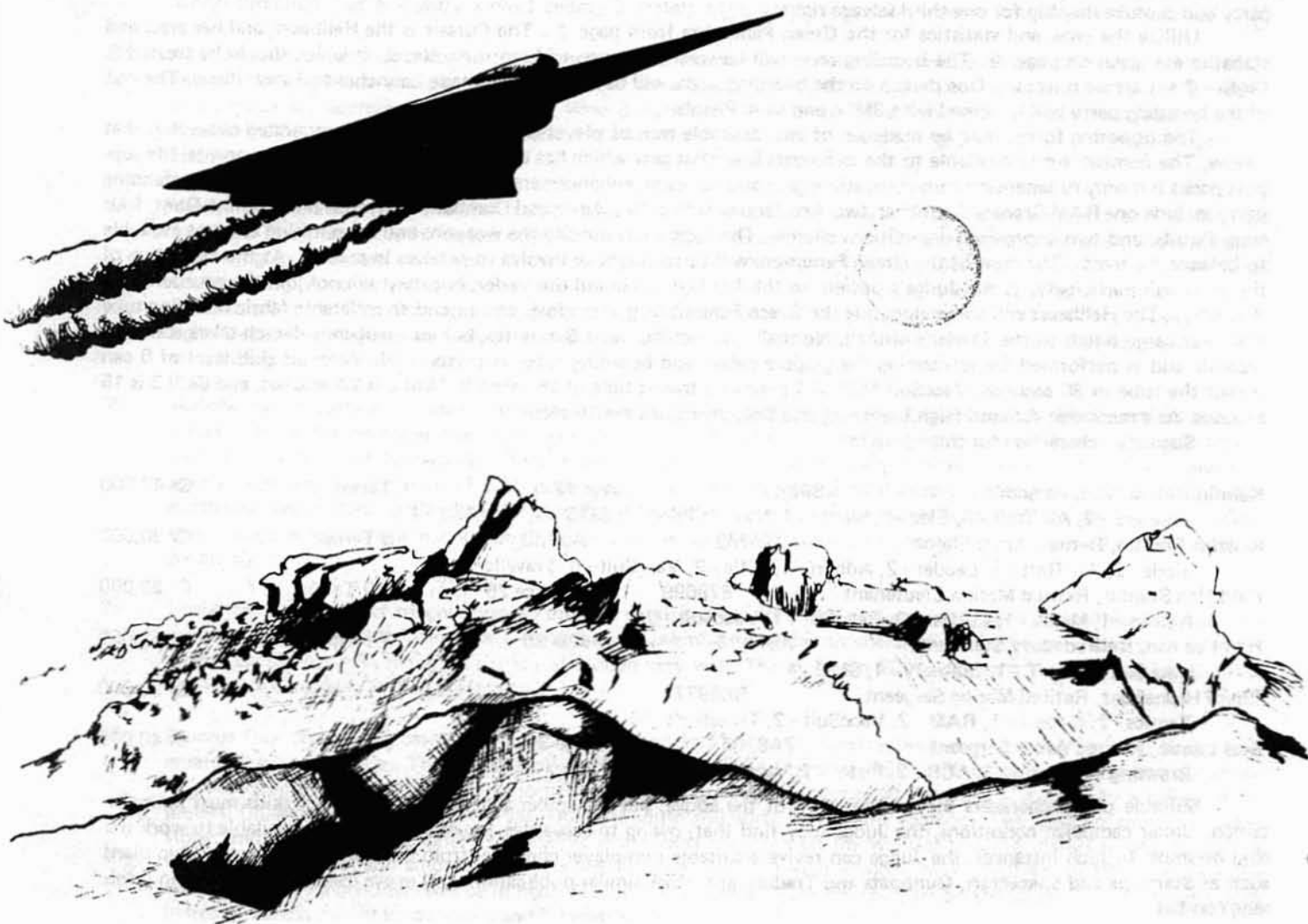
Assault on the Pirate Hide Out

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 consititutes 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   Drifing close to shipping lanes.
5   Drifting in the Trojan Position of a Planet (60 degrees ahead/behind).
6   Drifing 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 Suport & 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: □ Vacuum

Powerplant	□ Damaged	□ Destroyed
Emergency Power	□ Damaged	□ Destroyed
Life Support	□ Damaged	□ Destroyed
Maneuver Drive	□ Damaged	□ Destroyed
Jump Drive	□ Damaged	□ Destroyed
Fuel Remaining: tons		
Fuel Tank Capacity Intact: tons		
Hardpoint 1	□ Damaged	□ Destroyed
Hardpoint 2	□ Damaged	□ Destroyed
Hardpoint 3	□ Damaged	□ Destroyed
Hardpoint 4	□ Damaged	□ Destroyed

Bridge/Controls:	□ Damaged	□ Destroyed	□ Vacuum
Computer	□ Damaged	□ Destroyed	

Accommodations Upper Deck: □ Vacuum

Stateroom 1	□ Damaged	□ Destroyed
Stateroom 2	□ Damaged	□ Destroyed
Stateroom 3	□ Damaged	□ Destroyed
Stateroom 4	□ Damaged	□ Destroyed
Stateroom 5	□ Damaged	□ Destroyed
Fresher	□ Damaged	□ Destroyed
Common	□ Damaged	□ Destroyed

Accommodations Lower Deck: □ Vacuum

Stateroom 6	□ Damaged	□ Destroyed	
Stateroom 7	□ Damaged	□ Destroyed	
Stateroom 8	□ Damaged	□ Destroyed	
Stateroom 9	□ Damaged	□ Destroyed	
Stateroom 10	□ Damaged	□ Destroyed	
Fresher	□ Damaged	□ Destroyed	
Low Berths	□ Damaged	□ Destroyed	Number Functional
Avionics	□ Damaged	□ Destroyed	

Crew Status
(D + D)

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

Mellansel   2425   E200   485   B   Rock   G

Rough

Plain

Settlement c

Starport *

Mountains ⋏

Monorail —

MILLIONS OF KILOMETERS

MILLIONS OF MILES
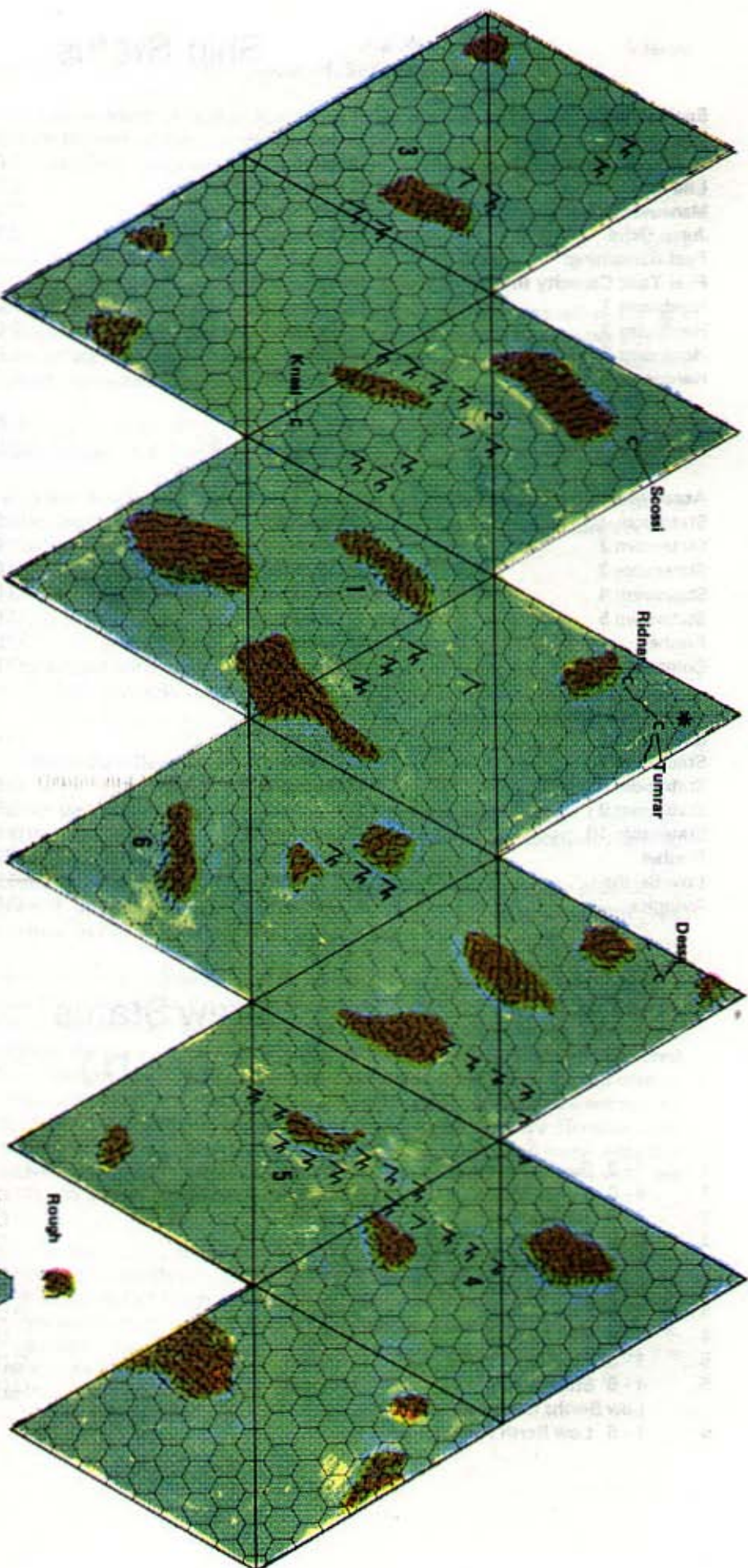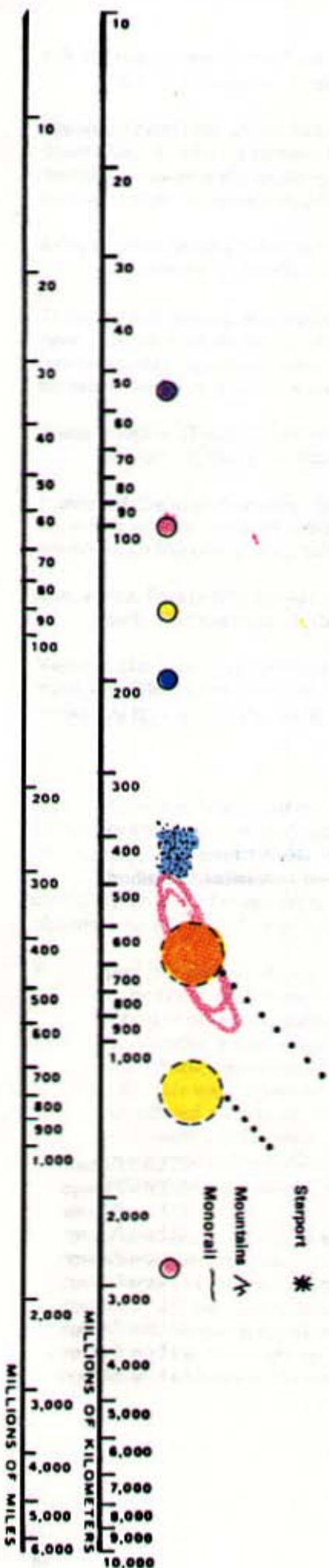
MELLANSEL

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.
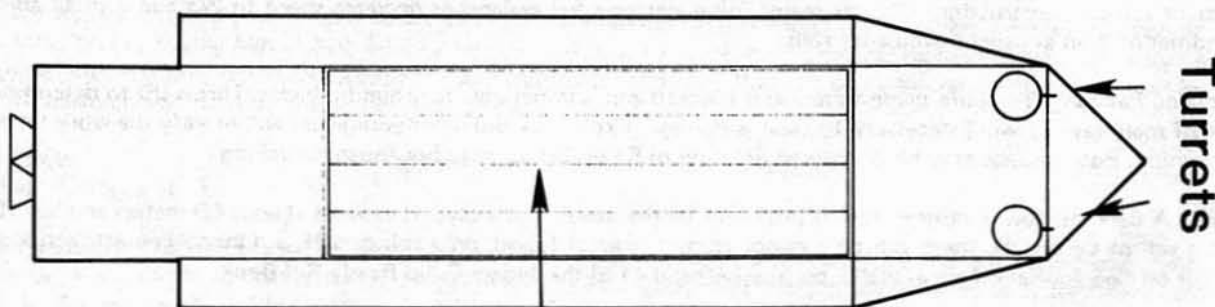
Vapor Vent: A small crack in the ground ahead is seen to spout vapor at irregular intervals. The crack can easily be leaped over by a character on foot. Ground vehicles can easily avoid the crack. Roll 2D if the characters elect to pass over the crack. On an 8+, the crack will spout vapor as they cross. 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
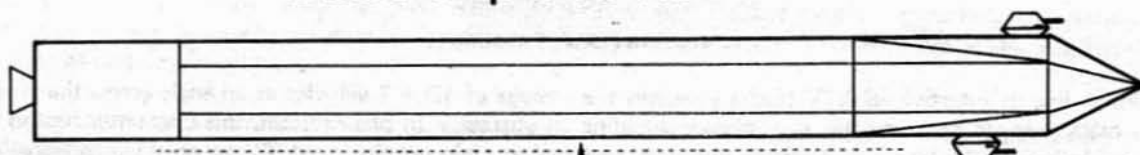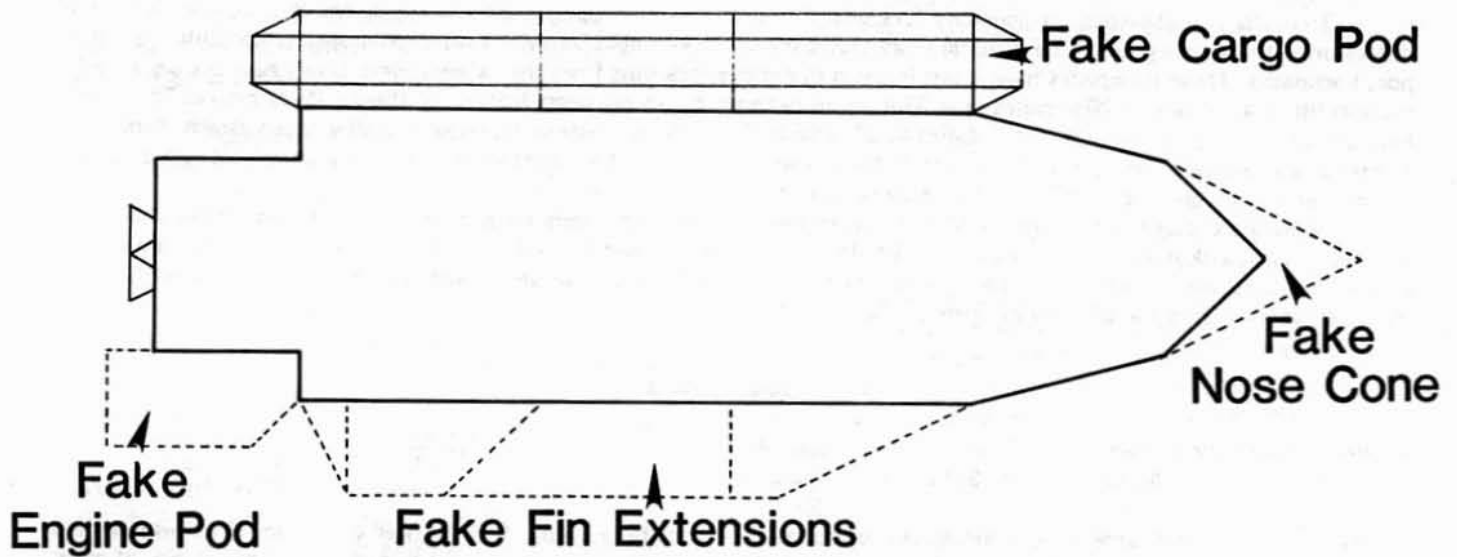
Inflateable Engineering Access Tunnel
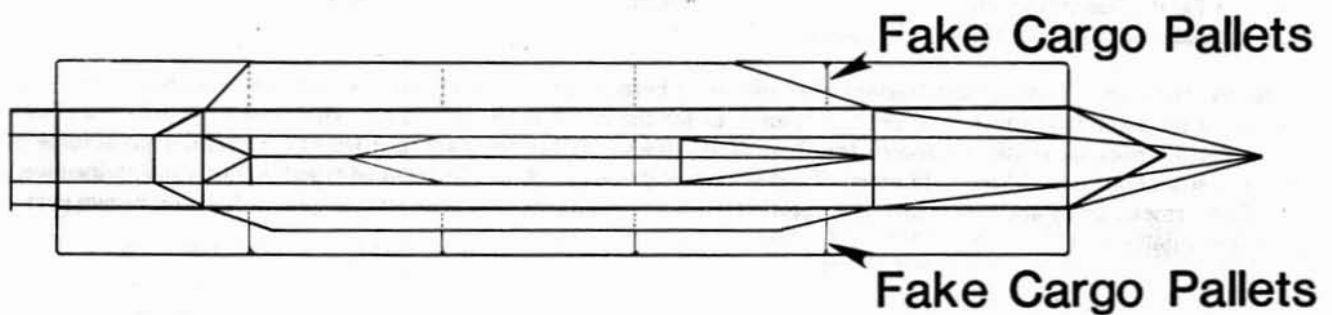
Basic Ship Top View

Turrets

Cargo Bay Hatches

Top View

Fake Cargo Pod

Fake Nose Cone

Fake Engine Pod

Fake Fin Extensions

CORSAIR TYPE P

Side View

Fake Cargo Pallets

Fake Cargo Pallets

The drawings display some of the camouflage items used.

Front View

Fake Fin Extensions

Fake Cargo Pod

Fake Cargo Pallet
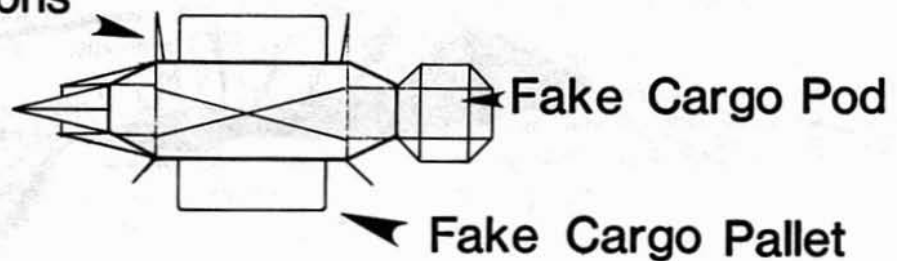
Prisoner Work Crews

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.
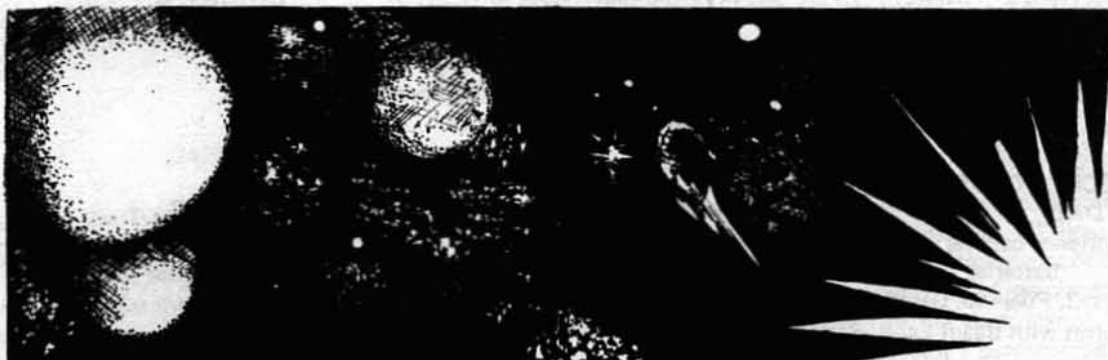
HIGH GUARD STATS LISTING

TYPE P CORSAIR

P-4121 Hellbeast	MR-4423421-000000-30000-0	MCr204.2	400 tons
batteries bearing	1		Crew=5. TL=14
batteries	1		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 Bean 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 withBeam 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. Carg=3. EP=2. Agility=0. Hardpoint=1. Air/Raft.
*Special Turret with One TL=12 Fusion Gun and One TL=12 Sand Caster.
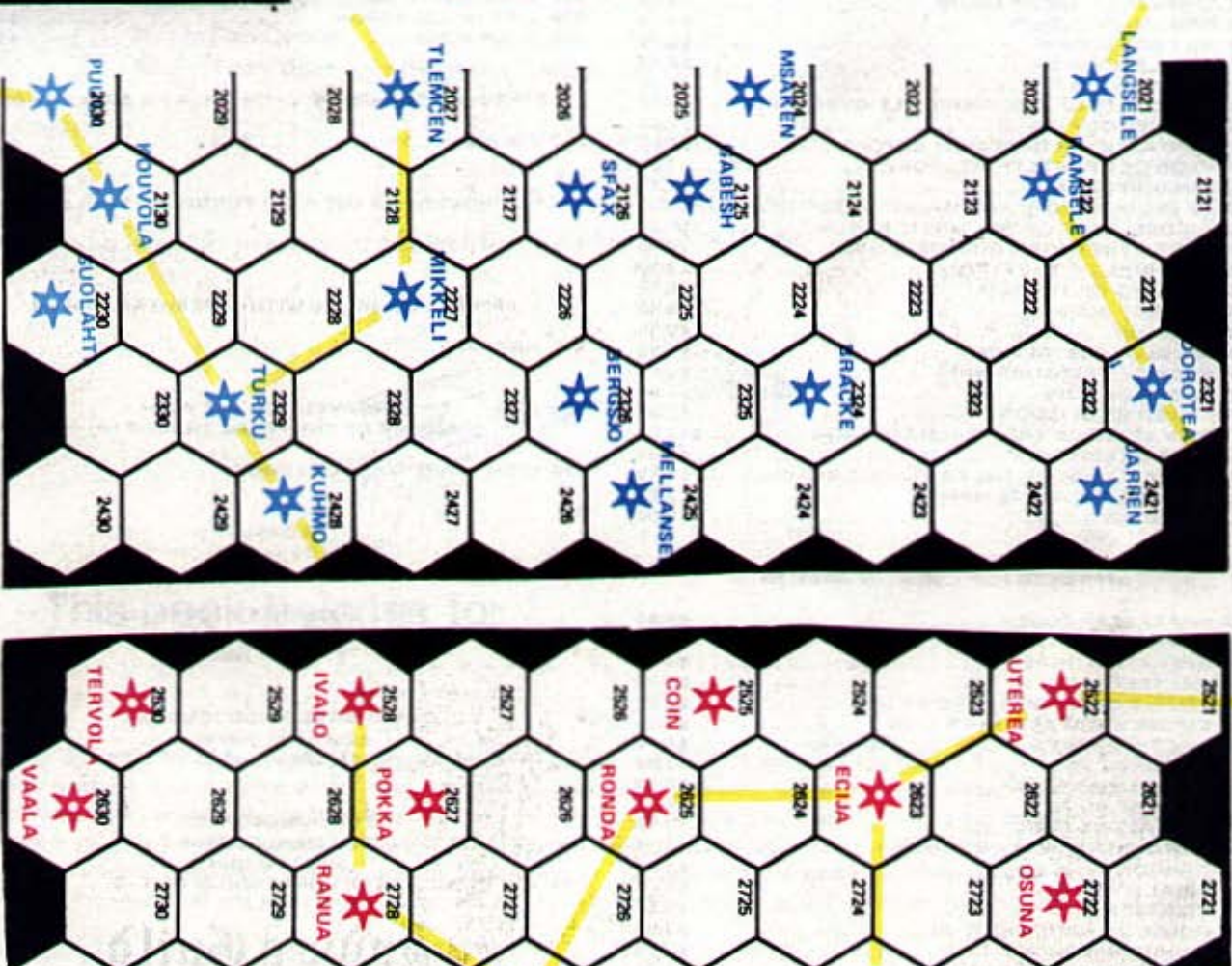
TYPE SB DEFENSE BOAT

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.

Area of Pirate Operations

Name	Hex	UWP		Trade Classifications	
Langsele ↑	2021	C877562	B	Agricultural	G
Msaken ↑	2024	D592321	B	Non-Industrial	
Tlemcen ↑	2027	B745853	C	Non-Industrial, Poor	
Puula ↑•	2030	C543413	C	Non-Industrial	
Ramselo ↑	2122	C755383	A	Non-Industrial	
Gabesh ↑	2125	E893B887			
Sfax ↑	2126	E300509	9	Rock	
Kouvola ↑•	2130	C723536	9	Non-Agricultural, Poor	G
Mikkeli ↑•	2227	C945898	B	Non-Industrial	
Suolahti ↑•	2230	D544889	8	Non-Industrial	G
Dorotea ↑	2321	C887455	A	Non-Industrial	G
Bracke ↑	2324	E458337	7	Poor	G
Bergsjo ↑	2326	D772201	A	Non-Industrial	
Turku ↑•	2329	A442899	E	Non-Industrial	
Jarpen ↑	2421	E8A4595	A	Rock	
Mellansel ↑	2425	E200485	B	Waterworld	
Kuhmo ↑•	2428	C8CA885	9	Non-Industrial	
Uterea ↑•	2522	C659695	A	Poor	G
Coin ↑	2525	D543889	A	Non Agricultural, Poor	G
Ivalo ↑•	2528	C333334	C	Non-Industrial	G
Tervola ↑•	2530	E8BB210	9	Non-Industrial	
Ecija ↑•	2623	A674A99	D	Union Capital, Industrial	
Ronda ↑•	2625	C855638	A	Agricultural	G
Pokka ↑	2627	D684786	A	Agricultural	G
Vaala ↑•	2630	D687775	C	Agricultural, Rich	G
Osuna ↑•	2722	E84A439	A	Waterworld	G
Ranua ↑•	2728	AA69779	D		

Crucis, Cast Faction ‡ Crucis, Nar Faction ‡• Crucis ↑ Crucis, Suo Faction ↑•

TANCRED

Science-Fiction Adventure in the Far Future

Judges Guild

By Dave Sering

Hex grid:

0101	0301	0501	0701	
0201	0401	0601	0801	
0102	0302	0502	0702	
0202	0402	0602	0802	
0103	0303	0503	0703	
0203	0403	0603	0803	
0104	0304	0504	0704	
0204	0404	0604	0804	
0105	0305	0505	0705	
0205	0405	0605	0805	
0106	0306	0506	0706	
0206	0406	0606	0806	
0107	0307	0507	0707	
0207	0407	0607	0807	
0108	0308	0508	0708	
0208	0408	0608	0808	
0109	0309	0509	0709	
0209	0409	0609	0809	
0110	0310	0510	0710	
0210	0410	0610	0810	

Table of Contents

Designed by Dave Sering
Assistance by Dan Hauffe
Art by Kevin Siembieda, Aaron Arocho and Peter Jenkins

TANCRED

INTRODUCTION

First discovered and charted in 947, the Tancred system has only one human habitable planet, II. (B8668367) Located at the intersection of some fairly important jump routes, the Tancred system is of some importance to the Imperium. An imperial communications station is maintained on the larger sattelite of Tancred IV. An Imperial Observation Station in located on the lesser moon of Tancred II.

Tancred is a standard oxygen-carbon ecosystem with no major deviant life-forms. Humans can eat most life-forms without danger, though dietary deficiencies may result if vitamin supplements or natural Terran foods are not occasionally eaten as well. All standard human food crops do well on Tancred. In fact certain varieties of fruit do so well that export of special spices and preserves as luxury goods has a modest sector-wide market. Ranching and herding of Terran animals for meat and natural products is also a large industry. Too large an industry, for it produces too much to be used on planet, it's too expensive to try to sell off-planet, and takes up too much land which should be devoted to food crops. Fish and other marine life abound but planetary authorities have allowed little investment in this industry. The Office of Imperial Ecology maintains an extensive computer file on all prohibited and acceptable livestock. Customs authorities are constantly in contact with this office in the performance of their duties. The planetary branch of this office is located at Starport Hauteville and cooperates with Hauteville University Laboratories in unusual cases.

The planetary population is Human, no native sapience being adjudged likely to develop on this planet in the near future. Several non-Human cultures located deeper in the sector maintain representatives here but no more than 10 non-Human sapients are usually present on Tancred at one time.

Capital and equipment to colonize this system was provided by a consortorium of nobles from Melagar III. Though originally fairly progressive, the ruling elite has in past generations become reactionary and decadant. They have maintained their control at the cost of suppressing industrial growth and technological advancement. The ruling elite has restricted all positions of economic and political power to itself. Unfortunately few members of the elite are competent enough to handle their positions. Imperial interest in maintaining the stability of the system has led to Imperial pressure to maintain the status quo. This Imperial interest has been purchased by the elite's support of an important political faction at the court.

Younger members of the nobility have become resentful of the situation. They are the ones who must do the actual work of administering the planet but they are not permitted to gain any reward from their labors. Industrialization has been suppressed and the planet's considerable mineral resources are not being utilized. Almost all of the better farmland is locked up in noble's estates and is maintained in a picturesque 'natural' state. Food prices are high and good jobs are scarce, opportunities for advancement are practically non existant. The middle and lower classes are sullen and resentful. Subversion and rebellion are ready to break out at any moment. Indeed a revolt has broken out and the Imperium has arranged for the ruling elite to hire a mercenary regiment from off planet to aid the megar planetary armed forces in suppressing the rebellion. Imperial interest in the situation remains high but pressure from the faction at court has prevented any measures at alleviating the cause of the unrest.

Notes to the Judge:

Unknown to the ruling elite the rebellion and the efforts to suppress it are a sham. A cabal of the subordinate nobles, those who actually have to do the jobs for which their superiors undeservedly reap the rewards, has instigated a long-range plot. The cabal has contacted a rival faction at Imperial court, opposed to those who currently direct policy. This rival faction does have sufficient influence to secure Imperial recognition of a firmly established take-over.

The cabal has instigated a rebellion against itself. They have organized elements of the middle and lower classes into a revolutionary party. The support of the middle classes was bought by enlisting their aid in planning a program of industrial expanion and increased mining. The support of the lower classes was bought with a program of land reform to break up the noble's estates into farmland and the industrialization and technological advancement programs to provide increased exonomic opportunity.

The Cabal has planned to have the revolutionary party stage a violent coup and wipe out the ruling elite. However, the Cabal plans to stage a countercup with the aid of the mercenary regiment and the loyal elements of the population. The Cabal will 'restore' control of the nobility and destroy the rebellion. Pleging allegiance to the Emperor, the Cabal will be supported by the opposing Imperial faction at court, the mercenary regiment, and the middle and lower classes as they implement their program of industrial and agricultural reform. The first Imperial faction can not interfere since the 'nobles' party of Tancred is still in control and nothing has been changed except Tancred now supports their rival faction in Imperial politics.

The mercenary regiment is rather unusual. It has a high proportion of long service men who are ready for retirement. They have fought all over the sector for the last 20 years and are now ready to retire. The regiment is actually training and organizing the rebellion it is "fighting". Recruits from the lower and middle classes are run through a basic training, and are then blooded by several months of "hunting down rebels" before they are released to the reserves or Citizens Auxillary Guard. In fact it is the members of the Civilian Auxillary Guard, led by certain of the mercenary officers who are the 'armed rebels". The men of the mercenary regiment will be rewarded for their part in the coup by becoming the nucleus of a regular planetary army. Obviously it will be necessary to maintain armed forces against a 'recurrence of the rebellion'.

Many key members of the security forces are in on the Cabal's plot. As a matter of fact, the more enlightened members of the Security Forces were the first to see the inevitable approach of a violent revolution. They warned their superiors of the necessity for a social change but the writers of such reports were punished by the ruling elite who have an almost religious conviction that the present social system is perfect and must not change. The ruling elite has little contact with the lower classes, keeping mostly to an almost ritualized series of parties and social events held on their isolated estates and the nobles quarter of the captial city, Hauteville. Without the Imperial external pressure the system would have collapsed violently more than a generation ago.

CAMPAIGN SUGGESTIONS

This rather complex political situation was elaborated from some interesting aspects of 18th & 19th century Terran history. It is intended to present the Referee with a situation in which relatively low-level player characters with spaceships can find the maximum number of opportunities for profitable perfidy (or loyalty).

Consider, for example, what opportunities present themselves if the players find out about the proposed revolt. They can betray it to the Ruling Elite who still have some support from one Imperial Faction. Trying to reveal the plot or information about the Rebels to the Tancred Security Forces may backfire since the more efficient members of the force are directing the whole show. At least they think they are. After all they started this revolution didn't they? Of course, the Mercenaries (who do control the most effective military force on the planet) will always remain totally loyal to those who hire them, won't they? They would never ever even think of taking over themselves. And all those lower class scum of peasants and merchants would never ever dream of once they are armed, organized and killing nobles, just keeping right on until they have wiped out all the nobility.

Then too Imperial Intelligence is interested in this whole affair. A relatively minor officer could greatly advance his career by suppressing the revolt. But perhaps Intelligence might be willing to put up with some unrest now in order to build an industrial strong point and base for further expansion in the future. Intelligence might feel that external forces stand to profit from unrest in Imperial territory. Player characters might be "drafted" into Imperial service to assist Intelligence in keeping control of the situation.

Player characters might also be involved in smuggling various items onto the planet for one or more of the factions. Or they might be hired to suppress smuggling and help limit access to the planet. Possibilities are limited only by the imagination of the players and the referee.
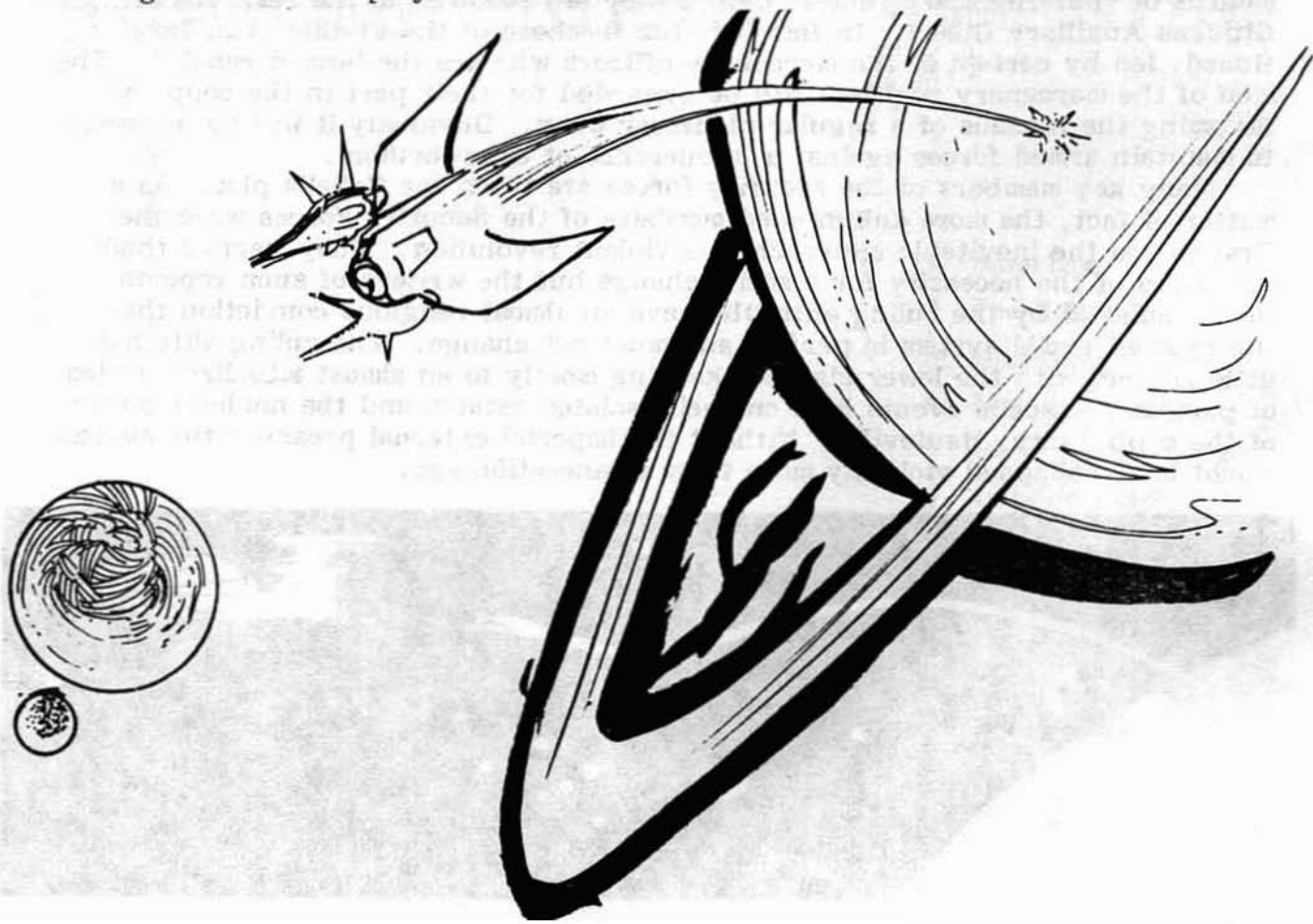
Hauteville is the planet's capitol, and was the first city established on the planet. It is a large city with a population exceeding 2 million. The city is the center of what industries are present on the planet. Enough mining is done on the planet to support the city's electronics industry, and the mines in the Roger area support a substantial steelworks. There are very few factories outside those in Hauteville as the elite prefers to keep a close eye on the distribution and use of technology.

The residential centers of the city are composed mainly of small simple homes, mostly prefab. One house tends to look much like another. Older sections of the city feature many large brick buildings, once apartment houses which are now crumbling with age.

Entering the Nobles quarters is like walking onto a different planet. Large highly individualized houses set in several acre lots with carefully goomed lawns. Loitering around these mansions (which are often walled) is a serious criminal offense.

The business district is the most modern in the city, set up to impress the off-world merchants who come here looking for markets. Most buildings are either gleaming metal or reflective glass, and the impression one gets is of a high degree of business efficiency. Few of the buildings are over 10 stories, and most are only 3 - 4 stories tall.

The Hauteville police force is highly similar to a standard Terran city's police force, but the Hauteville police are much better armed and equipped. Since the rebellion broke out, many officers have taken to wearing flak vests full time. Each normally carries a heavy revolver and either a shotgun or carbine at all times. Each officer normally carries a two-way radio with which he is in constant contact with his headquarters.

The officers regard lower class types as criminals until proven innocent. They are also highly suspicious of off-worlders, but tend to be civil towards them due to standing orders. Officers always defer to members of the elite agreeing to any request or demand one makes.

The regular police are supplemented by the Security Forces. The Security police are part of the Criminal Justice Ministry, and are above any law or order not issued by either the Minister of Criminal Justice or the Chief Director. Their main function has become rounding up and questioning suspected rebels in the city. They make random sweeps, arresting anyone who does not have a good excuse to be where they are. The Security Police are also responsible for infiltrating rebel cells located in the city, a job at which they have been highly unsuccessful due to the fact that the Rebels know most of their agents and keep an extensive file on each one.

Due to political squabbles, the Mercenaries are not normally allowed to operate within the city. The Minister of Criminal Justice has convinced the Chief Director that the Security Police can handle the Rebels within the city much more efficeintly that the Mercenaries and calling the Mercenaries whould be a show of no confidence, destroying moral.

The people of the city are angry about the present political system. The lack of opportunity has left most of them in boring, assigned jobs. Discontent is heightened by the manner in which the Security Police operate, often breaking into housed just to see if there are any rebels hidden within. The people are a major source of support for the rebel movement, although the ruling elite regards the city as one of their strongholds since so many people volunteer for the Citizen's Auxillary Guard, which the Mercenaries are training. Individual Security Police members have begun disappearing recently and their battered bodies have occasionally been found, mostly in dark alleys in the poorest sections of town.

HAUTEVILLE BARS

Many Bars, Taverns, Clubs & Grog Shops exist. The three listed here are typical. These places serve as contact points where player characters may gather information and hear rumors. Streetwise Expertise will be necessary to obtain any truth. The patrons are so used to Security Police that strangers always get fed a tall tale.

China House: Bar specializing in Terran Oriental drinks. Won So Lang: Barowner/Bartender, Carousing-1. Frequented by Businessmen and Artisans. High Class, high prices.

Elendim's Place: Jason Elendim: Owner/Bartender. Meeting place for many of the laborers at the nearby factory. Fights common. 7+ for a fight to occur per night.

Millenquey's Bar: Dissemlow Millenquey: Female, Owner/Hostess. Maritun Ossurnn: Bartender. Frequented by White Collar workers. Live entertainment.

Many other local Beer Shops, a counter with a keg and two or three stools, exist but are not important contact places. Many do serve as message drop points but the proprietors are very careful not to know anything incriminating.

Tavern Encounters

Near Spaceport ☆

2. Military
3. Adventurer
4. Military
5. Rebel
6. Pilot
7. Groundworker
8. Passenger
9. Smuggler
10. Local
11. Ruling Class
12. Hooker

In City

2. Lone Adventurer
3. Pilot
4. Military
5. Rebel
6. Group
7. Groundworker
8. Passenger
9. Smuggler
10. Local
11. Ruling Class
12. Hooker

Roll 2D on the Near Spaceport or In City table as appropriate, then move to the correct sub table. (Number 12 may be replaced by Local.)

Adventurer ☆

1. Streetwise 3, Bribery 3, Forgery 3, J.O.T. 2
2. Brawling 4, Blade 3, Auto Pistol 2, Nav 3
3. Pilot 3, Com 2, Elec 2, Auto Rifle 2, Scout
4. Auto Pistol 5, Vacc-Suit 2, J. OT. 2
5. Gamb 5, Body Pistol 3
6. Gunnery 4, Elec 2, Mech 2, Shotgun 2

Passenger

1. Tourist
2. Merchant
3. Merchant
4. Military
5. Counter Intelligence
6. Scientist/Researcher

Adventurer

1. Ships Boat 3, Elec 2, Mech 1, Vacc-Suit 2
2. Leader 4, Tactics 2
3. Submachine Gun 3, Forg 3
4. Air Raft 4, Gamb. 2, Mech 2
5. Med 3, Comp. 2
6. Laser Pistol 4

Smuggler

1. Weapons - Rebel
2. Weapons - Rebel
3. Electronics
4. Gems
5. Gold
6. Drugs

Throw to be CI 10+

Rebel ☆

1. Searching for Smuggler
2. Recruiting
3. Assassin
4. Meeting Smuggler
5. Info Gathering
6. Info Gathering
Throw 11+ to be CI

Rebel

1. Recruiting
2. Recruiting
3. Meeting other Rebel
4. Assassin
5. Info Gathering
6. Meeting bribed Gov't Official
Throw 11+ to be CI.

Ruling Class ☆

1. Merchant
2. Playboy
3. High Official Grand Degense
4. High Official Space Authority
5. High Official Intelligence
6. High Official Interior Ministry
Throw 11+ to be Rebel Sympathizer.

Ruling Class

1. Bureaucrat
2. Bureaucrat
3. Merchant
4. High Gov't., Port Authority
6. High Gov't., Propaganda
Throw 11+ to be Rebel

Local ☆

1. Shopkeeper
2. Laborer
3. Laborer
4. Government Admin.
5. Policeman
6. Clerk
Throw 9+ to be Rebel. If not Rebel throw
8+ to be symapthizer

Local

1. Shopowner
2. Craftsman
3. Laborer
4. Laborer
5. Technician
6. Farmer
Throw 8+ to be Rebel. If not, throw
6+ to be sympathizer

Military

1. Army
2. Navy
3. Marine
4. Mercenary
5. Mercenary
6. Officer
Throw 10+ to be bribed by Rebels.

Groundworker

1. Ship Maintenance
2. Fueling
3. Ship Construction
4. Ground Facilities Maintenance
5. Ground Facilities Constructions
6. Paper Pusher
Throw 8+ to be Rebel. If not Rebel throw
10+ to be CI.

Low Gov't. Official

1. Agriculture Dpt.
2. Transportation Dpt.
3. Space Agency
4. Defense Dpt.
5. Intelligence Agency
6. Indentity Bureau
Throw 9+ to be bribed by Rebel.

Pilot

1. Pilot 2 - Gov't. employed
2. Pilot 2 - Unemployed
3. Pilot 3 - Military Warship
4. Pilot 3 - Cargo Freighter
5. Pilot 4 - Passenger Ship
6. Pilot 4 - Rebel

Hooker

1. Cheap
2. Cheap
3. Average
4. Average
5. Average
6. Expensive

CI - Counter Intellegence

GROUP ENCOUNTERS

Four People: 3 Male, 1 Female - Smuggler Party

	Name	UPP	
1.	Cardost Sfon	(454368)	Brawling-3, Dagger-2, J.OT 1 Leader
2.	Delosphin Basfish	(5A8485)	Pilot-4, Auto Pistol-1, Gambling 1 Ship Pilot
3.	Sindra Draunim (F)	(6A62A2)	Forgery-3, Medical 2, Nav 2
4.	Deb Draggo	(7489A7)	Bribery-3, Ships Boat 2, Streetwise 2, J.OT. 1

Smuggling Gems in their Trader, this group has had several close brushes with the law recently, and now have failed to meet their contact. They are ex- tremely nervous. They have ½ ton of gems hidden in the hold of their ship, and might be talked into breaking even on this trip (Judge's decision as to what is "even".).

Three Ground Worker, Fueling Truck Operators for OS+D

1.	Dale Pithian	(C9A98A)	Mech 2, Auto Pistol 2, Demolitons 1 Rebel
2.	Wal Drickston	(76A769)	Mech 2, Dagger 1, Forgery 1, Rebel
3.	"Killer" Kontanton	(678878)	Mech 3, J.OT. 2, Streetwise 1

"Killer" (StC) suspects that his two companions are Rebels, but does not really care as long as they don't try to involve him. Dale and Wal are studying the possibility of damaging a ship bringing munitions to the planet as a warning to others, who might wish to do the same. Their company loyalty has made them very hesitant.

Five Rebels Gathering Information

1.	Danel Watkel (5645C8) Leader-2, Auto Pistol 2, Demolitons 2	Leader of Cell, Foreman of a Construction Gang
2.	Kane Farenshin (8679A5) Admin-2, Submachine 1, Birbery-1	Paper Pusher in Port Authority
3.	Ezekel Darsk (776427) Mech 3, Streetwise 2, Dagger 2, Com 2, Body Pistol 2	Ship Maintenance Worker Counter Intelligence Man
4.	Charlic Reld (99836A) Admin 1, Bribery 1	Clerk in Port Authority
5.	Petro Nak (A85A55) Mech 1, Elec. 1, Carous- ing 2, Gamb. 1	Works at local Pipe Fitting factory

Donel's Fanaticism poses a constant threat to the group's security.

Two Marines

1.	Pvt. Bralston Esgar	(874366)	AR-3, Brawling 3, Gam.-1
2.	Pvt. Nordal Konstrimshick (3AA965)		AR-3, Brawling 2, Laser Rifle-2

Bralston has been bribed on several occasions by the Rebels, and is not hesitant to accept more. Nordal can't summon up the courage to do the same thing, at least not yet. Bralston is assigned to sentry duty around the Imperial Offices at the spaceport. Nordel is part of a specialist strike team, currently assigned extra security duties with the visiting Imperial Bureaucrat.

Four Scientists

1.	Syldor Savon	(647874)	Comp 2, Elec. 1	Head of Project
2.	Hal Kratty	(984865)	Mech 3, Elec. 2	Equipment Chief
3.	Neil Andragser	(436776)	R-2, Brawling 2	Assistant
4.	Forst Menth	(768589)	Comp 2, Brawling 3	Assistant

Unable to wangle a Lab ship from the Foundation for Hydroponic Research, Syldor is forced to book Mid-Class passage on his way to the planet Fleya to study to plant life. He believes himself to be much more important in the scientific community than he really is. His two Assistants are a pair of rowdies, who enjoy picking fights with just about anyone.

Five Members of a Ships Crew

1. Krand Elsworth (7B5AA3) Pilot-3
2. Dell Mointrillest (864A93) Engineering 3, Auto Pistol 2, Brawling 1
3. Erny Trailn (7A8849) Navigator 2, Comp 2
4. "Eyes" Fagorma (A78685) Gunner 3, Rifle 2, Brawling 1
5. Woes Sfo (7AA5CB) Brawling-2, Mech 2, Elec.-1

HAUTEVILLE RUMORS

1) Rebels have wiped out a company of Mech Infantry 230 miles outside Bohemund.
2) The Economics Minsiter has been embezzeling funds meant to pay the Mercenaries so that he can leave the planet and retire.
3) A Counter-Intelligence (CI) man has penetrated the upper echelon of the Rebel movement and has exposed large numbers of Rebel Leaders.
4) The Official News Service announced today that a major Rebel camp 300 miles west of Roger was destroyed today in a strike by the 12th Battalion.
5) Security Police will be coming through this neighborhood tonight.
6) The beer here is terrible.
7) Elements of the Mercenary brigades have been massacuring innocent civilians.
8) The government intends to halt the import of all alcoholic beverages so as to bolster the planet's vineyards (which are all owned by the Nobles).
9) The Chief Director will announce increased taxes within the next few days to help pay for the war effort.
10) The China House is swarming with Rebels every night.
11) The Rebels are planning to destroy the statue of the Chief Director tonight.
12) Rebels are often at the Starport, gathering information and looking for aid in their cause.
13) George Elistoon, sitting in the corner, is the man to talk to if you want information about the Rebels (George is a very cautious Rebel recruiter).
14) A meeting of Rebels is going on right this minute in Errigar Doormon's house.
15) Rebel leaders are working on Tala trying to seize control of the entire continent before the Government becomes aware of their strength.
16) Rebels are going to gather new recruits at the old Eildenburg College (2 miles away tonight.
17) There are elements within the government which support the Rebel cause.
18) Not one Mercenary has been killed in the past three months.
19) The people at the Spaceport do not support the Rebel cause, but do not side with the Nobles either.
20) A Rebel leader was seen talking to Fieron, the commander of the Mercenary Regiment.

Roger: Most of the mining done on the planet is done in the mountains south-west of Roger. The town is a refining and shipping center for the iron and silver which comes out of the mountains. Nickel is also mined, but in much smaller quantities. The town itself is a model of the elite's way of thinking. The upper classes live in an area into which the lower classes have limited access. The lower and middle classes normally live near the refineries in which they work. The system used for refining produces large quantities of pollution. The pre-valent winds rarely blow this pollution onto the Nobles area (which is over 18 miles from the nearest refinery) so nothing is done.

Bohemund: Bohemund is a center of Noble power due to the lesser numbers of lower class types who live in the area. The elite has kept the entire continent as a Noble playground, retaining as much as possible the wild look of the area. The only lower class people permitted here are those necessary to keep the city and large manor houses in the country running. It is, basically, a retreat for the Nobles, a place to escape from reality back to comfort and safety.

Tala: The continent of Tala is considered by many to be the Rebel's strongest area. The worst violence has occurred here as mobs have sacked several Noble's homes in and around the town of Tala. No reprisals have occurred yet, but are expected as more and more Mercenary units are fed into the area.

The town is best known for its hand crafted goods. This work has led to the formation of a strong middle class of Artisans who have formed the guiding element in the rebellion in the area.

Acre: Acre is the center of the agricultrual industry which is the basis of the planets' economy. The land within several hundred miles of Acre is extremely fertile and the Nobles have begrudgingly allowed much of it to be used for farm-ing. The Nobles of course retain ownership of the land, and many prefer to use the area exclusively for cattle ranching which does not interfere with the "natural" look of things.

ENCOUNTER CHARTS

Special encounter charts have been provided on page 6 for use in cities. Otherwise utilize the charts below. Roll 1D plus a DM of the distance in hexes from the nearest city (maximum DM is 4). I.E. at 2 hexes distance the number rolled would range from 3 to 8. Consult Table A below.

Table A   General Encounters

1	Domestic Animal	6	Wild Animal
2	Human Encounter	7	Human Encounter
3	Domestic Animal	8	Wild Animal
4	Domestic Animal	9	Human Encounter
5	Human Encounter	10	Wild Animal

Domestic Animals may be ignored although if characters choose to provoke a feisty bull they can suffer consequences. Otherwise consult the Wild Animal or Human Encounter Charts as appropriate. The throw for the Wild Animal Charts is a standard 2D. If an Event is called for, move on to the appropriate Terrain Event Table, roll 1D and apply the results. On the Human Encounters Table roll 1D and add a DM of the number of hexes distant from the nearest city.

Table B   Human Encounters

1 1D Citizens (throw 8+ on 2D to be Rebel Sympathizers)
2 2D Citizens (throw 8+ on 2D to be Rebel Sympathizers)
3 1D Citizens (throw 6+ on 2D to be Rebel Sympathizers)
4 2D Citizens Auxillary Guard (throw 8+ on 2D to be Rebel Sympathizers)
5 Mercenary Patrol (1, 2, 3-Squad C; 4, 5-Squad B; 6-Squad A)   See pages 29-32
6 1D Citizens (throw 6+ on 2D to be Rebel Sympathizers)
7 2D Citizens (throw 8+ on 2D to be Rebel Sympathizers)
8 Rebel Patrol see page 36
9 Rebel Patrol see page 36
10 Mercenary Patrol (1, 2, 3-Squad C; 4, 5-Squad B; 6-Squad A) see pages 29-32

Citizens - Statistics for citizens may be taken from page 42 of Supplement 1 1001 Characters. These individuals or groups will commonly be engaged in work during the daylight hours. At night there is a greater likelyhood of any groups encountered being Rebel Sympathizers so add 2 to the sympathizer die roll.

Citizens Auxillary Guard - Statistics for CAG will be taken from Squad C of the Mercenaries although only 1D+2 members will be present due to smaller squad size. During the day CAG will be patrolling against any rebel terrorists (throw 10+ on 2D for this to be so).

Mercenaries - Throw 1D to determine which squad is encountered. Squad C will have a truck nearby. Squad B will 1/3 of the time be in their wheeled Armored Personnel Carrier. Squad A will 2/3 of the time be in their contra gravity Armored Personnel Carrier.

Rebel Patrol - Statistics are from page 36 for a Special Strike Team (encountered only on a result of 1 from a 1D. Otherwise utilize random members of Mercenary Squad C (1D+2 number present).

WILD ANIMALS
CLEAR

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Pouncer	100 kg.	16/3	None	4	Teeth	A•	F†	S2
3	Chaser	200 kg.	17/8	None	4	Teeth	A+	F 1	S3
4	Intermittent	50 kg.	12/6	None	2	Claws	A10	F 9	S2
5	8 Grazers	3 kg.	3/1	Cloth	2	Stinger	A 8	F 5	S2
6	5 Grazers	200 kg.	19/13	None	10	Claws	A 8	F 5	S2
7	Event	–	–	–	–	–	–	–	–
8	Gatherer	12 kg.	12/4	Jack	1	Horns	A 9	F 8	S1
9	10 Grazers	800 kg.	27/13	Cloth	13	Thrasher	A 8	F 5	S2
10	Event	–	–	–	–	–	–	–	–
11	Trapper	200 kg.	16/13	None	7	Hooves	A•	F10	S1
12	Hunter	400 kg.	19/8	None	12	Teeth	A*	F 8	S2

ROUGH

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	4 Reducers, Flyer	1 kg.	2/0	None	1	Stinger	A10	F 8	S2
3	Trapper	25 kg.	10/5	Mesh	4	Blade	A•	F 9	S1
4	6 Intermittent	50 kg.	10/7	Mesh	2	Horns	A10	F 9	S2
5	Gatherer	25 kg.	14/7	Cloth	8	Claws	A 9	F 8	S1
6	Intermittent	6 kg.	3/8	Cloth	2	Hooves	A10	F 9	S2
7	Event	–	–	–	–	–	–	–	–
8	Grazer	25 kg.	11/8	None	1	Teeth	A 8	F 5	S2
9	Gatherer	100 kg.	20/4	None	3	Stinger	A 9	F 8	S1
10	Event	–	–	–	–	–	–	–	–
11	3 Carrion Eaters	6 kg.	5/9	None	7	Thrasher	A11	F 8	S1
12	Trapper	50 kg.	19/4	None	3	Blade	A•	F 9	S1

OCEAN

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
1	7 Eaters, Amphibian	200 kg.	14/7	None	7	Horns	A 5	F10	S1
2	Gatherer, Triphibian	1 kg.	2/0	None	1	Teeth	A 9	F 8	S2
3	6 Intermittent, Flyer	1 kg.	4/0	None	1	Teeth	A10	F 9	S2
4	12 Grazers, Swimmer	200 kg.	16/10	Cloth	6	Teeth	A 8	F 5	S1
5	Hijacker, Swimmer	50 kg.	17/12	None	2	Stinger	A 7	F 8	S2
6	8 Chasers, Triphibian	12 kg.	6/8	None	4	Teeth	A+	F 9	S2

DESERT

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	4 Intimidators	25 kg.	10/11	None	2	Stinger	A 8	F 7	S2
3	Gatherer	25 kg.	11/6	None	2	Teeth	A 9	F 8	S1
4	2 Carrion Eaters	12 kg.	5/6	None	1	Horns	A11	F 8	S1
5	Gatherer	100 kg.	21/9	Cloth	7	Teeth	A 9	F 8	S1
6	4 Grazers	200 kg.	16/10	Mesh	9	Hooves	A 8	F 5	S2
7	Event	–	–	–	–	–	–	–	–
8	7 Grazers	50 kg.	14/10	Jack	2	Horns	A 8	F 5	S2
9	5 Grazers	50 kg.	18/7	None	1	Hooves	A 8	F 5	S2
10	Event	–	–	–	–	–	–	–	–
11	Trapper	6 kg.	2/2	None	2	Claws	A•	–	S0
12	Killer	200 kg.	18/12	None	12	Teeth	A 6	F11	S2

A• if Surprise A+ if More A* if Bigger F† if Surprised

MOUNTAIN

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Hijacker	800 kg.	30/10	None	15	Teeth	A 7	F 8	S2
3	Hunter	200 kg.	11/10	None	8	Teeth	A*	F 8	S2
4	Reducer	50 kg.	13/7	None	3	Teeth	A10	F 8	S2
5	9 Eaters	50 kg.	12/8	None	1	Hooves	A 5	F10	S2
6	14 Grazers	400 kg.	17/10	Jack	9	Stinger	A 8	F 5	S2
7	Event	–	–	–	–	–	–	–	–
8	Grazer	200 kg.	18/12	Jack	7	Teeth	A 8	F 5	S2
9	Grazer	800 kg.	26/11	Jack	18	Horns	A 8	F 5	S2
10	Event	–	–	–	–	–	–	–	–
11	Pouncer	200 kg.	18/9	None	9	Claws	A•	F†	S2
12	Chasers	25 kg.	9/5	None	5	Claws	A+	F 9	S3

FOREST

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Reducer	200 kg.	25/13	None	14	Thrasher	A10	F 8	S2
3	Gatherer	50 kg.	9/7	None	3	Teeth	A 9	F 8	S1
4	10 Carrion Eaters	25 kg.	12/5	None	1	Teeth	A11	F 8	S1
5	Gatherer	50 kg.	13/10	Cloth	8	Pike	A 9	F 8	S1
6	Filter	1 kg.	5/0	Jack	1	B. Pistol	A 1	–	S0
7	Event	–	–	–	–	–	–	–	–
8	Intermittent	1 kg.	4/0	None	1	Teeth	A10	F 9	S2
9	Grazer	100 kg.	16/6	None	3	Hooves	A 8	F 5	S2
10	Event	–	–	–	–	–	–	–	–
11	Siren	25 kg.	9/3	Cloth	4	Claws	A•	F10	S1
12	8 Chasers	6 kg.	6/7	None	1	Teeth	A+	F 9	S3

RIVER

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	8 Intimidators, Flyer	1 kg.	4/0	None	1	Teeth	A 8	F 7	S3
3	6 Eaters	800 kg.	29/12	None	13	Halberd	A 5	F10	S1
4	15 Reducers, Flyer	25 kg.	11/10	None	4	Blade	A10	F 8	S3
5	Gatherer	200 kg.	13/13	None	5	Hooves	A 9	F 8	S1
6	22 Grazers, Amphibian	1600 kg.	25/11	Jack	16	Hooves	A 9	F 5	S1
7	Event	–	–	–	–	–	–	–	–
8	18 Grazers	6 kg.	4/6	Jack	1	Horns	A 8	F 5	S2
9	12 Grazers	800 kg.	38/14	Cloth	12	Teeth	A 8	F 5	S2
10	Event	–	–	–	–	–	–	–	–
11	Pouncer	800 kg.	28/12	None	20	Broadsword	A•	F†	S2
12	Killer, Flyer	6 kg.	6/4	None	2	Stinger	A 6	F11	S3

ICE CAP

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	Gatherer	50 kg.	15/4	None	2	Teeth	A 9	F 8	S1
3	Hijacker	200 kg.	22/12	None	7	Stinger	A 7	F 8	S2
4	Event	–	–	–	–	–	–	–	–
5	Eater	200 kg.	9/11	None	9	Teeth	A 5	F10	S2
6	Intermittent	25 kg.	12/4	Mesh	2	Hooves	A10	F 9	S2
7	Event	–	–	–	–	–	–	–	–
8	Intermittent	800 kg.	22/5	Jack	16	Teeth	A10	F 9	S2
9	4 Hunters	400 kg.	16/13	Jack	20	Pike	A 6	F 8	S2
10	Event	–	–	–	–	–	–	–	–
11	Chaser	1600 kg.	25/9	None	17	Claws	A+	F 9	S3
12	16 Chasers	200 kg.	18/8	None	11	Teeth	A+	F 9	S3

BEACH/SHORE

Die	Animal Type	Weight	Hits	Armor		Wounds & Weapons			
2	3 Carrion Eaters	100 kg.	16/5	None	5	Stinger	A11	F 8	S1
3	Hunter	400 kg.	22/12	None	14	Thrasher	A*	F 8	S2
4	Reducer	50 kg.	18/9	None	7	Claws	A10	F 8	S2
5	Gatherer, Flyer	1 kg.	2/0	None	1	Teeth	A 9	F 8	S2
6	Grazer	400 kg.	26/7	Jack	13	Hooves	A 8	F 5	S2
7	Event	--	--	--	--	--	--	--	--
8	Intermittent	100 kg.	20/7	None	5	Teeth	A10	F 9	S2
9	Grazer	800 kg.	17/11	Cloth	17	Hooves	A 8	F 5	S2
10	Event	--	--	--	--	--	--	--	--
11	Chaser, Flyer	6 kg.	5/8	None	1	Teeth	A+	F 9	S3
12	15 Chasers	400 kg.	25/15	None	15	Halberd	A+	F 9	S2

EVENTS

Clear Terrain
-1- Ravine/Stream Bed
-2- Rocky Ground
-3- Sinkhole
-4- High Vegetation
-5- Crevasse
-6- Soft Ground

Rough
-1- Soft Ground
-2- Rocky Ground
-3- Mineral Deposits
-4- Cave
-5- Crevasse
-6- Blocked Passage

Mountain
-1- Cave
-2- Crevasse
-3- Loose Rubble
-4- Narrow Valley
-5- Blocked Passage
-6- Avalanche

Forest
-1- Tangled Trees
-2- Dense Underbrush
-3- Ravine/Stream Bed
-4- Open Glade
-5- Soft Ground
-6- Fallen Trees

River
-1- Flash Flood
-2- Strong Current
-3- Soft Ground
-4- Blocked Passage
-5- Rapids/Rough Water
-6- Waterfall

Desert
-1- Soft Ground
-2- Dusty Area
-3- High Dunes
-4- Mirage
-5- Oasis
-6- Rocky Ground

Ice Cap
-1- Deep Snow
-2- Crevasse
-3- Crevasse
-4- Concealed Gully
-5- Pressure Ridges
-6- Deep Snow

Beach/Shore
-1- Soft Ground
-2- Rocky Ground
-3- Strong Waves
-4- Soft Ground
-5- Debris
-6- Rocky Ground

Ocean
-1- Debris Drifting
-2- Strong Current
-3- Rough Water/Rapids
-4- Turbid Waters
-5- Strong Waves
-6- Shallow Reefs

Avalanche-(Mt.)   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) for each character to take cover. If the throw is unsuccessful, throw Endurance to avoid 2D hits in injury. Flying vehicles may avoid avalanches with a throw of 4+ on 2D (Pilot Skill DM, apply). Ground Vehicles may avoid avalanches with a throw of 9+ on 2D (Vehicular Skill DM's apply. If unsuccessful in avoiding throw 3D to determine the extent of the avalance; each pip indicates 20 minutes work by one person to free the vehicle. If the result is greater than 8 referee may apply an appropriate vehicle malfunction (referee adjust probability for ruggedness of vehicle construction).

Players maintaining alertness for avalanches decrease speed alertness for avalanches decrease speed to 2/3 and gain an additional DM of 3 on avalance avoidance rolls.

Blocked Passage-(Mt., Rg., Rv.)   The route being followed is blocked and is impossible to ground vehicles. Throw 3D to determine the number of man days of work necessary to clear a passage. Explosives and other equipment will modigy work time at referee's discretion. Foot passage may be discovered on a roll of 6+ on 2D per man hour spent searching.

Cave-(Mt., Rg.)   A dark shadow is noticed which proves to be the opening of a cave. It extends at least 5D meters and has 1D passages. On a roll of 6+ there will also be an animal encounter of a Scavenger or Predator type. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Sheets.

Concealed Gully-(IC)   Snow has drifted smooth and conceals a deep gully in front of the group. Ground Vehicles throw 2D for effects of the impact (-DMs of Vehicular Skill and -2 for slow vehicular speed may apply). Result of less than 6 means only a severe jolt is suffered. Results of 7, 8, or 9 indicate minor damage, repairable within an hour. Results of 10 or 11 indicate heavy damage repairable within 1D+3 hours. A result of 12 indicates the damage is not repairable with normal emergency tools.

Characters on foot or riding animals throw Dexterity or Intelligence (which-ever is higher) to avoid falling in. If unsuccessful, suffer 1D in injury.

Cravasse-(CI, IC, Mt., Rg.)   The terrain ahead has crevasses and/or ravines. Throw 2D; on a roll of 8 or less ground travel is slowed to double the normal time. On a roll of 9 or greater 1D+1 hours must be spent travelling along the crevasse to find a passable place for vehicles or riding animals.

Debris-(B/S, Oc)   Washed up/Floating ahead is a pile/tangle of debris. Char-acters on foot or riding animals may find a way through with an extra 1D times 20 minutes added to the travel time. Ground vehicles/Water craft may detour around with 1D of hours added to the travel time. On a roll of 6+ on 2D the debris also has an animal encounter.

Deep Snow-(IC)   Deep snow covers the area ahead. Ground travel time is doubled.

Dense Underbrush-(Fs)   The area ahead is overgrown with thickly tangled vegetation. Characters on foot or riding animals have travel time increased by one-half. Ground vehicles have travel-time doubled. An animal encounter will also occur on a 5+ on 2D.

Dusty Area-(Ds)   Pools of fine dust cover the area ahead. Characters on foot, riding animals, or unsealed ground vehicles have travel time doubled. Sealed ground vehicles have travel time increased by one-half due to poor visibility.

Fallen Trees-(Fs)   The area ahead is blocked by an interwoven tangle of trees. Characters on foot may pass through with travel time doubled. Throw Dexterity to avoid 1D of injury through a bruising miss-step. Ground vehicles and riding animals may detour around with 1D+3 hours of travel time additional. An animal encounter will also occur on 6+ on 2D.

Flash Flood-(Rv.)   Rainfall further upstream has suddenly raised the water level. Throw Dexterity or Intelligence (whichever is higher) for each character on foot or riding animals to get out of danger. If unsuccessful throw Endurance to avoid 2D of injury. For Ground or Water vehicles throw 2D minus DM of Vehicular skill. Result of less than 6 means only a tossing around is suffered. Results of 7, 8, or 9 indicate minor damage, repairable within an hour. Results of 10 or 11 indicate heavy damage repairable within 1D+3 hours. A result of 12 indicates the damage is not repairable with normal emergency tools.

High Dunes-(Ds)   The sandy area ahead is covered with high dunes. Ground travel time is increased by one-half. Ground vehicles throw 2D minus vehicular skill. Result of 8 or greater indicates vehicle has become stuck. 1D+2 times 10 minutes of labor will be necessary to free it.

High Vegetation-(Cl)   Tall grasses and bushes become much thicker in the area ahead. Ground travel time is increased by one-half. An animal encounter will also occur on a roll of 5+ on 2D.

Loose Rubble-(Mt.)   Portions of the path ahead are strewn with loose rubble. Ground travel time except for tracked vehicles is increased by one-half. On a roll of 11+ on 2D an avalance will also occur.

Mineral Deposits-(Rg.)   Off to the right/left a ledge/sandy area shows glints/ signs of mineral deposits. Examination of the deposit will take 1D hours minus referee's adjustment for possible character area of expertise. Commercially valuable deposits will occur on a 8+ on 2D. A roll of 12 exactly indicates valuable gems worth 3D x 100 credits that may be picked up.

Mirage-(Ds)   A mountain range/oasis appears ahead of the party. Throw Intelligence to recognize what it is. Otherwise spend 1D minutes in confusion trying to find feature on maps.

Narrow Valley-(Mt.)   A narrow valley with steep sides permits travel in only one direction. Throw on the directional rosette to determine directions up and down the valley. Ground vehicle travel time is increased by 1D minus Vehicular Skill hours.

Oasis-(Ds)   A spring of water bubbles out of the rocks and farms a small pool. Lush vegetation surrounds the pool. An animal encounter will also take place with a roll of 4+ on 2D.

Open Glade-(Fs)   The trees ahead open out into a glade. Deduct 1D-2 hours from ground vehicle travel time through this hex. An animal encounter will also occur on a roll of 8+ on 2D.

Pressure Ridges-(IC)   The ice ahead bulges up in a pressure ridge. Ground vehicles spend an additonal 1D minus Vehicular Skill DM in hours in finding a crossing point.

Rapids/Rough Water-(Rv., Oc) The water forms white caps ahead as rapids/ crosscurrents appear. Water craft must roll 2D minus DM of Vehicular Skill. On a result of 6 or less vehicle is tossed about with no damage. On a result of 7, 8, or 9 vehicle suffers minor damage which can be repaired in an hour. On a result of 10 or 11 the vehicle suffers heavy damage which requires 1D hours to repair. On a 12 the vehicle suffers extensive damage and a further throw of 2D minus DM of Vehicular Skill is required. On a result of 10+ the vehicle sinks.

Ravine/Stream Bed-(Cl, Fs) The ground ahead drops suddenly into a ravine/ stream bed. Characters on foot or riding animals take 1D x 5 minutes to find a crossing place. Ground vehicles take 1D x 10 minutes to find a crossing place. An animal encounter will also occur on a roll of 7+ on 2D.

Rocky Ground-(B/S, Cl, Ds, Rg) Rocky areas ahead add one-half to the travel time of characters on foot, riding animals or tracked ground vehicles. Other ground vehicles double travel time. An animal encounter will also occur on a roll of 8+ on 2D.

Shallow Reefs-(Oc) The water shoals ahead and reefs poke through the surface of the sea. Travel time is doubled. In poor visibility (referee's option) roll 2D minus DM of Vehicular Skill. Result of 6 or less indicates a minor bump with no damage. A result of 7, 8, or 9 indicates minor damage repairable in one hour. A result of 10 or 11 indicates major damage repairable in 1D hours. A result of 12 indicates devere damage and a further roll of 2D minus DM of Vehicular Skill is made. A second result of 9+ indicates the vehicle sinks.

Sinkhole-(Cl) A sinkhole 2+3D meters across is seen ahead. It opens into a cavern 5D meters across and has 1D passages leading off to the sides. On a roll of 5+ there will be some small scavengers present. More detailed tables on cave formation are available on pages 40 and 41 of the Judges Guild Ready Ref Sheets.

Soft Ground-(B/S, Cl, Ds, Fs, Rg, Rv) Areas of terrain ahead are soft due to water/dust and difficult to traverse. Amphibious tracked/wheeled ground vehicles add one-half to travel time. Other ground travel time is doubled. On a result of 9+ on 2D the hex is impassible to other than amphibious ground vehicles.

Strong Currents-(Oc, Rv) Strong ocean currents push the vehicle one hex in a random direction (roll on directional rosette). Strong river currents push the vehicle down stream. Roll 2D minus Vehicular Skill to avoid damage. A result of 9+ indicates minor damage requiring one hour to repair.

Strong Waves-(B/S, Oc) Strong Waves toss the craft/smash on the Beach/ Shore. In the open ocean the only result will be a rough ride with possible sea-sickness. Throw Endurance to avoid temporary (1 day) loss of 1 point. Attempts to drive a vehicle through strong surf will need to roll 2D minus DM of Vehicle Skill. A result of 6 or less indicates that the passage was successful. A result of 7, or 8 indicates minor damage was done, requiring an hour to repair. A result of 9 or 10 indicates that moderate damage was done, re- quiring 1D hours to repair. A result of 11 or 12 indicates the vehicle was swamped and will require major repairs, 2D+2 hours to fix. On a result of 7, 8, 9, or 10 successful passage is still made on a roll of 8+ in spite of the damage.

Tangled Trees-(Fs) Trees ahead are set so closely together that a vehicle may not pass between them. A way may be cleared through them at 1D+3 times the normal travel time. Characters on foot or riding animals are not affected. A way around may be found with an addition of 1D hours to travel time. Characters trying to clear a way through will have one animal encounter every hour.

Turbid Waters-)Oc) A 'Bloom' of microorganisms stains the waters ahead a brilliant orange. Native marine life gorges on these creatures/plants but it causes them to be extremely distasteful to human palates. The organisms glow a strong blue at night.

Waterfall-(Rv) Up ahead the river plunges over an embankment of 1D times 10 meters in height. The roar of the falling water is audible for several kilometers. A portage around the falls will be found after 1D hours of searching. Light craft will be able to be man-hamdled across the portage and a winch-equipped All Terrain Vehicle can also use this passage (taking 1D+2 hours to traverse it).

	Clear	Rough	Ocean	Desert	Mountain	Forest	Ice Cap
Walk	110 hrs	150 hrs	–	125 hrs	175 hrs	110 hrs	125 hrs
Riding Animal	60 hrs	90 hrs	–	75 hrs	100 hrs	60 hrs	75 hrs
ATV	12 hrs	18 hrs	25 hrs	12 hrs	20 hrs	20 hrs	12 hrs
Air Raft	9 hrs	9 hrs	9 hrs	12 hrs	12 hrs	9 hrs	9 hrs

Travel time in hours to cross each 885 Kilometer (550 Mile) Hexagon on the Planetary Map.

The average speed in Clear Terrain in various travel modes is:

Walk	8 kph
Ride	15 kph
ATV	75 kph
Air Raft	100 kph

STARPORT HAUTEVILLE

Landing Pad

Missile Emplacement

Workshops

Administration Building

Warehouses

Laser Emplacement

Unfinished Emplacement
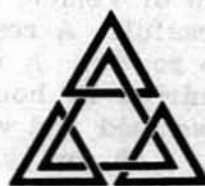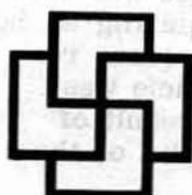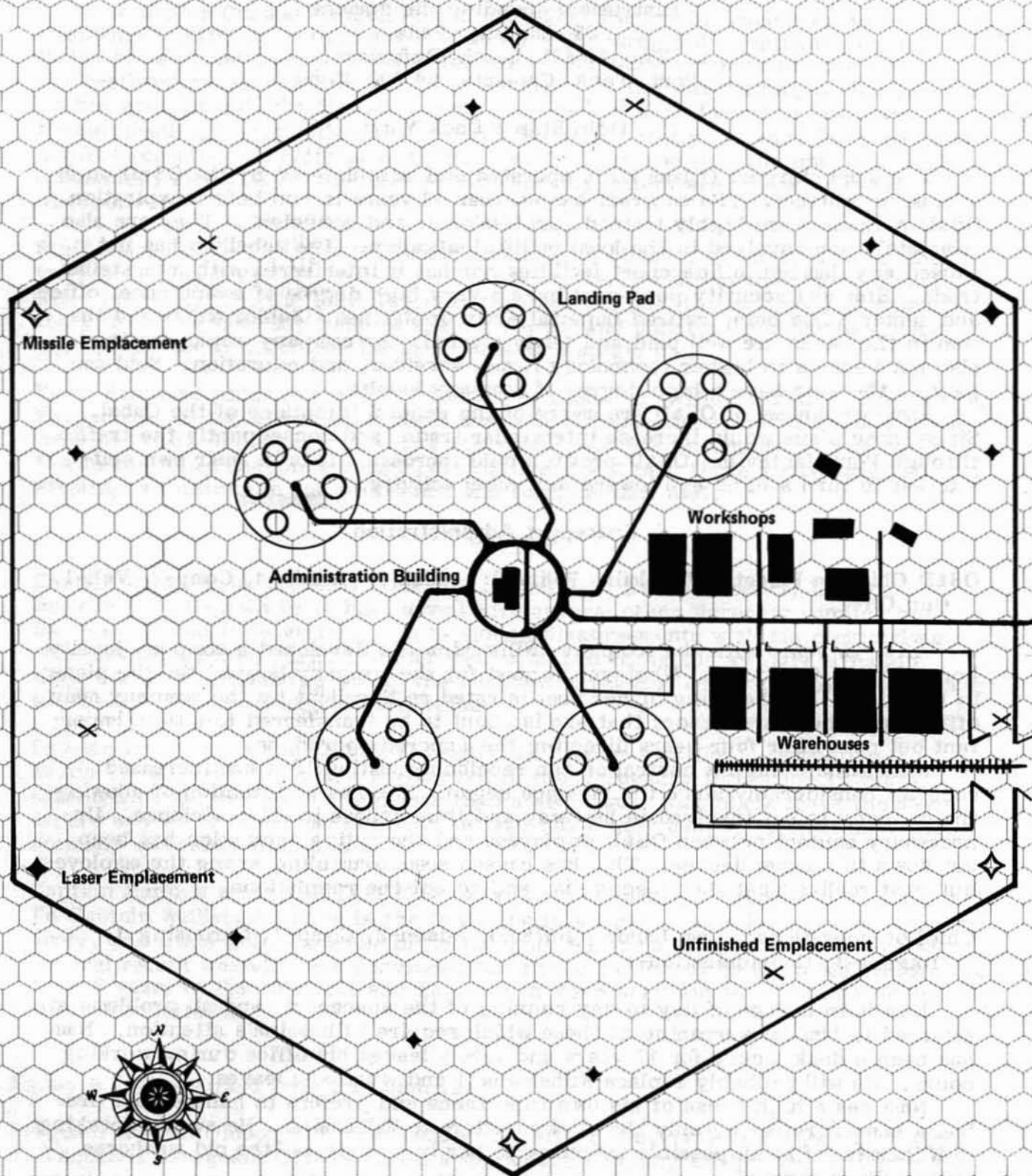
Starport Hauteville

Standard Imperial Class B
Instrument Landing Equipment
25 Landing Pads
Two M-421 Leech Refuelers,
Port Tank Capacity 20,000 Tons

Odin Ship & Dock Yard

The local starport (Class B) is operated and administered by the OS&D on an exclusive contract. The contract has another 53 years to run before expiration. OS&D personnel are highly trained, professional, and competent. They are also completely non-involved in the local political situation. The rebellion has not caused any damage to Spaceport facilities nor has it interferred with interstellar trade. Starport security personnel have a very high degree of competence, officers and senior NCOs being retired Imperial Army or Marines. Junior NCOs and the men in the ranks are well paid and fairly treated. As company employees they also have access to higher technology items, services, and education. Said employees therefor have a high degree of company loyalty.

Some employees of OS&D are aware of the general intentions of the Cabal. Since those plans would increase interstellar trade, and consequently the traffic through Port Hauteville, OS&D profits would increase. It is in their own self-interest to turn a blind eye toward any rebel activity.

Spaceport Administration

OS&D Chief on Planet: Wilhelmina Falindel: (668359) Admin-4, Comp-2, Veh-1, Gun Clt-1.

After 25 years with the company, Wilhelmina has developed a company loyalty bordering on fanaticism. Whatever is good for the company is good for the planet in her view. Her handling of her post is rated as Excellent by the company main office, and there are rumors that she is about to be transferred to a more important out post after four years directing the Tancred operations.

Wilhelmina is highly neutral on the rebellion question, but has increased security considerably since the violence began. She has no intention of allowing the company to get involved in any way and thus expose itself to violence. Unnecessary contact between OS&D employees and the native population has been cut down to a large degree. This has caused some grumbling among the employees, but most realize what the objective is, and accept the regulations.

Chief of Operations: Nam Lallo: (B67865) Admin-2, Comp-1, Carousing-1, Dagger-1, Communication-1

Nam is in charge of day to day running of the spaceport, and all problems are referred to him for screening of those which require Wilhelmina's attention. Nam has been a desk jockey for 17 years and rarely leaves his office during working hours. He will probably replace Wilhelmina if and when she leaves.

Nam has a high sense of his own importance and prefers to handle most problems himself referring only the sticky matters to Wilhelmina. He avoids speaking to Wilhelmina if at all possible referring to her in private as "the old warhorse on the silver throne".

Security Chief: Emis Jallincleem: (A4B454) Admin-2, Rifle-2, Auto Pistol-1, Computer-1

A former member of the Imperial Army, Emis has a great tendency to hire individuals with the same background. About 40% of the people in the Security Section are former members of the Imperial forces. Most of these people will follow Emis's orders before those of this nominal superiors, Lallo and Fallindel. Emis does not care to push the matter however, and normally obeys his orders to the letter.

Emis is one of those with knowledge concerning the Cabals intentions. He has not made any report of such to his superiors and will probably continue to order his people to stay non-involved in the rebellion.

Spaceport Security (Administration)

Air Defense follows standard spaceport defense practices. (Ground Defenses have begun being installed following outbreak of the rebellion). Ground Defense 12 remote control turrets mounting Auto Cannon and two LMGs as well as a Vidio Lens for directing fire. Controlled from the Security building serviced via tunnels connected to Security building. One-half are still under construction. Remainder are in service. A force of 135 Security Troops patrol the grounds. About ¼ are out at any one time guarding the outerperimeter and guarding the main building. Those exposed to public view carry only Auto Pistols, the rest ACRs and Auto Pistols.

Starport Security

8 Armored Cars armed with Auto Cannon and a pair of tactical missiles. These wheeled vehicles have a crew of three and are equipped with advanced sensors and communications gear.

12 Armored Personnel Carriers are also available, each holding eight men and a driver. They are armed with one VRF Gauss Gun and have provisions for mounting one tactical missile (not normally carried). These vehicles are also wheeled and have communication gear.

If combat breaks out or an alert is called, those troops on stand-by status (¼) of the force will respond in Combat Armor. All the security forces have Combat Armor and if given time will don it.

Jallindeem has a secret weapon of sorts that he has arranged since the outbreak of the rebellion. Two of his 8 men squads have been made up of ex-Imperial Marines who have had combat experience in Battle Dress. Sixteen suits with PGMP-13 have secretly been shipped in and clandestine refresher training in an empty warehouse was completed last week. Jallindeem had very tight security on the Battle Dress until his men had completed training but while he isn't saying anything about them, he is no longer concerned if word leaks.

These troops are in a high state of readiness. Frequent training exercises are conducted, often making use of the complex of underground service tunnels for movement. Combat in and from these tunnels is frequently practiced. Morale is high. All troops are constantly reminded that the strategic objective of defense of the Starport is often best achieved by offensive tactics.

SECURITY TROOPS SQUAD

Corporal Berk Quen (78966) Recon-2, Leader-1, Rifle-2, Survival-1, ATV-1.
Berk has achieved a very respectable record in 4 years in the unit. His bravery in action disguises the fact that he does not enjoy fighting, and joined the Security Force only to get away from his home planet.

Trooper #1: Ellisonn Pankell - (686954) Rifle-1, ATV-2. Seven years as a Imperial Marine with Security. Brother killed 3 years ago while serving in same unit.

Trooper #2: Wjik Nillass - (A48566) Rifle-1, Gambling+1, Brawling-1, Dagger-1. Six years as a Imperial Trooper, two with Security. Left home planet during Civil War.

Trooper #3: Hodar - (A7B866) Rifle-1, Shotgun-1, Dagger-1, Mechanical-1, Battle Dress-1. Fourteen years as a Mercenary. 1 with Security. Served under "Mad Dog" Waters during Patriade Wars.

Trooper #4: David Grand - (677877) Rifle-3, Auto Pistol-1, Comp-1, Demolition-1. Seventeen years as an Army NCO, 5 with Security. Hates anyone using and energy weapon, missing one finger from laser.

Trooper #5: Jasquet Allul - (885765) Rifle-1, Communication-2, three years as Subsector CPO 3 months with Security. Becomes somewhat insane in heat of battle.

Trooper #6: Leadool Mast - (6AB8776) Leader-1, Rifle-1, Communication-1, ATV-1. Ten years as Mercenary, three with Security. Serves as leader of 2nd half squad when squad splits.

Trooper #7: Indigoos Traillist - (86C765) Medical-1, Rifle-1. One year as Mercenary, 12 with Security. Always picking fights in local bars.

Trooper #8: Ull Normain - (658786) Rifle-1, Electronic-1, Mechanical-2, Blade-1. Fifteen years as Marine NCO, 9 with Security. Achieved fame during defense of Fort Dammal 12 years ago, killed enemy commander.

Ship Inspection Team Cappa

Inspector Quantoon: (8B5687) Admin-2, Mechanical-1, Comp-1. Twelve years with the company, 8 on Tancred. Appears rather surely. Is very efficient, allows nothing to go by unquestioned but due to advancing age, allows Brall to check out more inaccessable parts of the ship.

Assistant Inspector Brall: (98AAB6) Electronic-1, Mechanical-1. Three years at job, all on Tancred. Will normally overlook anything which appears to be for the Rebels if such action does not endanger his own position.

Assistant Inspector Arrandelloon: (344457) Young, inexperienced, easily fooled. Has been at job only five weeks.

Customs Officer Hrandson: (969878) Comp-1, Revolver-1. Evaluates the cargo found by the rest of the team. Head of team, very businesslike, highly unlikely to accept a bribe. Close personal friend of Quantoon. They will normally remain together during the inspection of any ship, allowing the junior member of the team to check out most of the ship.

Customs Officials - Normally inspect each ship immediately after it lands. Passengers are taken to Custom Inspection Center as the ship is checked out. Attitude is generally relaxed and casual. Imperial and local customs regulations are not very restrictive.

Sea Port

Business

Down Town

Industrial

Space port

H UTEVILLE

Entertainment

Residential

Residential

Noble

N

5 MILES

5 KILOMETERS
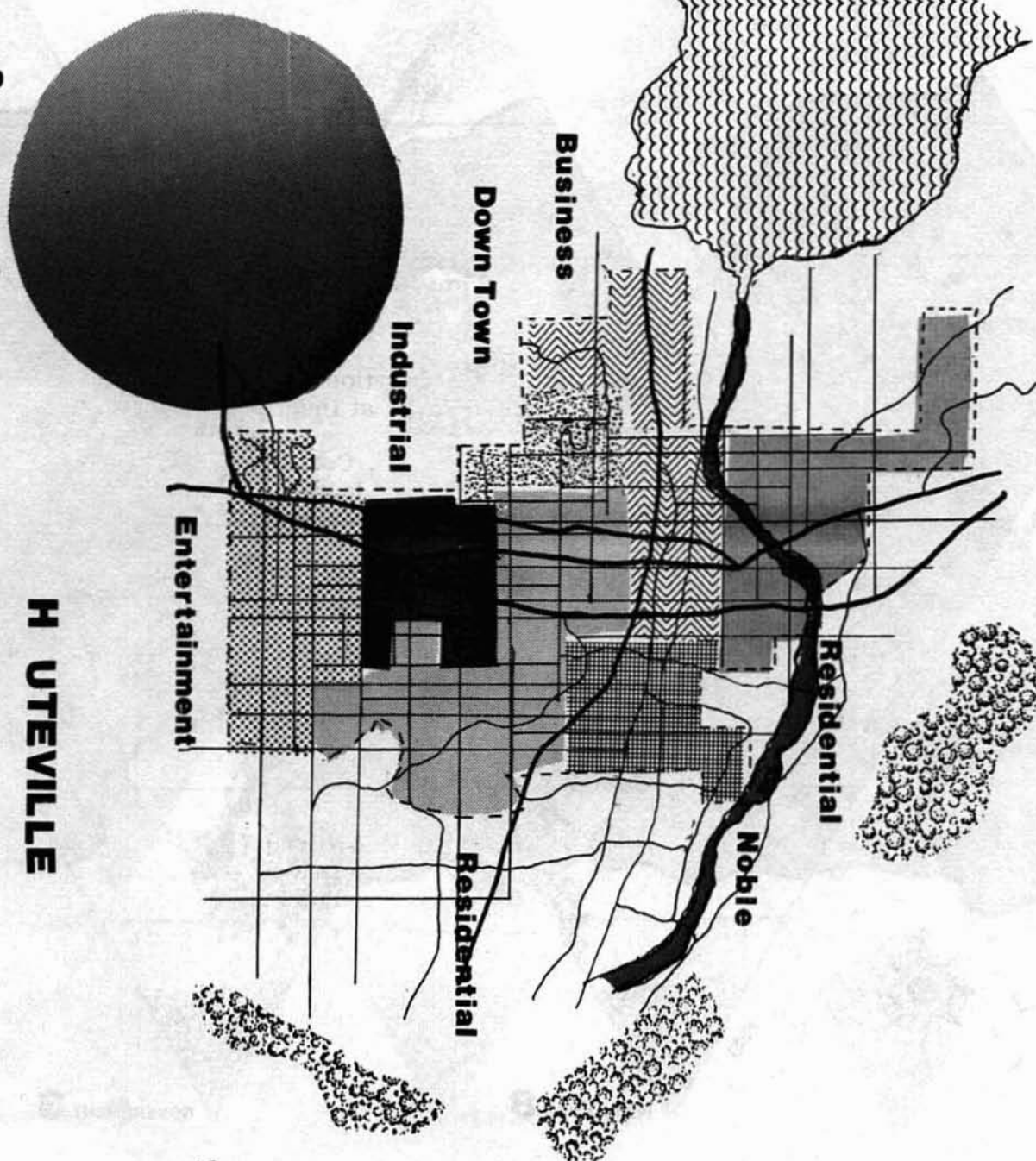
TANCRED

NAME

STARPORT TYPE **B**

PLANETARY S

Cold

Cool

Moderate

Warm

Moderate

Cool

Cold

Acre

Hauteville

KIMA

Roger

CLIMATIC ZONES

POPULATION **8**

GOVERNMENT **3**

MAP KEY   City ◆   Capital ◆   Starport ◇   Rough   Forest

SOLAR SYSTEM CONFIGURATION

| 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | 200 | 300 |

| 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 | |

YARA

BOM

Bohemund

TALA

NAR
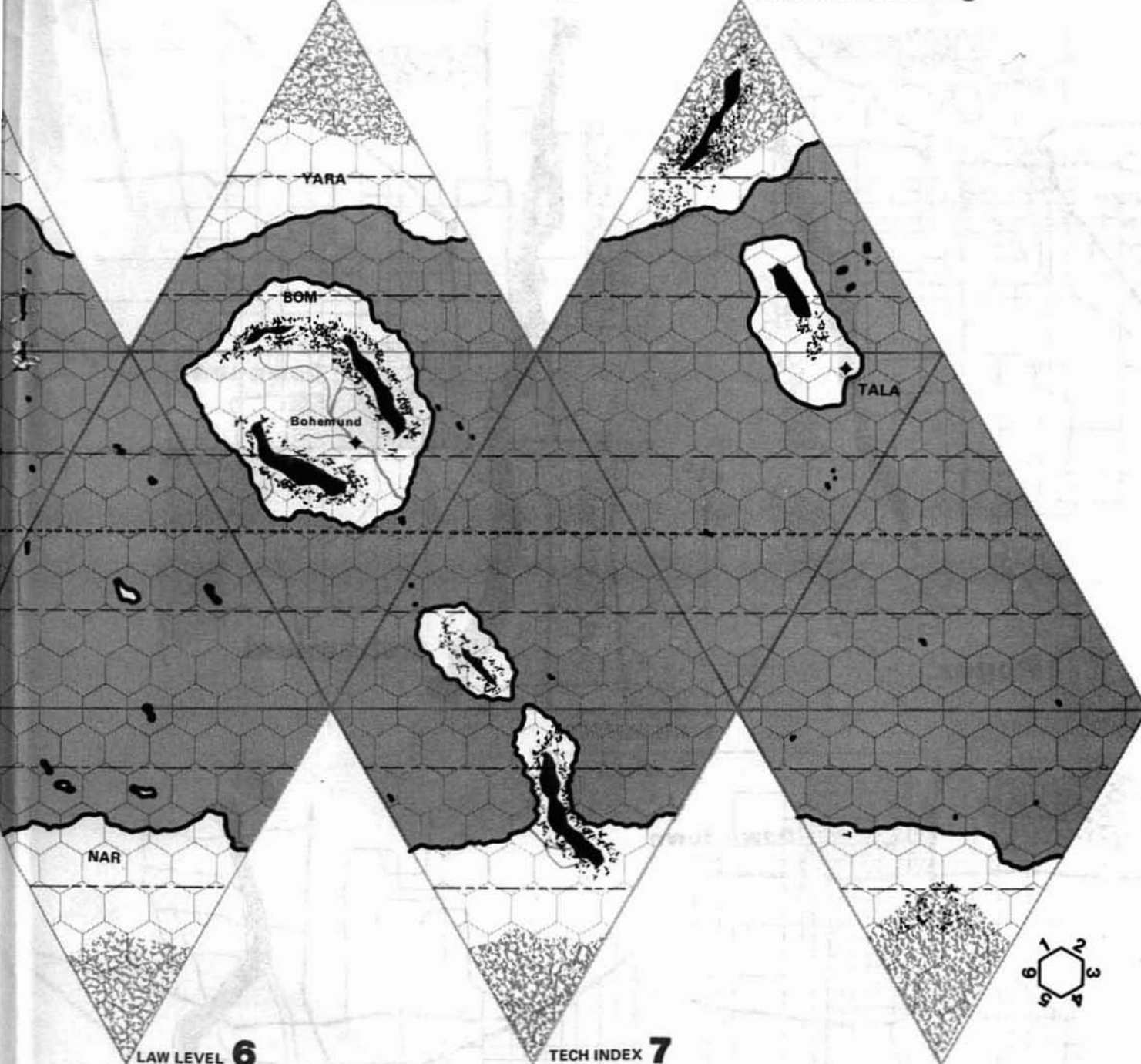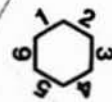
Ice Cap   Desert   Mountains   Ocean   River

MILLIONS OF KILOMETERS

MILLIONS OF MILES

Downtown

Rogér

Down town

Bohemund

Down town

Acre

N
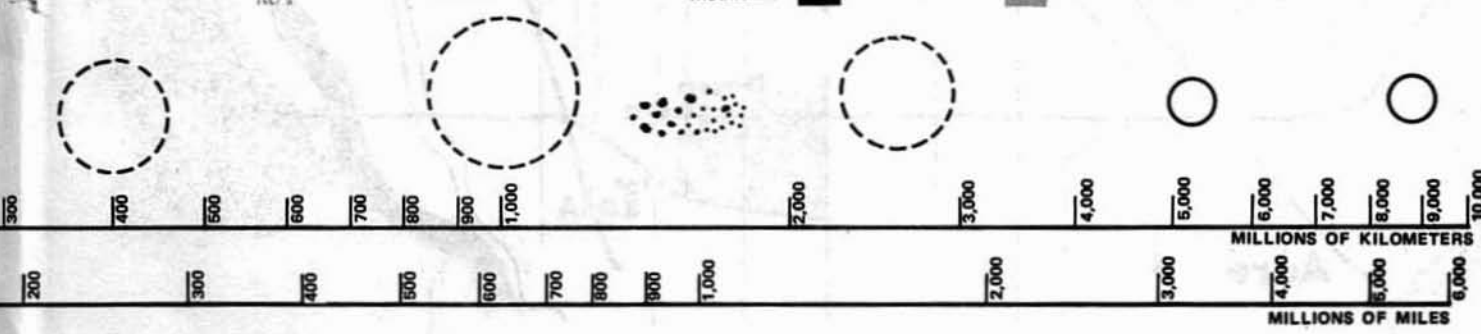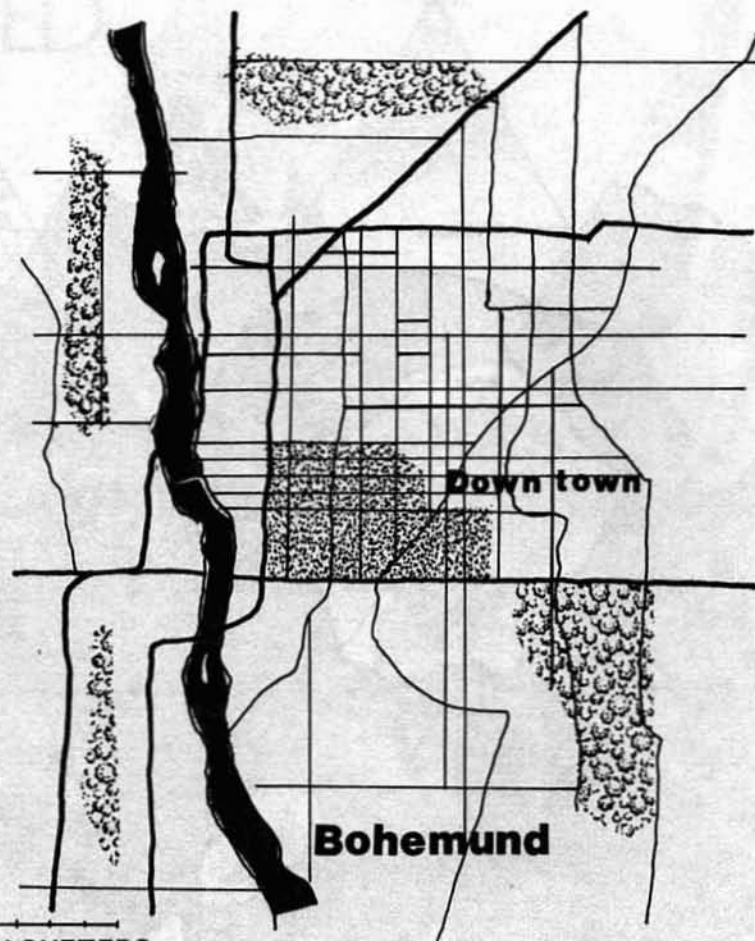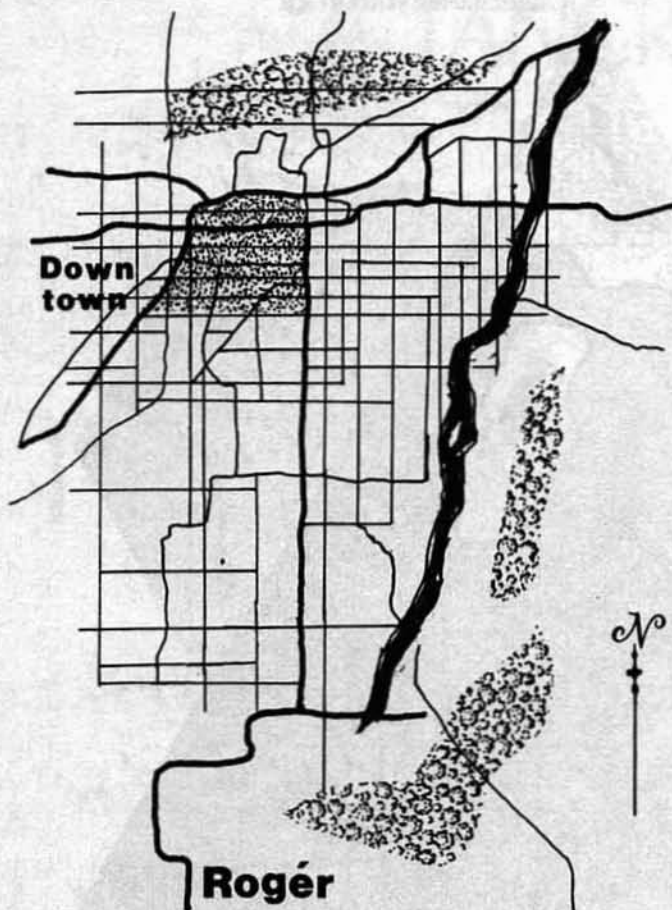
5 KILOMETERS
5 MILES

Down
town

Tala

26
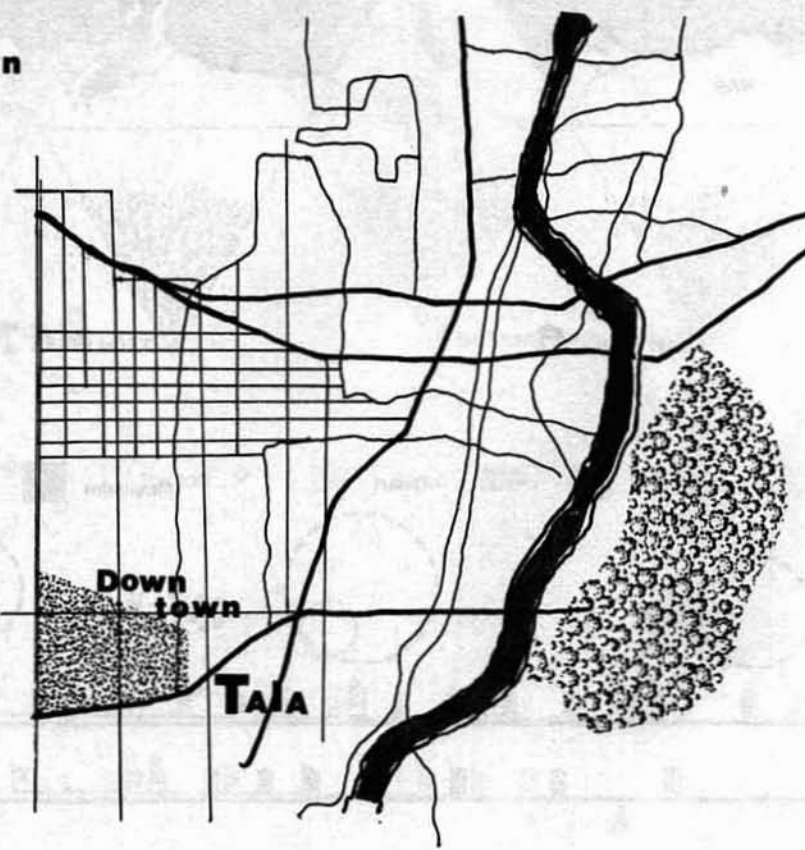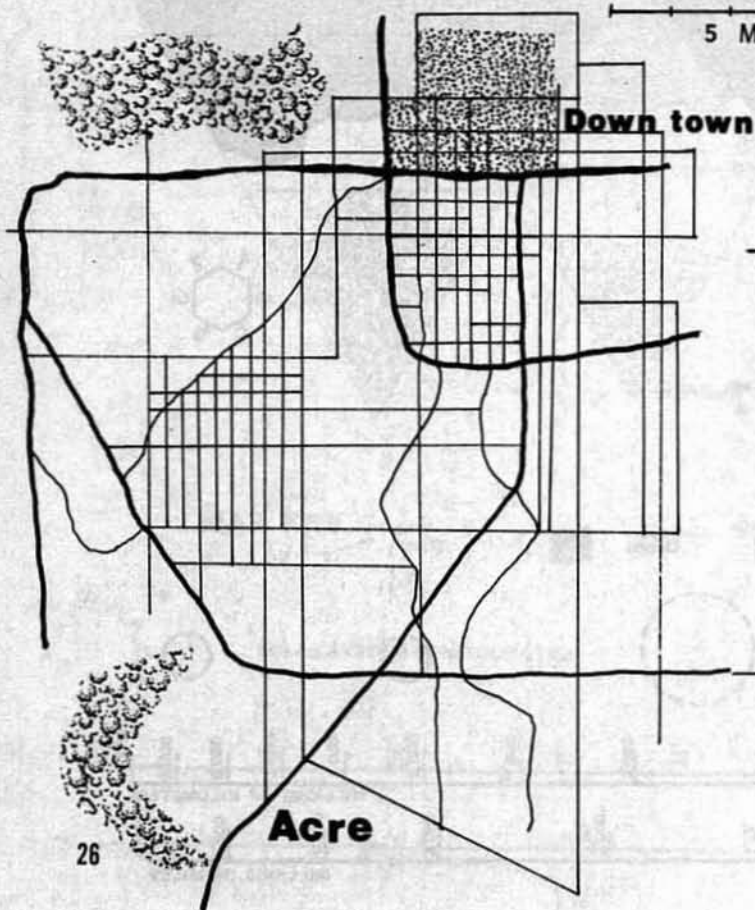
Part of Security force, these men are specially selected for their ability to deal with strangers. OS&D is highly image conscious and its representatives are trained to project an image of friendly service. They are all well trained with their weapons also, most having a Revolver-2 proficiency as well as being capable of subduing a troublemaker in hand to hand combat with a minimum of excitement. Their main function is to circulate through the crowds at the Spaceport, helping those who need it, and stopping problems before they get started. All carry communicators and are in constant contact with Security Control.

Generally six are on duty at any time. Two are on the main gate. One at the Administration Building and the other three rove on random patrols.

Kim C'Dona (754946) Revolver-2, Blade-2, SMG-1, Streetwise-1, Brawling-2.

From off-planet and stranded here by accident, Kim took employment with the OS&D police to earn passage. She found she liked the work and is going to transfer to other company - run starports, job-hopping her way to her final destination. She is in no hurry and is quite loyal to the company.

Max Radnor (944B95) Revolver-1, Blade-1, SMG-1, Brawling-1, Admin-1.

A recent hiree, Max has just left the Sector Navy. He plans to use his experience there and at OS&D to obtain a position with Imperial Security. He is a very reliable police officer.

Spaceport Operations

Warehousing: Warehousing Chief Andros McQuillan: (748765) Admin-3, Comp-
2, Vehicle-1, Gambling-2. OS&D owns all of the Starport
warehouse facilities and rents them out to the shipping lines at reasonable rates. They have resisted attempts by other companies to build warehouse facilities, thus ensuring their continued control over the flow of goods onto and off planet.

OS&D warehouses are very secure and well patrolled. A high electrified wire fence surrounds the warehouse complex, and security troops constantly patrol the wire. Capacitance detectors are set both outside and inside the fence and a group of 8 video cameras is run from the Security Building W (warehouse).

Warehouse Team: Foreman + 2d6 Laborers, day or night. 1d6 Heavy Cargo Movers and drivers. 1d6 Security Personnel within shouting distance. The warehousemen are highly trained technicians capable of moving the maximum amount of cargo in the minimum amount of time.

Refueling: Refueling Chief Mar-Chen Idi: (748656) Admin-2, Vehicle-2, Mech-
anical-1. Refueling is accomplished by connecting a Leech to the
fuel outlet at each landing pad. Fuel is stored in large underground tanks and pumped out to the landing pads through underground conduits. The Leech is a large wheeled vehicle which connects a hose between the ship and the fueling terminal and uses an internal booster pump to assist the flow. One Leech with its two-man crew can transfer 10 tons of fuel per minute. Ships normally carry a hose and a small internal fuel transfer pump which can accomplish refueling. Rigging this equipment takes one hour verses the two minutes of the Leech and fuel transfer in only at the rate of two tons per minute.

The port refines its own fuel and has a storage capacity of 20,000 tons. An underground pipeline has been run to the nearby ocean to obtain the raw materials for fuel refinement.

Twelve workmen are employed by the Refueling section. The six men on the Leech crews get to visit all the starships. They like to gossip and are Rebel sympathizers but will do nothing to jeopardize their very good jobs. The other men are employed at the fuel refinery and seldom get to visit the starships.

Repair: Repair Chief Delloss Mannenstein: (99476B) Admin-2, Mechanical-2,
Engineer-3, Elect-2. Though with no facilities for building starships,
because of the strategic location, the OS&D stock of repair and replacement parts
is quite extensive. Parts for standard ship types will be available on a roll of
r+. Parts for custom built starships will be availabe on a roll of 10+. If replace-
ment parts are not available a character may attempt to modify existing parts to
fit. Such an attempt will succeed on a roll of 8+. Die roll modifiers of the en-
gineering expertise may be added to the roll.

Four Berths have facilities for major repair and 8 others are equipped for
routine maintenance. The Repair Chief is fairly competent and runs a good outfit.

His repair teams are efficient and almost always manage to get a job done in
slightly under the usual estimated time (4 + 1d % less). OS&D ships assigned to
this subsector usually undergo annual maintenance at this port. Company ships
have priority in any call on the facilities.

Cargo

OS&D prefers to follow the standard Imperial Cargo Container Standards
(ICCS). They will handle non-standard cargo, but an additional 20% fee is charged
on cargo handling. A variety of vehicles are used to transfer cargo, although
Heavy Cargo Movers (HCM) are a favored tool. Trucks and trailers obtained on
planet are also used to a large extent. Thirty-two HCMs, 45 turcks, 18 heavy
trailers.

Cargo Hauling Team

Team Chief Alladein Merlin: (884577) Admin-1, Vehicle-2, Mechanical-2, Comp-1.
Cargo Handler Nandell Karrentak: (64B656) Comp-1, J.OT.-1.
Cargo Handler Emiloo Whalsbacc: (39B795) Electronic-2.
Lift Operatior Vandois Martinaz: (7585B95) Mechanical-1, Vehicle-2.
HCM Drive/Cargo Handler Allertain Oney: (69786A) Vehicle-2.
HCM: Tracked vehicle capable of hauling 30 tons of cargo. Back is normally
open, but during bad weather a light plastic covering is easily installed. It is
equippped with a rear ramp capable of being set any angle. The ramp is equipped
with a conveyor belt system. The Cargo Handlers are a good source of rumors
since they visit all the ships at the port.

Emergency Vehicles

Emergency Center: Firefighting Equipment, Medical facilities for treatment of
accident victims. 2d Firefighting Personnel and 1 - 3 medical personnel. Fire-
fighting Equipment: Two tank trucks loaded with a firefighting foam, 2 pump
trucks for pumping large quantities of water on fuel, tanks, etc. to keep them
cool. Medical Equipment: One ambulance converted from an ATV capable of en-
tering a fire or rubble strewn area for rescue, 2 normal (wheeled) ambulances
capable of high speed, 2 of the Cargo Handling's HCMs are modified to be heat
resistant and have special grapples and winches for emergency use.

Miscellaneous

company personnel use a variety of company vehicles to move between buildings.
The most common are motor scooter, jeeps, and cars, depending on the person's
position within the company. There are normally several of each left in strategic
parking areas handy to several buildings. Taking one out of the Spaceport facili-
ties without a proper pass is nearly impossible due to careful security at the gate.

Commander Colonel Mandall Fieran (867957) Tactics-3, Leader-3, Admin-1, Brawling-1, Rifle-2, Auto Pistol-1, Comp-1. Following a distinguished career in his home planet's army, Mandall formed a mercenary company to cope with the restlessness he encountered after retiring. In the intervening twelve years, he has grown tired of the space hopping life he has been forced to lead even though leading a very successful group. He is now ready to retire for good, and quickly accepted the offer made by the Cabel. Until the time the unit is actually disbanded, Fieran is in absolute control, and his orders are obeyed without question.

Staff Major Allann Preintas (766A96) Admin-3, Tactics-1, Comp-2, Rifle-1, Electronics-1. Major Preintas was a staff officer under Fieran on their home planet. When Fieran formed the unit, Preintas resigned his post in the army and joined the group. He normally handles the paperwork and logistics, but he also plans any operations in which the Regiment acts as a single unit.

Major Bridnass Alligane (957867) Tactics-2, Leader-2, Rifle-2, SMG-1, Air Raft-1, Mechanical-1. Major Allingane plans most smaller operations and personally leads many of them. He is not ready to settle down, and has an understanding with Fieran that once the job is completed, Allingane will take those mercenaries still wishing to continue in the profession and form his own unit.

Officers

Captain Drago Wells (977883) Leader-2, Tactics-1, Battle Dress-1, Rifle-1, Brawling-2. Captain Wells has served with several other Mercenary units, but has been forced to leave them due to violent disagreements with his commanding officers. He is, however, an officer well-equipped to handle an ugly situation. Wells has a small following among the troops who regard him as a possible successor to Fieron. Wells normally leads Battalion 1.

Captain Doss Randallisk (676997) Leader-2, Tactics-1, Rifle-1, Demolition-1, Recon-1. Captain Randallick has served in the Mercenary forces for 19 years although he joined Fieran's unit less than a year ago. Randallick loves the Mercenary way of life, but has decided that age has finally caught up with him. He normally commands Battalion 3.

Captain Marsius Wellistask (A8B755) ATV-2, F)-1, SMG-2, Mechanical-1, Tactics-1. To Captain Wellistask, home is the front line in a fight. He enjoys combat tremendously, and while quite capeable of handling an ATV, he prefers to fight on foot. Several recent wounds have convinced him that it is time to hang up his uniform after 8 years in Fieron's unit and 12 years in Mercenary forces. Captain Wellistask commands Battalion 2.

Squads

Squad A (Elite Squad from Battalion 12)

Sergeant Roscan Oldoom (77A676) Leader-2, Rifle-2, Survival-1, Dagger-1, Medical-1, Tactics-2, Sargeant Oldoom joined a Mercenary company at the age of 16 because he wanted to enjoy some adventure. He has served in one company or another since then, joining Fieron's when it was formed. He is close personal friend of Fieron's, and enjoys the confidence of both his superiors and the men serving under him.

Trooper #1: Sindar Pall (867566) Rifle-1, Dagger-2, Mechanical-1. Three years as a Mercenary, all in Fieron's unit. Orphan taken in by Oldoom.

Trooper #2: Walter Kneggs (579465) Rifle-1, Auto Pistol-1, Survival-1. One and one-half years as a Mercenary, all in Fieron's unit. Highly ambitious, wants corporal stripes.

Trooper #3: Chou-lin Cho (957664) SMG02, Gambling-2, Dagger-1, Rifle-1, Electronic-1. Sixteen years as a Mercenary, six years with Fieron. Tired of fighting, is quite willing to quit.

Trooper #4: Mersard Klingins (AA6844) Auto Rifle-1, Communications-2, Electronics-1. Eleven years as a Mercenary, one with Fieron. Limps due to an old wound in left leg.

Trooper #5: Valltain Arundous (678857) Rifle-2, Survival-1, Electronic-1. Eight years as a Mercenary, four with Fieron. Has accumulated enough money to buy comfortable retirement.

Trooper #6: Menshwan Allermaine (8A8747) Leader-1, Rifle-2, Brawling-1. Twelve years as a Mercenary, two with Fieron. Serves as leader of 2ns half squad when squad splits.

Troopers #7: Michael Dankiston (558967) Medical-2, Auto Pistol-1, Rifle-1, Ships Boat-2. Fifteen years as a Mercenary, ten with Fieron. Served on board Transport for three years before joining Mercenaries.

Trooper #8: Filimor Tang (B66946) Rifle-1, Shotgun-2, Brawling-1. Eleven years as a Mercenary, four with Fieron. Served on Starship for three weeks before going AWOL.

Trooper #9: Chom-Dal (787995) Rifle-1, Demolition-2. Seven years as Mercenary, all with Fieron. Blew up school at age 17, left home planet soon after.

Trooper #10: Paltro Aquez (88C956) Recon-1, Survival-2, Auto Rifle-1. Thirteen years as Mercenary, seven with Fieron. Fiercely independent, perfect point man.

Trooper 11: Brent Valcouth - (A9A635) Rifle-1, LMG-2. Eight years as Mercenary, 3 with Fieron. Likes to use LMG without tripod.

Trooper #12: Carlton Fank (799566) Recon-2, Rifle-1, Dagger-2, Air Raft-1. Fourteen years as Mercebart, four with Fieron. Onc e rammed an Air Raft through a Captain's home.

Squad B (Typical of Battalions, 1 through 9)

1. Sergeant Kas Denem (C9A987) Leader-1, J.OT.-1, Rifle-1, Pistol-1. A former field hand who lost his job when the farm was converted to a Noble's pleasure ranch, Kas is not fond of the nobility.

2. Trooper Mik Jakson (576767) Rifle-1. Army was the only job open to him at the time. Mik doesn't enjoy killing but will do his job.

3. Trooper Ted Malar (858A34) Rifle-1. No schooling could be afforded by his family so Ted joined up. He has found he likes Army life and gets a kick out of fighting.

4. Trooper Sid Teller (73367A) Rifle-1. On the lam from an irate wife, he ducked into the Army. When the heat is off he will desert at the first opportunity.

5. Corporal Jean Radlin (847B47) Rifle-1. A stolid ex-rancher of no particular ambition, he is just letting life go by from a rather non-demanding position.

6. Trooper Louis Nexin (73367A) Rifle-1. Louis ran away from home and joined the Army for adventure. The only adventure he has encountered has been some bar room brawls but he still hopes that one day. . .

7. Trooper Hektor Sanchez (CB8496) Rifle-1, Water Craft-1. On the whole, soldiering has been more comfortable than working on a fishing boat. Hektor is bucking for corporal.

8. Trooper Nad Fort (569696) Rifle-1. Nabbed by a recruiter while he was on a drunken binge, Nad sobered up in boot-camp and found Army life to provide a good life between drunken weekends.

9. Corporal Rad Tinnen (457553) Rifle-1. The Army provided opportunity for advancement that his civilian life lacked. Rad is a good soldier and will probably make sergeant.

10. Trooper Mid Silnor (8A4654) Rifle-1. Drafted from the family farm, Mid is just putting in his time until he can get out.

11. Trooper Gil Sith (A69A64) Rifle-1. Gil is an under-cover Rebel taking every opportunity to learn all he can about military maters. He has little respect for the nobility.

12. Trooper Tasan Meddon (A6CBC5) Light Machine Gun-1,. Also a Rebel, Tasan has smuggled off base almost enough parts for a complete Light Machine Gun.

Squad C (Battalions 10 & 11)

1. Sergeant Theo Kentar (789A98) ATV-1, Cutlass-2, Auto Pistol-1. An ex-marine Lieutenant, Theo found he enjoyed fighting too much to quit when his re-enlistment was refused.

2. Trooper Weldyn Nolath (6C8787) Air/Raft-1, Rifle-1. Weldyn comes from a long line of fighting men, so he has signed up to continue family tradition.

3. Trooper Rip Mulgrove (776437) SMG-1, Gambling-1, Brawling-1. Rip joined the Army in a patriotic fevor after a soldier saved his life in the Civil War. Since has devoted his time to carousing in town.

4. Trooper Ned Fargank (A7CC43) Rifle-1, Revolver-1, J.OT.-1. Ex-criminal, he joined the service to avoid capture by police. Will desert when the heat is off.

5. Corporal Bart Fangley (977666) Rifle-2. One-time great hunter. Bart, bored with the lack of challenge in hunting animals, joined the service "to hunt men". Great point man.

6. Trooper Fredrick Lophe (87A873) Brawling-1, Rifle-1, Cutlass-1. Deciding that soldiering held greater rewards than farming, Fredrick signed up several years ago.

7. Trooper Danel Fopp (8Å5937) Broadwsord-1, Shotgun-1. Fled home world during a rebellion, and found this to be only job available.

8. Trooper Merv Nasher (798846) Mechanical-1, Rifle-1. Truckdriver until Rebels destroyed his home town. Since joined the military for revenge.

9. Corporal Jonathan Narph (A85848) Rifle-2. Businessman went bankrupt because of last war, and joined Army with philosophy of "if you can't beat 'em, join 'em!"

10. Trooper Martin Scott (46599A) Computor-1, Rifle-1. Ex-college student, joined army on a dare from several friends. Always tries to get famous or decorated in every action.

11. Trooper Jahlyn Joffman (3853AA) Streetwise-1, Rifle-2. Joined army for 'advanced education training' programs, and ended up on constant KP from stupidity.

12. Trooper Gem Grinzi (6A6943) J.OT.-1, Rifle-1. Rebel in last war, volunteered for army service after being on losing side in last war.

Though termed a "Mercenary Regiment" in fact only about 50 men out of the 855 in each infantry battalion are off-planet professional soldiers. The others are members of the local population who are undergoing their year's service and training. Some of the best of the local trainees at the completion of their first year are retained and transferred to the Mech. Infantry Battalions.

Numbers 10 and 11 are the back up forces for the anti-rebel operations. They are equipped with wheeled APCs of local manufacture. Number 12 is the elite unit and is made up primarily of mercenary long-service soldiers mounted in imported anti-gravity armored personnel carriers. They serve as the "emergency fire brigade."

The majority of the troops are armed with the locally manufactured assault rifle. Battalions 1 through 9 also have one light machine gun of local manufacture per section. Grenade launchers are available but are seldom used.

Flack jackets and helmets are worn with corporals and above receiving an imported Combat Communicator which is attached inside the helmet. First aid kits are carried and each trooper carries his own choice of 3 to 5 grenades of smoke, concussion, or fragmentation type.

The senior NCOs and officers of Battalions 1 through 9 as well as all troops in the Mech Battalions 10 through 12 are armed with imported Advanced Combat Rifles. One man in each squad carries a RAM Grenade Launcher.

Combat Enviroment Suits and helmets with built-in combat communicators are

A B

V1

V2 } TROOP
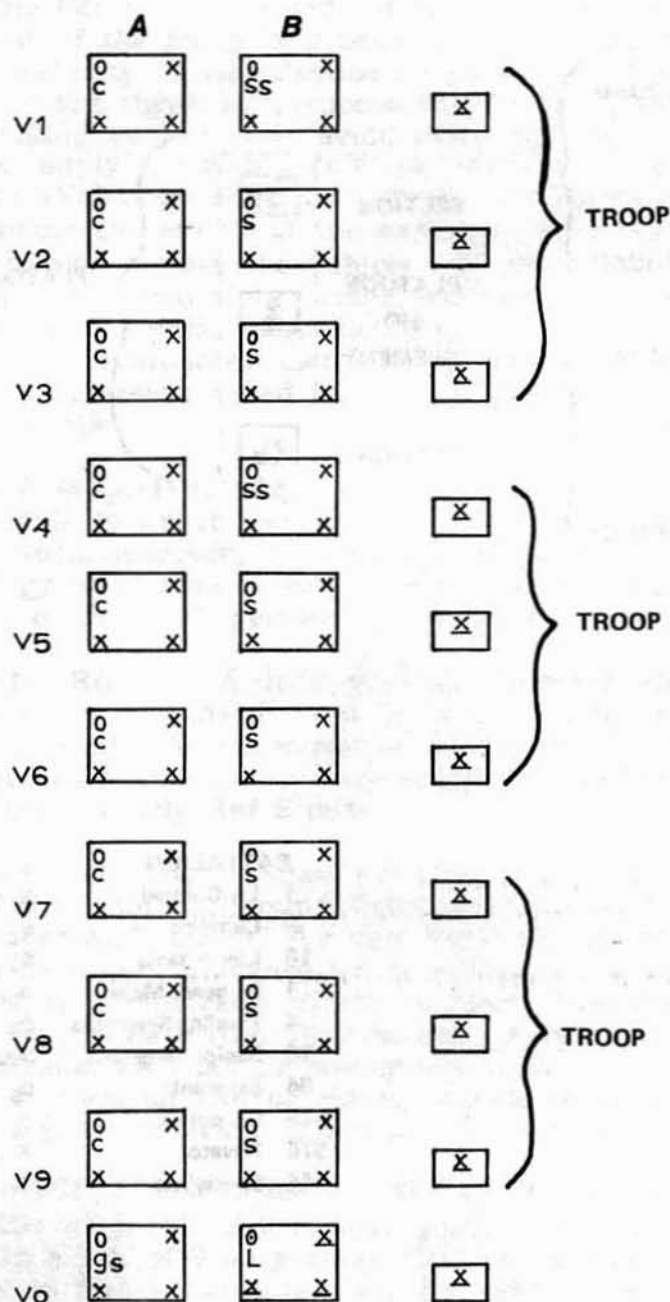
Battalion 1 Foot Infantry

Battalion 2 Foot Infantry

Battalion 3 Foot Infantry

V3

Battalion 4 Foot Infantry

V4

Battalion 5 Foot Infantry

Battalion 6 Foot Infantry

V5 } TROOP

Battalion 7 Foot Infantry

V6

Battalion 8 Foot Infantry

Battalion 9 Foot Infantry

V7

Battalion 10 Mech Infantry

V8 } TROOP

Battalion 11 Mech Infantry

Battalion 12 Mech Infantry

V9

Battalion 13 Engineer

Vo

Battalion 14 Artillery

Battalion 15 Artillery

Battalion 16 Artillery

EACH VEHICLE
1 BELEMENT, 1 AELEMENT, 1 DRIVER

COMPANY

1 Lieutenant
1 Senior Sergeant
9 Sergeants
9 Corporals
13 Specialist (10 Drivers)
57 Privates
90 Men Total

Citizens Auxillary Guard

Battalions 20 through 29

Battalions 30 through 39

Battalions 40 through 49

SQUAD

SECTION

SQUAD

PLATOON
HQ
ELEMENT

SECTION

SQUAD

SQUAD

PLATOON 51

PLATOON
PLATOON
PLATOON COMPANY 210
PLATOON

O_{SS}

O_C

COMPANY
COMPANY BATTALION 855
COMPANY
COMPANY

O_{SM}

O_{LC}

O_C
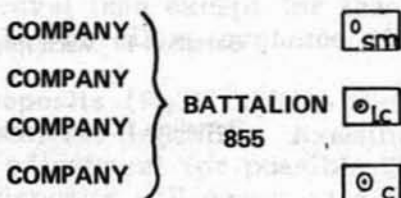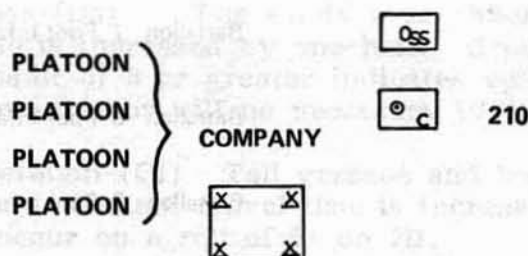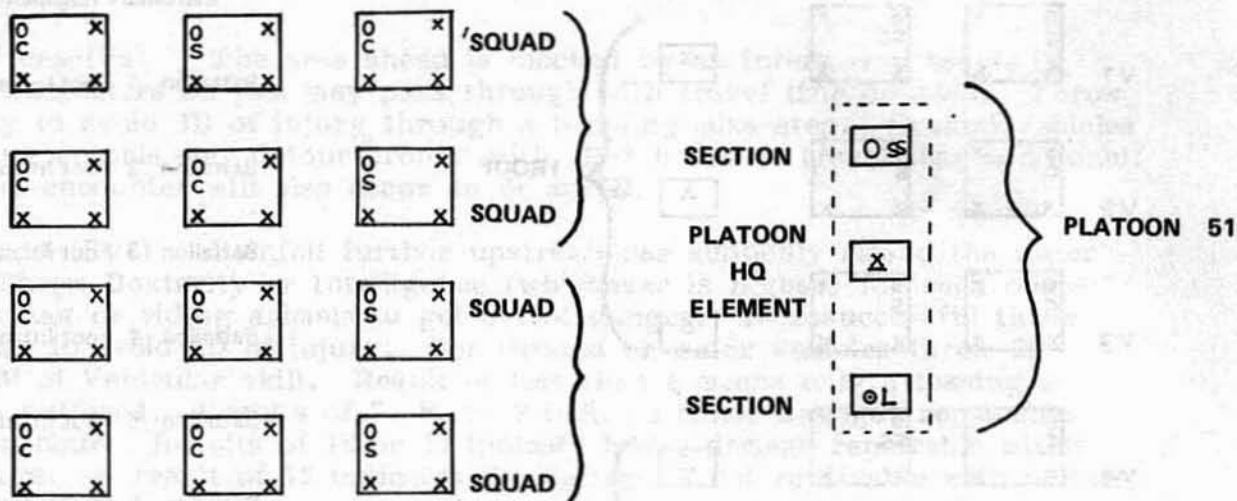
BATTALION		
1	Lt. Colonel	O_{LC}
5	Captains	O_C
16	Lieutenants	O_L
1	Sergeant Major	O_{SM}
4	Leading Sergeants	O_{LS}
16	Senior Sergeants	O_{SS}
64	Sergeants	O_S
128	Corporals	O_C
576	Privates	x
44	Specialists	x

ORGANIZATION OF INFANTRY BATTALLION

(Actual Strengths are frequently below the authorized level.)

worn by all elite troops. Medikits are carried as are each soldier's own choice of personal side arm. Troopers carry two HE RAM rifle grenades, plus any number of other grenades or demo-charges they care to lug around.

Specialists above company level are treated as elite troops but carry a lesser load of ammunition and no grenades.

Field uniforms are multi-colored camouflage with rank insignia embroidered on in black thread or dull black enameled metal.

Dress uniforms are field grey with insignia of polished bronze for enlisted and gold for officers. Members of the Citizen Auxillary Guard have only fatigue uniforms, no dress items are provided although some members retain their dress uniforms from their training days and change their insignia as appropriate.

Regimental Equipment

The combat vehicles and equipment of the regiment are a judicious mixture of local built and imported components. The engineering battalion took over two small companies which manufactured from equipment and general merchandise. Their factory facilities were converted to build and maintain the equipment the regiment needed. Wheeled Armored Personnel Carriers were built completely from local resources, converting medium truck chassis to equip Battalions 10 and 11 as well as security detachments. The power plants and drive units for the anti-gravity APC's of Battlion 12 were imported, but were built into local made chassis and armor.

Artillery Battalion 14 consists of medium mortars (100mm) mounted in wheeled APC's. Battalion 15 mixture of multiple rocket launchers and special purpose missiles either towed behind wheeled APC's or mounted on them Battalion 16 is equipped with imported anti-gravity weapons Carriers, 1/3 gun-armed (100mm), 1/3 artillery-armed (120mm), and 1/3 special purpose vehicles. The special purpose vehicles include aircraft defense, energy weapons, and special sensor vehicles. Battalion 16 is kept mostly around the regimental headquarters and is only sent out on special missions.

Battalion 13 Engineers is mostly administrative but has six transport companies of 25 vehicles each attached to it. These transport companies are normally assigned to assist other regimental units in performing their tasks.

Depicted on the back cover of this book are 15mm scale vehicles for Traveller. They are designed to be used in resolving encounters involving light armored fighting vehicles and other equipment. Some may be used as military equipment and civilian equipment. The chasis markers on the fighting vehicles are double-sided so as to depict both exterior and interior arrangements. A square grid pattern is superimposed to regularize loading, movement, and play.

Each fighting vehicle chassis has four different weapons mounts or turrets which can be carried on the basic chassis. The basic chassis of all vehicles is depicted in the drawings as for anti-gravity propulsion. The drawings may be modified to indicate tracked or wheeled propulsion. The weapons carrier normally has a three man crew. Turrets fitted to it are 'gun', missile, artillery, and special weapons. The special weapons turret is to be used for 'vulcon' or laser type weapons. The armored personnel carrier has a one man crew and normally carries an eight man squad of infantry. One of the infantry operates the vehicle weapons mount which may be an observation dome, missile, gun, or special weapons.

The jeep and scooter are equivalent to airrafts and skycycles. Depicted as unarmed, they may have light weapons attached. The drawings may also be modified to show tracked or wheeled propulsion.

Cutting on the dotted lines will produce a handy equivalent of miniature fighting vehicles to be used in gaming.

Citizens Auxillary Guard

Armed with nothing heavier than Assault Rifles and hand grenades and equipped with one Communicator per platoon, the Citizen's Auxillary Guard are very much second class troops. Since their intended function is to provide police and security forces, no one minds, CAG units are organized by areas of residence and are chronically understrength. Nevertheless, perhaps because the forces are so new, better than 90% of the soldiers whose term of mandatory service has expired are choosing to reinlist for additional service in the CAG. Guard units muster once a week (1 hr meeting), exercise and train once a month and have a one week refresher course each summer. One reason Guards service is so popular is that among the offical privileges and benefits is a lucrative "semi-official one." Employers are encouraged to enhance their security arrangements by paying Guard members to "sleep-in" on factory premises to supplement normal security guards.

Rebels

A Cadre of 25 high quality Mercenary Officers provides the core of the Rebel Army's Administration and Leadership. Small units of Rebel troops are maintained in the field. Most actual military strikes are carried out by specially selected members of the Citizens Auxillary Guard and are led by the Mercenary Officers. Terrorist and political agitation activities are carried out by the civilian populace organized under cover of trade unions, led by the middle class merchants, and coordinated and supervised by several members of the security forces who have 'died' in the line of duty. Recently several splinter groups have formed, split off from the rank and file who can not understand why the revolution is proceeding so slowly. They are conducting operations on their own and do not know the full extent of the plot. While the leaders of the middle class Rebels want to cooperate with the Security forces to shut down these independents, there is considerable sympathy for them among the 'official' revolution. Once practiced in revolutionary activity, it is hard to turn a fellow Rebel in even if your leaders tell you to.

Typical middle echelon Rebel leaders would be.
Kallima Hadron - (89r8A5) Streetwise-3, Bribery-2, Admin-1, Brawling-1
Jon Festin - (388985) Forgery-2, Streetwise-1, Admin-2

"Muscle" would tend to have the same characteristics as goons anywhere. Utilize the bodyguards listed for Donnelly on page   .

A Rebel Combat Squad would have statictics as below:
Masim Castor (469253) Lieutenant, Leadership-1, Tactics-2, Admin-1, Demolitions-2, Pitstol-1, Rifle-1, Instruction-1.

Currently employed out here on the 'active' end, Maxim is not too fond of the job he is doing nor what he has to work with. He has signed on for the job and will complete it to exact specifications. He has learned some interesting tricks from his troops and has a high degree of respect for his squad leader. As soon as the revolution is over he is going on to a more regular Mercenary outfit.

Tala Marima (5A8B85) Sargeant Leadership-2, Tactics-1, SMG-2, Demolitions-2
She had served with a company of forest rangers as a youth and was disgusted to have to enforce the nobilities rather harsh laws on local farmers and ranchers. She is inclined to use subtle and indirect means to accomplish her goals.

Tando Nadma (576695) Tactics-1, Rifle-3, Pistol-1, Demolitions-1, Brawling-2
Not too original on his own, he is very dependable at carrying out his orders. Hates nobility, all nobility.

Lars Maxma (A76974) Rifle-2, Pistol-1, Blade-3, Streetwise-2
Quite but very good with a knife. A younger sister was injured by a sky-larking Noble and he personally would like 'to get even' with that one.

K'goma Kmindo (343C94) SMG-2, Blade-1, Driver-3, Electronics-2
The technition of this squad, usually helps set the booby traps and arranges the get-aways. Boisterous with a likeable, friendly personality.

Hamaka Sassan (B69B74) Rifle-3, Pistol-2, Brawling-4, J.OT.-2
Hamaka is rather deceptive. Though the strong-arm man of the squad, he is very intelligent and is often consulted by Maxim and Tala when planning operations. Very much a rover, he spent his orphaned youth drifting around the planet in search of adventure.

DONNELLY MANSION SCENARIO

From:
To: Strike Team "Evening Star"
Mission: Assassinate Edmond C. "Butcher" Donnelly

Donnelly has stumbled upon the truth of our arrangement with the Mercenaries, whether through his well-known paranoia or through some security breach is unknown. One of our people, high ranking member of Donnelly's bureau (Internal Security) has warned us that Donnelly intends to reveal the plot to the Chief Director within the next few days. It is urgent repeat urgent that he is killed before this conversation takes place. It is also necessary that the execution be done in a manner suitable for propoganda purposes, i.e., no blood-baths. A swift, precision strike is called for. Your team has been selected, possessing the twin advantages of skill and close location.
Target: Ddmond C. "Butcher" Donnelly, Chief Magistrate of Internal Security
Mission: Eliminate
Target Location and Status: At present living on the Weisheimer Estate recovering from a leg wound suffered in a hunting accident, which he believes was an assassination attempt.
Information Source: One member of the estate staff, the governess, is supplying us with documents and information about the grounds and interior of the estate.
Status: Untried consider non-reliable and make no attempt to contact unless emergency develops. At present we are trying to get one of our people on the staff as a helicopter mechanic, but have been unsuccessful as of this tme.
Estate: Terrain is mostly rolling downs, with some major groups of trees on the fringes of the Estate, some 15km from the House Complex. There are three main building complexes. The Air Center is 3km E of the main House Complex. A gatehouse guards single road 12km S of the house. A small stream runs through the Estate, flowing along the E side of the House Complex. See maps for additional details.
Security: Provided by the Estate's Helicopters supplemented by Army Air Rafts and troops. Air space is totally restricted. All non-authorized air craft are shot down. The Air Center is equipped with Radar. Five helicopters, one of which patrols the estate during the day, while another patrols in a 5km radius of the House Complex. At night, they are replace by air rafts, 3 Air Rafts, 2 Auto Cannon. Helicopters carry two soldiers with AR's, Air Rafts carry 3 soldiers ARs, and infared Detection Equipment.
Excess air craft are held in reserve as a reaction force.
Ground Security is provided by regular Army troops. The gatehouse is occupied by 4 soldiers, ARs. Seven troops are guarding the House Complex along with Donnelly's personal body guard of 6. Ten troops occupy the Air Center. The woods are patrolled by five man units.

SERVANT'S QUARTERS/BARRACKS

GARDENERS SHED

HORSE BARN

STORAGE SHED

GARAGE

7   8
5
11

2   1
6
10   3
4
9

12

AIR CENTER 3 Km.

12 Km. GATEHOUSE

EACH SQUARE EQUALS 3 METERS

1   Bedroom 1
2   Bedroom 2
3   Bedroom 3
4   Bedroom 4
5   Kitchen
6   Living Room
7   Servants Quarters 1
8   Servants Quarters 2
9   Library
10 Den
11 Playroom
12 Front Door
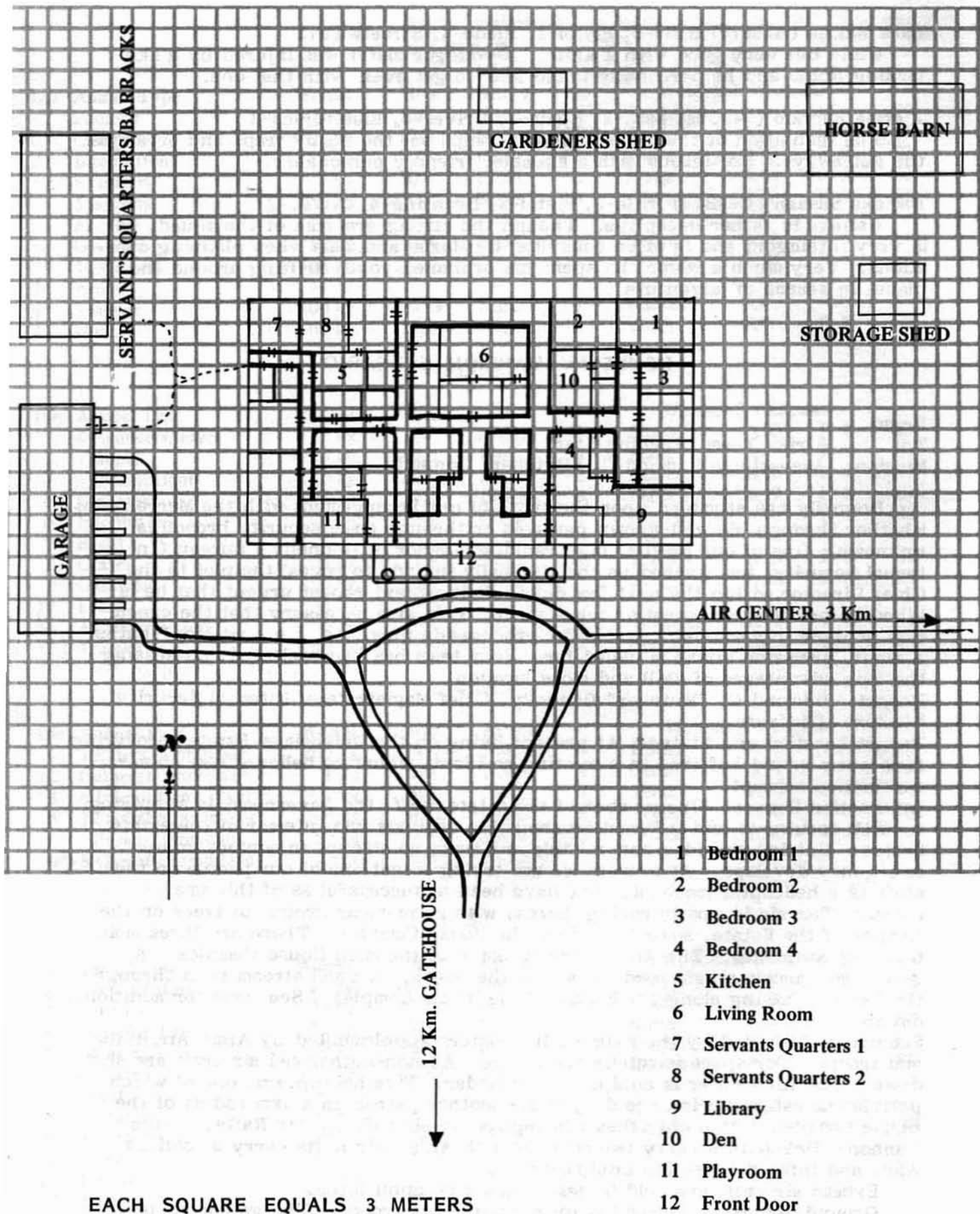
Defenses

Rebel information contains the basics of the defenses. There are some points missed by Rebel Intelligence which the Judge may wish to give the Players the opportunity to discover.

1) Each area (House Complex, Air Center, Gate Guard House) is surrounded by Capacitance Detectors. These are monitored from a control center at each area. They detect anyone with 5' of the wire. As there are many rabbits in the ara, those on guard are careful to make an inspection of any area set off before raising a full scale alarm. Anyone with an Electronics Skill need only throw 7+ (DM Elect. Skill) to neutralize once detected.

2) Each guard at the house has with him a trained attack dog.

3) All the windows in the house been replaced with bullet proof glass, and all doors and window s are now locked at all times.

If moving through the estate on foot, a throw of 5+ is required each hour to avoid detection. If attacking one of the aras, a throw of 10+ is required to prevent a message from getting off. Each area has radio contact with each other area and with the Airborne forces.

One piece of false information the Judge may wish to give the Players to keep their life from getting too dull is that Donnelly will be in the House Communication Center at 2000 hours to explain his views about the Mercenaries to the Chief Director. (Actually, this call is scheduled for 2100 hrs,).

The fact that a double exists should no be told to the players under any circumstances.

Air Center

Six soldiers are lying about the barracks, sleeping or playing cards. Their weapons are kept loaded in a rack near the door leading to the helicopter pads. This is the reactio force should any trouble erupt. Three helicopters and 1 Air Raft Pilot, armed with Auto Pistols, are on the second floor. The communication center which is located in the Air Raft hanger has one soldier in it, AR. The Capacitance Detectors and Radar equipment are also monitored from here. One landing pad is unoccupied, and a mechanic is working on one of the helicopters at almost any time of day or night. One other mechanic sleeps in the back room of the machine ship.

Gate House

Four soldiers, ARs, and one Officer, Auto Pistol. One constantly occupies the communication center, which also serves as the Detector control center. Another constantly mans the road block.

House

Four soldiers and 2 servants (cooks, maid) in Servants Quarters/Barracks, Weapons (ARs) loaded and kept in a rack near the door. Two sentries randomly patrol the grounds, each with a guard-dog. One soldier mans the communication center/Detector Control center at all times. 15% chance to encounter guards/ minute, except in gardens, where it drops to 05%.

In the house, two of Donnelly's body guards are wandering about the house, with 08% chance/minute spent moving around of meeting one, the chance dropping to 03% if remaining in a room.

Bedroom #2 - Donnelly, is relaxing in bed. A body pistol is under the pillow, a revolver is in the drawer nightstand. Bodyguard No. 1 is in the Adjacent Room, Bodyguard No. 2 is standing outside the door.
    Living Room - Bodyguard #3, watching video.
    Kitchen - Bodyguard #4, making sandwich. Shotgun on table.

Assuming Evening/Night Invasion
    Bedroom, Master owner of house & wife.
        Bedroom #1 - 2 male children, ages 5,6
        Bedroom #3 - 1 female child, age 12
        Kitchen - Female servant cleaning floor
        Servants Quarters - #1 Butler & wife
        Servants Quarters - #2 Governess
        All other servants in Barracks/Servant Quarters
        Bedroon #4 - <u>Donnelly look alike</u>, wearing Flak-jacket under clothes.
        Viewer must <u>roll 10+</u> to not mistake for Donnelly.

Assuming Daytime Assault.
    Library - Owners wife
    Den - Owner
    Playroom - Children (3), Governess
    Near Door - Butler
    Servant's Quarter's #1 - Butlers wife
    Kitchen - Cook
    Bedroom #1 - Maid
    Bedroom # - Female servant
    Living Room - Donnelly look alike
Donnelly's bodyguards - All are armed with the weapons they are proficient with.

Submachine Gun - 3	Auto Pistol -3	Brawling - 4	Shotgun(DB) -2	Brawling -3 Dagger-3
Brawling-1	Brawling-2	Auto Pistol-1	Revolver-2	Auto Pistol-2 Body Pistol-2
Auto Pistol-2	Dagger-1	Blade-2	Dagger-1	Brawling-1 Brawling-1

Donnelly
    Body Pistol-2
    Auto Pistol-1

    This scenario can be played with the Judges own player characters or the Rebel Strike Team on page 36-37 may be utilized. At the Judge's option, five members of another Rebel group may be assigned to create a diversion. Utilize the statistics of the first five members of Squad C Mercenaries on page 31. If any statistics for the army guards assigned to security duties at the mansion are required, utilize statistics from Squads A & B Mercenaries on page 29-30. The Donnelly bodyguards may utilize statistics from the Starport Security Troops on page 21-22.

HAUTEVILLE SCENARIOS
Scenario One

This scenario can be employed either after the players have joined the Rebels or to give the players a chance to join the Rebels. If the players have joined the Rebels, they will be instructed to proceed to an abandoned apartment house where they will meet their two contacts. If the players have not yet joined the Rebels, they will have a chance encounter with two heavily armed men (the Rebels Stats Below).

The two Rebels had three other team members, but they were picked up by the Security Police. Replacements need only have strong backs and quiet feet. The players will be asked if they are willing to do dangerous work for the Rebels and if they agree, the party will enter the sewer system through a manhole in a nearby alley.

Armory Weapons Storage

Capacitance Wires in Wall

N

Hole

Light Beam Alarm

One Square = ½ Meter

Manhole Cover

Fence
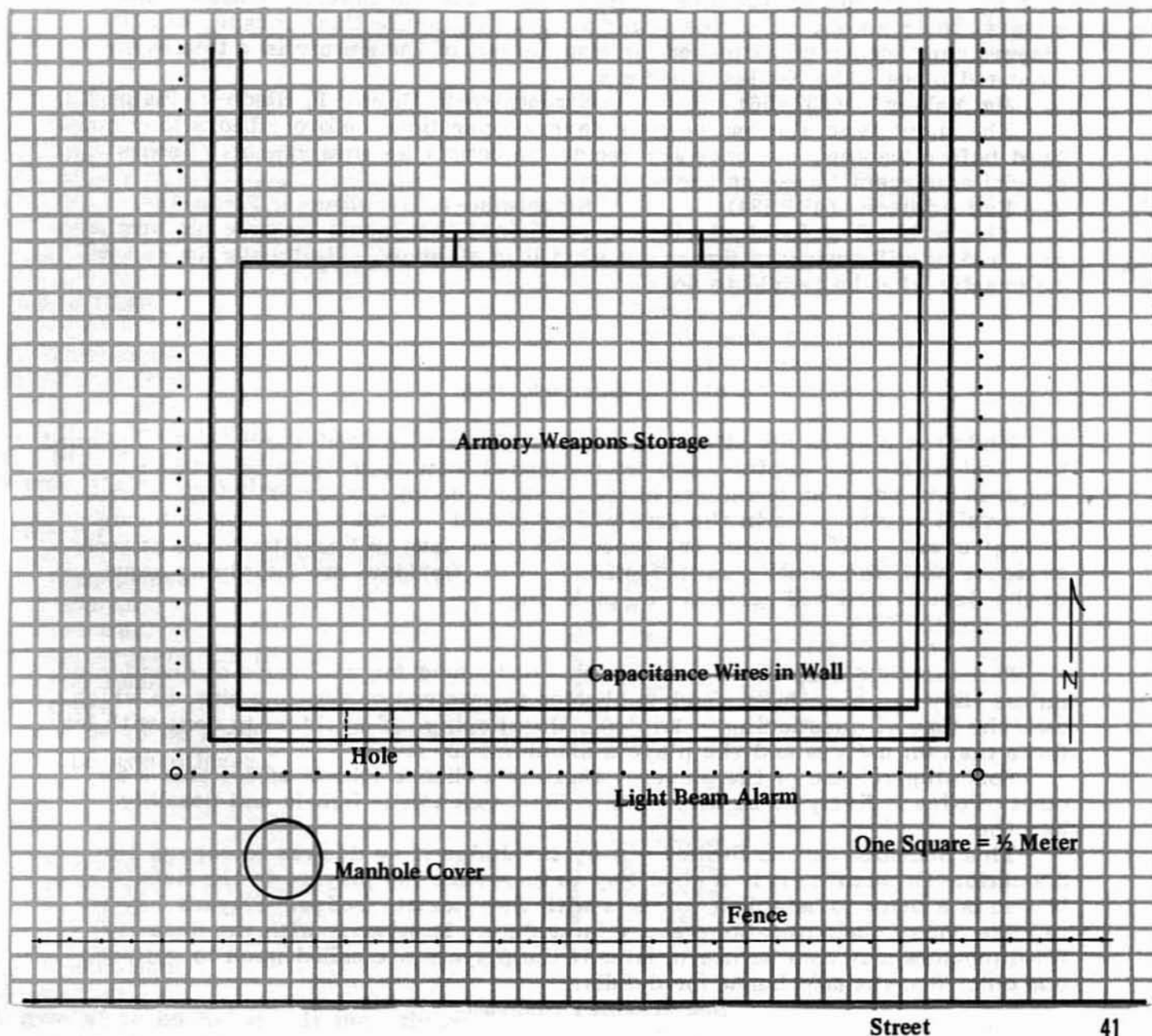
The objective of the mission is to steal weapons from a Citizen's Auxillary Guard Armory. The sewer system has in exit within the Armory grounds 12 feet from the walls of the Armory. The wall has had a 3' diameter hole cut into it, and the piece replaced. The Rebels will use this as an entrance. Throw of 11+, it was replaced too strongly and opening cannot be reopened. There are 2 guards on the grounds, patrolling the fence. Throw of 5+ per trip between the sewer opening and the wall to avoid detection.

The interior of building has 2 alarm systems which can be easily defeated. Throw 7+, DM Electronics skill for each to neutralize. Failure sets off alarm. Doors leading to actual gun storage rooms cannot be opened without setting off these alarms unless the system is neutralized.

Reaction to an alarm, spotting someone in the open or shouting will be that the 2 guards on duty will close on the building attempting to enter and in 2d6 minutes, 2d6 Security Troops armed with Rifles, Auto Pistols, and Tear Gas will arrive in a truck (utilize Stats of troops on page   ).

If an alarm is set off, the two Rebels will try to grab as many weapons and as much ammunition as possible before running for the sewers. Once in the sewers, their knowledge of the sewer system will insure their escape, but the players must either go with them or come up out of the sewers in a totally un-expected place - the Nobles' Quarters.

Jim Maldar   (637B56)   Streetwise-2, Comp.-1, Blade-2, Pistol-1

The silent type who has been on several operations before. Looks long and hard before leaping, but once Jim decides to commit he goes all-out. He has special equipment to use on the alarms.

Kall Addison (4BB984)   Streetwise-1, Brawling-1, Blade-1

This is his first 'combat' mission. He joined the Rebels because his brother did, and is still trying to figure out what it is all about. He trusts Jim and will do exactly what he is told to do.

Scenario Two

While the players are sitting in a bar in the city, a bomb threat will be phoned in. Just as the bar empties, two trucks loaded with Security Police will empty the area and begin an immediate check of everyone on the street. Anyone with-out a valid reason to be in the area will be picked up and taken back to Security Headquarters. Off worlders are especially suspicious to Security Police as some evidence has been uncovered indicating that off-worlders are supplying arms to the Rebels, and will certainly be picked up.

Persons picked up during the sweep will be held for 2d6 hours of questioning unless they say something which implicates themselves or someone else, in which case the time of questioning is tripled. Questioning off-worlders is done with less force than on natives and the players shouldn't too much.

Following release of the players, there is a chance (throw of 8+) that a Se-curity Police is likely to be willing to at least talk to the Rebels and possibly join them.

This Scenario can be fleshed out by the Judge if he desires to expand the Scenario. Otherwise, it is a good way to introduce the players to the Rebels. It also is a place to establish contacts with the Security Police. Players may re-cognize one of their questioners at a later date. Familiarity with the Security Headquarters may also be useful later if the players are called upon to get some-one out. See the map below for details.

See attached Diagram

C = Cell

One Square - 1½ Meters

Office

Fence

Parking Lot

Ready Room

Guardhouse

Gate
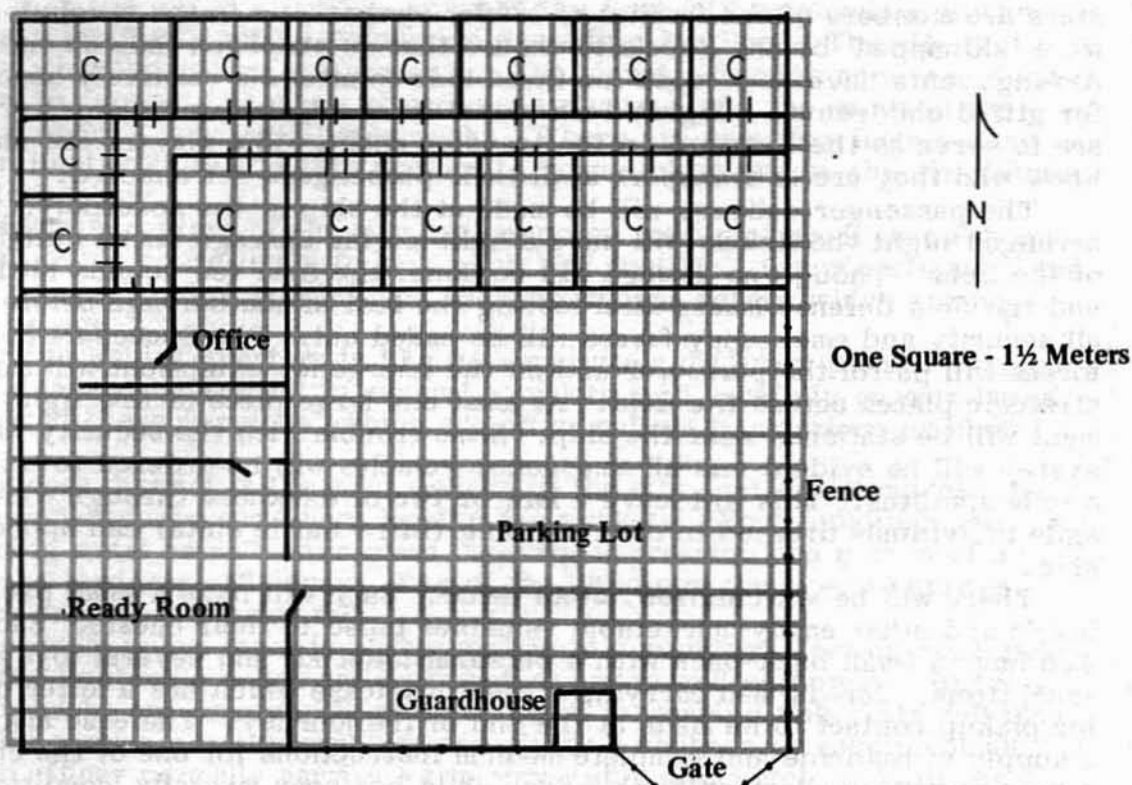
Security Police Interrogation Team

Gill Mastan (2C4679) Senior Agent Admin-2, Pistol-3, Interrogation-3, Blade-2, Streetwise-2

Though very dilligent in his duties and obviously very efficient Gill has not caught very many Rebels in this area. He has in fact been organizing the Rebel cells and has arranged his own "assasination" to take place next week. As an underground agent, he will be in charge of a major section of the city's terrorist activity.

Kali Sastran (864C88) Field Agent Admin-2, SMG-2, Interrogation-3, Streetwise-2

She is a sloppy-looking middle-aged woman who appears very dumb. This is a sham which has been useful in her work in the past. She is very intelligent and has done most of the theoretical work in setting up the organizational structure and time-tables of the Revolution. She will succeed to command of Mastan's section and his place in the direction of Rebel activity. She is capable of much more and knows it. She is bitter because of class prejudice against women in security work.

Scenario Three

The Rebels tend to test people before accepting them into the inner ranks of the Rebellion. The test usually is designed to show how honest a person is rather than how devoted to the Revolution since a mildly dedicated honest person can often be more useful to the Rebellion than a fanatical thief. It also tests whether a person or group is able to do a job assigned.

The mission assigned to the players is the smuggling of people off the planet either in their own ship (if they own one) or a rented craft.

The Rebels will agree to launch a diversionary attack next to the Spaceport to enable delivery of the passengers to the ship without being seen. The Rebels can also arrange a cargo to be taken to this destination as a cover. It will not be very profitable but it will pay expenses of the trip. Cargos for the return trip will be easier to arrange, since the destination is a higher tech level planet.

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The people to be smuggled off planet are a group of children. These young-sters are members of the families of Nobles sympathetic to the revolution. They were 'kidnapped' by the Rebels to ensure that no suspicion falls on those families. Arrangements have been made for these kids to attend a relatively obscure school for gifted children on a higher tech planet in an adjacent subsector. The players are to serve as the first link in the transfer chain. The players are also not to know who they are to transport until their passengers get onboard.

The passenger delivery will be made at the ship at the spaceport. On the arranged night the Rebels will have a light mortar barrage hit an outlying area of the field. Though no damage will be done, the first few rounds hitting nothing and the field defense lasers intercepting the rest of the barrage before impact, all security and emergency forces will be called out. The Spaceport Security forces will patrol the perimeter and all the emergency equipment will move to strategic places across the field. At least one large piece of fire-fighting equip-ment will be stationed near the ship. Some trouble with the security flood-lighting system will be evident and all emergency vehicles will be ordered to utilize their mobile spotlites. This will leave a lane or two of darkness through which some agile individuals dressed in dark clothing (infra-baffle suits) can approach the ship.

There will be six children, stats below. Each will have a small package of jewels and other easily marketable valuables taped to their chests. Each will also have a small back-pack with a personal toilet kit and several toys or per-sonal items. Jon' is also carrying a small briefcase which has a letter of instruction for pickup contact to be made at the end of the journey. The case also contains a supply of medicine and complete medical instructions for one of the children has a hypersensitive allergy ('Sal'). Each child has been mentally 'conditioned' and as part of a 'game' is only able to tell anyone their first name for a month. Any-one with Medic 1 or better will know that attempts to break this condition before the time is up would drive the child insane. The Referee is to hint strongly that any injury to the passengers will be viewed unfavorably. The valuables packet each child has is enough to pay for low passage with a little to spare. The children are quiet and well-mannered, for the most part. The younger ones treat this entire affair as a fascinating game. 'Jon', though, is well aware of the seriousness of the situation and does his best to cooperate.

The instruction letter will give details and passwords to a message drop in a bar at the destination. Several hours after the message indicating safe arrival has been delivered, a communication will be delivered to the ship. This message will request an educational tour of the ship for the "Special Education Class of Roger Green's School for Gifted Children." Note that this is not the final de-stination of the children. When accepted the class will arrive the next day, a large, brightly-colored, school bus, filled with a large number of various aged boisterous youngsters all in a distinctive school uniform. They will proceed to noisily swarm all over the ship and surroundings. They will be very careful not to touch anything or any control unless a crew member or other adult says they may. Enough of the class are wearing double sets of school uniforms that each passenger child can be outfitted completely. Once so outfitted, each child will merge into the class and disappear. After the class has left, a further communi-cation will be received thanking for the tour and giving an agreed-upon all-clear sign.

Successful completion of this mission will indicate to the Rebels that the player group can be trusted.

Jon	(65596 -)	14	Male
Kim	(45495 -)	12	Female
Sal	(45474 -)	11	Female
Max	(24354 -)	10	Male
Freddi	(24363 -)	8	Male
Tim	(14352 -)	6	Male

Tancred IV

The 4th position in the Tancred system is occupied by a gas giant of diameter and its family of seven sattelites and four rings. All human activity is centered on the 5th moon, an 800km (480 mi) diameter chunk of rock with Atmosphere and Water O (some ice deposits exist). Installations include a class C spaceport, a refueling installation and a Scput Base.

The refinery is run by Jaload Mersl, assisted by two shuttle pilots and 8 ground workers. Using a fleet of 6 military surplus scoop-mounted shuttles, 1-3 which are operational at any one tome, they skim the surface of the Gas Giant, and return, rapidly unloading the raw fuel into a series of caverns which have been sealed with plastic liners. The quantity of fuel refined ranges from 5-800 tons per day, with 2-5000 tons in storage.

Immediately adjacent to the refinery is a small ship repair service run by Faavor Pertinor and two assistants. They are quite good at their jobs, but the lack of proper facilities limits their repair capability. They can improvise a temporary repair to any malfunctioning piece of equipment on a roll of 8+. Crewmembers assisting add a DM of one-half of their Electronic, Mechanical, and Engineering skills.

There is also a 3 man mining operation, the Craddock Ore Company, which uses a Seeker (Type J) to mine the rings of the Gas Giant for rare earth elements. They have expert knowledge of the local space conditions and may also be chartered.

The major reason for activity her is the special Scout Base. Located on this moon is the ground portion of the local Imperial X-boat link. One boat is always on station orbiting at a distance of 150 planetary diameters out from Tancred IV. Two or three X-boats are landed at the spaceport. One of these is always fueled and ready for take-off. An armed guard is inside the ready X-boat until it is cleared for take-off. Anytime a ship other than one based on the moon lands, a second armed guard is called to duty. The base has 25 naval personnel assigned. Their statistics may be taken from pages 2-7 of Supplement 1, 1001 Characters, The base commander is Lieutenant Kintofer Nemaka.

Kintofer Nemaka	458B96	Pilot-1, Admin-1, Navigation-1, Shotgun-1
Jaload Mersl	868966	Shuttle-3, Mech1, Vacc Suit 1
Faavor Pertinos	CA8467	Mech 3, Electronic-1, Shipboat-1, Vacc Suit-1
Erkos Morendian	785A76	Burequcrat-3, Admin-2, Comp-1
Davis Mourendeua	697668	Pilot-2, Vacc Suit-1
Brandig Santalais	895768	Prospecting-2, Vacc Suit-1, Mech-1
FranFice Longelarsh	86B788	Prospecting-1, Comp-1, Eng-1, Vacc Suit-1

Twenty double staterooms are available as temporary accomodation. They are located next to the Jaload Mersl crew facilities and are very spartan indeed.
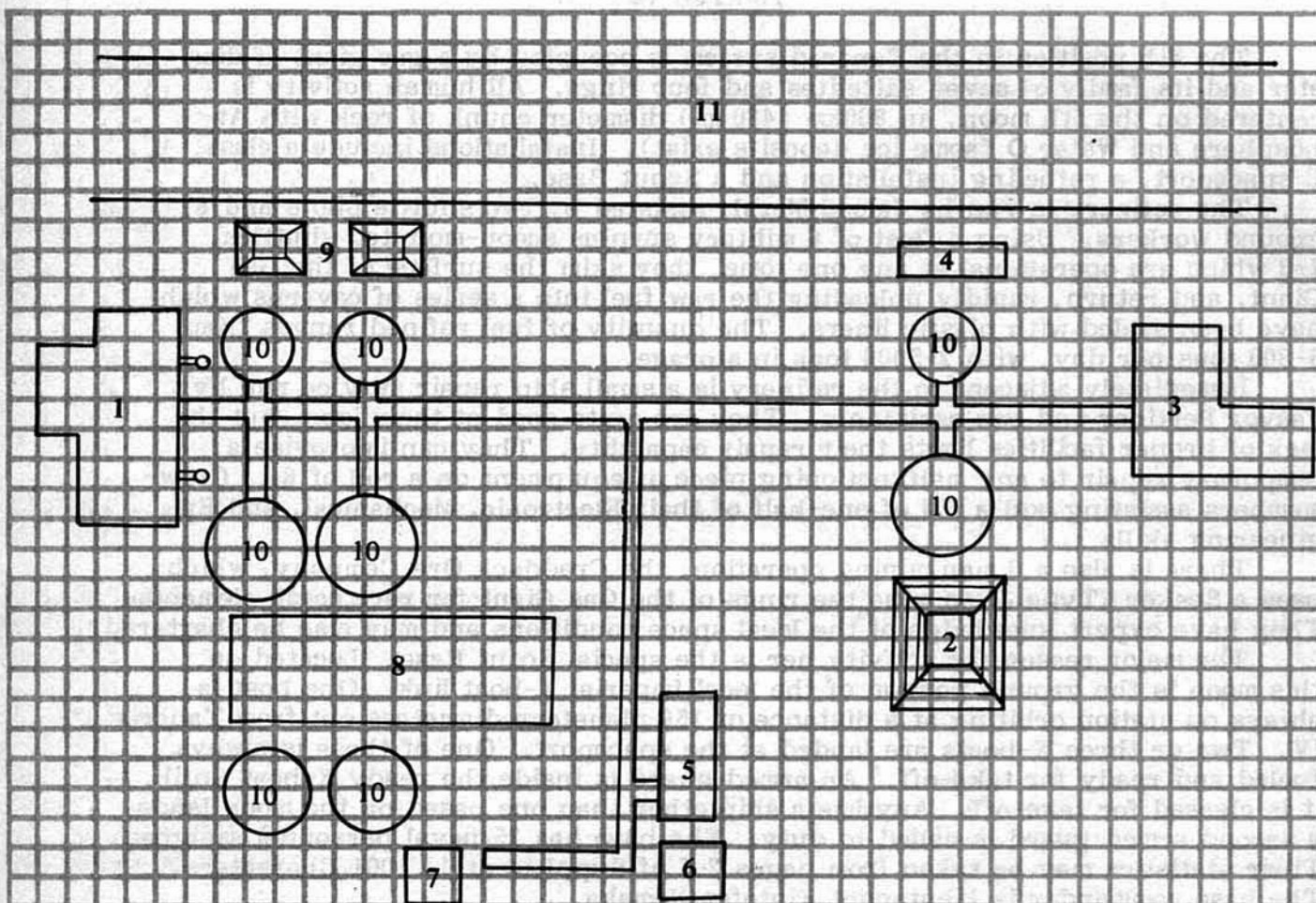
EACH SQUARE EQUALS 25 METERS

1 Naval Base
2 Fuel Refinery
3 Ship Repair Facility
4 Landing Control
5 Jaload Mersl Crew Facilities
6 Transient Quarters
7 Craddock Ore Company
8 Storage
9 X-Boat Servicing Stations
10 Temporary Storage Bubbles
11 Landing Area

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OUTREAUMER SUBSECTOR

This subsector serves as a Communications Link to the often troubled border regions of Thorstone and Tri-Empire. Worlds in this area were settled primarily by colonists from the Ikhnaton Subsector. Each planet was taken by a different political or religious group. During the time of troubles, communications were lost and all worlds regressed to Tech Levels of four and under. Incorporation into the Imperium has been directed primarily by a Cadet branch of the Ley Family, currently headed by Anselm deLey, Count of Tancred at the subsector capital of Arsouf.

Because of the threat of the Syndymic Empire, Naval Bases are maintained at a fairly high level of readiness and the Subsector Navies maintain an active patrol schedule.

Name		Statistics		Remarks
Toron	0932	XABA000	0	Undeveloped
Saffron	0937	D202484	C	S	Non-Industrial
Buria	1031	C000613	B	Asteroid Belt
Thabor	1034	EABA689	8	Industrial
Taron	1131	XACA000	--	Undeveloped
Sidon	1132	D588899	7	S	Rich
Nablus	1134	X000000	0	Undeveloped
Tancred	1232	B866836	7	S	Rich
Ibelin	1233	X220000	0	Undeveloped
Arsouf	1235	B9857A9	B	N	Subsector Capital
Mirabel	1236	X130212	9	Non-Industrial
Tyre	1237	DA78521	A	S	Agricultural
Akaf	1239	B696786	A	S	Agricultural
Haifa	1334	DA46655	4	Agricultural
Jaffa	1433	D658844	5	S	Rich
Ramla	1436	X300000	0	Undeveloped
Ayyubid	1440	D884523	5	Agricultural
Saphet	1532	X130156	4	Non-Industrial
Hebron	1537	D756543	5	Agricultural
Kurmul	1540	D388437	4	Non-Industrial
Ascalon	1633	B675544	C	N	Non-Industrial

The Outreaumer Subsector contains 21 Worlds with a population of 323 million. The highest populations are 8, at Sidon, Tancred, and Jaffa; the highest Tech Level is C, at Ascalon.

X-boat Route ——— Regular Route ——— Imperial Border — — —

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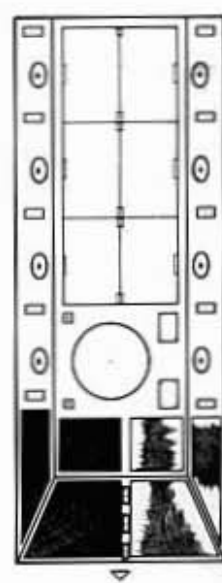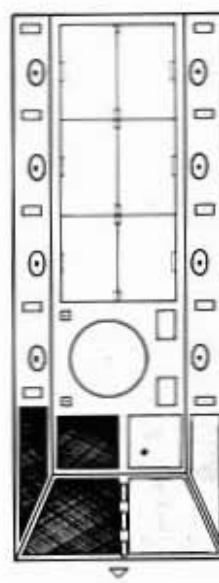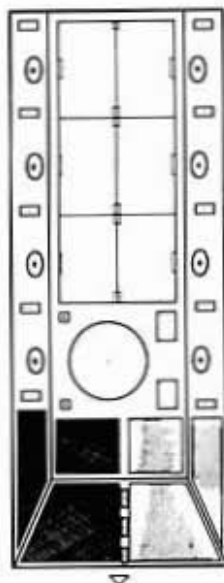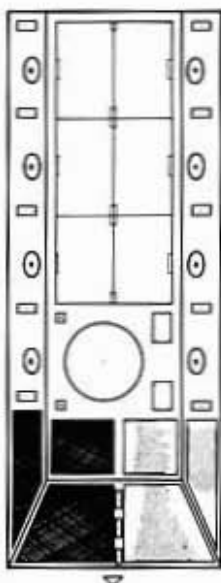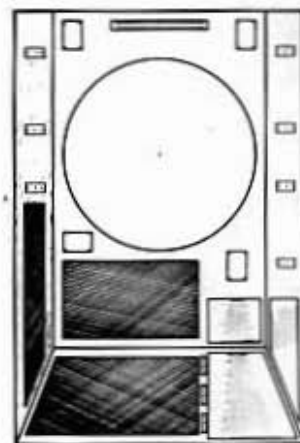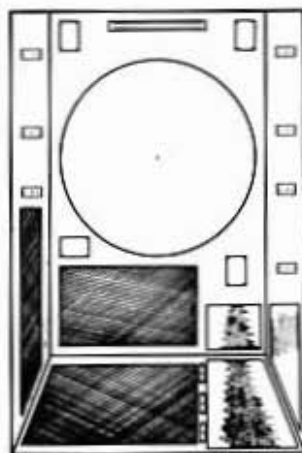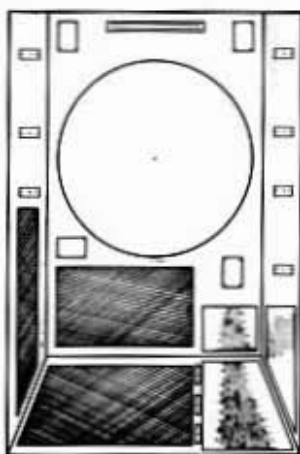
CUT OUT ON DOTTED LINE
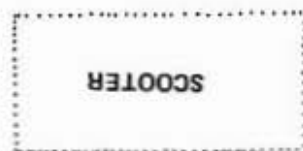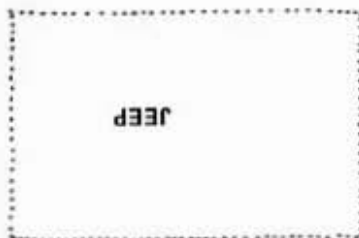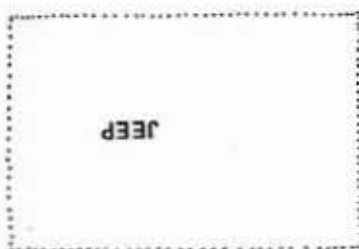
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SPECIAL WEAPONS TURRET

MISSILE TURRET
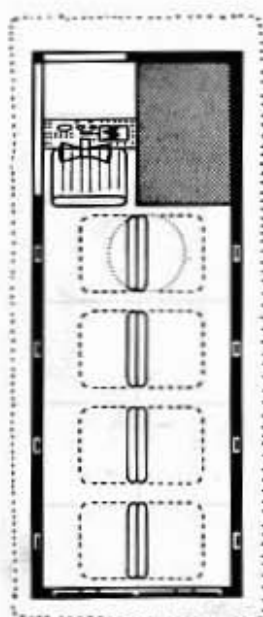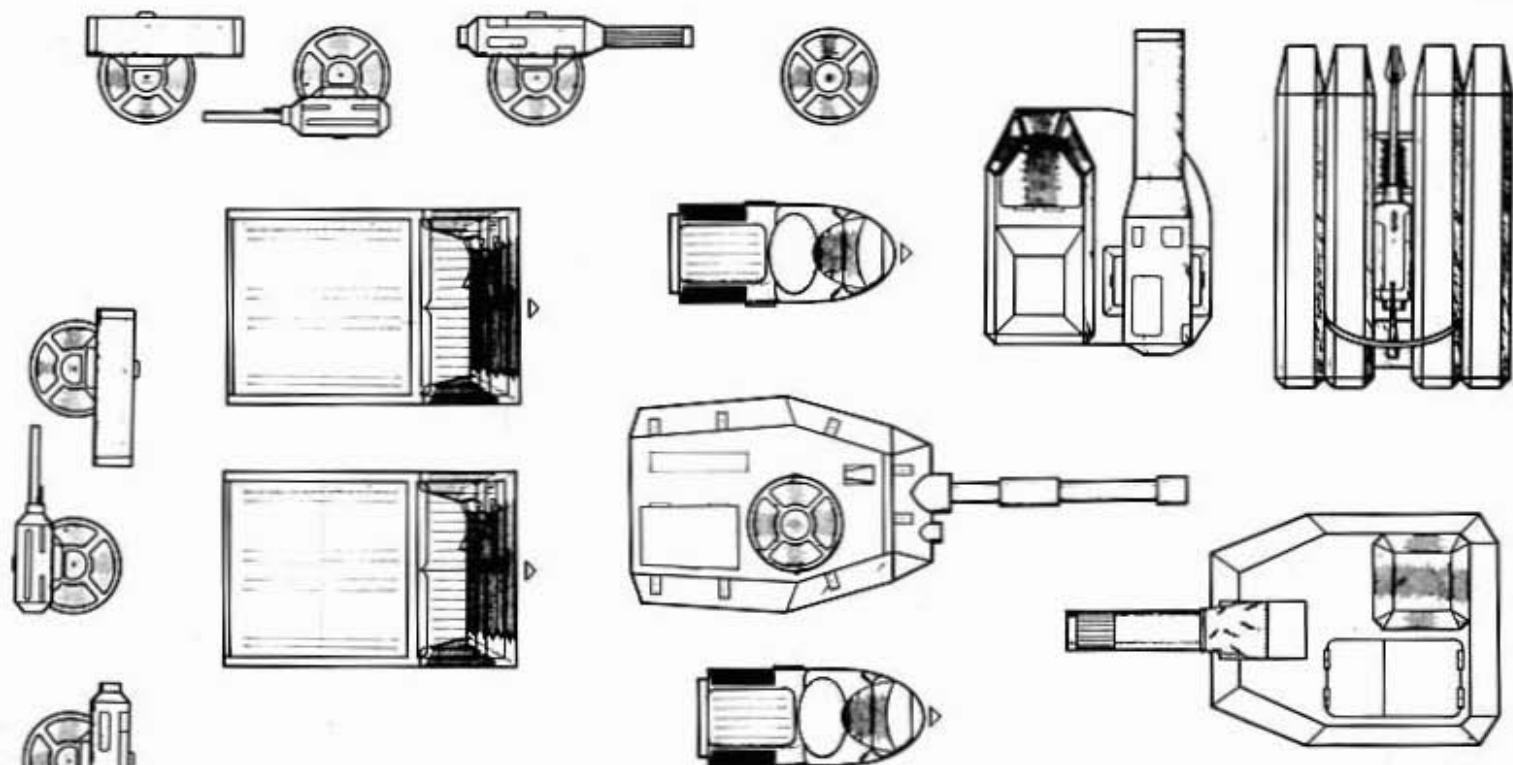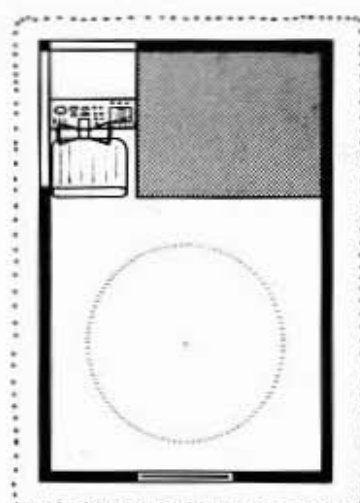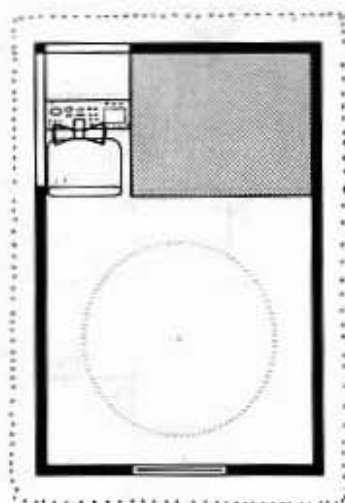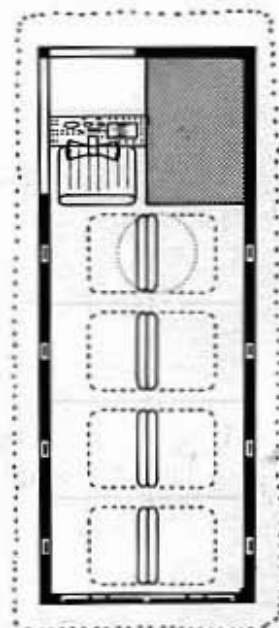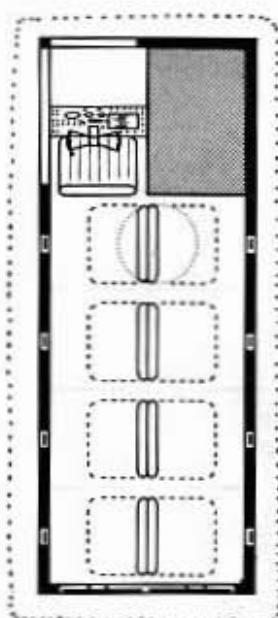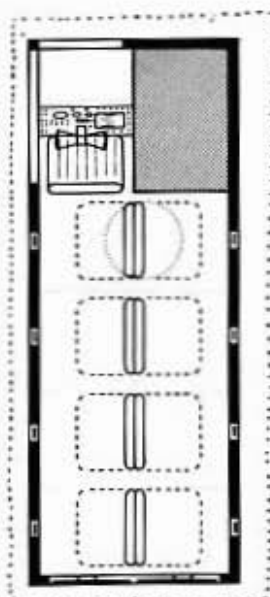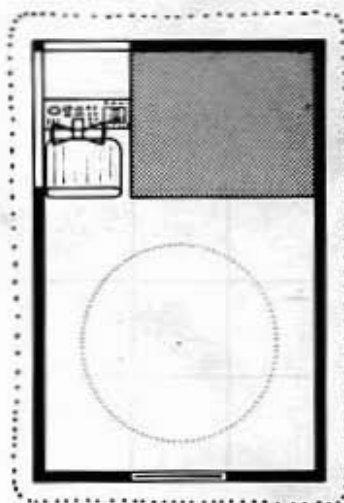
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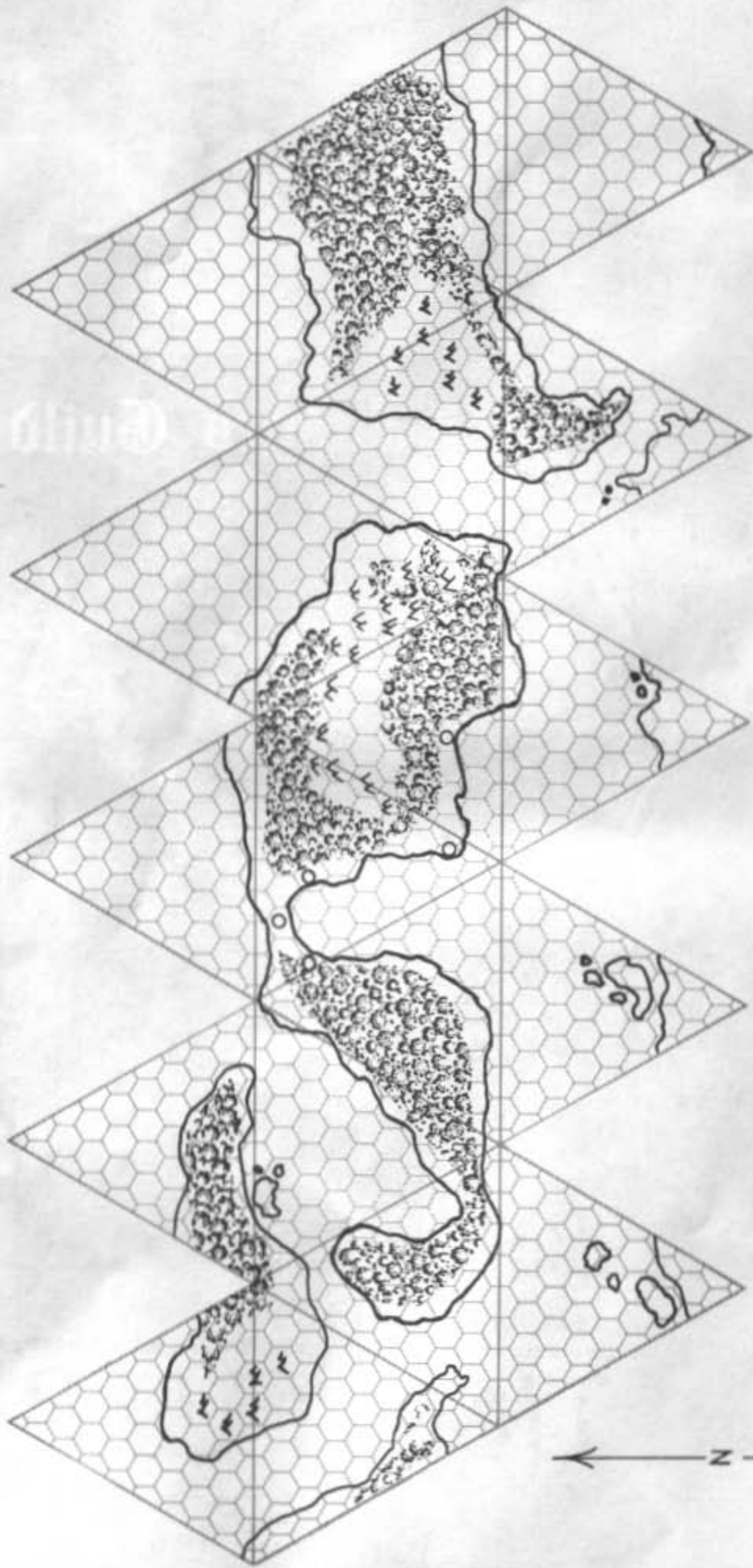**Approved For Use With**

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Map Section 8

COMPLETE SECTOR GUIDE
22 BY 34 STELLAR MAP
8 LARGE PLANETARY MAPS
32 PAGE DETAILED GUIDEBOOK

Arsouf   B 9857A9

1235

Arsouf is the capital of the Outreamer Subsector. Physically, it is an average sort of planet; about 9000 miles in diameter, 50% water covered, and with a slightly denser than normal atmosphere. Although governed by a fairly strict dictator, the 10 million people of Arsouf like him. This sector is only now coming into firm Imperial control as it was on the frontier when the first Empire collapsed. The planet is a valuable Imperial Outpost as it's leader is in agreement with Empire policies and because there is a good Star Base on the planet with refueling provision made at the system's gas giant. Even though the Arsoufans are loyal to their dictator, it is believed they would revolt if the group was tightened to much because of their ancestors previous great freedom. This makes Arsouf a potential hot spot which the Imperium can ill afford to lose and thus watches closely. Arsouf was chosen as the capital due to the fact that its pre-first Empire collaspe Space Port Facilities were relatively intact thus it was the cheapest stepping stone for the reconquest of this Subsector. Imperium Military Forces are kept at a high state of readiness on Arsouf due to its proximity to the border. New industry is young and no one is for certain what potentials the planet has resource-wise although its strategic position within the Imperium could possibly make it a major Star Base for the whole sector.

LEY SECTOR
GUIDEBOOK

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32 PAGE SECTOR GUIDEBOOK
16 INDIVIDUAL SUBSECTOR MAPS
DETAILED STATS ON 411 PLANETS
ENCOUNTER CHARTS AND TABLES

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Artwork by Ken Simpson

Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. As Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.

X-boat Route ▬▬▬	Amber Zone ◯	Regular Route ———	Red Zone ▓	Imperial Border – – – –

Initial entry into the Ley Sector was made in the Ikhaton Subsector during -2045 Imperial (2476 AD) in the Rule of Man. This rich Subsector retained its political cohesion in a loose confederation during the Long Night and voluntarily joined the Third Empire. It experienced some turmoil and damage to trade and industry during the Civil War but has quickly recovered.

Jullanar is the residence of Alanir Kimar Re'Donan, Duke of the Ley Sector and serves as both Sector and Subsector Capital. Important Naval Yards here are responsible for upkeep of the Sector Fleet. Some new construction is also accomplished here.

IKHNATON SUBSECTOR

The Ikhaton Subsector contains 38 Worlds with a total population of 223.9 billion. The highest population level is A, at Kerim, Efrit, Delgalieh, Amberbore, and Dragonmist. The highest tech level is C, at Jullanar, Dragonmist, and Ihnyssas.

Name	Hex				
Nascitur	0101	EA33400	7		Non-industrial, Poor
Ariel	0103	C223887	9		Non-agricultural
Witchstone	0106	D300576	9	G	Non-agricultural
Garthanion	0107	X000000	0	G	Undeveloped Asteroid Belt
Eldma-Fire	0201	CA84641	B		Agricultural
Tringe	0202	D232779	7	G	Non-agricultural, Poor
Kailasa	0207	A987889	B		Rich
Winelisk	0209	D7677C7	3		Non-industrial
Grenis	0210	E231461	8	G	Non-industrial
Gwealod	0301	C000635	A		Asteroid Belt
Nuredin	0305	DA6A895	6	G	Waterworld
Kerim	0306	B976A95	A		Industrial
Elmosil	0307	D110683	8		Non-industrial
Zubeydeh	0310	E641899	8		Poor
Sindibad	0402	B99A789	8	G	Waterworld
Jullanar	0404	A667946	C	N	Sector Capital
Alaedin	0406	E240445	7		Non-industrial
Efrit	0407	B857A79	9		
Enis	0408	C567758	A	G	Agricultural, Rich
Barakat	0409	C9AA414	7	S	Non-industrial
Devilworld	0410	D330753	8	G	Non-agricultural
Birjan	0501	C774689	A	G	Agricultural
Loregloom	0503	E240366	7	G	Poor, Non-industrial
Burestar	0504	C000786	B		Asteroid Belt, Mining
Sabaothis	0508	C865978	7		
Delgalieh	0602	B998A89	B	G	Industrial
Emeraldis	0605	D100464	9	G	Non-industrial
Bacchidin	0608	B564899	8	G	Rich
Orthelius	0610	X210312	9		Non-industrial
Rhazes	0704	C9959A9	7		Industrial
Helmont	0705	E743334	8		Non-industrial
Bloodhole	0706	X87A689	7	R	Waterworld
Damgear	0708	C2106C8	7	G	Non-agricultural
Amberbore	0709	B968AC9	9		
Dragonmist	0710	A557AA9	C		Industrial
Marechal	0803	D96A667	9	G	Rich, Waterworld
Ihnyssas	0804	A565734	C	N	Rich, Agricultural
Arammas	0809	D130421	8	G	Non-industral

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NIGHTMARE SUBSECTOR

The Nightmare Subsector borders on the Lesser Rift. Active expansion and exploration in this direction ended centuries ago and Worlds in this region show considerable development. Naval Bases are maintained along the edge of the Imperial Border as well as the X-Boat links. Trade is active in this Subsector with considerable Starship traffic. All Worlds in this Subsector are Imperium members or uninhabited protectorates.

Name	Hex	UWP	TL	Base	Classification	Zone/GG
Drewatol	0902	E68A654	4		Waterworld	G
Tipherat	0904	D100322	B		Non-industrial	G
Flamgard	0906	CA9A231	C		Waterworld	G
Crateria	0908	B858795	A		Agricultural	G
Camsteris	0910	B877A69	B		Industrial	G
Drayzhian	1002	E733664	A		Non-agricultural	G
Wolfstar	1004	A664666	B	N	Subsector Capital	G
Nirgym	1005	A687856	A		Rich	G
Argusiar	1008	D110313	9		Non-industrial	G
Evereve	1010	E331578	C		Non-industrial	G
Arhanan	1101	C140324	8		Non-industrial	G
Brangath	1102	B757736	A		Agricultural	G
Jadis	1103	E000445	A		Asteroid Mining	G
Javelin	1104	B959969	8			
Kerielia	1105	D99A488	7		Waterworld	G
Espartis	1109	D976775	6		Agricultural	G
Harock	1110	C511631	8		Non-agricultural	G
Unicorn	1201	D87A576	6		Waterworld	G
Lunisae	1202	CA54745	8		Agricultural	G
Kizator	1205	B965A79	9		Rich, Agricultural	G
Ravish	1206	B867669	9		Asteroid Belt	
Deepwar	1207	C000797	C		Non-industrial	G
Newhip	1208	D300348	A		Agricultural	G
Geberah	1209	AA77676	8		Agricultural	G
Moonchild	1210	C488640	8		Rich, Agricultural	G
Araskef	1301	D233437	9		Non-industrial	R, G
Mendicant	1302	XAA9000	0		Interdicted	
Revel	1303	A585658	5		Agricultural	G
Fastil	1304	D120336	9		Non-industrial	G
Olidriks	1305	B666987	9			
Dornis	1403	BA76A95	A	N	Industrial	G
Dreamith	1405	B567847	A	S	Rich	G
Dramelian	1407	A567A65	C		Industrial	G
Misterias	1409	EAA9887	A		Non-industrial	
Auglis	1501	XACA000	0		Undeveloped	R
Xanthaer	1502	A977966	B	N	Industrial	G
Lavinia	1509	B887778	A	N	Rich, Agricultural	G

The Nightmare Subsector contains 37 Worlds with a total population of 155.7 billion. The highest population level is A, at Camsteris, Kizator, Dornis, and Dramelian. The highest tech level is C, at Flamgard, Evereve, Deepwar, and Dramelian.

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Map hex rows (column numbers 17–24, row numbers 01–10):

1701	1801	1901	2001	2101 ROSHENA	2201	2301	2401
1702	1802	1902	2002	2102	2202	2302 ARKWRIGHT	2402
1703 BALDWIN	1803	1903	2003	2103	2203 HOWARTH	2303	2403
1704	1804 ZARDKENT	1904	2004 NEVGUARD	2104	2204	2304	2404
1705	1805	1905	2005	2105	2205	2305	2405
1706	1806	1906	2006	2106	2206	2306	2406
1707 ATULELLA	1807	1907	2007	2107	2207	2307 AGERGRANIA	2407
1708	1808	1908	2008	2108	2208	2308	2408
1709	1809	1909 MENANON	2009	2109	2209 JANVEL	2309	2409
1710	1810	1910	2010	2110	2210	2310	2410

NOIR DEEP SUBSECTOR

A frontier region with few resources to interest the Imperium, Noir Deep Subsector has seen little development. Naval Forces maintained a strong patrol force here until recently when population buildup and starship traffic became such that local planetary forces could maintain the watch. Frequent rumors of rich mineral strikes in this Subsector have proved to be unfounded. Forerunner artifacts have been found though in the Menanon System. Imperial scientists are investigating.

Baldwin	1703	X130000	::		Undeveloped	
Atulella	1707	XAA9000	::		Undeveloped	G
Zardkent	1804	E235320	9		Non-industrial	
Menanon	1909	E200200	A		Non-industrial, Non-agricultural	G
Nevguard	2004	CA99599	A	S	Non-industrial	
Roshena	2101	X000000	::		Asteroid Belt, Undeveloped	
Howarth	2203	C568846	B			
Janvel	2209	X9CA000	::		Undeveloped	
Arkwright	2302	X231000	::		Undeveloped	
Agergrania	2307	X521000	::		Undeveloped	

The Noir Deep Subsector contains 10 world with a total population of 100 million. The highest population is 8, at Howarth; the highest tech level is B, also at Howarth.

Administered from Wolfstar, none of the Worlds in this Subsector are Imperium members but all are under Imperial protection.
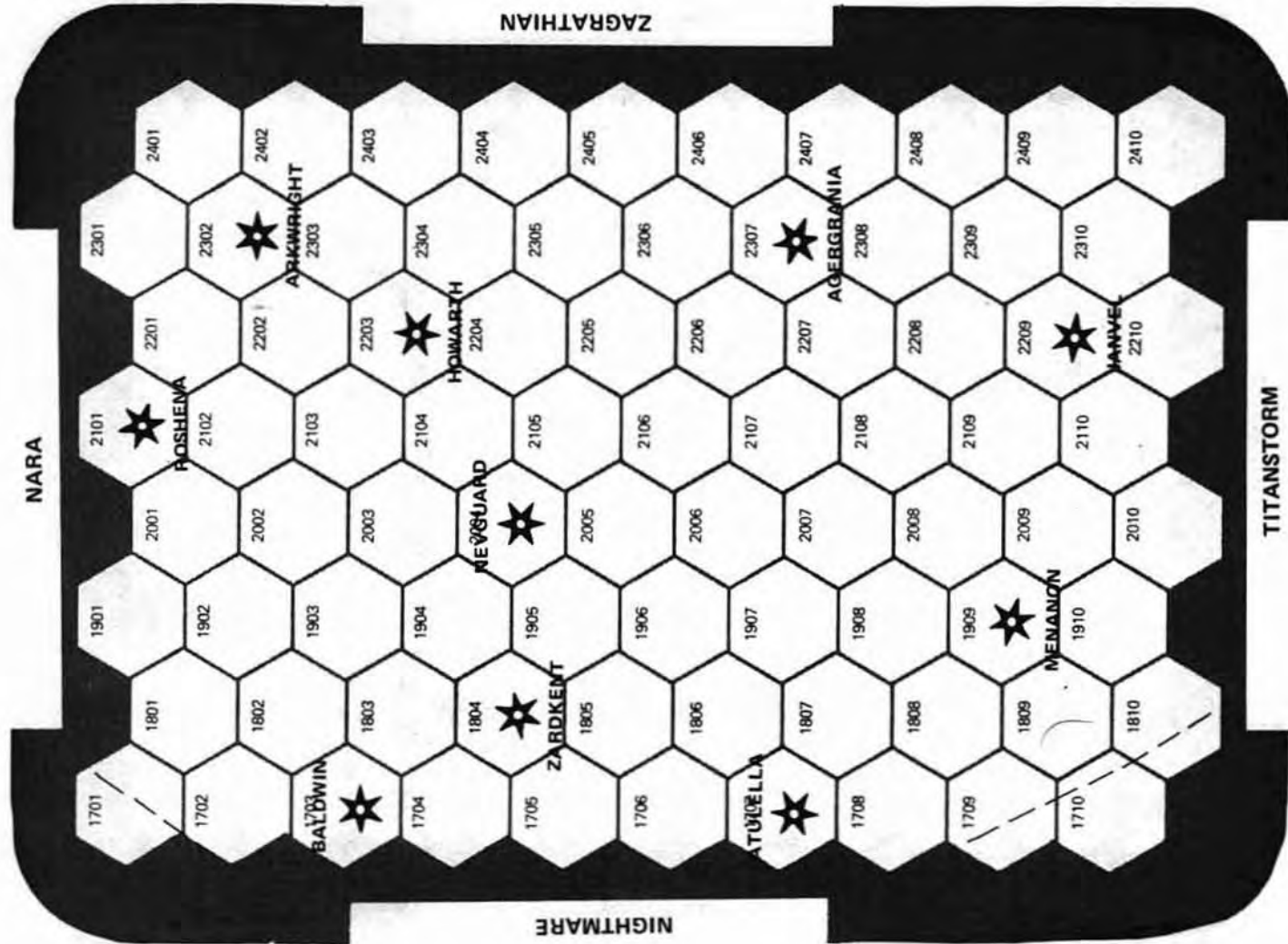
ZAGRATHIAN SUBSECTOR

The Zagrathian Subsector lies entirely within the Lesser Rift and is comprised entirely of Worlds which are not members of the Imperium. The low number of systems in this area and the poor quality of the Worlds located there have led to little Imperial activity here. Several companies do exploit this region and it is under the nominal protection of Imperial forces. The Subsector is administered from Wolfstar.

Hagolton	2501	E110315	A	Non-industrial, Non-agricultural	G
Alclaria	2607	X323000	:	Undeveloped
Zagrathis	2710	E234210	9	Non-industrial, Non-agricultural
Aitken	2804	XACA000	:	Undeveloped
Dunbaris	2904	XAB8000	:	Undeveloped	G
Wereward	3001	XAB3000	:	Undeveloped
Walgrave	3106	E688513	9	Agricultural
Conanel	3109	X5AA000	:	Undeveloped
Dorawet	3202	D000210	A	Asteroid Belt

The Zagrathian Subsector contains 9 Worlds with a total population of 304 thousand. The highest population is 5, at Walgrave; the highest tech level is A, at Hagolton and Dorawet.
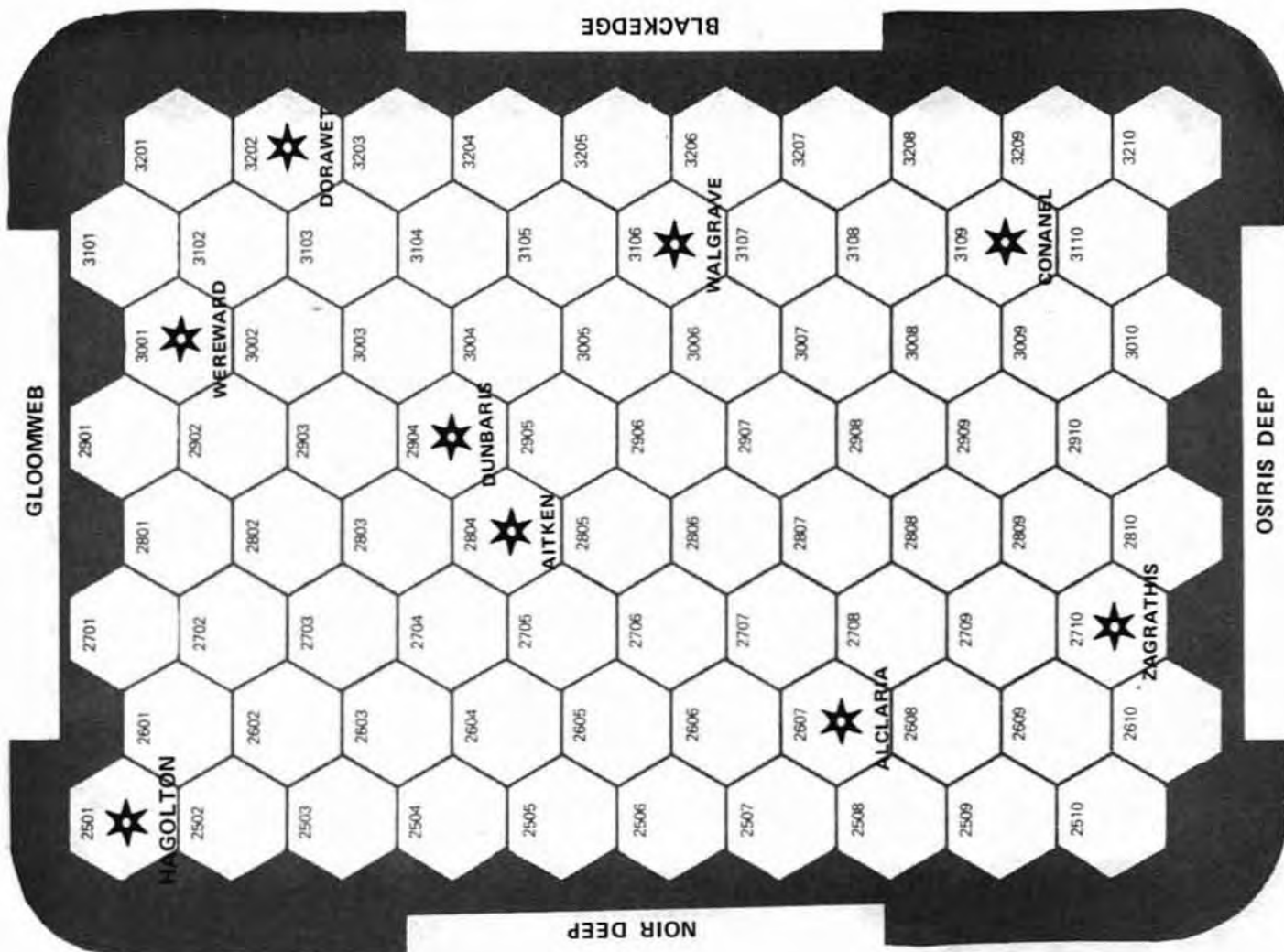
SPEARHEAD SUBSECTOR

This well-settled Subsector serves as a lateral and horizontal communications route with X-Boat links passing both ways. This region has extensive trade activity and a great deal of starship traffic. All Worlds in this area are either full Imperium members or uninhabited protectorates.

Name	Hex	UWP				Classification
Hornatis	0111	E7BA434	C			Waterworld
Hesperainis	0115	B897643	9		G	Agricultural
Upsikeria	0116	DA999A9	A			Industrial
Converse	0117	E722479	9		G	Non-industrial
Mohomet	0120	E237435	7			Non-industrial
Twovem	0212	D642735	6		G	Non-industrial
Whistiel	0213	E120310	9			Non-industrial
Eatonis	0214	A768759	9			Rich, Agricultural
Antrim	0216	C533776	9			Non-agricultural
Zaleris	0217	EA98231	8		G	Non-industrial
Hestia	0218	X410113	A			Non-industrial
Laris	0220	E8B9100	B		G	Non-industrial
Redcross	0312	B668A78	9		G	Non-industrial
Noscitur	0315	D543AA7	8	S		Industrial
Amelek	0316	D333AA9	7	N		Non-agricultural
Kitron	0320	B454570	A		G	Agricultural
Ramah	0411	XACA000	0			Undeveloped
Trenchard	0413	DAA8535	A		G	Non-industrial
Resad	0414	E98A533	6			Non-industrial
Doronauch	0512	D432673	8		G	Non-agricultural
Djeris	0516	B856535	6		G	Agricultural
Usconbuts	0520	A688867	C			Subsector Capital
Albion	0612	E221684	9		G	Non-industrial
Kaberis	0613	EAC8000	::			Undeveloped
Uiponamet	0617	B864799	8			Rich, Agricultural
Passage	0618	C246A99	8		G	Industrial
Wilmot	0619	DACA310	C		G	Non-Industrial
Falconis	0711	EA8A889	8			Rich
Xanthia	0712	E110244	A		G	Non-industrial
Uumpopula	0716	B677AA9	9		G	Industrial
Vicegerent	0719	C324941	B			Industrial
Liedis	0720	X200000	0		G	Undeveloped
Sirenius	0811	DA88441	2			Non-industrial
Hratholm	0813	E322313	9		G	Non-industrial

The Spearhead Subsector contains 34 Worlds with a total population of 295.5 billion. The highest Population is A, at Redcross, Noscitur, Amelek, Passage, and Umpopula; the highest Tech Level is C, at Hornatis, Usconbuts, and Wilmot.

IKHNATON
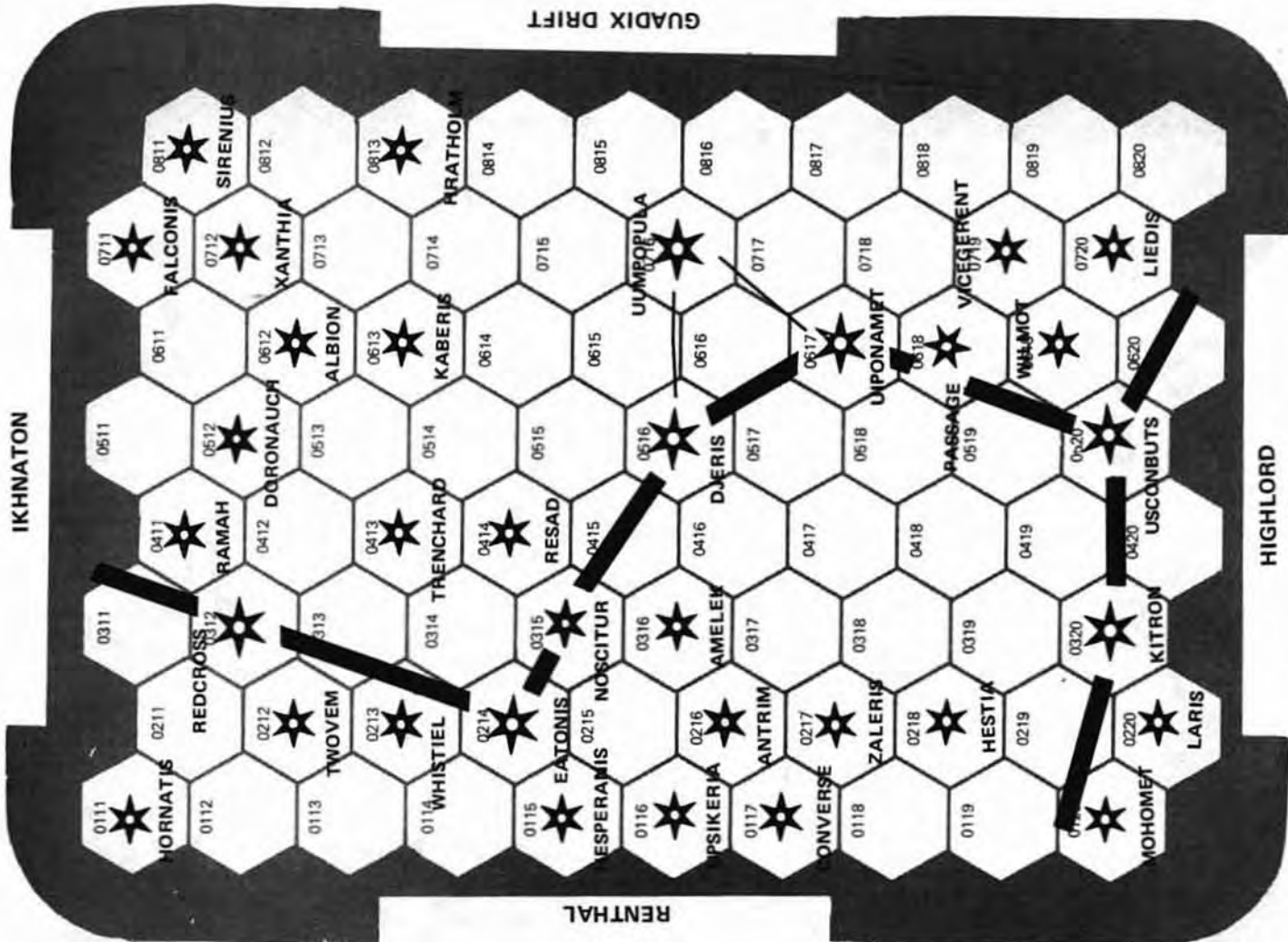
GUADIX DRIFT

RENTHAL

HIGHLORD

8

GUADIX DRIFT SUBSECTOR

Two X-boat routes through this Subsector connect the important Frontier Subsector Titanstorm with the Sector Capital in Ikhnation Subsector and the Spearhead Subsector with the Frontier Worlds Subsector. The latter is the defensive bulwark against expansion by the Syndymic Empire.

Name	Hex No.	Statistics			Remarks
Matochkin	0917	XACA000	--	G	Undeveloped
Paradanis	0918	XAC9200	6		Undeveloped
Heraklion	1014	D964789	9	G	Agricultural
Freiworld	1016	X312000	0		Undeveloped
Salenik	1019	A587896	B	G	Rich
Jumhuriyah	1112	C200445	A	S G	Mining
Gheelis	1113	B000511	C	G	Asteroid Mining
Palma	1114	X300000	0		Undeveloped
Rygate	1119	EAA9577	6		Industrial
Taizz	1120	D976979	7		Industrial
Canonis	1211	B955632	8		Agricultural
Musandim	1212	E221566	9		Poor
Kagima	1217	D423511	A	S G	Mining
Calabris	1218	D430675	7	G	Poor
Argaleb	1312	D545322	8	G	Agricultural
Nasung	1317	X9C9000	0		Undeveloped
Permia	1320	C968699	8	S	Rich
Aldernis	1411	A642687	C	N	Subsector Capital
Sakmara	1412	C223853	8		Mining
Wouverman	1414	E520599	7		Non-Industrial
Cakloten	1415	E331342	7		Poor
Aeglis	1416	D665897	6		Rich
Council	1419	EAAA687	8		Undeveloped
Stalker	1420	X200000	0		Undeveloped
Helena	1513	C644AB9	B		Industrial
Kalarien	1514	CA9A667	9		Industrial
Kzimus	1519	DAC9477	7		Mining
Molinkan	1611	E873834	3		Mining
Embasar	1615	C6757A6	7		Non-Industrial
Drelis	1617	CAB9443	8		Non-Industrial
Crownwing	1620	B876995	9	S G	Industrial

The Guadix Drift Subsector contains 31 Worlds with a total population of 12,426 billion. The highest population is A, at Helena; the highest tech level is C, at Gheelis and Aldernis. All Worlds in this Subsector are members of the Imperium with the exception of Drelis.

NOIR DEEP · OSIRIS DEEP · GUADIX DRIFT · FRONTIER WORLDS
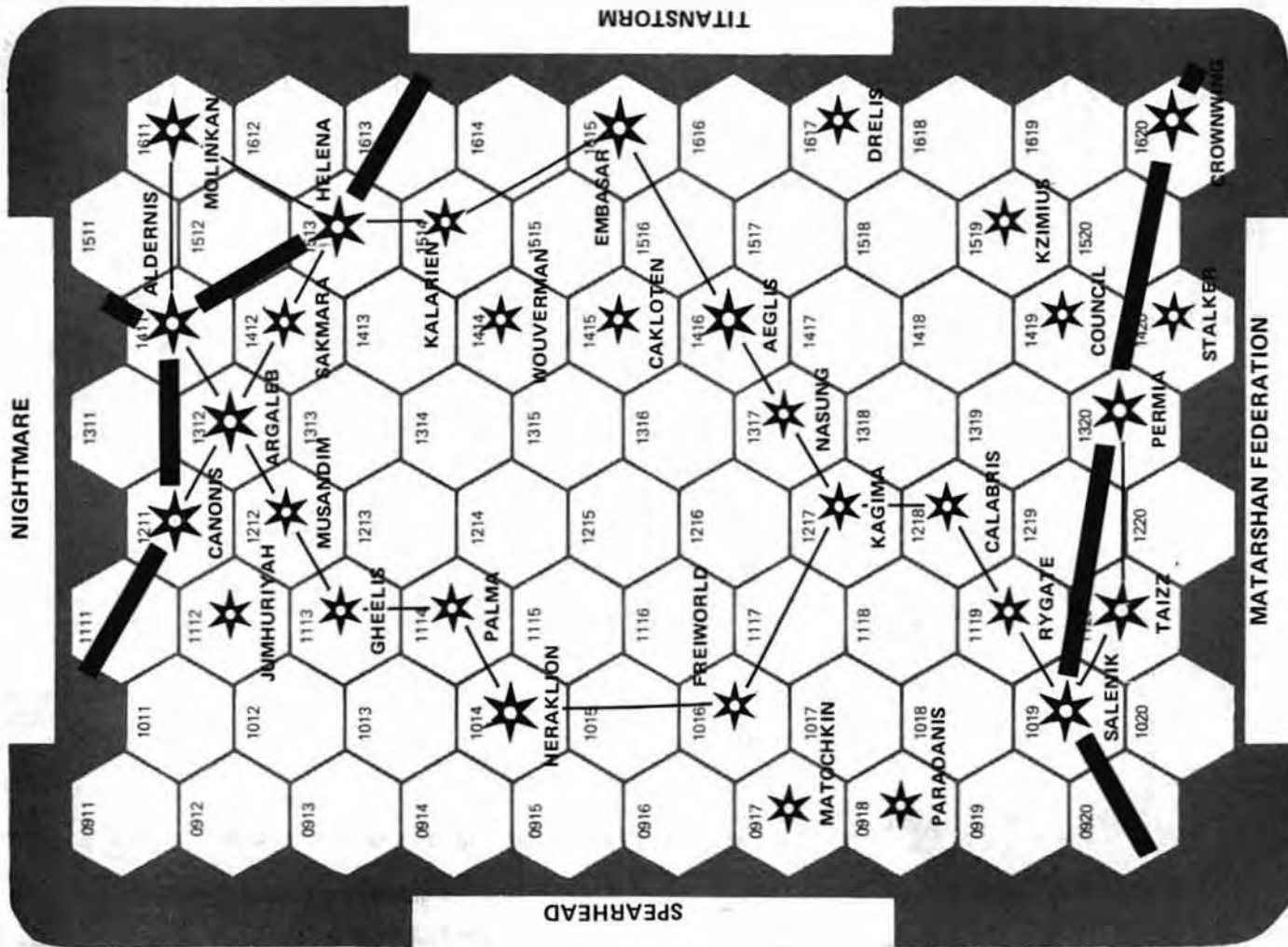
TITANSTORM SUBSECTOR

The leading edge of the wave of recivilization, the Titanstorm Subsector has two major Naval Bases guarding the frontier, Imperial policy in this Subsector has been to encourage industrial and technical development. Considerable interest in possible expansion trailing has led to significant scout activity across the current Imperial Border. Favorable tariff regulations by the Sector Duke have stimulated trade activity, and increased the rate of technical and industrial advancement.

World	Hex	UWP		Bases	Remarks
Almira	1712	C733632	6	G	Non-agricultural
Valisa	1714	B786887	7	G	Rich
Orlantis	1716	EAA9410	7	G	Non-industrial
Arcanea	1719	X200000	..	G	Undeveloped
Tawdry	1811	C310584	A	G	Mining
Reaginworld	1813	C000422	B	G	Asteroid Mining
Nathalia	1817	B987662	B	G	Agricultural
Arnitag	1915	B998949	B	N	Industrial
Mira	2011	X310210	8		Undeveloped
Selena	2016	C4446A9	9	G	Agricultural
Zarifa	2019	C240453	9		Mining
Dugald	2112	E213437	7		Non-industrial
Starbridge	2217	A964899	C	N	Rich, Subsector Capital
Phantom	2219	E100432	A	G	Non-industrial
Selwynis	2312	D411477	8	G	Non-industrial
Walter	2320	B686889	9		Rich
Tamarine	2415	D524335	5		Non-industrial

The Titanstorm Subsector contains 17 Worlds with a total population of 1,403 billion. The highest population is 9, at Arnitag; the highest tech level is C, at Starbridge. Mira, Selena, Selwynis, and Tamarine are not members of the Imperium.

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ZAGRATHIAN

TITANSTORM

SYDYMIC EMPIRE
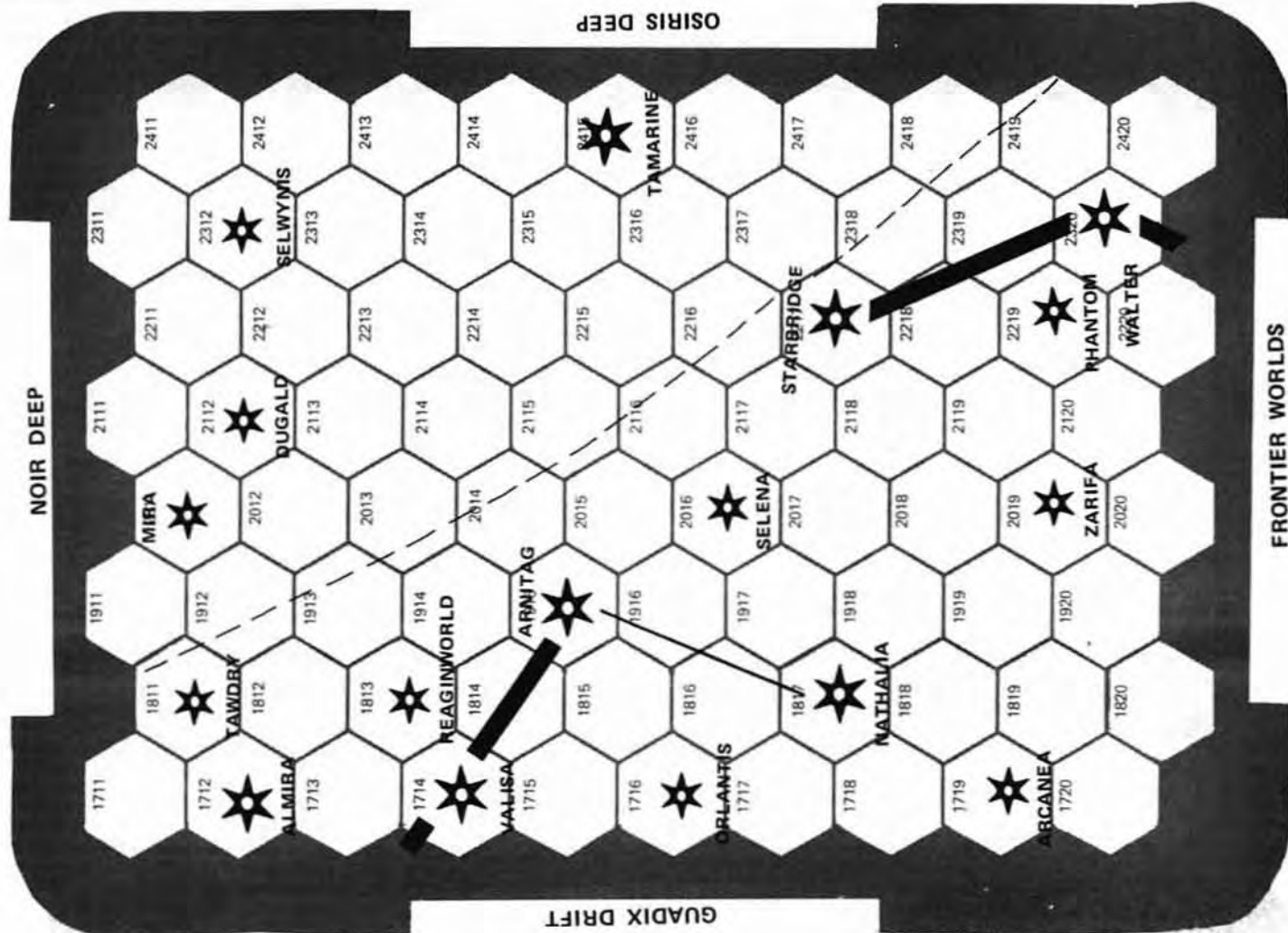
OSIRIS DEEP SUBSECTOR

Located in the Lesser Rift, the Osiris Deep Subsector is administered from Starbridge. None of the Worlds in this region are members of the Imperium although Shanidar has made application. Scoutships based on Shanidar maintain a watch throughout the Subsector, though little activity other than mining goes on. Forerunner artifacts have recently been found in this region, prompting the local Imperial beaurocracy to order a thorough re-survey of the Subsector.

Menlanis	2513	E310547	7		Non-industrial	G
Shanidar	2611	C687789	7	S	Rich, Agricultural	G
Anaharan	2616	CAB8213	A		Non-industrial	G
Fenrir	2813	E222665	8		Non-industrial	
Zapotec	2818	C000654	A		Asteroid Mining	G
Shantunia	2916	C000545	A		Asteroid Mining	G
Rifward	3019	DA9A213	9		Non-industrial	
Amycus	3115	X324000	–		Undeveloped	
Kei	3119	X210000	--		Undeveloped	G
Tichum	3215	D435234	9		Non-industrial	G

The Osiris Deep Subsector contains 10 Worlds with a total population of 10.48 million. The highest Population is 7, at Shanidar; the highest Tech Level is A, at Anaharan, Zapotec, and Shantunia.

10

SPEARHEAD

ORIN

SATYRESSIA
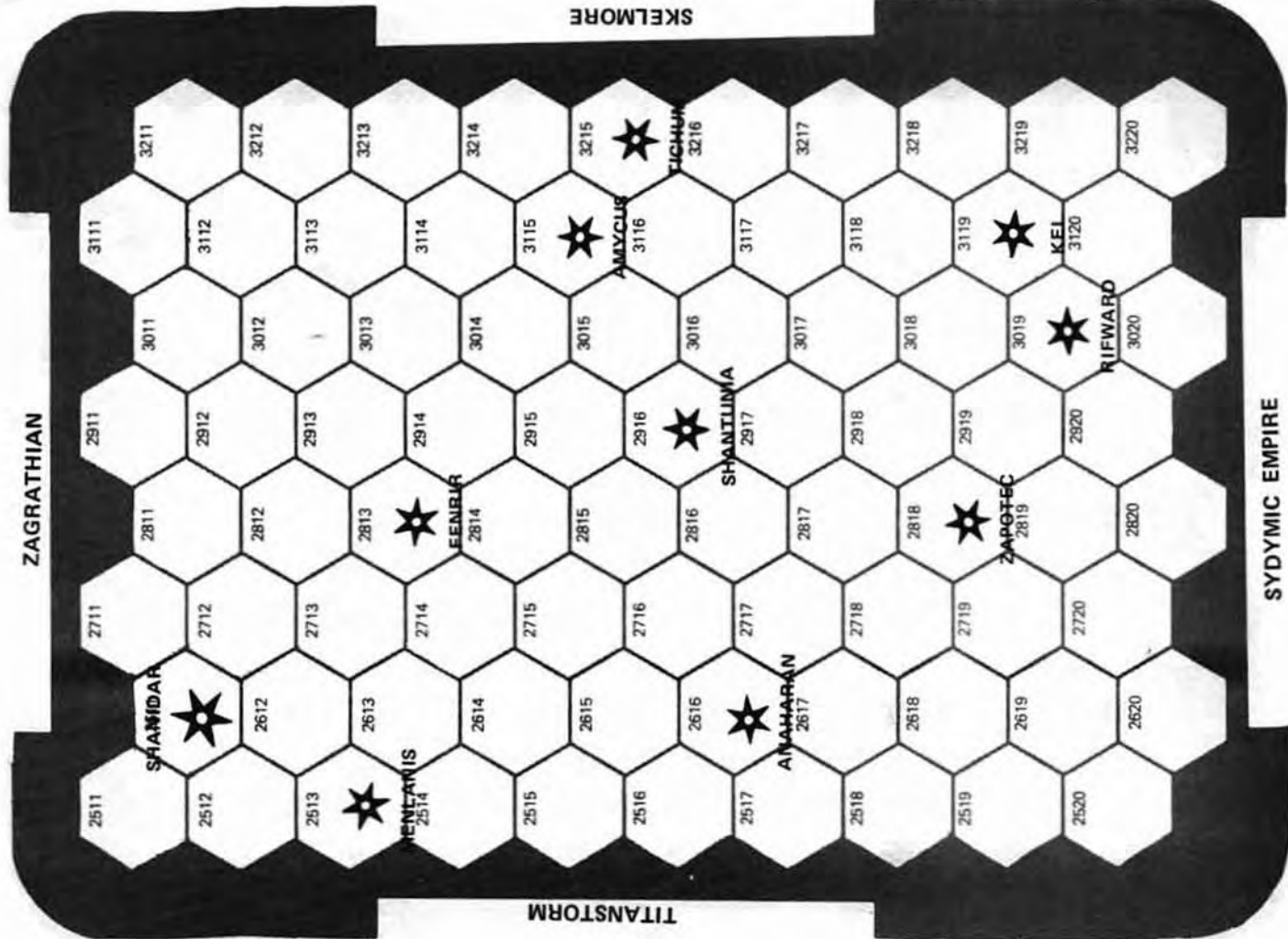
HIGHLORD SUBSECTOR

The Highlord Subsector maintained a degree of stability during the Civil War and thus did not regress significantly. Of importance for its own industrial products, it also has an X-Boat route linking with the Noir Deep Subsector, the shield against Sydymic expansion. All systems in the Subsector are either Imperium members or undeveloped protectorates.

Name	Hex	UPP		Class		
Winnasin	0122	D8AA211	7	Non-industrial		G
Serift	0127	D310421	8	Non-industrial		G
Towermorn	0221	A100AA9	C	Industrial		
Temperis	0223	C576737	7	Agricultural		G
Barthel	0226	B755778	8	Agricultural		G
Gravemark	0229	B677AA9	A	Industrial		G
Thirdof	0322	XACA000	0	Undeveloped		
Vilhelm	0325	E623488	8	Non-industrial		G
Aron	0326	X120100	0	Undeveloped		
Anselm	0329	X8CA000	0	Undeveloped		
Havelock	0330	B684863	9	Rich		G
Obeliskcol	0422	E422110	0	Undeveloped		
Persifaris	0423	C858967	C	Undeveloped		G
Langhorne	0428	B685734	9	Agricultural		G
Irial	0521	D9CA520	A	Non-industrial		
Vermillion	0525	X9AA000	--	Undeveloped		
Warlock	0529	A767986	C	Subsector Capital	N	G
Wierdrath	0530	D6675A7	6	Agricultural		
Eamonash	0621	CA86424	A	Non-industrial		
Onud	0624	B856AA9	A	Agricultural		G
Agidius	0625	C968845	9	Non-industrial		
Carsten	0629	X430000	--	Undeveloped		
Woart	0721	B696969	B	Industrial		G
Falkiner	0723	D588641	7	Rich		
Elswyth	0724	C758768	9	Agricultural		G
Goldsnake	0730	D866522	9	Agricultural		G
Egonar	0825	DAAA310	A	Non-industrial		G
Frisking	0827	B89A979	B	Industrial	S	G

The Highlord Subsector contains 28 Worlds with a total population of 34.2 billion. The highest population level is A, at Towermorn, Gravemark, and Onud; the highest tech level is C, at Towermorn, Persifaris, and Warlock.

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MATARISHAN FEDERATION SUBSECTOR
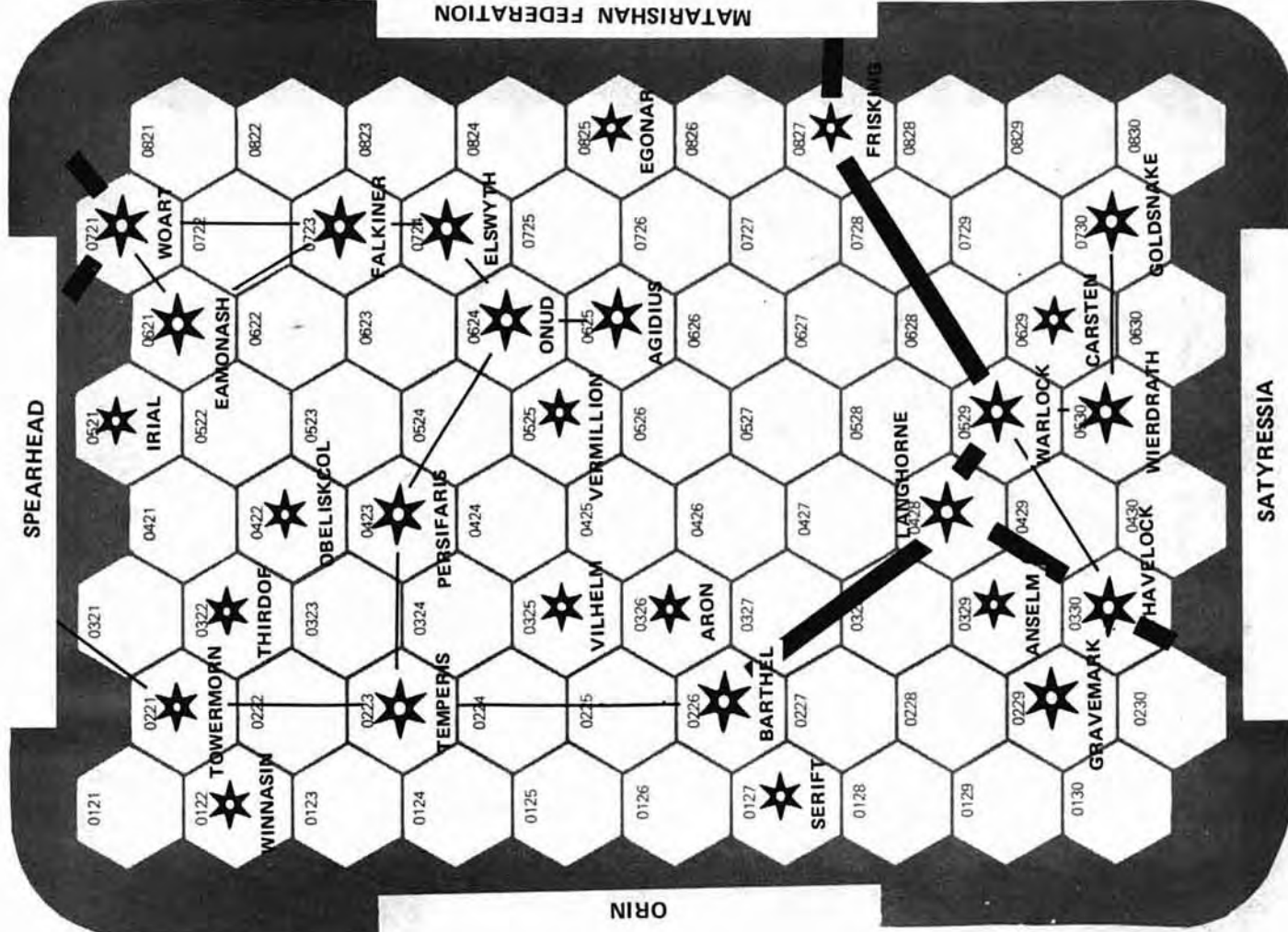
Originally settled by refugees fleeing the collapse of the Rule of Man in -1770 Imperial (2751 AD), the Matarishan Federation was a short-lived attempt at political stability in the dark years of the Long Night. During the recovery of territory and expansion after the Civil War, the local inhabitants violently resisted reincorporation into the Imperium. Military pressure soon broke the resistance movement. Political resentment requires that the Imperium keep a larger force than normal in the area to enforce stability.

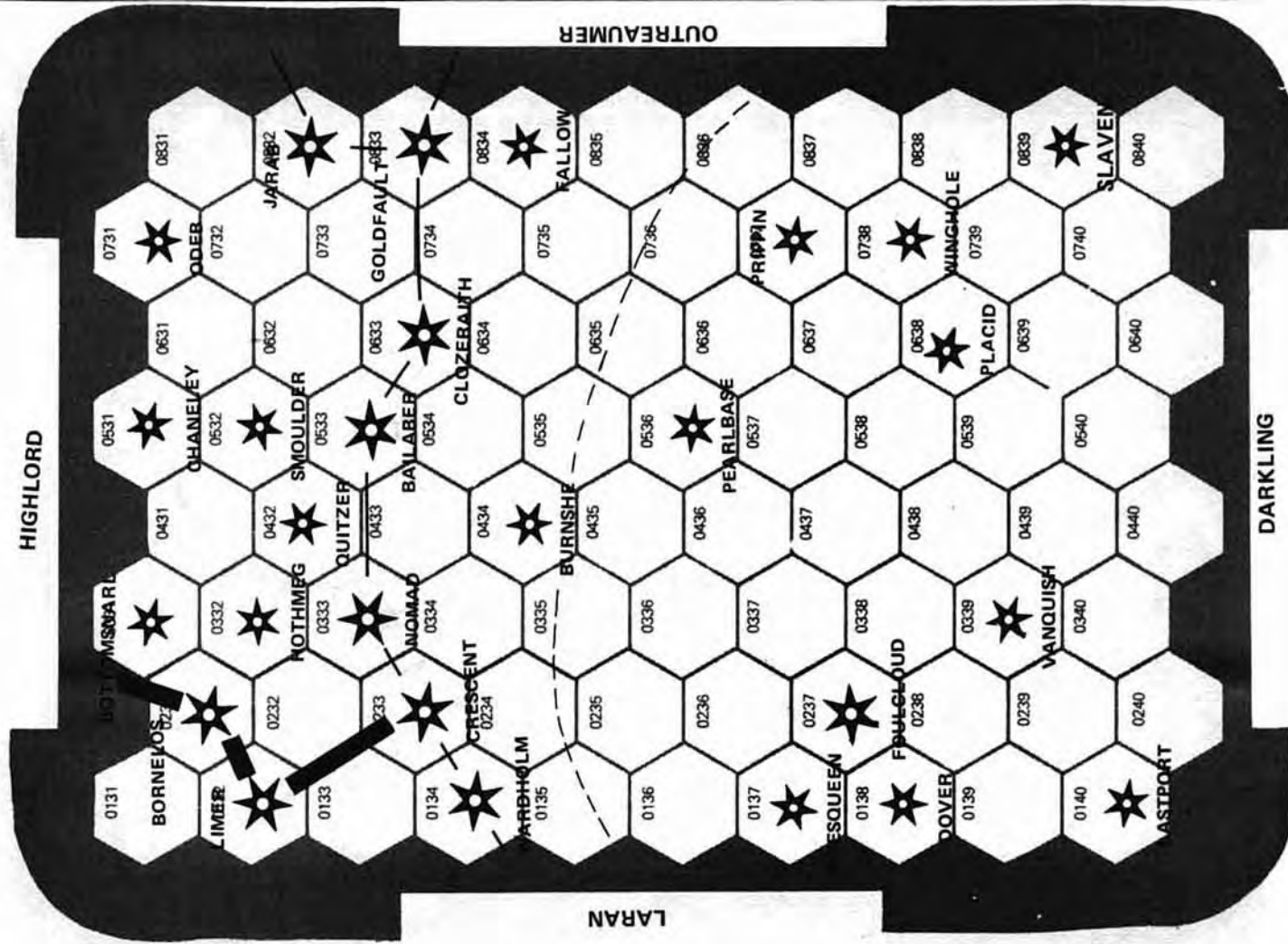| World	Hex	UWP			Base	Remarks	
Mazirix	0928	D200453	7			Non-industrial	G
Mirkholm	1022	D212435	8			Non-industrial	G
Phocis	1027	C865983	A				
Orissa	1028	E439110	9			Undeveloped	G
Orelib	1123	CAAA410	A			Non-industrial	G
Barkis	1222	A977984	C			Industrial	
Danae	1230	B644666	9			Agricultural	G
Thalia	1324	XAC9000	..			Undeveloped	G
Majoreum	1325	XA99100	8			Undeveloped	
Elpaalis	1327	C000666	A			Asteroid Mining	
Shuthalhites	1328	A964769	B	N		Subsector Capital	G
Aguris	1330	DAB9464	7			Non-industrial	
Bilhan	1421	E5103D9	4			Non-industrial	R, G
Jetur	1422	E342226	8			Non-industrial	
Tikvath	1423	B856888	9				
Merab	1425	B979979	B			Industrial	
Abishai	1429	B667A88	9				
Rugate	1525	X330210	..			Undeveloped	G
Myacae	1621	X100579	7			Mining	G
Gorget	1625	B778AC9	9	S		Industrial	G
Doomster	1626	C686874	7			Rich	
Pontisar	1628	B666644	9			Rich, Agricultural	G
Starost	1629	X100211	..			Undeveloped	G

The Matarishan Federation Subsector contains 23 worlds with a total population of 23.21 billion. The highest population is A, at Abishai and Gorget; the highest tech level is C, at Barkis. All worlds in the Matarishan Federation Subsector are members of the Imperium with the exception of Bilhan.

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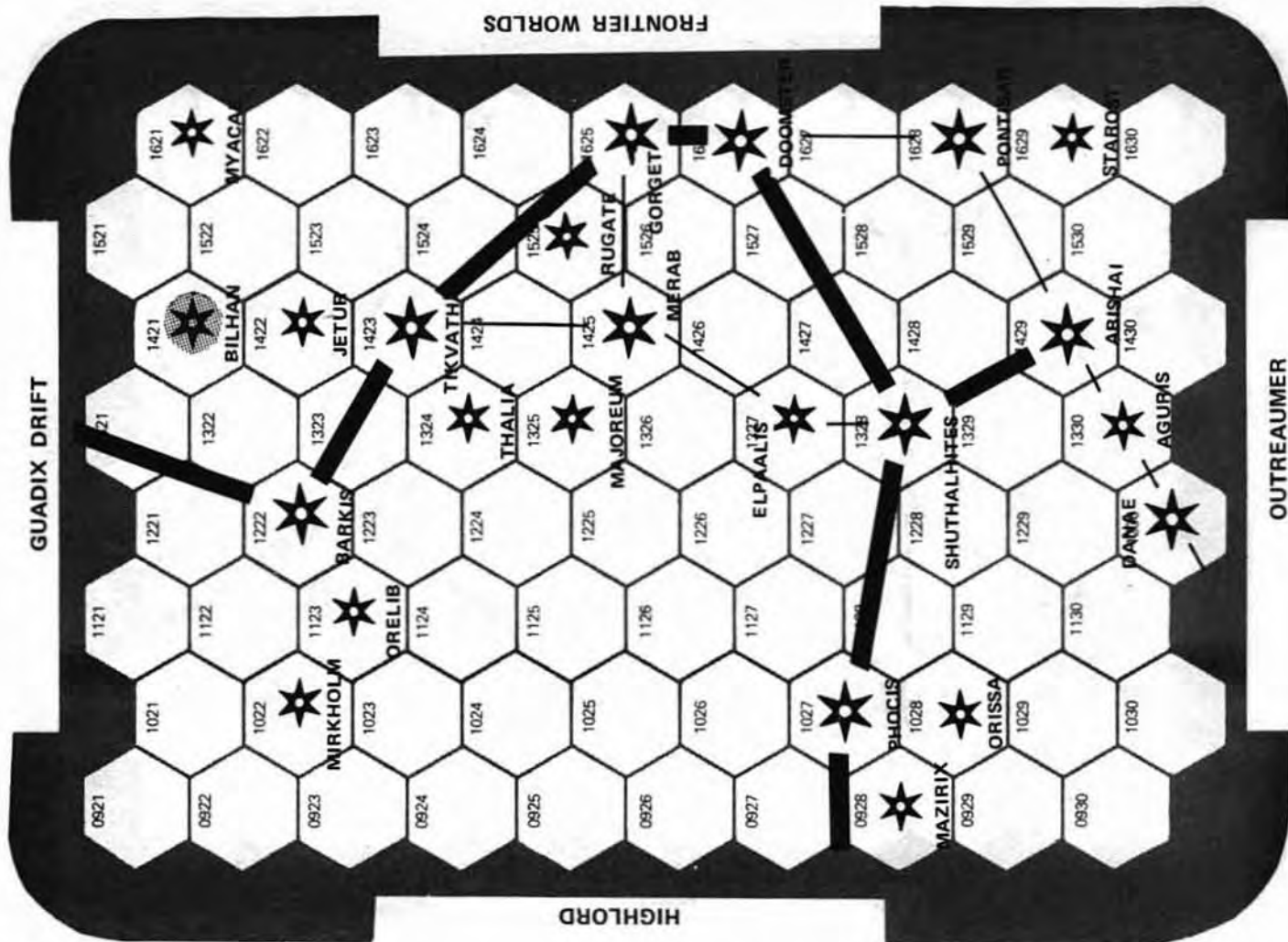
FRONTIER WORLDS SUBSECTOR

Though still on the border of the Imperium, the Frontier Worlds Subsector has been settled and developed for several centuries. Interstellar trade is increasing and exploitation of sub-optimal worlds is beginning. Naval Bases are maintained at a high degree of readiness due to the constant threat of armed incursion from the Sydymic Empire.

Name	Hex	UPP	TL	Base	Classification	G
Ferech	1726	X7AA214	6		Non-industrial	G
Overberth	1729	D000575	9		Asteroid Mining	G
Halgorn	1822	E898643	5		Agricultural	
Amblegreen	1823	CA67873	8		Rich	G
Westcutt	1921	C774AA9	9		Industrial	
Journlinden	1923	BAA8500	7		Non-industrial	G
Throb	1929	D9A9676	A		Non-industrial	
Kubera	1930	EACA213	A		Non-industrial	
Zakutan	2021	D230679	B		Non-agricultural	
Fountarden	2024	C886754	9		Agricultural	G
Shieldbolt	2027	D757767	7		Agricultural	
Talimanor	2030	E300210	B		Non-industrial	
Snarepoint	2121	D400643	A		Non-agricultural	G
Questra	2123	C877976	9		Industrial	
Finsfind	2130	B958743	B	N	Agricultural	G
Inletazure	2221	B97A632	A		Waterworld	G
Bawar	2222	C600412	9		Non-industrial	G
Garth	2223	E850300	6		Non-industrial	G
Flank	2224	XABA000	--		Undeveloped	
Twain	2225	E7AA210	8		Non-industrial	G
Curly	2226	D334423	9		Non-industrial	G
Bastion	2227	A978982	C		Industrial	G
Cyrenius	2228	D754643	9		Agricultural	
Eberyard	2321	X9AA000	--		Undeveloped	G
Alameth	2323	A677944	C	N	Industrial	G
Phytore	2326	B583743	B	N	Industrial	
Hothtar	2329	X9BA210	9		Non-industrial	G
Xemir	2421	X413000	--		Undeveloped	
Assir	2422	D589632	8		Non-industrial	G
Zephon	2423	C226413	8		Non-industrial	
Bajith	2424	C747434	6		Non-industrial	G

The Frontier Worlds Subsector contains 31 Worlds with a total population of 31.8 billion. The highest Population level is A, at Westcutt; the highest Tech Level is C at Bastion and Alameth.

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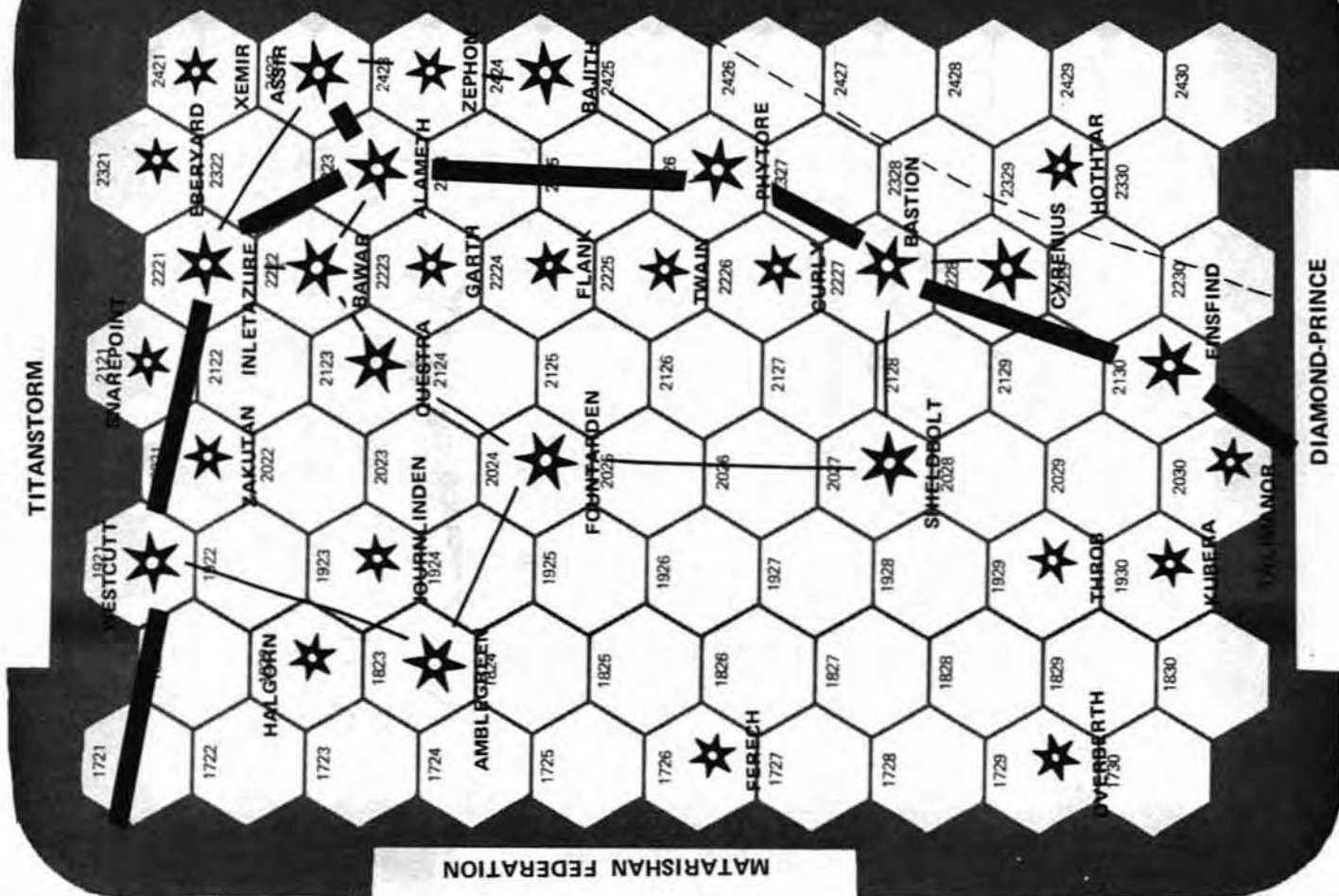
SYDYMIC EMPIRE SUBSECTOR

Only Arodites in this Subsector owes allegiance to the Imperium, all other Worlds being claimed or disputed by the Sydymic Empire. The Sydymites are another minor variant race of Humans, distinguished primarily by an average height of 2.4 meters (8 feet). First contacted on their homeworld of Sopater in -2174 Imperial (2347 AD), these folk soon spread throughout the Subsector. Employed principally as soldiers and technicians, the Sydymites took the opportunity during the Collapse of the Rule of Man to become independent. Minor clashes with Imperial Forces took place over the next several millenia as they developed their own culture and technology. Major expansion and the declared establishment of the Sydymic Empire took place while the Imperium was otherwise occupied by the Civil War. Temporary accomodation has been reached but it appears most likely that there will be further clashes.

Name	Hex	UWP			Remarks	
Arodites	2522	A584697	B	N	Rich, Agricultural	G
Bamoth	2625	D534495	9	S	Non-industrial	G
Zavan	2626	E350396	7		Non-industrial	
Urias	2628	A794998	A	N	Industrial	G
Tikvah	2727	C876897	A			
Pibeseth	2728	D8AA897	7		Waterworld	
Sherah	2729	C734796	9			G
Jaakan	2824	EA9A397	9		Non-industrial	
Lamech	2826	D230496	A		Non-industrial	G
Danites	2828	D9A8794	9			
Eliakim	2830	E413213	9		Non-agricultural	
Emmor	2923	EACA293	9		Non-industrial	
Higgaion	2924	D6A5394	9		Non-industrial	
Ahira	2926	B567898	9	N	Rich	G
Rechah	2928	A676998	A		Industrial	G
Sopater	2929	A567899	B	N	Sydymic Capital	G
Rabmag	3023	D7C8296	A		Non-industrial	
Jagur	3024	D210397	9		Non-industrial	
Jeheil	3028	C110496	A		Non-industrial	G
Kenaz	3121	D9AA353	8		Non-industrial	G
Ramathaim	3122	D65A610	9		Waterworld	
Nethum	3124	E324294	9		Non-industrial	
Gatiameth	3125	B655598	A	S	Agricultural	
Bazluth	3127	B668798	A	N	Agricultural	
Diblath	3128	D000497	9		Asteroid Belt	
Achbor	3129	A865997	A	N	Agricultural	G
Kirdon	3230	E412320	9		Non-industrial	

This Subsector has 27 Worlds with a total population of 24.04 billion. The highest Population is 9, at Urias, Rechah, and Achbor; the highest Tech Level is B, at Arodites and Sopater.

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SATYRESSIA SUBSECTOR
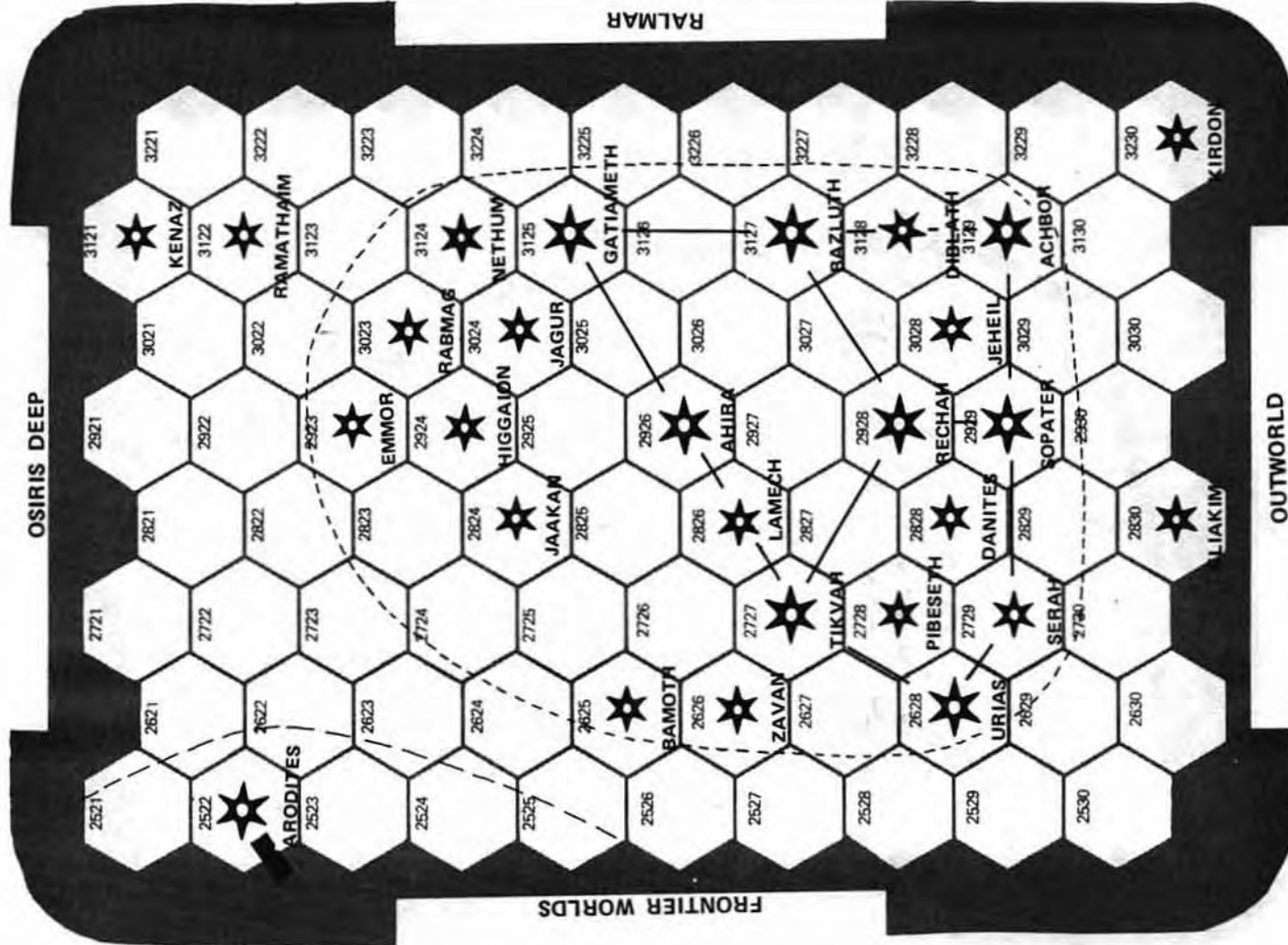
The Satyressia Subsector is an open frontier of the Imperium, no other political entity having any claim to it. Colonization in this area is encouraged, several groups of political dissidents having established new settlements. Naval and Scout Bases in this area are maintained at a relatively low level of preparedness due to the low probability of hostile activity. Imperial surveys indicate a relative abundance of mineral resources. Long term plans schedule this Subsector for industrial development several centuries from now.

World	Hex	UPP	Tech	Base	Gas	Remarks
Limer	0132	D978567	5	S		Agricultural
Wardholm	0134	C754669	7			Agricultural
Fresqueen	0137	E89A212	A		G	Waterworld
Dover	0138	DA9A336	8		G	Waterworld
Lastport	0140	X200000	--		G	Undeveloped
Bornelos	0231	A667515	C	N		Subsector Capital
Crescent	0233	B654549	9	S		Agricultural
Foulcloud	0237	D797410	7		G	Non-industrial
Bottomsnarl	0331	E99A301	5			Waterworld
Hothmeg	0332	XACA000	--			Undeveloped
Nomad	0333	C457499	6			Non-industrial
Vanquish	0339	XAAA110	--			Undeveloped
Quitzer	0432	D310316	9		G	Non-industrial
Burnshe	0434	E332379	8		G	Non-industrial
Chaneley	0531	D633413	7			Non-industrial
Smoulder	0532	XACA000	--			Undeveloped
Bailaber	0533	D432310	8		G	Non-industrial
Pearlbase	0536	X998416	7			Non-industrial
Clozeraith	0633	B574564	9		G	Agricultural
Placid	0638	XA96000	--			Undeveloped
Odeb	0731	E449230	0		G	Undeveloped
Prippin	0737	X9AA000	--			Undeveloped
Winghole	0738	XAAA000	--			Undeveloped
Jarab	0832	C875589	8			Agricultural
Goldfault	0833	B864899	9	N		Rich
Fallow	0834	EA9A421	6			Non-industrial
Slaven	0839	XA94000	--			Undeveloped

The Satyressia Subsector contains 27 Worlds with a total population of 10.15 million. The highest population is 8, at Goldfault; the highest tech level is C, at Bornelos.

HIGHLORD

OUTRAUMER

DARKLING

LARAN

15

OUTREAUMER SUBSECTOR

This subsector serves as a Communications Link to the often troubled border regions of Thorstone and Tri-Empire. Worlds in this area were settled primarily by colonists from the Ikhnaton Subsector. Each planet was taken by a different political or religious group. During the time of troubles, communications were lost and all worlds regressed to Tech Levels of four and under. Incorporation into the Imperium has been directed primarily by a Cadet branch of the Ley Family, currently headed by Anselm deLey, Count of Tancred at the subsector capital of Arsouf.

Because of the threat of the Syndymic Empire, Naval Bases are maintained at a fairly high level of readiness and the Subsector Navies maintain an active patrol schedule.

Name		Statistics			Remarks
Toron	0932	XABA000	0		Undeveloped
Saffron	0937	D202484	C	S	Non-Industrial
Buria	1031	C000613	B		Asteroid Belt
Thabor	1034	EABA689	8		Industrial
Taron	1131	XACA000	--		Undeveloped
Sidon	1132	D588899	7	S	Rich
Nablus	1134	X000000	0		Undeveloped
Tancred	1232	B866836	7	S	Rich
Ibelin	1233	X220000	0		Undeveloped
Arsouf	1235	B9857A9	B	N	Subsector Capital
Mirabel	1236	X130212	9		Non-Industrial
Tyre	1237	DA78521	A	S	Agricultural
Akaf	1239	B696786	A	S	Agricultural
Haifa	1334	DA46655	4		Agricultural
Jaffa	1433	D658844	5	S	Rich
Ramla	1436	X300000	0		Undeveloped
Ayyubid	1440	D884523	5	S	Agricultural
Saphet	1532	X130156	4		Non-Industrial
Hebron	1537	D756543	5	A	Agricultural
Kurmul	1540	D388437	4		Non-Industrial
Ascalon	1633	B675544	C	N	Non-Industrial

The Outreaumer Subsector contains 21 Worlds with a population of 323 million. The highest populations are 8, at Sidon, Tancred, and Jaffa; the highest Tech Level is C, at Ascalon.

DIAMOND-PRINCE SUBSECTOR

The Diamond-Prince Subsector is the region where active expansion and colonization is proceeding in Ley Sector. Most planets in this Subsector are either members of the Imperium or have applied for membership. Expansion is directed toward the adjacent Outworlds Subsector. Exploration into the Tri-Empire Subsector has been officially discouraged but rumors have it that extensive clandestine activity is taking place there.

Name	Hex	UWP			Classification	
Oathcoomb	1731	D676420	6		Non-industrial	G
Dark Lagoon	1733	B96A677	A		Rich, Waterworld	G
Kuprod	1735	X9C9000	--		Undeveloped	
Gulfex	1832	X120000	--		Undeveloped	G
Lanka	1833	C766778	7		Agricultural	G
Avonia	1834	DABA314	9		Non-industrial	G
Vicar	1840	E244599	9		Non-industrial	G
Sledgetower	1934	A7849A8	B	N	Subsector Capital	G
Ogery	1937	C5A6484	A	S	Non-industrial	G
Basin	1940	B787873	7	S	Rich, Agricultural	G
Elfwine	2031	B755663	9	N	Agricultural	G
Drumfall	2032	E312210	8		Non-industrial	
Grottel	2035	X8CA000	--		Undeveloped	G
Bastis	2036	E510553	7		Non-industrial	G
Ell-Ald	2131	DA9A743	8		Non-industrial	
Bulldune	2133	E414351	7		Non-industrial	G
Caverine	2134	D000310	9		Non-industrial	G
Sunbank	2231	E234523	6		Non-industrial	
Evilory	2232	EABA110	--		Undeveloped	G
Rapidesia	2233	D532416	8		Non-industrial	R, G
Sekmetar	2235	E430100	--		Undeveloped	G
Atoley	2236	DA98413	7		Non-industrial	
Frikka	2237	D8575D9	2		Agricultural	
Brass	2331	E436543	5		Agricultural	G
Colossal	2337	DB9A411	7		Non-industrial	G
Vilaruby	2338	X343100	--		Undeveloped	G
Straitedge	2339	E236410	8		Non-industrial	G
Duatrek	2340	X6B9000	--		Undeveloped	G
Quarry	2433	D130415	7		Non-industrial	G
Deadfall	2436	E223423	8		Non-industrial	G
Tarnkeep	2438	E537215	7		Non-industrial	G
Bearntir	2439	E7A5331	6		Non-industrial	G

The Diamond-Prince Subsector consists of 32 Worlds with a total population of 5.46 billion. The highest Population Level is 9, at Sledgetower; the highest Tech Level is B, also at Sledgetower.
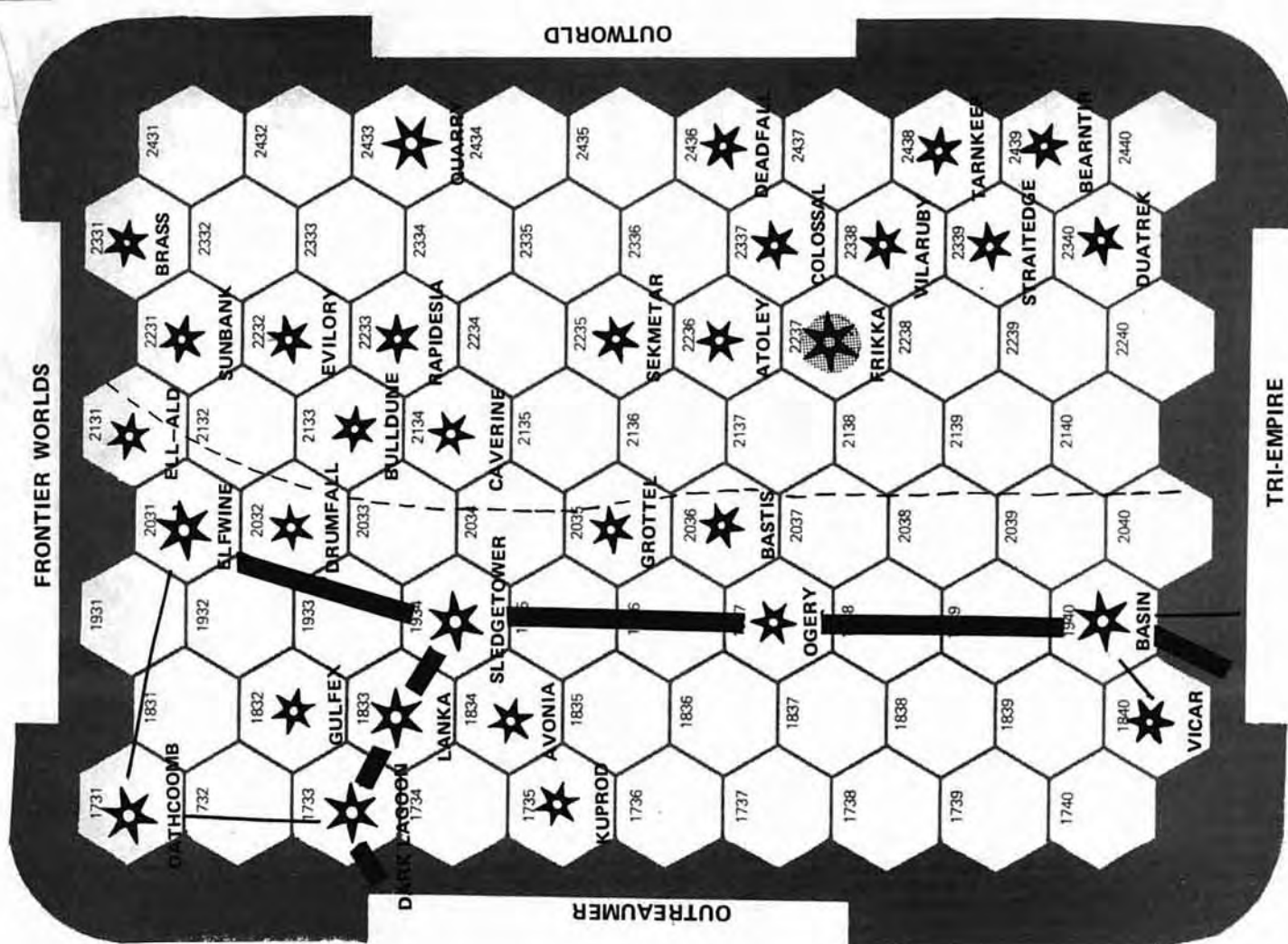
OUTWORLD SUBSECTOR

The Outworlds Subsector is an area of new exploitation. This region is administered from Sledgetower as a protectorate although several worlds have applied for Imperial membership. Claims are still being adjudicated since the political situation in the adjacent Tri-Empire Subsector is still unresolved. Many of the Worlds have only been hastily surveyed.

Name	Hex	UPP	Tech	Classification	
Annuis	2531	D720413	9	Non-industrial	G
Boguet	2533	X000000	–	Undeveloped	G
Baphomet	2535	X100000	–	Undeveloped	G
Oberitis	2536	D768530	6	Agricultural	G
Jadian	2538	C694412	7	Non-industrial	
Kian	2631	X9AA000	–	Undeveloped	G
Monad	2634	EAAA210	9	Non-industrial	G
Diable	2638	E923210	8	Non-industrial	G
Spiegel	2639	D634321	8	Non-industrial	G
Dawnlord	2733	E9A6210	9	Non-industrial	G
Shrew	2734	X9A4000	–	Undeveloped	G
Othilia	2736	XACA000	–	Undeveloped	G
Arleona	2833	X000100	–	Undeveloped	
Emira	2834	E835211	9	Non-industrial	G
Dusking	2836	E798321	8	Non-industrial	G
Koelnar	2837	X225000	–	Undeveloped	G
Shealis	2838	X110000	–	Undeveloped	G
Makadmeris	2839	X200100	–	Undeveloped	
Vernalisa	2931	D588452	5	Agricultural	G
Protaucus	2935	X5A7000	–	Undeveloped	G
Devradan	2936	X312000	–	Undeveloped	G
Hermarix	2938	E6A5214	7	Non-industrial	G
Unelmis	2939	E964376	4	Non-industrial	G
Yaridar	2940	C857421	6	Agricultural	G
Blendisan	3032	B868675	7	Non-industrial	G
Spyris	3039	D874315	7	Non-industrial	G
Irumgar	3131	E6A9100	–	Undeveloped	
Trin	3132	D878421	5	Non-industrial	G
Fawn	3134	X244000	–	Undeveloped	
Eslingirth	3135	X8CA000	–	Undeveloped	
Akelos	3139	X100000	–	Undeveloped	
Retek	3231	X200000	–	Undeveloped	
Dalgstar	3232	X120000	–	Undeveloped	
Swarmis	3233	E236210	7	Non-industrial	
Vagabond	3235	E5A7314	8	Non-industrial	
Moramines	3239	X130000	–	Undeveloped	

The Outworlds Subsector consists of 36 Worlds with a total population of 1.2 million. The highest Population Level is 5, at Oberitis and Bledisan; the highest Tech Level is 9, at Annuis, Monad, Dawnlord, and Emira.

SYDYMIC EMPIRE
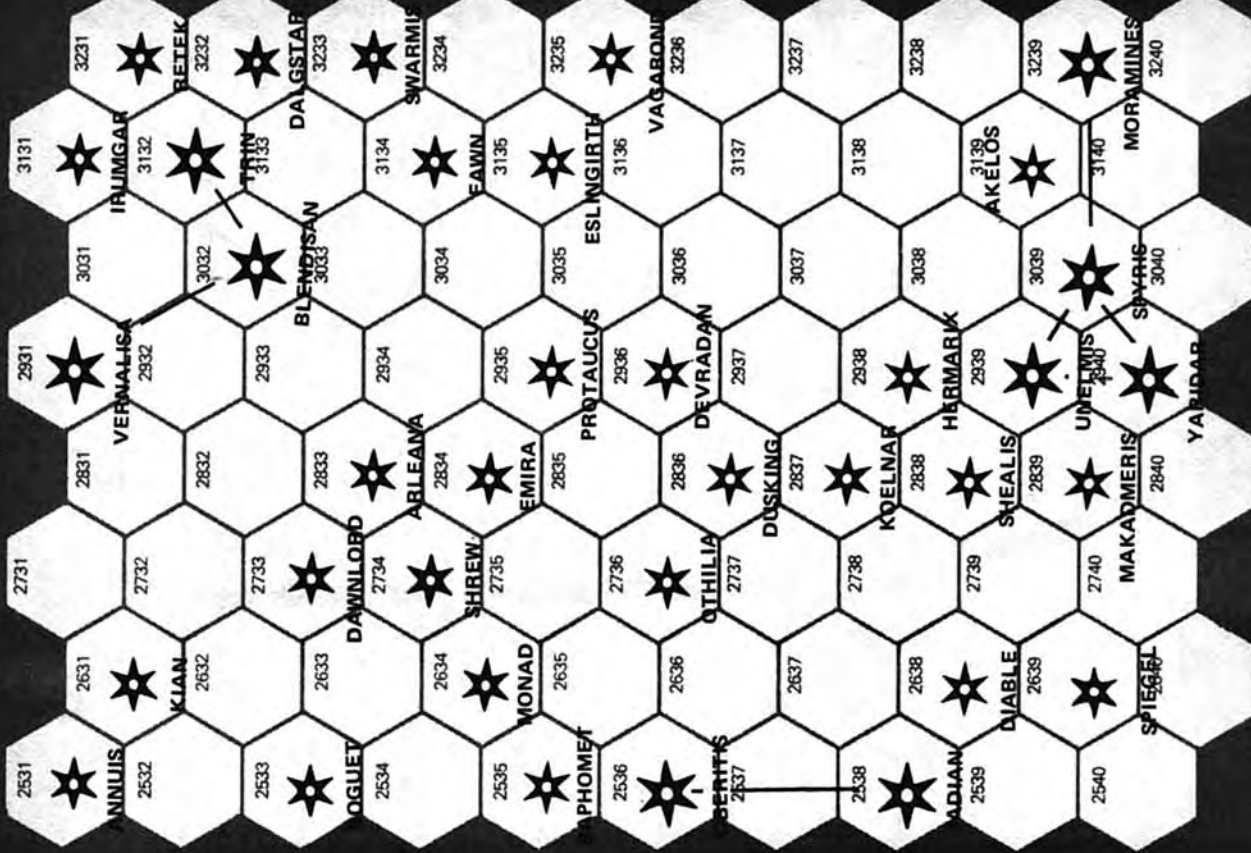
YAKILNET

DIAMOND-PRINCE

MARLA

18

DMs -- 2D roll

Starport
  Size
A	+3
B	+2
C	+1
E	- 1
X	- 4

0 A large asteroid on a rear collision course with the players ship. Roll Maneuver capacity or less on 1D to avoid (DMs -- Pilot Skill). Falure to avoid means taking 1D Hits, as a Missile.

1 Meteor Shower: as 1D6 Laser shots, roll to Hit with DMs of --Pilot Skill.

2 Smuggler Armed Ship: Equal to Type C Cruiser, will attack players.

3 Smuggler Type A Free Trader: Carries Missile Rack and dual Laser Turret, will flee players.

4 Unmarked Space Minefield: Each turn roll two dice. On a roll of 7 exactly, a Space Mine has come into burst range. The players must make a 2 or less on 1D6 (DMs = Pilot Skill) or they come under Mine attacks. Takes four turns to cross. A Mine carries a Light Laser in it. It will fire one shot at the target ship (as a Beam Laser -2) and then ram it, as a Nuclear Missile. It can be destroyed by ECM and Anti-Missile Fire.

5 Scoutship, Type S: Carries two Lasers, will ignore players, but fight back if attacked.

6 Pirate Scoutship, Type S: carries two Lasers and Missile Racks, will claim to be Customs Inspector, close in, and board.

7 Pirate: Roll on Pirate Ship Chart. They will attack.

8 Privately Owned Type C Cruiser: 17 Troops, and 12 Beam Lasers, 12 Missile Racks, will ignore players but attack if provoked.

9 Subsidized Merchant, Type R: If threatened, will flee.

10 Customs Scoutship: carries three Beam Lasers, will pull alongside players and board to inspect. If threatened, will pull away and call for Imperials.

11 Subsidized Merchant, Type M: If threatened, will flee.

12 Pirate Ship: Roll on Pirate Ship Chart. They will attack.

13 Imperial Ship: Roll on Imperial Ship Chart, will try to board to inspect, and will attack at first show of hostility.

14 Private Yacht: Will ignore players, and fire back if attacked.

15 Nobility Owned Yacht: Will ignore players, and will flee if attacked.

Pirate Ship Chart

2 Scout, Type S, Standard, two Pulsed Lasers.

3 Scout, Type S, Standard, two Beam Lasers.

4 Scout, Type S, Standard, two Missile Racks.

5 Free Trader, Type A, Standard, two Beam Lasers, two Missile Racks.

6 Free Trader, Type A, Standard, two Missile Racks, two Sand Casters.

7 Free Trader, Type A, Standard, three Beam Lasers, two Sand Casters.

8 Yacht, Type Y, three Missile Racks.

9 Corsair, Type P, three Missile Racks, three Beam Lasers, three Beam Lasers.

10 Corsair, Type P, three Beam Lasers, three Beam Lasers, three Sand Casters.

11 Cruiser, Type C, three Beam Lasers, three Beam Lasers, three Beam lasers, three Beam Lasers, three Beam Lasers, three Missile Racks, three Missile Racks, three Sand Casters.

12 Cruiser, Type C, three Missile Racks, three Missile Racks, three Missile Racks, three Missile Racks, three Missile Racks, three Beam Lasers, three Beam Lasers, three Sand Casters.

Imperial Ship Chart

2 Scout, Type S, Standard, two Beam Lasers.

3 Scout, Type S, Standard, two Missile Racks.

4 Scout, Type S, Standard, three Beam Lasers

5 Scout, Type S, Standard, three Missile Racks.

6 Corvette, Type LE, three Beam Lasers, three Beam Lasers, three Missile Racks, two Sand Casters.

7 Corvette, Type LE, three Beam Lasers, three Beam Lasers, 3 Missile Racks, 3 Missile Racks.

8 Yacht, Type Y, three Beam Lasers.

9 Cruiser, Type C, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Missile Racks, three Missile Racks, two Sand Casters.

10 Missile Gunboat – Cruiser, Type C, eight Turrets, three Missile Racks each.

11 Cruiser, Type C, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Missile Racks, three Missile Racks, three Missile Racks, three Missile Racks, two Sand Casters.

12 Colonial Fleet Cruiser, Type CPF, Particle accelerator 10 ton bay, four triple Missile Rack Turrets, six Beam Laser Turrets.

Corvette (Type LE)

A light escort craft displacing 400 tons, this class is equipped with Jump Drive E, Maneuver Drive J, and Power Plant J. Performance is 4 g maneuver and Jump 2, with 180 tons of fuel giving a range of two Jump 2s. The Crew of twelve consists of 2 Pilots, Navigator, Medic, four Engineers, and four Gunners. Four triple Turrets are installed, Model 5 Computer is fitted and 92 tons of cargo hold are available.

Colonial Fleet Cruiser (Type CPF)

A 1000 ton Cruiser, with Jump, Power Plant, and Maneuver Drives of V, giving it Jump 4 and 4 gs maneuver. 600 tons fuel provide for Jump 4 or a Jump 2. The Colonial Fleet Cruiser carries 10 Turrets, and a 10 ton Particle Accelerator. (Code 9). 15 Gunners, two Pilots, two Navigators, one Steward, four Engineers, and three Medics make for a crew of 27. A Model 4 Computer is installed and 23 of the 115 tons of Cargo Space are devoted to Missile storage.

Pirate Corsair (Type P)

Displacing 400 tons, the Corsair carries Jump Drive D, Maneuver Drive F, and Power Plant F for Jump 2 and 3 gs of maneuver. The ship has three triple Turrets installed, with varying weaponry. Pilot, Navigator, three Engineers, and five assorted Troopers make a 10 man crew. It holds twenty emergency low berths. Fuel capacity is 170 tons, for three Jump 2s, and cargo capacity is 117 tons with a special cargo bay allowing entrance of a ship up to 100 tons displacement.

The ship contains a Model 2 Computer and can change certain modules and communications modes to disguise its identity.

Encounter Table
Near Small World/Asteroid Belt

1 Smugglers: Roll Ship Type on Pirate Ship Chart. If they are stronger than the encountering party, they will attack. Otherwise, they will flee.

2 Asteroid Swarm: Make three Saving Rolls -- Pilot's Skill or less on 1D. Every miss does one Missile Hit. Roll 7+ to avoid entirely (DM + Pilots Skill + Navigation Skill).

3 Imperial Patrol Ship: Roll Ship Type on Imperial Ship Chart. They will order the party to pull alongside for inspection. Resistance means either Imperial reinforcements arrive and attack (roll 7+, roll two more Patrol Craft), or Patrols attacks.

4 Merchant Class R: Will flee if players show any hostile intent.

5 Free Trader Type A: Will flee if players show any hostile intent.

6 Pirate: Roll Ship Type on Pirate Ship Chart. It will come as close as possible, claiming to be Imperial Patrols and will then attack.

In Town Encounter Table

1) While sightseeing through the town, you hear a commotion off to your right. It is a duel in progress, the two combatants using Rapiers. You suddenly notice one of the observers draw a body pistol and aim for one of the duelists.

2) A light ground car has overturned in the intersection behind you and someone is yelling for a Medic.

3) Stepping out of (whatever building you were in), you spot a Shadow Person attempting to break into the ground car in front of you. The crest on the door indicates that this car is property of the Government.

4) Walking down the main thouroughfare, you are approached by a group of irate citizens. They are heading towards the local officials home to express their dissatisfaction at the low quality police force that allows riff-raff from other worlds to roam freely and unchecked through the city. They are so whipped up that they may try to crucify you. To make matters worse, coming the other way is a squad of riot guards dispatched to quell (or eliminate) the mob.

5) A Guild of Merchants Ship has just landed after a trip to _____. They are setting up shop and have for sale fresh Nefarian Proms, handcrafted Tragian Dreus, and rare Nimaran Star Crystals (10,000 CR per ¼ carat), to name a part of their inventory. They also are carrying a line of communication devices, and medical equipment designed for easy use by amateurs.

6) There is much commotion in the Star Dock Facilities due to the siezure of a privately owned vessel (2% chance it is the players).

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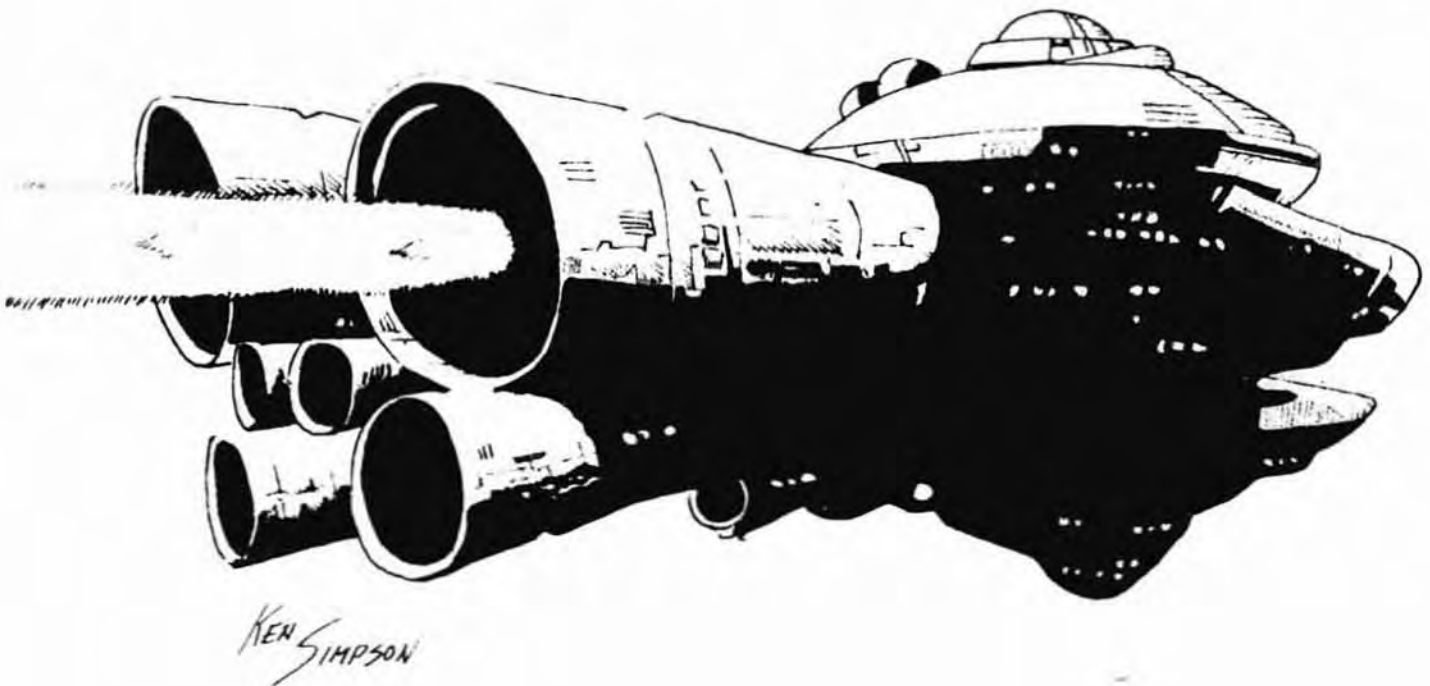
Inhabited Planet

1 - 1 The party is approached by the Recruitment Officer of a Mercenary Regiment. He talks to the party about the "glory, excitement, and profit" to be gained from joining a mercenary unit.

1 - 2 There is a vehicle crash nearby - an overturned ATV or (in cities) a ground car. This will block vehicle and animal-mounted traffic on a road, but will not hinder cross-country travel.

1 - 3 Vehicle malfunction: A minor pump or control has malfunctioned requiring 1D hours to repair. Travelling with the malfunction has a chance of disabling the vehicle -- roll 2D every hour, and a 9+ disables the vehicle, requiring 1D days to fix. The malfunction may be detected on a roll of 7+. DM – plus Vehicle skill, and Mechanical skill to detection roll.

1 - 4 The group is buzzed by an Air Raft piloted by several teenagers. They will make several low passes at the players, shouting obscenities. On a roll of 7 exactly, they will accidentally crash into the players, doing 3D of hits to all involved and wrecking both vehicles. Otherwise, the irritants will go away after 1D passes. If both parties were flying, the teenagers will not crash.

1 - 5 Local Policemen stop the party to search their vehicle and person for "controlled substances and weapons of a illegal nature". If anything of the sort is on board, roll Law Level or less for the party to be arrested (this represents the thoroughness of the search). DM – +1 per level of Streetwise.

1 - 6 A hitchhiker is sighted, asking for a ride. If he is let in the vehicle, he will pull out an automatic pistol and demand that the passengers leave the vehicle. If the passengers comply, he will drive off with the vehicle. If the vehicle is flying, he will not attempt a hijacking.

2 - 1 Tourists: 3D tourists immediately flock around the group/group's vehicle, pointing to various objects, asking stupid questions, and taking pictures. This will slow movement to a crawl for 1D x 10 minutes.

2 - 2 A group of street thugs (ages 16 - 19) accost the players if not in a vehicle. They will draw forth Blades, and one revolver, and demand all of the valuables of the party. If the party is in a ground vehicle, the thugs will follow for a distance of up to two miles. If the players leave their vehicle, the thugs will steal its Hubcaps/Bogie Wheels/Grav Plates/Whatever.

2 - 3 A falling star is seen nearby. It lands within three miles of the party. It is acutally a minor orbiting weather satellite which has fallen to earth. There is a chance (roll 6+ DM – Atmosphere) that parts of the ship remain. In such a case, it will be radioactive on a roll of 9+. This will do 1 hit per 10 minutes to anyone not in protective gear within 20 minutes.

2 - 4 A local military unit passes by. This will block ground traffic for 1D x 20 minutes. The unit approximates a Terran Foot Infantry Regiment.

2 - 5 Sudden Rainstorm: Unexpected flash flood takes place. Animal mounted or walking persons must take shelter, or suffer a 24 hour -2 Dexterity. Vehicles are slowed to ½ speed. Aircraft must roll 5+ (DMs plus Pilot expertise) to avoid being crashed by the storm.

2 - 6 Road reaches destroyed bridge (apparently destroyed by explosives). Ground movement must halt until means may be found to cross the river in question (note that an ATV and a Hovercraft may cross a river at will). On a roll of 8+, the persons who destroyed the bridge are present in hiding – 2D + 6 Bandits. They wear Jack or no armor, and carry Sub-Machine Guns or Carbines. They will try to ambush the players.

3 - 1 The players pass a sign which says "Danger M   Field Ahead". About 1 kilometer later, the players enter a 20 meter deep x 1 kilometer wide minefield. Roll 8+ to strike a mine. A mine disables a vehicle on 8+, and does 4D of damage to all within 5 meters. This minefield is about 40 years old.

3 - 2 A local government Patrol Airs Crew (rotary winged aircraft) passes overhead. It carries two Auto Cannon and three Tac Missiles (6D of damage, disable unarmored vehicle on 6+, armored on 9+). It will ignore players unless they or their vehicle show signs of being either off-world or in a recent fight, in which case, it will land and investigate (four man crew – two troops with cloth and Auto Rifles). If fired upon, it will attack.

3 - 3 The party passes the victim of a recent mugging – a beaten-up old lady (age: 72). If aided, she will thank the party and hand them a 10 Credit bill.

3 - 4 Traffic Jam: the ground vehicle, if any, near a road area jammed with cars, reducing speed to ¼ normal. It is illegal to drive off the road at this location, and a Police Airs Crew (see 3 - 2) is in the area.

3 - 5 A chasm is reached. Ground vehicles will require 8 hours to circumvent this obstacle. Air vehicles are unaffected.

3 - 6 A relic from one of the older wars is passed by. It is a Heavy Tank from Tech Level 7. It carries a large (115 mm) Tube Cannon, which could be repaired to working condition (roll 7+ per week's work, DM plus Mechanical skill). It's tracks are gone, and two bogie wheels are missing on the port side. Its armor is slightly rusted, but intact (105 mm maximum). There is a small hole on the portside of the driving compartment. The engine and driving controls are corroded (and blasted) beyond repair. The tank's rear is scorched from an internal fire in the engine. Roll 8+ to detect this relic.

4 - 1 Rough road from either age or recent explosions nearby – cut speed to ½ for all but Hovercraft and Air vehicles.

4 - 2 Heavy winds – Sandstorm. Vehicles are cut to 1/10 normal speed. On a roll of 8+, they are disabled by getting sand and dust up exhaust and into engine, Air vehicles are forced to either head for a very high altitude or land. They will crash on a 7+ after 10 minutes in the storm. Persons on ground must seek shelter immediately.

4 - 3 Private property: Party enters privately owned farmland/road. They will be met by three men with Shotguns who ask them to leave immediately by the way they came. If refused, they will attack.

4 - 4 A nearby transport accident releases a cloud of poisonous gases. A non-airtight vehicle will be subject to contamination. Each player must roll his endurance or less on three dice or take 1D of damage each hour. The local government has the antidote, which costs 200 CR per dose.

4 - 5 Fog/Mist: Heavy Fog covers the area, reducing visibility to short range or less. Lasts 3D hours.

4 - 6 Infested river: a river is reached, containing swarms of small eaters (1 NG, Hits 1/1, no Armor, 2 Wounds with Teeth, Attack in Swarms of 10D Fish). There is no bridge.

5 - 1 Heavy cloud cover: Flying vehicles must either fly at very high or Nape of Earth altitude to avoid 0 visibility cloud cover. Ground movement unaffected.

5 - 2 Magnetic fluctuation: Compasses are drawn 20° off of magnetic north (gradually).

5 - 3 System D: A group of local Marines are encountered, 2D in number, half of which are drunk (round fractions up). They will invite the players to join them for a drink. Roll 11+ for players to be knocked out by drinking too much (DM – +1 if Endurance 5 –; -1 if endurance 9+).

5 - 4 A starship on a re-entry flies overhead to land (apparently), several dozen kilometers away. If the players investigate, they will find a Type A Free Trader landed near a camouflaged Warehouse, loading goods into its cargo bay. The four man crew is inside the ship, while eight smugglers are loading it up. The smugglers are unarmored but carry Automatic Pistols, and have six Automatic Rifles and two Sub-Machine Guns lying nearby.

5 - 5 Animals crossing the road: 2D of herbivorous Grazers cross the road. It is illegal to kill any of them. The players must stop for 3D minutes.

5 - 6 A rebel fixed-wing jet-propelled Aircraft passes by. If the players are using Imperial equipment (standard ATVs/AFVs, most military vehicles), or are in contact with Authorites, Police, etc., the Aircraft will attack. It carries four Tac Missiles and two Auto Cannons. Tac Missiles: 6+ to hit, 6D damage, disable non-armored vehicle on 5+, armored vehicle on 8+, does 2D damage to disabled vehicle occupants when disabling vehicle. The aircraft is armored as Battle Dress. Energy Weapons or explosives will down the plane on a roll of 14+. DMs – +1 per die of damage done by weapon. An Auto Cannon, LMG, or URF Gauss Gun will down the plane on a roll of 8+.

6 - 1 Players accidentally enter a military target zone. Each turn, roll 12+ for an artillary shell to land near the party. 1D of damage, disable vehicle on a roll of 13+ (DMs plus damage dice done). Air vehicle will be targeted by a surface to Air missile – 7+ for plane to be damaged -- crash and crew takes 2D injury. Roll 8+ for each turn for vehicle to be seen and escorted off by an Airs Crew.

6 - 2 Sudden marsh – reduce to ¼ speed for ground vehicles.

6 - 3 Imperial Watchdog Station - The players stumble upon a hidden Imperial Listening Post -- a short, squat, block building, with a complex Sensor array on top. It is manned by two technicians, and six Imperial Soldiers (Battle Dress, Gauss Rifles, four Grenades, Automatic Pistol). The group will immediately apprehend the party for debriefing and eventual release.

6 - 4 Old Battlefield - An ancient battlefield site is reached. There is a large granite marker engraved "To the memory of those, both Green and Blue, who died for their ideals at Starfall, 360 - 988". In this area there is a very wide (20 kilometers x 40 kilometers) open prarie. Near the center is the junked hull of a 600-ton Assault Boat (the hull is now hollowed out). Around it are three concentric circles of trenches and foxholes, along with six massive mounds (burial mounds for the 6300 dead. Scattered around the battlesite are hordes of twisted metal debris and ruined personal effects (bits of armor, hole-filled canteens, slightly melted pieces of armor, vehicle wheels (also slightly melted), bits of tank tracks, etc.). There is nothing of any use here.

6 - 5 A series of huge explosions is heard and seen overhead. It is actually a faulty missile which has burned up in re-entry, detonating its non-nuclear multiple warheads.

6 - 6 Mirages - A light appears in the distance. When neared, it disappears, and a second light appears further away. This happens 2D times.
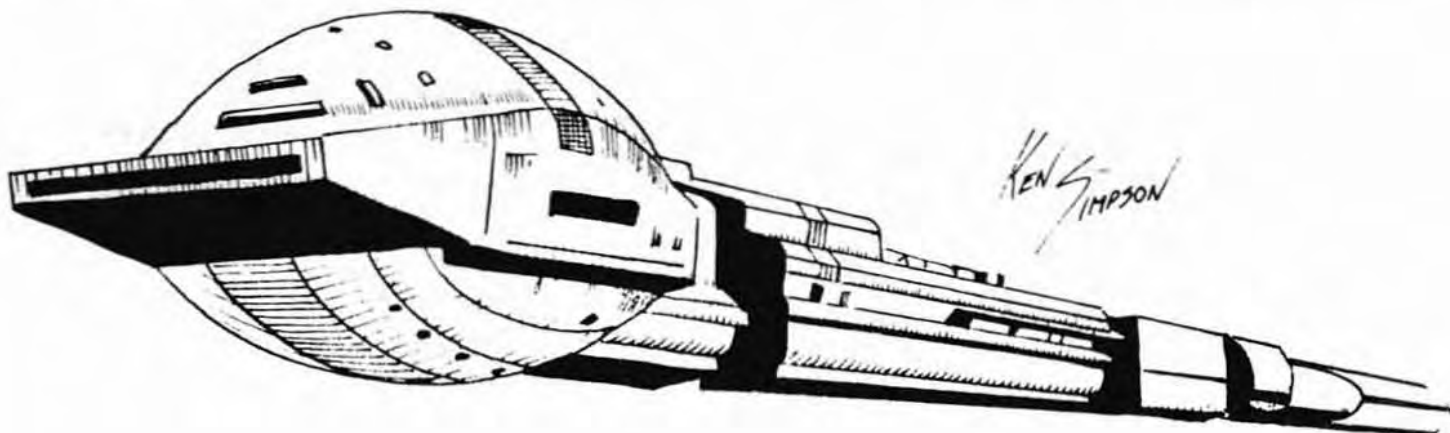
Encounter Table
- Animals on Uninhabited Planet

1) A Psionic Pouncer: Will make a Psionic assault and then attack with The Mindbore, Size: 400 kg, Hits: 22/9, Armor: Mesh, Weapon: Stinger, Wounds: 13. Large critter, vaguely cat-like, with small, beady eyes. Its senses are rather poorly developed, as it can psionically 'see' anything living nearby. Because of this, it probably attacks the vehicle, if any, that the players are in. The Psionic Pouncer is a rusty red color, with a mouth full of many tearing and chewing teeth. Its musculature is just sufficient to move at a moderate pace. To aid in its attacks, its declawed feet have a rear 'spur', or stinger. They are also tailless, having no need of high speed balancing.

2) The Spongepumper: Filter, Size: 50 kg, Hits: 17/5, Weapons: None on 4 kg or larger creatures, otherwise 1D per turn, Armor: None. This creature is a light, but large, spread out creature. It is found in a river bed, with a large central, hollow body, from the sides of which sprout many hollow, bladder like tentacles which it uses like intake hoses, sucking in water from alternate tentacles into a two chambered main body. The upper chamber accepts and holds water, injecting digestive fluids into the water. The lower half absorbs the digested material, and ejecting water out of the other tentacles. Every half hour, the two body chambers pump water into top, top digested water to bottom, bottom used water out of animal. The Spongepumper is immobile, and reproduces by budding. Buds appear on lower body half, where they take nutrients, and after one week, break off to form new Spongepumpers. Note that the Spongepumper seems harmless. However, its tentacles are poisonous as its sole self-protection, and its dozens of fat tentacles almost fill its watery area.

3) The Mudmouth: Trapper, Size: 100 kg, Hits: 17/8, Weapon: Special, Armor as Jack. The Mudmouth is a huge fibery creature, like an upsidedown jellyfish. Its body is of a tough, woody material, with a sac or bowl-shaped main body, and 12 tentacles at the mouth. It's tentacles are rather long, tough, and strong, with a very rock-like rough end, used for burrowing. A Mudmouth lives in a great pit, with its mouth upward and its tentacles out. It's tentacles have leafy sensory organs on the ends, so the 12 tentacles resemble (slightly) a circle of palm trees. It's 'stomach'-body cavity is full of special digestive juices. Watery, slightly corrosive material is near the bottom of the stomach, while a brownish, mud or dirt-like corrosive is near the top. The appearance above ground is that of a clearing 'twixt a dozen or so trees. The Mudmouth encourages this by using its tentacles to brush real dirt and grass over its mouth. It lies in wait, with its bony sac pulled inward. When it detects something on the 'clearing above it', it expands its body, sucking the digestive juice layer and its victim inside. The mouth closes, and the tentacles draw over the mouth. Inside, glands release a catalyst which makes the upper and lower layers of digestive juices miscible. The interior victim is swiftly killed, and digested, during which time the Mudmouth absorbs nutrients from its catch.

Then after 2 to 4 hours, the Mudmouth lets its internal contents separate once more, and waste material is drained into a lower, separate body cavity, from which is dumped into the ground beneath the Mudmouth. The Mudmouth resets its trap.

Reproduction in Mudmouths is sexual – each is hermaphroditic, with male and female organs in the tentacles. Male sperm, in spore-like form, is released into the wind. The leafy sensory organs will catch sperm from wind currents, and transfer it to female organs, where they are combined with eggs. The fertile and infertile eggs are released in late autumn, each encased in a light, pea-like casing. The young then 'hatch' where they land, burrow deep into the earth, where they grow, living on nutrients in a plant-like manner (it is believed that the leafy sensory structures contain chlorophyl).

When a victim is sucked in, the creature immediately takes 2D of Hits, and 1D every turn thereafter. Note that a person inside a Mudmouth is unaffected if in a Vacc Suit, or other pressurized, protective gear. If the Mudmouth is killed, digestion will cease after 1D x 10 minutes.

4) Gapfilters: Filters, Size: 1 kg, Hits: 1/0, Weapon: Special, Armor: Jack. Small, coral-like creatures, they grow in great masses. They usually form loose, hollow structures which look solid. Each individual filter has a small cylindrial body, a tube operates both ends, with tendrils at each end. It secretes a tough, rock-like coral substance, which hardens into a tubular structure, about twice the size of the animal. Tendrils form water currents, drawing in water-carried nutrients. Often in areas where dead Filter 'skeletons' are atop living filters, an air bubble is formed, with a close-knit framework of brittle coral above the bubble. Because of the bubble at the top of the gap, the water at the bottom is usually very concentrated with digestive juices released by the 'corals'. In near surface areas, these are traps for the unwary -- stepping upon the gap usually leads to falling through into a hole full of acidic water. Creatures thus caught near seashores, where the filters are common, take 2D of Hits upon falling, and if unconsious, 1D each half-hour thereafter, not counting drowning damage, if any.

5) Grubber: Grazers, Size: 800 kg, Hits: 17/8, Weapon: as Broadsword, Wounds: 24, Armor: as Cloth -1. The Grubber is a very large, chitin-covered insect-like beast. It has very large front claws, shaped like a digging tool, useful for digging out the roots, larvae, and grubs it feeds upon. It, if irritated, will strike out with one (and probably crush its targets chest into its hindquarters), but otherwise it ignores others.

Its armor is very tough and flexible chilton, but it's internal structure is very soft and mushy in the central section, so if penetrated, it is fairly easy to kill.

The Female Grubber is marginally larger than the male, but slightly weaker, so it can be treated as a male Grubber.

6) Rabzol: Intermittent, Size: 50 kg, Hits: 16/11, Weapon: Claws, Wounds: 1, Armor: None. The Rabzol is a large lizard-like critter, with four thin legs ending in three-toed clawed feet, the claws being mainly suited to clinging, but usable as weapons. The Rabzol has a beaked upper jaw and a drill-like tongue, which allows it to feed on the sap of trees. Its main defense while feeding is its protective smell—it repels all predators with a horrible smelling and tasting skin secretion. Its tail is rough on the underside, as is his belly, to help him cling securely to tree branches, and trunks.

The Rabzol is usually harmless, but when surprised it can fling drops of musk with its tail up to 40 meters. It's musk will only wear off after several years in fabric, but metal can be cleaned of it with an abrasive material. The Rabzol's mating habits are little known, but are suspected to involve its awful smell, and it lays eggs.

7) Springal: Gatherer, Size: 25 kg, Hits: 11/9, Weapon: Body Pistol, Wounds: 5, Armor: None. This creature is an anphibious type, spending most if its time near water, the rest in water. It prefers seaweed and other underwater plants. It has a wide, four-legged body, a flat, rather 'boomerang' looking head, and a long snakey tail. Its front feet are webbed, with four toes each, but the back feet have fins. The tip of the Springal's tail secretes digestive juices very slowly, forming a sort of loose blister, which hardens to a pellet filled with digestive juices loosely attached to the tail. The Springal, while on land will fling these at prey with surprising speed and accuracy, penetrating its target with digestive fluid. The creature dies, and the Springal sucks out the creatures digested innards. This works on creatures up to 5 kg. Each blister weighs about ¼ kg.

The Springal's mouth is small, with a pair of fangs used to open a creature to reach its digested soft parts.

The creature lays soft, jelly-coated eggs.

8) Hardbeaks: Flying Hunter, Size: 12 kg, Hits: 8/7, Weapon: as Broadsword, Wounds: 13, Armor: None. The Hardbeak is a fair-sized bird, with a very large beak, shaped vaguely like a sickle. It can eat plants when meat is unavailable, but it prefers meat. Its attack method is a screaming dive with its irregularly shaped beak. It makes a rear pass, slashing the victim with its beak, and then hovering and waiting for it to die. The Hardbeaks attack in groups of 2 - 12. They generally rest in the ground at the base of a tree.

Encounter Table General On Uninhabited Planet

2   Meteor Swarm: On a roll of 12 exactly, a meteor has struck the party or party's vehicle. It will breach a Vacc Suit on 5+, or disable a vehicle on 9+ (holing it on a separate roll of 10+). Applicable only in atmosphere 0 - 2.

3   Soft Sand Terrain: Hovercraft create a great cloud of dust, reducing visibility to close range. Wheeled and Tracked vehicles are stuck, and must be backed out of sand (5+ per 10 minutes to get vehicle out). Animal/Foot movement is slowed to ¼ speed.

4   Chameleon: A large "rock" turns out to be a huge Crustacean creature: Size: 400 kg, Hits: 25/9, Weapon: Stinger, Wound Points: 17, Armor: None, Type: Pouncer, Attack 6+, Flee 11+ at Double Speed.

5   Dangerous Flora: A group of weed are encountered, which will fire thorns as Body Pistols if touched, 2D thorns in one big burst.

6   Radio Interference: Radio transmission becomes impossible.

7   Very rough Terrain: Reduce ground speed by ½.

8   Gigantic Herbivore Grazer: This creature, if frightened, will trample anyone in its path, Size: 3600 kg, Hits: 54/21, Weapon: Hooves, Wounds: 27.

9   Poisonous Cloud: Applicable only in tainted atmospheres, or Types A, B, and C. If players have breathing gear, but no skin protection, they take 1D of Hits. If players have no protection, they take 1D Hits per turn for 2D turns. Players in a protected vehicle, or in full protective gear, are unaffected.

10   Seismic Tremor: Characters must roll Dexterity or less on 2D, or be knocked down for 1D Hits. Aerial characters or characters in a Hovercraft are unaffected. Vehicles must stop movement, or suffer possible overturning (one roll of 9+).

11   Trail narrows dangerously. The current trail moves along a mountain/cliff side too narrow for vehicles. Movement on foot or animal is normal.

12   Sandstorm: Aerial vehicles must land or head for high altitudes, ground vehicles must cease movement, non-vehicle carried persons must seek shelter.
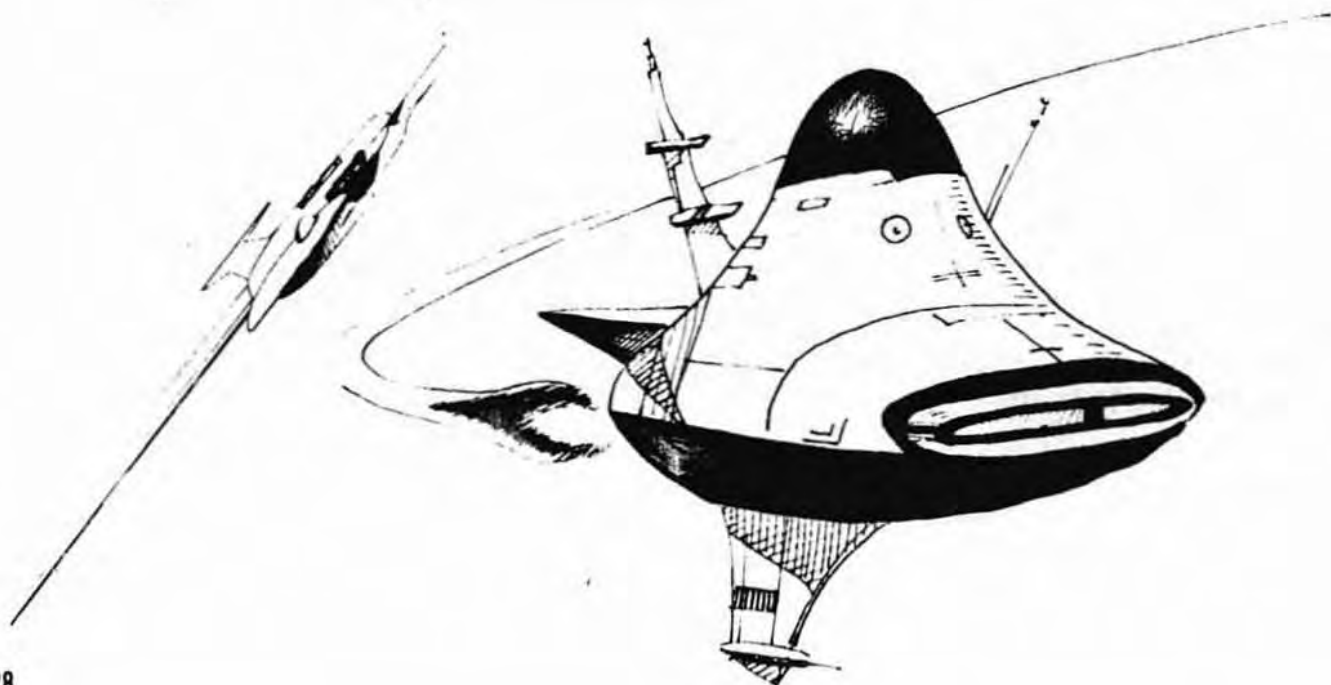
Rumors

While in a newly opened tavern on _____, you have overheard a rumor of someone willing to pay 30,000 CR to anyone who will take him to Tancred.

Rumor has it that recently a House of Minnara official was arrested for having supported a Belter uprising in the _____ Sub-sector.

The latest bit of information from the Hiring Hall is that the Entertainer's Guild is going to start hiring mechanics and pilots for their new class of ships, the Psaltry Class.

During an overhaul of your ship, you overheard two workers talking about the sudden disappearance of local agitators supporting the overthrow of the Corporate Authority.

Reportedly a ship carrying artifacts of the first Solomani Expansion was siezed by local forces, but no official mention of this has been made.

There is a persistant rumor going about, on many worlds, that the Planetary Navies are going to be disbanded, and the members and vessels be absorbed into the Imperial Navy.

A ship bearing the yellow corona, red disk center starburst crest of the House of M'lar, was seen heading in the direction of the Kagima Confederation.

It has been rumored that an unarmed party is interested in purchasing one of the five Hunter Class Scoop Ships.

Recent talk has carried with it the suggestion that due to the untimely death of Thantas Demos, of the House of _____ , great confusion has been created among the first families in their struggles to sieze control of the vast Merchant House.

Prior to entering your ship, you overhear two men discussing a job offered by Land'Anash, an animal shipper, living at 1529 Talbat Centre.

Unconfirmed reports have it that a shipment of small Arms and Ammunition were highjacked by Pirates last month, and that some of these weapons have turned up in The Spinward Marches.

Rumor has it that the Imperial Redundancy Ministry of Redundancy has newly opened its offices for the second time.

The Emperor's missing heir was surprised and kidnapped by brigands in the _____ Sector.

News

Current News has it that the Emperor's only male heir was last heard from as his private Cruiser entered the _____ Sector. A reward of 500,000 CR has been offered for news of his whereabouts or return.

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Bawar C 600412 2222

A dry, airless world, this planet has become an almost ideal Mining Colony. The all but non-existent gravity allows to high yield mining with reduced costs. The planet is run by a consortium of smaller companies, and offers openings for any small sized mining company with the capital to survive. Coal, Iron, Aluminum, Uranium and some Silver are to be found in abundances throughout this 8,900 kilometer diameter planet. Many small outfits of retired Belters have opened shop in the 'frontier' territories. Other than Mining considerations, this planet has become a key Training Base for the Imperial Navy, who utilize the rough terrain and isolated cities and towns as 'targets' to train cadets in null-gee surface tactics and near space combat indoctrination. The planet has become a spot for tourists (in Vacc Suits) who are interested in spending a few days 'trying their luck' mining for Silver. As a side role, one of the tourist and historical attractions is that this world boasts one of the last remaining, and still functioning Mass-Drivers in the Imperium.

The planet has also become a prime location for research into Solar Power, and a small industry in the manufacture of Power Cells for export has sprung up.
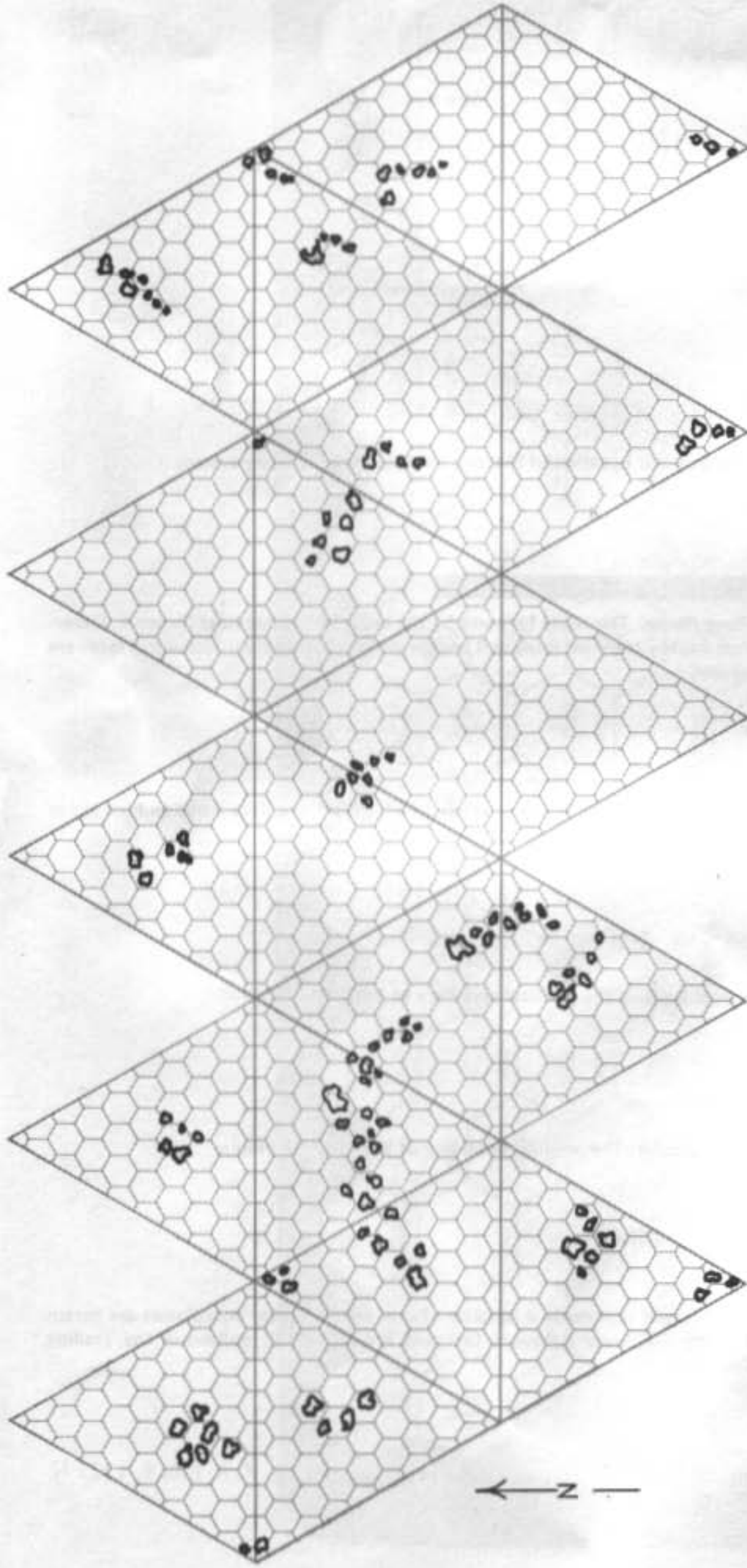
Drewatol E 68A654

0902

The sole inhabitable planet of this system is the fifth planet which is a small world, 92% water covered. The loose knit Feudalistic Government is going into a somewhat regressive state, their being near total Anarchy prevalent at this time. Although Anarchy has reigned nearly 300 standard years, destruction has been relatively minor due to the great respect that the average Drews has for others property. Drews in general have adjusted to the situation well and only recently have any groupings bigger than the family-clan began to develop. None of the presently forming tribal warrior groups have gained a large following or sphere of influence due to the limited transportation afforded to a low tech level waterworld. Owing to their extreme scarcity, metals of any sort are extremely valuable. Drewatol's most valuable commodity is the Rinlarnex family of Anti-Toxins, which can be derived only from some of the marine life in Drewatol's waters. Few off-worlders know just which species are valuable for this. Now that the ban on off-worlders ocean access has been lifted, a few small fishing concerns have begun a profitable trade. Also unique to Drewatol are the family-clan obilisque replicas which are reknowned for their intricate carving and rarity which stems from the fact that a family can give but one replica every 50 years. Drews are becoming increasingly ambitious to gain new technology and to do so, many individual Drewatol families have arranged with the travellers agency to adopt an off-worlder into their family for a period of several months to a year. This has made Drewatol a popular vacation spot for the adventurous traveller.
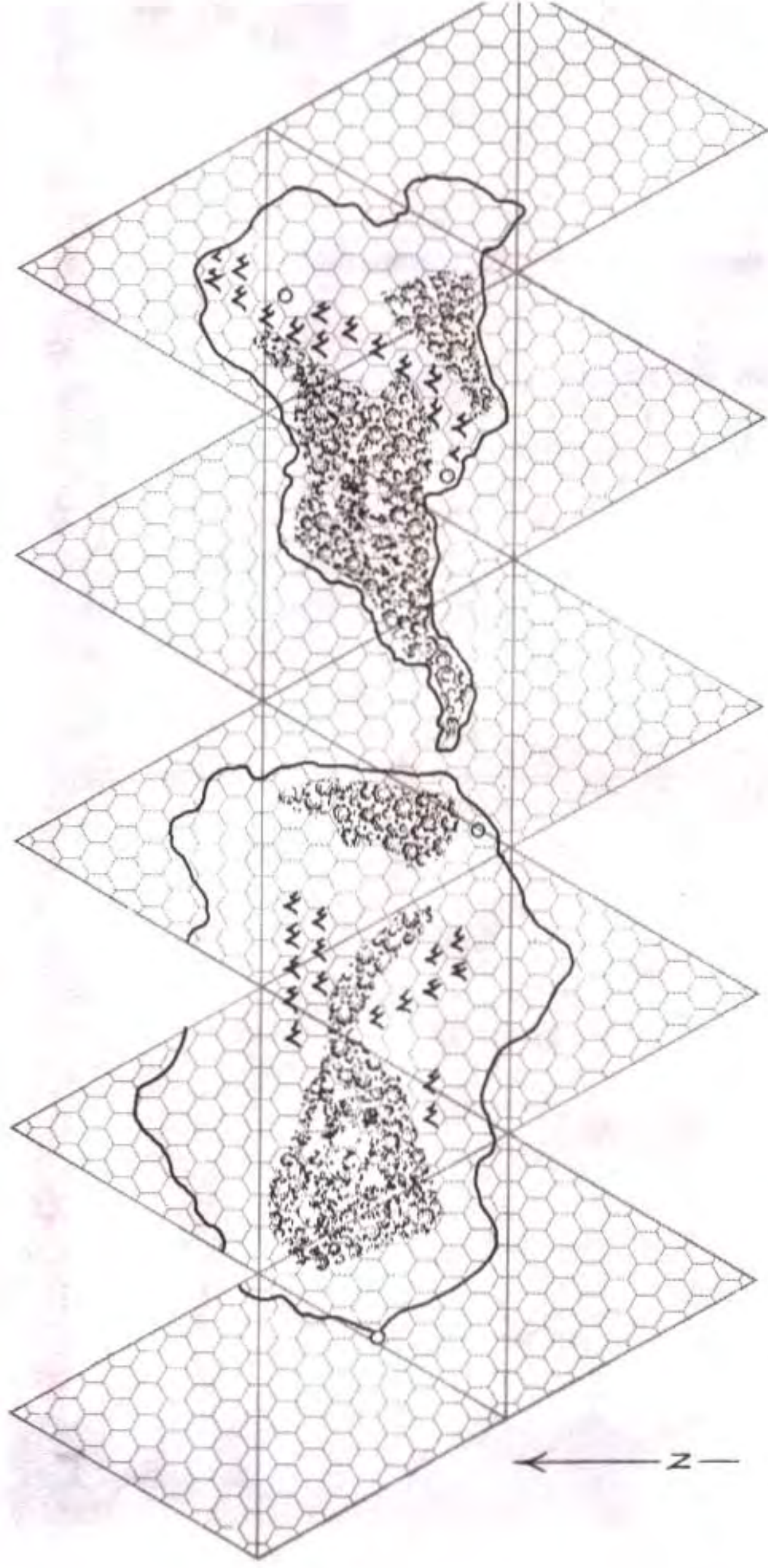
Foulcloud D 797410

0237

This planet bears the long-aged scars of a massive thermo-nuclear conflict. There is hardly an area on this moderate sized sphere (equatorial diameter, 11,430 kilometers, equatorial circumerence, 35,908 kilometers), that did not undergo bombardment. Radiation levels are within tolerable levels for humankind, and give an idea as to the time of the conflict, approximately 70,000 PI (Pre-Imperium). Little is known of the original inhabitants of this world, other than the fact that they were very war-like. Recently the planet has been lifted from Interdict, placed while surveys were conducted to determine if any surviving decendants could be found, to conduct archeological surveys, and to search out items inimical to man. Very little filled either category. The planet has been opened "to colonization by any person or persons who have demonstrated a willingness to make this a permanent settlement and to work towards the eventual reclamation of this world as a productive area". As of yet, several settlements have been established in preparation for the anticipated flood of colonists.
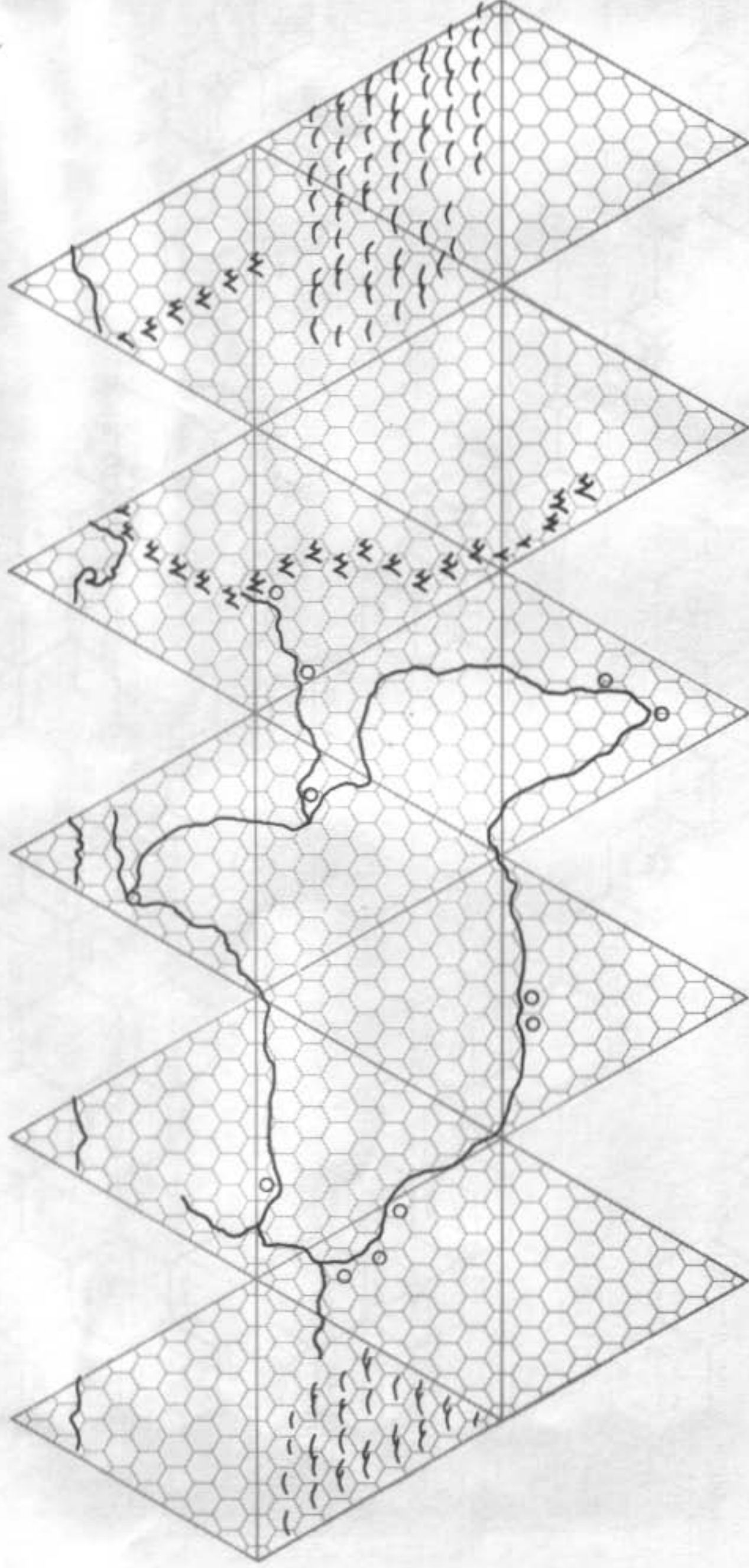
Kitron   B 454570   0320

This small sized planet, equatorial diameter of 6,000 kilometers, has made its mark in the logs of many inter-system joy seekers. The major attraction of this world is the near to lawlessness which offers to many the chance of speedy gratification of desires. Recently the Imperium has established a garrison with the intention of clamping down of the free-for-all attitude, but have not had too much success in taking a grip on the situation. The planet surface is rich in many of the precious stones and minerals which have become scarce on the longer established worlds. Indigenous to the planet is an interesting form of life closely resembling the Guinea Pig, but forming very tight empathic links, making this a much desired pet. The major disadvantage is that for reasons not yet uncovered, these animals are unable to reproduce off-planet. A thriving business in the export of these animals has spawned a rapidly expanding economy.
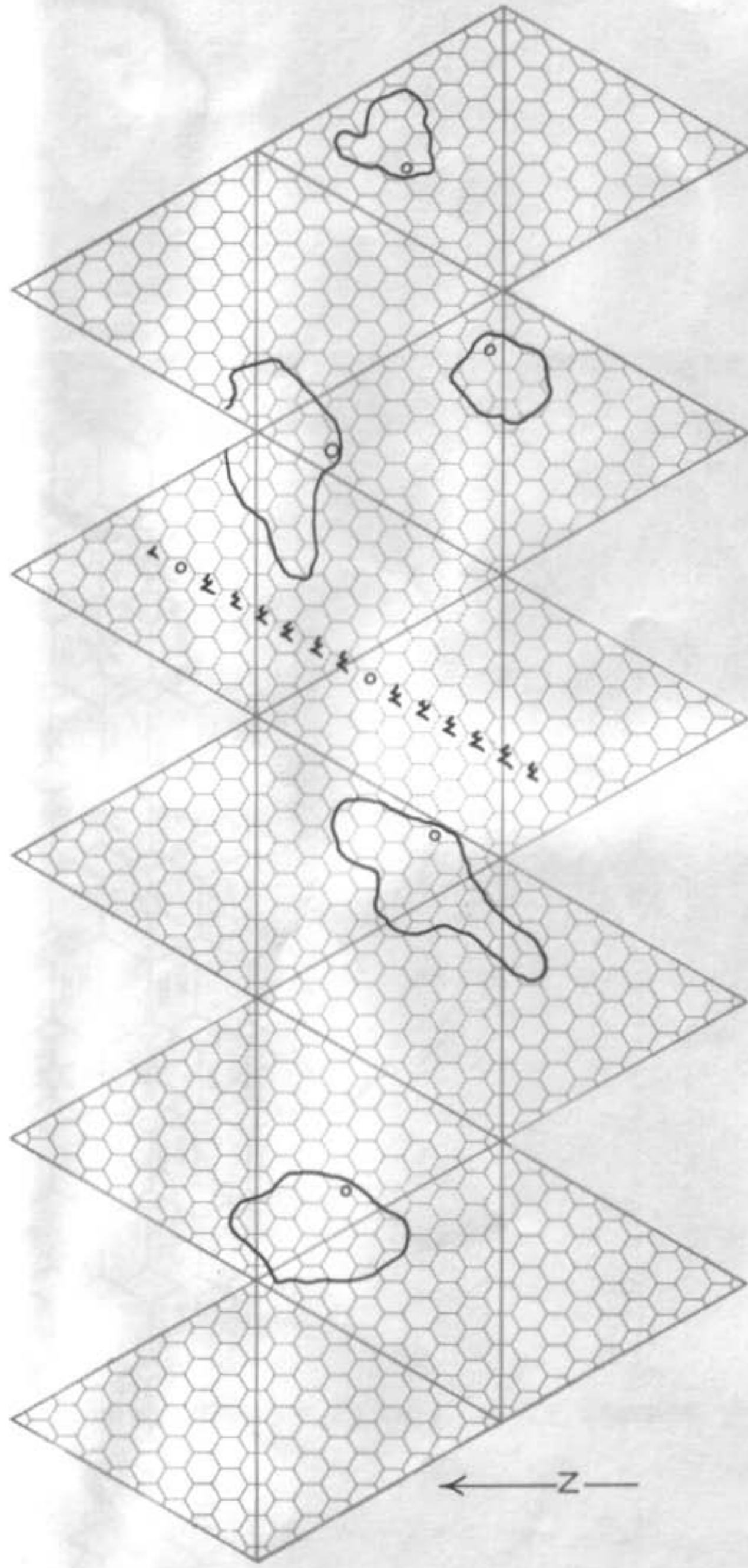
Kzimus   D AC9477

1519

Another moderate sized planet, some 17,500 kilometers equatorial diameter, 54,980 equatorial circumference, this world is well known for the high sharp mountains rising out of the coppery colored seas. There are some large land masses on this 90% waterworld. Those land areas are all but totally under the control of various corporations whose industrial centers mine the rich aluminum deposits and procure the raw ore into light weight structural parts used throughout the organized systems. Many private research outposts have been set up along the mountain ranges conducting enquiry into many and varied subjects. One of the more useful aspects of the planet is the computer net connecting these stations which is available to use by passing vessels with the proper authorizations from the local garrison commander and the proper fee. Other than aluminum products, there is some exportation of the sea water and local sea creatures, to curious collectors and several aquariums on the more popular worlds.
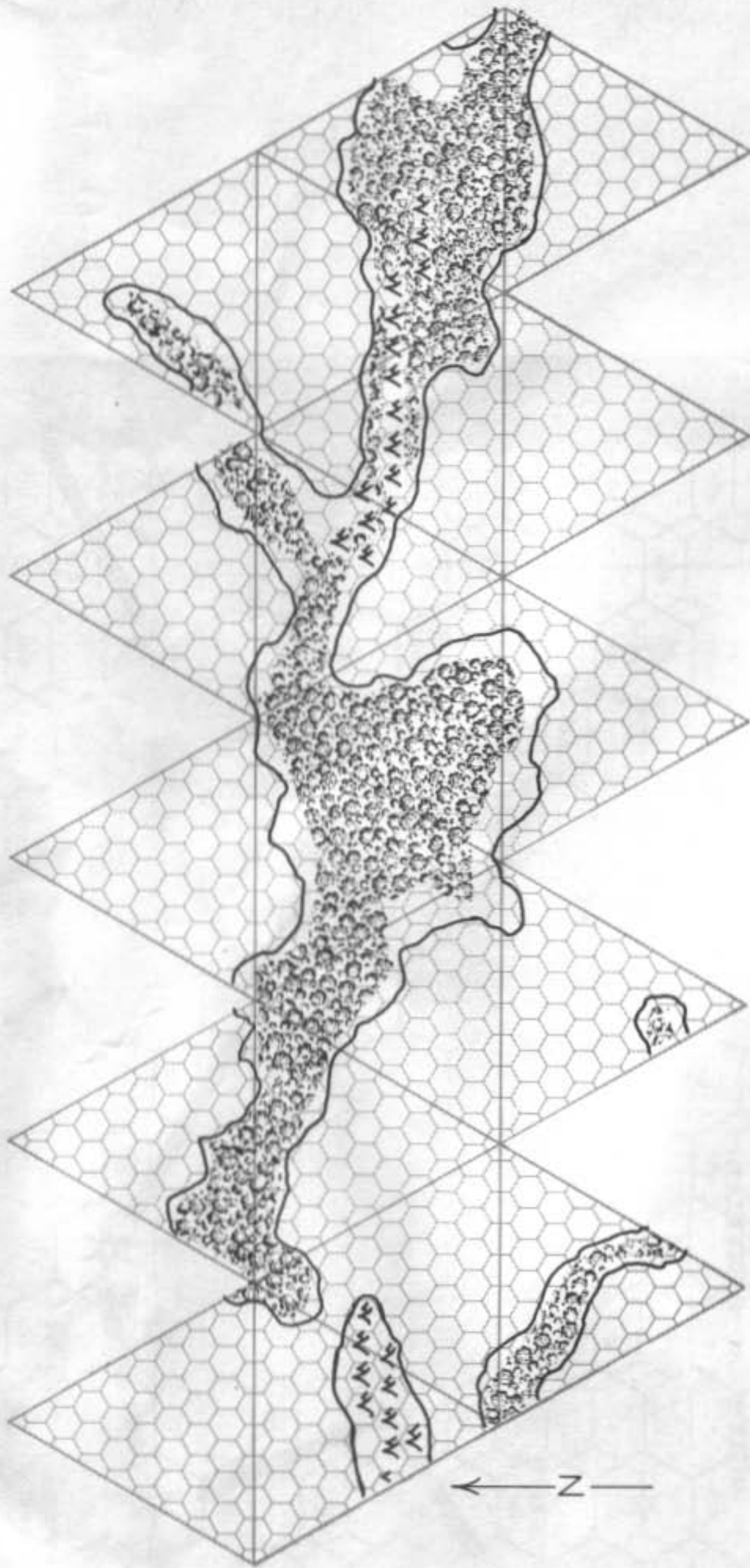
Langhorne B 6857734 0428

A moderate sized planet with an equatorial diameter of 12,900 kilometers and an equatorial circumference of 40506 kilometers. A standard class atmosphere encases this incredibly fertile world. The vast majority of its land masses, and some parts of the teaming seas are used for agriculture. The abundance of foodstuffs of many kinds has resulted in the development of a massive export based economy. Several Star Ports service this world, taking off the much sought after fresh foodstuff and are the gateway for the needed agricultural machinery and light industrial equipment to keep the several small manufacturing centers functioning. The continual availability of fresh foodstuffs has made this planet a prime stop for many liners, private ships and long duration military craft. An Imperial garrison has been set up at the request of the inhabitants to prevent any sneaky doings of competitor food conglomerates and 'private' loading in the dark of night.
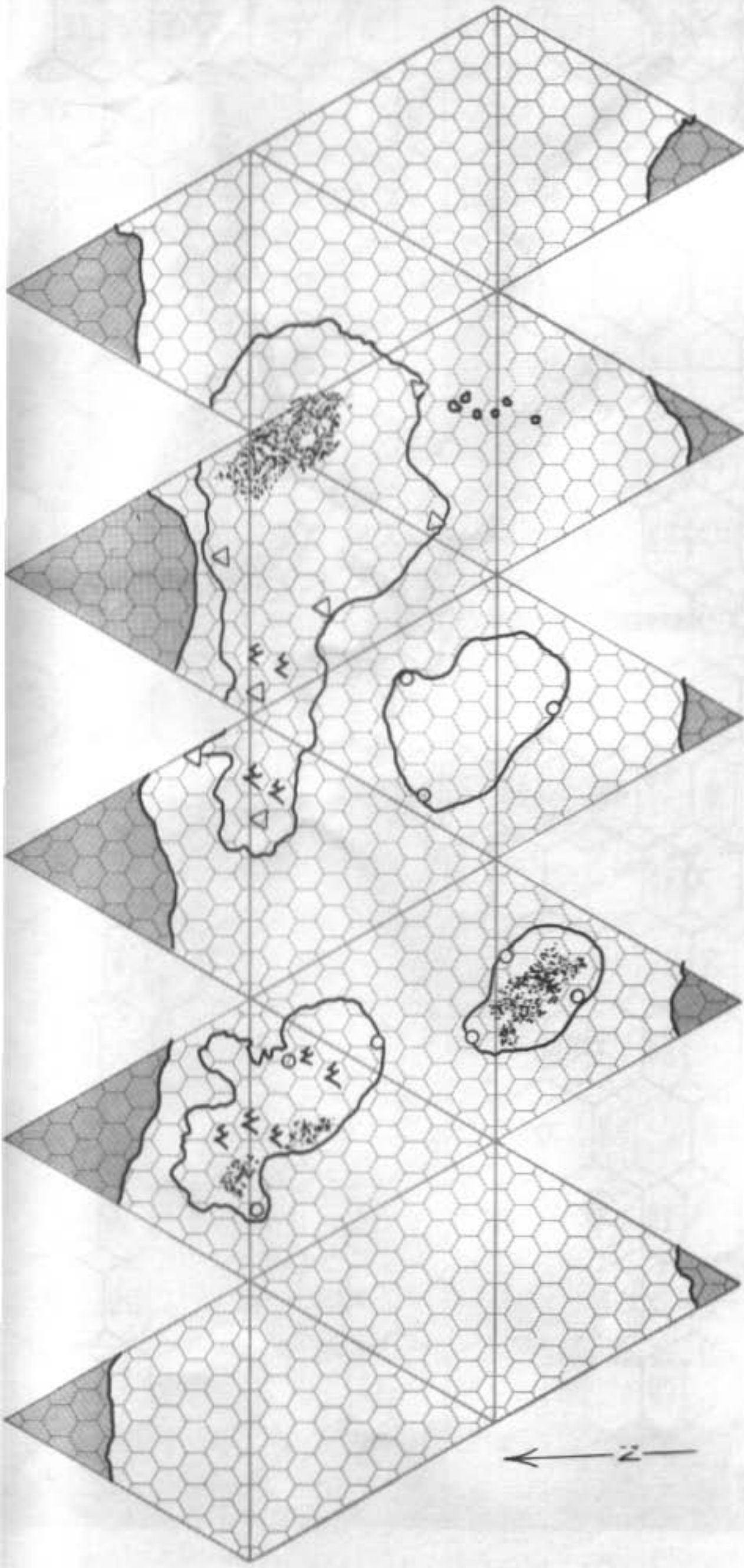
Winelisk D 7677C   0209

A calm, quite relatively sedate world, this planet is characterized by the smooth, rolling lands and gently wafting breezes. Weather patterns are normally calm, with about two major storms in a year. Life here has a very low keyed pace and is often frequented by convalescent patients. Upon discovery of this world, it was first decided to limit Human interaction with the race found already to be there. This race is almost identical with Human-kind, with the more notable exception being an opposable thumb on each side of the hand. General Human interaction was permitted upon discovery of the natives almost total acceptance of Human ideas and technology. The natives are at a technological level near that of 18th century Earth, and have shown no influence on their life style by Human presence. They are willing to share their world on the condition that Humankind 'share and share alike'. These people have developed Jewelry to a fine art and their products are in high demand by citizens and passersby alike. To preserve their way of life, they allow no Human technology in direct contact with the young. This race obviously has a high degree of inate wisdom and it is expected that philosophers and metaphysicians will flock to this world.

HIGHLORD

Subsector Name: Designation of administrative region.

Stellar System: Location of Star and its associated planetary system.

X-Boat Route: The route followed by the Imperial Express Boat Network. Generally the most heavily travelled route and one for which continually updated trip tapes are always available.

Regular Route: A route along which scheduled shiping lines move and for which continually updated trip tapes are usually available.

Imperial Border: The political boundary of Imperial Allegiance.

Empire Border: The political boundary of the Sydymic Empire.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein deliniated in the traditional Solomani Canmoid Projection still utilized in the Trailing Frontier Zones.

Map Section 2

Map Section 3

DIAMOND-PRINCE

OUTWORLD

Map Section 6

MATARSHAN FEDERATION

NIGHLORD
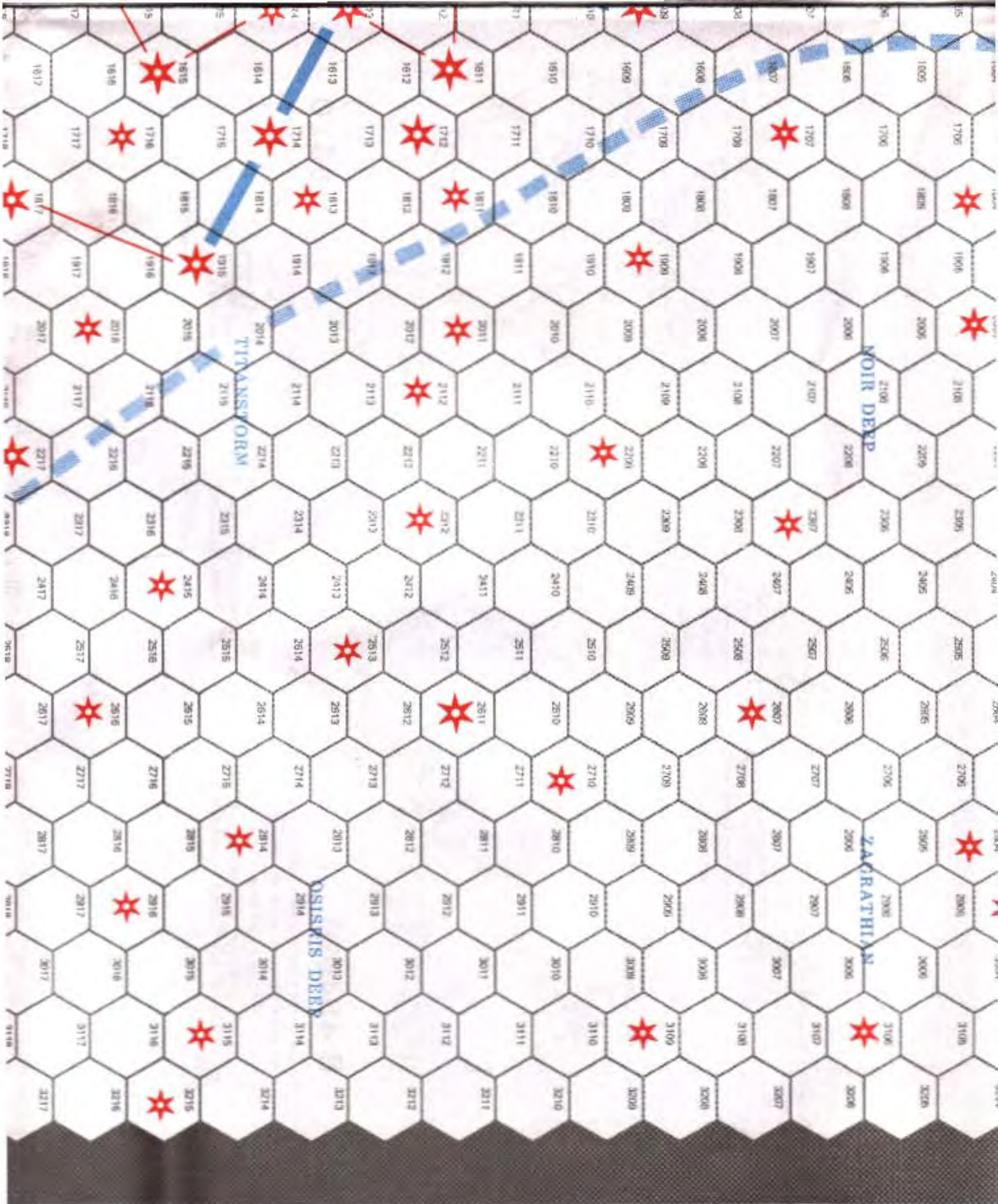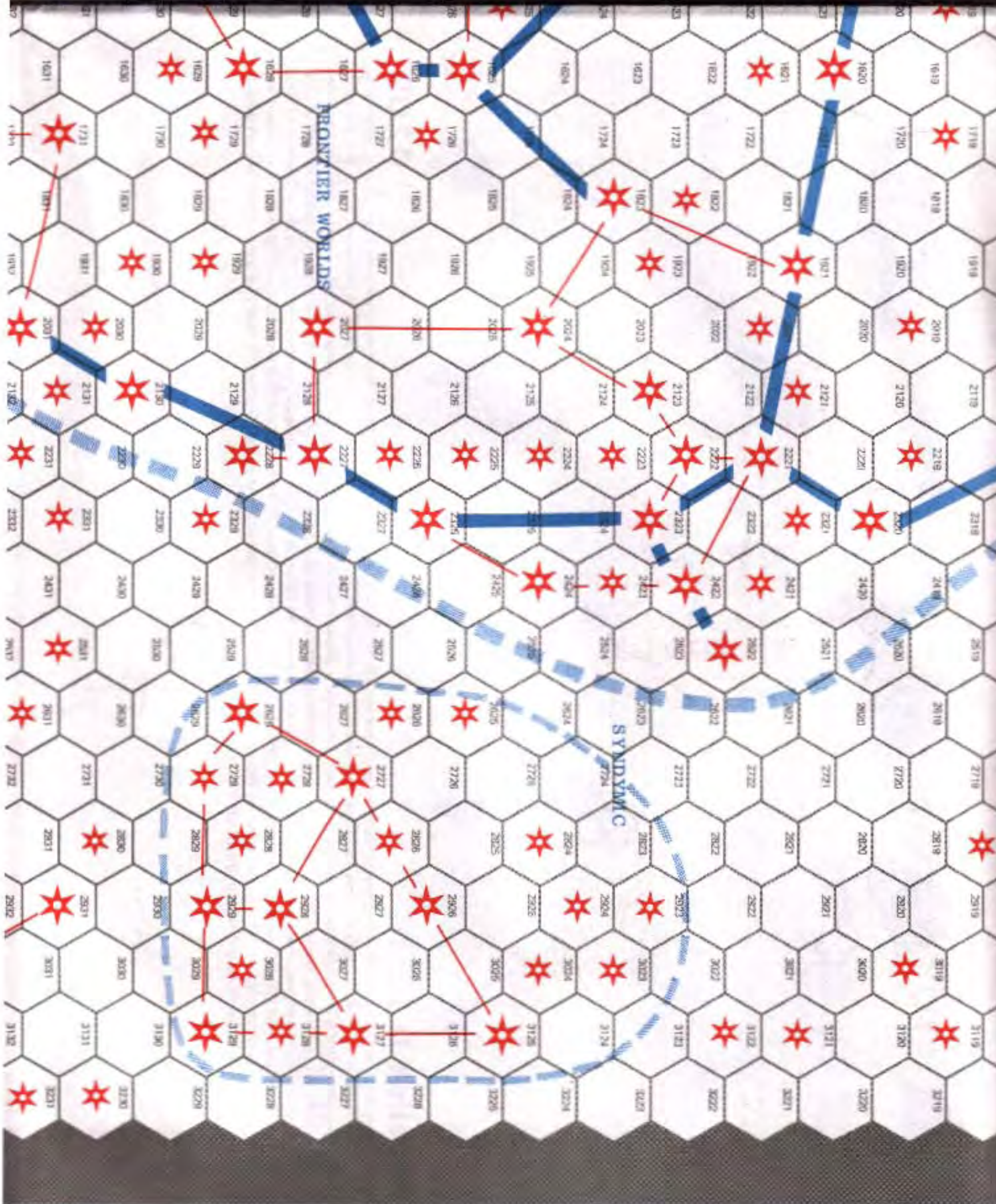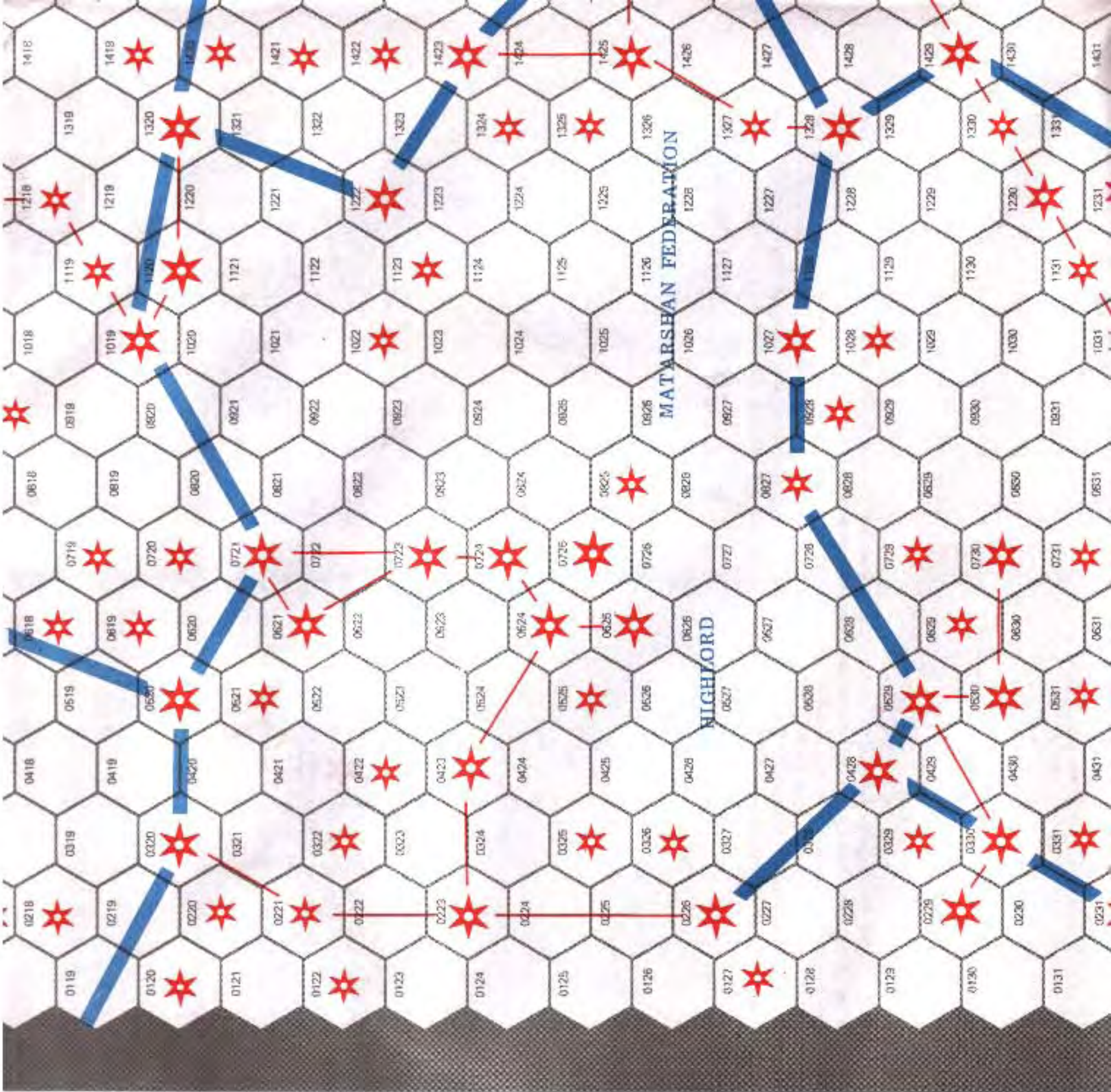
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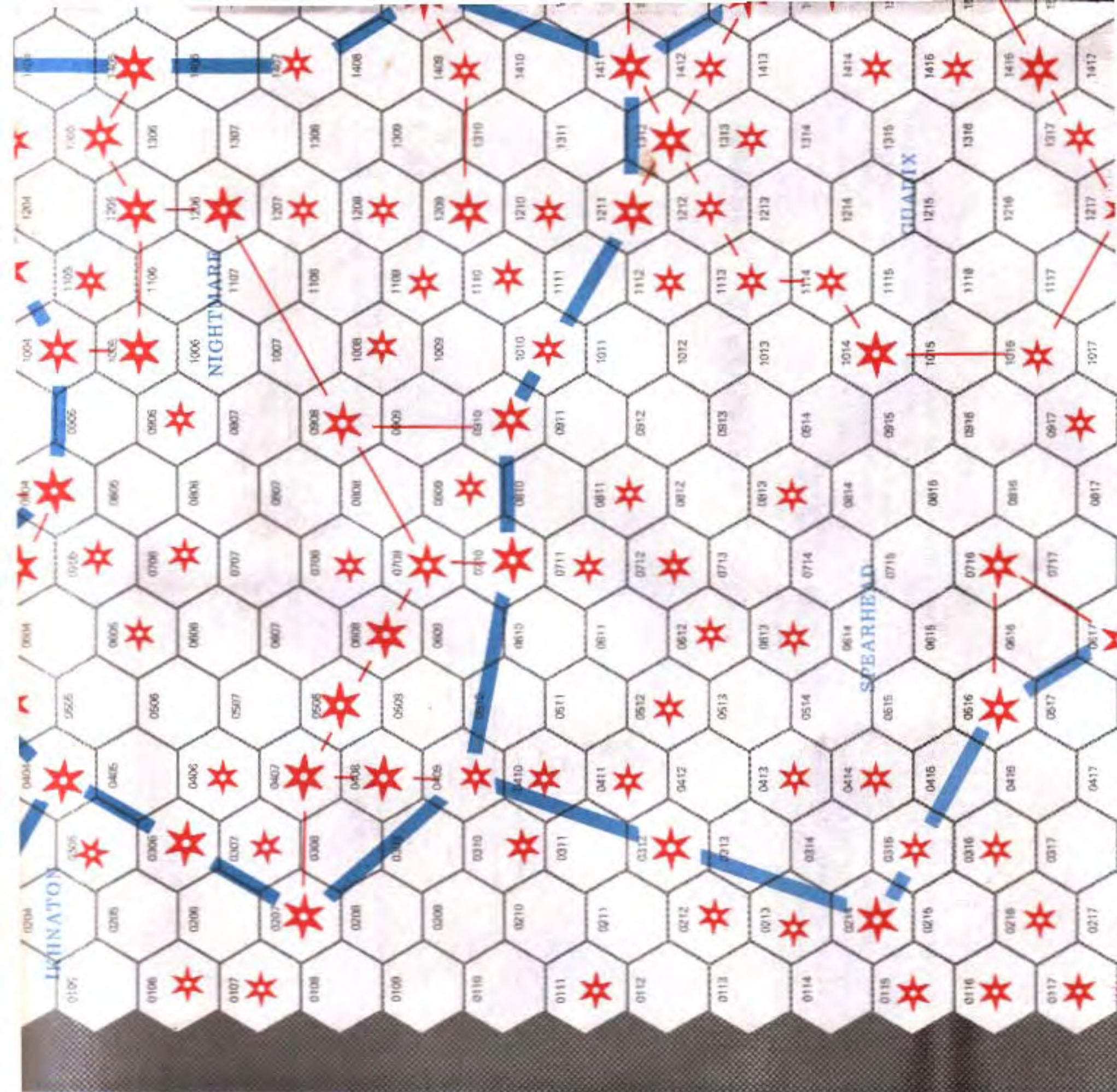
DARTHANON QUEEN

Science-Fiction Adventure In The Ley Sector

Adventure Approved For

TRAVELLER™

350
$3.50

Table of Contents

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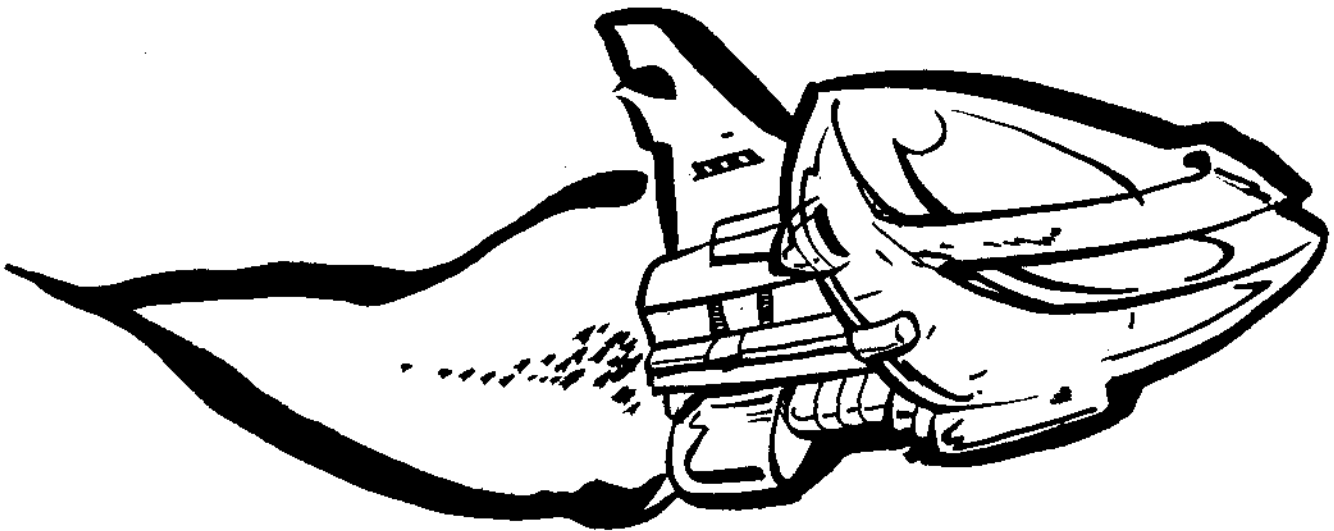
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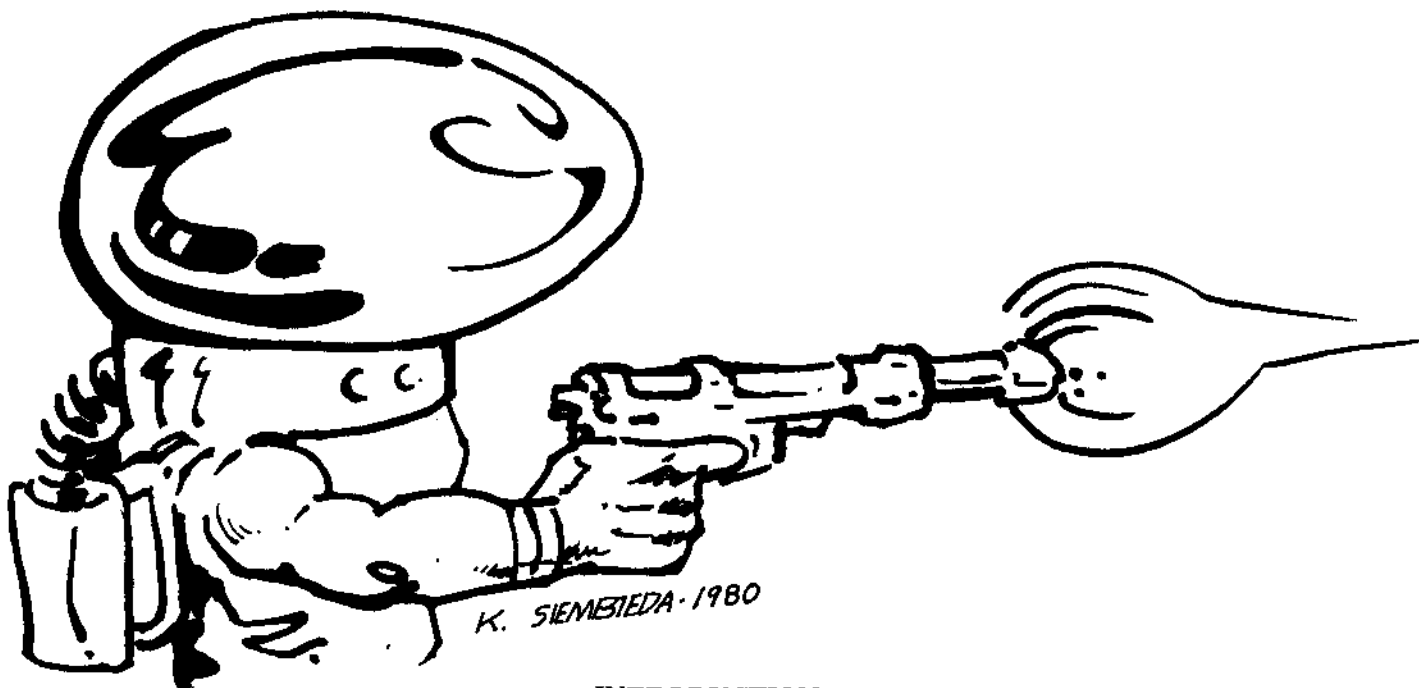
INTRODUCTION

This booklet is designed for use with Traveller tm, (Books 1, 2, 3, and 5), and require paper, pencils, and at least three six-sided dice.

Notes on Play

All scenarios in this adventure take place on board the Darthanon Queen, a standard Type M subsidized Merchant currently in the service of the Val'Tor Lines, on the Jumhuriyah to Gheelis run. The Val'Tor Line is partly subsidized by the Imperial Government to provide Courier Service in Subsector Guadix Drift.

This particular adventure is meant to be administered by a Referee and is taking place on the route between Jumhuriyah and Gheelis in the Guadix Drift Subsector of the Ley Sector on the date of 215-1106, but may be placed elsewhere or modified as needed to suit the Referee's particular campaign. The current situation aboard the Darthanon Queen is as follows: the Engineering Section is heavily damaged and open to vacuum and the Control Room is also heavily damaged in Scenario II only; the Ship's Computer has been reduced to level one in all Scenarios.

Scenarios

The Scenarios in the Darthanon Queen may be used separately or combined at will by the Judge.

It is suggested that this adventure be read through by the Referee before play and the Dyson's special abilities have been generated, if the Dyson is being used.

To keep the balance of play, approximately 5 to 8 characters should be the limit with at least two crew members alive along with four or more passengers surviving.

If the Dyson is in play, its movement through the ship may result in light to serious damage in any room it enters. Since the Dyson is semi-intelligent, it should be played with care.

The Dyson will only attack when it is surprised, is attacked, or has the advantage. The Dyson is located in any Stateroom, on Deck Two in Scenario I and in Low Passage Compartment No. 1 in Scenario II. It will stay in the general area until it senses the players.

Upon the destruction or capture of the Dyson and the recovery of the ship, the Val'Tor Lines will give 1,000,000 CR for the return of the ship.

If the players get greedy and steal the ship (a dumb move if playing Scenario II), treat the ship as if it were pirated and make the appropriate checks for repossession attempts when necessary.

Scenarios

The Scenarios in the Darthanon Queen may be used separately or combined at will by the Judge.

Scenario No. I
The Dyson Wakes

Barret Graham, a leading Zoologist in the Ley Sector, is returning to his home world of Permia, with a collection of specimens for the University of Permia Science Department. Due to the size of Doctor Graham's collection (almost 130 tons), he has booked the entire Cargo Hold and both Low Passage Compartments to transport it. The Doctor has high hopes that one particular specimen found in an apparent hibernation may be a possible Ancient though all attempts to revive it have been unsuccessful. This specimen is in a portable low passage berth stored in Low Passage Compartment No. 1.

As luck would have it, a pirating Scout Ship has picked this trip to attack the Darthanon Queen as she was preparing to jump into hyperspace. In the running battle that followed, the Pirate was destroyed but not before it had disabled the Computer and the Engineering Section.

The Maneuver Drive was destroyed and the Power Plant was reduced to 20% effective power. To conserve power, the Captain cut out all nonessential ship's functions. Unfortunately, this included power to the portable low passage container, holding the Doctor's prize specimen.

As the crew and passengers waited to be rescued, the Dyson, as it called itself, began to wake. The Dyson, though not an Ancient, is semi-intelligent, and finding itself in a totally strange environment became somewhat enraged.

The Dyson smashed its way out of the low passage container. Two crewmen in the passageway heard the noise and went to investigate. This proved to be a fatal mistake. Assistant Engineer Evert Hobart stepped into the Compartment and was immediately smeared across a bulkhead. Seeing the carnage, Assistant Engineer Sadler Westcott retreated down the passageway as the Dyson stepped into view.

Westcott jumped into the Airlock thinking that he would be safe there. The Dyson moved to the Airlock after its next victim. The lighted Airlock Control Panel received the brunt of the Dyson's anger. This action destroyed the Control Panel and cycled the Airlock. Assistant Engineer Westcott was unceremoniously ejected into space.

Chief Engineer Arthur Fingal, hearing the commotion in the passageway, picked this moment to step into view. The Dyson vented its wrath upon the hapless Chief Engineer, who died where he stood. The Chief's last scream brought both the First Officer from his Stateroom and the Captain from the Control Room into the passageway. The First Officer made a dash to the Ship's Locker but died as he got the door open. The Captain, deciding that descretion is the better part of valor, locked himself into the Control Room, but not before taking a nasty wound across the back of his head. Locking the hatch, he collapsed unconscious to the deck.

The Dyson ransacked Staterooms 1 and 2 along with the Common Room before moving back down the passageway when the Chief Steward opened the access hatch to Deck Two on his way to the crew's Common Room. The Dyson decapitated him in one swift movement. Following the Chief's body down to Deck Two, the Dyson found four passengers and the Ship's Medic in the Common Room. The Dyson moved quickly at the five unarmed Humans, dispatching both Barlow Findley (Passenger No. 16), and Eric Stetson (Passenger No. 14), before anyone could react. As the Dyson began to rip apart Larkin Woodruff (Passenger No. 10), the Ship's Medic grabbed Varina Kenin (Passenger No. 17), and pushed her down the passageway. This act cost him his life.

Varina stumbled to the access ladder to Deck Three as the two Assistant Stewards and passenger Lenox Jenkins climbed up from Deck Three to see what all the screaming was about. Lenox Jenkins helped Varina down the ladder as the two Stewards headed toward the Dyson. In the melee that followed, the Stewards died grotesquely and Jenkins was backed into Stateroom 9, where the Dyson quickly finished him off. Barret Graham seeing the Stewards meet their doom outside his door, tried to barracade himself in his Stateroom. Garet Dugal (Passenger No. 11), left his Stateroom and headed toward the Dyson as it went after Jenkins.

Seeing Jenkin's mutilation, Dugal ran to the access ladder and dropped to Deck Three locking the access hatch as he went. The Dyson finding his path to Deck Three blocked, moved back toward the Common Room. Upon reaching the door to Statroom 13, the Dyson heard Graham whimpering inside. Smashing down the door, the Dyson moved in for another kill. Graham's life ended very quickly and the Dyson spent the next hour ransacking Deck Two before deciding to rest before trying to get to Deck Three.

This is the current situation aboard the ship, with most of the crew dead and the ship disabled, when the players will detect the "Darthanon Queen" broadcasting her automatic distress signal.

1) Captain: Cyryl Falcon (UPP/7767D7) Age: 46
   Skills: Pilot 3; Gunnery 1; Navigation 1; Administration 2; Rifle 1; Pistol 2

   Captain Falcon is bucking for a high post in the Regina Space Authority. His objective is to make himself look as good as possible in any situation without actually putting himself in danger. Should the players manage to destroy the Dyson and the Captian lives, then he will file an official report which portrays himself as the hero of both the battles with the pirates and with the Dyson, as well as collecting any rewards and accolades.

2) Navigator: Alden Glendower (UPP/A56769) Age: 26
   Skills: Navigation 3; Gunnery 1; Streetwise 2; SMG 3

   Born in a lower class area of the planet, Zubeydey, Alden has managed to raise himself in the world by arranging "accidents" for rivals and opponents, and he has planned for the Captain to have one within the next few weeks as the Captain has repeatedly turned in Low Ratings Reports on him. If he is alive in any scenario, his objective will be to get the Dyson to kill the Captain. He acts as First Officer.

3) Medic: Tasker Haldane (UPP/77786A) Age: 26
   Skills: Medic 3; Computer 1

   Raised on a very peaceful backwater planet, Medic Haldane has an irrational fear of guns and gunfire.

4) Chief Engineer: Arthur Fingal (UPP/937DFC) Age: 50
   Skills: Engineering 2; Electronic 2; Mechanical 1; Blade 1; Ship's Boat 1

   Chief Engineer Fingal, while no coward, will not stand and fight the creature as he realizes that he is helpless against it. He sees his mission as getting all surviving Passengers off the ship in the Life Capsules.

5) Assistant Engineer: Evert Hobart (UPP/958924) Age: 26 (also acted as Ship's Gunner)
   Skills: Pilot 1; Engineering 2; Gunnery 1

   A religious fanatic, Evert views the Dyson's destruction as the Greater Power's reaction to the sins of dealing with unnatural creatures and will do everything in his power to see that the monster accomplishes its holy mission of wiping out the sinners.

6) Assistant Engineer: Sadler Westcott (UPP/A8759A) Age: 26 (also acted as Ship's Gunner)
   Skills: Engineering 1; Vacc Suit 1; Blade 1; Gunnery 1

Thrown out of Pilot Training for buzzing the field with a Type A Merchant and wreaking the ship as well as three warehouses, Sadler has the ability to fly a Type A Merchant under normal circumstances, but probably (throw of 6+ on 2D6) will do damage to the controls if he attempts to fly the Drathanon Queen in her present condition. He, however, has complete faith in his abilities as a pilot, and will claim to have a Pilot's Rating on several planets.

7) Chief Steward: Proctor Thorndike (UPP/772877) Age: 30
   Skills: Steward 3; Bribe 1; Electronic 1

The apitomy of cowardice, Chief Steward Thorndike is the ultimate whining, cringing coward, who will throw any Passengers, Crew Members or Players between himself and the Dyson, always demanding to be taken off the Drathanon Queen before the monster kills everyone.

8) Assistant Steward: Morgan Slater IV (UPP/996656) Age: 22
   Skills: Computer 1; Steward 1

Determined to follow in his father's foot steps, Morgan will attempt to reach Stateroom No. 18 where he will pick up his father's Sword and then proceed to charge the monster wherever it is.

9) Assistant Steward: Kevan Macallan (UPP/5473C7) Age: 34 (also acted as a Ship's Gunner)
   Skills: Steward 2; Tactics 1; Engineering 1

One of the few level-headed people on board, Steward Macallan will neither charge the Dyson nor run away screaming, but will attempt to find some method of effectively combatting the Beast. He unfortunately has no skill with any weapons, and thus is limited to his offensive options.

10) Passenger: Larkin Woodruff (UPP/A86678) Age: 46
    Skills: Hunting 5; Gun CBT 2

A professional hunter, Larkin much prefers hunting creatures which cannot do any damage to him. When he runs into a creature such as the Dyson, he tends to run.

11) Passenger: Garet Dugal (UPP/857978) Age: 25
   Skills: Leader 1; Tactics 2; Rifle 2; SMG 1

An ex-Captain in the 34th Regiment of the Imperial Guards, Garet was an aide to Eric Stetson (Passenger 14). He will gladly sacrifice his life to save Stetson as he grew quite loyal to the Colonel during their four years together in the Guard.

12) Passenger: Meredith Evaine (UPP/846B97) Age: 46
   Skills: Medic 5; Gambling 1; Air/Raft 1

A highly respected Doctor in the B Sector, Meredith has a hidden alter ego which comes out in certain stress situations such as meeting the Dyson. A throw of 11+ on 2D6 indicates that the alter ego has emerged, making Meredith a raging pyromaniac, trying to set fire to everything in sight.

13) Passenger: Armand Blair (UPP/879265) Age: 26
   Skills: ATV 1; Laser Carbine 2; SMG 2; Leader 1

A former Marine, Armand will provide the party with valuable assistance if he is alive and given weapons. His bravery is extreme to the point of foolhardy, and he tends to throw caution to the winds.

14) Passenger: Eric Stetson (UPP/846526) Age: 38
   Skills: Leader 2; Tactics 2; Dagger 3; Brawling 1; Administration 1; Rifle 1; SMG 1

An ex-Colonel of the 34th Regiment of the Imperial Guard, Eric regards his mission as saving any Female survivors, especially Varina Kenin toward whom he feels a certain attraction. He will step between the Dyson and any Female Passengers, and will also attempt to take command of the party due to his belief in his superior abilities.

15) Passenger: Lorin Wolmar (UPP/6768B7) Age: 34
   Skills: Brawling 2; Pilot 2; Navigation 2; Gun CBT 3; Streetwise 1

The ex-Captain of the Imperial Destroyer Phoenix, Wolman was thrown out of the fleet for allegedly bribing a superior officer (a false charge). In a highly suicidal mood, if given a weapon he is just as likely to shoot himself or one of the Players as he is likely to shoot the Dyson.

16) Passenger: Barlow Findley (UPP/37689C) Age: 34
    Skills: Forgery 3; Computer 1; Liason 1

A Forger by trade, Barlow can create an identity card identifying himself as almost anyone within a matter of minutes if he has his kit (in Stateroom 10). He will attempt to convince the party that he is an Imperial Agent attempting to find out who is responsible for finding the Dyson, promising large rewards for safe transport to the nearest Imperial facility.

17) Passenger: Varina Kenin (UPP/8689AD) Age: 30
    Skills: Vehicle 3; Gun CBT 1; Computer 1; Liason 1

A locally famous model just beginning to show signs of age, Varina will constantly be on the edge of hysteria. On a throw of 7+ on 2D6 in any stress situation, she will begin screaming hysterically and running in a random direction.

18) Passenger: Taggart Proctor (UPP/B7B899) Age: 26
    Skills: Medic 1; Carbine 1; Vacc Suit 1

Running from deep debts, Taggart will attempt to switch identies with someone killed by the Dyson, in an attempt to convince the Galaxy that Taggart Proctor was killed.

19) Passenger: Lenox Jenkins (UPP/B75C4B) Age: 38
    Skills: Mechanical 1; Steward 1; SMG 1

An extreme pacifist, Lenox will do his best to prevent anymore violence from occuring. He will attempt to communicate with the Dyson, and will go so far as to steal weapons from the players and hide or destroy them.

20) Scientist: Barret Graham (UPP/896B66) Age: 38
    Skills: Computer 5; Gravitics 1; Medic 1; Vehicle 1

Totally dedicated to his own reputation, Graham will do little but whimper that its not his fault, that Captain Falcon is responsible for this whole mess. He will not fight in any way, and will tend to encourage the Players to capture the Beast.

Note: All Crew Members and Passengers on board the Darthanon Queen are detailed even though many are described as dead in the Scenarios. This is done in case the Judge prefers to leave some of them alive, or use

them in other Scenarios.

The Dyson

The Dyson that is to be used in this scenario is meant to be generated by the judge in secret so that the players will not know what they are fighting and most likely won't even know it is aboard the "Darthanon Queen" until it has attacked them. This creature is at least semi-intelligent and should be run with care so as not to attack while in inferior positions. When being played, the utmost care is needed so that the creature will not become to powerful or too weak, but in general it will not attack unless it has the surprise, is attacked, or if it has the advantage. This creature is to be generated according to the following tables in order of appearance and may be modified as needed if the creature becomes too weak or too strong.

Table No. 1
(Roll 2D6)

Die Roll	Hits to Unconsciousness
2	44
3	58
4	52
5	46
6	41
7	50
8	56
9	48
10	42
11	54
12	43

Table No. 2
(Roll 2D6)

Die Roll	Hits to Kill
2	24
3	31
4	34
5	29
6	23
7	19
8	18
9	20
10	15
11	20
12	23

Table No. 3
(Roll 1D6)

Die Roll	Armour
1	Nothing
2	Jack
3	Cloth - 1
4	Cloth
5	Mesh
6	Cloth - 2

Note: A minus after the type means it is that number harder to hit than the normal Armour.

Table No. 4
(Roll 2D6 for Type of Weapons)

Die Roll	Weapons
2	Horns
3	Teeth
4	Claws
5	Halberd (tail spikes)
6	Horns
7	Thrasher
8	Teeth
9	Claws
10	Thrasher
11	Hooves
12	Stinger

Note: The creatures will have 1D6 of the above weapons and the repeat of a weapon means it just attacks with that weapon twice, not that it has two of those.

Table No. 5
(Roll 2D6)

Die Roll	Action Points Available for Movement	Bands Available for Movement
2	17	3
3	10	4
4	19	2
5	16	3
6	23	4
7	16	2
8	20	1
9	11	3
10	15	4
11	17	2
12	20	4

Note: Use the Action Points for Movement with **Snapshot** or **Azhanti High Lightning** and use the Band System for Combat from **Traveller Book 1**.

Table No. 6
(Roll 3D6)

Die Roll	Special Abilities
2	No Special Abilities
3	Flame Power
4	Energy Absorption
5	Flight
6	Gravity Control
7	Invisibility
8	Invulnerability
9	Vacuum Weakness
10	Radiation
11	Vulnerability
12	Surprise
13	Escape
14	Teleportation
15	Electric Touch
16	Paralyzing Touch
17	Force Field
18	Regeneration

Note: Roll 1D6 - 2 for the number of powers on the above Table with a result of 0 or less counting as a result of one. The above powers may be chosen if preferred or modified so that the powers rolled will coincide with each other and not become contradictory.

3) **Flame Power:** is an ability which allows the Dyson to do one die of heat damage per round if it hits with a weapon.

4) **Energy Absorption:** is an ability which allows the Dyson to regenerate up to five points of damage from an energy weapon, but it then takes the normal damage remaining.

5) **Flight:** is an ability which allows this creature to move three times as fast and as far for every Action Point (AP) expended in movement.

6) **Gravity Control:** is an ability which allows the Dyson to control the gravity up to three squares distance and regulate it between zero and two gravities.

7) **Invisibility:** is an ability which allows the Dyson not to be seen unless it is attacking (IR and UV will show the general location but still giving a -2 to the attack) and therefore does not have to place its counter on the board.

8) **Invulnerability:** is an ability which allows the Dyson not to be harmed by a specific item which is determined according to the following Table (roll 1D6).

Die Roll	Invulnerable To:
1	Gas Effects
2	Tranquilization
3	Lasers
4	Poison
5	High Energy Weapons
6	Edged Weapons

9) **Vacuum Weakness:** is a power which is harmful to the Dyson and any lack of oxygen will destroy it.

10) **Radiation Attribute:** is a power which can either be helpful or harmful and will have effects that will be determined by a die roll with a 1 - 3 being a Power and or 4 - 6 being a Vulnerability. If the result indicates that it is a Power, Radiation from this creature will do one die damage to any Humanoid within a one square range unless he is properly protected. If the result indicates that it is a Vulnerability, when this creature is near a source of Radiation, each as the Engineering Section, it will take five dice of damage or if it is hit by a high energy weapon it will take triple damage.

11) **Vulnerability:** is an ability which makes this creature highly vulnerable to certain items or forms of attack and is to be determined on the table below (roll 1D6).

Die Roll	Vulnerability
1	Edged Weapons do double damage
2	Drugs of any type are tripled in their effects
3	Takes double damage from Lasers
4	High Energy Weapon hit results in automatic unconsciousness for two rounds
5	Blunt weapons do double damage
6	Intense Light causes one dice of damage

12) **Surprise:** is an ability which allows the Dyson to ignore the rules for surprise in a normal situation and automatically surprise its opponent on a die roll of 1 - 3 for two rounds of Combat.

13) **Escape:** is a power which allows the Dyson to retreat from a combat situation and out of the line of fire to the nearest cover after five rounds of contact have already occurred.

14) **Teleportation**: is an ability which resembles the Psionic power and allows the Dyson to teleport itself up to 10 squares away from its present position once per 10 turns. This ability doesn't cost any Psionic Strength Points but may be done a maximum of only six times in a half hours time (120 turns).

15) **Electric Touch**: is an attribute which causes an additional two points of damage upon a victim from electrical shock for each weapon the Dyson has which hits.

16) **Paralyzing Touch**: is an attribute which allows the Dyson to attempt to paralyze its victim for three rounds. The attempt is made only once per round and only if one of the Dyson's weapons hit. For the paralyzation attempt to be unsuccessful the victim then must roll his Endurance or less on two six-sided dice with a modifier of +3.

17) **Force Field**: is an ability which can either be a defense or an offensive weapon and it will be defensive on a die roll of 5 or 6 on one six-sided dice. Both of these abilities are natural and usable once per round, but if this power is offensive subtract one weapon from the Dyson so long as it still has one other weapon. The defensive aspect of this ability will absorb up to five points of damage from any source per round, but does not regenerate any damage. The offensive aspect of this ability will grapple an opponent and do two dice of crushing damage per round for 1 - 2 rounds and is a successful attack if the opponent does not roll his Strength or less with a die modifier of +4.

18) **Regeneration**: is an ability which allows the Dyson to regain one point of damage per round for the entire game or five points of damage per person it has killed by absorbing its life energy (judge's choice).

PATRICK
JENKINS
1979
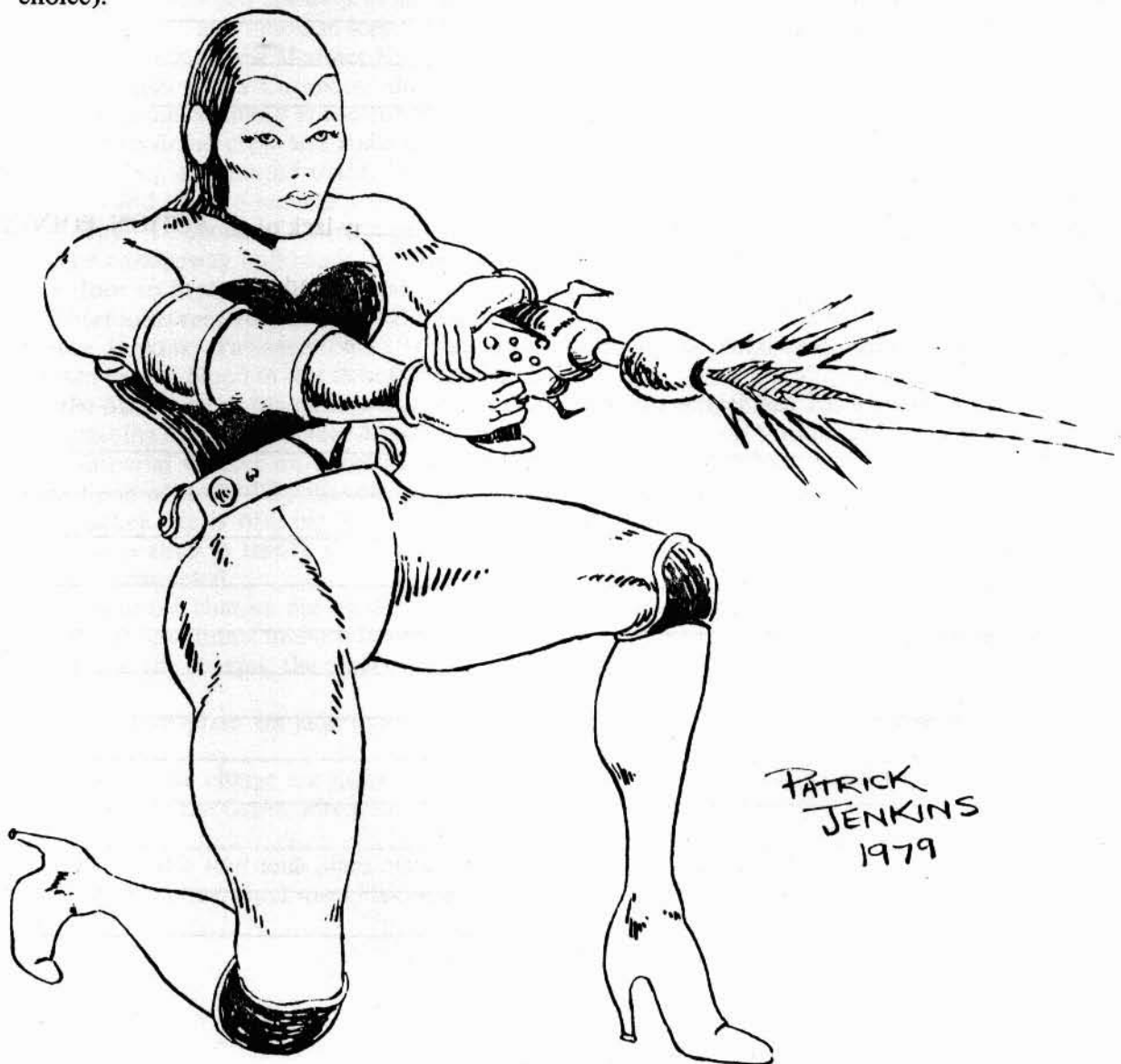
DYSON STATISTICS

ARMOUR TYPE: _____

HITS TO UNCONSCIOUSNESS: _____

HITS TO KILL: _____

WEAPONS: 1) _____
          2) _____
          3) _____
          4) _____
          5) _____
          6) _____

MOVEMENT: _____ BANDS OR _____ ACTION POINTS

SPECIAL ABILITIES:

1) _____
   _____
   _____

2) _____
   _____
   _____

3) _____
   _____
   _____

4) _____
   _____
   _____

The night before liftoff, Imperial Courier Bairon Meador informed the Captain of the Darthanon Queen that he would be using the Couriers Stateroom on this trip to Gheelis. He also placed a packet containing evidence of high placed corruption on Jumhuriyah.

Courier Meador was found the next morning laying at the base of the ship, with a laser hole burned in his temple.

Captain Falcon's ship and the launch pad area was given a thorough search by the Spaceport Police. This search revealed nothing and the Darthanon Queen launched one hour late.

About 17 hours after the Darthanon Queen take-off, the Imperial Representative on Jumhuriyah was contacted by a Spaceport Policeman, who informed him that five explosive charges were placed on board the ship during the search by himself and another officer.

The charges are supposed to go off 19 hours after liftoff, but he has reset the three he placed for 50 hours.

He was unable to make contact sooner because as he was leaving the Spaceport, three men attempted to kill him. Before he could say anymore, the line went dead and he was never heard from again.

As the ship was preparing to jump, the Imperial Representative on Jumhuriyah radioed to the ship, that he has learned a Spaceport Policeman was paid to plant five small explosive charges on board.

The crew began to search the ship, but before anything was found, one charge exploded in the Engineering Section killing the Chief Engineer (Crew Member No. 4), and one of the Assistant Engineers (Crew Member No. 5). The explosion destroyed the jump drive along with both maneuver drives and disabled the power plant (now operating at 50%).

The Captain radioed for help as the automatic distress signal began broadcasting. Before the Captain could say very much, an explosion seriously damaged the Control Room, killing the Captain (Crew Member No. 1), the Navigator, (Crew Member No. 2), and the other Assistant Engineer (Crew Member No. 6).

The damaged ship's Computer shut down all nonessential ship's function at this time. (The Dyson may be added to this Scenario at the Judge's option).

As the remaining crew and passengers were trying to find any remaining charges, Assistant Steward (Crew Member No. 8) shouted that he had found one. The Chief Steward (Crew Member No. 7), came into the stateroom and tried to remove it from the bulkhead. The charge came free easily, but as he stepped into the passageway, it detonated. The Chief Steward disappeared in a blinding flash along with the Assistant Steward. The passageway bulkheads to Staterooms 8, 9, 10 and 11 were smashed back one meter.

The door to Stateroom 10 cut Barlow Findley (Passenger No. 16), in half as it flew across the room. All four Staterooms received Moderate Damage (Roll 1D6 four times on Damage Table).

Lenox Jenkins, (Passenger No. 19) was badly cut by flying metal as he came up from Deck Three. He died from loss of blood in less than 60 seconds.

At the other end of the passageway, Larkin Woodruff (Passenger No. 10) was also hit by flying debris as he was climbing up to Deck One. As he fell to the deck, his neck was broken and he died instantly.

The Imperial Officer on Jumhuriyah, learning of the first explosion and the subsequent break in communications with the "Darthanon Queen" hires the player to get to the ship before anyone else and retrieve the packet. He is offering 50,000,000 CR for the return of the packet plus 20,000 CR for each passenger that is alive to testify about the sabatoge. He's paying 1,000,000 CR up front and the rest after the mission is completed.

The explosive charges are small 10 cm cubes and two more remain on board unexploded. One is located in the access tunnel under a floor panel and the other is in the Fresher No. 5 on Deck Three.

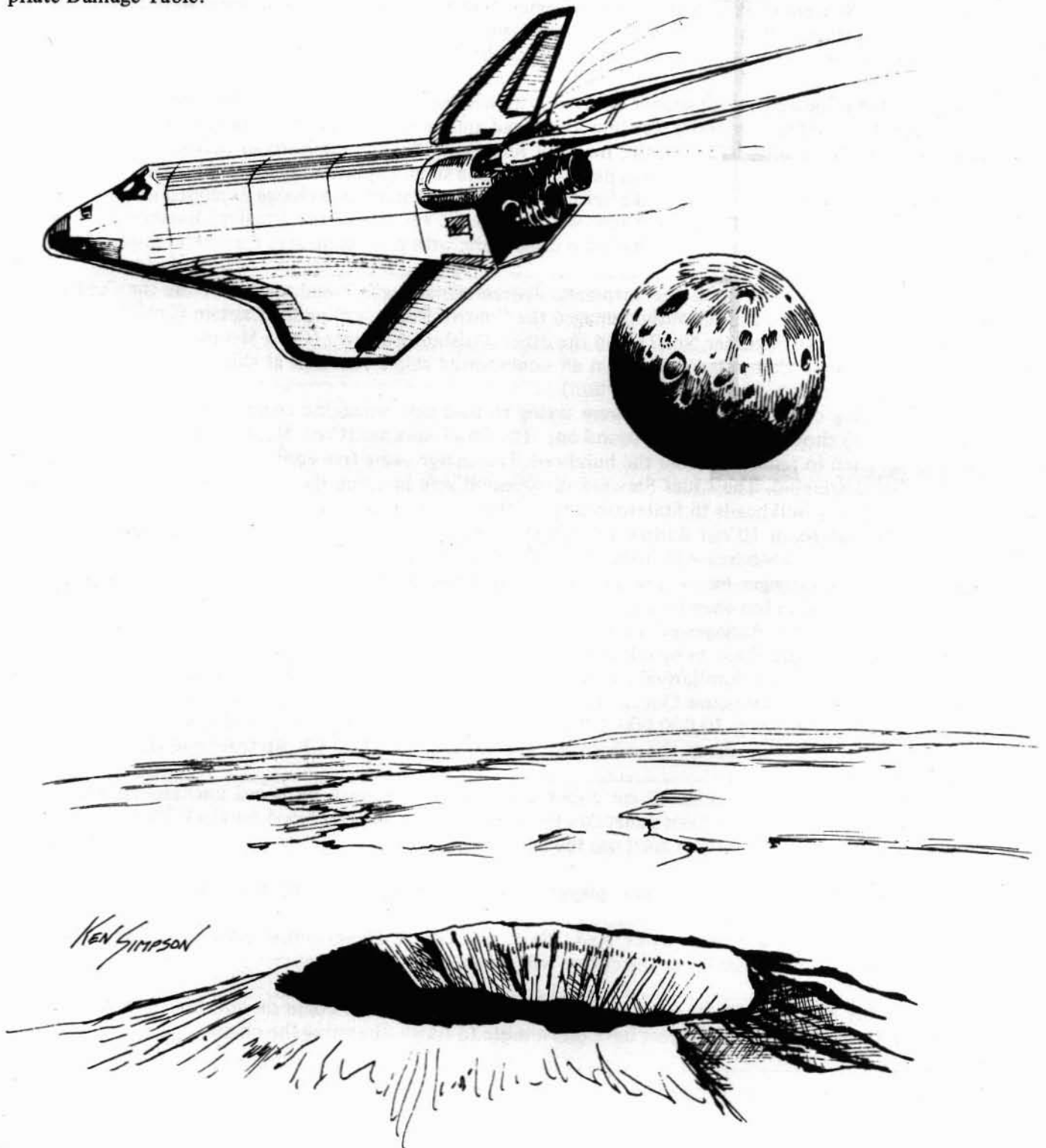To disarm the charges, the player must use the following procedure:

1) Remove plate on side of charge, player must use a non-metal tool or charge will detonate.

2) Inside the charge are three wires, Red, Black, and Green. Players must cut the Red and Black wires. If the Green wire is cut the charge will detonate.

3) When the Red and Black wires are cut a small Red light will come on and the time dial will begin to turn clockwise. Players have one minute to finish disarming the charge.
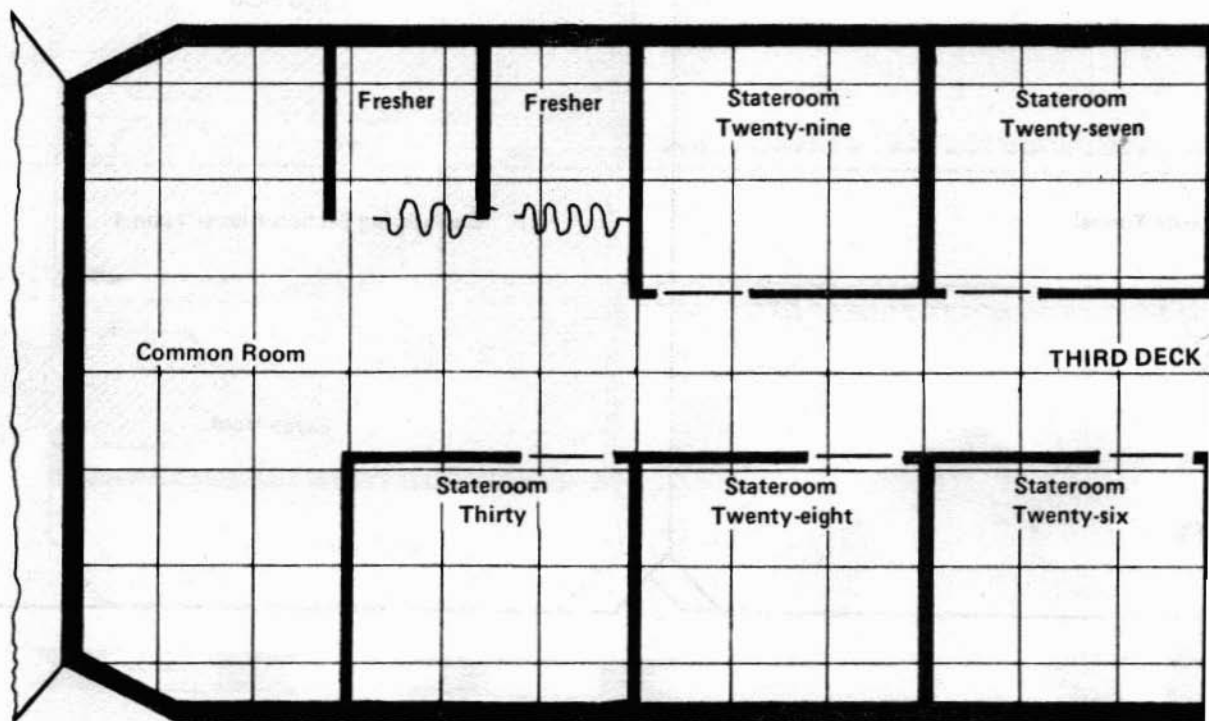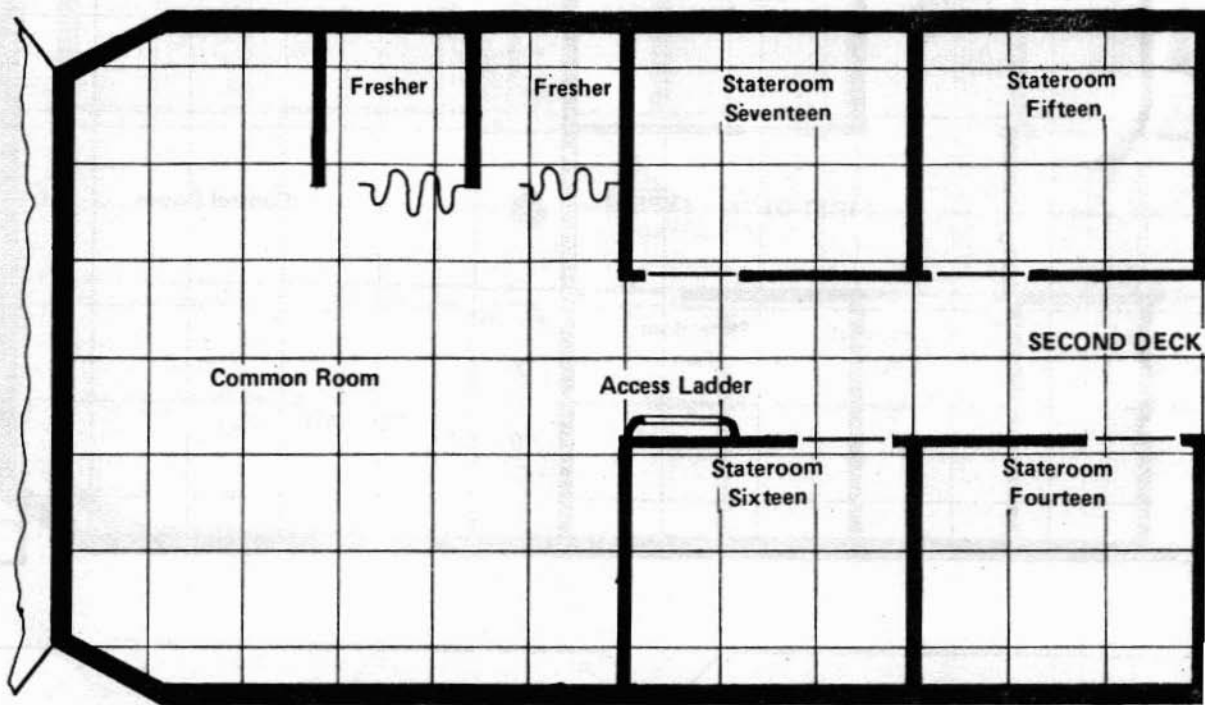
4) As the timer dial is turning a contact point will come into view, with about a 3 cm gap between it and another contact point located above the timer dial. Players must put any non-metal material between the two contacts before they come together. This will disarm the charge.
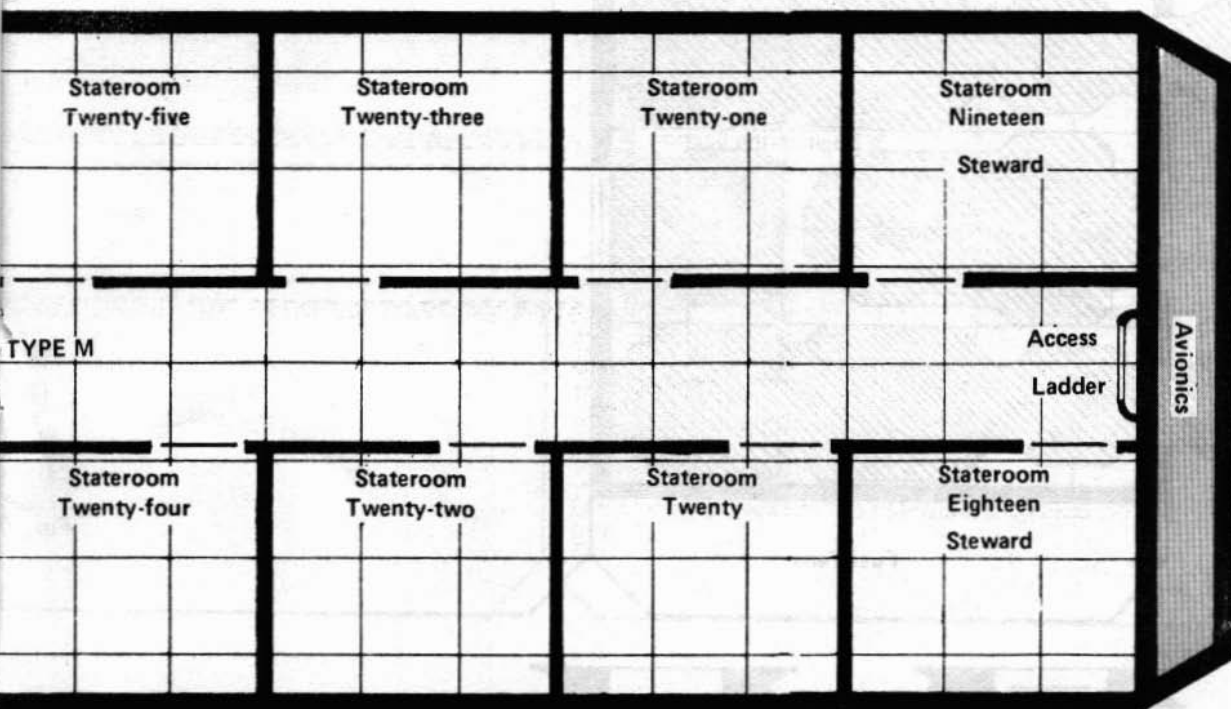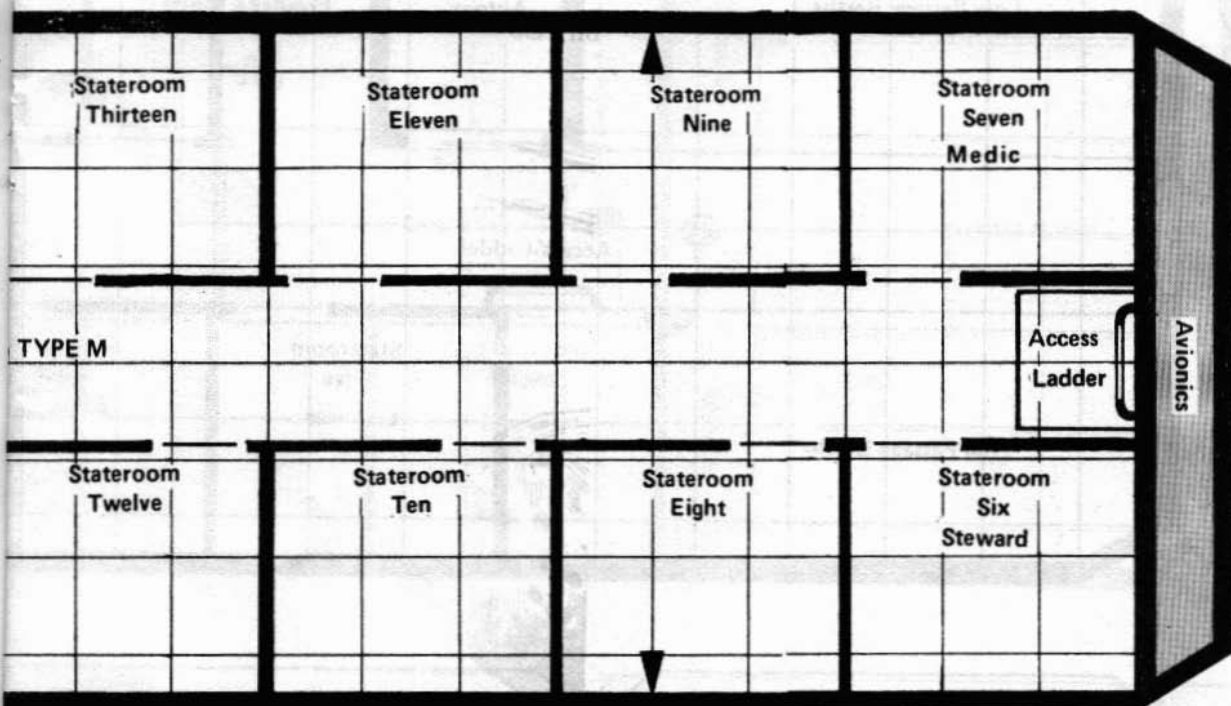
If the charges are removed from the surface they are attached to, they will detonate in 60 seconds.

Detonation will destroy everything in a three meter radius, do Moderate Damage out to six meters, and Light Damage out to nine meters. Reduce damage one level in a compartment if charge is on the opposite side of the bulkhead.

To determine Moderate and Light Damage for a detonated charge, roll 1D6 four times on the appropriate Damage Table.

KEN SIMPSON

Fresher

Fresher

Stateroom
Seventeen

Stateroom
Fifteen

SECOND DECK

Common Room

Access Ladder

Stateroom
Sixteen

Stateroom
Fourteen

Fresher

Fresher

Stateroom
Twenty-nine

Stateroom
Twenty-seven

Common Room

THIRD DECK

Stateroom
Thirty

Stateroom
Twenty-eight

Stateroom
Twenty-six

Upper deck plan:

TYPE M

| Stateroom Thirteen | Stateroom Eleven | Stateroom Nine | Stateroom Seven Medic |

Access Ladder — Avionics

| Stateroom Twelve | Stateroom Ten | Stateroom Eight | Stateroom Six Steward |

Lower deck plan:

TYPE M

| Stateroom Twenty-five | Stateroom Twenty-three | Stateroom Twenty-one | Stateroom Nineteen Steward |

Access Ladder — Avionics

| Stateroom Twenty-four | Stateroom Twenty-two | Stateroom Twenty | Stateroom Eighteen Steward |

Key to Drawings

Engineering Section
Power Plant, Jump Drive,
Maneuver Drive

To Cargo Hold
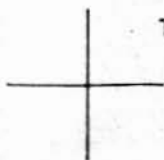
Main Hull Section
Pressurized Areas
Accessable to Crew
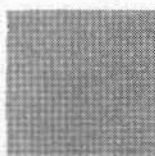
Electronics Equipment
Computer, Avionics,
Basic Ship Controls

↑ **Forward Direction**

| **Transparent Canopy**

▲ ●
▼ ⊗

Hardpoint Access
Left   Up
Right   Down

Low Passage Berths

Airlock

Fresher

Stateroom
Three
Engineer

Access Ladder

Stateroom
Five
Engineer

Stateroom
Four
Engineer

Low Passage Berths

Fuel Tank

Fuel T

Engineering Section

Fuel Tank

Fuel Ta
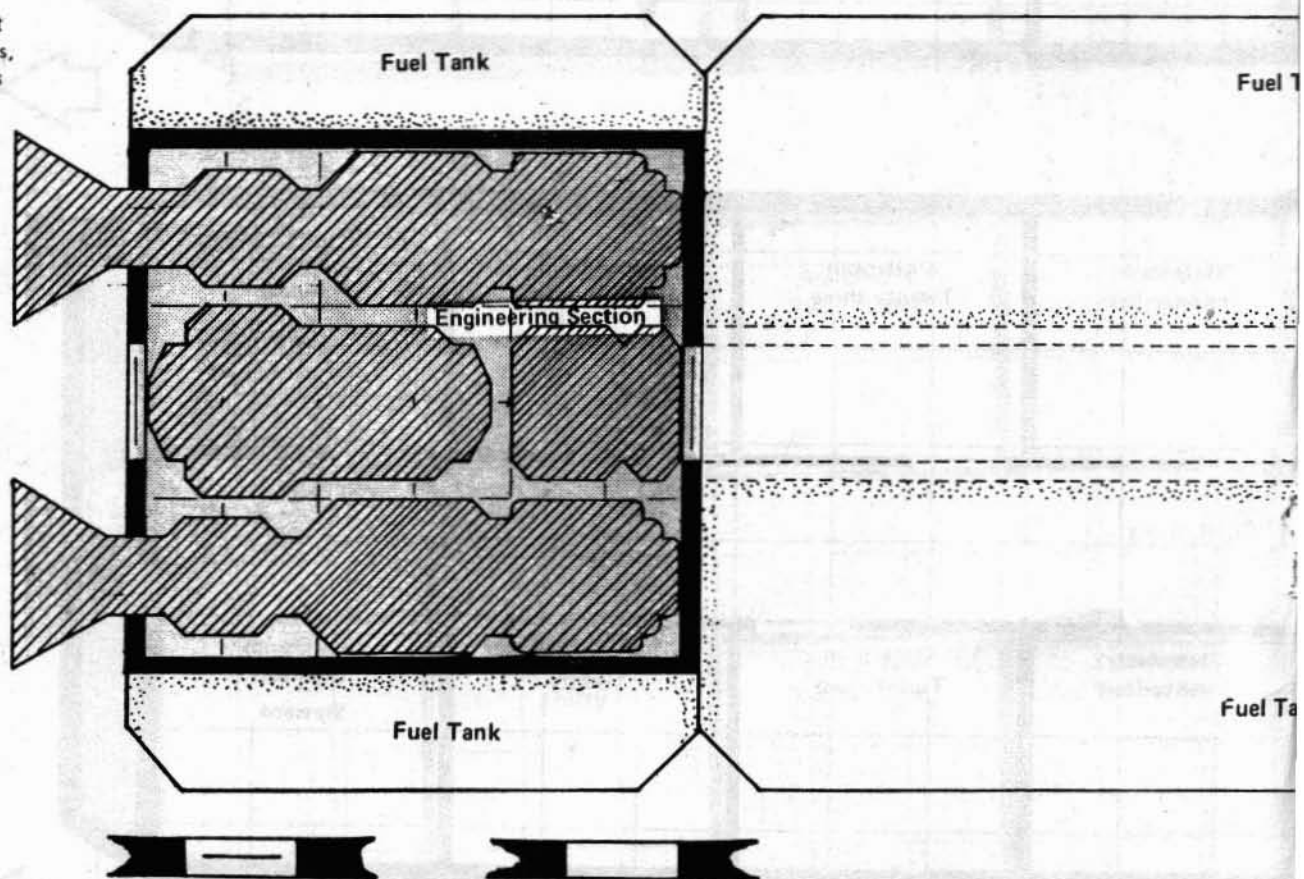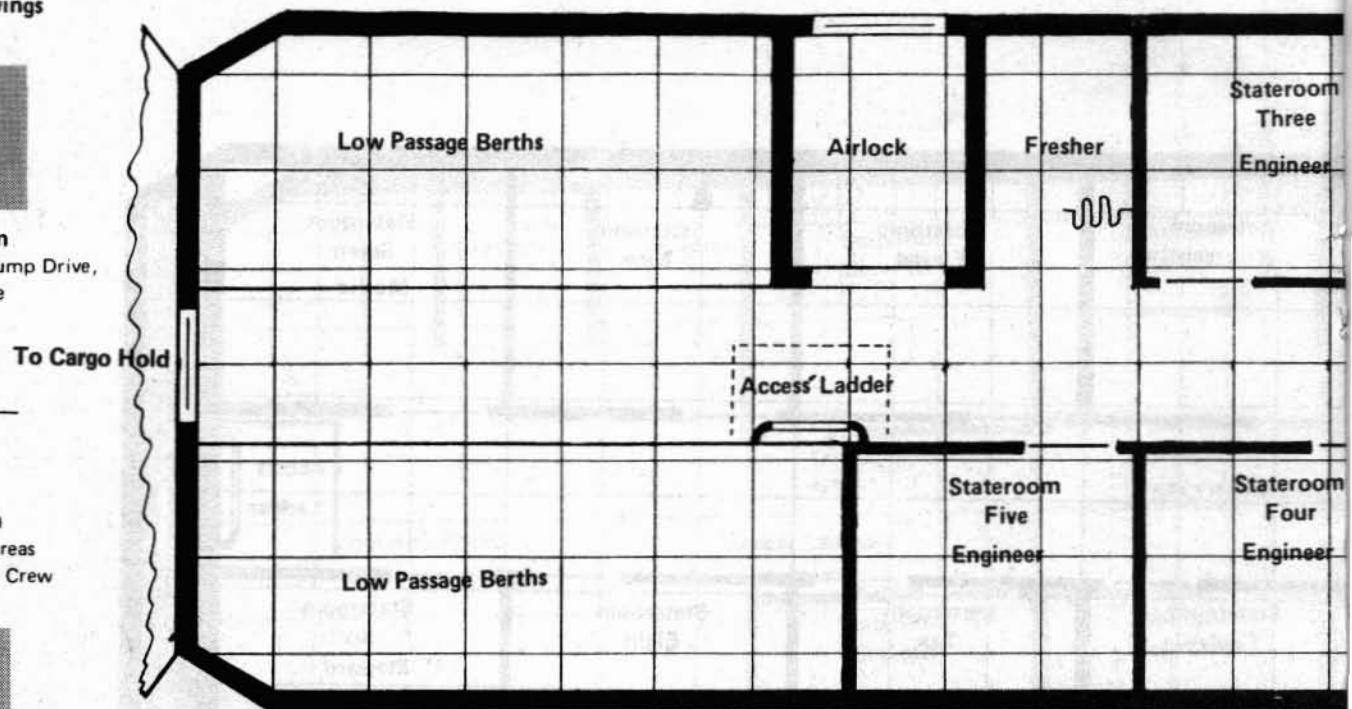
Bulkhead Opening or Hatch
Normally Closed

Bulkhead Opening or Hatch
Normally Open

CRCHANT TYPE M
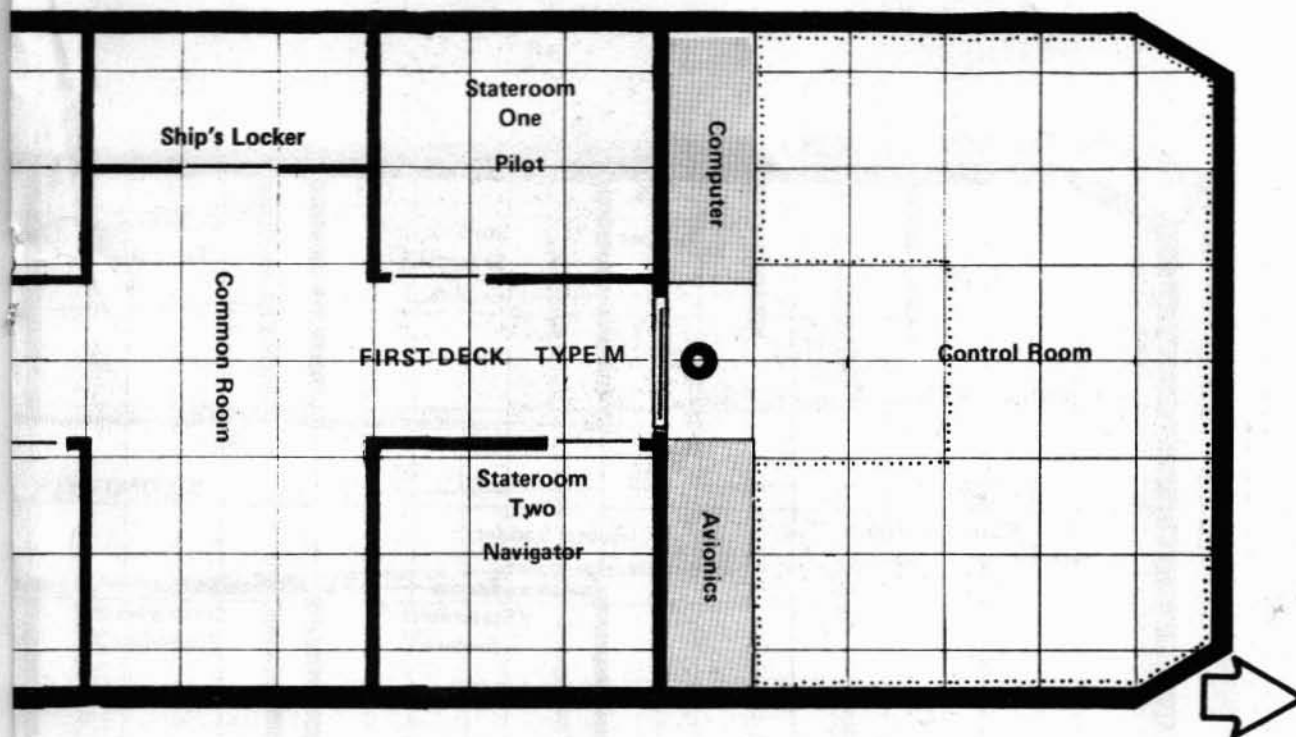
Deck Opening or Hatch
Normally Closed

Deck Opening or Hatch
Normally Open

Ship's Locker

Common Room

Stateroom
One

Pilot

Computer

Control Room

FIRST DECK   TYPE M

Stateroom
Two

Navigator

Avionics

Tank

Cargo Hold

Access Tunnel

Engineering Section Access Tunnel

nk

Cargo Hold
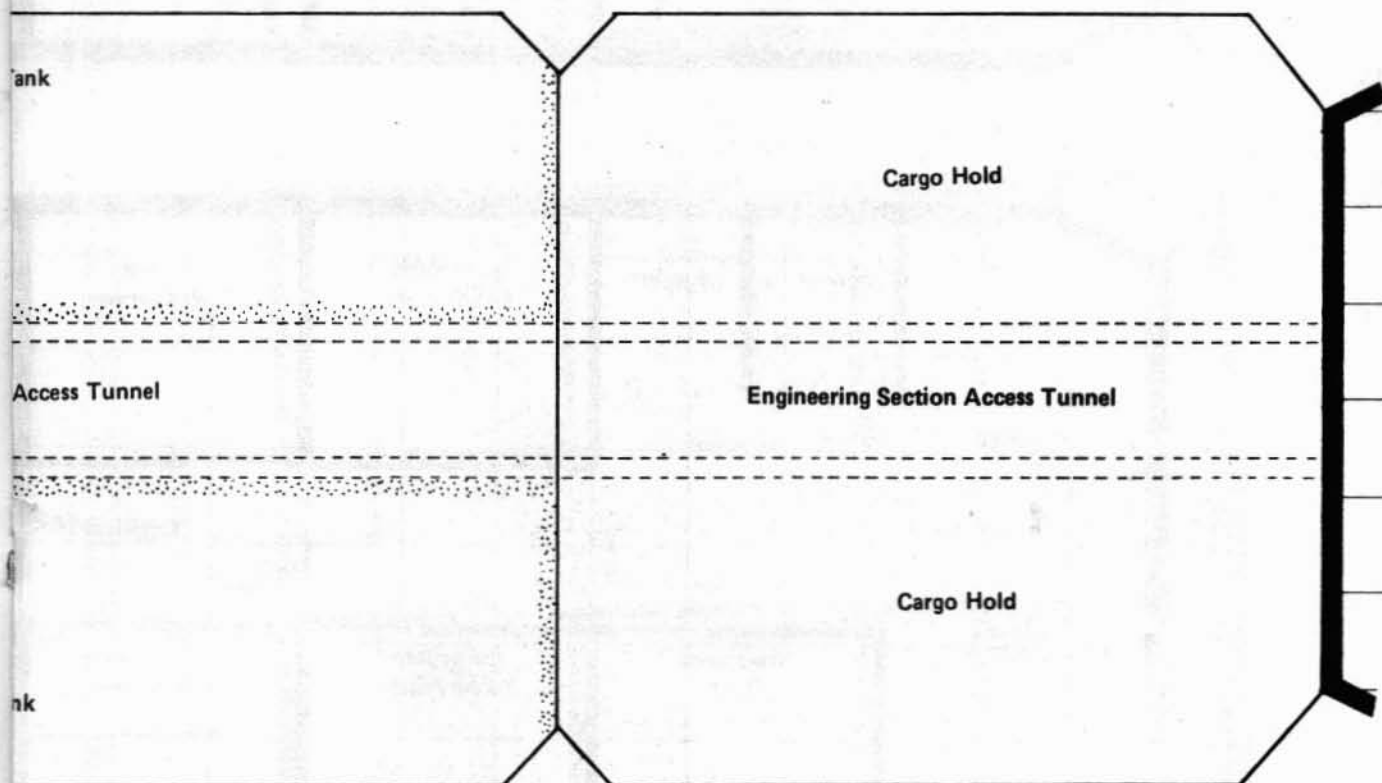
Scenario No. III
Mutiny

Led by First Officer Glendover, certain members of the crew angered by Captain Falcon's continuous praise of himself to the company have plotted Mutiny. As the Mutineers gathered near the Ship's Locker, Glendover began a quick head count to insure that all the plotters were present. Assistant Engineer Hobart, his deep religious convictions offended by the Captain's continuous profanity and blasphemy, stood near the front of the group, eager to get a weapon into his hands to cleanse the Universe of the heretic. Assistant Engineer Westcott, however, stayed near the back of the group eagerly waiting for his chance to prove himself at the Controls of the ship once the Mutiny is complete. Next to him, Chief Steward Thorndike, cowed into joining the Mutiny, kept glaring over his shoulder as if Imperial Troops were going to appear out of thin air to stop the plot. He glanced toward Barlow Finley, a Forger he met in prison while serving a sentence for Bribery and recognized when Finley came aboard. The Forger, threatened with being turned over to the next planetary authorities encountered, was trying to figure some way out of this mess.

Suddenly from behind the rebellious crewmen the Captain appeared, shouting, "What's going on here, you miserable Scum!" The answer entered his mind just as he finished speaking and he hurled himself toward the Bridge as a bullet careened off the bulkhead close to his skull. He dived into the Bridge where he quickly engaged the Anti-Hijacking Program and rushed to the radio. As he began to broadcast a message about the Mutiny and his present location, the door burst open as Findley had erased the Anti-Hijacking Program. The Captain turned, pulling an Auto Pistol from under his chair. The Mutineers fired first and Captain Falcon fell, slightly wounded in the shoulder. But it is the bullets which failed to hit him, however, which caused the most damage as they crashed into the ship's Control Panels. Sparks and smoke spew forth from the shattered Manuver and Jump Controls. Power failed as the short circuits flashed and popped. Emergency lights blinked on. The Emergency Beacon automatically began broadcasting a distress signal. As Westcott and Hobart rushed to extinguish the blazing Control Panel, Thorndike and Findley exchanged worried glances in the dim smoky light as each realized that there is now no escape. They were trapped.

The other crewmembers and passengers, alerted by the gunfire, were still easily taken captive and herded into makeshift cells on Deck Three as the Mutineers tried to think of some way out.

This is the situation the players are faced with. Minutes after receiving a garbled broadcast aboard the Darthanon Queen, they begin receiving the same ship's automatic emergency broadcast. When they arrive at the position indicated by the broadcast, they see a ship drifting in space with only emergency lights on. They are faced with the task of recapturing the ship from five desperate men who have no where to run and to whom capture is much worse than death as a Mutineer's fate is never pleasant.

The Grand Scenario

The Scenarios presented in this book can be played as three separate adventures, using a different name for the ship and its crew and passengers, although the same characteristics can be used with only slight modifications. However, two or even all the Scenarios can be combined to generate a much more complex situation for the players to deal with. In doing so, of course, the Judge will have a much more complex situation to handle.

If the Judge wishes to use all three Scenarios at once, Scenario No. 3, the Mutiny, should be used to form the basis of the adventure. The power failure resulting in it allows the Dyson to awaken just as the players attempt to enter the ship, giving them a very unexpected and nasty surprise. The Dyson will first move from Low Passage Compartment No. 1 where he will kill or injure anyone on Deck One before moving on in whatever direction the Judge determines.

The Bombs (if that part is used) should go off prior to or just as the players board the ship. The players should be given the information they would receive if just playing Scenario Two, and place a severe time limit on the players.

The Judge is encouraged in all scenarios to alter which NPCs are dead and which alive to suit his or her own personal tastes, keeping alive those whom he believes can best contribute to an enjoyable adventure.
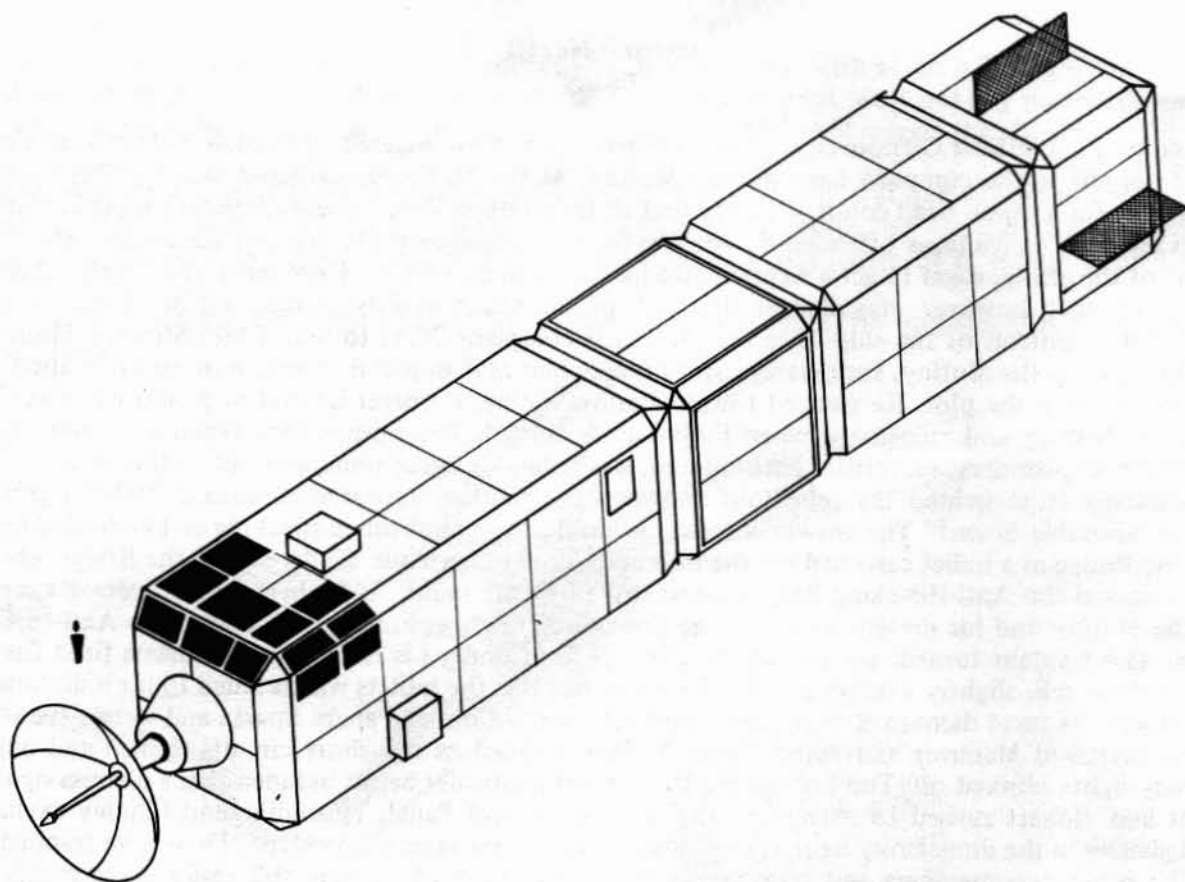
Subsidised Merchant Type M

Using the type 600 hull, the type M subsidized merchant has 30 staterooms (nine for the crew: pilot, navigator, medic, three engineers and three stewards; 21 for the high and middle class passengers) and eighty low passage berths. The ship has jump drive-J, maneuver drive-D, and power plant-D, making it capable of jump-3, and 1 G acceleration. Computer Model/3 is installed adjacent to the bridge. Cargo capacity is set at 124 tons, and fuel tankage will contain 190 tons. Three hardpoints are specified for the hull, and three tons are reserved for fire control purposes. The hull is not streamlined for atmospheric landings, base price for the type M is CR 219,870,000.

Length: 57 meters (187 feet)   Span: 8 meters (26.2 feet)   Height: 8 meters (26.2 feet)

The Type M as constructed by M, C & S Engineering is an efficient rectangular hull form. Lack of atmospheric streamlining permits the ship to be optimized for ease of maintainance, low construction cost, and increased internal capacity. This type has proved very popular on regular runs between established planets.

The lowest or Third Deck has 13 staterooms arranged on either side of a central corridor. The forward end of the corridor has the Access Ladder up to the Second Deck. The aft end opens into a small Common Room with two Fresher Cubicles. The middle or Second Deck also is devoted to passenger staterooms, 12 staterooms being arranged on either side of the central corridor. The forward end of the corridor has the ladder down to the lower deck. The aft end of the corridor opens into a large lounge. Two Fresher Cubicles are located here. Also the Access Ladder and hatch to the Crew Deck is located at the aft end of the corridor.

The upper or First Deck is devoted to crew and command functions. The Control Room is located at the very bow of the ship. The Computer and Avionics are located at the aft end of the Control Room. An axial corridor leads back from the Control Room with the staterooms for the Pilot and Navigator immediately to either side. Next comes the Crew's Lounge, including food preparation facilities. The corridor continues aft between the three staterooms for the Engineers, the Fresher Cubicle, and the Airlock. Immediately opposite the Airlock hatch is the Access Ladder and the computer monitored deck hatch to the lower decks. The central coridor continues on aft between the Low Passage Berths to the hatch in the rear bulkhead. This hatch leads into the access tunnel through the Cargo Hold and Fuel Tanks to the Engineering Section.

The Ship

First Deck

1) **Low Passage Compartment No. 1**

    Contains 35 low passage berths plus 35 10 kilogram baggage lockers.

_____

_____

_____

2) **Low Passage Compartment No. 2**

    Contains 45 low passage berth plus 45 10 kilogram baggage lockers.

_____

_____

_____

3) **Airlock**

    Standard access to ship interior.

    Use this description only if playing Scenario No. I.

    Contains one recessed supply locker located on the left hand bulkhead. Supply locker contains one emergency vacc-suit repair kit, 2 oxygen bottles with 3 hours capacity each and 6 decontamination kits. Player will find the outer door open and the interior door closed. The interior door appears to be buckled slightly and is jammed. This airlock uses compressed gas to open and close doors normally but this system is inoperable due to control damage in passageway. Manual operating wheels located beside each door will allow players to close outer door but interior door will move only slightly. Located to the right of the supply locker is an access plate labeled Emergency Operating Valve. Behind this plate are two three-way valves each with a hose connection at its base and one meter of airhose attached. The valves are labeled outer door open/close and interior door open/close. Above valves is a gage labeled gas supply and it reads zero. If players wish, they may force the interior door open or they may take an oxygen bottle and connect it to the airline. This will allow the air lock to be cycled three times. Referees may determine if first attempt opens interior door, but at no time will door open more than half way.

4) **Fresher No. 1**

    Contains standard fresher units.

_____

_____

_____

5) **Stateroom No. 5**

    Standard middle class stateroom. Assigned to Assistant Engineer Sadler Wescott (crew member No. 6).

    Contains his personal gear and standard engineering manuals.

_____

_____

_____

6) **Stateroom No. 4**

    Standard middle class stateroom. Assigned to Assistant Engineer Evert Hobart (crew member No. 5).

    Contains his personal gear and standard engineering manuals.

7) **Stateroom No. 3**

    Standard middle class stateroom. Assigned to Chief Engineer Arthor Fingal (crew member No. 4).

    Contains two unlocked file cabinets, one holding all of the common repair manuals plus a calibrated set of electronic and mechanical tools. The second contains maintenance logs for all ships equipment. Cabinets near bunk contains personal gear.

_____

_____

_____

8) **Ship's Locker**

    Contains weaponary and emergency equipment. Stored in locker are 4 short range communicators, 9 heat suits, 20 vacc-suits, 9 snub pistols with 2 tranquilizer rounds each, 3 gauss rifles with 3 clips each, 2 laser carbines with 1 power pack each, 2 combat environment suit and 8 medical kits.

    This locker is normally locked but the players will find it open.

9) Crews Common Room and Gally

Standard common room for crews recreation with full automatic food preparation equipment.

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10) Stateroom No. 1

Standard size high passage stateroom. This cabin is used by Captain Cyryl Falcon (crew member No. 1).

Contains a permanent desk of antique styling, luxurious furnishings, and two computer coded locked file cabinets. The files contain ships log, cargo manifest, personal files on all crew members, vouchers amounting to 52,000 CR, and classified technical readouts for the ship. Taped to the back of the bottom file drawer is a small log book containing deposit records for his numbered account on Regina containing 35250 CR. Players who examine deposit book will find that the back cover is thicker in the bottom right hand corner. Inside the cover is a small bank card for the First Imperial Bank of Regina with the number 935-843-006-B inbassed on it. Access to file cabinets can be obtained without damaging contents by using the proper 5 digit code, which is every other number beginning with the first number, of the serial number on the Captain's personal sidearm. This sidearm is located in the cabinet above the bunk and is an excellently tooled auto pistol worth approximately 6000 CR. The serial number 8120539519 appears on the base of the hand grip. Other personal gear is stored in the remaining cabinets.

---

11) Stateroom No. 2

Standard middle class stateroom. Assigned to First Officer and Navigator Alden Glendower (crew member No. 2).

Contains standard furnishing and one computer coded file cabinet. The combination for the file cabinet is 93654. Only First Officer knows this combination but it is also in Captain files listed under ships equipment. The file contains a duplicate set of ships logs and cargo manifests, 5 antique stellar charts worth 200 CR each and his own personal version of the ships log with noted recommendations. In the

various cabinets, there can be found a full set of astrogation equipment, stellar charts of this sector, navigation manuals, and his personal gear.

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12) Control Room

Command center of the ship. Designed for 5 crew members under normal conditions (pilot, navigator, and 3 gunners).

Contains ships computer, avionics gear, sensors and scanning equipment, and fire control.

Second Deck

13) Stateroom No. 6

Standard middle class stateroom. Assigned to Chief Steward Proctor Thorndike.

Contains one small unlocked file cabinet with passenger information. There is Chief Stewards personal gear stowed in cabinets.

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14) Stateroom No. 7

Middle class Stateroom with two bunks. Assigned to the ship's Medic is Tasker Haldane (Crew Member No. 3).

Contains one open medical case and one file cabinet. Contents of medical cases are ship medical log, 2 Doctor's Instrument Sets with Surgical Lasers, 19 doses of medical Slow drug, 15 doses of Fast drug and its antidote, 3 doses of Truth drug, and 25 doses of medical drug. Personal gear of medic is stored in cabinets.

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15) Stateroom No. 8

Standard high passage Stateroom. Unoccupied.

16) **Stateroom No. 9**
Standard high passage Stateroom. Reserved for Imperial Couriers. Unoccupied.

17) **Stateroom No. 10**
Standard high passage Stateroom. Assigned to passenger Barlow Findley (passenger No. 16).

Contains personal gear including a hand computer, forgery kit, one Imperial voucher (forged) and a concealed body pistol with 2 clips plus a silencer. If stateroom is undamaged, body pistol and forgery kit may be found with a 1D20 dice roll of 10+. Forgery kit will be recognizable with a 1D20 dice roll of 8+, with +1 DM per forgery skill level. If stateroom is damaged add -1 per damage level to dice rolls.

18) **Stateroom No. 11**
Standard high passage Stateroom. Unoccupied.

19) **Stateroom No. 12**
Standard high passage Stateroom. Assigned to passenger Garet Dugal (passenger No. 11).

Contains personal gear including military service jacket and uniform of the 34th Regiment, Imperial Guards.

20) **Stateroom No. 13**
Standard high passage Stateroom. Assigned to passenger Barret Graham (passenger No. 20).

Contains personal gear including 4 trophies worth 500 CR each and various tapes design to train a person up to skill level 2 in hunting.

21) **Stateroom No. 15**
Standard high passage Stateroom. Unoccupied.

22) **Stateroom No. 16**
Standard high passage Stateroom. Assigned to passenger Eric Stetson (passenger No. 14).

Contains personal gear including full dress Colonel's uniform of the 34th Regiment, Imperial Guards.

23) **Stateroom No. 17**
Standard high passage stateroom. Assigned to passenger Vaina Kemin (passenger No. 17).

Contains personal gear including jewelry worth 2500 CR.

24) **Fresher No. 2**
Standard Fresher unit.

25) **Fresher No. 3**
Standard Fresher unit with Robotized Cosmetic Unit added. Cosmetic Unit may do strange things if damaged.

26) **Common Room No. 2**
Standard Common Room for passengers recreation.

Third Deck

27) **Stateroom No. 18**

Standard middle passage Stateroom. Assigned to Assistant Steward Morgan Slater IV (Crew Member No. 8).

Contains personal gear including one Dress Sword worth 200 CR with Captain Morgan Slater III engraved on hilt, one long range communicator, one Imperial Star Burst slightly melted on one side.

28) **Stateroom No. 19**

Standard middle passage stateroom. Assigned to Assistant Steward Kevan Macallan (crew member No. 9).

Contains personal gear in cabinets.

29) **Stateroom No. 20**

Standard middle passage stateroom. Assigned to passenger Taggart Proctor (passenger No. 18).

30) **Stateroom No. 21**

Standard middle passage stateroom. Unoccupied.

31) **Stateroom No. 22**

Standard middle passage stateroom. Assigned to passenger Lenox Jenkin (passenger No. 19).

Contains personal gear including one mechanical tool kit worth 1000 CR, 25 antique books worth 5000-8000 CR.

32) **Stateroom No. 23**

Standard middle passage stateroom. Unoccupied.

33) **Stateroom No. 24**

Standard middle passage stateroom. Assigned to passenger Lorin Wolmar (passenger No. 15).

Contains personal gear including one set of navigation instruments, trophies for gunnery worth 600 CR, one hand carved model of the Imperial Destroyer Pheonix worth 50 CR.

34) **Stateroom No. 25**

Standard middle passage stateroom. Assigned to passenger Meredith Evaine (passenger No. 12).

Contains personal gear including 2 medical kits, one set of precision medical instruments with laser scalpels, a medical license, and one drug kit containing 10 doses medical drug, 10 doses medical slow, 3 doses Psi-Booster, 2 doses Psi-Double, and 1 dose of Psi-Special.

35) **Stateroom No. 26**

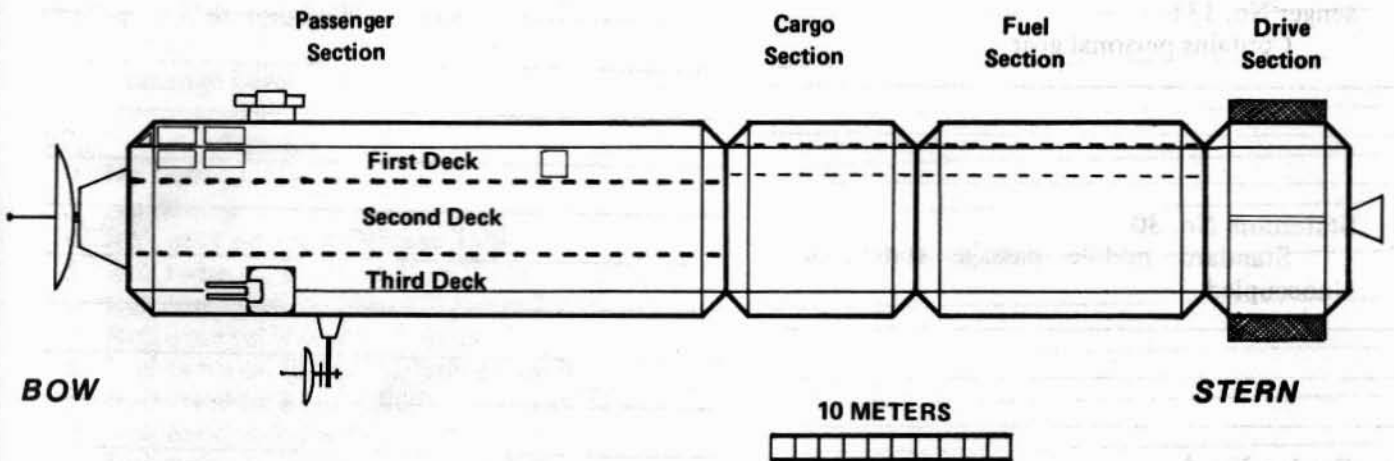Standard middle passage stateroom. Unoccupied.

36) **Stateroom No. 27**

Standard middle passage stateroom. Unoccupied.

37) **Stateroom No. 28**

Standard middle passage stateroom. Unoccupied.

SUBSIDIZED MERCHANT   TYPE M

| Passenger Section | Cargo Section | Fuel Section | Drive Section |

First Deck

Second Deck

Third Deck

BOW

10 METERS

STERN

NOTES

38) Stateroom No. 29
Standard middle passage stateroom. Assigned to passenger Armand Blair (passenger No. 13).
Contains personal gear.

39) Stateroom No. 30
Standard middle passage stateroom. Unoccupied.

40) Fresher No. 4
Standard Fresher unit.

41) Fresher No. 5
Standard Fresher unit.

42) Common Room No. 3
Standard Common Room.

43) Cargo Hold
Standard M-Type cargo hold.

44) Engineering Section
Standard engineering section.
The engineering section is open to vaccum in both Scenarios I and II. The area is heavily damaged.

Interior Damage to Staterooms
Due to Dyson Movement

Roll 2D6 and consult Damage Level Table. Die Modifier +2 if Stateroom is occupied.

Damage Level Table

Die Roll	Damage
2	No Damage
3	No Damage
4	Roll once on Light Damage Table
5	Roll twice on Light Damage Table
6	Roll three times on Light Damage Table
7	Roll once on Moderate Damage Table
8	Roll twice on Moderate Damage Table
9	Roll three times on Moderate Damage Table
10	Roll once on Serious Damage Table
11	Roll twice on Serious Damage Table
12	Roll three times on Serious Damage Table

Light Damage Table

Die Roll	Damage
1	Ransacked
2	Personal Effects Destroyed
3	Lighting Panels Damaged
4	Miscellaneous Personal Effects
5	Furnishings have Minor Damage
6	No Damage

Moderate Damage Table

Die Roll	Damage
1	Damage to Life Support Backup
2	Furnishings have been Wrecked
3	Lighting and Computer Relays Destroyed
4	Personal Effects and All Small Equipment Destroyed
5	All Items Damaged and Strewn Across the Cabin
6	Privacy Door Warped or Broken Off

Serious Damage Table

Die Roll	Damage
1	Life Support Destroyed
2	Bulkhead Damage
3	All Furnishings and Personal Effects Destroyed
4	Life Support Inoperative
5	Privacy Door is Warped or Broken Off
6	Grav-Plate Floor Circuitry has been Knocked Out

GUADIX DRIFT

Two X-boat routes through this subsector connect the important frontier subsector Titanstorm with the Sector Capital in Ikhnation subsector and the Spearhead subsector with the Frontier Worlds subsector. The latter is the defensive bulwark against expansion by the Syndymic Empire.

Name	Hex No.	Statistics		Remarks
Matochkin	0917	XACA000	--	Undeveloped
Paradanis	0918	XBC9200	6	Undeveloped
Heraklion	1014	D9647B9	9	Agricultural
Freiworld	1016	X112000	--	Undeveloped
Salenik	1019	A587896	B	Rich
Jumhuriyah	1112	C200445	A	S	Mining
Gheelis	1113	B000511	C	Asteroid Mining
Palma	1114	X300000	--	Undeveloped
Rygate	1119	EBA9577	6	
Taizz	1120	D976979	7	Industrial
Canonis	1211	B955632	8	Agricultural
Musandim	1212	E221566	9	Poor
Kagima	1217	D423511	A	S	Mining
Calabris	1218	D430675	7	Poor
Argaleb	1312	D545322	8	Agricultural
Nasung	1317	X9C9000	--	Undeveloped
Permia	1320	C968699	8	S	Rich
Aldernis	1411	A642687	C	N	Subsector Capital
Sakmara	1412	C223853	8	Mining
Wouverman	1414	E520599	7	Non-Industrial
Cakloten	1415	E331342	7	Poor
Aeglis	1416	D665897	6	Rich
Council	1419	EAAA687	8	
Stalker	1420	X200000	--	Undeveloped
Helena	1513	C644AB9	B	Industrial
Kalarien	1514	CA9A667	9	Industrial
Kzimus	1519	DBC9477	7	Mining
Molinkan	1611	E873834	3	
Embasar	1615	C6757A6	7	Mining
Drelis	1617	CAB9443	8	Non-Industrial
Crownwing	1620	B876995	9	S	Industrial

The Guadix Drift Subsector contains 31 worlds with a total population of 12.426 billion. The highest population is A, at Helena; the highest tech level is C, at Gheelis and Aldernis. All worlds in this subsector are members of the Imperium with the exception of Drelis.

NIGHTMARE

TITANSTORM

SPEARHEAD

MATARSHAN FEDERATION

X-boat Route ▬▬▬ Regular Route ▬▬▬

28

The Referee may desire to have the characters as members of the passengers on the Darthanon Queen. If so, supplied below are two complete crews for the rescue ship. The Nova-Hawk is a reputable and reliable ship with a competent crew. The Lucky Winds on the other hand is a very disreputable and suspect ship. Both ships are Standard 400 ton Type R Subsidized Merchant and both are armed with a Sandcaster, Dual Missile Launcher, and two Dual Beam Laser Turrets. As an alternative, the players may be given one of the crews as their characters. The crew of the Lucky Winds is an adventure in itself when a good gang of role-players get together.

Nova-Hawk Crew

Captain Blain Norwood: (UPP/4879AA) Age: 46. This man has worked his way up through the Merchant line of "Odin Ship and Dock Yards" with an average career as the new Captain and also Pilot of the 26 year old "Nova-Hawk". While he is currently docked, he will usually be jovial but still reliable to the company and also has a pronounced tendency to gamble. His gambling once got him into trouble in his youth, so he tries to keep a tight reign on what he can afford to lose. His discipline has held quite well, especially since the Ship's Medic has been keeping a close eye on him also. His skills are as follows: Pilot 3, Bribery 2, Administration 1, Navigation 1, Pistol 2.

Anton Ballard: (UPP/65A9D5) Age: 34. Anton Ballard is employed as the Engineer aboard the "Nova-Hawk" and has many times before just saved the ship from disaster because of his repairs. His origins are unknown and seems to like acting aloof and mysterious but is a close friend of Cowan Faraday, the Medic. But, when the ship is in trouble, he can do damage as a Gunner instead of just fixing what others do. He was once a member of an outlawed political organization. He made clandestine contact with a member of Imperial Security, surrendered what little he knew about the organization, and has since acted as an 'observer' for the Security Forces. His skills are as follows: Engineering 2, Streetwise 1, Pilot 1, Gunnery 1.

Cowan Faraday (UPP/A78685) Age: 30. Cowan Faraday, the Ship's Medic, is a rather friendly type of person that gets along with everyone in the crew, even the aloof Anton Ballard who has no other friends aboard. Cowan is aware that he will probably not become the surgeon his parents wanted him to be, but is content to be the best Ship's Medic he can be. The Company and Crew think his best is quite reasonable and still continues to improve. His skills are as follows: Medic 2, Electronic 1, Jack of All Trades 1, Mechanical 2.

Roderick Preston: (UPP/886A86) Age: 22. Roderick Preston is just beginning his employment with the Odin's line and is currently under training mostly in an apprentice position by Roark Konrad when he is off duty since they are old friends. He is very patient and sometimes shy in this job. Roderick, though young, shows excellent promise of becoming a Senior Ship's Officer. The Company and his teacher are both pleased at this progress. His skills are as follows: Electronic 1, Steward 1, Bribery 1, Medic 1.

Roark Konrad: (UPP/A59687) Age: 30. Roark Konrad is the Navigator aboard this vessel and a fairly good one. In his career he has performed well and is being considered for a promotion by the "Odin Ship and Dock Yards" to a possible Captaincy when the position becomes available. Roark is showing fair promise with his Pilot lessons and currently has a Skill level of ½. At his current rate, it will be about three months before he solos and earns his Pilot Wings. His skills are as follows: Mechanical 1, Gunnery 2, Electronic 1, Navigation 2.

ason Tearshine: (UPP/989796) Age: 32. Skills: Pilot 3, Auto Pistol 1, Comp 1, Bribery 1. Jason's one goal n life is to make enough money to put himself behind a desk on some planet managing his company, the Ionan Cargo Company, of which he owns 95%. His greed is surpassed only by his hatred of space. He is actually very afraid of flying in spacecraft, but it was the easiest method he saw of making large sums of money. He has paid 30% of his ship's cost in less than three years by agreeing to any job for a price. Jason is known by the authorities to be a Smuggler, but they have insufficient proof to act. He is suspected of two murders, but there is no direct evidence against him in these crimes either. The eleven tons of Body Armor hidden in the hold of Jason's ship were quite illegally removed from a planet in an adjacent subsector. Jason is looking for a way to quietly dispose of them at a reasonable profit. He is always on the lookout for a big killing, and if he can find some sucker willing to pay more than the Armor is worth, he will be quite happy to satisfy that person's desire.

Drallo Beet (UPP/8BA746) Age: 26. Skills: Navigation 2, Electronics 1, Gunnery 1. Drallo joined Jason's Crew three months ago when Jason's old Navigator, Nurem Wallstorm, was arrested on assault charges following a barroom brawl. Unknown to Jason, the fight was set up by Security Police from one of the planets where Jason is suspected of murder, and Drallo is working for the same people. Drallo is extremely cautious in his work, having no great desire to walk in space without a spacesuit. He has enough evidence collected to convict Jason of several smuggling charges, but has been unable to locate any hard evidence concerning the murder.

   Outwardly, Drallo appears as a rather gruff individual keeping mainly to himself. To Jason, he appears to be a perfect crewman, willing to do anything as long as he gets paid and the work isn't too strenuous.

Prat Simbal (UPP/687787) Age: 28. Skills: Steward 2, Electronics 1, Mechanical 1. Prat is Jason's main contact with various people wishing to employ Jason's ships for illegal purposes. As such, he is in the most danger of being caught as Jason rarely takes a direct hand in matters. This has raised his level of paranoia way above its previous high level. Prat was a close friend of Nurem Wallstrom, the former Navigator, and took an instant dislike to Drallo Beet as soon as he stepped onboard. He is highly suspicious of the way Drallo showed up following Nurem's arrest, but the last time he expressed this openly, Drallo bounced his head off several bulkheads, prompting Prat to keep his thoughts to himself.

Ed "Hulk" Fredricks (UPP/B89466) Age: 30. Skills: Engineer 2, Mechanical 2, Dagger 1. Ed, despite his great strength and size, has not worked out as Jason's strongarm man. While quite imposing in appearance, Ed has performed miserably in the two fights he has been forced into while in Jason's employ. Jason now prefers to use him only for show, avoiding fights if at all possible. Ed is very aware of how his performance has been, and is constantly on the lookout for a weak looking individual whom Ed feels he can pulverize, getting himself back into Jason's good graces.

   Ed is quite good at his job which was the main reason Jason hired him. His natural ability to keep the ship's engines running in spite of Jason's rare maintenance stops has amazed even Jason, who cut back even more on maintenance.

"Sawbones" Needal (UPP/876CC6) Age: 29. Skills: Medic 2, Blade 1, Gunnery 1. Needal's Gunnery expertise is the result of serving on a Pirate Ship for two years before acquiring enough money to go to medical school. Jason acquired information about his past and black-mailed him into working on the ship. Sawbones hates him because of this and would gladly kill Jason if he knew where Jason kept copies of his police record. Needal is actually an excellent doctor, but his frustration at not being able to properly use his skills has caused his performance in the Medical area to slip considerably losing several low berth passengers. Needal would actually rather use his skills to help people rather than testing smuggled drugs for paint and patching up an occasional bullet hole.

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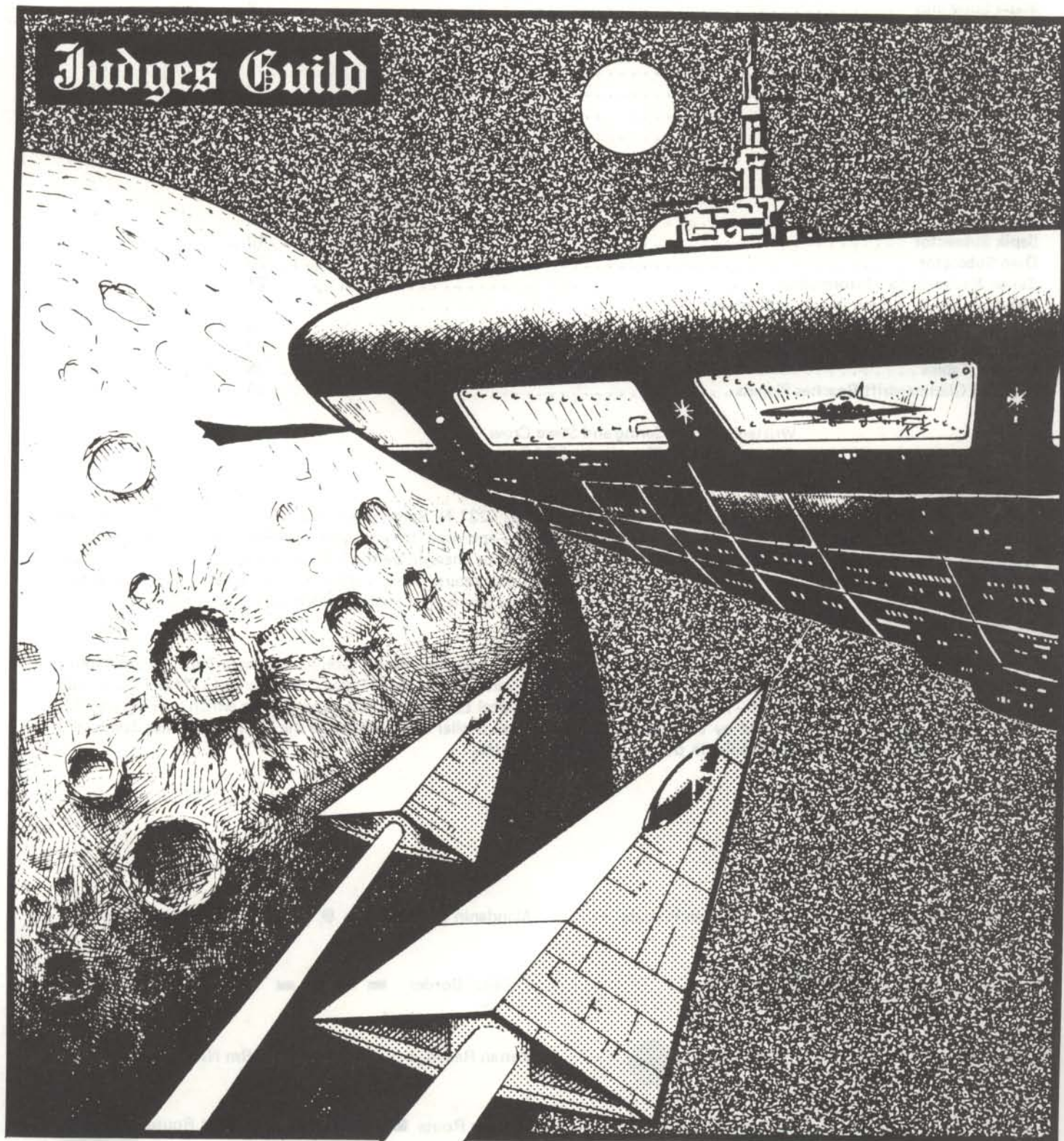8 LARGE PLANETARY MAPS
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Artwork by Ken Simpson and Ed Perry

Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.

Ginlenchy Concordance *	Marlan Primate +	Mandanin Co-Dominion @	Krax Confederation †
Imperial Border ■ ■ ■		Political Border ▬ ▬ ▬ ▬	
Amber Zone ◯	Red Zone ●	Zarian Realm !	Rm Nai Adherance r
Stellar System ✶	Special Route ▭	Regular Route ▬	X-Boat Route ▬

GLIMMERDRIFT REACHES SECTOR

Historical Background

The Glimmerdrift Reaches is located at about the center of the Trailing edge of the Imperium. Separated from the main body of the Imperium by an extensive rift area, this Sector is nonetheless touched by two distinct branches of Imperium territory. The Glimmerdrift Reaches is one of the group of Sectors of mixed client states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The Glimmerdrift Reaches derives its name from the fact that some regions of the rift area contain nebulosities which flouresce strongly in certain wave lengths of visible light.

Imperium Involvement

Interest in this sector breaks down into two separate areas of interest due to the Imperium only making minor encroachments in two widely separated areas. Coreward are a dozen or so systems in the Thorstone and Tri-Empire Subsectors which are extensions of The Outreaumer and Diamond-Prince subsectors of the Ley Sector. In the Spinward Rim corner Verge subsector contains a significant Imperial presence.

Though past policies had encouraged armed expansion by independent commercial interests, lack of success has led to a recent change. Policy is now to encourage the formation of friendly buffer states on the borders. Participation in technical exchange programs and cooperative business ventures is being encouraged. Over the last several decades as direct military pressure on the Imperial Border has eased, most large naval units were deployed elsewhere. Specialist frontier units, including the Lightning Class Cruisers, supplemented by Provincial Armed Forces and commercial Mercenary security units now provide the major military presence. Stable allies on this frontier permit major Imperial forces to be stationed closer to other higher threat areas. Imperial Security, though, is very active in this area to keep the situation stable.

Zarian Realm

The Zaris were in this region when the scouts of the First Imperium entered the area in the Third Century Vilani (-3500 Imperial Date), spread by sub-light generation ships. Boosted from Tech level 8 to level 12 in the first two centuries of contact, little further increase has taken place in the intervening millenia. The Zaris appear to be similar in physical appearance to some Humaniti subraces but the few examinations permitted show profound biochemical differences. Hybridization with Humaniti is not possible, leading to intense and continued scholarly speculation as to the origin of this species. They are very defensive minded and resist outside aggression with a coordinated thoroughness that discourages attackers. The Zaris have only colonized three planets in recorded history. They have had a technological increase of only two levels during the entire time of human contact. The central worlds of the Zarian Realm maintain a Tech level of 14 which steadily drops to eight at the outer borders. This has not changed in over two thousand years. No degeneration has ever been recorded. The unusual stability is still a matter for violent argument in Imperial scientific circles.

By arrangement with Imperium officials, trade is generally restricted to only a few specially licensed companies. Few articles are traded, but some unique luxury items are worth the trip. The Imperium officially discourages unlicensed contact with the Zarian Realm.

Mandanin Co-Dominion

Information concerning the precise internal structure of the Co-Dominion is scanty and nebulous at best. Previous organizations in this area appear to be clan/commercial structures of no great extent or permanence. Several non-human intelligence were also known to inhabit this region, at least one in the early stages of starflight. Three centuries ago a joint human-alien culture started to spread out simultaneously from several nuclei systems. Growth has been steady since then, emphasizing cooperative ventures between Human and Danin authority structures. Internal trade is restricted to authorized companies and external trade is limited to several supervised starports. Information of any sort about the internal affairs of the Mandanin Co-Dominion is suppressed. Recent expansion attempts into the Marlan Primate have been decisively defeated. Past incusions into the Krax Confederation indicate new expansion will be aimed in their direction.

Marlan Primate

Settled in 478 - 524 the group of worlds now known as the Marlan Primate shared an initial common cultural heritage. The major portion of the colonists were drawn from a minor religious sect which considered its precepts neglected in the main-stream of Imperial society. In cooperation with the Scout Service, a large corporation, financed and controlled by church members, ran the detailed surveys of the region. Religious communities segregated themselves in wilderness preserves on several of the Imperial developed worlds and established self-training and education programs. Once trained, each community moved to its new world and set up its permanent settlement. Though suffering some minor setbacks, the overall operation has become the classic textbook example of planned colonization programs. Friendly relations are maintained with the Imperium.

Though economic and political principles are inward centered, there is a modest, but profitable, trade in special phar-macuiticals and artwork in return for appropriate technology. Marlan policies are not aggressive but the need for adequate self-defense forces are recognized. Consequently the Marlan Primate has hired and supports one of the largest and best organized force of Mercenaries known to the Imperium. Though small in size compared to integral government armed forces, the Hired Defense Force is an extremely high quality force which serves as the core of Marlan armed might. Its secondary mission is to train all Marlan youth in basic military skills during the two years of enforced public service each youth serves before being admitted to adulthood. The several times this organization has been called upon, though initial losses were heavy, the final outcome was never in doubt. The Marlan Primate tends to be neutralist in political alignment, though favoring good relations with the Imperium. Armed clashes in the past have led the Council of Eldars to view the activities of the Mandanin Co-Dominion with suspicion.

Ginlenchy Concordance

This grouping of independent starsystems has little in common except for the fact that all are signatories to the Treaty of Ginlenchy signed in 842. The clauses of the treaty permit free access to the systems by non-military of Imperium, Krax Confederation, and Mandanin Co-Dominium. This access is monitored by representatives of the Marlan Primate and any disputes are generally referred to them for adjucation.

Previous history of this area has seen numerous conflicts over the resources of the starsystems between commercial and military forces of the neighboring states. Agreement was reached at the suggestion of the Marlan Primate that a less belligerent and greedy approach would mean greater long term benefits to all concerned.

Commercial competition is fierce but no large scale violence has broken out in this area in the last century and a half. Increasing population and tech levels on the worlds has led some of the independent systems to agitate for a "home rule" solution. Several of these systems are now sufficiently wealthy to recruit Mercenary self-defense forces patterned after the Marlan Primate. Some societies retain a nostalgia of the past days of glorious combat and honorable warriors. These worlds have proved to be excellent recruiting grounds for outsystem low-tech Mercenaries.

Krax Confederation

The Krax Confederation is of respectable age having been formed as a self protection measure during the Civil War in 612 - 614. This area was originally colonized during the First Imperium the Imperial policy being to send political dissidents to these areas where their energy would be constructively diverted to survival. During 700 to 800 the Krax Confederation was a factor in limiting technological degenerence to a minimum of level 5 on marginally habitable worlds. Political cohesion lessened as exterior threats slackened. During the expansion in this region of the Imperium after 900 a greater degree of internal solidarity manifested. Several minor attempts at armed expansion by Imperium independent adventurers were beaten off and political borders stablized. A strong central armed service was organized to better coordinate the military actions of the Confederation members. Imperial policy, no longer encouraging expansion in this area, now is emphasizing the establishment of friendly buffer states on the borders. Over the last two decades the Imperium has encouraged private concerns to establish commercial relationships. While still somewhat suspicious of the overall intentions of the Imperium rulers, the central government of the Confederation is willing to make use of whatever technical and military advancements they can.

DARKLING

The Darkling Subsector is completely a rift area of extremely low star density. It is a quiet backwater of little political or commercial importance. A small Scout Base on Depew maintains a loose Imperial surveillance on the Subsector.
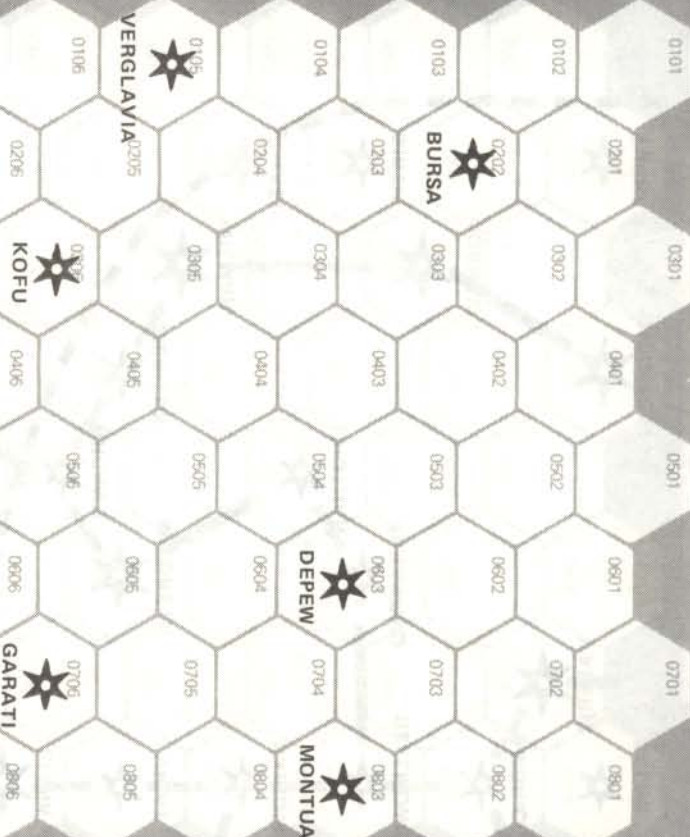
World	Hex	UPP			Remarks
Verglavia	0105	E338772	6		Non-Industrial
Bursa	0202	D5406B5	5	G	Non-Industrial
Kofu	0306	A000368	C	G	Asteroid Belt
Clearwater	0409	B3777B2	7		Agricultural
Depew	0603	X7C7000	--	S	
Garati	0706	CA98440	4	G	Non-Industrial
Harahan	0710	B863400	7		Non-Industrial
Mantua	0803	A9CA657	C	G	Non-Industrial, Waterworld

The Darkling Subsector contains 8 Worlds with a total population of 90 million. The highest Population Level is 7, at Verglavia and Clearwater; the highest Tech Level is C, at Kofu and Mantua.

YUMEN

SATYRESSIA

GLOWING

THORSTONE

VERGLAVIA

BURSA

KOFU

CLEARWATER

DEPEW

GARATI

HARAHAN

MONTUA
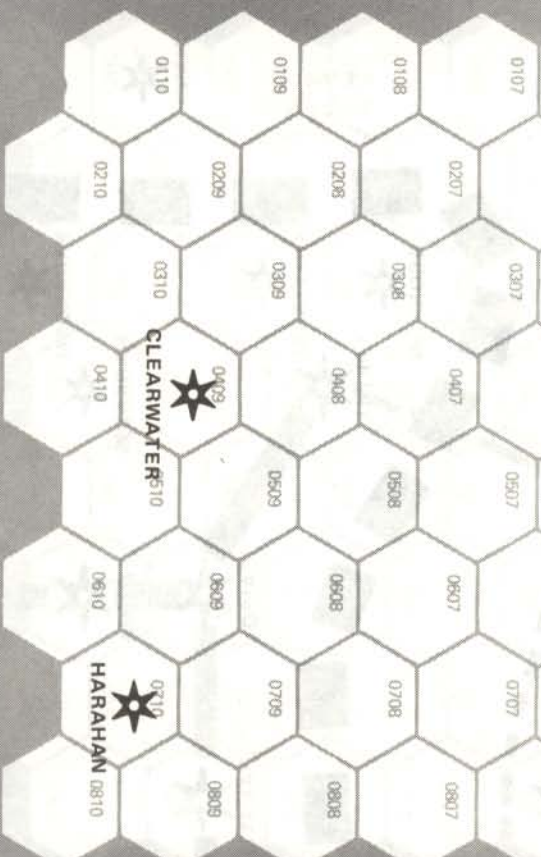
THORSTONE

This Subsector contains some Imperial Worlds which are an extension of the Outreaumer Subsector of Ley Sector and are administered from Arsouf. Petra maintains a Scout Base and Cairo maintains a Naval Base as the Ginlenchy Concordance is a potential trouble source. All the rest of the Worlds with the exception of Marchand are members of the Ginlenchy Concordance.

Name	Hex	UWP	TL	Classification	
Marchand	0902	A427868	C		G
Axel*	1007	C63A300	A	Waterworld	G
Girth*	1008	C9A8500	A	Non-Industrial	G
Turhan*	1010	D732100	6	Non-Industrial	G
Paranorm	1101	E000368	9	Asteroid Belt	G
Krintokal	1103	E432210	A	Non-Industrial	G
Scorpian	1104	C727525	A	Non-Industrial	G
Wilmar*	1107	A649772	A	Non-Industrial	G
Cornet*	1109	D586787	5		G
Harkness	1201	XAC4350	B	Non-Industrial	G
Petra	1203	A568777	9	Rich, Agricultural	G
Meritus*	1206	D727673	6	Non-Industrial	G
Thorstone*	1210	A664624	8	Non-Industrial	G
Arcan's*	1306	A85A594	A	Waterworld	G
Idiothar*	1308	C7B2748	8	Non-Industrial	G
Fatima	1401	A742887	9	Non-Industrial	G
Cairo	1402	AA95477	D	Non-Industrial	G
Mildreth*	1406	D895857	6		G
Paramond*	1408	A729774	9	Agricultural	G
Valeris*	1510	E554500	6	Agricultural	G
Davnet	1602	D558672	9	Non-Industrial	G
Liana*	1605	B756879	7	Waterworld	G
Vicat*	1606	D7AA200	9	Non-Industrial	G
Bairdis*	1607	AA63872	9	Non-Industrial	G
Bellmawr*	1608	AAA63530	A	Non-Industrial	G
Amorica*	1609	D6416B9	6	Non-Industrial	G
Balhk*	1610	A727585	A	Non-Industrial	G

The Thorstone Subsector contains 27 Worlds with a total population of 2.3 billion. The highest Population is 8, at Fatima, Paramond, Liana, Bairdis, and Marchand; the highest Tech Level is D at Cairo.

Map — Thorstone Subsector (bordering DARKLING, OUTREUMER, TRI EMPIRE, KRAXIN):

Systems shown: MARCHAND (0902), PARANORM (1101), HARKNESS (1201), KRINTAKAL (1103), SCORPIAN (1104), PETRA (1203), CAIRO (1402), FATIMA (1401), DAVNET (1602), AXEL (1007), GIRTH (1008), TURHAN (1010), CORNET (1109), WILMAR (1107), MERITUS (1206), ARCAN'S (1306), IDIOTHAR (1308), MILDRETH (1406), PARAMOND (1408), VICAT (1606), LIANA (1605), BAIRDIS (1607), BELLMAWR (1608), VALERIS (1510), AMORICA (1609), BALHK (1610), THORSTONE (1210).

TRI-EMPIRE

The name of this Subsector refers to a previous era of history where it appeared three separate Empires would develop and meet in this area. Now the only Empire is a small section of Imperium frontier administered from Sledge-tower in Diamond-Prince Subsector. The Marlan Primate extends into this area and coordinates the members of the Ginlenchy Concordance with active assistance from the Imperium.

Flameask*	1707	D557747	3	Agricultural	G
Brondel*	1710	E642457	5	Non-Industrial	G
Citadel	1802	A473669	A	Non-Industrial	G
Macelight*	1810	B000AB6	D	Asteroid Belt, Industrial	G
Realmuster	1901	C000899	B	Asteroid Belt	G
Parasit	1902	CAC1787	A	Non-Industrial	G
Aldrus*	1906	C865365	6	Non-Industrial	G
Bakcyon*	1909	B7449B6	C	Industrial	G
Prophet*	2005	X000479	8	Asteroid Belt	G
Seraul*	2007	D210200	A	Non-Industrial	G
Steelsten*	2107	B748645	6	Agricultural	G
Quabinisar*	2109	XAC2961	A	Non-Industrial	G
Ixobis-Kher+	2202	A87A465	A	Non-Industrial	G
Simulacrim*	2209	D200223	8	Non-Industrial	G
Ixobis-Lar+	2302	D586673	5	Rich, Agricultural	G
Ixobis-Rit+	2303	A120400	D	Non-Industrial	G
Ixobis-Mag+	2403	D120236	8	Non-Industrial	G
Ixobis-Daw+	2404	B854500	8	Agricultural	G
Ixobis-Mon+	2406	D854565	5	Agricultural	G
Ixobis-Ron+	2407	A000772	A	Asteroid Belt	G

The Tri-Empire Subsector contains 20 Worlds with a total population of 59 billion. The highest Population is A at Macelight; the highest Tech Level is D, at Macelight and Ixobis-Rit.

Ginlenchy Concordance *   Marlan Primate +
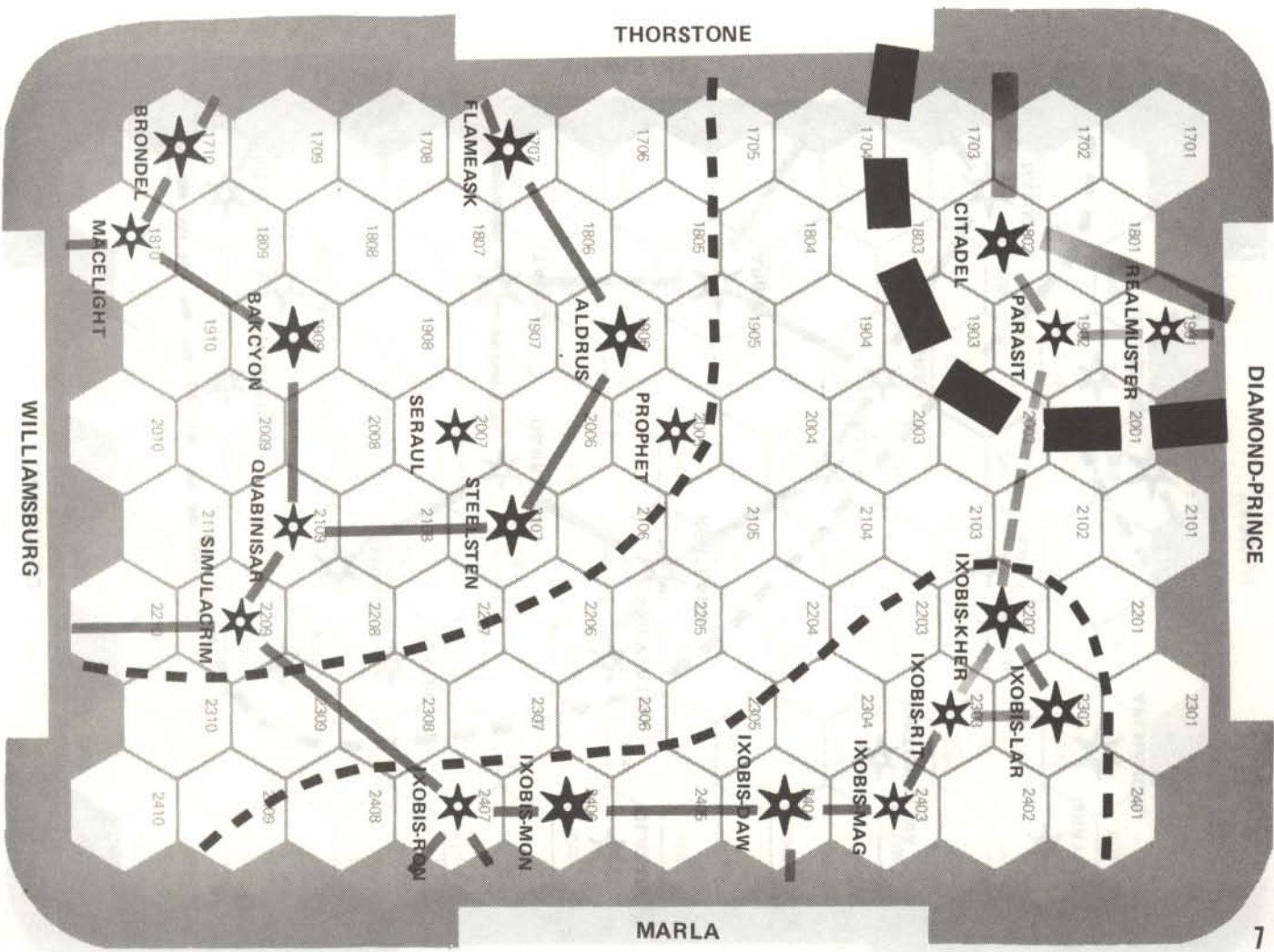
MARLA

The Marla Subsector is dominated by the Marlan Primate, a well organized and stable theocracy. To Spinward is a small extension of the Mandanin Co-Dominion. Many planets to Trailing edge of the Subsector are disputed between the two states. The current attitude is one of watchful caution on both sides.

Name	Hex	UWP		Remarks	
Meceno+	2502	E000455	A	Asteroid Belt	G
Nasik+	2509	E354494	7	Non-Industrial	
Priluki+	2602	C966300	9	Non-Industrial	G
Tampo+	2604	B682100	A	Non-Industrial	
Arbay+	2606	A375300	A	Non-Industrial	
Hestralia+	2702	C130561	9	Non-Industrial	
Dorah+	2708	B000A99	A	Asteroid Belt,Industrial	G
Parcensee@	2710	C0008C9	C	Asteroid Belt	G
Garrison+	2804	C212300	A	Non-Industrial	G
Guafo+	2807	B000597	A	Asteroid Belt	G
Inisheer@	2810	A49A356	D	Waterworld	G
Kamiri+	2903	A968368	A	Non-Industrial	
Kentland+	2906	B6826A6	9	Non-Industrial	B
Lahr	2909	E110255	B	Non-Industrial	G
Xuyen+	3002	B222235	9	Non-Industrial	G
Olmok+	3003	D000337	A	Non-Industrial	G
Meyertins+	3005	DAA2664	A	Non-Industrial	G
Montebelluna	3108	D000456	9	Non-Industrial	G
Archangel	3110	B348200	9	Non-Industrial	G
Olabada	3205	D565898	4	Non-Industrial	
Graysands	3209	BAA8200	A	Non-Industrial	G

The Marla Subsector contains 21 Worlds with a total population of 81 billion. The highest Population is A, at Dorah; the highest Tech level is F at Parcensee and Inisheer.
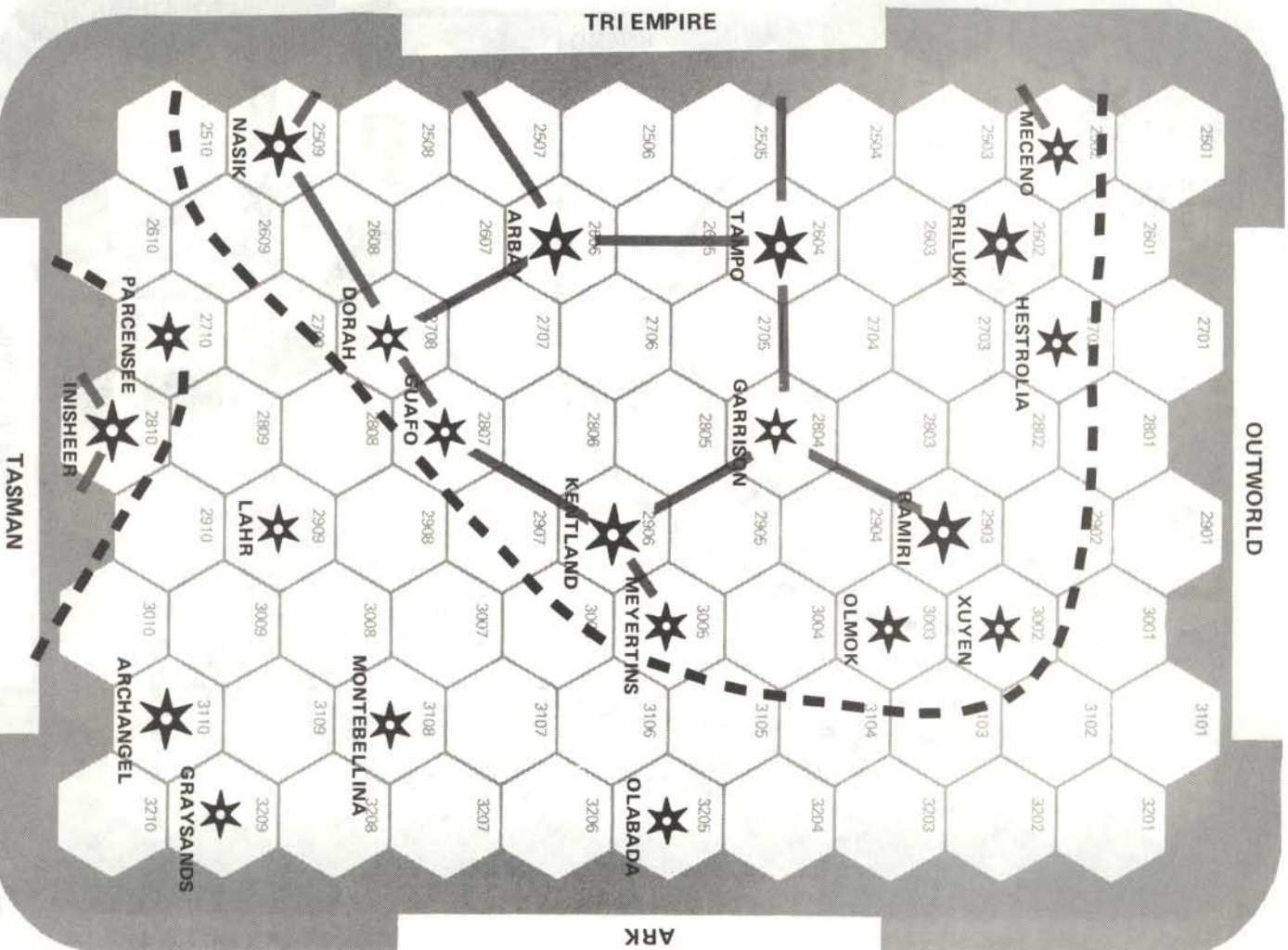
GLOWING

The Glowing Subsector is mostly empty Lesser Rift with three systems of the Krax Confederation intruding to the Trailing Spinward corner. The systems here, though scattered, are fairly rich. The necessity for Jump 4 to navigate this area has limited commerce in this region but has also limited conflicts.

Platteworld	0118	A230A99	D	Non-Agricultural	G
Portugia	0211	C8649A9	9	Non-Agricultural	G
Reinbear	0316	X000523	D	Asteroid Belt	G
Loda	0418	B000400	C	Asteroid Belt	G
St. John	0512	C232872	A	Non-Agricultural	G
Glowing†	0620	C0007A5	A	Asteroid Belt	G
Slovak	0715	XAC2365	B	Non-Industrial	G
K'ro†	0720	C200572	8	Non-Industrial	G
Geats†	0818	C658894	8	Non-Industrial	G

The Glowing Subsector contains 9 Worlds with a total population of 56 billion. The highest Population is A, at Platteworld; the highest Tech Level is D, at Platteworld and Reinbear.

Krax Confederation †

KHONG

DARKLING

EVEN

KRAXIN

PLATTEWORLD
PORTUGIA
REINBEAR
LODA
ST. JOHN
SLOVAK
GLOWING
K'RO
GEATS

0111 0112 0113 0114 0115 0116 0117 0118 0119 0120
0211 0212 0213 0214 0215 0216 0217 0218 0219 0220
0311 0312 0313 0314 0315 0316 0317 0318 0319 0320
0411 0412 0413 0414 0415 0416 0417 0418 0419 0420
0511 0512 0513 0514 0515 0516 0517 0518 0519 0520
0611 0612 0613 0614 0615 0616 0617 0618 0619 0620
0711 0712 0713 0714 0715 0716 0717 0718 0719 0720
0811 0812 0813 0814 0815 0816 0817 0818 0819 0820

9

KRAXIN

The Kraxin Subsector is split between the Krax Confederation and the members of the Ginlenchy Concordance. The Imperium is interested in maintaining a fair degree of stability in this area, though there are few items of commercial interest to the Imperium to be found here. Various members of the Krax Confederation persue somewhat different policies toward the Concordance making for somewhat confused relationships.

World	Hex	UWP	TL	Base	Remarks	
Sporades	0913	A160500	E		Non-Industrial	
Pola†	0919	C000579	9		Asteroid Belt	G
Zuica	1014	EAB1200	A		Waterworld	G
Bolzano†	1016	BABA400	B		Waterworld	G
Fridwell†	1019	AAA3557	C		Non-Industrial	G
Tarlak*	1112	C230572	9		Non-Industrial	
Zathlid†	1117	EAA4413	8		Non-Industrial	G
Iberia†	1118	AAB48B9	A		Non-Industrial	G
Lazica†	1119	CAC9567	7		Non-Industrial	G
Kraxt	1120	A782995	D		Confederation Capital	G
Tinworld*	1211	C257376	6		Non-Industrial	G
Tokeebanga*	1212	C000300	9		Asteroid Belt	G
Uzi*	1213	A221798	8		Agricultural	G
Asding†	1216	A221798	D		Non-Agricultural	G
Siling†	1218	C0008A6			Asteroid Belt	G
Alan	1220	A000300	B		Asteroid Belt	G
Redworld*	1314	A000438	A		Asteroid Belt	G
Utigur†	1317	B342A98	E		Industrial	G
Sabirian†	1319	X000300	A		Asteroid Belt	G
Waterstone*	1411	A000944	A		Asteroid Belt	G
Loo*	1412	EAC3768	A			G
Framat	1419	C264740	5			G
Krinat	1420	AAB4988	B	N		G
Quicksilver*	1511	E0007A5	A		Asteroid Belt, Mining	G
Yangky*	1513	C200578	A		Non-Industrial	G
Whiteplains*	1515	D695387	6		Non-Industrial	G
Zrintel†	1517	C212474	A		Non-Industrial	G
Rasmat	1519	C684763	7		Rich, Agricultural	
Minotaur*	1612	X100767	A		Non-Agricultural	A,G
Lodestone	1613	X200474	A		Non-Agricultural	G
Logansport*	1614	A110527	B		Non-Industrial	G
Tinto†	1618	AAB4788	A		Non-Industrial	G
Zrotax†	1620	B2319A5	9		Industrial	G
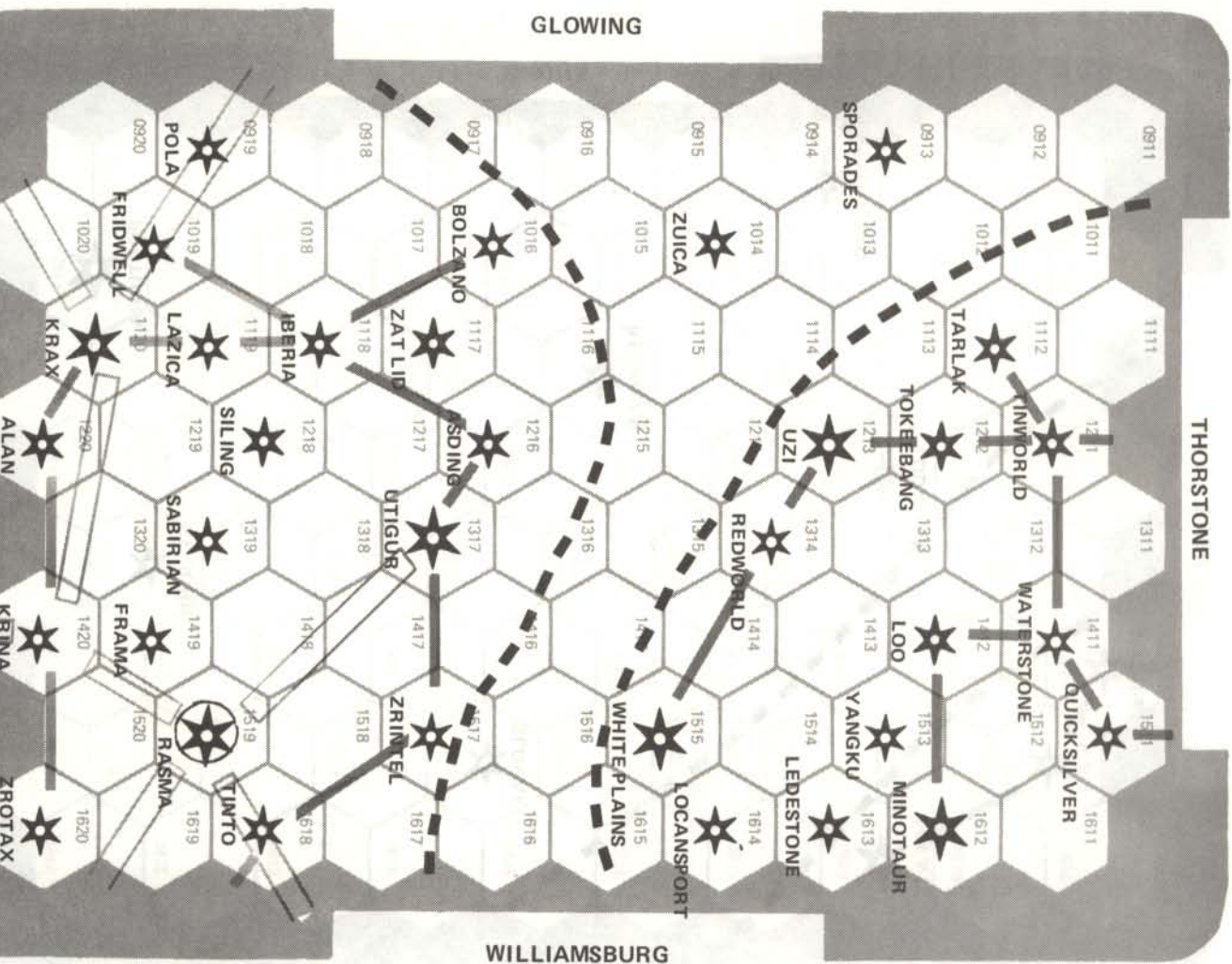
The Kraxin Subsector contains 33 Worlds with a total population of 83 billion. The highest Population is A, at Utigur; the highest Tech Level is E, at Sporades and Utigur.

Ginlenchy Concordance *   Krax Confederation †

GLOWING

THORSTONE

POONCH

WILLIAMSBURG

WILLIAMSBURG

The Williamsburg Subsector has been the scene of intense commercial and political rivalry in the past. The arrangement of the Ginlenchy Concordance in 842 greatly lowered the incidence of armed conflict in that area. An area of contention still exists on the Trailing edge of the Subsector where the Mandanin Co-Dominion has recently expanded to take over several systems.

Name	Hex	UPP		Type	
Labila*	1713	D493578	5	Non-Industrial	G
Russell*	1715	X000346	8	Asteroid Belt	G
Rinmat	1717	D110385	7	Non-Industrial	G
Linmart	1719	A000300	B	Asteroid Belt	
Sakkara*	1811	A2108B6	A	Non-Agricultural	G
Sansabia*	1812	C598100	6	Non-Industrial	G
Nitsaw†	1817	A654400	B	Non-Industrial	G
Oelm†	1818	DAA5342	A	Non-Industrial	
Estin†	1820	B492479	9	Non-Agricultural	
Gaucho*	1912	A220744	A	Non-Agricultural	G
Sao*	1913	B210676	A	Non-Agricultural	G
Jeffer-Scott*	1914	BA99588	A	Non-Agricultural	G
Spalding	1916	B232676	9	Non-Agricultural	G
Almint	1918	DAA9489	5	Non-Agricultural	A, G
Akbar†	1919	D000469	A	Asteroid Belt	G
Stetson*	2014	DAC9437	5	Non-Industrial	G
Bourret	2020	X231658	3	Non-Industrial	G
Yanika*	2112	D210373	6	Non-Industrial	G
Charlotte*	2113	B100300	A	Non-Industrial	G
Dolly Vee*	2114	AAB4377	A	Non-Industrial	G
Vincennes	2117	A210500	A	Non-Industrial	G
Lacako	2118	A000476	D	Non-Industrial	G
Spider Sea*	2211	A758400	A	Asteroid Belt, Industrial	G
Williamsburg	2219	B000989	D	Non-Industrial	
Woodruff	2312	EAB2587	A	Non-Industrial	G
Bolshevik@	2315	A000279	B	Asteroid Belt	G
Kanata@	2316	B347553	9	Agricultural	G
Cazor@	2318	E120100	A	Non-Industrial	G
Cloverdale@	2413	CAA1400	A	Non-Industrial	G
Tschen@	2414	EAC1944	A	Non-Industrial	G
Sussex@	2416	B120400	A	Non-Industrial	G
Dondo@	2417	A688100	C	Non-Industrial	G
Doom Master	2419	EAC1576	A	Non-Industrial	G

The Williamsburg Subsector contains 33 Worlds with a total population of 110 billion. The highest Population is A at Williamsburg and Tschen; the highest Tech Level is D, at Williamsburg and Lacako.

Ginlenchy Concordance * Krax Confederation † Mandanin Co-Dominion @

KRAXIN

TRI EMPIRE

SOSIE

TASMAN

11
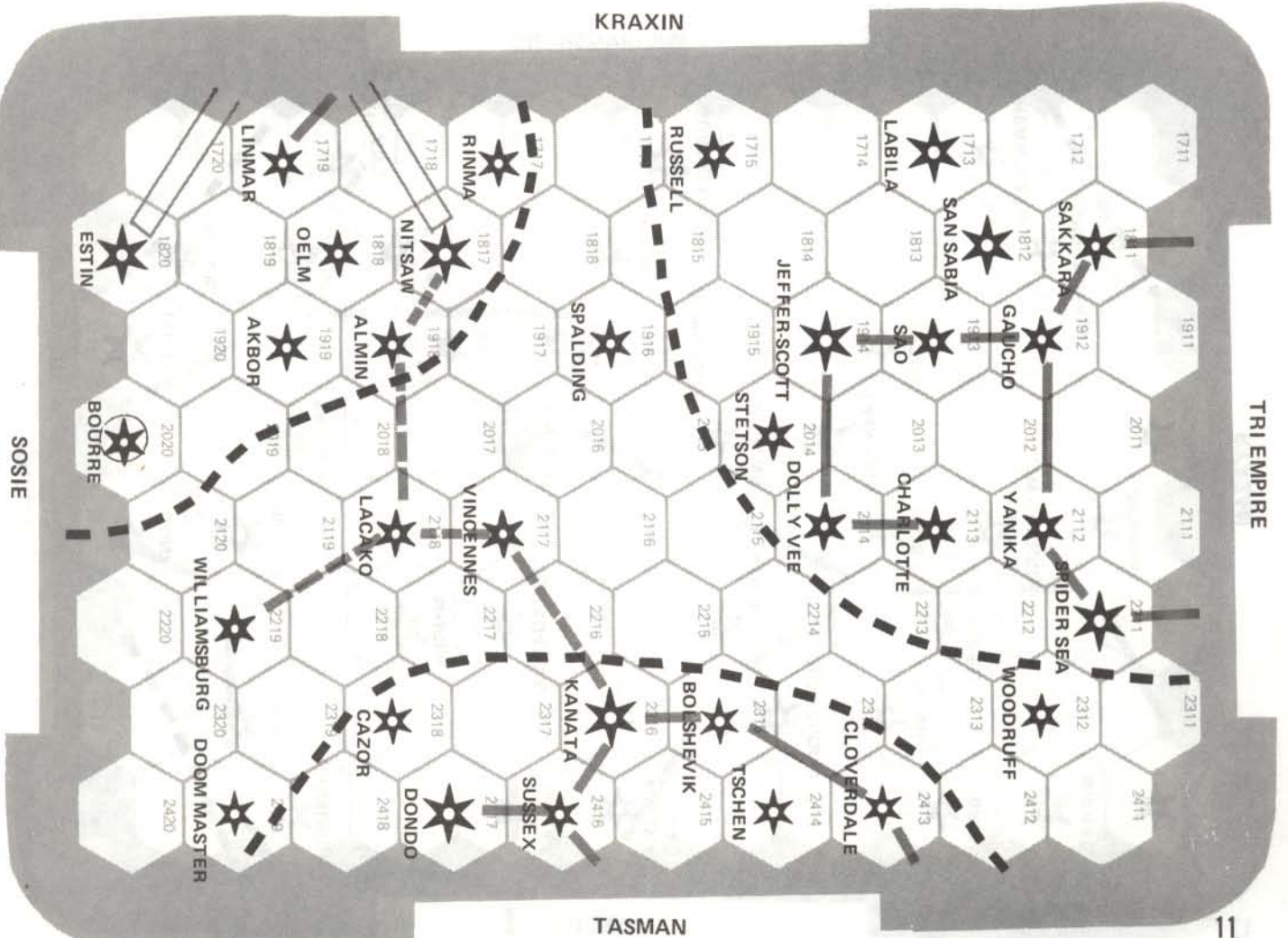
All Worlds in this Subsector are members of or are claimed by the Mandanin Co-Dominion. This area was primarily occupied and developed during the previous peaceful expansion.

Agon	2513	E220549	8	Rich, Non-Agricultural	G
Guadelupe	2516	DA69647	5	Waterworld	G
Hernosadd	2519	EABA972	8	Non-Industrial	G
Apolis	2611	XAB9500	8	Non-Industrial	G
Apan	2612	D372586	7	Non-Industrial	G
Kinja	2613	AAC4500	A	Non-Agricultural	G
Kotah	2615	A110620	A	Non-Industrial	G
Londonderry	2619	A000675	A	Asteroid Belt	G
Luxeuil	2711	C554156	7	Non-Industrial	G
Niv	2714	A100400	B	Non-Industrial	G
Ocra	2715	A000588	A	Asteroid Belt	G
Carpathia	2716	CAA1A57	A	Non-Agricultural	G
Esefer	2718	C000496	B	Asteroid Belt	G
Sanulia	2812	XAB9766	A	Non-Industrial	G
Coneworld	2814	A857988	B	Non-Industrial	G
Sulivan	2816	BABA300	A	NonIndustrial	G
Tasmania	2817	C756357	8	Non-Industrial	G
Thunder	2820	CAB2200	A	Non-Agricultural	G
Dona	2911	X212883	8	Non-Agricultural	G
Oblast	2912	A485340	B	Non-Industrial	G
Usob	2918	BAA1495	B	Non-Industrial	G
New Virginia	2919	A348546	B	Agricultural	G
Wexham	2920	EAA1200	8	Non-Industrial	G
Shirol	3013	D100687	8	Non-Agricultural	G
Zamboanga	3014	E110686	B	Non-Agricultural	G
Appalachia	3016	A200263	B	Non-Industrial	G
Blumenu	3018	XAB1100	A	Non-Industrial	G
Claw	3112	XAC2949	A	Non-Industrial	G
Clarendon	3117	C788658	7	Rich, Agricultural	G
Benin	3118	XAA9499	A	Non-Industrial	G
Gysburg	3212	A210276	A	Non-Industrial	G
Iriga	3214	A698775	9	Agricultural	G
Kalix	3215	EACA100	A	Waterworld	G
Labria	3218	X120657	8	Non-Agricultural	G
Manning	3219	E34630	6	Non-Agricultural,	G
Mifraz	3220	D964699	5	Rich, Agricultural	G

The Tasman Subsector contains 36 Worlds with a total population of 105 billion. It is a deliberate policy not to descriminate between the two species even in overall population figures. The highest Population is A, at Carpathia; the highest Tech Level is B, at Niv, Esefer, Coneworld, Oblast, Usob, New Virginia and Appalachia.

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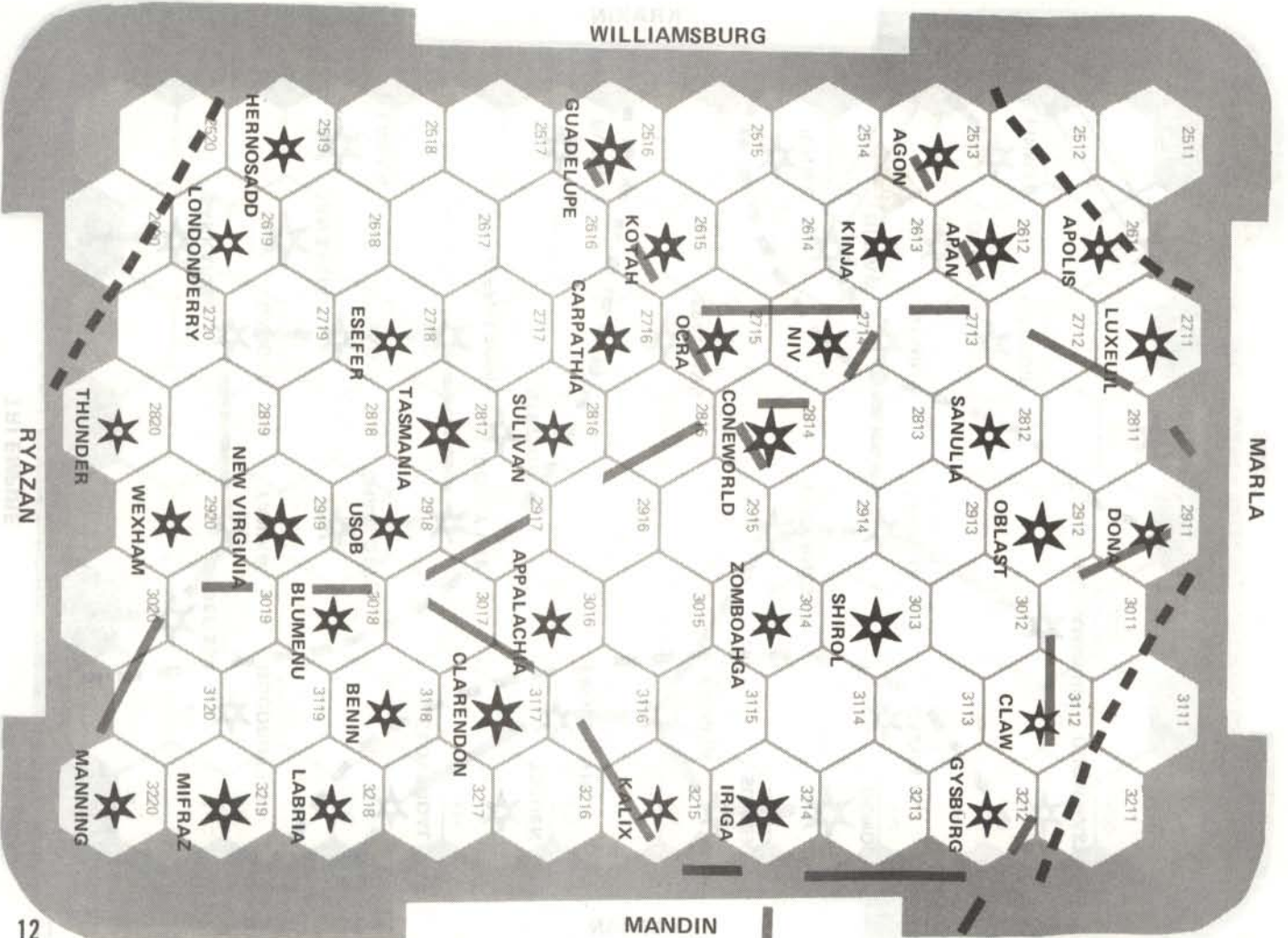
EVEN

The Even Subsector is primarily occupied by the Krax Confederation. The area of three contended planets in the Spinward Rim edge was conceded to the Imperium in exchange for commercial and technical assistance.

Name	Hex	UPP	TL		Remarks	
Natal	0121	C001611	C		Asteroid Belt	G
Haven I	0129	D478877	5			
Kalima †	0224	E000669	9		Asteroid Belt	G
Tellmar †	0225	A9559A8	C		Non-Industrial	G
Tralmar †	0227	C110500	B		Non-Industrial	G
Carlyle I	0229	AAB1560	C		Non-Industrial	G
Norristown I	0230	EAAA494	A		Waterworld	
Frenzo†	0325	XAAA664	8		Waterworld	G
Blumorn†	0327	E130576	8		Non-Industrial	G
Ramin†	0423	B767873	9		Non-Industrial	G
Kinsharth†	0424	X765779	5		Rich, Agricultural	R, G
Hyline†	0427	BA8A549	B		Waterworld	G
Dustie†	0428	D000300	9		Asteroid Belt	G
Krantell†	0523	XAB25A5	8		Non-Industrial	G
Farmin†	0525	AAAA476	C		Waterworld	G
Event	0527	A120965	C		Industrial	G
Farwall†	0621	A664668	B		Rich, Agricultural	G
Shanzat	0624	B589536	B		Non-Industrial	G
Endit†	0626	BA92794	B	N	Asteroid Belt	G
Landing†	0627	C000838	A		Asteroid Belt	G
Nuway†	0628	A876996	C		Asteroid Belt, Industrial	G
Putdown†	0629	C000753	B		Non-Industrial	G
K'stat†	0721	DAB2556	8		Non-Industrial	
K'free†	0723	D000583	9		Asteroid Belt	G
Trazewell†	0725	X000000	--		Asteroid Belt	G
Frenty†	0726	XAA1200	7		Non-Industrial	G
Zafire†	0728	C546667	A		Agricultural	G
Grendel†	0729	X130272	E		Non-Industrial	G
Hrothgar†	0730	A654300	A		Non-Industrial	G
Beowulf†	0821	E000640	A		Asteroid Belt	G
Flast†	0824	X220500	6		Non-Industrial	G
Plash†	0826	B130476	6		Non-Industrial	G
Zarat	0830	C000769	8		Asteroid Belt	G

The Even Subsector contains 33 Worlds with a total population of 510 million. The highest Population is 9, at Even; the highest Tech Level is E at Hrothgar.
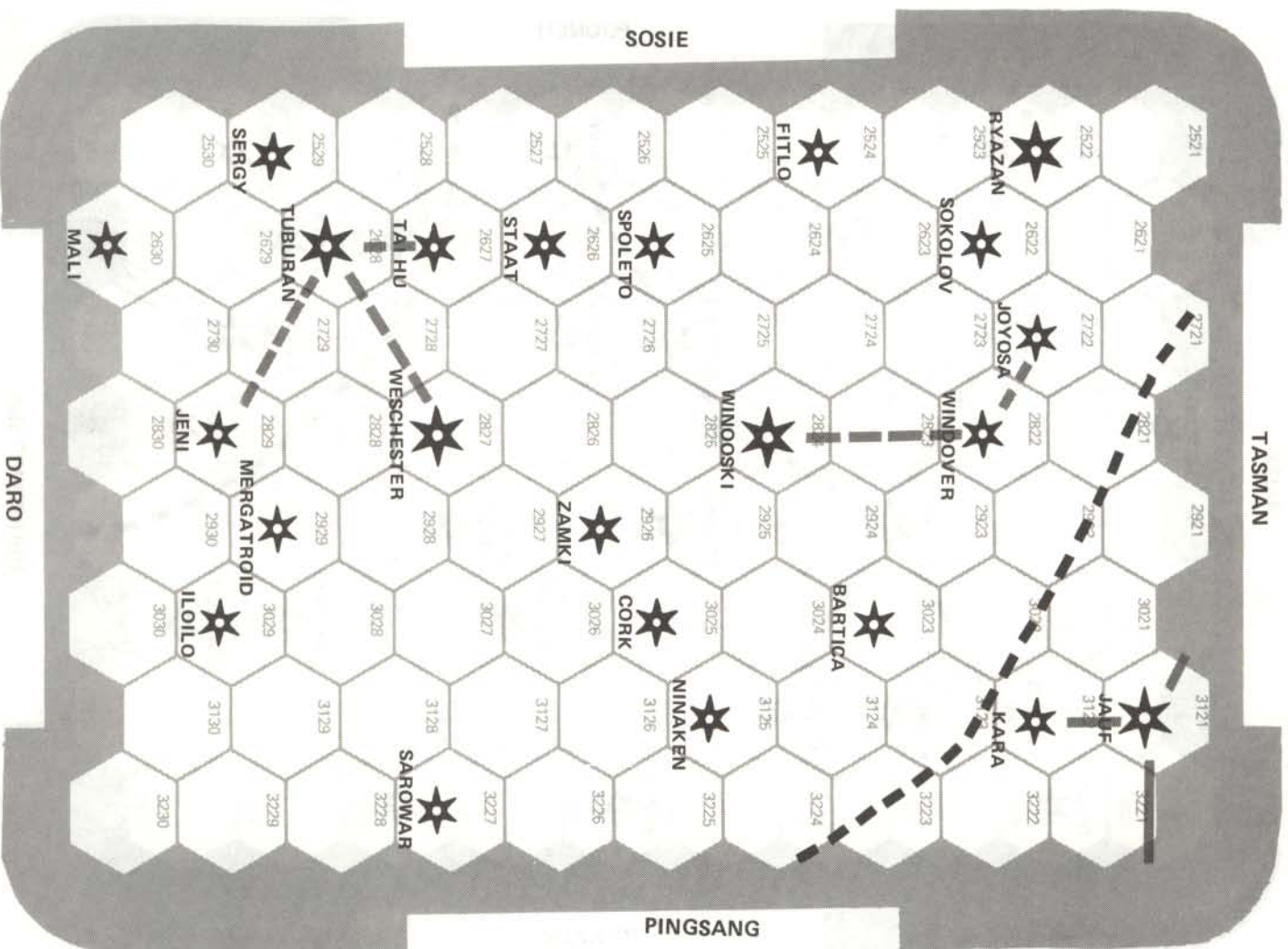
Krax Confederation †   Imperium I

KYNOS

NATAL

HAVAN

CARLYLE

NORRISTOWN

TRALMAR

TELLMAR

KALIMA

FRENZO

BLUMORN

DUSTIE

HYLINE

KINSHARTH

RAMIN

KRANTELL

FARMIN

EVEN

LANDING

ENDIT

SHANZA

FARWALL

K'STAT

BEOWULF

PUTDOWN

NUWAY

ZAFIRE

GRENDEL

HROTHGAR

ZARA

PLASH

FRENTY

TRAZEWELL

FLAST

K'FREE

GLOWING

VERGE SUBSECTOR

POONCH

13
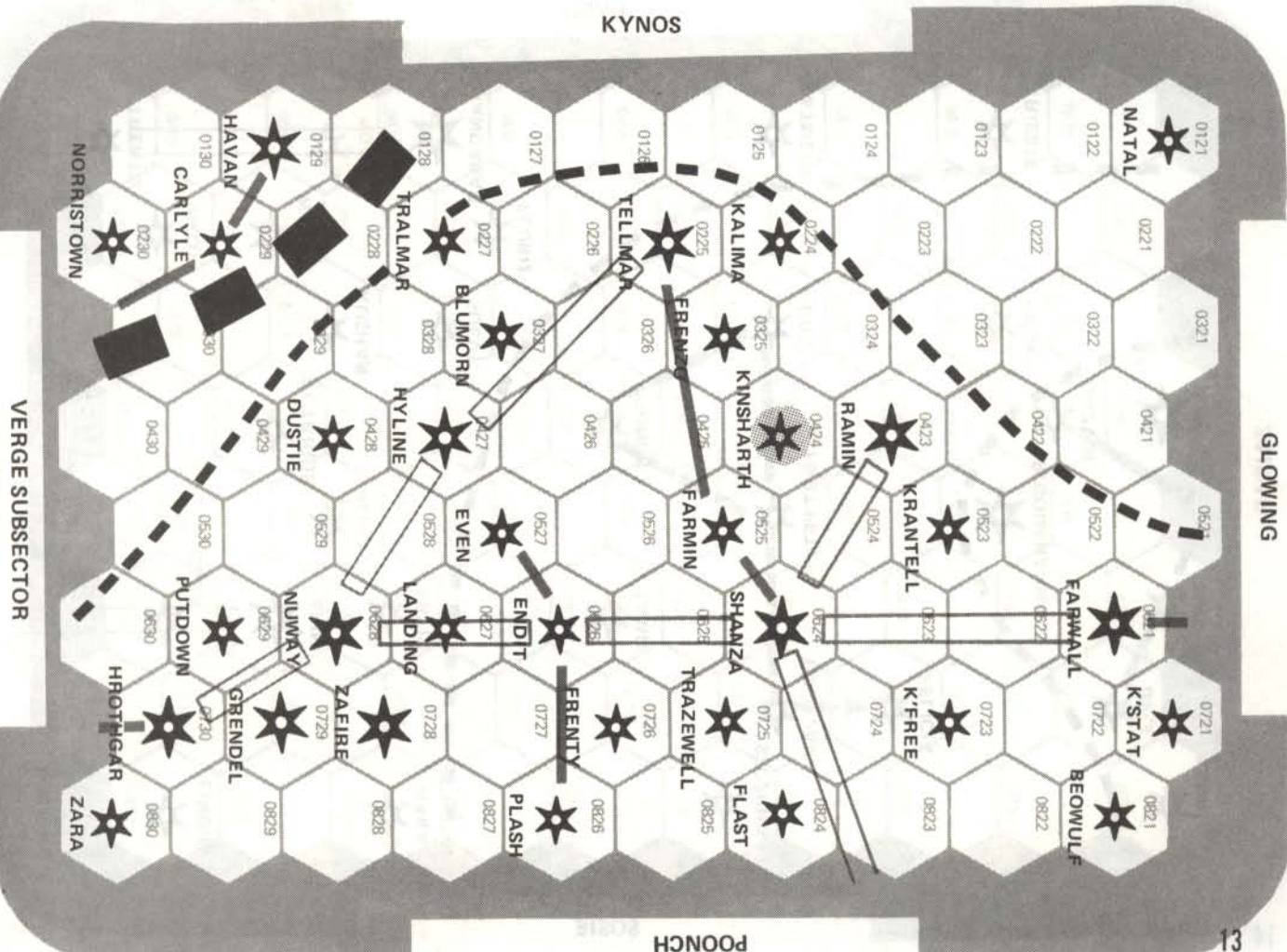
POONCH

The Poonch Subsector is mostly occupied by the Krax Confederation with 6 members of the Zarian Realm on the rimward edge. The 8 systems inbetween have an independent stance but look more toward the former than the latter.

Name	Hex	UWP			Class	
Trentot	0921	AAA2564	D	N	Non-Industrial	G
Randabart	0924	A886411	C		Non-Industrial	G
Katmeret	0927	CABA798	A		Waterworld	G
Trieste†	0929	X100261	8		Non-Industrial	G
Neott	1021	EAC2576	9		Non-Industrial	G
Wastint	1022	DAB9200	8		Non-Industrial	G
Flubitt	1024	CAB1467	A		Non-Industrial	G
Kushant	1123	X232000	--		Asteroid Belt	G
Suevit	1124	D000500	A		Non-Industrial	G
Ord	1127	BAB1300	A		Non-Industrial	G
Ficin	1129	D1105A5	A		Non-Industrial	G
Kutrigurt	1222	X000000	--		Asteroid Belt	G
Poonch	1225	B232853	C		Non-Agricultural	G
Qazvin!	1229	A000300	8		Asteroid Belt	G
Irdon!	1230	C86A468	8		Waterworld	G
Slinat	1323	E000554	9		Asteroid Belt	G
Port Peters	1327	AAC9459	C		Non-Industrial	G
Susquahanna!	1329	E757635	8		Agricultural	G
Cabat	1421	BAC1347	C		Non-Industrial	G
Afint	1422	A4998A6	E		Non-Industrial	G
Artint	1423	XAC1210	A		Non-Industrial	G
Tamia	1425	XAB1766	8		Non-Industrial	G
Djis!	1430	C110574	9		Non-Industrial	G
Uzlovaya	1527	B1106B6	9		Non-Agricultural	G
Felicia	1528	BAC1586	C		Non-Industrial	G
Dell!	1530	B110159	8		Non-Industrial	G
Lindin	1621	D000200	A		Asteroid Belt	G
Rakat	1623	C000494	B		Asteroid Belt	G
Szczcinski	1626	EAB1375	8		Non-Industrial	G
Alexandria!	1630	D200568	8		Non-Industrial	G

The Poonch Subsector contains 30 Worlds with a total population of 1 billion. The highest Population is 8, at Afin and Poonch; highest Tech Level is E at Afin.
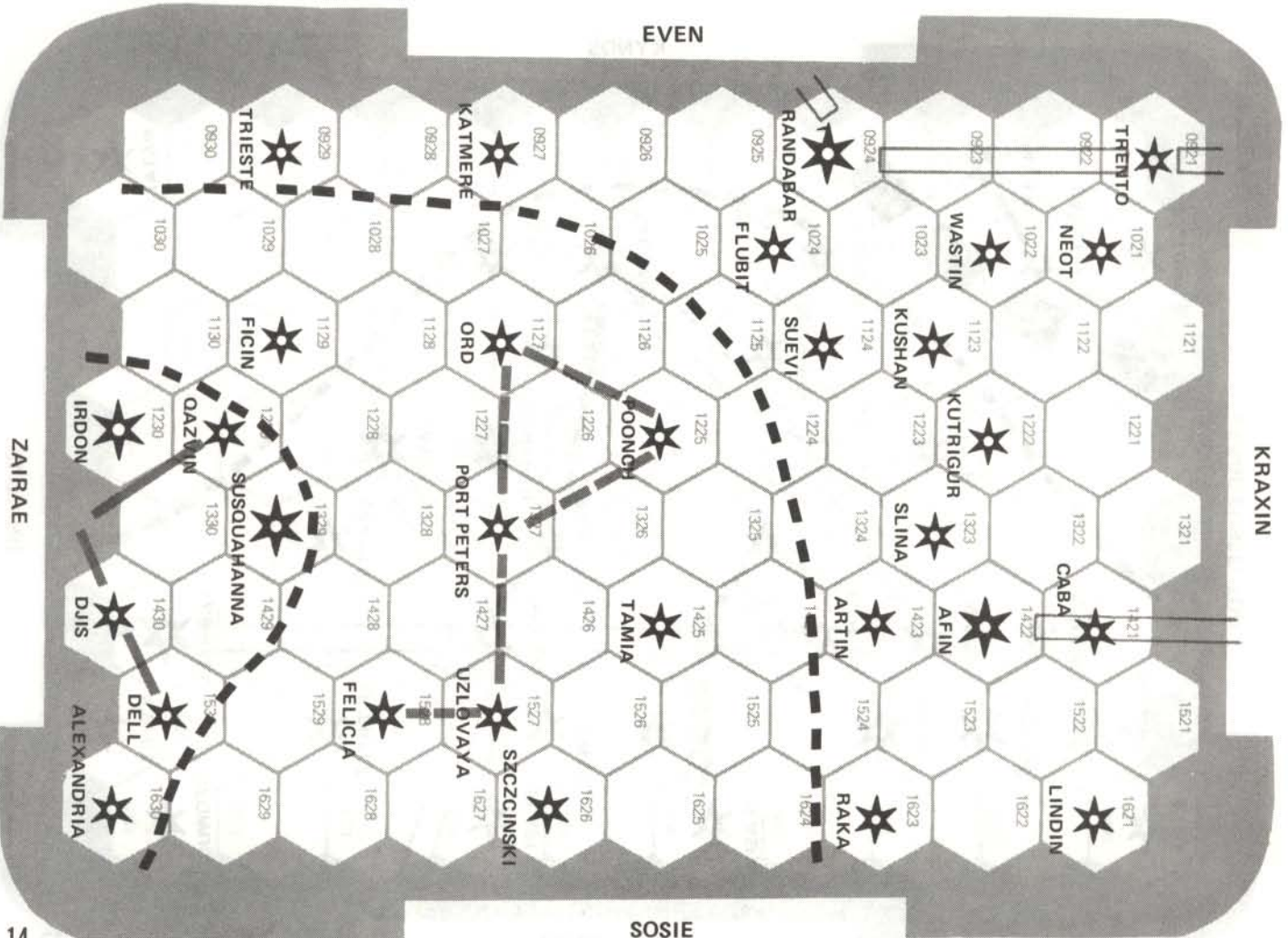
SOSIE

The Sosie Subsector has a scattering of independent Worlds and an intrusion of five Krax Confederation systems in the Spinward core corner. This area has been the scene of several recent clashes over the resources of undeveloped planets.

Name	Hex	UPP	Code	Trade	GG
Lindran†	1722	D000440	A	Asteroid Belt	G
Vassal	1725	A000576	B	Asteroid Belt	G
El Dorado	1729	C200536	8	Non-Industrial	G
Krasit	1822	C130257	C	Non-Industrial	G
Astrid†	1823	EAB9372	5	Non-Industrial	G
Cerinola	1827	EAA1568	A	Non-Industrial	G
Abin†	1922	A654745	D	Agricultural	
Andres	1925	E000786	8	Asteroid Belt	G
Firenzi	1926	A798100	C	Non-Industrial	G
Galax	1929	A000169	C	Non-Industrial	G
Sosie†	2021	D000788	9	Industrial	G
Taglia	2026	B1305A6	9	Non-Industrial	G
Hazzard	2030	X232883	8	Non-Agricultural	G
Czar	2124	C1007C7	8	Non-Agricultural	G
Rumfill	2126	E476400	5	Non-Industrial	G
Sahara	2128	AA58356	C	Non-Industrial	G
Longion	2221	XAC25A5	A	Non-Industrial	G
Gazelle	2222	X000523	8	Non-Industrial	G
Britlan	2224	EAB1384	A	Non-Industrial	G
Casino	2327	B000383	A	Non-Industrial	G
Numidios	2328	D130272	A	Non-Industrial	G
Outjo	2329	AAAA579	C	Waterworld	G
Qa	2423	CAC96A7	A	Non-Industrial	G
Pegu	2425	B000400	C	Asteroid Belt	G
Dozur	2429	EAC1661	A	Non-Industrial	G

The Sosie Subsector contains 25 Worlds with a total population of 30 billion. The highest Population is A, at Sosie; the highest Tech Level is D, at Abin.

POONCH · WILLIAMSBURG · RYAZAN · SEPIK

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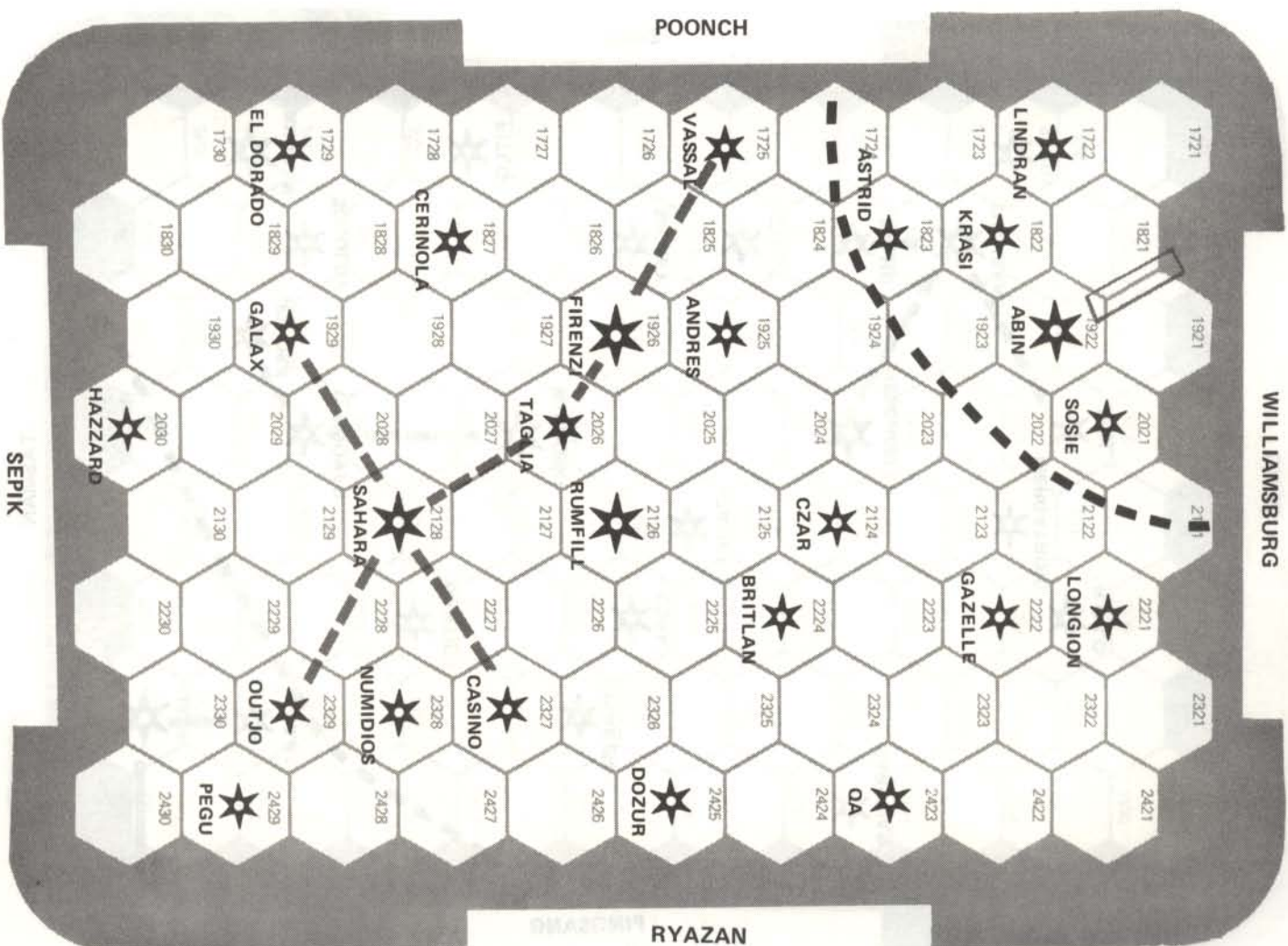
RYAZAN

The Ryazan Subsector is an area of independent planets except for two systems to coreward in the Mandonin Co-Dominion. Development of the systems in this area over the last two centuries has lead to some recent armed clashes between Co-Dominion and independent forces. The independents have sometimes drawn support from the Krax Confederation.

Ryazan	2522	E59AA94	7	Waterworld, Industrial	G
Fitla	2524	C231300	9	Non-Industrial	
Sergy	2529	DABA546	8	Waterworld, Non-Industrial	G
Sokolov	2622	X110100	8	Non-Industrial	G
Spoleto	2625	XAAA878	A	Waterworld	G
Staat	2626	D210894	7	Non-Agricultural	G
TaiHu	2627	AAA1483	C	Non-Industrial	
Turburan	2628	A542689	8	Industrial	
Mali	2630	X120994	8	Industrial	
Joyosa	2722	AAC9723	9	Non-Industrial	G
Windover	2822	BAC2689	C	Non-Industrial	G
Winooski	2824	A456272	A	Non-Industrial	G
Weschester	2827	B5858A5	9	Agricultural	G
Jeni	2829	A232694	9	Non-Agricultural	G
Zamki	2926	CAB9100	9	Non-Industrial	
Mergatroid	2929	EAC1A84	A	Non-Industrial	G
Bartica	3023	C100797	8	Non-Agricultural	G
Cork	3025	C130657	A	Non-Agricultural	G
Iloilo	3029	CAB18A7	A	Non-Industrial	G
Jauf@	3121	C767200	4	Non-Industrial	G
Kara Su@	3122	A110200	C	Non-Industrial	G
Ninaken	3125	B232472	A	Non-Industrial	G
Sarowar	3227	AAC2647	9	Non-Industrial	G

The Ryazan Subsector contains 23 Worlds with a total population of 79 billion. The highest Population is A, at Ryazan; the highest Tech Level is C, at Tai Hu, Winooski, and Kara Su.

The Verge Subsector is the furthest Trailing extension of Imperium Space. It is an off-shoot of the area known as The Old Expanses. Herot is a member of the Krax Confederation while Kildonovan and Istok are independent. The scene of much altercation in the past, over the last several decades, the frontiers have stabilized.

Name	Hex	UPP	Tech	Bases	Trade	G
Messara	0131	E452300	5		Asteroid Belt	G
Mou	0132	A000576	C		Non-Agricultural	G
Yagawa	0134	B110830	A		Non-Industrial	
Galnor	0139	B357649	A		Non-Industrial	
Hangstar	0234	D221320	6		Non-Industrial	
Phasis	0236	D453744	5		Agricultural	
Pindare	0331	AAA1974	A	N, S	Agricultural	G
Sterling	0333	A000799	A		Asteroid Belt	G
Zucko	0337	B120163	C		Non-Industrial	G
Taji	0338	C232566	9		Non-Industrial	G
Sugarbush	0339	C564223	8		Non-Industrial	G
Parda	0340	EAB1449	A		Non-Industrial	
Frisney†	0432	B554A66	B		Non-Industrial	G
Verona	0433	A000349	B		Industrial	G
Valdai	0435	A675356	9		Non-Industrial	G
Franklin	0436	C130AA4	B		Industrial	G
Halsey	0534	D200727	8		Non-Agricultural	G
Giyul	0539	EAC2000	--	S	Asteroid Belt	G
Andorus	0540	X0008B9	8		Non-Industrial	G
Icewind	0635	A100115	C		Industrial	G
Khartago	0637	B210944	B	N	Asteroid Belt	G
Herott	0731	X000888	8		Asteroid Belt	G
Kildonovan	0733	CAA9AD9	C			G
Halifax	0738	C786677	8		Rich, Agricultural	G
Imbabura	0739	E000886	8		Asteroid Belt	G
Istok	0834	X110400	8		Non-Industrial	G

The Verge Subsector contains 26 Worlds with a total population of 125 billion. The highest Population is A, at Frisney, Franklin, and Kildonovan; the highest Tech Level is C, at Mou, Zucko, Icewind, Franklin, and Kildonovan.

Surrounding subsectors shown on map: TARANAKI (Coreward), EVEN (Trailing), STONEY (Spinward), ZAIRAE (Rimward).
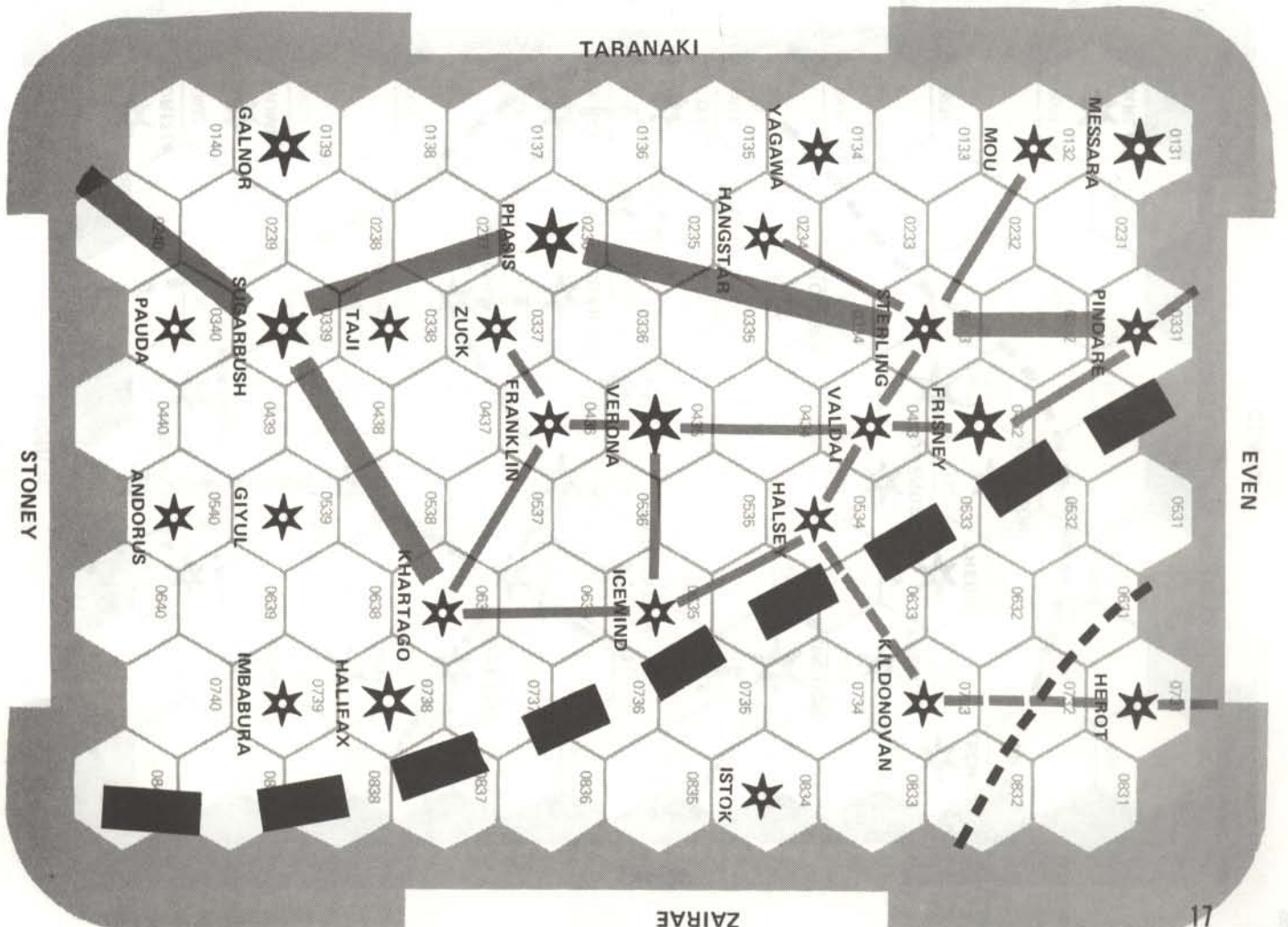
ZAIRAE

The Zairae Subsector has only three systems not in the Zarian Realm; Gorizia and Fiume in the Krax Confederation and the independent Carla. The borders of the Realm have been stable for over a thousand years. The Imperium has long since agreed to the Realm's request to limit trade to Kali and Ko Hu.

Name	Hex	UWP	Tech	Classification	
Gorizia†	0931	C000894	9	Asteroid Belt	G
Fiume†	0932	E100421	9	Industrial	G
Kali	0935	A222963	8	Industrial	G
Ko Hu	0936	BABA511	8	Waterworld	G
Carla	0940	C000755	8	Asteroid Belt	G
Maceio	1035	C897775	9	Agricultural	G
Madidi	1036	E1209C9	8	Industrial	G
Keewat	1133	X230AB9	8	Industrial	G
Chutes	1134	AAC5751	9		G
Schneider	1135	B000443	A	Asteroid Belt	G
Prospect	1137	C130A77	9	Industrial	G
Skagway	1231	D200555	9	Non-Industrial	G
Rhin	1235	EAA1144	C	Non-Industrial	G
Zipple	1238	E948AD9	B		G
Bethguerra	1331	A000677	A	Asteroid Belt	G
Sivash	1333	B100674	B	Non-Agricultural	G
Hyde	1335	A665966	9	Industrial	G
Suddengrave	1338	D210AA6	9	Non-Industrial	G
Szolnok	1339	EAB2111	8	Non-Industrial	G
Taor	1431	X000226	A	Asteroid Belt	G
Liberty	1434	A1106B9	D	Non-Agricultural	G
Sheboygan	1435	B220132	D	Non-Industrial	G
Trebic	1438	CAC9466	9	Non-Industrial	G
Pasak	1532	D000110	A	Non-Industrial	G
Swift	1533	DA5AAA7	A	Waterworld	G
Cheetah	1534	X120400	C	Non-Industrial	G
Vale	1536	C657594	A	Agricultural	G
Yamdrok	1537	B787879	B	Agricultural	G
Treslin	1538	E654554	9	Agricultural	G
Joe's Hermitage	1633	C432321	6	Non-Industrial	G
Lecht	1638	E543100	7	Non-Industrial	G

The Zairae Subsector contains 31 Worlds with a total population of 474 billion. The highest Population is A, at Fiume, Keewat, Prospect, Zipple, Suddengrave, and Swift; the highest Tech Level is E at Hyde.

VERGE SUBSECTOR

POONCH

SEPIK

CLARA
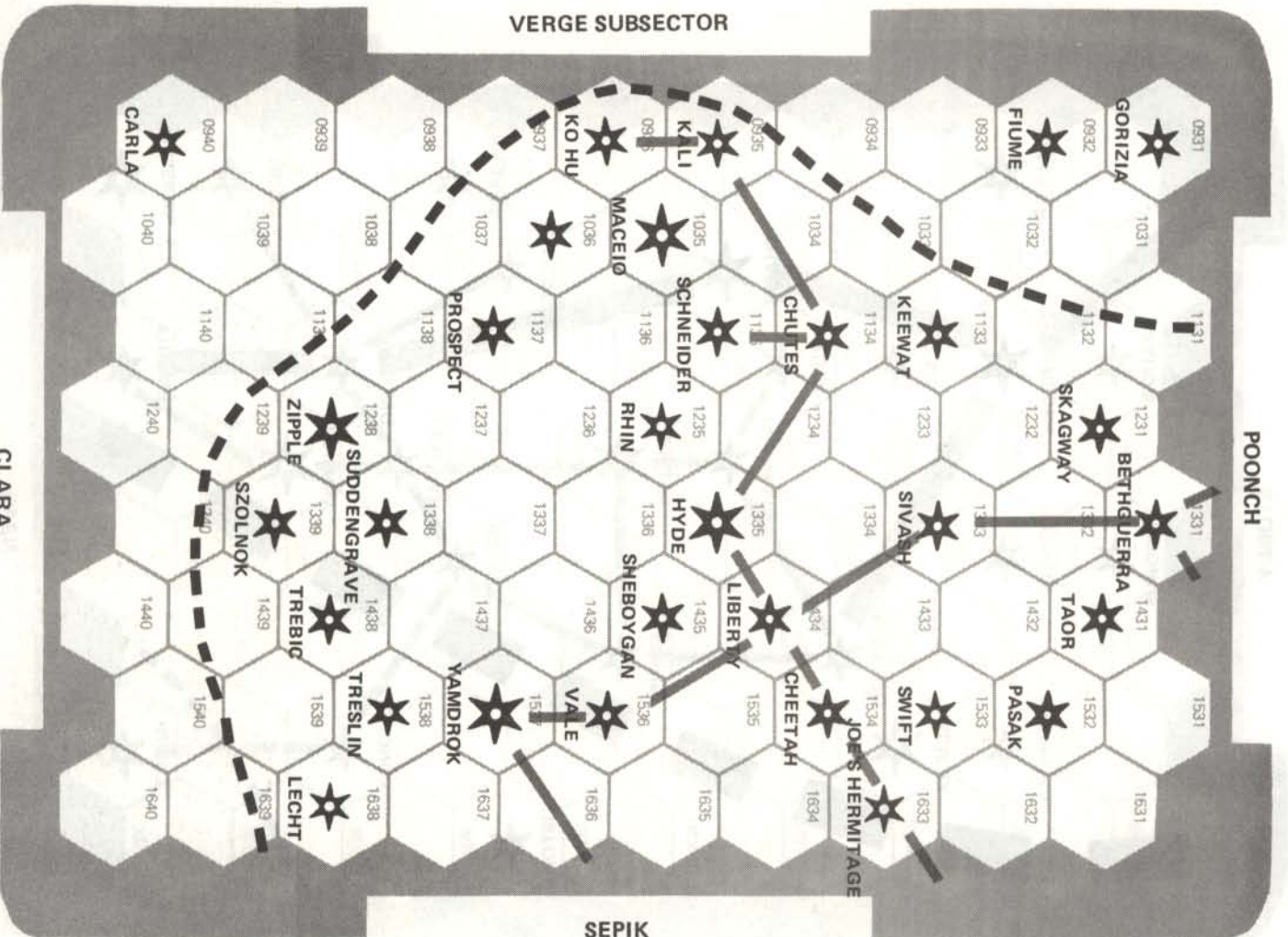
The Sepik Subsector has 7 planets of the Zarian Realm but is otherwise composed of independent and unexploited systems. Other than minor altercations between independent exploiters, little conflict or war has ever taken place here.

Borja!	1731	X130500	8	Non-Industrial	G
Calleyville!	1732	A200532	8	Non-Industrial	G
Decanesia!	1733	BAB1400	8	Non-Industrial	G
Karol!	1735	B594596	8	Agricultural	
Machpelah!	1736	A000956	8	Asteroid Belt, Industrial	G
Hucknail!	1738	E100555	8	Non-Industrial	G
Jain!	1832	X210400	8	Non-Industrial	G
Hio	1934	AAC1340	9	Non-Industrial	G
Bertville	1935	B000116	9	Asteroid Belt	G
Luga	1937	C1105A9	A	Non-Industrial	G
Minit	1940	D221A86	A	Industrial	
Navajo	2031	EAA2635	A	Non-Industrial	G
Monitor	2039	C000400	C	Asteroid Belt	G
Phigalia	2132	A120516	B	Non-Industrial	G
Sepik	2134	B232966	B	Industrial	
Madryn	2137	CAB9988	C	Non-Industrial	G
Kalahari	2239	C645412	7	Non-Industrial	G
Sudetic	2332	E000488	8	Asteroid Belt	G
Zarvas	2337	X1306B5	8	Non-Industrial	G
Thames	2435	A200567	C	Non-Industrial	G
Tirolios	2438	BACA994	A	Waterworld	G

The Sepik Subsector contains 21 Worlds with a total population of 97 billion. The highest Population is A, at Minit; the highest Tech Level is C, at Madryn and Thames.

ZAIRAE

SOSIE

RALDA
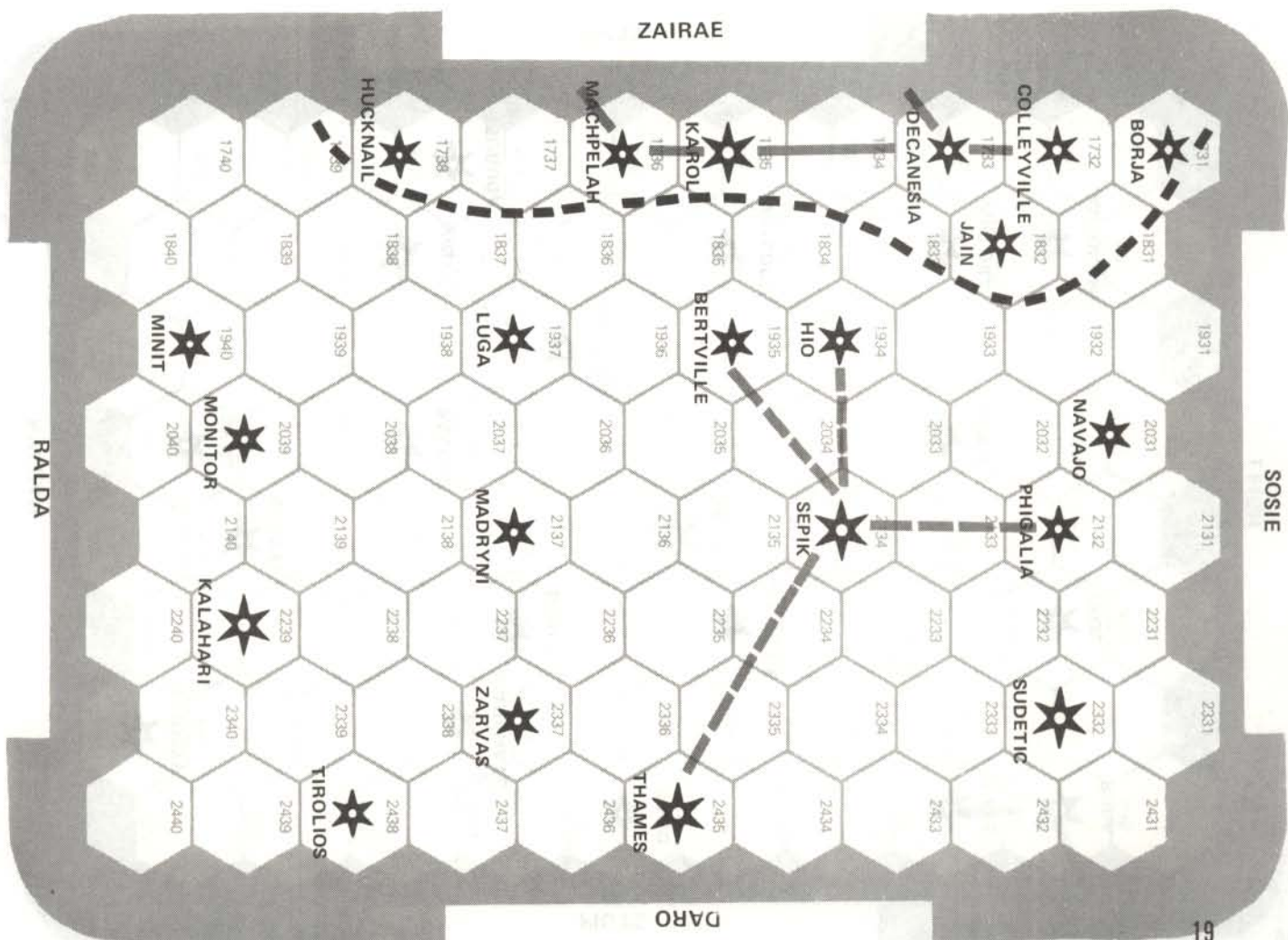
DARO

DARO

The Daro Subsector is mostly independent systems except for three systems in the extreme Trailing rim corner. Little activity of note has ever taken place in this subsector but latent conflicts are coming to a head. War is anticipated within the next few years. The independent systems have been hiring mercenary training cadres. The three systms of the Rm Nai view the squabbling inhabitants of these independent systems with great distain.

Name	Hex	UWP		Classification	
Tsuruga	2534	C000555	A	Asteroid Belt	G
Vinyl	2633	C569566	9	Agricultural	
Witlock	2636	E100415	6	Non-Industrial	G
Wisloka	2638	X210596	6	Non-Industrial	G
Automony	2639	AAA5147	D	Non-Industrial	G
Polydor	2735	B0008B9	B	Asteroid Belt	
Symz	2831	C110111	7	Non-Industrial	G
Bangor	2833	D222849	5	Non-Agricultural	G
Caria	2838	EAB1140	6	Non-Industrial	
Chavez	2932	X000500	A	Asteroid Belt	G
Natalie	2936	A867338	B	Non-Industrial	
Dublon	3034	B120654	B	Non-Agricultural	G
Salt Lick	3036	C230284	7	Non-Industrial	G
I'Boi r	3039	DAC2662	5	Non-Industrial	G
Lindsey	3131	E000477	8	Asteroid Belt	G
Manawatu	3134	X130876	5	Non-Agricultural	G
Daro r	3235	A200664	B	Non-Agricultural	G
T'Fto r	3238	B000100	D	Asteroid Belt	G
Rofa r	3239	B978477	8	Non-Industrial	

The Daro Subsector contains 19 Worlds with a total population of 2 billion. The highest Population is 8, at Polydor, Bangor and Manawater; the highest Tech Level is D, at Autonomy and Norfolk.
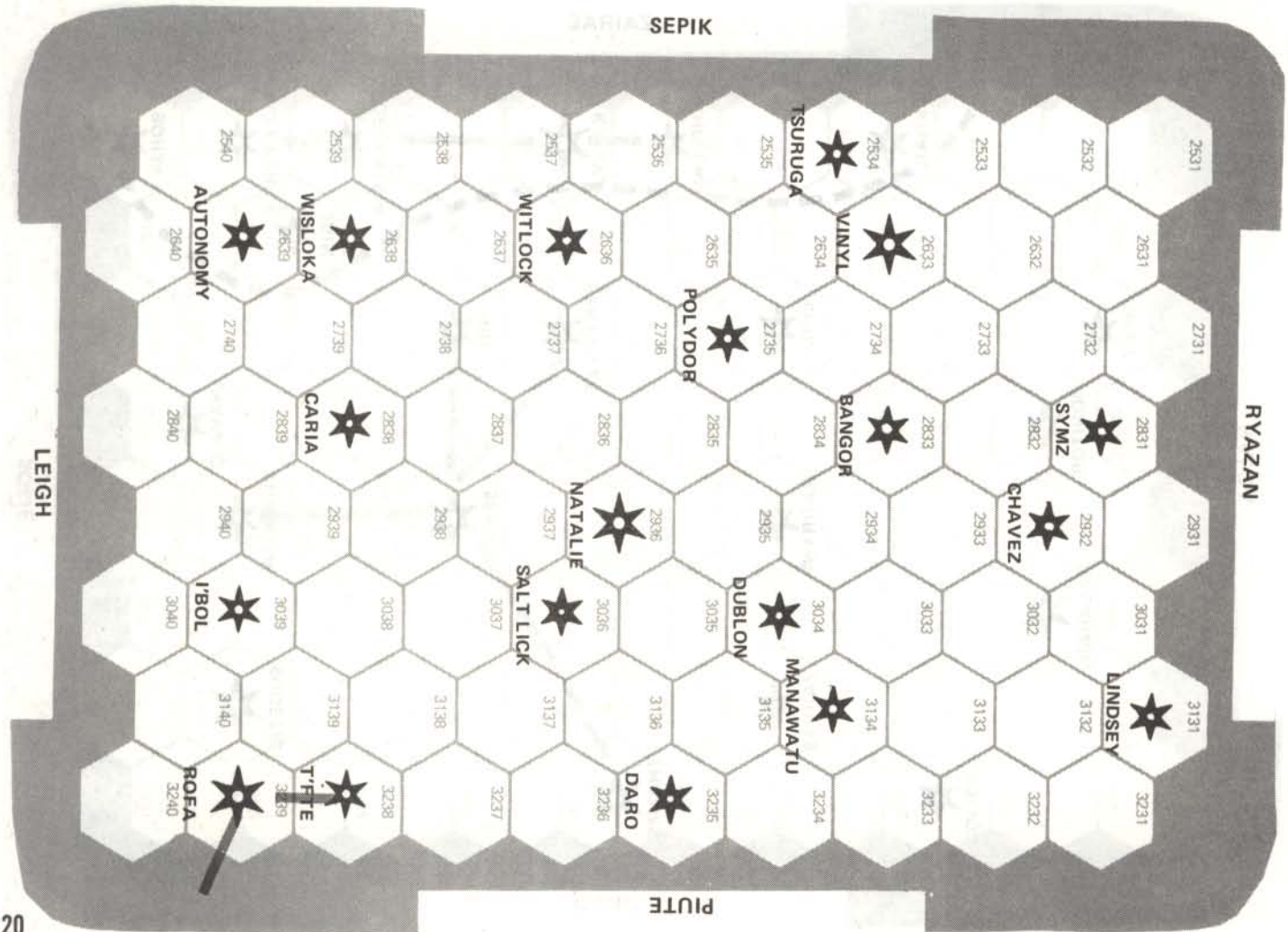
ZARIAN REALM

JUDGES INFORMATION ONLY

The Zaris are indeed an offshoot of the basic stock of Humaniti. They are the results of an attempt upon part of the Ancients to derive a type of Humans suitable for use as workers. Some significant metabolic processes were altered slightly to prevent cross-breeding with other Human races so that the more docile strain would not be contaminated by the aggressive warrior or the wild strains.

The first strains produced were docile and stable as the Ancients intended. However, they failed to show any traces of the proper amount of initiative and forethought required from an efficient subordinate race. Continuing attempts to adjust the level of initiative were taking place right up to the end of the Ancient civilization. Some of the final attempts looked quite promising.

After the collapse, all breeding strictures were off. The later, higher initiative strains gradually came to comprise a larger and larger portion of the population. At a certain population level, a latent racial psionic link was triggered in the later strains. This link produces a sort of low level background feeling serving as an indicator of overall racial emotional state. Any one Zari has little effect upon the overall link. The ability of one Zari to tune in on the emotional state of another is limited to a range of a few meters. Individual pain, anger or other emotional upsets have no effect on the background link. Any event affecting a large number of people will alter the background feeling in an area and cause citizens to be alert, apprehensive, and looking for the source of trouble. No specifics about the situation are communicated, only a general directional and distance feel with a vague sense of an accident or an attack.

Human Psi Sensitives are on "the wrong wavelength" and can only pick up a sort of background "static". The static produces a vague feeling of discomfort and uneasiness. This vague feeling is all that other species who also have Psi Sensitives are able to report.

The background link is useful in that the citizen body and leaders are both aware of the actual extent and seriousness of any disaster. No time is wasted in convincing the populace of the need for any emergency action, no time is spent in spreading word of an emergency. The Zaris on a planetary level and sometimes even on a system wide level are capable of very quick and coordinated action.

The overall level of initiative is still relatively low leading to little technical advancement. The cultural stability remains very high, society changing only slightly over milenia. By the same principle, anything once discovered is never lost. Zarian philosophy and politics are inwardly directed and group centered. A low reproductive drive and a life span about 50% longer than the Humaniti norm have led to little population pressure. Zari have an almost fanatical resistance to outside pressure and an immense respect for tradition and precedent. Aberrant individuals unable to feel the link are sterilized shortly after their birth and sent to be raised in border regions where their lack of a link will not handicap them. After thousands of years of selective sterilization, very very few such individuals are now born (one in perhaps 10 billion).

The Imperium has become convinced of the stability of the Zarian Realm and values highly the stable and peaceful border they provide. In spite of official policy, scientific curiosity as to the basis of the Zaran Realms unusual stability still runs high. Imperial Security views the Zaris as a long term item; "They aren't going anywhere. Don't pester them. We will get around to investigating them in another half millenia or so. There are a lot of other more urgent problems." A few Imperial companies have expressed private interest in trade possibilities but other customers have proved much more responsive.

KEN SIMPSON

MANDANIN CO-DOMINION

JUDGES INFORMATION ONLY

The Mandanin Co-Dominion arose as a result of a combination of a mutant strain of Danin and a religious revival. The initial impetus is now wearing off and internal factions are beginning to crystalize.

The Danin are a warm-blooded, four limbed race of vaguely reptilian aspect. Each Danin is tri-sexual, the various sexual phases occuring during the different portions of ne's life. The order is Egg (thet), Subadult (ken), Male (nit), Female (ten), and Senior (een). Humans have taken to using the Danin words for the separate phases and the pronoun for any Danin in general (ne).

Developed from a social type of Gatherer, the ability of the post reproductive phase of Seniors (een) to settle conflicts between different packs without violence speeded up the course of civilization among Danin. Though technical progress was not as rapid as comparable races, planetary-wide social units were achieved at a relatively early stage. Progress in biological and social sciences was also somewhat more advanced than standard technical levels would indicate. Initial contact by the Sa'Dintinin Company was quite peaceful. The basic philosophy of the major Danin beliefs were very tolerant in relationships with other sentient species. Mutually beneficial projects were quickly arranged and within decades, small colonies composed of Danin and Human were flourishing on nearby planets. With their greater skill in life sciences, the Danin found it relatively easy to establish self-supporting ecosystems with a minimum of time and material. This ability freed a greater proportion of the Human component to concentrate on industrial development. Cooperative colonies quickly spread over the surrounding systems into adjacent subsectors.

For most of the history of this association, the attitude of the component members towards outside entities was non-aggressive. Some two centuries ago, a minor religious-political cult on Kalradin (Mandin - 0416) underwent an almost explosive expansion for as yet incompletely understood reasons. The cult had a most efficient and aggressive attitude towards conversion and expansion.

At about the same time a mutant strain of Danin arose with a lesser fertility rate and a greater physical size, speed, and strength. With a lesser reproductive drive, the energy of this variant Danin turned outward with a more agressive attitude towards outside dominance. While this strain normally would not be significant in numbers due to the lower fertility, it was deliberately bred for. It seems that the neighboring state to Trailing was exerting extreme diplomatic pressure on adjacent portions of the Human-Danin colonized areas. The Human Danin chose to resist that pressure with military force.

The Danin proved not to be very adept at space maneuver or combat. The new strain proved an adept warrior on land and so was bred in great numbers. This freed large numbers of Humans for space duty since the Danin now formed the home defence forces and the assault landing teams. Soon several sharp clashes proved the efficiency of this arrangement and the pressure from Trailing areas ceased.

Now there were large numbers of unemployed warriors; the Humans among whom the expansionist sentiment was prominent, and the Danin who also had an expansionist element of warriors. These factions forced a political reorganization with a more rigid central authority based upon the military command structure recently set up. Clashes with the Krax Confederation and Marlan Primate soon occurred. A few local successes were scored but further expansion would take more resources that the bulk of the essentially non-aggressive Danin and Humans were willing to provide.

During subsequent operations much greater opposition was encountered from both the opponents and the basically conservative internal structure. The Danin developed a new strain of their species which was closer in biology and attitudes to the basic stock, but was much more adapted to space conditions. Emphasis on breeding of the warrior strain was switched to the spacer strain. Over the last half-century or so the relative proportions of warriors have shrunk rapidly in favor of the spacers. Over the same time period, the Kalradnist cult lost much of its internal cohesion and developed several divergent factions.

At the present time, the higher levels of the government and military services are filled with adherents of the former aggressive and expansionist philosophy. The lower and mid levels have a much more cooperative and conciliatory attitude towards their neighbors.

Imperial policy toward the Mandanin Co-Dominion is to placate the high levels of authority, stall for time, and encourage advancement of personnel in the mid levels to positions of greater authority.

E. L. Perry

In Town Encounter Table

2 1D Armed Policemen rush past you.

3 You see 1D Thugs armed with Clubs attacking a man in a dark alley. The Thugs are 9BA433.

4 You see a violent mob dragging a young Naval Officer through the streets. They appear intent on killing him.

5 2D Unarmed men attack the party by surprise. The men are 763544.

6 3D Holy Men declare that one of your party is a Holy Prophet returned from death and they insist that you go with them.

7 An armed Security Guard tells you that you are in a Security Zone and that you need a pass to travel in this area of town.

8 You see a man chasing another man down the street yelling "Pickpocket!". The man is 79A465, Pickpocket is 9A589B.

9 You find a beautiful Hydroponics Garden which costs 1 Credit to tour.

10 A man wants to sell you some micro-organisms that when ingested are guaranteed to restore a man's youth.

11 You see a man apparently trying to break into a store through a window in the alley. The man has a revolver and is 694765.

12 You come across an Ice Park filled with playful children and beautiful young girls.

13 You come across a Junkyard.

14 You see a building burst in flames and a person running away. The person is unarmed and 4B69A9.

15 You round a corner into a gun battle. The combatants are hologram figures.

16 A Noble who has gone broke wants to sell you some jewelry. The Noble carries a Cutlass and is 7A79AC.

17 Two Policemen arrest you for suspicion of aiding a political dissident. After questioning, you are released without charges. The process takes 6 hours.

18 A crowd gathers as the National Leader on a good-will tour starts making a speech. You notice a man pulling out an Auto Pistol. He is behind the Podium. (Roll 1D - on a 1, he is an Assassin; on 2 - 6, he is a Body Guard.) The man is AC9CA8.

Encounters on an Inhabited Zarian Planet

2 A Mongrel pet charges at the group making threatening noises. It runs away when the group threatens it.

3 The local townspeople suddenly come to life and set up an open air marketplace.

4 One of the party unknowingly drops some money in the street. A child runs up to it, grabs it, and then returns it to the owner.

5 The group comes upon a wedding procession which takes 1D minutes to pass. If the group decides to join the procession then it will take them 3D minutes.

6 There is a ground tremor. Each member of the party must make a saving throw under their Dexterity on 2D to avoid falling down. If an individual falls down, roll 2D6; on a 12, their Endurance is lowered by 1 for an hour.

7 You find a bar with an offworld traveller sitting at a table with a deck of cards. He appears as bored as you are.

8 A herd of fur producing Grazers is driven down the street you are on. Make a saving throw of your Endurance or less to avoid being bothered by the smell.

9 You come across a street theatre company performing a culturally stimulating play at no fee. If the party watches, the play takes four hours.

10 The town gathers to witness the release of the only remembered criminal in its history.

11 An elderly woman invites the party to come to her house for a good home cooked meal because they look like it has been a long time since they have eaten well. If the party accepts, dinner takes one hour and it will turn out to be the best meal they've had since they entered the Zarian area.

12 A Zarian child falls off a play toy and is knocked unconscious. Several Adult Zarians immediately come out of nearby buildings and start looking around even though the child uttered no sound.

Encounters on an Inhabited Marlan Planet

2 The group is surrounded by fifteen Priests of a religious sect carrying Clubs. The leaders of the Priests ask the group which sect they belong to. If the group does not answer or says none, the Priests will leave them alone. If the group attempts an answer, it will be the wrong sect, and the Priests will verbally harass them. Upon any belligerent action by the party, the Priests will drop the Clubs and flee.

3 The group comes upon a severely beaten, and apparently starving man. If the group attempts to help him he will refuse, claiming that he is an undeserving sinner.

4 A large group of townspeople have gathered around an extremely beautiful woman and are hurling large stones at her. The woman has already been hit several times in the face and elsewhere. It is a very brutal and distressing thing to witness; anyone of the party with under a 7 Endurance will automatically turn their head and feel like retching. If the party attempts to interfere in any way the religious leader in charge will agree not to execute the woman but will insist that the party take the woman with them and leave the planet immediately.

5 The party sees two elderly gentlemen in the middle of the street. They are kicking, hitting, yelling, cursing and biting. The group is able to ascertain that the gentlemen are having a theological disagreement. The men are 354977 and 4357A7.

6 The group comes across a store with some of the most beautiful handmade art objects that they have ever seen. If they enter the store, they will discover some valuable objects priced extremely low. Religious reasons prohibit the sale of more than one item to any stranger or non-Marlan.

7 The group encounters a religious procession winding through the streets. If they decide to join it, they will march for about twenty minutes and then take part in a feast full of delicious food and wine. (Note: Wine is plentiful, but there is an ordinance against drunkenness. If the party gets drunk, they will be arrested and heavily fined.)

8 The group passes a bar that appears to be very run down. Outside is a sign indicating that the establishment is licensed to serve more than just wine. This bar is not under the local ordinances concerning social conduct. It is in business to keep the hired troops happy. This bar is as rough as any in existence, and the local government never questions anything that happens here.

9 A young Priest attempting to demonstrate his high level of Faith by walking a tightrope twenty feet above main street has fallen off. He is badly hurt and needs medical attention in order to live. If the party helps the man, they will be rewarded by his sect, and offered lodging for the night. If they accept the lodging, the Priests will attempt to persuade them into joining their religious order. The players must make a saving throw on 2D below their Intelligence or else they are persuaded to join. Any player who joins may leave after living with them for a week.

10 A man is standing in the street being lashed by a whip. He is being lashed voluntarily. He must receive 100 lashes without falling to the ground in order to become High Priest. If the group interferes at all with this, the man being whipped will make a vow to avenge himself and will publically harass the group at every opportunity.

11 The group is persuaded by a handsome young girl to join her family for the evening. The party is treated like royal guests and they are enchanted by the blissful life of this family. **Warning**: If one of the party should kiss the girl, this is an unbreakable bond of engagement. The girl from then on is considered as his wife and she will follow him everywhere. To reject the girl would bring violence down on the party, and honor would bind the girl to commiting suicide.

12 The group is stopped and searched by the Police. Roll 2D. On a 12, something is found which is prohibited by Marlan religion. The group will be arrested for spreading illegal propaganda. The standard punishment is confiscation of the offensive object and banishment of the party from the planet _____

Encounters on an Inhabited Ginlenchy Planet

2   The party is walking past an intersection and a man comes barreling into them from the opposite direction. He is a very large man and quite drunk. He is furious that the party has gotten in his way and pulls out an enormous Broadsword. (Roll 1D, on a 1 - 5, the man then passes out; on a 6, the man laughs and comments on how scared they looked and then attempts to stumble away).

3   The party is walking along when a car screams around the corner and starts spraying Submachinegun fire into the Police Station across the street.

4   The party is walking down the street when suddenly the bank across the street explodes. People from all over come swarming out of buildings. In the confusion, one of the party notices a man carrying something slowly backing up in the crowd. The man is carrying a Revolver, has Revolver 2, and is 8A7998.

5   The party is walking along and they are accousted by 2D youths who are members of a street gang (3D if the encounter occurs at night). The youths are armed with Daggers and one Body Pistol. (Roll 1D. On a 1, the gang attacks; on a 2 - 5, the gang demands the party's valuables and will not attack unless resistance is shown; on a 6, the youths will not attack and if the party appears hostile instead of being afraid, the gang will run away.) The youths are 675555.

6   The party notices a crowd has gathered around the entrance to an alley. In the alley, two men are fighting with Clubs. Both of the men are badly bruised and bleeding. One man has fallen to the ground, and the other one appears to be preparing to bash his head in for him. The man who has fallen is 213763 and the other one is 542565.

7   2D Policemen grab the party and roughly search them for illegal substances. If any are found, they will be arrested. If the party resists, one of the Police will sound an alarm and 1D more Police will show up. If nothing is found, the party is let go.

8   The party is not aware of an encounter. A Pickpocket has stolen something from the party. Roll to see which one of the party was stolen from and then determine what was taken from his list of possessions. Roll 2D under the victim's Education to avoid the Pickpocket (DM = Streetwise Skill).

9   A woman, badly bruised and bleeding from the mouth runs up to you and begs for your help. She claims that her husband is trying to kill her. If the party helps her, roll 1D. On a 1 or 2, she is running from the Police; on 3 or 4, her husband is trying to kill her; and on a 5 or 6, she is a Pickpocket and will try to steal something from the party.

10 If the party is in a Spaceport Type D or better ignore, no encounter occurs. If in any other type Spaceport or town, then 5D Outlaws mounted on riding beasts raid the town and shoot at any living thing in sight. Each one in the party must make a saving throw (their Dexterity or less) to avoid being hit by a stray bullet. If they miss their saving throw, then they receive one hit from a Rifle for 1 point of damage. The townspeople do nothing to stop the bandits. If the party tries to stop them and they kill 50% of the Outlaws, then 1D townspeople will then join in the fight armed with Shotguns. Outlaws are A78634; Townspeople are 777777.

11 The party encounters 1D Military Men. The men will try to convince the party to join their unit.

12 The party is walking along and an air raid siren goes off. People scramble everywhere looking for shelter. As the enemy aircraft approach and start firing, an old man lifts up the lid to his air raid shelter and motions the players over. The air raid will last for twenty minutes.

Encounters on a Inhabited Imperial Planet

2   The party encounters a scraggy looking old man who tells them a fantastic story about a lost crystal mine, fantastic wealth, and strange and terrible curses. He tells them that he was a member of a party that went after the treasure, and that he is the only one who returned alive. He hands them a map to the treasure and runs away screaming hysterically (roll 1D, on a 5 or 6, the man's story is true, otherwise he is a lunatic).

3   A tall man, very gaunt and thin, approaches the party and asks the apparent leader where he is from. It will just so happen that it is also where the mysterious man is from. This man is very loyal to the people of his home and is ready to let the group in on a fantastic deal. He is prepared to sell them at wholesale six cases of his special formula which is guaranteed to cure anything that ails mankind. If the party buys the medicine, roll 1D. On a 4, 5, or 6, they will be arrested for bootlegging (4D CR fine).

4   A man approaches them and says that he is looking for good Fighters. He tells the party that if they want to earn a lot of money to follow him. He will tell the group anything they want to hear to get them to follow him. If the group follows him, he will lead them around a deserted corner where three friends of his are waiting with loaded Shotguns. They will then proceed to rob the group. Roll 10+ on 2D to be suspicious before rounding the corner (DM = Streetwise Skill). The men are 956974.

5   The party encounters a gambler who tries to entice them into a game. Anyone who plays and doesn't have a Gambling Skill will lose 25% of the money that they have with them.

6   One of the players suggests going into a bar for a drink. The others agree. While in the bar, a Drunk comes up to the players and punches one. The blow will be glancing and cause no damage. The Drunk is 879688, but due to his state of intoxication, his Dexterity is lowered by two.

7   The party encounters an old man asking them for a handout. He is harmless but will continue to hound the group until they either give him something or threaten him.

8   A local man will approach the party with a Police Official and claim that one of the group stole some object from him. The disputed object should be something in plain sight or something which the player has exposed to sight during the last hour. The group will be arrested and an investigation made unless one of the group has a Streetwise Skill. If the group is detained, they will be freed after six hours.

9   1D kids suddenly start throwing rocks at the party. The local citizenry will deal harshly if the children are physically harmed in anyway. The children will run away after throwing three rocks a piece. Each rock that hits will do one point of damage if the player fails to make a saving throw against his Endurance.

10 A Rifle shot rings out and a bullet slams into the ground barely missing one of the group. The Sniper is no where to be found and any search will turn up nothing.

11 The party is walking behind a building and they overhear some people talking. If they listen, they will ascertain that the men are criminals and are planning on robbing a bank the next day. The group will listen for ten minutes and then there will be a sound like a door being kicked in, and a quick gun battle. The Police have arrived and the conspirators have been arrested.

12 Roll randomly to determine which player is effected by this encounter. If the player has trained Psionic ability then nothing occurs. If not, then the player falls to the ground under a Psionic attack. He holds his head and then passes out for 2D minutes. When the player comes to, he states emphatically that one of the Imperial Family present on the planet will be murdered that night (the information is false).

Encounters on an Inhabited Krax Planet

2   The group is waylaid by a band of five Highwaymen, 787667. If anyone in the party has a Streetwise Skill, the leader will just talk to the party and be helpful. If not, he will attempt to rob them. His men are mounted on rider beasts and are carrying Guns.

3   The players are approached by a man claiming to be a rebel leader. He is organizing a revolution and needs good fighters. He offers the group 15,000 CR a piece if they will join him. Roll randomly to determine which player recognizes the man from a wanted poster on another planet. He is an infamous con artist, and there is a reward of 100,000 CR for his arrest. The man is armed with a Body Pistol and is 798A9A.

4   The group is walking down the street when two men back out of a Jewelry Store firing Revolvers. In the gun battle that follows, a little child is shot in the arm. If the players do anything to stop the men, the grateful citizens will make them honorary citizens of the planet. The Robbers are 585995.

5   The group comes across a man addressing the crowd that has gathered around him. He is talking about political philosophy and the people seem to be very wrapped up in what he is saying. After about five minutes, someone in the audience gets angry and starts throwing rocks at him. Roll 1D, on a 1 - 3, the audience joins in the attack on the speaker driving him off; on a 4 - 6, the audience attacks the rock thrower and the speech continues.

6   A man with a crowd of children around him asks the party a riddle. Anyone with over an A Intelligence will be able to answer it. If the riddle is answered, the man will reward the group with a Gold Coin worth ½ CR; if not, he will shake his head and advise the group to seek enlightenment rather than adventure.

7   The party encounters a Regal Ball in honor of one of the planet's young women reaching the age of maturity where bachelors are first able to vie for her attentions. This is a very elaborate and festive occassion. The richer the family, the larger the guest list. The really wealthy families will hold Open Balls to anyone provided they conduct themselves in a civil manner. This is such a Ball.

8   A man approaches the group and tells them that he will pay them 5000 CR if they can get hired by his competitor. The man is in the shipping business and has a fleet of river barges. He wants the group to hire on with his competition and then scuttle the barges.

9   The party is walking along and they witness a Sabre duel between two young men. Also witnessing the conflict is a young girl, in her teens, apparently delighted that two hot-headed swains would battle over her.

10 The players encounter a trained bird fight. Men are gathered around rooting and cheering on their birds. Several people are taking bets on the outcome of the fights. If the party decides to stay, the fights will continue for another two hours, and anyone with a Gambling Skill that wants to bet on the fights will win 1000 CR.

11 On the outskirts of town the party encounters a group of wandering Clansmen in a festive mood. Roll a 1D, on a six, the Clanspeople become hushed and mysterious in the presence of the party; otherwise, they are invited to join in the merry making. One of the fathers will offer to sell the group one of his daughters who is very beautiful for 500 CR.

12 The party encounters a man, 765365, who offers to buy them a drink. He is carrying a Body Pistol and has a Body Pistol 1 Skill. If the party doesn't buy him drinks afterwards, he will get upset and try to start a fight. If the party buys him a drink, he will tell them a rumor.

Encounters on an Inhabited Co-Dominian Planet

2   The group comes upon a dying Senior. Several Danin's are gathered around listening to his last words.

3   The party notices a rather interesting looking Bar. If they go in they will notice an Alien and Human in very deep and secretive conversation. The two will stop talking and leave if one of the players tries to listen in on what is being said.

4   An old man walks up to the group, points his finger at them, and warns them to leave the planet at once if they want to stay alive.

5   A Danin offers to hire the group. He want to go to _____ .

6   Two Aliens are fighting in an alley with a Human refereeing. They are practicing an amateur sporting event, and are not particularly aggressive.

7   A Ken runs up to the group jumping up and down screeching. The Ken was recently hatched and is playing.

8   An extra large Danin challenges one of the group to an unarmed fight (determine which one by random roll). The Danin will sneer and curse the group until a Senior comes along and chases him away. On a roll of 10+, on 2D, a Senior will not appear. If the Danin is fairly defeated, he will act with honor and respect for the group. If he wins, he will sneer and walk off. Fighting will be done hand-to-hand. The Danin is ECA767.

9   The party is approached by a Mercenary who is recruiting men for a raid on an Alien Village. He tells the group that these villages are always full of Gems and Treasure worth a fortune. The Mercenary is 359485, and he has an army for hire of four people.

10 The Police come up to the party in protective suits and inform them that they are suspected of having a lethal and highly contagious disease. The group is then placed in quarantine. Roll 2D, on a 2 - 9, the doctors determine that the group does not have the disease and they are released after two days. A 10 - 12 means that it is discovered that the group does have the disease. With the proper treatment the group will live, but treatment is very painful, and takes two weeks.

11 The party is surrounded by a superior party of Aliens and are held prisoner by them for ten minutes. During that time, their captors discuss something heatedly among themselves in an Alien language not understood by anyone in the party, and then they let the party go.

12 The party is jumped by a large number of Humans. It is a surprise attack and so the party is easily knocked unconscious. When the players wake up they will find themselves aboard a sealed transport enroute to a work camp. After three months of hard work, the party is released and returned to the point of capture. Each player will roll 1D, on a 4+, they will gain one point of Endurance; on a 6, they will also gain one point of Strength.

Rumors

Rumors should only be used once during an adventure. If a Rumor has already been used, then no Rumors are heard at that time.

2 A prominent lawyer running for a High Political Office is hiring Body Guards.

3 Taxes will soon be increased by 25% so the Local Leadership can hire a Mercenary Army.

4 A leading Petrochemical Industrialist has disappeared from his mansion on _____.

5 A mysterious ghost Dirigible has been seen prior to the disappearance of several Government Officials.

6 The Opposition Party Leader has been removed for his position after an undisclosed scandal occured.

7 See Local Rumors.

8 A Negotiator for the Aluminum Miners Union has taken a bride from the Wextex Mining Company to call off an upcoming strike.

9 A Physics Professor from the _____ Institute of Technology, claiming to have discovered the key to the identity of the Forerunners, is rumored to be in the _____ Sanitarium for social treatment.

10 A man masquerading as a stage magician, but displaying super-natural powers, has started a one-man crime wave on _____.

11 A local Hologram Network has gone bankrupt due to government pressure.

12 The oldest son of a prominent local furniture chain owner has just received the Starburst for Extreme Heroism (or equivalent depending on section) while fighting with his Marine Unit.

Imperium Rumors

1 The Imperium is paying farmers to colonize _____ .

2 There is a shortage of raw iron on _____ .

3 The local bank is hiring tellers.

4 The local Administrator of the Government is dying.

5 There is a tournament at _____ to find the best Imperial Warrior in the Sector.

6 Land Vehicles are illegal on _____ .

Rumors Table for the Co-Dominian

1 Four High Level Danin Leaders disappeared last night.

2 The Danin Warrior Strain is starting to die off from some mysterious disease.

3 All of the Humans are leaving _____ .

4 The secret to complete happiness can be discovered by a pilgrimage to the Red Mountains on _____ .

5 The Krax Confederation is planning an invasion.

6 A large Asteriod is on a collision course with the planet and everyone will be forced to evacuate within a month.

Zarian Rumors

1 The town is going to get indoor plumbing.

2 The price of Jewelry is going up.

3 Zardrac visited _____ .

4 The family that died in a recent fire didn't believe in Zardrac.

5 The_____ Restaurant has a special on Mantil Fur Soup.

6 The Temple Guards fell asleep on duty last night.

Krax Rumors

1 The local bank was robbed by citizens of _____ .

2 Raiders from _____ poured Sulphur in _____ 's water supply.

3 _____ , the Highwayman, is recruiting men.

4 Heroic deeds are rewarded by Constance, an old woman Pickpocket. Whenever she learns of a noble deed, she will seek out the Hero and instead of stealing something, she will leave something of value.

5 The_____ Family's Estate was destroyed by _____ , who killed everyone.

6 Ezmiranda the Ballet Dancer is looking for the perfect man and will pay him 1,000,000 CR when she find him.

Marlan Rumors

1 A famous Primate Athelete has fled and is seeking political refuge in the Co-Dominian.

2 A man has published a book which states that stars are Gods and should be worshipped as such. All sects have united in labeling him as a heretic.

3 The Secret Police have evidence that the High Priest's missing brother is secretly the High Priest of Cheva, a pagan blood cult on _____ .

4 Garbage collecting has been declared an unclean job.

5 The worker sect has opened a University at _____ .

6 _____ is going to renounce its membership in the Primate because of religious decay.

Ginlenchy Rumors

1 Maldrak the White Slaver is going to auction off the most beautiful woman in the universe on Ginlenchy Rumors at _____ .

2 The Marlan Primate is trying to takeover control of Ginlenchy.

3 Pochi the Forger will give anyone a complete new identity for 10,000 CR.

4 The local leader's political prisoners are being executed with Clorine Gas.

5 Marlan Primate Missionaries are going to burn the Capital City to remove corruption.

6 Rejected lovers going into the mountains are disappearing. Legend says that the Mountain God turns them into beautiful crystal statues.

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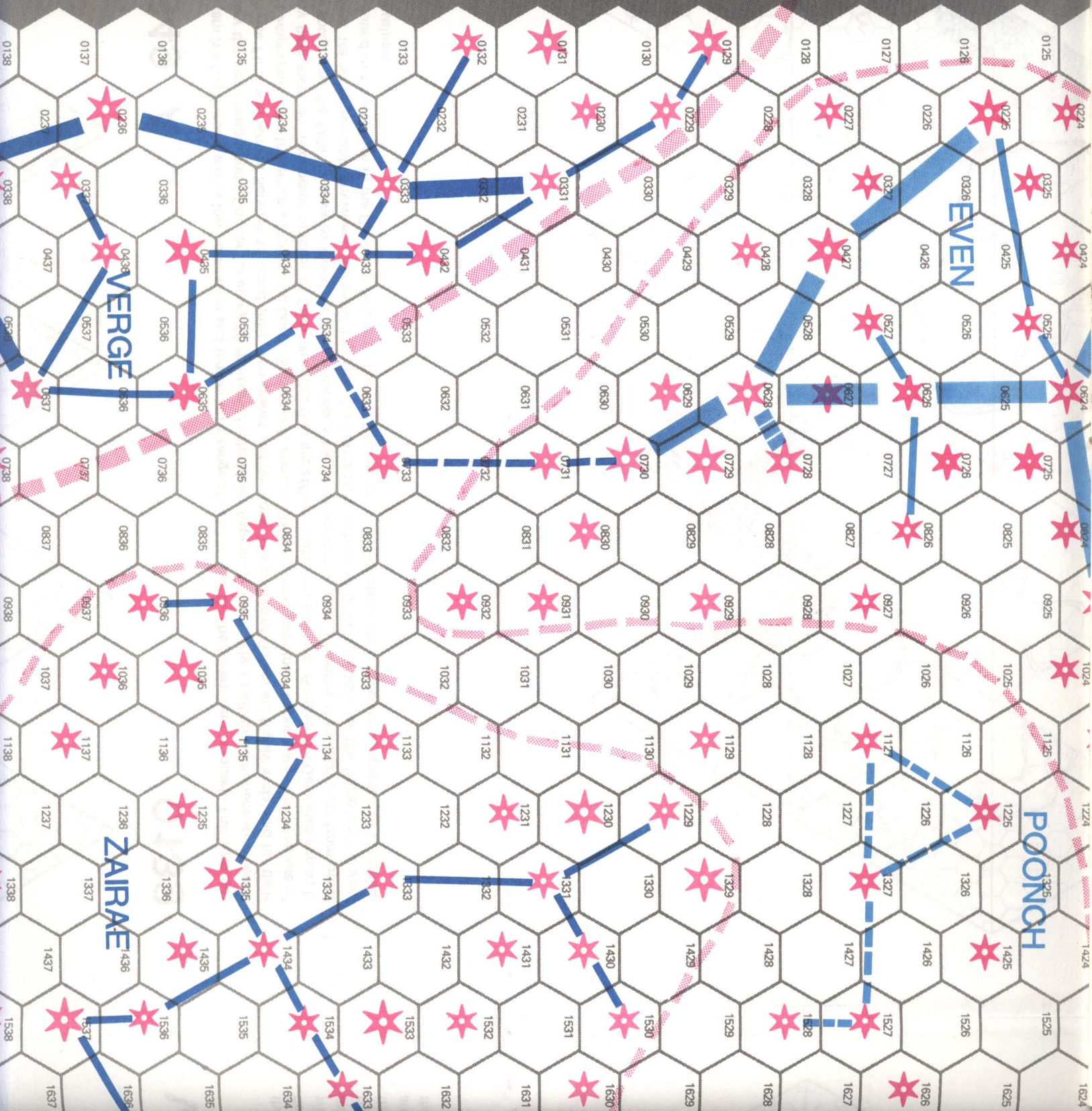# Judges Guild

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6 Zarian Realm

VERGE

ZAIRAE

EVEN

POONCH

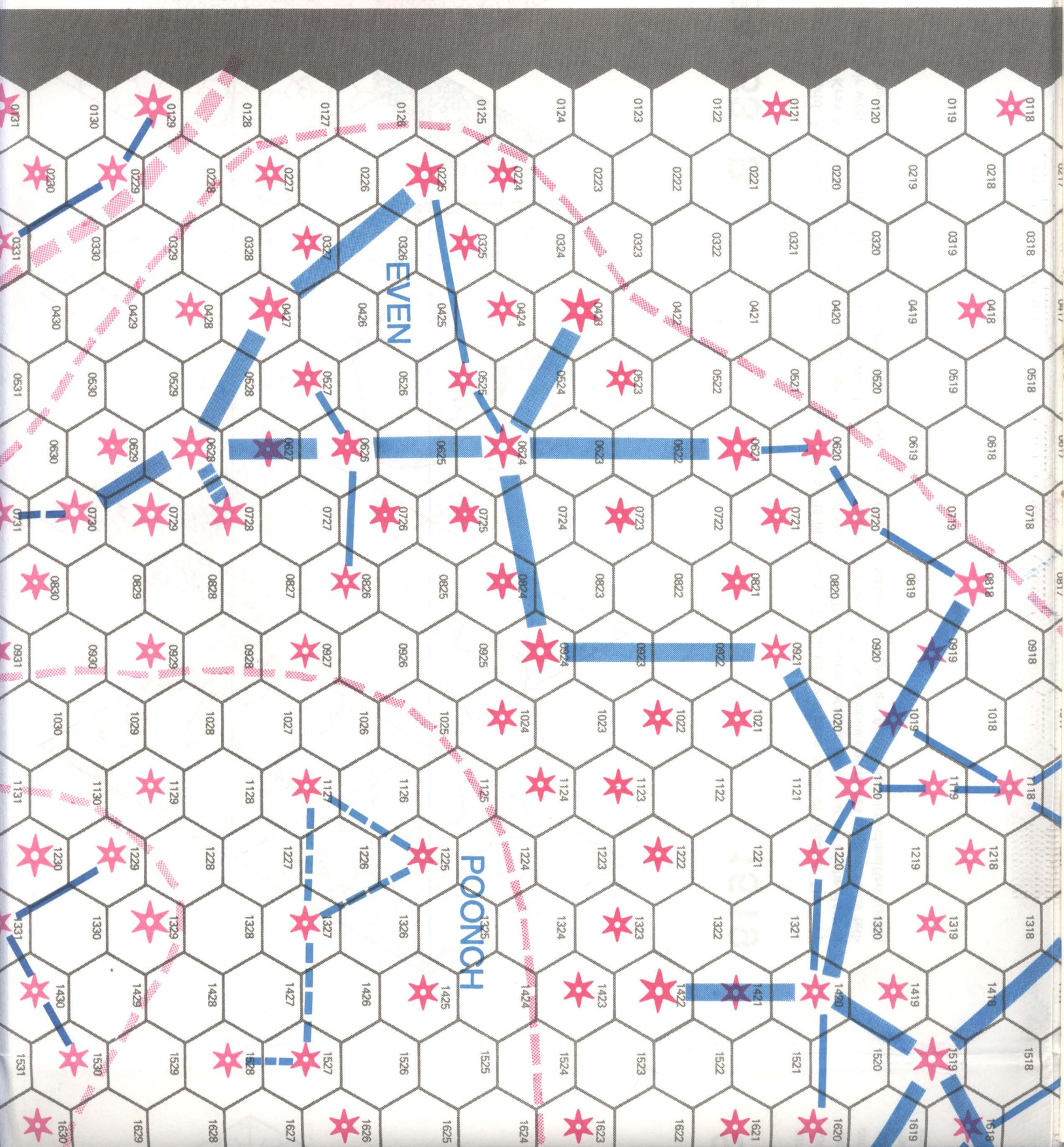VERGE

ZAIRAE

of Imperial Allegiance.

Political Border: The boundary of a political entity recognized by the Imperium.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein deliniated in the traditional Solomani Canmoid Projection still utilized in the Trailing Frontier Zones.
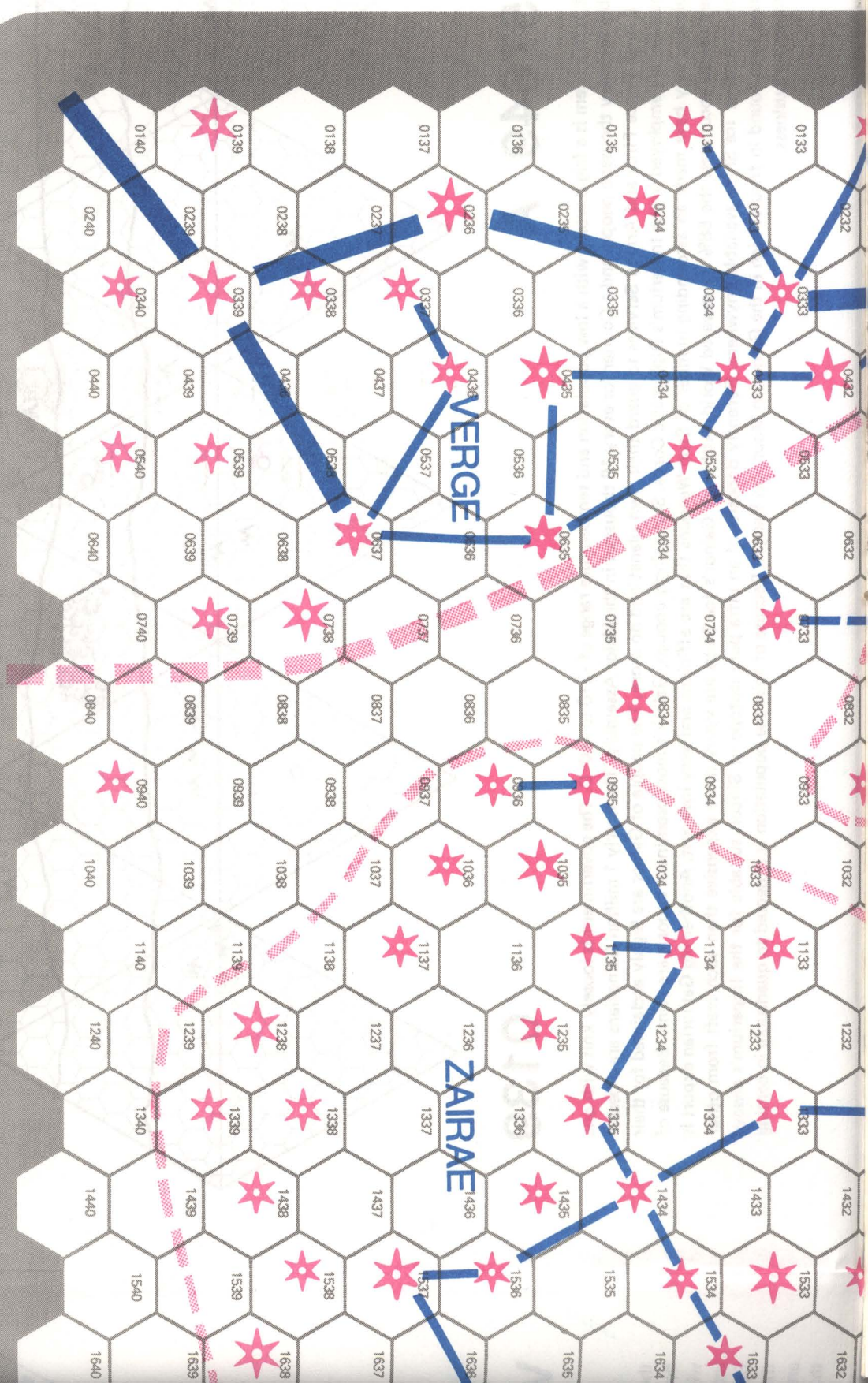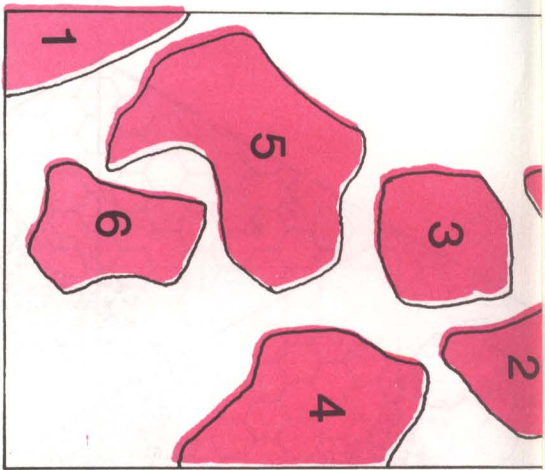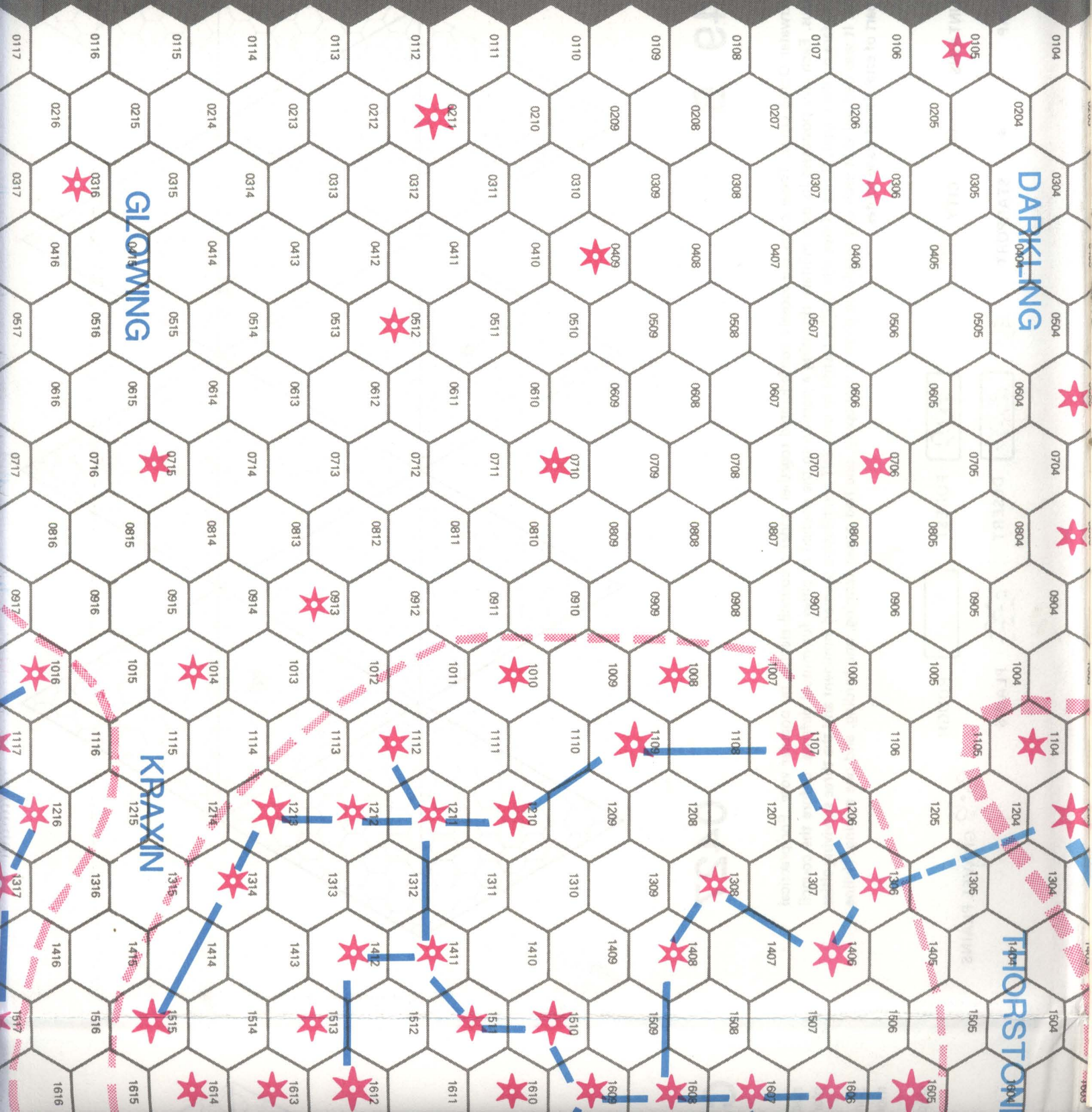
1 Imperium
2 Marlan Primate

EVEN

POONCH

X-Boat Route: The route followed by the Imperial Express Boat Network. Generally the most heavily travelled route and one for which continually updated trip tapes are always available.

Regular Route: A route along which scheduled shipping lines move and for which continually updated trip tapes are usually available.

Special Route: A route along which special types of shipping move. Trip tapes are not always available for these routes.

Imperial Border: The political boundary of Imperial Allegiance.

Political Border: The boundary of a political entity recognized by the Imperium.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein delineated in the traditional Solomani Cannoid Projection still utilized in the Trailing Frontier Zones.

GLOWING

KRAXIN

Map Key

Stellar System: Location of a Star and its associated planetary system.

X-Boat Route: The route followed by the Imperial Express Boat Network. Gener-ally the most heavily travelled route and one for which continually updated trip tapes are always available.

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DARKLING

GLOWING

KRAXIN

THORSTONI

Map Key

TASMAN

Subsector Name: Designation of administrative region.

Stellar System: Location of a Star and its associated planetary system.

X-Boat Route: The route followed by the

DARKLING

THORSTON

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SEPIK

DARO

Zarian Realm

Stability is the major characteristic of this near-Human race and its political activities; little change has been exhibited by the Zaris in over two thousand years. The Zaris are similar to many sub-races of Humaniti but have such profound biochemical differences that crossbreeding is not possible. Non-expansionist, the Realm has shown, in the past, an ability for a coordinated defense that is very effective. Due to their inward-directed philosophy, the Zaris have arranged with the Imperium to limit commercial contact to only a few specially-licensed companies.

Human settled, these systems range widely in population, technology and political stability. Commercial opportunities abound for astute operators in this area.

Krax Confederation

Settled by political dissidents from the First Imperium, an overall state was only formed in response to commercial and political pressures from the Imperium. Relatively stable now, internal cohesion has never been high but is being encouraged by Imperial Security. Technical assistance is being provided by the Imperium as is commercial activity.

THORSTONE

TRI EMPIRE

MARLA
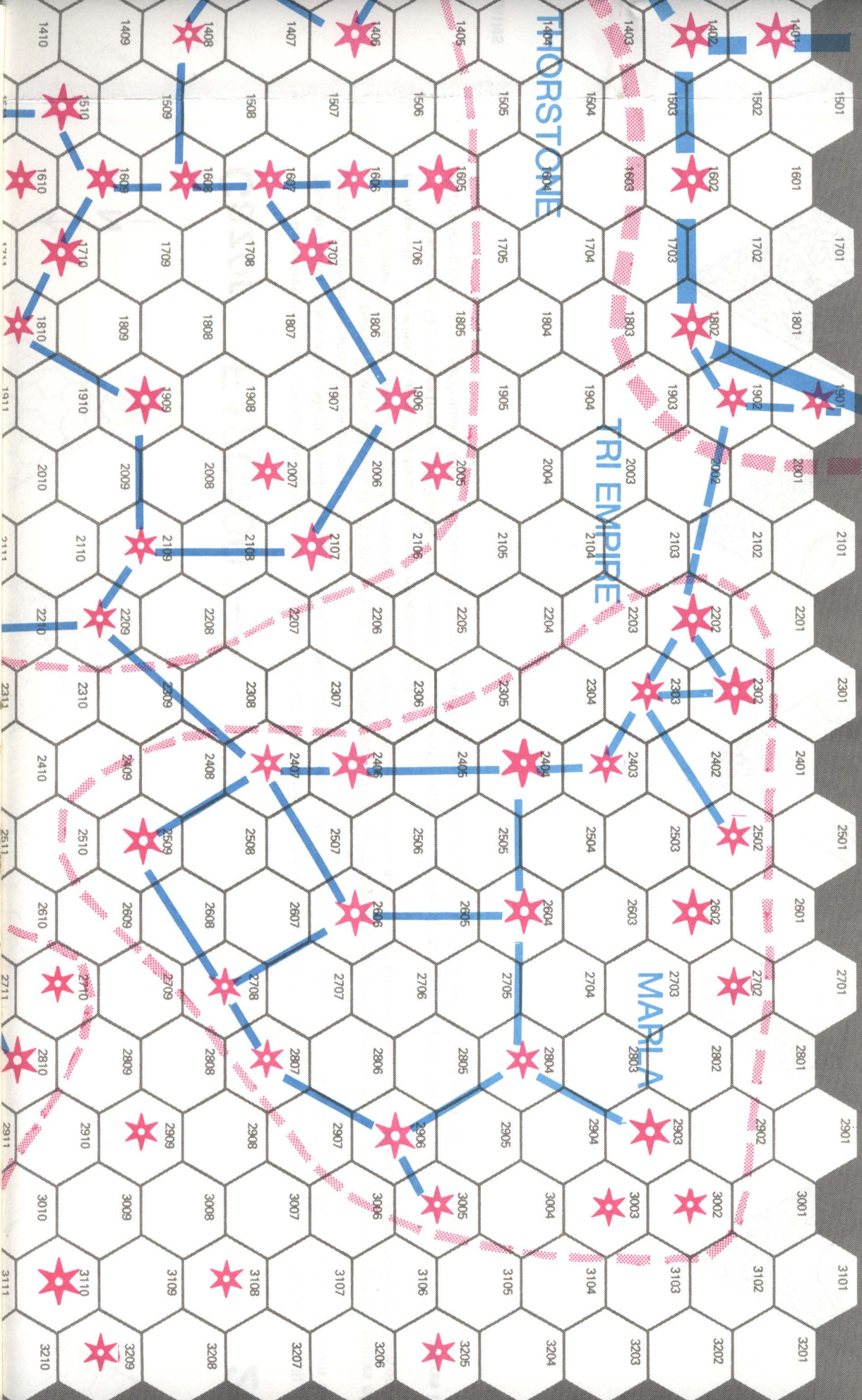
Background Information

The Glimmerdrift Reaches is located at about the center of the Trailing edge of the Imperium. Separated from the main body of the Imperium by an extensive rift area, this Sector is, nonetheless, touched by two distinct branches of Imperium territory. The Glimmerdrift Reaches is one of the group of Sectors of mixed client states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The Glimmerdrift Reaches derives its name from the fact that some regions of the rift area contain nebulosities which flouresce strongly in certain wave lengths of visible light.

Imperium Involvement

Interest in this sector breaks into two separate areas: Coreward, the dozen or so systems in Thorstone and Tri-Empire, and the Spinward Rim area of Verge Subsector. Previous armed commercial expansion policies have been changed to encourage friendly buffer states through technical exchange programs and cooperative business ventures. Large Naval Units have been deployed elsewhere as stable allies permit the situation to be controlled by Security Forces and Provincial Forces only.

Zarian Realm

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Mandanin Co-Dominion

A cooperative state between the Human and Danin races of this area, the Co-Dominion supresses information about its internal history, structure, and activities. Attempts at military expansion, though initially successful, have been stalled by neighboring states.

Marlan Primate

An example of successful planned colonization programs, the settlement of this area took place in 478 - 524 by a minor religious sect of Vilani origin. Of inward-directed political philosophy, the Primate maintains an adequate exchange of technical and cultural information although trade is modest and composed primarily of special pharmaceuticals and artwork. An excellent force of mercenaries is maintained as the core of self-defense organizations.

Ginlenchy Concordance

The area of the Concordance is a convenience grouping of independent starsystems lightly administered by the Marlan Primate. Free access is permitted to non-military ships of the Imperium, Krax Confederation, and Mandanin Co-Dominion. Primarily Human settled, these systems range widely in population, technology and political stability. Commercial opportunities abound for astute operators in this area.

Krax Confederation

Settled by political dissidents from the First Imperium, an overall state was only formed in response to commercial and political pressures from the Imperium. Relatively stable now, internal cohesion has never been high but is being encouraged by Imperial Security. Technical assistance is being provided by the Imperium as is commercial activity.
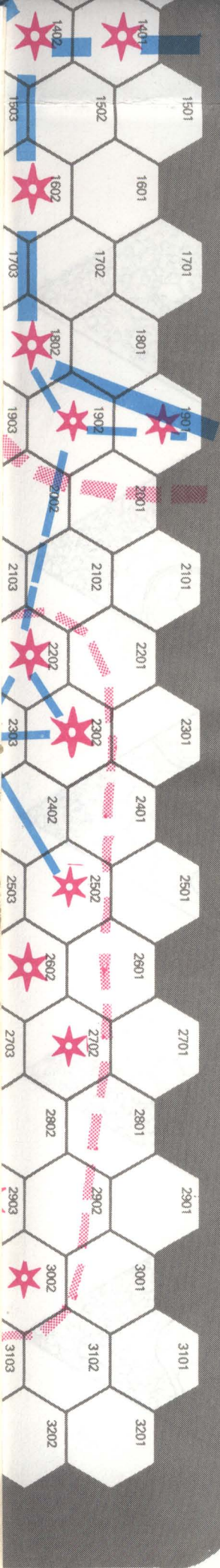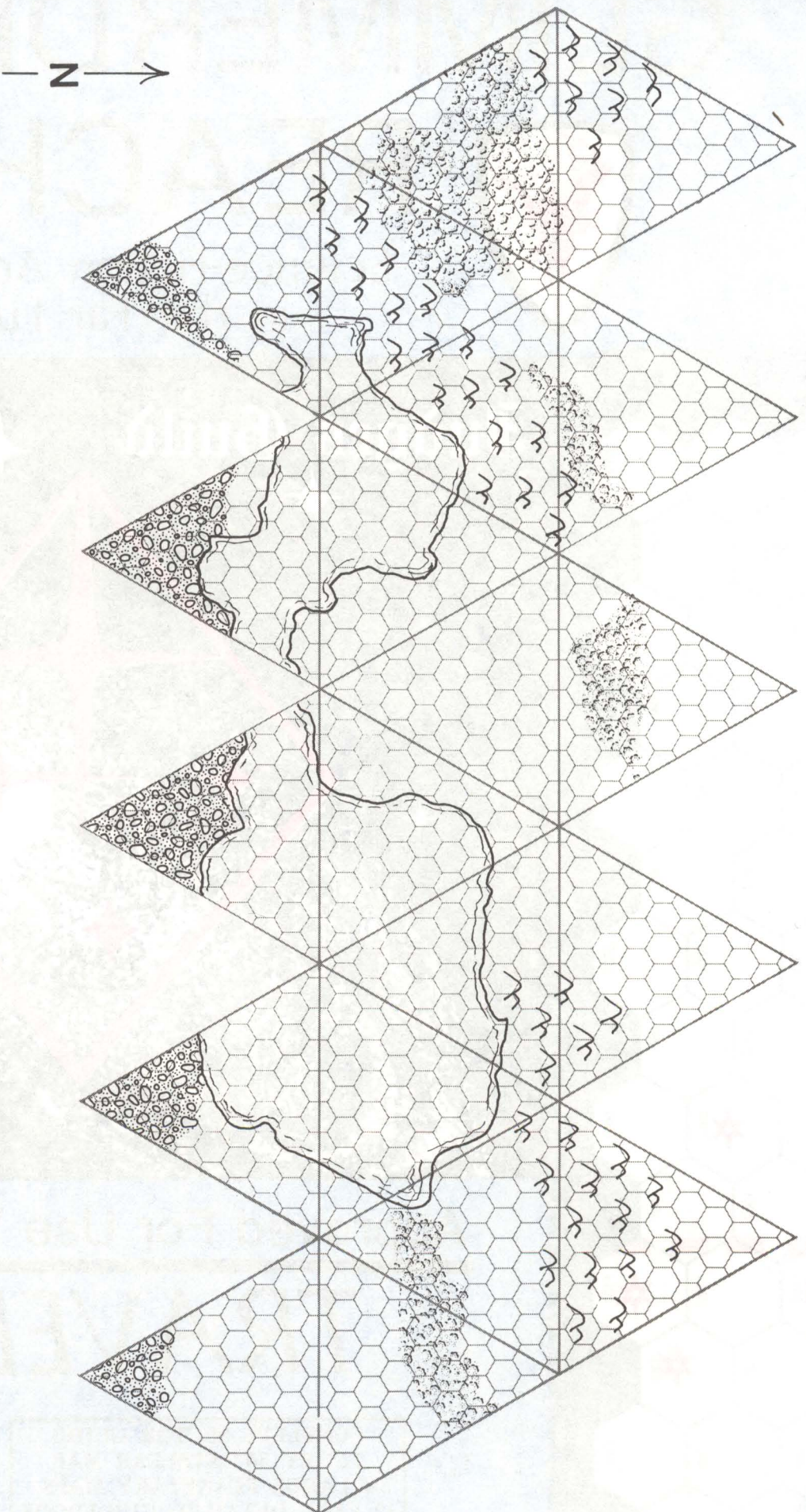
Priluki   C966300 9   2602

N →

This planet is an experimental colony which is controlled directly by the Central Authority. Several hundred years ago a prophet named Sunhais arose in the Primate and quickly gathered a large following. He challenged the basic theology of the religious order by emphasizing self-worth rather than struggling to eliminate imperfection. The Sunhai Sect no longer practices the physical penitance common in the Primate. The outrage by the religious orders grew so acute that the central authority declared Priluki as a home for the Sunhais. The only contact the Sunhais have with off worlders is with Central Authorities and a few Free Merchants.

Recently a Krax Adventurer was marooned on Priluki and discovered the planet was rich in Kaltorium, an extremly rare crystal used in Primate Religious ceromonies. The Central Authority has just reclassified the Sunhais from heretics to a Legal Sect. This action made it possible for Orthodox Marlans to go there to gather Kaltorium crystal possessing the right qualities, for worship.
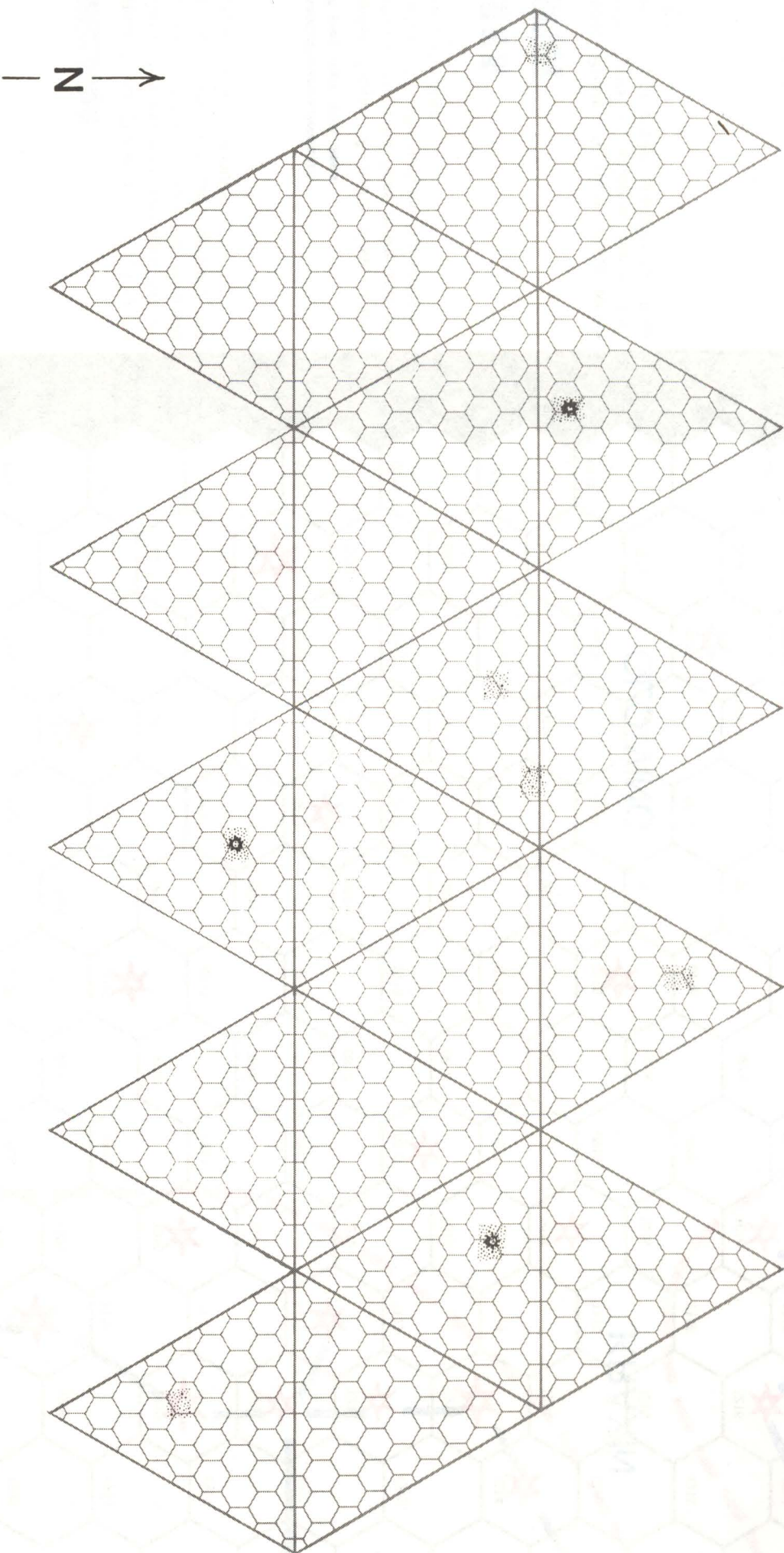
Hyline BA8A549 B 0427

N →

Hyline is a waterworld with three underwater Dome cities. These cities are loosely confederated together under a council elected by popular vote. For practical reasons however each city is fairly autonomous. Each city possesses its own military donating a portion to the council of cities for mutual defense. Before the council of cities came into being there was constant warfare on the planet. Ruins of five other cities testify to this. Self annihilation seemed imminent and the three surviving cities declared a ceasefire and discussed peace terms. It was decided that each city would be given a monopoly, one had ocean farming, one herding, and one mining. Hyline has rebuilt itself and is once again becoming a part of established trade routes.
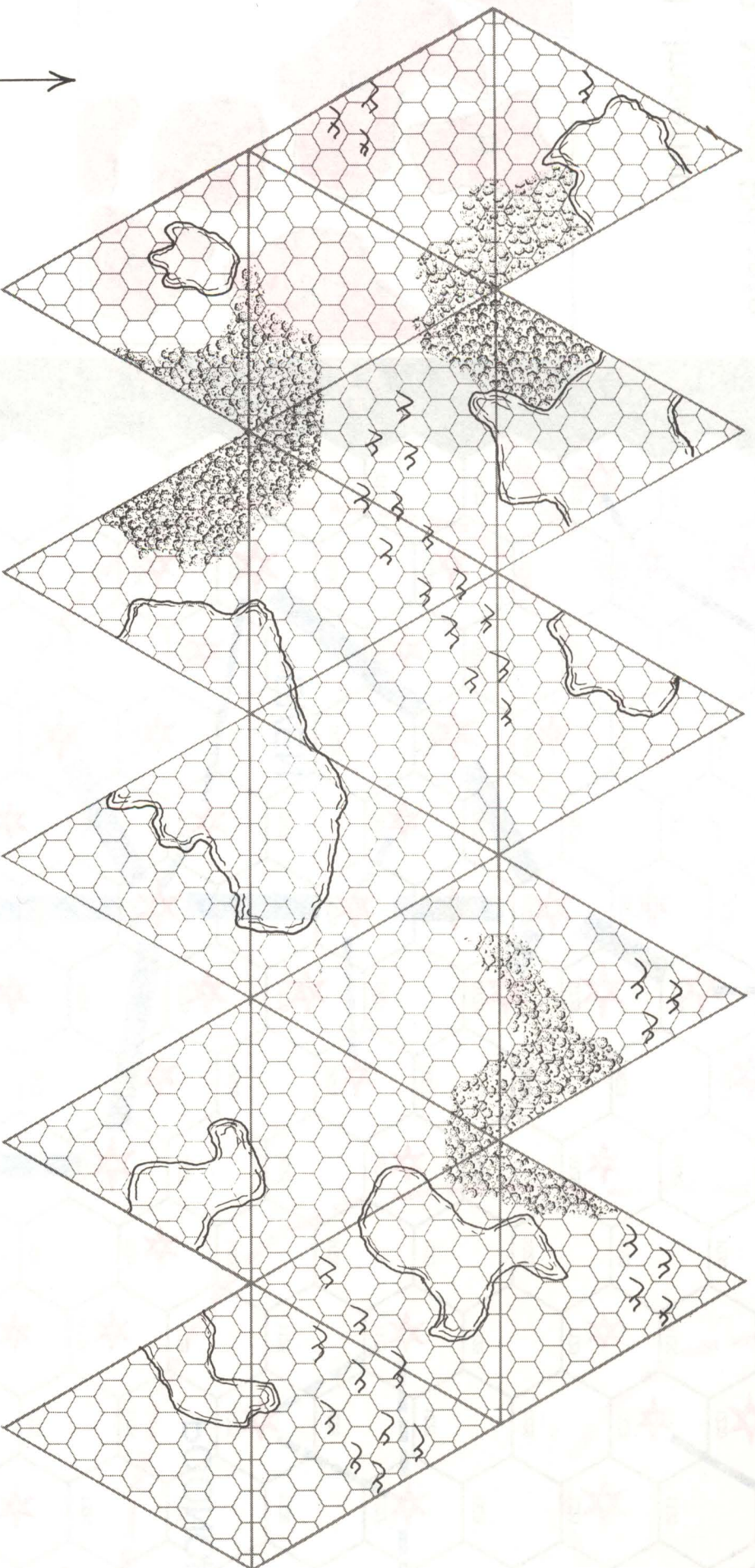
KEY

|			
⌂ MOUNTAINS	○ CITY	▦ FOREST	□ ROUGH
ICECAP	✳ STARPORT	DESERT	PLAINS
			GRAVEL PLAINS

Rasma A684763 B 1519

N →

Rasma is a golden Paradise Agricultural world. Rasma is self-supporting and can still export 75% of its production. Fortunes have been made on Rasma. The only problem is that Rasma is a proteciorate of the Krax Beaurocracy and receives an infinitesimal percentage of the profits. The beaurocracy has grown fat off of the Rasmas who are fired of it and have vowed to free their world of tyranny. The citizens have armed and are in an undeclared revolt. The Krax government has responded by telling the rebels that at the first sign of hostility the army will reduce Rasma to a barren desert. Because of this altercation, the Travellers Aid Society has classified Rasma as an Amber Zone.
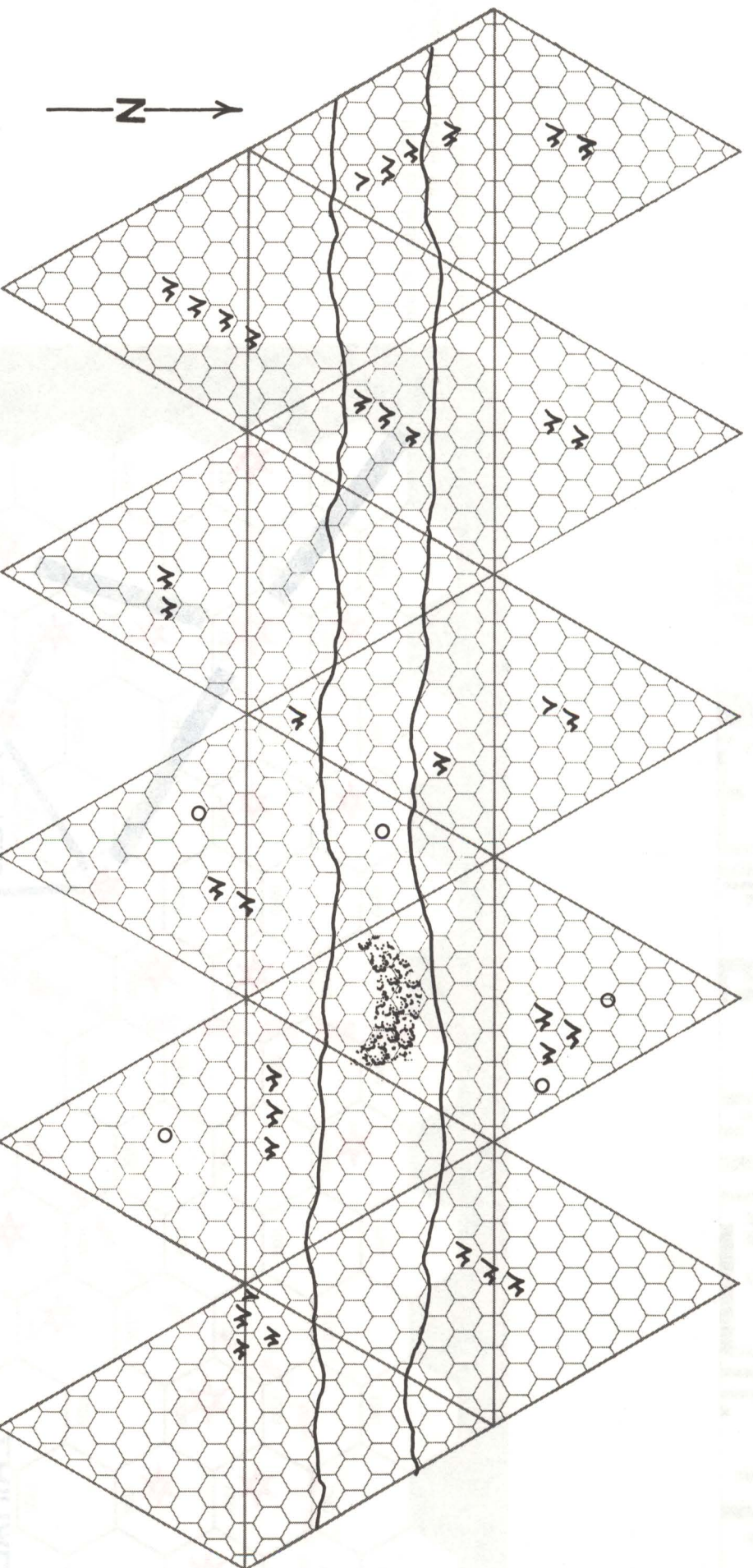
Galnor   B357649 A   0139

Galnor being the fifth planet in its system is a frigid world with a low population and temperature range of -210 to -40° C. The government is loosely knit with one Representative in the Minor Assembly for every thousand people and a Courier for every 10 thousand in the Major Assembly. The nearly 1 million Galnorians are a peace-loving people and as such have but a small Police Firce and Armed Services to guard their own planet and no more. The people of Galnor are highly acclaimed for their Statesmenship and as such a large number are employed in the Imperium's Diplomatic Corps. Surprisingly enough, Galnor's most prominent exports are Arms. Because of the Galnorians great distaste for violence, they have made an astounding number of Stun Weapons that are efficient and very low cost. Another big Galnorian export is of course, their Ice Ships which they use to encompass the 58% ice covered World. Although Galnor's Ice Ships are vastly more expensive than such craft from other sources, they are among the first and sturdiest Ice Ships available anywhere. Recently deposits of an ultra pure isotope of Silicon suitable for the Imperium's always growing micro-electronic industry have been found in fissures high in the Galnorian Mountain Ranges. Because of this, the population is expected to quadruple in coming years which makes Galnor a good climate for business.

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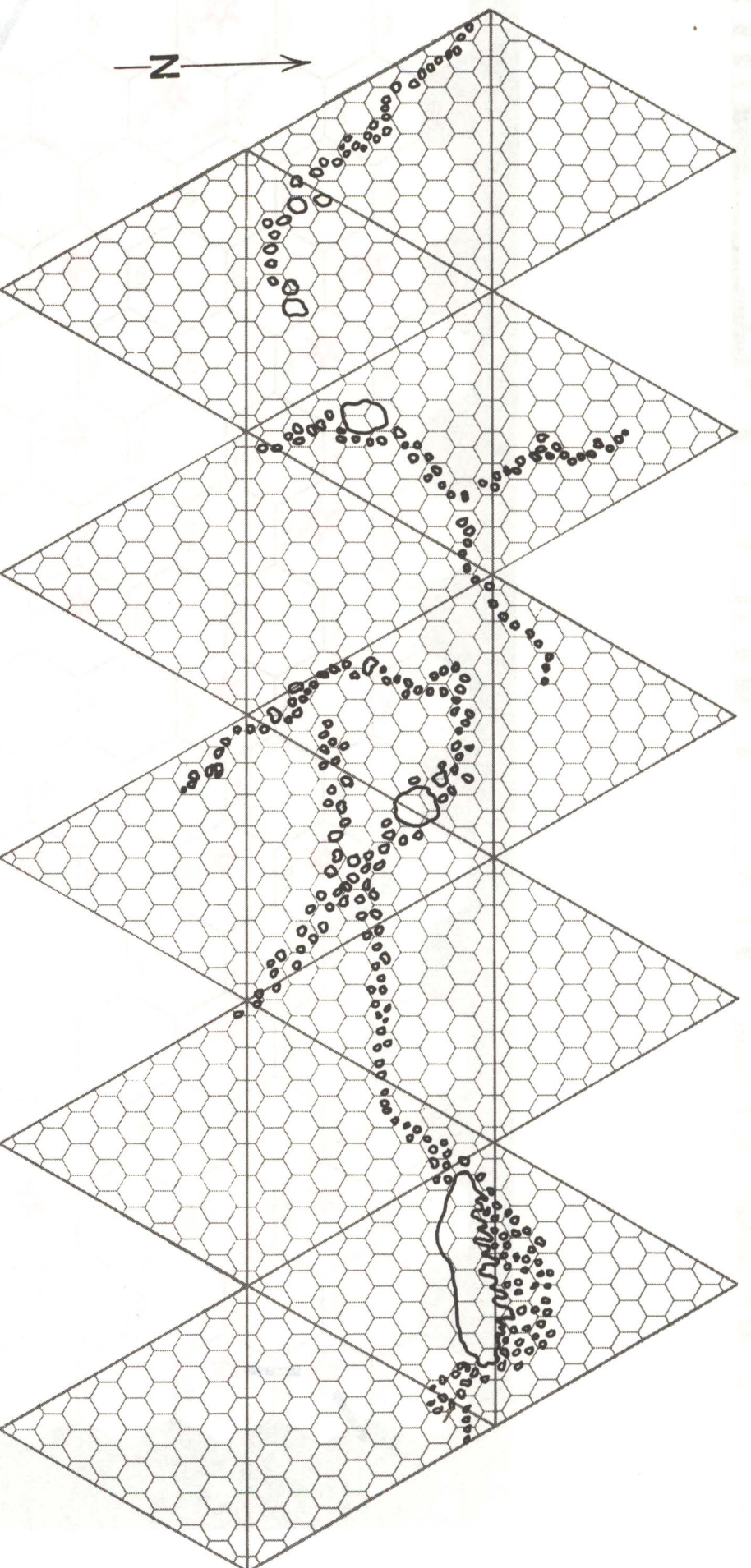
Vinyl C569566 9 2633

N →

Moderate sized, roughly 8,000 kilometer equatorial diameter and 25,120 equatorial circumference, this planet has 87% hydrographic percentage. What land masses there is takes the form of islands in loosely connected chains. Surprisingly this planet shows signs of previous colonization attempts by another race. Currently research is being conducted on the planet to uncover the identity of this race, and from where it originated. Preliminary findings suggest that the race was primarily Humanoid, but with some alarming differences. In places equipment depositories have been found, yielding some very interesting items. Attracting many travellers to this planet are the many exotic plants growing on the islands, which when dried can be manufactured into narcotics and hallucinogens of amazing potency and duration. Several pharmaceutical companies have expressed interest in setting up operations on the larger islands. Hunting has also attracted many people to the smaller islands, where can be found the Stalaka, a reptilian creature known for its ability to walk upright. The meat of this beast is highly sought after by gormets, throughout the organized world. The hunts are further excited by the fact that at times these creatures have exhibited instinctive behavior resembling organized thought. They have been known to kill its hunters and then vanish into the jungles.
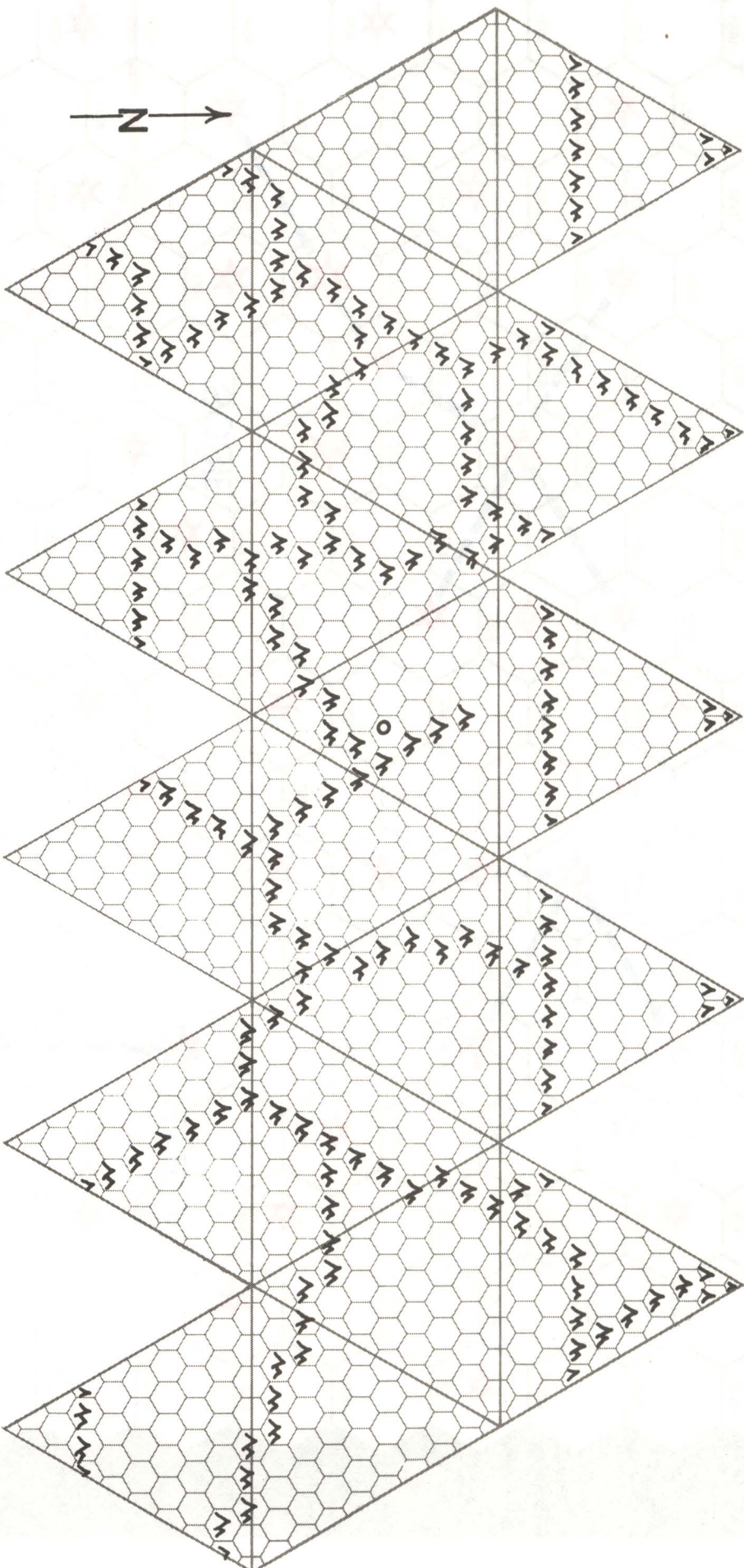
Seraul   D210200 A   2007

Seraul is a satellite with an abandoned Star Base and only faint traces of an atmosphere. The Base was built primarily underground and was incomplete when a surprise attack destroyed or damaged most of it. The changing strategic situation rendered the Base as unimportant and repairs were never effected. The Base was quickly abandoned and whatever equipment that was deemed particularly valuable was taken away, with the rest left remaining scattered in a state of disorder. Parts of the Base remain pressurized while the other areas have leaked and are now filled with Seroul's natural atmosphere. All Power Systems, as well as Life Support are inoperative and can not be repaired. The most advanced equipment appears to be roughly equivalent to Tech Level 8. Above ground, there are few buildings and even fewer intact. Below, are areas in various states of disorder including many incomplete facilities and excavations. The Star Port is damaged but can be repaired so as to handle traffic again. The Port was initially one of Type C but could be easily expanded to Type A and probably will due to the great amount of minerals suitable for Starship manufacture found around the area.

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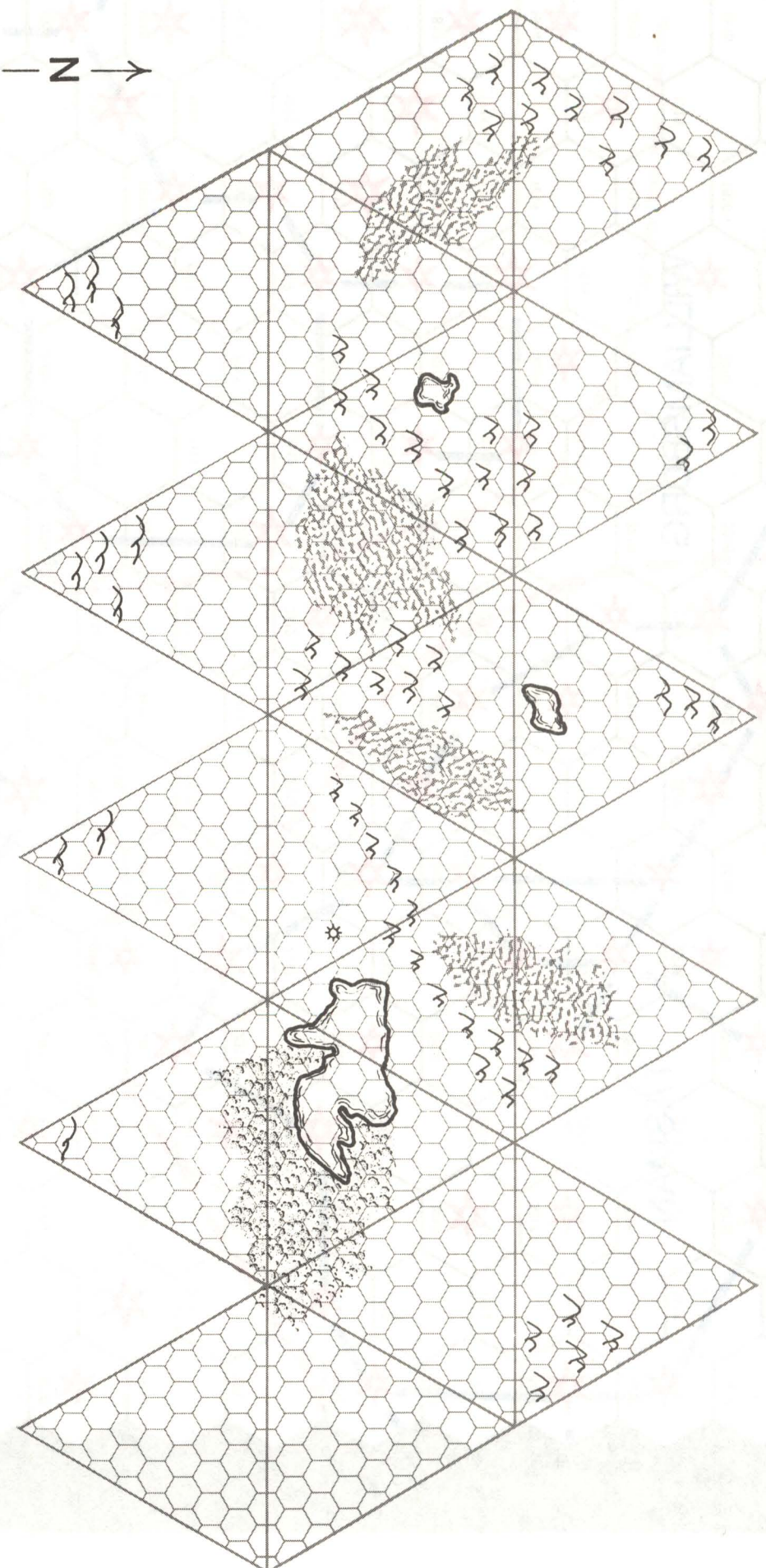
Cazor   E120100 —   2318

→ N →

An extremely large unstable gas giant planet, Mazor is a planet still forming, it is just under the point where it could become a star and there are still areas where nuclear fusion takes place. Mazor is indeed a deadly environment, but a scientist from the Imperium has managed to get a charter from the Co-Dominium to study the planet and has established a research center on Cazor.

The major puzzle is why and how do the planet's violent storms occur. The storms raging across the surface of Mazor form valuable and rare gobules of material. Some of these have only been theoretically possible in the past. Probes are sent down to gather these samples. Some are of scientific value but others are worth a fortune monetarily. The scientist uses these to purchase his necessary items.

Trading on Cazor is extremely profitable but dangerous. The scientist's experiments have destailized the planet to the point where surface disturbances like a starship landing can cause a earthquake. More than one ship has been marooned by these quakes, and several crewmen have been lost in the past.

Hyde A665966 E

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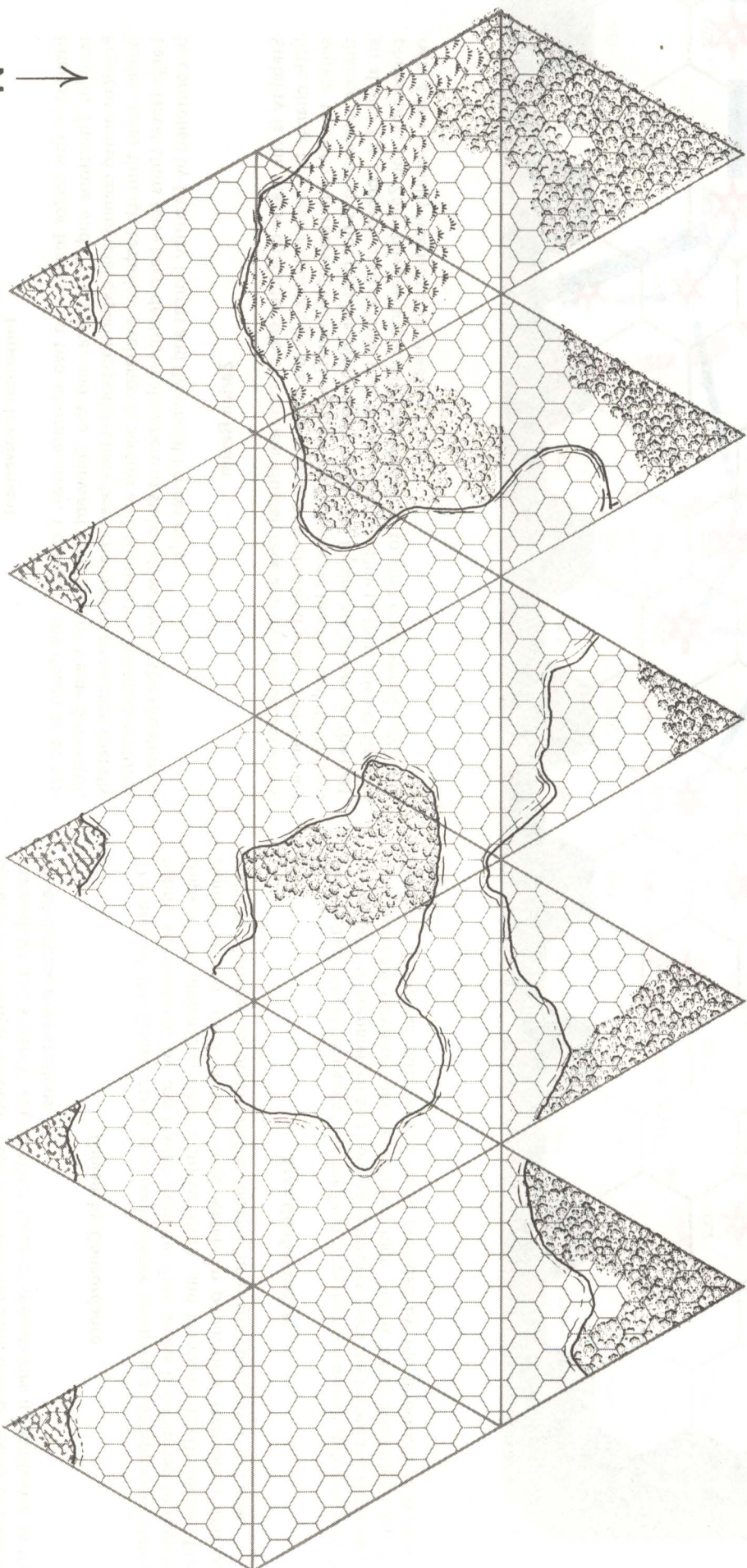
1335

An exotic paradise full of beautiful and non-lethal natural wonders, Hyde is growing rich in tourism. Offworlders flock there for vacations in the peaceful environment. Hyde produces many strange animals and plants, its fruit orchards famous throughout surrounding sectors. The Zarians do not mind off world tourists, but they jealously guard their serenity and carefully screen all applicants.