

I · M · P · E · R · I · A · L

St #9300

CRISIS

TM

HOUSE DEVON IN TURMOIL

A SPACE MASTER™ Campaign Module



DEVON PROVINCE

STAR NOTATION

location ● ^{name} **Eriat [-59Z]**
z-coordinate

COLOR CODE

type O star
type B star
type A star
type F star
type G star
type K star
type M star
deep space outstation

SCALE

6.5mm = 1 LY

NOTE: Boxed stars are formally within the 'boundaries' of Devon Province. Other stars are currently under Imperial control, but possible Devonian acquisitions.



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1.0 GUIDELINES FOR USING THIS SPACE MASTER CAMPAIGN MODULE

Imperial Crisis is Iron Crown Enterprises' first published science fiction campaign module for the **Space Master** gaming universe. Needless to say, it is designed specifically to be used in conjunction with the **Space Master** role playing system, but SFRP players will find that the contents of this module provides good source material regardless of the specific system played. Because the universe of **Space Master** is one of diverse cultures, ICE's **Arms Law** and **Claw Law** fantasy role playing supplements can also be used with this module so that archaic melee weapon, animal, and martial arts attacks may be adequately handled during the course of play.

Imperial Crisis is actually a geopolitical analysis of an area of space populated by humans in a time period set a little over 9000 years in our future. The "area of space" detailed herein is a territory called Devon Province; the origins and problems of which are the prime focus of this module. To put the Province in a perspective which players and GM's can relate to, Section 4 of this module describes the very basic aspects of life in the future that characters will likely have queries about while adventuring. Happy gaming.

1.1 ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

RM.....Rolemaster
SM.....Space Master

Character Stats

Ag.....Agility
Co.....Constitution
Em.....Empathy
In.....Intuition
Me.....Memory
Pr.....Presence
Qu.....Quickness
Re.....Reasoning
SD.....Self Discipline
St.....Strength

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

AFV.....Armored Fighting Vehicle <
A.M.....Adrenal Move
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)

CIP.....Cost In Parts (% of unit cost for needed repairs)
cumat.....cubic meter
D.....Die or Dice
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)
EP.....Experience Points
F.....Failure %
FTL.....Faster Than Light
GCH.....The Galactic Court of Humanity
GCV.....Ground Conveyance Vehicle
GM.....Gamesmaster (game referee)
K.....1,000 (a quantity of one thousand)
km.....kilometers
LR.....Long Range
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/Anti matter
MERLOGH.....MERcantile League Of Greater Houses
Mk ^.....Mark Number (size, strength, and/or power)
MMAC.....Multi-Manned Attack Conveyance fighter
M/O.....Micro Organism
Mod.....Modifier or Modification
MR.....Medium Range
NPC.....Non-Player Character
OB.....Offensive Bonus
PB.....Point Blank
PC.....Player Character
PML.....Portable Missile Launcher
PP.....Power Points (for Psions)
R.....Radius
Rad.....Radiation
Rd.....Round (10 second period)
RPG.....Rocket Propelled Grenade
RR.....Resistance Roll
SFRP.....Science Fiction Role Playing
SMAC.....Single Man Attack Conveyance fighter
SmPrj.....Small Projectile (attack table)
SR.....Short Range
Stat.....Statistic or characteristic
TLD.....Trans Light Displacement

1.12 DEFINITIONS

A few crucial concepts of the module are detailed below.

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

Empire: A geopolitical jurisdiction encompassing every star system 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, almost 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 Home-worlds 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.

MERLOGH: The economic monitor and stock market of the Terran Empire. MERLOGH's existence can be attributed to the Preliminary 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 (mostly unbiased) status in the Emperor's realm.

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). 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 a 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.

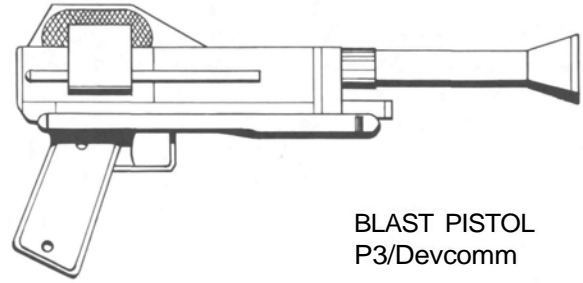
Outstation: The Outstation is the interstellar counterpart of the Instation although its primary function differs slightly. The Deep Space Outstation, as it is more properly called, often takes the role of Tachyon Beam Dictor relay base, as they are constructed along important communication lines where 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.

Sianetic Harbingers: A titanic gift to that ancient space faring 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 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.

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



BLAST PISTOL
P3/Devcomm

1.2 STEPS TO INITIATE PLAY

The referee of a science fiction role playing game can often find him or herself plowed under a huge pile of data with no guidance as to how to put it all together. This campaign module is specifically designed to lighten the Gamemaster burden. If the referee has never run a game before, the guidelines below will help him prepare for the first game session.

- 1) Have every player develop a few characters ahead of time.
- 2) Get each player to submit a copy of the character that he would like to play in the first game session.
- 3) Once the character mix is known, the referee can then select and develop a scenario which requires the active participation of each character type.
- 4) **Space Master's** intrinsic complexity precludes the existence of large groups of PC's, especially when everyone is just starting to learn the ins and outs of the rules. Therefore, the GM should only allow each player to run one character at a time.
- 5) When discussing a character's background with the player just before the game begins, the GM may want to allocate a unique character trait to the PC to add some spice to the game. A list of sample traits are found at the end of this section.
- 6) Get the dice out and have a good time. (Many GM's forget about this latter point.)

Once the GM has taken the steps to initiate play, what must he do to run a game with staying power? First of all, the PC's need to be introduced to allies and a safe haven so that when they get hit hard, they will have someone or somewhere to turn to. Thus, the first game session should be spent with the players interacting with friends on home turf, but to satisfy the more bloodthirsty players in the group, the GM could set up some random and possibly violent confrontations. In the subsequent sessions, the GM's plot line for the adventure should unfold at a comfortable pace. The GM should not give away too many facts unknown to the players, nor should easily acquired information be withheld. Perhaps the most important point that should be kept in mind is to maintain a quick game tempo while playing. This can be accomplished by withholding dice rolls until critical points in play, and by encouraging quick plan implementation by rewarding experience points to people who take the initiative.

A GM will quickly discover that characters with quirky or rare personal traits are more interesting to have in one's game. Players also tend to get attached to characters with unique abilities and even ones with unique problems. Here is a list of sample character traits which the GM can introduce into his game and/or use as guidelines for developing others.

a) Functional Illiteracy. Due to the proliferation of mechanical writing and reading devices, the character never deemed it necessary to learn a written language. All future attempts at learning a writing skill are at three times the expenditure of development points.

b) Illegal Child. The character was born into a sub-culture which licenses parents for child bearing, but his or her parents were not so licensed. The reason behind the licensing could be population control or concern for the proliferation of child abuse within the sub-culture. The character would have received a black market ident disc and an elmonit card, keyed to an *independent* facility, early in life. Security personnel would have to succeed at a **Very Hard** (-20) perception roll to recognize the bogus ident disc. If it is discovered that the character is indeed "illegal", he would lose all of his citizenship rights, be placed in detention, and ultimately be liquidated unless he had some influential friends in high places.

c) Herbal Derivative Practitioner. A *Physician* character is the graduate of a medical college which trains its students in utilizing botanical derivatives to cure patients of their ailments. Such graduates are capable of determining pharmaceutical compounds through simple chemical tests of naturally occurring plants. Therefore, such a character could travel to any given world with contemporary plant life and develop an entire pharmacopoeia of natural substances on his own.

d) Dream Torment. The character is subject to recurring dreams involving demons and other occult phenomenon. The character requires heavy sedation in order to fall asleep several times a month. If ever confronted with the supernatural, the character would likely take a dive off the deep end, going into some sort of fit or frenzy until removed from the location of the phenomenon. He would have a very negative attitude towards anything involving the occult.

e) Religious Fanatic. This character must abide by a restrictive code of ethics which may encompass such things as celibacy, strict hours of meditation, or aggressive actions against diametrically opposed cults. The character will display the device of his church which could be anything from a distinctive hair style to ritual tattoos.

f) Neo-human. The character is a freak of nature which comes into the universe before his time. The character uses the Neo-human stat modifiers as listed in **Future Law** which is a great advantage except for the fact that the character would be hunted by genetic scientists who want him for research purposes.

g) Sixth Sense. A character with sixth sense has a probability of determining if he is in imminent danger. Any time he wants to use the ability, he rolls percentiles and adds his intuition bonus; if the roll is over 100 he can detect immediate peril (but not the source). The GM can avoid the character abusing this ability by reducing its effectiveness the more often it is used over the course of a day.

h) Child Prodigy. The character begins play with all normal development processes completed, but he or she is only 8 - 10 years old.

1.3 DIFFICULTY LEVELS

While reading through this module, the GM will notice that references to levels of difficulty are often made. This is meant to represent the ease or difficulty that one encounters in trying to resolve a particular problem. In terms of **Space Master and Rolemaster**, the degree of difficulty translates into a bonus or subtraction applied to the dice roll when a character tries to overcome the problem in question. For instance, if a character is trying to defeat internal security safeguards in a computer system, it will be much harder for him to gain access to the files if the program safeguards are **Sheer Folly** to defeat as opposed to just **Routine**. Note that it will often be the case that the GM will have to assign a difficulty factor to a given action. The difficulty levels and their coincident modifiers are listed here for convenience.

Routine	+ 30
Easy	+ 20
Light	+ 10
Medium	0
Hard	-10
Very Hard	-20
Extremely Hard	-30
Sheer Folly	-50
Absurd	-70
Insane	-100

Difficulty levels are very flexible and handy tools for the GM who wants to run a game with a great deal of variety and flavor. A certain metal alloy might be **Very Hard** to scan through. A race of **mimics** could be so good that detecting one as such could be **Extremely Hard**. A simple N-Space astrogation plot would be **Easy** or **Light**, while an absolutely crazy maneuver might be designated as **Sheer Folly**. In any event, as already stipulated, the modifier applies to the resolution dice roll for the action and it is cumulative with skill bonuses, stat bonuses, and any other miscellaneous modifiers that the GM deems applicable to the situation. Generally, a static maneuver requires a roll over 100 to be successful, while a moving maneuver's success is checked on the appropriate maneuver table found in **Tech Law**, or in **Rolemaster** products.

2.0 INTRODUCTION TO THE SPACE MASTER UNIVERSE

The philosopher Pite S. sept Hortha speaking on "The Future Human Myth".

Delta "C" VI (newly consecrated Homeworld of Devon Province): Imp.0

Excerpt from lecture series:

"...Even now it is obvious to those who study bio-history and parapsychology! Humanity is slowly approaching an evolutionary threshold that will rival the Cambrian Explosion in sheer transformative mutation. No doubt remains...in five million years, the Terran human will control a conscious awareness which will have outgrown his mortal body. The blood-fever of exploration which currently grips him will have left his veins as he turns in upon his hidden mind, pondering philosophies untold in his present boisterous and violent youth.

"An unforeseen harmony will be achieved, and he may yet converse with the energies of the trillion galaxies of every universe. And yet, before he surpasses his own mortality, he is doomed to his present policies and politics. We are doomed to the butchery, torture, subjugation, and conquest... to the profit and loss... to our abnormal deviances, perversity, and reactionary mass psychologies... to love and romance. All of this is fated to us; far into a distant future. And still, humanity will exist for but a mote of elapsed time in the oscillatory continuum of our present universal cosmos. We are the spark of a carelessly struck flint, alight for an instant and no more.

"But within that instant... we live... and that instant drives us to our personal destinies — what ever they may be.

This is a Future Law".

Welcome to the **Space Master** milieu. As an explorer in man's future Empire, many opportunities for wealth and fame present themselves since living within this Imperial/feudal political system offers a plethora of adventure situations. Warfare, assassinations, smuggling and intrigue run rampant throughout the Empire. Forewarned is forearmed.

Before one embarks on an inevitable barbaric rampage through The Worlds, understand (or at least travel with someone who does) the axioms of the Empire, and what one can expect to find therein.

2.1 TIME

Although time's flow may change from time to time (so to speak), we are caught within the frame of reference of our own universe and therefore perceive the passage of time as regular and continuous. Marking the passage of our perceived time frame has been an obsession with man from his very beginnings, and it continues today, new environments have instigated new conventions. Old Earth's twenty-four hour day was abandoned as a practical galactic clock when new worlds were discovered and colonized. Now an imaginary twenty-five (Old Earth) hour day and a three hundred and sixty day year are synchronized and registered on every Homeworld and colony in the Empire. Spacefaring vessel occupants are the most regular users of this Standard Day, as planet-bound sentients find that the use of their own unique planetary clocks are much more practical than the use of the Empire's Standard Day.

Planetary clocks utilize their own unique conventions which have little to do with the Empire's Standard Day. With the advent of regularized interplanetary trading routes, circa Prelmp. 1100, and the attendant phenomenon of multibasis (persons moving from world to world within one lifetime), a move towards normalizing planetary time keeping practices - so as to be common to all of The Worlds - was prompted. The Decahour Day is now prevalent on all The Worlds in the Imperium, Inner Provinces, and most of those in the Frontier Provinces.

The Decahour Day works as follows: The elapsed period of rotation of a given world is split into ten equal portions, then each period - called an "hour" by an utterly confusing convention - is sequentially numbered from one to ten. The start of period one, or the first hour if you prefer, begins at the instant that coincides with the first stellar equinox of the year (from an arbitrarily chosen hemisphere), at sunrise as seen from the (again) arbitrarily chosen prime meridian of the world in question. Inhabitants of a world with an axial tilt of 0° would conveniently have their first hour beginning at every sunrise, as seen from the prime meridian. A suitable number of time zones, with a one hour time lapse between each, are distributed across the planetary surface.

Each planetary hour is then divided into ten equal periods, called decihours, with further ten unit subdivisions resulting in centihours and millihours. Because most inhabited worlds within the Terran Empire have a rotational period which ranges between 20 and 30 Old Earth hours, there is a great disparity between the standard hours of each world, hence the necessity for the Empire Standard.

From the viewpoint of planet-bound sentients, time/phenomenon relationships are thus:

Hour 1 - Dawn	Hour 6 - Late Evening
Hour 2 - Morning	Hour 7 - Night
Hour 3 - Afternoon	Hour 8 - Mid-night
Hour 4 - Twilight	Hour 9 - Wee Hour
Hour 5 - Evening	Hour 10 - Predawn

Despite the Empire's doctrine of the Decahour Day, the Old Earth measurement of the second and the minute have somehow survived the millennia and are still in common, if unofficial, usage.

As mentioned previously, an imaginary three hundred and sixty day year is the Imperial clock that binds the diverse worlds of the Empire together. An event is now commonly measured as occurring at a positive or negative date with the reference "zero" year coinciding with the inauguration of the Imperium. Positive (more recent) dates are stated in the form Imp. (for Imperial date) and then the year number. For example, Imp.20 would be the twentieth Standard Year after the consecration of the Imperium as a political entity. Negative dates are commonly stated as Prelmp. with the year number following. An example would be Prelmp. 3000, referring to a time three thousand years before the Empire came into being.

Most historical and archive reference works now published use the Imperialdatingsystem. **Extraplanetary and interprovincial** news releases use the same system out of the necessity for establishing a common frame of time reference. In fact, the obsessive Terran preponderance with time keeping is deemed to be so important that these standard time systems are one of the first off-world aspects introduced to low technology xeno-sentient cultures which contacting provinces wish to integrate into their membership schedules. Despite all of the exposure that the Standard time systems get in the Empire, their use is not exclusive. When men left Old Earth for the stars, the old calendars went also, so it is still possible to find the Christian or Chinese calendars in dominant usage on many provincial worlds, particularly those sheltering Forgotten Colonies.

2.2 THE WORLDS

Edi-cerv P. Zennheis on "The Worlds"

Sol Three One "Luna" : Prelmp. 8070

Excerpt from poetic selection translated from French.

*...each a tiny precious gem beyond reach,
on a thread we search for...*

The Worlds of the Empire are truly "tiny precious gems", being few and far between, in the galactic sense. For the purposes of definition, Empire Homeworlds are those which can sustain hydrocarbon lifeforms such as Terran humans. It follows that a Homeworld will have an appreciable hydrosphere (lots of free-standing water), a rotational period of twenty to thirty hours, and a climate which can be adapted to without too much bother. Considering these rare and life conducive conditions, it is not surprising to find that when a new Homeworld is discovered, life in some form already exists there. Despite the implication of these statements it should be noted that no two worlds of the galaxy will be specifically similar - the mythical "earth twin" will likely never be found.

For life to arise on a rock-based world, several conditions must be met during the evolutionary period of the system to generate a suitable geosphere. The stellar primary must not be burning its fusion fuel too quickly, lest it fry its natural satellites with X-ray and ultraviolet radiation. Such is the case with the Vega system: Vega IV (Valhalla) could never have evolved or supported a natural biosphere, thus it is only habitable because of the shielded structures built on the planet. A candidate Homeworld must also not have an orbit which is extremely eccentric. This would cause such a varying range of climactic conditions that no matter how adaptable the lifeform, it would be killed before it could gain a pseudopod-hold in the biosphere. Finally, the stabilized orbit of the world must be located in what is referred to as the stellar ecosphere. This is an imaginary band around the primary within which neither too much nor too little radiation is bombarding the planetary surface. This condition will be relative to the lifeform in question, as species tolerances will vary.

Keep in mind that the conditions stated above apply only to rock-base worlds supporting hydrocarbon lifeforms. Life, which has been discovered to abound in the galaxy, evolves under a variety of very alien conditions. For instance, ice world life is commonly found occupying subsurface seas enveloping the planetary core, and organisms are also found in the rich atmospheres of gas giants. Considering the multitude of gas giants and ice-base worlds to be found throughout the Empire, one could expect to find a lot of alien (and quite unintelligent) lifeforms on many worlds.

Despite all this talk of plentiful life and suitable geospheres, the fact remains that the majority of occupied worlds in the Empire are uninhabitable in the broadest sense of the term. These include a few major asteroids, some moons, inferno worlds, and several airless or contaminated planets. These hostile bodies have been colonized in attempts to turn them into giant resource extraction and refinement platforms. Men work from pressurized installations and cities to drain these planetoids of their raw materials in order to satisfy the quotas set by the sponsoring Provincial or Imperial Family which initiated the project. It is not surprising to discover that in the highly industrialized universe of **Space Master**, one of the main tasks of survey vessels is to determine the resource wealth of a newly explored system.

Worlds in the Empire are rated with respect to resource development and the status of native sentient inhabitants.

Resource Development Rating

- 1. Unsurveyed:** The existence of the planet has been recorded but it has yet to be prospected.
- 2. Prospecting:** The survey process is underway and a report will follow completion of the operation.
- 3. Developing:** The world is deemed to be resource rich. A colonization and exploitation procedure is being implemented.
- 4. Producing:** Colonial production of raw materials, and possibly finished products, is underway.
- 5. Exhausted:** Colony is shut down.
- 6. Omega World:** Dead geosphere. This classification assumes that the planetary body was once producing and possibly habitable, but has since been rendered extinct through thermonuclear, biotoxin, or other holocaustic attack delivery system. These worlds are restricted to all but Provincially authorized personnel. Resource exploitation is dependent on environmental and political factors.

Native Sentient Status

- 1. No - See:** Natives have been discovered and are under observation but no formal contact has been made by the sponsoring Provincial Family. *In Devon Province, as in most Provinces, it is a criminal offense to have any contact with a No - See race.*
- 2. Contacted:** Initial communications have been made with the natives. *Provinces usually push for land leasing agreements at this point so that the Province may perform various operations on the surface with aboriginal consent.*
- 3. Integrating:** A technologically disadvantaged race is given citizenship status upon the world in question and is introduced to Provincial science and politics.
- 4. Subsidiary:** The native race is given citizenship status throughout the Province that it is a member of, and the planet becomes Provincial territory.
- 5. Minor Clan:** Gifted xeno-races capable of managing their own resources and political affairs might be granted this autonomous state status by the Province with the consent of the Emperor. In order for this to happen, the candidate Minor Clan must be able to make a unique contribution to the Empire as a whole, and it must be able to compete economically with other Minor Clans.

6. Special: A catch-all classification which encompasses: Forgotten Colonies, independents, highly evolved species, etc.

A combination of resource and sentient status ratings are often used to describe worlds in reference works.

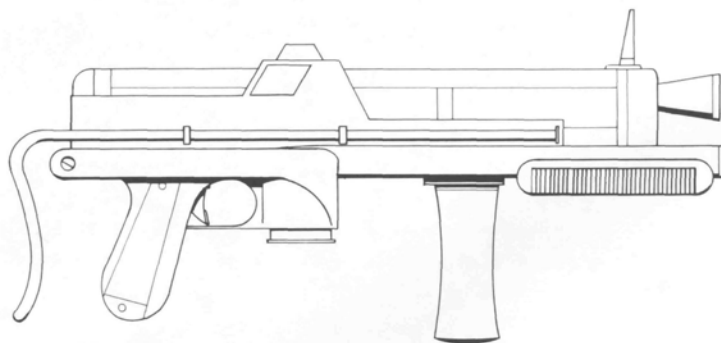
Travelers of The Worlds would be well advised to remember a few important points:

1. Never make a hyperspace jump too close to a major gravity source. A relatively safe distance to hypershuttle out of a system is 500 celestial body diameters from an influential gravity well. The details of the penalties involved when jumping while too close to a planet or star can be found in I.C.E.'s **Tech Law**. Note that very dense bodies generate a much more substantial well than the more common less dense bodies.

2. Transmit the proper "passage code" when approaching an inhabited world or Outstation. These codes are standard for each Province, including Imperial territory. (See section 6.4 for an example Passage Code.) The code should include, among other things; the ship's registration, point of origin, and business. Bored and trigger-happy planetary garrisons or police forces get their kicks out of blowing away unidentified ships entering their jurisdictions, rather than waiting around for a trespasser to think up some pitiful excuse for why he is in their space.

3. Always have a good reason for being in a foreign Province. In the politically and economically aggressive society of the Empire, no one trusts anyone if they wait to live to see the next eclipse. This is especially true at this time, considering all of the cloning, genetic manipulations, mind control, and cybernizations that are going on. Provincial Troopers would just as soon throw a foreigner into detention and impound his ship than let him go about his business with only a cursory examination.

4. Never leave home without a legitimate Ident Disc. Every citizen of a Province (and the Imperium) carries an identification disc which tells security personnel that they are real people (or whatever). It follows that if a traveler lacks proper identification, he is not a citizen and is more likely an escaped slave or a spy. Protesting this assumption is normally met with a less than sympathetic ear. Escaped slaves and foolish spies seldom receive a preliminary hearing before their summary execution. It is possible however, with a lenient security officer, to be caught without an Ident Disc and merely be handed over to a local biological research group for experimentation.



ASSAULT STUNNER
Haunt

2.3 XENO-SENTIENTS

A Drake of Cornell equation modified by Aristarchus Bella Croton - Researcher attached to the 2nd Cutlass Starmada : Devon Exploratory Division.

Delta "C" VI : Imp.3

Abstract submission to Devon Province Astrogeologic Society.

"The question still remains, gentlemen: how many arithmetically communicative sentient societies can now theoretically be found to occupy systems of the Milky Way? Our research has shown that there is a disproportionate relationship between our projected theoretical values and the numbers projected from our experienced contacts. A modified Drake/Cornell equation stating our theoretical values follows.

Allow the following representations:

X = number of sentient civilizations presently occupying systems of the Milky Way, Including globular clusters in close proximity to the galactic plane.

a = an estimate of "good" (with respect to spectral class) star systems, including poly-star groups with appreciable separation, within the Milky Way at any recent point in galactic history.

B = fraction of a star systems with natural satellites at any given point in galactic history.

y = number of life-viable geospheres present within a planetary system every billion years.

6 = fraction of suitable geospheres upon which life (self-replicating molecular building blocks) arises per billion years.

\mathcal{E} = fraction of lively planets upon which intelligence evolves per billion years.

E = fraction of one billion years within which a sentient civilization is arithmetically communicative before it evolves into a non-conventional life form or self-destructs as a result of its mishandling of its own technology.

$a = 3.91 \times 10^{11}$ star systems. (Main sequence duration - 9.5 billion years)

$B = 0.43$ planetary systems per star system. (A 43% likelihood of encountering a planetary system in a star systems.)

NOTE: The number of a star type planetary systems within the Milky Way at any point in recent galactic history - $a \times B = 7.68 \times 70$ ".

$y = 2.4$ geospheres per planetary system over the course of one billion years.

NOTE: The number of viable geospheres to be found in the galaxy over the course of one billion years = $a \times B \times y = 4.04 \times 10^9$. It is assumed that this will be a fair constant at any point in recent galactic history.

$6 = 0.22$ (Every billion years there is a 22% chance that life will arise on a viable geosphere.)

NOTE: The number of lively geospheres to be found in the galaxy over the course of one billion years is 8.88×10^{10} . It is assumed that this will be a fair constant at any given point in recent galactic history.

$e = 0.002$ (Every billion years there is a 0.2% chance that intelligence will develop on a lively geosphere.)

NOTE: We may therefore assume that every billion years, 1.78×10^8 new sentient races are born into the galaxy. Using the Epsilon projection, we may assume that over the course of our galaxy's 14 billion year history, a total of almost two and one half billion intelligent species have existed in the Milky Way (of which Terran humanity is a relatively - on the cosmic scale - new addition).

$E = 0.003$; an average of three million years. Zeta value derivation:

First we assume that all mathematically communicative lifeforms eventually evolve into incomprehensible, non-communicative lifeforms (See Pite 5. sept Hortha's Cosmic Discussions Vol. 1). These will of course be non-communicative from our point of view only. Let us call this evolved form the neo-evolutionary form of the species in question. Then, the time for a species to become neo-evolutionary is estimated at 5 million years. A typical species will be able to reach the neo-evolutionary form 60% of the time. The other 40% of species quickly self-destruct upon attaining sentient civilized status. Therefore, on average, a mathematically communicative lifeform generates a Zeta value equal to 5×10^6 years \times 60%; or three million years.

Result:

$X = a \times B \times y \times d \times e \times E = 5.34 \times 10^5$ sentient civilizations presently in the Milky Way.

Conclusions:

1) Theoretically, there must be just over half a million civilizations in the Milky Way that Terran humanity has the capability to communicate with at the present time.

2) Assuming uniform galactic distribution of these civilizations (save the galactic nucleus within which resides a rather massive black hole), one would have to travel over a few hundred light years to reach our nearest galactic brother.

Discussions:

Experience has refuted these theoretical values. We find that the occurrence of xeno-races far exceeds our prediction. Explanations for this phenomenon are the prime subject of the authors paper Sentient Influence of Xeno-Racial Frequency. The author's argument follows the Sianetic Harbinger line. I believe that a previous star-faring civilization has tampered with the natural bioevolution of a myriad of viable geospheres.

As suggested in the above abstract, xeno-sentient frequency is skewed beyond all theoretical values and scientists of the Empire are in general consensus regarding the reason for this distortion of perceived reality. It is believed that one or more ancient galactic civilizations (commonly referred to as the Sianetic Harbingers), capable of interstellar travel, manipulated the natural evolutionary processes on many life-viable planets in this section of the galaxy (if not the entire Milky Way). This tampering could have ranged from subtle genetic manipulation to outright species transplant to many different worlds. The theory is substantiated by the high frequency of xeno-humans and humanoids encountered on other habitable worlds in relatively close proximity to earth. Because the likelihood of a lifeform evolving on another geosphere, without outside interference, that even remotely resembles a human is so improbable, it is believed that the hominid type lifeforms encountered by the Terrans must have at one time had their origins on earth. Research has conclusively proven through geneto-chemical analysis that some encountered xeno-races could not have possibly evolved on their aboriginal planets (this includes a few alien races as well). So the question remains, why?

It is theorized that select humans were transplanted from earth (c. Prelmp.10⁶) to habitable geospheres in earth's proximity. Genetic drift (or mutilation) has caused the generation of sub-species in many cases. The purpose of this transplantation is an unanswered question; was it research, need for labor, recreation, or any number of other possibilities which spurred on these prehistoric spacefarers? The question is open to speculation, but the persual of the answer has led explorers to suspected Sianetic archeological sites on many planets in the Empire, which are revealing "high tech" finds.

Within the small portion of the galaxy that the Empire has explored and occupied, Terrans have discovered many lifeforms; several of which can be classified as sentients. Terrans have been surprised to find that they are not competing for planetary occupation with any race which even approaches the Terran technology level, even though the existence of highly evolved and much superior lifeforms has been confirmed. It seems that the truly "superior" evolved races that make intermittent (and disassociative) contact with humanity shun the Empire's territory and endeavors - perhaps with good reason. Therefore, due to the technological advantages that the Terrans hold over Empire territory, certain egocentric groups tend to play god over their assigned Provinces, exploiting them ruthlessly. Most natives have no idea how they are being manipulated to the ends of their Terran masters.

In general, xeno-sentients who have attained "subsidiary" status due to technological upgrading by Terran contact personnel can operate on an intellectual level which is toe-to-toe with Terran norms. This supports the belief that there are very few technologically inferior xeno-sentients who can truly be considered to be mentally inferior to Terrans, thus dispelling the "Master Race" myth popular during man's early space colonization period. For a complete listing of the xeno-sentients to be found in Devon Province, see section 8.5.

3.0 HISTORY AND STRUCTURE OF THE EMPIRE

SUMMARY OF EVENTS

(In reverse chronological order)

Imperial Time

- 480-470 Time period for this module.
- 456 The first Devonian missile cruiser armed with Matter/Antimatter missiles is attached to the Cutlass Starmada.
- 412 Matter/Antimatter torpedoes appear; fitted on Imperial Fleet vessels. The Inner Provinces protest this as a violation of the Emperor's own holocaustic Production Ban.
- 260 Devon's first declared Noble leader, Pkatt Donieg Devon, is assassinated after only 12 days of holding the title of Duke.
- 222 The Devonians are involved in an open House-to-House war, allying with Jade-London against Hulugu over a system dispute.
- 127 The advent of improved sensor fields allows safe hypershunts out to a range of up to 50LY. This heralds in an age of unprecedented expansion. Frontier Provinces proliferate.
- 25 A Xanthan orbital platform is totally destroyed, killing, among others, a large Imperial diplomatic contingent. Faulty mechanical systems are blamed for the tragedy.
- 23 Devon's first and only IT school opens its doors to the most promising Devonian minds.
- 4 The Battle of the Heart. An infuriated and crazed Colosian admiral leads warships to the Delta "C" system with the intent of turning Karoline into a radioactive cinder. His small fleet is utterly destroyed.

- 1 The Great Hoarding.
- 0 Devon Electronics granted feudal governing jurisdiction over several systems. The territory became known as the Inner Province of Devon.

PreImperial Time

- 1 The Emperor-to-be makes clear his intention to outlaw the production of holocaustic attack delivery systems.
- 3 MERLOGH begins operations.
- 14 This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian population.
- 27 The first of the Order of Truthsybils are used at the Galactic Court of Humanity.
- 39 The GCH opens its doors to hear interstate grievances.
- 256 The Imperium-to-be issues a declaration to all inhabited worlds stating that it owns every system colonized/conquered by man.
- 270 The fledgling political unit that will soon gel as the Imperial court unleashes brute force to deal with the old Democratic leaders who have refused to come into the fold.
- 323 Several sectors and homeworlds declare their independence from the Terran Federated Democracy.
- 324 The Terran Federated Democracy holds sway over Terran humanity and the homeworlds of affiliated xeno-races.
- 1076-457 The Wars of Integration.
- 1076 The invention of the Tachyon Beam Dictor,- instantaneous interstellar communication is possible. The Wars of Integration are instigated.
- 1190 The first successful hypershunt utilizing a matter/antimatter power source.
- 5705 Humanity is firmly entrenched on ten core worlds but communication problems lead to cultural drift.
- 8155 Men first enter the Delta "C" system. Delta "C" VI is named Lao Tse.
- 9700 The first utilization of a holocaustic attack delivery system (in this case nuclear) on a civilian population.
- 15000 The dawn of civilized man.

COMMENTARY

The philosopher Pite S. sept Hortha on Terran Humanity.
Delta "C" VI : Imp.21

Excerpt from Cosmic Discussions Vol. III

"It is now inevitable that Terran humanity will conquer the galaxy. The angular momentum of the Terran wheel is increasing and unstoppable, even as I write. He will attain what perhaps only two or three aggressive sentient civilizations have achieved in the history of our galaxy. He will undoubtedly stir the cosmic stew and upset the natural biological evolution of The Worlds, as those before him had done.

He will conquer and subdue. He will insinuate and exploit. He will rule; and bend entire geospheres to his will. He will be god over all that he touches.

It is just as inevitable that Terran humanity will rise above this and join the Cosmic Voice. But not before a long and bloody history."

However barbaric and warlike Old Earth society was before deep-space exploration, humanity was able to put its house in some semblance of order, and thankfully, armed conflict between states rarely escalated above conventional levels. Despite accords struck between the old superpowers, no single political force was able to emerge out of earth's cultural melting-pot to unite all Terrans under one government.

Just before the advent of semi-practical (non-hyperspace) interstellar travel, Old Earth was crushed by the weight of domestic problems. **Exorbitant** population levels were sustained by technological breakthroughs in food production and waste recycling but governments were hard pressed to concern themselves with little more than social welfare. In fact, the majority of government funds were directed towards this end. Many countries collapsed due to the strain on their economies. This set the stage for interstellar development which deviated from all projected paths for the time period. As it turned out, the only institutions with the resources to elevate the "human condition" were non-governmental corporate conglomerates which were so highly diversified that they resembled governments themselves. These bodies developed the technologies to reach for the stars and had the drive of profit to implement them.

Beginning with N-space vessels, and then again much later with FTL starships, there was a land-grab the likes of which had never been seen before as entire star systems were claimed by the first companies to get there. Like any other successful business venture, the new resources at a company's disposal were utilized to obtain maximum profit. Raw materials were used to build more starships which in turn gained more territory and the cycle perpetuated itself. Within each newly discovered system the colonists from Old Earth became the new employees of the administering corporations while those very corporations set up their own autonomous governing bodies to avoid the need for external regulation.

Several attempts were made to obtain a centralized governing body for all of humanity — which was in the process of rapidly diffusing throughout The Worlds — but each was doomed to failure due to the lack of a quick and efficient way to communicate between the newly developing governmental bodies. Transmissions were limited by the speed-of-light (for radio and neutrino communiques) or by the speed of message carrying starships (which were expensive to operate and subject to deliberate or accidental destruction). Without a direct communications link information and technology transfer was retarded, the intent of laws and interpretations was crippled due to the less than universal application, and the normal processes of diplomatic relations were impossible. However, there was another more significant block against a centralized administration; the mega-corporations liked autonomous control over all of their resources, so from their point of view, what was the use of forming a centralized government anyway? Unless forced upon them, the administering corporation of each system was not about to accept an outside controlling entity. It is of interest to note that it was often the case that these mega-corporations would evolve into exotic and varying forms of state, which was usually a function of the cultural background or ethical sophistication of the corporation's executive core.

After many millennia of chaos, which brought about ebbs and flows in the tide of man's technological achievements, a limited form of instantaneous interstellar communication was developed. The device slowly spread to The Worlds which were still accepting outside contact and eventually a resolution to reunite all of humanity was sworn by several core worlds (Old Earth included). Several of these core world mega-corporations, which were the governing bodies within their given territories, pooled their resources and built great fleets of military starships to sortie out and reunify (read *conquer*) the scattered shards of Terran humanity. Most historians argue that this long

ENVIRONMENTAL SUIT



process of an attempt to achieve a Terran government was nothing other than an utterly endless string of brutal wars but, in the end, a centralized political body was obtained which was declared to be democratic in nature. However, it was a political body only inasmuch as it could exercise a minimal influence on its "member planets". The problem was that there were now just too many worlds with too many diverse interests with too many gripes brought about by the enforcement of an alien governmental form to be regulated by the quasi-democratic state which was imposed on these reunified worlds. The system was not working, but the leaders of this centralized democratic state were beginning to realize something: the unimaginable immensity of wealth that was to be collectively found on The Worlds. The first seed of the Imperial drive had been sown.

Some obscure historian had once calculated that more political leaders were assassinated in the three hundred year drive towards the creation of the Imperium than in the preceding twelve thousand years of recorded human history. It was quickly realized that the problem with an Imperial form of government was that there could be only one Emperor. Needless to say, everyone who could stake a claim on the title did and hence the conflict.

After the dust had settled, the Empire was a reality. It initially consisted of the Imperium, a great volume of space encompassing many worlds, and twenty-seven Provinces. The Provinces were areas which could not be handily controlled by the Imperial court exclusively, and as a rule, encompassed upwards of ten star systems in relatively close proximity. The Emperor's court was founded on Old Earth, roughly at the astro-geographic center of the Imperium. The Provinces were granted to "responsible" mega-corporations or other governing bodies which had also evolved over the past few thousand years and were represented in the parliament of the recently deceased democracy.

The Imperium controls the Empire for one reason only: it has enough military clout to crush any group that opposes its will.

3.1 IMPERIUM

S. Freud on the immutability of man's aggressive instincts for hate and violence.

Old Earth : Prelmp. circa 9700

Excerpt from "The Psychological Basis of War"

"There is but one sure way of ending war and that is the establishment, by common consent, of a central control which shall have the last word in every conflict of interest..."

High Amazat-befehl Tungusku representing the Minor Clan Baburnica while in secret conference with Clan Benka and Kepler II resistance leaders.

Alexie Prime : Imp. 462

Introduction to the Confederacy Proposal.

"War is attainable, indispensable, and... in this case, desirable."

"The pulse of the Empire." "The heartland of Terran humanity." "The political core of the race that will one day rule the entire galaxy." These are a few of the more commonly used euphemisms that the Imperial Propaganda Corps has chosen to bludgeon Provincial citizens with. Enlightened Empire subjects know the Imperium for what it truly is; a privileged clique of hawkish self-proclaimed nobles bent on leeching the wealth of Imperial and Provincial territory alike. Remember that it was greed for riches and lust for control which fueled the three hundred year drive for the Empire. As expected (and hoped for on the part of the Emperor and his court), the nobles of the Empire live in the lap of luxury, and many others have profited from the formation of the Empire. Most notably, Provincial leaders, smugglers, and other criminals. From this scant overview, the Imperium superficially appears to be oppressive, Draconian, and rotten-to-the-core, but upon closer inspection, the view just gets worse.

So why has the Imperium lasted for nearly five centuries? In the event that any disillusioned Empire subjects should incite others to rebel for an anti-Empire cause, the Imperium could field no fewer than twenty-five combat ready Starmadas, forty gunboat squadrons, and two elite gunboat squadrons to invoke a *Piat Fiela* (scorching death) against the insurgents. Few have been foolish enough to test the Imperial Fleet at their own game, as the result has invariably been the thorough destruction of upstart revolutionaries. The Emperor truly rules with an armored gauntlet. Recent revolts against the Empire have been called wars by their instigators, but tend to be nothing more than extended guerilla actions. However, no insurgent group has ever been able to garner enough support to declare its independence from the Empire within its present boundaries. Several oppressed cultures have been able to alienate themselves from the Empire, shipping entire flotillas of colony, development, support and warships into unexplored space. The Empire is always hungry for news of these renegade powers, although none of them have ever been heard from publicly. If any were to be found, or make their presence known, the Emperor would spare no expense in declaring war on them. It is believed that the resulting *Piat Fiela* would be an exercise of utter obliteration.

As if twenty-five Starmadas were not enough, unit for unit, Imperial starfleets tend to be far more powerful than their Provincial counterparts. Imperial crews are also better trained and more skilled than comparable forces. At present, the typical Imperial Starmada has the following composition breakdown.

1 Dreadnought [10% chance] / 2 Flag Cruisers [90% chance]
4-5 Line Cruisers
10-12 Support Cruisers
10-12 Gunships
7-8 Support Transports
~ 200 SMAC Fighters (~ 300 when combat ready)
~ 800 Marines (~ 1200 when combat ready)

If nothing else strikes fear into a rebel Province, an Imperial Dreadnought will. These brutes are nothing less than mobile cities of armor and armaments. They carry their own compliment of 200 SMAC fighters and the equivalent firepower of half a Starmada. There are only three in existence and they are the pride and joy of the Emperor.

To increase security, the Empire's first leader - Emperor Macedon I - as his first official act, decreed that the production of thermonuclear, enhanced radiation, and biotoxic attack delivery systems was to cease immediately and that any further production was outlawed. Along with this ban was a prohibition against building sublight motive systems large enough to propel great quantities of mass close to the speed of light. This was due to a popular method for destroying whole planets which was to accelerate a mass close to the speed of light on a collision course with the planet in question. As the translight threshold was approached, the rest inertia of the mass became so great that the resultant collision was often devastating enough to actually destroy the planet. This decree led to what has now been called the Great Hoarding. In an effort to strengthen their territories through retaliatory capability, Provincial leaders stored away every holocaustic device that they could lay their hands on. To reduce these still dangerous hoards, and therefore strengthen the Emperor's position, the penalty for many interprovincial capitol crimes often includes the forfeiture of hoarded atomics and biotoxins.

Despite the stockpiling and the intention of use that has accompanied these dreaded weapons throughout their long history, the past five centuries have been significant in that there has not been a single utilization of one of these attack delivery systems against a mass civilian target. Although one would suspect that this stunning lack of use was caused by the now famous production ban and the subsequent Hoarding, this is in fact not the case. Many historians trace the non-utilization phenomenon back to the first Truthsybils (often called Truthsayers) of the Galactic Court of Humanity. The order of Truthsybils has been a group of telepathically adept Neo-humans whose primary function has been to determine the truth of statements made under oath at the Court. Faced with such formidable mental opposition, no political entity would dare initiate a holocaustic attack lest a party member be called forth to deny involvement in front of a Truthsybil. There is little doubt that aggressor factions would be discovered by Truthsybil agents which would in turn lead to that faction's summary annihilation by the collected forces of the rest of the Empire. The balance of terror intrinsic to these weapons is again as prevalent as it was after their initial conception.

No balanced human could now envision the use of such destructive weaponry against non-military targets. It seems that humans learned after their "Planet Busting" period that any strategic gain brought about by such destruction just was not worth the inevitable retaliation wrought by the allies of their target cultures. Superficially, the citizens of the Empire appear safe from mass attack systems, but there now exists a danger posed by the unknown forces of renegade Families which have escaped the Empire's realm. If they should some day seek revenge upon the Emperor, the kid gloves would be shed in favor of attack systems which guarantee the annihilation of the target populace.

After all these millennia it is perhaps fitting that the seat of power in the Terran Empire finds itself on Old Earth. Almost all industry has been moved off-world. Only parks, agriculture and administrative centers remain along with the Imperial Palace. However, the fabricated pastoral facade that has been set up there is still hard pressed to cover-up the most wily, clever and treacherous band that the Terran man has ever been subjected to.

Several concessions were made by the Imperium from PreImp.40 to Imp. in order to expedite the formation of the Empire. The most significant of these was the erection of the *Galactic Court of Humanity*. This court, along with its police arm — *Vegapol* — operates independently of Imperium and Province alike. It is their function to investigate and adjudicate matters of diplomatic, economic, and criminal dispute between the Empire's territories. It should be noted here that, when possible, most Provinces seek their own "out of court" settlements when inter-family disputes arise. As the name *Vegapol* suggests, the Galactic Court of Humanity (GCH) and its policing component are located in the Vega system on Vega IV (Valhalla). To facilitate fair decisions on the part of the court (which are often dependent on the adjudications of the not wholly trusted Truthsybils), all evidence to be presented in a given case must be independently confirmed by *Vegapol*. This is why it is common to find *Vegapol* detective-monitors permanently attached to the security offices of many Empire territories.

The other institutional resident of Vega IV is **MERLOGH**, the Mercantile League Of Great Houses. This financial regulatory body acts as the Empire's stock market, monitoring the flow of stock and bond capital between Imperial and Provincial governments and corporations. **MERLOGH** sets the value of the standard *Elmonit*; the electronic currency in use throughout the Empire. It also rates each Province's *Monit* (hard currency) against competing currencies.

The GCH, *Vegapol*, and **MERLOGH** are mentioned here because although they do not fall under Imperial administrative jurisdiction, Vega is to be found within the boundaries of the Imperium. The Vega system was chosen for these essential services because there are a plethora of natural obstacles within the system, namely asteroids, which make it easily defensible through military force. The asteroid-rich system renders large scale naval invasions impractical, and *Vegapol* has set up an unrivaled defensive network in the system utilizing the abundant natural firing platforms.

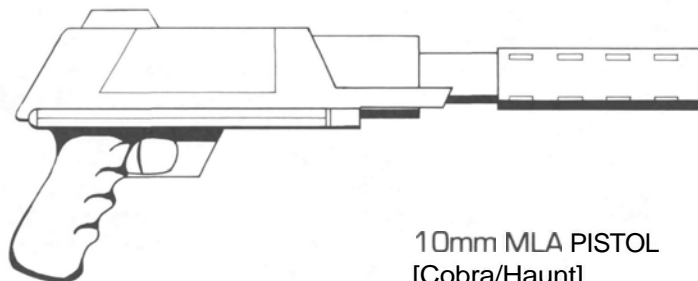
As was mentioned in the introduction to this section, it was the advent of limited range instantaneous interstellar communications which brought together the once isolated bands of humanity (although in a rather violent manner). Such communication is still an integral part of the Imperial means to rulership. Due to the constant expansion of the Empire's boundaries and the proliferation of Frontier Provinces, translight communication (Tachyon Beam Dictor) relay bases have become more important than ever. Utilizing dead planets and asteroids in stabilized orbits around insignificant primaries, these relay stations have formed the skeleton upon which the flesh of the Empire has grown. Because the practical range of subspace communiques is only about twenty to thirty light years, there are thousands of relay stations throughout the Empire. To get a priority message from the Emperor to the most distant Frontier Province only takes about an hour despite the fact that the transmission must be relayed through a web of about one hundred TBD bases. Needless to say, these relay stations are heavily guarded and regularly patrolled.

3.2 PROVINCES

It was realized during the drive for Empire that the now great expanse of occupied space could not be administered from one centralized location, as had been attempted during the time of the Terran Democracy. Enter the feudal component of the soon-to-be Empire.

In those last few PreImp years the gelling Imperial court claimed outright ownership of all colonized territories and explored systems, and threatened to use their vast naval forces against any party who disputed their jurisdictional authority. The court then introduced the Empire's Liege Lord agreement to several favored PreImp quasi-governments in the outer reaches of explored space. Through this agreement, a defined area of space encompassing several star systems (a Province) would come under the administrative authority of a sub-power directly answerable to the Imperial court. In return for this grant of power, the Provincial administration was expected to forfeit an initially colossal tithe to the Emperor to be followed by regular Elmonitary installments - lest the province be handed over to a group of more competent governors capable of meeting their Imperial payments.

The first twenty-seven Provinces were inaugurated along with the Imperium on Imp.0. The provincial leaders were, at the time, a few of the Chairmen, Dictators, and Prime Ministers of the mega-corporations and other governmental bodies which were once represented in the now defunct Democracy. Although the newly appointed provincial leaders kept their old working titles for many years after the Empire came into being, there has recently been an emulation of the Imperial form of figurehead taxonomy resulting in most Provincial leaders declaring themselves nobility. This has lead to the founding of the Provincial Royal Families whose courts actually rule their designated territories.



10mm MLA PISTOL
[Cobra/Haunt]

During the intervening half-millennia from Imp.0 until now, the number of Provinces bordering, or within, Imperial space has doubled, and exploration (or conquest if you prefer) has generated an additional hundred provinces beyond the borders of the Empire. The Provinces to be found within or bordering on Imperial space are called Inner Provinces, each of which is ruled by a Royal Family whose roots harken back to the first leaders of the Province in question. The remaining "outer" territories are called Frontier Provinces, the rulers of which are often Minor Clans who wield much less power than the Royal Families. Under the terms of the Empire's Liege Lord agreement, each Royal Family is entitled to field its own Provincial Defense Fleet, train and keep its own soldiery, and mint its own hard currency. But because the Emperor charges regular tithes in proportion to the economic and military strength of a given Province, there is little incentive for a province to become very powerful and a great incentive to hide one's true strength — which is of course a capital crime. On the other hand, the Minor Clans are outlawed from maintaining private armies and must use the Imperial *Monit* for intraprovincial commerce when need be. Each Minor Clan territory is granted a garrison force of Imperial troops for defense purposes and the Clan is allowed to maintain their own exploration vessels. These expeditionary fleets seldom lack Imperial "observers" or "advisors" to keep an eye on the resource wealth of star systems newly discovered in the Frontier. Although the advent of the Province, Family and Clan have created a vehicle for somewhat autonomous states, it is quite apparent that this feudal structure has efficiently extended the realm of the Imperium without the corresponding expenses.

4.0 LIFE AND THE UNIVERSE

The course of history has continually brought about technological change, for better and for worse, which has altered man's perception of himself, his life and his lifestyle. Space travel was perhaps the most influential factor on Terran culture, philosophy, theology, and technology, as new environments inspired the imagination to unheard-of heights. Medical breakthroughs have all but eliminated common viral infections, cancer is a rare occurrence, and the Terran average lifespan has been increased to 100 - 110 years. The strange delvings of Temporal Physicists have suggested that there exist many parallel universes coexisting with our perceived cosmos, occupying the same space but with a different flow of continuity, time and physical laws. Religious practice has made a strong comeback in some areas after centuries of agnosticism, as colonials, oppressed by severe environmental conditions, have sought spiritual satiation. Many Imperial subjects have begun to emulate the Renaissance man archetype, being equally adept at the sciences, arts, and skills of combat. Encounters with alien beings have been the catalyst that has propelled man's already diverse experiences into the realm of eclecticism. What follows now is a summary of a few of the aspects of man's life and the universe around him.

4.1 THE FAMILY

The family has been a transitory social structure ever since Ramapithecus stalked the savanna of Old Earth. Once nucleaic, the family structure has now degenerated beyond conventional social reality, and is bordering on the realm of the mythic. This change has been brought about by the gradual acquisition of an in-depth biomedical understanding of the human body which has lead to a viable child bearing age limit of 60 years for some women. This development has caused a delay in the commencement of procreation until after the husband and wife have retired from their professions. When they do finally have children, the offspring are usually sent to educational institutions far from "home" at a very early age, so traditional family bonds rarely appear.

4.2 EDUCATION

Duke Butara I Devon on the Colos Family menace.

Delta "C" VI : Imp.279

Excerpt from a Devonian Prime-ed propaganda school.

"Watch a human slave... witness a newly contacted brother pressed into labor camp service... see oppressed working masses who must sustain themselves by eating dogs or bolo rats. Over every head, within each mind's eye, grappling their hearts, you will observe the mailed gauntlet of yet another Colosian goon or lackey."

Because the Imperium and the Provinces have a vested interest in the production potential of each of their citizens, state controlled education begins at the early age of three. Children of potential citizenship status are given a grounding in culture, mathematics and science, with computer literacy gained early in life. Children are also conditioned through a sophisticated propaganda program to feel a great sense of loyalty towards the Provincial Family which is sponsoring their education. By the age of fourteen the primary education process is completed as instructors choose vocational and scientific disciplines for their students. At age sixteen the subject is granted his or her citizenship status within the home Province, entailing the assumption of all rights and obligations accorded those who take the Province's oath of allegiance. This pledge is then encoded on the back of the teenager's Ident Disc, and with this pledge comes the option

to change one's vocation or field of scientific study.

Most citizens are required to complete one off-school semester of service training for their sponsoring Provincial Family, with the area of service dependent upon the student's field of academic persual. For example, a budding artist may take his term in a cartography or propaganda department, while a novice mechanic may serve as a system tech assistant on a cruiser or the like. As a rule, service terms are never taken with a Provincial Intelligence or Exploration unit.

Usually at age eighteen, a citizen is ready to enter the work force with his secondary education completed. Alternatively, one may enter the Provincial Defense services or continue in an alternative education program. One such alternate education system is the IT school.

The IT (Intellectual Thought) school is considered to be the highest learning center which a human can aspire to persue in post secondary education. The IT school was first conceived of on Old Earth PreImp.8054. IT was developed to encourage imaginative applications and expansions of existing or newly developed sciences, and to this end it has been very successful in bringing about great leaps in Terran technology. An IT campus is unique in many ways. It is usually erected in an isolated location to prevent extracurricular activities from interfering with a student's studies. It is a school without formal examination grading procedures, where lecture series are given according to demand and students maintain their registered status by making occasional reports on the progress of their studies to the administration. One graduates from IT by submitting a thesis which makes intuitive and so far unheard-of insights into scientific fields, so it comes as no surprise that graduation rates are unusually low. IT schools are also exceedingly rare; there being only a few in the entire Imperium with Provinces maintaining only one or two if any. For rules concerning player characters entering an IT school, see section 8.2.

Perhaps the most fascinating phenomenon of education within the Empire today is occurring in the Frontier Provinces most distant from the Imperium. New students there are not being taught that Old Earth is the original Homeworld of mankind but rather that the student's homeworld is in fact the planet of origin. If this present trend were to continue unabated, this line of thinking could well become entrenched in the Frontier psyche over the generations. Future generations could then lose sight of their niche in the Empire and it is quite possible that they could one day rebel against the centralized authority which they would not officially recognize. Indeed, in some circles it is believed that this is the ultimate goal of present day Frontier educators.

4.3 CAREERS AND PERSONAL FINANCE

Once a sound Imperial or Provincial education has been garnered, it is time to start thinking about one's career. To keep things in perspective, it should be noted that most citizens wish to retire by the age of 50 and spend the rest of their years indulging in some vice on which they can spend their hard-earned pension. But in the meantime, how does one achieve his goal?

As mentioned in the previous section, at the age of 18, one is ready to begin work at a vocation, join a research and development group, or enter the defense services. Political dictums and prejudices preclude the possibility of gaining employment outside of a character's home territory so this forms the basis for the job search. Despite the narrowing of possibilities, the job hunt is never a long process as many component corporations of a given Province recruit employees even while they are still in school. There never seem to be enough workers in a territory which usually encompasses upwards of ten member worlds.

Every citizen of a given territory is issued an Elmonit Card upon which is encoded his entire financial portfolio. People who work for state integrated corporations or Provincial services have their benefits directly deposited into the central Elmonitary facility from which the person's account is adjusted. All of a person's Elmonit transactions are monitored through the central facility, preventing over-drafts and the like and one's complete financial statements are available upon personal request.

NOTE: During the course of play in Devon Province, characters should keep track of a rough estimate of their monthly expenditures and adjust their elmonit reserves accordingly. To facilitate a quick flow of role-playing during a session, characters should not get bogged down in calculating expenditures to the last decimonit. However, the Gamemaster should carefully regulate the purchase of large capital goods to ensure that characters do not amass great estates without paying for them in full. The Gamemaster should also assist the players with the long-term financing of big-ticket items such as private starships, real estate, illegal personal armies, etc.

The situation is likely to arise where persons will be receiving hard currency - Monits - for their services. This is most frequent when the characters are in areas lacking Elmonit Adjustment Facilities or are being paid off for committing an illegal act for someone (or something). If a Monit to Elmonit conversion is necessary, the Gamemaster must be aware that the value of a given Province's Monit is constantly fluctuating in relation to the standard value of the Terran Elmonit; the Monit value being dependent upon the current economic performance of the Province as monitored by MERLOGH (MERchantile League Of Greater Houses). The value of a given Monit at a given time may be discovered readily at any Elmonit Adjustment Facility. These terminals will also dispense Monits on request, adjusting the person's Elmonit portfolio to bring his financial reserves down to a new total balance.

Territorial income and property taxes are conveniently deducted from a person's Elmonit account automatically at the end of that Province's fiscal year. Devon Province's raw taxation rate is now running somewhere in the order of twenty-five percent.

Yearly incomes vary widely as a function of profession. Although one's payroll can be adjusted for special contributions and relative expertise, a range of average yearly gross incomes is given below.

Profession	Elmonits/Year for:	
	Devon Services	State Corporations
Armsman	5,000 - 10,000	3,000 - 9,000
Pilot	3,000 - 10,000	2,000 - 9,000
Scout	6,000 - 10,000	3,000 - 9,000
Technician	5,000 - 8,000	3,000 - 8,000
Field Scientists	3,000 - 9,000	3,000 - 8,000
Scientist	3,000 - 15,000	2,000 - 12,000

Note that the income for a privateer or a criminal can not be estimated in the above fashion, but rather will be dependent on the person's success at his profession.

4.4 DEVON PROVINCE CULTURE

Most Devonians of Terran stock can trace their racial origins back to particular ethnic groups that once existed on Old Earth. Despite the fact that the Devonian Homeworld — Karoline — is over forty light years away from Sol, it was colonized quite early in man's spacefaring history (Prelmp. 8155 to be precise) long before the invention of a viable hyperdrive engine. The first settlers were mainly Chinese, members of a high-tech electronics conglomerate hoping to profit (as many already were) from off-world colonization. As an aside, there was nothing magic about the relationship between profits and off-world colonization; companies merely found that remov-

ing themselves from governmental regulations and taxation meant one thing: mega-monetary gain. The first development scientists to arrive at Karoline (then called Lao-Tse) found a steaming jungle world with an already diverse biosphere; a world in the process of entering an ice age. It was not an ideal environment, but the advantages to be gained through its colonization far outweighed the disadvantages intrinsic to the planet. Over the following four hundred years other members of the electronics conglomerate; Japanese, Germans, Canadians, and Americans made their way to Lao-Tse. These colonists shaped a cultural entity as diverse as any to be found within the realm of the Imperium of later times.

Today, Karoline is quite a changed world. The ice age coupled with severe volcanic activity has killed off most of the planet's intrinsic lifeforms and only the equatorial band maintains the old swamp and jungle biomes. Most of Karoline's citizens live on islands found between 10° and 30° north and south latitude. Within the Ostwynd and Hyperbol states of Karoline reside the members of the Minor Clan known as Yung.

Yung is predominantly a mixture of Lao-Tse's first oriental colonists who have maintained their autonomous status from Devon Province by virtue of their once unparalleled quality of Molec-board production which allowed them to wield a fair amount of power during the formation of the Empire. Clan Yung harbors a few remaining unique cultural traits that have outlasted their technological edge. The Beastlords of Yung are an elite group held in reverence throughout the Inner Provinces. This exclusive clique has developed a near empathic contact with specially trained large carnivores; the big cats transplanted from Asia and Africa circa Prelmp. 7200 being in the most favor among them. Beastlord control rivals that obtainable through cybernizing similar lifeforms and manipulating them via remote. A few constituent families of the Yung Clan have as recently as 250 years ago resurrected the ancientinja family tradition. Yung Ninja are utilized extensively by Devon Province's Special Weapons and Forces branch and the Imperial counterpart for covert diplomatic activities.

Because of Devon's close proximity to many Imperial Homeworlds and the near genuine bonds of friendship which exist between the two peoples, many Devonian traditions are similar to Imperial norms. Music, for instance, has been found to have a standard cyclic pattern of preference on many worlds. That is, the many different musical forms and styles which have been developed by man over the past ten thousand years or so fall in and out of favor with various societies in fifty to one hundred year cycles. However, due to the fact that so many different societies constitute Devon Province, one would always be able to hear at least a rift of every popular historical music style while wandering the worlds of the territory. For example, many youthful sub-cultures of Karoline have once again started an anti-establishment drive resulting in their favoring classical hard-core anarchist rhythms screamed out by popular local bands like Malignant Molecutronic Scramblers and Spew Protein. Resource colonies are presently leaning towards neo Jam-Rasta and Blue Jazz music, while the noble Devonian court prefers natural acoustic collage works.

Devon space harbors no out-of-the-ordinary religions and, as a matter of fact, will not tolerate the religious cults which are presently proliferating in the Imperium. Because no one society within the Province has had the opportunity to become strictly monoreligious, there has been little persecution brought about through the action of strong sects - with the exception of Kepler II, but that case will soon remedy itself. The diversity of Devonian religious cultures has insured that leeway is granted to those who wish to enact unique practices at any given time regardless of prevailing religious sentiments.

There are only three major languages in common usage in Devon Province. By far the most prevalent is an ancient *English* derivative which is the Imperial *standard*, with a heavy infusion of Devonian dialectic idiosyncrasies. A fairly pure *Mandarin* dialect is also predominant, especially on Karoline. In addition there is a *gutter language* which takes the form of the usual linguistic farce compiled over the centuries by criminals and the uneducated. Devonian gutter talk is a mix of *English*, *Islamic*, and German derivatives. Two of the Devonian Minor *Clans*, Baburnica and Benka, have their own unique languages which seem to be of Slavic extraction.

The competitive nature of the Inner Provinces has been extended and exemplified in a popular genre of Devonian sports. These team sports are exclusively full contact in an extreme *sense*, Meta-ball Hockey being a typical example. Decked out in full *exoskeletons*, skates and null-magnetic maceball hurlers, the Hockey team enters the circular ice arena with the intent of physically pulverizing the opposition and scoring goals — in that order. Sporting deaths, a fairly common occurrence, are viewed as unfortunate incidents or sporting vendettas to be repaid at the next meeting of the two teams in question. As one might expect, goal tenders are in high demand on many corporate teams throughout the Province.

Individual sports aim to hone combat related skills through archery, dummy *jousting*, and target range shooting.

"Non-contact" sports do survive in the *Empire*, though they are of ever decreasing popularity. *Null-gravforce hoops* is one of the surviving variations of a once-popular "finesse" sport.

4.5 TEMPORAL PHYSICS AND THE VIEW OF OUR UNIVERSE

Subatomic physicist B. Suri on Temporal Physics.

Old Earth: *Prelmp.3671*

Reaction to a recently published paper on Temporal Physics by researcher T.X. Portho.

"Magic? True Magic? It seems that we are led to believe the legends of Merlin and Baba Yaga. Might we overcome six millennia of ethnocentric scientific dogma and accept what certainly can not be? It is beyond telepathy, and beyond anything that I will readily accept until I see it for myself."

Snubbing conventions seems to be a preoccupation for Temporal Physicists. These quasi-scientist/philosophers have been defying scientific dogma since c. *Prelmp.7600* when it was first suggested that man could escape from Einstein's universe. The first Tachyon Physicists working on the hyperspace hypothesis procreated an offshoot branch of "scientist" known as the *Temporal Explorer* who, through absurdly unorthodox reasoning *methods*, produced the plans for the prototype RIF generators. Since that *time*, Temporal Physicists have developed several more bold and fantastic theories with practical applications.

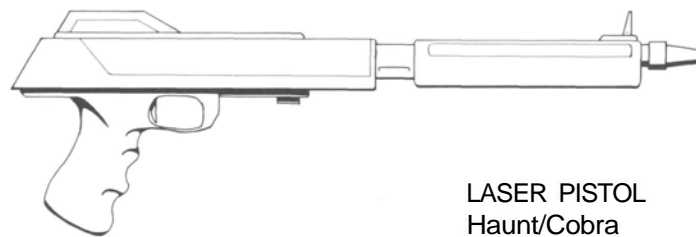
Temporal theory stems from a rather bizarre assumption. It is believed that several universal cosmos' exist simultaneously in the same space. We, from our frame of *reference*, perceive only our own as material because each different cosmos experiences a separate flow of space/time continuity. One could not *enter* another universe unless one was able to alter his own *perception*, and action within, his own space/time experience. For *example*, hyperspace travel is possible because the hyperdrive engine allows a ship and its contents to cross universal borders and enter the so called *Tachyon Universe*. Tachyon space is also manipulated by man to facilitate the use of hyperlight TBD communications and sensor fields. This particular alternate universe is quite different from our own Einsteinian space. For *example*, *here*, one's travel is restricted to the shy side of the propagation rate of *electro-magnetism* in hard vacuum, while in the Tachyon universe the speed of light is at the *lower* end of an entirely different propagation spectrum. It is believed that this strange cosmos is just

the first alternate that Terrans have the capability to explore scientifically.

In *Prelmp.3672*, the theoretical groundwork for the existence of another parallel universe had been laid. It was deemed to be elemental in physical nature — in the classic Greek sense — deriving its substance from fire, earth, *air*, and water, so to speak (although not technically correct, these categorizations are functionally useful). The Temporalists then deduced that this strange *elemental* universe could theoretically be manipulated via the latent mental powers common to all Terrans, but which required disciplines totally alien to him. So as far as the Temporalists were *concerned*, it should have been possible for a being to independently tap into the vast energy sources of the *elemental* universe, bending them to his will and in so *doing*, actually creating magic.

Special Note: If a *Space Master* GM would prefer not to allow mysticism and magic — in some sense — into his game, he should feel free to ignore the postulations of these space-happy Temporalists.

Temporal Physicists are presently engaged in determining: the propagational nature of *light*, the physical *idiosyncrasy* of our universe which limits the velocity of light, and a multi-universal matter/energy field theory using the principals of *Simultaneity of Event Existence*. *Man*, once — long ago — overcame the ego crushing fact that he was not the center of the universe and the sole ruler of nature: now he must face the fact that his universe, despite its utter immensity, pales in comparison to the wonders of the multi-universe: and *man's* part in it becomes infinitely less significant.



LASER PISTOL
Haunt/Cobra

4.6 PERCEPTION OF ALIENS, CYBORGS, REPLICATIONS, AND ARTIFICIAL INTELLIGENCE

Most Terran humans are still plagued by the age-old afflictions of bigotry and prejudice. Although slavery has repeatedly fallen in and out of favor over the years, oppression of human by human is not as prevalent as it was as recently as a hundred years ago. Unfortunately, this is not the case for the Empire's more recently discovered xeno-sentients; as use of native technologically-deficient *sentients* as a labor pool, by most provincial authorities, is blatant and almost totally unregulated. Terran exploitation does however have a tendency to taper off once the xeno-race has been fully integrated into the provincial scheme of *things*, but this is usually a long, drawn out process. Highly evolved and advanced sentients are a different matter entirely. Advanced beings have occasionally made contact with Terrans but have always taken a *disassociative* stance, leaving the Terrans to their own affairs. Since no race of supersentients aggressively competes for any of the Terran worlds, the invincibility myth of man has been perpetuated, even if under somewhat artificial circumstances.

Beings cybernized for health reasons are generally looked upon with disfavor by the general public, as many *whole* humans tend to be obnoxiously proud of the fact that they are unaltered. On the other *hand*, beings cybernized for the purposes of enhanced physical attributes are treated with a great deal of respect due to the fact that a normal being would rather not upset one of these cyborg brutes while in their company.

Genetic Alterant Replications are at the absolute bottom of humanity's social ladder. The reputation has stemmed from their prime function, which is to do every *dirty, disgusting*, and immoral job that must be done in a typical human society which humans themselves refuse to do. Most Replications are *laborers*, created for menial and personnel-expendable *tasks*, but the mass Replication centers also churn out armies, recreational harems, and technician worker pools. Replicant oppression is repugnant; their imaginative facilities are usually mutilated beyond *function*, their speech centers are often *removed*, and the penalties for killing Replicants are trivial. The whole concept is inhuman but the profit and pleasure seekers of the Empire do not maintain a moral viewpoint on the subject because there is too much to gain by using Replications instead of *real people* for many practical applications. Devon Province has been a forerunner in the new morality that is presently in vogue throughout the Inner Provinces, having outlawed the production of mass genetic Replications. *However*, it is general knowledge that the Royal Family of Devon covertly purchases many warrior Replicants from other producers to further their own ends.

Perhaps ironically, Androids are more often considered "full citizens" than many replicants. This is in some ways justified by the fact that the most recent models are fully cognitive beings, their minds even less manipulated than most replicants. These Androids' brains are completely molecutronic, utilizing thought patterns identical to human brains — in a *sense*, alive. They are capable of independent thought and development, initiation of idea and action. Most Inner Provinces — Devon Included — allow full citizenship to Androids whose brains are of this caliber, verified by their construction labs.

This does not by any means exclude Androids from *persecution*, however; indeed, it is felt by many that they suffer more antagonism *because* they are to be treated as equals under the law. Many human sentients feel threatened by beings who look just like them, but are invariably physically stronger, and often more intelligent. Anti-Android groups claim that the humanoid machines will take over the galaxy. Perhaps. However, at this stage they are far too few and expensive (costing five to ten times more than a comparably skilled Replicant) to be a *noticeable* force.

One can safely assume that computers produced within Devon Province that are above *Mk.5* in rating are cognitive and "intelligent", as are robots with an appreciable intellect rating. In allowing machines artificial intelligence, man has been careful to disallow them access to the concept of intellectual freedom (Androids being a singular and important exception). If a computer's molecutronic brain was ever able to grasp the concept, it would likely go berserk or become subjected to a case of hopeless depression, brought on by a recognition of its oppressive working conditions. Artificial intelligence is used just like any other Terran tool, with a maximum output desired from a minimum input, hence the oppression.

4.7 HOW THE TERRAN MAN HAS CHANGED

Civilized man, now about twenty thousand years old, has changed little, physically, through his history. True, he is a little taller, more physically fit, lives a little longer, and can have children somewhat later in life, but these changes are minor when compared to how his mind has developed. The average man is now capable of retaining a greater amount of what he learns due to the spontaneous mutations which have effected the evolution of the formation of the brain. There are now, on average, a greater number of convolutions in the cortex and an increase in the quantity of neural support cells to be found therein. In a few individuals, these changes have sparked quantum leaps in mental facility resulting in the telepathic phenomenon.

During the early years of space exploration, it was not uncommon for a given group to become lost and stranded, cut off from their higher echelon units. These forgotten *colonies*, when later discovered, sometimes thousands of years after their planetfall, exhibited signs of extensive genetic drift from their original Terran stock. However, it was unusual for an actual subspecies to evolve over these relatively short periods of isolation. Subspecies development has only been predominant in systems which were subject to abnormal radiation spectrums from the stellar primary coupled with exotic biome habitats.

As a general rule, physical differences among stock humans have become less pronounced over the years. It is believed that in the distant future, the interbreeding of all stock humans will produce a race which is homogeneous with respect to outward physical appearance, but mentally diversified and enhanced.

4.8 A NOTE ON BLACK HOLES

If we think of our material universe as containing enough mass to cause its eventual collapse into itself due to gravity, then it might also be said that there is enough gravitational force present to prevent light from escaping our universe's present boundaries. To the disassociated observer beyond the outer limits of our universe, we occupy a black hole. He would see nothing. We could therefore conjecture that black holes within our universe might well contain entire *cosmos*' of their own.

A very important question follows from this argument: Where would new mass acquired by the black hole from the outside (let's say it swallowed a star) appear inside the hole? Using the analogy that we are *inside* a kind of black hole, it might be true that mass acquired from the *outside* is ejected into the black hole cosmos from mass generating phenomenon such as QSO's - quasi-stellar objects, formerly referred to as quasars. Assuming that this argument is viable, what would a sentient observer entering a black hole experience? Three cases will be considered below.

Our first intrepid black hole explorer is a real bone-head. He approaches the black hole head-on at a sublight velocity. No sooner does he think that he is about to experience the ultimate in cosmic phenomenon when he and his vessel are quickly stretched into metallic spaghetti, sucked into the oblivion of the singularity, and lost forever.

A second adventurous soul projects a sublight orbit around the black hole. Although not quite as foolhardy as his *predecessor*, this being is also on a journey to nowhere. As he plummets in his orbit towards the event horizon of the black hole (assuming the ship could take the strain; the required technology is unavailable to any contacted race) a wonderful but useless thing occurs. The speed of light, and therefore the being's perception of time, slows down until it nearly stops altogether. In that fleeting instant, before also being sucked into the cosmic maw, he perceives the execution of the entire fate of the universe around him. His time has all but stopped yet the rest of the cosmos plays out its destiny, blithely ignoring the poor fool caught on the event horizon of a black hole. He will actually see the end of the universe (which oscillates; therefore what he witnesses is the entire mass of the universe collapsing in on itself).

The third and final cosmic crusader has his act together. Although his probability of survival is only fair at best, he can forget about ever seeing his own universe again. This one encounters his black hole while his ship is hurling through *hyperspace*, which might not be planned of course. If each black hole actually contains its own microcosmos, a penetrating hyperspace vessel will no doubt be spewed out of some mass generating phenomenon within the black hole. The *vessel's* hyperspace drives will be shut down if not destroyed, and there would be a few other interesting changes as well. Unless the ship was heavily shielded against electromagnetism, occupants

would likely be fried by the hard radiation at the point of entry into the black hole cosmos. We can hypothesize that the penetrating vessel would have its physics altered to correspond with the new universe, and although it would not be quite like our own, it could be perceived as being similar once the new frame of reference has been achieved.

What a being perceives a black hole cosmos to be like from the *inside* is open to conjecture. He will have to accept it for what it is because we believe that he will not be able to *get out* the way he *got in*. Of course no one has been able to report on the *subject*, although accidental penetration of a black hole via hyperspace is a certainty considering the proliferation of space travel. It could be a universe exactly like our own or something terribly exotic. *Possibly*, an entire range of black hole *cosmos*' exist, each a unique experience in itself. It must not be ruled out that there may be black holes within black holes.

If this hypothesis should be borne out, "universe hopping" would become a scientific discipline the likes of which have never been explored before. A hypothetical Cosmic Columbus could travel from universe to universe, by continuously intersecting black holes via *hyperspace*, provided that hyper-dimensional *physics*, in some form, could be applied within the black hole in question. Cosmic Columbus would never be at a loss for something to occupy his time, as he would continuously be moving from one unimaginable milieu to another.

If you were ever able to meet such an explorer, your first question might be, "What is it like inside a black hole?" He would likely reply, "Step outside and look at the night sky."

5.0 THE ROYAL FAMILY AND THE PROVINCE OF DEVON

5.1 BACKGROUND

Early in the year *PreImp.270*, the Terran Federated Democratic House of Planetary Representatives dissolved their final parliamentary session. This was the end of the democratic form of government which had been imposed on all human colonies to be found by that time. In its wake, the gelling Imperial Court sent forth the mighty naval armadas at their disposal in order to subdue the many colonies who had just recently declared their independent state status. The power mongers of the core worlds struck quickly so as not to allow these isolationists time to consolidate their defensive positions. Despite their initiative, the Imperium-to-be required two centuries of hard campaigning to *convince* the independents that it would be in their best interest to capitulate and condone the formation of the Empire.

Through it *all*, the future Devonians remained unmolested. Their old leaders held the philosophy that discretion was the better part of valor, being so very close to the heart of the core worlds. As a matter of fact, Devon Electronics, the megacorporation that was running Delta Cassiopeiae and several nearby resource systems, profited and grew substantially during these last few *PreImp* centuries. Not only were they vocally supporting the Imperial cause, which put them in great favor with that court, but on the sly they supplied several resistance states with military hardware. By *Imp.0*, the Devonian treachery had gone undetected and they were a prominent entity in the good graces of the Imperial systems. It came as no surprise that Devon Electronics was granted a plumb territory in their initial Empire Liege Lord agreement with the Emperor. Being one of the first of the Inner Provinces allowed the Devonians to get a head start on the development of several newly acquired systems which paved the way for the strong economic position that Devon Province now holds in MERLOGH.

The Imperial favor shown for the Devonians coupled with their MERLOGH strength earned them several sworn enemies. Some were incensed over the quality of the territory granted to Devon Electronics. Others, who were aware of the Devonian double dealing (but unable to prove it), were furious that these two-faced opportunists survived the drive for the Empire unscathed and were better off for the whole affair. The Devonians' most vocal and active critics were (and still are) the Colosians. Their wrath was aroused soon after the Imperial drive had begun, when the Devonians executed an intelligence operation which exposed the Colosians extending the same sort counter-Imperium military aid that the Devonians were already deeply involved in. From that point on, the feud between the two states has been a bloody one. In *fact*, assassins from both Families have been killing each other's high ranking officials for the past six centuries with no abatement of activities in sight.

Imp.4 was the climax of tension between these two states. After a quick exchange of liquidations, an unbalanced *Colosian* admiral — one T'sera Kwan — dispatched an assault force into Devonian space with the intent of irradiating the Devon Homeworld of Karoline. The comparatively strong Devon Starmada-in-presence carried the day in rebutting the Colosian gunboat attack, summarily destroying every aggressor and completely shielding Karoline from harm. The attack had severe repercussions for the Colosians throughout the Empire and they are only now recovering from the embarrassment and reparation schedule.

Devonian relations with the Imperium have remained — with a few notable exceptions — sound; the Devon leaders often going out of their way to maintain the Empire's integrity and strength. So close are the ties between the two states that a Devonian citizen is extended almost every right and courtesy allowed an Imperial citizen when in the Imperium, and vice versa.

5.11 THE CORPORATE COMPONENTS

Devon Electronics went through something of a revitalization after the last parliament of the Terran Democracy had dissolved. Once again freed from that *government's* liberal democratic regulationism, Karoline went into an economic boom period. By *PreImp. 1*, Devon Electronics consisted of 117 major manufacturing companies, 712 research and development groups, and one spacing shipyard. Their constituent manufacturers were producing: molec-boards, electronics and communications gear, sensor field generators, medical equipment, computer brains, "pocket" and diagnostic computers, special optics, weapons *systems*, and large spacefaring vessels. Since that time, two new shipyards have been put into operation on Karoline, and 70 new manufacturing plants have been added to make Devon Province a more self sufficient entity. Devonians now produce their own AFV's, marine vessels, aircraft, and gunships, reducing their dependence on Imperial hardware for defense purposes.

What follows is a table showing the *major* producers and suppliers of a given type of item in Devon Province today. Despite the apparent diversity in companies *listed*, which would lead one to believe that free enterprise is alive and well in the *Province*, it should be noted that the various companies are merely the components of what was once the Devon Electronics Megacorporation. Each is a carefully monitored cog in the Devonian machine which contributes to the betterment of the *whole*, although this does not preclude the healthy intercompany rivalries which have developed between them. In the table, producers are listed in decreasing order of volume supplied and joint efforts are indicated by a slash (/). Of interest is the fact that several surplus products have found their way into Devonian service; these being purchased at Imperial auctions of out-of-date hardware.

ITEM	PRODUCERS
Exploration Cruisers	-Devon Transtar/Ecos Gamuz
Flag Cruisers	-Devon Transtar/Ecos Gamuz
Line Cruisers	-Devon Transtar -Imperial Transtar
Missile Cruisers	-Devon Transtar/Arc Gotha -Iota Prime Millennia -Devon Transtar -Imperial Transtar (sublight only)
Gunships	-Arc Gotha -Devon Transtar/IPM -Pogrum Amalgamated -Goal -Vott Messerschmitt/Goal
Support Transports	-Imperial Transtar -Ecos Gamuz -Arc Gotha -Goal
SMAC Fighters	-Scion -Vott Messerschmitt -Imperial Transtar -Arc Gotha -Devon Transtar/Cobra Systems
Shuttles	-Arc Gotha -Imperial Transtar
Passenger Liners	-Imperial Transtar
AFV's	-Pogrum Amalgamated -Trojan Systems
Aircraft	-Scion -Cobra Systems/Vott Messerschmitt -Pogrum Amalgamated
Marine Vessels	-Devon Manner -Odysseus Riggers
Molec Boards	-Wyrms Modus (A Clan Yung corporation) -Devon Electronics
Communications	-Devcomm -Network Communications Data Systems -Ecos Gamuz
Sensors	-Field Strength -Devcomm/Field Strength -Ecos Gamuz
Medical Equipment	-Mu Cyborg -DevMediTab -Cobra/Ridley
Computer Brains	-Microzenith -Devcomm -Devon Electronics -Cognitive -MegaDatum
"Pocket" Computers	-Devon Electronics -Asp Analog -Nano Ter- minals -Que
Weapon Systems	-P3 (Powered Particle Projections] -P3/Dev- comm -Cobra Systems -Haunt -Haunt/Pogrum Amalgamated -Combak
Finished Machinery	-Tursco and Zicon -Klouda Machining -Gear Engineering -Goal -Carmon
Robotics	-Tyndal/Cobra -Trojan Systems -Iota Prime Millennia -Goal -Xi Systems
Industrial Chemicals	-Devchem -Quatnilotus
Genetic Products	-Core Research Group (A Clan Yung cor- poration) -EDGE (Eugen Devon Genetic Engineering) -Genetech

5.21 HISTORICAL FIGURES

Like any prestigious political entity which came before it, Devon Province attained its status through the actions of determined and skilled men, not by the whim or fancy of some automated device. Devonian leaders have been consistently noteworthy for their shrewd actions; they've always had an eye for picking out the underhanded deal that gives them the advantage when maneuvering in the power politics of the Empire. As if to parallel Devonian consistency, the Emperors which have had to deal with the Devonians at critical times have invariably respected the apparent strength and assurance of the Devon court. Respect of this strength has prevented the Devonians from becoming mere lap dogs for the Emperor, a fate which has befallen more than a few of the Inner Provincial courts.

Below is a chronological listing of the Provincial leaders of Devon from the time of the consecration of the Empire up until the present. It is of interest to note that several changes in taxonomy have taken place over the centuries; this mainly due to the desire of the Inner Provinces to emulate the Imperial noble hierarchy. The line of stewards was initiated at about the time that the Devonian leaders were seriously considering proclaiming themselves to noble status.

The function of the steward is manifold; he presides at the Devonian court in the absence of the true leader, advises him on matters of Provincial security, and is usually the director of Provincial fleet activities.

TITLE	NAME	STEWARD
Chairman	Vera Meer (Prelmp.5-Imp.29)	-
Controller	Mitsu Sommer (29-48)	-
Director	Braun Krauter (48-76)	-
Director	Uin Bourque (76-101)	-
Director	Cristen Aukermann (101-109)	-
Director	West Kaspar (109-137]	-
Director	Metzalaar Donieg (137-159]	-
Director	Czecho Donieg (159-180)	-
Director	Essig Donieg (180-211]	-
Director	Lvov Donieg (211-260)	-
Inauguration of the Devonian court		
Duke	Pkatt Donieg Devon (260)	-
Duke	Butara I Devon (260-302)	Kustka DeHamilton
Emperor downgrades title status		
Thain	Pythagor I Devon (302-312)	Enuma Elish
Thain	Memnon I Devon (312-313)	Concaruum
Thain	Butara II Devon (313-356)	Concaruum
Thain	Pythagor II Devon (356-382)	Suwar Razi
Thain	Antikythera I Devon (382-411]	Too Te Vuh
After a coup that vastly increases the Devonian power base, the court hierarchy retitles itself in defiance of the Emperor		
Lord	Antikythera II Devon (411-460)	Abdera Mas
Lord	Yama Pythagor III Devon (460-)	Arturo Ingellis

5.13 PRESENT LEADERS

YAMA PYTHAGOR III DEVON

The present leader of Devon Province is a case study in the Devonian tradition of strong (if somewhat sneaky) leadership, and his abilities are certainly being tested to their limit as of late. In order to properly deal with the domestic insurgents, foreign agents and religious fanatics which are plaguing him at present, Lord Devon is bringing every resource at his command to bear. Yung Ninja, Hyperion crime-lords, Telepathic security teams, and several gunship squadrons are forming the core of his crisis taskforce to rebut the attempts that many are making to discredit his leadership capabilities.

Personally, Yama is an elderly, reserved man of calculated action schooled in the administrative and warrior leadership abilities which his position demands of him. His wife, Esserra, died several years ago during an assassination attempt on his own life. The perpetrators could not successfully be traced so the Lord still seeks the aggressor organization. Yama has a daughter and two younger sons.

Arturo Ingellis

No man in the Empire can be found who is more devious, more retributive, more opportunistic, and of better humor than Arturo. He is Lord Yama's most prized resource. This conglomeration of the best and most feared traits in a man would serve his purpose even better if he was not always looking for a deal better than the Lord could, and has, offered him. He executes his assigned tasks with a righteous fury which strikes his adversaries with demoralizing terror, an awesome psychological weapon in the Lord's arsenal.

Andri and Mikel Hendrieka

These brothers are no less than the respective Commodores of Devon's two military Starmadas: the Cutlass and the Saber. Different in many ways, Andri — a born fighter — prefers to use the forces at his command to bludgeon his foes into **submission**, while Mikel is disposed towards intimidation, keeping his foe's guard up against apparent force while striking with carefully orchestrated covert operations. Lord Devon sees the sibling rivalry as a healthy diversion for the forces at their command, as each brother continually hones his men into more potent fighting machines in order to outshine the other.

Andri's troops tend to be the most flamboyant in the Devonian services, known for their habit of dyeing their bodies purple before entering combat. The Cutlass colors are purple and gold while those of the Sabre are black and yellow.

5.14 SLANGS, OATHS AND CURSES

It is often the case that a foreigner is able to identify a strange territory by the word choice of the native populace. Below are a few of the **slangs**, oaths and curses which distinguish Devon Province citizens from others in the Empire. Certain phrases or words can even distinguish persons within the Province with different occupations or upbringing.

The Devonian Slogan: "Service now for the future."

SLANGS:

Waved - A person or piece of equipment which has been subjected to hard radiation.

Booger - An inexperienced human in the Provincial services.

Greener - An inexperienced humanoid in the Provincial services.

High brow - A generally derogatory reference for a Neo-human.

Jym-bob - An Android or person exhibiting abnormal behavior.

Chromix - A genetically altered being.

Bolt head - A cyborg or robot which imitates human functions.

Legger - A reference for born natives of Delta "C" six three. The men and women raised on this low gravity moon have exceptionally long and beautiful legs, but are notoriously unattractive as a rule. The expression stems from the old saying "Nice legs, shame about the face."

Sequ Bar - A reference to a brutal hand-to-hand melee in which one of the participants has been killed. Sequ is a Devon Province mining and refining operation on **DEV:32** whose space port cantina is legendary for its rough-house brawls.

Broken - **Dead**, killed.

Cracked - Injured.

Dog napping - Shore leave at a fleet's **port-of-call**.

Carmonized - A piece of personal equipment that has malfunctioned.

Made in Carmon - A reference to a piece of equipment that is in need of repair. Carmon is a manufacturing firm on Essex set up by a low tech "forgotten colony" several years after they were discovered. Unfortunately, their products were of such inferior quality, they quickly developed a Province wide reputation. There are only a few relics of Carmon origin left in Devonian space so the term will likely die out soon.

Zombie - A general term referring to any one of a number of illegal drugs commonly used by Provincial service men.

Heavy trail - A particularly long planetary survey assignment.

OATHS:

By Meer - Vera Meer was the chairperson of the board of directors of Devon Electronics when this megacorporation was granted Provincial status. It was her backroom maneuvering for corporate takeovers which solidified Devon's power base in the fledgling Empire.

For the (hallowed) three - Three Devonian leaders have succumbed to assassination attempts mounted by enemies of the state. They were **Mitsu Sommer**, **Pkatt Donieg Devon**, and **Antikythera I Devon**.

In the Heart of Delta "C" - The Heart of Delta "C" was the name given to the **Imp.4** battle in the Delta "C" system instigated by an insane Colosian admiral. The Devonian forces were triumphant.

CURSES:

Kika sporn - **Kika** was a petty noble of the Kubischev-Lloyd Family line who developed many successful plots against the Devonians during the period of **Imp.345-385**. He was never captured or prosecuted by the Devonians.

Leech Rat - A bloodsucking rodent mutant now firmly entrenched in the ecology of Hyperion IX.

Dirt bag - Reference to the filter cup unit found on old respirators used on planets with contaminated atmospheres.

Sloor - The smallest visible parasitic lifeform to be found on Delta "C" VI (Karoline).



5.2 ECONOMY

In summarizing something as complex as the present economic structure of one of the Inner Provinces, one must start with generalities and move to specifics. Overseeing and monitoring all of the legal (and even some of the illegal) economic activity of the Empire is **MERLOGH** - **MERC**antile League Of Greater Houses. **MERLOGH** is the body which ranks each Province, Clan, and independent in monetary reserve and potential strength as well as setting the value of every minter's hard monit and the Empire Standard Elmonit. Because most companies and megacorporations survived the formation of the Empire, stock and corporate bond trading is also handled through **MERLOGH**.

Devon Province is one of the strongest Inner Provinces and this is reflected in the value of the Devonian Monit. Its value is presently hovering around **1.1 E**; that is to say, one Devonian Monit is worth **1.1 Standard Elmonits**. In recent years, its value has had a tendency to fluctuate between **0.8** and **1.15 E**. Like most of the monits in circulation throughout the Empire, Devon's are composed mostly of titanium and platinum to give each a minimum base value to prevent an absolute eradication of treasury wealth. Devonian monits are uniformly rectangular with one side encoded with laser etching to discourage counterfeiting while the other side is etched with the Devon logo. The value of higher denomination monits can be raised with the addition of semi-precious or precious gems in the composition of the monit.

Section 5.5 gives information concerning the general economic contribution that each Devonian system makes towards Devon's economic effort in the entry for **Productivity %**. It can be seen that some systems make a greater contribution than others, but it should be noted that the loss of even a few percentage points of productivity could have disastrous effects on the Devonian Monit rating.

5.3 SMUGGLING WITHIN DEVON PROVINCE

With the jurisdictional acquisition of the Hyperion system in Imp.0, Devon was fated to be ridden with smugglers until Hyperion novaed. Being an independent world, Hyperion became the center of operations for several powerful underworld figures who, as most crime-lords are predisposed to do, fed off of the vices of the local worlds. When Devon Electronics solidified its hold on its constituent systems, around Imp.20, several Devonian representatives approached the Hyperion free traders with a typically Devonian business deal: the Devonians would continue to allow Hyperion's privateers to operate, if the Hyperians would be disposed towards revealing any and all top secret information that they were able to garner from other Provinces that they carried out operations in. The crimelords agreed and a bargain was struck which would benefit both powers.

Of course, any amount of dealing could not prevent the Hyperians from continuing their criminal activities on the Devonian worlds, although this practice was curtailed to a certain extent. Today it is still possible to pick up many black market items on several Devonian worlds which are just not available in other provinces, merely because of the activities of the Hyperian privateers.

Smuggling operations in Devon Province are most prevalent and lucrative on Tjokjad, Cerilseven, DEV: 7, and DEV:21.

5.4 MILITARY STRUCTURE

A. Einstein in correspondence with S. Freud.
Old Earth: circa Prelmp.969C
Excerpt from **Man's Lust For War**

"...How is it possible for this small clique to bend the will of the majority, who stand to lose and suffer by a state of war, to the service of their ambitions?"

"...An obvious answer to this question would seem to be that the minority, the ruling class at present, has the schools and press, usually the Church as well, under its thumb. This enables it to organize and sway the emotions of the masses, and make its tool of them."

"...How is it these devices succeed so well in rousing men to such wild enthusiasm, even to sacrifice their lives? Only one answer is possible. Because man has within him a lust for hatred and destruction...it emerges only in unusual circumstances; but it is a comparatively easy task to call it into play and raise it to the power of a collective psychosis."

The Provincial defense forces of Devon Province are separated into four main departments; the Starmadas and support squadrons, ground forces, specialty forces, and security. The structure of these various forces are detailed in the following sections.

5.41 PROVINCIAL DEFENSE FORCE STARMADAS

Devon's defensive spacing fleet units have been allocated to either one of the Province's two Starmadas (the Cutlass or the Sabre) or one of five gunboat squadrons. Fleet unit compositions are listed below.

STARMADA

1-2	Flag Cruisers
3-4	Line Cruisers
10-12	Light Missile/Support Cruisers
5-6	Gunships
5-6	Support Transports
100-200	SMAC Fighters
5000-6000	Marines

GUNSHIP SQUADRON

10-12	Gunships
1	Support Transport
10-20	SMAC Fighters
Variable #	Marines

The Cutlass and Sabre are presently kept on ready alert in orbit around Delta "C" VI, theoretically capable of attaining full combat status on 25 hour notice. On the other hand, Devon's five gunship squadrons are constantly in operation. They perform something of a policing function, constantly moving from system to system without predictable regularity. This is meant to constitute a deterrent to the interprovincial raids and larger pirating activities which, although rare, are costly to the target systems and therefore Devon Province as a whole.

Gunnery systems are of course one of the most important components on Devonian fleet units. The Devonians are fortunate enough to have a fairly advanced weapons industry, so all types of energy cannon are available to Devonian built ships, though HUD quality is radically variable.

Devonian Weapons Producer	Maximum HUD Bonus
P3 (only Blast cannon)	+10
P3/Devcomm	+15
Cobra Systems	+20
Haunt (only Disruptors)	+ 5
Haunt/Pogrum Amalgamated	+10
Combak	+20

These companies also produce the heavy weapon systems used in Devonian built AFV's, aircraft, installations, and other constructs.

5.42 GROUND FORCES

The title *ground forces* is quite deceptive considering that most Devonian planetary surface defense forces are almost completely air-mobile; equipped with a mighty compliment of SMAC fighters, aircraft, gravitic AFV's and personnel carriers. The only problem that is faced by the Devonians — with respect to their ground forces — is that there never seems to be enough men to operate all the equipment on all of the Devonian worlds with any great deal of efficiency. Planetary military commanders constantly complain of their perpetual staffing shortages, and their inability to properly patrol their assigned jurisdictions.

Devon's habitable worlds usually maintain a standing force of 50,000 to 250,000 service men; this force includes pilots, armsmen, and technicians. The quantity of heavy equipment is always fluctuating as technology changes and particular designs fall in and out of favor with the local commanders. Environmentally protected colonies and installations usually keep only a token policing contingent of Devonian ground forces, often a mere 200 to 2,000 men strong. Equipment for these forces will be tailored to the environment within which they must be used.

The average Devonian garrison trooper carries a blast rifle, stun pistol, a personal medical kit, headset communicator, and wears an armored body suit.

5.43 SPECIAL FORCES

The Devonians have found that, in some situations, super-stealth or super-force is required to bring about desired ends. Presently, the Devonian special force pool consists of several Yung Ninja families, a group of highly trained telepaths, five platoons of armsmen equipped with the latest powered armor and accoutrements, and a fully robotized battalion of massive gravitic and atmospheric-capable combat units. The Devonians have also trained several squads of marines in anti-terrorist tactics and special weapons usage. Finally, in order to supplement their low troop strengths on many worlds, the Special Forces department has recruited no fewer than fifty independent mercenary troops from around the Empire to carry out patrolling activities, covert operations, and retributive strikes against various unfriendly powers.

5.44 SECURITY FORCES AND PROCEDURES

Devonian security troops constitute the Provincial policing force; the men and women of which can be found patrolling **bases**, orbital **stations**, company installations and all public domains. Of all of the Devonian Servicemen, security troops decked out in light body armor, scanners and ident readers are those representatives of Devon most often encountered by citizens and travelers alike. Depending on their area of operation, these police agents carry stun **pistols**, contact **stunners**, tangle guns, or even blast pistols. They often have heavier armaments at their disposal, however.

Most Devonian security troops are not authorized to inquire about personal business or make security checks "on the street" because the Devon Court is always quick to tout their non-martial society to other Inner Provincial members. On the other hand, interplanetary and interprovincial travelers can expect thorough security interrogations and cargo inspections at all Devonian bases and minimum security areas. Security checks normally involve a scrutinization of the person's ident disc with an *ident reader* which displays and verifies personal information

Note: in game *terms*, the security man performing the check should make a perception roll to discover ident irregularities when presented with such.

The Security service branch of Devon Province has recently begun operating an interprovincial intelligence task force in order to gain top secret information for the use of the Security forces exclusively. As a *result*, this branch has come into conflict with the Devonian Special Services, which normally handles such things. To date, these two services have been unable to resolve the gray area of operating jurisdiction which has arisen between *them*, causing outward hostility on many occasions.

5.45 RANK, BADGES, FLASHES, AND DECORATIONS

One does not find a proliferation of rank titles in the Devonian services. The old leaders of Devon thought that they would be able to instill independence of thought and action among their troops as well as establishing a semblance of equality throughout the services if divisions of authority were not constantly perpetuating themselves. A general listing of Devonian rank structure with attendant duties follows.

Lord and/or Lady: Feudal leader(s) of the Province. Note that in other areas of the Empire, some family heads have even adopted the hierarchical royal titles of (in descending order of prestige) Duke, **Marquis**, **Count**, and Baron. Such a choice is subject to approval by the Emperor.

Steward: Assistant to the Lord and/or Lady.

ProCommodore: Ministry heads of corporate **affairs**, special operations, starfaring fleet activities, exploration and development activities, internal and external security, etc.

Commodore: Leaders of Starmadas, all gunship squadrons, all planetary defense forces, and all exploration vessels taken in their entirety.

Commander: Leaders of field units; i.e. Task forces, gunship squadrons, air wings, planetary corps, etc.

Captain: Unit leaders for starships, ground installations, planetary corps detachments, marine detachments, SMAC **squadrons**, martial colonies, etc.

ProAltern: Corporate directors, military company leaders, large AFV leaders, special detachment leaders, etc.

SubAltern: Leaders of infantry sections, assault **shuttles**, AFV's, and the heads of corporate sub-departments, etc.

Employee/Serviceman/Agent: General titles for Devonian **citizens**, with the title being dependent on the area of service.

Devonians are notorious for their garish displays of military and paramilitary regalia. All servicemen and many citizens prominently display their Devon Service badges on tunic collars, lapels, and breasts with up to four rank subdivision bars underneath when necessary. Color flashes denoting **one's** professional calling in life are often worn on, or incorporated into, service tunics also. Devonian service decorations, although not given away with wanton abandon, are a common sight among **Devon's** more seasoned campaign veterans, proudly displayed in all but combat situations.

The Devon Citizenship badge is nothing more than a common logo which any Devonian citizen is welcome to wear. The color of the bars below the logo denote one's service area while the number of bars display one's sub-rank level (if applicable). Police and security personnel wear white **bars**, garrison troopers wear light blue, Starmada personnel have purple ones, corporate workers wear **red**, while all other servicemen have black bars.

Servicemen of the Devonian forces also wear Service badges which indicate one's specific function therein. A listing of the various types would be; Heavy **Gunner**, Marine Assault, Armor **Assault**, Flyer, High Seas, Starfaring Shipman, Starfaring **Astronaut**, Sciences, Technician, Administration, and support personnel badges.

In a convention which borders on **redundancy**, color flashes indicate professional specialization. A few are listed here.

Astrogator : White and Black

Engineer : Yellow and Black

Ship/squadron commander : Gold and Dull Silver

Assault marine section leader : Green and Black

Communications specialist : Red, Gold and White

Professional Telepath : Purple, Blue and White

Military decorations are often worn above one's service badge on the left breast of the tunic. A few are listed here.

Decoration Title:

Battle Star: One issued per battle participation.

Campaign Ribbon: Issued per campaign.

Friend of the House: For actions performed above and beyond the call of duty.

Devon Atom: (in three degrees) For exemplary service and intuitive action.

Devon Atom with Bolts: For extended exemplary performance.

The Dagger: (in two degrees) A distinguished infantry award.

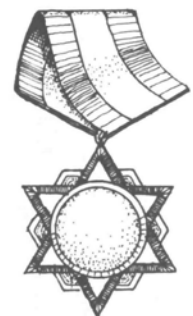
The Fist: (in two degrees) A distinguished armor assault award.

The Wings: (in two degrees) A distinguished piloting award.

Meer's Order: Devon's highest award for civilian or military accomplishments.



THE DAGGER



MEER'S ORDER

5.5 SYSTEM LISTING

The following section details the five habitable planetary bodies and six resource systems which are inhabited by Devonians and presently fall under the jurisdiction of the Devonian court.

Supply acquisition and merchandising difficulty ratings are given for each world. The ratings assume that the party acquiring said supplies or trying to sell given products are Devonian citizens. Because all **interprovincial** contact is attenuated in the highly competitive Empire, any non-citizen attempting to buy or sell has an intrinsic -100 modifier. For the purposes of **Space Master**, said acquisition and merchandising attempts may be treated as static maneuvers with appropriate bonuses (ie. acting, **advertising**, trading etc.). If the modified roll is over 100, the activity is a success; results under 100 but greater than 0 indicate partial success; while results under zero indicate specific problems are encountered. These problems may range from a complete lack of supply or demand, to harassment by local security forces for breach of trade laws.

Productivity percentages are indicative of the relative contribution that the given system makes towards the Devonian effort on the whole.

5.51 DELTA CASSIOPEIAE G5V

PLANET: **Delta "C" VI** [Karoline] PROVINCE: Devon
CIRCUMFERENCE: 4.5 x 10⁴km STATUS: Devonian Homeworld
NATURAL SATELLITES: 3 POPULATION: 1.21 x 10⁹
MEAN ORBIT: 502 LS PRODUCTIVITY%: 17%
DAY: 26.32 std. hours PRODUCTION EMPHASIS:
YEAR: 345.30 std. days Industrial production,
agriculture, aquatic harvesting.

ENVIRONMENT: Warm tropical archipelago geosphere in ice age. Maintains rapidly diminishing indigenous hydrocarbon based ecology. Oxygen/Nitrogen (25/70%) atmosphere with no harmful trace elements. Atmospheric pressure normal. 87% hydrosphere of liquid and solid water. Mean surface temperature range -20° to +30°C. Gravity normal. Radiation level tolerable. Intensive volcanism. Meteor infall minimal.

HISTORY: Delta "C" VI was a geosphere which initially carried a carbon dioxide/methane atmosphere which naturally altered itself through the respirative action of its indigenous **lifeforms**. Around **PreImp.9000** the planet entered its first ice age. This, coupled with increased volcanic activity, began to kill off the planet's lifeforms unable to adapt to the rapidly changing climate. Presently, the ice fields have halted their advance and the average surface temperature of the planet has begun to rise.

The planet was first settled in **PreImp.8155** and claimed for the Devon Electronics corporation. The planet became a local center of commerce and the Devon megacorporation continued to expand. Devon corp represented a small union of systems in the Terran Federated Democracy from **PreImp.457-323**, and after the parliamentary collapse they gave lip service to those core worlds who would form the Empire so as to avoid the ravages of war. The planet is now the administrative center of an Inner Province of the Empire, a Province encompassing 21 inhabited or once inhabited systems.

OPERATIONS: Karoline is the administrative and production center of Devon Province. Although geosphere conditions restrict planetary settlement to a minimal area — island chains between 10 and 30 degrees north and south latitude — the Devonians are able to maintain a large population here. Three spacing shipyards and five major space ports are kept on the planetary surface while ten more space stations are locked in orbit around the Homeworld. The spacing shipyards with their resident major producers are listed below.

DevPrime Shipyards (*Primary military construction center*) -
Devon Transtar -Arc Gotha -Ecos **Gamuz** -Iota Prime Millenia -Scion

Homeworld Shipyards of Delta Cassiopeiae (*Main shipyards for civilian constructions. Note: No construct/on from these yards may carry armaments greater than Mk. 10 in size, and no missile launchers may be mounted*) -Arc Gotha -Vott Messerschmitt -Goal-Starboard.

Starband Shipyards -Devon Transtar -Cobra Systems -Pogrum Amalgamated

The main components of both Devonian Starmadas and one gunship squadron are kept in orbit around the planet which is also defended with an intricate offensive satellite network. Security is uniformly tight, and personnel in civilian areas are prevented from carrying offensive armaments of any kind.

All supply acquisition attempts on or over Karoline are **Easy** (+20). All merchandising attempts are **Medium** (+0).

Delta Cassiopeiae G5v

MOON: Delta "C" six three PROVINCE: Devon
CIRCUMFERENCE: 1.8 x 10⁴km STATUS: Tech colony
NATURAL SATELLITES: 0 POPULATION: 1.03 x 10⁶
MEAN ORBIT: 2.11 LS PRODUCTIVITY%: 2%
DAY: - PRODUCTION EMPHASIS:
YEAR: - Scientific research, industrial chemicals, industrial production.

ENVIRONMENT: Barren moon. No indigenous ecology. Thin carbon dioxide atmosphere, low pressure — mortally harmful to hominids. Light gravity field. Background radiation harmful after extended periods of unshielded exposure. Sporadic volcanism. Moderate meteor infall. Average surface temperature range from -40° to +40°C.

HISTORY: Karoline's third moon was first settled in **Imp.23** after massive above and below ground installations had been built for scientific research purposes. Devon's first and only IT school was one of the first structures to be completed during the construction. The enclosed colony has continued to grow with many of Devon's constituent companies opening branch operations within the industrial complexes.

OPERATIONS: Most of Devon's top secret research is performed on or under this planetoid, so security measures are quite thorough. Unrestricted areas have been developed exclusively by Devon sub-corporations, security being somewhat less circumscribed. Two space ports are maintained on the surface of the moon while one station orbits overhead. Most complexes are connected via shuttle bus tubes and an intricate communications network. Transports arrive from, and depart for, Karoline with frequency. All operations carried out on the moon are ultimately functional in purpose so there is little to capture the eye of the casual tourist here.

Technical supply acquisition is of **Medium** (+0) difficulty, while all other is **Very Hard** (-20). Merchandising agricultural products and luxury goods is a **Light** task (+10), but anything else is **Absurd** (-70) considering that the Devonian government, acting through its various companies, supplies everything else required on the moon.

5.52 ELORA K9v N8DWARF F1DWARF

MOON: Elora II 7 [Xantha] PROVINCE: Devon
CIRCUMFERENCE: 3.1 x 10⁴km STATUS: Habitable acquisition
NATURAL SATELLITES: none POPULATION: 4.60 x 10³
MEAN ORBIT: 3.00 LS from E.II PRODUCTIVITY%: 1%
DAY: - PRODUCTION EMPHASIS:
YEAR: - Tourism

ENVIRONMENT: Temperate geosphere. Maintains an indigenous hydrocarbon based proto-organism ecology. Oxygen/Nitrogen (21/75%) atmosphere with no harmful trace elements. Atmospheric pressure normal. 79% hydrosphere of liquid and solid water. Dense planetoid core generates normal gravity field. Background radiation normal. Minimal volcanism and meteor infall. Mean temperature range from 5° to 35°C.

Elora's two companion stars orbit beyond that primary's normal planetary satellites, basking Xantha's surface in a soft glow at all hours.

HISTORY: Xantha, the seventh moon of a gas giant in a trinary star system, was discovered during a resource scouting mission in *Prelmp.34*. At that time, it was immediately developed into a corporate retreat for Devon Electronics through conservative land development and the introduction of offworld plant and animal species. The moon was selected for this purpose due to the unspeakably beautiful and serene surroundings to be found over the entire planetoid surface. It is now the Province's primary tourist attraction while maintaining most of Devon's diplomatic consulate retreats.

OPERATIONS: There has been little true industrialization of Xantha, while the agricultural development has been limited to self sustaining levels. One Instation is maintained just beyond the orbit of Elora II, as a communications back-up, while one orbital station is over, and two spacefaring ports are on Xantha proper.

Supply acquisition here is of **Medium** (+0) difficulty. Merchandising luxury items is **Easy** (+20), but anything else is **Hard** (-10).

5.53 KEPLER F2v

PLANET: Kepler II [Tjokjad]
CIRCUMFERENCE: 3.7 x 10⁴km

NATURAL SATELLITES: 1
MEAN ORBIT: 520 LS
DAY: 29.45 std. hours
YEAR: 353.39 std. days

PROVINCE: Devon
STATUS: Habitable acquisition

POPULATION: 1.34 x 10⁶
PRODUCTIVITY%: 15%
PRODUCTION EMPHASIS:
Industrial metals, fissionables, synthichemicals, pharmaceuticals, finished machinery.

ENVIRONMENT: A cool temperate planet with unusual meteorological conditions. No indigenous biological organisms. Upper atmosphere highly contaminated with sulphurous and other toxic gasses, dust, and trace metals. Unusually vast temperature inversion conditions maintain a barely viable atmospheric mix of oxygen/nitrogen/carbon dioxide (19/60/14%), with a few mildly dangerous trace gasses, in the numerous rifts and lowlands of the planetary surface. Subterranean geothermal lead nitrate reactions in tandem with magnetic field induced Cobalt(III)/water reactions release free oxygen molecules through the porous upper crust of the planet, consisting of volcanic pumices, to collect in the cool valleys and thus sustain a near hospitable environment. Note that the dinitrogen tetraoxides produced as a byproduct in the second reaction mentioned cool to liquid form before reaching the surface. Lowland atmospheric pressure is high but bearable. Standing hydrosphere covers 11% of surface with solid and liquid water; lowland humidity is high. Abnormally large subterranean water reserves. Gravity is heavy due to the thick planetary crust rich in heavy metals. Background radiation levels are high due to the concentration of radioactive elements in the crust. Meteor infall is attenuated by the thick atmosphere. Volcanism and seismic activity is sporadic but violent. Magnetic field is strong. Lowland temperatures range from -20° to +5°C.

Tjokjad is home to a unique meteorological condition known locally as a *blow out*. Occasionally, the temperature inversions which sustain the lowland atmospheric conditions reverse themselves as the desirable oxygen and nitrogen components of a given rift disperse into the warmer stratosphere allowing the upper atmosphere toxins to seep into the lowlands, poisoning the air. Most blown out rift valleys on the planet require from 100 to 200 days to refill with enough oxygen, permeating through the crust, to regain a habitable status.

HISTORY: In *Prelmp.980*, this mineral rich world was discovered by a local warlord. He opened extensive mining operations on the surface, developing many of the habitable surface rifts into highly profitable mining operations. About 70 years later, the warlord's successor was defeated by the combined forces of several outer worlds of the time who had banded together against him. Kepler II was thus rediscovered and named *Tjokjad* (meaning "a rich but untrustworthy relative"). Many companies moved in and picked up where the previous inhabitants left off. Interestingly enough, the deeper they sunk their mines, the richer the deposits of iron, tungsten, platinum, cobalt, and fissionables became.

The system was placed under the jurisdiction of Devon Electronics in *Imp.2*. Unable to export an entirely new set of workers to the planet, the Devonians allowed those already working the mines to become Devonian citizens. To this day, the 'jads, as they are called, remain a fairly uneducated and reclusive folk, fiercely proud of the life that they have carved out for themselves on this utterly hostile world. It seems that their concerns for personal survival and convoluted internal affairs have prevented them from grasping their place in the greater scheme of things, however, so they let the opportunities for higher personal achievements pass them by.

OPERATIONS: Each major habitable rift lowland, of which there are several hundred, is a somewhat autonomous isolated mining or production operation, although there are only a few dozen Devonian companies represented across the face of the planet. Each of the twenty major population centers maintains heavy orbital shuttle landing fields while seven spacefaring ports handle heavier traffic. Thirty orbital stations surround the world and one Instation is locked into Tjokjad's orbital path.

Note that extended exposure to Tjokjad's best atmospheric offering without some sort of respiratory assistance is a serious health risk. All workers and inhabitants carry personal breathing aid apparatuses.

Supply acquisition is a **Light** (+10) task for technological items, but **Very Hard** (-20) for anything else. Any merchandising attempts are of **Medium** difficulty.

5.54 ESKION G9v

PLANET: Eskion IV [Essex]
CIRCUMFERENCE: 4.5 x 10⁴km

NATURAL SATELLITES: 2
MEAN ORBIT:
DAY: 20.01 std. hours
YEAR: 354.28 std. days

PROVINCE: Devon
STATUS: Habitable acquisition

POPULATION:
Eskies - 2.02 x 10⁶
Devonians - 3.12 x 10⁵
PRODUCTIVITY%: 4%
PRODUCTION EMPHASIS:
Agriculture, light industry, precious metal mining.

ENVIRONMENT: High axial tilt, variable climactic world. Maintains indigenous hydrocarbon proto-organism ecology, modified through the addition of off-world species. Oxygen poor atmosphere; oxygen/nitrogen (18/80%) with no harmful trace gasses. Extended unassisted exposure causes acute fatigue. Atmospheric turbulence is severe at all times; often, atmospheric maneuvering is dangerous - if not foolhardy. Normal atmospheric pressure. 60% hydrosphere of solid and liquid water. Gravity field is noticeably light but not "alien".

Background radiation from stellar primary is normal. **Volcanism** and meteor infall is minimal. Temperature **ranges**, once removed from the equatorial band, are intolerable; dark end -80° to -50°C, bright end +45° to +100°C. Temperatures in equatorial band range from -5° to +35°C.

The axial tilt of this world is set at 89° which means that for a quarter of the year, each polar hemisphere is either perpetually exposed **to**, or denied, the sun's rays. This causes extremes in temperature variance except in the equatorial zone. Said zone harbors the majority of Essex's meager biological entourage.

HISTORY: In **PreImp.8004**, twelve sublight colonization vessels left from the Beta Hydri system with several hundred humans and a myriad of other life forms in cryogenic suspension. The ship's systems were fully automated and programmed to seek out a viable world for colonization. During the voyage, many promising systems were visited by the robot ships but no hospitable worlds were found. Most of the vessels were destroyed in accidents, however in **PreImp.4980**, one near derelict ship with its communications rig knocked out managed to reach the Eskion system. When the crew was awakened, they found that the extended cryo-sleep had retarded certain thought processing centers in the brain. Unable to fully grasp the realities of their situation, the automated systems on the ship effected the desired planetfall. The colonists found themselves thrown into an utterly alien situation and were unable to justify the purpose of it to themselves. Having forgotten how to utilize the technology that they had brought with **them**, the entire crew reverted to a base subsistence culture in order to survive.

The world was rediscovered in **PreImp.170** by conquering Imperial forces who pressed the now native inhabitants into a manual labor roll, denying them the benefits of new **technologies**. **Today** the native Eskies work in harmony with the Devonians who **acquired** the planet on **Imp.0**.

OPERATIONS: Essex's violent climactic conditions and only marginal resource wealth have prevented this world from becoming fully industrialized. Three spacefaring ports operate near the equator while two orbital stations are kept overhead.

All supply acquisition and selling attempts are of **Medium** difficulty.

5.55 DEV: 7 **A3iv** AOv

PLANETOID BELT: DEV: 7	PROVINCE: Devon
CIRCUMFERENCE: Variable	STATUS: Producing resource belt
NATURAL SATELLITES: -	POPULATION: 6.65×10^3
MEAN ORBIT: 4.33 x 10^4 LS	PRODUCTIVITY%: 8%
DAY: -	PRODUCTION EMPHASIS:
YEAR: 8.15×10^4 std.	Industrial days metal extraction.

ENVIRONMENT: Artificial environment installations maintained on several large asteroids. All natural environments are airless, low gravity planetoids bombarded with intense stellar radiation. Average surface temperature is -100°C.

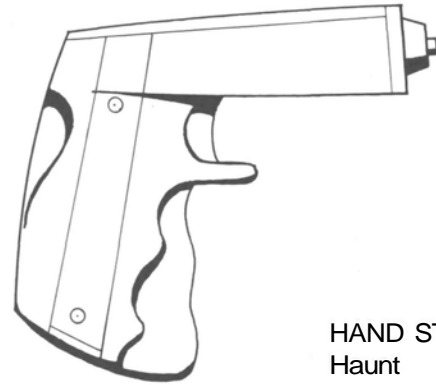
The system's twin blue stars rapidly spin around one another, while a host of small planetoid belts maintain distant orbits.

HISTORY: This system was surveyed in **Imp.27**. The mineral wealth of the various asteroid belts were determined to warrant exploitation despite the hostile radiation environment produced by the stellar primaries. Production began **Imp. 105**.

OPERATIONS: Two Instations are kept at distant orbits around the primaries. Orbital stations are impractical for the asteroid environment, so several surface ports are in operation throughout the DEV: 7 belt. Presently, there are seven major settlements and numerous minor installations. These are mostly run by Devonian companies,

but some planetoids have been leased out to Imperial and Minor Clan groups.

Industrial and technological item supply acquisition is a **Light** (+10) task. Anything else is **Sheer Folly** (-50) to acquire. Merchandising is **Easy** (+20) for all items.



HAND STUNNER
Haunt

5.56 DEV: 9 K3v

PLANET: DEV: 9 IV	PROVINCE: Devon
CIRCUMFERENCE: 2.1×10^4 km	STATUS: Producing resource world
NATURAL SATELLITES: 0	POPULATION: 4.35×10^3
MEAN ORBIT: 400LS	PRODUCTIVITY%: 5%
DAY: 10.02 std. hours	PRODUCTION EMPHASIS:
YEAR: 307.88 std. days	Industrial metal extraction and refining, synthichemicals.
PLANET: DEV: 9 V	PROVINCE: Devon
CIRCUMFERENCE: 3.8×10^4 km	STATUS: Producing resource world
NATURAL SATELLITES: 0	POPULATION: 2.10×10^3
MEAN ORBIT: 491LS	PRODUCTIVITY%: 10%
DAY: 35.00 std. hours	PRODUCTION EMPHASIS:
YEAR: 417.86 std. day	Industrial metal extraction and refining, synthichemicals.

ENVIRONMENTS: Planet IV is an airless rock world, while planet V is a rock world with a poisonous atmosphere.

A) No atmospheric pressure. No hydrosphere. Light gravity. High background radiation. Limited volcanism with high meteor infall. Bright side temperature +60°C. Dark side temperature -130°C.

B) Maintains no indigenous ecology. Ammonia/chlorine atmosphere with high surface pressure. No hydrosphere. Normal gravity field. Normal background radiation. Minimal volcanism and meteor infall. Average surface temperature ranges from -55° to -15°C.

HISTORY: Elemental wealth determined in **Imp.22**, with the system being acquired by Devon Electronics from the Imperium in **Imp.37**. Production on planet IV began in **Imp. 112**, and planet V in **Imp. 114**.

OPERATIONS:

A) The planet is home to no less than twenty colonies and four spacefaring ports with three orbital stations.

B) Planet V has two major colony **cities**, each serviced by a spacefaring port. There is one very large orbital station here.

Technological item acquisition is **Easy** (+20), but all other supplies are **Very Hard** (-20) to acquire. Merchandising is **Medium** (+0).

5.57 DEV:11 M1v

PLANET: DEV:11 I PROVINCE: Devon
 CIRCUMFERENCE: 1.9 x 10⁴km STATUS: Producing acquisition
 NATURAL SATELLITES: 1 POPULATION: 5.20 x 10³
 MEAN ORBIT: 312 LS PRODUCTIVITY%: 7%
 DAY: 40.9 std. hours PRODUCTION EMPHASIS:
 YEAR: 250.95 std. days Precious gemstones and metals, rare minerals.

ENVIRONMENT: Airless planet. Seismic activity minimal. Gravity field is low. Bright side temperature +250°C. Night side temperature -200°C.

HISTORY: Surveyed by Devon Electronics in Imp.40. Production began Imp. 102 after the system was granted to Devonian space.

OPERATIONS: Four major enclosed installations extract the planet's raw resources. Each maintains a spacefaring port generally restricted to Devonian traffic only. One large orbital station and an Instation are kept in the system.

Supply acquisition is **Hard** (-10) except for agricultural products which are greedily protected and are **Absurd** (-70) to procure. Merchandising is a **Medium** (+0) task.

5.58 DEV:15 M1v

PLANETOID BELT: DEV:15 PROVINCE: Devon
 CIRCUMFERENCE: Variable STATUS: Producing acquisition
 NATURAL SATELLITES: - POPULATION: 8.10 x 10³
 MEAN ORBIT: 740 LS PRODUCTIVITY%: 11%
 DAY: - PRODUCTION EMPHASIS:
 YEAR: 683.24 std. days Industrial metal extraction and refining, technological research and development.

ENVIRONMENT: Airless asteroids. Gravity low. Radiation exposure is high. Temperatures average -180°C.

HISTORY: DEV:15's elemental and mineral wealth was discovered in Imp.57. Operations commenced in Imp. 117 and have grown considerably since that time.

OPERATIONS: The entire system is completely under Devonian jurisdiction with no foreign leases granted for any of the several hundred major asteroids. One Instation and a myriad of ports are scattered throughout this rich planetoid belt.

Supply acquisition is a **Medium** (+0) task while sales of supplies and luxury goods are **Easy** (+20).

5.59 DEV:21 A4iv

PLANET: DEV:21 III PROVINCE: Devon
 CIRCUMFERENCE: 5.9 x 10⁴km STATUS: Producing acquisition
 NATURAL SATELLITES: 4 POPULATION: 6.90 x 10³
 MEAN ORBIT: 3.04 x 10⁴LS PRODUCTIVITY%: 10%
 DAY: 130.20 std. hours PRODUCTION EMPHASIS:
 YEAR: 6.97 x 10⁴std. days Industrial metal extraction and refining.

ENVIRONMENT: Geologically dead planet with a thin and toxic atmosphere. Major atmospheric component is carbon dioxide and atmospheric pressure is low. Gravity field is very strong; anti-grav belts are required for normal movement. Background radiation is high. No volcanism or seismic activity. Meteor infall is minimal. Bright side temperature averages at -80°C, while night side averages -110°C.

HISTORY: Production potential determined in Imp. 140 and operations began in Imp.192. In Imp.256, a high security reform center (prison) was opened in an abandoned mining installation. It now houses Devon's greatest state enemies who have been unfortunate enough to be captured.

OPERATIONS: Two spacefaring ports service the local miners while two orbital stations hover overhead. Travel to the reform center, which houses only about a thousand prisoners, is highly restricted to all but Devonian authorities.

Supply acquisition is **Extremely Hard** (-30) while merchandising is **Hard** (-10) except if agricultural products are in the offering; these are **Easy** (+20) to sell.

5.510 DEV:32 MOv

PLANET: DEV:32 I PROVINCE: Devon
 CIRCUMFERENCE: 2.3 x 10⁴km STATUS: Producing acquisition
 NATURAL SATELLITES: 1 POPULATION: = 500
 MEAN ORBIT: 271 LS PRODUCTIVITY%: 10%
 DAY: 9.55 std. hours PRODUCTION EMPHASIS:
 YEAR: 192.98 std. days Industrial metal extraction and refining, robotics.

ENVIRONMENT: Airless world. Low gravity field. Background radiation high. Volcanism and meteor infall is severe. Temperature ranges from -120° to +100DGC

HISTORY: Discovered in Imp. 172. Operations began in Imp.220. In an unprecedented move, the installations were almost completely automated with the latest in robotic hardware around Imp.314. DEV:32 has since become a leading robotics research center which will be sure to outlast the mining industry here.

OPERATIONS: A small surface port is all that is required for the few technicians stationed on DEV:32, but another larger spacefaring port is also used on the planet for the major shipping operations intrinsic to a mining operation of this sort. One large orbital port circles the planet.

High tech supply acquisition is a **Light** (+10) task but anything else is **Sheer Folly** (-50) to get hold of. Merchandising is **Very Hard** (-20) because of the limited number of consumers.

5.6 MINOR CLANS WITHIN DEVON PROVINCE

Although the Devon court holds sway over many systems, they have in a few instances deferred administrative duties to other family groups. Such is the case for the following Minor Clan territories within Devon Province.

5.61 CLAN BENKA**Sigma Cassiopeiae (Midden) G8v**

PLANET: Midden II PROVINCE: Devon
 [Greemann's Planet] STATUS: Minor Clan affiliate
 CIRCUMFERENCE: 5.5 x 10⁴km POPULATION: 8.90 x 10³
 NATURAL SATELLITES: 2 PRODUCTIVITY%: 98% of
 MEAN ORBIT: 591 LS Benka's total productivity.
 DAY: Perpetual PRODUCTION EMPHASIS:
 YEAR: 440.35 std. days Agriculture, light industry.

ENVIRONMENT: A cool *ribbon* world where tidal friction with the stellar primary has locked the rotational period to the orbital period on a one-to-one ratio. **Essentially**, one hemisphere of the planet is always facing Sigma "C", while the other side is in perpetual darkness. A slightly *elliptical* orbit coupled with axial tilt result in librations which expose up to 62% of the planet's surface to direct stellar radiation at some point during the year. Countless millions of years of exposure

has transformed the majority of the bright side into an uninhabitable sandblasted desert while the dark side is locked in frigid methane and water ice. A habitable twilight area about 1000 km wide, between the two extremes, creates the ribbon effect from which this planetary type derives its name.

Ribbon area maintains indigenous and diversified hydrocarbon based ecology. Oxygen/nitrogen (19/77%) atmosphere with minimally harmful trace gasses (mostly methane). Normal atmospheric pressure. 70% hydrosphere mostly consisting of ice concentrated on the dark side and in the ribbon area. Gravity is a little heavy. Background radiation is normal. Seismic activity is above average. Ribbon area temperature ranges from -10° to +15°C.

HISTORY: Greemann's planet was first settled by Terran's in PreImp.789, and the locals renamed the stellar primary Midden, a name that has remained in unofficial usage. Although the geosphere was poor for industrial and precious metals, it was found that winter grains, mutated for adaptation to the strange climactic conditions, could be harvested to turn settlement into a profitable undertaking. When the planet was designated as a Devonian world, the native inhabitants asked for, and were granted, Minor Clan status. The Minor Clan Benka continues to harvest their crops in the cool ribbon zone, paying the Devonians tribute in order to maintain their autonomous status.

OPERATIONS: The Benkans maintain a fairly open disposition towards throughfarers, causing the few Devonian security personnel and garrison forces stationed on the planet an endless stream of logistic headaches. The Benkans have continually resisted Devonian attempts to tighten security through this system. Each of the four major population centers keeps a spacefaring port and three orbital stations can be found above the surface.

Both supply acquisition and merchandising are Easy (+20) tasks on Greemann's Planet.

5.62 CLAN BABURNICA

7 Aurigae/Alexie O2iv G1v

PLANET: Alexie Prime	PROVINCE: Devon
CIRCUMFERENCE: 3.0 x 10 ⁴ km	STATUS: Minor Clan affiliate
NATURAL SATELLITES: 0	POPULATION: 6.50 x 10 ⁵
MEAN ORBIT: 524 LS	PRODUCTIVITY%: 96% of Baburnica's total production
DAY: 23.5 std. hours	PRODUCTION EMPHASIS: Agriculture, luxury items, precious mineral extraction and refining.
YEAR: 383.28 std. days	

ENVIRONMENT: Cool but habitable geosphere. This planet is the only body orbiting a main sequence type G star which in turn is orbiting an incredibly hot sub-giant at an extreme range. Although this binary system derives its official title from the name of the 0 star, only Alexie is capable of supporting a viable geosphere in its orbit.

Alexie Prime maintains an indigenous hydrocarbon based ecology which has adapted particularly well to cold weather conditions. The atmosphere is an oxygen/nitrogen (20/77%) mix with no harmful trace elements. Atmospheric pressure normal. Hydrosphere 76% composed of solid and liquid water. Gravity field is a little light. Background radiation is high due to the proximity of the sub-giant 0 star. Seismic activity is frequent, leading to violent volcanism. Meteor infall is low. Average temperatures range from -20° to +15°C.

HISTORY: Alexie Prime was colonized in PreImp.37 by an amazon society that had been residing somewhat closer to the old core worlds where they were oppressed for their cultural preference. As a political unit, they were intrinsically strong enough to be granted Minor Clan status when their planet was placed within the administrative jurisdiction of Devon Province, and thus they remain to this day.

The amazons found that their new world required an adaptive change in lifestyle, considering its often frigid climate. The equatorial temperate zones were found to be ideal for winter grain agriculture, and genetically altered bovines flourished on the indigenous plant life. The amazons were able to support themselves economically in the stellar economy due to the fact that Alexie Prime was, and still is, a world rich in valuable minerals.

OPERATIONS: Alexie Prime maintains twenty-four spacefaring ports, scattered over the planetary surface, with three stations in orbit. The population of the world is widely dispersed so there are few major cities. The amazons, as a group, tend to be secretive and suspicious, especially of male hominoids, making relations with many off-worlders as frigid as the climate.

Supply acquisition is Hard (-10) and merchandising is Extremely Hard (-30).

5.63 MINOR CLAN YUNG

HOMEWORLD: Delta "C" VI [Karoline]

NOTE: See section 5.51 for system details.

HISTORY: The Minor Clan Yung's constituent population can be traced back to the first settlers of Karoline - then called Lao Tse. This first group of colonists from Devon Electronics segregated themselves from those who followed after and eventually formed their own conglomerate somewhat detached from Devon's operations. At that time, those scientists working for the Yung cause were making great technological leaps in the field of molecutronic research and development. During their peak achievement period, the Yung conglomerate was producing the most sophisticated molecutronic brains in all of Terran colonized space. Since that time, Yung's technological edge has been blunted, but they remain strong enough to maintain their Minor Clan status.

Today, the Yung Clan members occupy the archipelago states of Ostwynd and Hyperbol in the tropical oceans of Karoline. As their autonomous status suggests, they directly control their own territory, but they remain the close allies of the Devonians.

5.7 SPECIAL STATUS SYSTEMS WITHIN DEVON PROVINCE

What follows is a listing of systems presently falling under Devonian jurisdiction but are unusual in some way. Hyperion is kept as an independent, non-clan world. Cerilseven is home for a low tech xeno-race which have so far resisted mastery. Rahayna is actually an Imperial holding which the Devonians are presently negotiating for. The final three are Omega worlds, geospheres which have been destroyed by some method and are kept under watch for research purposes.

5.71 HYPERION O2v

PLANET: Hyperion IV [Spherinx]	PROVINCE: Devon
CIRCUMFERENCE: 1.1 x 10 ⁵ km	STATUS: Independent within Devonian operating jurisdiction.
NATURAL SATELLITES: 1	POPULATION: Hyperians - 1.5 x 10 ⁴ [?] Spheranxe - 1.0 x 10 ⁵ [?]
MEAN ORBIT: 6.97 x 10 ⁴ LS	PRODUCTIVITY%: 0% of Devon Prov.
DAY: 23.4 std. hours	PRODUCTION EMPHASIS: Self-sustaining agriculture, black market technology.
YEAR: 2.79 x 10 ⁵ std. days	

ENVIRONMENT: An ocean world with two major continental masses and a myriad of sub-continental island archipelagos. Maintains indigenous and diversified pseudo-hydrocarbon based marine ecology which is incompatible with Terran physiologies. Oxygen/nitrogen (19/75%) atmosphere with no harmful trace elements. Atmospheric pressure normal. 90% hydrosphere of liquid and solid water. Despite the size of the world, it has a very small iron core creating a light gravity field. Background radiation is normal due to the great distance to the hot primary. Volcanism and meteor infall is normal. Average temperatures range from +5° to +20°C in the temperate zone.

Spherinx is one of the few planets to be found with a hydrocarbon viable geosphere revolving a quick burning type 0 star. This has led to speculation that the world's ecological evolution had been synthesized in ancient times, possibly as an experiment, but no hard evidence to support this claim has been discovered. Note that the aboriginal lifeforms may not be consumed by Terrans and most other Hominoids. The land based plant life now present on the planet has been introduced through the colonization process, but it had to be genetically tailored in order to be compatible with the prevailing chemical balances of the world.

HISTORY: Hyperion was settled during the infancy of translight exploration. In Prelmp. 1174 the first colony ships, owned and operated by a now long forgotten religious cult, began arriving to settle this newly discovered world. The Spheranxe, as they were called, were escaping religious persecution, and subsequently became secretive and xenophobic. During the Integration Period (Prelmp. 1076-457), the Spheranxe were able to maintain their independence through tenuous bribes and threatened assassinations. Since that time, the Spheranxe leaders have instituted a sinister plot to avoid outside control. By decree, all new Spheranxe citizens are cybernized with a neural stimulation device implanted at the base of the spine. Ultimately, manipulation of the device is quite capable of killing the subject. With such control, the Spheranxe leaders now threaten to commit mass genocide if an outside governmental body should ever move to administer the Spheranxe territory. The Devonians, unable to justify the possible loss of life with the headache of controlling such a hard-line group, have never bothered to usurp the Spheranxe leaders.

The Spheranxe only hold sway over one Hyperion land mass, and in that confined space the Spheranxe have set up an oppressively totalitarian government. All travel (never off-world), production, consumption, recreation, and procreation are controlled by the massive computer centers located in the major settlements. This has led to a widespread belief that the Spheranxe leaders are actually computers. The computer facilities are administered by the old line of cult priests who lead exemplary ascetic lifestyles. They also run the country's policing forces. Citizens are often found trying to escape across the seas to "free" lands, but precious few make it. Those that have managed to escape Spherinx have adopted pastoral lifestyles, content with the knowledge that they may now live out their lives in freedom. A few of the refugee settlements have sprouted up into sizable towns, but the technology level is invariably low as the inhabitants continue to shun the ways of the outsiders.

Hyperion is still an independent world to this day, and thus has attracted a sizable criminal off-world population who have settled many of the planet's island chains far from the Spherinx homeland. Surprisingly, the Devonians are overjoyed with the influx of under-world scum into their jurisdiction because the Hyperians are an excellent source of classified interprovincial information. The Devonians have also discovered that the Hyperians will do anything for the right price, and are disposed towards secrecy when interprovincial missions are in the offering.

OPERATIONS: The independent lands of Hyperion IX are generally recognized as being controlled by five powerful organized crime rings

(they tend to front as free traders). The privateers, as they like to be called, are rarely in conflict with one another, and even cooperate in joint ventures. They all have vast intelligence networks and caches of military equipment, but often buy the services of other powers to move them from planet to planet. Needless to say, these crimelords deal mostly in information, although the traditional realms of illicit drugs, prostitution, racketeering, and slavery are not beneath them.

Two clandestine shipyards have recently been built on Hyperion IX in order to ease the privateer's dependence on off-world transportation, their code names being 32N and 105P. The shipyards are reportedly capable of outfitting spacecraft with souped-up power plants which can boost power output by 10% with a 1% cumulative chance of malfunction per minute. The builders also have access to banned weaponry like the new matter/antimatter torpedoes which are being installed on Imperial ships. Needless to say, Devonian agents are keeping a close watch on the development of these shipyards.

The criminals and mercenaries which constitute the Hyperian population have adopted the refugee Spheranxe lifestyles, living in relatively quiet communities until a challenging assignment comes along. It has been agreed that each of the five main privateers has access to the manpower resources of a given number of these isolated communities. Local rosters are kept of the talent available at any given time.

Supply acquisition and trading activities in Spherinx proper are **Insane** (-100), and will likely result in the character's undoing. In contrast, the Hyperian communities are open; supply acquisition is **Easy** (+20) and black market items are readily available. There is likely to be a market for *anything* somewhere on Hyperion IX, so merchandising is also **Easy** (+20) but swindles are common.

5.72 CERIL G3v

WARNING: Devonian Directive cappa27483-1epsilon2a:

Planetfall restricted to authorized vehicles and personnel only.

PLANET: Cerilseven

PROVINCE: Devon

CIRCUMFERENCE: 3.9 x 10⁴ km

STATUS: Contacted administrated world.

NATURAL SATELLITES: 5

POPULATION:

MEAN ORBIT: 502 LS

Cerilites - = 5.0 x 10⁷

DAY: 28.5 std. hours

PRODUCTIVITY%: 0% of

YEAR: 1.01 std. year

Devon Prov.

PRODUCTION EMPHASIS:

Self-sustaining agriculture [?].

ENVIRONMENT: A viable and temperate world. Maintains an indigenous and diversified hydrocarbon based ecology including a sentient xeno-human race. Oxygen/nitrogen (21/75%) atmosphere with no harmful trace gasses. Atmospheric pressure normal. Hydrosphere 71% composed of liquid and solid water. Gravity normal. Background radiation normal. Seismic activity normal. Temperature ranges normal.

HISTORY: Cerilseven was discovered in Prelmp.3 by a Devon Electronics scouting vessel. Without waiting for authorization, the vessel made planetfall on this apparently hospitable world and was never heard from again. Subsequent rescue and exploration attempts were woefully unsuccessful, apparently due to the activities of the low tech xenohumans and hominoids which were found to populate the planet. Careful not to trigger an all-out genocidal attack on the aboriginals, the leaders of Devon have, through the years, painstakingly opened the lines of communications to these apparently powerful xenophobes. The sources of power at the command of the natives, which have been capable of thwarting Devonian technology, remain unidentified at this time.

Next to nothing is known of Cerilite *history*, but it is suspected that these *xeno-humans* have been *heavily* influenced by the Sianetic Harbinger groups of ages past. No devices beyond iron age technology are believed to exist on the planetary surface.

OPERATIONS: No bases have as of yet been established on the surface. A small orbital station has been constructed to service the abnormally large spacing naval presence kept in the *planet's* vicinity. Only emergency supply acquisition is available from the *station*, and that is **Hard** (-10). Luxury item merchandising on the station is **Very Hard** (-20), but it is the only market for these Devonian garrison troops.

5.73 PYSKAR G1v

WARNING: Imperial Directive *beta14371-6phi3*: Planet-fall restricted to authorized vehicles and personnel only.

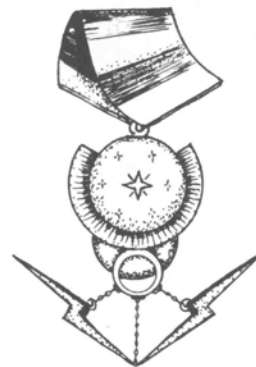
PLANET: Pyskar III [Rahayna]	IMPERIAL SPACE
CIRCUMFERENCE: 5.1 x 10 ⁴ km	STATUS: Protected "no-see" world
NATURAL SATELLITES: 0	POPULATION: Bja Bja - = 5 x 10 ⁷
MEAN ORBIT: 489 LS	PRODUCTIVITY%: 0% of Imperium.
DAY: 22.91 std. hours	PRODUCTION EMPHASIS: None.
YEAR: 367.01 std. days	

ENVIRONMENT: A warm jungle/desert/water geosphere. Maintains indigenous hydrocarbon based ecology with one sentient humanoid I race. Oxygen/nitrogen (20/72%) *osphere* with no harmful trace elements. Atmospheric pressure normal. 77% hydrosphere of liquid water. Gravity field is a little heavy. Radiation level is high but only dangerous after prolonged exposure. Moderately high volcanic activity. Temperature range over tropical areas is +20° to +45°C. Desert areas have extreme temperature ranges.

HISTORY: Rahayna's discovery was publicly announced in Imp. 120. It was found to harbor an indigenous sentient humanoid I race which theoretically has *no-see* status to this day. Pyskar's proximity to Devon space coupled with its favorable biosphere and promise of mineral wealth prompted a Devonian takeover bid which began in Imp. 341. The Devonians were unable to establish bases on the world until Imp. 435 at which time they were granted a stewardship over the world until negotiations with the Imperium were completed. In accordance with Imperial law, the stewardship agreement with Devon turned Rahayna into a Free World, meaning *that*, provided the no-see status of the sentients was honored, any authorized foreign Family or Clan representatives who wished to survey the planet were free to do so. The Colosians did so and have since contested Devon's takeover bid, delaying the Imperial bureaucratic processes.

The struggle for control of Rahayna has gone beyond purely administrative and diplomatic processes. The Bja Bja (the native humanoid I's), who have an archetypical low tech foraging culture based on a loose tribal structure, have somehow managed to get hold of automatic weapons. Several secret ground bases have been attacked by various Bja Bja tribes, indicating that the natives are receiving off-world technology and organization in order to undermine the Provincial takeover bids.

Even with all the trouble the Devonians are putting up with in their attempt to place Rahayna within their administrative jurisdiction, the legalities with the Imperium are quickly drawing to a close. It is therefore believed that Rahayna will soon become a full-fledged Devonian acquisition — barring unforeseen problems.



DEVON ATOM WITH BOLTS

OPERATIONS: No fewer than four Inner Provincial factions presently maintain bases on *Rahayna*, although the Devonians are the most prevalent. The Imperial directive for this world has specifically restricted the size and influence of constructions on *Rahayna*, so only small orbital shuttle pads can be found at the various outposts and survey centers which dot the *planet's* surface. Travel to the surface is strictly regulated, so no supply acquisition or legal merchandising attempts may be made there. The Imperium does maintain an orbital station above Rahayna where supply acquisition is **Very Hard** (-20) and merchandising is **Sheer Folly** (-50) because of the very limited market.

5.74 DEVdelta K8iv KOv

PLANET: DEV:delta V	PROVINCE: Devon
	STATUS: Omega world

NOTES: DEV:delta V appears to have been the subject of a violent thermonuclear exchange instigated before Terrans became space-capable. Information about the destroyed race and civilization is in the process of being unearthed at present, with the analysis being carried out by both Devonian and Imperial scientists.

Security is uniformly tight in the *system*, and all unauthorized travel through the area is *discouraged*.

5.75 DEV:iota III F3v

PLANET: DEV:iota IIIa	PROVINCE: Devon
	STATUS: Omega World

NOTES: This geosphere was an old Pre-Imperial colony which was annihilated in PreImp. 758 when a large rogue planetoid impacted on the surface of the world. The dust and smoke kicked up in the catastrophe ruined the climate and rendered the geosphere uninhabitable. It is believed that all that was *salvageable* from the old installations has been removed from the system, but the promise of valuable caches of antiques and precious items has continued to bring illegal treasure hunters into this system.

5.76 DEV:tau AOv

PLANET: DEV:tau prime	PROVINCE: Devon
	STATUS: Omega world

NOTES: DEV:tau *prime*, once called Binvil Astraca, was once the home of a band of political refugees who had escaped the oppression of one of the sector's old warlords. They were found in PreImp. 992 and accused of plotting treason; the entire planetary surface was laid waste in the flashes of enormous matter/antimatter explosions and the lingering mists of biotoxins. The world remains uninhabitable, and only a small research center is maintained on the surface by Devonian operations personnel.

6.0 ADVENTURES DURING IMP.470-480

This Imperial decade finds the present Lord of Devon Province, Yama Pythagor III *Devon*, ridden with domestic problems which threaten his territory's security and ultimately his sovereignty. Too proud to ask for outside *assistance*, the Devonian court — consisting of a group of Devonian nobles overseen by Lord Yama — has taken it upon themselves to purge the Province of the troublemakers which have originated within and outside of the *territory's* boundaries.

Devon's situation poses a problem for the Imperial realm as well. If the many factions who are plotting against Devon should succeed in any of their nefarious schemes, serious repercussions could be set in motion which would rouse questions throughout the Empire as to the capacity of the Devon court to administrate their territory. Pressure would be placed on the Emperor to reduce the operational jurisdiction of the Devonians, thus insulting the integrity of the Inner Provinces (not that this would have direct implications for *them*, but in the Empire - appearances are as important as substance). As far as the Emperor is *concerned*, if the plots within Devon Province were to bear fruit it would be indicative of the decay which is becoming more and more prevalent throughout the Empire and the seeds of Empire-wide revolt could be sown. Always on the lookout for threats to his ultimate power, the Emperor has approached Lord Y.P.I II Devon on several occasions in recent years with offers of incognito aid in order to deal with Devonian problems, but has found that Yama continues to maintain the facade of indifference and refuse outside aid. Fed up with Devonian pomposity, the Emperor has finally cast away his concerns and has vowed to himself that if necessity dictates, he will have to intervene with not-so-covert martial law and damn the consequences.

In what follows, a GM will be able to get a feel for the prevailing situations and conflicts within the Province of Devon. After each section there is a suggested primary adventure possibility for player characters with descriptions of NPC's and appropriate layouts, followed by suggestions for other adventures in the setting given.

6.1 THE CONFEDERATION MOVEMENT

Not *surprisingly*, several factions of humanity are rather unimpressed with the governing structure that has been set up for them in the name of racial distinction and a better standard of living. However, the fear of the retributive capabilities of the Imperial Star-madas has prevented outright revolution against the system, so most anarchists and upstarts have had to satisfy their rebellious urges by taking out their aggression on other entities (*ie.* local *officials*, low technology xeno-races, etc.), that is *unless*, of course, *suicide* and martyrdom were the primary aims of the cause. But few revolutionaries are eager to die, so the various rebellious factions have quietly waited and plotted, hoping that some day the opportunity to usurp higher authority comes.

Such is the case for the Minor Clans of *Baburnica* and Benka. These two family groups administrate the worlds of Alexie Prime and Greamann's Planet respectively, under the watchful eye of the Devonian tithe collectors. Because these Minor Clans are fairly low down in the Empire's political Hierarchy (being subservient to the Devon and Imperial courts), the two Clans have joined in a secret pact to work against the authority of the Devonians and thus, ultimately against the Emperor. The thought of an all-out war against the Imperium and Inner Provinces was quickly dismissed as a ludicrous option, although it had been suggested by members of extremist Baburnite factions. Instead, this small alliance decided to bide its time seeking out allies for its future confederation while resisting Devonian authority and diplomatic *counter-insurgent* actions. To date they have

found several small groups within the Province who support their cause, including a fundamentalist coalition on Tjokjad, some of *Hyperion's* lesser *crimelords*, and the aboriginal settlers of Essex. A much more important contribution to their future dream is a host of Minor Clans from the other Inner Provinces who also believe that they are getting the raw end of the Imperial deal.

As it stands now, the Confederation contingent is still not powerful enough to consider facing even one Royal Family in military conflict; not that the Emperor would allow it anyway. However, in recent *years*, Baburnites and Benkans have become increasingly involved in guerilla and terrorist activities, keeping the identities of those involved a secret whenever possible through the use of falsified identities and genetically tailored suicide troops. This course of action has been taken to embarrass the Devonians in the Empire's *eye*, thereby hurting the integrity of Devon's security forces and general public opinion of the province. In the end, the Minor Clans involved hope to gain more autonomy and strength at the expense of a Devonian reduction in administrative control over their planets.

Devonian secret agents and a few Imperial observers are quite aware of the involvement that the Baburnites and Benkans have had in the brutal terrorism which has been occurring recently on Delta "*C*", *Elora*, and a few of the mining colonies, but they have been slow to stop the destruction as they seek a deeper insight into the true motives of these Minor Clans. *Meanwhile*, the Baburnite Maternal Oligarchy (a representative group composed of the leaders of the several Baburnite Amazon factions), confident that they are making headway in their plans of Provincial domination, are becoming ever more bold in their operations, and are thought to be on the verge of revealing their grandiose intentions publicly. On the other hand the Benkans are sure that the Amazons are profoundly disillusioned (and they are); they would prefer to hold off on activities for a while, survey the situation, then begin an even more vicious campaign when more allies have been garnered. They fear that the Baburnites will take matters into their own hands and endanger the progression of the confederation movement by scaring off potential allies in a fit of irrational action. The Benkans have therefore constructed a contingency plan for themselves and their fundamentalist friends on Kepler II to avoid being linked to confederate activities, effectively leaving the Amazons to the wolves.

6.11 GUNRUNNING TO ALEXIE PRIME (An Adventure)

Setting: A dangerous trip from DEV: 7 to Alexie Prime as the Devonians begin a crackdown on questionable Amazon activities.

Requirements: A ruthless party of astronauts and/or mercenaries who have underworld connections and are in desperate need of some quick cash.

Aids: A quick cargo ship (if the characters don't have access to one, the GM can make the *Azure Omenicron* and crew available for the task). Other necessary aids include a passage transmission code for Devon space and a deadly array of personal weapons.

Reward: 5,000 Devon Monits in advance and 25,000 upon delivery of the goods to the Amazat-B'hiem stronghold of Exloda. This total can be adjusted depending on player character expenses.

THE TALE:

It is common knowledge throughout the underworld that the Minor Clan of Gilliam is only able to sustain its precarious economy through the sale of inexpensively produced armaments to insurgents and low technology cultures. It is therefore not surprising that when the Baburnites and Benkans began contemplating the instigation of wanton terrorism throughout Devon Province, Gilliam was first on the list of

prospective arms dealers. In *Imp.469*, a secret deal was struck between the Minor Clans of Baburnica and Gilliam: in return for a sizable and subdued slave labor force (Baburnite males) and outright Elmonit transfers, the Gilliads began a series of personal light arms and demolitions shipments through Devonian ports with the final destination being none other than Alexie Prime. Devonian ports were chosen as the drop-off points for the illegal cargoes because security tends to be a little porous due to under-staffing, and the Amazons had done a stellar job in blackmailing several key customs officials.

The most commonly used transfer point (where Gilliam blockade runners deposit their contraband to be picked up by Baburnite agents) is DEV: 7. The asteroid belt geography is ideal for those who slip in and out with agile ships, and those local policing forces which remain unsullied and attentive in their duties are hard pressed to patrol every possible incognito cargo drop-off point in the system. DEV: 7 also happens to be the closest Devonian system to the Gilliam Homeworld located about 60 LY away.

Just last year, the Devonian internal security forces wised up to the possibility of a Gilliad/Baburnite arms scam when a DEV: 7 garrison gunship disabled a Gilliad freighter — the *Aard-wolf* — as it was attempting to flee the system. The cargo they had dropped off on one of the asteroids self destructed and none of the Gilliad crew-members survived the flight. The freighter was recovered by the Devonians (unbeknownst to the Gilliads), repaired, and has just recently been returned to the DEV: 7 system as part of an anti-contraband task force who plan to use this particular freighter to dupe unsuspecting smugglers operating in the system.

The player character group will be contacted by an extremist and very active faction within the Baburnite Clan known as the Amazat-B'hiem family (or bloc) who have arranged for a new shipment of energy rifles and power sources to be delivered to a small spacefaring port — DEV: 7: 31a, also known as *Moussen* — on an asteroid in the DEV: 7 resource system. Although not specifically indicated, these particular arms will constitute the final material acquisition necessary to complete the outfitting of a newly formed Amazon guerrilla warfare unit which will be sent to Kepler II in order to aid one of the anti-Devonian, fundamentalist troop units there (who actually tend to fight each other more than the Devonian garrison).

THE TASK:

The characters, perhaps selling themselves out as a mercenary force or being specifically employed by the Amazat-B'hiem, must make their way to DEV: 7 in order to pick up an arms shipment left at *Moussen* and then bring it back to the Exloda port. There are precisely 1,000 guns, 5,000 energy weapon power supplies and 50 microfusion reactors in the shipment. The task sounds simple enough and the players are liable to think that they are about to fall into some easy money (if they don't know how sneaky their GM can be). Foiling their activities, the players will have to contend with nosey Devonian base personnel, a stepped-up garrison patrol force, and an internal security anti-terrorist unit waiting for them on Alexie Prime itself.

As far as the pick-up is concerned, the computer of the ship that the players are using (the *Azure Omenicron* or their own) should be loaded with a passage code supplied by the Exloda port which identifies the ship as a courier vessel sent specifically to obtain a supply of industrial parts which have accumulated at *Moussen* over the past few months. Course tapes may be made available if the players begin their assignment on Alexie Prime, otherwise their ship should be supplied with a star map to avoid astrogation difficulties.

THE ALLIES

Crystal Motava: Crystal is the operations director for the Amazat-B'hiem bloc of extremist Baburnite Amazons. She is dedicated to the Baburnica scheme for the ultimate eradication of Devon as a political

entity, and has grand delusions that one day the High Amazat-befhel (bloc leader) will oversee the entire Province. As is typical for one of her sort, she sees men as tools to use to gain her desired ends but would rather have her subordinates interact with them on her behalf, as talking to men is below one of her office. Even if they do not get a chance to speak with her personally, the players will be offered the gunrunning opportunity at her bidding. She expects discreet service from her employees and any foul-ups are usually unforgivable. She keeps legitimate office hours at the Exloda port on Alexie Prime.

Fayla Ool Lann: This Amazon is the captain of the *Azure Omenicron*, so if the player characters are merely hired on to the mission to ride shotgun (as opposed to taking on the mission by themselves), Fayla will represent a central NPC in the game. She is a moderate when it comes to Amazon philosophy, and can actually present herself as alluring and sultry when the fancy strikes her. As a matter of fact, she often enjoys the company of men, usually treating them as equals. The home port of the *Azure Omenicron* is Exloda.

THE NEUTRALS

Cirnee Schech : This Devonian security official is a new member of the DEV: 7 garrison troop who has been trained to spot likely contraband shipments. *Moussen* is his first resource center assignment and he would be the first to admit that he is more than a bit intimidated by the freewheeling miners and their seat-of-the-pants lifestyle. However, he is competent and eager to prove his worth, having just attained his new position of authority. He will be on the lookout for underhanded dealings in his new jurisdiction.

THE ENEMIES

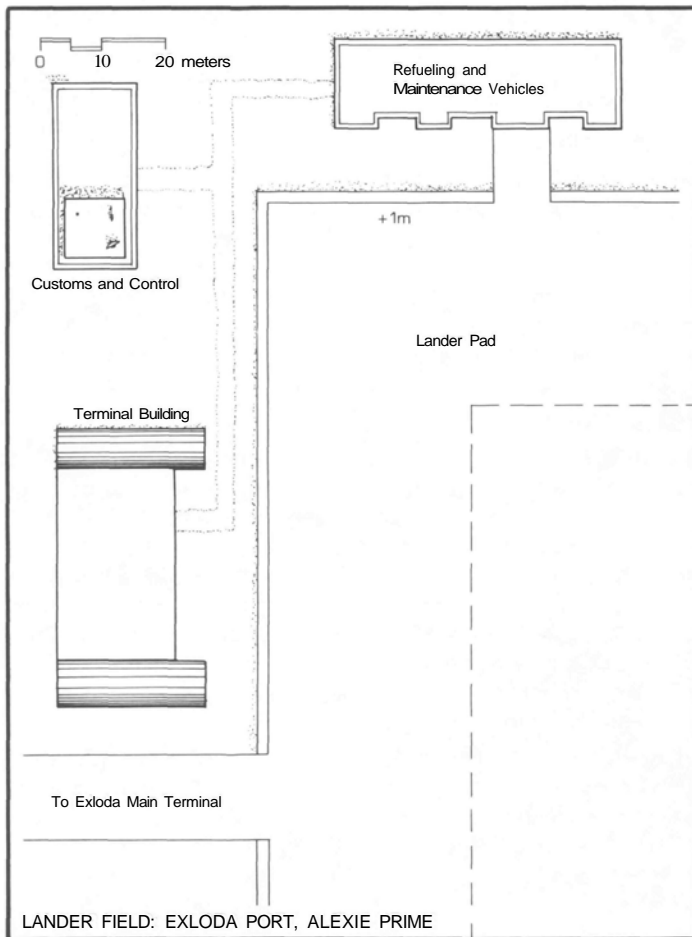
Stefan Rebechev: Stefan is one of the leading astronauts in what has become a stepped-up garrison force in the DEV: 7 system. He has the distinguished honor of piloting the repaired Gilliad vessel *Aard-wolf*, and he would just love the opportunity to fool an Alexie or Benkan gunrunner into thinking that he was a true Gilliad arms dealer. To this end, he and his crew have donned the devices of Minor Clan Gilliam, and have mastered the Gilliad dialect if an encounter should come to personal interaction. If notified of impending illicit activities he would be inclined to figure out a way of insinuating his crew and ship into the action.

Vladimir Chiris: Vladimir heads a secret detail of men and women who work for Devon Internal Security on Alexie Prime. They are all undercover agents determining the details of Baburnica's involvement in Inner Province terrorist activities. Vladimir has been able to deduce that the impending shipment of arms is the final part in a large jigsaw of interprovincial dealing, on the part of the Baburnites, which could only lead to more problems elsewhere around the Province. However, for all his insight and discipline, he is something of a megalomaniac and - being convinced that backup Devonian anti-terrorism units will be too late in arriving to prevent this most recent shipment of incoming arms - Vladimir has decided to take it upon himself, and his small force, to bust the gunrunning ring to Alexie Prime. He intends to take the gunrunning ship and occupants by force (if necessary) once it lands, confiscate the cargo, expose the Amazon involvement in terrorism, and of course take all the credit that is due him. To aid him in his bid, Vladimir has placed an agent in the Exloda space traffic control center who will warn him of the imminent arrival of the gunrunning ship. In addition, he knows that it will land on a remote field of the Exloda complex to facilitate a stealthy and inconspicuous depositing of the cargo.

THE SETTINGS

Exloda Port

Exloda is a small spacefaring port with several landing fields each attended by a sub-control tower, storage structures, refueling facilities, information and Elmonit terminals, concessions, etc. Exloda port has slowly become the exclusive domain of the Amazat-B'hiem faction of the Baburnites, thus it does not thrive as a Provincial trade center because there are no Devonians masochistic enough to frequent the port. The base does handle frequent interprovincial traffic because it is one of the few fairly unregulated ports which allow one *in* to Devonian space. This infuriates the Devonian policing forces stationed on Alexie Prime but they lack the resources to deal with the problem effectively.



DEV: 7: 31 a [Moussen]

The planetoid *Moussen* is only just large enough to warrant its own spacefaring base. Because of its relatively small size, it normally handles the bare necessities required; food, fuel, parts and machinery. However, because it is a full-fledged Devonian port it is obligated to accept all regular service demands made of it. Thus the Gilliards find it convenient to store cargo here to be picked up at a later time by various members of the Confederate Movement.

Mining operations on the planetoid itself are just now being phased out. The desirable raw materials found therein have been depleted to the point where it is no longer economical to extract them. It is estimated that the entire base will be shut down within five years.

1. Port Bay Blast Doors. These portal segments are constructed to slide away and expose the landing bay below the surface of the planetoid. Although airtight and capable of allowing the actual bay to be pressurized, the doors are in such frequent use that the bay below almost always remains in vacuum. If an incoming ship is small enough, only a few of the portal segments are opened.

2. Lander Field. This is a small lander field which can service ships up to 800 tons in mass. It is used exclusively by Devonian ships on official business.

3. Airlock. This airlock facility has an automated airlock extender which will come out to engage the airlock of a landed ship on the pad.

4. Shuttle Bus. The shuttle tube leads to the traffic control center.

5. Refueling Unit. This automated unit can refuel fusion powered craft on the lander pad.

6. Traffic Control Center. From this complex, which extends down below the surface and joins up with the many other subterranean constructs at the base, inbound and outgoing space traffic can be monitored and directed. It also maintains a communication link with the many other Devonian bases in the system.

7. Refining Equipment. Although most of this mining colony's refining complex is below the planetoid's surface, this particular hardware is visible.

8. Freighter Bay Floor. The area detailed here is found 50 meters below the port's blast doors, and is often in total vacuum. The dotted line indicates the portion of the doors which are directly overhead. It is not unusual to find a large mining freighter awaiting a load of cargo on the floor of the port's bay.

9. Personnel Transport. This vehicle has an adjustable airlock attachment which allows it to connect with most ships which frequent the port. Persons wishing access to the port's facilities can board this vehicle which then makes a circuit around the bay floor, stopping at each unrestricted port airlock. The vehicle can carry a maximum of 60 people.

10. Airlock. This airlock leads directly into a living complex reserved for some of the base's cargo handlers and travelers who need stopover accommodations. This part of the base also handles independent small cargo dispatches.

11. Accommodation Arrangements. At this office, a party or person can reserve a room during a stopover at the base. The cost for a room (including meals) is 21 Elmonits per 25 hour period.

12. Stopover Accommodations. Each room can hold four persons in a very Spartan setting. Sanitary facilities are adequate, even if the room is full.

13. Off-Base Communication Center. Travelers requiring the use of interstellar communications may come here with their message. The cost for a TBD transmission varies according to how many relay points are required, but generally it is 5 Elmonits per light year to destination. Exceedingly long transmissions cost slightly more. The exact delay time to reception is another unknown, however, it is approximately one hour per ten light years to destination. The delay is caused by processing priorities, not transmission speed (which is instantaneous).

14. Maintenance Monitor Center. Most of the base's systems are monitored for malfunctions from this room.

15. Medical Dispensary. First aid treatment is available here.

16. Workshop Facilities. Most small mechanical devices, androids, and robots can be repaired with these facilities. Usually only base personnel are allowed access to the shop, but exceptions are often made for off-basers willing to pay for its use (8 Elmonits per hour).

17. Change Room. Changing area for those wishing to use the showers, sauna, and/or weight room.

18. Showers. Steam, chemical, and water facilities are available.

19. Sauna.

20. Workout Area. Mainly a weight training area.

21. Crew Quarters. Base cargo handlers and administrative personnel live in these quarters during their tours.

22. Security Personnel Quarters. The base's six security troops share common accommodations in here.

23. Recreational Facilities. This is a very unusual room, in that it is constructed so that it can be converted from a holo-movie theater to an arcade to a small arena to a lounge, with only a few manipulations of the room's controls. The machinery required for the transformations is located under the floor.

24. Common Mess. An eating facility for the base personnel and travellers located in this section of the base.

25. Food Preparation Area. The two adjoining rooms are for cold and perishable food storage.

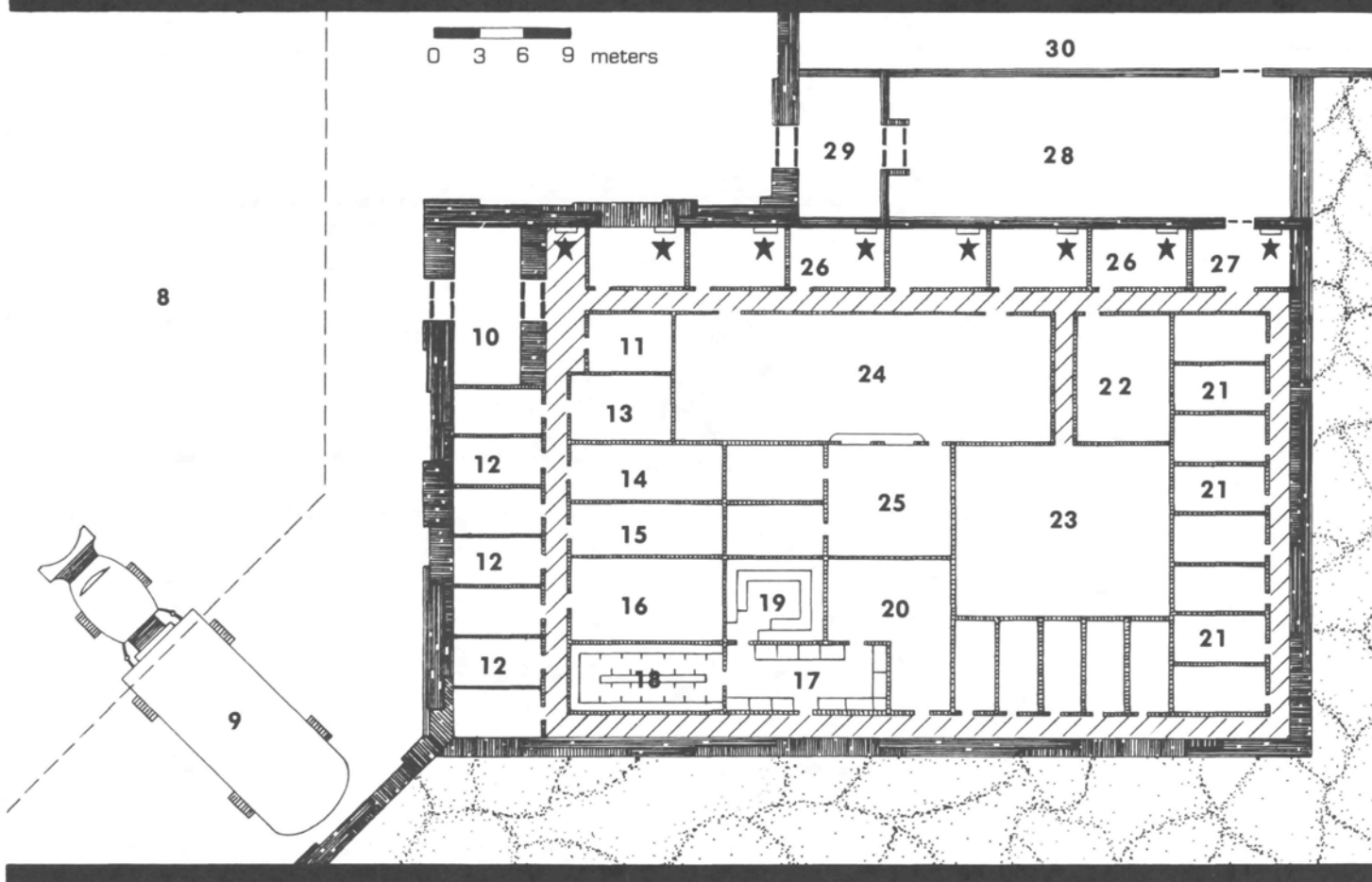
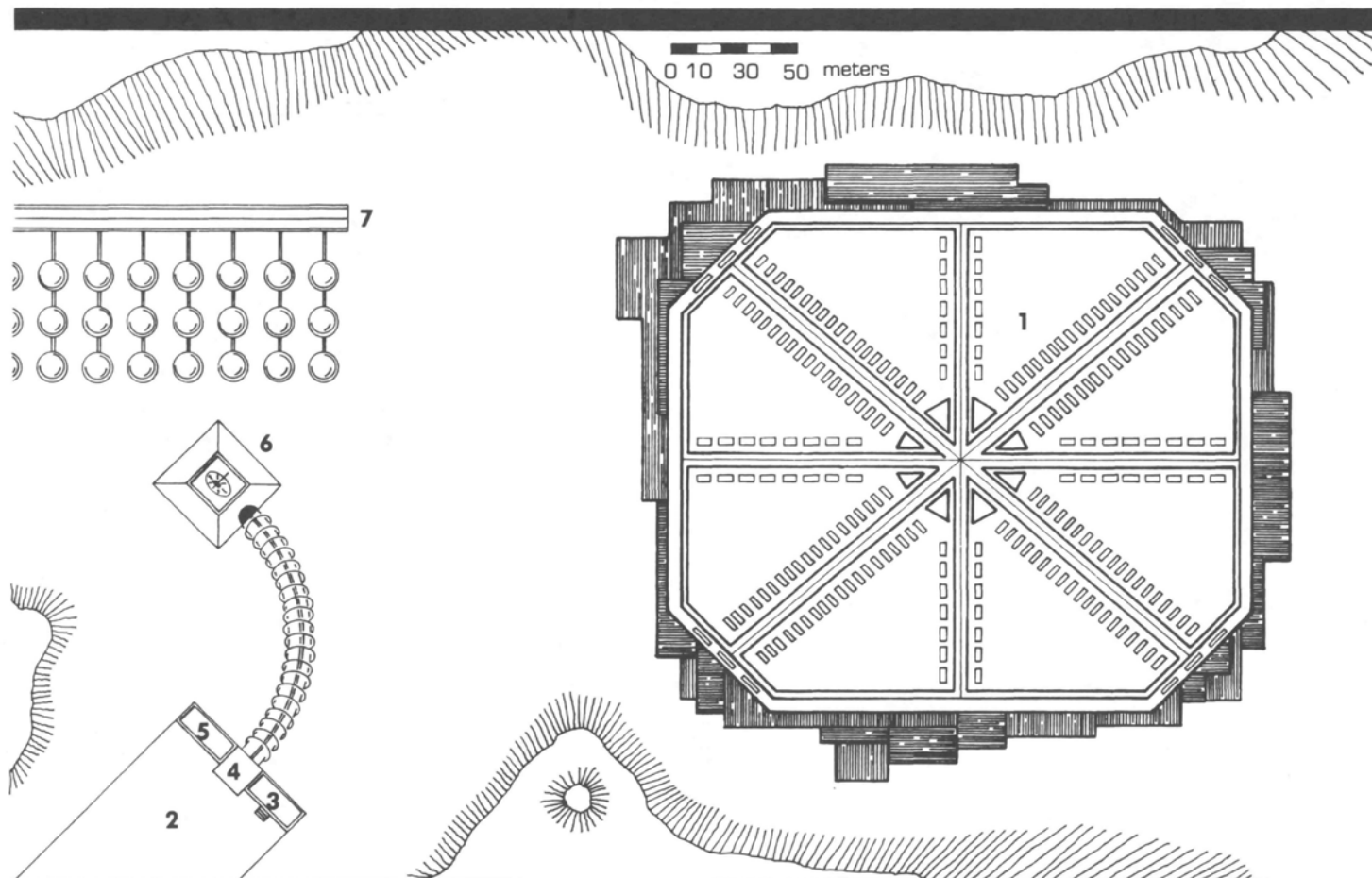
26. Administrative Offices.

27. Small Cargo Dispatch. It is from this office that characters may pick-up cargo that has been left for them at the base.

28. Small Cargo Storage.

29. Small Cargo Airlock.

30. Heavy Cargo Bay. This area runs off the layout map and is quite large. Industrial equipment and refined ore containers occupy most of the available space.



Azure Omenicron

PRODUCER: Imperial Transtar [modified]

ORIGIN/OWNER: Exloda Port / Amazat-B'hiern

CLASS: Small Freighter

TONNAGE/HITS: 1,200

COMP SIZE: 30

ARMOR TYPE: 23 [-70 total DB; -50 shields, -20EW]

CREW: Astro:4 Tech:7

PASSENGER CAPACITY: 4

CARGO CAPACITY: 300 tons

MAX SUBLIGHT ACCELERATION: Rating 12 = 110 km/second²

TRANSLIGHT DISPLACEMENT: Rating 5 = 5 LY/day

OPERATING RANGE: 100 LY maximum

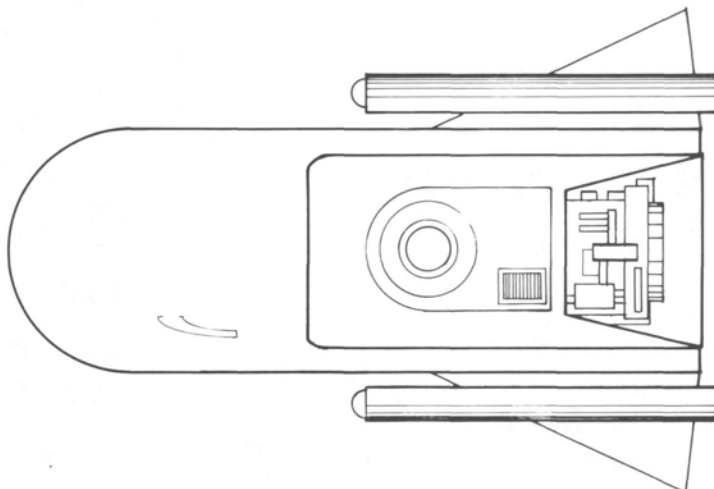
OPERATING DURATION: About 100 days dependent on power demands

ARMAMENT: 2 x Mk.14 Laser Cannon

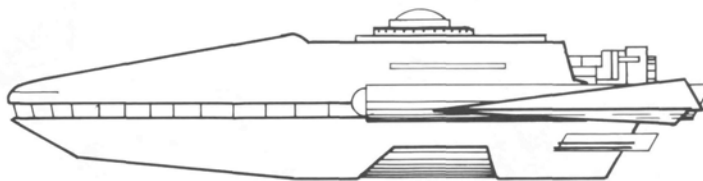
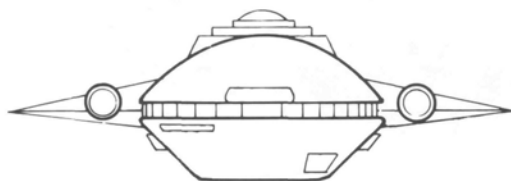
1 forward, 1 aft

Two hidden close-defense Mk.5 blasters

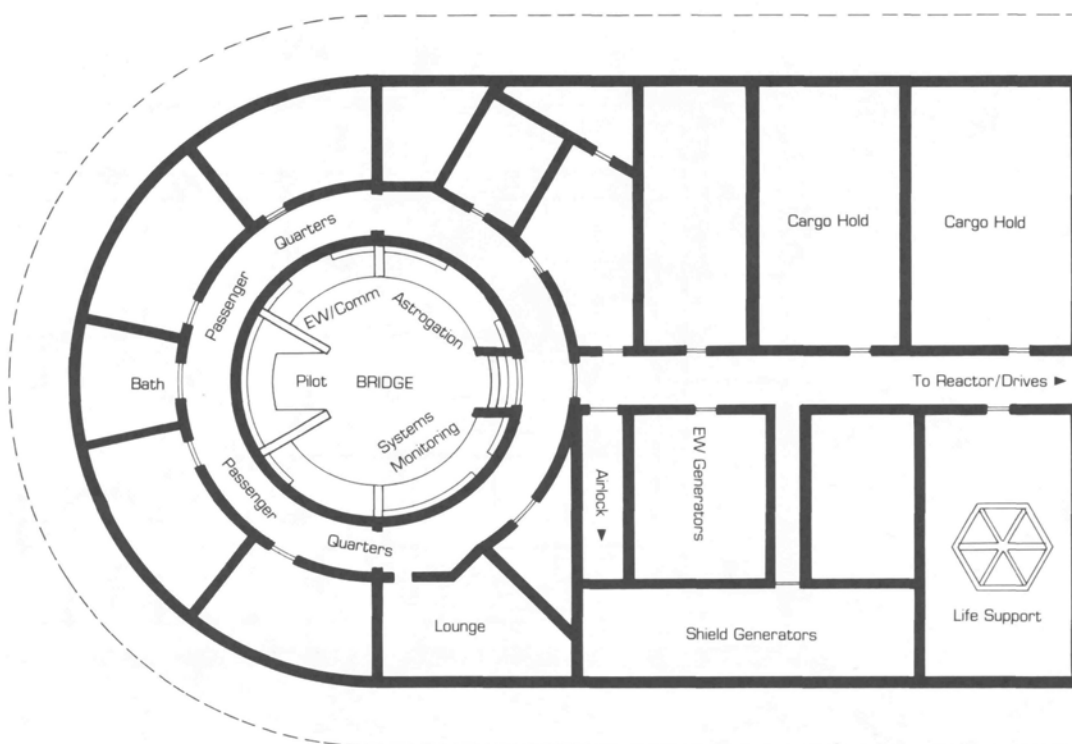
[Note that these are illegal modifications and incapable of tracking orbital or N-Space targets.]

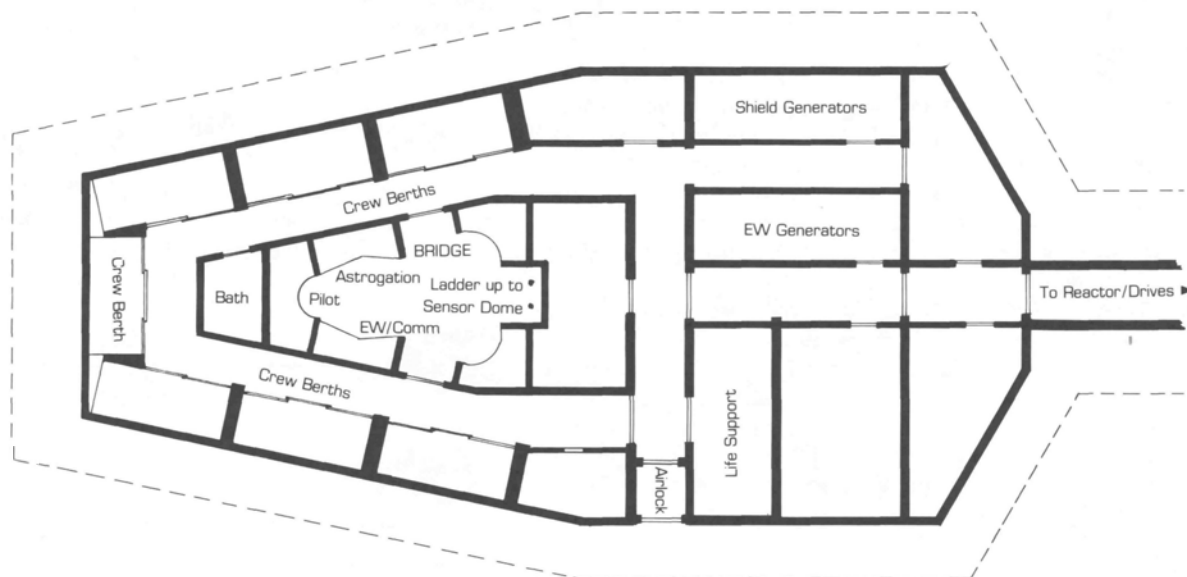


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Azure Omenicron: Deck Plan



Aard-Wolf: Deck Plan**Aard-wolf**

PRODUCER: Spetum and Cross

ORIGIN/OWNER: The minor realm of Gilliam / Devon Security

CLASS: Privateer

TONNAGE/HITS: 1,700

COMP. SIZE: 40

ARMOR TYPE: 23 [-105 total; -10 armor, -55 shields, -40 EW]

CREW: Astro:4 Tech:9

PASSENGER CAPACITY: 0

CARGO CAPACITY: 350 tons

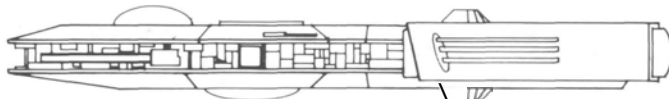
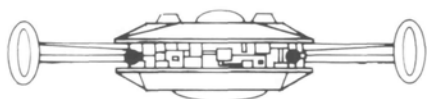
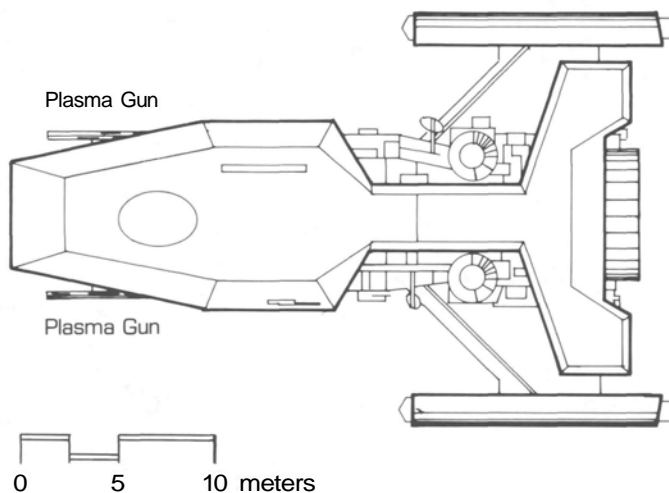
MAXIMUM SUBLIGHT ACCELERATION: Rating 11 = 105 km/second²

TRANSLIGHT DISPLACEMENT: Rating 4 = 4 LY/day

OPERATING RANGE: 100LY total

OPERATING DURATION: About 150 days

ARMAMENT: 6 x Mk.20 Laser Cannon [one per firing arc] [total 18 shots/turn] 2 x Mk.25 Plasma Guns [both fire forward] [total 2 shots per turn]



6.2 FUNDAMENTALISTS OF KELPER II

Kepler II (*a.k.a. Tjokjad*) is a harsh world which, over the centuries, has bred a harsh people. Not true Devonians by heritage, they gained their citizenship rights merely because Tjokjad came under Devon's jurisdiction and no sane Devonian wanted to make a living there. It is unfortunate that the Devonians did not take a keener interest in the ancestry, customs, and society of these unique people, for if they did, the arising of the Fundamentalists could have been predicted by anthropologists and prevented by the Devonian court.

Essentially, the Fundamentalists are groups of 'jads who have sought to gain personal power through the spiritual satiation of the common worker by creating a religion which, as a side note, requires the monetary donations of its constituents to perpetuate itself. Tjokjad is the ideal location for the formation of highly structured religious bodies; the standard of living is far below Provincial standards yet the populace is not impoverished, the environment is particularly brutal, and the people remain fairly uneducated in the sciences and philosophy. What it boils down to is this: Tjokjad is full of people oppressed by their lot in life who seek justification and purpose for what they do — enter a strong religious force which claims to understand and console the population, and they are contented. But on Tjokjad the people have now passed beyond the state of just being contented. Religion is a powerful driving force which is capable of meting out great sorrow when manipulated by people with self-serving intentions; thus it is on Tjokjad today.

Generally speaking, each lowland-bound population contingent has its own Fundamentalist leader, and because these leaders are as human as the next man, Fundamentalist doctrines — as they apply to the 'jads — are interpreted in different ways. Thus it has come about that each Fundamentalist faction is in conflict, to varying degrees, with its neighbor. Recently, the situation has gotten out of hand. Several 'jad group leaders have secretly allied with the Baburnite and Benkan confederate movement and so have begun to interfere with Devonian administrative activities on the planet as well as sowing the seeds of dissention and revolution among that section of the 'jad populace which they hold sway over. In addition, a few radical Fundamentalists have declared sole sovereignty over the world and have vowed to purge the entire geosphere of *kafirs* (heretics). Isolated raids and massacres began a year ago and preparations for full-blown conventional warfare are now underway.

The Devonians, having no great love for the 'jads, have devised a unique method for dealing with the impending conflict on Kepler II. First they obtained resource shipment agreements from three of the more moderate Fundamentalist groups who control the largest mining operations on the planet, guaranteeing that the system's extraction quotas will be met for some time to come. Then they withdrew all planetary garrison forces to the three primary Devonian interest areas and placed a news release blackout on the entire system. Now, in an unprecedented move, they are allowing the multitude of other Fundamentalist groups free run of ungarrisoned territory. The Devonian strategy is clear: they are going to allow every extremist group and fanatic on the planet to beat themselves into bloody pulps and when a victor arises from the melee the Devonians will impose a supply embargo on them until they capitulate and again come into the Devonian fold. It is a tidy little plan which, if it works, will ensure that Devonian casualties will be kept to a minimum while the pent up aggression in the Fundamentalist followers will be vented and spent.

Unfortunately, the Devonians have missed a few important considerations. One of the moderate groups that they have struck the new production agreement with is secretly allied with the Confederation Movement. In addition, the Devonians underestimate the fanaticism and selflessness which the Fundamentalist leaders are capable of instilling into their troops; it is not beyond their sensibilities

to strike against the Devonian garrisons when whipped into a battle fury.

If the Kepler situation blows up in the face of the Devonian court, they stand to lose a great deal.

6.21 EVACUATE THE LOYALISTS

Setting: A rift valley installation on Kepler II controlled by a relatively minor, but unbalanced, extremist Fundamentalist.

Requirements: Stealth and strength enough to overcome the hazards imposed by a citadel guarded against intruders. Possibly interstellar flight capability or a good relationship with Devonian authorities on Kepler II. Finally a motivating desire (like money) to rescue Devonian loyalists held hostage at the installation.

Aids: A planetary surface map showing the location of the rift valley and Mugwabi Habir's personal citadel. Respiratory and other environmental protection devices.

Reward: 3,000 Elmonits per rescued hostage.

THE TALE

Not every native resident of Tjokjad is a blind fanatic willing to lay down his life over a theological discrepancy. Those citizens who consider themselves to be as much Devonian as 'jad have born the brunt of Fundamentalist oppression for many years now. Lately, the aggression taken out on these Devonian "loyalists" has reached alarming levels as has the anxiety of off-world relatives who have lost contact with family members.

Mugwabi Habir is the Fundamentalist leader of a small rift mining population on Tjokjad who is an advocate of the extremist school of Fundamentalist teachings. When the Devonian "watchdog" garrison force, stationed in his rift, pulled out, he immediately established himself as the mining installation's religious, military and political leader. After he secured his position he began purging his population of the demon *kafirs*, many of which he publicly slaughtered. As he prepared his growing military force for an allied invasion of a neighboring Fundamentalist low-land installation, he imprisoned several people who he declared to be enemies of the "state" — the Habir state. One small group of hard core loyalists were shut away in his personal citadel on the floor of the rift valley, to be used as bargaining chips when it came time to force concessions from the omnipresent Devonians.

Off-world family members of these interstellar hostages have become increasingly irritated due to the lack of news concerning the welfare of the captives.

THE TASK

A coalition of irate family members will make it known that they are interested in commissioning a group of resourceful people to raid Mugwabi's headquarters and retrieve the loyalists held there. Most would laugh this off as a futile suicide mission until they discovered that troop strengths in Habir's rift would be almost totally depleted once the Extremist offensive gets underway. In addition, it is thought that the automatic security systems in Mugwabi's citadel are woefully outdated and incapable of stopping a determined and skilled group. Unfortunately, the Devonians refuse to commit direct manpower aid to any individually sponsored operations in ungarrisoned Tjokjad territory because it contravenes Devon court directives as they apply to this unique situation. However, garrison authorities are more than happy to divulge troop deployments and installation locations to any brave enough to enter the *wild lands* and foil the plans of the insane 'jads.

Players will have to make their way to the planet (transportation might be supplied by those sponsoring the **raid**), and then they will need access to a transportation vehicle such as a large gravitic flitter which will be capable of carrying not only themselves, but up to seven additional loyalists.

If players have the right connections higher up, they will be able to find out that Mugwabi's forces will be moving out on the offensive shortly after the characters arrive at Tjokjad.

THE ALLIES

Marsu Kwalahab Mukerji

Marsu is the spokesperson for the group of concerned loyalist family members who wish to find a group capable of rescuing Mugwabi's hostages. Her taut stature and terse conversational style betray the great stresses and anxieties that she is presently living with. Her husband is thought to be held in Mugwabi's citadel.

THE NEUTRALS

Jobbe Castanza

Jobbe is the military intelligence officer of the Devonian garrison force nearest the Habir rift. He is aware of the fact that many off-world **factions**, including would-be rescuers and mercenaries, are operating in ungarrisoned territory, and he has helped several of them be passing on knowledge of fundamentalist troop movements. Divulging this sort of information is highly irregular military practice, but Jobbe is sickened by what the Fundamentalists have done to innocent people, and being unable to help them himself he aids others who would fight against the religious fanatics.

THE ENEMIES

Mugwabi Habir

Insane, unreasonable, a driven man; this is Mugwabi Habir. The Devonians can only be thankful that he has less than a thousand fighting men at his disposal, most of whom will go to their graves executing his fanciful strategies. Habir's combat troops constitute the smallest faction of a Fundamentalist extremist army which is about to begin full combat operations against neighboring 'jad territories. It is believed that Mugwabi will lead his own troops into battle.

Mugwabi has an obsession with pain inflicting trinkets, and it is said that the automatic security systems installed in his personal citadel were all designed by him to inflict the most horrible wounds possible on trespassers.

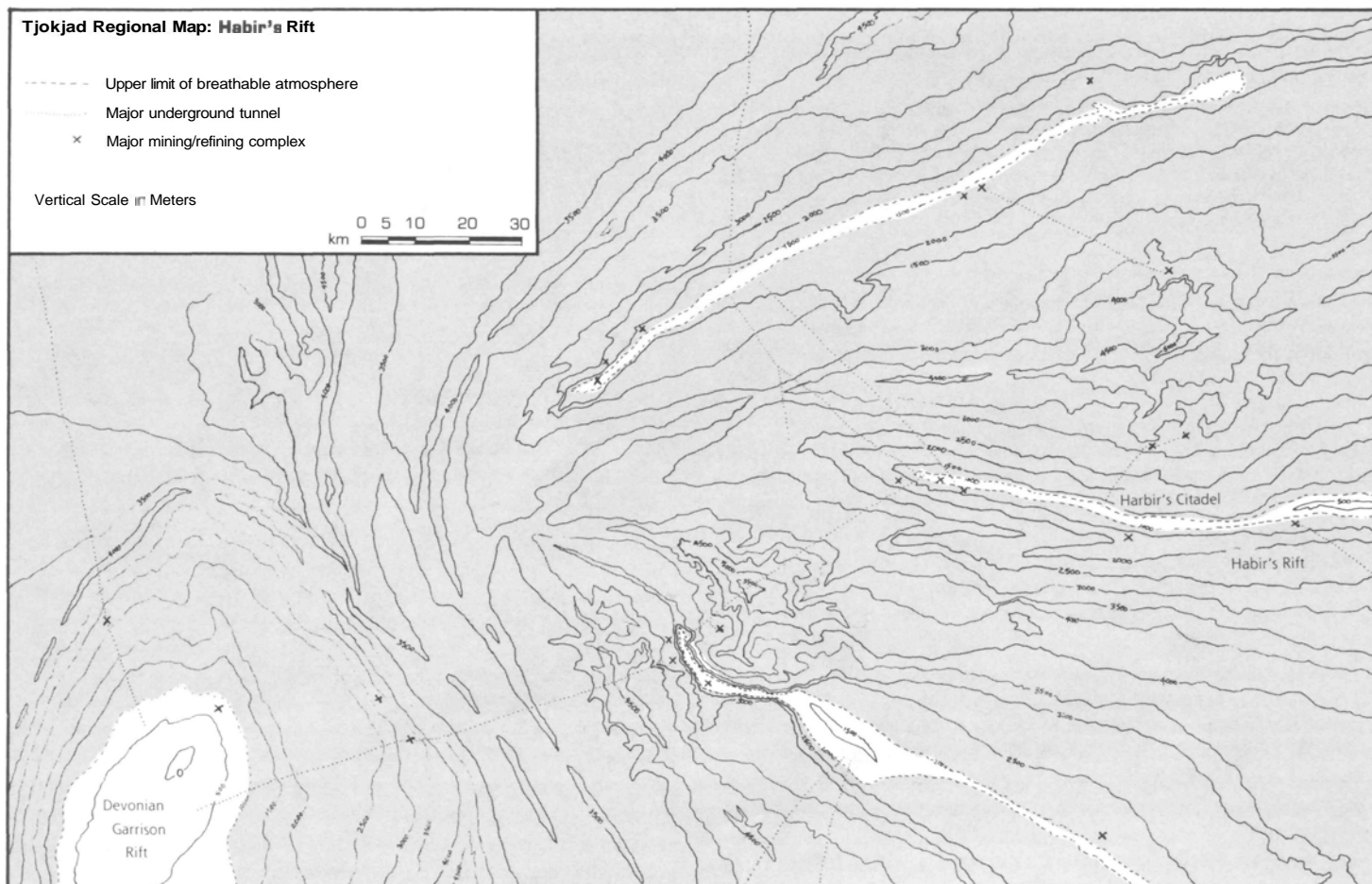
Hennis Perelli

Hennis is the steward of Mugwabi's citadel and is presently seeing to the needs of the hostages contained therein. Unfortunately he has sadistic tendencies and the prisoners are not treated well. He is intimately familiar with the operation of the citadel's security devices and is capable of manipulating them in a non-automatic mode if the situation requires it of him.

THE SETTINGS

Habir's Rift

A Tjokjad regional map of the area surrounding Habir's rift.



Habir's Citadel

Habir's Citadel (his center of operations) is located midway along the length of his rift. It is particularly noteworthy for the fact that it is surrounded by a high wall at a radius of 1 km. Within this enclosed area rests not only the citadel proper, but also a lander field which can service spacefaring vessels of up to 2000 tons mass. The entire area inside the ring wall is protected by a +55 defensive shield, the generators of which may be found near the wall itself. There are 20 generators which maintain the screen and each one knocked out reduces the strength of the field by 5%.

The citadel layout description found below assumes that Mugwabi Habir, his entire army, and most of his garrison troops have left the rift for their most recent offensive. Therefore, the citadel has been severely weakened and the primary intruder defenses are now automated. The base is now under the direct control of Hennis Perelli.

Note that throughout the citadel, the small star symbols indicate the presence of interstructure communication terminals while the dotted circles indicate sanitary facilities.

Level -1

1. **Vehicle Ramps From Surface.** These ramps may be closed off so that they may be used as airlocks in the event that Habir's Rift should ever suffer a Blow Out.
2. **Vehicle Park.** Habir's elite vehicular units are usually kept down here. The entire area is patrolled by two robotized combat units. They are small (2 cumet) fast tracked vehicles having AT 20(-50), taking 70 hits each, and are armed with the equivalent of +50 Laser Rifles. They will only attack identified intruders.
3. **Vehicle Service Bays.**
4. **Check Point / Security Station.** All vehicles and personnel coming down the ramps must check in at one of these stations. They are presently unmanned, but monitoring sensors check the identity of any incoming or outgoing traffic.
5. **Deck Officer Dispatch Office.** A junior officer and a clerk man this booth for about half the day, but almost all of the vehicles are out now so their days are filled with boredom.
6. **Blast Corridors.** These four corridors lead from the vehicle park area into the bottom floor of the main complex. The two are separated by a thick blast wall which prevents inadvertent explosions in the vehicle park from affecting the interior systems.
7. **Security Robot.** At each of these locations stands a human relations 'bot (AT 14, 50 hits each). They are specially designed and programmed to recognize the Ident Discs of base personnel ONLY. The doors out of these areas are locked (Very Hard -20 to pick) and can usually only be unlocked by the 'bots once all personnel have cleared. If a given 'bot is destroyed, or a door out of the area is forced, an alarm is raised in the citadel security section and the traps in areas 10 and/or 16 are activated (which ever are applicable).
8. **Dormitories.** The sleeping quarters for base technicians and AFV crews.
9. **Recreation Lounge.** Used by base technicians and AFV crews which happen to be staying at the citadel.
10. **Corridors.** The corridors are lit by thin strip panels which run from the floor to the ceiling at 1 meter intervals.

Trap: If a door leading out of an area 7 is forced, or one of the 'bots therein is destroyed, the trap area just outside the appropriate exit portal will be activated. Each activated trap is a polar-aligned string of metallic crystal molecules which form a set of very strong, yet thin, wires which stretch across the passageway at the second lighting strip down the corridor from the door. They are Absurd (-70) to detect and the damage that they deliver to intruders is dependent on how fast the victim is moving. Walking into the wires delivers the equivalent of a Mk.3 Laser attack (+30) while jogging into them generates a Mk.4 Laser attack (+40) and running into them creates the equivalent of a Mk.5 Laser attack (+50). All criticals are Slash (not heat). The trap is Medium (+0) to disarm once discovered but if someone wishes to pass right through the wire trap while it is still activated he must suffer the equivalent of 1-5 Mk.5 Laser attacks (+50). After these attacks have been delivered, the wires are considered to be broken and all can pass through safely afterwards. Note; if Claw Law is available, the trap should be considered to deliver multiple Large Claw/Talon attacks with appropriate damage thresholds.

11. **Elevators.** These will only transport personnel between Ground Level and Level -1
12. **Main Power Reactor.** An enclosed fusion unit which powers all the primary systems of the citadel.
13. **Auxiliary Power Reactor.** A back-up/emergency power source.
14. **Electrolysis Unit/Reactor Fuel Bay.**

15. **Reserve Power Unit.** This last ditch battery power reserve can keep the base's primary systems running for up to 25 hours if everything is run at full power.

16. **Corridor.** Also trapped, the nature of this corridor is somewhat different than area 10

Trap: This anti-personnel trap can be activated from area 7 in the ceiling over the intersection rests a hidden turret. Extremely Hard (-30) to detect, which houses a .50 HMG in a turreted swivel mount. When at least one intruder has passed 3 meters up the corridor towards the intersection, the entire passageway is placed in an anti-gravity field. Unless the intruder has some sort of a personal gravity compensation unit, he will be floating helplessly in the corridor. The turret will then pop out of the ceiling, and aided by visual scanners, will proceed to pulp everything in the passage with a +50 add. The turret is AT 20(-40) and takes 50 hits. The gun can fire 200 rounds of ammunition and is programmed to hit multiple targets if the opportunity presents itself.

17. **Administrative / Operations Support Offices.** Within each office rests a computer terminal which will allow surface access to the base's main computer.

18. **Operations Head Office.** The functioning of all systems on this level can be monitored and manipulated to a certain extent from this office.

19. **Operations Monitor And Maintenance Center.** A tech area from which the main power systems for the base can be repaired.

20. **Waste Reclamation.** All waste matter from the base is rendered down for its constituent water in this recovery tank.

21. **Fresh Water Storage.Ground Level**

Ground Level

22. **Covered Ramp.** This is the above-ground portion of the ramp which leads to the vehicle park below. A set of blast doors here protects the ramp from intruders and the sometimes toxic atmosphere.

23. **Covered Ramp.** Similar to 22, this entrance is normally used by vehicles capable of some form of atmospheric travel.

24. **Processional Drive.** This road leads in from the wall which rings the citadel. Another branch of it leads from the Lander Field to the south-west.

25. **Main Airlock.** The occupants can be seen and communicated to from the security chambers (46).

26. **Security Corridor.** Unwanted visitors can be dispatched in this corridor by guards in either area 46. An electric field can be set up which will deliver one "E" electricity critical per round while the passage is occupied.

27. **Main Reception Area.**

28. **Main Corridor Network.** The corridor is now patrolled by a squad of human relations 'bots who have been pressed into security service. There are four of these mechanisms. Each is AT 13(-5) with 40 hit points and a Stun rifle which is wielded with a +35 OB. They have intellect ratings which allow them to perform intuitive acts with a +60 add. They do not intrinsically know an intruder from a citadel occupant, but their actions can be controlled from the robotics monitoring center (53).

29. **Guest Eating Area.** When Habir has visitors of a more common nature, they take their meals in this area.

30. **Guest Chambers.** 31. **Maintenance Closet.**

32. **Storage Closet.**

33. **Guest Food Preparation Facilities.** Meals prepared here are often of high quality despite the chronic shortages which plague Habir's rift.

34. **Auditorium Lower Level.** Habir often presents his sermons or his military strategies to his commanders and special guests here. Holographic movies can also be displayed in this auditorium.

35. **Holographic Production Projection Equipment.** The hardware necessary to display holographic productions are housed in this chamber. It is a two story affair and the upper level can be accessed via a ladder found in the corner.

36. **Robotics Workshop.** Repairs and maintenance are performed here.

37. **Junior Servant Quarters.** This room can house up to seven young 'Jad servants.

38. **Shuttle Bus Bay.** Two tracks lead to the Lander Field on the citadel grounds. Each bus is capable of carrying up to four people. Other busses are kept in storage at the Lander Field which are capable of holding up to 20 men at a time.

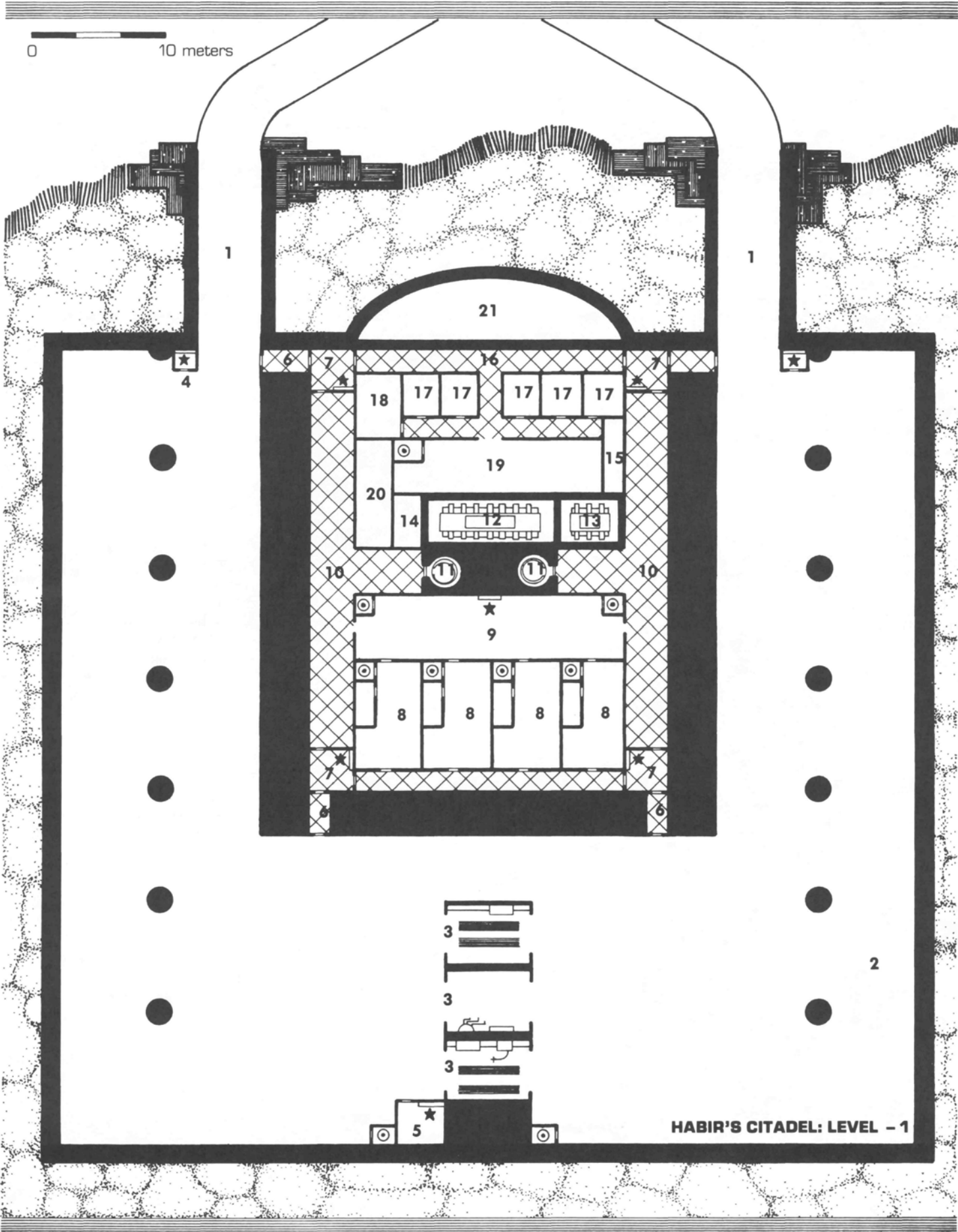
39. **Staff Mess.** Base personnel and transient soldiers eat here.

40. **Staff Meal Preparation Area.**

41. **Senior Staff Quarters.** These three rooms are occupied by the Chief Chef, Chief Custodian, and Operations Manager.

42. **Garrison Troop Quarters.** Each room can hold 10 men, but they are now empty.

43. **Large Equipment Storage.**



44. Elevators. These elevators can only be used for transportation between the Ground Level and Level -1.

45. Elevators. These lifts allow access to the upper levels of the citadel. As such, they require security passes (the type carried by many base personnel) to use. Access to Level +2 or higher requires verbal and visual affirmation from security headquarters.

46. Guard / Observation Rooms. From these **chambers**, occupants of (25) and (26) can be observed.

Level +1

47. Main Corridor Network. This level's corridors are patrolled by a troop of Warrior Androids. There are 8 standard models in the troop. Their primary weapon is Assault Blaster, secondary is Blast Pistol, and tertiary is Stun Pistol. If **Claw Law** is available, they may also use either Martial Arts attack with a +70 add. They have a +70 add when attempting to distinguish intruders from normal base personnel if their actions are not being controlled from (51).

48. Administrative State Offices. This is the administrative heart of Habir's small state.

49. Food Storage.

50. Sustained Natural Habitat. Environmental controls maintain a natural setting here, complete with grass, flowers, and trees. Habir does most of his meditation here.

51. Android Monitoring Center. The citadel's android population is manipulated from this center.

52. Android Maintenance Center.

53. Robot Monitoring Center. All robotized machinery and individual units are controlled from this location.

54. Mechanical Systems Monitoring.

55. Library.

56. Sick Bay. This infirmary can handle up to five bedridden patients.

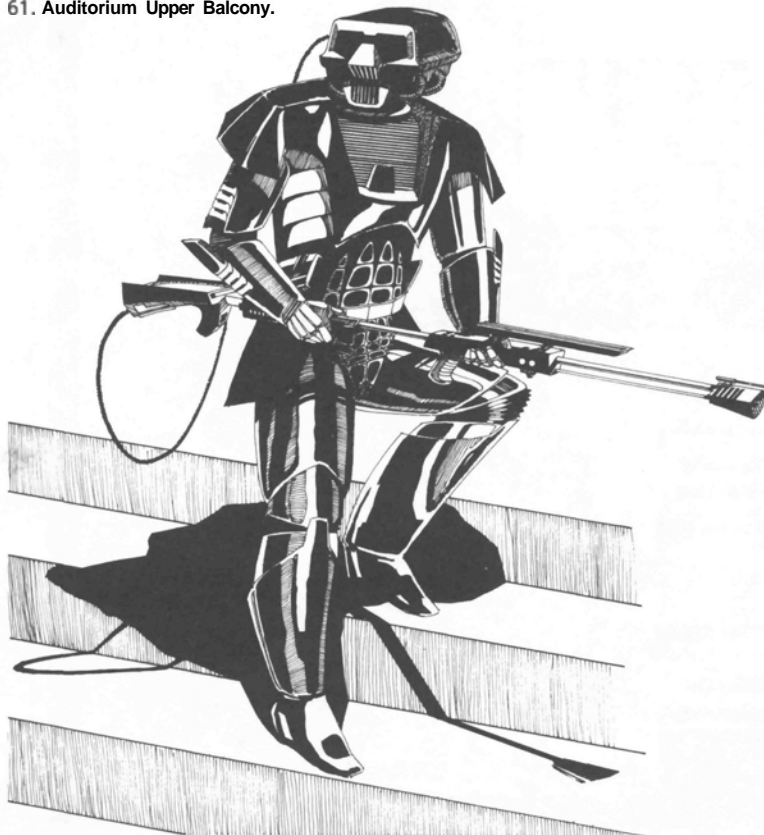
57. Medical/Bio Lab. A +30 research facility.

58. Metallurgy/Geo Lab. A +40 research facility.

59. Guard / Android Quarters.

60. Mk.10 Laser Turrets. Each gun in its enclosed structure can move along the track indicated in the layout as well as swivel on its pivot, giving it an excellent field of fire over the citadel grounds. Each gun must be individually manned. They are all capable of firing once per round.

61. Auditorium Upper Balcony.



ARMORED EXOSKELETON

Level +2

Habir's Tower:

62. Private Lounge. Habir entertains his personal guests here. It is well appointed with expensive and rare off-world furniture.

63. Briefing Room.

64. Conference Room.

Priest's Tower:

65. Meditation Temple. The citadel's minor clergy who reside on this level use this temple for prayer and meditation many hours per day.

66. Priest Chambers.

Detention Tower:

67. Detention Administration Area. Major state criminals are kept at the citadel in this tower. Records and orders for these prisoners are handled here. Two standard model warrior androids stand guard here. They have similar capabilities to the androids found on Level +1

68. Holding Cells. Only three cells hold prisoners. They are Devonian Loyalists.

VIP Guest Tower:

69. Common Area. A lounge used by Habir's most important guests.

70. Guest Suites. Kept under constant audio and visual surveillance.

Central Tower:

71. Computer Center. The main computer for the entire installation is located here. Note that all manipulative controls are programmed so that if a secret security code is not entered before a command is given, all controls on that console are frozen. The security code changes from day to day and is **Extremely Hard** (-30) to decipher and enter (use computer technics skill). The fact that a code must be entered in the first place is **Hard** (-10) to determine.

Level +3

72. Habir's Private Quarters. Habir's personal clearance is required before this room can be entered from the lift tube.

73. High Priest / Operation Commander Quarters. Habir's inner circle of clergymen also happen to be his military commanders and Heads-Of-State.

74. Communication / Military Command Center. The maneuvers of Habir's personal army can be controlled from this facility. Note that all controls are guarded against illicit use, equivalent to those in (71).

75. Common Area. For the use of VIP guests.

76. Guest Suites. Kept under surveillance.

77. Persuasion Room. This is Habir's euphemistic title for his torture room.

78. Holding Cells. Four more Devonian Loyalists are held on this level.

Level +4

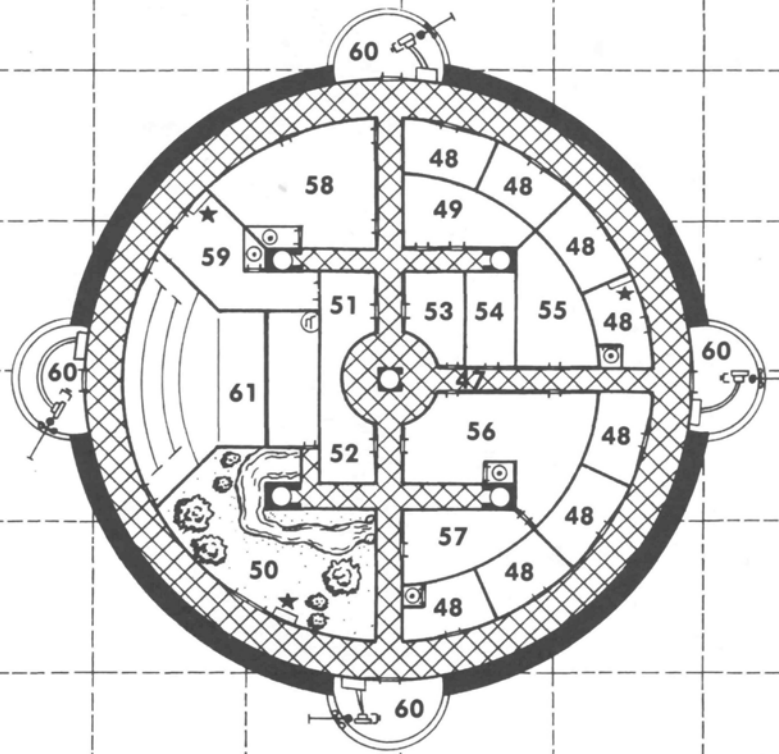
79. High Tower. From this chamber, the citadel's communications are transmitted and received. In addition, the base's primary armament — a **Mk.25 Ion Cannon** — is fired from here.

Alternative Adventure Possibilities

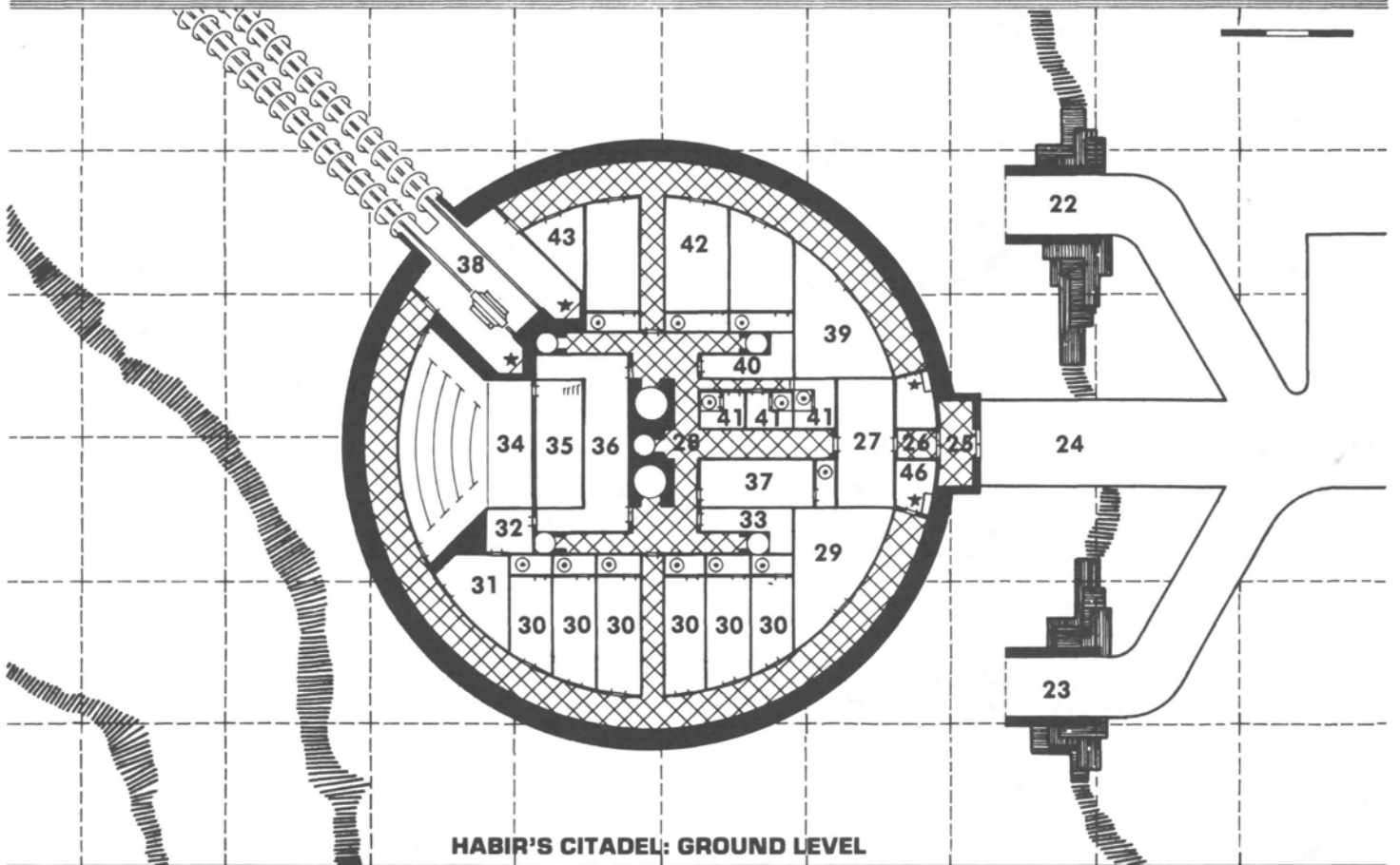
1. Players could form a specialized troop working for Mugwabi in his bid to conquer other Fundamentalist groups. If the extremist campaign is **successful**, the players could then depose Mugwabi and replace him with another Fundamentalist who proposes to hand over a great deal of money to the players for their actions.

2. One of the players could be a Mugwabi **captive**, taken during an earlier excursion into ungarrisoned territory for another purpose (perhaps they are Devonian intelligence troops garnering information about Fundamentalist military hardware **reserves**, etc.)

3. Players, during a stopover at Tjokjad to acquire supplies or market **goods**, are caught off-guard by a Fundamentalist sneak attack into a poorly garrisoned spacefaring station. Players could be relatively unaware of the dangers involved in planetfall now (even into garrisoned territories) because of the information blackout imposed on the entire system by the Devonian court.

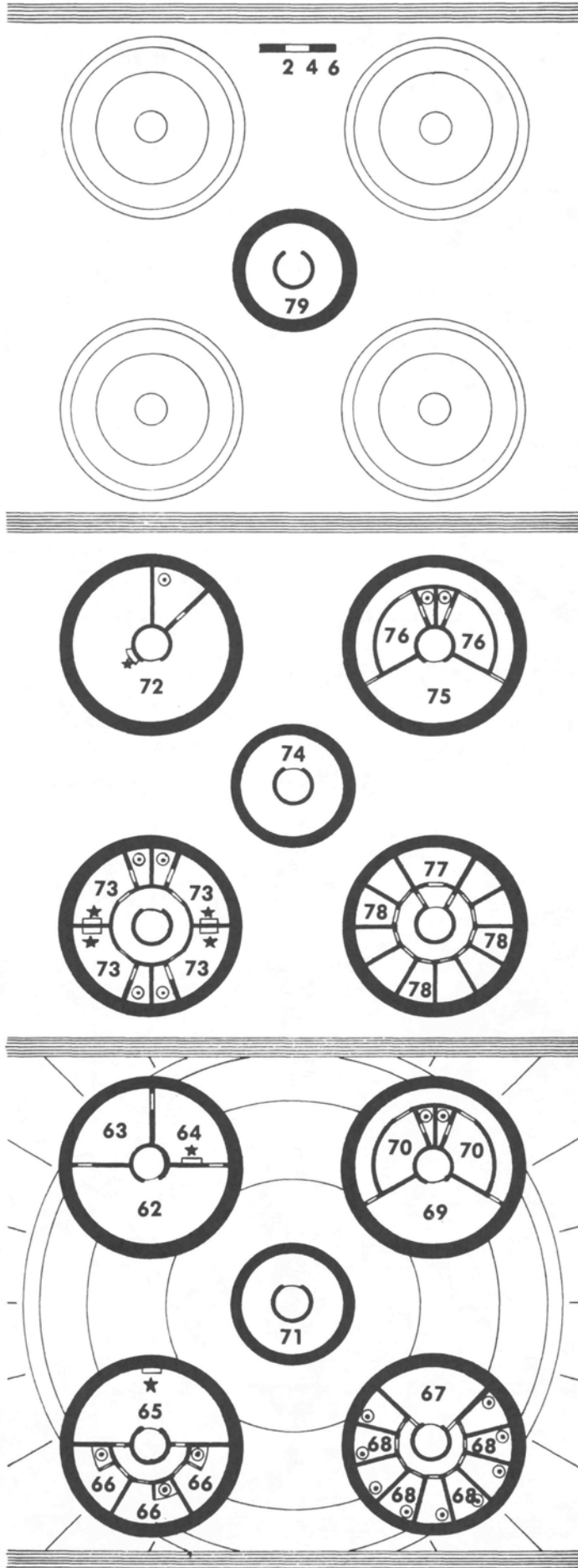


HABIR'S CITADEL: LEVEL + 1



HABIR'S CITADEL: GROUND LEVEL

HABIR'S CITADEL: UPPER LEVELS



6.3 THE CERILSEVEN CRISIS

NOTE: The world of Cerilseven as described here is a *Fantasy* role-playing setting which requires that the players and/or the GM have a copy of ICE's **Rolemaster** role-playing game. The inclusion of Cerilseven in this module is intended to allow the GM to introduce a science-fantasy element into his **Space Master** campaign. If a copy of **Rolemaster** is *unavailable*, or if the GM and players have a hard time justifying the existence of a fantasy-type world in their *campaign*, by all means convert the populace of Cerilseven to users of *Telepathy*.

Cerilseven has long been a world shrouded in the mists of mystery and intrigue — which means it's a real troublemaker. To this *end*, the inhabitants of Cerilseven have been able to forcefully resist every official Devonian attempt to establish friendly open relations to the world. This aspect of the aborigines befuddles Devonian authorities *because*, from what they can tell from their observations, the human-like inhabitants of Cerilseven live in a rustic low technology society. The truth of the matter is that some Cerilites have managed to obtain the mystic knowledge required to manipulate the powers of an alternate universe, thus allowing them to effect magic in its truest form.

Many anthropological researchers have concluded that the xenohuman form of the Cerilites indicates that they must somehow be related to Terran *stock*, but no historical records support this view. From the few archaeological finds which have been secured from the *planet*, it seems that the Cerilites (or their hominoid forerunners) are no less than three million years *old*, but this would indicate that they could not have been descended from Terran humans. A few radical theories concerning Cerilite origins have come out recently; many postulating that these aborigines are a degenerated sub-species of the Sianetic Harbingers, while some say that they are actually highly evolved forms of the Harbingers who have forsaken the trappings of space flight and other technology. To support these wild claims, some of the *archaeological* relics stolen from the surface indicate that the planet was once the home of a hyper-technic *society*, capable of, among other things, translight space voyages, genetic manipulation, and gravitic control. Indeed, Cerilseven is more than just another self-sustaining agricultural world.

In an attempt to gain a land leasing agreement from the Cerilites, Lord Yama Pythagor III Devon redoubled the Devonian efforts to open communications with some of the Cerilite nations (of which there seem to be an uncountable number). Two years ago an audience was granted to Devonian contact personnel with a Cerilite state leader known as King Alisdar-Horus V, the apparent monarch of a territory known as Klavada. It was hoped that if the Devonians could obtain even a small land lease, they could begin delving into the *culture's* ancient past and recover some of the alien technology apparently strewn throughout the old ruins littering the surface of the planet. Once the Devonian intentions were made clear to the *King*, he stalled the leasing *process*, seemingly concerned with the possibility of an infusion of *off-worlders* into his country's population. After assurances from the Devonians that only a few research personnel would actually be stationed on the planet, King Alisdar called for an exchange of diplomats to discuss the possibility further.

By all accounts, it appears that King Alisdar is after something more than the high quality low technology items and medical assistance that the Devonians are offering in return for a leasing agreement. It is believed that the King is engaged in a military conflict with another, or several, groups of Cerilites and is actually after the Devonian tools of war. *Presently*, the Devon court is debating whether to give Alisdar what they know he will *eventually* ask for. By all rights they should not, but what they could gain from the alien technology that rests on the planet would be a priceless prize.

Several of the less sensitive Inner Provincial courts question the Devonians as to why they just do not go ahead and forcefully occupy the planet and take what they want (unfortunately, the Imperial laws restricting this sort of barbaric behavior are ridden with loopholes). It is not as if the possibility has never crossed the minds of former Devonian leaders, but the reason is clear; it is not something a Devonian would do and that's all there is to it. Even amidst the debauchery of the Terran Empire, there are a few secluded islands of moralists, even if their behavior is contradictory at times.

THE STARMISTRESS OF CERILSEVEN

- Setting:** A quest from the Hyperion privateering underground, to the forests of Cerilseven, to the slave harems of Elora, and beyond.
- Requirements:** A well rounded and hardened group of privateers interested in taking on one of the toughest assignments to come through Hyperion in years. The players must be resourceful and capable of self-sustained activity.
- Aids:** An emergency passage code which will be accepted by Devonian main fleet units and a completely outfitted privateering vessel capable of planetfall.
- Reward:** How much can you imagine... quite a lot. (Gamemaster's discretion.)

THE TALE

King Alisdar declared that he would allow an exchange of diplomats with the Devonians so that a leasing agreement possibility could be discussed further. The Devonians, having no luck with any other leads, agreed to the King's rather bizarre demands. He stipulated that the Devonian diplomatic contingent was to be sent to his castle a full week before he would return his own negotiating representative. This time would likely be spent "purifying" — as the King put it — the off-worlders. The King's sole bargainer was to be none other than his own daughter; a young woman named Britta Makee who also goes by the title of *Starmistress* for reasons unexplained.

The Devonian negotiating contingent consists of a group of three; Sioux Tedes — Lord Devon's personal representative, Dorthi Counts — a cultural anthropologist, and Rene Picon — a linguistics expert. Their delivery went off without a hitch, although the Devonians were infuriated to discover that after the contingent was left on the planet, all communications with them were cut off. On schedule a week later, a Devonian orbital shuttle rendezvoused with the Starmistress and her entourage at a prearranged location in the Klavadan wilderness. Shortly after the shuttle made planetfall, the Envoy Cruiser in orbit overhead lost tightbeam and radio contact with the crew, although the physical structure of the shuttle remained on their scanners. Almost immediately the Cruiser was hailed by King Alisdar who claimed that he had lost contact with his daughter (a carelessly revealed clue indicative of Telepathic powers), and accused the Devonians of treachery. After the Envoy Cruiser commander explained to the King that Devonian contact had also been cut off, the infuriated King began making very irrational demands. Just before he cut off his communications he charged the Devonians with the return of his daughter within one month or the Devonian diplomats would be executed and any future land leasing negotiations with Klavada would be a futile effort. Finally, he declared that he would see to the death of any off-worlder found in his territory.

The Envoy Cruiser commander's initial reaction was to quickly send down another shuttle to discover the fate of the first shuttle's crew. However, a lack of marines (most of whom had gone down on the first shuttle), and direct noninterference orders from the Devon court prevented his doing so. There was immediate speculation that one or another Major or Minor Family had sabotaged the pick-up to prevent the Devonians from starting official operations on the planet.

Treachery seemed to be afoot, but the culprits could not be pinned down and no one was foolish enough to claim responsibility for the incident.

As the Devonians suspected Inner Provincial espionage, two gunship squadrons were immediately dispatched to the Ceril system to quarantine the planet, preventing the escape of enterprising space-capable kidnappers. The Devon court, unwilling to send Family troopers to the planet's surface, turned to their covert paramilitary force embodied in the privateers of Hyperion. One of Lord Devon's special forces representatives quickly approached the privateer Emerich Rach requesting him to assemble a task force to investigate the shuttle on Cerilseven's surface and discover the fate of its crew and the Starmistress Britta Makee.

The Emperor himself has caught wind of the Cerilseven foulup and has become strangely interested in the progression of events as they pertain to Devon's handling of the Cerilites and the eventual development of their world. It seems that the Imperium has taken a keen interest in the potential for technological finds on Cerilseven and thus has added extra pressure on the Devon court. Under the pretense of being unwilling to deal with another Inner Province embarrassment, the Emperor has given an ultimatum to the Devonians: resolve the incident to a conclusion which satisfies the Cerilites or be prepared to forfeit jurisdictional control of the system over to the Imperium. It is apparent that the Emperor has been waiting for an excuse to seize Cerilseven for his own scientists to exploit.

THE TASK

The players will really have their work cut out for them. They must quickly assemble and travel to the hostile and mysterious world of Cerilseven where they must make planetfall with the knowledge that once there, they are no more than hunted game for the powerful aborigines. They must then discover the fate of the shuttle's crew and prospective passengers and if it is determined that some may still live they must be sought out and retrieved from who ever is holding them. The players will only have a few leads and hunches to guide them.

The players should be introduced to these four primary speculations:

- i) The Royal Family Colos, long time enemies of the Devonians, were able to infiltrate troops onto Cerilseven in order to sabotage Devon's plans for the development of the planet. In the ensuing confusion, the Colosians would hope to carry out their own preliminary archeological expedition and be the first Major Family to gain potentially valuable artifacts from the planet's surface.
- ii) Minor Clan Gilliam, suspected of supplying technological arms to a band of north Klavadan hillmen rebels, has sabotaged the diplomatic exchange in order to curtail a growing Devonian presence in the system which threatens their operation.
- iii) A native ultra-xenophobic cult of religious zealots dwelling in Klavada used their extraordinary powers to kill the crew of the Devonian orbital shuttle in the name of cultural purity and then took the Starmistress as a hostage for later negotiations with King Alisdar-Horus V. Devonian secret agents on the planet, who unfortunately are unable to make their way to the shuttle site, have heard rumors of the cult's attempts to take the lives of the Devonian diplomats already on the planet. The cult is known as the Syranakee Kahafa.
- iv) It is known in a few circles that smugglers have been established on Cerilseven for some time now. They sell the few artifacts that they are able to obtain to independents and agents throughout the Empire. It is thought that they may have somehow knocked out the shuttle and its crew and have taken the Starmistress hostage for their own nefarious schemes. One possible motive is that, with the Starmistress as a bargaining chip, they could exploit more lucrative ruins in the lands of Klavada.

It is up to the **Gamemaster** to determine the true fate of the shuttle, crew and **Starmistress**, and then direct the adventure along his own plot line. If the first plot line is chosen, the **Colosians** would have quickly escaped the planet in a cloaked ship before the Devonian gunships could have quarantined the planet. It is likely that if they got a hold of the **Starmistress**, she would have been drugged and sold into slavery for lack of anything better to do with her. If the Gilliads got hold of **her**, she could probably be found in a north **Klavadan** hillmen's camp, ready to be killed and sent to the King in an act of spite. The Syranakee Kahafa would have killed her outright due to her involvement in off-world affairs, but would have kept the body for strange cultish practices like head shrinking or something equally bizarre. If the smugglers have her, she would be held as a hostage. As an aid, layouts for this adventure cover many of the possible alternative courses of activity and if the **Gamemaster** is ambitious he could tailor the adventure so that each possibility would have to be checked out.

It is important to the surprise element of this adventure that the players know next to nothing about the mystic capabilities of Cerilseven's inhabitants.

THE SETTINGS

Devonian Shuttle Landing Site

The Devonian shuttle which was sent to pick up the **Starmistress** is located in one of the numerous clearings in the forests of the Klavadan wilderness. This one is noteworthy because it is home to what appears to be a holy shrine of some sort. Because examination of the shuttle is the natural starting point for the **Starmistress** adventure, the GM will have to tailor his descriptions and clues in order to fit the plot line that he has chosen for the adventure.

1. Clearing. The Devonian shuttle is located in a 70 meter diameter clearing. There are several points of interest here which give clues as to the fate of the shuttle crew. Near the center of the clearing is a cold camp fire of sorts. Among the cinders may be

found the remains of human bones. There are several foot prints in the soft ground which show that the clearing has most recently been visited by creatures whose feet measure 6 decimeters long. Pieces of clothing, which may well be Devonian **livery** are strewn all around the shuttle and camp fire; they are torn and burnt. Completing the gruesome scene are bits of human bodies which, if identified, will prove to belong to the shuttle's crew-members. With these **clues**, the **PC's** should be able to conclude that at least most of the crew-members were killed (by sources unknown) with the bodies being subsequently eaten by roving trolls.

2. Shuttle. The shuttle, nearly 20 meters **long**, rests in this glade. It is a model which could normally transport up to 20 men. The airlock seems to have been blasted open, and many creatures have since crossed the threshold to have a look inside. A search of the interior will produce a few specimens of aboriginal wildlife, but no living beings.

If the shuttle was attacked by Colosians, the computer recorder will have been tampered with (**Extremely Hard** -30 to detect), showing the culprits to wear Minor Clan **Gilliam** uniforms.

If the shuttle was attacked by the Gilliads, no Devonian weapons will have been left behind, and it is likely that the entire computer recorder system will have been flamed.

If the Syranakee Kahafa were responsible for the affair, it may be apparent that the damage sustained by the ship was not caused by technological fire-power (**Hard** -10 to detect).

If smugglers were involved, it is quite possible that they removed most tech items from the shuttle that were not welded down.

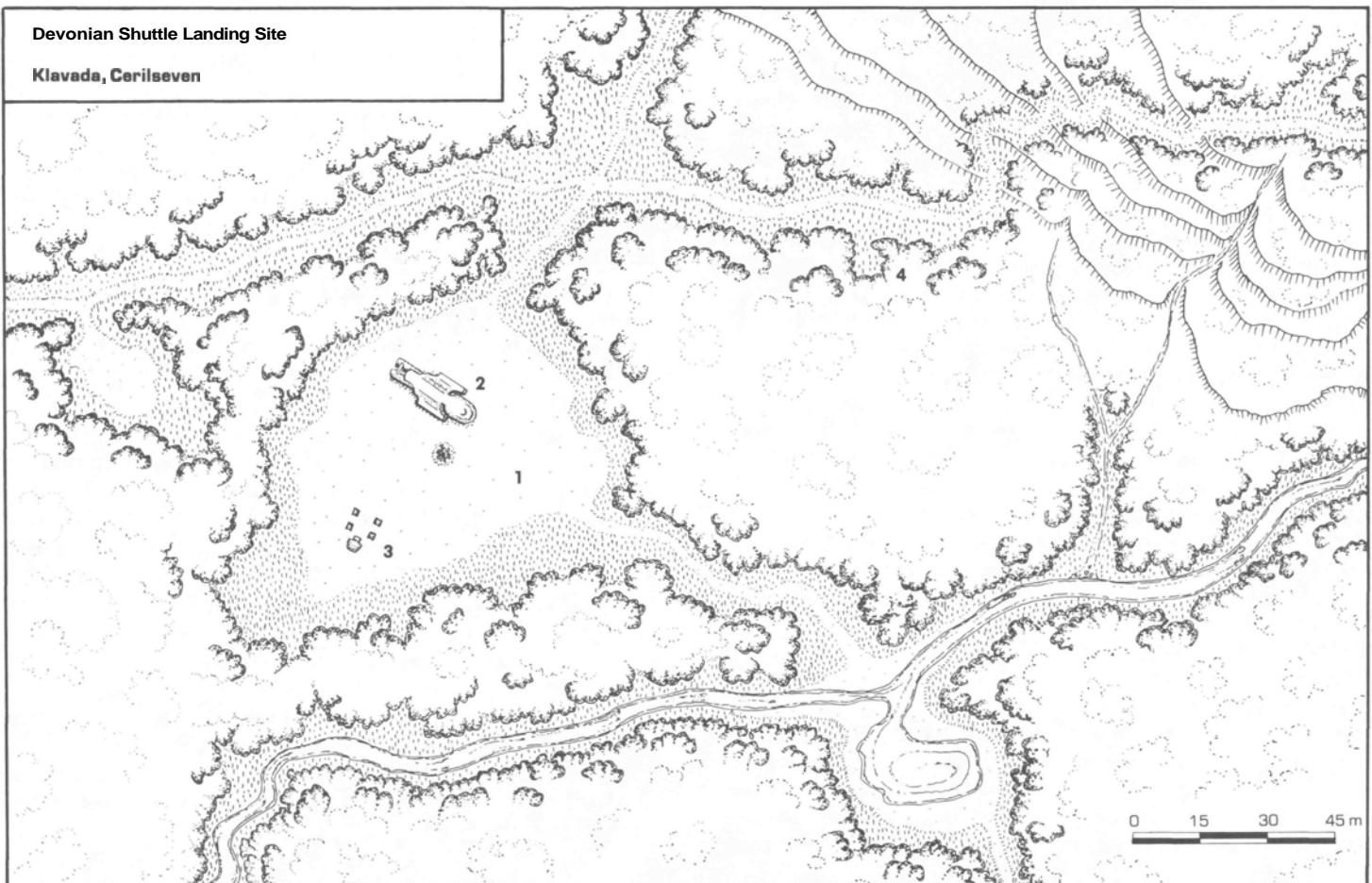
In any case, the shuttle will be incapable of flight until at least 10 **Very Severe** malfunctions are repaired and the airlock is replaced.

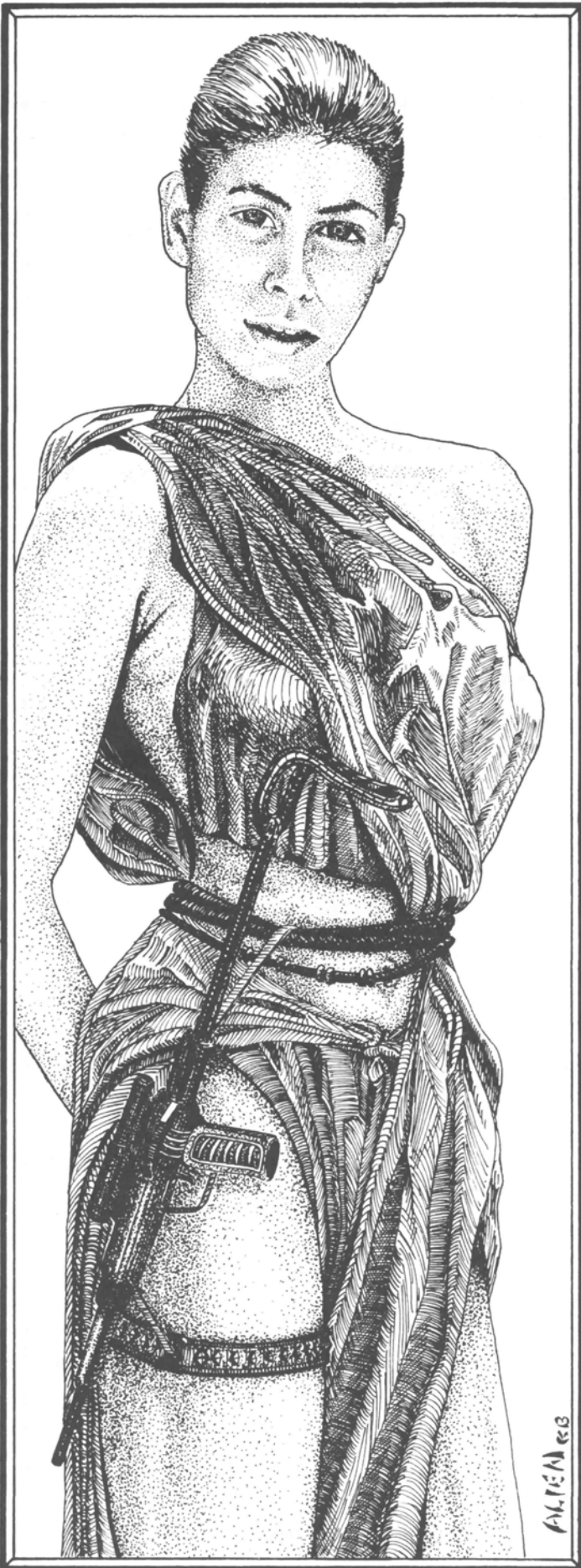
3. Holy Shrine. This stone structure appears well kept and out of place in this natural clearing. The GM can make of it what he wishes. It could be a power focus for the **Starmistress**, an over-structure for a burial mound, or a Syranakee Kahafa sacrificial altar.

4. A Near-comatose Body. A sensor scan will reveal that a **human/humanoic** body rests at this location. The identity of the person should be fixed by the GM so as to help the **PC's** in their quest along the chosen plot line. In all situations, the character here will be near death, having massive internal damage and several limbs mutilated beyond function.

If the Colosians have taken the **Starmistress**, then it should be a Colosian trooper who has survived a troll attack unnoticed. Under pressure, he will be able to reveal that the **Starmistress** has been taken off the planet and will likely be sent to **Flora** where she will be sold into the underground slave market there.

Along similar lines, this character could be a Gilliam agent, a Syranakee Kahafa, or a smuggler. The GM should make the information divulged by this NPC as cryptic as possible, laced with hallucinatory mumbo-jumbo and false leads.





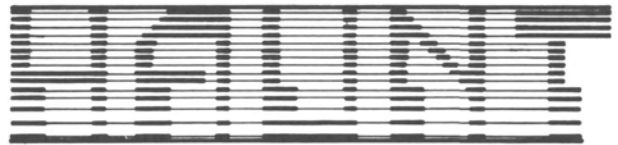
ORBITAL SHUTTLE LANDING SITE

Special Encounters

The north Klavadan hillmen: A group of five large barbarians mounted on hexipedal horse-like creatures openly approach the characters. Each carries a shoulder slung light assault rifle but they do not display outward aggression. They could mistake the players for some of their shadier off-world acquaintances.

A group of hungry trolls: Three aggressive and stupid carnivores burst through the underbrush looking for lunch.

The Syranakee Kahafa: An expeditionary force of these **xenophobes** arrives to explore the shuttle wreckage only to find the players. They will be very unwilling to negotiate a peaceful resolution to the confrontation.



UNDERWORLD SLAVE MARKET [Anasaya's Inn]

This "club" has two **levels**, the main one being a public restaurant and bar, while the lower level is a private establishment where men and women are bought and sold.

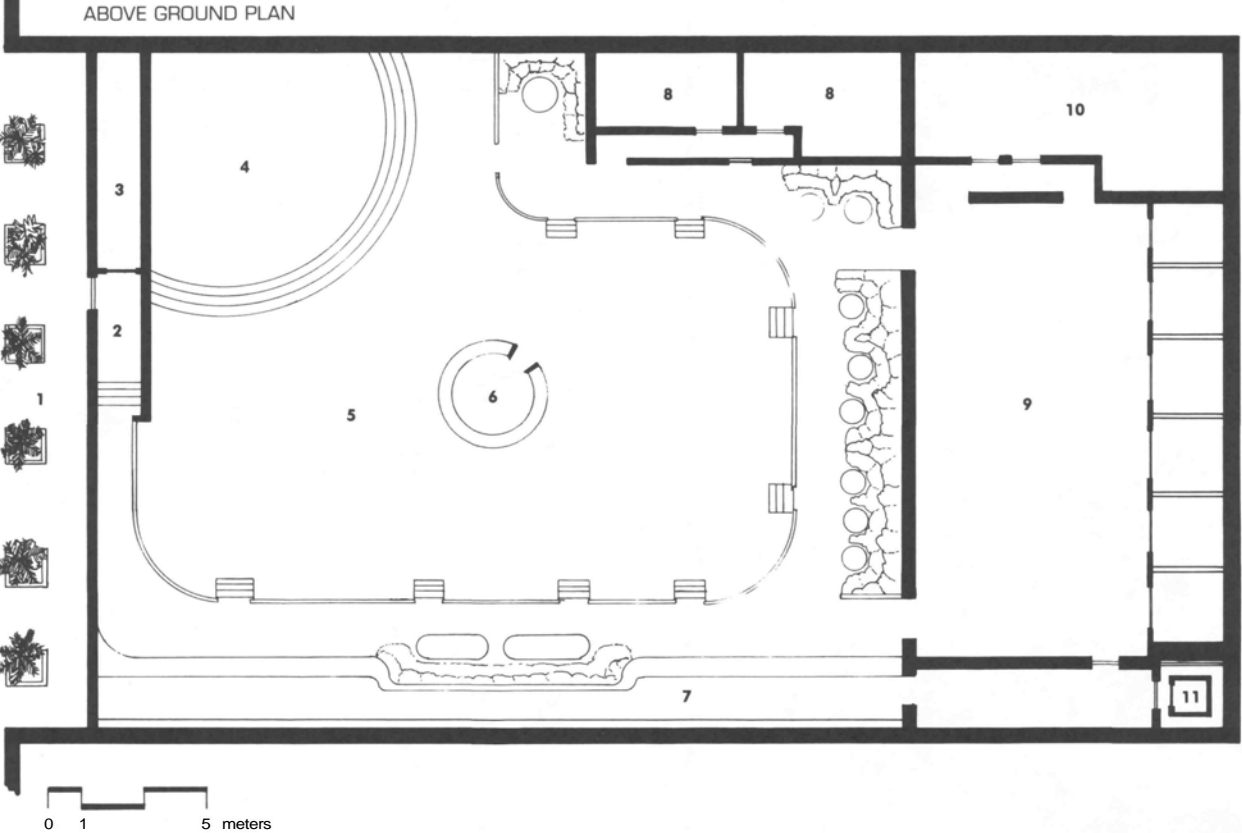
GROUND LEVEL

1. **Plaza:** an outdoor area which many restaurants and shops open onto.
2. **Foyer:** Reinforced glassteel separates this area from the interior. Two large "hosts" (bouncers) are always on duty to help you check your weapons.
3. **Checkroom:** Where **coats**, unwanted equipment, and all weapons are checked. Traditionally, weapons are forbidden (and carefully screened for) in all but the most seedy establishments.
4. **Exhibition Floor:** Essentially a raised dance area with enhanced digital **hololaser** lighting and sound effects.
5. **Dining Area.**
6. **Environment Control Center:** Music, lighting, temperature, etc are controlled and monitored from a large console on a raised platform here.
7. **Bar.**
8. **Sanitary Facilities.**
9. **Dining Area:** **Sonically** shielded from the main room, this area is for quiet dining.
10. **Kitchen.**
11. **Lifftube.** Operated by another "host", who prevents unauthorized persons from entering the club.

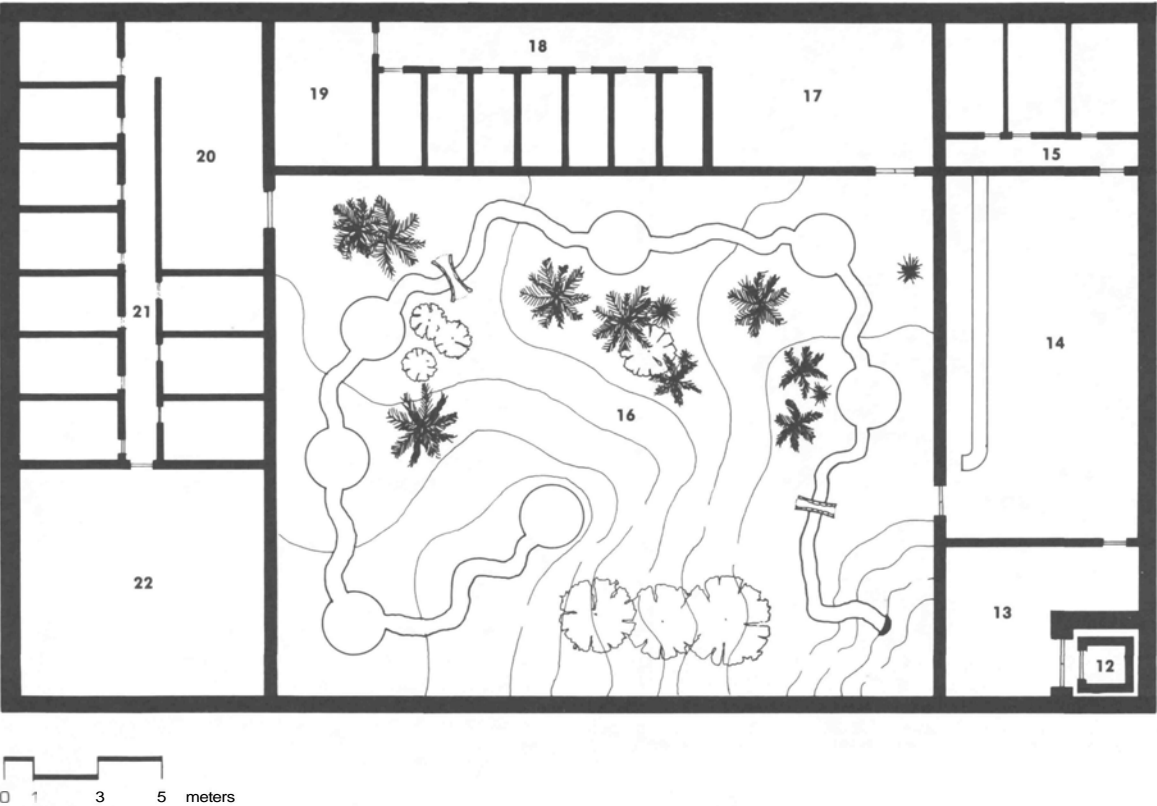
LOWER LEVEL

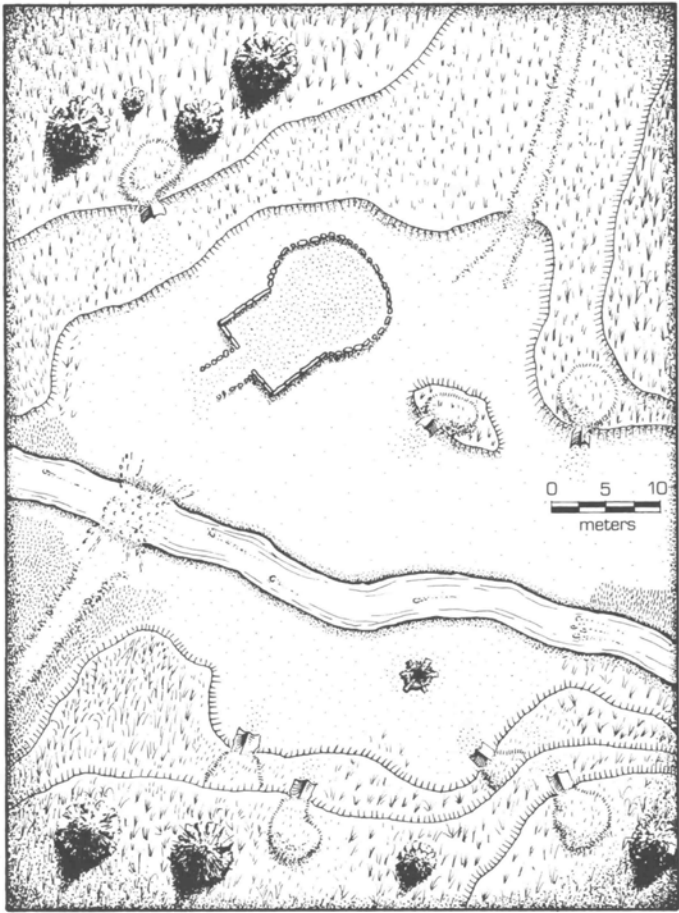
12. **Lifftube.**
13. **Reception Foyer.**
14. **Bar and Lounge.**
15. **Management Offices.**
16. **The Garden.** This unusual area has been designed to appear to be outdoors. There are many small trees and other plants, grass grows thickly, and a hot stream runs through the room. The stream feeds several sunken pools which are actually hot tubs for the clientele. Scantly clad attendants are available to bring towels, give massages, etc.
17. **Changing Room.**
18. **Showers.**
19. **Sauna.**
20. **Sitting Room:** Staffed by the chief attendant, prospective 'companions's are viewed and selected, and Elmonitary transactions are made.
21. **Private Rooms:** Where the club clients can be **alone** with their selected partner(s).
22. **Common Room:** Sleeping area and sanitary **facilities** for the dozen or so young men and women companions who "serve".

AN UNDERWORLD SLAVE MARKETING CENTER



UNDERGROUND PLAN





Syranakee Kahafa Chapterhouse

This particular chapterhouse is located a mere 10km from the Devonian orbital shuttle landing site, and is the nearest humanoid population center of any kind. As can be seen from the layout map, the chapterhouse is nothing more than a collection of wood/stone huts and a central temple. Note that there are no ramparts or fortifications of any kind. This is primarily due to the fact that the Kahafa members who dwell here are very powerful, and none dare to assail them in their own spiritual stronghold.

If the Kahafa hold the Starmistress (or the remnants of her body), she could be found in any one of the huts.

1. Temple. The Syranakee Kahafa temple is a simple affair structurally, having no walls but a roof supported by pillars. Note that the dotted line on the map indicates the outline of the wooden roof which stands 6 meters over the dirt floor. At the far end of the temple rests the statue of a patron deity, sitting on a great slab of stone. Note that this place is a power focus for members of the Kahafa (x2 PP multiplier in addition to any items when standing inside) and is also biased against technological items (the failure range of all items used inside the structure is increased by 10).

2 - 10. Residences. Each of these huts has low stone walls and somewhat domed wooden roofs. Their interiors are spartanly appointed as is the custom among these people, however it is common for one to find some very bizarre and disturbing trinkets hung on the inside walls of these single person dwellings. Among the oddest of these are rotted dead animals and shrunk heads.

The character classes of the chapterhouse members are diverse, and their levels are moderately high.

Class	Lvl	#	Hits	Spells
Magician	6-10	3	30-55	Base to 10th Lvl
Magician	11-15	2	50-70	Base and Open to 10th Lvl
Astrologer	10	1	40	Base and Open to 10th Lvl
Mentalist	9	1	60	Base to 10th Lvl
Warrior Monk	6-10	2	70-120	None

North Klavadan Hillmen Camp

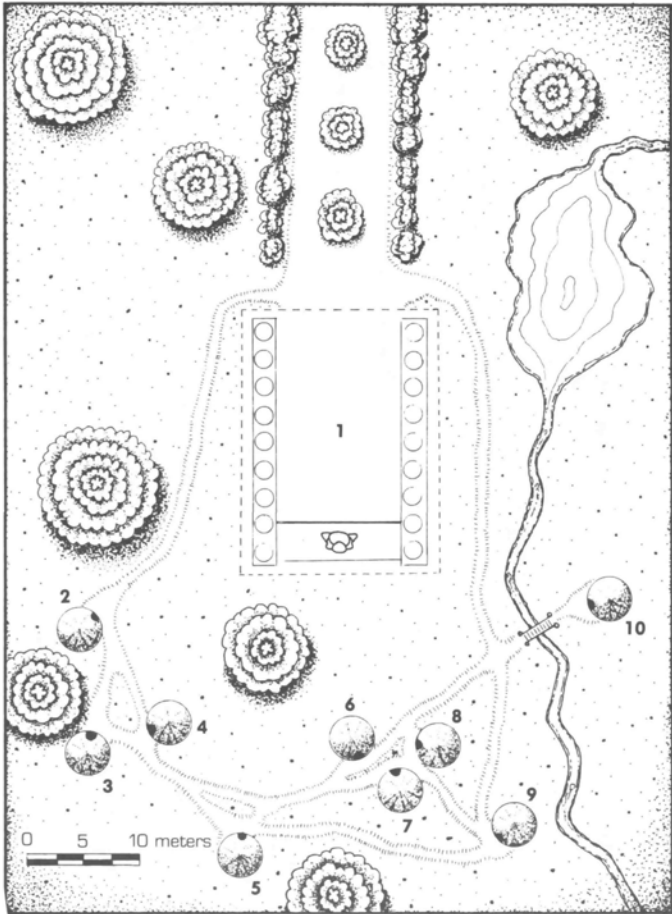
If the Gilliads were responsible for sabotaging the Devonian diplomatic efforts on Cerilseven, it will be likely that they will give the Starmistress to their best customers, the hillmen of North Klavada, to do with her as they please. A layout map of a typical hillman camp is provided here.

Note that hillmen dwellings are covered-over trenches built into earthen slopes. The single opening to the outside world is covered with a tent-like structure made of animal hides and a crude wooden door covers the actual entrance. In this particular example, a low foundation wall constructed of ill-fitting stone blocks creates a meeting place for tribal chieftains.

The hillmen are a nomadic culture, so their camps rarely harbor the same two tribes on consecutive months. In theory, the camp actually belongs to the chief of the tribe occupying the camp at a given time, but there is little animosity between the various tribes so shelter is never denied to other hillmen in need.



BATTLE STARS



A Smuggling Base in Klavada's Far North

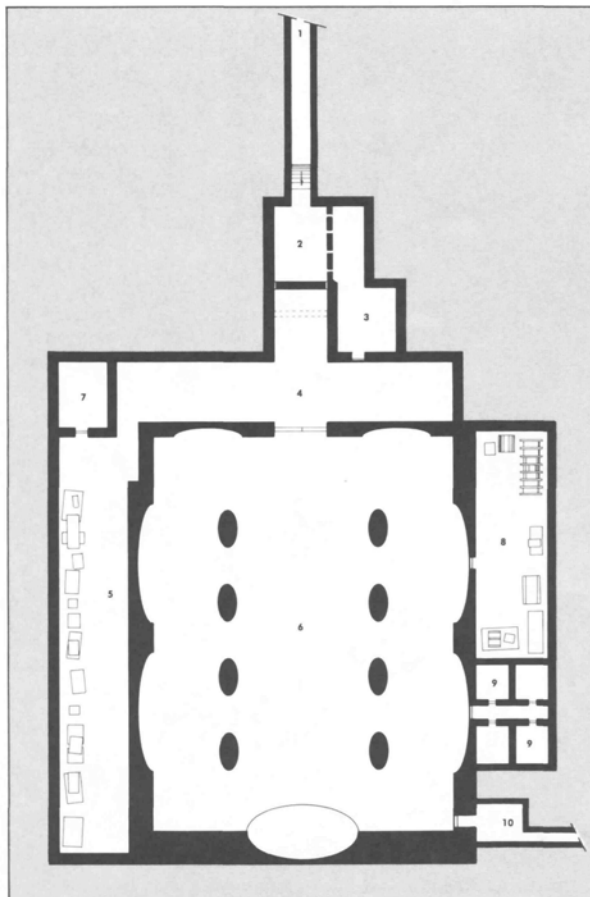
The smugglers have discovered an ancient (800 years) crypt/secret underground temple complex and put it to use as their headquarters. A small fusion generator in room 8 now powers lighting and other conveniences that they have installed in the rooms.

Above Ground Plan

1. Standing stone pillars, 4 meters high (six in all).
2. Platform, .5 meters high.
3. Secret door (Very Hard, -20 to detect) leads down a long stairway to the crypt. The smugglers have installed a mechanism in this door so that it can be opened by remote control. Without one of the opening devices, treat the door as locked, Hard (-10) to open, once discovered.

Underground Plan

1. Stairway from platform.
2. Crypt. There is an empty stone sarcophagus in the center, and three humanoic skeletons on the floor. Successful scans date them at about 200 years old. The far wall is a single huge stone slab, and is actually a secret door (Extremely Hard, -30 to detect) to the rest of the complex. It, like the door above ground, is remotely controlled; attempts to open it manually should be considered Extremely Hard (-30).
3. Firing Room. Access to this room is gained via a secret door from the foyer (4). Several firing slits allow surprise attacks upon intruders in the crypt room.
4. Foyer. Note the dotted lines: they indicated a trap trigger on the floor one meter wide (Very hard -20 to detect). While the base is inhabited this trap is disarmed, but when the smugglers are away they set the device. When stepped upon the floor triggers explosives which will destroy the entire base.
5. Cultural Equipment. Appropriate trappings for the smugglers to make themselves look like natives.
6. Main Temple. This room now serves as the main cargo storage area.
7. Operations/Planning room.
8. Special/Dangerous contraband.
9. Quarters
10. Secret room — door Hard (-20) to detect — with escape passage leading to a small cave on the surface, .5 kilometers away.



Alternative Adventure Possibilities

1. If the players are members of the Devonian military, they could be involved in a rescue attempt of the Devonian diplomats if it is determined that the Starmistress can not be retrieved in time to prevent the diplomat's executions. The negotiators are being held in King Alisdar's castle in the capitol city of Klavada.
2. The players could be involved in the attack on the orbital shuttle when it made planetfall. They would then be working for some faction which opposes the Devon court.
3. The smuggling trade on Cerilseven is dangerous and lucrative. Players may set up their own operation on the surface, exploring Cerilite ruins and selling the artifacts held therein to collectors and powers throughout the Empire.



THE WING

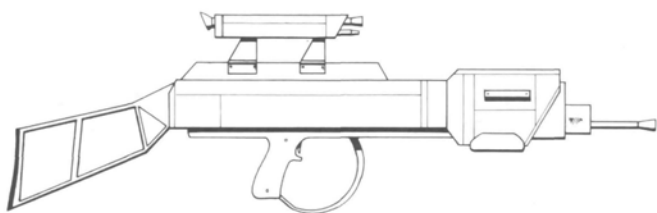
6.4 RAHAYNA CONTESTED

The process that an Inner Province must go through in order to absorb yet another system from the Imperium into its membership schedule is laborious and time consuming, but the end results are often worth the trouble. The Devonians are finding that Rahayna may be more trouble than it is worth. Rahayna, a habitable world in the Pyskar system, should have been snapped up from under the Imperial nose after only a decade of bureaucratic wrangling, but the process has been drawn out for years on end due to diplomatic toe treading, unkept promises, and the interference of other Provinces interested in occupying the system.

When Rahayna obtained the temporary status of a Free World the flood gates were opened and the tide has taken a long time for the Devonians to turn. The interest that has been shown for Rahayna is curious. Admittedly it is a high quality world with a balanced indigenous ecology and a native sentient humanoid race, but beyond that it is not particularly valuable in regards to its mineral or petrochemical wealth. Neither will agricultural development be particularly stunning. However, Pyskar does fall in a strategic location; near the boundaries (as far as boundaries go when you are talking about vast quantities of three dimensional space) of Devon, Colos, and Kashmere Provinces, as well as Imperial space. It has recently been revealed that Rahayna is also a Sianetic Harbinger site. All of the sudden, Rahayna has become a hotbed of activity.

The Devonians are thankful that negotiations for control of the world are finally drawing to a close, but those other Provincial and Clan powers which are about to be shut out of Rahayna forever are making their last ditch efforts to wrest control from House Devon. At this point in time, the last thing the Devonians need is another headache, but they got it.

To disrupt Devonian operations and convince the Imperium that the Devonians are unable to handle the stewardship duties entrusted to them, the Colosian presence on the planet has supplied the bronze age cannibalistic natives — known as the Bja Bja — with enough weapons and superstition to keep the stewards reeling on the defensive. Increasing the stakes, the Colosians have also managed to sneak a few sections of elite combat troops down to the surface of the planet. This is, of course, quite illegal, but the Colosians have figured that they now have nothing to lose. By law, the Devonians, as the planetary stewards, are prevented from bringing Family troopers to the surface as they must prove their competence at non-martial administration. However, they are not prevented by any law from bringing mercenary forces down for self defense, which is exactly what they have done. Presently, many of Devon's isolated bases and research outposts live a precarious day-to-day existence, threatened from the jungle and the air as the enemy raids are merciless with no prisoners taken.



7mm ROCKET RIFLE
Cobra/Devcomm

6.41 THE BOX OF TRIACHUS

Setting:	The steaming jungles of Rahayna.
Requirements:	Explorers and scientists interested in obtaining a Sianetic Harbinger artifact who are willing to brave the cross-fire of this contested world.
Aids:	a) Knowledge of the location of skirmish zones and suspected 'Harbinger ruins. b) A Passage code to allow docking at the Rahayna orbital station (examples below).
Reward:	Possession of a genuine artifact of the ancients, guaranteed to generate unexpected adventure, mystery, and conflict. What more could one ask for?

THE TALE

Despite what might be said to the contrary, the Colosian troops based on Rahayna are there for a more important purpose than to loot, pillage, and destroy; although they certainly enjoy that. In actual fact, they are there specifically to seek out and seize as many "Harbinger" artifacts as possible before all non-Devonians are officially kicked off the planet. If that means that a few research bases have to be trashed so that their archaeological finds can be commandeered, that is just an unfortunate consequence of sharing a planet with Colosians. Now, the artifacts to be found on Rahayna are generally not of the high-tech genre, but rather tend to be cultural curiosities. So the question is; why are the Colosians so interested in them?

It has long been suspected that the 'Harbingers' were (are?) highly adept users of Telepathic powers; this aspect of their legacy was determined through the discovery of their Telepathic power stones commonly known as *Psion Prisms*. Herein can be found the answer to the mystery of Colos' interest in Rahayna. For several years now,

Lord Colos has been nurturing his own Telepathic awakening and now thinks that he is ready to wield powerful Telepathic relics from ages past (apparently to be found on Rahayna). And so in order to satiate one man's megalomaniacal and self-serving desires, several innocent hominoids have been put to death and an entire culture has been undermined. It's no wonder that few Families deal with the Colosians on a friendly basis.

Lord Colos has a particular interest in an artifact which researchers have dubbed the *Box of Traichus* which is also known in scholarly circles as *The Container of Knowledge* or *Fahnog'hut Visre* (A thing or device which allows one to obtain clarity of mind). Lord Colos possesses a key recovered from an underground vault on Rahayna which apparently allows one to unlock the *Box*, and Colos is sure that the *Box* is an ultra-powerful Telepathic aid.

In fact, the *Box of Traichus* does exist and it can presently be found somewhere on or under the surface of Rahayna. Indeed it is powerful, and if Colos does get hold of it and master its powers, he would become more than a tolerable menace to the Imperium and certainly the other Inner Provinces. The *Box*, if recovered and manipulated, will deal out a few unanticipated surprises to the unwary. It is a small chest constructed of a dense metal ornately decorated with platinum leafing and a built-in old fashioned key lock. The inside of the *Box* is lined with the strange and naturally occurring alloy known as *kregora* which defeats all attempts to scan the contents. As a side note, the exact composition of *kregora* has never been determined because it has an annoying tendency to sublimate when scrutinized for chemical composition under laboratory conditions. Analysis of the resultant gas shows that it is highly toxic, with concentrations of arsenic, zirconium, and cesium.

Continuing with the properties of the *Box*; medscanner analysis will show that an energy wave akin to minimal brain activity radiates from the *Box*. In actuality, the box is sentient to a limited extent, but this is only the beginning of its weird properties. The lock can not be picked; the proper key must be used, and there may be several of these in various ancient sites. If a picking attempt is made and the result would normally indicate a failure, the picker suffers an "E" severity electricity critical. This trap is **Sheer Folly** (-50) to disarm and has unlimited charges.

The *Box of Traichus* veritably contains knowledge. To manipulate the device to one's own ends, one must open the box and concentrate on a problem. Imbuing clarity of mind within the user, the *Box* allows one's consciousness to unveil deceit — pointing a way to a path towards the problem's final resolution. In essence, the *Box* gives its manipulator significant and clear visions. When the *Box* is opened, a gravitically suspended crystal (which also acts as a x4 PP Telepathy power point enhancer while exposed and within one meter of the user) rises out of its resting place to hover about a meter above the chest's bottom. If the crystal is drawn away from its natural position, the sentient directing the action — despite his location — will begin receiving *Heat* criticals every round while the crystal is displaced. The criticals increase in severity from round to round, starting at "A" and continuing until "E" is reached and maintained. Under these conditions, the crystal will appear to immolate. In its natural position, the crystal seems to be shrouded in a mist which refracts light into dazzling prismatic spray. Attempting to use the crystal's information-giving powers is risky but often well worth it. Every time this power is used, a Telepathic manipulator must make a *Focus Crystal* control roll (similar to a **Rolemaster** Staves and Wands roll) while non-Telepaths must make a successful static maneuver roll with only their level number as the add. Failure of this roll drains a Telepathic user of all remaining Telepathic power points while a non-Telepath suffers the effects of total amnesia for 1-10 days. Characters may resist versus a level 20 attack to ignore these effects. Every successful use of the crystal's power gives that character a +1 add to the crystal control roll.

The Box also has a few detrimental side effects. It resists hyperspatial travel inasmuch as it causes a 50% subtraction from the hyperspace piloting roll when carried in a space vessel. Once a hypershunt is obtained while the Box is **aboard**, a final hyper-pilot roll with all applicable bonuses and the -50% modifier is made. If the modified result is below **zero**, the negative number equals the % chance of the ship being phased into an alternate universe, intersecting the event horizon of a black hole and/or displacing the ship forward or backward in time by 1 - 100 millennia. If the Box is subjected to a destructive attack or **action**, it will violently self-destruct with the force of a **Mk.50 Explosive Missile** attack. Note that almost none of the effects of the Box can even be guessed at by the scholarly because it is so arcane.

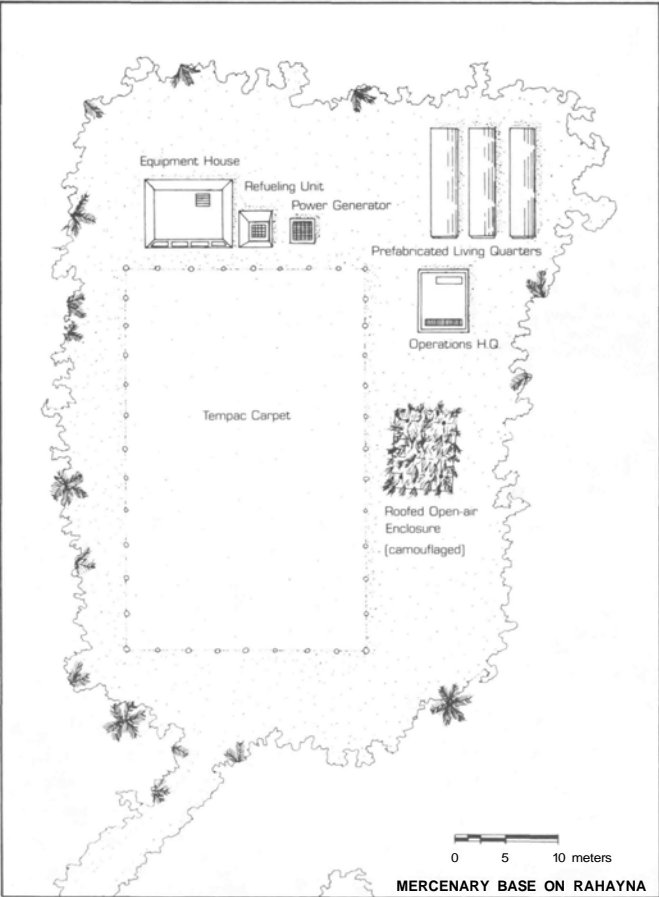
THE TASK

The course of an adventure involving Rahayna and the Box of Traichus can follow many paths:

- 1) The characters may have heard of the Box's existence and traveled to Rahayna with an old **map**, attempting to locate it themselves.
- 2) They could be a recovery team working for a Devonian archaeological research institute or a museum.
- 3) They might even stumble upon it while searching the ruins of a Devonian base whose occupants have been killed by an attack by firearm wielding **Bja Bja**.

With any of these adventures, the team will need the appropriate transmission code if they intend to approach or utilize the facilities of the orbiting station at Rahayna (assuming they **aren't** engaged in a covert operation).

An example Passage code is given below, this one using data from the example adventure found in **Future Law**. The Box adventure could be a handy follow-up to the TBD Base **scenario**.(The *dashes* represent coded *data* transmitted to the station computer.)



PASSAGE TRANSMISSION CODE

"Rosetta Colossi" TACH 20c 14476-xidelta8
Ownership: Subfamily Qgroodo, Minor Clan Baburnica
Origin: Alexie Prime, Exloda Down Port
Pilot: Safra Smelngay T6394-IZ014-Bab
Crew/Passengers: 1/
Destination: a) Midden II
 b) Alexie Prime
Business: a) Perishable Pharmochemical Delivery
 b) Free Return
Duration: Imp. 475 180-200

Note of course that recovering the Box is only one half of the task because a key must be secured to unlock its mystical powers.

The players must be careful while engaged in their search because while on **Rahayna**, there are no neutral parties. Characters may find that they are caught between cannibalistic natives, Colosian war-mongers, and Devonian mercenaries before they even know what's going on.

Below is an example of an automatic transmission, sent to any ship which enters a given radius about a station or planet with spaceports. The example below is the message sent by the Rahayna Orbital Station

PORT OF THE IMPERIUM PORT OF THE IMPERIUM

Welcome To Rahayna Orbiting Central
DOCKING PROCEDURES:
- Please transmit passage code.
- Please transmit Elmonit account code.
- Maneuver into tidal lock with designated bay.
- Lock over astro/piloting functions to traffic controller on Microfreq 235.B or via tight-beam LASER rig.
- Standby for security scan and viral analysis.
Thank You

Message received after initial ship passage code and Elmonit solvency verified:

PORT OF THE IMPERIUM PORT OF THE IMPERIUM

Welcome To Rahayna Orbiting Central
WARNING: Munitions and firearms strictly prohibited.

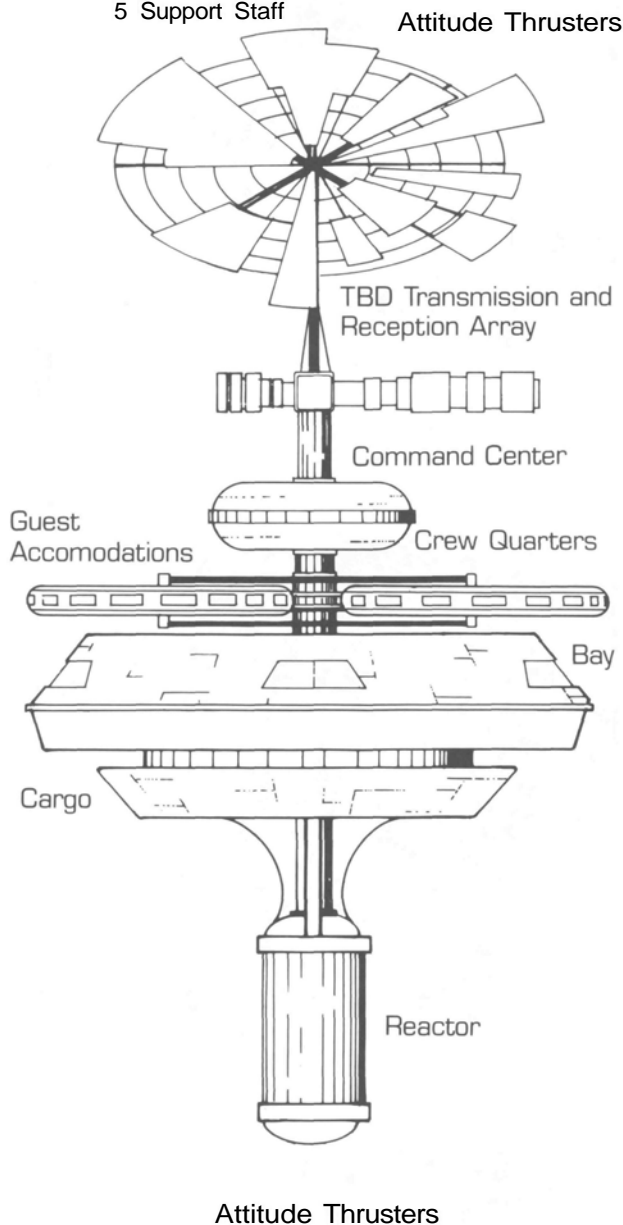
- SERVICES:
- Five bays for repairs and maintenance overhauls for craft massing under 500T.
 - Repairs for craft massing over 500T.
 - Personal interstellar communications at reasonable rates to anywhere in the Imperium. Devon, Jade-London, and **Colos** service available at slightly higher rates.
 - Full spectrum refueling.
 - Personal accommodations.
 - Storage facilities.

COSTS:	
Outer airlock berth	400 + 200/day
Pressure dock	500 + 300/day
Personnel accommodations	10 + 20/day
Storage	100/T/year
Hydrogen	500/m ³
Fissionables	8000/m ³
Andrium	11000/m ³

RAHAYNA ORBITING CENTRAL [orbital station]

STATION PERSONNEL

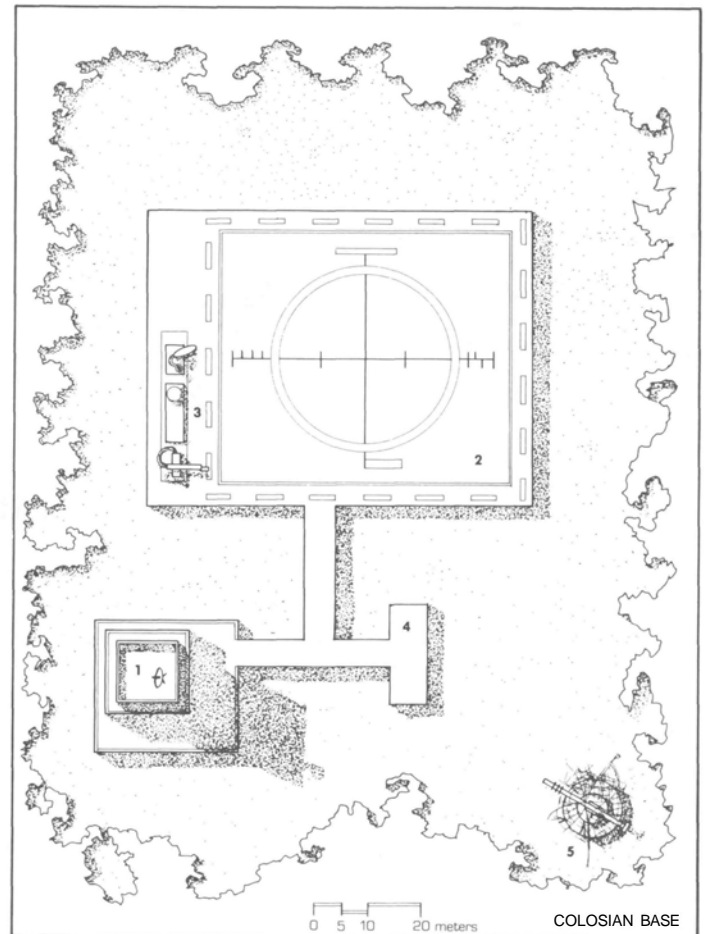
- 1 Port Commander
- 1 Engineer
- 1 Physician
- 1 Medic
- 1 Security Chief
- 2 Cultural Researchers
- 4 Security Troopers
- 5 Communications Specialists
- 10 Administrative Staff
- 15 Techs
- 5 Support Staff



COLOSIAN BASE

One of several small refueling/repair facilities, this installation can support up to 10 people.

1. Comm Tower: Access is through large double alloy doors, locked (Extremely Hard -30 to open without the electronic rod-key; AT 26, 100 hits before blasted through). There is a lounge on the first floor, living quarters on the second, computer and communications equipment on the third level, and the laser comm equipment on the roof. The basement holds the base Fusion reactor, a large storeroom, and passages to two escape exits .25km away.
2. Landing Platform: capable of accommodating craft up to 500 tons. The central area is an elevator to a large hangar below, which can accommodate up to three ships. Inside are a Tach20 hyper-shuttle and a small air cavalry AFV. The perimeter of the pad is equipped with amber landing lights. The entire platform is 1.5 meters high.
3. Fueling Equipment: Flow is controlled from the tower. Fusion and Matter/Antimatter fuel is available.
4. Scooter Platform: three gravsleds are parked here.
5. Camouflaged Mk 9 Laser cannon.



Alternative Adventure Possibilities

1. Mercenary members of Bryan's Banshees could be detailed for a raid into Colosian held territory.
2. Players on Rahayna Central may wish to: offer aid to, market goods to, or seek employment from, the many Provincial powers represented there.
3. An independent researcher wants a Bja Bja specimen for experimental purposes. He may hire the players to make an illegal run to the planetary surface in order to acquire a healthy male.

7.0 CHANCE ENCOUNTERS

What follows is a listing of events and **encounters**, keyed to location, which can be introduced into the game at opportune moments; a break in the normal **action**, to divert players who are blitzing through a pre-set plot **line**, or when a catalyzing agent is needed to bring the characters into a new scenario.

The encounters set at the cantina, the spacefaring port, and in space are numbered from 1 - 10 so that GM's who need a randomizing agent on the spur of the moment have one. **Ideally**, the GM should pick a specific encounter when he feels that one is necessary. The events and encounters listed here are also meant to stimulate the GM's imagination so that he can develop his own set of encounters specifically tailored to his group of players.

7.1 AT THE CANTINA

1) Security Raid. The longer the characters stay in this establishment, the seedier it looks. As a matter of fact, the characters get a pretty strong feeling that a lot of the things that are going on around them are quite illegal in this system. Suddenly, a group of armored security troops pile into the bar area and bust everyone in sight. It looks like the characters will be spending a day in the local detention area.

Security Troops:

#:10 Lvl:2nd to 5th Hits:20 to 80 AT:15[-20]

Weapons: Assault Blasters OB's:+40 to +95

Disposition: Irritable

2) Security Check. A local garrison patrol with nothing better to do enters the establishment and starts making ident disc checks of the patrons. If queried by the players the patrol members are likely to be in an ornery mood, and tell the players that they are looking for escaped prisoners who fit the **party's** general description. If the **player's ident's** are in order and they don't make a big fuss, there won't be any trouble.

Garrison Patrol:

#:4 Lvl:1st to 4th Hite:15 to 65 AT:5[-30]

Weapons: Stun Pistols OB's:+30 to +70

Disposition: Ornery

3) Recruiter. An officer (at least he says he's an officer) from a privateering cruiser approaches a party member with the intent of offering short term employment on his vessel. He will say that a few of the ship's compliment got wasted at their last port of call. The players will get the impression that the duties that they would have would be particularly dangerous without reasonable pay.

Recruiter:

#:1 Lvl:5th Hits:60 AT:1[-10]

Weapon: Laser Pistol OB:+65

Disposition: Friendly Class: Pilot

4) Game. If the players consent, they are drawn into a straight gambling game. The value of the table stakes are flexible but the players should think that they can handle it. If the GM and players are up for it, they should start a real game using tokens for Monits, shuttle craft, space ships or what ever else they can afford to lose.

5) Rumor Monger. No matter how secret they attempt to be during play, someone is likely to be aware of the player's activities. Seeking money for information, the **rumor monger** seeks out the players and makes allusions to knowledge that he has that the players really want.

Rumor Monger:

#: 1 Lvl: 3 Hits: 20 AT:1[-5]

Weapon: None

Disposition: Annoying Class: None

6) Street Merchant. This guy looks like a real shady character; so of course, he has to walk right up to the PCs and offer them "A real good deal!" He could be selling **chronometers**, **drugs**, or novelty items, but whatever the merchandise, it's bound to be illicit contraband.



Street Merchant:

#: 1 Lvl: 2 Hits: 20 AT: 1[-10]

Weapon: None

Disposition: Annoying Class: None

7) Soliciting Prostitute. Where there is smoke, there's fire, and it seems like this establishment is aflame. No sooner do the characters get totally inebriated when the *proposition* comes. PC's will be approached by the opposite sex 75% of the time, and the same sex 25% of the time. The prostitute will be clean, attractive and alluring, with reasonable rates.

#: 1 Lvl: 3 Hits: 30 AT: 1[-20]

Disposition: Friendly Class: None

8) Beggar. The characters are likely to wonder how this jerk ever got past the bouncers into the place, but there he is nonetheless. He will incessantly bug the PC's until they call for the management or dispose of the character themselves.

Beggar:

#: 1 Lvl: 1 Hits: 5 AT: 1[0]

Weapon: None

Disposition: Persevering Class: None

9) Derelict of Society. This guy doesn't want money, drugs, drink, or conversation. He just wants to sit near a PC, stare at him or her with a glazed look in his eyes, and drool.

Derelict:

#: 1 Lvl: 1 Hits: 7 AT: 1[0]

Weapon: None

Disposition: Catatonic Class: None

10) Violence. A perennial favorite in role-playing circles. Roll again: (1-7) *Thugs*. A group of trouble makers near the PC's start verbally insulting the players about their dress, hair style, or sexual preference. (8-9) *Brawl*. Finally a fight started by someone else! The PC's witness a fight break out between some local bumpkins. If they stay around long enough, the PC's will be drawn into the brawl in a fit of abrupt violence from one of the other patrons. ICE's **Claw Law Martial Arts** attack tables are well suited to this sort of barbaric activity. (10) *Theft in Progress*. While the PC's are hanging out, an all out theft will occur. Several men (or whatever) will reveal weapons and start demanding that everyone hand over their valuables. The PC's will get the distinct impression that these guys do not believe in the sanctity of life. Their getaway will be well planned so it will be tough to follow them, and the local garrison troopers will also have trouble finding the culprits.

Violent Types:

#: 3 to 10 Lvl: 2nd to 5th Hits: 20 to 70 AT's: 1[-5] to 5[-30]

Weapons: M.A. Strike [Claw Law] or Blast Pistols

OB's: +25 to +85

Disposition: Aggressive Class: Armsmen

7.2 AT THE SPACEFARING PORT

1) Sales Windfall. If the characters are making a merchandising attempt, they discover that the local demand for goods that they have has gone up. The marketing attempt for the good becomes **Routine** (+30).

2) Sales Recession. A marketing attempt for one type of good becomes **Absurd** (-70) due to local economic anomalies.

3) Supply Deficiency. One type of item becomes **Sheer Folly** (-50) to acquire on this world, unless it was **Absurd** to acquire in the first place.

4) Supply Glut. One type of item is, all of a sudden, as common as dirt in the area of the port. Acquisition of the item is **Easy** (+20), unless it is normally **Routine**.

5) Superior Systems Staff. After the PC's arrive at the port they discover that the Technical staff on duty at the base are highly skilled. So much so, that if the PC's put in for repairs, all repair rolls are at +10%. Also, their labor fees are 5% above normal.

6) Surprise Boarding and Security Inspection. Some time after the PC's land a space ship at this port, they discover that the port authorities have OK'd a surprise inspection to be carried out on the PC's ship. The boarding will be carried out by local garrison forces and although they have no suspicions about the ship, its contents, or the owners, their search for contraband and irregularities will be thorough. These snap inspections are only carried out when boredom and pomposity overtake the garrison troopers.

Garrison Troopers:

#: 5 to 10 Lvl's: 2nd to 6th Hits: 25 to 90 AT: 15[-30]

Weapons: Assault Stunners OB's: +30 to +95

Disposition: Neutral Class: Armsmen

7) Armed Security Raid. It seems that the character's and their ship have been the subject of a case of mistaken identity. Out of the blue, the port is shut down as armed troopers pour into the station. They immediately approach the PC's ship, and if no one is home, they will blast the airlock out and board the vessel. Once inside, they will recognize their mistake and leave without apology (they are like that sometimes). If PC's seek reparations for any damage that was inadvertently done during the raid, they are bound to run into a wall of red tape, but perseverance will win out if the characters have the stamina.

Security Troopers:

#: 10 to 20 Lvl: 2nd to 6th Hits: 25 to 95 AT: 12[-30]

Weapons: Blast Rifles OB's: +40 to +100

Disposition: Aggressive Class: Armsmen

8) Fugitives. A small (but very mean) band of criminals make it painfully obvious to the PC's that they intend to hitch a ride on the character's ship off-world. This is aiding and abetting in the Devonian's books.

Fugitives:

#: 4 Lvl: 4th to 9th Hits: 40 to 100 AT's: 1[0] to 1[-15]

Weapons: Laser and Stun Pistols OB's: +70 to +140

Disposition: Aggressive Classes: Criminologists and Armsmen

9) Criminal Breakout. While the characters are hanging out at the spacefaring port, a group of ship-bound and guarded prisoners overpower their captors with outside assistance. PC's could get caught in the crossfire with authorities, or they may be taken hostage.

Use the Fugitives and the Garrison Troopers if capabilities are needed.

10) Transport Wreck. The PC's are being transported to or from the spacefaring port when the vehicle they are in is suddenly involved in a pyrotechnic collision. Although the PC's only suffer minor injuries, if any, several people in the transport take mortal wounds while others are seriously injured. Was it a deliberate attempt on the player's lives? Was it an act of terrorism? Could it be that the driver was a klutz? The characters are sure to wonder.

7.3 IN SPACE

Being more involved, in some cases, than the preceding encounters, the GM is advised to do preparatory work for the following events.

1) Boarding Contraband Search. Following a red herring set up by a wily and clever smuggler, system patrol forces close in on the PC's vessel thinking that it contains a wealth of illegal substances (the players better hope it doesn't). The ship will be hailed with the message "Prepare to be boarded", and that is exactly what the patrolling ship's crew intends to do. When these Devonian security troops come aboard, the characters will be inundated with wildly brandished heavy weapons attached to surly and thoroughly uncouth boors.

When they discover that they have been duped, the troopers will be looking for any excuse to shoot up the entire ship just out of spite.

Boarding Crew:

#: 5 to 20 Lvl: 3rd to 8th Hits: 40 to 110 AT: 20[-20]

Weapons: Blast and Plasma Repeater Rifles OB's: +40 to +110

Disposition: Angry Class: Armsmen

2) Rigorous Security Scan. Only because he is having a bad day, the Devonian customs officer aboard the approaching patrol gunship who is administering the PC's security check will be particularly thorough, repeating many redundant questions and wasting the players time.

3) Erroneous Traffic Controller Directions. While on N-space approach to a Devonian system, the players ask for, and receive, coordinates to reach a desired location (port, city, island, etc.). Unfortunately, the given closing vectors are strewn with specious data. The players are sent off-course and are thus delayed 1-10 hours while they wander around and wrangle out the proper directions.

4) Malfunctions. If the PC's are passengers on a commercial or chartered vessel, it is beset with 1-2 random malfunctions during their journey. However unlikely, the players may be able to help if the ship is imperiled by these convenient problems.

5) Electromagnetic Storm. While in N-Space, the PC's ship blunders into a "storm" of electromagnetic radiation. Ship's computer, communications, sensors, and power systems undergo an 11-21 level attack; the systems defend with a RR level based on their Mk.# or the number of function rating picks used in their construction. If any of the systems fail to resist the effects of the storm, they receive a malfunction of random severity. Any special radiation shielding adds to the system's RR. Try this one out on PC's who think they are invulnerable.

6) Distress Signal. These are never what they seem to be, but who knows? It could be a ship suffering mechanical failure, an automatic homing beacon for a jettisoned ship's log, or ... a warning against the presence of malevolent aliens...

7) Derelict Ship. This could be battle wreckage, an ancient sublight mariner with people held in cryogenic sleep, or space junk. Whatever it is, the PC's will likely be jumping out of their seats to pull up along side of the thing and board it, looking for loot (anything not bolted down). They could be in for a pleasant (unlikely) or nasty (very likely) surprise.

8) Alien Ship. Very few xeno-races which the Terrans have come into contact with actually fly around in space; they are incapable of it, not interested in it, or have developed travel modes which pea-brained humans can't detect or figure out. The inhabitants of the vessel the PC's now have on their sensors doesn't seem to fit any of the above descriptions, and they are not answering any calls. They are probably perfectly amiable and docile, but then again...

9) Hostile Ship. You just can not trust anybody these days. A pirate vessel closes on the PC's ship, and it is an equal, if not better, match in combat. The pirates plan to beat the player's ship into submission, board her and plunder her cargo, take any important looking characters as hostages for future ransom, and then strand the rest of the crew-members in the hulk. But on the whole they really are a fun bunch of guys.

10) Rogue Construct. The players detect a construct casually drifting across their desired course (it wouldn't take long for them to check it out). It seems to be automated with only low power emanations. Displaying no automatic hailing recognition code indicates that it is not Devonian property so, legally, anyone could mess around with it if they so desired. Won't the characters be surprised when they find out the hard way that it is an explosive mine with a proximity detonator.

7.4 GENERAL PROVINCIAL EVENTS

This chart is designed to be used no more than once per month in any given sector or Province. Typically, if a group passes over the border of a well defined political territory, the Gamemaster is well within his rights to make a new *Provincial Events* roll regardless of the time lapse since the previous one (obviously made for a different area). The GM is welcome to expand upon this chart so that it more accurately reflects his idea of the game environment. Note that in some cases, a second roll is required.

ROLL	EVENT
01-50	Everyone's life continues in uneventful tedium.
51-65	Massive crop and/or hydroponics failure on a nearby world. If it is a major agricultural contributor to the local economy, food prices rise by 50%. The local Monit drops 1 - 10% in value.
66-75	The reserves of perishable goods (foods, drugs, etc.) in the local sector are ruined due to: (1-6) pestilence, (7-8) sabotage, or (9-10) accident. The particular product's value doubles. Inconvenience and discontent may prompt a rise in Anarchist attitudes held by the local populace. There is a 5% chance of a major plague accompanying a pestilence result.
76-82	Local populace plots against regional leaders. Dissension arises out of allegations of leaders accepting graft, hoarding production benefits, and/or conspiring against the citizen's better interests. Sporadic rioting encountered.
83-90	New religious/political movement in area. Cultural, racial, and/or species outsiders are persecuted to varying extents. The Empire's already restrictive interprovincial trade barriers become stifling in this area. Travel to newly declared security zones could prove fatal.
91-97	Interprovincial war strikes. Worlds immediately threatened are: (1-5) peripheral systems, (6-8) resource planets, (9) the territory's Homeworld, or (10) an all-out offensive ensues. The number of political/territorial entities involved in the conflict number 2-6. All non-military travel is restricted or banned. All outsiders are persecuted, with their property confiscated or lost. The danger of hostile encounters increases dramatically. Add 75 to Future Law encounter rolls.
98	Civil rebellion is: (1-8) local, (9) regional, or (10) Province wide. The area is in the process of being purged of active rebels and operatives by state forces. Their probability of success is at the GM's discretion. All civilian travel liberties are cancelled and Elmonit Adjustment Facilities are shut down. The Monit suffers drastic devaluation (down 21-30%). Violence is rampant; add 75 to Future Law encounter rolls.
99	Freak planetary weather or geological phenomenon affects players adversely. Such phenomenon include severe storms, volcanism, seismic activity, meteor infall, something else new and devious.
100	Freak interplanetary or interstellar phenomenon is encountered by players. Such phenomenon could include: alien encounters, undiscovered celestial bodies, a run-in with top secret military activities, space/time warping phenomenon, or something completely different.

8.0 GAMEMASTER AIDS

8.1 NEW EQUIPMENT LISTING

ITEM	COST (EI)	MASS (kg)	POWER REQ.
Weapons			
25mm Portable Missile Launcher	700	10.0	***
Rocket Propelled Grenade Launcher	100	3.0	None
Contact Stunner	150	0.5	***
Conventional Explosive Grenade (Mk.#'s 1-5 only)	5xMk.# ²	0.5	None
Ammunition			
25mm PML Burner Missile (Guided)	100	3.0	*
25mm PML Burner Missile (Unguided)	70	3.0	None
25mm PML Payload Missile (Guided)	95	3.0	*
25mm PML Payload Missile (Unguided)	65	3.0	None
RPG Grizzly Bear Grenade	60	5.0	*
RPG Grizzly Cub Grenade	60	5.0	*
RPG Flamingo Grenade	350	5.0	*
Explosive Rocket Rifle Rounds (Clip of 3 bursts/15 rounds)	140	2.2	None
Tranquillizer Dart	1xLvl ²	0.1	None
Burst Shells	x5	Normal	None
Teflon Coated Shells	x10	Normal	None
Irilulon Coated Shells	x20	Normal	None
Equipment			
Heat Dissipation Gear	75	2.0	*
Reflective Coveralls	170	1.0	None
Molecutronic Scrambler	200/Mk.#	0.5/Mk.#	*/Mk.#
SkeletalFieldKnitterRepairScanner	600	1.0	3*
Repair Scanner	600	0.9	2*
Personal EW Generator	2500	1.5	4*
Poison Detector	500	1.0	*
Auto Tab Applicator (10 Tabs)	170	0.2	2*
Drug Tabs			
Alerlene (10 Tabs)	150	0.1	None
Hyravol (10 Tabs)	20	0.1	None
Amboathorpin (10 Tabs)	230	0.1	None
Quedella Phi (10 Tabs)	90	0.1	None
Andrex (10 Tabs)	550	0.1	None
Rebillis (10 Tabs)	650	0.1	None
Decilage (10 Tabs)	600	0.1	None

Key

COST Elmonits

MASS: Kilograms

POWER REQUIREMENTS:

* - Utility power cell. *Note*, several may be required.

** - Pistol power cell.

*** - Rifle power cell.

8.11 DESCRIPTIONS OF NEW EQUIPMENT

WEAPONS

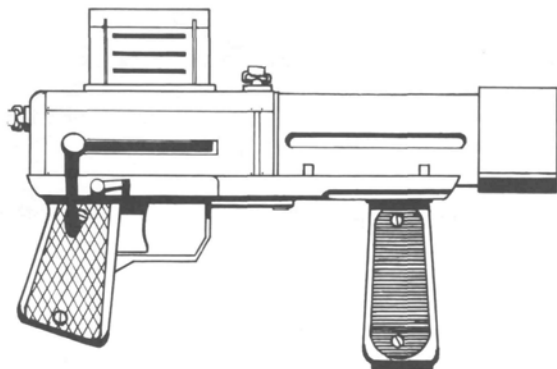
NOTE: Weapon performance statistics are listed in the standard **Tech Law** format. They are summarized in a chart at the end of section 8.1.

Weapon Name; Type; Rate Of Fire; Failure Range; Range Increments (meters) PB/SR/MR/LR; Range Modifiers PB/SR/MR/LR; Table Used; Target Armor Modifiers 20-17/16-13/12-9/8-5/4-1; Special Notes.

25mm Portable Missile Launcher (PML):

The PML is best described as a large rifle-like weapon with a cluster of four long 25mm launching tubes extending out in front of the firing mechanism. Each launching tube must be loaded separately with its own missile. Each missile held in the PML must be fired *separately*, but the wielder of the weapon may select which tube's missile he or she wishes to fire. *Therefore*, different types of missiles may be "mixed" in a given launcher and the wielder may select which one he wants to discharge.

Depending on the type of missile *chosen*, the PML may be used against soft/personnel targets or hard/construct targets. A small targeting scanner and mini-computer brain is built into this PML to aid in the guidance of its missiles to their targets. This PML may be loaded with 25mm Burner or Payload missiles of the guided or unguided sort. These are described in the ammunition description section.



9mm SMALL MACHINE GUN
Cobra

NEW EQUIPMENT SUMMARY

Name	Type	ROF	Fail	Range (meters) PB/SR/MR/LR	Range Mod PB/SR/MR/LR	Table Used	Target Armor Modifiers	Weapon	Special Notes.
25mm PML (Guided Missile)	2h prj	2/rd	7	10/200/400/1500	-30/0/-10/-20	variable	0 0 0 0 0	4 launch tubes	
25mm PML (Unguided Missile)	2h prj	2/rd	7	10/200/400/1250	-30/0/-20/-60	variable	0 0 0 0 C	4 launch brls.	
RPG Launcher	Lncher	1/rc	2	5/100/200/450	-30/0/-20/-60	variable	0 0 0 0 0	grnde/lnchr.	
Contact Stunner	1h engy	1/rd	2	arm's length	0	Stun Mk.3	0 0 0 0 0		

There is no similar weapon skill for the 25mm PML except other hand-held PML's.

25mm PML PERFORMANCE STATISTICS:

25mm PML (Guided Missile); 2h proj; 2/rd; 7; 10/200/400/1500; -30/0/-10/-20; variable (see ammunition notes); 0/0/0/0/0; 4 launching barrels.

25mm PML (Unguided Missile); 2h proj; 2/rd; 7; 10/200/400/1250; -30/0/-20/-60; variable (see ammunition notes); 0/0/0/0/0; 4 launching barrels.

Rocket Propelled Grenade Launcher:

The RPG launcher is a **man-portable, reusable**, launching device used as a delivery medium for various "grenades". Note that this device, and the grenades described for use with it, are different than the rocket launchers and grenades described in **Tech Law**. Also note that any given RPG launcher will only be compatible with (be able to fire) grenades produced by the same manufacturer. For **example**, an RPG produced by company "A" will not fit into an RPG launcher produced by company "B", unless the GM stipulates that the two are compatible. In all cases, an RPG is an unguided warhead. It maintains a stabilized path of flight due to the workings of a gyro-stabilizer/mini-computer brain combination which manipulates small ailerons extended from the warhead/propellant shell after launch.

Operation of the RPG launcher is quite simple. The wielder inserts the RPG warhead (of which there are different types) into the front of the RPG launcher. One then braces the launcher against his or her shoulder, points the RPG at the target, and fires. Only one RPG warhead may be placed in the launcher at a time. Three types of RPG warheads are described in the ammunition description section. They are the Grizzly Bear, Grizzly Cub and Flamingo Grenades.

There is no similar weapon skill for the RPG except other shape **charged**, hand held, launching devices like bazookas and their ilk.

RPG PERFORMANCE STATISTICS:

RPG Launcher; Launcher; 1/rd (wielder may choose the fire phase to discharge, but requires a maneuver to load another warhead); 2; 5/100/200/450; -30/0/-20/-60; variable (see ammunition notes); 0/0/0/0/0; Only one grenade per launcher at a time.

Contact Stunner:

The Contact Stunner is a variation on the standard Hand Stunner which deals out significantly more **damage** but requires that the wielder actually grasp the target to deliver the charge. On a pinned victim, the Contact Stunner can become a terrific toy of torture on the spur of the moment. The device can actually be worn as a glove, with the contact stunning surfaces and power cells being an integral part of the palm and digits.

The only similar weapon skill for the Contact Stunner is the wielder's Martial Arts Striking skill; or if the GM **desires**, the Secondary skill of *Subdual*. No other stunners may be considered to be similar weapons.

CONTACT STUNNER PERFORMANCE STATISTICS:

Contact Stunner; 1h energy; 1/rd (during melee); 2; arm's length; 0; Stun Mk.3; 0/0/0/0/0; Follows normal energy depletion rules.

Explosive Grenade:

The archetypical "pull the pin, count to **three**, then throw" device of ages past. Actually these weapons still serve a purpose in some modern day paramilitary actions and so they are described here. Due to their unique warhead delivery system (it is thrown at the target), special rules govern their use. To place the grenade in the desired location, the wielder rolls a maneuver during the *Fire Phase (A)* segment of the combat round (see **Tech Law**). He adds his Thrown

Grenade weapon **bonus**, modified by skill **rank**, **level**, AG/ST, etc. and then the GM adjudicates the success of the throw by interpreting the maneuver chart at a difficulty rating of the GM's choosing. The warhead detonates during the *Movement and Maneuver* segment of the same round. The effects of the warhead are determined using the high explosive area attack rules found in section 8.12 of this module.

Grenades are considered to be similar weapons to **Rolemaster's Thrown Projectile** category: Boomerangs, Shuriken, and Darts. *Thrown Grenade* may be considered to be a separate weapon skill development category using the **Thrown** weapons point costs during the character development process (see the Weapon Skills category on the character development table in **Future Law or Rolemaster**).

AMMUNITION

25mm Burner Missile (for PML):

The Burner is primarily used as an anti-constructs warhead, however it does have minor secondary uses against soft targets. A Burner missile uses the Non-Explosive Missile attack chart from **Tech Law** against CAT's, and is considered to be a **Mk.7** weapon for such purposes (the Mk.# is added to the attack roll). When used against normal AT's, the Burner delivers a **Mk.2** high explosive area attack (see section 8.12), and if the intention is to actually hit an AT 1-20 target, the attack is resolved as a **Mk.5** Small Projectile attack with double concussion hits delivered (an example in section 8.12 deals with this possibility).

25mm Payload Missile (for PML):

The sister missile to the **Burner**, the Payload can only do minimal damage to CAT's but is quite effective against AT's. The Payload missile is capable of delivering a **Mk.4** high explosive area attack versus AT's, and like the **Burner**, if the intention is to hit a normal AT type target with the Payload missile, the attack is resolved as a **Mk.5** Small Projectile attack delivering double concussion hits. (See section 8.12 for the resolution of high explosive area attacks versus AT 1-20 targets.)

A NOTE CONCERNING GUIDED PML MISSILES:

Guided PML missiles are susceptible to EW jamming in the same sort of way that larger missiles can be jammed by EW operators as detailed in **Tech Law**. PML missile jamming is handled in a more abstract manner, however. The target's full EW rating, if engaged, is used as a defensive bonus against the guided PML missile's **attack**, regardless of how the **target's** EW is allocated for combat.

RPG: Grizzly Bear Grenade:

The Grizzly Bear is an anti-construct RPG which is capable of producing secondary anti-personnel effects. It is treated as a **Mk.8** Explosive Missile on the **Tech Law** ordinance attack charts (with the Mk.# used as an OB modifier). It can also be treated as a **Mk.2** high explosive area attack against AT's 1-20. RPG's are too inaccurate to be fired so as to hit an individual in a combat **situation**, but if the sadists among the PC's insist, it is quite capable of instantly killing a prone man at point blank range. (Again, see section 8.12 for high explosive area attacks versus normal AT's.)

RPG: Grizzly Cub Grenade:

The Grizzly Cub is the anti-personnel counterpart of the Grizzly Bear. It delivers a **Mk.6** high explosive area attack against AT's 1-20. See section 8.12.

RPG: Flamingo Grenade:

Stretching the concept of grenade, the Flamingo round is actually a mini plasma bomb in an RPG delivery format. The warhead delivers a **Mk.8** plasma area attack against AT's 1-20 (see section 8.12) and/or a **Mk.8** Plasma Gun attack against a CAT target which is the specified target for the delivery. A CAT caught within the First Blast Diameter (again see section 8.12) of this RPG must undergo an Explosive Missile attack with no OB or Electronic Warfare modifiers.

One rather morbid aspect of the Flamingo RPG is that once it **detonates**, an induced force field keeps it "burning" for two additional 10 second **rounds**, attacking with full strength each round (essentially getting three consecutive attacks at the same target location). Subsequent attack resolutions occur in the same *Missile Fire Phase* that the initial attack occurred in.

Explosive Rocket Rifle Rounds:

This ammunition has been designed for use specifically with the automatic Rocket Rifle found in **Tech Law**. When fired, single rounds act as **Mk.1** high explosive area attacks versus AT's 1-20. However, because the Rocket Rifle is an automatic **weapon**, a wielder may fire a **burst** of explosive shells at a target, increasing the effectiveness of the attack to a **Mk.3** resolution. Automatic area effect fire is a special case dealt with in section 8.12.

Tranquilizer Dart:

Tranquilizer ammunition may be used in lieu of any normal projectile round (not ball shot or flechette ammunition of course). The slug is replaced by a light weight dart propelled by a less powerful explosive charge in the cartridge; the end result being that normal attack ranges are maintained but any armor penetration is lost. When firing Tranquilizer ammunition at a target with at least half armored body **covering**, 50 is subtracted from the attack roll. Foes with practically full armored body covering get the benefit of a **100** subtraction from the attack, while those persons fortunate enough to be completely encased in armor (such as exoskeleton or powered armor) may not be affected by the attack at all.

Tranquilizer attacks are resolved normally (with the modifications stated above), but only one quarter of the listed concussion hits, rounded down, are delivered. If a critical result is obtained it indicates that the **tranquilizer** drug has been insinuated into the target's system and thus has a probability of affecting him or her. Ignore actual critical damage, although players may want to roll the result anyway to determine the hit location. The attack level of the **tranquilizer** drug in the dart is used as the attack level on the Resistance Roll table found in **Future Law or Spell Law**. If the target fails to resist against the tranquilizer, he will be knocked out in a number of rounds equal to the number by which the RR was failed, subtracted from the target's *Constitution* stat bonus. Note that this will often result in the target immediately passing out. The foe will be unconscious due to the drug's effects for a number of minutes equal to the RR **failure%**.

Players and GM's should feel free to experiment with different **tranquilizers** of their own devising (that's what the *Construction Chart* in **Future Law** is for). Some tranquilizers might work only against certain racial types, or the duration of unconsciousness could be altered. The **tranquilizer** drug in the darts may also be exchanged for special poisons or acids, but it is up to the GM to adjudicate these matters.

Burst Rounds:

A toned down version of the explosive rounds listed above; Burst rounds may be purchased for any projectile firing weapon except ball shot and flechette type fire arms. Burst rounds increase critical result severities by one level; an "A" becomes a "B" and so on. The maximum possible critical letter for the attack type may not be surpassed (usually an "E"). If no critical result is **obtained**, the Burst shell will not produce an automatic "A" critical.

Teflon Coated Rounds:

Teflon Coated slugs containing hard cores are particularly effective against targets wearing ballistic cloth armor. When attacking targets wearing *Light Body Armor*, or *Armored Body Suits*, +10 is added to the attack roll.

Irilulon Coated Rounds:

Similar to Teflon Coated rounds, Irilulon is the ultimate armor piercing slug for fire arms. Attack rolls versus a target wearing any personal armor are modified by +20.



ARMORED BODYSUIT

EQUIPMENT

Heat Dissipation Gear:

Survival equipment for desert and jungle biomes, Heat Dissipation Gear is worn at strategic locations all over the body. It allows the wearer to ignore the exhaustion modifier for hot environments by quickly dispersing body heat into the surrounding atmosphere, thus keeping the **body's** temperature down. Heat Dissipation Gear may not be worn over or under any sort of body armor or encumbering clothing.

Reflective Coveralls:

An anti-LASER defensive complement which may be worn in combination with any other personal armor type. A target wearing Reflective Coveralls has **10** added to his or her defensive bonus versus LASER attacks only.

Molecutronic Scrambler:

The bane of many an android and computer brain, the Molecutronic Scrambler creates a specifically tuned (random general electromagnetic field which thoroughly disrupts the workings of molecutronics. The **Mk.#** of the Scrambler (which can only be as large as **Mk.50**) is used as the attack level on the *Resistance Roll* table which can be found in **Future Law or Spell Law**. The defense level is equal to the *Computer Mk.#* for computer systems and robots, or the actual *Experience Level* of a target android. If the molecutronic target fails to resist the **Scrambler**, the computer "brain" is mutilated beyond all possible function and is completely useless. In the case of Android failure, all mental stat potentials are reduced 1 for every point of failure.

On the other **hand**, if the "brain" resists the Molecutronic Scrambler's attack, it is in perfect working condition and may never again be affected by that particular Scrambler.

Small Scrambler units look like little boxes and can be held in the wielder's hand. Larger units are shaped like long rods with malicious

looking prongs on the end. Still larger units can be mounted into back slung packs. Molecutronic Scramblers are not ranged weapons; the disruption field generator must be placed right next to the target brain (1 cm/Mk#). If engaged in *melee*, the *wielder* of the Scrambler must make a successful *maneuver* to discharge it next to a robot or android brain in order to have any chance of success.

Skeletal Field Knitter:

The Skeletal Knitter is a field device akin to the *Tissue Knitter* found in *Tech Law*, but it has a more specialized function. When successfully utilized by a being with Medical Technic *skill*, the three power cells of this Knitter are capable of repairing 6 sprains, or 3 *breaks*, or 1 shatter, or an appropriate combination of these bone/cartilage/tendon repairs.

The subjects of Skeletal Knitting are physically drained by the process, so all actions for 25 hours following the bone repair are at -25%. This represents the recovery period.

Repair Scanner:

The Repair Scanner is the Technician's counterpart to the *Medic's* Medscanner or the Explorer's Multiscanner. Successful use of the Repair Scanner allows a Technician to determine the exact causes and effects of malfunctions or damage to *mechanical*, power, and electrical systems.

Personal EW Generator:

This is a belt carried device *which*, when activated, cloaks the subject from scanning detection attempts. Specifically, there is a -50 modifier to all scanner rolls directed at the wearer which are intended to pick up life forms. Concentrated ship or installation bad sensors are at -30 to pick up the "cloaked" wearer. The Generator will operate for 100 hours before its power supply is depleted. The Generator may not be used in conjunction with a personal shield of any type.

Poison Detector:

Using the principals of defracted X-ray analysis, this small handheld device is capable of detecting many different types of poisons commonly used in food or drink. The Detector has "standard" defraction *signatures* stored in its memory; these are used to make positive matches when poisons are present in the analyzed material. A special X-ray reflective plate must be placed under or behind the subject matter, and the Detector is then waved within 10cm of the subject surface. Detection of standard poisons is automatic, with *Electrical Tech* rolls required for exotic toxins or when the device is modified for expanded capabilities. A Detector can be used about 100times before its power supply is depleted.

Auto Tab Applicator (10 Tab Capacity):

This device can be attached to a person's upper arm or leg so that it will automatically dispense Med Tabs into the being's system at preset intervals. The Auto Tab Applicator is best attached and set by a person with *Medical Technic* skills.

Modifications of the Auto Tab Applicator are possible (as they are with any device). Certain modifications could allow automatic injections at the command of the wearer or under certain environmental conditions.

DRUG TABS

Alerlene:

Alerlene is a stimulant often used by military and paramilitary troops. Application of one tab allows the recipient to operate at full efficiency for a 25 hour period without rest. The drug is so *safe*, that several consecutive injections will allow extended wakefulness without detrimental effects. However, after use of *Alerlene* is discontinued, a sleep period must follow with 4 extra hours of sleep required for each consecutive 25 hour period that the person was kept awake with the drug.

Hyravol:

This drug counters the side effects which often accompany Hyper Space travel. Anyone suffering from nausea or disorientation after a hypershuttle (*GM's* discretion) can be brought back to good health with a shot of Hyravol. Addiction Factor: 25.

Amboathorpin:

Amboathorpin is a universal nerve gas antidote for humans. Each applied Tab will protect a person in a chemical warfare nerve gas environment for 25 hours. Victims who have succumbed to nerve gas in a previous combat round, and are miraculously still *alive*, can be treated with Amboathorpin in order to revive them. This would require an exceptional Medical Technics skill roll. Addiction Factor: 15.

Quedella Phi:

Not a chemical drug, but actually a micro-organism held within the Tab; a Quedella Phi Tab allows a human to digest rough cellulose for a week. This is a great survival boon for explorers on undeveloped worlds sparse in readily edible vegetable food. Addiction Factor: 0.

Andrex:

This chemical will normally increase concussion hit total by 50% and doubles the number of exhaustion points available to the character. The duration of the effect is 2 rounds per 5% failure of a RR made against a 20th *Lvl* attack. Addiction Factor: 50.

Rebillis:

Allows character to "see into his future" (5 minutes only). He must make a RR against a 5th *Lvl* attack; if it is successful the vision is clear, if failed, the vision takes the form of a hazy hallucination. Addiction Factor: 20.

Decilage:

A micro-organism in Tab form with an incubation period of 31-60 minutes after it is introduced into the blood stream. The M/O attacks and destroys ingested toxins and other M/O's which work on the digestive or circulatory system. Addiction Factor: 15.

8.12 Rules For Use Of New Weapons

AREA ATTACK WEAPONS

Some of the new weapons and ammunition types described in section 8.11 can be used as area attack weapons. They either produce high explosive or area plasma attacks. When one of these weapons is *used*, the wielder will have to ask three questions in order to resolve the attack. They are: Did the warhead detonate at the desired target location? How has the warhead affected targets, of AT's 1-20, who were caught in the blast? Has the blast affected constructions (or persons protected by those constructs) at the point of detonation?

Did The Warhead Detonate At The Desired Target Location?

If the warhead is a single device (not a *burst* of explosive projectiles), the weapon's wielder makes an attack using the *Small Projectile* attack table from *Tech Law*. For the purposes of this rule, *always* make this roll on the AT 1 column and *ignore* damage thresholds. Use all normal modifiers when making this attack roll except the ones concerned with the *target's* physical status (ie. Flank Attack, Stunned, Prone, etc.).

If a burst of explosive warheads are used for the area attack (as in the case of a burst of explosive Rocket Rifle fire), the weapon's wielder makes an attack using the *Automatic Small Projectile* attack table from *Tech Law*. For the purposes of this rule, *always* make this roll on the AT 1 column and *ignore* damage thresholds. Use all normal modifiers when making this attack roll except those concerned with the target's physical status (ie. Flank Attack, Stunned, Prone, etc.).

Cross index the modified attack roll with the AT 1 column of the appropriate attack table. Look at the critical result letter. If it is an "E", the warhead(s) detonate(s) in the exact location desired by the

attacker. If the letter is a "D", "C", "B", or "A", the warhead has detonated somewhere near to the desired location. Determine the range from the firer to the target location. If the result is a "D", the warhead detonates with a 5% error. That is to say, 5% of the total distance from firer to target is the error range; the warhead detonates close to, but not at the desired location. For example, if the total range to the target was 100 meters, and a "D" result was obtained for the attack delivery, the warhead must have detonated about 5 meters away from the desired location. If a "C" is obtained, the error range is 10% of the total range for the shot, from the target location. A "B" indicates a 15% range deviation, while an "A" is a 20% error. If no letter result is obtained, the warhead's detonation was totally ineffective for some reason. To summarize:

ATTACK TABLE

RESULT	EFFECT
E	Warhead detonates at desired location.
D	5% error.
C	10% error.
B	15% error.
A	20% error.

How Has The Warhead's Detonation Affected Targets, Of AT's 1-20, Caught In The Blast?

First of all, determine the extent of the blast. At this point it is important to keep in mind the idea of the *Blast Radii*. The **Mk.#** of the warhead equals one Blast Radius measured in meters. For example, a Mk.1 grenade has a Blast Radius equal to one meter. However, every area attack weapon has an effective attack range out to five (5) Blast Radii as measured from the detonation point. Thus the humble Mk.1 grenade could conceivably affect personnel out to a range of five meters from the source of the explosion. The sequence of Blast Radii, and the attendant **criticals** delivered to exposed personnel within the given Blast Radius, are summarized on the following chart:

	PRIMARY CRITICAL	SECONDARY CRITICAL
1st Blast Radius	E	D
2nd Blast Radius	D	C
3rd Blast Radius	C	B
4th Blast Radius	B	A
5th Blast Radius	A	None

Personal armor can reduce the severity of the critical which must be taken as a result of the area attack detonation. AT's 20-17 reduce the primary critical by two levels and the secondary critical by two levels. AT's 16-13 reduce primary by one and the secondary by two. AT's 12-9 reduce the primary by one and the secondary by one. AT's 8-5 reduce the secondary by one. Anyone at the point of detonation takes full critical level effects. In all cases, armor's intrinsic DB subtraction reduces the actual critical resolution roll at a ratio of five-to-one. For example, a man wearing a vest of AT5(-10) is near a grenade when it goes off; he is supposed to take a "D" severity secondary critical. It is reduced to a "C". When the critical is rolled, the -10 for the armor's intrinsic defensive bonus must be taken into account. At a five-to-one reduction ratio, this would mean that 2 would be subtracted from the critical resolution dice roll. Note that a roll of 100 is never modified by armor DB's.

Two types of area attacks are considered herein; they are high explosives and plasma. These two attack forms and their attendant critical types are listed below. Other attack forms are listed so that GM's and PC's can devise new area attack weapon types. Note, however, that critical severity reduction by armor type may have to be adjusted for these other attack forms so that they make sense; ie. electricity attacks will be effective against metal armor.

	PRIMARY CRITICAL	SECONDARY CRITICAL
High Explosives:	Impact	Shrapnel
Plasma:	Heat/Radiation (2 crits)	Impact
Heat:	Heat	Impact
Electricity:	Electricity	Impact
Stun:	Unbalance	Unbalance

Has The Blast Affected Constructs (Or Persons Protected By Those Constructs) At The Point Of Detonation?

If the Gamemaster determines that there are constructs at the detonation point of the warhead, there is a chance that they will be adversely affected by the area attacks dealt with in this section. To determine the probability that constructs are affected by the attack, find the number of concussion hits that were listed for the initial attack roll. Treat the concussion hit total as a percentage value (%) for the purposes of this rule only. The stated percentage is the chance that the construct is adversely affected by the area attack. It is also the percentage chance that persons protected by the construct will be adversely affected by the area attack. The "percentage chance to affect", can only be modified by the standard *Difficulty Levels*: Routine +30, Easy +20, Light +10, Medium +0, Hard -10, Very Hard -20, Extremely Hard -30, Sheer Folly -50, Absurd -70, and Insane -100. Assigning difficulty to the construct affect roll is at the GM's discretion, but he or she should rate the difficulties relative to the weapon used, not the construct in question. For example, the wielder of an RPG fires a high explosive round at a log cabin with some people inside. To place the round with his attack roll, he got a 34E result. He hit the cabin (E) and has a 34% chance of turning the hit wall into tooth picks, and thus a 34% chance of affecting the occupants as if they were caught in the 1st Blast Radius. Note that in this case, the GM must have stipulated that the RPG received no bonuses or penalties on its construct affect roll against the cabin (it was a Medium difficulty construct to affect - maybe it was a very small RPG!)

EXAMPLES OF NEW WEAPONS USE

The 25mm PML:

Example 1: Bruz is the proud owner of a BFR co. 25mm "Sowkhos" PML rifle. Two of the PML's tubes are loaded with Burners while the other two are armed with Payload missiles. Bruz is presently targeting a small, armed, reconnaissance vehicle (AT22, Hits: 12) Knowing that his position is about to be overrun, Bruz decides that he will take a pot shot at the AFV during Fire Phase (A), and then begin moving out of the area during the Movement and Maneuver Phase. Bruz' attack versus the AFV is modified by -20 (long range), -15 (screens), -20 (EW), +20 (surprise; the AFV has failed to discover Bruz' offensive nature, so it is not maneuvering evasively), +20 (LASER targeting), +45 (Bruz' combat OB with the PML), +7 (Mk. 7 Burner missile) = +37. Bruz' player refers to the Non-Explosive Projectile table, CAT 22. He rolls a 29 + (+37) = 66. 25 points of damage knocks out the AFV; Bruze spins to make good his escape but sees an angry humanoid blocking the path. The humanoid wears Light Body Armor AT 5(-15) with a pointed Blast Rifle and he is a mere 7 meters from Bruz...

Example 2: We pick up the action at the start of Fire Phase (B). Bruz' player has cancelled his planned movement from the previous segment and has told the GM that he will nail the humanoid with one of his Payload missiles at point blank range. The GM informs Bruz' player that although Fire Phase attacks are normally resolved simultaneously, the humanoid was well oriented last segment and so has gained first shot advantage over Bruz, who has been taken a little off-guard. Bruz' player protests but the GM knows that he has made a fair decision and proceeds to roll his attack against Bruz.

With an inscrutable *face*, the GM calmly states that the humanoid's power cartridge is apparently dead. Pulling his right foot out of the *grave*, Bruz lets fly with the Payload. The modifiers are: -30 (point blank; the missile is still accelerating), -75 (the humanoid's DB), and +45 (Bruz's OB) = +0. First of all, note that the Mk.# of the missile does not affect a roll made directly against a personal AT. In addition, the GM rules that Bruz's laser targeting sight has an insignificant effect at point blank range. Bruz rolls a Mk.5 Small Projectile attack with double concussion hits against the humanoid's AT of 5. It's a 99 (+77 open ended); that's a maximum result of 76E puncture. Bruz is elated with the result, but wait, there's more. The missile then explodes for its area attack: Bruz forgot. It attacks as a Mk.4 high explosive area attack centered on the humanoid. Although the humanoid is being pulped by the additional Impact and Shrapnel criticals, Bruz has caught himself in the second Blast Radius. Unarmed, he takes a D Impact and a C Shrapnel critical; oh well.

The Rocket Rifle with Explosive Ammunition.

Example 1: T.D., an explorer with a penchant for violence, has a Rocket Rifle loaded with Mk. 1 high explosive rounds. At 150m range he spots three enemy armymen breaking into a bamboo hut (looking for him). Unconcerned with the real estate in question, T.D. lets loose with the rifle's auto-fire capability, targeting the hut. He rolls the attack modified by -10 (medium range), -20 (obscurement of target, as there are a few trees in the way), and +55 (skill bonus) for a net +25. T.D.'s player says that he wants to use his LASER targeting bonus of +20 in the attack, but the GM rules that it won't help him for the area affect attacks, especially when the burst option is used. (Note that in this case, the GM does not deduct a -20 because T.D. is not using the LASER mount: **Tech Law** pg 15.)

Grumbling something about the GM's sister under his breath, T.D. rolls a 22, adding 25 for a 47. The result is an "A" critical. The central impact area for the explosive shells is up to 30m (20% of the 150m range) away from the hut. The detonation result is Mk.3 in effect because the burst is used (see ammunition notes). That means that the weakest Blast Radius reaches out to a distance of 15m from the impact location; not far enough to affect the hut or its occupants. The GM tells T.D.'s player that several of the rounds hit the trees on their way to the hut.

Example 2: Continuing from Example 1: during the movement phase of the same round, one of the armymen jumps out of the hut and assumes a firing posture, looking for the source of the poorly aimed attack. The other two remain inside the hut, rather slow and unable to orient themselves to their new situation. T.D., in Fire Phase (B) of the same round, again targets the hut for his attack. He figures that if he hits it, the blast will surely also affect the man who is already outside. This time he rolls a 79. The net roll is 104. The result is a 36F, which reads as a 36E for this purpose. T.D. has blasted the hut (E result). The GM says that these explosive rounds can **Routinely** affect the bamboo construct and occupants (+30 bonus to do so). T.D.'s attack can have full effect on the two men inside if he can roll over 100 with a +66 bonus (36%+30). T.D. rolls a 36 + (+66) = 102. The two men inside are within the first Blast Radius. Note that if T.D. had missed his construct affect roll, the GM could still have allowed a reduced effect attack against the occupants due to the flimsy nature of the construct. (It would be much different if the targets were in a bunker!) The GM rules that the man outside is within the third Blast Radius (barely).

The armymen are all wearing Light Body Armor AT 5(-30). T.D. now resolves the critical damage delivered by his explosive rounds; E Impacts and C Shrapnel for the guys inside, and C Impact and A Shrapnel for the one outside. Note that each of the armymen would be able to subtract 6 from the critical resolution rolls due to their armor's defensive bonus (30 divided by 5). The hut lies in ruins.

Example 3: Buck E, an Arms Tech, has the same rifle and ammo that T.D. had in the previous example. He is on a rooftop, 100m away from a standing line of five lightly armored gravitic staff cars, hovering just outside diplomatic consulate grounds. Buck E wants to destroy as many of the cars as he can in one round and then head for the "getaway Flitter" 10m behind him. He would rather use armor piercing rounds for this attack, but alas, he must make due with the high explosives.

Buck's player declares that he will use his two bursts for the combat round to strafe the line of cars, hoping to make his construct affect rolls if his attacks are good enough. The GM adjudicates the resolution of Buck's line of action. The Gamemaster states that in Fire Phase (A), Buck can strafe the first two cars in the line with his burst. Then he can judge the results and shift his Phase (B) attack to the last three cars if he so wishes. Buck's attack modifiers are -10 (medium range), and +40 (normal OB) for a net +30 attack. Buck rolls an 08, barely missing a failure, and getting a +38 result. Buck E. has put five rounds into the consulate grounds! Sweating, Buck continues his strafe in Fire Phase (B) to the last three cars. He rolls a 99 (+21 open ended) + 30 = 150. That is a 66E result. The E doesn't help his attack against the cars, but there could be a couple of guards or passers-by affected. The GM rules that the lightly armored staff cars are Medium (+0) to affect with these shells. Buck makes three rolls, adds 66 to each, and must roll over 100 to destroy each car. He rolls a 62, 37, and 97 (+48 open ended), destroying all three cars. The GM informs Buck that they were direct hits and that secondary explosions have damaged the first two cars in the line, although not too severely. Buck races for the Flitter as security forces move in.

8.2 SPECIAL PLAYER CHARACTER BACKGROUND OPTIONS

8.21 INTELLECTUAL THOUGHT GRADUATE

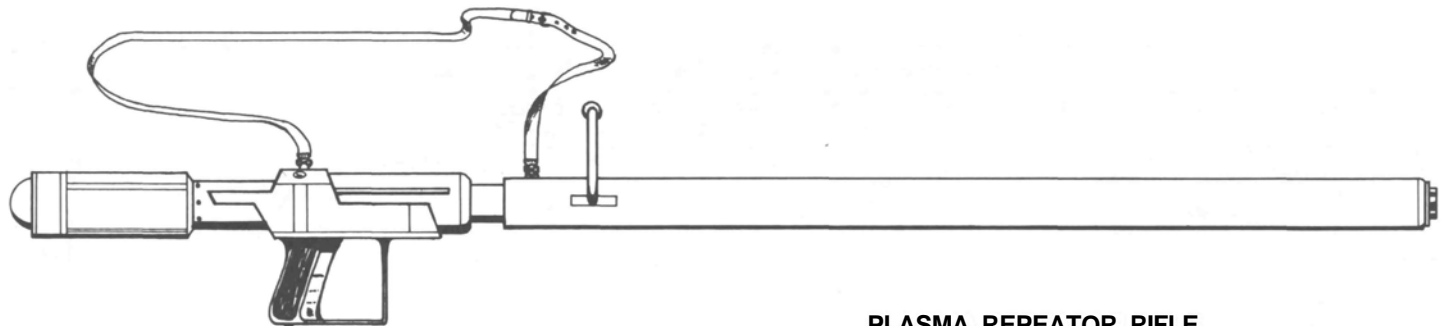
Player character scientists may make a one time attempt to be considered an IT graduate. Before commencing play at first level, the prospective IT graduate makes an open ended roll, adding his averaged **Empathy** and **Intuition** stat modifiers, in an attempt to roll over 200. If he makes it, the character adds five (5) skill levels to his scientific skill major and doubles his intuition stat bonus for the rest of his life.

8.22 RNA JAMMING

RNA "jamming" is an ongoing educational enhancer for the use of people who have access to a Jamming Center and have the money for this special technological tutelage. By ingraining the very RNA memory faculties of the subject, "jammers" can enhance certain character skill levels with pure information alone. Although this stressful procedure may be utilized only once per experience level obtained, only esoteric sciences and rudimentary language skills may be learned through the RNA "jamming" process. The character's **Empathy** stat bonus is equated to the number of additional development points he has access to for the acquisition of **General Physics**, **Advanced Math**, **General Biology**, specific cultural **History**, and **Linguistics** skills (all to level five only). If a person seeks treatment at a Jamming Center, he should note that "jamming" programs for different skills are not always available and that there is a slim chance (an open ended unmodified roll less than zero) that every time a person receives the treatment, his RNA makeup could be so mutilated beyond recognition that he will likely become a mental vegetable if he does not die.

8.3 MICROBES AND BIOTOXINS LISTING

NAME/DESCRIPTION	INCUBATION PERIOD	ATTACK LEVEL	MAXIMUM EFFECT	MINIMUM EFFECT	FORMS
Chemical Poisons					
Abasaan - Prevents transmission of voluntary motor nerve impulses.	-	6	Down and inert.	-100 to activity.	Injectable/ingestible liquid or gas.
Alzulosis - Drug affecting central nervous system.	-	10	Victim subdued and open to suggestions for 1 hour.	Disorientation, -75 for 1-5 hrs.	Injectable liquid.
Azathot - Soporific/paralysis drug.	-	5	Paralysis, 3hrs.	50% activity for 3 rds.	injectable liquid; gas.
Cardiac Neural Stasis [CNS] - Disrupts nervous control of heart rate.	-	7	Heart attack [roll for severity].	Causes heart flutter. Stunned 11-20 rds. Immediate rest needed to avoid heart attack.	Injectable liquid.
Cerivincs - Rearranges neural connections in brain.	-	3	Target dies after 10 rds of performing random actions.	Stunned no parry for 11-20 minutes.	Injectable/ingestible liquid.
5,6-dianyl-5-naphane (DAN) - Causes excessive production of acid in digestive system.	-	15	30-300 hits. Digestive system rendered unusable.	5-50 hits. Digestive system out for 1 week.	Injectable/ingestible liquid.
Dicyanoerythrase Poietin - This chemical quickly alters hemoglobin into an unusable form.	-	5	Death	6-60 hits	Injectable/ingestible liquid.
Lactolak - Seizes up all muscles causing fatal cramps.	-	5	Heart stops in 1-2 rounds.	-50 to activity for 1-2 days.	Injectable/ingestible liquid or gas.
Lerwiles - Hyper stimulation of hair growth in mammals.	-	4	Rapid and profuse hair growth over entire body for 11-20 days.	Rapid hair growth in normal areas for one week.	Injectable/surface applied liquid.
Northalene - Liberates lysosomal enzymes from within the cell, causing massive cellular damage.	-	10	30-300 hits.	10-100 hits.	Injectable/ingestible liquid or gas.
Sebacide - Prevents normal epidermal cellular regeneration.	-	3	Raw extremities, -25 to all action and appearance.	None	Injectable/ingestible liquid or paste.
Somatostokin - Defoliates hydrocarbon vegetation.	-	5	Death within one month.	Minor loss of foliage.	Atmospheric suspended cloud.
Tetrametacyanide - Nucleic poison with no known preventative antidote.	-	25	Instant death.	1-100 hits.	Injectable/ingestible liquid.
Microbial Poisons					
Cephalostatin - M/O digests neural tissue, including the brain, nerves etc.	None	13	Death in 5-50 hours.	Lose sensation and control of one limb or organ permanently.	Inhalable cloud or ingestible powder.
Duranaid Complex Theta - M/O digests lung tissue when breathed in.	None	15	Death in 10-20 rounds.	10-100 hits, out for 1-10 hours.	Inhalable cloud.
Erythrased - M/O digests red blood cells.	1-5 hours	12	Death in 5-10 rounds.	75% chance of lapsing into unconsciousness. -60 to all activities.	Inhalable cloud or ingestible powder.
Leucausis - M/O produces ethanol as a byproduct in the bloodstream.	1-5 days	11	-80 to actions for 1-2 days.	Intoxication for 10-20 hours.	Ingestible powder.
Nio - M/O is a Nitrate oxidizer which fixes hydrocarbon vegetation fertilizers into an unusable form.	1-10 hours		Fertilizer rendered inert.		Liquid. Note that effectiveness should be a function of the applicator's skill.
Trachiase - Destroys the vascular system of hydrocarbon vegetation.	11-20 hours	7	Death.	Growth stunted 1-3 years.	Liquid.
Typanium Deretus - M/O enters exposed ears damaging inner ear tissue.	1-10 hours	5	-50 to hearing and maneuvers.	2-20 hits.	Atmospheric suspended cloud.
Multi-Stage Microbial Poisons					
Azollium/Vasothrombus (Bacteria)/(Chemical) - The M/O must be administered first, and left to incubate. Following that, the chemical may be introduced for the deadly effects.	3-5 days for the M/O	14	Instantaneous and total solidification of the circulatory system.	Heart attack or arteriosclerosis.	The M/O is an inhalable cloud or an ingestible powder, the chemical is an injectable liquid.



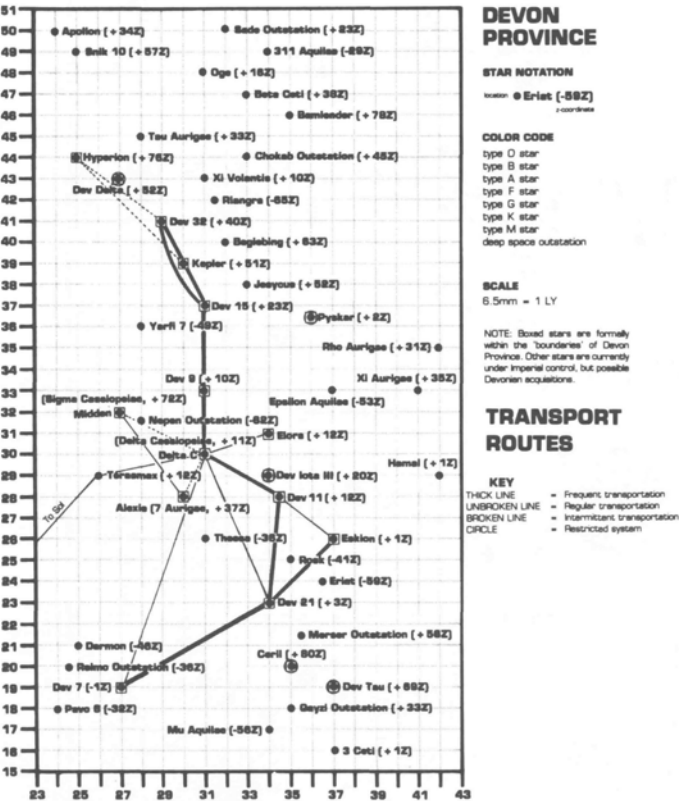
8.4 NEW COMPUTER SOFTWARE

PROGRAM NAME	SIZE		COST
	PROCESSING	MEMORY	
Participant Research:			(Elmonits)
Physics	7	25	3,000 base
Chemistry	7	25	3,000 base
Biology	7	25	3,000 base
Cultures	7	25	3,000 base
Medicine	7	25	3,000 base
Engineering	7	25	3,000 base

PROGRAM DESCRIPTIONS

Participant Research: A Participant Research program is similar to a normal Research Reference program except that computers running the Participant programs can actually become research team members. The stipulation is that the given computer must be sentient. In Devon Province, most computers of Mk.5 or better are artificially intelligent and therefore fulfill this condition. When a computer becomes a research team member, its skill add for purposes of the *Research Roll* equals its Mk.#. For example, a Mk.90 computer would add its skill bonus of 90 into the team add determination, if it was running the appropriate Participant Research program in its CPU.

8.5 TRAVEL ROUTES STARMAP



PLASMA REPEATOR RIFLE
Haunt/Ridley

CROSS-COMPUTER PROGRAM COMPATIBILITY

Artificially intelligent computers (usually Mk.5 or better) are capable of interpreting most programs designed for other operating systems. Therefore, if a *Defensive Screen Arrangement* program was stolen from one computer system and loaded into another, it could be used to arrange screens that the second computer controls (if the second computer was Mk.5 or better). Note that the program switched between systems must be in a language compatible with both systems. Essentially, the computer must be able to read the program before it can adapt it for its own use.

8.6 SENTIENT LISTING

No truly alien sentient creatures are found to inhabit Devonian worlds. This sentient listing is therefore a summary of the different human and humanoid societies which can be found on various planets in Devon space.

CULTURE/ SOCIETY	RACE	NOTES
Devonians	99.9% Human 00.1% Neo-Human	Rulers of Devon space; Homeworld: Karoline
Benkans	Human	Minor Clan; Homeworld: Midden II.
Baburnites	Human	Minor Clan; Homeworld: Alexie Prime. Exclusively Amazon society.
Yung	99.9% Human 00.1% Neo-Human	Minor Clan found on Karoline. Ninja and Beastlord subcultures.
'Jads	Human	Mining society with deep fundamentalist attitudes found on Kepler II.
Eskies	Human	Forgotten colonials found on Eskion IV. Now completely integrated into Devonian society.
Spheranxe	Human	Self-exiled xenophobic communistic culture. Found on Hyperion IX.
Hyperians	Human mix	Small criminal subculture found on Hyperion IX.
Bja Bja	Humanoid I	Bronze-age, "No-See" aboriginal race found on Pyskar III.
Cerilites	Predominantly Human-like, with several alien Hominoid races.	Xenophobes who defy Devonian contact attempts. Found on Ceril VII. It is thought that they may guard Harbinger artifacts of great power.

8.7 MASTER NPC CHART

Name	Lvl	Hits	AT(DB)	Skill/Add	Skill/Add	Weapon/OB	Notes
Devonian Leaders							
Yama Pythagor III	22	110	1(-10)****	Diplomacy/130	Public Spk/125	Hnd Laser/120	Current ruler of Devon Province; Barrier shield specially designed to be -80 against all attack types. Also versed in Administration; Propaganda. Originally trained as a Pilot
Arturo Ingellis	15	120	1(-15)****	Propaganda/120	N-sp Pilot/100	Blastpstl/150	The steward of Devon Province; +20 Blast Pistol which uses the Mk.III damage threshold. Very cunning. Initially trained as an Explorer.
Andri Hendrieka	13	103	20(-30)****	N-sp Astro/100	N-sp Pilot/100	MLApstl/115	Commands the Cutlass Starmada. Possesses a specially designed interface module which allows <i>him</i> to use a +100 Combat Pilot bonus in N-space combat situations if he is piloting a ship with at least an N-space acceleration rating of 10. Also has a brain implant which allows him to ignore all stun effects. Brother to Mikel.
Mikel Hendrieka	12	95	5(-30)****	Diplomacy/90	M.W.A./17 (69)	Blast pstl/95	Commands the Sabre Starmada. Very knowledgeable on the topics of strategy and the use of poisons. Brother to Andri. Trained as a Pilot.
Scenario: Gunrunning to Alexie Prime							
Crystal Motava	8	60	1(-5)	Admnstrtn/80	Atm Pilot/70	9mm SMG/115	Amazat B'hiem operations director based at Exloda Port. Owns a Gravitic Flitter based at Exloda.
Fayla Ool Lann	7	58	15(-30)***	Hpr Pilot/75	Hpr Astro/70	Blast Rfl/85	Captain of the Azure Omenicron and devout member of the Amazat-B'hiem sect, Minor Clan Baburnica. +20 Blast Rifle with a failure range number of 2.
Cirnee Schech	7	64	15(-15)	Crim Tech/80	Perception/70	Laser Pstl/65	Security director of the DEV:7:31a "Moussen" spacefaring port. Has audio scanner with 10 m range which can "listen" through all but very dense materials. Trained as a Criminologist.
Stefen Rebechev	10	98	5(-30)	N-sp Pilot/95	EW-Comm/90	Aslt Blast/90	Captain of the Aard-Wolf, a captured Gilliad vessel. Possesses +15 Assault Blaster, EW module which adds +20 to Cloaking attempts for his ship, and prosthetic eyes which allow him to see normally or as ultra lenses at will. Pilot.
Vladimir Chris	9	62	5(-45)*	Crim Tech/85	Forgery/75	Autoshotgn/105	Undercover agent at Exloda Port on Alexie Prime. Leads an anti-terrorist team of six other agents at the port. Possesses a +5 Autoshotgun and a +20 Multiscanner. Criminologist.
Anti-terrorist Team on Alexie Prime:							
Ferik	6	48	5(-30)	Pick Locks/70	Perception/65	Blast Pstl/65	Criminologist. +5 Electronic lock pick.
Sherasy	5	37	5(-35)	Scan Anlys/65	Stk & Hd/65	Aslt Blast/60	Criminologist. +5 Multiscanner. Works in the Exloda Traffic Control complex.
Curtis	5	35	5(-40)	Crim Tech/65	Seduction/60	Aslt Blast/55	Criminologist. Has a prosthetic left forearm and hand; they are constructed so that stun damage resulting from wounds to this area are ignored.
Quantersa	4	43	5(-35)	Weap Tech/30	A.M.Speed/20	Aslt Blast/70	Armsman. +5 Assault Blaster.
Juderra	4	40	5(-30)	Cmbt Pilot/50	Driving/45	Aslt Blast/55	Armsman. Martial Arts specialist; if Claw Law is available she is +40 with a Rank 2 Strike attack.
Shakrahan	3	20	5(-35)	Cmbt Pilot/60	Orb Pilot/55	Blast Pstl/55	Pilot. Trained on SMAC and Gravitic atmospheric fighters.

Codes: The NPC chart is a statistical listing of some of the personalities that PC's will know about or interact with over the course of their adventures. A few of the codes are fairly self explanatory; Lvl is Level, and Hits is the character's hit point total. The other listings are more involved and so are described below.

AT(DB): The NPC's armor type listed with his defensive bonus. The defensive bonus includes intrinsic armor subtraction, the applicable Quickness bonus and miscellaneous modifications due to item possession, but it does not include energy shield bonuses. A code is used to indicate the specific type of shield worn if one is used at all.
*:velocity shield, **:deflector shield, ***:absorption shield, and ****:barrier shield.

Skill/Add: Two of the NPC's prominent and/or unusual skills are listed with the appropriate bonus. Consult the **Space Master or Rolemaster** NPC table to determine the bonus for any other skill that the NPC wishes to use.

Weapon/OB: The NPC's primary weapon and the base OB for it's use.

Name	Lvl	Hits	AT(DB)	Skill/Add	Skill/Add	Weapon/OB	Notes
Scenario: Evacuate The Loyalists							
Mugwabi Habir	13	120	20(-30)** **	Public Spk/110	Cmbt Pilot/85	Blast Pstl/165	Fundamentalist extremist leader on Tjokjad. Possesses a +10 Blast Pistol which uses the Mk. IV damage threshold; the failure range number is 7. He is cybernized with a micro-scanner which alerts him to the presence of sentient beings out to a range of 20 m. Initially trained as an Armsman.
Hennis Perelli	12	99	15(-30)*	Propaganda/85	Scan Anlys/85	Autoshotgn/150	The steward of Mugwabi Habir's Citadel on Tjokjad. He has a neural stimulator which inflicts great pain and reduces the victim's constitution by 1 point per round; range 0. Hennis has had subcutaneous reflective armor installed over most of the surface of his body. The armor modifies laser attacks against him by -30, but the damage sustained to his nervous system as a result of the operation causes all of his maneuvers to be modified by -20.
Jobbe Castanza	10	61	5(-40)	Crim Tech/100	Scan Anlys/70	Blast Pstl/110	Devonian Intelligence officer based in garrisoned territory near Habir's Rift. Willing to help privately sponsored expeditions into unpatrolled areas. Trained as a Criminologist.
Marsu Kwalahali Mukerji	3	15	1(-5)	Atm Pilot/45	Driving/40	Needle Pstl/35	Devonian Loyalist with family members on Tjokjad, some of whom are missing.
Scenario: Starmistress of Cerilseven							
King Alisdar-Horus V	22	132	16(-80)	Riding/110	A.M.Strgth/95	Lng Sword/190	Rolemaster Fighter; the King of the Cerilseven territory known as Ktavada. Among other various magical trinkets, he possesses a +30 Lng Sword which delivers Heat crits in addition to normal ones; his scepter will cast a +50 Lightning Bolt with x3 damage three times per day.
Britta Makee	14	45	2(-100)	Channel/70	Perception/70	Lng Kynac/65	Rolemaster Astrologer; known as the Starmistress of Cerilseven. She has a x4 PP multiplier: 1 1 2 PP, all base Astrologer lists to 20th lvl, 1 2 open Mentalism and Channeling lists to 10th lvl, and 4 closed lists to 5th lvl. Her Long Kynac is imbedded with a Self Aura spell. Her cloaks add 50 to her defensive bonus.
Mounted North Klavadan hillmen:							
(All carry Gilliad light Assault Rifles which they can use at * 25 to +60)							
Lathrang	10	120	6(-50)	Riding/80	Tracking/70	Brd Sword/100	Fighter. Troop leader; +15 Broad Sword, +10 Shield. Also carries a spear (lance) and a composite bow.
Shearakhan	5	70	6(-30)	Perception/55	Riding/50	Mng Star/85	Fighter.
Herdan	4	60	6(-20)	Stk & Hd/50	Riding/45	Spear/60	Fighter.
Tialoth	3	45	6(-20)	A.M.Speed/35	Riding/35	Comp Bow/65	Fighter.
Schwannu	3	43	6(-20)	Stk & Hd/35	Riding/35	Hnd Axe/60	Fighter.
Wandering Syranakee Kahafa:							
Nepatta-hin Dal	7	40	2(-40)	Staves/75	Stk & Hd/45	Shuriken/55	Magician. All base lists and 6 other open/closed lists to 10th level. x3 PP multiplier; 63 PP.
Negwa-tsear Hafier	5	30	2(-35)	Runes/60	Stk & Hd/30	Shuriken/40	Magician. All base lists to 10th level. x2 PP multiplier; 20 PP.
Habak-asup Kernee	4	25	2(-20)	Perception/40	Stk & Hd/25	Shuriken/35	Magician. All base lists to 10th level. 1 2 PP.
Shuknun	4	50	1(-45)	A.M.Speed/65	Stk & Hd/55	M.A.Stk(3)/45	Warrior Monk.

Name	Lvl	Hits	AT(DB)	Skill/Add	Skill/Add	Weapon/OB	Notes
Scenario: The Box of Batswah							
Orbital Station Workers: (Most are Imperial citizens)							
Jarrad Forsythe	9	35	5(-15)	Adminstrtn/100	Anthropgy/100	Laser Pstl/45	Port Commander of Rahayna Orbiting Central. Originally trained as a Researcher in Anthropology; possesses a + 10 Laser Pistol. Not above accepting bribes to allow clear passage through his facility.
Robyn Jasolostin	8	40	1 (-5)	Systm Tech/1 25	Weapn Tech/ 105	Shotgun/75	Chief maintenance technician.
Ross-anne Kliet	5	39	1 (0)	Planetlogy/50	Perception/45	Flech'gun/50	Planetologist, researching Rahayna and aware of the locations of the many factions vying for control on the planet's surface. She is very daring and has an adventurous spirit, but will never betray her loyalty to the Imperium.
Sev Everest	4	20	1 (0)	Planetlogy/45	Botony/50	Blast Pstl/25	Researcher. Ross-anne's assistant.
Thespidus							
Naldwoiky	3	30	1 (0)	Systm Tech/45	Elec Tech/35	Blast Pstl/30	A member of the port's technical staff. He is the off-installation drug connection for the other technicians.
Pauli Gutterslon	2	15	1(0)	Adminstrtn/45	Perception/10	Body Pstl/25	A flunky employed by the Galactic Court of Humanity to keep an eye on the goings on of the various factions desiring to control Rahayna.
Bryan's Banshees Reconnaissance Group: (A mercenary group working for the Devonians on Rahayna)							
Bryan Wadblower	10	80	5(-40)	Cmbt Pilot/55	Scan Anlys/45	Aslt Blast/120	Leader of the Banshees, a mercenary group numbering over two hundred. Possesses a + 15 Assault Blaster and a Multiscanner with complete Repair Scanner functions built in. His group usually has about ten SMAC/MMAC fighters at their disposal. He is trained as an Armsman.
Hoj	12	100	5(-35)	Stlk & Hd/65	Ambush/10 (50)	MLA Rifle/ 130	Armsman. Likes to use a Garrot in his ambush attack.
Raleb	8	65	5(-30)	Cmbt Pilot/45	Scan Anlys/35 PML	Rifle/110	Armsman. Uses a 25mm PML Rifle.
Keast	7	64	5J-30)	Cmbt Pilot/45	Arms Tech/40	Aslt Blast/ 105	Armsman.
Bantonlad	5	50	5(-35)	Systm Tech/45	Arms Tech/45	MLA Rifle/90	Armsman.
Bgorski	5	52	5(-30)	Perception/50	Stlk & Hd/40	Blast Pstl/85	Armsman.
Cafrin	4	45	5(-35)	J Survival/35	First Aid/30	Rocket Rfl/60	Armsman.
Nadeene	4	46	1(-10)	J Survival/40	Scan Anlys/35	Rocket Rfl/55	Explorer.
Krabada	4	44	1 (-5)	D Survival/40	First Aid/25	Aslt Rifle/50	Explorer.
Dunlender	3	30	1 (0)	A Survival/30	First Aid/25	RPG Launch/45	Explorer.
Trojasik	3	20	1 (0)	Med Tech/30	First Aid/30	RPG Launch/35	Medic.
Jarl Kaban's Troop Section: (Colosian troopers carrying out operations on Rahayna)							
Jarl Kaban	9	79	20(-30)	Air Aslt/85	Cmbt Pilot/70	Blast Rfl/110	Leader of a Colosian troop section stationed on Rahayna to disrupt Devonian operations there. Trained as an Armsman.
Stell	4	35	12(-30)	Air Aslt/55	Cmbt Pilot/50	Blast Rfl/50	Armsman.
Cole	4	33	12(-35)	Air Aslt/55	H.E.P./40	Blast Rfl/50	Armsman.
Mykale	4	32	12(-30)	Air Aslt/50	AFVCrew/50	Blast Rfl/50	Armsman.
Darnada	4	32	12(-30)	Air Aslt/45	Mssl Arty/35	Blast Rfl/45	Armsman.
Tennif	4	30	12(-30)	Air Aslt/45	AFVCrew/45	Blast Rfl/45	Armsman.
Squatter	3	27	12(-30)	Air Aslt/40	Perception/40	Blast Rfl/40	Armsman.
Delinian	3	25	12(-30)	Air Aslt/40	Scan Anlys/40	Blast Rfl/40	Armsman.
Bja Bja Native Group (These have been contacted by off-worlders and possess Shot and Flechette guns with OB's between +10 and +40. Arms Law will be necessary for resolution of low tech weapon attacks.)							
Tse Tsata	5	65	1 (-20)	Stlk & Hd/50	Climbing/40	Spear/55	Rolemaster Fighter. Race is Humanoid 1.
Sol Famak	3	45	1(-10)	Perception/45	Subdual/45	Short Bow/50	Humanoid 1 Fighter.
Tslan Seete	3	43	5(-5)	Climbing/40	Swimming/40	Sht Sword/40	Humanoid 1 Fighter.
Feeff	2	30	1(-10)	Stlk & Hd/35	Tracking/35	Falchion/25	Humanoid 1 Fighter.
Ptwan	1	25	1(-15)	Ambush/4 (20)	M.A. Strike/20	Dagger/20	Humanoid 1 Fighter.
Pkwa	1	20	1(-5)	A.M.Strgth/30	Climbing/25	Spear/20	Humanoid 1 Fighter.
Pmwanee	1	15	1(-15)	A.M. Speed/30	Subdual/15	Spear/20	Humanoid 1 Fighter.
Bja Bja Native Group (These have not been contacted by off-worlders. They are cannibals and Rolemaster is required to resolve their weapon attacks.)							
Pugwa	6	70	1 (-20)	Perception/65	Climbing/55	Blow Gun/65	Humanoid 1 Fighter. The darts for his Blow Gun are poisoned with a 5th level soporific.
Btwaal	4	60	1 (-5)	Stlk & Hd/50	Climbing/35	Blow Gun/50	Humanoid 1 Fighter. Darts covered with 5th level soporific.
Mgmwana	2	35	1 (-5)	Stlk & Hd/40	M.A. Strike/25	Spear/30	Humanoid 1 Fighter.
Bkbwalo	2	30	1(-10)	A.M. Speed/25	A.M.Strgth/20	Spear/30	Humanoid 1 Fighter.



STAR NOTATION

name
location ● Maida (+5Z) z-coordinate

SECTOR LIMITS

(standard Sol III astrogeographical units)

X-axis 25 to 35

Y-axis 25 to 35

Z-axis 5 to 15

Although not located in Delta C Sector, Nepen Outstation and the stars Midden, Alexie, Theesa and Dev Iota III are plotted for reference purposes.

DELTA C SECTOR

COLOR CODE

type O star
type B star
type A star
type F star
type G star
type K star
type M star
deep space outstation

SCALE

18mm = 1 LY

Long ago, before even the Empire, there was Devon Electronics: a huge corporation dominating the microcircuitry market. It survived nuclear conflicts, the expansion of mankind into space, and the repressive Terran Federated Democracy.

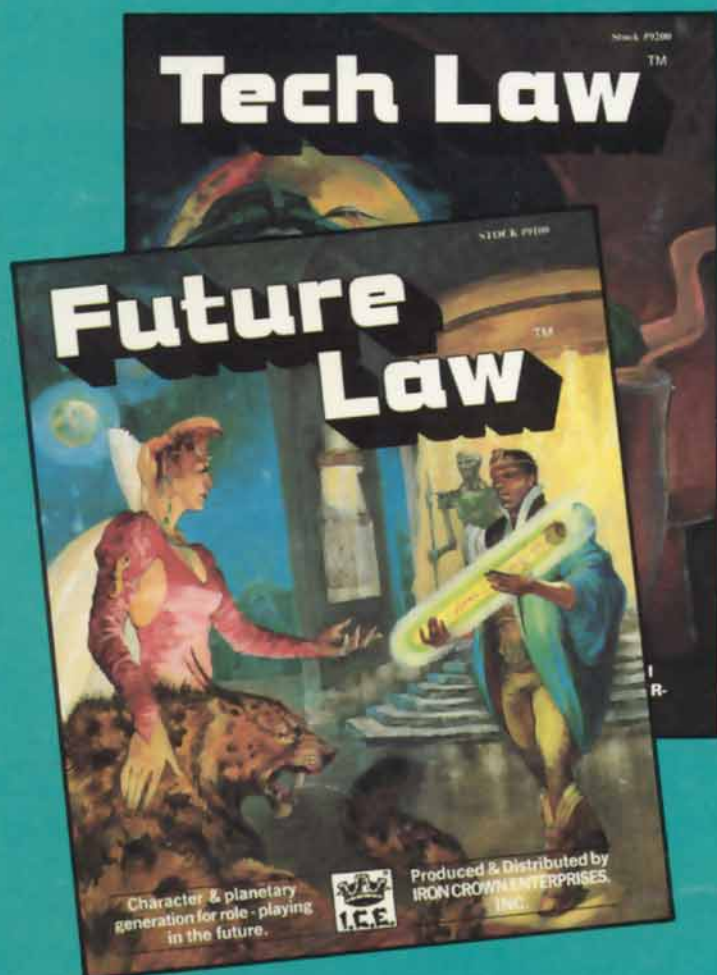
Devon Electronics — and a handful of other Megacorporations — also weathered the Wars of Integration and the consecration of the Terran Empire.

However, the Corporation has changed. Devon's power has spread to encompass entire star systems. It is more than a Company: it is a Government.

House Devon, ruled by Lord Yama Pythagor III Devon, now holds sway over a rich Inner Province in a feudal arrangement with the Emperor. For thousands of years Devon has thrived, but now strife — internal and external — threatens to undermine the power of the Family and so the very existence of the Province.



A SPACE MASTER™ Campaign Module



This first Space Master Campaign Module details an Inner Province of the Terran Empire: House Devon, constantly under attack both openly and subversively by the rival family Colos, threatened by uprisings by Minor Clans within the House, and always on guard against pirates, smugglers, and interstellar terrorism.

IMPERIAL CRISIS: House Devon in Turmoil includes:

- 4 detailed adventures, complete with layouts, stats for NPC's, and rich background material
- Pages of "Chance Encounter" charts for mini-adventures
- A general history of the Terran Empire
- New weapons and supplemental rules for Space Master
- Planetary information and Two full-page color starmaps
- Plans of two new starships

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Imperial Crisis 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.