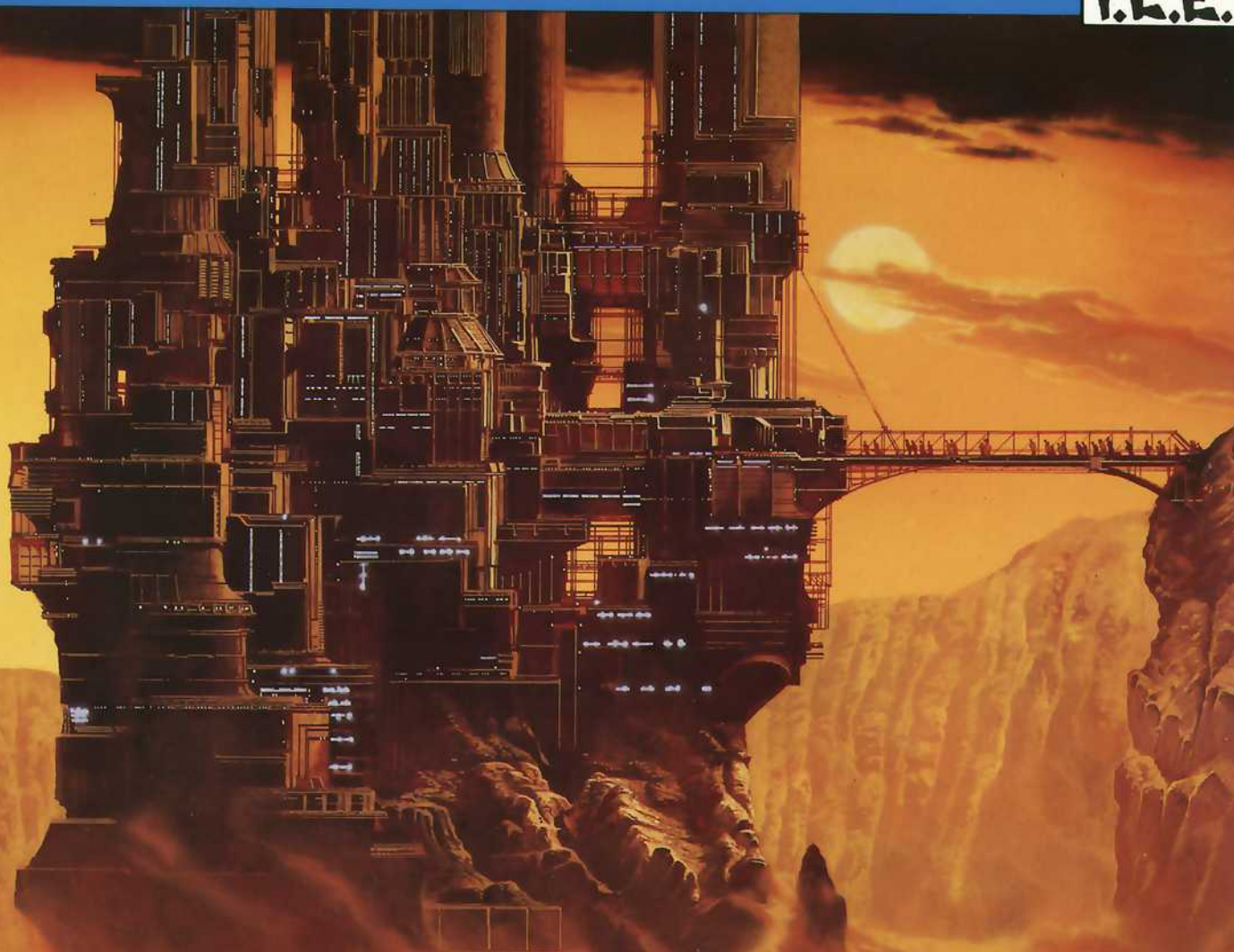


#9102

# THE CYGNUS CONSPIRACY™

A SPACE MASTER™ Adventure Module



**A SUBJECT WORLD  
PLOTS REVOLT!**



# THE CYGNUS CONSPIRACY

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4.41 Starting the Players .....	14	<b>Author:</b> Alexander Brooke Lindsay III	
4.42 Aids .....	15	<b>Series Editor:</b> Terry K. Amthor	
4.43 Obstacles .....	15	<b>Cover Art:</b> Tony Roberts	
4.44 Rewards .....	15	<b>Star and Planetary Maps:</b> Jessica M. Ney	
4.5 ENCOUNTERS .....	15	<b>Interior Graphics:</b> Kevin Barrett, Jessica Ney.	
<b>5.0 ADVENTURE: THE NEW REPLICANTS</b> .....	18	<b>Interior Art:</b> Jason Waltrip	
5.1 BACKGROUND DATA .....	18	<b>Typesetting:</b> Rob Bell, Karen Stange	
5.2 THE NPCs .....	18	<b>Cover Graphics:</b> Rick Britton	
5.21 Hurni Kilgan .....	19	<b>Production:</b> Kurt Fischer, Rob Bell, Jessica Ney, Terry "Ugh!" Amthor.	
5.22 Irmu Fulrux .....	19	<b>Editorial Contributions:</b> Kevin Barrett, Jessica Ney, William Covert.	
5.23 Jana Tomiakis .....	19	<b>Special Contributions:</b> Pete Fenlon, Preston ("Biffer") Maxwell	
5.24 Kuy Algerion .....	19	Bennett Eisenhower IV, Fred "Party Animal" Malmberg, Lars "Livin' in the USA" Thor, Kathleen "I have an easy job (now) Connor, Dwarf the unstoppable, the Bleva, Karl "Nothing!" Borg, Kurt Rasmussen, Bruce Neidlinger, Deane Begiebing, Bill Downs, John Breckenridge, S. Coleman (Doc) Charlton, and the Swinkster, who has been behaving himself like a good ferret.	
5.25 Petronius Flax .....	19	<b>Not-very-special Contributions:</b> the Lost Boys: Burnout Todd, Overanxious Lambert and Evil Brad.	
5.26 Kirk Delahay .....	19		
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# 1.0 GUIDELINES

The Space Master Ready-to-Run Series is designed for Gamesmasters who want to run adventures which can be set up in a few minutes and played in a few hours. The adventures require little or no preparation. Although set on the Kashmerian provincial planet Tara in the Imperial time period Imp. 470-480, with a few modifications these adventures could take place on any space station in the Imperium.

The Cygnus Conspiracy has four parts. Section 1.0 deals with guidelines regarding the use of the module. Section 2.0 provides pregenerated characters for the players (which can also be used as non-player characters if so desired). Section 3.0 contains general information about Tara and its inhabitants.

The third part contains sections 4.0, 5.0, and 6.0: The Adventures. Each adventure stands on its own, although a common theme unites the stories. The fourth part of the module (Section 7.0) contains the encounter chart and is located at the back of the book for easy reference.

## 1.1 HANDLING PLAY

Each adventure is geared for a different difficulty level. The one found in Section 4.0 is challenging for 1st — 3rd level characters, or inexperienced players. Section 5.0's adventure is aimed at 3rd — 5th level adventurers, while the adventure in Section 6.0 is more complex, and designed for 5th level characters and above.

The adventures are divided into five standard parts: (1) the tale, which describes the setting and covers the background and plot; (2) the NPCs, a person-by-person description of the prominent non-player characters, including their stats; (3) the settings, a description of the adventure sites, complete with diagrams, floorplans, and illustrations; (4) the task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers, and (5) encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play, making a few notes and roughing out the adventure possibilities. Then he can have the players pick pre-designed characters from those provided in Section 2.0, or he can permit the players to design their own PC's. (Of course, this module can serve as a continuation of a campaign, where PC's who have already adventured in *Space Master* find themselves on Tara.

Once play ensues, the GM should refer to the Encounter Chart in Section 7.0, at the back of the module. It covers the probability of encounters for every spot in each adventure.

## 1.2 ADAPTING THE MODULE TO YOUR GAME

Like the rest of the series, this module is designed for use with the *Space Master (SM) Role Playing System*, but is adaptable to most other major SFRP games. Statistics are expressed on a closed or open-ended scale, using a 1-100 base and percentile dice (D100). No other dice are required.

## 1.21 CONVERTING HITS AND BONUSES

**Bonuses:** When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.

**Hits:** The concussion hit numbers found in this module only represent general pain and system shock. They cover bruises, general pain, and small cuts rather than 'wounds'. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results (e.g., TSR Inc.'s *Star Frontiers®* or GDW's *Traveller®*), simply double the number of hits your characters take or halve the hit values found in this module.

## 1.22 CONVERSION CHART

If you play something other than MERP or Rolemaster and you do not use a percentile system, use the following chart to convert 1-100 numbers to figures suited to your game.

1-100 Stat	D100 Bonus	D20 Bonus	3-18 Stat	2-12 Stat
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	12
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	3
2	-20	-4	4	2
1	-25	-4	4	2

## 1.3 ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

### 1.31 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

#### Game Systems

RM	Rolemaster
SM	Space Master

#### Professions / Character Classes

Arm	Armsman
ArT	Arms Technician
Cri	Criminologist
EIT	Electrical Technician
Eng	Engineer



Exp	Explorer
Med	Medic
Pil	Pilot
Phy	Physician
Pla	Planetologist
Res	Researcher
SyT	Systems Technician
Tel	True Telepath
xxx/T	Semi-Telepath of class xxx

### Game and Technology Terms

AT	Armor Type (a range of 1 - 30)
AT (DB)	Armor Type with the Defensive Bonus given
Auto	Automatic Projectile (attack table)
Bon	Bonus
CAT	Construction Armor Type (AT's 21 - 30)
D10	A die randomizer for a range from 1 - 10
D100	A dice randomizer for a range from 1 - 100
DB	Defensive Bonus
EI	Elmonits (cost in electronic monits)
FTL	Faster Than Light
GM	Gamesmaster (game referee)
K	1,000 (a quantity of one thousand)
KIN	Kashmere Intelligence Net
km	kilometers
LS	Light Second (300,000 kilometers)
Lvl	Level (experience, attack or Psion level)
LY	Light Year (the distance light travels in a year)
m	meters
M	Monits (hard currency denomination)
MA	Martial Arts
M/A	Matter/Antimatter
MERLOGH	MERCantile League Of Greater Houses
Mk.#	Mark Number (size, strength, and/or power)
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character (also 'player')
RR	Resistance Roll
SFRP	Science Fiction Role Playing
Stat	Statistic or characteristic
TBD	Tachyon Beam Dictor
TLD	Trans Light Displacement

## 1.32 DEFINITIONS

A few crucial concepts of the module are detailed below.

**Colos:** An Inner Provincial Major House (or 'Family'), the Colosians control several star systems near Devon Province, and the two Families are frequently at odds. During the time period of this module the ruler of the Family is Lord Alexander Telax Colos IV; the Homeworld is Gamma Vulpeculae IV.

**Construct:** Anything artificially produced. Most larger constructs have an Armor Type of 21 - 30 in the *Space Master* system.

**Devon:** A powerful Major family and one of the Inner Provinces. The head of the family is Lord Yama Pythagor III Devon, and the Provincial Homeworld is Delta Cassiopeiae. A very detailed account of the workings of House Devon is available in the campaign module IMPERIAL CRISIS: House Devon in Turmoil.

**Empire:** A geopolitical jurisdiction encompassing every star sys-

tem known to be inhabited or claimed by Terran humans as well as those systems harboring indigenous sentients who have come into the Terran fold. The Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by Family groups who pledge fealty to the Emperor and his court. At present, the Empire is over four and one half centuries old. The Emperor keeps his seat of power on Terra (also known as Old Earth).

**Family:** Political connotation. An abstract concept which has gained a great deal of popularity since the consecration of the Imperium. A Family is an almost intangible representative essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which all citizens of the Province can rally. It is often the case that the governors of a Province declare themselves nobility, thus elevating the title to Royal Family. The concept of the Family is akin to, and synonymous with; House, Major Family, Greater Clan, etc.

**Frontier Province:** One of those territories, encompassing several star systems, which were colonized after the consecration of the Imperium and the first Inner Provinces. Having a low population density and little or no initial development, the Frontier Provinces are governed by Minor Clans who are in turn carefully scrutinized by Imperial observers. After long periods of development, Frontier Provinces can often obtain Inner Province status, with the governing Clan elevated to Royal Family status.

**Homeworld:** A geosphere which is capable of supporting standard hydrocarbon based lifeforms. There are precious few of these naturally occurring bodies so they are in great demand as territorial capitals. Candidate Homeworlds with unsuitable atmospheres can often be transformed into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gasses into desirable ones.

**Hypershunt:** The act of crossing the speed of light barrier and propelling one's craft into Hyperspace. Controlled Hypershunts have allowed Terrans to colonize distant star systems at a rate far exceeding predictions based on the restrictions of Einsteinian space.

**Hyperspace:** Hyperspace is the vernacular term for that cosmos known as the Tachyon Universe. It has been determined that in Hyperspace the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Recent engineering feats have allowed man to travel through Hyperspace, but as of this time, actual occupation, and action within, the Tachyon Universe is an impossible aspiration.

**Imperium:** The Imperium is that area of space which encompasses every star system colonized or claimed by man, which is not governed by a Royal Family or Minor Clan. The leader/figurehead of the Imperium is the Emperor himself who defers many of his responsibilities to planetary governors. The Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Geographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld.

**Inner Province:** Often containing upwards of ten star systems, the Inner Provinces are feudal territories governed exclusively by Royal Families. As far as locational references are concerned, these Provinces usually border on, or are actually within Imperial space. Also, it is not uncommon to find Inner Provincial administrations who, in turn, parcel out systems in their own territories for Minor Clans to govern.

**Instation:** Akin to Orbital stations, Instations are much larger counterparts which are set into orbits around stellar primaries as opposed to planetary bodies. They serve as military fleet bases and as communication backup systems for the inhabited planets in the given system. They usually offer civilians the use of their repair and overhaul facilities while a few are actually capable of undertaking space vessel construction operations.



**Jade-London:** An Inner Provincial Major House, they are (usually) on friendly terms with House Devon, and unfriendly terms with the Colosians.

**KIN:** The Kashmere Intelligence Network is the Kashmere secret service and covert operations arm.

**Kashmere:** Formed from a coalition of lost pre-imperial colonies, the Kashmerians are a subculture of genetically superior humanoids who joined the Empire as five Minor Clans (Oberon, Argus, Cygnus, Arcadia and Sparta). The Kashmere families have since formed a commonwealth directly under Imperial Supervision. Together they rank equal to one Major House and are ruled by their Duke from the capital planet of Olympus. For more on House Kashmere, see the ICE Campaign module **LOST TELEPATHS: The Secret of House Kashmere**.

**MERLOGH:** The economic monitor and stock market of the Terran Empire. MERLOGH's existence can be attributed to the PreImperial territories who swore to fight the forming Imperium to the bitter end unless independent watch-dog institutions were allowed to operate in the Empire-to-be. To this day, MERLOGH, VEGAPOL, and the Galactic Court of Humanity have kept their autonomous and unbiased (well, mostly unbiased) status in the Emperor's realm.

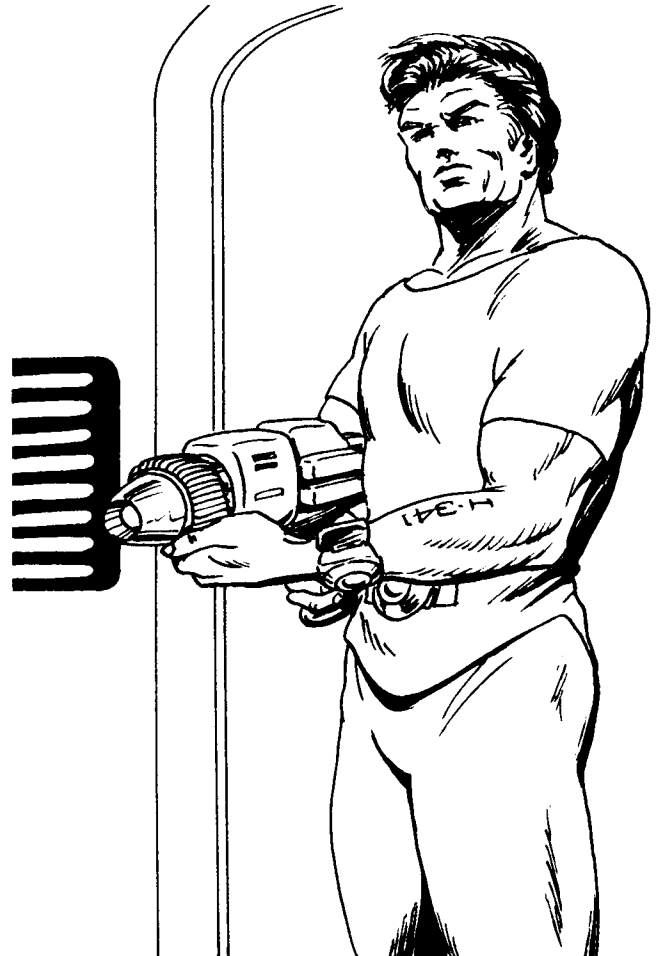
**Microfreq:** A common method of interplanetary, ship-to-ship and ship-to-ground communication utilizing focused microwave transmissions. It is limited to the speed-of-light, of course, so long-range use has limited practicality.

**Minor Clan:** Clans are family societies Imperially designated as minor royalty. Although not entitled to the near autonomous operative capabilities afforded the Royal Families, Minor Clans can often be found governing their own systems or continental states (under the watchful eyes of higher authorities — usually a Family). Minor Clans, by law, are prevented from keeping their own soldiery or minting their own hard currency; however, a Clan's economic performance is scrutinized in MERLOGH as thoroughly as any larger political unit's economy would be. Minor Clans are often allocated Imperial garrison forces when they occupy areas troubled by conflict, despite the fact that the Clan is often the conflict's instigator.

**N-Space:** Normal Space. This defines the universe and time that Terrans presently inhabit and operate within; governed and bound by the physical laws which have lasted for ages untold.

**Orbital Station:** Orbital stations are environmentally controlled structures kept in orbit around various planets in the Empire. Their primary purpose varies according to the types of activities which are carried out on the planetary surface below. If it is a resource world, the orbital station will usually perform the function of heavy cargo transfer terminal. If it is a Homeworld, then the station will be equipped to handle communications and personnel. In many instances, orbital stations have repair and overhaul facilities and are quite capable of orchestrating spur of the moment military activities. Defensive armaments are usually geared to the amount of danger inherent to the given system. Their orbital maneuverability is severely restricted. They can often sustain 20 to 200 people, depending on function.

**Outstation:** The Outstation is the interstellar counterpart of the Instation, although its primary function differs slightly. The Deep Space Outstation, as it is more properly called, often takes the role of Tachyon Beam Dictor relay base, as they are constructed along important communication lines where there is no convenient star system within which to place a more conventional relay station. They also serve as supply bases for the fleets or the political entity which has constructed and staffed the structure. Outstations are not perfectly stationary, as, like other celestial bodies, they circle the galactic core.



**HURNI 341**

**Sianetic Harbingers:** A title given to that ancient spacefaring race which spread Hominids from earth to several nearby habitable worlds, giving rise to humanoid and xeno-human races. They are known by several other titles, most of which are culture specific: the Ancients, the Forerunners, the Fathers, the Altha, Klattu, etc. Harbinger artifacts fetch a high price in the scientific and collectors communities.

**Spacefaring Port:** A surface-bound installation which contains maintenance and repair facilities for civilian and military ships alike. All Spacefaring Ports are staffed with a complement of customs officers and garrison troopers who try to uphold the laws of the administration in control of the system in question.

**Stellar Primary:** A planetary system's sun. In polystar systems there would obviously be several stellar primaries, but it is the major star (determined by mass or size) which gives a system its name.

**Tachyon Beam Dictor:** An instantaneous communication system, critical to the unity of the Empire. Data is transmitted in the form of tachyon streams, usually through a number of relays (the effective range for one transmit being only about 50 light years).

**VegaPol:** An interstellar police force which operates independent of Imperial and Provincial jurisdictions alike. It is based in the Vega system, and operates in conjunction with the Galactic Court of Humanity.

## 2.0 PLAYER CHARACTERS

The following chart provides a sampling of pregenerated player characters of varying profession and levels. Statistics are given for Space Master. The GM may wish to assign players a character or allow them to select from the list. Of course, the GM can utilize the unused PCs as non-player characters. After all, the players may design their own characters or employ characters already in use.

The GM should remember, however, that regardless of how the players acquire their characters, each adventure is geared for a different difficulty level (see 1.1). We suggest PCs tough enough to meet the challenge.

System abbreviations used in the PC table are listed below.

### Weapons:

a7m	7mm automatic
a11m	11mm automatic
asbtr	assault blaster
ast	autoshotgun
astnr	assault stunner
autbtr	autoblaster
b5m	5mm body pistol
blrfl	blaster rifle
bstpl	blast pistol
cnstr	contact stunner
fl	flechette
fpl	flame pistol
frfl	flame rifle
hdlr	hand laser
HMG	heavy machine gun
hndstr	hand stunner
hr 10m	100 heavy rifle
lar	light assault rifle
LMG	light machine gun
lsrfl	laser rifle
lsrpl	laser pistol
mas	martial arts striking
maw	martial arts sweeps and throws
MLAp	MLA pistol
MLAr	MLA rifle
npl	needle pistol
pr	plasma repeater rifle
pwsd	power sword
r5m	5mm rifle
r7m	7mm rocket rifle
sht	shotgun
smg	9mm small machine gun
stpl	stun pistol
strfl	stun rifle
tr	tangle rifle

### Primary Skills:

Amb	Ambush
APil	Atmospheric Pilot
CoT	Computer Tech
CrT	Crime Tech
CyT	Cybernetics Tech
Drv	Drive
EIT	Electronics Tech
EWC	Electronic Warfare/Comm
F/A	First Aid

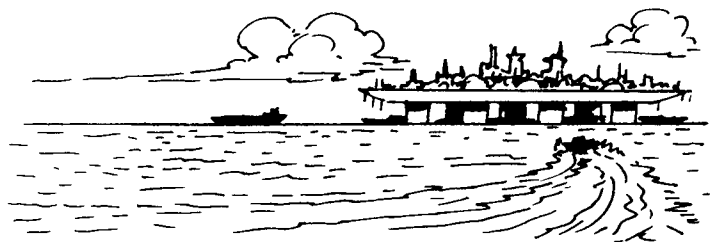
HyA	Hyperspace Astrogation
HyP	Hyper Space Pilot
MeP	Medical Practice
MeT	Medical Technics
N-SA	N-Space Astrogation
NSP	N-Space Pilot
OrP	Orbital Pilot
Perc	Perception
Plty	Planetology
PwST	Power Systems Tech
S/H	Stalk/Hide
ScA	Scanner Analysis
SeA	Sensor Analysis
Sur	Survival

### Secondary Skills:

Acb	Acrobatics
Act	Acting
Adm	Administration
Adv	Advertising
AG	Athletic Games
AH	Animal Healing
App	Appraisal
AT	Animal Training
Cav	Caving
Con	Contortions
Dip	Diplomacy
Dis	Disarming
Div	Diving
DT	Drug Tolerance
Fal	Falsification
Gam	Gambling
Int	Interrogation
Mus	Music
Pro	Propaganda
PS	Public Speaking
QD	Quick-Draw
Sed	Seduction
Sig	Signaling
Sing	Singing
Sub	Subduing
Trd	Trading
Trik	Trickery
Trk	Tracking
Tum	Tumbling
VA	Visual Arts

### ITEMS FOR THE PC's:

In addition to any items implied by the PC skills listed and such items as the GM sees fit to equip the PC's with, all would also possess an Ident disk, and Elmonit Card with 10-1000 (10 x D100) elmonits on account. KIN Agents would have falsified identification which is **Absurd (-70)** to detect with state-of-the art equipment. Such false ID's would vary depending on the situation.



NUMBER	PC1	PC2	PC3	PC4	PC5	PC6	PC7	PC8	PC9	PC10	PC11	PC12	PC13	PC14	PC15	PC16
<b>Name</b>	Nessus	Iasus	Metanira	Terre	Ixon	Timothy	Ophion	Latona	Cary	Vinta	Julian	Gustav	Loki	Serina	Author	Hink
<b>Race/Sex:</b>	TRX/M	TRV/II/M	Andr/F	TRV/II/F	TRV/II/M	TRX/M	TRX/M	TRX/F	Hmn/M	Hmn/F	Hmn/M	N-H/M	Hmn/M	Hmn/F	TRV/M	N-H/M
<b>Ht/Wt:</b>	191/88	199/100	176/63	169/54	184/76	188/79	184/73	179/65	180/77	165/54	185/82	190/87	170/60	171/58	195/98	195/81
<b>Hair:</b>	blk/crly	blnd/stlt	blnd/long	brn/crly	blnd/srnt	whit/srnt	blk/srnt	blnd/crly	blond	brown	black	blond	brown	brown	blond	white
<b>Eyes:</b>	brown	blue	blue	green	blue	violet	hazel	blue	blue	hazel	brown	green	brown	blue	violet	blue/gn
<b>Profession:</b>	CrimTech	Armsmn	Explorer	Physician	Printgst	Pilot	Telepath	Expl/Tel	CrimTch	Telepath	Pilot	Explr	Systch	Elctcn	Armsmn	Phys/Tel
<b>Level:</b>	5	4	3	6	3	4	5	7	4	5	4	3	3	2	4	5
<b>Hits:</b>	87	53	46	51	28	52	49	57	67	41	55	64	36	29	72	60
<b>AT(DB):</b>	1(15)	10(40)	4(35)	5(20)	1(15)	1(20)	1(15)	1(25)	1(15)	1(10)	5(20)	1(10)	1(5)	1(10)	10(25)	1(10)
<b>Shield:</b>	none	Barrier	Defctr	none	none	Defctr	Absrptn	Defctr	none	none	none	Barrier	none	none	Defctr	Absrptn
<b>PsPoints:</b>	—	—	—	—	—	—	15(x2)	8	—	15	—	—	—	—	—	5
<b>Constitut:</b>	98	101	100	84	76	95	89	94	81	75	92	96	61	85	99	96
<b>Agility:</b>	99	99	101	97	88	96	91	96	97	66	95	89	90	100	99	93
<b>Self-Disc:</b>	88	64	93	95	83	85	87	67	88	91	86	87	90	85	73	90
<b>Memory:</b>	92	44	99	85	86	89	94	93	86	70	65	77	84	91	45	86
<b>Reasoning:</b>	95	56	98	90	95	88	96	89	90	80	88	55	94	91	38	93
<b>Strength:</b>	75	100	101	65	80	84	70	83	80	50	94	92	67	84	99	75
<b>Quickness:</b>	95	100	101	88	97	98	96	100	96	92	98	94	88	92	100	95
<b>Presence:</b>	64	87	100	85	60	94	100	95	85	101	71	68	45	59	87	89
<b>Intuition:</b>	69	85	102	97	85	99	89	84	88	99	97	56	87	95	91	96
<b>Empathy:</b>	98	100	97	98	93	45	88	94	89	80	85	55	93	96	46	96
<b>Appearance:</b>	65	87	98	88	48	82	92	90	81	93	67	80	73	84	99	60
<b>Weapon1 OB:</b>	npl 82	npl 86	bstpl 65	stpl 40	sfrl 35	asbr 68	hdslr 40	at1m 98	lsrpl 76	stpl 62	npl 58	MLAr 45	stpl 30	at1m 25	authr 98	hndstr 40
<b>Weapon2 OB:</b>	sfrl 60	lsrfl 70	smg 46	—	—	lsrpl 35	—	MLAr 70	tr 55	—	sfrl 40	mas 40	—	—	smg 80	—
<b>Skill:</b>	Crt 81	Perc 70	SCA 35	SCA 55	SCA 35	Orp 68	Perc 35	Cot 52	Crt 75	SCA 41	NSP 36	Perc 36	PwST 42	Cot 48	Perc 61	MeP 72
<b>Skill:</b>	SCA 44	Mas 45	Perc 25	MeP 68	Ply 61	NSP 52	Act 52	Trk45	S/H 50	NSA 35	Orp 45	SCA 28	EIT 39	EIT 35	SCA 22	F/A 65
<b>Skill:</b>	Perc 50	QD 34	Sub 40	F/A 50	Sur 40	Hyp 50	EIT 35	EWG 30	Sub 80	HYA 41	Hyp 52	Trk 15	Wpt 18	CoE 20	Sur 30	MeT 20
<b>Skill:</b>	S/H 38	SCA 30	Orp 25	Met 30	Sea 37	N-SA 32	Sed 32	Int 21	Int 15	Sea 12	EWG 18	Sub 30	Cot 20	—	—	Cyt 15
<b>Skill:</b>	Cot 25	Wpt 25	Sea 21	Cyt 20	Cimb 20	Hya 30	PS 18	Act 15	—	—	—	—	—	—	—	—
<b>Pision List:</b>	—	—	—	—	—	—	Mnd Det	Teleport	—	Voice	—	—	—	—	—	Empath
<b>Pision List:</b>	—	—	—	—	—	—	Telephy	Bdy Disc	—	Thgt Mstr	—	—	—	—	—	Mind's Truth
<b>Pision List:</b>	—	—	—	—	—	—	Mind/Engy	—	—	Telepathy	—	—	—	—	—	Mind Detect
<b>Pision List:</b>	—	—	—	—	—	—	Voice	—	—	Telektnics	—	—	—	—	—	—

**NOTES:**

AT(DB) includes Quickness and armor bonus but not shield. The first eight characters are designed to be KIN agents; their race, stats and equipment reflect their association with this powerful group and an average player would not be so "well endowed."

**Shields:** If a shield is indicated, check the listing below, and incorporate the added DB.

**Velocity Shield:** +30 vs melee, +45 vs missile, +60 vs projectiles, +0 vs energy

**Deflector Shield:** +5 vs melee, +15 vs missile, +40 vs projectiles, +60 vs energy

**Absorption Shield:** +30 vs all attacks.

**Barrier Shield:** +60 vs melee, +70 vs missile, +70 vs projectiles, +90 vs energy

**Stats:** a 'plus' (+) number next to a stat indicates the racial/genetic bonus given to the character in addition to any normal stat bonus.



## 3.0 KAS:3 III (TARA):

### GENERAL INFORMATION

In this section is discussed some general information about Tara and its environs. This data should be reviewed by the Gamesmaster prior to running the adventures so s/he is familiar with the overall 'picture'.

First (in section 3.1) a history of the planet itself is provided, while 3.2 provides a summary by an Imperial Observer. Section 3.3 describes the main orbital station above Tara, where all passenger traffic is routed. Section 3.4 discusses the current political and industrial status, and 3.4 some common (but more specific) features of the planet.

Even seen from the viewports of orbital station *Tara One*, the surface of Tara has an unhealthy look about it. While most earthlike worlds have a clear blue coloring with a swirls of white cloud patterns, Tara is green-grey, its clouds dirty and unusually prevalent. It is an exploited world which has suffered from centuries of unrelenting industrial abuse.

### 3.1 HISTORY

Tara's environmental woes are many, and the reasons are myriad. First, fossil fuels were widely used by the indigenous people far longer than on most developing worlds, and while fission power was slow to develop, it, too lasted overlong, leaving the planet with an overabundance of radioactive waste. This was in addition to a fair amount of nuclear fallout from a limited exchange between two of Tara's many fractious countries. When Tara was discovered in PreImp 391 by a Cygnus scouting ship, the planet's leading scientists were only on the verge of non-refrigerated superconductors and fusion power. They had no manned space travel capability whatsoever, and the planet was ruled by dozens of regional governments. Still relatively isolated, Cygnus was free to do as it pleased with the primitive planet. They reasoned that, since Tara was already poisoned, a little more heavy industry wouldn't hurt.

Thus, CygnusCorp representatives landed on Tara and proposed an 'alliance' with the leaders of Kourin the largest government, trading technology for raw materials. One of the other governments, fearing that Kourin would use their superior technology to take over the rest of the planet, panicked and attempted a large-scale nuclear strike. The Cygnus representatives were prepared for this, however, and their fleet, already in orbit, easily vaporized the entire assault with energy-cannon fire. Kourin controlled the entire planet within twenty years.

It is important to note that Cygnus did not immediately hand over state-of-the-art technology to the Tarans. They slowly introduced fusion power and optronics, among other things, keeping just ahead of natural Taran advances. It was not long before Cygnus was asking for land grants for their advanced knowledge, then government representatives. By Imp 311, when Cygnus joined the Kashmere Coalition, it had complete, direct control of Tara. No one else in the Coalition questioned their claim to the dirty little world.

### 3.2 TARA: AN IMPERIAL OVERVIEW

The following is a report filed by an Imperial Observer sent to Tara not only to provide a brief overall description for Imperial records, but to monitor the Kashmere government's methods of administering a subject world. At the time of this

module it is very doubtful that any action has been taken against Kashmere Province.

### IMPERIAL SCIENCE INSTITUTE SURVEY REPORT, KASHMERE PROVINCE FILED: IMP. 468.202

#### STATISTICS

SYSTEM: KAS:3 G8v  
PLANET: Kas:3 III (Tara)  
CIRCUMFERENCE: 45,300 km  
GRAVITY: 1.1 x Terran norm  
NATURAL SATELLITES: 0  
DAY: 24 std hours  
YEAR: 350 std days  
ATMOSPHERE: 20/71/6% oxygen/nitrogen/carbon dioxide  
HYDROSPHERE: 81% of surface covered with liquid or solid water  
MEAN TEMPERATURE: 9°C  
PROVINCE: Kashmere (Family Lombaard)  
STATUS: Provincial Acquisition  
POPULATION: 1,810,500,000  
PRODUCTIVITY %: 16%  
PRODUCTION EMPHASIS: Mining, heavy industrial  
RATING: Producing/Integrating

#### COMMENTARY

**POPULATION TYPE:** Tara's indigenous population is humanoid to a high degree, (Human and Neo-human types predominate) of course genetically inferior to Kashmere citizens. It can be assumed that the Tarans were 'seeded' from earth by the Sianetic Harbingers, but in this case they only developed technology on the threshold of controlled fusion power. The Tarans, though not superstitious enough to believe the Cygnans to be 'gods', accepted them as superior beings. Interestingly, since the advent of android technology, few Cygnans actually live on Tara — even to supervise operations. Instead, they send the reliable humanoid robots rather than subject themselves to the filthy atmosphere (see notes below).

**ENVIRONMENT:** An abundance of fossil fuels have allowed the world to remain dependent on them for an extended period. As a result, however, the planet's atmosphere is seriously polluted, harboring a number of toxic gases. The ionosphere is damaged, ozone deterioration has increased cancer incidence, and acid rain is a constant problem. The sun is rarely seen through a smog-bound haze.

**HISTORY:** This system was discovered by a Cygnus scouting expedition in PreImp. 210, and observed for some time before contact was established. Tara soon became the home of many Cygnus support industries.

**OPERATIONS:** The planet is rich in a wide variety of minerals, from basic materials like aluminum, gold and iron, to Ardinium and natural Zirium crystals (the most powerful Psion Prisms). Cygnus administers this highly-industrialized society indirectly through CygnusCorp/ Cygnustar, the largest Kashmere subcompany, and virtual owner of Tara. Most of the upper-class Taran population now lives underground, breathing filtered air as the atmosphere continues to deteriorate.

Six orbital stations circle Tara, transfer points between the

ground-to-orbit carriers and the hypershuttle interstellar freighters. Five are small restricted-access cargo transfer bases, used only by CygnusCorp company ships, while the larger station, Tara One handles all passenger and inter-provincial traffic. All travel to and from Tara is supposedly restricted, but this is not very well enforced. There is a brisk black market in high-technology items.

**OBSERVATIONS:** Imperial computer projections estimate that Tara has less than 230 years before her atmosphere is absolutely unlivable without complete filtration. The Cygnans claim that the situation is already irreversible; the rest of the province has done nothing to stop this rape of the planet. Admittedly, purification techniques or shifting Tara's production to other locations using less suitable worlds or would be very expensive. It is clear to this observer that the indigenous population is of little importance to CygnusCorp, being an inferior species anyway.

**RECOMMENDATION:** It is my recommendation that the Kashmere government be fined the maximum (20,000,000 Elmonits) immediately for this ecological abuse, and that His Imperial Majesty's government enforce a complete environmental reclamation.

**Report filed by:** Jenk Tamikko  
Provincial Ecological Observer  
Imperial Science Institute

## TARA ONE



## 3.3 ORBITAL STATION TARA ONE

Whenever a ship enters the vicinity of Tara, the orbital station issues an automatic announcement on all common microfreq and laser bands:

### Welcome to Tara Orbiting Central

Visitors must observe all applicable laws and regulations of Kashmere Province. Firearms are strictly prohibited beyond the visitors' ship; munitions and non-personal weapons are forbidden entirely.

### DOCKING PROCEDURE:

1. Please Transmit Passage Code.
2. Transmit Elmonit Account Code.
3. Maneuver into station orbit at 10 kilometer range.
4. Transfer astro/pilot functions to Akaisha Control, Microfreq 239.1 or tight-beam LASER rig.
5. Stand by for security scan and viral analysis.

After the computers at Tara One have confirmed the intended visitors' passage code validity and Elmonit solvency, the following message is transmitted:

### PROVINCIAL ORBITAL STATION: TARA ONE

#### SERVICES:

- Six enclosed pressurized bays for repairs and maintenance overhauls of craft massing up to 2,500 tons.
- Facilities available for docking larger vessels.
- Full spectrum refueling
- Complete recreational facilities.
- Personal accommodations
- Variable security and volume storage available.
- Personal interstellar communications at reasonable rates to anywhere in the Imperium. Discounts to Kashmere Citizens; Service to other House Citizens available at slightly higher rates.

Costs: (In Kashmerian Elmonits; subject to change without notice)

Airlock Berth	400 + 300/day
Pressure Bay Berth	1000 + 500/day
Stateroom	30/day (base rate)
Storage	100/cumet/decaday
Deuterium	200/cumet
Fissionables	7500/cumet
Andrium	10,000/cumet

REPAIRS: See port attendant for an estimate.

**GM NOTE: COSTS/REPAIRS**

**Elmonit Conversion:** The Kasmerian Elmonit is subject to fluctuations (as are they all) but generally hovers at between 1.1 and 1.25 Imperial Elmonits.

**Structural** (concussion hits): 10 per hit repaired. If ship over max hits, 20 per hit (due to additional restructuring work).

**Systems:** 500 per hour. (determined by using the Repair/ Malfunction Table Tech Law page 88, adding +60 Skill bonus). To determine cost in parts, simply figure the original cost of the system from Starship Construction and calculate percentage, then add 20% to the cost.

More than 50% hits and/or very Severe/Extremely Severe Damage requires docking in a Pressure Bay (and the associated costs).

### 3.4 TARA: CURRENT GEOPOLITICAL AND TECHNOLOGICAL STATUS

As noted in the IO (Imperial Observer) report, Tara is somewhat larger than Terra, with a slightly higher gravitational pull. Only 19% of the surface is land, although Cygnus has overcome that problem to a large extent with underwater bases, floating processing plants, and artificial island constructs. Early attempts to recruit the water-breathing Argans were a failure, as they refused to operate in the polluted oceans. The planetary map indicates the basic continental groups, polar caps, and territorial boundaries. Ophiz is leased by the Synthix Chemical Company, while Earthcore controls the entire south polar region and the Chartin island group. Lang Minerology has exclusive control of Juarlis and Forshiil. Everything else is CygnusCorp territory.

#### 3.41 THE TARAN GOVERNMENT

The planetary governor of Tara is Telesto Janus-Braxton, an executive of CygnusCorp. From his palace in the capital city of Altara, Janus-Braxton operates as the Earl of Tara: political ruler, and Vice-Minister of Industry: absolute corporate authority. He is Chairman of the Board of Tarametals, the vast mining/ processing subdivision of CygnusCorp.

**PROFILE:**

FULL NAME: Telesto Prescott Janus-Braxton  
POSITION/TITLE(S): Earl of Tara; Cygnus Vice Minister of Industry.  
AGE: 51  
SEX: Male  
RACE: Transhuman Xlb  
HEIGHT: 188 cm  
WEIGHT: 80kg  
HAIR TYPE: white/straight/medium length  
EYE COLOR: green

#### 3.42 THE KIN PRESENCE

The KIN is far from idle on Tara. Having seemingly removed the threat of the Antitelepathic Replicant threat of a few months earlier (see ICE's *Lost Telepaths*, section 10.4) the organization is dedicated to tracing the source of the replicants, among other projects. KIN informants are also reporting of increasing unrest among the Tarans with the possibility of revolt. This is backed up by an increase in terrorist activities, and an influx of illegal high-tech weaponry

and other equipment trafficking.

While the KIN traditionally remains aloof from 'local politics' as much as possible, there is increasing concern over the situation. The planetary director, Father Carter Asclepios (the KIN uses familial names as ranks: Father, Elder Sister, etc.) has charged his agents to remain alert of signs of a large-scale conspiracy in the works.

**PROFILE:**

FULL NAME: Carter Asclepios  
POSITION/TITLE(S): KIN Father, Director of Tara Operations  
AGE: 33  
SEX: Male  
RACE: Transhuman IXd  
HEIGHT: 206cm  
WEIGHT: 115kg  
HAIR TYPE: Black  
EYE COLOR: Blue/Violet

Asclepios is relatively young for a planetary director, and anyone working under him quickly learns how he advanced so quickly: he is a possessed man who drives his agents almost as hard as himself.

#### 3.43 INDUSTRY AND COMMERCE

CygnusCorp/CygnusStar virtually controls the entire planet's industry. The only other companies with any significant representation are **Earthcore**, **Lang Minerology** (Metals extraction and processing) and **Synthix** (chemical processing). Earthcore and Lang each have full exploitation claims on certain regions of the planet, while Synthix leases a large island in the southern hemisphere where it engages in a variety of processing operations.

Supply acquisition on Tara is generally Hard (-10) with high-tech acquisition being Insane (-100). Merchandising is Routine (+30) but illegal except for licensed vendors. There is a brisk black market for high-tech goods.

#### 3.44 LIFE ON TARA

A few aspects of day-to-day living on Tara are touched on in this section. More specific facets of the world are covered in the adventure sections where applicable.

**THE ENVIRONMENT**

A sunny day on Tara is as rare as an Android in a Molecutronic Scrambler factory. In other words, skies are overcast almost all of the time. A combination of a mild nuclear winter, carbon dioxide poisoning, and other pollutants have created a permanent ceiling of sooty grey cloud-cover. Rain is almost continuous in coastal and upper inland regions: a dirty, acidic drizzle which erodes most structures and further poisons the land and open water.

The clouds do moderate the temperature somewhat, so that there is little difference year-round, and the equatorial areas average only 5°C higher than those at 45° latitude. The ozone layer is in shreds, so ultraviolet radiation is somewhat of a problem. Skin cancer is one of the leading causes of death despite the clouds. Ultraviolet shielding umbrellas and raincoats are perennial bestselling items. In the areas closer to the poles, an ash-grey snow replaces the rain.

Uncultivated vegetation is sparse, though a number of hardy grains have been developed which manage to thrive

in this hostile environment. Agriculture is not dead here, and the planet manages to support its population's food requirements.

## TRANSPORTATION

Partly because of the unpleasant environment, everyday life on Tara has actually moved under Tara. Residences and offices are built underground for protection from the elements and energy conservation. Aside from three smaller cities which are protected by expensive domes, most of the average Taran metropolis is underground.

This is not to say that the surface is barren; in fact the shells of earlier buildings remain, some renovated and serving as the upper stories of much larger units delving deep (poorer tenants live in the above-ground apartments); others barren skeletons with dark, accusing windows.

Those with insufficient money to ride the subshuttles must walk the wet streets under the shadow of their past, with ancient skyscrapers, factory chimneys and poor vendors for company. Crime is rampant in the surface, with thieves and road gangs preying on lone travellers.

This is not to say that the surface is an uninhabited wasteland. Low-cost housing is not unlivable, and the young and restless of Altara frequent the surface, where can be found a number of entertainment facilities, from amusement parks to bars to concert halls. Whereas the slang on many planets for a counterculture establishment is "underground", the term on Tara is "Surface Club".

By contrast, the sublevels are well lit, where huge multis-story caverns form concourses and public squares. The air is filtered, and the walls are lined with balconied apartments. Here travel the subshuttles: ultrafast cylindrical trains which link the cities and regions of Tara. These trains all move by utilizing superconductor electromagnetic fields, hurtling through tubes maintained at near-vacuum to reduce air friction. The planet is spiderwebbed with subshuttle tunnels of three basic types: express, commuter, and local. Express shuttles are strictly long-distance, travelling between major cities more than 1000 km apart. They are designed for longer trips and higher speeds (up to 800 kph). Commuter shuttles travel between nearby cities and industrial areas between

1000 and 100 kilometers apart. Depending on the length of trip, they travel at between 400 and 600 kph. Local shuttles are restricted to individual cities and their surrounding areas; they rarely exceed 400 kph because of the lack of distance. Subshuttle terminals are often complex, multistory stations with banks of lifttubes, shops and restaurants. Travel costs vary from one monit for a short local trip to hundreds of monits for a luxury Express shuttle halfway around the world. Separate tunnels serve as cargo carriers.

Another form of transportation and one used mainly for long-distance travel, are airboats. Basically they are small, very maneuverable aircraft with powerful turbofan engines (some with fusion boosters). These operate out of regional spaceports.

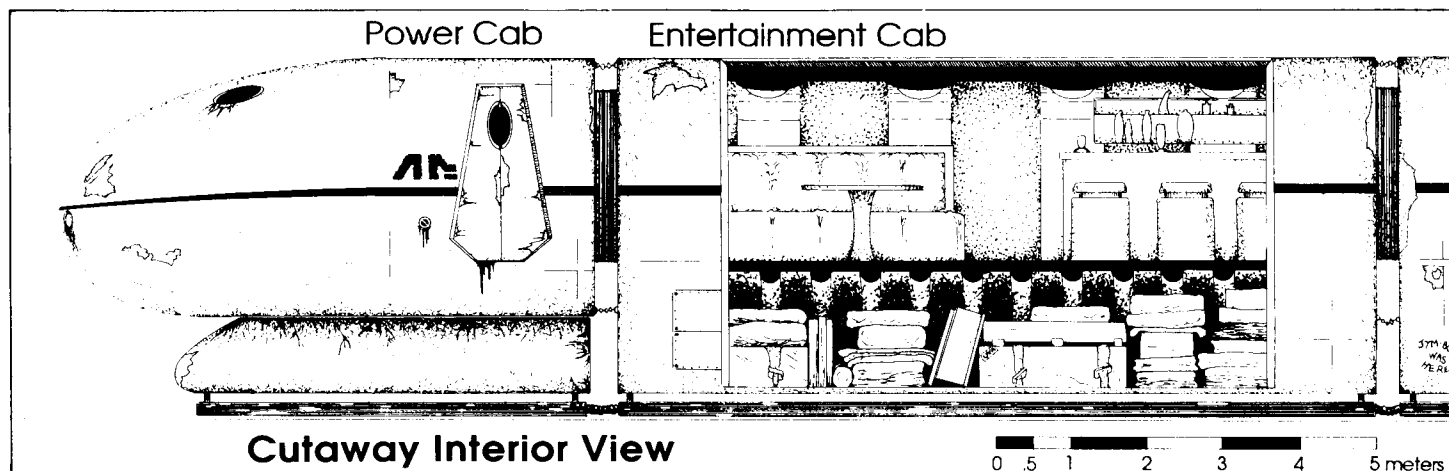
More locally, aircars allow transportation on a regional or local level. These vehicles, usually designed to seat no more than six comfortably, are equipped with wheels for ground travel and a turbofan-assisted gravitic lift system. They are expensive and not energy efficient (since the inferior Taran models do not have the benefit of state-of-the-art technology) and can only fly for a few hours before requiring recharging. They are used mainly by surface police and wealthy industrialists who need to visit the surface often.

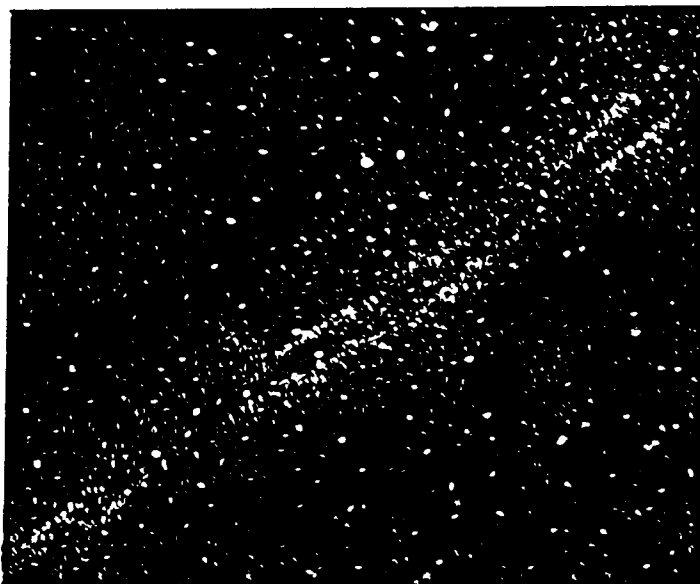
Submarines and surface water boats, while possessing some entertainment, industrial and scientific value, are rarely used for passenger travel.

Orbit shuttles are the ground-to-orbit access vehicles, lifting from all the metropolitan and industrial spaceports to their orbit-station destinations. As noted before, all non-industrial orbital flights are served by station Tara One. Those with interplanetary or interstellar-capable vehicles need only check in with Tara one on their way out of Tara's vicinity.

Tara's many spaceports come in a full range of sizes, the largest non-industrial port being adjacent to Altara. Over 100 square kilometers in surface area, the port includes an expanse of partitioned surface-landing field, a number of enclosed docking bays (underground with elevator and closeable bay ceiling doors) and complete repair and construction facilities. Maintenance fees and port charges can vary.

## SUB SHUTTLE





## THE NATIVES

In appearance the Tarans are a mix of humanoid types, for the most part unremarkable *Homo Sapiens* variations. Generally they are less intelligent, attractive and healthy than Kashmerians or even Imperials. The average Taran male is about 170 cm tall and slightly undernourished. Most have pale skin (except those who can afford the Sunroom visits necessary for a nonlethal tan) and dark hair. Blondes are quite unusual (nearly as rare as redheads) the vast majority possessing hair of medium to dark brown shades. Eye color runs the full gamut, one recent trend being unnatural contact lens tints (such as red or amber). These are worn for the most part by the younger set.

Clothing, while not completely utilitarian, is drab, practical and unimaginative compared to the flamboyant (and often risqué) tunics and robes of the Kashmerian aristocrat. 'Popular' colors are frequently earthtones the last few years. This dullness may be explained partially by the surprising frequency of colorblindness among Tarans: nearly 10% of all females and 25% of all males are at least partially colorblind. Grey vision for a grey world.

Tarans view virtually all off-worlders (who they refer to as 'aliens') with suspicion, distrusting them and their motives. Cygnus has practically bred an inferiority complex into them, wanting their subject world to remain subjugated.

## LAW ENFORCEMENT

Taran law enforcement is the duty of the planetwide Taran Guard. These men and women in their grey uniforms and metallic raincoats patrol the subshuttle terminals and streets of Tara in an unending battle with the more desperate, disenchanting, and disgruntled of the world. The corruption level of the Guard varies from region to region, but it is said that the Altaran Guard are the worst. "Gotta mit? Buy an AlGuard!" is an uncomplimentary slogan around the city ("mit" is local slang for Monit). Police usually carry stun pistols, assault stunners, or (in antiriot situations) Field Effect Stunners.

Carrying any weapon more deadly than a stun pistol is illegal on Tara, but simply not enforced in the cities — especially on the surface. At worst, one might get a small fine for brandishing one; and using one in anything resembling self-defense is considered understandable by the courts. Offenders get a slap on the wrist — usually a small fine or probation.

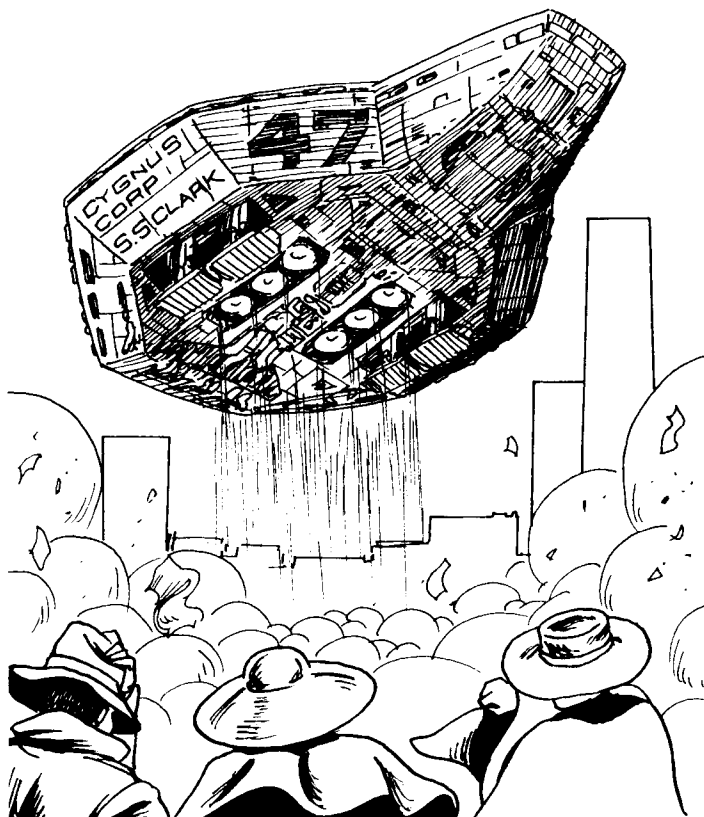
As a result, almost everyone on the surface has some sort of weapon. Projectile guns are popular, (good energy weapons are hard to come by) though the trendy weapon among street gangs is the force-knife. Only real jerks carry burst-fire weapons, though high-class jerks (and KIN agents) use needle-pistols.

## COMMERCE

Tara, being a technologically depressed world in the midst of one of the most advanced provinces in the Empire, is naturally a center for black-market trade. High-tech goods of all types pass through hands here on their way to other parts of the empire — as well as the active underground resistance right on the planet.

General supply acquisition on Tara is Hard (-10) and high-tech purchasing is Insane (-100) unless dealing with Cygnus Industrial suppliers at the major spaceports. Another alternative is the black market, where such acquisition is merely Sheer Folly (-50) and 3x the normal price. If one has *League of Merchants* or other underground contacts, acquisition is only Very Hard (-20) and the cost is 1.5 to 2x regular.

Merchandising is Routine (+30) for general items and Unconscious (+50) for high-tech items, but is illegal for unlicensed off-world vendors.



The League of Merchants has a strong presence here, and though they have been unable to penetrate into the upper echelons of government (it is often harder to bribe and blackmail Kashmerians, who hold political offices by birth-right, than it is elected officials) their tentacles are widespread on the lower levels. Much of the surface commerce of Altara is League-controlled, as well as much of the activity at Tara's one non-industrial spaceport.

## 4.0 ADVENTURE: RESCUE IN THE MINES

"I insist that you return to Epsilon base!" Miranda tried to sound officious. It was difficult, though, with the tiny watermole hanging at a 90 degree angle along the side of a bottomless crevasse. The dim red emergency lights did nothing for her complexion, her hair was a wreck, and this Prag of a pilot-woman was not treating a Baron's daughter with proper respect anyway. She tossed locks of her once-coiffed hair out of her blue eyes.

"I would if I were able, Lady Miranda," snarled Iris McAuriga, as she scanned the sub pilot console, her fears realized. The main power system was twisted, and the batteries would kick in only a few hours. "Why don't you get your android to do something?"

Miranda looked at Jason, her bodyguard. He returned her gaze with a haunted expression she rarely saw from him, though she knew what it meant: he could do nothing, and his molecutronic brain was causing him severe discomfort because of it. He was programmed to protect her, and was failing. The Lady from Cygnus glanced at her tourguide. Vice-Archon Ulm Ochinu was curled in the fetal position, drooling and muttering to himself.

Then, there came a grinding outside, and the hull of the mole creaked and groaned ominously. Clouds of bubbles surged past the viewports.

"What's going on?" Miranda pleaded.

"Some activity outside." Iris replied flatly.

"Rescuers!" Squealed the Lady; then a shadow flickered outside, and one of the headlamps went out with a pop. A huge, snakelike object slithered across a viewport and stayed there, large suction cups spreading as it flattened across the glass. The mole rolled, and there was a shriek of metal, soon joined by cries from the passengers as the tiny submarine was torn loose from its precarious grip...

This adventure takes place in the undersea mining tunnels of Tara, as well as some other locations beneath the sea. The players are called upon to perform a rescue of a Baron's daughter from a watery grave — or perhaps worse.

### 4.1 BACKGROUND DATA

CygnusCorp utilizes a number of technologies to gain access to Tara's sometimes well-protected mineral resources. One obstacle is the fact that most of the planet is underwater, complicating any mineral extraction process. This has been largely overcome, however, with vehicles which function entirely in a liquid environment, and while they are automated to a large degree, the limits of Taran technology once again come into play. Direct human supervision is required for each *Watermole* (as the drilling vehicles are called) and *Tugfish* (ore-carrying submarines). The miners live in undersea outposts near the mines, spending sometimes months at a time in these small habitats.

#### 4.11 THE ACCIDENT

Mining accidents are a part of the industry, and when there is a cave-in or other loss of men and equipment, CygnusCorp absorbs the setback without much fanfare — mourning the loss of equipment often more than men, as



INSIDE THE WATERMOLE

miners are (relatively) well-paid, and Tarans accept considerable risks for good pay.

However, the unthinkable has occurred: Miranda Lombard, daughter of the Imperial Baron of Cygnus, has been trapped in an undersea mine collapse.

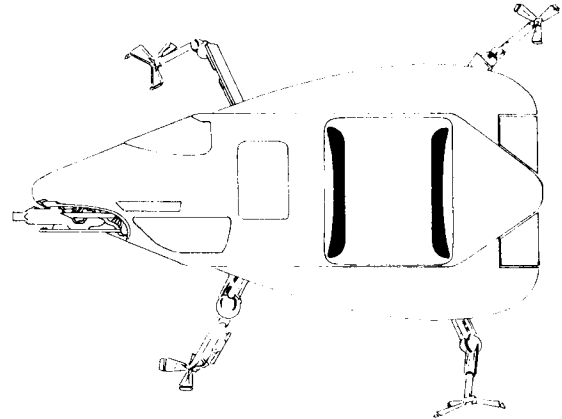
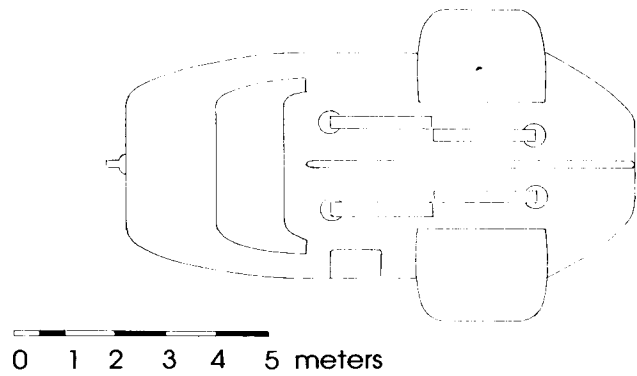
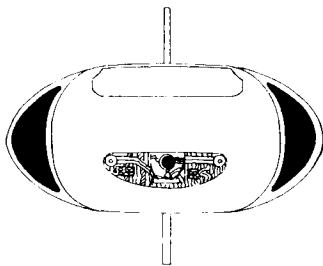
Under normal circumstances, Miranda would not have even been allowed on Tara, but her father is away on Olympus (the Kashmere capital) for a conference. A bored and impulsive girl, she browbeat the household servants into allowing her to "take a small vacation". She had heard of the sewer that Tara supposedly was, and couldn't believe that anything was as horrible as rumors suggested. She was wrong. After the initial shock wore off, however, she became obsessed with seeing more of the horrors of Tara, deciding that she would do something about this hell-planet.

Her odyssey led her to the undersea ardinium mines, where, accompanied only by her bodyguard, a planetary functionary (who she bullied into bringing her here) and a mining foreman, she met with disaster. The tour group, aboard a small four-man watermole, had journeyed into one of the newer mine complexes. Not satisfied with seeing the maze of tunnels, Miranda wanted to see the mole in action. The last recorded communication between the mole and the mine base was the foreman telling reporting that she was about to begin some shallow drilling along a tunnel wall. Moments later, the mole's locator signal was lost. A tugfish was sent in the hopes that the mole had merely suffered a power failure, but when the tug arrived, the tunnel was partially collapsed, and there was no sign of the mole. Higher authorities were called in.





NAME/REGISTRY: --/3000 — 3150  
 PRODUCER: CygnusCorp  
 OWNER: CygnusCorp Mining  
 CLASS: Mk V Watermole  
 TONNAGE/HITS: 300  
 ARMOR TYPE: 23  
 DB: ( 30 SHIELD) + (20 EVADE)  
 CREW: 2  
 PASSENGERS: 6  
 CRUISING SPEED: 60/80 kph  
 OPERATING RANGE: 300 kilometers  
 WEAPONRY: Twin Mk 8 Disruptors (fwd)



## 4.3 SETTINGS

The group will begin their adventure on the mining platform, make their way to the site of the accident via watermole, and be forced to negotiate the twisting maze of mines, then the crevasse.

### 4.31 MINING STATION EPSILON

A small, above-water platform, Epsilon station is little more than a transfer point and barracks from atmospheric to undersea transportation. A lighted hoverpad dominates the top of the structure, flanked by a small service bay. Adjacent to the pad is a plain, boxlike structure with living quarters on top and a vehicle hangar below. All manned vehicles are *drawn into the hangar by winches for ease of maintenance and crew transfer*; unmanned vehicles are more resilient and remain on the ocean floor below. The afore-mentioned structures are linked by a light-alloy spaceframe grid, held above the ocean by piers driven into the bedrock of the seabottom.

### 4.32 THE WATERMOLE

These small submarines are the most common, designed to supervise and supplement the larger, automated mining machines. Each has a pair of concentrated disruptor attachments on the front, allowing the craft to blast through rock with (relative) ease. It also is equipped with several manipulator arms and long 'bracing' extensions. It should be noted that the actual mining machines are automated and use physical drills and laser shears, rather than the unsubtle disruptors. Two more of these craft are available at Epsilon

station.

The moles have shields, mainly as backup protection against falling debris and to prevent buildup of unwanted underwater freeloaders (Tara has a number of barnacle-like creatures). They are (in their normal operating state) no more than a -30 annoyance to the *Yuleph*.

### 4.33 THE MINES

All watermoles will be equipped with computer maps of the mines, so the initial trip, though tedious, should not be too difficult. However, the trench area where the mine collapsed will not resemble the map, and the sub will have to be piloted manually. Intuitive thinking and some good sensor scans will be necessary to discover the crevasse, and the *Yuleph* hole further down.

## 4.4 THE TASK

To rescue the Lady, and, hopefully, determine that the accident was not the work of either the Resistance or Cygnus loyalists.

### 4.41 STARTING THE PLAYERS

As KIN agents, the players will be shuttled to the mining platform (probably via an airboat; see section 7) and offered a watermole to use to follow the Lady on her ill-fated journey. They will have to have some sort of cover, perhaps as a Cygnus Rescue team — in any case they must not reveal their connections to the murky KIN.

#### 4.42 AIDS

The watermole will be outfitted with SCUBA gear for eight, and set in the floor is a small airlock for extra vehicular excursions. The mines (and even the cave of the Yuleph) is not too deep for such trips, and even Taran medical technology has developed a drug which prevents nitrogen narcosis (the bends). 30 doses are in the mole's first aid kit, along with 5 doses each of Jirolene, Fir-queline, Andeline, and Tyreline. There is also a dermal closer.

The Mole will also come equipped with two stun rifles, two laser pistols (at 1/2 normal range because of the water) and five harpoon guns (treat as heavy crossbow, 1/3 range if **Arms Law** is available; Mk II Small Projectile with needle pistol ranges otherwise).

#### 4.43 OBSTACLES

The miners on the platform might pose an obstacle themselves, and they would tend to be suspicious of anyone from Cygnus intruding on their territory. The GM may wish to play on any PC insecurities, suggesting a plot.

The Yuleph might pose a problem along with the logistics of getting the Lady out of her irreparable watermole.

Along those lines, some sort of specific deadline is suggested to keep the pressure on the players. When the group arrives at the platform, the Lady should only have 12 hours of air left at most.

#### 4.44 REWARDS

Should the players rescue the Lady and her party, they will undoubtedly receive awards of honor and fat bonuses. Naturally, as KIN agents they would not be eligible for any sort of public recognition, however.

#### 4.5 ENCOUNTERS

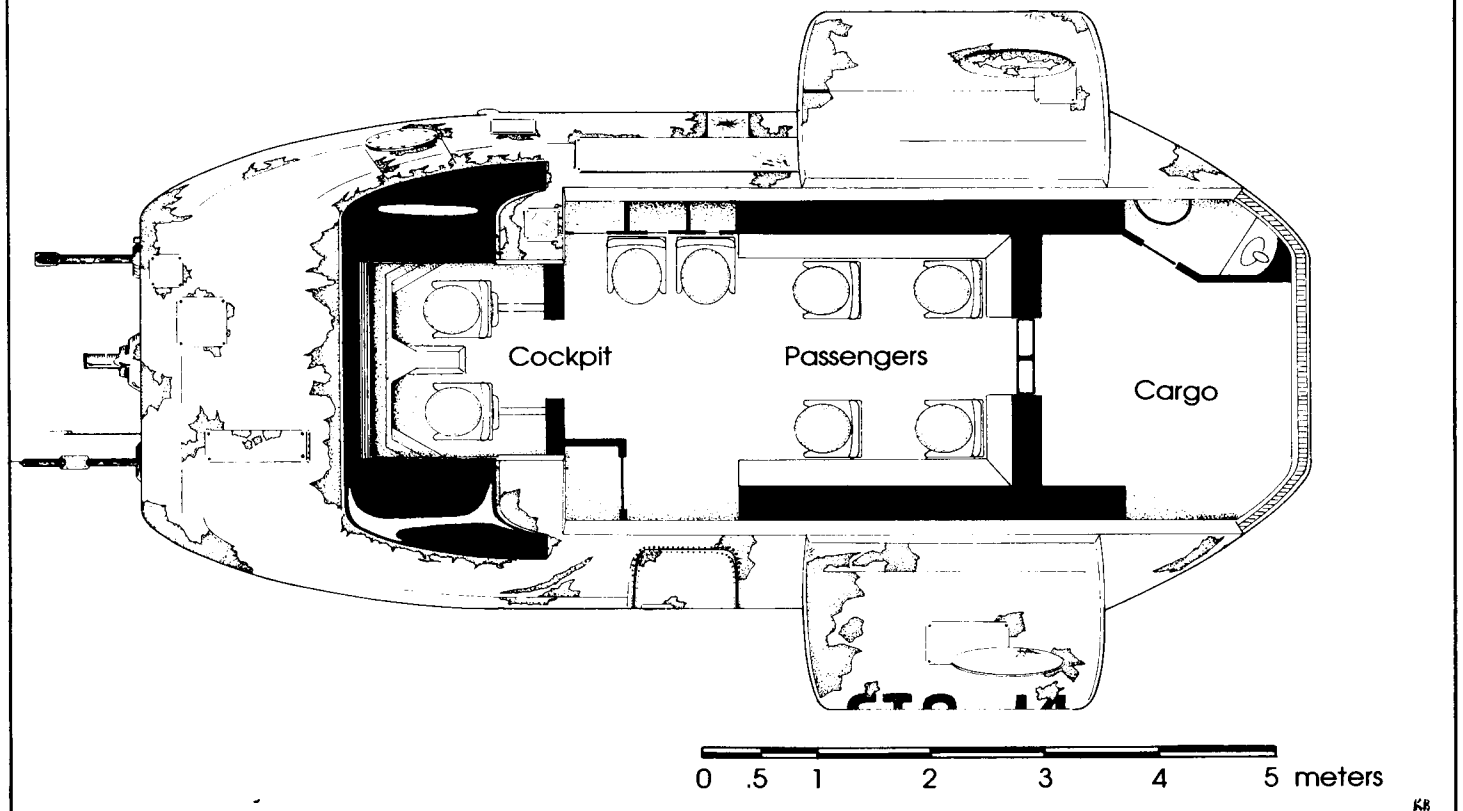
The Yuleph will be the only significant encounter in this adventure, aside from anything the GM stirs up on the base platform or with the Lady' party. Each Yuleph has nine tentacles, about 10 meters long, which can attack with amazing speed and power.

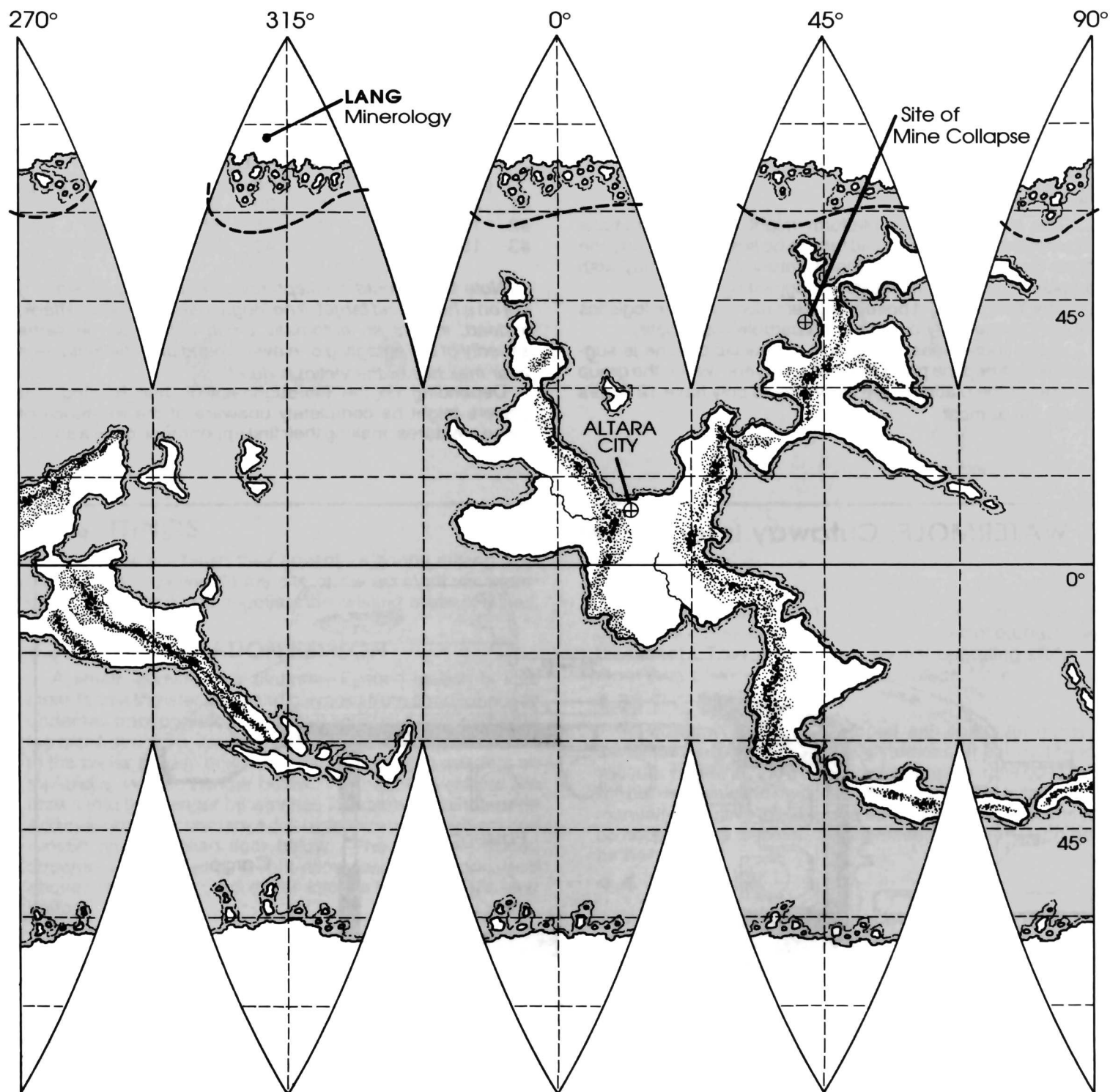
	Hits		AT	DB		OB
	(body)	(tntcl)		(body)	(tntcl)	(Grapple/crush)
#1	250	60	11	30	60	110
#2	180	40	11	35	65	90
#3	150	35	11	40	70	80

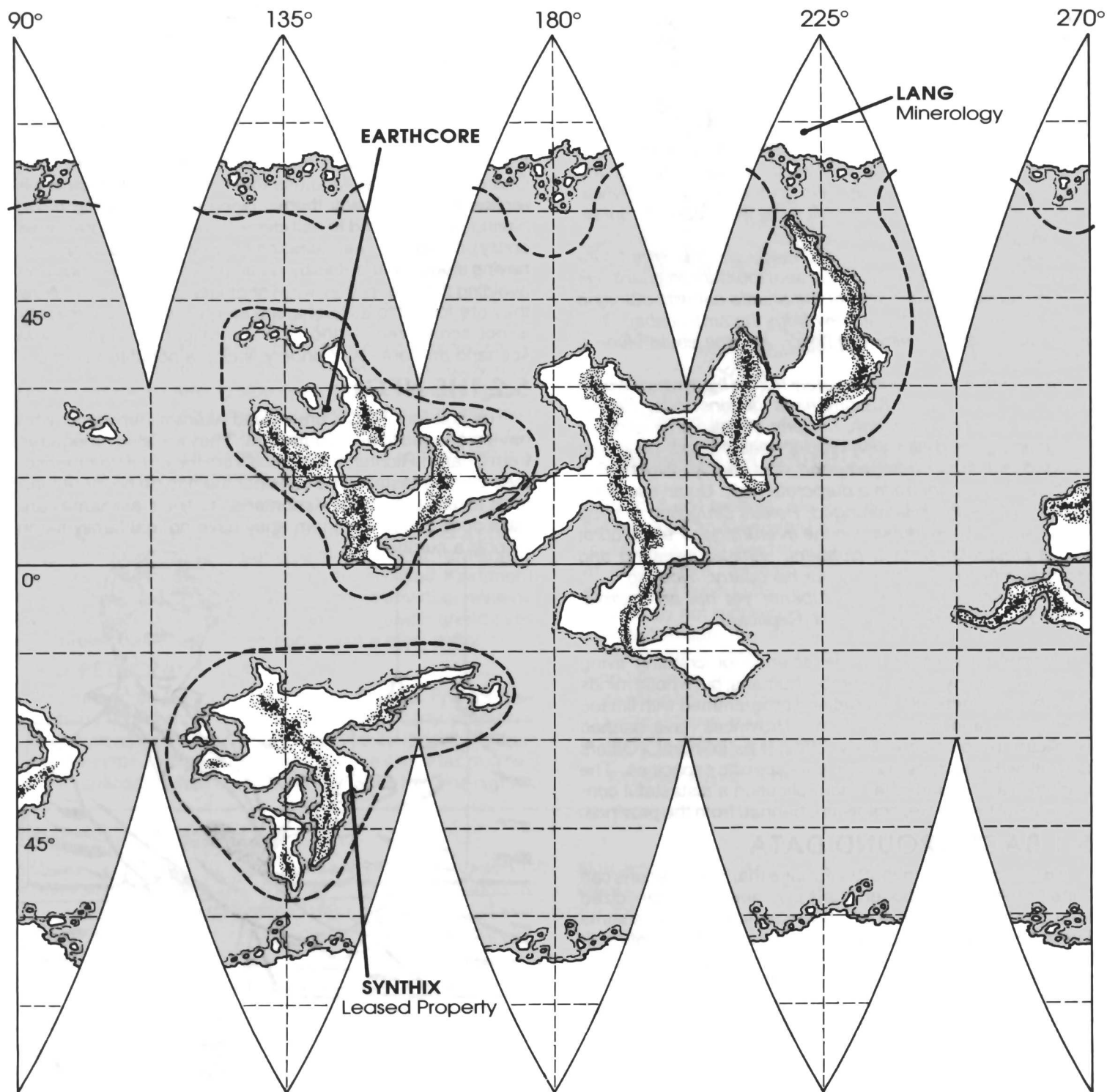
*Note that, should a Yuleph roll an entangling (or similar) crit on a humanoid target, it no longer needs to roll an attack; instead, it gets an automatic crush critical of the same severity of the entagling one every round until the tentacle is over max hits or the victim is dead.*

Depending on the thoroughness of their briefing, the players might be completely unaware of the existence of these creatures, making their first appearance quite a shock.

### WATERMOLE: Cutaway Interior View







## 5.0 ADVENTURE: THE NEW REPLICANTS

*Peleus ducked behind a peeling, grimy column as the predawn commuter subshuttle hissed to a halt on the debar-kation platform. Amber lights pulsed amidst plumes of steam in the deserted terminal as twin doors of stained alloy hissed open. Blue halogen light spilled across the worn duroconcrete platform, but no one exited the humming shuttle for nearly a full minute. The KIN agent sent out an exploratory thought for the presence of his contact. Nothing. Where was Sylvia? A silent shadow shunning the pools of waxing and waning terminal status lights, Peleus made his way to the glaring shuttle port. Empty. No, in the corner — Sylvia. Peleus shook with a sudden chill. She was dead, of course.*

*That smell... like sulphur...*

*Peleus spun, his needle pistol ready, but the large figure that burst from behind the shuttle seat took him off guard. He was hurled against the wall of the shuttle car with stunning force as a wide-eyed man flew from the small cabin. The killer had surprised him, but how? No one could elude a Presence-probe!*

*Recovering almost immediately from a blow which would have left even most Kashmerians unconscious, Peleus charged after the lone man, his long metallic grey raincoat streaming behind him. He fired a needle-burst; his target dodged with super-human speed, the deadly slivers left to stab centimeters deep in a durocrete wall. Up an escalator to the surface the killer plunged, Peleus struggling to keep within sight. Then, outside in the everdrizzle, Peleus burst into a cluster of surface clubbers. Amidst swearing and confusion he scanned futilely for his quarry. Nothing.*

*No presence...physically superior yet not an android. Then the disparate clues linked: Replicant!*

Alterant Replication is the science of creating living beings which physically resemble humans, but whose minds have been genetically altered and programmed with limited intelligence and initiative. Some Provinces have banned Replicant production entirely, citing it as immoral. Others only allow Replicants in some very specific capacities. The Kashmerians in particular find replication a distasteful concept, and Alterant Replicants are banned from the province.

### 5.1 BACKGROUND DATA

It is rumored throughout the Empire that Kashmerians can 'smell' replicants. Although this is a somewhat romanticized idea, it is true that 90% of all native Kashmerians have some latent Telepathic sensitivity to the mental patterns of replicated beings, being able to detect them at a range of up to 30 meters. Although not really a smell, the sense ability is in the scent region of the brain. As a result, when a replicant is near, Olympia descendants have the false sensation of an unpleasant smell, like sulphur.

However, a secret scientific coalition in Clan Charon-Richter (backed by the Colosians, premier haters of the Kashmerians) have managed to isolate the ability and breed replicants which can only be 'smelled' by 2% of the Kashmere population. Additionally, these replicants constantly generate a False Pattern (Mind Discipline list), confusing attempts to track them Telepathically. These beings were also programmed with a unique defense. Any Telepathic

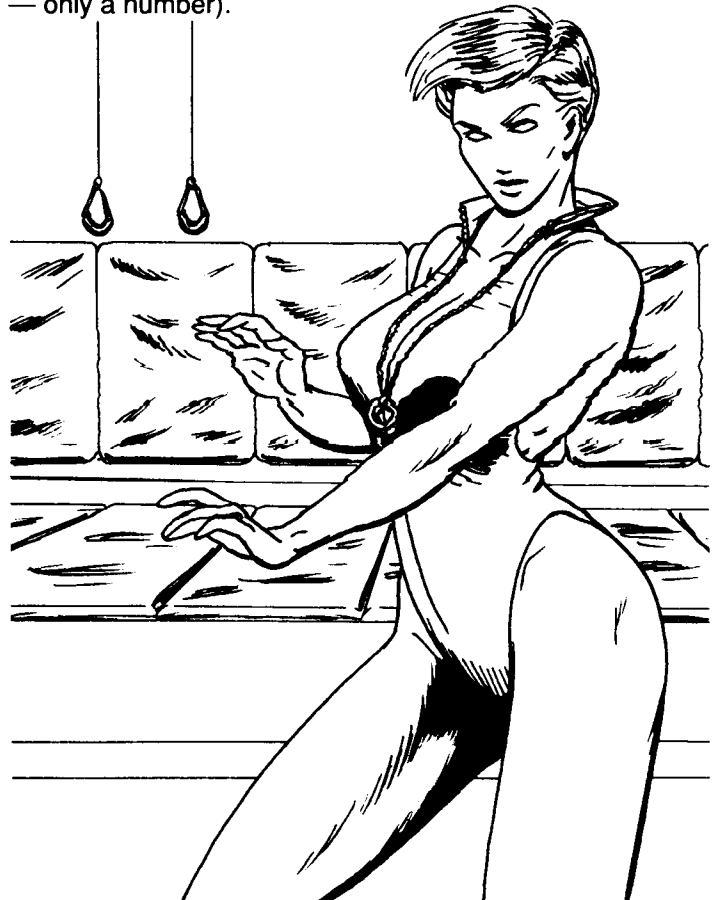
attack against them triggers a brutal mental retaliation: the equivalent of a 50th level Mind Shout True, failure resulting in death by brain cell disruption. The energy required also kills the replicant, but the Charon-Richters consider it a small price.

In this adventure the players are sent to track down a group of beings who might be Replicants: escapees of the recent "Antitelepath Purge." This "purge" occurred a few months ago, when KIN intelligence discovered that a new type of replicant had been created; a threat to Kashmerian security.

The KIN was ordered to deal with the situation, and, in their usual cool, efficient manner, they managed to secure the assignment records for all of the replicants from Clan Charon-Richter files, and use that information to locate the replicants and destroy them. None were captured alive, having been ordered to self-destruct (another programmed ability) if capture was imminent. Only these four remain, having eluded authorities by quitting their assigned jobs and avoiding the agents they were originally ordered to kill. Now they are forced to a life of crime or jobs where their identity is not scrutinized — the latter not a particularly unusual scenario on Tara. And bribery is also a popular pastime.

### 5.2 THE NPCs

The first four NPC's are indeed Alterant Replicants who have managed to avoid detection. They are also renegades from Charon-Richter, having fled from the cruel treatment of their owner/masters who consider them to be no more than tools to use against the Kashmerians. Their last names are false ones chosen by them (they have no real family name — only a number).





### 5.21 HURNI 341 (KILGAN)

Hurni Kilgan is leader of the dissidents, and like the rest of the group has an appearance allowing him to pass unnoticed among the native Tarans. 185 cm tall and massing 85 kilos, Hurni has black hair and very dark brown eyes. He appears heavily boned, with a strong jawline and brow. While soft-spoken, his voice often carries an edge of urgency; even desperation. With quiet determination he has held these four together in the hope that they can one day escape to another world where they can live out their lives free of fear.

Hurni was trained (programmed) as a Tech and is skilled in the weapons, computer, and optronics areas.

### 5.22 IRMI 27 (FULRUX)

Adapted from the “pleasure model” series, Irmi is tall and lithe (170 cm, 55 kilos) with short blonde hair and large, almond-shaped blue eyes. Somewhat of an acrobat, she is an accomplished martial artist and also skilled with a 9mm SMG. She is devoted to Hurni.

### 5.23 JANA 981 (TOMIAKIS)

Another 'pleasure model', Jana is the male version of Irmi: tall and muscular (195 cm, 90 kilos) with blond curly hair, golden skin and piercing blue eyes. He is a powerful fighter, trained in the power sword (a somewhat incongruous weapon in a technic society) and martial arts. While not particularly intelligent, he possess excellent combat instincts and is a devoted companion.

### 5.24 KUY 118 (ALGERION)

Programmed as a personal secretary, Kuy has a photographic memory, a vast catalogue of data about Tara and its inhabitants (as well as quite a bit of classified Kashmere intelligence) and a familiarity with almost any data retrieval system. Kuy is 160 cm tall, massing 51 kg, with green eyes and brown hair. She is also adept with a blast pistol.

### 5.25 PETRONUIS FLAX

A native of Cygnus, Petronious Flax is one of few Cygnans who remain on Tara. He is an elderly scholar; a librarian at the Altara Central Archives, harboring the four replicants at his villa on the outskirts of the city. Flax met two of the replicants when they attempted to rob him one night in



**PETRONIUS FLAX**

the subshuttle tunnels. He (having a high security rating at the archives and therefore access to classified data on the replicant search) realized who they were and talked them out of robbing him. Instead, he took pity on the desperate four and invited them to his home. He is technically committing treason by not reporting them, but fears that the authorities wish to liquidate the replicants out of hand.

Petronius is 190cm tall, though is slightly stooped from long hours bent over a vidmonitor. He has a thick shock of pure white hair, and pale blue eyes. Though soft-spoken, he is very persuasive and charismatic.

### 5.26 KIRK DELAHAY

A Humanadyne model Mk. V android, Kirk is an advanced

## STATS FOR NPC's

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Skill:Add	Notes
Hurni 341 (Kilgan)	10	96	1(20)*	BlastPl:110	CmpTch:141	ElecTch:112	WeapTch:98	Replicant Type IIa.
Superior computer intuition. Has a velocity shield, Repair scanner, tool kit.								
Iirmi 27 (Fulrux)	7	78	1(25)	9mSMG:88	MarArt:94(4)	Seduce:110	OrbitPlot:50	Replicant Type IVc.
Jana 981 (Tomiakis)	8	91	1(30)*	PwrSwd:128	MarArt:98(4)	Seduce:102	Dance:80	Replicant Type IVd.
Not very bright. Has a deflector shield, +10 Power Sword.								
Kuy 118 (Algerion)	7	64	1(15)	BlstPl:80	CmpTch:75	Admin:80	CrimeTch:55	Replicant Type IIa.
Has a Blast Pistol, Multiscanner, portable computer.								
Petronius Flax searcher.	11	79	1(10)	HndStnr:35	Comptch:64	Genetics:70	Anthropol:81	TransXI Re-
Kirk Delahay adyne Mk. V	8	200	4(35)	Autoblstr:85	StnP1:110	MarArt:115	Diplo:60	Android, Human-
Rogaan Furn	9	85	1(15)	NdlPstl:98	CrimTch:102	Stlk/Hd:75	Ambsh: +/-15	Human Crime Tech.
Velocity shield, needle pistol.								
Telrin Fobish	5	61	1(10)	BlstPl:45	CompTch:71	CrimTch:56	Trick:35	Human Semi
Telepath								

model, indistinguishable from a human. He is Petronious Flax's house servant. Though not the most sophisticated mentally, he has a pleasant demeanor, can carry on a reasonably intelligent conversation, and is happy performing domestic chores for Flax. He is a little wary of the four new houseguests (concerned for Flax's safety), but treats them with courtesy.

Kirk is 195cm tall, of muscular build, with brown curly hair and hazel eyes. His skin tone is such that he appears to have a deep tan.

### 5.27 ROGAAN FURN

Rogaan Furn is an agent of Clan Charon-Richter, sent to Tara to capture, or — if necessary — kill the four disobedient replicants. Furn is a ruthless man, abrasive and uncompromising. He has very little respect for human life, and no regard at all for the lives of the four replicants. In fact, he might be looking for an excuse to kill them rather than bother with taking them alive.

Small and wiry, Rogaan Furn is only 164 cm tall, and masses 58 kg, with brown hair and bright green eyes. He is a formidable martial artist, and deadly with a needle pistol (his favorite weapon).

### 5.28 TELRIN FOBISH

Furn's assistant, Fobish is one of the most unsavory characters anyone could run into. While taller than Furn (180 cm) he is always stooped as if cringing from an anticipated blaster bolt. His hair is long and black, his eyes watery grey. He is a highly skilled Comp Tech, as well as a Telepath — though he is reluctant to use his powers, especially with the

dangerous replicants about.

Every word from Fobish's mouth is a whine, and he will avoid any situation which might endanger his life.

## 5.3 SETTINGS

The following are all possible locations for an encounter with the replicants, Flax, or the Charon-Richter agents.

### 5.31 SUBSHUTTLE

Subshuttle terminals vary quite a bit, from bustling, touristy places to the empty and ominous perimeter surface connection shuttle depicted in the opening paragraph. Some are quite large and spacious, while others accommodate only a very few cars. Most of the surface access shuttles are the latter, short-range tubes which connect directly with the outdoors. These are not as well maintained, and usually unpoliced. They can be quite dangerous.

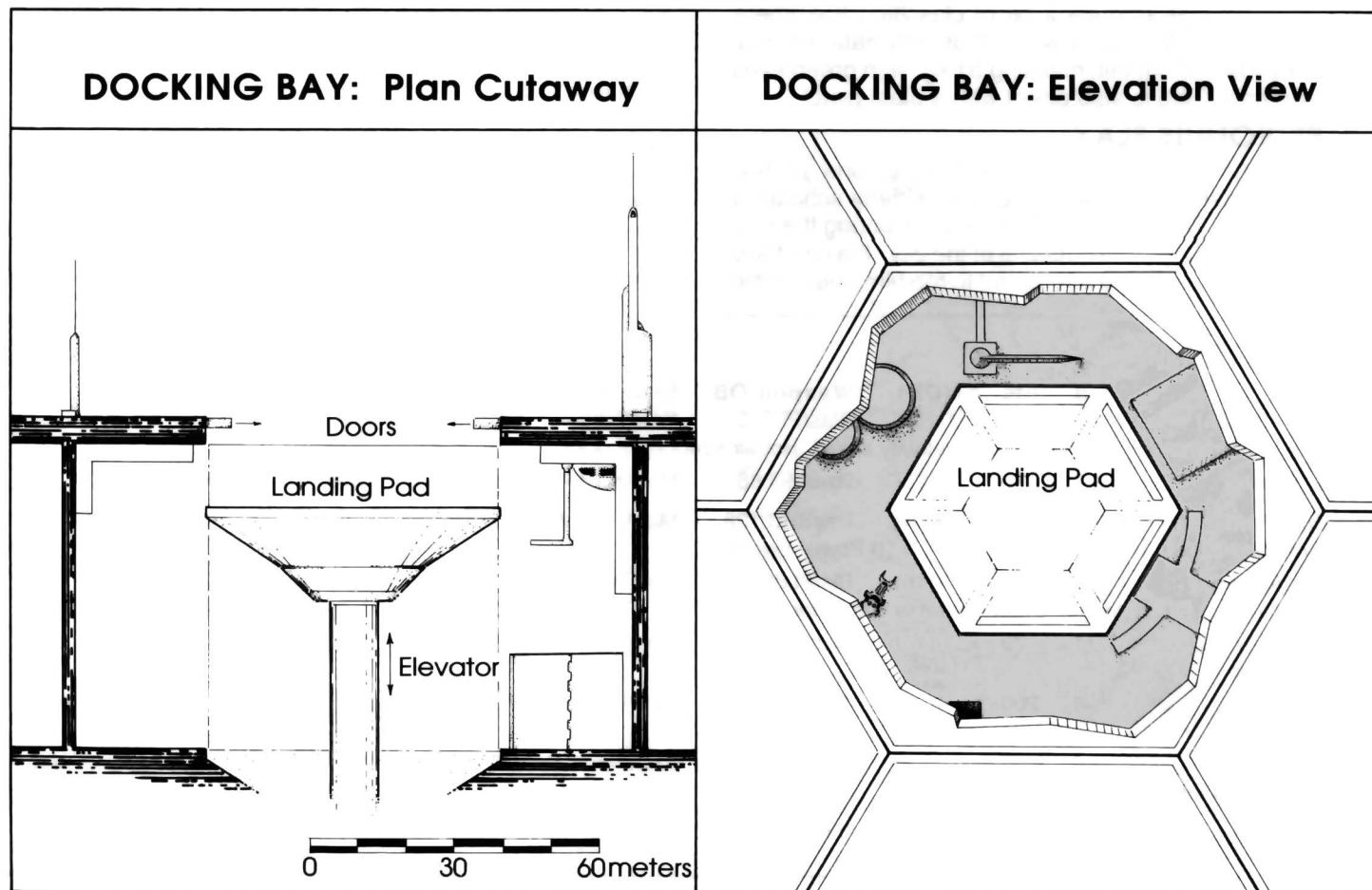
### 5.32 ALTARA CITY AND SPACEPORT

Some general information is provided in section 3, and here is also included a general map of the city and diagram of a typical service port. (Note that blocks noted on the city map are actually multi-block groupings of buildings).

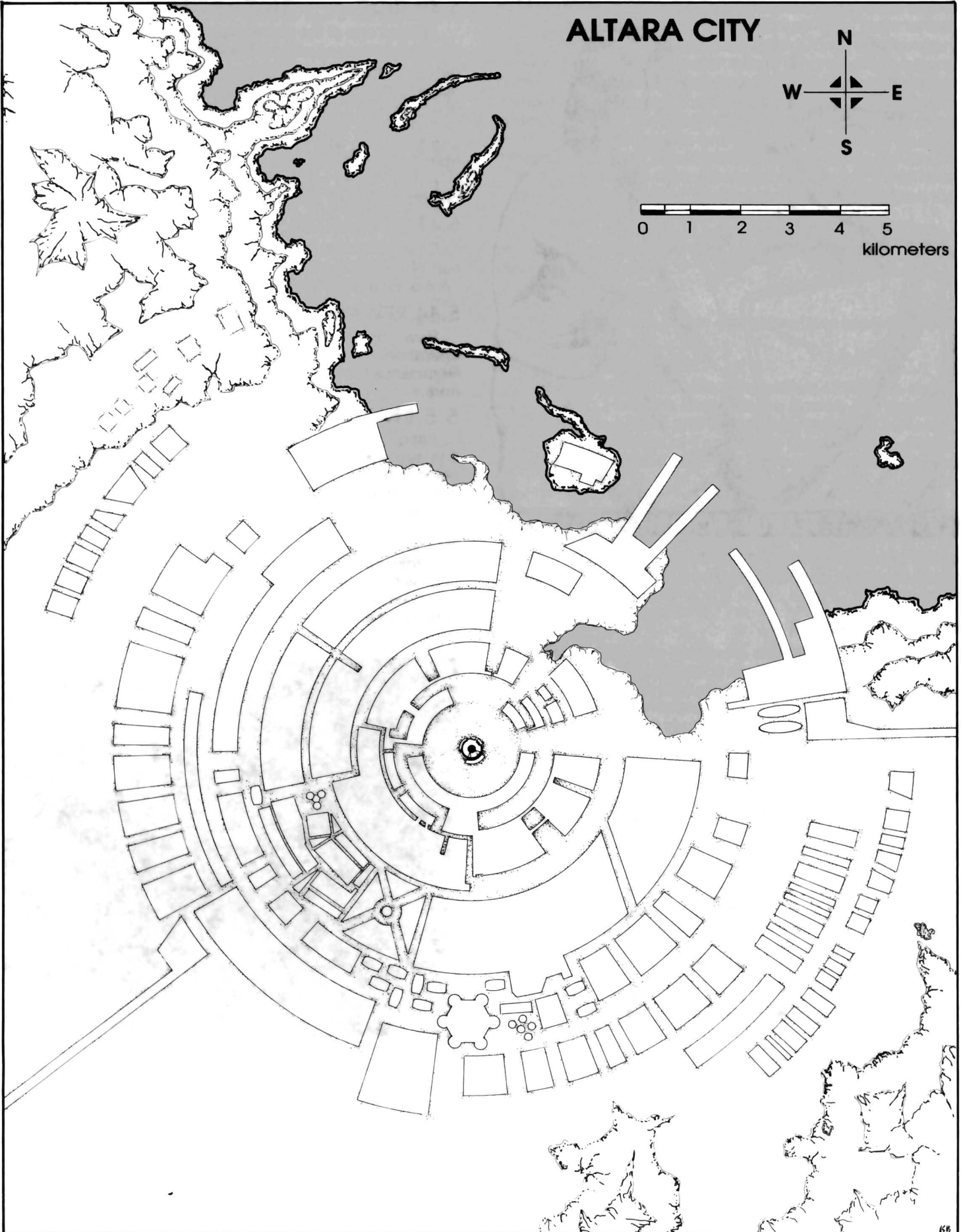
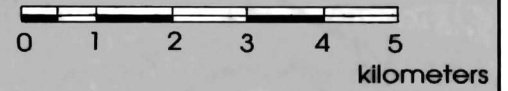
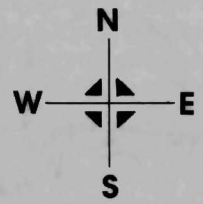
The inventive GM should be able to produce some servicable spur-of-the-moment backdrops for the possible encounters there.

### 5.33 FLAX's VILLA

Petronious Flax's home is located on the cliffs to the west of Altara, and can be reached by groundcar or flitter (he has a small flitterpad near his house, and a four-man vehicle of his own). The house, while not a fortress by any means, has



## ALTARA CITY





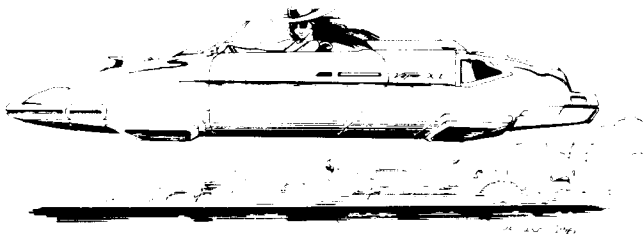
TELRIN FOBISH

a fairly effective security system, including sensor arrays and visual scanning, all coordinated by Kirk and a master house computer.

## 5.4 THE TASK

While the Kashmerians are afraid of these replicants to the point of paranoia, they are not the sort to panic. Instead, the Kashmerians will methodically hunt down any threat and systematically eliminate it. The preferred way to deal with these replicants is to capture and study them so that they can be more easily detected in the future.

That is exactly what the KIN agents will be charged to do: capture the replicants, keeping at least one alive at all costs. While the Kashmere government has nothing against exsistant replicants spersonally, (and so is not out to kill them in cold blood) it would prefer to have them banned, or at least as far away as possible.



### 5.41 STARTING THE PLAYERS

The group will arrive at Altara Spaceport and take a subshuttle to the city (if they're not already there). Their briefing indicates that the replicants are probably still in Altara, although little more than that is known about their current whereabouts. As usual, the KIN is to deal as little as possible with local authorities, doing their job completely unnoticed if possible.

### 5.42 AIDS

At least one of the player agents should be able to 'smell' the replicants (one of the 2% who can detect even these new beings). Perhaps even two of the group can pick up the scent, but preferably no more than that (giving this very rare ability to every PC seems a bit extreme).

In addition, the players will have Vids of all four replicants, and datadiscs with their names and descriptions (all stolen from Charon-Richter files).

A likely cover would be Tara planetary law enforcement officers or similar guise.

### 5.43 OBSTACLES

Charon-Richter hasn't informed Colos about the defection of the replicants, and wants to get the situation under control as quickly and quietly as possible

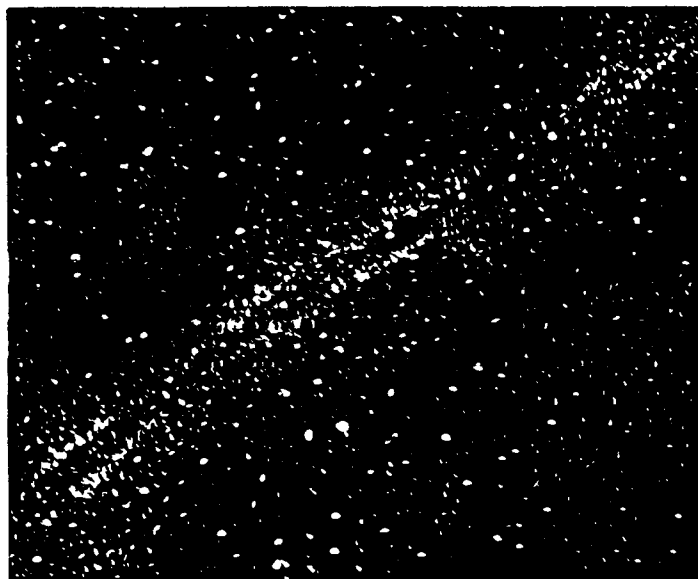
### 5.44 REWARDS

Rewards will vary depending on the level of success of the operation. Should the agents return with four cooperative Replicants, they will be handsomely rewarded by their superiors.

## 5.5 ENCOUNTERS

Although the replicants now have a home to operate from, they are often out working on ways to get off-planet without being detected. As a result, they frequent the downport bars and other surface clubs, where they might find some smugglers who would be willing to help them escape. The agents could encounter them in any of a number of such environments.

Additionally, the agents could very well run into the C-R assassins (who they also have vids of). Their orders are to eliminate any interference from other Houses in whatever way they see fit. See the Encounter table for more details.



## 6.0 ADVENTURE: THE CYGNUS CONSPIRACY

*Olia's autoblaser was in her hands in an instant, trained on the apartment entrance. Her full-length truesatin robe floated about her uneasily, though her tall body held statue-still. Rama Zul, violet eyes fixed on the door, gave a terse nod from next to the portalway and punched the 'open' control. With a quiet hum the alloy panel slid back, and in stepped... another Rama! Olia relaxed with a smirk of her full lips as the panel clicked in place again, and Rama clapped a hand on his twin brother's shoulder. "Rela, how was your shopping trip?"*

*The younger (by moments) of the twins broke a smile. "Clear sky, my brother! There were a pair of sevenheads around, but not a problem. They thought I was some plowboy from the hydrofarms, but I got into the Cygnus Library." He held out a small silvery disc.*

*Olia slung her rifle and looked out the wall-window. It was overcast (as usual) in Altara, with a grey, foggy drizzle sheeting over the monotone buildings of NW Residential Quadrant. "Are you sure you weren't followed, Rela?"*

*"Reasonably sure, why?"*

*"A gravcar just dropped on the roofpad across the street and two sevenheads are getting out. They look like Corpcreeps to me."*

*"Prax! They couldn't have known —"*

*"Forget it, brother. We'd better shunt out of here anyway, just in case."*

*When the KIN agents arrived moments later, not a trace of the three Conspirators remained.*

This adventure gets to the actual revolutionary organization, bent on wresting independence from their distant masters.

### 6.1 BACKGROUND DATA

The natives of Tara have suffered the oppressive, uncaring rule from Cygnus for centuries, and only now have begun to realize what a raw deal they have gotten. They are slowly acquiring weapons and information to use in their quest to gain independence from the Cygnan yoke; only then will they have any hope of saving their world from destruction.

Perhaps the most powerful rebel organization is the Society of Tarans for Independence (SOTI). Led by Horg Valuin, this planetwide network is currently engaged in myriad espionage and sabotage operations on Tara, all aimed at the eventual overthrow of Cygnan control. An important first step is the acquisition of the technology required to combat Cygnus — not an easy task considering that their oppressor is one of the most technically advanced societies in the known empire.

However, the Tarans have a number of supporters among the Cygnans themselves, who are leaking information and materials to support the planet's independence.

Appeals to Kashmere's Duke being futile, and a plea to the Emperor out of the question, Tara's main hope lies in making it not worth the Cygnan's trouble to continue operations on their subject planet. Unfortunately, the easiest way to do this is to make Tara a useless world — not very practical for the Tarans. Another alternative would be to sabotage TaraComp (the planet's computer net) and interlinking systems so that the Cygnans could no longer use

it. Meanwhile, SOTI would have control of the system and its subsidiaries, which include InterComp (the communications/entertainment system) and GuardComp, the planetary defense system. This latter would be crucial in wresting control from Cygnus. Unfortunately, the defense subsystem computer is well guarded and the rebels have yet to crack the codes. However, they may have stumbled upon a way to get in: in the next few weeks one of the planetary Ion Cannon installations, which would include a local computer check-out. A skilled comp-tech allowed access to this installation might be able to unravel the language and later access the whole defense network.

The Ion platform is built on a tiny atoll in the middle of one of the southern oceans, and an elite team of SOTI rebels stands ready to strike...

### 6.2 THE NPCs

The following Non-player characters have important roles in the Conspiracy.

#### 6.21 HORG VALUIN

Unusually tall for a Taran, Horg stands at 194 cm, massing 92 kilos. He is the leader of the Society of Tarans for Independence (SOTI) and as such commands a sweeping underground network of Tarans and Cygnans who wish to free the oppressed world. A computer wizard, he has



HORG VALUIN





## 6.3 SETTINGS

Although the initial stages of this adventure are very open-ended, the climax will take place in the defense installation itself. Included below are detailed plans of the complex, as well as plans for a standard industrial transport airboat, which would carry the overhaul team (and perhaps the rebels).

### 6.31 KIRAJ DEFENSE INSTALLATION

The main 'arena' in this scenario will most likely be the Ion complex itself, so the layout of the base is detailed on the following pages.

The Kiraj Ion base is similar in concept to any of the other several dozen which dot the planet, though the exact layout is unique, both as a security precaution and also to conform to the specific site.

Tara's defense system is (unlike just about everything else on the planet) state of the art technology. The Ion weapons capabilities are by far the most impressive — especially for planetary defense banks, where laser and *disruptor effectiveness* is compromised by atmospheric interference. Each base is fitted with three Mark 60 Dual Ion Cannons.

**Note:** the CAT's (Construction Armor Types) and hits listed for various installation parts below are based on attacks by "mounted" weapons (usually of Mk 10 and above). Ignore criticals against nonmechanical constructs. Weapons Mk 5 and below ("handheld weapons") which attack constructs do the following: attack vs. AT 20, subtract 10 from the bonus for every CAT above 21, reduce their Mk. # threshold by two levels, and ignore criticals. Also, CAT's above 22 are virtually immune to handheld projectiles (bullets) unless they are "armor-piercing." Also, the GM should bear in mind that, against constructs such as doors or walls, going over the listed hits indicates 'penetration'; one way to estimate the size of the hole made by energy attacks is to base it on the Mark number of the weapon divided by ten. For instance, in the example below, should Jym-bob deliver 200 hits with his Mk 5 PRR to the door, he will have blown a hole in it perhaps as big as .5 meters across. A Mk 20 Laser would make a 2 meter sized hole, etc.

**EXAMPLE:** Jym-bob decides to blow a hole in the Elevator pad armored doors (CAT 25, 200 hits per section; six sections). He is under the deflector shield canopy, so doesn't have to worry about that (lucky Jym-bob!). He takes aim against the defenseless, immobile doors with his Plasma Repeater Rifle, rolling a 67. Plus all of his other bonuses (90) he gets a 157, plus an intrinsic +25 for Mk 5 weapon (as noted on the table), but reduce his max-out potential by two. Just count down levels on the Automatic Handheld Projectile table like it was one of the other handheld tables — this is to enforce its limited potential against CAT's, total 182 (short range, vs AT20, no other mods). The doors are CAT 25, so at -10 per CAT over 21: -40. Net total: 142. It doesn't matter, though, since the rifle will max out at 120 (the usual Mk III max-out). He delivers 25 hits to the door.

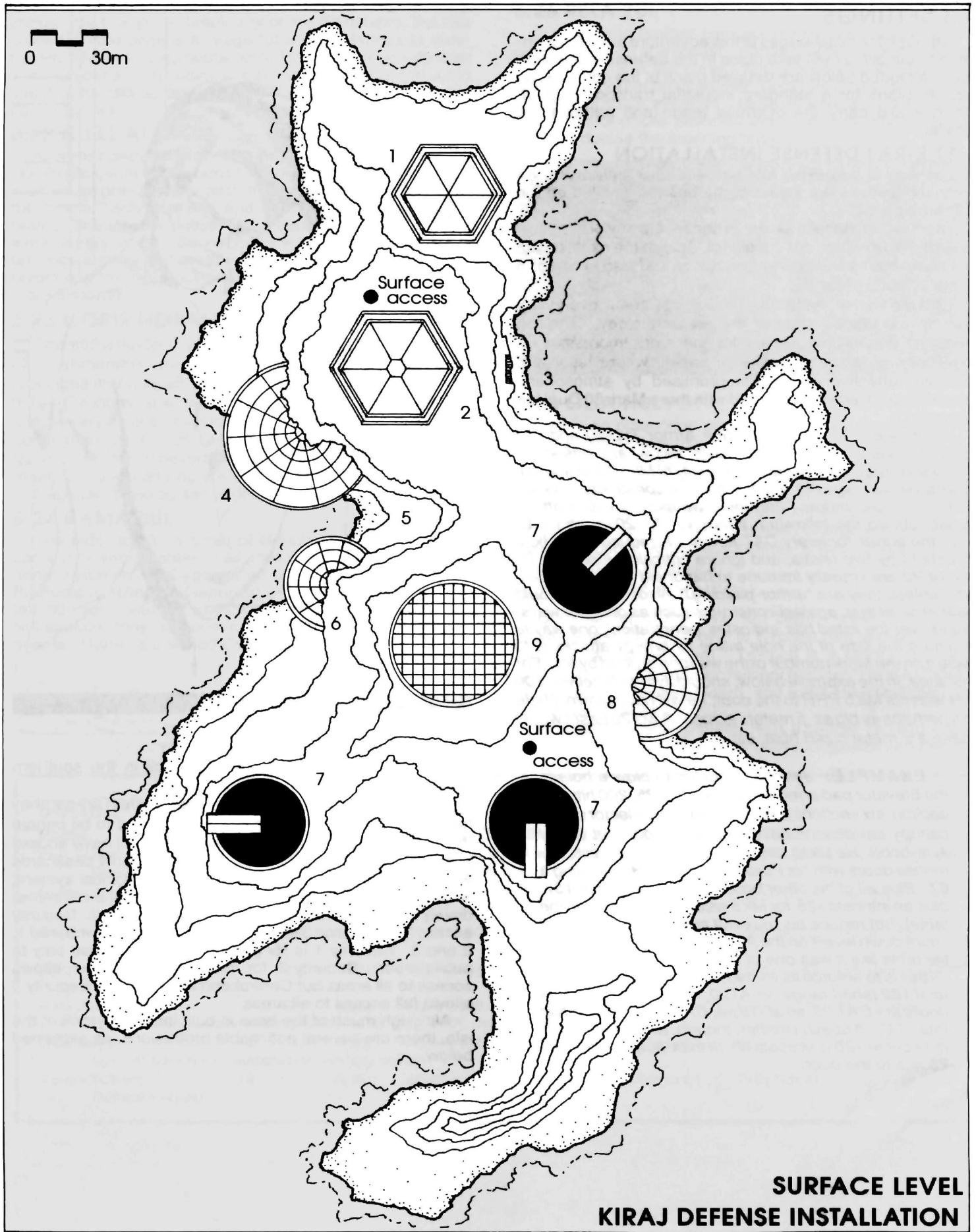


### THE BASE LAYOUT

The base is located on a small atoll in the southern hemisphere.

Although most of the base personnel are Tarans, they have been rigorously tested and investigated to be certain that their loyalty to Cygnus is unwavering. All have access to the various parts of the base through security passcards which are matched to the owner's body electrical system; should anyone but the owner pick up the card, it will immediately scramble its key data, rendering it useless. Security access is granted on 3 levels, (not surprisingly) numbered 1, 2 and 3. Security 1 is for guests, allowing access only to public areas. Security 2, for most base personnel, allows access to all areas but Control and the Reactor. Security 3 allows full access to all areas.

Although much of the base is built inside the rock of the isle, there are several noticeable protrusions, as explained below.



## SURFACE LEVEL

**1. Above-ground landing pad.** This hexagonal platform is fixed in place on the island, built upon a sturdy pedestal of rock. It is surrounded by a perimeter band of blue lights, and while the pad itself is exposed to the elements, a retractable docking collar can extend from the adjacent cliff, allowing a craft's occupants to disembark without experiencing the elements.

**2. Elevator Landing Pad.** Slightly larger than the fixed pad, this one is rimmed with amber lights, and is actually an elevator platform which can be lowered into the island — and a reinforced roof closed over it to seal the hangar below. This is especially useful should the base be on a security alert and a ship arrives which must be taken in with minimal risk, or when weather conditions make it undesirable to leave a craft outdoors. The armored doors are CAT 25 and can take 200 hits.

**3. Vertical entrance port.** Yet another way of entering the base, this port is smaller and can only be used by smaller ships capable of the maneuvering required to enter a small door (only 15 meters across). The doors are CAT 25 and can take 150 hits.

**4. Main Overlook.** Like all of the other 'overlook' platforms which jut out of the cliff faces, this one is a balcony of strong, lightweight ferroconcrete (CAT 22, 100 hits) Ten centimeters thick, it is capable of withstanding tremendous stresses. It is covered by a many-paned glassteel 'dome', allowing anyone standing on the overlook to have a panoramic view of the ocean. The glassteel is an enhanced Cygnan type (CAT 23, 30 hits) and is treated to inhibit Ultraviolet radiation. During times of questionable safety, overlapping armored shutters (CAT 24, 60 hits) pivot out to cover the dome.

**5. Dining Overlook.** Essentially the same as the Main Overlook dome.

**6. Upper West Overlook.** Again, a similar design to the other overlooks. This one is a lounge area off the main residential section.

**7. Ion Cannon Dome.** These three domes shield the awesome purpose for this installation: the Ion Cannons. Each has a small section which can be opened to expose the cannon snout. Note that the dome sphere extends below the visible rim, and is able to rotate horizontally and vertically (almost like an eyeball in a shallow socket) to allow for variable trajectory. The domes should be considered CAT 25, 120 hits.

**8. East Overlook.** Similar to #6.

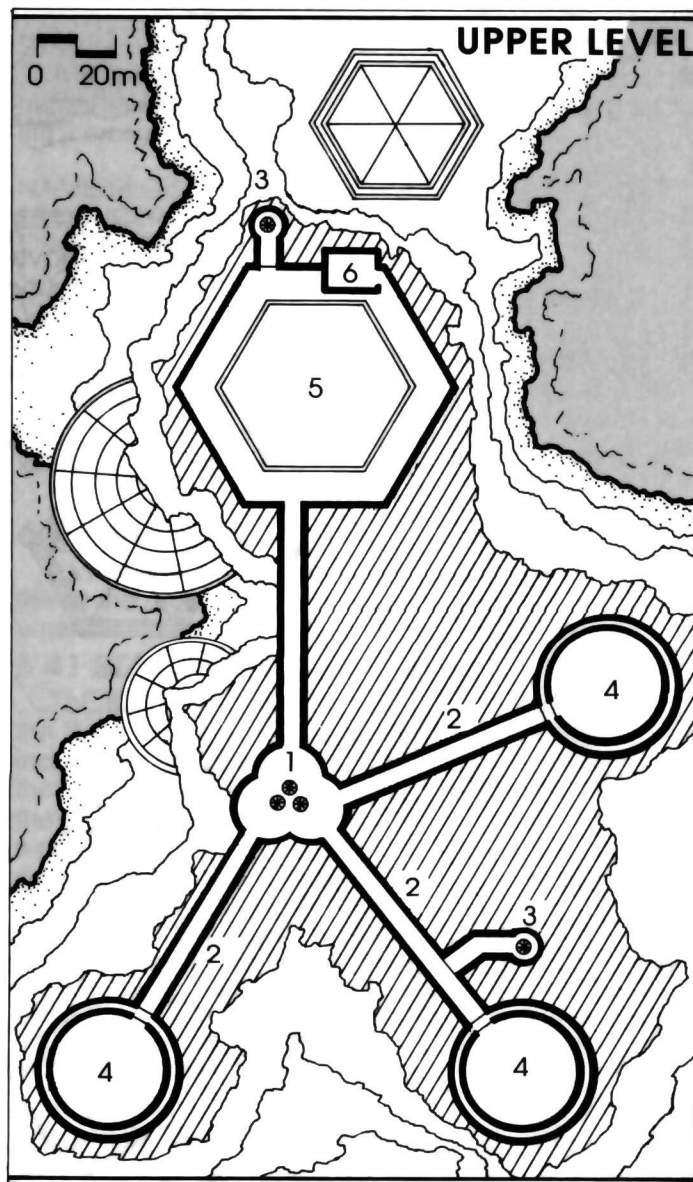
**9. Sensor Grid.** A shallow dome in the rock supports the base's sensor web, which monitors any potential threats.

**10. Deflector net.** Laced all through the rock of the island is a superconductor grid which serves to generate the base's deflector screens. The field is created about three meters above the surface of the island so that it can be spread to cover protrusions and ungridded areas (such as the pads and domes) and to allow people on the surface to move about under the field. The radiation is not dangerous, but does give someone a significant static charge.

## UPPER LEVEL

**1. Lifttubes.** Fairly standard design, this cluster of three lift cars connect the various levels of the base. Security 2 clearance is required to even gain access to the lifttubes.

**2. Access Corridor.** These halls are cylindrical with the bottom 1/6th truncated to form a level floor. Sections of the floor are an open grate, exposing optronic conduit and other mechanical systems for easy repair access.

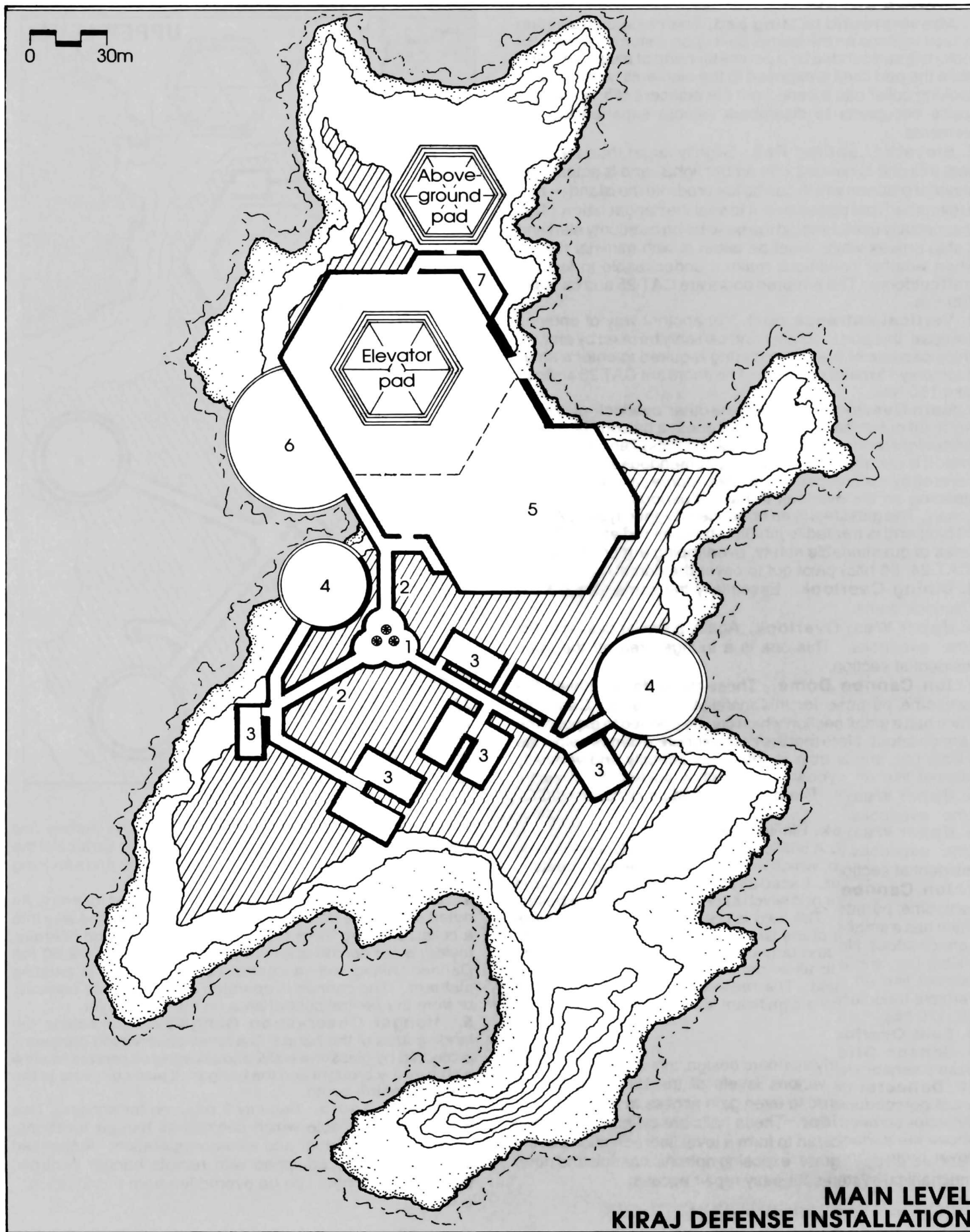


**3. Exterior Access Lift.** Similar to the central lifttubes, this one-man lift opens onto a small platform on the surface of the island. These are primarily used for inspection and servicing of the surface facilities.

**4. Ion Cannon Dome.** Security 3 is required for entry. As noted above, the domes are set about a third of the way into a collar, allowing them to rotate both vertically and laterally. Inside, a flat central area supports the massive Mk 60 Ion Cannon, along with a control console, all on a pivoting platform. The cannon is operated either from the console, or from the central control area on the lower level.

**5. Hangar Observation Gangway.** Overlooking the landing area of the hangar is a small observation gangway, protected by glassteel walls and allowing observers to view a ship as it is brought into the hangar. It also connects to the Hangar control booth.

**6. Control Booth.** Security 3 required for access. This booth has a console which controls all hangar functions, including hangar door and elevator operation. Authorized ships are usually equipped with remote hangar controls, though such control can be overridden from this location.

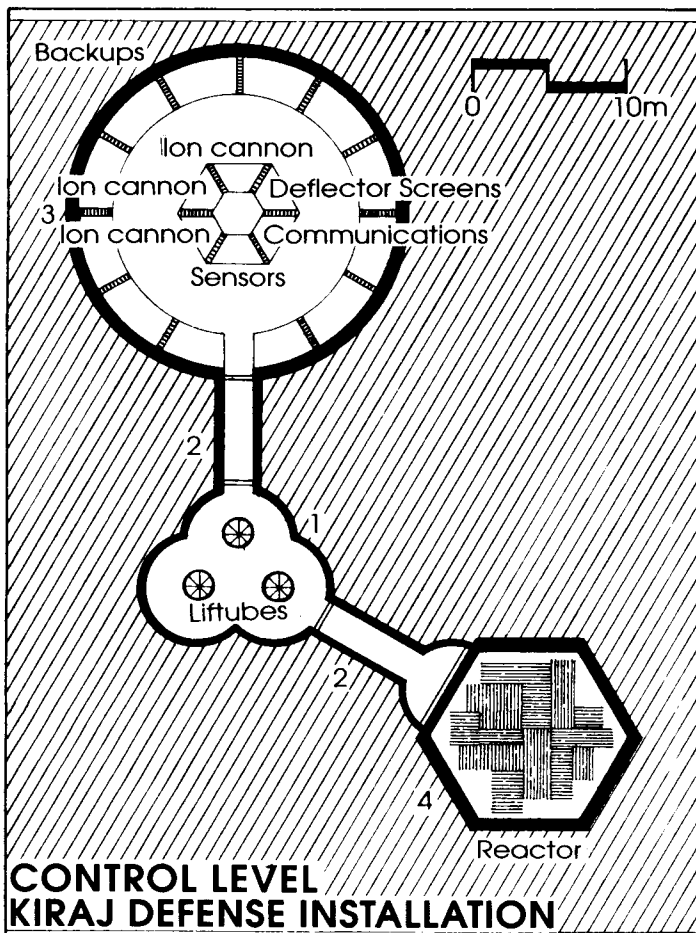


## MAIN LEVEL

1. **Lifttubes.**
2. **Access Corridor.**
3. **Living Quarters.** These areas are comfortable if utilitarian, and serve as apartments for the base staff.
4. **Overlook.** This overlook is a crew lounge area.
5. **Hangar.** This large chamber lies beneath and adjacent to the base's elevator pad, which brings the craft down into the sheltered space. Cranes are able to move a small ship into the roofed portion of the hangar, either for repairs, or to free the elevator for another craft.
6. **Overlook.** This open area contains the administrative offices for the base, including a number of desks with computer monitors, files, etc.
7. **Control Booth.** This booth controls the extending walkway to the exterior landing pad on the north side of the island. It is directly off of the main hangar.

## CONTROL LEVEL

1. **Lifttubes.** Access to this level requires Security 3 cards
2. **Access Corridor.** These halls are cylindrical with the bottom 1/6th truncated to form a level floor
3. **Fire Control.** This circular room is the control center for the base. Six consoles cluster around the computer core: three are devoted to the three Ion Cannons, one monitors sensors, one Communications, and the third controls the deflector screens.
4. **Reactor.** A sophisticated Matter/antimatter affair, this power core (like most of the rest of these bases) is far beyond anything Taran technology could approach.



## 6.32 INDUSTRIAL AIRBOAT

A typical long-range atmospheric craft, this gravitic airship has turbojet boost and can carry a complement of 8 (including 2 crew).

NAME/REGISTRY: Stormshot 5000-5699  
 PRODUCER: Cygnustar  
 OWNER: CygnusCorp  
 CLASS: Mk VI Turboflier  
 TONNAGE/HITS: 110  
 ARMOR TYPE: 23  
 DB: (0 EW) + (60 SHIELD) + (20 EVADE) = 80  
 CREW: 2  
 CRUISING SPEED: 1800 kph  
 OPERATING RANGE: 3000 kilometers  
 WEAPONRY: Mk V Laser.

## 6.4 THE TASK

As noted earlier, the PC's must devise a plan not only to thwart the rebels, but to expose the upper echelons of the organization and hopefully crush it once and for all.

### 6.41 STARTING THE PLAYERS

The KIN players will enter the scenario mere hours after the Rebels have arrived and begun their 'overhaul', which includes inspections of the cannons, the control system, and the computer memory and logic banks. The KIN learned of the plan after the Rebels had already arrived, so the decision was made to send in a team under cover as trainees to determine just what the Rebels were up to before nullifying them. Cygnus Defense control will already be making preparations to blow it to atoms should a more subtle approach fail, therefore the GM should give the players a specific deadline to render the Conspirators powerless and send a verification code, or else Orbital control will vaporize the atoll. This would be difficult, but not impossible if it is not in battle readiness.

### 6.42 AIDS

As KIN members, the players would all have security clearances allowing them full access to the Ion complex (Security 3), and complete cooperation of the local authorities (assuming, of course, that the Ion base employees aren't loyal to the rebellion as well...).

### 6.43 OBSTACLES

The Conspirators are not stupid, and they will already be suspicious of an unscheduled arrival of "Trainee Cadets". Should Horg decide that a trap is closing, he will order the group to take control of the base (killing staff if necessary), transmit what they have learned to their co-conspirators and blow the base up themselves. Alternatively, they may decide to flee with as much information as possible.

### 6.44 REWARDS

A relaxing vacation on Epsilon Party and Battle Stars (including 6,000 EI. bonuses) all around for a successful operation. One or two Azure Banners (30,000 EI. bonus) might be in order as well.

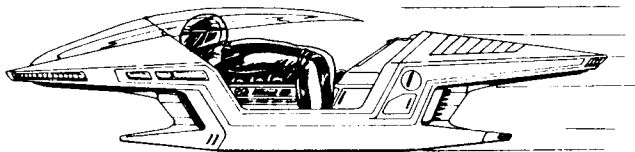


## 6.5 ENCOUNTERS

The possibilities of encounter with the various rebels, staff members, etc., are myriad. The GM is directed to the encounter table for general ideas, but must also be aware of encounter possibilities as the status of the situation changes.

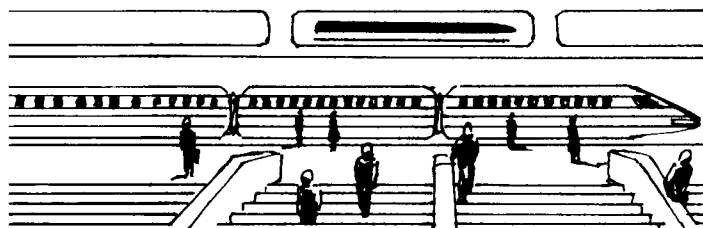
## 6.6 AN ALTERNATIVE SCENARIO

If the players are in fact Taran rebels instead of KIN agents, they have their work cut out for them. The situation is exactly the same, except the roles are reversed: the Gamesmaster controls the wily and clever KIN agents while the players are the underequipped and outnumbered but desperate revolutionaries.



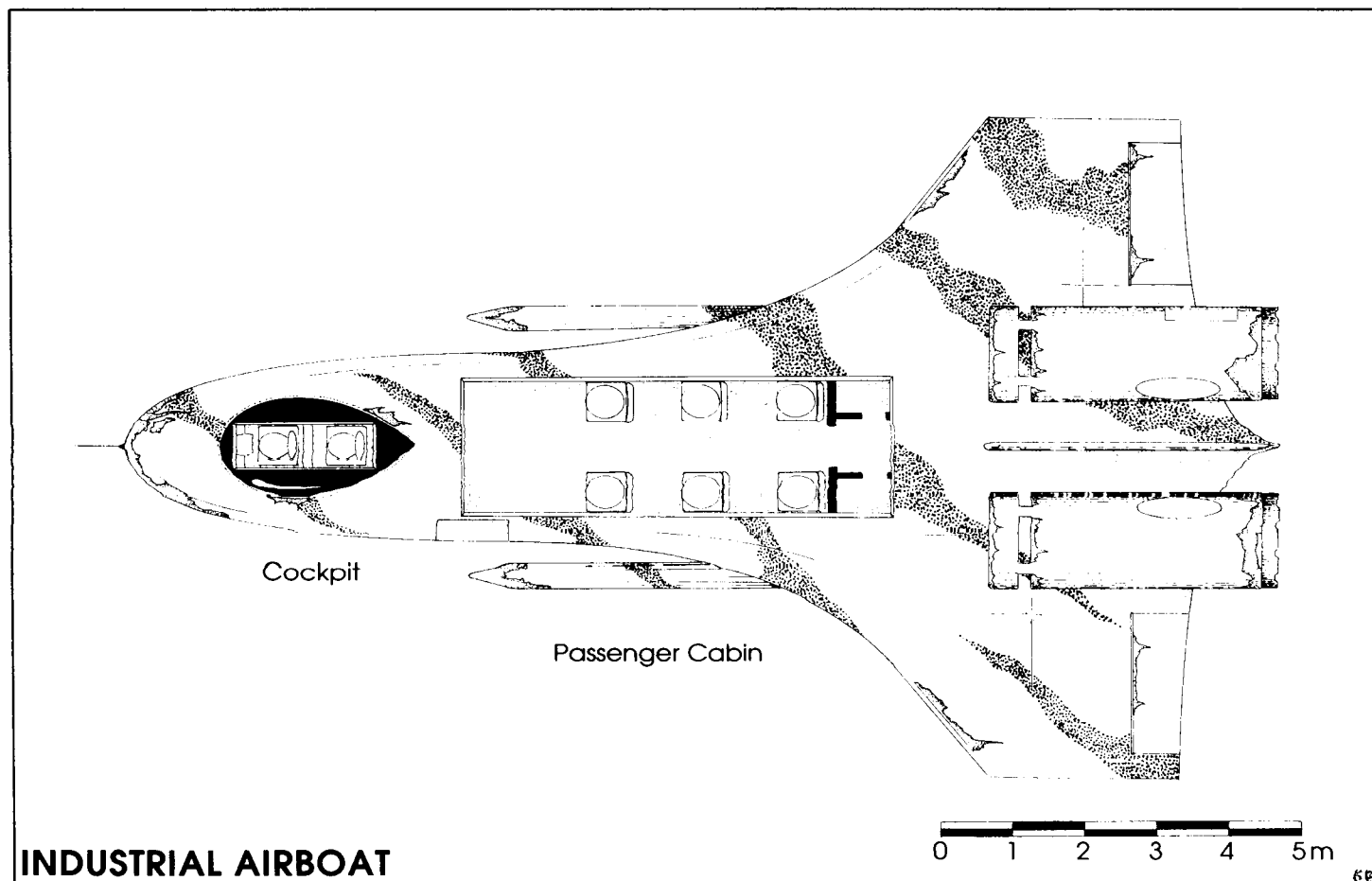
A few aids which the rebels might have access to are small but ingenious devices developed by Taran scientists:

The *Killer Card*: in the form of an electronic keycard (like the ones used at Kiraj) this little one-use device, when inserted in a lock, overloads the system and shorts it out.



There is an 85% chance that the lock is shorted so that the door opens. Unfortunately, there is a 13% chance that the door remains sealed and all attempts at picking the lock are *Absurd* (-70). There is a 2% chance that the card is a dud and fails completely.

The *Zipper*: an even less subtle device, the Zipper consists of two small handles locked together at the ends. The handles are pulled apart, unwinding an adhesive filament up to 6 meters in length (and activating a ten-second delay fuse). Easily adhered to a door or wall as it is unwound, it can be formed into a circle or rectangle in two or three seconds, it activates moments later, burning through most portals or even bulkheads (if using Space Master Companion, it delivers 100 hits to CAT 21/22, 60 to CAT 23, 30 to CAT 24. These are very specific 'burn-through' hits, like a big cookie-cutter. There is a 3% chance the Zipper fails.



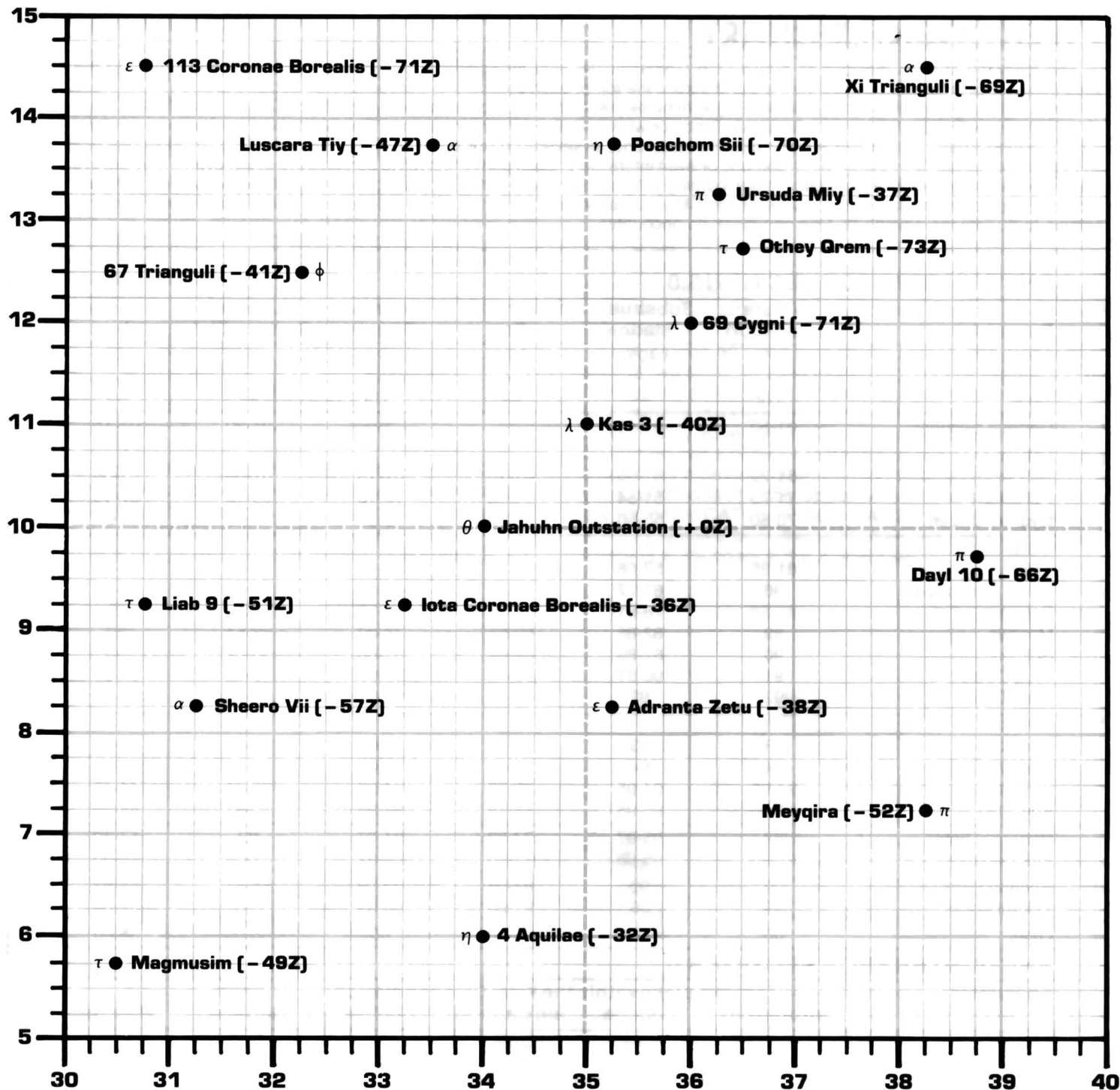


## 7.0 ENCOUNTER CHART

The following chart is included to provide the Gamesmaster with an additional framework for random encounters in the various adventures. Down the left side are persons and across the top of each section are locations.

One roll should be made at specific intervals (ten minutes in specific enclosed areas such as inside the Defense installation, every 2 hours while in Altara) while the PC's remain in a given spot, or whenever they enter a new one. The GM should also keep in mind the logistics of the situation: in large areas, two or more rolls might be made, as several groups could be present at once. Also, an encounter as indicated on this table does not necessarily mean combat, or even interaction. Each party must roll to perceive the other, even if they are in the same place. The GM should modify perception rolls accordingly. Some numbers overlap, indicating the probability of the two persons/groups being in the same place at the same time. 'Other' is the GM's discretion, and may indicate an interesting encounter with some person(s) having nothing to do with the adventure. Or it can mean no encounter.

ENCOUNTERS FOR SECTION 5.0						
Encounter	Altara Spaceport	Subshuttle Station	Subshuttle Car	Altara Streets	Altara Surface Club	Altara shop
Chance (%)	80%	40%	20%	15%	20%	10%
Distance	—	—	—	.5km	—	—
Time	.5 hr	—	—	.5 hr	—	—
General Security	01-50	01-40	—	—	01-20	01-15
<b>Officials</b>						
Police	51-70	41-50	01-10	01-15	01-08	01-06
Politician	71-75	51-54	11-12	16-18	09-12	07-15
Cygnus Citizen	76-80	55-56	13	19-24	13-18	16
<b>Other</b>						
Thief	81-85	57-66	14-35	25-40	19-30	17-25
Street Punks (2-8)	86	67-77	36-50	41-62	31-51	26-27
Beggar	87-88	78-81	51-59	63-72	52	28
Mugger	89	82-86	60-61	73-80	53-54	29
Solicitor	90	87-89	62-64	81-86	55-62	30
Drug Dealer	91	90-91	65-68	87-90	63-73	31-35
Tech Dealer	92	92	69-73	91-93	74-78	36-40
<b>NPC's</b>						
Hurni 341	93	93	73-74	94	79-80	41-42
Irmu 27	94	94	74-75	94	79-80	42-43
Jana 981	94-95	94-95	75-77	94-96	80-81	44-45
Kuy 118	95-96	95-96	77-79	94-95	80-81	45-46
Petronius Flax	97	95-97	77-83	94-97	82	47-49
Kirk Delahay	97-98	95-98	77-90	94-97	82-84	48-50
Rogaan Furn	99	99	91-94	98-99	85-87	51-53
Telrin Fobish	99	99	91-94	98-99	86-87	52-54
Other	00	00	96-00	00	88-00	55-00
ENCOUNTERS FOR SECTION 6.0						
Encounter	(all take place within the Kiraj Defense station)					
	Airboat bay	Lounge	Ion Cannon	Control	Surface	Reactor
Chance (%)	60%	40%	70%	95%	10%	20%
Time	—	1 hr	.25 hr	.25 hr	.5 hr	.5 hr
Techs (1-4)	01-60	01-40	01-30	01-50	01-50	01-65
Armsmen	61-68	41-70	31-65	51-62	51-55	66-70
Officer	69-74	71-80	66-73	63-73	56	71-72
Bot	75-80	81	74-82	74-80	57-94	73-88
<b>NPC's</b>						
Horg Valuin	81	82	83	81-85	95	89-90
Nuill Ai Qiok	82	83	84	85	96	91
Coris Negallak	83-85	86-87	88-92	86-87	97	92
Rama Zul	85-87	88-91	92-94	81-88	98	93-94
Rela Zul	86-88	89-93	93-95	81-88	98	95-96
Olia Hulygi	87-91	93-95	95-96	88-90	99	96-97
Yorgis Tolnech	92-00	96-00	97-00	91-00	00	98-00



### STAR NOTATION

name  
location ● **Meyqira (-52Z)** z-coordinate

### SYMBOL CODES

α type O star  
ε type B star  
φ type A star  
η type F star  
λ type G star  
π type K star  
τ type M star  
θ deep space outstation

### SCALE

18 mm = 1 LY

### SECTOR COORDINATES

x-axis: 30 to 40  
y-axis: 5 to 15  
z-axis: -35 to -75

## CYGNUS SECTOR

Note: Although not located in Cygnus Sector, some stars and outstations are plotted for reference purposes. Sectors, although usually extending ten light-years along the X and Y axes, often have longer Z axes when located further out of the galactic lens.



## TARA: HOUSE KASHMERE'S INDUSTRIAL CENTER

Set on a rocky pinnacle in the center of an ancient crater, Cygnus Corp's Ardinium ore processing plant Number 27 glows a metallic gold in the hazy sunrise. It is a rare appearance for Tara's star, usually lost behind a curtain of smog and acidic drizzle. The weary, merely-human workers return to the plant for another long day of labor amidst the untiring machines built by their superiors,

the superhuman Kashmerians of 69 Cygni.

The Cygnans are their masters.

"Slavery thrives in this corner of the Terran Empire," cry the horrified liberals in the Imperial Senate.

"We are elevating them to our level of technology and culture," retort the Cygnans (who fail to mention their poisoning of the planet).

But a billion people manage to live on backward Tara, and though it is a closed world, an amazing number of trade ships manage to slip through Cygnus security to smuggle their high-tech wares . . . to fuel rebellion.



## A SPACE MASTER™ Adventure Module

### A SUBJECT WORLD PLOTS REVOLT!



**THE CYGNUS CONSPIRACY** is designed for use with I.C.E.'s **SPACE MASTER** Science-Fiction Role Playing system, but the material is easily converted for use with other systems.

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3. The Conspiracy: Underground Taran leaders have devised a plot to sabotage the planet's defenses and seize control of the worldwide computer net! If they succeed, they could paralyze Kahmerian industry and bring the mighty Cygnus Clan to its knees. Can the K.I.N. thwart them?

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