

#9600

BEYOND THE CORE™

A SPACE MASTER™ Campaign Module



**THE WORLDS OF
FRONTIER ZONE FIVE**

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1.0 GUIDELINES FOR USING THIS SPACE

MASTER CAMPAIGN MODULE

- 1.1 Adapting this Module to your Game
 - 1.11 Converting Hits, Bonuses and Modifiers
 - 1.12 Conversion Chart
- 1.2 Abbreviations and Definitions
 - 1.21 Abbreviations
 - 1.22 Definitions
- 1.3 Unique Character Traits
- 1.4 Difficulty Levels
- 1.5 Security Ratings

2.0 INTRODUCTION

TO THE FRONTIER

- 2.1 Frontier Zones and Sectors
- 2.2 Worlds and Status Ratings
- 2.3 Travel in the Frontier
- 2.4 The Imperium and the Frontier

3.0 HISTORY OF FRONTIER

ZONE FIVE

4.0 LIFE IN FRONTIER ZONE FIVE

- 4.1 Education and Training
- 4.2 Careers and Personal Finance
- 4.3 Perception of Cyborgs, Replicants and Artificial Intelligence
 - 4.31 Cyborgs
 - 4.32 Alterant Replicants
 - 4.33 Artificial Intelligence
- 4.4 Perception of Aliens and Xeno-Sentients
- 4.5 Exploration and Exploitation
- 4.6 Slang

5.0 SYSTEMS LISTING, INHABITED WORLDS

- 5.1 Abrax 6 F9v
- 5.2 Alpha Daggarius M5v
- 5.3 Dalos 40 A2ii
- 5.4 Darrian 917 N4v
- 5.5 Ket M1v
- 5.6 Megan 34 G4i
- 5.7 Procol 70 K3v
- 5.8 Tegarra K9v
- 5.9 Xetan 23 G2iv

6.0 SYSTEMS LISTING, UNSURVEYED WORLDS

- 6.1 Delat Daggarius A3v
- 6.2 Mercura 66 F9v
- 6.3 Yarrow 25 KOv

7.0 CULTURES OF FRONTIER

ZONE FIVE

- 7.1 The Chacrae
- 7.2 Minor Clan Detzeer
- 7.3 Minor Clan Ket
- 7.4 The Miradans
- 7.5 The Tegarans
- 7.6 The Vestans
- 7.7 House Vyrta

8.0 ADVENTURES IN FRONTIER

ZONE FIVE

- 8.1 Vidome 123
- 8.2 Moons of Tegarra II
- 8.3 Backnet Circuit

9.0 GAMEMASTER AIDS

- 9.1 Sentient Listing for Frontier Zone Five
- 9.2 NPC Summary Table
- 9.3 Star Distances Chart
- 9.4 Imperial Starmap
- 9.5 Frontier Zone Five Starmap

CREDITS

Designer/Author: Tod Foley

Series Editor: Terry K. Amthor

Interior Graphics Design: Tod Foley

Cover Art: Angus McKie

Interior Graphics: Ellisa Martin Schobe, Jessica M. Ney, Lamber Bridge.

Interior Art: Jason Waltrip

Cover Graphics: Rick Britton

Typesetting: Lambert Bridge, S. Coleman Charlton, MacFahsa.

Production: Jessica M. Ney, Kathleen Connor, John David Ruemmler, Kurt Fischer.

Special Contributions: Michael Brown (Ket), Philip DeLeo (Tegarra), Jordan Foley, Dann McGee, Alan "Blaze" Rich, Will Ringer.

Playtesters: Ronald Carnegie and Dan McGee (the Indestructible androids), Victorrii Holmquist, Cathy McGee, Will Ringer.

Dedication

This work is apologetically dedicated to all the dear people who put up with me (or put me up) during its belabored creation, and to the illustrious Terry K. Amthor, who gave me a shot at it.

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1.0 GUIDELINES FOR USING THIS MODULE

This is **Beyond the Core: The Worlds of Frontier Zone Five**, the latest in Iron Crown Enterprises' series of science fiction campaign modules which explore the future milieu of the Terran Stellar Empire through the **Space Master** gaming universe.

Although **Beyond the Core** is designed specifically for use with ICE's **Space Master** role playing system, Gamesmasters using any SFRP system will find within the contents of this module a wealth of source material which may easily be utilized in their campaign. Because the universe of **Space Master** is a vast and variagated realm containing many diverse planets, races, and cultures, GM's may find it beneficial to utilize ICE's **ARMS LAW** and **CLAW LAW** fantasy role playing supplements. These invaluable works will allow "archaic" melee weapons, martial arts, and animal attacks to be handled quickly and easily, within the same format that is used in this module and other **Space Master** role playing products. ICE's **SPELL LAW** may also be used to expand the range and type of psionic abilities and other, more "mystical" effects.

Beyond the Core is actually a geopolitical analysis of a large 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 partially colonized territory called Frontier Zone Five, the past and current state of which are the prime focus of this module. Section 2 provides a general overview of the Terran Empire as well as the Frontier which surrounds it, while sections 3 and 4 provide a more detailed view of the development and current state of Frontier Zone Five, and describe the very basic aspects of life therein about which players will likely have questions while adventuring. Sections 5 and 6 detail thee worlds of note within the zone, and section 7 provides the Gamesmaster with detailed ethnographies on each of the zone's native cultures.

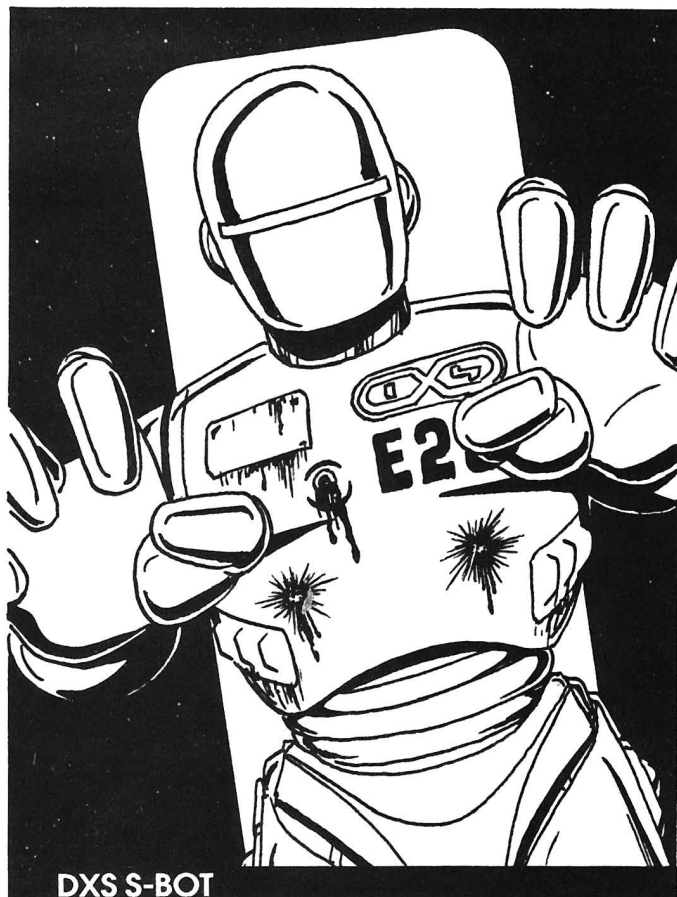
1.1 ADAPTING THIS MODULE TO YOUR GAME

This module, like the rest of the **Space Master** series, is designed to be easily adapted for use with other SFRP game systems. All statistics are presented on a closed or open-ended scale of 1-100, and all modifiers stated are in addition to the PC's own stat or skill modifier. Only percentile dice (d100) are required.

1.11 CONVERTING HITS, BONUSES, AND MODIFIERS

HITS: The concussion point hit numbers stated herein represent only general pain and system shock. PCs who are knocked down to zero hits are **not dead** (of course, they aren't MOVING, either...). Real wounds and killing blows are critical strikes. If you are using a game system which employs no specific critical strike results, the PCs' hits should be doubled, or the damage stated be halved.

BONUSES AND MODIFIERS: If converting to a scale of 1-20, each +5 on a d100 scale equals a +1. If converting to a scale of 1-12, each +8 equals a +1.



1.12 CONVERSION CHART

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

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

1.2 ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

1.21 ABBREVIATIONS

Abbreviations are listed alphabetically within sub-categories.

Game Systems

| | |
|----|--------------|
| RM | Rolemaster |
| SM | Space Master |

Professions/Character Classes

| | |
|-------|----------------------------|
| Arm | Armsman |
| ArT | Arms Technician |
| Cri | Criminologist |
| EIT | Electrical Technician |
| Eng | Engineer |
| Exp | Explorer |
| Med | Medic |
| Pil | Pilot |
| Phy | Physician |
| Pla | Planetologist |
| Res | Researcher |
| SyT | Systems Technician |
| Tel | True Telepath |
| xxx/T | Semi-Telepath of class xxx |

Game and Technology Terms

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

1.22 DEFINITIONS

A few crucial concepts of the module are detailed below.

Backnet: The far reaches of the Frontier. Generally surveyed to some minor extent but largely unexplored stellar systems.

Circuit: In Frontier terms, a circuitous star-route utilized by starship caravans, traders, etc.

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

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

Devon: A powerful Major family, one of the Inner Provinces, and administrators of The Cygnus Conspiracy (under the watchful eye of Imperial 'aides'). The head of the family is Lord Yama Pythagor III Devon, and the Provincial Homeworld is Delta Cassiopeiae.

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. A Family is an almost intangible representative essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which all citizens of the Province can rally. 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.

Frontier Zone: One of twenty-four equivalently-sized areas which surround the Inner Provinces. Frontier Provinces are found in the inner part of each Zone, the remainder of which is Backnet. Frontier Zones are subdivided into Sectors.

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.

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.

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. 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.

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.

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

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

Kashmere: Formerly a coalition of Minor Clans, the Kashmere families have formed a commonwealth directly under Imperial Supervision. Together they rank equal to one Major House and are ruled by their Duke from the capital planet of Olympus.

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

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

N-Space: Normal Space. This defines the universe and time that Terrans presently inhabit and operate within.

Orbital Station: Orbital stations are environmentally controlled structures kept in orbit around various planets in the Empire. Their primary purpose varies according to the types of activities which are carried out on the planetary surface below. If it is a resource world, the orbital station will usually perform the function of heavy cargo transfer terminal. If it is a Homeworld,

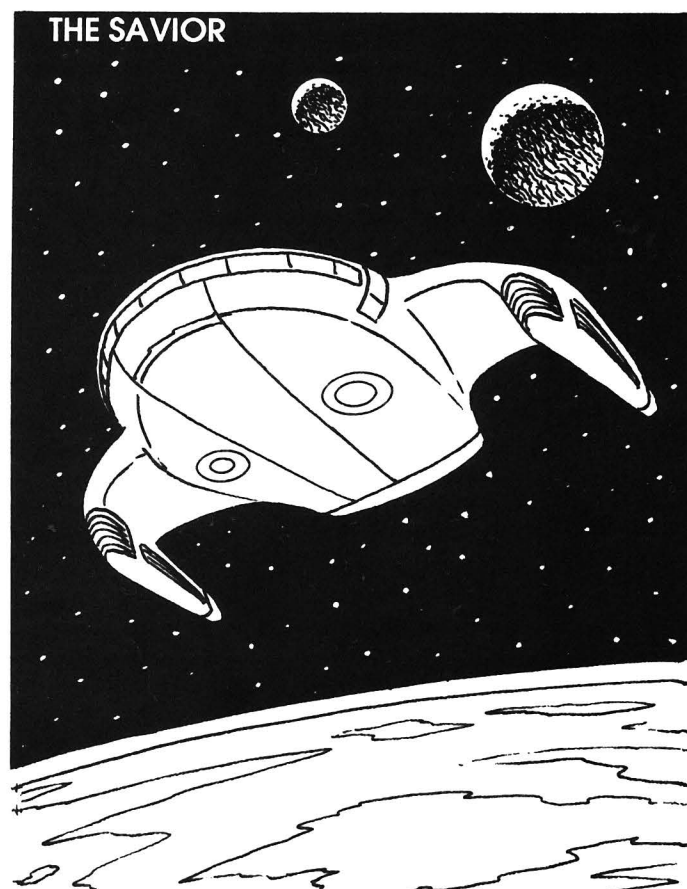
then the station will be equipped to handle communications and personnel. Their orbital maneuverability is severely restricted. They can often sustain 20 to 200 people, depending on function.

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. 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 title given to that ancient spacefaring race which spread Hominids from earth to several nearby habitable worlds, giving rise to humanoid and xeno-human races. They are known by several other titles, most of which are culture specific: the Ancients, the Forerunners, the Fathers, the 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.

Tachyon Beam Dictor: An instantaneous communication system, critical to the unity of the Empire. Data is transmitted in the form of tachyon streams, usually through a number of relays (the effective range for one transmit being only about 50 light years). Although there is technically no TBD 'monopoly', the Dia Khovaria has by far the largest and most complete network.



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

1.3 UNIQUE CHARACTER TRAITS

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/her game. These traits should also be used as guidelines for designing others.

a) **Phobia.** The PC has an intense and unreasonable fear of something. The GM should roll 2d10 and multiply the result by five to determine the strength of the fear. Whenever the feared item/situation is encountered, the PC must match his or her (temporary) Self-Discipline score against the phobia's strength on the RESISTANCE ROLL TABLE (**FUTURE LAW**, section 19.3), or be stricken with panic. In such cases, the PC's actions are by and large determined by the Gamesmaster (until the attack subsides).

b) **Sexual Deviant.** The PC has a peculiar and possibly illegal sexual preference or fetish. This may be a sign of a past traumatic experience or repressed neurosis.

c) **Old Earth Knowledge.** The PC is an avid student/afficionado of ancient Earth history and/or culture(s). The PC should choose an age, culture, continent, country, religion, belief, or technology which is his or her specialty. All static maneuver rolls made to determine PC knowledge of some aspect of this specialty are two difficulty levels lower than usual. Related questions (same continent but different culture, etc.) are one difficulty level lower than usual. The GM should tailor the knowledge to fit the player's design, and use care not to allow too much ancient knowledge to be easily determined.

d) **Loyal Pet.** The PC has a creature (preferable a small one) native to the planet he or she comes from. The creature is totally tame (at least in regards to the PC), and has a deep affinity for the PC. Depending on the exact nature of the animal, such a pet might possibly fight for its owner.

e) **Neurosis.** The PC has a little emotional or otherwise pathological problem. This could range from obsessive neatness or an eating disorder to kleptomania or habitual lying. The player and the GM should discuss the possible plot permutations which may arise around a neurotic character.

f) **Celebrity Lookalike.** The PC bears an uncanny resemblance to some currently (or near-currently) famous personage. This person may be an entertainer, diplomat, nobility, wanted criminal, etc. This is not generally a good trait for PCs who are involved in covert activities.

g) **Stunning Appearance.** The PC's physical appearance is the absolute vision of perfection as far as his or her race is concerned. Such a character would be approached and propositioned extremely often. The opposite trait (called **Shocking Appearance**) denotes a character who is his or her own race's definition of



YAX DRINQUA

hideous. This could be due to a birth defect, a mutation, an accident, radiation poisoning, etc. Most of these problems could eventually be solved by use of extensive surgical techniques, however, surgery is also expensive.

h) **Cultural Purist.** The PC is a fanatic about preserving all elements of his or her own culture or some other chosen culture. He or she will act to defend or preserve the culture's traits, artifacts, and integrity. Cultural slurs and derogatory slang aimed at the object culture will probably provoke the PC easily.

i) **Lucky Item.** The PC possesses some small personal item which he or she regards as a "luck charm". Such items are rarely of much Monetary value. The PC will be enraged if the item is lost/stolen/broken. If the GM wishes, loss of the item might actually lower the PC's Intuition modifier. Conversely, the item might actually be a lucky charm, and add a small bonus (no more than +5 or +10) to certain maneuver rolls.

j) **Rival.** The PC has a fierce rivalry with some other PC or NPC. Such feuds could be based upon reputation, rank, pride, love, etc. If an NPC is the rival, the GM should design an appropriately opposite character to fill the need.

k) **Severe Allergy.** The PC has a strong allergic reaction whenever exposed to the offending substance. This reaction could cause mild disorientation, sneezing, rashes, or even fainting.



l) Collector. The PC is an avid collector of some sort of item. Collectors from upper-class background will tend to collect expensive luxury items or decor, although an eccentric PC might collect any of a vast number of strange things.

m) Good with Children. The PC has a gift of communicating with children. Most children will instantly trust the PC, who is able to easily extract information from them without intimidating them.

n) Holographic Memory. The PC gains a +50 on all static maneuver rolls to remember something he or she has seen before. If the total adjusted roll is greater than 100, the item/ place/person is recalled exactly as it was seen (ie; from the same distance and light conditions, etc).

o) Dependent NPC. The player has an NPC friend, lover, or family member who is for some reason unable to provide for themselves. The PC must look after this character in some fashion.

p) Legacy. The PC's parent(s) or Mentor are/were extremely well known for something they did, and the PC is expected to follow in their footsteps. (Of course, the PC may wish to rebel against these expectations. . .)



1.4 DIFFICULTY LEVELS

Throughout the text, the GM will notice frequent references to the "levels of difficulty" listed below. These classifications correspond to specific (1d100 open-ended) die roll modifiers which will be used to determine the efficacy of any attempted maneuver. The Difficulty Levels (and their corresponding modifiers) are given below:

| DIFFICULTY | MODIFIER |
|----------------|----------|
| ROUTINE | +30 |
| EASY | +20 |
| LIGHT | +10 |
| MEDIUM | +0 |
| HARD | -10 |
| VERY HARD | -20 |
| EXTREMELY HARD | -30 |
| SHEER FOLLY | -50 |
| ABSURD | -70 |
| INSANE | -100 |

Note that in many cases the GM will have to assign a Difficulty Level to an attempted task. In such cases, all positive and negative factors should be taken into account, and a single modifier decided upon. Difficulty Levels are a useful and flexible tool, and with a little practice the art of their use may be easily mastered.

1.5 SECURITY RATINGS

Another useful tool for the GM is the designation of local Security Ratings. This number (on a scale of one to ten) serves to indicate the Difficulty Level assigned to any illegal activities within its "jurisdiction". The Security Ratings correspond directly to the Difficulty Levels, and are shown below:

| SECURITY RATING | DIFFICULTY |
|-----------------|----------------------|
| 1 | ROUTINE (+30) |
| 2 | EASY (+20) |
| 3 | LIGHT (+10) |
| 4 | MEDIUM (+0) |
| 5 | HARD (-10) |
| 6 | VERY HARD (-20) |
| 7 | EXTREMELY HARD (-30) |
| 8 | SHEER FOLLY (-50) |
| 9 | ABSURD (-70) |
| 10 | INSANE (-100) |

NOTE: Any illegal maneuvers which would require a maneuver roll regardless of security must also be modified by the Difficulty Level inherent in the action itself. **EXAMPLE:** The Security Rating on Orpha is 7 (-30), and hotwiring a GEM car is VERY HARD (-20), so the die roll for hotwiring a GEM car (and getting away with it) while on Orpha would be at a total modifier of -50.

2.0 INTRODUCTION TO THE FRONTIER

"... (this) alone i struggle for, endutied to repel the plan of bitter impish elder men who struck the stars with burdening brand -- disaster lay desire's way as even i must find some day for better men shall view me then, enlighten more to what i am -- only in the running is a race defined, for what is ran lies swallowed and digested, barely food for thought, while starving stand eternal generations -- thee, your hunger shall enlighten me yet strike a flame upon my name to smash the famished face of man. ..."

- Zetin C. Feh
excerpt from "the settling stars"
Taj Five "Daryi"; Imp. 115

Beyond the turbulent and "civilized" region of the Milky Way known as The Terran Empire lies a frighteningly unexplored vastness. No one, not even the Emperor, would deny that it is "Out There" that the destiny (and perhaps the origin) of mankind will eventually be realized. Though, for all his tenacity and ingenuity, Man is really a very stubborn and self-defeating race, with a great fondness and fear for the greater Unknown. Fueled by the worldly desires imprinted within him for millenia, he aspires to freedom and security, yet persists in destroying what he has gained of the one for the sake of the other. This is the state of the human race even under the expansive governing body of the Imperium -- where it has become all too clear that Man's greatest enemy is still Man.

There are those, however, for whom the desire to progress beyond this state has overcome, to some greater degree, the desire for comfort and stability, no matter the cost, and these men and women are consistently persecuted by their slower, more compromising peers. The event of hyperlight travel in the year Prelmp. 1190 made it possible for such persons to escape this oppression, and many of them took immediate advantage of the opportunity. Without the advanced technology which would later revolutionize hypershunting, few of these hopeful migrations ever succeeded in reaching a viable Homeworld, and many of those who did fell prey once more to the same problems and approaches they had sought to leave behind. An even greater percentage, left with no choice but compromise, had to settle for somewhat less than they would have liked to, and simply did the best they could with what they were forced to accept. There were also those groups who, daunted by the staggering odds against their survival, decided not to jump very far from the Core (many of these would eventually be rediscovered by the encroaching Empire and become Frontier Provinces), as well as those who changed their minds and returned to it. Needless to say, many expeditions met with disaster, either in space or upon the new worlds they had found, and today, as the Empire expands in all directions, their remains are occasionally found, a silent testimony to their failure.

In the years of unprecedented expansion following the

improvement of the SENSr, the number of official Frontier Provinces increased exponentially, as systems were allocated to those groups which were deemed worthy by (and loyal to) the Empire. Outside the unified provinces, all of these groups and others struggle against the great unknown in an attempt to understand and control it. This is the nature of their lot... this is The Frontier.

2.1 FRONTIER ZONES AND SECTORS

Ever since the birth of astronomy on ancient Earth, scholars have divided the heavens into sections to facilitate their studies of the cosmos. Although different belief systems, designed to meet the goals and desires of differing cultures, locations and times have always existed within the field, the prevalent method of classification remains a division based upon the twenty-four hour rotation period of the planet now called Terra, the seat of the Empire. The innermost segments of these divisions are noted on the **SPACE MASTER** Star Map. As the settled area around Terra expanded and eventually unified (in a sense) and the distances which could be observed became greater, the imaginary divisions between these "hours" (an archaic term, rarely used anymore except in poetic writing) became more of a necessary governmental convention, and eventually come to define the areas now known as Frontier Zones. Needless to say, the innermost reaches of these zones became more and more "civilized" and controlled as Man explored further, until they too were assimilated into Imperial territory, and the "Backnet" (the areas just beyond the Frontier Provinces) became wider and more distant from Sol. "The Frontier", which begins just at the edges of the Star Map, includes all of that which lies outside of the current Inner Provinces, out to the "back" of the Backnet. It is important to remember that each of the twenty-four Frontier Zones as seen from Terra is defined by two lines which are 15° apart at the horizon and converge gradually until they meet directly above and below the poles. In three-dimensional space, a Frontier Zone is shaped something like a slice of cantaloupe with the seeds removed. Beyond the Frontier lies the totally unexplored and infinite vastness of unsurveyed Space.

Because of the great size of the Frontier Zones (which increases as advances in astronomical observation and interstellar travel are made), some method of subdividing these regions become necessary very early on. Harkening back to the technique used by earlier researchers of what had by then become the Core, explorers of the Frontier began mapping out "Sectors" (the same term used for equivalently-sized regions of Imperial Space) by "slicing" each Frontier Zone horizontally, at longitudinal intervals (each about twenty light-years "high" (along the Z axis). Although the actual area included within a Sector differs from one to the next (depending on the Z axis coordinates), generally speaking each Sector is a cube twenty light-years on each side.

In keeping with the established tradition, each Sector takes the name of its most central star. (Ie: FZ 5; Alpha Daggarius Sector, etc.)

2.2 WORLDS AND STATUS RATINGS

Within the Frontier Provinces, as throughout the Empire, planets are rated in terms of their "resource development" -- which is to say the degree to which the worlds' resources have been determined, exploited and consumed by the Imperium. This development is usually seen as a step-by-step process, by which an undeveloped planet gradually and systematically becomes more productive and/or more settled, until it is eventually stripped of all its natural resources and must rely upon some other means of subsistence. For many worlds, this spells total dependence upon other, "fresher" planets (which will, in time, become depleted themselves). There are, however, several ways out of this apparently hopeless situation: most often, the inhabitants of such a world will see the likely outcome of their rigorous extraction generations ahead, and will begin planning for it. The obviously desirable solution is to find some means of remaining productive (if not totally self-sufficient), without relying upon a finite resource. Since most Provinces are actually highly diversified corporate entities, scientific research and technological advances are both marketable and relatively inexpensive endeavors, and can be of as much value to the Empire itself as they can to the Province which undertakes them. The history of the Empire is replete with such success stories (among them the tale of *Vera Meer*, who was largely responsible for the transformation undergone by Devon Electronics in the early years of the Empire). For other groups (generally Minor Clans, incapable of such extensive market manipulation), specialist training becomes the key to (relative) prosperity, as skilled and experienced professionals in any field are in fact a resource in their own right (Minor Clan Yung of Devon Province and Minor Clan Ket of Frontier Zone Five are splendid examples of such groups, who have managed to retain their cultural integrity while remaining valuable to the Empire as a whole). As is always the case in matters of business, the object is to find (or create) a need, and fill it. It is, therefore, possible for a world to move from Exhausted to Producing status, yet for every such successful transition, there are easily three utter failures, and those who fail are usually doomed to an existence of eternal poverty. The Imperial Resource Development Ratings, in their generally sequential order, are as follows:

1. UNSURVEYED.
2. PROSPECTING.
3. DEVELOPING.
4. PRODUCING.
5. EXHAUSTED.

(The sixth rating, OMEGA WORLD, is a special classification which is reserved for planets upon which the biosphere has been destroyed, generally via some holocaustic attack delivery system.)

Although most of the stellar systems found in the backnet are still Unsurveyed by official (ie; Imperial) forces,

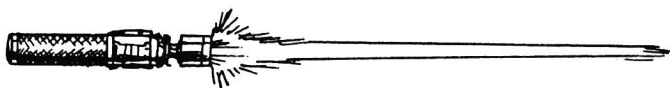
many of them have been fully classified by other, smaller concerns (indeed, some of them are not only fully explored but settled, without Imperial authorization or knowledge). In such cases it is still acceptable to use the familiar Resource Development Ratings, but a note should be made which details the level of Imperial knowledge (or lack thereof). These worlds will have, in effect, two (or even more) Resource Development Ratings, depending upon who's records one is studying (Tegarra II, in Frontier Zone Five, is a good example of just such a system). Note that there is an extremely great risk in keeping such information from the Empire, as any group which does so and is discovered to have done so will be found guilty of high treason at the very least, and more than one such world has been utterly demolished in an Imperial *Piat Fiela*. There are some cultures which have seen fit to take this risk and several have actually picked up their entire population, wildlife and all, and become interstellar refugees. These groups may occasionally be found in the Backnet (or beyond). The Imperial term for these fugitive cultures is "Renegade Power", and the name automatically assumes that the cultures thus described are Enemies of the Empire. Thus, the decision to flee from the oppressive hand of the Emperor is in fact taken as a declaration of war, and the Terran Empire is ready and willing to respond in kind. The Imperial Observations department, amongst its other duties, is charged with the rediscovery of these "Renegades", and bears such a staggering wealth of power as to intimidate all but the most headstrong and capable cultures out of considering such a rebellious act.

Just as the progress of planets into the Imperial fold is monitored by the Resource Development Rating, so is the gradual enculturation undergone by any non-Imperial sentient race codified. The rating system used for this purpose is called the SentientStatus Rating, and, like the Resource Development Rating, it includes five generally sequential phases and a sixth "Special" category. As a race "progresses" up the rating scale, it is further indoctrinated in the enlightened ways of the Empire (that is to say, it is further exploited and manipulated toward the Empire's own ends). Often, however, the relatively naive and technologically disadvantaged (or "backward") cultures thus abused have little or no idea of this fact, for the representatives of the Imperial Propaganda Corp makes certain that a step "up" in Sentient Status is viewed as a humane and desirable advantage. The Imperial Sentient Status Ratings, in their usual order of occurrence, are as follows:

1. NO-SEE.
2. CONTACTED.
3. INTEGRATING.
4. SUBSIDIARY.
5. MINOR CLAN.

(The sixth rating, SPECIAL, is used to denote any race or culture which does not fit into one of the other five categories, whatever the reason. Independent cultures which are not granted Minor Clan status are included in this category.)

Note that races which have not been discovered *by the Empire* or of which the Empire is unawares will have no Sentient Status Rating. Also, only races that have some relatively human level of intelligence will be thus rated. A race that does not exercise any sort of control over the planet or environment in which it is discovered or which would make no attempt to retain "ownership" of its territory will generally be deemed non-sentient (regardless of its actual reasoning capability), and will be ignored, relocated, or exterminated, depending upon the specific circumstances.



2.3 TRAVEL IN THE FRONTIER

Although, on the surface, travel in the Frontier closely parallels travel in Imperial Space, there are a few differences. First (and probably most importantly), security beyond the Inner Provinces is far less omnipresent. Although Provincial forces and Imperial garrisons do patrol the Frontier Zones regularly, they are nowhere as common a sight (except at or near the Frontier Homeworlds and Outstations). There is simply too much space to effectively police all regions of it. GM's take note however, that this apparent boon to easy travel is a double-edged sword, as for every crew of player characters who think they can jump freely along the spacelines, there is probably a crew of interstellar pirates who feel precisely the same way. These criminals most often lurk just outside of a system's gravity well or about some poorly secured route, where they are the least likely to be noticed by security and traveller alike, and jump from system to system in random fashion in order to elude security personnel. Indeed, these small groups of "borderbandits" (as they are commonly called) spend a lot of their time robbing from each other, as there are few well organized crime syndicates on the Frontier.

In recent years the number of Imperial garrison troopers assigned to Frontier Zone Security has increased, but is still quite small when compared to the number of pirates, smugglers, and other subversives who ply the transroutes of the Frontier. For this reason it is recommended that citizens of Frontier Provinces remain within their own Provincial boundaries if at all possible, risking interprovincial travel only rarely and in well protected vessels (this doctrine also makes it a bit easier for security personnel to tell law-abiding citizens from spacefaring criminals).

Diplomats, free traders, and other professionals whose business requires frequent travel often do so in large and well-defended convoys, travelling along a well-established "circuit" (an interconnected series of hypershunts in a roughly circular pattern). This method of travel is not as

time-efficient as "straightline" shunting, but serves to make any one vessel less vulnerable to pirate attack, creates work for "circuit-jockeys" (charter pilots who fly their ships round and round a single circuit repeatedly, picking up and dropping off passengers much like a modern-day taxi or bus service), and (once again) helps security personnel to effectively do their jobs.

Obviously, the amount of income a circuit-jockey takes in depends largely upon the size of his vessel and the accommodations he can afford his fares, and many such jockeys own very plush starships indeed. Other circuit-jockeys prefer to ship cargo of various sorts, and may fly massive vessels comprised mostly of cargo space. Convoys are usually in need of good SMAC pilots as well, to fly alongside or ahead of the bigger, less maneuverable ships, and to defend the convoy if it is attacked in space. Some of these convoy defense pilots achieve great prestige along the circuits they fly. These few are called "circuit aces", and are often hired by a jockey to specifically protect that jockey's ship. Such teams (a few of which are very well-known) will generally be able to get away with charging more than the standard rates for their services (to determine the standard rates for transportation or shipping, see *ICE's Space Master Companion*).

Frontier Provinces, like the Inner Provinces, each have their own standard Passage Codes, which should include all of the same information (ship's registration and ownership, origin, pilot, crew and passengers, destination, and nature of business). The proper Passage Code must be transmitted upon approach to any inhabited world or station, or no landing will be authorized. Often, the request for Passage Code, transfer to autopilot lander, and any initial laser/microwave communications will be handled by a Robotic Orbital Relay Beacon (also known as an "Orbot"), which serves as a "medium" between the Spacefaring Port and the approaching vessel.

ROBOTIC ORBITAL RELAY BEACON (ORBOT)

AERODYNAMICS: 10 FR picks
 EW/STEALTH RATING: 60
 COMPUTER MK. 90
 SENS/COMM RANGE: 20,000 km
 POWER: fusion reactor
 PERCEPTION BONUS: +30
 MOTIVE FORM: Fusion Booster/Grav
 INTELLECT BONUS: +20
 MANEUVER BONUS: +5
 ORATION: Rank 4 in local language,
 Rank 10 in Bivoc
 CAT: 22 (-5 encumbrance mod)
 TONNAGE: 12.5
 FULL MECH INTERFACE
 SHIELD RATING: 50
 HITS: 53

Although this is the most popular model, many Orbots will differ slightly, and some will be equipped with Laser Cannons (Mk. 10 to 30).

2.4 THE IMPERIUM AND THE FRONTIER

"I agree that the continuing existence of such a renegade power is in direct opposition to all that the Empire stands for, but. . . their position is obviously a weak one. . . I ask you to consider, gentlemen, the distinct possibility that it might somehow be turned to our. . . mutual advantage. . ."

*Duke Vondrait III Detzeer,
in secret conference with Thain Butara II Devon
regarding the "Tegarran situation" (Imp. 352)*

In the power-hungry and paranoid time of **SPACE MASTER**, perhaps no region breeds as much avarice and distrust as the Frontier. It is here, beyond the chaotic and abused reaches of the Inner Provinces, that many stellar systems, planets, and (most importantly) resources are still truthfully "up for grabs". It is no surprise that the Emperor keeps as close an eye as possible on Frontier events, especially the discovery and exploration of new worlds, for although the great power of the Terran Empire is largely military, the core of that power is definitely economic. The Empire has managed to increase its already incredible wealth by exploiting the discoveries and advances made by the Provinces and Minor Clans, and suppressing any hint of rebellion with sheer military might. On the Frontier (and especially in the Backnet) this might is not as direct as in the Inner Provinces, for the distances and number of regions involved are simply too large for even the Imperium to adequately monitor (this causes the Emperor no small amount of anxiety, as a quick glimpse of Imperial doctrine will ascertain -- consider the "Renegade Powers" policy for example). Because any new major development might create havoc in the status quo, the Imperial Observation department is kept constantly at work circulating among the Frontier Zones and investigating any recent developments which come to the attention of its agents. Few Provinces are able to keep their new prospects under wraps for long, and the penalties for attempting to do so are quite harsh. When the perpetrators of such crimes of omission are the Royal Families of Imperial Space, a large fine (or the forfeiture of a system) is generally an adequate punishment, but on the Frontier, where most Provinces are ruled by Minor Clans with precious little clout, whole Provinces are at stake; the Imperium doesn't mess around out here. The risks are great -- great enough to dissuade many Frontier Provinces from attempting such acts of subterfuge -- but so is the potential gain, for the easiest way for a Minor Clan to elevate itself to Royal status lies in the ability of that Clan to compete on an economic scale with the Inner Provinces.

Most of the official exploration done on the Frontier is performed by these Clans, who (forbidden to retain their own military forces) spend huge amounts to create and maintain exploration flotillas. As might be expected, the pervasive agents of the I.O. accompany such forces on their missions. Still and all, there are those few clever (and lucky) groups which manage to evade disclosure -- by hook or by crook.

3.0 HISTORY OF FRONTIER ZONE FIVE

FZ 5 is one of the most intensely active of the twenty-four Frontier Zones. This is due not to any great wealth in natural resources or stellar systems (although these are both satisfyingly present), but rather to the proximity of several major Provinces (most especially Devon). Without the trade and/or support given the Zone by Devon, Jade-London, Colos and Vyrta, the Zone would be largely undeveloped. (This is not to say that all colonization projects in FZ 5 have been sponsored by one of these Houses -- in fact, none of the present local colonies are based in an Inner Province.) Exploration, research, and greed have kept the Zone alive.

Like the other Frontier Zones, FZ 5 has been molded chiefly by three distinct groups: The Imperial Court, Renegade Powers or Criminals, and (rare) Xeno-sentients. These groups have interacted for centuries in the Zone and a relatively stable balance of powers has been met in the last few generations. The timeline in the next section includes all of the major events to have taken place within the Zone. For more specific historical information, refer to section 5 or 6 (for planets) and section 7 (for races).

TIMELINE OF EVENTS

Below is given an encapsulated history of mankind, from his early Earth-bound days to the Solar Empire of the present. Included are dates and events of significance to the development of the Empire in general, and to Frontier Zone Five.

PREIMPERIAL TIME

(All dates are stated as negatives to the year 0; the Consecration of the Imperium.)

C. 15000 -- The dawn of civilized man.

C. 9700 -- The first utilization of a holocaustic attack delivery system (in this case nuclear) upon a civilian population.

9660 -- 9608 -- Feasible fusion power generators are developed.

9600 -- The first successful sentient cloning of a human being is performed.

C. 9600 -- Cryogenic sleep units come into widespread use. The next five hundred years are marked by a number of colony ship launches from Earth (and her nearby colonies) to the stars.

9167 -- A colonization project designed and funded by anthropologist/ planetologist Jules Theran leaves the Sol system, bound for Frontier Zone Five.

9059 -- The Theran Project makes planet fall in the Belandrul 104 system. Due to an onboard malfunction, thirty colonists (including Doctor Theran) are dead.

9000 -- This date marks the estimated creation of the oldest humanoid artifact yet discovered on Ket I (a primitive cave painting).

8450-5698 -- Researchers achieve mastery of the gravitic field.

8104-8068 -- Researchers develop molecular data storage for informational processing systems.

8068-5655 -- The study of molecutronics leads to the advent of living circuitry.

7900 -- The first known successful human alterant replicant is produced on a near-Earth colony.

7887-7610 -- The Universal Technological Recession of Mankind. The duration of the revolt differs for each colony, so the dates given are rather artificial.

C. 7600 -- Tachyon physics becomes the main focus of study for the scientific community.

C. 6000 -- A legendary figure called Blodre the Great becomes Ket's first Warmaster. Within a decade he has created the Ketian penal system and has had the Hall of Might constructed.

C. 5800 -- This date marks the approximate age of the Tagrech Shon, the oldest written artifact yet found on Ket I. This priceless stone-carving describes the rule of Blodre.

5705 -- Human colonies are firmly rooted on ten Core worlds, but communications problems are beginning to create cultural drift. For most colonies in the Frontier Zones this effect is painfully great.

C. 3000-2000 -- This millenium sees the cultural drift effect of the last 2000 years reach an all time peak as the scattered human settlements begin to lose sight of their commom heritage. In the Frontier Zones, many settlements cut themselves off completely from their parent societies, ceasing their (already sporadic) speed-of-light communications.

1921 -- Scientists succeed in creating Andrium, the elemental source of powerful matter/antimatter reactions, on a near-Earth colony.

1921-1480 -- The secret of the production of Andrium is shared between allied near-Earth scientific groups, who keep it from the political leaders of the day in an effort to prevent its hypothetical use as a weapon of unparalleled destructive capability. The Andrium For Science League is born.

C. 1100 -- The Andrium For Science League develops an interstellar translight merchant monopoly.

1076 -- The invention of the Tachyon Beam Dictor.

1076-457 -- The Wars of Integration. As a quickly installed TBD network begins to dominate the data transferral markets, the merchants of the AFSL begin to lose revenues and decline in importance.

457 -- The Wars of Integration culminate in the Terran Federated Democracy (also known as "the United Federation", or more recently as "the Old Democracy").

324 -- The TFD holds sway over Terran humanity and the Homeworlds of affiliated xeno-races. This was the first (and nearly successful) attempt at a unified political structure to administer all of the colonized worlds. Unfortunately, a great number of Frontier settlements are still out of sight, and out of mind.

323 -- Several sectors and Homeworlds declare their independence from the TFD and begin to fortify their star systems against the anticipated reprisals.

320-275 -- The Prelmperial Core worlds initiate a massive arms race as they construct the awesome Imperial Navy.

270 -- The fledgling political unit which will eventually gel as the Imperial Court unleashes brute force to deal with the Old Democratic leaders and systems which have refused to come into the fold.

256 -- The Imperium-to-be issues a declaration to all known inhabited worlds stating that it claims ownership rights of all systems colonized/conquered by man.

255-50 -- Various uprisings, revolutions and back-room politicking thwart attempts to solidify the Prelmperial power base.

42 -- The TFD starship *America* is stolen from a Federation port. After an in-system battle with the Terran Defense Corps, the fugitives shunt out of the Sol system while still within the gravity well. This band of rebels lands the irreparably damaged vessel in the unsurveyed Darrian 917 system, and will later become the Chacrae.

39 -- The Galactic Court of Humanity opens its doors.

27 -- The first of the Order of Truthsibyls are used at the GCH. Perjury is virtually eliminated.

14 -- This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian population, in which the Xi Sinva star system (whose leaders were implicated by the Truthsibyls of the GCH to be involved in a plot to stop the Imperial Drive) was blasted by the Prelmperial Court.

12 -- VegaPol (an independent police force which supports the GCH) is granted operational status.

3 -- MERLOGH (the MERcantile League of Great Houses) begins operating as the financial monitor of Terran space. VegaPol expands its operations to support both MERLOGH and the GCH.

2 -- Macedon guarantees that the Andrium For Science League will retain their production monopoly.

1 -- Macedon makes clear his intention to outlaw the production of holocaustic attack delivery systems.

CAPT. TAGG



IMPERIAL TIME

0 -- CONSECRATION OF THE IMPERIUM. Emperor Macedon I comes into power. The Empire at this point in time consists of a myriad of systems organized into Regions, Quadrants, Sectors and Frontier Zones, and twenty-seven Provincial Territories.

1 -- The Great Hoarding.

2 -- The long prophesied and awaited Messiah of Izar appears in a desolate and backward settlement in Frontier Zone Fifteen.

4 -- A group of dissident Neo-Human telepaths flees the Core in a hastily assembled flotilla, and heads for Frontier Zone Five. These Renegades will later become the Tegarrans.

63 -- The Messiah of Izar disappears under mysterious conditions, and the Imperial Court is implicated.

65 -- The Theran colony (now known as Vyrta) is rediscovered.

72 -- The Vyrztans submit designs for a chemical atmospheric moderator to the Imperial Court, and are rewarded (and made an example of) by being granted Minor Clan status.

74 -- Takmann Detzeer, representing the Libecorp/Titanya merger, approaches the Emperor with a plan for a new Frontier settlement. Later that year, Taj V (Daryi) is colonized by the first-generation Detzeeri.

101 -- House Vyrta is granted Royal Family status.

113 -- Personal velocity shields appear commercially.

118 -- Due largely to the efforts of Takrina Bedang, the Detzeeri are raised to Minor Clan status.

126 -- Mercura 66 IV (Drir) is discovered by a robotic survey craft.

127 -- The advent of improved sensor fields allows safe hyper-shunts out to a range of fifty LY. This heralds an age of unprecedented expansion, and Frontier Provinces proliferate, bringing greater wealth to the Imperium.

132 -- Alpha Daggarius I (Shira) is first spotted by Frontier scoutships.

145 -- House Devon is granted Imperial permission to engage in exploration of Frontier Zone Five.

147 -- A survey team of Devonian Xeno Scouts discovers the Ketians, and determine that their integration is unlikely.

153 -- A Detzeeri tradeship misjumps into the Dalos 40 system and discovers the presence of a likely Homeworld. No planetfall is attempted, and Clan Detzeer keeps the planet's presence a secret.

C. 190 -- The Ketians, having enthusiastically grasped their position in the Empire, begin rising rapidly through the Sentient Status Ratings. Ketian bodyguards first become popular amongst the upper class.

200 -- The DXS discovers and surveys Abrax 6 IV (Vesta), and finds it to be rich in minerals and ore. House Devon receives Imperial permission to absorb the planet under Developing status.

202 -- The Devonian mining colony implanted on Vesta assumes Producing status.

253 -- Ket becomes a Minor Clan.

301 -- As a result of the War of Tarquines (for "The Rebellion of the Provinces"), the Emperor allows Major Families to acquire additional systems directly from the Imperium and Frontier holdings. Restrictive quotas remain in effect through the present, however.

320 -- House Vyrta surveys and absorbs the Procol 70 system.

336 -- Personal deflector shields first begin to appear commercially.

352 -- The Tegarrans are discovered by Clan Detzeer. Their presence is kept secret, and Duke Vondrait Charron III approaches House Devon with a plan to utilize and share the fugitive race. House Devon absorbs the Tegarra system, and delegates actual administration duties to Clan Detzeer.

354 -- Clan Detzeer receives Imperial permission to absorb and develop the Dalos 40 system. Plans for the resort world "Idyllis" are drawn up. Shira is surveyed by an Imperial robotic craft and is found to be resource-poor.

380 -- Clan Detzeer receives Imperial permission to absorb and develop the Megan 34 system. Duchess Elsi Gresten designs the Mirada project. House Vyrta opens the Maxima weapons research facility on Kalgarr.

383 -- Trading begins on Mirada.

385 -- Its mineral resources exhausted, Vesta is abandoned by House Devon. Yarrow 25 I (Mikal) and its peculiar satellite are discovered by a Detzeeri vessel, the Captain of which is lost while exploring the apparently ancient artifact.

387 -- A derelict subculture has begun moving into the abandoned living facilities on Vesta, which are returned to (reasonably) operation status.

390 -- In an effort to stave off regional overpopulation, many Imperial citizens are channeled into Frontier colonization. Construction of the Imperial colony on Shira begins.

395 -- Deldaka (the Shira colony) assumes Developing status.

405 -- Clan Detzeer loosens government policy on Mirada.

412 -- Matter/antimatter torpedoes are first fitted on Imperial vessels.

438 -- The Chacrae are rediscovered by the Empire, and are rewarded for the insolence of their forefathers by Imperial imposition of harsh extraction quotas.

440 -- The resource-rich world Xetan 23 IV (Orpha) is discovered by Clan Detzeer, who approaches the Emperor with a request to develop it and is refused.

443 -- Imperial outposts are placed on Orpha to ensure that no unauthorized extraction or development takes place.

451 -- Over 2000 colonists are killed on Shira when a massive quake nearly destroys the Deldaka colony.

454 -- Imperial colonies placed on Orpha begin Developing operations.

461 -- The Direct Response Environment Actuator Matrix (or DREAMgame) is invented.

463 -- Imperial researchers discover evidence that DREAM use is addictive, and may have severe psychological side-effects. Imperial Observers begin reporting an inexplicable increase in psionic ability amongst prolonged DREAMgame users. As a result, DREAMgames are banned all throughout the Empire.

467 -- Unable to compete with the biochemical advances made by Clan Detzeer, House Vyrta enters a serious recession.

469 -- The Orbital Station above Mirada is attacked by terrorists from House Colos.

471 -- The massive Libecorp complex (of Clan Detzeer) begins its operations on Tegarra:II:2.

470-480 -- Time period of this module.

4.0 LIFE IN FRONTIER ZONE FIVE

Although the technology in the universe of *Space Master*— some 9000 years in the future — is far advanced, it has not altered life in general to the point of becoming incomprehensible. In fact, due to the numerous technological and social collapses which have occurred in the interim, many worlds (especially in the Frontier) subsist on a technic level not far above the barbaric 20th-21st centuries. Although truly advanced equipment exists in the Core and on Provincial Homeworlds, the costs of bringing the more sophisticated luxury items to the outlying systems are prohibitive. In addition, the very nature of the Frontier instills an understandable uneasiness in the Core worlds, so the situation which exists today is (in the eyes of the Imperium) a pragmatic one: Frontier worlds are generally brought up to a technic level which allows production quotas to be met, and further technological advances are withheld from most of them. The greatest fear of the Imperium is that the Renegade races existing in the Frontier might come to possess technology commensurate with their own. Indeed, many currently popular teleplays utilize the common plotline: "high tech Renegade guerrillas reappear, intent upon destroying civilization, and (after a series of struggles) are thwarted by the righteous and powerful forces of the Empire".

Whereas the Core worlds possess a recent affinity for a blending of design styles — the old and the new — together, the peoples of the Frontier (by and large) do not have the money nor inclination to attempt to revitalize the past. The accent on the Frontier worlds is of the future; these are the peoples who have leapt to the edge of civilization, and continue to look ahead. Buildings, utilities, appliances — all these items will be of the highest tech level the planet is capable of maintaining (or allowed to maintain), and cultural idiosyncracies are extremely apparent. The Frontier is not a "homogenized" market.

Life out here is a bit slower paced than the hectic mercantile hustle of the Inner Provinces (although there are, of course, exceptions), because things in general change less quickly here. Many Frontier Zones (not to mention Backnet regions) possess little or nothing in the way of a TBD network. In these areas, interstellar communications and transactions are conducted via starship -- and as rarely as possible (due to the prohibitive costs). It is important for the GM to remember that from the standpoint of a native Backnetter the Imperium may be little more than something to occasionally wonder about.

4.1 EDUCATION AND TRAINING

Because a number of different cultures exist within Frontier Zone Five, there is no single educational system which unites the Zone. Education is Technology, and therefore it is doled out by those in possession of it only as it is perceived to be necessary (see the discussion of technic levels above). Formal education on worlds of the Frontier Imperium (ie; Frontier worlds which are as yet claimed only by the Imperium itself) is basically a somewhat

lightened version of the usual Imperial training found in the Core -- beginning at the age of three, and having been given a strong grounding in culture, mathematics, science and computer literacy, students of potential citizenship status are conditioned through a sophisticated propaganda program to feel a great sense of loyalty toward the Imperium and a willingness to serve in the vocations chosen by their instructors. (Who, of course, are making their decisions based upon Imperial vocational quotas and limits.)

Education in the major Frontier Provinces of FZ 5 (Detzeer and Vyrta) is fairly similar to the Imperial standard (although, of course, the propaganda programs and vocational quotas are Provincially determined). In Detzeer Province, citizens are trained in the Commune they were born into, and only receive additional training as they require it (ie; if they become eligible for a raise in Communal status, etc.)

For various reasons, there are several places in FZ 5 where no formal educational system exists at all. Examples of such planets include Chacra, Ket I, and Tegarra II. In each of these cultures, a combination of political and social factors give rise to only the most primitive training systems. The Chacrae learn the necessary survival skills as they grow, and are trained in mining skills by Imperial Educators just before reaching the age of sixteen (at which point they go to work). Ketian males need learn little beyond the skills of warfare and diplomacy, both of which they are introduced to through observational learning. The Tegarrans have the most formal (and well-rounded) education system of these three groups — individuals move from Burrow to Burrow at times, and different skills are practiced (and taught) in different Burrows.

Any student who is a citizen of Detzeer Province (or acquires Detzeeri authorization) may attempt to enroll in the IT (Intellectual Thought) school in the Tegarra system. The applicant character must succeed in a Sheer Folly (-50) static maneuver modified by the average of his Memory and Reasoning modifiers to be accepted. For more information on this and other IT campuses, see SECTION 8.2 and ICE's **IMPERIAL CRISIS**.



Perhaps the most fascinating phenomenon of education in the Frontier occurs in those areas furthest from the Core. Here, new students are not being taught that Old Earth is the original Homeworld of mankind but rather that the students' 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.

4.2 CAREERS AND PERSONAL FINANCE

Depending upon the culture he hails from, the average citizen of FZ 5 chooses his vocation (or has it assigned to him) by age fifteen to eighteen. One's job is a matter to be taken quite seriously, for several reasons (beyond the obvious ones). Due to the limited development of the Frontier Zones (as compared to the Inner Provinces), there are fewer potential employers and job opportunities available to the Frontier citizen than his Imperial counterpart. In addition, due to the comparatively weak Monitflow of the Frontier, such opportunities as early retirement (most Core citizens retire around the age of fifty, though the average lifespan has increased to 100 -110), welfare, pensions, and government aid are harder to come by (and less impressive) in the Frontier. Because of these and other factors, major changes in occupation do not occur often. A man who is a cloth trader comes to be known as a cloth trader — jobs (and people) are less expendable than in the Core.

Political dictums and social prejudices generally preclude a citizen from seeking employment outside his own home territory, but if such an opportunity arises a Frontier citizen is more likely to take advantage of it than a citizen of the Inner Provinces. Some corporations (including several from the Inner Provinces) send recruiting agents to the various schools in search of suitable employees, providing just this opportunity.

As in the Core, every citizen of a given territory is issued an Elmonit card, upon which is encoded his entire financial background. If transactions involving hard currency — Monits — occur, the Gamesmaster should remember that the Monit-to-Elmonit ratio of any given Province is constantly in flux. Player characters may learn these rates at any Elmonit Adjustment facility.

Yearly incomes in FZ 5 differ as a function of profession and location. In general, Frontier citizens work harder and receive less pay than Inner worlds citizens, although fields which directly supply some Imperial demand can make as much here as there. Due largely to the lack of advanced security procedures in the Frontier, there is a slightly higher percentage of criminals -- pirates, smugglers, con-men and frauds -- than Imperial citizens are accustomed to.

4.3 PERCEPTION OF CYBORGS, REPLICANTS AND ARTIFICIAL INTELLIGENCE

Although public opinion on these products of technology varies even within FZ 5, there is a general utilitarian attitude which permeates the Frontier's more civilized areas. This is to say (in general) that in the largest and innermost Frontier Provinces, such beings are accepted and considered useful. Each type is dealt with in a section below. Where Frontier attitudes differ significantly from those of the Core (this occurs quite often, actually), both points of view are given.

4.31 CYBORGS (CYBernetic ORganisms)

Definitively speaking, a cyborg is a sentient being with at least two things: (1) a living, organic brain, and (2) a mechanical/electrical body part. Anyone with a pace-maker, prosthetic limb or hearing aid is technically a cyborg, and these "med-cyborgs" are not accepted well in the Inner worlds (where most citizens feel a great pride in being unaltered). The utilitarian Frontier attitude accepts these citizens somewhat more easily — here they are seen more as proud fighters who refuse to let their ailments destroy their lives. In general Imperial usage, the word "cyborg" usually refers to beings who bodies have been designed to surpass some human physical limitation, rather than make up for one. These beings are afforded a good amount of respect (or fear). Few Frontier citizens have the Monits to undergo cybernetic transplantations, and most such beings encountered in the Frontier will hail from the Core. Out here they are still respected and feared, but are likely to meet with a bit more resistance. The derogatory Frontier slang term *lux* ("luxury") refers to these cyborgs.

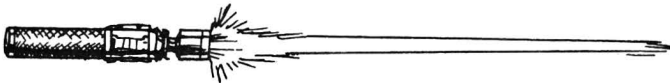
4.32 ALTERANT REPLICANTS

The result of direct, artificial genetic manipulation, alterant replicants are, without a doubt, considered to be the lowest of humanoid lifeforms. This attitude prevails even in the Frontier, where the only major difference is that out here they are more tolerated as necessary, cost-efficient and practical. There is a new morality in vogue in the Inner Provinces against mass replicant production. Many Inner Houses (Devon amongst them) have officially outlawed such production within their borders. It is general knowledge, however, that most of these Houses continue to purchase warrior and other replicants from Frontier corporations (Many of Lord Devon's House Guard are warrior rep's supplied by Genex of Clan Detzeer). Replicants are usually programmed with task-specific skills, and are for the most part ignorant of all "non-essential" areas of life. Imperial law requires that every replicant be branded with a small tattoo on the left temple identifying it as such, but more and more black market concerns are turning out intelligent, unbranded rep's, indistinguishable from ordinary humanoids, and many of them are produced in the Frontier. These new, "smart" replicants, being without the mandatory Imperial conditioning and imprinting, are a great potential threat to Imperial security.



4.33 ARTIFICIAL INTELLIGENCE (AI)

Since Prelmp. 8068, the concept of "living circuitry" has been, to some degree, a reality. In Prelmp. 5655, the development of the first molecutronic brain blew the field of AI wide open, and sparked an android construction boom the likes of which have rarely been seen again. Stories are told of androids thousands of years old, having accumulated megatudes of information and skill, living in secrecy in the Backnet. If there is any truth to these tales, such rare beings would indeed be awesome — they would no longer possess their original "bodies", having replaced part by part countless times over the millenia, and would have to have as advanced a knowledge of science as their creators. Privately owned androids are not often seen in the Frontier — being prohibitively expensive (150 - 500 thousand Elmonits) and carefully monitored by the Empire, but many Frontier corporations and ruling Families make use of them. The average Frontier citizen feels that possessing an android is a cocky show of status (this does not, however, mean he is willing to insult the android to its face...). In the Frontier as in the Inner Provinces, androids of suitable capacity and who possess the required morality program are granted citizenship status. (The morality program is a standard control, composed of basic Imperial Law and a set of priorities, setting up severe prohibitions against High Crimes (e.g., murder) and mild anxieties over minor infractions. This is in effect not much different from the conditioning human citizens undergo via Imperial schooling, media and propaganda programs.) Android production is carefully monitored by Imperial agencies to prevent the manufacture of black market androids (which still occasionally show up here and there).



Molecutronic computers, unlike android brains, possess no real intellectual freedom. They are incapable of deciding what their own actions will be when not directly involved in an intellectual process, and do not "feel" anything (although they may be programmed to act as though they do). These are the "brains" used in robot construction, and they are fully capable of performing a vast array of functions, orders and actions if programmed to do so. Most molecutronic computers of Mk.5 or higher are judged sentient for all practical purposes. Computers of this Mk. or higher are generally programmed to adopt specific "personality traits", to make them easier for humanoids to relate to. Other such "user interface" gimmicks include: specific voices, commonly repeated phrases, oratory and etiquette skills, and user recognition. (Hello Jym-bob. You certainly look sharp this morning", etc.) Computers and robots are necessary and popular devices, and are found in abundance from Sol to the Backnet.

4.4 PERCEPTION OF ALIENS AND XENO-SENTIENTS

Many times in the history of the Empire have xeno-sentient races been discovered beyond the Core. In a vast percentage of these cases, the contacted races have been humanoids, alleged proof of the "Sianetic Harbingers" theory. In more than a few cases (though far less than statistically expected), the encountered races have been totally alien. Although three examples of races (the Adanakee, Olzes and Ghedians) are detailed in ICE's **FUTURE LAW**, the GM need not assume that no other xeno-races have been contacted. On the contrary, as the Empire (and the game campaign) expands, the frequency of such encounters increases exponentially, and the GM should feel free to design xeno-sentients of his or her own (NOTE: One of the key aspects of game mastering is balance, and game balance should always be borne in mind when introducing a new facet to an existing system.) The initial contacts with these beings and the events which ensue are adventures to be played out on the worlds of the Frontier.

In the Inner Provinces, most xeno-sentients are blatantly oppressed, monitored and controlled, and utilized as inexpensive workforces. Because the few truly advanced alien beings to contact mankind took a cautious and disassociative stance, the myth of man's invincibility has been nurtured, and the settling stars are seen as his birthright. Advocates of this point of view abound in the Frontier, generally in patriotic colonies of young, expanding Frontier Provinces. On the other hand, however, there is an increasingly popular doctrine (arising from recent, influential works in the field of xeno-anthropology) which attempts to banish this ethnocentricity — the school of xeno-functionalism. Adherents of this method tend to look forward eagerly to the next alien encounter, and may have designed and/or funded various and sundry attempts at communication with unknown races.

4.5 EXPLORATION AND EXPLOITATION

Despite the often dangerous events which occur on previously unsurveyed worlds, the expansionist territorial drive of the Empire (and its various under-bodies) commands that these planets be analyzed, evaluated and (if possible) colonized as soon as is practical to do so. One of the chief reasons for this expansion is the incredible rate at which the Empire uses up natural resources. Anyone with any knowledge as to how much fuel, food and building materials are consumed by Americans each year should be able to extrapolate this effect across the galaxy and multiply it a thousand (or several thousand) times — this is the great hunger of the Empire, and it can only be fed on the Frontier. With its multiplicity of cultures, Clans, and fugitive races, FZ 5 is a well-populated region, but corporate concerns from both Frontier and Core Provinces are still eagerly surveying and indexing, searching for those perfect worlds which will satisfy the hunger of their people.

Remember that since the Wars of Tarquinis in Imp. 301, Major Families have had the right to absorb new star systems directly from Imperium and Frontier holdings. This revolutionary freedom (and it was, indeed, a revolution which demanded it be granted) inspired most Royal Houses to begin increasing the size and efficiency of their scout services, and opened up a bustling new era of Frontier exploration. Data on some of the major entities currently at work in FZ 5 is given below.

4.51 POLITICAL AND CORPORATE CONCERNS

For each group detailed below, the following format will be used: Name of organization, Director/Leader, Base of Operations, Organization/Structure (what sort of hierarchy exists within the organization), Allies (within Frontier Zone Five) and Enemies (within FZ 5), followed by an overview of the group's motivations and methods.

THE DETZERRI DEVELOPMENT SCOUTS

DIRECTOR: Duchess Ayna Tavrich Detzeer (qv)

BASE OF OPERATIONS: Taj V "Daryi"

ORGANIZATION/STRUCTURE: Paramilitary subdivision of the Detzeeri Developments Council

ALLIES: House Devon, Imperial Marines

ENEMIES: House Colos

GENERAL COMMENTS: The DDS are a well-trained and versatile division of around 400,000 servicemen. Their peacetime duties include the standard stellar and planetary analyses and surveys. To this extent the DDC maintains a superb exploration fleet — one of the finest in the Frontier. The DDS report only to their immediate superiors and Chairperson; they are very good at making certain no word of their discoveries reaches the media nor the agents of other Detzeeri Councils until Tayvrith herself releases her official statement. It is this sort of tight reign which has allowed the Tegarra project (see sections 5.8 and 7.2) to go on undetected for over a century. The DDS often cooperates on joint missions with the Devonian Xeno Scouts, and the general Devonian/ Detzeeri alliance has earned them the eternal hatred of House Colos (House Devon's bitter enemies). One not well known fact is that the DDS include several Tegarran agents on each exploration cruiser (for more information on Tegarrans, see section 7.5).

THE DEVONIAN XENO SCOUTS

DIRECTOR: Steward Arturo Ingellis

BASE OF OPERATIONS: Delta Cassiopeiae VI "Karoline"

ORGANIZATION/STRUCTURE: Paramilitary subdivision of the Devonian Special Forces

ALLIES: Minor Clan Detzeer, Imperial Marines, Minor Clan Ket

ENEMIES: House Colos (who else?)

GENERAL COMMENTS: Because the DXS is technically a branch of the Special Forces, there is a militaristic flavor to its methods and practices (more so than the Detzeeri Development Scouts, for example). The DXS has been responsible for the vast majority of the original stellar and planetary surveys to come out of FZ 5, and the state of the art exploration cruisers of House Devon are very frequently encountered in the star systems of the Zone.

Systems in which the DXS currently have operating interests are: Ket (the DXS discovered the Ketians in Imp. 147, and have been running biological and cultural researchers out there ever since), Tegarra (where research and system security are operated in cooperation with Clan Detzeer), Mercura 66 (the progress of the DXS survey on Drir is detailed in the adventure, "Vidome 123", section 8.1), and Yarrow 25 (where the DXS have just recently been granted Imperial permission to occupy the Orbital Station above Mikal). This last development is the talk of the Zone, as study of the mysterious "Mikal Artifact" has been forbidden by the Empire since its discovery a hundred years ago (see section 6.3). The DXS has been a common topic of conversation recently for another reason — that is the transfer of star pilot Blaze Geddon to the Devonian Sabre Starmada. Reasons for the relocation of this flying ace and popular Devonian hero have as yet to be revealed, but it is known that Geddon's last mission for the DXS was a routine stellar survey in the Backnet of Frontier Zone Five.

THE IMPERIAL MARINES

DIRECTOR: His Majesty the Emperor

BASE OF OPERATIONS: Sol III "Terra"

ORGANIZATION/STRUCTURE: Planetary Assault & General Defense Division of the Imperial Navy

ALLIES: All citizen of all Imperial Worlds (if so commanded)

GENERAL COMMENTS: The Imperial Marines set the standard which all Provincial Marine Corps struggle to approach. They are the largest, most well-equipped body of soldiers ever assembled, the pinnacle of over 15,000 years of acquired military knowledge. The very presence of a platoon of Imperial Marines lowers crime rates throughout the star system. Their motivations are naught but the will of the Emperor, for they are His Majesty's iron gauntlet. The Marine Special Forces subdivisions are comprised of the most highly trained specialists in various military fields, and are the most feared and respected armsmen in the Empire. Some of these subdivisions are: The Lance (in-field "correction" and recon), The Trident (underwater assault), and FIRST (First Imperial Security Troops; Guards of the Imperial Court). In recent years the Backnet of Frontier Zone Five has become a standard site for the Marines' training maneuvers, and some high Marine brass have taken up residence on Xetan 23 IV "Orpha". Reasons for these actions have not been made publicly available.

LIBECORP

DIRECTOR: T. Thadeus Eilsen

BASE OF OPERATIONS: Tegarra:II:2

ORGANIZATION/STRUCTURE: Oldest and largest Commune Conglomerate of Clan Detzeer

ALLIES: Maintains joint production facilities with several other Detzeeri concerns (see the list of corporate components in section 7.2)

GENERAL COMMENTS: Detzeeri Commune Conglomerates, of which several dozen exist, are the Detzeeri equivalent of factory towns (or states), each a massive Commune/Industry comprised of many smaller, specialized Communes/Divisions. Libecorp has been in existence since Preimperial times, and has seen several major changes in structure over the years. Founded in Prelmp. 73 by Manager Maechel of Sol:III:1 "Luna", Libe-corp specialized in molecutronic research.

In Prelmp. 12, the growing company had branched into xenobiological research and robot design, and had begun to attract a lot of attention. As the years passed and successive Directors came into power, the firm grew and diversified. By Imp. 73 Libecorp's concerns included the manufacture of industrial chemicals, genetics products and medical equipment, and it was in this year that Vilhelm Raster (Director of Libecorp from Imp. 45 — 80) was approached by Takmann Detzeer (then Director of the monumentally successful Titanya Transports) who presented a detailed plan for Frontier colonization which, if successful, would ensure possession of a Province within fifty years. Joined in clandestine merger, the two firms began collecting the necessary equipment from their own diversified producers, and purchasing what else they needed (occasionally buying entire companies in the process). They made their official move the next year, when they merged publicly (amidst much media coverage), and approached the Emperor secretly with their plans. The rest is history (see section 7.2). It should be noted that although Libecorp and Titanya Transports function jointly as Detzeer Industries, each retains hold of its own divisions more or less independently of the other. Titanya Transports has somewhat settled down over the years, satisfied with its current level of development and profits, while Libecorp has diversified even farther than anticipated, and now maintains its own scout division (who possess no actual authority, and are rumored to hire Ketian armsmen to secure their facilities). As a whole, Detzeer Industries is the largest Direct Support Commune in the Province.

TORLO THE ANDROID



STELSCAUTHEN (Star Scouts)

DIRECTOR: Minister of Exploration Janus Dochir

BASE OF OPERATIONS: Gamma Vulpeculae IV "Orpheus"

ORGANIZATION/STRUCTURE: Paramilitary exploration division of the Colosian Spacefaring Forces

ALLIES: ?

ENEMIES: House Devon, Clan Detzeer

GENERAL COMMENTS: The Colosians in general are a sneaky, underhanded lot, and possess a well-deserved reputation for unsubtle aggression against their alleged enemies. To this end, all Colosian spacefaring divisions (the Stelscauthen included) are trained in planetside, atmospheric, and N-space combat (which they claim to be a necessary precaution against the "barbaric" tactics of their enemies). The Stelscauthen possess no bases in FZ 5 (they never have), and are currently running no survey missions in the Zone, but they persist in making their presence here known (if for no other reason than to infuriate House Devon and Clan Detzeer). The large, black ships of the Stelscauthen are not an uncommon sight in the Zone, and they are known to pay regular visits to Ket I and Megan 34 VI "Mirada". In Imp. 469, a Stelscauthen Ship Commander named Ritgar Zhule was denied permission to purchase supplies on Miraga. He responded by withdrawing from planetside, regrouping his forces, and launching a surprise "retributory" attack against the Miradan Orbital Station. After several hours of battle, Zhule's ship was destroyed by a hastily dispatched unit of the Detzeeri Security Council, and this act has earned the Detzeeri a high ranking on the Colosians' hit list. Rumors have it that the Stelscauthen are not only maintaining surveillance within the Zone, but are indeed performing unauthorized extraction operations on some of the worlds (planets rumored to be used for these purposes include Darrian 917 III "Chacra", Alpha Daggarius I "Shira", and Xetan 23 IV "Orpha"). The methods of this group are the same as all of their race — they will pull any trick in the databanks to thwart their opponents. Fortunately (for the opponents), the Colosians are not as clever as they are petulant, and most of their half-baked schemes end in embarrassing failure.

4.6 SLANG

Frontier Zone Five, being as it is far removed from the Core worlds, has developed quite a repertoire of linguistic usages (and misuses) peculiar to itself. Although different languages are spoken in different regions of the Zone, many of these slang terms pass through racial boundaries and have spread into popular usage. In addition, some of these words and phrases have even begun to creep into Provincial tongues, and familiarity with their Frontier connotations is ever on the increase.

Beam: Laser/Microfreq or TBD transmission.

Blaze: (After the Devonian hero Blaze Geddon) A flashy, showy or heroic action or person.

Borderbandit: Frontier pirate.

Breezer: A short tour of duty (usually five months), or one on such a tour.

By Vaoth: (Tegarran) Loosely translated, "I should have known that".

Circuit-Ace: Any well-skilled and renowned convoy defense pilot.



CAPT. FLYNN

Circuit-Jockey: Pilot (usually a free trader or passenger transporter) who plies the circuits of the Frontier (see section 2.3).

Circuit-Stop: Any planet a given circuit route stops at.

Gamer: Usually a player of illegal DREAMgames. Often used to describe anyone with a peculiar sort of logic.

Go With Kath: (Ketian) A serious curse (or threat) intimating eradication of the accursed's entire bloodline.

Hole/Gamehole: An illegal place of business where DREAMgames are available for use.

Impy/Impish: Of, like or pertaining to Imperial doctrine or attitude (usually used in derogatory sense). "Picky", "judgemental", "tyrannical", "inflexible", or "by the book". Also any Imperial serviceman.

I.O.: Imperial Observer, Imperial Observation department.

Lux: Luxury cyborg (as opposed to a med-cyborg). A rich guy with a 6 megamonit arm or something.

Mrs, Mrs it: (Pronounced "mirse") Originally an acronym for "maintain radio silence; colloquially: "shut up".

Noose: "No use", "Damn". Originally referred to broken down machinery.

Noosed: Drugged, confused or hysterical (see above), useless.

Prog: Program. Sometimes used to describe automatic or reflexive behavior.

Rover: A drone or robot.

Semitel: One with minor psi powers or limited psionic training. Often used to describe an unusually lucky person or a good hunch.

Vaped: Shortened form of "vaporized".

5.0 SYSTEMS LISTING: INHABITED WORLDS

Within the regions of Frontier Zone Five which have been explored thus far, nine planets have been discovered which were deemed habitable or to which environmental adaptations could be made. The following section describes each of these worlds in detail.

Each world is given a modifier for supply acquisition attempts made, and another for merchandising attempts. These modifiers are applied directly if the characters making such attempts are citizens of the Province which has operating jurisdiction over the world in question, or if the world is Imperial territory. Due to the relatively uneasy nature of interprovincial relations, however, supply acquisition attempts made by citizens of other Provinces suffer an additional modifier of -50, and merchandising attempts made by such characters are performed at an additional -30. As in ICE's **Imperial Crisis**, all supply acquisition and merchandising attempts are treated as static maneuvers with appropriate modifiers allowed for applicable skills or stats; the exact modifiers to be used depend on the specific situation and are left up to the Gamesmaster to determine. If the modified total roll is over 100, the attempt is completely successful; modified totals lower than 100 but greater than zero are treated as partial successes (ie; supplies are acquired but at a greater cost than usual, the demand for the cargo to be sold is lower than the supply carried, the Elmonit value is lower than expected due to some unforeseen calamity, etc.), and modified totals of zero or less indicate specific problems (ie; a dangerous encounter occurs, the merchandise is stolen or destroyed, the local law enforcement agency imposes a strict tariff on the goods offered, etc.). The specifics of such events are also left up to the Gamesmaster to decide upon.

The stated Productivity ratings indicate the percentages of total Provincial income derived from the specific planet in question.

The Security ratings given indicate the modifiers which are to be applied to any and all illegal activities taking place on (or above) the world in question. These modifiers are to be added to any standard Difficulty Level modifiers intrinsic to the activities attempted, and represent the relative efficiency of the local law enforcement agencies in general, as well as the degree of severity (or laxity) of the planets' legal systems.

5.1 ABRAX 6 F9 V

PLANET: Abrax 6 IV (Vesta)

PROVINCE: Imperial Territory (Backnet)

CIRCUMFERENCE: 2.83×10^3 km

NATURAL SATELLITES: None

STATUS: Exhausted

MEAN ORBIT: .83 AU

POPULATION: 100 to 500

DAY: 75.2 std. hours

PRODUCTIVITY %: Nil

YEAR: 264.96 std. days (88.085 local days)

PRODUCTION EMPHASIS: None

ENVIRONMENT: A tiny, arid, frozen rock appearing more like a moon than a planet, with no appreciable atmosphere and negligible gravity. Devoid of any aboriginal lifeforms. Mean surface temperature approaches zero degrees Kelvin. Radiation level normal. Volcanism low. Meteor infall high average.

HISTORY: Discovered and surveyed in Imp. 200 by the Devonian Xeno Scouts, Vesta was found to have a high planetary density which indicated an equally high degree of heavy metals in the planet's mantle. From Imp. 202 to 385, four mining colonies operated under sealed domes to extract all easily obtained minerals. When the cost of maintaining the operations began to exceed the gross Monetary value of the resources extracted, the colonies were shut down and abandoned. Shortly thereafter, bands of smugglers, mercenaries, and derelicts from all over Frontier Zone Five moved in, and began using the planet as a base for their illegal activities.

OPERATIONS: Four great domes, ranging in size from one to five kilometers across, have been restored to operational status. The planet's surface is demolished in most regions, where large-scale blasting operations were performed by the ex-inhabitants. Below the surface, a complex of shafts and non-functional transport tubes links the last four mining sites. A subterranean living complex lies in the central hub of the structure, and although most of the housing units within it have fallen into total disrepair, many of them are currently inhabited by the fugitives and reclusives who now call the planet their own.

Over the last century these "undesirables" have managed to avoid arousing very much attention, but have developed as a relatively tight group to form a definite subculture. The Vestans have no particular governmental structure, and although there are no official "peace officers" on the planet, it is not easy to get away with taking advantage of a Vestan on his home planet, because of their "Vestan Pride" (see section 7.6). Due to this closely-knit and perceptive structure, the Security Rating on Vesta is level 7. Supply acquisitions are VERY HARD (-20), and merchandising attempts are MODERATE (+0).

ORBITAL FACILITIES: An unmanned Autolander Transponder holds a geosynchronous orbit above the landing field (just under one kilometer from the center of the mining complex, on ground level), which will lock onto an incoming vessel **only** if signalled by it. (This is a sort of security system which allows the Vestans to determine whether such a vessel is friend or foe, judging by the smoothness of its landing. Attempting to imitate such an approach is a SHEER FOLLY (-50) maneuver.) In addition, a DXS Emergency Beacon still orbits Vesta. The Beacon (used for TBD relay) is actually a small orbital station, complete with emergency supplies and stores for DXS personnel, and its own automated EW equipment (which cloaks the satellite at an EW rating of 30). The Beacon is safeguarded against entry by non-DXS personnel, so that attempting to bypass its coded passcard locks is an ABSURD (-70) maneuver.

5.2 ALPHA DAGGARIUS M5 V

PLANET: A Daggarius I (Shira)

PROVINCE: Imperial Territory (Backnet)

CIRCUMFERENCE: 5.40×10^4 km

NATURAL SATELLITES: None

STATUS: Developing Colony

MEAN ORBIT: .2 AU

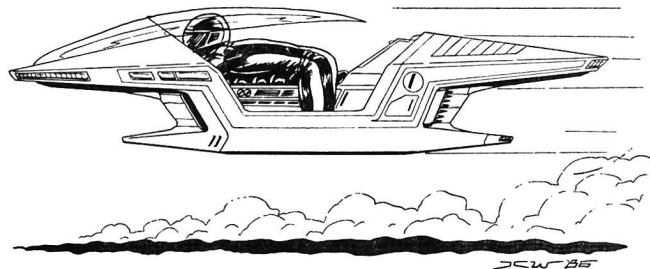
POPULATION: Approx. 8.4×10^4

DAY: 85.32 std. hours

YEAR: 53.44 std. days (15.66 local days)

PRODUCTIVITY %: .008%

PRODUCTION EMPH: Pharmochemicals; poisons.



ENVIRONMENT: A rainy forested world, with a thick atmosphere of mostly carbon dioxide. (Characters who breathe the atmosphere must (each minute) succeed in a resistance roll vs an attack level equal to the number of minutes thus exposed, or pass out from lack of oxygen.) 65% hydrosphere, 10% of which is polar ice. The mean surface temperature range is 20°C to 35°C (Warm/Temperate mix). Frequent storms traverse the planet, especially in the equatorial region. Background radiation is normal. Volcanism very low. Meteor infall is extremely high.

HISTORY: Although Frontier scoutships noted the presence of a large rock planet orbiting Alpha Daggarius as early as Imp. 132, the lack of any other planets in the system made it more potentially profitable to examine the other systems in Frontier Zone Five before a detailed planetary analysis was performed here. Official surveying was not to begin until Imp. 354, and was undertaken by robotic craft. As suspected, Shira proved to be relatively resource-poor, and was left alone again until Imp. 390, when the enhanced need for expansion brought about by overpopulation on many Imperial worlds made it necessary to move large numbers of citizens to the Frontier. The colony now called Deldaka (after the Imperial Emmigration Corp captain who determined where the colony would be best located) was established in Imp. 395, and in spite of the pleasant climate and harmless plant life, it has received relatively few colonists. (In reality, the lack of popularity suffered by Shira is more due to its short supply of heavy metals than anything else.) Deldaka was nearly destroyed by a massive earthquake in Imp. 451 in which over 2000 colonists died, and although rebuilding procedures were immediately implemented, it has been slow going — Deldaka receives little support from the Imperial Reserves. Most of the remaining colonists continued their research while others were assigned to reconstruction shifts (which are still working at restoring the colony to its original state). This cut in the number of available workers has caused the colony to fall far below its projected production quotas, thereby further lessening the likelihood of Imperial aid.

OPERATIONS: A covered city called Deldaka has been established in planetary sector 30 (35° north of the equator), and construction of a permanent processing plant is underway nearby. Some mining operations are carried out in specially designed GEM trucks. The Security Rating is 5. Supply acquisitions are SHEER FOLLY, unless the supplies desired are pharmaceuticals, which are LIGHT (+10) to obtain. Merchandising of all but the most expensive items is also a LIGHT (+10) maneuver, and materials which may be used for construction are in high demand (such items are ROUTINE (+30) to sell here).

ORBITAL FACILITIES: The Empire maintains only one satellite facility above Shira: an Imperial Emergency Beacon linking Deldaka to the rest of the communications net. As the name implies, this Beacon is strictly for use in emergency situations. Therefore the only word from the outside worlds is brought in by the periodic Imperial Observations teams and the Frontier traders who profit from the colony's recent disaster.

5.3 DALOS 40 A2 II

PLANET: Dalos 40 VII (Idyllis)
 PROVINCE: Detzeer
 CIRCUMFERENCE: 2.51×10^4 km
 STATUS: Producing
 NATURAL SATELLITES: 2
 POPULATION: 9.8×10^5
 MEAN ORBIT: 20.4 AU
 PRODUCTIVITY %: 27%
 DAY: 31.2 std. hours
 YEAR: 7.412×10^3 std. days (5.94×10^3 local days)
 PRODUCTION EMPHASIS: media, foodstuffs, tourism

ENVIRONMENT: An absolutely beautiful Terra-like planet, and a favorite vacation spot for Detzeeri (and other) citizens. The climate is comfortable — a Warm/Temperate mix — and vast regions of land are left undeveloped (some of these areas are used as hunting preserves). Sustains a full and widely varied ecosystem of both flora and fauna (all of which are imported from Terra and the Inner Provinces). The natural atmosphere is near perfect for human life (Oxygen 25%, Nitrogen 72%, Other gases 3%). Hydrographic percentage is approximately 70%. Mean surface temperature range is 25°C to 35°C. Background radiation is high average, but within normal range. Volcanism is also high average. Meteor infall is low.

HISTORY: Discovered in Imp 153 and surveyed in Imp. 354 by a Detzeeri explorations flotilla, the seventh of Dalos 40's nine planets was determined to be an ideal habitable acquisition. The Dalos 40 system was Clan Detzeer's second such acquisition (Tegarra being the first), and the Minor Clan was in its heyday. No expense was spared in bringing the finest goods and tradesmen to the world, which had been named "Idyllis" by the Detzeeri Developments Council. After the initial treatments of the planet's topsoil produced an extremely fertile environment, entire foodchains from other planets with comparable climates were imported. Tens of thousands of permanent jobs were created by the monumental developments, which were designed to make Idyllis an ideal resort world and successful colony, as well as a grandiose statement of Detzeeri accomplishment. Today, Idyllis lives up to its sizeable reputation, and its great financial success (which has spurred even more such aspiration within the already determined Detzeeri) is one virtually unparalleled in the Frontier.

OPERATIONS: The developed area of Idyllis is a huge, sprawling network of pleasant suburban communities, recreational facilities, and beautiful "industrial parks", where prominent representatives of many major corporate concerns meet to discuss matters of equally major importance. In the central hub of the built-up area lies the city of Tazeen, a beautiful example of mankind's architectural and technological achievements. Nearly all of the equipment and vehicles which fill Tazeen are manufactured by subcorporations owned by Clan Detzeer. In addition to the impressive Spacefaring Port and the "Visitors' Borough" which surrounds it, Tazeer boasts a plethora of entertainment and museum complexes, a state-of-the-art hospital, and "The Dome": a massive combination observatory, stellar museum and tridee starmap and plotting complex. Security on Idyllis is never obtrusive, but their high tech surveillance equipment and rigid "discretionary procedures" define the Security Rating at level 8. Supply acquisitions of all sorts are EASY (+20) maneuvers, and merchandising is ROUTINE (+30) if the dealer has been authorized by the Clan, otherwise merchandising is VERY HARD (-20).

ORBITAL FACILITIES: *Belfarryl*, an extensive orbital station containing living facilities for up to 10,000 people, maintains a geosynchronous orbit above Tazeen. All visitors to Idyllis come through Belfarryl, where they may stay as long as desired before taking one of the frequent sub-orbital shuttles which carry passengers back and forth between here and Port Tazeen. Belfarryl's orbital port facilities include courier and hyper-shuttles, two rescue ships, one docking tug and landing pads with a capacity of 90,000 tons. Other facilities on Belfarryl include a luxurious cross-cultural hotel, a resort mall and ship construction and repair hangars. Security on Belfarryl is not as tight as on the planet's surface, due to the extensive pre-entry security and ident-checking procedures undergone by all visitors (see below). The Security Rating on Belfarryl is level 6. In addition to Belfarryl, an Orbot (armed with two Mk. 30 laser cannons), an automated laboratory (which monitors weather, volcanism, and climatic phenomena), and a pre-port facility called "ProSat" orbit the planet. ProSat is an offloading and customs installation which all visitors (except Detzeeri administrators) must enter before being authorized to go on to Belfarryl. The security procedures on ProSat are designed to keep "undesirables" off of Belfarryl (and, more importantly, Idyllis), and consist of a full customs inspection and ident-check. The Security Rating on ProSat is level 8.

5.4 DARRIAN 917 M4 V

PLANET: Darrian 917 III (Chacra)
 PROVINCE: Imperial Territory
 CIRCUMFERENCE: 3.01×10^4 km
 STATUS: Developing/Contacted
 NATURAL SATELLITES: None
 POPULATION: 2.04×10^5
 MEAN ORBIT: .42 AU
 PRODUCTIVITY%: .01
 DAY: 21.2 std. hours
 YEAR: 396 std days (466.98 local days)
 PRODUCTION EMPHASIS: mineral ores and foodstuffs

ENVIRONMENT: A bitter cold iceworld with a greenhouse effect which just barely sustains the flourishing hydrocarbon based ecosystem. Thin atmosphere (Oxygen 23%, Nitrogen 71%, some trace elements). Hydrosphere of 70%, much of which is frozen. The climate is Cold to Arctic (mean daytime surface temperature -25°C to 10°C, nighttime temperatures fall to 40° or so below the daytime temps). Constant precipitation in many areas, and dangerous winds (subtract 50 from all rolls made on the Wind Table). Background radiation is normal, as is the level of volcanic activity. Meteor infall is high average.

HISTORY: The third of Darrian 917's eight natural satellites (the eighth "satellite" is actually a belt containing over 16,000 asteroids) Chacra was discovered in Prelmp. 42 by a desperate group of colonists fleeing the oppression of the then developing Terran Empire. Forced to make planetfall in the Darrian 917 system when they suffered a severe drive malfunction, the colonists found a harsh planet whose land surfaces were covered in vast tundra and glacial ice. Chacra's foodchain proved varied, however, and supported the group while they built shelters, using parts from their ship. As time passed, the original colonists (and their progeny) developed a lifestyle suited to the new environment, and more and more parts were salvaged from the ship to repair their facilities or build new facilities. In time, their fears of the Empire slowly died off, giving way to more immediate survival problems, and over four centuries passed before they needed to think of the Imperium again.

This happened in Imp. 438, when an Imperial Observations vessel, looking for mineral deposits, ran a full-spectrum SENSr check and found the inhabitants of Chacra. This might have proved the end of their existence had the SENSr reading not also found large deposits of iron and titanium in the planet's sub-ice layers, but instead the Empire wisely decided to claim the planet for its own and use the inhabitants to exploit the world for resources (this saved the Imperium the difficulties of transporting a colony of personnel trained in Arctic survival techniques, while appearing to be an apt "punishment" for the Chacrae, who had no choice in the matter). The fact that they are technically a "Renegade Power" works against them in other ways as well — for it is due to this fact that the Chacrae are still regarded as a "Contacted" race rather than Imperial citizens, and are therefore not afforded the rights and technological aid which would otherwise have been extended. The Imperium set up rigid extraction quotas, and to this date the rugged Chacrae have succeeded in meeting them, a fact which keeps them useful to the Empire (and alive, for the time being).

OPERATIONS: Aside from the few large structures the Chacrae have built as storage facilities and meeting places, only one permanent facility — the Spacefaring Port — exists on Chacra. This port, built by the Imperial Corps of Engineers in Imp. 438, allows the massive cargo vessels of the Empire to land on the planet and pick up the goods shipments left for them by the Chacrae, who prefer not to watch the shipments leave planetside. The Chacrae, who usually band into nomadic groups of under 1000 people, have a great deal of personal pride and concern for each others' well-being; therefore the Security Rating on Chacra is level 4. Supply acquisitions here are SHEER FOLLY (-50) maneuvers, and merchandising of all but the least expensive survival and environmental gear is also SHEER FOLLY (but such gear is LIGHT (+10) to sell).

ORBITAL FACILITIES: Two Imperial Orbots (armed with Mk. 20 laser cannons) guard the planet's surface from unwanted visitors.

5.5 KET M1V

PLANET: Ket I (Ket)

PROVINCE: Ket

CIRCUMFERENCE: 4.4×10^4 km

STATUS: Minor Clan

NATURAL SATELLITES: None

POPULATION: 9.8×10^5

MEAN ORBIT: .23 AU

PRODUCTIVITY%: Self-sustaining

DAY: 96.8 std. hours

YEAR: 56.3 std. days (14.54 local days)

PRODUCTION EMPHASIS: Ketians (hired as guards, mercenaries, etc.), and ores

ENVIRONMENT: A rugged world with violent climactic patterns and a thick reddish-brown atmosphere, Ket is considered a "hell-hole" by most of the Imperial races (save, of course, the Ketians themselves). The atmospheric pressure is about 1.4 times that of Terra, but bearable (Oxygen 21%, Nitrogen 69%, Carbon Dioxide 8%, plus trace elements and contaminants). The hydrographic percentage is below 5%, and gravity is 1.2G. Regardless, many local plant and lower animal species have found niches in the oscillating ecosystem. The climate varies constantly, due to the eccentric orbit of the planet, but the mean surface temperature is 30°C to 40°C.

Background radiation is low. Volcanism is low average in most areas, but there are two large expanses of rugged land (called "The Proving Grounds" by the Ketians) in which volcanic and/or seismic activity is a regular phenomena. Meteor infall is very high.

HISTORY: Discovered in Imp. 147 by the Devonian Xeno Scouts, the Ketians are one of the prime examples of the alleged "seeding" performed by the Sianetic Harbingers in this region of the Milky Way. A humanoid race very much like the Terran Man in physical and biological structure, the Ketians are nevertheless hardier and more resistant to toxins and disease, and have always practiced a form of eugenics designed to maintain (and increase) these traits. Ruled over by their "Warmaster", who is considered to be the supreme example of Ketian manhood, the male populous competes among themselves in tests of loyalty, stamina, courage, and military tactics by which they attempt to prove themselves fit for "Sirehood". This social structure ensures that only the fittest shall breed, and the males of the race maintain a level of development equivalent to Transhumans Type I. Ketian females, called "Breeders" by the males, are bred for beauty and dexterity, and are not given training which would make them intelligent enough to survive without the support of a male, as this would make her "man-like" (such "man-like" females, of any race, are viewed as anachronisms by the Ketians). The Ketians were quick to grasp the realities of the Imperial State, as their own beliefs are in total agreement with the structure imposed by the Terran Empire — namely, that the few who are powerful enough to rule the rest must do so, until an even more powerful ruler kills and usurps the previous one. Their tenacity and love of battle for battle's sake has made them popular (and expensive!) mercenaries, used in many an interprovincial struggle. Indeed, possession of a platoon of Ketian MERCs is a military and economic status symbol which many Major Houses enjoy flaunting, and lesser Houses aspire to.

OPERATIONS: The governmental structure of Ket closely resembles the feudal arrangement of the Terran Empire, but on a smaller scale. Once a Ketian male reaches Sirehood (upon which he is granted his first female and the right to breed), he assembles a force of men around him and begins challenging other Sires, this time in an attempt to reach "Warleader" status. Ketian Warleaders are granted an area of land and are allowed to build fortified strongholds for their "House". These Houses are constantly challenging each other's holdings, and those Houses which are the most victorious are granted more females, land, equipment, and privileges by the Warmaster (who will one day be killed by one of these Warleaders — presumably the most fit). The planet Ket is covered with their grand, castle-like dwellings, most of which have some form of large-scale defensive weaponry.

Some areas are declared off-limits to House feuds (by the Warmaster), and these limits are respected by the Houses. These areas include: The Hall of Might (where the Warmaster resides), the barracks of the Monitors (the Warmaster's own police force), the Spacefaring Port (containing a segregated hostel for non-Ketians, who are well-advised to remain within its walls), the tridee starmapping and plotting complex near the port, and "G'Reirgh", a maximum security penal colony holding enemies of the Warmaster.

Although the laws of Ket differ greatly from those which most Imperial citizens are used to, a form of honor code is respected by all (or most) Ketians and enforced by the Monitors. The Security Rating is level 7. Supply acquisitions by non-Ketians are SHEER FOLLY(-50), and merchandising attempts are VERY HARD (-20).

ORBITAL FACILITIES: A standard orbital station is maintained above Ket, with sub-orbital shuttles to take passengers planetside. Also present above the planet are an Orbot (Mk. 30 laser cannon model), an EW jamming satellite (with an EW rating of 50), and a TBD relay satellite.

5.6 MEGAN 34 G4 I

PLANET: Megan 34 VI (Mirada)

PROVINCE: DETZEER

CIRCUMFERENCE: 1.51×10^4 km

STATUS: Tradepost/Layover Point

NATURAL SATELLITES: 1

MEAN ORBIT: 98.4 AU

POPULATION: 2200 to 3000

DAY: 154.8 std. hours

PRODUCTIVITY %: 23%

YEAR: 9.88×10^4 std. days (1.595×10^4 local days)

PRODUCTION EMPHASIS: interprovincial trade and repairs.

ENVIRONMENT: A hot, bright desert world sustaining no aboriginal lifeforms save atmospheric biotoxins suspended in low clouds. Gravity is very light (.17 that of Terra). The atmosphere is breathable by humans while these clouds are not present (Oxygen 20%, Nitrogen 72%). Hydrographic percentage is less than 10%. Climate is Hot and Arid, with a yearly total of less than ten centimeters of rainfall. Mean surface temperature is 40°C to 55°C. Background radiation is low normal. Volcanic activity is low. Meteor infall a little above normal.

HISTORY: The most recent of Minor Clan Detzeer's acquisitions, granted them with very little difficulty in Imp. 380. The Detzeeri, in their typical fashion, have managed to turn this apparently useless rock into a monet-producing enterprise by importing expert Spacefaring Port technicians and allotting storage and shop space to any traders who will pay the stipend required. Most of Detzeer's external trade items are passed through Mirada, thus causing all interested parties to visit the planet's surface. This forced influx of traders from all over this part of the Frontier has made the otherwise worthless planet an ideal tradepoint, and many local traders (anxious to get in on the action) have set up their own businesses here. Megan 34's important location in space makes it all the more desirable: located at the edge of Detzeeri space, it is the easiest Detzeeri installation to reach from Vyrta, Devon, and many of the Inner Provinces.

OPERATIONS: Several rather large settlements, some of them dome covered, are scattered about the planet's surface. At these "markets", almost any known item or service may be obtained — for a cost. The local traders, out of Detzeeri profit-drive or the need to make the payments necessary to retain their authorization, will often sell their goods at a higher rate than travellers of the Inner Provinces are accustomed to. Surrounded by the near-constant activities of loading and unloading vessels, haggling merchants and occasional fistfights, visitors may get the impression that they have walked into some vast bazaar — and indeed they have. Many of the traders who ply their merchandise here live in their vehicles, although (again, for a higher price than expected) living facilities are available below the planet's surface. These warrens are actually quite comfortable, as they are cooled by massive air circulators which also filter the harmful toxins out of the atmosphere. Several bars and entertainment facilities can be found down here as well.

Security is visible, but not oppressive, on Mirada; and in fact it may be noticed that while Detzeeri merchants are treated with the utmost care and respect by the law enforcers, "foreign" traders have a much harder time convincing security of anything. The attitude taken toward a non-Detzeeri trader who has been robbed is often one of "Well, you should better protect your wares". Therefore the Security Rating is twofold here: for crimes against Detzeeri citizens, it is level 7, while all other crimes are met with a Security Rating of 3. Supply acquisition on Mirada is (what else?) ROUTINE (+30), and the "non-local" negative modifier does not apply here (although blood Detzeeri receive a positive modifier of another +30). Merchandising attempts must be authorized by the Detzeeri Trade Chairperson (and a stipend of a least one-tenth the merchandise's value paid), or they are considered crimes against the Detzeeri. Therefore, while authorized merchandising is ROUTINE, unauthorized merchandising is an EXTREMELY HARD (-30) maneuver.

ORBITAL FACILITIES: There is a small orbital station above Mirada (with a staff of 60 Detzeeri), which may be used for docking and refueling (although the prices are rather high). This station also maintains a pair of sub-orbital shuttles to ferry visitors planetside or back, and a small rescue ship. One standard model Orbot circles the planet, and will beam out information on the station, landing procedures, planetary data, and current sales or specials available on planetside to all approaching vessels. The Spacefaring port (planetside) maintains an unmanned Autolander/Transponder which will activate if the Orbot is informed of the vessel's intent to make atmospheric entry. As on the planet's surface, all power for these systems is supplied by enormous stellar radiation collectors, which (in numbers too great to count easily) orbit the planet.

5.7 PROCOL 70 K3 V

PLANET: Procol 70 II (Kalgarr)

PROVINCE: Vyrta

CIRCUMFERENCE: 0.5×10^3 km

STATUS: Scientific Research Colony

NATURAL SATELLITES: None

MEAN ORBIT: .41 AU

POPULATION: 8.72×10^4

DAY: 1.5 std. hours

PRODUCTIVITY %: 9%

YEAR: 109.05 std. days (1817.5 local days)

PRODUCTION EMPHASIS: weapons research and design.

ENVIRONMENT: A tiny planetoid barely 160 km in diameter, Kalgarr is the second of Procol 70's eight planets. Gravity is negligible. An extremely thin atmosphere of toxic trace metals and gases, coupled with the mean surface temperature (which is below -60°C) makes human habitation on Kalgarr a near impossibility. Utterly devoid of any standing water, the planetoid supports no aboriginal lifeforms. Background radiation is high. No volcanic activity has ever been noted. Meteor infall is normal.

HISTORY: Discovered and surveyed by Imp. 320, Kalgarr was found to possess no marketable natural resources, although its sister planets (two rock worlds and five gas giants) kept the Procol 70 system from being entirely useless. House Vyrta was quick to set up enclosed extraction colonies on the two inner rock worlds, which were soon depleted of mineral reserves.

Upon Kalgarr, which remained a sort of white elephant for over fifty years, a weapons testing facility was finally erected. The sales of "Maxima" torpedoes manufactured here made it possible for Maxima Industries of House Vyrta to expand the testing grounds to a full scientific laboratory and arms plant in Imp. 380, and research and design has been going on here ever since.

OPERATIONS: Beneath a large protective dome lie the research laboratories and living facilities of Maxima Industries. Outside the dome, a small landing facility (hardly a Spacefaring Port) can be found, with one standard sub-orbital shuttle at the ready. On the far side of the planetoid is a blasted expanse, where the ground has been churned up by the large-scale weapons tests which are performed there.

The Security Rating on Kalgarr is level 4. Supply acquisition attempts are INSANE (-100) maneuvers, and merchandising attempts are EXTREMELY HARD (-50).

ORBITAL FACILITIES: None whatsoever.

5.8 TEGARRA K9 V

The Imperial listing for the Tegarra system is as follows:

PLANET: Tegarra II

PROVINCE: Detzeer

STATUS: Omega World

NOTES: Discovered by Minor Clan Detzeer and surveyed in Imp. 352, Tegarra II was found to have suffered a natural catastrophe which utterly destroyed the apparent colony which had once been present on the planet's surface. In one location, the remains of what might have been a living complex can be found, although no lifeforms inhabit the structure. It is believed that the ruined facility was designed either by a group of xenohumans (perhaps seeded here by the Sianetic Harbingers), or a refugee group which fled Terra and met their end here in the nearly featureless desert. Due to the unusually high level of background radiation, planetfall is not recommended. A small contingent of joint Detzeeri and Devonian personnel maintain a testing facility planetside, and the crew is rotated regularly.

Although Tegarra II is totally uninhabitable, it does possess five moons, all of which are within the stellar ecosphere, and all of which have been colonized and developed by Minor Clan Detzeer. (For more information on these colonies, see the adventure "Moons of Tegarra II"; section 8.2)

The actual nature of Tegarra II (although top-secret) is as follows:

PLANET: TEGARRA II

PROVINCE: Detzeer

CIRCUMFERENCE: 1.52×10^4 km

STATUS: Producing Subsidiary

NATURAL SATELLITES: 5

POPULATION: 4.8×10^2

MEAN ORBIT: .23 AU

PRODUCTIVITY %: Nil

DAY: 30.04 std. hours

YEAR: 61.2 std. days (50.932 local days)

PRODUCTION EMPHASIS: Psionic Agents

ENVIRONMENT: A Temperate/Cool semi-Arid geosphere maintaining a limited ecology of simple hydrocarbon-based plants and biotoxins. (Plants are only found directly above subterranean water sources, most of which will have some Tegarran installation or enclave nearby.) The atmosphere is dangerous to humans (Oxygen 30%, Nitrogen 19%, Carbon Dioxide 50%), with many toxins present (open exposure to the atmosphere causes an attack level 1 to be made each turn; failure subtracts one point from character's CO per each 5% of failure). Atmospheric pressure slightly below that of Terra. Mean surface temperature range of -5°C to 10°C. Gravity is low normal (approximately .7G). Background radiation high, but tolerable. Volcanic activity low. Meteor infall low normal.

HISTORY: In underground installations, protected by gigantic filters and electronic cloaking devices, the Tegarrans train their young in the use of "The Presence" (use "Mentalist" and "Evil Mentalist" base lists from ICE's **SPELL LAW**). These impressive talents are used in conjunction with more standard explorer skills (also taught to all Tegarrans) in political and paramilitary actions (all funded by Clan Detzeer and/or House Devon). Maintenance and supply teams, as well as research teams, arrive periodically from these two Houses in unmarked (and well armed) shuttles, which land at the blasted stretch of granite which serves as a Spacefaring Port. All operations are kept from Imperial eyes. Supply acquisitions by unauthorized personnel are INSANE (-100) maneuvers. All merchandising attempts are VERY HARD (-20), as the local law prohibits unauthorized trade.

ORBITAL FACILITIES: A very small orbital station, containing room for no more than twenty people, orbits the planet. Its official (and partial) function is atmospheric and planetary research, but it is armed quite well for a scientific satellite: with two Mk. 30 laser cannons and five Mk. 30 explosive torpedoes (a detriment to any unauthorized planet-fall). In addition, a standard Orbot beams out its warning to all approaching vessels:

**"WARNING... OMEGA WORLD... PLANETFALL
RESTRICTED TO AUTHORIZED VEHICLES AND
PERSONNEL ONLY... IMPERIAL DIRECTIVE ZETA175523-
5beta5... ACKNOWLEDGE..."**

If the approaching ship does not acknowledge the signal and either turn back or transmit its security override code, the orbital station will be alerted and the vessel will be fired upon.

5.9 XETAN 23 G2 IV

PLANET: Xetan 23 IV (Orpha)

PROVINCE: Imperial Territory (Backnet)

CIRCUMFERENCE: 6.15×10^4 km

NATURAL SATELLITES: Ring system

STATUS: Developing

MEAN ORBIT: .82 AU

POPULATION: 9.2×10

DAY: 8.55 std. hours

PRODUCTIVITY %: .06%

YEAR: 193.71 std. days (566.4 local days)

PRODUCTION EMPHASIS: Weapons, Ship Parts,
Chemicals, Plastics, and Foodstuffs.

ENVIRONMENT: A resource rich ocean world sustaining a flourishing ecosystem of atmospheric biotoxins and plant life.

The climate is a Rainy, Temperate mix, with high winds being quite common (-20 to all rolls on the Wind Table). Mean surface temperature range is 5°C to 20°C. The atmosphere is relatively Earth-like (Oxygen 18%, Nitrogen 79%), but filter masks and face coverings are necessary due to the percentage of contaminants and biotoxins within it. Gravity is .95 that of Terra. Approximately 95% of Orpha is covered by water, although two "continents" of icy hills are present near the equator. These hills, like the ocean floors, are abundant with iron, germanium, and phosphorous, and also contain large deposits of platinum, carbon, titanium, and silver. Background radiation levels are high. Volcanism is very low. Meteor infall is high.

HISTORY: Orpha was discovered in Imp. 440 by a Detzeeri freighter-vessel which was forced to make an emergency landing in the Xetan 23 system. When the vessel was rescued weeks later, SENSr scans had revealed that the planet hid an incredible store of mineral elements within its crust. Detzeeri interest was immediately aroused, and the Detzeeri Developments Council approached the Imperium with an offer to oversee production on the water world. Although this offer was considered seriously (and is still pending), it was turned down in Imp. 443 when Imperial outposts were placed on Orpha to make certain that no unauthorized extraction would be performed there. This move infuriated the Detzeeri, who could have used the income derived from the planet to finance their other operations and perhaps finally reach Major Family status, but this was precisely what the Imperium wished to postpone, and postpone it did. Orpha was left untouched and in pending until Imp. 454, when the Empire installed its own colonies on the world and began Developing procedures which are still underway. Although this is not common practice in the Frontier, Orpha will soon reach Producing status while administered solely by the Imperium itself, for the world is so desirable that granting it to one of the Provinces or Minor Clans who have lobbied for it might upset the delicate political balance currently maintained in Frontier Zone Five.

OPERATIONS: Due to the limited amount of available landscape, planetside installations on Orpha are few in number. On the eastern island (the larger of the two) there are several mining operations and storage facilities. Plantlife on this large isle is extremely abundant, and travel by any land vehicle extremely difficult. The western island has been almost totally remodelled and developed to accommodate the majority of Orpha's colonists and Port Orpha, a state of the art Spacefaring Port, mineral refinery and industrial complex. Facilities at Port Orpha (besides its two sub-orbital shuttles and rescue ship) include a fuel dump, a hostel for short term colonists (five or ten month hitches are available), and (rather limited) housing for incoming astronauts, technicians, and the like. The Security Rating on Orpha is level 7. Supply acquisition attempts are ROUTINE (+30) maneuvers, and merchandising attempts are EASY (+10).

ORBITAL FACILITIES: A very basic orbital dock (for metals storage) orbits the planet, which includes within it a ship repair dock and TBD relay. Also in orbit are: an Imperial Fleet Beacon (containing emergency stores for Imperial vessels and an automated defense system which is EXTREMELY HARD (-30) to get past), a phenoma-monitoring laboratory (also automated), and an Imperial weaponry manufacturing plant. All of these satellites are powered by massive stellar radiation collectors.

6.0 SYSTEMS LISTING: UNSURVEYED WORLDS

Although the Frontier Zones extend indefinitely away from the Core, and will eventually become more and more settled as the Core expands, current explorations within Frontier Zone Five have progressed no further than eighty or ninety light-years from Sol (along the X/Y plane). Beyond this distance, many stars have been spectroscopically analyzed, but comparatively little is known about the nature of the systems they may support. Indeed, there are still systems within the exploration limit which have yet to be surveyed completely, and three such systems are presented here. Obviously, very little in the way of HISTORY and OPERATIONS can be noted for the worlds within these systems, and no Acquisition or Merchandising attempts modifiers need be given. In all other respects, these listings are handled just as those of the inhabited worlds in section 5.0.

The Imperial drive to expand ensures that these systems will soon be surveyed, either by the scout services of the Imperium or one of the Inner Provinces, or by the exploration flotillas of some Frontier Province or Minor Clan. In fact, one of the three worlds listed here, Mercura 66 IV (Drir), already has a planetary survey team of Devonian Xeno Scouts upon it (for more on this survey, see the adventure in section 8.1, "Vidome 123"). All of these systems, being unsurveyed, are considered solely Imperial territory at this point in time, although they will most likely be granted to some Frontier Province for administration once surveying is completed (the possible exception is Yarrow 25 I (Mikal) — which may hold secrets of the Sianetic Harbingers — and where Imperial interest is keen but cautious).

6.1 DELTA DAGGARIUS A3 V

PLANET: Delta Daggarius V
PROVINCE: Imperial Territory (Backnet)
CIRCUMFERENCE: 1.98×10^4 km
NATURAL SATELLITES: 1
STATUS: Unsurveyed
MEAN ORBIT: 4.18 AU
POPULATION: Nil
DAY: 9.6 std. hours
PRODUCTIVITY: Nil
YEAR: 1622.16 std. days (4224.37 local days)
PRODUCTION EMPHASIS: Nil

ENVIRONMENT: A small rock world with a thin atmosphere of toxic trace metals and gases which is presently escaping the planet. Gravity is 0.6 that of Terra. The climate is a Cool/Temperate mix, with no precipitation whatsoever. Hydrographic percentage is 0%. No native lifeforms of any kind. Five sites of possible interest exist on or near the planet's surface: four of them moderately-sized iron ore deposits, and one a large deposit of ferrous-chromite (all of which would be of some use to weapons or vehicle manufacturing). Background radiation is normal. Volcanism is quite low. Meteor infall is normal.

HISTORY: Discovered in Imp. 451, the fifth of Delta Dag-garius' ten planets has yet to be landed upon due to the system's extreme distance from the Core (at the very edge of the "exploration limit").

OPERATIONS: None.

ORBITAL FACILITIES: None.

6.2 MERCURA 66 F9 V

PLANET: Mercura 66 IV (Drir)

PROVINCE: Imperial Territory

CIRCUMFERENCE: 2.51×10^4 km

STATUS: Prospecting

NATURAL SATELLITES: None

POPULATION: Nil (see below)

MEAN ORBIT: 1.41 AU

PRODUCTIVITY: Nil

DAY: 85.3 std. hours

YEAR: 885.6 std. days (259.55 local days)

PRODUCTION EMPHASIS: Nil

ENVIRONMENT: Cool to cold Humid climate sustaining a flourishing biosphere of quasifungoid flora. Occasional precipitation in the form of poisonous sleet. Thick corrosive atmosphere (see section 8.1) of blue-green color lessens background radiation, which is greater in the upper limits of the stratosphere. Atmospheric pressure is high — approximately 1.6 that of Terra. Total lack of open water. Mean surface temperature range of 0°C to 10°C. Gravity a bit low — 0.89 that of Terra. Volcanism is normal. Meteor infall is slightly higher than normal.

HISTORY: Discovered in Imp. 126 by a robotic survey craft, Drir was found to have an unusually high density for a planet of its type. This, and the flourishing biosphere, insured a name and an "Unsurveyed" rating (as opposed to none whatsoever) for the mist planet. Prospecting and surface planetary analysis by the Devonian Xeno Scouts began in Imp. 480, under the direction of Subaltern Drail Mentaka.

OPERATIONS: DXS Vidome 123 has been set up in the central forested area of planetary sector 55. There support for authorized personnel may be found, including one service robot and one computer Mk. 40. At this installation, supply acquisition attempts of any kind are INSANE (-100) maneuvers, though merchandising of any "luxury items" is EASY (+20).

ORBITAL FACILITIES: None.

6.3 YARROW 25 K0 V

PLANET: Yarrow 25 I (Mikal)

PROVINCE: Imperial Territory

CIRCUMFERENCE: 5.04×10^5 km

STATUS: Unsurveyed

NATURAL SATELLITES: 6

POPULATION: Nil

MEAN ORBIT: .2 AU

PRODUCTIVITY: Nil

DAY: 319.6 std. hours

YEAR: 52.92 std. days (4.14 local days)

PRODUCTION EMPHASIS: Nil

ENVIRONMENT: From what can be discerned via robotic landing craft and orbital SENSr scans, the gas giant Mikal (named after the Detzeeri Development Scout Captain who died during the discovery of the "Mikal Artifact" — see below) has a Cool/Temperate mixed climate, with appreciable precipitation (there is nearly always a storm somewhere on the planet's face).

The turbulent atmosphere is incredibly dense, and extremely corrosive. Gravity is approximately 3.4 G., and there is no standing water or local lifeforms of any kind. Background radiation is very low (due to the thick ozone layer and continual cloudcover). Volcanism is high, but still within the normal range. Meteor infall is normal.

HISTORY: Discovered in Imp. 385 by a Detzeeri Developments Scout vessel, the three satellites of Yarrow 25 were originally of very little interest to anyone (especially the Detzeeri), because of the incredibly low level of useable resources each of them offered. Still, when SENSr scans indicated a sizeable construct holding a close orbit above the innermost gas giant, Captain Enri Mikal (born Imp. 342) was lured into making a personal investigation. Using a small (one-seater) orbital craft, Mikal approached and boarded the satellite, which seemed to him to be part of a derelict starship, long since torn into pieces by the awesome gravitational pull of the nearby planet. Nearly two standard hours passed before there was any further contact between Mikal and the Scout ship. Finally, a weak signal was picked up by the scouts' full-spectrum SENSr scan: broadcasted in microfrequency, the garbled message seemed mostly gibberish, the language unknown except for a few Detzeeri words scattered throughout the four-minute long transmission. Mikal's subordinates on the bridge of the scout vessel later refused to agree that the voice in the transmission was Mikal's, although their original impression was that it was indeed their Captain who addressed them. In the confusion and fear which gripped the crew, the foreboding message was never recorded, although the EW/Communications operator did manage to determine the source of the signal — it was coming from the planet's surface. Accounts of the actual contents of the message vary, but most agree that the last few Detzeeri words they heard warned them to leave immediately, and not to panic. Whether or not Mikal broadcast this message, the advice was taken — the crew set a quick course away from the gaseous world, and hypershunted while only 300 celestial diameters from Yarrow 25. All of the crewmembers suffered some psychological effect, and three of them had to be "mindwiped" (mind-cleansing is usually performed only on the most violent (and incurable) psychopaths or supreme enemies of the Province) due to the great feeling of dread which overtook them, and the immense grief they felt about leaving their Captain behind. Trials before the GCH have since cleared the crew from the original suspicion that they had mutinied, and murdered Mikal, but the legacy still remains — and to this day the Empire has let no one except robots board the derelict satellite. Rumor has it that a new exploration of the Mikal Artifact, financed by House Devon and staffed by both Devonian and Detzeeri Scouts is being considered. To be sure, any such mission would have to include several Imperial Observers along with its crew.

OPERATIONS: No planetside facilities exist, as no one (except possibly Enri Mikal) has ever set foot on the planet's surface.

ORBITAL FACILITIES: In addition to the curious "Mikal Artifact", there are three artificial satellites in orbit above Mikal: the first is an Imperial TBD relay beacon (un-manned and automatically defended by constant EW activity and an automated matter/antimatter torpedo delivery system to be used against unauthorized incoming vessels). The second satellite is a trajectory control transponder, which handles the orbits of all constructs (including ships) near the planet. The third is a tiny orbital station which has just recently been assigned to House Devon's Xeno Scouts (under strict Imperial guidance). Here, the Security Rating is level 8, supply acquisition attempts are EXTREMELY HARD (-30), and merchandising attempts are SHEER FOLLY (-50) maneuvers.

7.0 CULTURES OF FRONTIER ZONE FIVE

A vast and disparate area of space, Frontier Zone Five has nevertheless become the home of no fewer than seven humanoid cultures (two of these peoples actually come from Homeworlds outside of this Zone — the Detzeri Homeworld, Taj V (Daryi), lies in FZ 6, while the Vyrzan Homeworld, Belandrul 104 III (Theran), is in FZ 4). Due to the greatly differing lifestyles, attitudes, and even physical structures of these cultures, each is described separately in the following sections. Within each section, a general overview of cultural traits and beliefs, as well as the cultures' general status within the Empire will be given for easy reference and creation of Player and Non-player Characters, followed by a description of the cultures' backgrounds, corporate components, historical figures and present leaders.



7.1 THE CHACRAE

RACE: Human (00.2% Neo-Human)

STATUS: Re-contacted renegade colony.

POLITICAL STRUCTURE: Twenty-five nomadic bands, each ruled by an annually elected council of elders.

SOCIAL STRUCTURE: Very closely knit, with intricate kinship patterns and little personal property. Great ritualistic celebrations marked by inter-band trade occur irregularly. Some reverence of ancestry.

MILITARY STRUCTURE: Each band maintains a small group of well trained (if not well armed) "scouts", who watch for and protect the band from the many roving predators. There has never been an incident of inter-band warfare, although tension sometimes gets quite high (especially in times of little food).

CURRENCY: None, the barter system is artfully employed for all items and services, with foodstuffs being the most highly valued goods.

LANGUAGE: A simplified yet specialized version of Old Terran. A sort of "pidjin" language exists which modernizes the Chacrae tongue, making it more easily understood by "modern" Imperial citizens.

APPEARANCE: Short (average = 1.6 meters) and bulky (average = 70 kilos), with very light skin which is tight and creased. Clothing consists mostly of furs of many varieties, although more advanced Imperial garb is beginning to grow in popularity.

HOUSING: Now living mostly in large communal tents of very resilient material, although a few bands still prefer to live in their older, smaller, fur and wood tents.

DIET: An incredible array of dishes, varying from region to region, and consisting mostly of meats. Few spices are found on Chacra.

WORSHIP: Most bands do not worship any gods, but revere "The Nature", which created all things as they should be.

BACKGROUND

The original fugitives whose descendants would become the Chacrae were a pessimistic and individualistic lot. All of them had foreseen, to some degree, the direction that Man's destiny would soon take, for as the Terran Federated Democracy continued to decline, uprisings and revolutions arose and were squelched repeatedly by forces of the growing iron fist of the young Imperium. The Galactic Court of Humanity was still just an abstract concept at the time, and the possibility of any small degree of democracy once again appearing must have seemed remarkably low. Garnishing their funds into a common pool, they began looking for a person or planetary government that would sell them the large vessel they required for their daring venture. The search was in vain, for hyperspace capable ships were a far more rare thing then they are now, and finally the group decided to resort to force. A band of mercenaries and survivalists was encouraged to aid the colonists in exchange for spaces within the vessel, and in Prelmp. 42 they attacked a Federation Spacefaring Port, seizing the TFD Starship *America*, a state of the art (albeit experimental) colony ship designed by the masterminds of the *Andrium for Science League*. After a lengthy (and costly) space battle against the Terran Defense Corps, the *America* was forced to make hypershuttle while still well within the gravitational radius of the sun.

The crew dealt with the malfunctions caused by their premature shunt as best they could, and managed to nurse the *America* far beyond the borders of what was then explored territory, but when both drives seized and the ship drifted back into normal space, it was all they could do to make planetfall within the unsurveyed Darrian 917 system. The only planet likely to sustain human life within that system lay just inwards from the extensive asteroid belt, and it was found to be a freezing world in the throes of a small ice age. Nevertheless, it would have to become home, and the colonists named it *Chacra* (a then current slang word meaning "a bitter joke").

The first years were the hardest, and many colonists died either by exposure to the frigid environment or attacks by carnivorous predators. The survivors, living in heated shelters salvaged from the ship, eventually ran out of stored food and had to use trial and error to determine which of the (few) plants and (many) animals they could consume, and many more died of strange toxin overdoses. In the end, however, they were able to boast a large variety of edible dishes, and reverted to a more and more primitive lifestyle. Generations passed.

As the plants and animals around the crash site thinned, it became apparent that the Chacrae (as they now called themselves), would have to take a cue from the more abundant herd animals of the planet, and become nomadic. In the interest of preserving as many human lives as possible, it was decided that they should also split up into several smaller groups, which would move in different directions. These groups split, grew, split into subgroups, and eventually became the twenty-five *bands* which today still roam the tundra.

In Imp. 438, the Imperial Observations Vessel *Macedon III* was in the process of performing a preliminary systems resource evaluation when, in addition to vast iron and titanium deposits, its sensor scans indicated human life on Darrian 917 III. The Chacrae had been found. In the tense political maneuverings which ensued, they feared for their lives, for their original impressions of the harsh, imperialistic agents who first contacted them were correct — these men would stop at nothing to rape the planet of its valuable commodities, and the inhabitants be damned. In order to preserve what little of their heritage they could, the Chacrae reluctantly agreed to work for the Empire, extracting the desired ores in return for some (minor) technological aid. Today, the bands of the Chacrae are virtual slaves on their own planet, and each takes its monthly turn in the mines. The minerals extracted (along with large quantities of unprocessed foods) are taken to the Spacefaring Port and left there for the Imperial ships to collect — for the Chacrae have developed a great caring for their world, and hate to see its bounties taken away by such ruthless people. In due time, it is promised, the Chacrae will be granted Integrating, and then Subsidiary, status, and will at last become Imperial citizens -- a rather dubious honor as far as they are concerned. Minor Clan Detzeer is very interested in overseeing operations on Chacra, although the rise in status will most likely not occur for several more years.

HISTORICAL FIGURES

— A detailed listing of each band's past leaders would be too large to include here (and mostly unnecessary). However, several key persons are often referred to in Chacrae histories and tales. Such persons are noted below:

Enlarris Charl -- One of the original fugitives, Charl supplied more than half of the funds which were used to prepare for the flight of the *America*.

Tessica Darne -- First-generation Chacrae who compiled *"The Nature"*, a listing of over two-hundred native plant and animal species, which is still used as a cooking and hunting guide.

Sheshar Mecrae (Imp. 377 — 442) — Natural Telepath whose precognitive powers foretold the arrival of the Imperial Observers. Her words of warning went unheeded. Today, when an important message is ignored, the Chacrae call it "speaking with Sheshar's voice".

PRESENT LEADERS

Twenty-five bands electing elder councils each year makes for a lot of leaders, but there are several elders who are consistently re-elected due to their great insight and charisma. These people achieve great respect amongst all the bands, and are often consulted for their advice on many matters, major and mundane. They are referred to as "grand elders". In the event of a visit from outsiders, it will always be one of the grand elders who is chosen to contact them. Some of the more influential grand elders are listed below.

HARLAN BLOODSTAR

PROFESSION: Entertainer

AGE: 83

SEX: Male

RACE: Neo-Human

HEIGHT: 179 cm

WEIGHT: 68 kilos

HAIR TYPE: White/Long/Straight (Bald on top)

EYE COLOR: Red/Brown

APPEARANCE: 55

Named for the star shaped birthmark in the center of his chest, Harlan is among the most beloved and respected members of all the bands. His great skill at singing and storytelling makes him a favorite at any ceremony, and his incredible memory assures that he never runs out of entertaining material. He is a member of the Dancing Storm band (band names are usually colorful and may be indicative of the prevailing attitudes and aptitudes of their members, but have little more significance save recognition), and has served on their elder council for over twenty years (he was ousted from the council ten years ago when he stole the band's pennant, but he returned with it a month later, claiming that he had "gotten the evil out of it", and was reinstated the following year by popular vote). Harlan has always had a strange sense of humor, and it is often difficult to determine whether he is mildly crazy or simply telling an outrageous lie with a straight face. In any event, his peculiar "jokes" never harm anyone, and really are quite funny when all is said and done (Harlan, of course, never laughs at his own acts -- in fact, he often reacts to the crowd's laughter by shouting, "What's funny?" at the top of his lungs).

On the serious side, however, Harlan is a trusted and thoughtful advice-giver, with a great love of all people (this extends to animals and plants as well -- he has been known to spend weeks nursing a wounded grovelbeast back to health, and always apologizes to any plant or animal he eats, assuring it that one day he will be the food, and they the eaters of it). Harlan has travelled alone far beyond the usual paths taken by the bands, and remembers many important landmarks and other sites of interest. He knows how to find good water in unexpected places, and recognizes the tracks and spoor of nearly all the native animals of Chacra. Recently, he has begun to tell tales of "giant crab-men", which he claims to have seen in the distant (and frozen) mountains beyond the Great Northern Glacier, but few (if any) believe these stories -- a fact which causes Harlan no small amount of consternation.

ILLAVZI VIOLET

PROFESSION: Semitelepath/Administrator

AGE: 64

SEX: Female

RACE: Human

HEIGHT: 140 cm

WEIGHT: 47 kilos

HAIR TYPE: Black/Long/Straight

EYE COLOR: Pale Violet

APPEARANCE: 68

Illavzi is a renowned seer of the truth (she knows the MIND'S TRUTH list to 10th level). She travels freely from band to band, and each of them share the burden of supporting her (a position not granted to just anyone). She has served on elder councils for each band, and circulates among them yearly. She moves always to the closest band with the greatest problems, performing her services of judgement for a year, then moving on.

7.2 MINOR CLAN DETZEER

RACE: Human (00.3% Neo-Human)

STATUS: Rulers of Self-sufficient Frontier Province.

POLITICAL STRUCTURE: Merchantile "Parliament" overseeing a Marxist society; The Parliament consists of the chairpersons of the Trade, Distribution, Relations, Developments, Internal, and Security Councils. These officials are nominated by popular vote and must receive the support of 4/5 of Parliament to attain office. (This 4/5 requirement allows one — and only one — Council to sit out on any vote.) Generally, the current "Second Chair" receives the Chairperson position, and Chairpersons select their own staff. All major decisions must meet the 4/5 requirement. Elections are held every five years.

SOCIAL STRUCTURE: Burrow-sized *Communes* comprised of many large families which share the same (or inter-necessary) work skills. Each Commune is a supplier of some sort of good or service regulated by Parliament, and some are "Direct Support" Communes (meaning that they are intricately tied to one or more Councils). Youths who show a great aptitude for skills not related to their Commune's work are shifted to other (or newly created) Communes.

MILITARY STRUCTURE: The various branches of the Security Council are actually vast "Direct Support Communes", the chief difference being that all citizens are expected to serve a one-year term (unless they are actually members of a Security Council Direct Support Commune) in some capacity. Two Imperial garrisons maintain interstellar defense.

CURRENCY: Since it is ruled by a Minor Clan, Detzeer Province does not mint its own currency, using the standard Imperial Monit (and denominations thereof) in all transactions.

LANGUAGE: The Detzeeri tongue is a quickly spoken breed of Old Terran and the Germanic languages, although standard Terran is taught to all Detzeeri citizens.

APPEARANCE: Of average height and weight, the Detzeeri are descended to a large degree from eastern European and Mediterranean stock. They are prone to have dark, curly hair and dark eyes. Their clothing is designed for practicality rather than esthetic pleasure, and differs greatly depending upon one's field of work.

HOUSING: Each Commune is pretty much a separate unit from its neighbors, and Cities are comprised of many Communes, some of which directly serve the needs of the City. Families have "apartments" within their own Commune. Crowding differs greatly from City to City.

DIET: Consisting mainly of fish and vegetable dishes, Detzeeri food is known for its spiciness, and for its ample use of vinegar. Much of it comes from Idyllis, the rest being produced on Daryi.

WORSHIP: There are only officially sanctioned religions. Any Commune may set up its own religious practices for its own members, as long as the influence is deemed constructive (or at least not destructive) by Parliament. Several Old Terran religions have begun to rise in popularity as of late, especially a form of conservative Judaism.

BACKGROUND

The Taj system was colonized in Imp. 74, when LIBECORP and TITANYA TRANSPORTS (both major manufacturing concerns with intensive research divisions), merged to form the conglomerate DETZEER INDUSTRIES and approached the Imperial Court with a proposal for Frontier Colonization. Their presentation (a massive intelligence report collected from many Provincial intelligence agencies and including a profit speculation based heavily upon the theoretical writings of Aristarchus

Bella Croton) so impressed so his Royal Eminence that the *Detzeer Colonization Council* was given Imperial Support that very evening. An incredible flotilla of colonization and exploration vessels was assembled by the conglomerate, and crew and colonists were computer-selected from amongst conglomerate employees. Within six months (so short a time for such a project that it is almost certain that the DCC was totally prepared beforehand), the first DCC shunt was made. More followed, and later that year a habitable Acquisition was located. The Homeworld, an Earth-like planet with four large oceans, was called Daryi, after the late (Imp. 23 —128) xenobiologist, Master Dachen Vinter Daryi, whose work with genetic catalysts renovated the field.

Daryi was even better than the DCC had hoped, and its rich deposits of heavy metals were more than sufficient to cover an obligatory "gift" to the Emperor. Soon, Detzeer Industries and its subdivisions were turning out some of the most innovative and practical applications of xenobiological research: microbes, biotoxins, recombinant DNA, atmospheric filters, inexpensive foodstuffs, etc. The entire Taj system was inhabited by Imp. 118, with domed colonies on all seven of the blue star's natural satellites (as well as the eight moons in the system), and the fortune of Detzeer Industries had grown until it had shifted completely, out into the Frontier. Once again, the Emperor was approached with a masterful proposition, the result of which was the elevation of Detzeer Industries to Minor Clan status. Clan Detzeer was a reality.

With their chief interest always in utilizing xenobiological research to create new solutions to old problems, the corporate components of Clan Detzeer (see below) flourished and proliferated through the centuries.

234 years later, in Imp. 352, a scoutship from the Detzeeri Developments Council reported the presence of a Renegade race of telepaths on the second planet in the Tegarra system. Reyzna Schaus (Chairperson of the Developments Council) recognized the great potential of claiming both the worlds of the system and the services of the Renegade race, and realized that the entire scheme must be kept totally secret. The project would be prohibitively expensive, and Schaus thought a secret alliance with one of the Royal Families of the Inner Provinces might just solve everybody's problems. She brought the topic up in an unpublicized meeting of the Chairpersons, and (surprisingly), it passed by 5/5 of Parliament (the Chairperson of the Security Council sat out on that vote). Shortly thereafter, Thain Butara II Devon was approached by Duke Vondrait III Detzeer, of the Detzeeri Relations Council (Detzeeri Parliament take the titles of Duke or Duchess only when involved in inter-Provincial politics since everybody else does) which esteemed personage had a fascinating proposition to present. Minor Clan Detzeer was authorized to absorb the Tegarra system under Devonian guidance later that year (for more information on the Tegarra system see sections 5.8 and 7.5).

Two years later, Clan Detzeer's fortune was better than ever when they were allowed to annex the Dalos 40 system (including the planet Idyllis, which they had discovered in Imp. 153). At the peak of their economic success, the Clan went all out in making Idyllis the resort world par excellence (see section 5.3). Today, although not doing as well as it originally did, the world is still a favorite of aristocrats, corporate heads, and the filthy rich, and Idyllis Interprovincial is one of the top grossing producers of entertainment and news mediadiscs. After absorbing the Dalos 40 system, the Detzeeri sat still, raking it in for all of twenty-six years.

In Imp. 380, Clan Detzeer made the third (and so far, last) of its acquisitions: the Megan 34 system. Here, on the apparently useless desert world of Mirada, the Detzeeri touch worked once again. Mirada was turned into a principal Frontier stopover and tradeport. The Detzeeri Trade Council oversees all Miradan activities, which have thus far proved quite profitable (see section 5.6 and 7.4).

Minor Clan Detzeer is clearly an example of an Imperial success story. Ever looking to find some profitable solution, they have managed to grow from a dangerous venture to a major Frontier Province encompassing four star systems, and may one day soon achieve their ultimate goal: to be elevated to Royal Family status.

CORPORATE COMPONENTS

The corporate components of Detzeer are the Communes, especially the Direct Support Communes. Many of these groups take corporate names, and are encouraged to compete amongst themselves, forming productive rivalries. Some of the better known Communes are listed below.

| ITEM | PRODUCERS |
|----------------------|------------------------------------------------------------------------------|
| Exploration Cruisers | --Titanya Transports --Titanya/Libecorp |
| Transports | --Titanya Transports --Caliban Corp --Titanya/Imperial --Transtar Gesunt |
| Shuttles | --Caliban Corp --Gesunt --INS (inSystem Shuttle) |
| Passenger Liners | --Titanya Transports --Gesunt -- Dammerung |
| Aircraft | --Titanya Transports --Dammerung |
| Marine Vessels | --Dammerung--Daryi Dynamics |
| Molec Boards | --Socrates/Libecorp -MasterMind -Spiel |
| Sensors | --Zero One/Titanya Transports |
| Medical Equip. | --Libecorp --Roncar --Optimum -- Genex |
| Computer Brains | --Socrates/Libecorp --MasterMind --Image |
| Metals | --Libecorp/Titanya Minerology --Oracle Steel |
| Robotics | --Socrates/Libecorp -MasterMind --Scantrol |
| Ind. Chemicals | --Libecorp --Idyllis Industries --Panzant --HaemmerProducts --Gerreg-Roth |
| Genetic Products | --Susag/Libecorp --Genex -- Repla |
| Textiles | --Libecorp --Roncar --Kodo Industries |
| Environmental Gear | --Kodo Industries --Extronix --Roncar --Optimum |
| Mediadiscs | --Idyllis InterProvincial |
| Foodstuffs | --Detcorp --Swellson--Starron |

PRESENT LEADERS:

Brief profiles of the six current members of Detzeeri Parliament are given below. Note that the Chairperson titles are used unless engaged in interProvincial politicking, in which case the more regal titles are used.

VASTRA OPALS

POSITION/TITLE: Parliamentary Chairman of the Detzeeri

Trade Council, Duke Vastra Detzeer

PROFESSION: Administrator

AGE: 55

SEX: Male

RACE: Human

HEIGHT: 192 cm

WIEGHT: 90 kilos

HAIR TYPE: Dark Brown/Curly

EYE COLOR: Black

APPEARANCE: 88

An energetic and persuasive man, Opals looks much younger than his age (perhaps this is because he is an avid en-ball enthusiast). His bright smile and informal manner are unexpectedly sincere, an impression which he makes suitable use of. Opals cares deeply for the people of Detzeer Province, and is a capable administrator, meeting problems head-on and solving them efficiently and quickly.

SOPHYA MARRIN

POSITION/TITLE: Parliamentary Chairperson of the

Detzeeri Distributions Council, Duchess Sophya

Detzeer

PROFESSION: Administrator

AGE: 73

SEX: Female

RACE: Human

HEIGHT: 159 cm

WEIGHT: 50 kilos

HAIR TYPE: Dark Brown/Curly with Grey Flash in front

EYE COLOR: Brown

APPEARANCE: 70

A sensitive and talkative woman, Marrin knows human nature quite well. She is able to draw information out of people without appearing obtrusive, and has many contacts in positions of power all over the Empire. With a quick transmission, she is able to work miracles, pulling strings and cashing in on favors owed. She maintains a pragmatic point of view, recognizing problems and alternatives instinctively, and is well respected by all Detzeeri. She has her angry side however, and woe betide anyone who stands in her way when it shows, for at these times she gets very sarcastic, even overwrought, and acts emotionally rather than logically. She is primarily in charge of internal distribution of goods and services, as well as City planning and the Provincial budget.

EZRA SCHOENHAER

POSITION/TITLE: Parliamentary Chairperson of the Detzeeri Relations Council, Duke Ezra Detzeer

PROFESSION: Administrator

AGE: 42

SEX: Male

RACE: Neo-Human

HEIGHT: 185 cm

WEIGHT: 84 kilos

HAIR TYPE: Jet Black/Straight

EYE COLOR: Brown

APPEARANCE: 91

Ezra Schoenhaer is a confident and youthful man, always on the run from one diplomatic meeting to the next. He is the most likely member of the Detzeeri Parliament to be encountered off Daryi, and is well-known throughout the Empire as a "hyper-jetter" (not unlike what we would refer to today as a "jet-setter"). His innovative dreams, always enthusiastically presented, seem to have a mysterious way of solidifying into realities with little apparent effort — the Detzeeri Touch is indeed strong in this man. But although Schoenhaer's "Touch" (some say a latent — or not so latent — psionic ability) does do him some good, it cannot be argued that the man is simple likeable. His wide eyes and infectuous grin (features relentlessly exaggerated by political artists), along with his "well, let's try it!" philosophy make him an easy man to talk to (and a favorite guest at many an aristocratic function). Schoenhaer's duties as Relations Chairperson consist mainly of establishing, maintaining, and strengthening political relations between Clan Detzeer and its allies (or potential allies) — it is he who, in a very real sense, represents the whole of the Detzeeri people in the eyes of most of the Empire.

GEREG SCHACTER

POSITION/TITLE: Parliamentary Chairperson of the Detzeeri Security Council, Duke Gereg Detzeer.

PROFESSION: Armsman

AGE: 42

SEX: Male

RACE: Human

HEIGHT: 197 cm

WEIGHT: 102 kilos

HAIR TYPE: Black/Crewcut

EYE COLOR: Grey

APPEARANCE: 51

An impressive and militaristic man, Schacter is in charge of maintaining, supplying and deploying Clan Detzeer's police, ground defense and military assault forces. He bears this heavy responsibility proudly, and does his job well. He possesses a shrewd tactical mind -- strategy is really his sole area of expertise, and his "right-wing" arguments often create hours of political bickering in the House of parliament. He resents the "problematic" presence of Mirach's "Internal Attaches" within his forces, but realizes the impossibility of eliminating the problem. He has a greater axe to grind with Sophya Marrin, whose annual plans for the Provincial budget he always finds sorely lacking in defense allocations.

Schacter has a wife named Gelia, a quiet woman who stays out of the public eye. Their only son, Richtef, was killed when

the Orbital Station above Mirada was attacked by Colosian terrorists in Imp. 469.

7.3 MINOR CLAN KET

RACE: Transhuman I (males), Transhuman KF (females)

STATUS: Rulers of self-sufficient star system

POLITICAL STRUCTURE: Militaristic Feudalism run by and amongst males. The *Warmaster* is the supreme ruler of the race, having shown the extent of his skills in his successful climb from *Citizen* status. He oversees the *Warleaders*, each of whom retains his own House -- an area typically the size of a city-state. Below the Warleaders are the *Sires*, who have no political power but the rights to breed and to attempt to reach Warleader status. Raises in status are regulated by the *Monitors*, who are the Warmaster's own, regular and secret police. The formal rite of competition is the Feud, and these may go on for generations. The standard method of political gain is usury. Exceptional examples of loyalty (the Ketians have their own rigid concepts of honor), courage and tactical genius are rewarded by the Warmaster.

SOCIAL STRUCTURE: Houses, which are owned and maintained by the Warleaders, are tended and worked by Sires and Citizenry. Sires often keep their own modest dwellings on the land of their Warleader, and there they raise their families. Female children are taken and trained by the concubines of the Warmaster, and infanticide of female offspring is often performed (in order to maintain the high value of females). Females are thought of as little but *Breeders* -- this is in fact what Ketian males generally call them. They are retarded by Terran Human standards, and few possess skills beyond lovemaking and other household duties. Male siblings often compete with each other for status within the family, and young Sires often seize their first landfief by killing their fathers (thereby proving their fitness). The lowest form of Citizenry is the *Laborer*. These positions are filled by old, ill, and unfit males, or by "*Shaimech*", warriors who have lost face in battle or competition. More recently, Laborers have been imported from other planets in exchange for a smaller number of Ketian mercenaries. All relations are strictly bound by the rigid Ketian honor code, a sort of chivalry too complex to be understood by most non-Ketians.

MILITARY STRUCTURE: There is hardly an aspect of Ketian society which has no trace of militarism. All military equipment is technically owned by the Warmaster (who grants use of it to Warleaders as he sees fit), and all Houses are honor-bound to uphold the Warmaster's will in times of military struggle. Warleaders maintain their own armies of Sires (officers) and Citizenry (regulars), and these armies may be requisitioned by the Warmaster at any time. Ketians see this as an honor, and few would ever deny themselves the right to serve the Warmaster more directly. Due to the ferocious reputation of Ketians in combat and their love of battle (sometimes called Ketian *Blood-lust* by off-worlders), Ket has never had a major interplanetary war occur on its surface. It is well known that if such an assault were to occur, the Ketians would immediately drop their Feuds and unite into an incredible plantwide army.

CURRENCY: The Ketians use the standard Imperial Monit in all offworld transactions. Planetside, barter (of equipment, services, or manpower) is a commonly accepted form of business.

LANGUAGE: The Ketian tongue is a guttural, nasty-sounding language. It has a relatively small lexicon and alphabet, and is an agglutinative tongue. Most off-worlders find Ketian easy to understand and learn, but difficult (physically) to speak.

APPEARANCE: Ketians — both male and female — are tall people. The average male stands over 2.1 meters and weighs around 110 kilos. Females are almost as tall, but have much less meat on their bones. Ketian skin has a ruddy tone, and is somewhat dry compared to Terran Humans. Males who belong to a House often have their House Sigil tattooed on their right calf (just above the foot). As they are granted more awards and gain status, tattoos are added above the House Sigil. Veteran Warleaders often have a chain of symbols tattooed from hip to ankle. Ketians enjoy displaying these *Honormarks*, and Ketian clothing (and even armor) is often tailored to expose them. Ketian males also enjoy wearing barbaric hairstyles — mohawks are a common favorite.

HOUSING: Most Warleaders build extravagant castle-like homes in the center of their landfief. These strongholds are generally well-defended. Sires live in simple homes, usually within the lands of the Warleader they serve. Citizenry dwell in communal longhouses.

DIET: Ketian food is known for its spiciness. Many varieties of meats (both local and imported) are enjoyed, but vegetables are not a major part of a Ketian meal. It is thought by some researchers that the *Chaln root* (a native tuber used as a spice in many Ketian dishes) has some bolstering effect on the Ketian constitution, rendering them more resistant to toxins and disease than other men.

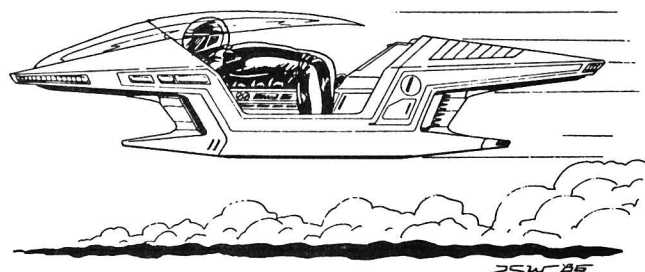
WORSHIP: The Ketians have but one god, and they call him "Dokar". It is he they call upon for luck in battle and inner strength, often in a defiant or mocking manner. The Ketians believe that Dokar helps those most who call upon him the least. There is no formal church, no priesthood of Dokar. The religious philosophy is as harsh and militaristic as any other aspect of Ketian thought: the fittest shall survive, and the survivors shall do as they will.

BACKGROUND

The Ketians are a prime example of the alleged Sianetic Harbinger seeding of the Milky Way. They have a written history going back over 6,000 years, but only recently have their actual origins been questioned. Primitive markings in caves found on Ket date back to about Pre.Imp. 9,000, but no likely forerunner exists on the planet. The feudal system of government by a Warmaster has been the nature of Ketian civilization since prehistory, though the historical record is not very consistent — few Ketians are prepossessed toward becoming historians.

In Imp. 147 a survey team of Devonian Xeno Scouts made their way into Frontier Zone Five. House Devon had just recently been granted Imperial permission to explore this region, and the discovery of Ket I was the major breakthrough which has allowed extensive Devonian operations to occur within the zone ever since. The Ketians were a difficult race to study at first, and it was believed for some time that they would never rise above the "Contacted" level. Once they got a good idea as to the power of the Imperium, however, the shift in values was nearly immediate. The Ketians have an intuitive understanding of all things feudalistic, militaristic, and strictly controlled, and accepted their place in the grand scheme without further ado. They were quick to rise through the Sentient Status Ratings, and were granted Minor Clan status in Imp. 253.

Long before they were granted Clanship, however, the Ketians had developed a strong reputation as armsmen — in Imp. 188 Lord Geth Pearchd of the House of Vyrta was the first aristocrat to hire a full-time staff of Ketian bodyguards, and this soon became quite a popular status symbol in the high courts. Today, life on Ket goes on much as it always has, with little interference from the Imperium (of course, the quality of the weapons available has increased drastically, and the Feuds between Ketian Houses get bloodier than they once did).



PRESENT LEADERS:

The Warmaster of Ket is most properly addressed as "Master" (or "Warmaster") but in interProvincial dealings (with persons of relatively equal status) he will allow himself to be called "Duke".

PAETHOR OF TARREC

POSITION/TITLE: Warmaster of Ket, Duke Paethor of Ket

PROFESSION: Armsman

AGE: 30

SEX: Male

RACE: Tranhuman I

HEIGHT: 210 cm

WEIGHT: 132 kilos

HAIR TYPE: Deep Red/Wavy/Short

EYE COLOR: Red

APPEARANCE: 77

Paethor became Warmaster (usurping Anris Krieg) in Imp. 473 as the end result of a three year long period of civil dissent. Riding at the head of the Fundamentalist faction of the North Craterlands, Paethor gathered many houses in his support, and trained officers for his own elite army of dissenters. In a series of terrorist raids designed to batter Loyalist morale, Paethor's men kidnapped many important personal friends and associates of the old Warmaster, finally forcing him to such unbelievable rage as to personally lead the attack on the House of Terrec. Krieg and his ground forces were decimated when Paethor bombed his own landfief. Simultaneously, his Fundamentalist terrorists were assassinating the most loyal of Krieg's followers and assuming control of the media. Within forth-eight hours of Krieg's demise, every House of Ket had paid some official tribute to the new Warmaster.

Paethor is a massive man with bright red skin and a close cropped beard. He is moody and generally arrogant, and although he possesses a vast amount of historical and military knowledge, is really quite immature. He is very fond of stories, and is himself an excellent storyteller.

7.4 THE MIRADANS

RACE: Humanoid Mix

STATUS: Subculture of Detzeer Province

POLITICAL STRUCTURE: Little. The Detzeeri Trade Council oversees most affairs on Mirada (as regards the mercantile), and the Detzeeri Security Council keeps a regular force of peace officers planetside. Grassroots Miradan politics are by and large capitalistic power-plays amongst the more affluent local traders, several of whom maintain small armies of their own.

SOCIAL STRUCTURE: The Miradans, being of differing planetary descent, have no single social structure which may be called solely their own. The black markets (major business on Mirada) are controlled by extended "clans" of various races and origins, some of them going back five generations. These clans hold much power, and most have prominent connections within and without Detzeer Province.

MILITARY STRUCTURE: Officially, none. Mirada and its satellites are defended by the Detzeeri Security Council — but some of the more powerful clans maintain small armies (and pay a large annual stipend for the right to do so). In the event of a planetary assault, etc., these armies would be subsumed by the DSC and used as ground defense forces. In addition to the local defense, most foreign traders on Mirada bring with them at least a small contingent of guards (depending on the value of their cargo).

CURRENCY: Ruled by a Minor Clan, Mirada does not mint its own currency, using the standard Imperial Monit (and denominations thereof) in all transactions. Barter is frequently employed.

LANGUAGE: The official language of Mirada is Detzeeri, though Terran is the language most often used for the conducting of business. The Miradans as a culture do not have a language which is solely their own, although a great number of slang terms (most concerned with trade) are generally used to give whichever language is being spoken a Miradan flavor.

APPEARANCE: Since they are of differing planetary origins (and having been on Mirada no more than 100 years), the Miradans share no major physical traits. Most, however, do have dry, well-tanned skin. The typical Miradan trader's garb is colorful but spartan, and often includes a filter mask in case of poison clouds.

HOUSING: Most of the inhabitants of Mirada either live in their starships or in the innermost, walled section of their trading post. Many of the others live in apartments below the surface. Although only fifty years ago all children were sent to Daryi for schooling and training, and then shuffled into Communes, the nuclear family is becoming more and more common on Mirada. At the center of a Miradan clan (an extended social unit made up of people who generally share the same racial background and mercantile interests), there usually lies a nuclear family. The Miradan clan is a descendant of the Detzeeri Commune, and it is not uncommon to find all the members of a clan living in the same building, or at least very near each other.

DIET: The Miradan diet is nearly random. No foodstuffs whatsoever are produced on planetside, and although regular shipments from the Detzeeri Distribution Council include food shipments, much food is bought from the offworlder traders who visit Mirada to ply their cargo.

WORSHIP: The Miradans have no single organized religion, and there are no "temples" or "churches" here. If a Miradan chooses to worship, it is done in his or her own fashion. Many of the Miradan clans do have some religious beliefs brought here from their original Homeworlds.



BENICK HORESCIN

BACKGROUND:

When Minor Clan Detzeer acquired the Megan 34 system in Imp. 380, the planet Mirada had been known about for over one hundred years, and was thought of as nothing but a useless ball of sand. The Detzeeri changed all that thanks largely to the efforts of Elsi Gresten, who was the Chairperson of the Detzeeri Trade Council from Imp. 377-416. With the help of Reyzna Schaus, who headed the Developments Council, Gresten designed and analyzed every aspect of the grand plan to turn Mirada into a major tradepoint. The original plans were inexpensive and easily implemented (the subterranean vaults were added thirty years later), and Minor Clan Detzeer had no difficulty in convincing the Emperor to let them absorb the system.

In less than three years time, two great domes had been erected and the spacefaring Port was well underway. Representatives from House Devon (who had cooperated with the Detzeeri on the Tegarran cover-up since Imp. 352) were amongst the first to arrive, as well as a few trade convoys from the circuits of Frontier Zone Five. Because the Spacefaring Port was not yet completed, these early visitors landed their ships on the desert sands — a practice which is still in use today. Ships from other parts of Detzeer Province had arrived days before,

carrying foods from Idyllis, cybernetic and computer parts manufactured by the Socrates and Libecorp Commune conglomerates on Daryi, and the latest in hydroponics tech from the IT campus Communes on Tegarra:II:3. As is typical, the Detzeeri put on a good show, and soon more and more convoys were making Mirada a regular Circuit-Stop.

Many of these traders found the planet so perfectly suited to their needs that they applied for Detzeeri citizenship on Mirada, strictly as Miradans. These requests were granted in most cases, as the investments required for citizenship and the tariffs imposed on Miradan trade permitted only the most affluent to apply. Even in the early years of the first and second generation Miradans, many clans maintained regular armies, brought from their original Homeworlds. In response, the local Detzeeri began bringing in their own mercenary troops, including some Ketians and Tegarrans. There were occasional clashes and firefights between some of the early Miradans, and the Detzeeri Security Council responded by attempting to pass a law through Parliament that would strip of his or her citizenship any Miradan convicted of a felony. Fortunately, this suggestion did not make it through the House. Instead, the Detzeeri Internal Council (then under the optimistic control of Samyul Bensig) was given the job of determining what the state of affairs was on Mirada, and what possible courses of action might pragmatically be taken to improve the Mirada situation. The obsequious agents of Internal Affairs went to work, and in Imp. 405 a new approach was tried.

Mirada now exists almost without government in the typical sense. The Detzeeri Trade, Internal, and Security Councils all have their representatives, and rent control and tariffs are strictly enforced, but the citizens of Mirada are left pretty much to themselves as far as lifestyle is concerned. Any person possessing an armed force of more than ten men, or using greater than Mk. 2 weapons, must pay yearly stipend for the privilege, and such forces and weapons may be claimed by the Detzeeri Security Council in times of planetary assault, martial law, natural disaster, etc. Anyone refusing to relinquish control of military personnel or weaponry will be arrested, and face charges of high treason and/or conspiracy.

Mirada is basically a huge laissez-faire marketplace. The more powerful clans maintain the black markets as well as above-ground businesses, the smaller traders run their small tradeposts or deal out of their ships, and the offworlders come and go continuously.

PRESENT LEADERS:

Mirada is technically under the jurisdiction of the Detzeeri Trade Council, the Chairperson of which is Vastra Opals, who spends a good deal of his time flying back and forth between Mirada and Daryi. Ezra Schoenhaer (Chairperson of the Relations Council) puts in frequent appearances for public relations purposes. For detailed descriptions of these persons, see section 7.2, MINOR CLAN DETZEER.

7.5 THE TEGARRANS

RACE: Neo-Human

STATUS: Renegade Power harbored secretly by House Devon and Minor Clan Detzeer.

POLITICAL STRUCTURE: Representative Democracy. Each burrow (a subterranean community of five to fifty Tegarrans) elects its own representative. These civil servants have a term of five years, and may be re-elected for an indefinite number of terms. Negotiations of any sort with offworlders is left solely in the hands of The Preteller (the Tegarran term for the highest-level "Visions" telepath living at any given time on Tegarra).

SOCIAL STRUCTURE: As the only trade goods produced on Tegarra are the Tegarrans themselves, most of their time is spent in learning and practicing the skills which make their continued viability likely. Different burrows specialize in different skills, and the average Tegarran lives in at least five different burrows in his lifetime. Because there are less than 500 Tegarrans living, they are a very close people, and each of them knows most of the others by name. Chores (including childrearing) are distributed by the Representative of each burrow. Those who do not work are shunned, and are not allowed to enter training sessions.

MILITARY STRUCTURE: No formal military. The orbital station above Tegarra holds twenty elite Devonian marines and Special Forces agents. If the planet's surface were to be raided, the Tegarrans are capable of quickly mobilizing into a regiment of well-armed, well-trained, highly-loyal psionic field agents.

CURRENCY: None. Barter of goods, services and/or manpower (or promises to provide such things -- which are taken very seriously) is the only form of trade utilized.

LANGUAGE: The Tegarran tongue is a smooth, quiet offshoot of old Terran, rich in fricatives and alliteration. It has a lilting, soothing sound to it. All Tegarrans are trained during childhood to speak not only Tegarran, but also Detzeeri, Devonian (standard), and Terran.

APPEARANCE: The Tegarrans are a tall, thin people with long fingers and small ribcages. There is a bluish tint to their pearly skin, and their hair (which is blue at the roots) grows out and lightens to a fine white color. Most Tegarrans grow their hair long while at home. Their wide, almond-shaped eyes are also blue.

They generally wear slightly baggy jumpsuits of a fine light material. Of course, off Tegarra II, most Tegarrans encountered will be disguised (physically or telepathically) to better fit their environment.

HOUSING: The halls of the Tegarrans stretch for hundred of kilometers beneath the planet's surface. At various points are clusters of small, one-person, cave-like living spaces. Each cluster of cave-dwellings is called a burrow, and specializes in a certain sort of training.

DIET: The Tegarrans eat mainly Detzeeri food, shipped in form Idyllis. Occasional shipments of food arrive from Devon Province (or through Devon Province, from beyond), as well. The only locally produced foodstuff is a sort of grey mold which grows well in the underground tunnels of Tegarra. This mold, called *Thoosha*, was the staple of the Tegarran diet during the long years of their near extinction by starvation.

WORSHIP: The Tegarrans possess no religion as we know it. Rather, they worship (in a sense) the power of the universe, life, the mind, and other abstract forces. No dogmatic practices are performed, no altars are created — but Tegarrans generally find at least a few minutes each day to meditate. Tegarran meditation is a means of shifting the mind so as to view alternatives, possibilities, and different points of view which has yet to be understood by the Detzeeri and Devonian researchers who have studied this strange ability.

BACKGROUND:

In Imp. 4, a group of several hundred dissatisfied telepaths, persecuted and prodded by the fledgling Empire, pooled their resources together to fund their secession. In a randomly assorted flotilla of starships they set out toward Frontier Zone Five. After an arduous month-long journey, they found a habitable world suitably distant from the Sol system. The system had been named Tegarra, after the Terran astronomer who had done the first studies of the primary star. The second planet was the only one of the five in the human ecosphere, and it possessed five habitable moons. The Renegade colony set down on the planet and dug in. Their plan was to eventually populate all five moons as well as the arid Homeworld. Unfortunately, many of the Tegarrans were claimed by the harsh weather and poisonous clouds, and their spacefaring equipment fell into disrepair. After only two generations, the Tegarrans were marooned on their own planet, and dozens died of malnutrition each year. The Tegarrans who survived did so thanks to their cultivation of the Thoosha mold. These survivors honed their psionic talents and awaited their fates.

Fate struck a curious blow in Imp. 352, when an exploratory cruiser from the Detzeeri Developments Council performed a SENSr reading on Tegarra II and found mobile lifeforms dwelling under the planet's surface - the Tegarrans had been found. As Imperial Law decrees that secession is tantamount to an act of war, and that Renegade Powers are considered Enemies, the Law-abiding thing to do would have been to turn them over to the Emperor — that is what the Tegarrans feared most. Instead, the Detzeeri Duchess Reyzna Schaus devised a risky but appealing plan for covert utilization of the telepathic Tegarrans, involving House Devon. In return for sponsorship, support, and security for the Tegarra system, House Devon received shared use of the Tegarrans as Special Agents. (Of course, both Detzeer and Devon receive the chance of blaming the other if the operation is ever exposed...)

Since then, the Tegarrans have been maintained, trained, fed, comforted and employed by House Devon and Minor clan Detzeer, in secret co-operation (see section 5.8, TEGARRA).

HISTORICAL FIGURES:

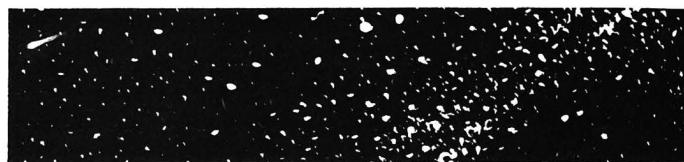
The Tegarrans as a whole are an exceptional people — in a race full of telepathic and semitelepathic Neo-Humans there is little room for mediocrity. The most well-known and admired Tegarrans of recent years (meaning since the discovery in Imp. 352 — the Tegarran racial memory is quite long) have mostly been Elite Agents -- individuals so highly skilled in the arts of subterfuge as to be constantly employed on missions of paramount importance. Many of these heroes died by suicide in the line of duty. This is no disgrace -- it is only done in the most dire of situations (ie; when there is a great chance that the agent will be arrested by Imperial agents, etc.) These men and women are revered long after their valiant deaths, for they took their own lives to insure the security of the race. In addition to these agents, several Pretellers have been

especially remembered for some great act. A few of these Pretellers are listed below:

Vaoth Yvgraen -- (PreImp. 50?-Imp. 32) The first Tegarran Preteller. Was invaluable in the planning stages of the secession, using his intuitive powers to determine the best possible routes. "By Vaoth!" is a not uncommonly heard Tegarran expression. It means, roughly, "I should have foreseen that!"

Emerald Lucre -- (Imp. 12-79) Preteller who foresaw (in Imp. 38) that the starships would soon be useless. Many Tegarrans argued that the course of action taken should have been to take off immediately for one or more of the moons, but Lucre had two reasons for abandoning that option. First, the original scans of the moons (made during the telepaths' initial system entry) showed all five to support lifeforms of some sort, and the Tegarrans were far too weak and poorly armed to handle any new and terrible encounter. Secondly (as had originally been pointed out by Vaoth Yvgraen), once the Empire did reach out this far, there could be no doubt that the moons would be seized immediately. Based on these facts, she devised another plan for the starships -- and by Imp. 42 the ships' air filtration systems were mounted at the tunnels' entrances.

Zalo Sorrel — (Imp. 318-394) Preteller who negotiated the original deal with Duke Vodrait Charon III of Detzeer.

**PRESENT LEADERS:**

The Preteller is the most important member of Tegarran society. He/she lives in a large burrow along with one other person -- the apprentice who will become the next Preteller. Any offworlders found on planetside by the Tegarrans will be brought to the Preteller.

EMELOR YLLTHRAISE

POSITION/TITLE: Preteller of Tegarra II

PROFESSION: Telepath

AGE: 72

SEX: Male

RACE: Neo-Human

HEIGHT: 205 cm

WEIGHT: 82 kilos

HAIR TYPE: Blue-White/Long and Wispy

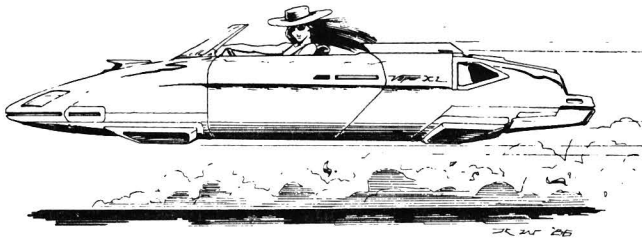
EYE COLOR: Blue

APPEARANCE: 76

Yllthraise is a quiet old man, much given to deep meditation and thoughtful wandering (he is often encountered pacing slowly up and down a hallway, stroking his chin as he attempts to figure out the best possible solution to a given problem). Offworlders who are taken for an audience with him are bound to be set off by his manner of conversation, which is to listen patiently, saying nothing at all for minutes at a time despite the uncomfortable silences). Only when he feels that all pertinent facts have been stated will he make any responding statement, and these he keeps as brief as possible (in the interest of sagacity). He speaks slowly and clearly, and has a gift for telling parables. His mental powers are nothing short of amazing.

NIKA THARESS**POSITION/TITLE:** Apprentice Preteller of Tegarra II**PROFESSION:** Telepath**AGE:** 30**SEX:** Female**RACE:** Neo-Human**HEIGHT:** 194 cm**WEIGHT:** 58 kilos**HAIR TYPE:** Blue-White/Straight/Waist-length**EYE COLOR:** Blue**APPEARANCE:** 94

An enthusiastic pupil, Tharess is nearly always right by Yllthraise's side (or tagging along behind him). She is silent when the old man is negotiating with offworlders, but will usually discuss the meeting afterwards with them to make sure that Yllthraise has been correctly understood. She is gifted in the arts of diplomacy, more so than her mentor, and has proved an invaluable aid to him upon many occasions.

**7.6 THE VESTANS****RACE:** Humanoid Mix**STATUS:** Criminal and derelict subculture of the Backnet.**POLITICAL STRUCTURE:** None. A loose sort of power hierarchy exists, dominated by those with the most Monits.

SOCIAL STRUCTURE: The Vestans are all originally from different star systems and Provinces -- what they share in common (besides the planet itself) is their means of making a living. There is no single social arrangement followed, although small subgroups representing specific Homeworlds and races can be found scattered throughout the living quarters. The Vestans are by and large independent capitalists, each out to better the others and become more powerful, but there is a common bond created by their shared Homeworld which is tough to break. This bond, often called "Vestan pride", unites the Vestans emotionally. Vestans will generally stick up for each other in tight spots, and always keep a perceptive eye out for each other's interests.

MILITARY STRUCTURE: Although the Vestans have no formal military services, it is part of the nature of their professions to be heavily defended. In the event of a planetary assault or raid, small groups of well-armed "soldiers" (armsmen employed by the wealthier crimelords) would take to the tunnels, attacking in guerrilla fashion and primarily defending their own employers' holdings. These bands will strategically coordinate their efforts so as to back each other up if given enough advance warning. The armaments found on Vesta include some of the most destructive (and illegal) weapons yet designed, from all Provinces.

CURRENCY: The Vestans do not mint their own currency. They have connections in most Imperial and Provincial markets, and do not have much difficulty in changing one Province's coinage for another's. Vestans will generally accept Monits of any kind as payment, irregardless of origin.

LANGUAGE: The Vestans have no language of their own, although they do tend to utilize an astonishingly vast array of peculiar (and often quite vulgar) slang terms.

APPEARANCE: Coming from differing origins, the Vestans do not resemble each other in physical appearance. Their dress tends to be rather gaudy, and displays of wealth (such as jewelry or rare cloths, etc.) are tacitly considered an important gauge of status.

HOUSING: In the subterranean central hub between the last four remaining Vestan mines lie the ruins of a vast colonial living complex. Although most of the structure has fallen into total disrepair, those living quarters which are still intact are used by the Vestans. These quarters vary in size from single apartments to large homes, and are constructed of synthetic, prefabricated walls set back into large cubicle excavations (carved out by carefully controlled laser pulses). When a Vestan claims a quarters (assuming it was not already claimed) it is considered his, and may be altered, traded, rented, etc., as he sees fit. Some of the more affluent locals own several quarters.

DIET: The Vestans take their food from wherever they can get it for the lowest price. The more extravagant will occasionally spend great amounts to bring shiploads of food from their own original Homeworlds to Vesta.

WORSHIP: The religious customs of the Vestans are as varied as the Vestans themselves. Many different religions are followed here, although there are no formal temples or churches.

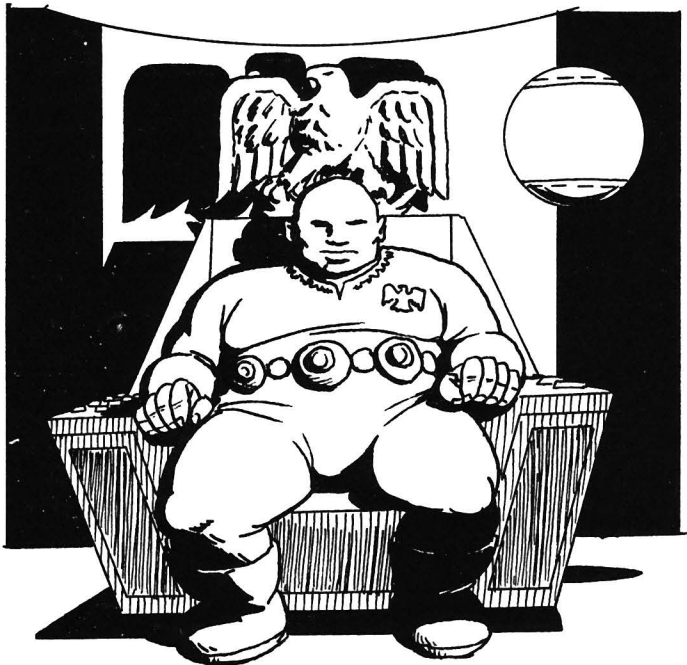
BACKGROUND:

By Imp. 385, the Devonian concerns which had been mining Vesta had pretty much exhausted the planet's supply of valuable metals, and the colonial living complex (as well as the last four mines) was abandoned. It did not take long for many of the pirates, smugglers and fugitives of Frontier Zone Five to discover that a perfect home base had been created in the Abrax 6 system. Within five years, over one hundred of these undesirables called the planet their home. Even then, the Vestans were a tight group, realizing the importance of co-operation and secrecy. Since then, the number of Vestans has risen (there are from 1 to 5 hundred on planetside at any given time), and their activities have grown more organized. As of the present, neither the Imperium nor any of the Provinces has any idea that many of the acts of piracy occurring in FZ 5 are launched from the abandoned mining planet -- these are thought to be unconnected events perpetrated by independent pirates based elsewhere throughout the Zone (some of them are). Their "Vestan pride" (and their great distance from the Core) is the major reason that they have gone undiscovered for so long, and as the Vestans continue to successfully evade the Empire they are interbreeding, increasing the strength of their social bond. The Vestans realize that they will eventually be found, and they have been preparing for that day a long time -- when it comes, it will be a very bloody day indeed.

CORPORATE COMPONENTS:

Goods of all sorts, manufactured by many different corporations, may be found on Vesta (these have usually been stolen from some warehouse or looted vessel). There are no actual corporations (in the typical sense) here, although some of the more powerful crimelords either own or have invested interests in various corporations throughout the Empire. A few of these firms send regular shipments of goods here, where they are sold or transported for sale elsewhere. Some of these firms are listed below:

| ITEM | PRODUCERS |
|---------------------|-----------------------------------------------------------------------------------|
| Personal Transports | —Rotodyne (Jade-London) —Aerex (Vyrta) |
| | —Sabroth/Girell (Detzeer) |
| Molec Boards | —MasterMind (Detzer) |
| Sensors | —Iris Products (Devon) |
| Medical Equipment | —Roncar (Detzeer) —Genex (Detzeer) —Strider Systems, Ltd (Vyrta) —Opus (Carlisle) |
| Metals | —Mammoth Metals (Jade-London) |
| Robotics | —Trieste (Moskove) —Xi Systems (Devon) |
| Genetic Products | —Susag (Detzeer) |
| Environmental Gear | —Kodo Industries (Detzeer) |
| | —Roncar (detzeer) —Dristen (Vyrta) |
| Weapon Systems | —Neufeld (Kashmere) —Combak (Devon) |
| | —Richtor (Colos) —Kapital (Colos) |
| Foodstuffs | —Swellson (Detzeer) —Monroe Foods (Terra) —Gretchen (Vyrta) |

MAL DuCHAM**PRESENT LEADERS:**

As stated, there are no official "leaders" on Vesta. There are, however, several "businessmen" whose holdings are so large and well defended that their word is almost law. Some of these dangerous folk are described below.

MAL DuCHAM

PROFESSION: Criminologist

AGE: 44

SEX: Male

RACE: Human

HEIGHT: 180 cm

WEIGHT: 84 kilos

HAIR TYPE: Black/Greased/Going Bald

EYE COLOR: Brown

APPEARANCE: 28

Mall DuCham is a repulsive man both physically and morally. He is short, overweight, and oily-looking, and always wears odious colognes. His voice is nasal and his manner boorish — but he is a multi-millionaire. DuCham is of Detzeeri origin, born on Daryi in Imp. 436. By the time he was twenty-five DuCham had risen well up in the ranks of the Detzeeri Trade Council. He associated with many of the pilots who flew the circuits of FZ 5, and especially sought out those who were on the DTC's "watch list". From these men he eventually managed to obtain some connectors for shipments he wished to "reroute", and his first act of armchair piracy was performed.

Through his late twenties, DuCham sharpened his criminal skills. He began participating in smuggling, slave trading, blackmail and racketeering, and the number of men on his payroll increased. One day in Imp. 468 he was informed (by the Internal Council member he had bribed) that the heat was coming on — a full audit was to be performed on him within two weeks. That night, DuCham packed up his gear and sent his men off in separate ships. He then set a small timer charge in his home, and took off for Vesta. After three days of searching the wreckage, the Security Council reported that no trace of DuCham's body could be found, and the Internal Council man assigned to the case pronounced him dead.

Since then, DuCham's holdings have grown immeasurably. He owns three large dwellings on Vesta, one on Idyllis (under an assumed name, of course), and one in Colos Province. He is full or part owner of Sabroth/Girell Transports (he is Girell), Kapital Weaponry Systms, and Midsummer Mediadiscs, not to mention his other professional interests — black market manipulation, protection rackets, and good old blackmail.

**SHASA MacFERR**

PROFESSION: Semitelepath/Criminologist

AGE: 32

SEX: Female

RACE: Replicant III

HEIGHT: 174 cm

WEIGHT: 57 kilos

HAIR TYPE: Pale Violet/Shoulder length

EYE COLOR: Green

APPEARANCE: 90

MacFerr is an exception to the Vestan norm — she is well respected by her fellows although she has little or no money. This is because she is the leader of a small band of anti-Imperial rebels who thwart the Empire's advances into the Backnet with terrorist tactics. She is a soft-spoken woman except when it comes to the subject of politics — this topic tends to bring out the soapbox preacher in her. Having committed to memory much of the greatest anarchist and communist literature ever written, MacFerr is never at a loss for source material. In an argument she positively glows, her green eyes flickering with glee as she fires one barbed witicism after another.

MacFerr's rebel band is called "The Dark". Their operations include electronic espionage, blackmail, looting and destruction of Imperial bases and satellites, and drug smuggling (this last is their major source of income). The number of Darkers varies from time to time, but is generally somewhere around fifty, and they are always on the lookout for recruits -- provided they understand and support The Cause, of course. The Dark has been known to accept mercenary jobs of an anti-Imperial nature, and also to hire mercenaries as guards upon occasion. Their symbol is a black, clutching hand.

7.7 HOUSE VYRTZA

RACE: Humanoid III

STATUS: Rulers of Vyrta Province

POLITICAL STRUCTURE: The Vyrztans closely follow the standard feudal arrangement, that of a monarchy ruled by a hereditary Duke or Duchess (who answers only to the Emperor himself).

SOCIAL STRUCTURE: Society in Vyrta Province is divided into four concise economic castes: Noble, Greater, Free, and Lower. The Noble Caste consists of the Royal Family. The Greater Caste includes high-ranking military officers and heads of major corporations. The Free Caste is the broadest of the four, including all manner of tradesmen, laborers, merchants, artists, etc. Members of the Free Caste are unable to own land, and must rent it from the Greater Caste. The Lower Caste includes all slaves, beggars, and convicted criminals. Members of any Caste usually defer to those of a higher one.

MILITARY STRUCTURE: House Vyrta maintains a strong ground defense force, but due to recent economic difficulty their spacefaring force is weakened by a lack of exceptional vessels. CURRENCY: House Vyrta mints hard Monits, but the standard Imperial Monit is also accepted.

LANGUAGE: Terran.

APPEARANCE: The average Vyrztan is around two meters tall and thin. Their heads appear to be too large for their frail bodies, which they cover with layer upon layer of colored cloth. Their skin is a dull yellow color, and very smooth. Vyrztans possess nictating membranes in their lower eyelids. These thin, amber-colored lids protect their sensitive eyes from pollutants.

HOUSING: Most of the Free Caste live in houses or apartments owned by the Greater Caste, whose grand estates are usually located near (but not in) their home cities. There, they are served by their vassals — members of the Free Caste who live on the estate. A small percentage of the Lower Caste can afford to rent apartments, but most live in the homes of their masters, or on the streets, or in jail.

DIET: The Vyrztans tend to like bland food — a bowl of soup and some bread is the typical meal of the Free and Lower Castes. The higher Castes eat more (and more expensively), but still prefer what they call "subtle flavor".

WORSHIP: Although several temples of various religions can be found throughout Vyrta Province, most Vyrztans are not religious.

BACKGROUND:

Between the years Imp. 2 and Imp. 63, the progress of the young Imperium was temporarily stunted by the empire wide return to the ascetic beliefs preached by the "Messiah of Izar". The appearance of this woman had long been prophesied, and for sixty-one years she had a great effect on public thought. Dozens of new religions were founded upon her teachings. The Messiah of Izar disappeared from her abode in Frontier Zone Fifteen in Imp. 63, never to be seen again. Shortly thereafter, several groups of her inspired zealots began touting alleged proof that the Imperial Court had sanctioned the kidnapping and murder of the Messiah. Due largely to this event, a period of civil unrest spanning the Empire and lasting twenty years occurred. In an attempt to end this political nightmare, Emperor Atruscus I (the third of the Imperial line) instigated a broad series of reform acts and offered dramatic incentives to scientific researchers (or research organizations) which few took advantage of. Enter the Vyrztans.

The Vyrztans were, at that time, of Subsidiary status. They were the descendants of a group of ambitious colonists who had left the Sol system in Prelmp. 9167 (these were the days of the great cryogenic migrations). The original colony vessel, designed and funded largely by Doctor Jules N. Theran, had reached a suitable Homeworld and set down in the Belandul 104 system in Prelmp. 9059. Doctor Theran, however, had not survived the trip, having suffered a compression leak while in stasis (more than thirty others were claimed in the same accident), and the colonists named their new Homeworld (the seventh planet from the blue subgiant) after him. In Prelmp. 7887, the Universal Technological Recession struck mankind, and the Theran colony was forgotten.

By the year Imp. 65 the appearance of the Messiah of Izar had sparked an intensified interest in the worlds of the Frontier. In the ten-thousand-year interim, the Theran colony had regressed somewhat technologically, but fared better than many other Frontier Provinces. They had mutated in physical structure (into Hommanoid III's), had adopted a form of hereditary monarchy, and had developed their four-tier social structure. In this year the Vyrztans were rediscovered. They fit rather easily into the Empire, and progressed quickly through the Sentient Status Ratings, and in the year Imp. 72 (when the research incentives of Emperor Atruscus I were enacted), were the first organization to present His Eminence with a contribution — the latest in chemical atmospheric moderators. Anxious to promote his new programs, Atruscus I granted the Vyrztans Minor Clan status. Theranal, House Vyrta's prime conglomerate, continued to produce chemical agents of unsurpassed quality for several hundred years, and in Imp. 101 they achieved Royal status. By the year Imp. 400 Vyrta Province included five star systems.

The success of House Vyrta in the eyes of the Imperial Court was doomed to end — it was only a matter of time before someone else devised better or less expensive agents. In the year Imp. 467, Libeorp (the Detzeeri conglomerate now based on Tegarra:II:2 — see section 8.2) began doing just that, and have continued to beat out the Vyrztans time and time again ever since. Clan Detzeer is a favorite of the Imperial Court (due largely to the extent of their co-operation with House Devon — another Imperial favorite), and the success of Mirada has greatly improved Detzeeri distribution. As a result, House Vyrta has suffered a recession for the past decade. This is the reason for the low buying power of the Vyrztan Monit. Rumors now have it that the House is in danger of losing its status.

CORPORATE COMPONENTS:

Vyrztan corporations are actually small conglomerates, each made up of several smaller business concerns which play some part in the manufacture or distribution of one or more of the corporation's products. These small businesses are often "owned" by members of the Free Caste, who are bound to the conglomerate they serve by contracts, the terms of which differ from situation to situation. In some cases, these agreements forbid the contracted to do business outside the corporation (upon penalty of blacklisting). The conglomerates themselves are bound only by the word of their Greater Caste owners, but are subject to Ducal approval. some of the more prominent corporations are listed below:

| ITEM | PROUCERS |
|-------------------|----------------------------------------------------------------------------------------------------------------------------|
| Flag Cruisers | —Zenith Industries |
| Line Cruisers | —Zenith Industries |
| Gunships | —Zenith Industries --Ironhorse |
| Transports | —Ironhorse —TransProvincial —TTA (Theran Tranports Amalgamated) |
| SMAC Fighters | —Zenith Industries—Ironhorse |
| Shuttles | —TransProvincial --TTA --DIVEC |
| Passenger Liners | —TransProvincial --TTA |
| AFV's | —Ironhorse —VOTAV —DIVEC/ Zenith Industries |
| Aircraft | —DIVEC —TransProvincial —TTA |
| Marine Vessels | —TTA —DIVEC |
| Molec Boards | —Microtia Systems —EDGE Ltd. |
| Communications | —FTL —AstraComm —Vox Ltd. |
| Sensors | —AstraComm—FTL |
| EW Systems | —AstraComm —Electec |
| Medical Equipment | —AAMAG (Also Amalgamated Medical Advance Group) |
| Computer Hardware | —Electec/Systaxa —Vox Ltd./Apex —SICCA |
| Weapons Systems | —Ironhorse/VAMEC —Tanji Labs —Vortec |
| Metals | —Cathyr Industries —Geode —Oberyth Ltd.--Riyalta Minerology |
| Robotics | —SICCA —Systaxa |
| Genetic Products | —Heisen —AAMAG —Chromos Ltd. |
| Chemicals | —AAMAG —Cathyr Industries —TempTec —RCC (Riyalta Chemical Corp) —Matrix/Indra Ltd —Erul/Blade Ltd. —Trellaine Ltd |

PRESENT LEADERS:

The Duke (or Duchess) of Vyrta leads a leisurely life, as most major responsibilities are delegated to his or her subordinates. This lax sort of rulership has been cited by many to be the probable cause of the House's failure to compete well in the Imperial market, and may well be a contributing factor. Each Duke or Duchess marries a number of concubines (or "Royal Husbands"), and attempts to raise several possible heirs, one of which will be selected to be the next monarch.

EVERICUS FARLYN ISANDOR VYRTZA

POSITION/TITLE: Duke of Vyrta, Duke Evericus IV

PROFESSION: None (Level Zero)

AGE: 23

SEX: Male

RACE: Humanoid III

HEIGHT: 182 cm

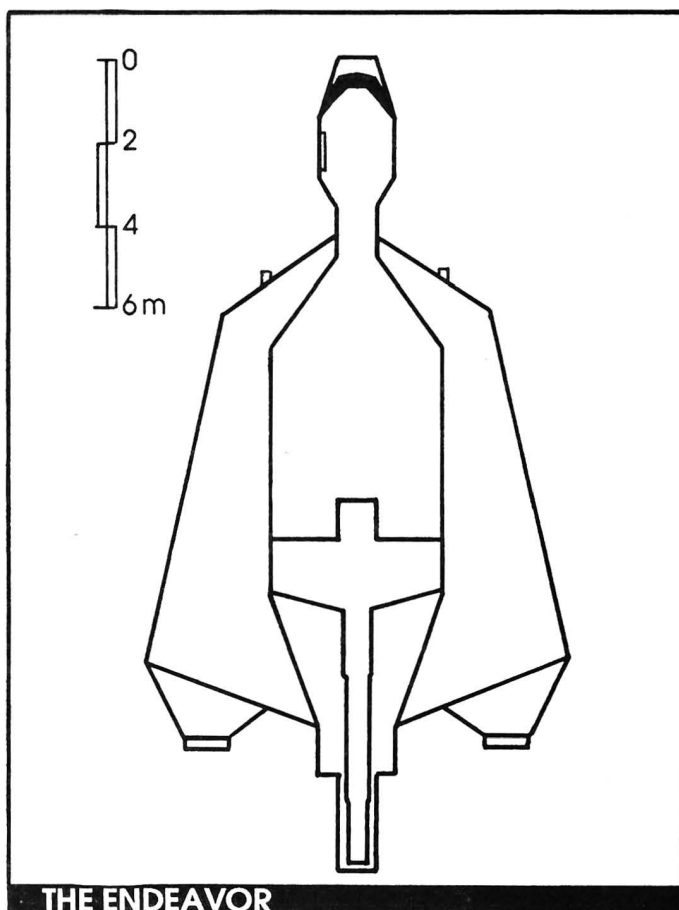
WEIGHT: 78 kilos

HAIR TYPE: Blond/Wavy/Touseled

EYE COLOR: Brown

APPEARANCE: 34

A lazy and temperamental youth, Evericus was lucky enough to be the only male heir born to a father who demanded that his heir be male, for besides this, he certainly has little to justify himself. A regular drinker and daydreamer, Evericus drifts casually from one field of interest to another, never staying in one field long enough to learn anything. Even his diplomacy skills are abominably poor. Most affairs of state are handled by his Court Advisors, who are wise enough not to divulge too much to this whelp. Evericus spends much of his time in private chambers with one or more of his seventeen wives.



8.0 ADVENTURES IN FRONTIER ZONE FIVE

As the current Empire flexes its mighty muscles and seeks new worlds to devour, its long arms inevitably stir the pre-existing cultures of the Frontier. Due to recent interest in several of the local worlds (Orpha, Idyllis, Mirada and Mikal chief among them) the Imperial Observations department and Provincial Scout Forces have been working overtime in an attempt to determine and control the goings-on in the region, and the number of Inner citizens travelling to the Zone (both for work and play) increases each year. The local populace, for the most part, has accepted the presence of these outsiders without much incident, and the long transition toward true civilization is steadily progressing. Occasionally, however, there are a few snags...

The adventures supplied in the following section are designed to give the GM a good feel for Frontier Zone Five, its inhabitants, and the sort of events which transpire there. The three sections each deal with a separate aspect of Frontier life. The first, *Vidome 123*, details (what should have been) a typical DXS planetary survey installation on a Backnet planet. The second, *Moons of Tegarra II* introduces the PCs to that secretive and powerful race in a Frontier manhunt. The third adventure, *Backnet Circuit*, exposes the PCs to the trade routes and smugglers of FZ 5, and may be used as a basis for an extended Frontier campaign.

8.1 ADVENTURE: VIDOME 123

The players are sent on a *heavy trail* to a distant mist planet to perform maintenance, repairs, and biological research. The Devonian Xeno Scouts have already established a VIDOME (a prefabricated and hermetically sealed living quarters for up to ten beings), and a team of four DXS servicemen and a Subaltern are currently stationed there. Not long ago the DXS received a jettisoned logtrans from Subaltern Mentaka, the leader of the expeditionary team, saying that their ship had been badly damaged upon entry, and that the parts needed to repair the vessel were not available. Having no access to a TBD relayer, Mentaka was forced to use his emergency logtrans for the communication. The DXS is looking for two to five experienced field technicians and researchers to back up Mentaka's team. The support team will be equipped with all the necessary repair equipment and parts. The pay is not bad -- the DXS is offering 2500 Elmonits plus possible bonuses for completion of the assignment -- and the crew will be picked up five weeks after having been dropped off on the mist planet, a swirling blue-green ball called Drir.

8.11 BACKGROUND DATA

Subaltern Drail Mentaka was a one-bar administrator with friends in high places at the DXS. Skilled in biological research and computer programming, he managed to swing a promotion to Subaltern but was unable to avoid the occasional "heavy trail". He was, however, granted a few special favors -- not the least of which was permission

to bring a pet with him on assignments. Mentaka's pet -- a rare Terran breed called a boxer, was his pride and joy. He spent many hours training the animal to obey all manner of commands, including attacking on order. "Beta" as the dog was called, was a well-behaved pet, and served to lighten the dreary monotony of the swirling mists.

After the ship crash landed and Mentaka sent off his logtrans, he had a peculiar encounter with a female *Mimic* (a creature capable of changing its form to resemble other creatures). Curious about this strange new lifeform, and determined to be the first person to turn in a full report on the creatures, Mentaka kept the existence of the Mimics a secret. Each day, while the others attempted in vain to repair the downed ship, Mentaka snuck off into the mist-forests of Drir to do his research, and each night he would plug away at the Dome computer, writing a research program and staying awake on Jirolene and Caffix (rumored to taste only vaguely like Terran coffee). It became apparent to Mentaka that in order to complete his studies, he needed to get a living specimen into the vidome, and he devised a way to do it without alerting the others.

One night, when the rest of the crew had long since gone to sleep, Mentaka crept into the dome's bunkroom and administered each of them a tab of Virlene to assure himself of absolute privacy. He then suited up and left the vidome. He had learned one most significant fact in his studies of the Mimics; that they seemed somehow to be attracted to the emanations of his multiscanner when scanning for lifeforms. He had used this technique several times in the field, and used it once more to lure a Mimic toward the dome and inside the airlock. When the cold jets of the airlock sanitizer hit the creature, it flew into a rage, slamming itself against the walls of the airlock and accidentally opening the inner doors. Once inside the vidome, the Mimic began shifting form - Mentaka saw it go through three distinct phases before it settled on one it liked - and the tentacles it sprouted were put to use on the furniture and equipment within the dome. Realizing that he had to get the beast out of the dome before it did serious damage, yet afraid to approach the maddened creature, Mentaka ordered Beta to attack the thing, which immediately assumed a dog-like form and devoured the loyal animal. In the fury that followed, Mentaka forgot his fear. Seizing a shelf which the creature had dislodged in its rampage, Mentaka knocked the stunned Mimic back into the airlock and closed the inner doors. As soon as the outer doors were opened, the creature fled, leaving Mentaka standing in the middle of the wrecked living quarters, wondering how to explain what had happened.

After spending an hour or two drinking the bottle of Terran whiskey he had brought from Karoline, and viewing hologs of Beta on the dome tri-dee, Mentaka was stunned to see the dog outside the dome. Through the shifting blue-green mist he could just make out its black eyes watching him. Grabbing his multiscanner and setting it to scan life type, Mentaka found the creature to read as canine -- but he had seen the dog devoured not two hours before. Mentaka now realized that any one of his fellow crew-members might be a Mimic, and he knew what he had to do.

In the storage room Mentaka found what he needed - a chemical poison called Northalene which was used in much diluted form to sanitize persons coming into the dome from the insidious atmosphere. In its concentrated form it would cause massive cellular damage. He quietly administered a hypo of the deadly agent to each of the sleeping crewmembers and left the room. In the comm room, Mentaka accessed the brain of the dome's service robot, and programmed it to attack anything that did not identify itself as Mentaka. He then programmed the 'bot to help him dispose of the bodies — together they buried the crew in a cave 2.6 kilometers north by northwest.

Along with the bodies, Mentaka buried the notebook which held his original fieldnotes and biological calculations. This done, he programmed the 'bot to scramble any information dealing with the attack order or the disposal of the bodies, so that anyone wishing to find out what happened to the crew could learn only that they were dead. Mentaka returned the 'bot to the dome and set it in the center of the structure to follow its orders. He then checked the energy cell in his stun pistol, and set out into the haze to kill the rotten sloor that ate his dog.

8.12 THE NPC's

A tall black man of forty-five, Captain Flynn (three bars) once flew SMAC fighters for the Devonian Sabre Starmada. He wears his Friend of the House decoration, a memento of those younger days, proudly upon his spotless uniform. Though over five years have passed since he joined the Xeno Scouts, he still will not talk about his experiences as a combat pilot. Flynn is a caring man who hides his emotions under an aggressive approach; he is usually curt and authoritative, but once he has gotten to know his crew he treats them like family. The truth is, Flynn couldn't possibly harm anything which didn't first show aggressive behavior — another little memento from his days as a combat pilot — although this vow has nearly killed him several times during his DXS career.

Standing 1.9 meters tall and weighing seventy-nine kilograms, Flynn keeps his body fit by practicing daily with a power sword. His watchful eyes are hazel, and he shaves his head. He makes a strong first impression — especially upon new crewmembers. It is more his style to make a sarcastic comment than actually get mad. Besides, he doesn't need to — he is renowned amongst his superiors for the thoroughness and objectivity of his reports.

8.122 YAX DRINQUA, XENO SCOUT

Originally a small-time free trader known on Hyperion IX who specialized in "parts", Drinqua has been forced (by Devonian Internal Security) to turn his medical skills toward a more mutually amenable end. Two years ago he joined the Xeno Scouts to avoid a visit to DEV:21 III, and he has found that the life of the frontier agrees with him. (It certainly doesn't do his Elmonit account any harm, either.) Making diplomatic use of some of his old contacts, Drinqua has established a covert imports business. Most of his clients are drug dealers or users, as he is an expert in recreational and medicinal drugs. Other items Yax may be

trafficking at any given time include (of course) live organs, molecutronic brains, rare foods, computer programs, and advice. Drinqua has a plan for everything, and can get quite enthusiastic when an idea to make monits hits him. Although an excellent source of information and goods, Drinqua is often under Captain Flynn's scrutiny. Player characters who spend much time with him may likewise arouse the Captain's suspicions. Depending upon the exact item and situation, Drinqua can usually obtain the sorts of goods he deals in as though they were one difficulty level easier than they actually are (ie: Colosian Blodwhore, an intoxicant beverage which is VERY HARD (-20) to obtain in most parts of Devon Province, is HARD (-10) for Yax to obtain). Standing only 1.6 meters tall and massing fifty-five kilos, Drinqua is often interested in hiring armsmen to act as muscle when he pulls off a particularly big deal. He pays well for these short (and dangerous) jobs, although he prefers paying in information or goods rather than in monits.

8.123 THE CREW OF THE ESSEX

Of all the Devonian service branches, the Xeno Scouts have the most lenient entrance policies. This is because the Scouts encourage personal development and individualized training. The crew of the *Essex* includes several aliens and hominid variations of various character classes. As the actual current *Essex* crew changes from time to time, the Gamesmaster should feel free to fill in the ranks with a colorful collection of individuals whose particular skills and/or problems fit the feel of his campaign. Possibilities include Imperial Observers, citizens of other provinces who defected to Devon, characters on the run from some legal persecution (like Drinqua), and young Ghedians with wanderlust. These characters will have to interact with them before and after the mission.



ON THE BRIDGE OF THE ESSEX

8.124 DAN (DATA ANALYZER) 734, VIDOME COMPUTER

Programmed almost strictly for biological and environmental research, DAN also keeps the vidome's interior environment stable via Life Support and Basic Systems Monitoring programs much like starships'. DAN has overrides on all of the dome's installations and appliances, and can be used to monitor the activities of the service robot. DAN has a polite, well-spoken manner, and a soft male voice. It is part of his programmed nature to learn the first name (or a short nickname) of his current operator and call him by it. In addition to the programs issued DAN by the DXS, he holds an unfinished "Participant Research" Biochemistry" program written by Drail Mentaka, and a large amount of free memory for supplemental programs, data, and interfaces. DAN will help the player characters in any way he can, but he lacks visual sensors and does not know what happened to the crew or Mentaka.

A list of DAN's current programming (which is assigned by the DXS on a mission-by-mission basis) follows:

INSTALLATION: DXS Planetary Survey Vidome
 COMPUTER MARK #: 40
 PROCESSING CAPACITY (CPU): 20
 MEMORY CAPACITY: 80
 RESERVE STORAGE CAPACITY: 400
 PRODUCER: Cognitive Computer Corp.
 COMPATIBLE LANGUAGES: Tablet, BIVOC, Devonian English (verbal)
 PROGRAMS/LANGUAGES: (including program size)
 General Reference (5/20)
 Xeno General Reference (5/30)
 Archive Reference +20 (5/9)
 Chemistry Research +25 (4/25)
 Biology Research +35 (4/27)
 Field Science Systems Tech Reference +10 (1/7)
 Basic Systems Monitoring (no automatic log) (.2/.2)
 Life Support (.2/.2)
 Galley (1/1)
 Cybernetic Monitor (.5/.5)
 Planetary Analysis +30 (3/9)
 Bio Analysis +25 (3/8)
 Participant Research: Biochemistry (incomplete) (7/25)
 Tablet (rank 10) (10/10)
 BIVOC (rank 6) (6/6)
 Verbal Command: Devonian English (rank 7) (7/7)

When the PC's first encounter DAN, only Bio Analysis, Bio Research, Verbal Command, and the unfinished Participant Research program (in addition to Basic Systems and Life Support) will be found to be in his CPU.

8.125 DXS S'BOT E23, SERVICE ROBOT

Programmed by Mentaka to come to the name "Bot", this is in all respects a perfectly standard Service Robot (see TECH LAW) 3.311). The first time the PC's encounter Bot, he will most likely attack them. He can bash or grapple with his large "hands" (Both of these attacks may be resolved by using the appropriate tables in CLAW LAW), and will have to be subdued or destroyed somehow. Note that conversation with Bot is impossible without using DAN to interface, unless one can open up

the robot's head and program directly into its computer (which is a HARD construction project and requires that the programmer know BIVOC to at least rank 6). The Bot will reveal all manner of totally mundane information if his memory is listed (DAN will have to translate from BIVOC to Devonian), but at the end of the storage there are several spots where the data seems to have been scrambled. Bot will not be of any help to the player characters unless something is done about his scrambled programming. All he knows about the crew is that they are dead.

8.13 LAYOUTS

8.131 THE DXS EXPLORATION CRUISER ESSEX

The plans and description of the *Essex* can be found at the end of Section 8.1

8.132 VIDOME 123

Designed to keep up to ten beings (in cramped quarters — five is the standard) safe from the effects of poisonous or even corrosive atmospheres, the vidome is made of a synthesized microscopic thread called "Viber 5", which replicates much like living matter. Cloth made of Viber 5 is AT 4, and VERY HARD (-20) to obtain. It is also very expensive: 50 Monits per square meter. Vidomes like dome 123 are constructed of many layers of Viber 5 and chemically treated for the atmosphere they will be set up in. As the outer layers are corroded away by the noxious atmosphere, and the inner layers absorb contaminants from the inhabitants of the dome, the middle layers are busily breaking down the elements they come in contact with and causing more Viber 5 to be created. These new layers then move toward either side. The "life span" of such a dome depends on the environment, but it is — in a limited sense — "self-healing". Vidomes come in several standard set-ups; this one is typical for a DXS survey mission. Some of the equipment, especially "luxury items", were the personal property of Mentaka and his crew.

1. Airlock/Sanitizer. The outer door is locked at all times, and can be opened only by inserting a DXS Ident Disc or from the inside (DAN can override the lock command if commanded to). Because of the poisonous, and mildly corrosive, elements in Drir's atmosphere all things entering the vidome must be sanitized. DAN cannot override this function — it is triggered mechanically by the closing of the outer door. Until the sanitizing spray ceases, (about 2 or 3 seconds), the inner doors will not open, although DAN is able to override this function if commanded to (this command can be triggered by hitting the button inside the airlock). The sanitizing agent includes Northalene, and therefore environmental suits are to remain on while in the airlock. Inhalation of this diluted form causes effects one-tenth as severe as those shown in **FUTURE LAW**.

2. Comm Room. In disarray when the player characters first enter the dome, the Comm room is where all survey functions are performed. DAN, the dome computer, is here. Note that DAN has two keyboards and two screens. These may be used on the same or different tasks, provided the necessary programs are in the CPU. There are two swivel chairs here, and the desk top and floor are covered with paper. Among these sheafs are some notes of Mentaka's (preliminary survey data on the Mimics), but without his original fieldnotes and biological calculations it is a HARD research project (at -80: -50 for fragmentary data and -30 for written text) even to read them. If this is done, only a VERY general description of the Mimics' abilities should be given to the players (they may learn that the Mimics can approximate forms, but not that they can totally duplicate any form they have devoured, as even Mentaka did not know that at the time of the writing). If DAN is inspected carefully, the player characters may find a small amount of slime which was scraped off

Mentaka's Mimic while it hurled itself about this area of the dome. As the chemical structure of this substance is unknown, analysis is a COMPLEX research project.

3. Waste Elimination Room. Standing in the doorway of this small room when the PC's first arrive is Bot, who will give them one round to identify as Mentaka (which, in all probability, they will not even think of doing), before it moves forward and attacks. The room is used for all manner of waste elimination (organic and inorganic), and all material stored here will eventually be used as "fuel" for the Viber 5. The spartan necessities include a commode and a waste disposal bin for refuse.

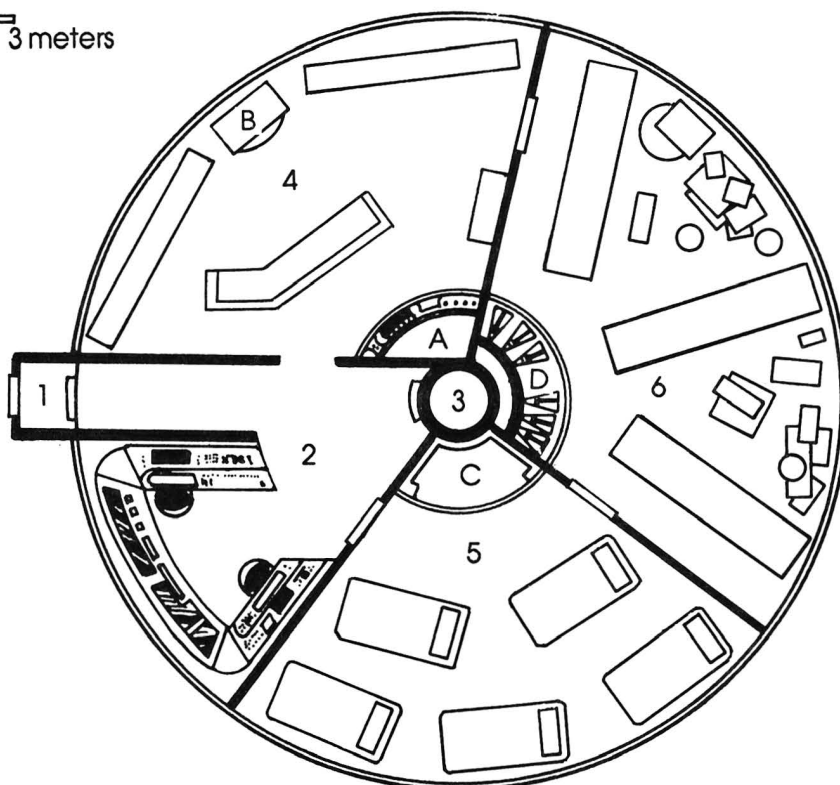
4. Common Room. In a state of total disaster when the player characters first arrive, this is the most often used section of the dome. Shelves of books, discs, tapes and personal decorative items now litter the floor, one shelf lying in the doorway between this room and the Comm room. If this shelf is carefully examined player characters may find more of the Mimic slime like that found in the Comm room. (This is the shelf Mentaka used to knock the Mimic into the airlock.) At point "A" is the food processor, known as "the galley". DAN synthesizes all manner of bland but palatable dishes. Point "B" is the tridee (a holographic projector which recreates still or moving images in the center of the room.) This unit can be used for interactive games as well as passive media (the game discs are among the scattered items on the floor). Currently in the tridee unit are a dozen still holos of Beta, including several showing Mentaka with the dog. NOTE: Non-Terran characters may not recognize the creature in the holos as a dog — the difficulty of the static maneuver required to do so depends on the past experience of the particular character. If the character concerned has seen a dog before or been to Terra, modify this maneuver roll by his Memory and Reasoning. Otherwise, use a Zoology skill roll. On the floor near the couch lies an empty bottle which PC's may be able to identify as having contained Terran whiskey.

Clever players may attempt chemical tests on the residual alcohol, as well as the slime specimens in order to determine their relative ages. This may be of aid in reconstructing the sequence of events on the night of the murders.

5. Bunkroom This room contains five military style beds, the personal effects of Mentaka's crew, and a cleansing stall (at point "C"). Everything here seems to be in perfect order upon inspection. The room looks lived in, but is not in disarray like rooms 2 and 4. There are no clues here, although examination of the dead crewmembers' equipment will support the fact that none of them even knew of the Mimics' existence. A total of 271 Devonian monits can be found here, and 4 tabs of Gorteline. Under one bed lies a repair scanner which holds a total rundown of the damage suffered by The DXS landing vessel (a minimum of five EXTREMELY SEVERE malfunctions and 150 points of damage). The Gamesmaster should allow the player characters to find a few other personal tech items which might have been carried by the original crew. Of course, much of this equipment was issued by the DXS, and will be reclaimed after the mission.

6. Storage Room. Both doors to this area are locked at all times and require a DXS ident disc for entry. Although not in the most orderly of conditions, this room has not been ransacked like rooms 2 and 4. Three large multishelf units hold cans, crates and cartons of all shapes and sizes, most containing foodstuffs (in raw state), test equipment and chemicals. In great stacks sit machine tools, blank memory discs, etc. The materials and machines here, along with the parts brought by the player characters, will prove insufficient to complete the major repairs called for on the downed ship. At point "D" is the vidome's power source -- a water-fueled fusion reactor. This unit must be refilled with one liter of water every ten days or it will run down (DAN's Life Support program sees to this chore). The GM should determine which tech items may be found in this room. Suggestions include: medicinal and/or recreational drugs, scanners, grav packs or belts, environmental aids and recording devices. On one of the shelves is a container of Northalene, clearly marked as a deadly poison. If the amount of Northalene remaining in the container is measured and checked against DAN's records, the player characters will find that a little over nine CC's are missing — enough to kill ten human beings.

0 1 2 3 meters



8.14 THE TASK

What, in the beginning, seems to be a rather boring heavy trail turns out to be more than the player characters bargained for. Once separated from all outside contact (except jettisoning the final logtrans, like Mentaka did his), they are on their own for five (Imperial) weeks on Drir. They should discover early that something is amiss — the dome is quiet and no humans can be located via scanner — and the robot's unexplained attack should be all that is necessary to convince them that there is a mystery they must solve here. Researcher characters or field scientists will probably wish to run tests on the Mimics' "flesh" to determine the abilities and limitations of these strange creatures, but they, like Mentaka, will soon realize that in order to discover more about the Mimics it will be necessary to get one inside the dome — to actually change form while under scan. Botanists and Herbal Derivative Practitioners will find Drir to be a living laboratory, with over 10,000 forms of vegetable and fungoid life, and may wish to spend their time testing, identifying, naming and cataloguing these newly discovered lifeforms. Whatever the player characters decide to do with their time on Drir, they will have five weeks to do it, which is more than enough time for a little VERY COMPLEX research.

8.141 STARTING THE PLAYERS

Since this mission begins as a standard one, player characters will receive the assignment through some official channels. The Gamesmaster may wish to make them Xeno Scouts themselves, or they may be free agents contracted by the DXS. Player characters working for the Emperor may be stationed here to observe the activities of the Xeno Scouts on Drir (in which case their superiors will contact the DXS and arrange for them to be on board the *Essex*.) All player characters will be interviewed by Captain Flynn to determine the applicability of their skills to the (original) tasks at hand — only characters skilled in technics and/or sciences will be assigned duty in vidome 123.

As an option, the player characters may be stranded on Drir due to some ship malfunction or misjump, in which case a scan for power emanations will reveal the dome's fusion reactor. If this option is chosen, the Gamesmaster must make certain that there is at least one character in the party who can get them inside the vidome (this will involve the use of Crime Technics and Pick Locks skills.)

If dropped off by the *Essex*, the player characters will make planetfall somewhere near the original (crashed) vessel, as the path it forged through the trees in its fall can easily be discerned from the upper atmosphere. After planetfall, Captain Flynn will make sure that the PC's are safely down, and wish them good luck. The *Essex* will then cut contact and depart, leaving the party alone.

The dense forests of Drir are spooky and ominous - swirls of blue-green mists float amongst the trees and fungoids, causing difficulty in visual perception of any sort (see "Obstacles") and creating optical illusions. The players should be kept totally in the dark about the existence of any mobile lifeforms until after they have entered the vidome, but characters for whom the

Gamesmaster succeeds in a VERY HARD (-20) static maneuver modified by Intuition may get the eerie feeling that they are being watched. The Gamesmaster should emphasize these peculiar perceptions, in order to create an atmosphere of uncertainty and fear. The players would learn early that their scanners are far more accurate and trustworthy than their own eyes, and that the fear they feel, which may or may not prove justifiable, cannot be avoided in the oppressive mist forests of Drir.

8.142 AIDS

At the beginning of the adventure, the player characters will have nothing at all to go on but the official (and rather vague) DXS planetary readout Captain Flynn will provide them with. Characters who did not receive this mission through official channels may be able to access some of this information through their ship's computer, but not all of it (and will have to get the rest from DAN).

As stated previously, DAN will be able to aid the play characters in their attempt to determine what happened in vidome 123. In addition to containing various reference programs which may prove invaluable, DAN also possesses AI (artificial intelligence) and is therefore fully capable of induction and deduction. In the age of *Future Law*, such "sentient" computers are basically non-player characters, and should be played as such. This means that DAN, if asked a question to which the answer is not in his programming, will simply inform the play characters of that fact. He may theorize, or even estimate the probabilities of specific events, but only to the extent of his programming (ie: DAN knows virtually nothing about starships, etc.). Much of the work that the player characters may want to do will not only benefit from, but actually require, DAN's assistance. If the character(s) operating DAN are Xeno Scouts, they will know the proper access codes to activate DAN. Otherwise, it is EXTREMELY HARD (-30) to do so. Note that DAN (lacking sensors) has no way of telling for certain who is operating him.

The Participant Research: Biochemistry program Mentaka began writing may be finished by the player characters. Completion of the program, which will allow DAN to add +40 to any such research he is subsequently involved in, requires two things:

1. That a COMPLEX research project in Biochemistry be completed, at -100 (-50 for fragmentary data and -50 for disorganized format), and;
2. That a COMPLEX tech project in Computer Tech be completed (at -30 for partial source data if no member of the project has ever written a Participant Research program before).

8.143 OBSTACLES

The planet Drir is not, perhaps, the most deadly environment the player characters have ever been in, but it seems to exude other, more sinister types of fear. Here, even characters with infrared visual capability will find their sense of visual perception distorted. This is because the poisonous mists, which are ever swirling in long, slow patterns, contain several compounds which do not mix.

Like water and oil, the pale blue, dull green, and shimmering white layers may intertwine, but will not combine. These gasses, being of differing densities and temperatures, create a hazy effect. Any being with the perceptual capability to sense reflected light (such as humans) will find this sense impaired to some degree. Although it is possible to program DAN to "ignore" this effect for visual display of prerecorded data, it will take some time. First, a HARD research project in Planetology must be completed, in order to determine the exact nature of the haze effect. Then, a MODERATE tech project in Computer Tech must be completed. This program does not in any way give DAN any sort of visual perception.

The atmosphere is not only poisonous but corrosive, and should any character be directly exposed to it (even through a small rip in his environmental suit), he will suffer mild muscle poison attacks once every six rounds *and* mild nerve poison attacks once every five minutes while still exposed. Both of these effects are attack level five. In addition, the character will lose one point from his Constitution stats (both temporary and permanent) per every 5% failure on any such resistance rolls.

The native creatures on Drir, above all the Mimics, will begin to make their presences known as time passes and they become accustomed to the party's activities. Note that the more violent (or SEEMINGLY violent) the player characters' actions are, the LESS likely they are to have an encounter (see "ENCOUNTERS"). Almost all of these creatures are "hybrids", in the sense of biological kingdom. Many show traits from all three of the basic kingdoms: flora, fauna, and fungi, and many of them may be termed omnivorous. Several example creatures are included in the ENCOUNTERS section. The Gamesmaster should feel free to modify these creatures and/or create his own. Bear in mind that the party will already have enough things to worry about to keep them quite busy. Encounters on Drir should be considered more description than opposition, at least during this adventure. If the players seem to be picking a fight, give it to them, but don't overdo it -- the creatures of Drir are for the most part afraid of these strange beings with their strange objects, and all but the Mimics, who are more curious than clever, dislike the vidome.

It is also up to the Gamesmaster to determine exactly what happened to Drail Mentaka after he left the dome that fateful night. Did he find the beast he hunted? Did he kill it? If Mentaka is somehow still alive, is he aware of the party's existence? if so, how will he respond? (Note that Drail Mentaka will have to be created by the Gamesmaster if he still lives. He should be one level higher than the highest level player character present.)

8.144 REWARDS

If the player characters are Xeno Scouts, they will each receive 2500 Elmonits when they return to their home port. In addition, each will be up for a review based upon his own report and the reports of his teammates. If the character's actions are found to have been of merit he may receive a bonus of up to 500 Elmonits. Player characters whose decisions were pivotal, or who took risks above and

beyond the call of duty may receive the award for Friend of the House. There is also a possibility of a promotion to the next subrank ("a single raise in bar", as it is often called).

Successfully reconstructing the sequence of events which transpired on the night of the murders should be rewarded by the Gamesmaster as Idea Points (up to 500 for characters who were less directly responsible).

Lastly, the planet Drir is home to a large variety of lifeforms -- any of which may be of some tremendous scientific value -- and the density of the planet may be due to large (and valuable) deposits of heavy metals. If the Gamesmaster desires, enterprising player characters may be able to turn quite a profit. Perhaps an important medicinal drug can be derived from one or more of the local species. Perhaps the genetic catalyst which allows the Mimics to alter their form can be isolated, or even used by other races (If so, it is recommended that the Gamesmaster attach some serious problems or side effects to such use). Of course, once Lord Devon learns that the planet Drir is the source of any such valuable resources, heavy restrictions will be placed upon planetfall, and an orbital station may even be constructed.

8.15 ENCOUNTERS

Determined by adding Presence and Activity rolls made each time any character leaves the vidome (or once every five Imp. days if the party remains inside), encounters on Drir are more often strange than actually dangerous. In sector 55 (The DXS divides planetary surfaces into 96 sectors as indicated on the GEOSPHERE RECORD in *Future Law*) Presence rolls will be at a -50 for the density of the forest and atmosphere ("Forest/Rough"). If the player characters are loud or move at more than a walking pace (or if any of their machines do the same), an additional -30 is applied. If the actions of the party actually damage the environment in any sudden way, this becomes -60. The ONLY modifier to the Activity roll is due to the environment: -50 for constant "Light Night" and "Precipitation" (This "Precipitation" mod represents the atmospheric mists. Actual precipitation on Drir takes the form of jagged white sheets of poisonous ice). The population category of sector 55 is "Light". (See OBSTACLES.) 90% of all encounters which take place within five kilometers of the vidome will be with Mimics. Beyond this radius other lifeforms become increasingly prevalent. Try to keep the actions and reactions of encountered creatures simple and alien, even a little surreal. These are not very intelligent beings by human definition (although the Mimics are sentient, they appear to be more intelligent than they actually are) -- by and large these are mobile semi-fungoids whose instinctive behavior patterns only *seem* to be consciously directed. A few possible encounters are outlined below:

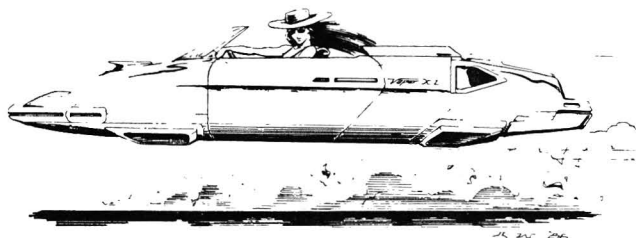
1. SOLITARY MIMIC. Perhaps attracted by the energy emitted by a player character's multiscanner, this relatively man-sized specimen (see description of Mimics at end of ENCOUNTER section) is curious about all the activity going on, but too timid to get any closer than about 50 meters. It will already have assumed a humanoid shape, but cannot duplicate human features as it has not consumed a human. It will watch as long as no threatening moves are made and no player character

approaches it. If it is pursued, or perceives itself to be threatened, it will turn upon its adversary, assuming a most terrifying shape. (This shape, like the "human" one that preceded it, is actually just a defensive tactic. It has no abilities beyond those of the Mimic itself.) This encounter should be used first, as it serves to "set the stage" for encounters and discoveries to follow, and the Mimic should escape. The purpose of this encounter is simply to introduce the Mimics and get the players wondering.

2. **FLYERS.** Suddenly, a group of ten to one hundred small multi-winged creatures appears out of the mist. Startled by the player characters, the group turns to escape over the "trees", without a sound. Encounters with non-Mimics like these can be used as "red herrings" (Is this, perhaps, the Mimic's "true form"?), or as "leads" (The flyers are trying to escape the hunting Mimic which is headed this way). Player characters who respond very quickly may be able to somehow capture specimens.

3. **MIMICS IN OTHER FORMS.** The Gamesmaster has free reign in designing possible forms for Mimics to appear in, for in addition to the local lifeforms which may be exactly duplicated, (and the potentially infinite number of "pseudo-forms"), Mimics who have killed any previous explorers (human or otherwise) would be able to duplicate the forms and features of their victims. Such Mimics could repeat phrases they had heard verbatim (as well as duplicate any gestures, etc.), but would actually have no idea what they were communicating (or even that they were communicating). Depending on the Gamesmaster's design, the Mimic(s) who killed Beta and/or Mentaka might be encountered. (Remember that the player characters may not recognize Beta as a dog, or Mentaka as Mentaka, depending on what they know and have seen.

4. **MIMICS' LAIR.** By scanning, or by following a Mimic encountered in the forests, the player characters manage to locate the underground "nest" of the "male" Mimic. The Gamesmaster would have to design the layout of the lair and any specifics desired. The male Mimic will summon all of its female offspring to its defense, and may release more (at a rate of one per minute) if cornered or hurt. (See description at end of ENCOUNTERS section.) This encounter is very dangerous, and it is recommended that the arms and armor of the party be sufficient to meet the challenge. If the player characters can capture a living male, subsequent tests should eventually yield most of the information given in the racial description. (Most research projects on either male or female Mimics should be at least COMPLEX.) The DXS, or some major Devonian concern, would probably be interested in obtaining such specimens and data, and the payment in Elmonits should be proportionate to the difficulties undergone.



8.151 RACIAL DESCRIPTION: MIMICS

HOMEWORLD: Drir (questionable)

HOME SYSTEM: Mercura 66 F9 V

BASIC BODY TYPE: Amorphous (Females: Polymorphous)

SIZE: 5 -- 100 kg.

CHEMICAL BASE: TGC (Total Genetic Catalyst): previously unknown.

RESPIRATION: Not applicable (as per body form duplicated).

PERCEPTION: Ultrahigh frequency sonic reflection (Sonar).

REPRODUCTION: Certain females are created fertile, and quickly divide.

COMMUNICATION: Telepathic net -- male receives data from females.

TEMP TOL (M/F): Cool/Any.

GRAV TOL: 15G/Any.

PRES TOL: 4 x Terra/Any.

RACIAL STATISTICS:

Where stats differ between the sexes, the female is given first:

| | | | |
|------------|-----------|-------------|---------------|
| CO:+30/+50 | ST:0 | S1Dp:1/15 | Essence:+25 |
| AG:-10 | QU:+15 | StDt:+15/+5 | Channeling:+0 |
| SD:+30/+50 | PR:-50 | REC x:1/5 | Telepathy:-10 |
| ME:-20/+50 | IN:+5/+20 | StLng: None | Poison:+30 |
| RE:-20/+10 | EM:+20/40 | TyHtD:10/20 | Disease:+40 |

CULTURAL OUTLINE:

Racial Origins: Unknown. Possibly descended from Sianetic Harbingers or other ancient race. Unlike any known lifeform.

Favored Ecosystem: Males require a cool humid environ. Females' tolerances depend on body type.

Political Structure: None (Hive Mind).

Social Structure: Males create females and are the center of all activity. Female hunters compete for fertilization.

Military Structure: No formalized structure.

Currency: None. Females retain token items as marks of status. Those with the most tokens are fertilized. Most such tokens are body parts.

Language: None. Telepathic links exist between a male and each of his females, who relay their perceptions to him.

Appearance: Males are fat "blobs". Females are smaller, and have a tail-like appendage when in true form.

Housing: Males live in caves below ground. Females may hunt for weeks before returning with food, and find temporary shelter where they can.

Diet: Females are incapable of breaking down the food they take in. They return to the male, who reabsorbs them, and recreates them again.

Worship: Females have only a very limited memory beyond their last recreation, but will haunt sites where other females have died.

SUMMARY OF CREATURES' COMBAT ABILITY

| ANIMAL NAME | SZ | HITS | AT(DB) | MS/AQ | LVL | ATTACKS & PROBABILITIES |
|-------------|----|------|--------|-------|-----|-------------------------|
| Sm. Female | S | 30A | 1(15) | M/F | 2A | 40SBa80/30MSw20 |
| Med. Female | M | 45B | 1(15) | M/MF | 4A | 50SBa70/40MSw30 |
| Lg. Female | L | 50C | 1(20) | M/MF | 5B | 70MBa70/50MSw30 |
| Male | L | 400H | 5(0) | IN/IN | 20H | 50LSw100 |
| Flyer | S | 10A | 3(50) | VF/F | 1A | 30TBt100 |
| Crawler | M | 50B | 3(15) | M/MF | 5B | 50MSi75/20MBt25 |
| Grasper | M | 70C | 6(5) | M/M | 6C | 60MGr100(5x) |

ESSEX

CLASS: Exploration Cruiser
 COST: 17 million Elmonits
 TONNAGE/HITS: 5,000
 COMPUTERR: Mk. 90
 SENSORS: 5 LY range
 TBD COMM: 15 LY range
 LASER COMM: 250,000 km range
 ARMOR TYPE: 24
 CREW: Astro 7; Tech 14
 MAX SUBLIGHT ACCELERATION: 1000 km/rd²
 MAX TRANSLIGHT DISPLACEMENT: 10 LY/day
 SCREENS: +50
 EW: +60

ARMAMENT: 2 x Mk. 20 Laser Cannon (HUD +10 ea.)

1 starboard, 1 port

2 x Mk. 30 Explosive Missile front

TER: 1630

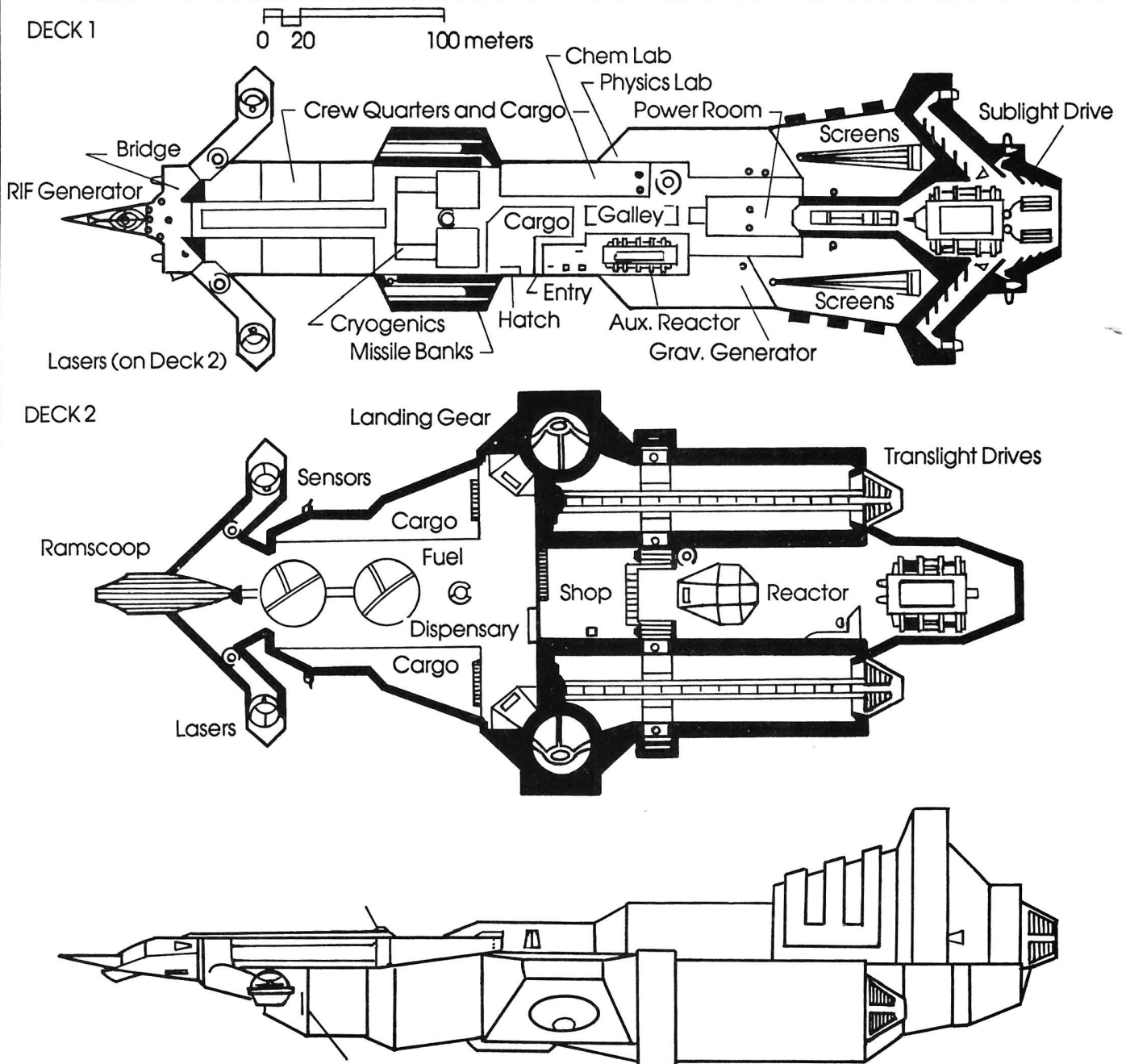
AUXILIARY SYSTEMS: Reactor

BACK-UP SYSTEMS: Sensors (5 LY), TBD Comm (15 LY)

OPERATING RANGE: 200 LY total

OPERATING DURATION: 1100 Imp. days

UTILIZATION: Equipped to endure a maximum tour duration of 3.2 Karolinian years. Contains full chemistry and physics laboratories. Primarily used for initial classification (including Resource Development Ratings) of frontier worlds. Carries five vidome modules in upper cargo bay for long term planetside surveys. A "tour" usually includes ten to fifteen such surveys.

THE ESSEX

8.2 ADVENTURE: MOONS OF TEGARRA II

The Player-characters travel to the frontier in search of a fugitive who is known to be extremely dangerous. A paramilitary hunt and raid operation for two or three experienced characters.

8.21 BACKGROUND DATA

For over a century, the discovery of the Tegarrans (a small frontier race of Neo-Humans possessing telepathic powers who fled from the Imperium during the early days of the Great Hoarding) has been kept a secret. Living and training in a vast subterranean installation on Tegarra II, the Tegarrans have been used by House Devon and Minor Clan Detzeer (who maintain a small frontier province encompassing four stellar systems) as Special Agents from time to time. In such cases Tegarran agents are given false ident-discs and personas, to keep Imperial eyes from looking too closely. It was inevitable that one of these agents would one day arouse the Emperor's attention.

Roth Tyrr, an experienced agent of the Tegarran Special Services, was on a surveillance mission involving a certain Imperial Observer when his cover was blown. Tyrr terminated the Observer in question, but not before a communication had been sent back to Terra. Tyrr panicked, and fled immediately for the Tegarra system, thinking that if he could make it home, he might be able to contact someone who could help him.

By the time Tyrr reached Tegarra II, however, Devonian Security had already gotten there. Tyrr was tipped off to their presence by use of his psionic abilities, which urged him to land. Tyrr was in trouble — he didn't have enough fuel for another hypershuttle — so he did the best he could. The player characters will be contacted by Shar Tyrr, who has appropriated a ship for the mission, and wishes her brother safely transported to Hyperion IX. All she knows about his location is that he couldn't have possibly gotten any farther than one of Tegarra's five moons.

Unbeknownst to Shar, Lord Devon has called Security off this case, and assigned it to his own Crisis Task Force, who are headed for the Tegarra system even now.

8.22 THE NPC'S

The following are prominent NPC's pertinent to the Tegarra adventure.

8.221 SHAR TYRR, TEGARRAN SPECIAL AGENT

Currently in hiding somewhere in Devon Province, Shar is an accomplished criminologist who, amongst other things, has broken into Imperial files to doctor information and won and lost many a ship in a bet. Although also on the run from the Empire, Shar is more level-headed than her brother. It is for this reason that she has decided to stay where she is and send strangers to Roth's aid. She is a tough woman, and seems to be a good deal older than twenty-eight Imp. years, but that's how old she says she is. (Her ident-disc says she is Falla Sherice, age thirty-three, of the Minor Clan Nemrar.)

Standing 1.7 meters tall and weighing a scant 46 kilograms, Shar is still a formidable opponent if need be.

Her expertise in dance and acrobatics make her hard to hit, and she can use her telepathic powers (innate to some degree in all Tegarrans) to distract her foes' attention. Her dark hair (dyed -- Tegarrans' hair is blue-white) is cut to just below shoulder length, and offsets her pale skin. She exudes an air of confidence, and can be quite sassy at times, but respects someone who can prove her wrong.

8.222 ROTH TYRR, TEGARRAN SPECIAL AGENT

A young man of intense emotion and violent action, Tyrr joined the Special Services in an attempt to show his older sister that he could do anything she could, and better. Early in his (short) career he learned that he had a great skill for designing and disarming traps of all sorts. This talent made him extremely valuable to the diplomatic interests who employed him, and he served as front-man for many covert missions -- one too many.

A week and a half ago, Tyrr was forced to kill an Imperial Observer in the course of a mission (he does not regret doing so except that it has caused him more trouble than the mission was worth). Forced to flee to Tegarra II:2 (the second largest of Tegarra's moons), Tyrr has put his talents to use for his own defense. It is only a matter of time, he realizes, before the Imperial Marines come to get him -- and if he has to die here, he plans to take a few of them with him.

Tyrr is 1.92 meters tall, and weighs 91 kilograms. He is very clever, and uses his telepathic powers to make his foes' bodies work against them. His hair is dyed black, and he wears infrared lenses which make his eyes red. Tyrr hasn't bathed in weeks, nor has he eaten well. He should be played as a fierce and desperate man on the brink of sheer paranoia. He is a difficult man to convince, and even more difficult to capture.

8.223 CAPTAIN HARLAN TAGG

Tall and dark, with a calm air that borders on ridicule, Tagg has an exemplary service record with Devon's CRISIS FORCE. He has many contacts on many planets, and just as many enemies. Tagg takes his job quite seriously, and has been known to go to extremes to get his man. Tagg knows about Roth Tyrr's past (although he doesn't know how dangerous Tyrr's mental powers can be), and he is certain that he will have no difficulty bringing this one in, viewing it as a challenge. (And Tagg hates to pass up a good challenge.)

Standing a respectable 2.05 meters tall and weighing 113 kilograms, Tagg is a fearsome-looking man. His bright green eyes are piercing, and his short hair is coarse and flecked with grey. He carries an MLA rifle at all times, and is well trained in several schools of martial arts. Tagg is a man of observation and action — he does not enjoy talking much, and he views all failures as "temporary setbacks".

Tagg will be very suspicious of the party's activities if he becomes aware of them, and will be certain to interrogate anyone he catches in his "jurisdiction". If he learns that the PC's are in any way aiding Tyrr (or seem to be), he will arrest them as soon as possible for all charges conceivable just to get them out of his way.



8.224 ROLM KALDE, BIOCHEMIST

A well meaning and gregarious friend of Roth Tyrr, Kalde also possesses a genius for organic chemistry. Currently he is working on his thesis, attempting to design microbial filter organisms for atmospheric use, and is very busy, but the mention of Tyrr's name will get his attention. Curious as to who the PC's are, he may approach them directly or attempt to follow them.

Kalde is the one who supplied Tyrr with the Abasaan and tranquilizer darts he has. Five days ago, Tyrr came to him in desperation and asked for his help. Not wishing to get his friend in trouble, Tyrr told him next to nothing about the exact nature of his problem. Kalde, realizing that Tyrr would not have been so emphatic without a good reason, broke into the chemistry lab stores and stole the desired items that night.

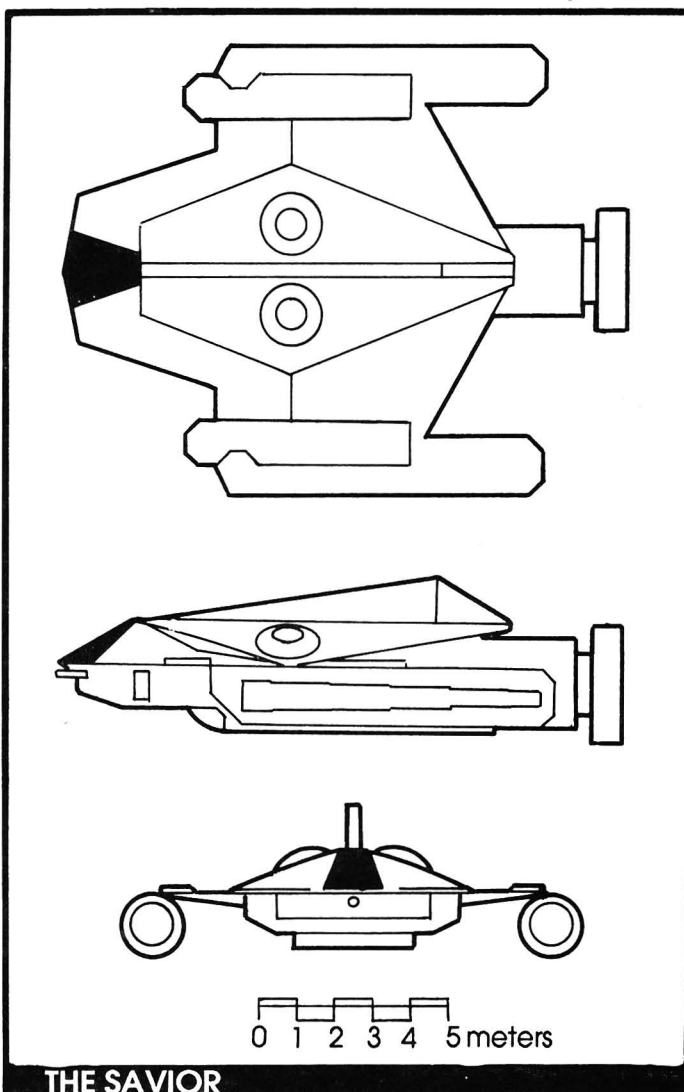
Rolm stands 1.76 meters tall and weighs 67 kilograms. His blue-white hair is long, and his eyes are also blue. He is energetic and curious, but will not neglect his studies. He certainly will not wish to join the PC's in their dangerous search. If let in on the story, however, Kalde may suggest the abandoned biological research lab on Tegarra II:2 as a good place to hide.

8.23 LAYOUTS

The PC's will have to do a bit of moving around in order to locate their man, and the Gamesmaster should try to accommodate their hunches as play proceeds. Obviously, full layouts of Tegarra II and all its moons are not as necessary as simple descriptions of the more probable locations involved (although Gamesmasters who feel up to the task may wish to design the entire system in more detail). A list of such locations, and a map of Tyrr's hideout, follows.

8.231 THE SAVIOR

Produced by Caliban Corp. of House Devon and currently owned by Shar Tyrr, The Savior has changed hands many times since its construction twelve years ago. It has been illegally fitted with a concealable Mk. 20 Blast Cannon (in Devon, as in most provinces, private vessels may not bear any armament higher than Mk. 10, and such weapons must be visible). The ship's running lights (exterior) are currently malfunctioning, and will not come on at all when the PC's first land (both illegal and unsafe — landing at night without lights gives the pilot a -20 to his maneuver roll). This in and of itself may call unwanted attention to the PC's. The malfunction is ROUTINE (+30) to repair, but must be done from outside the ship.



THE SAVIOR

8.232 MOONS OF TEGARRA II

Habitable Acquisitions of Clan Detzeer, all of Tegarra's moons have colonies and/or installations which are populated largely by Detzeeri citizens (chance of Devonians = MEDIUM; chance of sentient aliens = VERY HARD). Overall security procedures are consistent from moon to moon (that is, anyone with known Imperial ties is carefully watched, no unauthorized personnel are allowed to make planetfall on TEG II itself, etc.), although colonial (ie, municipal) laws and methods of enforcement differ. No moon has tighter security than what the PC's would consider normal (as opposed to the secret Homeworld), as the moons are used as a sort of a "cover" for the REAL operations in the Tegarra system. An occasional Imperial Observer may be found on any one of them.

All of the moons bear plant life, and several (noted in table below) maintain full hydrocarbon based ecologies, including fauna.

Tegarra:II:4 is the home of the M'weeumm, a sentient alien race classified as "Contacted/Special" (see ENCOUNTERS section).

Temperature on all of the moons is COOL, and the precipitation code is WET/DRY. Further specifics are note below:

| MOON | OR | CIRC | GRV | ORB PD | ATM | HYD | POP | SECUR | PROD EMP |
|----------|------|-------|-----|--------|-----|-----|-----|-------|---------------|
| TEG:II:1 | .14 | 1.73* | .21 | 1.26d | B | O30 | 3L3 | 5/-10 | Farming |
| TEG:II:2 | .21 | 2.74* | .23 | 2.96d | B | O50 | 9L3 | 7/-30 | Bioresearch |
| TEG:II:3 | .23 | 1.23* | .24 | 2.31d | B | M | 4L4 | 5/-10 | Mining/Indust |
| TEG:II:4 | 1.15 | 2.24* | .43 | 33.6d | B | O50 | 9L2 | 7/-30 | as TEG:II:2 |
| TEG:II:5 | 3.45 | 3.73* | .30 | 237.8d | H | O80 | 2L2 | 7/-30 | Farming |

CIRC: = factor given X 104 km

ATM: B = Trace metals and gases H = "Air" with com. contaminants.

HYD: M = Arid. O(#)= Balanced(# is the approx. hydrographic %age

POP: Read "(first number) times ten to the (second number)".

SECURITY RATINGS (1 to 10) correspond directly to DIFFICULTY LEVELS.

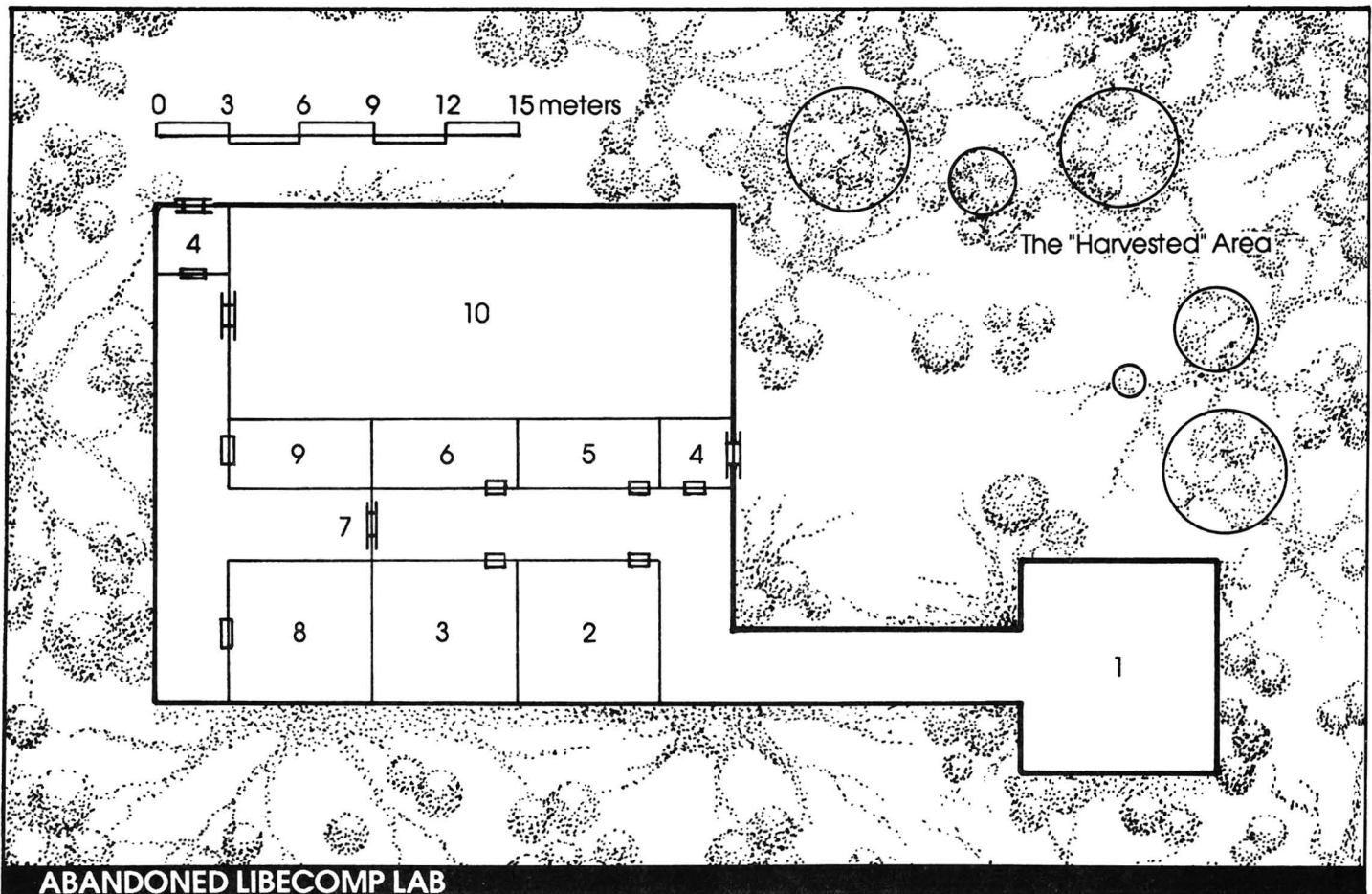
TEG:II:1 A simple, "rustic" farming world complete with the limited technology and communications networks typical of such places. Security is very light, almost lax. Supply acquisitions are EXTREMELY HARD (-30), and although merchandising of high tech items is LIGHT (+10), very expensive items of any kind are SHEER FOLLY (-50) to sell.

TEG:II:2 A more "modernized" agricultural world with a complete (albeit basic) ecology. Over seventy native non-sentient lifeforms. Near the Spacefaring Port are the massive bioresearch laboratories of Clan Detzeer's conglomerate, LIBECORP. Almost half the moon's circumference away lies the original, temporary lab, which was abandoned in Imp. 472 when construction of the major facilities was completed. Here, in the miserably wet equatorial region, Roth Tyrr waits for the Imperium to try and capture him (See layouts below). Security is fairly standard. Supply acquisitions are HARD (-10), and merchandising attempts are LIGHT (+10).

TEG:II:3 The most highly populated of Tegarra's moons, and major source of Clan Detzeer's mineral resources, TEG:3 is also the site of an IT campus (specializing in new applications of bioresearch), at which Rrolm Kalde is a student. Here, as on any campus, information and rumor circulate hand in hand, and a great variety of sentients can be found. The moon is home to about ten distinct animal lifeforms, and a myriad of plants. Security is rather light, and underbudgeted. Supply acquisitions are VERY HARD (-20) unless some student or faculty member acts as a middleman, in which case they become LIGHT (+10). Merchandising of tech gadgets, computer equipment, and recreational drugtabs is EASY (+20).

TEG:II:4 A dense forest world with countless native animal and plant lifeforms, including a docile sentient race called the M'weeum (See ENCOUNTERS section). Under the one great dome beside the Spacefaring Port is a colony of researchers and field scientists who practise hydroponic agriculture and herbal derivation for LIBECORP. Security here is pretty tight, as many corporate secret projects are always underway. Aquisition or merchandising of any type is HARD (-10).

TEG:II:5 The largest of the five moons, and the only one with a breathable atmosphere (although for long-term exposure filtermasks are still suggested), TEG:II:5 unfortunately turned out to be worth less than the effort due to the nature of the local ecosystem. The moon's surface consists mostly of water, although both land and sea maintain intricately interwoven foodchains including both flora and fauna. An amphibious predator species called the Riyiam rules both of these foodchains, and five to twenty colonists are lost each Imperial year in Riyiam attacks. The destruction of the Riyiam would cause intolerable stress in both chains (eventually killing all life on the moon), so it follows that those few who choose to remain here are a rugged and hardworking lot. TEG:II:5 is also the site of the only prison in the Tegarra system (and it is here that PC's will be brought if they cross Tagg one too many times). Security is tight, and the legal system is harsh, especially to offworlders. Supply acquisitions are SHEER FOLLY (-50), and merchandising is HARD (-10).



8.24 THE TASK

If the PC's are lucky and act quickly, it may just be possible to locate Roth Tyrr before Captain Tagg gets a very clear view of what is going on. Following leads and hunches from moon to moon, players who make adequate use of their equipment should be able to SENSR Tyrr and/or his ship *Endeavor* from quite some distance. The two real problems are the two men involved — Roth Tyrr is a driven man; fighting for his life and using every advantage his environment and skill offer him, while Tagg is a veteran manhunter and egomaniac — it is difficult to say which of them is capable of causing more trouble.

Once Tyrr is located, the players will have to think of a way to convince him that they're the "Good Guys" (which may prove difficult, as Tyrr faces Mindwiping if the Imperium gets him, and is suffering from attacks of anxiety and paranoia. He won't give his trust easily.

Finally (and hopefully with Tyrr along) the PC's will have to get past Harlan Tagg, who simply refuses to lose.

8.241 STARTING THE PLAYERS

Shar Tyrr, who will have heard of the PC's previous exploits via some third party, will have one of her contacts speak to the players in order to determine their availability for the mission. The only details this go-between will be able to release are that the job is a rescue, and that it will entail travelling to the Frontier. If the group is unimpressed or unwilling, it will be mentioned that pay-

ment will be made in the form of a hyperspace-capable ship. Once the PC's express interest, this third party will set up a meeting place and time.

Currently hiding from Devonian security herself, Shar Tyrr will take few chances. She will speak to only one member of the party and will use Psions from the **Changing List (18.41, *Space Master Companion*)** or similar power to disguise herself. Her proposal will be straightforward, and she will be able to supply all of the information in the **Background Data** section -- except, of course, the last paragraph. She wishes Roth safely transported to Hyperion IX before the authorities capture or kill him, and is prepared to part with the *Saviour*, as she currently has no other means to pay such a debt.

GM NOTE: if some piece of information exists which Shar might be aware of to blackmail one or more of the PC's, she won't hesitate to use it, no exclusive of the reward of the starship (she is not an entirely unfair person).

Time is of the essence, and she hasn't the luxury to search for more agreeable mercenaries. She will also make it clear that, if the players fail, they had best make themselves very scarce, for her people on Tegarra II could make life miserable. The *Saviour* is a distinctive-looking craft and is easily recognized.

Although she will use her pseudonym for as long as possible (even her go-betweens know her only by this name), she will tell the PC's her real name after they have agreed to her terms.

8.242 AIDS

The knowledge of Shar's true name is important because Roth knows that she would never reveal it without good reason. It is her conviction that this will be enough to convince her brother that the PC's were indeed hired by her. She will make it clear that this name is to be revealed only to Roth (in point of fact, the Devonian authorities have no record of this name). There is no person (save fellow Tegarrans) who knows the nature of Shar's relationship to Roth, and this too may help to convince him of the PC's legitimacy. Whether or not this approach actually works is left to the Gamesmaster to decide.

The *Saviour*, despite its obvious age and current malfunction, is a worthy ship (easily worth over a million Imperial Elmonits), and contains a set of useful computer programs (which the Gamesmaster should decide upon before play, trying to compensate for any important skills the PC's lack in comparison to Tagg).

Rrolm Kalde (currently on TEG:II:3), is also an important link, and the GM should introduce him at the first sensible opportunity (of course, s/he should let the PC's sweat a little — this mission is not designed to be a piece of cake).

Lastly, there are the Tegarrans themselves. Should the players be permitted to make planetfall on Tegarra II, they may be able (with a little luck and a good story) to find some knowledgeable NPC who can fill them in on the little-known details of the Tegarra system (remember that the Homeworld is officially classified as an Omega World, and many other "known" facts about the system are likewise erroneous or omitted entirely from official reference sources).

8.243 OBSTACLES

Aside from the obvious problems detailed above, many of which will depend upon the approach utilized by the players, the biggest obstacle should be Roth Tyrr himself. Until the PC's manage to somehow talk sensibly to him, he will be certain to believe that they are Devonian or Imperial agents, and are lying through their orthocybernetic teeth. Remember that he has been in a state of acute anxiety for over a week, and will see killing the PC's and stealing the *Saviour* as his only way out.

At the time the players make planetfall on TEG:II:2, he will have in his possession the following equipment (most of which acquired through Kalde):

Medtabs (3 Quedella Phi, 2 Alerlene, 2 Andrex, and 3 Fir-Queline), life support system and 10 filters,
Master Toolkit
Environmental Suit,
2 Gas Grenades containing Abasaan,
Personal EW Generator,
3 Tranquilizer Darts (attack strength 6),
Assault Rifle with Irilulon rounds,
Multiscanner and
Pocket Communicator.

It is important to the nature of the adventure that Tyrr use all of these items in the most effective ways imaginable. He must be played as an intelligent (though violent and desperate) adversary, and will not hesitate to "stack the deck" in his favor if he at all can. In short, play him as though he were your own PC (who considers the **Real** PC's obstacles in **his** adventure).

If everything goes according to Tyrr's plan, he will be aware of the PC's approach before they are certain of his exact whereabouts (by use of the Multiscanner), and will send the command which will trigger the signal beacon. It is his hope that the sites depicted on the area map will be investigated by the PC's in this order: first the beacon (killing or wounding one or more of them), then the *Endeavor* (which the 'bot on board will have "fired up"), and lastly the lab. This scheme allows Tyrr to thin the ranks of the "opposition" before they ever really get near him.

The seventh level psion *Transferral* from the **Possession** list, (18.31, **Space Master Companion**) is Tyrr's last ditch hope. He should try to keep at least six psion points unused for this reason. If he sees no other option and can get close enough to touch one of the PC's, he will use this ability (which will transfer his mind into the body of that PC, leaving his (Tyrr's) actual body in a suspended state). The problem with this plan is that eventually the PC involved will succeed in his resistance roll and both minds will be returned to their proper bodies — in short, Tyrr will be right back where he started — in trouble.

8.244 REWARDS

As stated previously, should the PC's succeed in rescuing Tyrr they will be allowed to keep the *Savior*. Shar Tyrr will take care of the necessary adjustments as soon as word of Roth's safety reaches her (Note that the PC's will not meet Shar again in the course of this adventure). In addition, Roth may wish to give the PC's a reward of some sort — this reward would be of a more personal nature (say, for instance, a weapon or device which the PC's may have coveted, or a favor they may require). If he is incapable of providing that which seems the most fitting reward, he will try to get one of his contacts on Hyperion IX to do so. In any case, if the PC's are in need of a hiding place Tyrr will make certain that they are given one until the heat lets up. (Perhaps at the estate of Emerich Rach, or another of Hyperion's five crimelords.)

If the mission succeeds and Harlan Tagg is still alive, his report to Lord Devon will include everything he managed to ascertain about the "enemies of the House" who aided and abetted the fugitive. (The report sent to the Emperor will be much the same, but will, for obvious reasons, include no word on the Tegarrans.) If enough information was gleaned to make a positive ID (or close), the PC's will become wanted criminals -- the Imperial charge will be Aiding and Abetting (at a minimum), and the House charge will include a secret order (issued by Lord Steward Ingellis) for mindwiping.

If the mission is a success and Tagg is killed, things could get very tough for all concerned -- the Imperium will authorize a full investigation which may reveal not only incompetence but also high treason on the part of House Devon and Minor Clan Detzeer (the Tegarrons are, after all, a sort of "secret weapon" whose very existence has been covered up for more than 100 Imp years). Such a charge could profoundly shake the good standing currently enjoyed by House Devon in the eyes of the Emperor (and possibly require that Lord Yama Pythagor III Devon stand trial before the Galactic Court of Humanity). Needless to say, if this seems the likely course of events, a second cover-up will probably be required to clear the names of those in positions of authority (at the expense of those with somewhat less authority). In this case, the PC's will be relentlessly pursued by the minions of Lord Devon -- and simply mindwiping them will be deemed far to lenient a penalty.

8.25 ENCOUNTERS

Although most encounters have been described above, the course of action decided upon by the PC's may bring them in contact with many NPC's whose knowledge and reactions can be determined by the Gamemaster at the time of the encounter. Most of these characters will have no idea what is going on, but from them the PC's can probably learn a few pertinent facts about the Tegarra system. This information should not be handed out freely, but rather the PC's should decide on some method of coercion and implement it successfully. Such NPC's may



ROTH TYRR



SHAR TYRR

include:

Students or administrators from the IT campus on TEG:II:3,
Devonian or Detzeeri administrators or tourists,
Tight-lipped Tegarran agents (who will not know where Tyrr is),
Tighter-lipped Imperial Observers (who know nothing of Tyrr at all),
Port authorities from any of the Spacefaring Ports, etc.

In addition to these more or less "standard" encounters, the PC's may find themselves confronted by any of the creatures which are native to Tegarra's moons. Such encounters are more likely to occur the farther the PC's are from the Spacefaring Port, and the Gamemaster may determine the nature of the creatures encountered as benefits his presentation. Two such species are described below.

8.251 RACIAL DESCRIPTION: M'WEEUMM

HOMEWORLD: Tegarra II:4

HOME SYSTEM: Tegarra

BASIC BODY TYPE: Bilateral Mammilian

SIZE: 400 kg, 4m tall

CHEMICAL BASE: Hydrocarbon

RESPIRATION: Oxygen extracted from atmosphere via osmosis

PERCEPTION: Keen auditory (incl. heat sensing), olfactory, and visual.

REPRODUCTION: Trisexual (M/F/Breeder), 1.7 yr gestation, single birth.

COMMUNICATION: Simple call system, largely subvocal.

TEMP TOL: Cool **GRAV TOL:** 0G -- 4G **TOL:** .18 TO 2

RACIAL STATISTICS:

| | | | |
|--------|--------|----------|----------------|
| CO:+25 | ST:+10 | S1Dp:20 | Essence:-20 |
| AG:+5 | QU:+10 | StDt: +1 | Channeling:-10 |
| SD:-15 | PR:-30 | REC x:2 | Telepathy:-35 |
| ME:-10 | IN:+15 | StLng:1 | Poison: +10 |
| RE:-20 | EM:+10 | TyHtD:20 | Disease: +10 |

of background picks (Skills, Status, and Food): 2

Total Population: approx. 500

All M'weeumm have a miscellaneous add to PERCEPTION of +25.

CULTURAL OUTLINE:

Racial Origins: Evolving from docile herd animals, they have retained many "bovine" attributes.

Favored Ecosystem: Land surface and marshes. Most avoid the Detzeeri installations without question, but are curious about the Port.

Political Structure: Group decisions are made by a sort of Platonic democratic process, with elders and scouts presiding.

Social Structure: Individualistic. No "laws" (per se) at all. Elders see to food distribution and worship, and scouts get the most food.

Military Structure: None whatsoever. Scouts warn others of any impending danger, and the group reaction is generally retreat.

Currency: None. Amongst themselves, food is distributed in a socialistic manner. Periodic balanced reciprocity rituals.

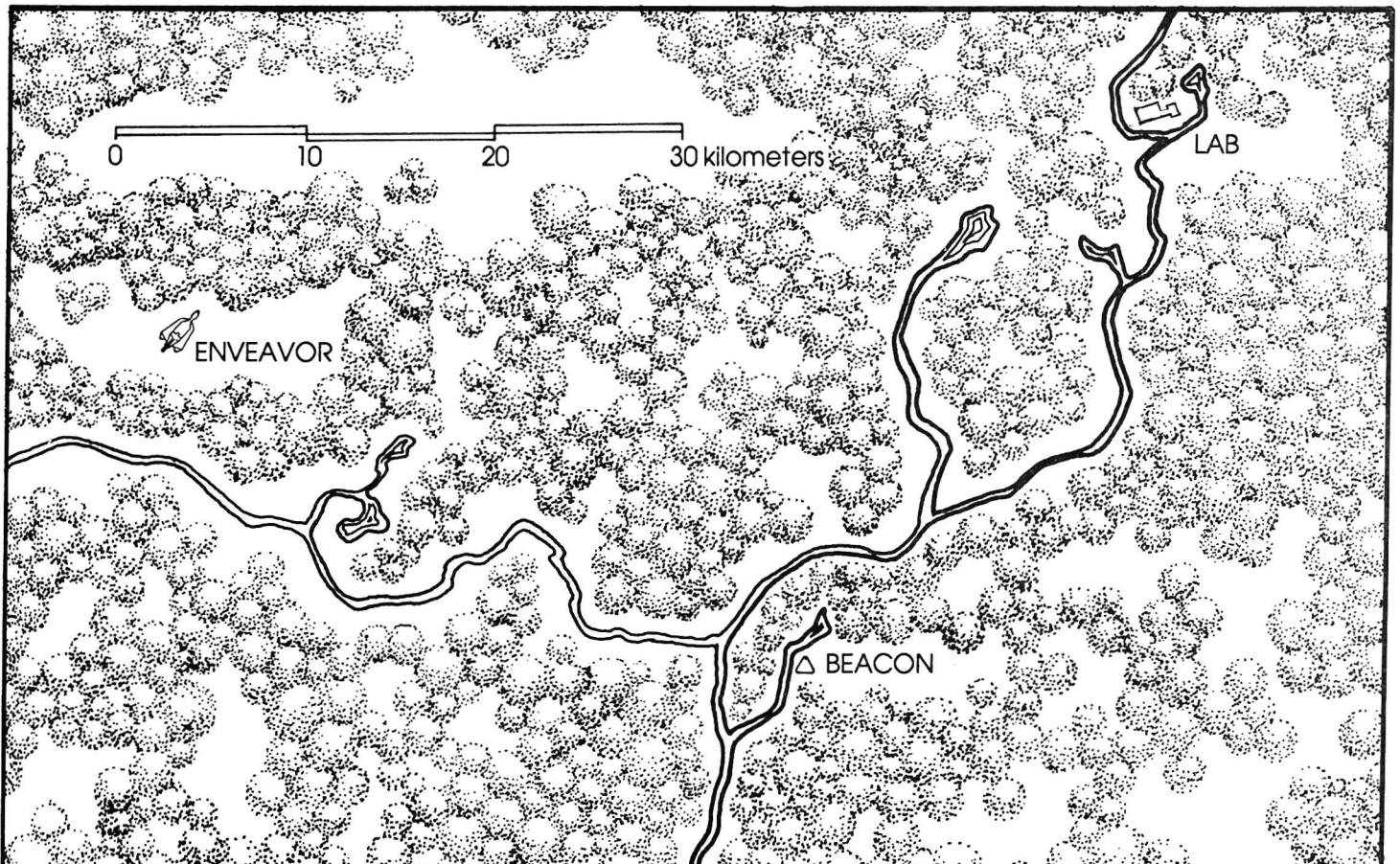
Language: Small (approx. 1000 "word") closed call system, Emphasis on sizes, scent, sound, and heat. Incapable of prevarication.

Appearance: Pale blue, fur covered. Tripedal (cloven hoof) and bimanous (4 digits), with an impressive array of sensory apparatus.

Housing: None. Breeders will sometimes stay in caves when in later stages of pregnancy, and all seek shelter during rain, etc.

Diet: Intermittent herbivores. Some (extremely simple) food preparation is performed on many plants, but no cooking is done.

Worship: Small pantheon of frightening deities who encourage social bonding via neophobia, and send (many) portents of all types.



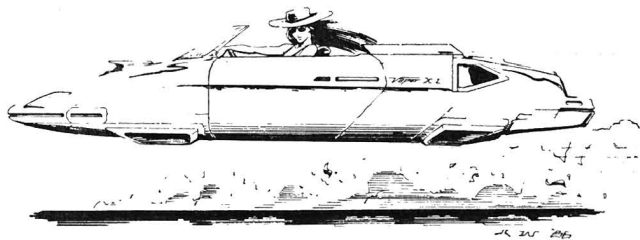
THE FORESTS OF TEGARRA

SAVIOR

PRODUCER: Caliban Corp.
 TONNAGE/HITS: 150
 COMPUTER: Mk. 30
 ARMOR TYPE: 22 (± 0 DB)
 EW RATING: 30
 SHIELD RATING: 30
 CREW: Astro 1, Tech 2
 MAX SUBLIGHT ACCEL: Rating 10 = 100 km/snd
 TRANSLIGHT DISPLACEMENT: Rating 10 = 10 LY/day
 OPERATING RANGE: 130 LY total
 OPERATING DURATION: 130 days
 SENSORS: 10 LY range
 LASER COMM: 5000 km range
 CARGO CAPACITY: 50 cumets
 FEATURES: Full Grav, Ramscoop
 WEAPONRY: (TER 60)
 Mk. 20 Blast Cannon (Front)

ENDEAVOR

PRODUCER: Titanya Shipyards
 TONNAGE/HITS: 115
 COMPUTER: Mk. 18
 ARMOR TYPE: 22 (+5DB)
 EW RATING: 45
 SHIELD RATING: 30
 CREW: Astro 1, Tech 2
 MAX SUBLIGHT ACCEL: Rating 12 = 110 km/second
 TRANSLIGHT DISPLACEMENT: Rating 12 = 12 LY/day
 OPERATING RANGE: 144 LY total
 OPERATING DURATION: 100 days
 SENSORS: 10 LY range
 LASER COMM: 10,000 km range
 CARGO CAPACITY: 10 cumets
 FEATURES: Full Grav, Ramscoop,
 Mech Interface
 WEAPONRY: (TER 60)
 2 Mk. 10 Laser Cannon (Front)



8.3 ADVENTURE: BACKNET CIRCUIT

An open-ended adventure for any number of characters, of any experience level. The PC's are introduced to Frontier Zone Five via one of the popular trade circuits, and learn of certain illegal goings-on throughout the Zone. It is the job of the GM to maneuver events so that each character is delivered into the storyline in an appropriate fashion, and some possibilities are covered at the end of this adventure.

8.31 BACKGROUND DATA

In the year Imp. 461, an un-named biotech corporation developed a device as unique to history as the role it was destined to play -- the Direct Response Environment Actuator Matrix, or DREAMgame. In layman's terms, the DREAMgame "places" the user in a hallucinatory reality (the parameters of which are programmed into the Matrix) and creates sensory input (via electrodes connected to the temporal lobes and fingertips) which corresponds to the user's own responses. In addition, the matrix can dull or sharpen neural competence in specific areas of the brain, allowing alien "mind-sets" to be temporarily superimposed. The result is a total sensory hallucination in which the user may consciously interact. For two years DREAMgames were manufactured in abundance (carefully monitored by the Imperium, of course), and the uses they presented for training purposes made them much wanted items. Eventually pirated versions, and then entirely new renovations, appeared. This boom period ended in Imp. 463, when Imperial researchers informed His Majesty of two recently discovered facts: one, that severe psychological dependence frequently occurs amongst DREAMgame users, occasionally accompanied by even more serious neuroses; and two, that an as yet small but slowly rising percentage of regular users were showing signs of increased psionic ability. This increase was first and most easily spotted in registered telepaths, but psionic research soon showed that even non-psionic gamers developed an increased ability to defend themselves against psions. As a result, production, maintenance, distribution and ownership of DREAMgames became illegal for all but authorized Imperial researchers. Needless to say, this legal action had little effect on the already widely established black market, and (as is generally the case in situations like these) organized crime moved right in and seized control of these illicit activities.

SUMMARY OF CREATURES' COMBAT ABILITY

| ANIMAL NAME | SZ | HITS | AT(DB) | MS/AQ | LVL | ATTACKS AND PROBABILITIES |
|-------------|----|------|--------|-------|-----|---------------------------|
| M'weeumm | L | 50F | 4(35) | F/MF | 4B | 40LBa40/30MBa60(2x) |
| (Young) | M | 15B | 4(10) | M/VS | 1 | 10SBa50 |
| Riyiam | H | 200F | 5(30) | F/VF | 10B | 50HGr(3x)/50HBi |

THE RIYIAM appears something like a huge, fat snake with hundreds of small leg-like cilia and three very large tentacles surrounding its extendable jaws. It moves equally fast on land or in the water. These creatures are generally solitary, though occasionally packs of Riyiam (2-8) are encountered. Little is known about their life cycle.

Mal DuCham (underground entrepreneur of Abrax 6 IV "Vesta" -- see section 7.6) is one of the crimelords who have profited from the illegalization of DREAMgames. For almost a decade now his men have been manufacturing and smuggling DREAM units throughout FZ 5, and bribing officials whenever necessary. Some problems have recently arisen, however; first, maintenance of routes and "gameholes" has become more expensive due to the increased Imperial and Provincial activity in the Zone, and outside assistance has become necessary; second, more and more of DuCham's men are becoming DREAM addicts themselves. As a result, DuCham is having a hard time keeping a tight lid on his venture, and has been in a very nasty mood of late. He has decided that some of his own must be exterminated to set a good example for the rest. One of these "examples" was a young pilot named Holisk.

8.32 THE NPC'S

8.321 MAL DuCHAM

A major crimelord of FZ 5, DuCham's main residence and powerbase is located on Abrax 6 IV "Vesta". His "agents" ply the circuits, engaging in piracy, smuggling and other forms of opportunism (for more information on DuCham, see the character description in section 7.6.)

8.322 TORLO

POSITION/TITLE: Personal bodyguard and henchman for Mal DuCham.

PROFESSION: Armsman

AGE: 12 (appears to be around 30)

SEX: "Male"

RACE: Beowulf 440 series Warrior Android

HEIGHT: 208 CM

WEIGHT: 140 kilos

HAIR TYPE: Black/Double Mohawk

EYE COLOR: Pale Blue

APPEARANCE: 21

A truly frightening individual, Torlo is a massive brute with next to no reasoning capabilities (his Reasoning programs have been altered by DuCham's cybernetics experts). To supplement his already awesome strength, Torlo's skeletal and muscular systems have been enhanced (see **TECH LAW**, section 4.231) to give him an additional +10 to his Strength modifier. His loyalty and morality programs are designed to allow him to perform any acts necessary to carry out any of DuCham's orders. As may be obvious, Torlo is DuCham's right hand. He also serves as the crimelord's in-house executioner.

8.323 RENLI HEL ZANT

POSITION/TITLE: Trader/Circuit-jockey

PROFESSION: Pilot

AGE: 40

SEX: Male

RACE: Miradan (Human)

HEIGHT: 177 cm

WEIGHT: 69 kilos

HAIR TYPE: Black/Short

EYE COLOR: Brown

APPEARANCE: 28

A well-known (though not well-liked) roamer of the Backnet Circuits, Hel Zant is one of the "outside assistants" DuCham has recently been making use of. He will carry just about any item anywhere (given the money is good) in a large black starship he calls "The Zeake" (an 8500 ton vessel manned largely by robots). A gruff and taciturn character with a grizzled face, Hel Zant is also a notorious drunkard -- the first and last days of a hyper-shunt are usually his only sober ones. He figures DuCham might be in on DREAMgame smuggling, but the crimelord pays for lack of curiosity, so the result is that Hel Zant often has no idea what is really in the crates he carries. As a side-line, Hel Zant makes use of his scattered acquaintances to fence stolen merchandise.

8.324 ALEX SHORR

POSITION/TITLE: Trader/Circuit-jockey

PROFESSION: Pilot

AGE: 29

SEX: Male

RACE: Neo-Human

HEIGHT: 190 cm

WEIGHT: 84 kilos

HAIR TYPE: Sandy Blonde/Straight/Medium Length

EYE COLOR: Green

APPEARANCE: 82

Shorr has been working the circuits of FZ 5 for over twelve years, and knows the Zone intimately. A Devonian by birth, Shorr was transferred to the Frontier at the age of sixteen and has been a circuit-jockey ever since. He is a hard working pilot, and takes his responsibility to his clients very seriously. Shorr has just been contracted for three circuits (along the same route) by FTL (First Transport Lines) of House Vyrta, carrying miscellaneous goods and trading at the best profit margins he can find



(being trustworthy and competent, Shorr is given much more free reign than other contracted jockeys). His ship, a 6000 ton freighter called "The Shane" actually belongs to the company (Shorr has a lease to buy it which he may be able to pay off in a few more years). Capable crew members for the Shane are in demand most of the time, as few can put up with his constant exuberant pace (the work is hard and the hours are long). Shorr has the authority to hire such crew as he sees necessary, their wages (and his) being paid by FTL upon finalization of the contract (of course, Shorr has been given a tidy expense account). Shorr has friends and contacts throughout the Zone, and is quite well-known around the Spacefaring Ports. One of these friends, a young pilot named Daved Holisk, has recently disappeared (see Starting the Players, below). This peculiar event has put Alec into a moody state -- his temper is shorter than usual, and he occasionally spends hours staring at the stars. He would very much like to learn anything about Holisk's whereabouts, but cannot allow himself to break his contract.

8.325 BENICK HORESCIN

POSITION/TITLE: Manager of the "Club Lux" resort on Idyllis.

PROFESSION: Administrator

AGE: 53

SEX: Male

RACE: Human

HEIGHT: 179 cm

WEIGHT: 88 kilos

HAIR TYPE: Dark Brown/Curly/Oily

EYE COLOR: Brown

APPEARANCE: 60

Benick Horescin is a brash and annoying man whose relatively powerful position only encourages his lack of couth. He is overweight (a problem uncommon in the Frontier as well as the Inner Provinces), and is constantly having some new medical or surgical technique applied to his thinning hair. An avid gambler, Horescin is often seen around the card tables or the battlepens (where carnivorous creatures of varying origins are pitted against each other at odds set by the club). Another of the facilities at Club Lux (unbeknownst to anyone but upper staff and personal friends of Horescin) is a fully stocked subterranean DREAMGAME room supplied and maintained, as you may have guessed, by Mal DuCham. Horescin rarely enters this area of the complex. For all his barbarism, he is not a stupid man -- he has gone to some expense to accumulate a record of DuCham's activities on Idyllis and other planets to use as security.

(should Mall ever try some backhanded tactic like extortion or protection racketeering). It should be noted that Mal DuCham is not the only bigwig Horescin does business with -- there are many others, including Emerich Rach of Hyperion (see **FUTURE LAW**, section 27.2) and the eccentric billionaire Baron Vilhm Trescyare of House Vyrta.

8.33 LAYOUTS

The simplest way to involve the PCs in the adventure is to have them meet Alex Shorr somewhere along his circuit, and to obtain positions on the Shane. Shorr's contracted route contains the following circuit-stops (systems included in parentheses are not to be found on the official contract -- you didn't think Shorr received all those privileges for nothing, did you?):

Megan 34 VI "Mirada"

Dalos 40 VII "Idyllis"

Xetan 23 IV "Oprha"

(Abrax 6 IV "Vesta")

(Darrian 917 III "Chacra")

Belandrul 104 III "Theran"

Upon arrival at Theran, cargo and receipts are delivered to FTL, and new cargo is loaded onboard. Shorr's contract will take him around this route three times, each circuit taking about twenty days. For the purposes of this adventure, it is best to introduce the PCs early in the first circuit. Suitable locations to do so might be found easily on Mirada or Idyllis.

8.331 WEST VALLEY LANDING FIELD, MIRADA

The West Valley Landing Field is one of the oldest unofficial fields on Mirada and is frequented mainly by older, more established traders than the other fields are. There is usually a lot of activity here (especially amongst the Trading Stalls), and ships take off and land almost continuously. A major navigational landmark called Castle Peak separates the field from the rest of the Sanfern Valley, where a large bubble dome encloses a small town.

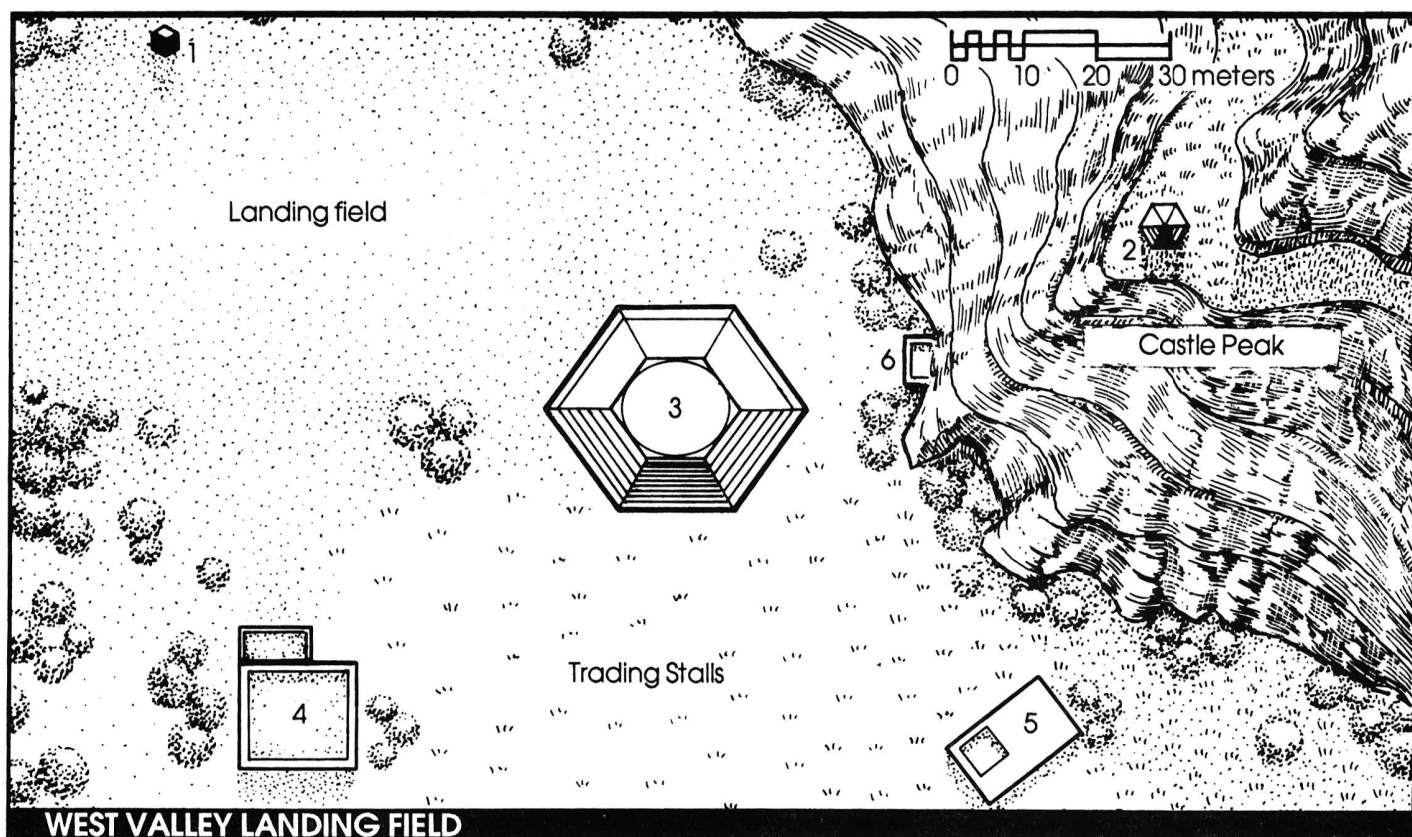
1. Autolander. This automated device sends out repeated messages on a specified frequency, consisting largely of advertisements and climate updates. Ships wishing to land at West Valley Field may lock on to this frequency, allowing the autolander to carry out standard planetfall procedures.

2. DSC Watchtower. Staffed by six Detzeeri Security officers and mounting a Mk. 30 laser cannon, this tower is a vestigial reminder of Mirada's more turbulent days. The servicemen stationed here generally confine their official activities to controlling traffic and catching shoplifters.

3. MERLOGH. A vast, dome-like structure of ornate arches and terraces, the Sanfern Valley branch office (two other branches exist on Mirada) is always open for large-scale financial transactions. The building is connected with distant MERLOGH branches via TBD relays, and traders from all over the Empire come here to stand and watch the regional stock reports roll in on massive 2D screens.

4. Star Traders' Co-op. A loose "union" of stellar merchants runs this establishment, which is rumored to be supported by the League of Merchants. Here, registered (dues-paying) members may make use of the astrogational, financial and recreational facilities provided, including a tri-dee starmapping chamber, a privately owned and operated loan office, living quarters and computer-net bulletin board (where job-hunting PCs might just spot Alex Shorr's "help wanted" ad). House Detzeer has attempted to prove criminal charges against the Co-op upon several occasions, but has never succeeded in doing so.

5. Cargo Elevator. This prefab building is actually a huge elevator used to carry large loads of merchandise down into the underground storage vaults directly below. Use of these vaults is granted and monitored by the Detzeeri Trade Council, the local headquarters of which are in the domed town of Goedi, 300 km east of here.



6. Entrance to the Warrens. This much used corridor leads down into Castle Peak (through two filtration chambers) to a great subterranean mall called "The Hive". Here some of Mirada's champion derelicts may be found in such rough-and-tumble nightspots as "Mama's Tavern", "Prax" (a decrepit dive catering only to the mercenary crowd), and "Skull Alley" (a popular spot for illicit drug-deals).

8.333 CLUB LUX, IDYLLIS

One of Idyllis' chief tourist resorts, the club Lux is a vast, sprawling property replete with nearly every recreational facility imaginable. Although the prices are high (a first-time visitor is bound to be shocked upon receiving his bill), the gratuities are many -- enough to satisfy the most lavish and extravagant guests. The central grounds (shown on the map) are surrounded by about twenty square kilometers of camping, hunting and hiking grounds ("expeditions" into these regions are undergone daily - and lucratively). All told, a visitor to Club Lux can reasonably expect to spend anywhere from 100 to 500 Elmonits a day -- even without doing much -- but most of the club's clientele aren't nearly so reasonable. Due to the many wealthy and important guests found here, security officers are never far off -- besides the stations noted below, Club Lux Security officers walk regular beats around the central areas, and floating tridee cameras (controlled from area 4A) hover and buzz around the entire grounds. It is important for the GM to remember that, for all the gloss and gold filigree, security is tight here (rating 8) -- offenders will be roughly expelled from the premises at the very least.

1. Airstrip. For atmospheric and orbital vehicles.

2. Control Tower. Travel via the airstrip is monitored from here. Unscheduled flights must obtain clearance (and pay the "nominal" registration fee) in order to use the strip.

3A. Guest Parking. For GEM vehicles. Includes a refueling station.

3B. Club Parking. Here is where all the GEM and grav vehicles utilized by the club are kept. Four (unarmed) club Security officers remain in this lot at all times.

4A. Maintenance Offices. All of the club's power is controlled and monitored from this building, which also houses the long distance communications center and the offices of lower-echelon staff leaders. Below the building is a vast storage area, containing the club's maintenance and emergency equipment.

4B. Executive Offices. This building is the "brain" of the club, housing all important legal and financial offices and records. Benick Horescin's office is located on the top (fifth) floor -- he may be found here about 40% of the time (although to see him without an appointment requires getting past his secretary and (2) office guards). In the basement (behind a series of three combination-locked secret doors) lies Horescin's private DREAMgame chamber, containing five DREAM machines and a fully stocked library of the most popular matrix programs. The third of these secret doors is triggered (EXTREMELY HARD (-30) to notice and deactivate) so that any unauthorized entry into the DREAM room will sound an alarm in Horescin's office.

5. Fuel Tanks. For atmospheric and orbital vehicles.

6. Guard Posts. Two to eight Detzeeri Security officers will be present at each of these stations at all times. It is possible to receive transmissions from any of the tri-dee cameras by patching in from these stations, allowing near total surveillance capability. The mere presence of these stations dissuades most would-be criminals from operating at the club.

7. Shopping Mall.

8. Club Lux Hotel.

9. Shooting Range.

10. Staff Quarters.

11. Multi-purpose Rooms. These large halls are used for all manner of entertainment and recreation and are easily modified to suit the particular needs of the occasion.

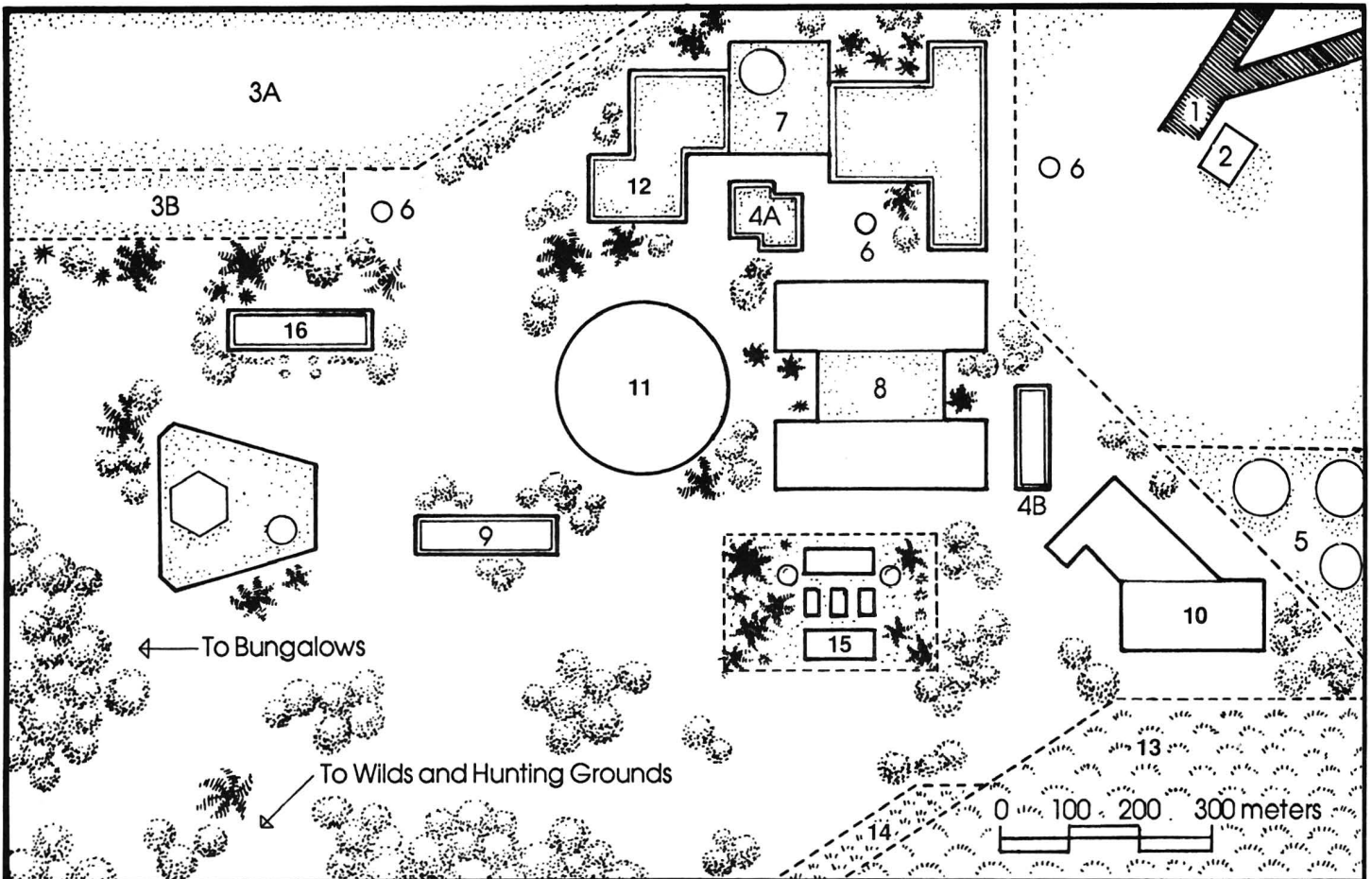
12. Bars/Casinos.

13. Outdoor Sporting Fields.

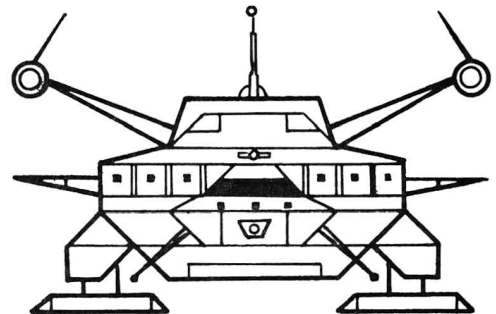
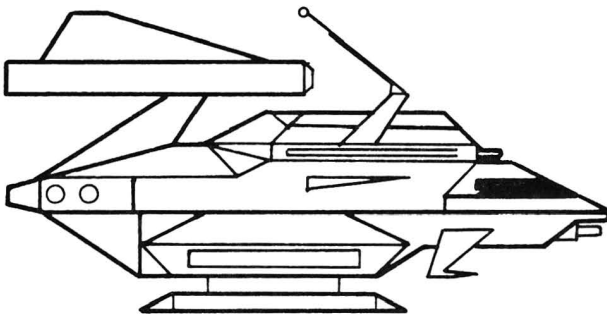
14. Battlens (see above).

15. Swimming Pools. The five central pools are maintained at their own (widely divergent) temperature settings, to accommodate visitors from various climates and worlds. The two smaller pools are actually jacuzzi-type whirlpools (maintained at 45°C), and are popular spots for socializing.

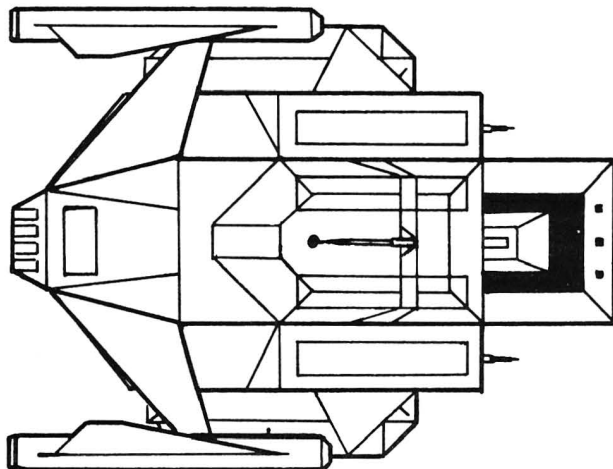
16. Video and hologames Arcade.



CLUB LUX



0 10 20 30 40 50 meters



THE SHANE

| NAME | LVL | HTS | AT | DB | SH | 1st OB | 2nd OB | MvM | Notes |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|----|----|----|---------|---------|-----|--------------------------------|
| PROMINENT PERSONS | | | | | | | | | |
| Harlan Bloodstar | 12 | 75 | 4 | 10 | -- | 50MaSw | 25Club | 22 | Neo-Human (Chacra) |
| Entertainer. ST50(+5), QU75(+10), PR98(+25), IN101(+35), EM100(+30))), CO94(+15), AG84(+10), SD49(+5), ME102(+40), RE90(+15) AP55. AdrMv(Spd)40, AdrDf15, Clmb50, Swm70, Stlk33, Hd25, Percp59, Surv(Arct)85, FAid48, Hstry(Chacra)78, Psych(Hmn)63, Act58, PblcSpk78, StrGz63, AnimHlg43, Trick43. | | | | | | | | | |
| Illavzi Violet | 10 | 63 | 3 | 5 | -- | 40MaSt | 30Dggr | 21 | Human (Chacra) |
| Admin/Telepath. ST40(+5), QU76(+5), PR99(+20), IN102(+35), EM101(+30), CO81(+5), AG75(+5), SD99(+25), ME101(+30), RE99(+20), AP68. Percp85, Surv(Arct)73, FAid65, Hstry(Chacra)63, Psych(Hmn)83, Admin83, Diplo53, PblcSpk65, StrGz73, Wthr78. Telepathy: Mind Detection(10), Mind's Truth(10), Mind's Eye(10), Mind in the Past(10), Voice(5); PP=80 (x2 Psion Prism talisman). | | | | | | | | | |
| Urka the Wailer | 15 | 118 | 9 | 30 | -- | 165BAxe | 125MaSw | 40 | Neo-Human (Chacra) Armsman. |
| ST101(+35), QU100(+30), PR97(+20), IN74(+5), EM80(+10), CO102(+40), AG89(+10), SD38(+5), ME52(+5), RE44(+5), AP38. AdrMv(Str)63, AdrMv(Leap)58, AdrDf50, Clmb70, Swm70, Ride65, Stlk68, Hd50, Percp80, Surv(Arct)83, FAid38, Acrob50, Subdue40, Track65, Tumb148 Also 55LBow, 45Dggr. | | | | | | | | | |
| Vastra Opals | 10 | 54 | 5 | 45 | DF | 50NP1 | 30PSwd | 30 | Human (Detzeer) Administraator |
| (Trade). ST70(+5), QU100(+30), PR97(+20),IN85(+5), EM82(+5), CO85(+5) AG92(+20), ME89(+5), RE98(+20), AP88. AdrMv(Spd)45, Percp40, Drive73, AtmPlt73, Hstry(Detzeer)45, Psych(Hmn)70, Advrt63, AthlGame68, Diplo78, Prpgnda75, PblcSpk53, Trade88. | | | | | | | | | |
| Sophya Marrin | 12 | 46 | 5 | 30 | DF | -- | -- | 17 | Human (Detzeer) Administrator |
| (Distribution). ST23(+0), QU52(+0), PR97(+15), IN90(+10), EM102(+35), CO18(-5), AG35(+0), SD100(+30), ME98(+20), RE99(+20), AP70. Percp74, Drive40, FAid68, AdvMath60, BioChm(Hmn)45, Btny(Gen)35, Hstry(Detzeer)85, Hstry(Imp)65, Psych(Hmn)63, MedSci43,Advet55, Admin75, Diplo75, Prpgnda85, Trade70. | | | | | | | | | |
| Ezra Schoenhaer | 8 | 52 | 5 | 40 | AB | 50LsrPl | 25MaSw | 23 | Neo-Human (Detzeer) |
| Administrator (Relations). ST90(+15), QU85(+10), PR100(+30), IN68(+5), EM99(+25), CO85(+10), AG74(+5), SD32(+5), ME54(+5),RE96(+20), AP91. Percp50, Drive73, AtmPlt68, NSpPlt38, EW/Cmm33, Psych(Hmn)70, Act68, Admin55, Diplo58, Gmb1g38, Prpnda55, PblcSpk88, Seduc88. | | | | | | | | | |

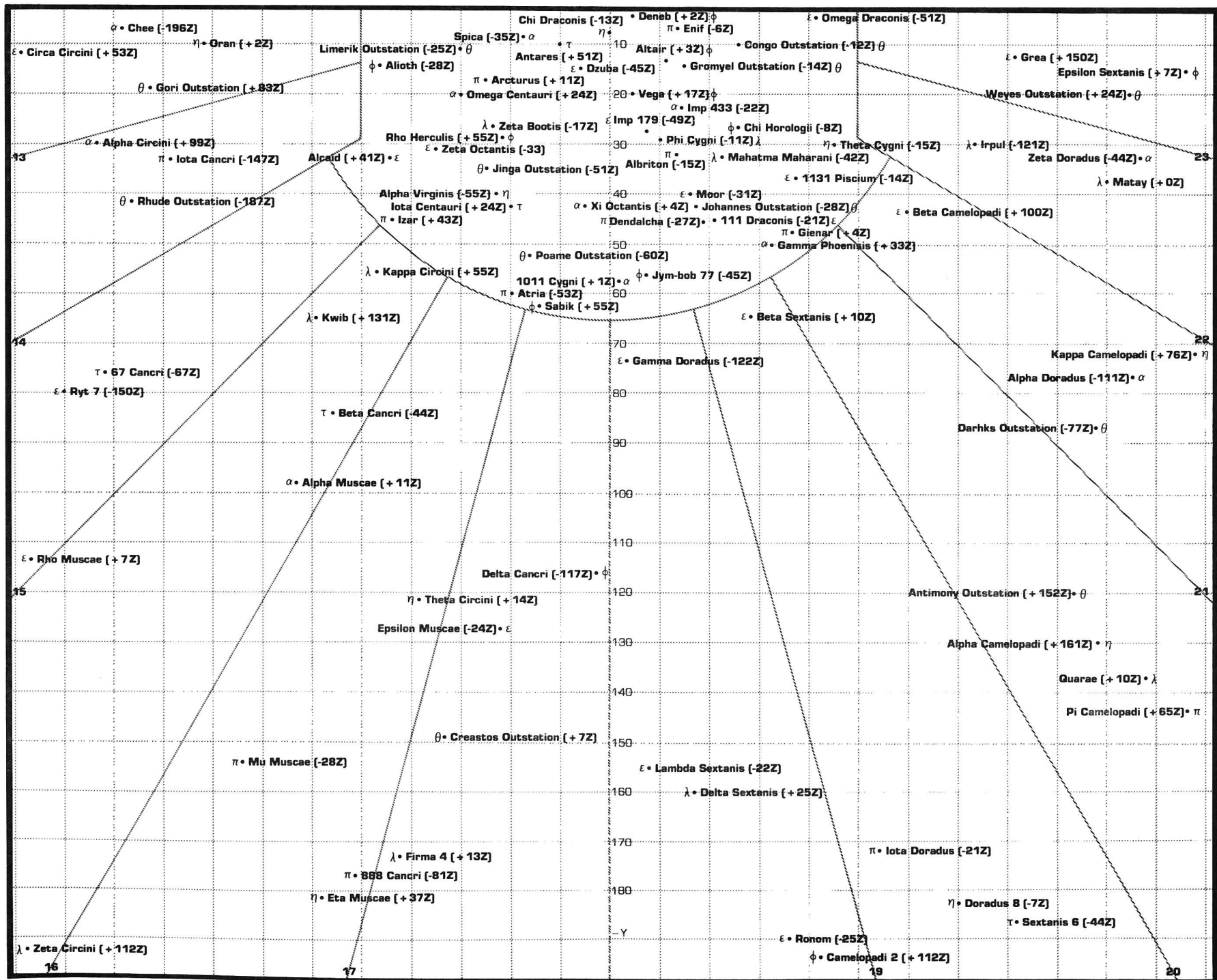
| NAME | LVL | HTS | AT | DB | SH | 1st OB | 2nd OB | MvM | Notes |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|----|----|----|------------|----------|-----|-------------------------------|
| Gereg Schacter Armsman(Security). ST100(+30), QU87(+5), PR96(+15), IN82(+5), EM24(-5), CO100(+25), AG98(+20), SD21(+0), ME58(+0), RE66(+0), AP51. Percp74, AFDV95, Hstry43, Admin38, Diplo48, Prpgnda75, Subdue68 | 15 | 123 | 15 | 30 | BR | 165MLAR1 | 125MaSt | 22 | Human (Detzeer) |
| Pator Mirach (Internal). ST80(+10), QU48(+0), PR99(+20), IN98(+20), EM87(+5), CO42(+0), AG49(+0), SD99(+25), ME101(+30), RE98(20) AP23. PkLock35, Stlk53, Percp75, Drive55, ScanAn70, Hstry(Detzeer)80, Anthr68, Psych(Hmn)78, Admin88, Diplo75, Prpgnda73, PblcSpk33. | 11 | 62 | 5 | 30 | BR | 60PSwd | 40MaSt | 18 | Human(Detzeer)Administrator |
| Duke Paethor (Warmaster; Duke of Tarric). ST102(+55), QU99(+15), PR98(+30), IN85(+5), EM24(-15), CO100(+45), AG76(+0), SD48(-5), RE90(+0), AP77. AdrMv(Str)43, AdrDf50, Clmb50, Stlk88, Percp63, Surv(Dsrt)73, AFDV70, MslArt53, HEP73, MWAmb40, WpnT45, Hstry(Ket)70, (Imp)40, Subdue58. Also 68PSwd, 59MaSw. (+15 PSwd; a gift from the Emperor). | 20 | 185 | 12 | 35 | AB | 190ASG | 140MaS | 41 | TransHumanI (Ket) Armsman |
| Emelor Ylithraise (Preteller). ST24(+0), QU58(+0), PR102(+40), IN102(+40), EM100(+30), CO33(+5), AG60(+5), SD101(+35), ME90(+15), RE98(+25), AP76. Hd115, Percp115, Surv(Dsrt)75, FAid58, Hstry(Tegarra)88, Psych(Hmn)105, Diplo80. Telepathy: Mind Detection(30), Mind's Truth(25), Mind's Eye(30), Mind in the Past(20), Telepathy(20), Voice(20), Metabolic Control(10), Mind Merge*(20), Mind Disease*(10). * = see SPELL LAW. PP: 270 (x3 Psion Prism headband). | 30 | 87 | 1 | 5 | -- | 80MaSw | -- | 19 | Neo-Human (Tegarra) Telepath |
| Nika Tharess (Apprentice Preteller). ST58(+5), QU93(+15), PR90(+15), IN101(+35), EM98(+25), CO86(+10), AG90(+15), SD100(+30), ME95(+20), RE96(+20), AP94. Clmb60, Stlk68, Hd75, Percp96, Surv(Dsrt)60, FAid48, Hstry(Tegarra)73, Psych(Hmn)96, Act65, Admin55, Diplo91, PblcSpk65, Seduc65, Subdue40. Telepathy: Mind's Truth(20), Mind's Eye(20), Mind in the Past(10), Telepathy(10). PPL 54 (+2 Focus Crystal set in tiara). | 18 | 43 | 1 | 15 | -- | 75MaSw | 40LsrPI | 24 | Neo-Human (Tegarra) Telepath |
| Mal DuCham Criminologist (Crimelord). ST40(+5), QU98(+20), PR98(+20), IN100(+25), EM9(-10), CO42(+0), AG40(+0), SD94(+15), ME97(+15), RE90(+10), AP28. DisTrap43, PkLock52, Stlk63, Hd70, Percp80, Drive45, Psych(Hmn)48, Advrt53, Admin55, Diplo73, Gambi53, Prpgnda43, PblcSpk25, Trade65. Has many underlings (Arm, Cri, Pil) to do his bidding. | 7 | 50 | 1 | 20 | BR | 85MLAPI | 60LsrRI | 28 | Human(Detzeer/Vesta) |
| Shasa MacFerr Crim/Telepath (Rebel leader). St59(+0), QU98(+20), PR101(+40), IN97(+20), EM100(+25), CO88(+5), AG90(+10), SD92(+0), ME100(+45), RE94(+20), AP90. DisTrap45, PkLock47, Stlk40, Hd50, Percp70, Drive60, AtmPlt35, ScanAn47, AFDV50, AEnvir(Zero-G)25, HEP40, SensAn37, EW/Cmm40, Planet28, History(Anarchy)83, Psych(Hmn)33, Prpgnda53, PblcSpk53, Seduc58. Telepathy: Voice(10), Thought, Master(10). PP: 10. | 10 | 39 | 15 | 25 | DF | 60MLAR1 | 40MdLsr | 31 | Replicant III(Vesta) |
| Duke Evericus IV "Adolescent". ST48(-10), QU70(+0), PR80(+5), IN50(+10), EM38(+10), CO66(-5), AG77(+5), SD21(-10), ME76(+10), RE69(+10), AP34. Percp20, AFDV15, Hstry(Vyrtza)15, Act13, Diplo18, Seduc13, Trained as Armsman (no current class). +10 Blast Pistol | 0 | 28 | 5 | 25 | BR | 15BlstPI | 10MaSw | 13 | Humanoid III(Vyrtza) |
| Orville Flynn QU92(+10), PR86(+5), IN88(+5), EM90(+10), CO95(+15), AG93(+10), SD91(+15), ME86(+5), RE84(+5), AP82. Percp40, Drive50, AtmPlt70, CbtPlt49, AFDV50, OrbPlt45, NSpPlt40, HSpPlt40, ComT29, Planet26, Acrob30, Admin28, Diplo25. | 5 | 50 | 5 | 40 | AB | 72PSwd | 60StunPI | 24 | Human(Devon)Pilot. ST90(+15), |
| Yax Drinqua (Xexo Scout). ST70(+0), QU73(+0), PR90(+10), IN85(+5), EM90(+10), CO66(+0), AG86(+5), SD90(+15), ME91(+5), RE87(+5), AP71. PkLock25, Hd45, Percp45, Drive23, ScanAn22, AFDV10, CompT27, MedSci(Human)23, Act20, Advrt15, Diplo13, Falsif25, Trade25. | 3 | 37 | 5 | 30 | AB | 45MaSt | 30Knife | 17 | Human(Devon)Criminologist |
| SBOT:E23 slow wheeled. MechT50. | -- | 50 | 20 | 0 | -- | 50Grappl | 10Bash | 10 | Mk. 15 Devonian Service Bot, |
| TEGARRA ADVENTURE | | | | | | | | | |
| Shar Tyrr Crim/Telepath. ST70(+5), QU94(+15), PR88(+10), IN71(+5), EM69(+5), CO80(+10), AG98(+25), SD100(+30), ME95(+20), RE89(+10), AP88. DsTrap55, Stlk83, Hd85, Percp67, Drive55, Surv(Dsrt)20, FAid23, ScanAn22, Planet33, Hstry(Tegarra)38, Acrob35, Dance50. Telepathy: Mind Subversion(5), Mind Erosion(5), Sense Control(10), Mind Speech(10), Illusions(10) (see SPELL LAW). PP: 24. False ID: "Falls Sherice". | 8 | 58 | 15 | 15 | AB | 85LsrP | 60BlstPI | 22 | Neo-Human (Tegarra) |
| Roth Tyrr Expl/Telepath (fugitive). ST75(+10), QU100(+30), PR95(+20), IN40(+5), EM62(+5), CO90(+15), AG97(+20), SD13(+0), ME82(+10), RE95(+20), AP86(currently 35). Clmb45, PkLock35, Stlk60, Hd50, Percp60, Drive65, AtmPlt65, Surv(Dsrt)28, FAid28, ScanAn25, OrbPlt50, NSpPlt43, HSpPlt43, SensAn40, WpnT40, CrmT40, Contort30, Subdue35. Telepathy: Presence(10), Anticipations(10), SelfHealing(10), Mind Attack(10), Mind Domination(10) (see SPELL LAW). PP:28 (+2 Focus Crystal in collar). | 7 | 60 | 15 | 30 | AB | 65LsrPI 55 | BlstRI | 30 | Neo-Human (Tegarra) |
| Harlan Tagg (CRISIS Force). St94(+15), QU90(+10), PR100(+25), IN86(+5), EM24(-5), CO98(+20), AG88(+5), SD99(+25), ME80(+5), RE97(+15), AP73. Clmb30, DsTrap45, PkLock49, Stlk70, Hd80, Percp99, Drive43, AtmPlt43, FAid20, ScanAn30, AFDV15, OrbPlt25, NSpPlt50, HSpPlt40, SensAn35, CrmT49. Also 46MaSw. | 7 | 68 | 15 | 20 | BR | 102MLAR1 | 79MaSt | 21 | Human (Devon) Criminologist |
| Rrolm Kalde Researcher/ Telepath (I.T. student). ST60(+5), QU75(+10), PR40(+5), IN90(+10), EM85(+10), CO45(+5), AG78(+10), SD90(+15), ME99(+25), RE101(+35), AP68. Percp33, Ssurv(Dsrt)25, FAid38, ScanAn29, MedT25, GeneT34, Planet58, Biochem(Gen)58, Genetics48, Telepathy: Liquid Manipulation(10), Solid ;Manipulation(10) (see SPELL LAW). PP: 6 | 3 | 20 | 1 | 0 | -- | 25MaSt | -- | 22 | Neo-Human (Tegarran) |

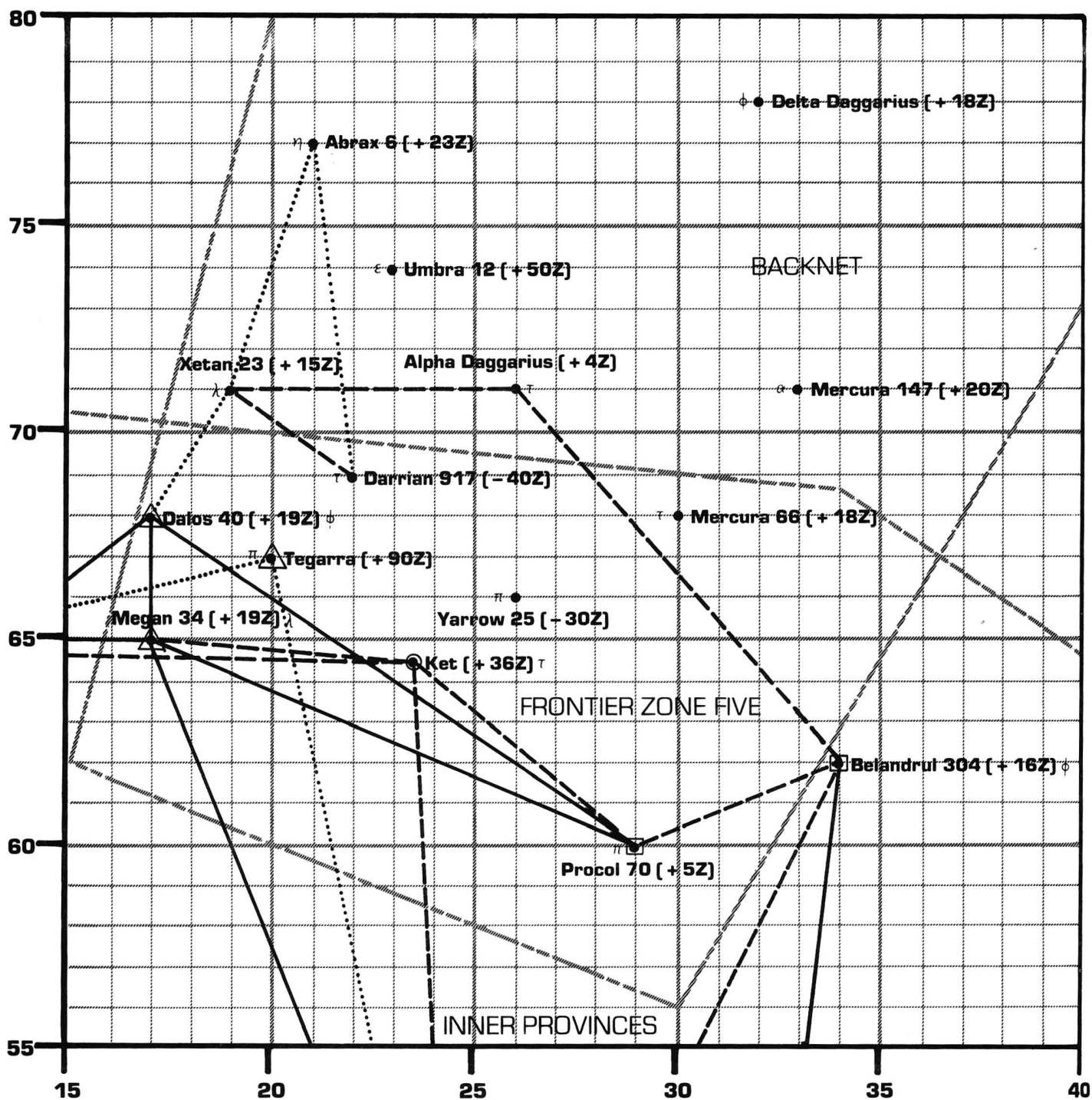
| NAME | LVL | HTS | AT | DB | SH | 1st OB | 2nd OB | MvM | Notes |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------|-----|----|----|----|----------|----------|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BACKNET ADVENTURE | | | | | | | | | |
| Mal DuCham | (see PROMINENT PERSONS, above) | | | | | | | | |
| Torio | 7 | 200 | 4 | 20 | DF | 130LsrPI | 105MLAPI | 58 | Android Armsman (DuCham's henchman). ST100(+65), QU100(+45), PR100(+35), IN100(+5), EM97(+5), CO100(+55), AG100(+45), SD99(+30), ME94(+10), RE(-15), AP21. clmb70, Stlk78, Hd70, Percp39, Ambush20, AFW90, CyberT27 Cybernetics15. Also 94MaSt. Carries compact android repair kit. |
| Renli Hel Zant | 5 | 30 | 5 | 35 | AB | 65LsrPI | 45BodyPI | 25 | Human(Mirada)Pilot. ST60(+5), QU90(+10), PR48(+0), IN39(+0), EM26(+0), CO72(+0), AG90(+10), SD23(+0), ME75(+5), RE82(+5), AP28. Stlk20, ;Hd15, Percp37, Drive50, AtmPlt50, FAid13, ScanAn12, CbtPlt37, AFW40, OrbPlt45, NSpPlt38, HSpPlt38, PowSysT20, Trade20. Owner of "The Zeake". |
| Alex Shorr | 6 | 55 | 5 | 35 | DF | 75LsrPI | 55MaSw | 26 | Neo-Human(Devon)Pilot. ST64(+5), QU96(+20), PR42(+5), IN86(+10), EM95(+20), CO71(+5), AG97(+20), SD100(+30), ME87(+10), RE94(+15), AP82. Percp53, Drive70, AtmPlt70, FAid28, ScanAn25, CbtPlt57, AFW50, OrbPlt45. NSpPlt38, HSpPlt38, SensAn45, Advrt28, Trade43, Wthr30. |
| Benick Horescin | 7 | 35 | 5 | 35 | -- | 40StunPI | -- | 17 | Human(Detzeer)Administrator("Club Lux" manager). St35(+5), QU47(+0), PR61(+0), IN59(+0), EM75(+5), CO22(-5), AG36(+0), SD88(+10), ME90(+10), RE99(+20), AP60. Stlk10, Hd15, Percp27, Psych(Human)33, Advrt50, Admin43, Diplo40, Gamb145, Prpgnda23, Trade38. |
| CODES: | | | | | | | | | |
| STATS: PERSONAL CHARACTERISTIC abbreviations are given in section 1.21. | | | | | | | | | |
| AP = Appearance. Number in parentheses after stat is bonus including any racial modifications. | | | | | | | | | |
| WEAPONS: BodyPI -- 5mm body pistol, MLAP1 -- MLA pistol, NPL -- needle pistol, MLAR1 -- MLA rifle, ASG -- 20mm autoshotgun, HndLsr -- hand laser, LsrPI -- laser pistol, LsrRI -- Laser rifle, MdLsr -- medium laser, BlstPI -- blast pistol, BlstRI -- blaster rifle, StunPI -- stun pistol, FKknife -- force-knife, PSwd -- power sword, Dggr -- dagger*, BAXwe -- battle axe*, Grappl -- grappling*, MaSt -- martial arts striking*, MaSw -- martial arts sweeps and throws*, LBow -- long bow*. | | | | | | | | | |
| * = see ICE's ARMS LAW. | | | | | | | | | |
| AT/DB: The defensive bonus includes intrinsic armor quality and quickness bonus but not a shield bonus. DF = deflector shield, AB = absorbtion shield, BR = barrier shield. | | | | | | | | | |

TABLE OF INTERSTELLAR DISTANCES FOR FRONTIER ZONE FIVE

(All distances are given in light-years, and are rounded up. The lower half of the table gives distances to important points outside of Frontier Zone Five).

| | Abrax 6 | Alpha Daggari us | Dalos 40 | Darrian 917 | Delta Daggari us | Ket | Megan 34 | Mercura 66 | Mercura 147 | Procol 70 | Tegarra | Umbra 12 | Xetan 23 | Yarro 25 |
|-----------------|---------|------------------|----------|-------------|------------------|-----|----------|------------|-------------|-----------|---------|----------|----------|----------|
| Abrax 6 | 0 | | | | | | | | | | | | | |
| Alpha Daggarius | 21 | | | | | | | | | | | | | |
| Dalos 40 | 11 | 18 | | | | | | | | | | | | |
| Darrian 917 | 64 | 45 | 60 | | | | | | | | | | | |
| Delta Daggarius | 13 | 17 | 18 | 60 | | | | | | | | | | |
| Ket | 19 | 33 | 19 | 76 | 25 | | | | | | | | | |
| Megan 34 | 14 | 19 | 3 | 60 | 20 | 18 | | | | | | | | |
| Mercura 66 | 14 | 7 | 13 | 59 | 11 | 20 | 14 | | | | | | | |
| Mercura 147 | 14 | 18 | 17 | 61 | 8 | 21 | 18 | 5 | | | | | | |
| Protocol 70 | 26 | 12 | 20 | 47 | 23 | 32 | 20 | 16 | 19 | | | | | |
| Tegarra | 68 | 87 | 71 | 130 | 74 | 55 | 71 | 73 | 72 | 86 | | | | |
| Umbra 12 | 28 | 47 | 32 | 91 | 34 | 18 | 33 | 34 | 32 | 48 | 41 | | | |
| Xetan 23 | 11 | 13 | 6 | 56 | 15 | 23 | 8 | 12 | 15 | 18 | 76 | 36 | | |
| Yarro 25 | 55 | 35 | 50 | 12 | 50 | 66 | 50 | 49 | 51 | 36 | 121 | 81 | 46 | |
| Belandrul 104 | 21 | 17 | 19 | 58 | 17 | 23 | 18 | 8 | 10 | 13 | 76 | 46 | 18 | 47 |
| Capella | 28 | 16 | 19 | 20 | 30 | 36 | 18 | 24 | 28 | 16 | 90 | 51 | 18 | 35 |
| Hyperion | 63 | 77 | 63 | 119 | 68 | 45 | 62 | 63 | 63 | 73 | 28 | 40 | 67 | 109 |
| Delta C | 50 | 42 | 42 | 65 | 49 | 43 | 39 | 39 | 42 | 31 | 88 | 60 | 43 | 55 |
| Sade Outstation | 30 | 29 | 24 | 67 | 29 | 22 | 22 | 19 | 22 | 21 | 71 | 38 | 26 | 56 |
| Sol (Terra) | 83 | 76 | 73 | 83 | 87 | 77 | 70 | 77 | 81 | 67 | 114 | 93 | 75 | 77 |
| Taj | 27 | 15 | 19 | 43 | 29 | 37 | 19 | 25 | 29 | 18 | 90 | 51 | 17 | 34 |
| Zyrr | 23 | 25 | 17 | 66 | 24 | 16 | 15 | 14 | 17 | 20 | 68 | 32 | 20 | 55 |





STAR NOTATION

location
 ● **Mercura 147 (+ 20Z)**
 name z-coordinate

POLITICAL CODES

- ◼ Vyrta Province
- ◼ Detzeer Province
- ◉ Independent star
- Imperial possession

SYMBOL CODES

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

TRAVEL ROUTE CODES

- frequent transportation
- - - regular transportation
- intermittent transportation

SCALE

7mm = 1 LY

FRONTIER ZONE FIVE

THE WORLDS OF FRONTIER ZONE FIVE

In the power hungry and paranoid world of Space Master, no region breeds as much avarice and distrust as the Frontier. Here, beyond the reaches of the Core Provinces, resources are still "up for grabs." It is no surprise that the Emperor keeps a close eye on

Frontier events, especially the discovery and exploration of new worlds. Imperial Observers (I.O.) nearly always accompany exploratory missions, scrutinizing development. Still, there are those clever groups which manage to evade investigations—by hook or by crook!



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St. #9600



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BEYOND THE CORE is an adventure-packed campaign module set in Frontier Zone Five, beyond the steel grip of the Empire and the Imperial Observers. Here you'll find

- A history of FZ5
- A description of life on the Frontier, including useful lists, from corporations to "local" slang
- A systems listing of the inhabited worlds including a short history of each tech level, and orbital facilities
- A complete list of the various cultures and races found in this turbulent region
- Three complete adventures including layouts, and NPC descriptions!
- Plus much more!