RAIDERS
FROM THE FRONTIER™

A **Space Master**™ **Campaign Module**

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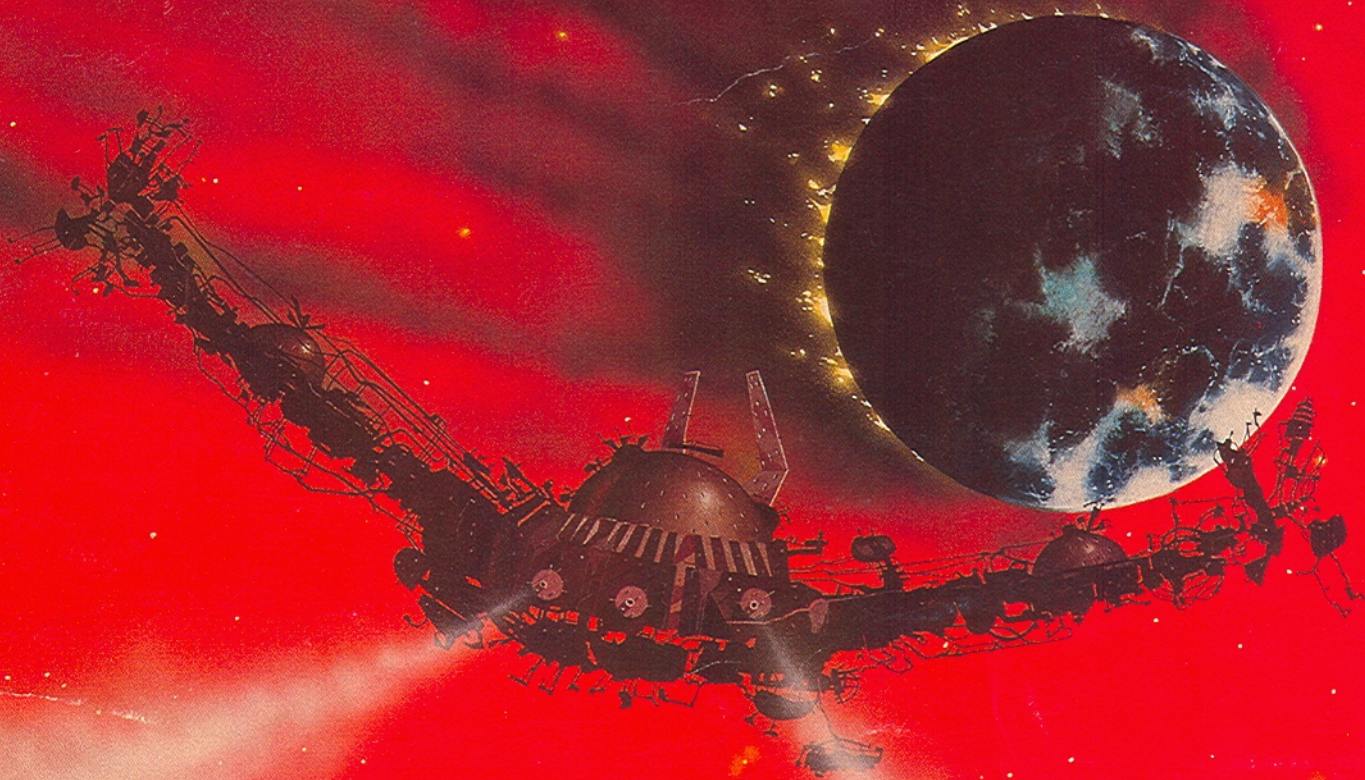
HOUSE JADE-LONDON BESIEGED

RAIDERS FROM THE FRONTIER™

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1.0

GUIDELINES

"My way is to begin with the beginning."

The **Space Master** Campaign Series is designed for GMs who want to run an extended series of adventures with a common theme; or these modules can also be used as sourcebooks for reference to various aspects of the Imperial Milieu. The adventures in a Campaign module are by nature somewhat more complex than those in an Adventure book, and while they may require a bit more preparation time, they also may last several play sessions and can be more satisfying as part of a cohesive campaign.

Like the other **Space Master** Campaign modules, this one is set in the Imperial time period Imp. 470-480. References to the overall political and cultural situation assume that time period.

Raiders from the Frontier has six basic parts. The first is this section of system guidelines and general background; the second is an introduction through three short tales of events in the history of House Jade-London. The third (Section 3) describes the political makeup of the House and current important political figures. The fourth part (Sections 5 and 6) provides an overview of the systems and Minor Clans under Jade-London's protective wing. The fifth part (Sections 7 thru 10) contains the adventures; and finally, the sixth part contains general materials for the GM.

1.1
HANDLING PLAY

The adventures are divided into five standard parts:

1) Background Information, which describes the setting and covers the background and plot;

2) The NPCs, a person-by-person description of the prominent non-player characters, including their stats;

3) The Settings, a level-by-level, room-by-room description of the adventure site, complete with numbered diagrams, floor plans, and illustrations;

4) The Task, a discussion of how to start the adventure, along with the aids, clues, obstacles, and rewards awaiting the adventurers, and

5) Encounters, which cover typical or probable meetings between the adventurers and the NPCs.

The GM should skim each section of an adventure before beginning play, making any necessary notes and generally familiarizing himself with the material. He may also wish to create some additional layouts or elaborate the provided material.

1.2
DIFFICULTY LEVELS

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

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

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

LOCKS AND MANEUVER ROLLS

There are a number of different and very sophisticated security systems in the universe of **Space Master**. In addition to having the skill to pick locks, the lock-breaker must have specialized equipment designed for circumventing a given lock system. It is also suggested that GMs make players take skill in specific types of locks, treating them as similar skills. The type of locks which might be encountered in this module are listed below, (roughly) in order from easiest to defeat to hardest. The base lock-type modifier is also noted afterwards in parenthesis, and is included in the specific lock notations throughout the module. The term modifiers (*Very Hard*, etc) referee to the sophistication level of that specific incarnation of that type of lock (not all palm-locks are created equal...)

Keypad: The most basic of the electronic locks, it requires only that the correct combination of alphanumeric characters (often only numeric) be punched into a keypad in the right sequence. This is the one lock which can theoretically be defeated without additional equipment. (±0)

Key-card: Requiring a card, disc or other small 'key' with magnetic, optronic, or even mechanical coding readable by the lock mechanism. (-10)

An Ident-disc reader keyed to only certain discs is a more sophisticated version of this lock, with a considerably higher difficulty modifier. (-50)

Voice-recognition: As you might suspect, the lock computer-matches the voice pattern of the 'enteree' with a database of 'voice-prints'. There is a slight margin for error, so a high-quality voice synthesizer and some samples can overcome this device. (-30)

Palm-recognition: Linked to computer with a memory of all authorized beings' palm-print. While trickier to counterfeit than a voice-rec lock, it is not foolproof. (-40)

Retina-scan: A very sensitive and complex device, it is also subject to a number of problems. It is almost impossible to defeat. (-70)

Combination of above: Places with tight security will probably employ a combination of the above in many layers, along with electronic and human surveillance.

Modifiers assume that appropriate equipment is employed in the lock defeating attempt. If the materials are available, a GM might allow the PCs a slight chance of jury-rigging a lock-defeating device, but if there are no such materials, a GM should not even allow players to roll a chance of defeating a sophisticated electronic lock without *any* sort of diagnostic and/or manipulative equipment.

1.3
ADAPTING THE MODULE TO YOUR GAME

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

1.31 CONVERTING HITS AND BONUSES

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

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

1.32 CONVERTING STATS

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

STAT CONVERSION CHART

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

1.33 CONVERTING ARMOR

AT	Covering Description
	Cloth/Skin Base
1	Skin
2	Robes/Environmental suit
3	Light Hide
4	Heavy Hide
	Light Body Armor
5	LBA Flak Vest
6	LBA Extended Flak Vest
7	LBA Reinforced Flak Vest
8	LBA Reinforced Flak Armor
	Pliable Armored Bodysuits
9	ABS Pliable Breastplate
10	ABS Pliable Breastplate & Greaves
11	ABS Pliable Half Plate
12	ABS Pliable Full Plate
	Mesh Armored Body Suits
13	ABS Mesh Shirt
14	ABS Mesh Shirt & Greaves
15	ABS Full Mesh
16	ABS Battle Mesh
	Armored Exoskeletons
17	AEX Exoskeleton Breastplate
18	AEX Exoskeleton Breastplate & Greaves
19	AEX Half Exoskeleton
20	AEX Full Armored Exoskeleton

1.4
ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

1.41 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

RM	*Rolemaster*
SM	*Space Master*

Professions / Character Classes

Arm	Armsman
ArT	Arms Technician
Cri	Criminologist
EIT	Electrical Tech
Eng	Engineer
Exp	Explorer
Med	Medic
Pil	Pilot
Phy	Physician
Pla	Planetologist
Res	Researcher
SyT	Systems Tech
Adm	Administrator
Ent	Entertainer
The	Theologist
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

1.42 DEFINITIONS

A few crucial concepts of the module are detailed below.

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

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

Devon: A powerful Major family, one of the Inner Provinces, and administrators of The League of Merchants (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 know as Old Earth).

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

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

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

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

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

Idorian Empire: A cosmo-political area of space suspected to be somewhere within the Backnet of Frontier Zone Nine. Controlled by a Humanoid race known as Idorians, it is a monarchic government and brutal society hostile to humans and the Terran Star Empire. Much more on the Idorian Empire is provided in this module.

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

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

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

ISN : Imperial Star Number. This star classification system was instituted with the consecration of the Imperium and subsequent claim that the Emperor owned all star systems in known space. Imperial Surveyors began the task of identifying and cataloging every star in the galaxy. They have thus far completed a survey of Imperium Space (stars actively controlled by the Empire or Inner Houses) and the Frontier Zones. As they proceed with surveys, the 'Backnet' (all space beyond the far boundary of the Frontier Zones) will retreat as the Zones — and presumably the Inner Province boundaries — expand in a great sphere out from Old Earth.

Jade-London: An Inner Provincial Major House, they are (usually) on friendly terms with House Devon, and unfriendly terms with the Colosians. Much more on House Jade-London is provided in this module.

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

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

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

Orbital Station: Orbital stations are environmentally controlled structures kept in orbit around various planets in the Empire. Their primary purpose varies according to the types of activities which are carried out on the planetary surface below. If it is a resource world, the orbital station will usually perform the function of heavy cargo transfer terminal. If it is a HomeWorld, then the station will be equipped to handle communications and personnel. In many instances, orbital stations have repair and overhaul facilities and are quite capable of orchestrating spur

of the moment military activities. Defensive armaments are usually geared to the amount of danger inherent to the given system. Their orbital maneuverability is severely restricted. They can often sustain 20 to 2000 people, depending on function. Some orbital stations about important worlds can be as large as Outstations.

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

Sianetic Harbingers: A 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 Ta'kon, the Klattu, the K'ta'viir, etc. Harbinger artifacts fetch a high price in the scientific and collectors communities.

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

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

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

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

1.5 ■
A BRIEF TIMELINE

Following is a summary of important events in the history of Mankind.

PREIMPERIAL TIME

(all dates are negative to year 0: the Consecration of the Imperium).

c. 15,000 — The dawn of civilized man.

c. 11,650 — The first rise of the Dia Khovaria: the Holy Tabernacle of the Word.

c. 10,000 — First use of steam power brings about the dawn of technology.

9769 — First discovery of Access Technology.

9700 — The first utilization of a holocaustic attack delivery system (in this case nuclear) on a civilian population.

9670 - 9668 — First Fossil Fuel Crisis.

9663 — The Technic Tabernacle is broken up by a jealous Terran regional government.

9660 - 9608 — Feasible fusion power generators are in development.

9645 - 9643 — Second Fossil Fuel Crisis. Energy needs cause international tensions to mount.

9643 — Limited thermonuclear exchange causes population shifts on Terra, and mild Nuclear Winter effects depopulate some regions. Most major cities are intact, though some areas suffer minor Technological Recessions.

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 near colonies to the stars.

9570 — The *Indomitable*, a slower-than-light ship funded by the newly re-unified British Empire (England, Scotland, Wales, Ireland, and a large section of northern Africa) and carrying 500 colonists is launched from Lunar orbit.

9540 — The first practical microfusion power generator is produced.

9525 — Terraforming of Venus is complete: the planet is converted to an earthlike world.

8450 - 5698 — The period required by researchers to gain a mastery of the gravitic field.

8104 - 8068 — Research period of molecular data storage for informational processing systems. The potential of Optical Electronics ("Optronics") is fully realized.

8068 - 5655 — The study of molecular electronics 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. As if motivated by a single will, almost every colony is cast into a technological dark age as the human masses revolt against the ever increasing control of automation over their lives. The duration of the revolt varies for each colony, so the dates given are rather artificial. The first date marks the initial instance of a violent revolt, although there had been notable unrest over the preceding three decades. The end date marks the general desire for renewed technological progress incarnated in the form of a scientific symposium held on the Solar Mars colony.

7745 — The *Indomitable* reaches Alpha Volantis safely and 481 of the colonists are revived without mishap. The third planet is named a duchy of the British Empire, and a parliamentary system of government is set up, with the Duke of Lamaraine acting as the ruler in a constitutional monarchy patterned after the United Kingdom.

c. 7600 — Tachyon physics becomes the main focus of study in the scientific community.

c. 7500 - 6000 — Secondary relapses of the Universal Recession of Technology intermittently strike down promising settlements; progress is painstakingly slow in most areas.

c. 7000 - 4000 — Lamarian science leaps forward with advances in molecutronics, gravitics, and efficient fusion power systems.

5705 — Humanity is firmly entrenched on ten core worlds but communication problems lead to cultural drift. This is more acute in the frontier areas.

5655 — The development of true Molecutronics sparks an android construction boom. Virtual Humanatronics, the pre-eminent producer of molecular circuits, is soon recognized as the top-quality producer of android brains.

5603 — The Relative Inertial Field Suspension Effect is discovered.

c. 5500 — The Lamaraine system is explored and the rich resources are efficiently exploited. The Duke begins to look further outward.

4002 - 3621 — There is a booming interest in temporal physics: hypotheses of alternative universes and practical applications abound.

c. 3500 - 3000 — A general antipathy towards technological trappings leads to a scientific recession in many colonies. This anti-tech drive is sporadic and does not lead to a collective psychosis. Claims that the Dia Khovaria ("The Church of the Word") is responsible remain unproven.

c. 3000 — A partially effective version of the Relative Inertial Field generator is invented in Lamaraine. Starships with efficient ramscoop engines are capable of FTL speeds of up to 10x light. This discovery leads to an explosion of ships from Alpha Volantis.

c. 3000 - 2000 — This millennium sees the bits and pieces of humanity drifting further from each other and their common heritage. Many far-flung settlements cut themselves off from their parent societies by ceasing their already sporadic speed-of-light communications. However, from Lamaraine neighboring systems are explored and colonized. By the end of the period the Duke of Lamaraine holds sway over a cluster of stars. However, there is little research on a revolutionary way to travel faster than the current most efficient speed of about 20x the velocity of light.

1921 — Andrium, the elemental source of powerful matter/antimatter reactions, is created on a near-earth colony.

1921-1480 — The secret of the production of Andrium is shared between allied near-earth scientific groups. It is kept from the political leaders of the day in an effort to prevent its hypothetical use in a military weapon of unparalleled destructive capability. The Andrium for Science League (AFSL) is born.

c. 1700 - 1070 — The Duchy of Lamaraine settles into a state of complacence, not considering the possibility of other colonies — or even that mother Earth might be heading outwards to compete for worlds.

1190 — In a secret test, witnessed only by representatives of the Andrium for Science League, a spacefaring vessel successfully hypershunts with an Andrium power source.

c. 1100 — The Andrium for Science League develops an interstellar trans-light merchant service, the revenues from which are channeled into research and development.

1076 — The Tachyon Beam Dictor is invented. This device allows instantaneous communication over great interstellar distances. The first units to appear have an effective transmission range of about 10 LY. Because the TBD system is developed by a research group sponsored, and closely supervised, by a leading political force of the time (a coalition of near-earth colonies). no production monopoly is held, and the system spreads quickly to several scattered colonies. The Dia Khovaria sees this as a chance to link their famous databases and make a new place for themselves.

1076 - 457 — The period of time generally referred to as the Wars of Integration. As a quickly installed TBD network begins to dominate the data transferral markets, the merchants of the Andrium for Science League lose the revenues which they were making in this field. To counter the subsequent decline in their importance, several members of the organization sell blueprints and manuals for the construction and maintenance of Andrium-fueled hypershunting drives to powerful political institutions. FTL fleets are slowly built up, and the Andrium for Science league is coerced into supplying precious antimatter fuel. The League, which still holds the secret of Andrium production, degenerates into a mere production cartel. With ships, fuel, and command communications provided by the Dia Khovaria's TBD system, the united core worlds embark on their self-proclaimed mission to reunite all of humanity. During this time a limited number of Andrium bombs appear.

1070 — The Core Worlds fleet reaches the outer colonies of the Lamaraine Duchy. Within weeks embassy ships have landed on Lamaraine demanding that the Duke join the Terran Federated Democracy. He refuses.

1060 — Several important Lamarian colonies fall to the Federation, and the Duke realizes that there is no way to win this war without terrible cost. He pledges allegiance to the Federation. But Lamaraine — having quickly assimilated the Core technology — begins secret work on a fleet of its own, harboring it in the remote asteroid belts.

c. 1000 - 500 — With data as a valuable commodity, and a far-flung TBD network, the D.K. experiences a return of their former prominence — at the expense of the last vestiges of their religious beliefs. By Prelmp. 500 they have become a purely secular organization. The D.K. is particularly harsh on the Lamarians, remembering a time long ago when the Church was cast out of the English government by a petty king.

781 — Core Worlds Explorer ship goes to the Idorian Homeworld and does not return. Idorians learn the secret of a Hypershunt vessel but not Andrium production.

c. 750 — Idor begins to expand, taking several neighboring (uninhabited) systems.

457 — The culmination of the Wars of Integration is the creation of the Terran Federated Democracy (a.k.a. "United Federation," and more recently, as the "Old Democracy"). The Democracy's parliament is located on Old Earth.

457 - 324 — The Terran Federated Democracy 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.

c. 400 - 320 — Idorian raiders begin to prey on fringe worlds of the United Federation, and various members accuse each other of doing the poaching.

323 — Several sectors and homeworlds declare their independence from the Terran Federated Democracy as their specialized needs are not fulfilled by this institution. They begin to fortify their systems against anticipated reprisals from the Federation.

322 — One of the first to declare independence, Lamaraine is a leader in the Federation rebellion.

320 - 275 — The pre-Imperial core worlds initiate a massive arms race as they construct the awesome Imperial Navy.

270 — The fledgling political unit which will, in time, 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 inhabited worlds stating that it claims ownership rights of all systems colonized/conquered by man to date.

255 - 50 — Various uprisings, revolutions, and back-room politicking thwart attempts to quickly solidify the pre-imperial power base.

25 — Macedon Gaius Triptolemus of Terra emerges as the leading candidate to ascend the Imperial Throne. Several Megacorporations — including JadeMetals — rally to his name.

14 — This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian target; the population in question is the society occupying the Xi Sinva Star system.

12 — VegaPol (An independent policing force), which supports the Galactic Court of Humanity and MERLOGH (MERchantile League Of Great Houses), is granted operational status.

3 — MERLOGH begins operating as the financial monitor of Terran space.

1 — The Emperor-to-be makes clear his intention to outlaw the production of holocaustic attack delivery systems.

IMPERIAL TIME

0 — Macedon I receives the Imperial Scepter and consecrates the First Terran Star Empire (consisting of a myriad of systems organized into Regions, Quadrants, and Sectors), and 27 Provincial Territories. The Andrium for Science League changes its name to Andrium Producers of the Imperium (API) in order to more properly reflect its latest primary function. This cartel retains its power through to the present.

0 — As one of the original leaders, Duke of Lamaraine Thaddeus Marchand Jade becomes Lord of Imperial House Jade.

1 — The Great Hoarding.

127 — The advent of improved sensor fields allow safe hypershunts out to a range of 50 LY. This instigates an age of unprecedented expansion. Frontier Provinces proliferate, bringing greater wealth to the Imperium.

c. 280 -290 — Idorian outposts, a plague on Imperial and provincial commerce, are systematically destroyed by Jade-London strike teams.

301 — As a result of the War of Tarquinis (a.k.a. "The Rebellion of the Provinces"), Emperor Itzamná II allows Major Families to acquire additional systems directly from the Imperium and Frontier holdings. Restrictive Quotas remain in effect through the present, however.

361 — The Marriage of Baron Jade's daughter to a powerful Minor Clan family (Clan London) creates a mighty alliance. With the Ascension of son Arthur to the Barony, the House is officially declared Jade-London Province.

412 — Matter/Antimatter torpedoes are first fitted on Imperial vessels. The Inner Provinces protest this as a violation of the Emperor's own holocaustic production ban, then furiously begin developing such weaponry for their own use.

462 — Personal Absorption Shields first appear commercially.

470 - 480 — The present.

2.0

INTRODUCTION

"Per ardua ad astra"
(Hard and high to the stars!)

Motto of the Royal Air Force
England, Old Earth, c. 9500

The three short vignettes in this section are included primarily to give the GM and players a feel for the history of House Jade-London and their continuing relationship with their foes, the Idorians.

2.1

IMP 288: A SETBACK FOR IDOR

Captain Matthew Daniel Jade II hunched against the cool alloy bulkhead, curly brown hair fused into dripping sweaty clumps. He forced himself to breathe silently; his heaving chest to rise and fall in deep, efficient rhythm. His grey truecotton tank-top, also soaked with perspiration, clung to him like a cold, slimy second skin. The dim corridor was absolutely silent; only five meters away was the airlock, but two intersections had to be crossed. *Damned Idorians; just 'cause they have blue skin they think they can cruise through the Empire and bully every other humanoid they run into. After we get this back to Intelligence, Jadefleet will have a thing or two to say to their nasty little raiders.*

Behind the young captain crouched Sergeant Kelsa Mathersby and the rest of the strike team. They had successfully penetrated an Idorian outpost and Mathersby carried in her duoscanner the complete layouts of the base, as well as fleet dispositions for a planned series of attacks against the Empire. Now all they had to do was get back to their cloaked shuttle and off-moon...

"Danny—" Kelsa touched her fingertips lightly on Jade's bare shoulder.

He twisted halfway around and cocked an eyebrow in question, wondering irrelevantly if she was repelled by the clammy sweat. Her short, bronze-colored hair and grey clothes were also damp and darkened by moisture; the Idorian reactor room the five had ducked into to avoid a security patrol had been hot as a sauna. Her fair skin was flushed, also from the heat, he assumed. They had to make a break soon; the bodies in the auxiliary computer room would be discovered before long; and the whole outpost was going to blow in less than an hour.

"Captain," She corrected herself hoarsely, "My scanner shows no life forms for ten meters."

Let's hope none of them are in line-of-sight, he thought, signalling the team to be ready to move. He drew his blaster, checking the flickering power indicator by second nature. *In the yellow; not too many shots left. Better not need many more.*

Soundless, they moved, a few paces apart. The Captain arrived at the first intersection, made a quick check, and darted across, back to the far wall. Just as the next man — Tal Herriot the blond, mop-headed teenage computers wizard — was about to step across, Jade had one of his flashes of precognition. He lunged back into the corridor (taking poor Herriot by surprise) and took aim at the silent, gravitic robot that just rounded a corner.

The beam splashed in a colorful — if mercifully silent — display over the mechanical beast's shields as Mathersby worked furiously on her duoscanner's tiny keyboard, jamming the robot's electronic calls of alarm.

Herriot tumbled towards safety — to be caught midsection in a volley of shrieking energy bolts from the robot's arm-mounted weapons. He was slammed two meters back against a pressure door and slid to the floor in a heap.

Shane Kystra shouldered up with his usual fearlessness, assault blaster at the ready, while Jimmu Telerius, the dark-skinned pilot/medic, aimed his own scanner at the unmoving Tal. Shane leapt into the center of the corridor and unloaded a staccato spray of deadly energy bolts, panning the splatter of blue-white over the hovering robot's shields.

Its sensors blinded, thè mechanical guard fired wildly, energy pulses dancing on the walls and floor, until one of the blaster bolts penetrated the shield. With a crackling sound and a thunderous boom, the thing crashed to the floor, smoking and sparking.

"Now! Go!" Jade hissed, not pausing for even an instant. Shane and Mathersby darted by, the latter indicating with a hand to the ear that she had jammed he robot's warnings successfully — though they knew that the sound and its very lack of transmission would bring investigators within moments.

He joined Telerius, over Herriot's body, taking hold of the medic firmly by the upper arm. "Poor Herriot. But we'll have to leave the body."

Jimmu Telerius looked up at Matthew Daniel Jade, annoyed. "He's not dead, blaster-brain! The guard-bot was using stunners; I can have him conscious in a millisecond." Telerius didn't wait for approval, loading a heavy stimulant into his medtab applicator while he spoke.

"Let's carry him, then!" Jade hissed, grabbing the limp comptech and throwing him over his shoulder. He'd better be able to walk by the time the airlock cycles." He added coldly, while inside he was elated that the boy was alright, and surprised that the Idorians would arm a robot guard with stunners. *Guess the little Timmies didn't want the paint job on their nice base to get scorched. Tough luck.*

Less than a minute later the five were in the airlock, pulling on Idorian emergency evac suits. Tal moaned about how much his head hurt, but moved as fast as the rest. They cycled out and pelted the 1.5 kliks across the stark, airless terrain of the barren moon. Tumbling into their nearly invisible shuttle, they half-fell into their duty stations: Mathersby on sensors, Kystra on electronic warfare, Herriot (still grumbling about a headache) on navigation, and Telerius at the pilot console. With no sign of pursuit, they lifted off and shot into space, hidden from sensors in cloak of energy.

Jade turned to Mathersby as he unsealed the front of his suit to scratch at his still-damp shirt. "Remind me to order a discipline review for Corporal Jimmu Telerius."

The medic's head snapped around from his heads-up-displays at the mention of his name, brown eyes anxious.

"For what reason?" Kelsa's voice bore the slightest fringe of amusement.

"He called his captain a 'blaster-brain.'"

"I'm going to tell the Captain he smells like Squich-breath if he doesn't seal his suit or cleanse soon!" Jimmu wrinkled his nose for emphasis, getting a laugh from everyone — including the Captain.

Behind them, the Idorian outpost swelled into a blue ball of fusing hydrogen, silenced forever. Matthew Daniel Jade smiled to himself as he watched the tiny flash on the swiftly-receding moon. The data from this raid will set the Idorian offensive back for months, maybe years. Lord Jade — his father — will be pleased.

Communique
from
His Imperial Majesty
Itzamná Xethris Apollo II

In recognition of House Jade's superlative efforts in repelling enemies of His Majesty, as well as other outstanding achievements to further the cause of the Empire, His Imperial Majesty hereby grants upon the Lord of House Jade the Imperial title of Baron...

2.2 ■■■■■■■■■■■■
IMP 350: TERROR FROM THE FRONTIER

Timothy lay on his back on the warm, black beach. He and his companion were just another young couple among the several dozen vacationers on the shore today, and he happy to see that no one was paying them any particular attention. He hated the throngs of Lamaraine.

His eyes were closed against the bright, blue-white sun, but he heard Ula's body move, crunching in the ebon powder next to him.

"Tim?" Her voice was slightly muffled in the towel.

"Mmm?"

"Can we stay here forever?"

"I doubt that father would approve."

Ula propped herself up on an elbow and ran a finger over Tim's bare shoulder. "I doubt that your father would approve of me, either."

He twisted his head to look at her, his contacts tinting instantly to protect his eyes against the sun. "I'm not entirely sure about that. He knows I'm at Caernarvon, and I imagine he's already had a complete security check run on you."

Ula started. "A security check!"

"Sure; I hope you don't have a sordid past." Tim smirked, looking back up into the deep blue Caernarvon sky. He noticed a cluster of contrails: large aircraft approaching from the port across the bay. *Strange; not the usual flight pattern to or from the spaceport...*

"Only in your wildest stimdreams!" She retorted, poking him.

But Tim wasn't paying attention. He stood up and shaded his eyes against Beta Farrarus' glare, noticing a small dark area near where Brighton should be also the source of the contrails. Heart suddenly pounding, he carefully squinted, his lenses shifting to distance mode as he stared towards the dark area. At 1000x mag he focused on an impossible sight — the spaceport was a mass of wreckage, plumes of black smoke rolling skyward amidst a red glow. As he watched a ship exploded in a ball of flame.

"Tim?" Ula stood next to him, sensing that something was very wrong. "What do you see?"

But her last words were drowned out in a staccato of sonic booms as the metallic-colored ships decelerated. The barrage of blaster fire came moments later.

...TBD NEWS BULLETIN...
LAMARAINE TIMES
Beta Farrarus III, Caernarvon
New Brighton Resort
Day 211 at 11:00 hours local time.

Screaming out of the darkness of interstellar space, a strike force of uncertain origin attacked the resort region of Caernarvon this morning, destroying the small spaceport there and killing more than a thousand Jade-London Citizens.

How the heavily armed battle group managed to penetrate Provincial security patrols is unknown, but considerable damage was done to the region before ground defenses could be activated. Rumors that Baron Rupert Jade's second son Timothy — currently vacationing on Caernarvon — has been killed in the attack have not been confirmed.

A similar force simultaneously attacked the Ganymede Instation, still under construction. The station was damaged, but nearby Provincial forces destroyed the attacking craft.

Speculation regarding the origins of this terrorist strike has ranged from independent pirates to rival Houses. Our sources report, however, that Provincial Intelligence has been anticipating reprisals form the Idorian insurgents. Why security here was so flawed — especially in the face of this information — has yet to be discovered.

2.3 ■■■■■■■■■■■■
IMP 445: STORM ON LYRAINE B

Near the edge of Imperial Space the star ISN 3743 held in orbit eight worlds. The seventh was a gas giant of no remarkable features — except that the second of its twelve moons maintained a habitable biosphere. The name of the gas giant was Lyraine, and her moon was — unimaginatively — Lyraine B. This small world was to become the center of a major conflict between House Jade-London and Idor.

Eyes aglow with infra-red contact lenses, squads of Idorian shock troops spilled out of the dropship. All in drab blue-grey a few shades darker than the color of their skin, they melted into the darkness. Each bore what appeared to be a disruptor rifle, but with some unusual controls, and disquieting cables running from the weapon to — apparently — the skull of the trooper.

Nineteen-year-old Lord Matthew Daniel Jade-London IV, Heir to the Grand Duchy of Lamaraine and the Imperial County of Jade-London, was crouched at the rim of a small crater a kilometer away. He slid down the crater wall and crept to the camoshelter where waited his band of men and women. "We're in some heavy water, boys and girls. That's an Idorian troop carrier, and —read my mind — it's carrying Idorians."

"This means the field exercises with His Majesty's Finest are over?" Helen Katanga, the team electronics tech raised an eyebrow.

"It means the exercises have just started." Smiled Kort Marchmain. He hefted his plasma repeator rifle, shoulder muscles bulging.

"Oh, aren't we a spunk?" Taunted Katanga.

The other three members of the team looked a little more concerned for their safety. "When is the Jadefleet pickup ship due?" Asked Jio Langdon.

"Eight days." The young Lord said quietly.

"I'd like to know how those bluehides got past the Imperial Perimeter." Katanga said, as if to herself.

"*I'd* like to blast a few of 'em right back past the perimeter!" Grinned Marchmain.

"Quiet!" Jade-London glared. What matters is that they appear to be setting up a base on this supposed Imperial World. We can only assume that the Imperial task force has been destroyed or detained, and that the rest of our people are lost. We have two choices: we can try to hide out until help arrives, or we can cause some trouble while we wait."

After a moment of silence, Kort said "I think you know the answer, Matt — I mean, M'Lord." He grinned, his teeth showing in the darkness.

It required only 12 days to rout the Idorian forces from Lyraine B, though it might have been much more difficult if the invading troops had set up their ground-based deflector screen generators and command post. It is my understanding that the one Jadist strike-team which survived the initial invasion spent the next eight days disrupting the Idorian invasion plans — including the detonation of an Idorian dropship containing 300 troops. Highest commendations to Lord Matthew Jade-London and his team. The team suffered one casualty, and at Lord Matthew's insistence, His Lordship has presented the Pendragon in memory of the late Arthur Kort Trevor Marchmain.

FROM THE OFFICIAL REPORT
LYRAINE B CONFLICT
Jadefleet Cmdr Tige Barclay
Imp 445 Day 245

When the *Indomitable* arrived at Alpha Volantis III, the nobility mapped the world and divided up their properties. A class system — long before planned and assigned — was implemented. The only difference was that recent robotics advances had allowed the *Indomitable* to be stocked with a full complement of robotic servants. The new realm had a new, tireless and uncomplaining working class.

It was an integral part of the Lamaraine Constitution that a member of the Jade Family must always sit as Duke of Lamaraine (and later Chairman of the Board of Directors of JadeMetals Corporation), thus establishing a dynastic arrangement long before the inauguration of the Imperium or even the Democratic Republic.

The remainder of the colonists were of the middle-and upper (suburban) classes, still used to the reassuring presence of the nobility, and promised that they would never be reduced below a comfortable existence pursuing careers in administration of the new realm.

THE DUCHY OF LAMARAINE

The new planet was declared a Royal Grand Duchy of the British Empire, with the Duke of Lamaraine acting as regent-monarch. The Grand Duke sits upon the Lion Throne, presiding over parliament.

The noble families have returned to their lost rank on Lamaraine, retaining estates and administering their counties, duchies and earldoms. Under this structure the Grand Duchy has grown and prospered.

The only major setback of Lamaraine came with the arrival of the Terran Federated Democracy warships. Historians now will admit, however, that the Grand Duchy had settled into lassitude and complacency, their limited FTL drives assumed to be all that could be achieved (since there was no way of knowing of the existence of Andrium). The expansion drive had slowed and the Lamarians had almost forgotten about mother Earth, much less any other colonies which may have made the long sublight journey. When the first exploratory ships of the 'Federation' encountered the fringe outposts of Lamaraine, the shock was devastating. The outposts had no way of communicating with Lamaraine, but rather than take possession one by one, the brash Federation fleet mov-ed quickly to the capital planet to demand surrender. This strategic move allowed the Lamarians to salvage their pride — and more quickly assimilate the Federation technology.

3.0

POWER & POLITICS: HOUSE JADE-LONDON

"No one provokes me with impunity"

Motto of the Arch-Duke of Lamaraine,
(Originally the motto of the Crown of Scotland, a realm of the United Kingdom, Old Earth)

Of all the Inner Provinces of the Terran Empire, it is apparent that House Jade-London has embraced the return to the ancient trappings of 'nobility' more than any other. Their origins in the British Isles of western Europe make the reason for this clear.

3.1

HISTORY

The original Jade family claims to be able to trace its ancestry back through nearly twelve thousand years to the first Romano-Anglic kings of a region of Old Earth known as Britain. Jadist historians also claim that this area was the center of an empire that ruled more than half of the globe for a time. But the British Empire fell on bad times, and much of their territory was lost to rebellious colonies.

THE NEW BRITISH EMPIRE

The twenty-first century saw the decline and social fragmentation of the Soviet Union, while other large powers slid into a malaise of economic, ecological and cultural drift. One country took the initiative when Northern Africa began to fall apart. Sweeping away opposition, the British government quickly took control of Tunisia, Kenya, Libya and parts of Egypt. Consolidating their power base, they recovered much of their old global supremacy.

But the Earth was not the same as it had been in previous centuries. Global communication and transport had made the old feudal system obsolete. The nobility longed for the old times when the Dukes and Counts had power over the land.

THE FLIGHT FROM EARTH

In 2075, the colony ship *Indomitable* was ready to launch from lunar orbit. Funded by private contributions, the government of the British Empire and a variety of questionable sources, the ship departed even as new political unrest threatened to either fragment the earth or unite it in a global twilight of media control. The colonists would give little thought to the fate of their Terran brothers for millennia to come.

Ten percent of the original 500 colonists were of ancient English nobility — including the royal Jade family, descendants of the Tudors and Windsors. Names such as Durham, Marchmain, Graves, Stuart, York and Lancaster survived through the ages.

THE FEDERATION

Lamaraine was still forced to join the Federation, but they bided their time, waiting for what they knew to be the inevitable fall of the "inherently weak" republican structure. This was a bitter period for the Lamarians, however; not only did they have to bow to the superior forces of the Terran Federated Democracy, but they saw the return (albeit in almost unrecognizable form) of an organization shamed by the Britons long ago. The *Dia Khovaria* — the Holy Church — had followed mankind and now exercised considerable political clout — much as they did on Earth long before. But the D.K. too was biding its time, for the Democratic structure did not suit its needs. The two were frequently at odds, until both eventually realized that their goals were similar. Harboring continued animosity over a schism created over eleven thousand years earlier to convenience a petty king was pointless, and by c. PreImp 400 the two groups are working closely, plotting the overthrow of the TFD.

EMPIRE

Several major corporations, settled colonies, and powerful individuals in the Democratic government began to realize that the structure simply was not working. Communication systems were not up to an efficient representative government, and humankind was floundering in its own bureaucracy. The plots which began the Imperial drive were hatched.

The bold Jadist families were leaders in this revolution, and many were caught and executed for treason against the Democracy. These last years of the TFD were nightmarish, with hit squads of Secret Police authorized by the President to torture and kill anyone even suspected of being a traitor to the Federation.

But as the Democratic state began to fade, the core worlds fought amongst themselves. With Old Earth as a symbol of the evil Federation, many claimed that the seat of the new empire should be on their planet. Leaders began to look uneasily on each others' fleets — which were to be constructed as parts of the Imperial Starmada — but now looked like enemies.

A few visionaries managed to crush the petty infighting, however, and in the succeeding generations of struggle against the flailing Federation Dinosaur, the major rebel groups formed an alliance. It was finally realized that there could be no proper seat for the Terran Empire but on Earth itself.

PAST RULERS OF HOUSE JADE-LONDON

Following is a list of the most recent leaders of the Province.

Title	Name	'Reign'
Lord	Thaddeus Marchand Jade	-4 — 31
Lady	Victoria Tudor Jade	31-65
Lord	Clive Durham-Jade	65-69
Lord	Jonas Jade Wethersby	69-90
Lord	Graham Jade Windsor	90-121
Lord	Maurice Jade Torrance-Smith	121-165
Lord	Charles Leighton Jade	165-168
Lady	Margaret Guinness-Hines Jade	168-201
Lord	Daniel Lewis Marchmain Jade	201-220

The Emperor upgrades House Jade status from Lordly Holding to Barony.

Baron	Andrew Pendersleigh-Jade	220-251
Baron	Matthew Daniel Jade	251-271
Baron	Rupert Miles Jade I	271-280
Baron	Alexander Graves Jade I	280-301
Baron	Matthew Daniel Jade II	301-338
Baron	Rupert Miles Jade II	338-351
Baron	Hywel Arthur Jade I	351-380

Hywel Jade's daughter marries Duke Ian Kelsey (Chairman of London Minerals, a powerful Jadist subdivision); Hywel declares that their first male child shall be heir.

Count	Arthur Eric Jade-London I	380-411

Arthur's political abilities gain considerable power and prestige for the House, and the Emperor upgrades their status from Barony to County.

Count	Matthew Daniel Jade-London IV	411-417
Count	Arthur Eric Jade-London II	417-430
Count	Rupert Miles Jade-London III	430-463
Count	Matthew Daniel Jade-London VI	463-

As a result of its leadership in the formation of the new Empire, the Lamarian colony was granted a Barony with some of the choicest worlds near Terra.

3.2
PRESENT STATUS IN THE EMPIRE

House Jade-London must be considered among the handful of the most powerful Houses in the Imperium (the others are Carlisle, Thaan, Moskava, Devon, and Kashmere). It is important to note that, while the feudal ranking system is designed to indicate relative size and power of a province, it is no longer an accurate measure. A few duchies are now faltering old Houses with fading power and influence, while very important House Devon's leader — once a Duke — is currently only a 'Lord', having been temporarily reduced because of an unsuccessful power play.

Among these strong, competitive political powers, however, Jade-London has a unique reputation. They are neither considered a 'Noble House' like Carlisle (whose family is historically so scrupulous as to be the but of jokes in other provinces) nor are they thought of as scheming slime like the Colosians. This is not because the Jadists don't stoop to underhanded means to get their way; quite the contrary. Rather, they are admired for the way they can stoop to underhanded means and get away with it.

Actually, the Jadists — especially the last few Counts — have rarely employed seriously illegal or immoral tactics against another house unless in retaliation for some assault against them. They are also grudgingly respected by most other house leaders for bearing the brunt of what has come to be a chronic problem: the Idorians.

COUNT MATTHEW DANIEL JADE-LONDON

3.3
LEADERS & PERSONALITIES

The following is a selection of the members of the ruling family, and a few other important members of the Jadist government.

3.31 COUNT MATTHEW DANIEL JADE-LONDON IV

POSITION/TITLE(S): Imperial Count of House Jade-London; Grand Duke of Lamaraine, Regent of the Commonwealth
BIRTHDATE: Imp 426
SEX: Male
RACE: Human

HEIGHT: 185 cm
MASS: 76 kilos
HAIR: Dark Brown
EYE COLOR: light brown
Lvl: 26. **Profession:** Pilot. **Stats:** St-85; Qu-94; Em-90; In-98; Pr-100; Ag-87; Co-96; Me-95; Re-98; SD-89. **Appearance**-94.
Skills: Laser Pistol 112; Climbing 40; Swimming 50; Riding (Horse) 80; Perception 90; Driving (Gravitic car) 75; Atmospheric Pilot 60; Martial Arts ([Strike R4] 110); Scanner Analysis 60; First Aid 55; Computer Technics 40; General Physics 50; Advanced Math 76; Chemistry 92; Planetology 88; Astronomy 70; Psychology 80.
Acting 110; Administration 118; Diplomacy 96; Propaganda 80; Public Speaking 94; Seduction 70; Visual Arts 60.

BIOGRAPHY

A handsome and charming man, Count Matthew is the epitome of the ideal Imperial Nobility. He is for the most part a just and fair man, though he has an almost obsessive hatred of the Idorians, and a disdainful loathing of the Colosians. He lost a friend to the Idorians when he was in the Jadist Service, and will never be completely objective when considering them.

3.32 COUNTESS NIRI JAIRUS JADE-LONDON

POSITION/TITLE(S): Countess of House Jade-London; Grand Duchess of Lamaraine
BIRTHDATE: Imp 428
SEX: Female
RACE: Human
HEIGHT: 165 cm
MASS: 47 kilos
HAIR: Dark Brown
EYE COLOR: Blue

Lvl: 21. **Profession:** True Telepath. **Stats:** St-56; Qu-93; Em-79; In-98; Pr-99; Ag-88; Co-90; Me-94; Re-85; SD-84. **Appearance**-97.
Skills: StunPistol 60; Swimming 60; Riding (horse) 55; Perception 70; Linguistics (several languages); Computer Technics 40; General Physics 35; Advanced Math 20; Chemistry 50; Planetology 40; Astronomy 85.
Acting 80; Administration 65; Dance 70; Diplomacy 65; Music 40; Public Speaking 35; Seduction 60; Subduing 45; Visual Arts 80; Weather-watch 10.
Psionics: *Voice , Thought Master, Telepathy, Concealment, Telekinetics, Mind's Truth* PPs: 56 (28 plus a x2 PP enhancer from Hestus).

BIOGRAPHY

A beautiful, dark-haired woman, Niri knows her place in Imperial society and thrives on what responsibilities she has managed to assume in less political arenas. She does not neglect her duties, however, and is known throughout noble circles as a charming hostess and an intelligent woman.

She has mixed feelings about the seeming tendencies of her children — and about her husband's attitude towards their progeny. While she has encouraged her offspring to pursue what interests them, and she is quite proud of Faylan's achievement s in the Jade Star Academy and the service, she is concerned about her aggressiveness — and Terence's lack of interest in his future role as Count of the province. Matthew has confided his thought of transferring the heirship to Faylan. (While she is eldest, the title has traditionally been passed to the first male child.) Niri has somewhat old-fashioned notions, and would prefer that her son remain heir-apparent.

Niri is a True Telepath, though few know this except the immediate family. Even The Truthsibyl Valia Charon does not know, though she suspects. Many of Niri's powers are forbidden to be used against Imperial Citizens, a ban she has only broken on rare occasions to protect her family.

3.33 FAYLAN JADE-LONDON

POSITION/TITLE(S): Countess of Caernarvon (Beta Farrarus III)
BIRTHDATE: Imp 454
SEX: Female
RACE: Human
HEIGHT: 164 cm
MASS: 48 kilos
HAIR: Auburn
EYE COLOR: Green

Lvl: 9. **Profession:** Pilot. **Stats:** St-89; Qu-96; Em-65; In-80; Pr-95; Ag-91; Co-85; Me-94; Re-76; SD-91. **Appearance**-92.
Skills: Laser Pistol 108; Armor (AT 10 — ABS Pliable breastplate and greaves) 100; Targeting 40; Climbing 60; Swimming 35; Stalking & Hiding 70; Perception 65; Atmospheric Pilot 70; Adrenal Moves 50; Martial Arts ([Strike R4 90] [S&T R2] 70); Survival (all three) 50; Scanner Analysis 25; First Aid 30; Combat Pilot 90; Heavy Energy Projectors 88; Orbital Pilot 90; N-Space Pilot 80; Hyperspace Pilot 30; N-Space Astrogation 60; Sensor Analysis 45; General Physics 20; Advanced Math 30.
Acrobatics 20; Acting 30; Athletic Games (Null-grav) 65; Disarming 45; Quick-draw 30.

Eldest child of Count Matthew, she is not the designated heir because of the continued adherence to the prevalent custom of naming a male as heir whenever possible. The Count may yet change his mind, however, for Faylan is quickly becoming the 'son' that Terence shows no signs of turning into.

An athletic and very attractive girl, Faylan entered the Jade Star Academy and almost immediately proved herself to be a capable soldier. Able to keep up with the men in her class (who make up the overwhelming majority), she excelled as a pilot and student. Now a wing commander in *Highlander Brigade*, she is earning the respect and friendship of her fellow flyers — as well as her superior officers — in the division.

3.34 TERENCE CIRIUS JADE-LONDON

POSITION/TITLE(S): Duke of Avalon
(Jadon 3 II)
BIRTHDATE: Imp 455
SEX: Male
RACE: Human
HEIGHT: 177 cm
MASS: 69 kilos
HAIR: Dark Brown (streak of white)
EYE COLOR: Blue
Lvl: 8. Profession: Pilot. **Stats:** St-81; Qu-98; Em-; In-; Pr-; Ag-92; Co-88; Me-99; Re-95; SD-52. **Appearance**-92.

Skills: Laser Pistol 102; Targeting 64; Perception 85; Driving (gravitic sports coupe) 81; Martial Arts [Strike R4] 85); Scanner analysis 68; First Aid 35; Communications (Laserfreq) 42; Orbital Pilot 38; Computer Technics 45; General Physics 92; Advanced Math 80; Planetology 50; Tachyon Physics 84; Computers 85; Power System Theory 88; Music 60; Subduing 50; Trickery 40; Visual Arts 70.

BIOGRAPHY

The heir-designate of House Jade-London, Terence is an enigmatic youth, introspective and somewhat antisocial.

He attended the exclusive Delfield-Tandis School of the Arts as a boy, showing proficiency in literature and the visual arts, though little aptitude for athletics, martial or political science.

To his father's disappointment (though Matthew tried to hide his unhappiness) Terence refused to enter the Jadist military services at eighteen, instead enrolling in the Lamaraine IT (Intellectual Thought) school. The IT schools have a deserved

reputation for only accepting students based on their intelligence — rank and station notwithstanding — so it is a testament to his intelligence that Terence was accepted.

His first two years there were punctuated by several academic triumphs and a nervous breakdown (which — with the accompanying Myrandil addiction treatment — was successfully concealed from the public). After the entry of Alexander Morgan-Jade (see below) to the same branch of the IT school and the reunion of the two friends, Terence seemed to make a full recovery.

Though a handsome youth, Terence's perpetual scowl and a gaze that has been called 'threatening', 'hostile', 'suspicious' and even 'hateful' serve to put off many young women who would otherwise find him attractive. He, in turn, shows no interest in the opposite sex, another nagging problem for the Count. Matthew could gain considerably by marrying his son to the daughter of any one of several political allies, but Terence has managed to alienate nearly all of them by his cold manner.

Many mistake Terence's aloofness as Aristocratic snobbery or intellectual condescension, but they could not be less correct: he is in fact very shy and has an overriding inferiority complex. He has few friends except among his fellow IT students, and is treated with caution during his infrequent Court attendances. At such occasions he is polite, but 'distant'.

While not physically imposing, Terence is not completely untrained in self defense. At the IT school he learned to become a deadly shot with the laser pistol, and is also a capable martial artist.

3.35 KARL ALEXANDER MORGAN-JADE

POSITION/TITLE(S): Viscount of
Calais
BIRTHDATE: 457
SEX: male
RACE: Human
HEIGHT: 179 cm
MASS: 71 kilos
HAIR: Blond
EYE COLOR: Green
Lvl: 6. Profession: Explorer. **Stats:** St-85; Qu-90; Em-93; In-88; Pr-80; Ag-79; Co-83; Me-95; Re-92; SD-82. **Appearance**-95.

Skills: Struptor Pistol 81; Climbing 35; Swimming 20; Stalking & Hiding 40; Perception 80; Driving (gravitic sports coupe 70, recreational terrain vehicle 35); Atmospheric Pilot 30; Martial Arts ([Strike R4] 60 [S&T R4] 50); Scanner Analysis 40; First Aid 50; Computer Technics 55; Advanced Math 25; Computers 25. Acrobatics 15; Athletic Games (Null-grav 25); Drug Tolerance (alcohol 30); Falsification 15; Subduing 50; Trickery 30.

BIOGRAPHY

Alexander is a member of the elder branch of the Jade-London family, which, though wealthy and revered, abdicated political power early in the history of the Province. The rank of Viscount is hereditary, as eldest son of the Earl of Telestia.

Alexander met Terence Jade-London at the Delfield-Tandis school in Terence's final year, but the two became fast friends despite the two-year difference in their class.

Though impulsive and in some ways immature, Alexander shows increasingly frequent flashes of insight and compassion which belie his seemingly irresponsible nature. Though he did not seem to suffer from the mutual separation as Terence did, his last two years at Delfield-Tandis were marred by a few infractions of the school's rules of conduct.

He cheerfully puts up with Terence's moods, and even took a leave of absence from school to help break the young Lord's addiction to the powerful depressant *Myrandil.*

3.36 ANDREW CLIVE JADE-LONDON

NAME: Sir Andrew Clive Jade-London
POSITION/TITLE(S): Knight of the Realm; Minister of Ecology
BIRTHDATE: Imp 412
SEX: M
RACE: Human
HEIGHT: 182 cm
MASS: 81 kilos
HAIR: Light Brown
EYE COLOR: Brown
Lvl: 17. **Profession:** Administrator. **Stats:** St-90; Qu-85; Em-41; In-79; Pr-93; Ag-95; Co-88; Me-94; Re-91; SD-73. **Appearance**-83.

Skills: Blast Pistol 120; Targeting 45; Climbing 70; Swimming 30; Riding (Horse) 81; Pick Locks 50; Stalking & Hiding 70; Perception 80; Driving (gravitic car) 80; Martial Arts ([Strike R4 95]; Ambush ±10; Sniping ±8; Survival (cold) 70; Scanner Analysis 60; Communications (Microfreq) 80; Missiles 50; Projectile Gunnery 30; Heavy Energy Projectors 70; Mounted Weapons Ambush ±5; Electronic Warfare 25; Orbital Pilot 80; N-Space Pilot 60; N-Space Astrogation 45; Sensor Analysis 35; Electronics Technics 60; Computer Technics 50; Anthropology [Terran] 70.

Acting 80; Administration 75; Athletic Games (Polo) 65; Diplomacy 65; Falsification 40; Foraging 25; Interrogation 45; Propaganda 50; Public Speaking 75; Subduing 70.

BIOGRAPHY

Matthew's uncle (the late Count Rupert's younger brother), Andrew would under normal circumstances have been the designated Regent to the province when Rupert meet with an untimely end before Matthew reached the age of 18. However, Andrew was implicated in an assassination conspiracy against the Count. The accusation was never proven, and in fact the claimants were later discredited. The scandal created a schism between the brothers (who were never very close) and Andrew was subsequently cut out of the government's most powerful positions. As Minister of Ecology, Andrew has very limited authority, yet remains in a position where Matthew can keep an eye on him.

Andrew is a bitter man and is always scheming to gain more power in the Jadist government. Matthew has agents watching him, however, and Andrew's plots are regularly foiled.

3.37 VALIA CHARON

NAME: Sibyl Valia Athenae Charon
POSITION/TITLE(S): Member of the Order of Truthsibyls, Truthsayer to the Count
BIRTHDATE: Imp 441
SEX: Female
RACE: Transhuman IX
HEIGHT: 170 cm
MASS: 50 kg
HAIR: ash blonde
EYE COLOR: green
Lvl: 23. **Profession:** True Telepath. **Stats:** St-60; Qu-96; Em-85; In-97; Pr-91; Ag-75; Co-80; Me-94; Re-93; SD-100. **Appearance**-84.

Skills: Perception 115; Linguistics (12 languages); Scanner Analysis 80; Sensor Analysis 55; Computer Technics 70; General Physics 75; Advanced Math 45; Planetology 40; Astronomy 60; Psychology 90.

Acting 102; Administration 40; Diplomacy 70; Directed Psion 90 (Energy Channel); Disarming 65; Interrogation 80; Meditation 95; Propaganda 70; Public Speaking 85; Signaling 88; Trickery 80.

Psionics: *Voice, Thought Master, Thought into Pain, Concealment, Telekinetics, Mind's Truth, Mind's Eye, Interface,* all to 20th Level. Psion points: 225 (75 x3 for psion prism enhancer).

BIOGRAPHY

Like all of the members of this somewhat cryptic and aloof order, Sibyl Valia maintains a dour expression and humorless demeanor. Always draped in black, flowing robes and a floor-length veil of diaphanous sable, she is often seen wafting through the Provincial palace like some shadowy ghost.

While she will admit to being friend to no one (it would be showing weakness and possible lack of objectivity) she does find amusement in discussions with the Archbishop of the Dia Khovaria, William Ashe-Lyster.

VALIA CHARON

3.38 WILLIAM ASHE-LYSTER

NAME: Reverend Father William Jade Ashe-Lyster

POSITION/TITLE(S): Archbishop of Lamaraine, administrative head of the Dia Khovaria in Jade-London Province.

BIRTHDATE: Imp 441
SEX: Male
RACE: Transhuman VI
HEIGHT: 195 cm
MASS: 87 kg
HAIR: various shades of blond
EYE COLOR: hazel
Lvl: 18. **Profession:** Theologist
Stats: St-82; Qu-93; Em-90; In-99; Pr-96; Ag-88; Co-89; Me-100; Re-96; SD-95.
Appearance- 91.
Skills: Stun Pistol 90; Riding (horse) 25; Perception 105; Adrenal Defense 50; Martial Arts ([Strike R4] 95 [S&T R4] 70); Linguistics (9 languages); Scanner Analysis 90; Communications (Laserfreq, TBD) 104; Electronics Technics 85; Computer Technics 110; General Physics 80; Advanced Math 75; Psychology [Lamaraine] 80; History [Lamaraine/Terran] 70; Computers 70.
Acting 108; Administration 80; Diplomacy 95; Music 60;Subduing 100; Visual Arts 45.

BIOGRAPHY

The Archbishop of Jade-London is a surprisingly young man who is going to great lengths to de-emphasize the formality of Church involvement. He only wears his normal garb at formal occasions, preferring a mauve singlesuit with purple and gold trim to designate his rank and affiliation. His sun-bleached hair is cut in a 'bob' — the current style among young Jadist men and women.

So far Father William has made some headway since his appointment in 469, even maintaining a friendly relationship with the Count's Truthsayer, Valia Charon. He is very popular with the Jadist Court,and is invited to far more social occasions than he can possibly attend.

The real question from the D.K. on Hanaan is whether William's increased popularity has translated into greater influence in political circles. To date he has had cautiously approving reports from the Curia, which is waiting to see how this experiment turns out. If William's program is a success and the DK has enhanced influence with the Count, he could find himself a Cardinal in less than fifteen years. If it fails, he will most likely find himself on the Frontier.

3.4 ∎∎∎∎
THE JADE-LONDON MILITARY

"Rule, Britannia, rule the waves;
Britons never will be slaves"

Ancient saying
Old Earth

While the Jadist military forces are are not the largest or most powerful in the Empire, they are among the best organized and trained.

3.41 GENERAL INFORMATION

In this section is some basic data that refers to most or all of the various branches of the Jadist military service.

MILITARY PERSONNEL

Most citizens are required to complete one year of service training in the Jade-London Military, the area of service dependent upon the student's field of academic interest. This one year term is taken as the third year of secondary education when the student is 17 or 18 years of age. The 'tour assignment' is usually in support areas on planetary bases or ships on routine patrol; only in extenuating circumstances would a student-soldier ever be sent into a combat environment.

MEDALS & DECORATIONS

Jade-London Province prides itself on its commitment to history. Military ceremonies are frequent, mostly honoring those who have been valorous in battle — though some awards may be presented to civilians who serve the House in a conspicuous or particularly valiant manner.

The Pendragon: Highest award that can be given, it recognizes a citizen (military or civilian) who has made a lasting contribution to the province as a whole. Often this is presented posthumously to a particularly courageous officer. It can only be authorized by the Count Himself. Only twenty-five have been presented in the history of the Province. The Pendragon is circular, a disc of polished ruby 8 cm across with a golden winged dragon etched into the surface and inlaid with gold. The ruby is ringed with gold and the award is worn around the neck by a black ribbon.

Star of Britannia: Another coveted award, this medal is presented by the Count for selfless dedication and courage in a military campaign. It is a large multi-rayed star in crystal set in a golden ring with a red, blue and white ribbon, designed to be worn around the neck.

Platinum Cross: A 'maltese' cross in form, this award is presented for conspicuous bravery. The cross is silver, with a blue and white ribbon.

Knighthood: A title rather than a medal, (though a sabre is presented with the award) this is an honor given to prominent civilians and officers who have served their Count with outstanding devotion. The recipient is thereafter given the title of 'Sir' (or 'Dame' for females).

Jade Legion of Merit: Awarded every year by the Chief of the Armed Forces to the officer who has most distinguished himself as a leader. It is a gold rectangle with inlays of green and white jade.

Count's Award: A civilian award given to a citizen who has significantly furthered the cause of the House. It is a medal in the form of a crown with nine diamond-tipped peaks, suspended by a green ribbon.

Star Cluster for Conspicuous Bravery: A group of nine precious gems of various colors and sizes (to represent the nine star systems controlled by House Jade-London) in a gold cluster setting. Awarded to an officer who performs an act of selfless courage on the battlefield.

Campaign Bars: Awarded for each military tour of duty or combat campaign. These bars are of various colors depending on the force.

Distinguished Service Awards: Varying in the different divisions, these are given to soldiers or officers who have demonstrated outstanding skill and initiative in their field.

RANKS AND TITLES

The following ranks apply to all services except the Provincial Fleet, which has its ranks listed separately. These ranks hearken back to Terran titles. It should be noted that the guidelines for commands given with these ranks are very general. Many officers in the military divisions have varying spheres of control; some actually do not command any troops directly yet hold a very high rank.

General: Highest rank in the non-fleet military; there is one in charge of each of the basic types of forces: Armored Forces, Atmospheric Forces, Troops, Aquatic Forces.

Major General: Assigned to an entire planet, they are the highest-ranking field offices.

Brigadier General: In charge of a Division.

Colonel: Often administrative,

Major: Frequently placed in charge of a Battalion.

Captain: Commander of a Company.

Lieutenant: In charge of a Platoon.

Sergeant: Highest ranking non-commissioned officer.

Corporal: Lowest ranking non-commissioned officer.

Private: A soldier.

3.42 THE STAR FLEET

Employing fully half of the Provincial personnel, the Jade Star Fleet is a relatively small but proud, well-equipped and well trained outfit.

FLEET SHIP CLASSES

The types of craft found in the Jadist Star Fleet are noted below. The number in parenthesis is the mass range of the class of vehicle in tons. A few notes regarding the nature of the craft are also included.

Battle Cruiser (50,000 — 100,000): The leviathans of any fleet, these massive ships of war are only exceeded by dreadnoughts (and the Empire has only three of those). All Jade-London cruisers are equipped with Plasma Cannons — the most deadly of all mobile energy weapons. In addition to an array of weaponry, Battle cruisers often support 50-100 'MACs of some type.

Fighter Carrier (50,000 — 100,000): A craft which is nearly unique to House Jade-London, it carries very few defenses of its own — except for a complement of (on average) 40 MMACs, 100 TMACs, and 200 SMACs in its fighter bays. A Fighter carrier has extensive repair facilities, and is essentially a very mobile spacedock for the small ships. Even with these small protectors, however, a carrier never goes into battle without an escort of at least two ships (normally a frigate and 1-2 destroyers).

Frigate (20,000 — 30,000): Armed mainly with powerful energy weapons, Jadist frigates often pack a cruel punch of multiple Ion Cannons.

Missile Frigate (10,000 — 20,000): Smaller than a standard frigate, these craft are hardly less frightening to enemies.

Destroyer (5,000 — 10,000): Armed with lighter Ion cannons, lasers and a few missiles, Destroyers are more maneuverable than their more massive brethren and make excellent support ships.

Transport (2,000 — 50,000): Usually only travelling with larger fleet groups, transports carry additional fuel (unrefined Andrium and fissionables) and supplies for the warships. Some transports are designed as medical facilities, but the majority serve the other armed divisions as carriers of atmospheric, armored and ground forces to target planets.

MMAC: (1,000 — 3,000) A gunship manned by 3-5 men, it is the heaviest of the 'MACs (Manned Attack Conveyance vehicles, an acronym for very compact craft capable of high acceleration and maneuverability, but with few safety features and no Hyperspace capability).

TMAC: (700 — 1,000) (Two Manned Attack Conveyance vehicle) The bridge between SMACs and gunships, TMACs feature a pilot and a gunner, allowing the two tasks to be separated and adding to the effectiveness of both crewmen.

SMAC: (300 — 500) This smallest of battle craft is the most romanticized of war vehicles. It is always the heroic SMAC fighter pilot who defeats the evil rebels/aliens and gets the fame and rewards. Notwithstanding this, SMACs (Singly Manned Attack Conveyance vehicles) are extremely effective, and relatively inexpensive.

RANKS AND TITLES

The ranks below are exclusive to the 'naval forces' (space-capable vehicles) of the province. All other military forces are considered *armed forces*.

Admiral: There is only one Admiral, chief officer of the Jadist Star Fleet.

Rear Admiral: Each is chief of the forces assigned a star system.

Commodore: Mostly an administrative position, Commodores are often the executive of a military fleet base.

Captain: The commanding officer of a battleship or larger craft.

Commander: The first officer of any large spacecraft.

Lieutenant Commander: There is at least one Lieutenant Commander (and usually two or more) in each war vessel. They are often heads of departments (Chief Engineer, Chief Medical Officer, Chief Science Officer, etc)

Lieutenant: Frequently the rank of 'MAC pilots and duty officers in larger ships.

Ensign: The lowest officer rank in the fleet.

Midshipman: The basic crewman of a fleet vessel.

3.43 ARMED FORCES

These include everything but the fleet: Armored Forces, Atmospheric Forces, Troops, Aquatic Forces (Interestingly, since the advent of star craft as the premier force, oceangoing vessels have been relegated to a planetary force division. Battle groups are broken down by size in this order (from largest to smallest): Division, Battalion, Company, Platoon, and Squad.

A brief summary of the Armed Forces groups follows.

ARMORED FORCES

This includes all armored vehicles (tanks) and the powered armor troop divisions. Armored forces are for the most part limited to perimeter worlds and military facilities, intended to repel invading forces.

ATMOSPHERIC FORCES

All air and air-support vehicles, including fighters, bombers and other specialized craft designed for atmospheric maneuvering. There are Air Force divisions on every Provincial and Clan world.

LAND TROOPS

Includes the basic personnel military forces, mostly foot-soldiers. These men are garrison troops stationed on every planet in Jade-London jurisdiction, and also 'peacekeeping soldiers' on Provincial or Clan planets where there is a threat of uprising.

AQUATIC FORCES

Both surface and underwater vehicles make up this service, and it has branches on every Jadist and Jade-colony world with oceans.

MARINES

The Jadist Marines are the elite fighting force of the Province. All are trained in Powered armor, but are also impressive fighters unarmored. There is a small SMAC Fighter Company as well. Marines are the 'Shock Troops' sent in when serious trouble needs to be quelled fast but with a minimum number of men.

3.44 JADIST MILITARY SERVICE (JaMS)

The JaMS is actually a paramilitary group, highly trained and equipped with the best weaponry and support technology that Jade-London is capable of. They are the saboteurs and interprovincial spies, devoting much of their time to thwarting plots of other houses (especially the Colosians). Not surprisingly, most JaMS agents work under cover.

3.45 INFORMATION MINISTRY

Agents of the Information Ministry have their own reputation, and it isn't a pretty one. Not really a military group, they are civilian agents with very sophisticated technology at their disposal. While primarily an internal policing organization, the IM has been known to team up with the JaMS for particularly sticky assignments. There is an active rivalry between the two groups.

3.46 ORDER EXCALIBUR

The elite guard of the Count, these men and women are highly trained and completely dedicated warriors. Each is armed with a weapon with a special mystique throughout the Empire: a powersword. Enabling them to use this awesome and perilous weapon is rigorous training and an almost mystical combat technique. It is said that they can parry energy bolts with their powerswords...

There are only 300 at any given time (though there are at least as many apprentices eager for a spot in this coveted group). Their only responsibility is the safety of the Count, and they take an oath to protect his life with their own.

3.5 ▰▰▰▰▰▰▰▰
JADE-LONDON ECONOMY

More of an economic power than a military one, Jade-London is the envy of many a powerful House. The Jade Monit frequently trades higher than any other House monit: around 1.25-1.3 standard Imperial Elmonits.

3.51 THE JADIST PLACE IN THE EMPIRE

Jade-London has built much of its powerbase on supplying raw materials and refined metals to the more "high-tech" houses in the Empire, having been graced with a number of mineral-rich systems.

EXPORT METALS AND ALLOYS

The following are some of the principal metals mined and processed by House Jade-London. While some are profitable exports, others remain in the Province (though sold to various internal companies) to be made into finished goods.

Antimony: a brittle white metal used primarily in alloys.

Titanium: a hard, dark-gray or silvery, corrosion-resistant metal, used to harden steel alloys and used in the making of Ardinium (among other metals).

Jadium: A light metal similar to aluminum but harder — and naturally transparent, it has many uses in construction. It is only found in Merlin's Belt.

Chromium: A lustrous, metallic element used in alloys to increase hardness and corrosion resistance.

Platinum: A heavy, greyish-white metallic element, resistant to most chemicals. It is used for decorative purposes and as parts for certain weapons systems. The secret use of platinum alloys is said to be what gives the Jadist Ion cannons their particular power and reliability.

Platinum is also the metal used to make Imperial and most Provincial hard currency (monits). Merlin's Belt and several other planetary mines are rich with seemingly inexhaustible sources of platinum, assuring Jade-London of a healthy position in Interstellar markets.

Londinium: Only recently discovered, it is an important element in the new Ardinium 2x which supposedly is much more resilient vs laser fire.

Gold: Still a favorite after thousands of years, gold remains unparalleled in certain basic electrical connections, and is a valued decorative material.

3.52 MAJOR CORPORATIONS

Below is a listing of a few of Jade-London's largest fully-controlled (i.e., not a Minor Clan) corporations.

JadeMetals : Corporate charter (established in Prelmp 4856) that a member of the Jade Family must always sit as Chairman of the Board of JadeMetals, the core company of the House. Count Matthew is Chairman today, and though the seat is largely ceremonial he attends every Board meeting.

JadeMetals is a mineral extraction and processing firm, and controls 61% of all metal refining in the province.

London Minerals: The largest mining concern in the Province, London Minerals was once a powerful Minor Clan, but a marriage between Jade Baron's daughter and the Clan Lord's son (approved by His Imperial Majesty) united the two into the County Jade-London. London Minerals either owns or has land-lease rights to some of the riches resources in Imperial Space, and is a primary reason for the Province's high standing in MERLOGH.

Jade Voidmasters: The most prominent shipbuilder in the province, Voidmasters gets the lion's share of warship contracts, though control systems contracts are often granted to the much smaller Turner-Lambert Company.

Turner-Lambert Electronics: Small but state-of-the-art control systems are the specialty of this firm based on Lamaraine. These reliable control/monitor panels are the envy of many a military service, and are sometimes purchased for Imperial vessels.

Daytoni Extraction & Processing: Second largest raw materials processor (a distant third in extraction but London Minerals is their best customer), Daytoni has large facilities in Merlin's Belt and the Ring of Heaven. They supply titanium and Jadium to the Empire (at userous rates).

Titan Transport: The leader in military vehicles of all kinds, Titan supplies the Provincial military with everything from light personnel carriers to the *Colossus*: a hovertank with more firepower than some gunships.

Unfortunately, Titan is still living down the 'Sabre Scandal' in which, due to computer analysis error, they built (and sold to the Province) 200 hovertanks of the new *Sabre*-class that could not lift off the ground of a 1G world when fully loaded.

Leyland-Royce: Ancient historians of pre-spaceflight Terra will recognize both of these names from personal vehicle manufacturers. Evidently so did the founders of this corporation, specializing in high-performance gravitic vehicles for the wealthy civilian. They adopted these names to lend a further touch of 'classic quality' to their company image, and as a further excuse to boost the already inflated price of their luxury machines.

3.6 ▰▰▰▰▰▰▰
SPECIAL FACILITIES & INSTITUTIONS

Here is listed a selection of the most famous schools and research institutions in Jade-London Province.

3.61 IT SCHOOL

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

GM Note: if a player wishes to have an IT degree in his prehistory, he may make a one-time attempt by successfully making an open-ended roll of over 200 (adding Re and In stat bonuses). Success allows the player to double his In and Re bonuses, and gain 20 skill picks (+70) in any one Scientific or Engineering skill.

3.62 OXFORD UNIVERSITY

While not as prestigious in a technical fashion as an IT school, Oxford University is a widely acclaimed institution in its own way, and every year receives millions of applications from prospective students all over the Empire. Jade-London citizens receive some preference and a break in the tuition ('only' 100,000 El rather than the out-of-province 300,000 El per term).

This school was founded soon after the arrival of the colonists on Lamaraine — and was even built after the original plans of the first Oxford on Old Earth, situated by a river in a pastoral landscape 100 kilometers from the Lamaraine capital of Winzor. This school has the very latest technology, wrapped in a unique flavor of history and tradition. The school concentrates on the liberal arts, social, political and economic sciences.

The total number of students in all the colleges is permanently limited to 30,000. A graduate of even the Oxford Undergraduate program will have a degree with considerable hiring potential anywhere in the Empire.

3.7
SLANG

Here is a partial list of slang terms used in various parts of House Jade-London, along with some common phrases heard throughout the Imperium and commonly in Jadist circles.

SLANG

Most of the terms in this list are intended to be at least somewhat insulting; some are considered profanity in polite company.

Blaster Brain — Said to someone to indicate you believe them to be lacking in intelligence.

Squich-breath — refers to the Squich, an amphibious creature native to Lamaraine which lives in stagnant water. It grows to about .5 meters in length, but can paralyze man-sized enemies that it considers to be threats to its home. Its weapon is its breath, which it can exhale in a cloud up to five meters away. The breath is unimaginably noisome.

Hykur — originally referred to a genetically superior male; also may mean an attractive male or a gigolo.

Jym-bob — semi-insulting term for any android.

Jack — any sort of dangerous criminal-especially a raider (shortened slang for "highjacker"). It is often applied to the dangerous League of Merchants' thugs.

Kick — To assassinate someone for a fee; a "Kicker" is a professional Assassin.

Pleb — A lower-class, uneducated, or stupid person.

Pop — To murder someone. "I popped three guys in that raid last night."

Slib — An attractive female in a purely sexual sense; a female prostitute.

Slurg — Refers to a large, slug-like lifeform on an Imperial world. It is a catch-all insult to call someone a slurg, but is often used to imply a dishonest dealer.

Spunk — Someone who is very brave (perhaps foolishly so). "He's a real spunk, isn't he, Natasha?"

Timmie — A coward. Can be an adjective or noun. "Why don't you want to go, Boris? Feeling a little Timmie?" or "Boris is being a Timmie; let's go without him."

Tox — something incredibly great (originates from toxic: so good as to be deadly). "The fight was tox, Boris, you should have been there."

COMMON PHRASES

Not All of His Thrusters are Firing — Someone who isn't thinking clearly.

In Heavy Water — (referring to radioactive water used for storing fission fuel) to be in serious trouble.

We're in a Jam — to be in very deep trouble; a situation that only the JaMS (Jadist Military Service) could get you out of.

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Skill:Add	Notes
Matthew Jade-London	22	125	1(20)*	LsrPstl:112	Admin:118	Diplo:96	PubSpk:94	Human Pilot/Administrator.
Personal belt Barrier shield, ear implant comm unit , personal sensor web.								
Niri Jade-London	14	85	1(25)*	StnPstl:60	Acting:80	Admin:65	Percept:70	HumanTrue Telepath.
Knows *Voice , Thought Master, Telepathy, Concealment, Telekinetics, Mind's Truth*. 56 Psion Points. personal belt barrier shield.								
Faylan Jade-London	9	90	10(30)*	LsrPstl:108	OrbPilot:90	N-SpPilot80	S&H:70	Human Pilot, Deflector shield
Terence Jade-London	7	86	1(30)*	LsrPstl:102	Perc:85	Driving:81	Gen Physics:92	Human Pilot. Belt Barrier
shield, +10 Laser Pistol.								
Alexander Morgan-Jade	6	70	1(25)*	StrpPstl:81	Perc:80	CompTech:55	Subdue:50	Human Explorer.
Belt deflector shield.								
Timothy Jade-London	19	114	1(20)*	BlstPstl:120	Driving:80	Perc:80	Scan Anal:60	Human Administrator. Personal
belt barrier shield.								
Valia Charon	25	130	1(25)*	DirPsion:90	Perc:115	Psychology:90	Acting:102	Transhuman IX True Telepath.
Knows *Voice, Thought Master, Thought into Pain, Concealment, Telekinetics, Mind's Truth, Mind's Eye, Interface*, all to 20th Level. Psion points: 225 (75 x 3 for psion prism enhancer). TruthSibyl								
William Ashe-Lyster	18	120	1(25)*	StunPstl:90	Perc:105	Comm:104	Admin:80	Transhuman VI Theologist.
(Archbishop of Lamaraine)								

STATS FOR NPCS: JADE-LONDON LEADERS & PERSONALITIES

* DB does not include shield modifier (or Psionic defenses, if any). Check notes under character listing for what type of shield, check modifiers in the NPC Chart on page 45, and incorporate in DB.

POLITICS & POWER: IDOR

Both a race and a powerful political entity, Idor represents perhaps the greatest threat to the Terran Empire. Only Idor's internal divisiveness (rebellions are frequent) and lack of financing have prevented all-out war between the two governments. As it is, Idor limits its aggressions to unofficial raids and guerilla tactics. The nature of this race, its origins and current organization, are discussed on the following pages.

4.1
RACIAL DATA

The Idorians, though vaguely humanoid in appearance, differ from Homo Sapiens in a number of important respects. This is a capsule summary of the basic aspects of the Idorian race and culture.

Racial Origins: Racially the Idorians are unmistakably Terran in origin, but mutations over hundreds of centuries have created strong variations. Exactly how the Idorians arrived on Tai'logu IV remains a mystery, no doubt tied in with the inexplicable scattering of so many other humanoids about this region of the galaxy.

Favored Ecosystem: As hypothesized, the Idorian Home system is a red subgiant, located in Frontier Zone 9 at coordinates -56x, +74y, +2z. The Idor prefer very dim environments, and remain indoors whenever possible.

Political Structure: The Idorian Empire is absolute and militaristic in the extreme. A series of dynastic emperors — known as the *T'shya* — has ruled Idor for thousands of years and the situation shows no sign of changing. Local government is administrated by noble families, under the supervision of Imperial representatives.

Social Structure: Social standing is heavily dependent upon genetic background. Royal and noble families are supported by a large class of 'commoners'.

Military Structure: Large and well equipped, the Idorian military is theoretically the tool of the Idorian T'shya (Emperor), but individual ships and task forces are controlled by young men of noble families. Because of this they often act independently, prowling the Imperial borders seeking personal glory from unauthorized raids. These privateers should not be underestimated, however; many sport armament equal to the best the Provinces can mount. Only Houses Kashmere, Carlisle, Jade-London, Devon and the Empire itself has superior quality weaponry.

Language: Idorian is a guttural language of little subtlety. Most Idorian nobles learn Imperial Standard, but speak it with a thick accent.

Appearance: While clearly humanoid, the Idorians have some noteworthy differences. Because of the high concentration of certain metals other than iron in their diet, Idor have a light bluish complexion. They have very little melanin, which also contributes to their intolerance of ultraviolet light and their pale complexion. Idor have light blonde to white hair and pale blue eyes. They are much taller than most Terrans, the males averaging over 195 cm (6'6") and are very slender.

Diet: Omnivores, the Idor indulge in a wide variety of foods. They particularly enjoy a certain native beef-like meat served raw.

Demeanor: Haughty, short-tempered, vain and intolerant of all species but their own, the Idor are a thorn in the Emperor's side and a threat to houses near the Coreward Frontier Zones. They are infamous for their lack of respect for life (including others of their own race) and property.

4.2
HISTORY

As noted earlier, Idorians are so similar to *Homo Sapiens* that few could dispute their common genetic heritage (especially since the two races are interfertile). They are without doubt another 'seeding' experiment by one of the Sianetic Harbinger Races. Anthropologists speculate that it was the Ta'kon Empire which was responsible for much of the spread. Not humanoid themselves, they predated the K'ta'viir but were eventually conquered by them.

At any rate, the Idorians share a distant common heritage with humankind, though they go to great pains to deny it, claiming that they are indeed indigenous to their homeworld of Idor.

Arising slowly from a collection of barbarian clans, the Idorian race consolidated into a global empire in Prelmp c. 3000, at about the same technology level as the Terran Roman Empire. 'Rome' never fell on Idor, however, and the planet progressed rapidly on both the social and technological scales. The Empire, while brutal, discriminatory, and oppressive, was very efficient. The slave class came to be treated with more respect as time went on, being granted certain comforts and concessions to keep them docile.

By Prelmp c. 2000 Idor had colonized her entire system and sent out a number of interstellar probes (unmanned sublight ramscoops). The Idorian mentality does not lend itself to sublight colony vessels, preferring expansion only as fast as the government can grow with active control.

In Prelmp 781 an exploration ship from the Core Worlds encountered one of the Idorian probes and tracked it back to Idor. The unwitting crew was captured upon landing. The Humans were subsequently tortured to death and their ship was dismantled.

The Idorians, as a result, learned all about the budding Terran Federated Democracy and Core Technology. While they were unable to discover the secret of Andrium production, they did locate a few limited supplies of unprocessed Andrium (Andrium has an 'active life' of only about 100 days after processing) and eventually figured out how to mine and process it.

Within three decades the Idorian Empire had a small fleet of operational interstellar ships and began a military expansion. It was not until much later (c. Prelmp 400) that Idor finally encountered the Terran Federated Democracy again. They began a series of raiding maneuvers designed to sound out the enemy, all the while acquiring more systems and technology, and building a fleet.

In the following centuries they remained apart from Terran affairs, quietly building on their technology and gaining more information through probes and spies. A few of their privateers did ally with the League of Merchants — to their mutual benefit.

4.3
THE IDORIAN EMPIRE: AN OVERVIEW

The Idorian government scorns all official contact with the Terran Empire, and rarely deals with other humans at all.

4.31 HOMEWORLD

In keeping with their suspicious nature, the Idorians guard the location of their Homeworld jealously. Imperial Intelligence suspects (and they are correct) that the Idorian 'Homeworld' is in Frontier Zone 9, the fourth planet circling the cool red subgiant star known as *Tai'logu*.

Idor

System: ISN 9-8831 M8vi (Tai'logu) Coordinates -56x, +74y, +2z.
Planet: ISN 9-8831 IV (Idor)
Circumference: 34,000 km
Natural Satellites: 2
Mean Orbit: 250,500,000 km
Day: 42 standard hours
Year: 580 local days
Province: Frontier Zone Nine
Resource Status: N/A
Contact Status: Special
Supply Acquisition: (For non-Idorians)*Extremely Hard* (-30), and Merchandising is *Absurd* (-70).
Resource Type: Administrative
Population: 3.1 Billion
Productivity %: 21%
Production Emphasis: Governmental Homeworld, Administration, light industry, Agriculture, R&D.
Environment: The sun hangs huge, sullen and blood-red in Idor's hazy sky, for while Idor is considerably farther from her stellar primary than the average habitable world, the star is relatively large. The atmosphere of the world is somewhat polluted, though not currently at dangerous levels. (Pollution levels have been dropping for several hundred years, as Idorians have turned to cleaner power sources.) Mean temperature is somewhat cooler than Earth's, and the world has t large polar caps. Gravity is only .7 G's (thus the height and lack of body mass of the Idorian race). The thick atmosphere and low solar radiation level has made them pale and Two small moons circle Idor: Khour and Oltu are both airless rocks but support large installations and Oltu is the prime base for the Idorian Star Fleet.
History: The (apparent) homeworld of the Idorian race, this world has the rich and varied history of any birthplace of a civilization. Any evidence that the Idorian people were 'seeded' here in the early stages of sentience is suppressed. Idorian civilization is several thousand years younger than Terran, their technic advances owed to pirated Human space vessels.
Operations: Still an unusually varied economy for an interstellar homeworld, Idor supports a variety of heavy and light industries, agriculture and a large population. The biosphere, though much better cared-for than in centuries past, is still overloaded.

4.32 MILITARY

As noted elsewhere, the Idorian star fleet is still in its infancy. The Emperor has elected to allow many of the nobility ships to patrol Terran space and harass the humans, rather than try to consolidate the numerous family fleets into a single armada. He is just biding his time, however, waiting for the day when he believes that Idor has a chance of actually defeating the united fleets of the Terran Star Empire. When that day arrives he will not wait a moment longer than necessary.

Idorian spacecraft are not remarkably different than some Imperial designs (not surprising, since most of the Idorian ships are stolen Terran ship blueprints). They are just reaching the level of technology where they can significantly alter ship designs on their own.

In the past Idor has made a more organized assault on humans, but — aside from the brutal assault on Caernarvon — they have been for the most part unsuccessful. This does not mean that Idorian soldiers are in any way inferior; in fact, man for man, an Idorian trooper is worth at least two of any Provincial Marine, and is barely outperformed by the highly touted Imperial Police.

5.0

SYSTEM LISTING

"Lamaraine is indeed a garden, but beware the serpent at its center"

Baron Agassi P'vikki of House Muria-Stein
after a visit to Count Matthew
Imp. 471

In this section are described planets under the control of the Jade-London Provincial Conglomerate. While the province technically controls the entire planetary system in which it has a base, the possessions are listed by specific celestial body. This is for clarity, and because there are often independent Minor Clans on planets in a Jade-London controlled system (see Section 6.0)

KEY TO THE PLANETARY SUMMARIES

In this and the following section, the following terminology is used:

System: Imperial Stellar Primary Catalog name, star Spectral Class (O, B, A, F, G, K, M, N, S, from brightest to dimmest), Temperature (0 thru 9, hottest to coolest), and Type (v (main sequence), vi (sub-giant), iii (giant), ii (bright giant), i (super-giant).
Planet /Moon/Asteroid Belt: *Orbital position around stellar primary (and local name).*
Circumference: *Distance around the planetary equator.*
Natural Satellites: *Any naturally formed or acquired orbiting bodies.*
Mean Orbit: *Average distance from stellar primary.*
Day: *Number of standard hours required to complete one full rotation.*
Year: *Number of standard — 25 hour — days to complete one full revolution around the stellar primary. (Note that this is not necessarily the same as the number of local days.)*

Province: *The government in control of the body.*
Resource Status: *Every detected world falls under one of the following categories as a physical resource:*
Unsurveyed: The existence of the planet has been recorded but it has yet to be prospected or surveyed in detail.
Prospecting: The survey process is under way and a report will follow completion of the operation.
Developing: The world is deemed to be resource-rich; a colonization and exploitation procedure is being implemented.
Producing: Colonial production of raw materials — and possibly finished products — is under way.
Exhausted: Continued habitation has been declared unprofitable and the colony has been shut down.
Protected: Planet cannot be developed for reasons other than mere practicality. Other information in the summary should explain the protected status.
Contact Status: *A status term is given, followed by notes on supply acquisition for the world and any major orbital stations (if any). Status terms are explained below.*

Open World: A planet either settled by humankind during its expansion and so on equal footing with other Imperial worlds, or the native culture has been fully integrated and there are no restrictions on contact. Most inhabited worlds in the Imperium are of this type.

No-See: [Quarantine Rating 5-10] (Rating Implies a native race) Sentient natives have been discovered and are under observation, but no formal contact has been made by the sponsoring Province.

Contacted: [Quarantine Rating 3-7] (Rating Implies a native race) Initial communications have been made with the natives. *Provinces usually push for land-leasing agreements at this point so that the Province may obtain aboriginal consent to perform various operations on the planet.*

Integrating: [Quarantine Rating 1-3] (Rating Implies a native race) A technologically or socially disadvantaged race is given citizenship status upon the world in question and is slowly introduced to to Provincial/ Imperial science and politics.

Subsidiary: (Rating Implies a native race) The native race is given citizenship status throughout the province that it is a member of, and the planet is provincial territory.

Minor Clan: Frontier provinces, recently discovered 'lost colonies', and gifted Xeno-races capable of managing their own resources and political affairs are granted this autonomous state status, but are either under the direct supervision of a province or the Emperor.

Special: [Quarantine Rating 1-10] A highly variable classification which can include any of the following: rediscovered colonies not easily integratable, independent planets, highly evolved sentients, and others.

Omega World: [Quarantine Rating 3-10] Dead geosphere. This classification assumes that the planetary body was once habitable, but has since been rendered infertile through nuclear, biological, chemical, or other holocaustic attack delivery system. These worlds often hold the highest quarantine rating, and are forbidden to all but personnel with the highest Provincial or Imperial security clearance.

GM Note: Quarantine ratings are given from 1 to 10, indicating least severe punishment (a fine of 100 - 10,000 EI) to most severe (death or mind-purge). All systems with quarantined planets are clearly marked by warning buoys broadcasting a warn-off in laser, microfreq, and even radio signals on all frequency bands.

Resource Type: *A world will have one or more of the following classifications (it is assumed that most worlds will actually encompass several of the categories, but the Type is given to indicate a dominant segment):*

Industrial: Large-scale raw material or finished goods processing is a major focus.

Agricultural: food products (including plants, animals and animal products) are widely cultivated.

Mineral: Body is dominated by mining operations for raw materials (often this classification is given to gas giants or ore-rich asteroid belts).

Service: Recreation, tourism, or preservation factors are given preference to the point of restricting or prohibiting large-scale mining or industrial operations.

Administrative: Provincial or Minor Clan worlds are invariably given this category (perhaps in addition to others).

Dormant: Body, while possessing potential, is not being developed for some reason.

Population: *Number of sentient residents.*

Productivity %: *Percentage of GPP (Gross Provincial Product) of the entire province.*

Production Emphasis: *Foremost exports, industry, and/or services*

Environment: *Overall climatic conditions.*

History: *A capsule of the body's background from discovery to the present.*

Operations: *A brief summary of the current settlements and activity on the planet.*

KEY TO SPACE STATION SUMMARIES

Space stations are critical to interstellar travel in the Empire, providing docks for ships incapable of landing on a planet, and links for passengers and c rgo to be transferred from orbit to a plhet surface. Stations come in a variety of sizes and designs, from a tiny security outpost orbiting a distant world to the massive Instations and Space Docks which coordinate the movements of hundereds of spacecraft a day. A selection of the most prominent (and often most likely to be used by the PCs) stations is also included in this system listing. The coding for these stations is explained below.

System: *As for Planetary key.*
Orbit Status: *Defines the parameters of the station orbit, what body it circles, at what distance and what type of orbit.*
Ownership: *The name of.the organization which owns the facility. A station may be owned by a private corporation, a province, or a combination*
Jurisdiction: *Who controls the facility, whether it be primarily Military, civilian, and what body (for instance, Akaisha Outstaion is a civilian facility jointly controlled by Devon Province and the Imperium).*
Facilities Available: *Summary of facilties and services available at this station.*
Supply Acquisition: *As for Planetary Codes. (Supply acquistion for small stations will sometimes be included with the planetary notes if the station does not otherwise merit description.)*
Average Population: *Staffing of the facility.*

5.1 ███████████████
ALPHA VOLANTIS

The home system of House Jade-London, it was settled millenia ago. Eleven planets orbiting a main sequence G-type star, the inner five composed mainly of rock, while the outer six are gas giants.

5.11 LAMARAINE
System: Alpha Volantis G8v
Planet: III (Lamaraine)
Circumference: 41,000 km
Natural Satellites: 3
Mean Orbit: 147,200,000 km
Day: 22 standard hours
Year: 310 local days
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: *Easy* (+20), and Merchandising is *Easy* (+20).
Resource Type: Administrative
Population: 312 million
Productivity %: 8%
Production Emphasis: Provincial Homeworld, Administration, Tourism, light industry, R&D.
Environment: Temperate to Tropical geosphere. Lamaraine has small polar caps and 81% of the planet is covered by oceans, creating an unusually temperate world. Temperature variations are not severe, and a large percentage of the land is arable (partially as a result of terraforming).

History: First colonized by an expedition from western Europe launched in the latter days of cryogenic colony expansion, it was therefore already inhabited by a fairly advanced technocracy (which suffered Technology recessions, but not on the scale of the Core Worlds or some of the other colonies) when rediscovered in PreImp 1070. About 10% of the 500 colonists, these were the remnant of a dying breed of elitist blue-bloods. Although the realm was forced to join the Terran Federated Democracy, they have resisted absroption and enjoy unusual autonomy in the Empire.

Operations: The Capital city of Lamaraine is Winzor, a beautiful metropolis of glittering towers and graceful skywalks. The countryside on the main continent is dotted with palatial manors; these are the dynastic family homes of the 'royalty' of Lamaraine: direct descendents of the original nobility who departed Earth thousands of years earlier. Other continents are largely devoted to agriculture, administration, and natural parkland. Lamaraine's three moons are all rather small and of little significance. Each has a small outpost, but their orbits make them inconvenient as bases.

5.12 THAMES SPACE DOCK
System: Alpha Volantis G8v
Orbit Status: Geosynchronous above Lamaraine.
Ownership: Jade-London
Jurisdiction: Civilian
Facilities Available:
 18 Drydocks (200,000 tons max)
 12 Internal Docking bays (50,000 tons max)
 90 Dock Couplings
 TBD (50 LY Range)
 MERLOGH
 Staterooms: Luxury to Economy
Supply Acquisition: *Easy* (+20) and Merchandising is *Hard* (-10).
Average Population: 1200

5.13 DELTA STATION
System: Alpha Volantis G8v
Orbit Status: Geosynchronous above Lamaraine.
Ownership: Jade-London
Jurisdiction: Military
Facilities Available:
 12 Drydocks (200,000 tons max)
 12 Internal Docking bays (50,000 tons max)
 30 Dock Couplings
 TBD (50 LY Range)
 Staterooms: Limited; only for guest military personnel.

Supply Acquisition: *Hard* (-10) and Merchandising is *Extremely Hard* (-30) but Luxury items can snare a high price from the troops.
Average Population: 2500 (including resident garrison)

5.14 CALAIS
System: Alpha Volantis G8v
Moon: Alpha Volantis VI b (Calais)
Circumference: 32,000
Natural Satellites: —
Mean Orbit: 1,032,000 km
Day: 16 standard hours
Year: 40 local days.
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: *Easy* (+20) — though at 20-60% higher price than normal, and Merchandising is *Very Hard* (-20).
Resource Type: Service/Agricultural
Population: 87 million
Productivity %: 4%
Production Emphasis: Recreation; Military.
Environment: The largest moon of a gas giant, Calais has a very earthlike environment in a gravity well of .6 G. Largely ocean, Calais has two large continents and myriad islands in a warm temperate climate.
History: Settled in PreImp 9490 (80 years after the landing on Lamaraine), Calais was first an exploration outpost and way-station for gas mining on the giant sixth planet (Odin). As the settlements grew, the moon became more important for its naturally habitable ecosphere than as a transfer point. While the Jadist military maintains a large training facility and garrison to this day, much of the moon has been converted into a gigantic playground for the wealthy and powerful of the province.
Operations: Centered around one of the two continents (and extending across many isolated islands) is a resort complex, while the other continent is the province's second-largest fleet base. The resort contains a variety of environments and diversions. Jungles, deserts, and almost any climate — including cooler ones near the poles — are available for the wealthy to enjoy (non-lethal) safaris .

5.2 ▉▉▉▉▉▉▉▉▉▉▉▉
JADON 3
 A K-type star holding in orbit six planets, Jadon 3 (originally dubbed *Delahay's Star*) was the first interstellar target of the Lamarians. Being less than 2.5 light-years away, it was a relativey easy goal. It also contained a great prize: the jewel-like world of Avalon.

5.21 AVALON
System: Jadon 3 K5v
Planet: JADON 3 III (Avalon)
Circumference: 39,500 km
Natural Satellites: none
Mean Orbit: 121,800,000 km
Day: 24.1 std hours
Year: 322 local days
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: *Easy* (+20), and Merchandising is *Easy* (+20).
Resource Type: Service, Agricultural, Industrial.
Population: 600 million
Productivity %: 6%
Production Emphasis: Agriculture, luxury items, coffee, gems mining.
Environment: Another idyllic ecosphere, Avalon actually has a more temperate climate than Lamaraine, with small polar caps yet only high temperatures of about 80°F near the equator. Avalon is dominated by three large continents, with an equal number of oceans. The continents are broken up somewhat by huge fresh-water 'inland seas', which give the planet an unprecedented percentage of fresh water. Oxygen content is slightly above Earth normal, and gravity is .8G.
History: As noted in the system introduction, Jadon 3 was a system so close as to tempt the Lamarians almost as soon as they set down on their homeworld. When astronomical observation told them that there was a high probability of an earthlike world, Avalon beckoned to them like that misty island in their distant, legendary past. Unmanned probes were launched, and their hopes were verified: an earhtlike world inhabited by only lower forms. However, it would be more than two thousand years before a manned spacecraft could be sent to Jadon 3.

The tiny colony of less than 500 had to plan carefully, and there was so much to explore on their own planet. At last, however, the first sublight exploration craft was launched, and (relatively) few years later the third planet was claimed in the name of His Grace, Arch-Duke of Lamaraine. Since that time, the planet has been carefully tended as a pastoral environment.

Operations: Primarily an agricultural world, though there is some mining and light industrial activity. Avalon has been carefully planned to maintain a large percentage of its indigenous environment, so 60% of each land mass is natural preserve. The remainder is cultivated for farm products, both crops and livestock. Avalon is also rich in mineral wealth, yielding a rich supply of diamonds (including the rare violet diamonds), emeralds and sapphires. It is also the home of the unique Tabak Poplar, a graceful, slender tree which yields wood of incomparable strength and beauty. Several of the oldest Lamarian families have 'country estates' here, with large tracts of land also held as preserves of indigenous life.

5.22 HADES

System: Jadon 3 K5v
Planet: JADON 3 I (Hades)
Circumference: 28,500
Natural Satellites: none
Mean Orbit: 55,000,000 km
Day: 78 std hours
Year: 10 local days
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: *Medium* (±0), and Merchandising is *Extremely Hard* (-30).
Resource Type: Mineral
Population: 10,000
Productivity %: 8%
Production Emphasis: Gold, silver, platinum, titanium, iridium, aluminum, fissionables and common ores mining.
Environment: Gravity .36 G's, only a trace of atmosphere. The planet's surface is either extremely hot (over 1000°F) or cold (-200°F). Thus the world is a tortured, lifeless wasteland alternatively baked by Jadon 3 or frozen by the cold grip of space.

History: Discovered at the same time as Avalon, Hades was given litte attention; after all, it was a barren rock similar in many ways to Mercury in the Sol system. However, as the Avalon settlement grew and her inhabitants began a careful study of the rest of the system they discovered vast mineral wealth on Hades. Since that time operations have continued to grow, and the world's treasury still shows no sign of being exhausted.
Operations: Five orbital stations circle Hades; four are processing plants while the fifth is a transfer point and transport center. The surface of the planet is honeycombed with mine tunnels and caverns, and vast complexes of mostly automated mining equipment. Jademetals practically owns Hades, though Daytoni has a small land-lease and owns one of the four orbital processors.

5.23 AVEBURY STATION

A mixed-use facility, Avebury coordinates all traffic entering and leaving the Jadon 3 system. It is the main spacedock for the Jade Fleet in this system, and also serves as a transfer point between interstellar and orbital traffic to Avalon.

Although Avebury monitors the freight traffic from Hades, it is essentially controlled by the orbital traffic system there.

System: Jadon 3 K5v
Orbit Status: Geosynchronous orbit over Avalon.
Ownership: Jade-London
Jurisdiction: Civilian/Military
Facilities Available:
  3 Drydocks (200,000 tons max)
  6 Internal Docking bays (50,000 tons max)
  30 Dock Couplings
  TBD (50 LY Range)
  MERLOGH
  Staterooms: Luxury to Economy
  Convention Facilities
Supply Acquisition: *Easy* (+20), and Merchandising is *Medium* (±0).
Average Population: 500.

5.3 ███████████

JADON 8

Considerably further from the Provincial Homeworld (32.5 Light-years) than any other Jade-London posession, Jadon 8 is still tightly held by the province, even though the system has no habitable geosphere. The primary was originally called the *Star of India*, but was renamed at the joining of House Jade and Clan London. This system was previously the main wealth of Clan London, in fact.

The reason that the Jadists cling to this white, main sequence star (and her dwarf companion) is no doubt the mineral-rich and beautiful asteroid belt dubbed *The Ring of Heaven.*

There are no satellites other than the Ring orbiting this binary system, the instability of the gravity fields making planetary formation impossible. Instead, a great oval of rock and luminous debris has formed, with streamers of material arching gracefully in to a fiery death in the center of the gravity well.

5.31 THE RING OF HEAVEN

System: Jadon 8 F8v M5Dwarf
Asteroid Belt: Jadon 8 I (The Ring of Heaven)
Circumference: N/A
Natural Satellites: none
Mean Orbit: Variable
Day: N/A
Year: N/A
Province: Jade-London
Resource Status: Producing
Contact Status: N/A
Supply Acquisition: (varies at small processing plants; no easier than *Very Hard* (-20).
Resource Type: Mineral, Industrial
Population: 4,000 (scattered throughout the Ring)
Productivity %: 9%
Production Emphasis: Lystra Crystals, titanium, platinum, rare ores and crystals.
Environment: A variety of asteroids and a cloud of dust constitutes the Ring. The largest asteriod is 200 km long, and harbors a processing plant.
History: As noted above, Jadon 8 was previously he main source of wealth of Clan London. As part of the Marriage/consolidation agreement, it became part of the House property, though Lond'n Miner' s retained its claim to the actual ring.
Operations: There are dozens of mining operations going on throughout the Ring at any given time. Most of the Ring is so pulverized that rare elements drift about completely exposed (and so very easy to pick up on even rudimentary sensor scans). London Minerals has rights to the entire system, though they sell prospecting leases to small independent miners. It is the only known source of Londinium.

5.32 HEAVEN'S GATE STATION

Heaven's Gate is small as Instations go, but is still the largest habitable environment in the system. It controls all traffic in and out of the system, is a base for military operations.

System: Jadon 8 F8v M5Dwarf
Orbit Status: Distant orbit around Stellar Primary.
Ownership: Jade-London
Jurisdiction: Civilian/Military
Facilities Available:
2 Drydocks (100,000 tons max)
6 Internal Docking bays (50,000 tons max)
10 Dock Couplings
TBD (50 LY Range)
MERLOGH
Staterooms: Mid-range to Economy
Some Recreational Facilities
Supply Acquisition: *Hard* (-10) and Merchandising is *Extremely Hard* (-30)
Average Population: 300 plus 300 military staff.

5.4 ∎
1000 PYXIDIS

An extremely bright, blue-white star, 1000 Pyxidis is a subgiant, young and hot. The richness of this system in heavier elements is attributed mainly to the intensity of the star (and thus the necessary heat at the birth of the system to form the more complex elements). The star holds eight planets in orbit (not including the asteroid belt between the fifth and sixth planets): five rock worlds and three gas giants.

This system has proven to be another valuable one for House Jade-London, harboring a habitable (if still somewhat hot) world, and an asteroid belt rich with resources. An industrial Instation orbits between the fourth planet and the asteroid belt.

Pyxidis also harbors a fascinating plethora of animal life, though none of the indigenous creatures has been shown to be sentient, the world is still restricted, as noted below.

5.41 CARNAC

System: 1000 Pyxidis O1iv
Planet: 1000 Pyxidis VI (Carnac)
Circumference: 44,000 km
Natural Satellites: none
Mean Orbit: 9,000,000,000 km
Day: 21 std hours
Year: 890 local days
Province: Jade-London
Resource Status: Developing
Contact Status: No-See (Quarantine Rating 5)
Supply Acquisition: *Medium* (±0) and Merchndising is *Easy* (+20).

Resource Type: Fissionables, rare gems.
Population: 100 (survey colonies)
Productivity %: 0%
Production Emphasis: None
Environment: While orbiting at a fair distance from the stellar primary, Carnac is still inundated by the star's intense heat. Only the world's strong electromagnetic fields and thick atmosphere protect it from the deadly solar radiation. The world has almost no polar caps and — because of the moderating effects of the continuous cloudcover — maintains a surprisingly constant temperature (around 90 - 100° F) across much of the globe. Equatorial areas are mostly desert, but the lands in between are covered with lush vegetation. The planet is young and tectonically unstable, but many areas are relatively safe. Nearly all the land areas (only 18% of the planet surface) are covered with rainforest. There is some volcanic activity, but a much more significant problem is meteor infall (asteroids from Merlin's Belt are frequently pulled away and descend on Carnac). A meteor protection system is under consideration.
History: Discovered in PreImp 510, the system was claimed by the Terran Federated Democracy but not developed at the time, because a cursory survey showed that none of the planets were habitable (sloppy work by some Federation survey team did not reveal the borderline nature of planet VI). The system remained practically abandoned until the Imperial Inauguration, when it was granted to House Jade. It is only in the last few decades that Carnac has been carefully examined, revealing the indigenous animal groups.
Operations: Jewel and fissionables mining is just getting underway on a small scale, coordinated by Daytoni Extraction & Processing (a lease coup for this company). Several small JadeSurvey teams are currently scouring the planet, analyzing and studying the indigenous life. The Quarantine Rating is relatively low because of the lack of likelihood of finding an intelligent race.

GM Note: there are Sianetic Harbinger artifacts located on this hot world...more in later modules.

5.42 MERLIN'S BELT

System: 1000 Pyxidis O1iv
Asteroid Belt: 1000 Pyxidis VII
Circumference: —
Natural Satellites: —
Mean Orbit: 650,000,000 km
Day: —
Year: —
Province: Jade-London
Resource Status: Producing
Contact Status: N/A
Supply Acquisition: *Medium* (±0) and Merchandising is *Extremely Hard* (-30).
Resource Type: Producing Acquisition
Population: ≈ 2000 (varies)
Productivity %: 11%
Production Emphasis: refined metals, some rare elements.
Environment: A standard type asteroid belt, formed from a destroyed planet.
History: Bases were established on the three largest asteroids soon after House Jade settled its claim. Merlin's Belt has proven to be one of Jade-London's most profitable properties, yielding a wide variety of minerals.
Operations: Refining and supply bases are running at near capacity on the large asteroids *Ultima*, *Zardoz*, and *Metaluna*. JadeMetals controls the lion's share of the operations in this system. It is the only known source of naturally occurring Jadium.

5.43 ANTARES STATION

Serving as military base, mining operations coordinator (monitoring traffic to the bases in Merlin's Belt) and survey base of operations, this small Instation has many roles. Craft entering the system are scanned and checked throughly because of the sensitive nature of Carnac's indigenous inhabitants, though this status may soon be changed when survey teams complete their work.

System: 1000 Pyxidis O1iv
Orbit Status: Stellar orbit between planet VI (Carnac) and the asteroid belt.
Ownership: Jade-London
Jurisdiction: Civilian/Military
Facilities Available:
3 Internal Docking bays (50,000 tons max)
12 Dock Couplings
TBD (50 LY Range)
MERLOGH
Staterooms: Mid-range to Economy
Supply Acquisition: *Medium* (±0) and Merchandising is *Very Hard* (-20).
Average Population: 300

5.5 ■■■■■■■■■■■■■■■
BETA FARRARUS

Beta Farrarus was actually colonized long ago (around Preimp 1800) by a corporation. Prysmadyne Optronics (see 6.3) claimed Planet IV and settled it, choosing not to even make an outpost on Planet III — which many believe to be a superior world. But the Prismadyne board had their reasons, and now the company is a pre-eminent producer of optronic computer elements.

Much later, the long tentacles of House Jade made their claim on Planet III. The system was granted with little fanfare, and His Imperial Majesty summarily made Prismadyne a Minor Clan under Jadist control.

5.51 CAERNARVON
System: Beta Farrarus A0v
Planet: Beta Farrarus III (Caernarvon)
Circumference: 44,600 km
Natural Satellites: One (Meris)
Mean Orbit: 245,000,000 kilometers
Day: 31 standard hours
Year: 482 local days
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: Light (+10) and Merchandising is Medium (±0).
Resource Type: Habitable Acquisition
Population: 58 million
Productivity %: 6%
Production Emphasis: Aquaculture; Agriculture.
Environment: Temperate and watery, 91% of the surface of Caernarvon is covered by ocean or the small polar caps, though the oceans are unusually shallow. The land areas are all very small and fragmented. Mean temperature is 55°F, with few severe fluctuations. The lands areas, though few, are scattered and sufficient to prevent intolerable storm activity. Gravity is slightly higher than one G.
History: House Jade had a responsibility to fully develop this world, as there was some protest from other houses over its easy acquisition of Caernarvon. Some claimed that Prismadyne should be given a claim and allowed Major House status. The Lord unleashed his best agricultural scientists, and they brought many innovations to the science of aquaculture.

Operations: Carnarvon is a triumph of large-scale ocean agriculture (aquaculture). Virtually all of the ocean shallows are devoted to kelp or other sea-plant fields. In addition to the agriculture industry, Caernarvon has a tourist market, and encourages visitors to the open seas.

5.52 GANYMEDE STATION
Another typical multi-use station, serving Prismadyne in addition to the needs of Caernarvon.
System: Beta Farrarus A0v
Orbit Status: Stellar orbit just inside of Caernarvon.
Ownership: Jade-London
Jurisdiction: Military/Civilian
Facilities Available:
   2 Drydocks (200,000 tons max)
   6 Internal Docking bays (50,000 tons max)
   18 Dock Couplings
   TBD (50 LY Range)
   MERLOGH
   Staterooms: Luxury to Economy
   Convention Facilities
Supply Acquisition: Light (+10) and Merchandising is Medium (±0).
Average Population: 600

5.6 ■■■■■■■■■■■■■■■
BETA VULPECULAE

A hot blue giant with a planetary system is an unusual thing, and a habitable planet in the group is something even more extraordinary. Beta Vulpeculae's planets orbit at extreme ranges and so have protracted years. Other than that, however, Camelot is a very earthlike world.

5.61 CAMELOT
System: Beta Vulpeculae B0iI
Planet: Beta Vulpeculae VI (Camelot)
Circumference: 45,000 km
Natural Satellites: none
Mean Orbit: 3,680,000,000 km
Day: 24.1 standard hours
Year: 41,450 local days
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: Hard (-10) and Merchandising is Medium (±0).
Resource Type: Agricultural; Mineral.
Population: 5 million
Productivity %: .5%
Production Emphasis: Food products.

Environment: Fortunately for its environment, Camelot has very little axial tilt (if it had a significant tilt, seasons could last for 10,000 days!). There is significant vulcanization, though little in the way of meteor activity. Land masses cover abot 29% of the planet surface, though much of that near the equator is desert. The poles are extremely cold, with large ice caps. The mid-hemispherical regions are comfortable, though, with temperate climes. The planet's atmosphere is very dense, necessary to shut out the stellar radiation. Life on the world is just beginning, so the Lamarian colonization teams have spent the last couple of millenia tailoring appropriate life forms to mesh harmoniously with the life already indigenous to the planet.
History: First discovered by a Lamarian probe, the system was claimed by the colonists and officially presented to House Jade at the Imperial Inauguration. It has been a careful experiment in bioforming which — so far — seems to be a success.
Operations: There are a number of installations acattered over Camelot, but aside from the major city and environs, the planet is largely a wilderness being overtaken with the life nurtured by scientific teams.

5.62 GUENEVERE STATION
A small station designed to monitor system activity, act as headquarters for the system military operations, and way station between planet surface and interstellar traffic.
System: Beta Vulpeculae B0iI
Orbit Status: Geosynchronous orbit over capital city.
Ownership: Jade-London
Jurisdiction: Military/Civilian.
Facilities Available:
   3 Internal Docking bays (50,000 tons max)
   6 Dock Couplings
   TBD (50 LY Range)
   Staterooms: Economy
Supply Acquisition: Very Hard (-20) and Merchandising (except luxury items) is Sheer Folly (-50).
Average Population: 300

5.7 ▉▉▉▉▉▉▉▉▉▉
JADON 5

This system contains the homeworld of Clan London (actually an offshoot of the original Lamaraine colony).

5.71 KELL

System: Jadon 5 K8v
Planet: Jadon 5 III (Kell)
Circumference: 42,000 km
Natural Satellites: none
Mean Orbit: 140,000,000 km
Day: 20 std hours
Year: 231 local days
Province: Jade-London
Resource Status: Producing
Contact Status: Open World
Supply Acquisition: *Easy* (+20) and merchandising is *Medium* (±0).
Resource Type: Administrative, Mineral, Industrial, Agricultural.
Population: 1.4 billion
Productivity %: 7%
Production Emphasis: finished products, rare foodstuffs.
Environment: Somewhat cooler than Terran norms, Kell has large polar caps and is covered by great expanses of ocean. The equatorial areas are quite comfortable, however, and the seas tend to moderate temperature changes.
History: A splinter group from the original Lamaraine colony, the Kells were an exploratory mission which met with misfortune and was unable to return to the colony. Fortunately, however, they had found a habitable world and made it their home. So, although there was no bad blood between the two colonies, Kell was independent-minded when the Empire was Inagurated and resisted Jadist overtures for a reunification. They failed to qualify as a Major House, though, and were relegated to Minor Clan status. Under the protection of House Jade the Clan flourished, but was suffering from internal disorganization and continuing struggles between political parties. At last the persuasive Jadists prevailed, and the two powers were truly united by a wedding of the family heirs.
Operations: Large scale mining is only performed near the poles, while temperate regions support a variety of agricultural industries. Kell is known for its artists and innovative furnishings.

5.72 YORK STATION

A large facility, York supports a major military base and coordinates al Jadon 5 system traffic.
System: Jadon 5 K8v
Orbit Status: Geosynchronous over capital city.
Ownership: Jade-London
Jurisdiction: Military/Civilian
Facilities Available:
  3 Drydocks (200,000 tons max)
  6 Internal Docking bays (50,000 tons max)
  24 Dock Couplings
  TBD (50 LY Range)
  MERLOGH
  Staterooms: Luxury to Economy
  Convention Facilities
Supply Acquisition: *Easy* (+20) and merchandising is *Medium* (±0).
Average Population: 2500, including military forces.

5.8 ▉▉▉▉▉▉▉▉▉▉
JADON 10

A system unremarkable except for its mineral wealth, Jadon 10 has seen continuous exploitation for many centuries. It is very close to Alpha Volantis, so was a colonization target by the Lamarians. Jadon 10 has seven planets, four rock worlds and three gas giants.

HIGHLAND STATION

Operations center for mining here, Highland is 50% owned by JadeMetals; the other half controlled by the Jadist Military, which maintains a small force here.
System: Jadon 10 F6v
Orbit Status: Stellar orbit between planets IV and V
Ownership: Jade-London
Jurisdiction: Military/Civilian
Facilities Available:
  3 Internal Docking bays (50,000 tons max)
  12 Dock Couplings
  TBD (50 LY Range)
  Staterooms: Economy
Supply Acquisition: *Medium* (±0) and Merchandising is *Very Hard* (-20).
Average Population: 500, including military.

5.9 ▉▉▉▉▉▉▉▉▉▉
MOURIIS

Mouriis has a habitable geosphere, but this world has a history of its own. The third planet — Minos — is an Omega World, with the highest Quarantine rating.

WARNING!
Provincial Directive HA 719-V
System TMX 281 (Mouriis) is under quarantine by order of
Count Matthew Jade-London
Planetfall restricted to authorized vehicles and personnel only. Omega quarantine in effect. Transmit clearance passage code immediately.

5.91 MINOS

System: Mouriis F2v
Planet: Mouriis III (Minos)
Circumference: 42,000 km
Mean Orbit: 138,000,000 km
Day: 23.5 standard hours
Year: 390 local days
Province: Jade-London
Resource Status: Protected
Contact Status: Omega World (Quarantine Rating 10)
Supply Acquisition: N/A
Resource Type: Dormant
Productivity %: 0%
Production Emphasis: N/A

GM Note: for Environment, History, Operations: See details in the adventure 9.0.

5.92 TRITON STATION

A small military-controlled facility orbiting Mouriis, Triton is designed to be unoccupied much of the time. The joint Imperial/Jadist survey and exploration team uses it as a transfer point.
System: Mouriis F2v
Orbit Status: Full planet coverage orbit.
Ownership: Jade-London
Jurisdiction: Military
Facilities Available:
  1 Internal Docking bay (30,000 tons max)
  3 Dock Couplings
  Staterooms: Economy
Supply Acquisition: *Very Hard* (-20) and Merchandising is *Sheer Folly* (-50).
Average Population: 0 (2 service bots).

5.10 ▆▆▆▆▆▆▆▆▆▆▆▆▆▆▆
HESTUS

A Special Status world, Hestus V is currently under the stewardship of House Jade-London, but competing Houses are very interested in the mysterious world. The following data includes a hardcopy of the Imperial Directive whcih is constantly broadcast throughout the system, and the Jadist preliminary survey findings.

GM Note: More information concerning Hestus V and an adventure are included in the Space Master Module League of Merchants.

WARNING!
Imperial Directive HA 719-V
System ZY H 451 (Hestus) is under stewardship of
Count Matthew Jade-London
by order of His Imperial Majesty.
Planetfall restricted to authorized vehicles and personnel only. No-see quarantine in effect. Transmit clearance passage code immediately.

DATAFILE 3454-JL Beta
SECURITY: Level Two
TOPIC: Planet Hestus V
Prelim Survey

System: Hestus G1v
Planet: V
Circumference: 43,000 km
Natural Satellites: None
Mean Orbit: 460 LS
Day: 26 Standard Hours
Year: 310 Standard Days
Province: Imperial Space
Resource Status: Prospecting
Contact Status: No-See (Quarantine Rating 9)
Supply Acquisition: *Insane* (-100) and so is merchandising.
Resource Type: Mineral
Population: Ghedians (?) $\approx 1 \times 10^7$
Production Emphasis: None
Environment: A temperate mix of jungle and mountainous forested regions. One sentient humanoid race, though other life includes only complex flora, insects, and very simple reptilian/avian/mammalian forms. Sentients resemble closely the *Pearta Ghed*, though seem unaware of their unusual origin and appear to believe that they are indigenous (though this seems highly unlikely). Oxygen/Nitrogen (25/69%) atmosphere with no harmful trace elements. Atmospheric pressure low but acceptable. 71% of surface is covered with low-saline oceans, most land masses are very fragmented. Gravity field light (.7G). Temperature range over tropical regions is +20° to +42° C.; +5° to +18° C. in temperate areas. Large Polar ice caps. Unusually thick and persistent cloudcover over land areas.

History: Hestus V has only recently been actively investigated, the reason for the delay being in part because of its proximity to the Frontier (and rumors of Snee incursions in that region) and the wealth of other systems in the Jade-London fold to be developed. However, Imperial Scouts made an orbital scan of all twelve planets in the system in Imp 450, noting planet five as a potential habitable geosphere. No action was taken until Imp 465 when House Jade-London requested stewardship of the system. This was granted and subsequent surveys have followed. All results to date indicate a world rich in natural resources and colonization potential — provided the current populace can be successfully integrated.

Operations: Survey Team has completed preliminary study of planet; an orbital station has been established and in-depth analysis is progressing. While Jade-London clearly has the best claim to the system, Houses Hulugu and the Lilith Group both have small observation platforms in orbit.

Notes: Hestus V is a world of low gravity and riotous vegetation covering the vast majority of the land masses. The Hestians live in isolated communities in the tiny, deeply-enclosed vales and bays, thus making it (relatively) easy for the PCs to make contact with natives who are as yet unaware of any other extraterrestrial visitors on their planet. This is important, as the Jadists have already embarked on a campaign to inform the Hestians of their presence and warn them about 'evil counterparts' who resemble the Jadists but are actually thieves who wish to plunder Hestus.

6.0

MINOR CLANS

"Ask not how many Minor Clans Count Matthew has under his wing; ask instead how many stars there are in the sky."

In the following section are described the systems which, while not owned by House Jade-London, are within the Count's sphere of influence. The Provincial fleet is responsible for protecting these minor clans, and the government is expected to 'cultivate' these semi-independent worlds. While this can be a very profitable setup for the Protecting House (the Clans pay exorbitant taxes), it can be a two-edged sword. Clans have become rebellious in the past, petitioning for Major House status (and freedom for the supervising house). A few have even tried open rebellion, smuggling arms and attempting to cripple the house in order to win their freedom. Historically the latter scheme has not proven very successful, but that doesn't seem to keep Clans from making the attempt.

6.1

CLAN NITIO-JAIRUS

One of Jade-London's most successful and stable raw materials producing Clans, Nitio-Jairus was formerly a division of Alloyed Metals under the Terran Federated Democracy. Planet IV (Luria) is a habitable ecosphere, but her main product is softwares and agricultural products. The Clan's real wealth comes from planet II and the asteroid belt in orbit III. Both are rich with rare metals and crystals.

System: Rho Perclarae AOv
Coordinates: -18x,+53y, +21z
Planet: Rho Perclarae IV (Luria)
Circumference: 42,400 km
Mean Orbit: 178,000,000 km
Day: 26.5 standard hours
Year: 385 standard days
Province: Jade-London Protectorate
Resource Status: Producing
Contact Status: Minor Clan; Open World
Supply Acquisition: *Easy* (+20) And Merchandising is
Resource Type: Agricultural
Productivity %: 21%
Production Emphasis: Vegetable products, spices
Environment: A very earthlike world, Luria's main drawback is the extreme seasonal changes, due to the planet's 36° axial tilt. Polar caps change size radically, causing varying ocean levels and potential havoc with coastal cities. That is why many Lurian cities are actually floating complexes. Meteor infall and vulcanism is minimal.

History: Colonized in pre-Imperial times, Clan Nitio-Jairus started as a remote arm of the massive *Alloyed Metals Co.* During the protracted death-throes of the Terran Federated Democracy, two Lurians realized that this was their chance for independence. Tsurina Nitio and Theodoric Jairus, officers in the Lurian branch, led a rebellion against the recently nationalized (and so disorganized) Alloyed Metals. The company was unable to crush the rebels effectively, and so Nitio-Jairus Metals was formed. They supplied raw and finished materials from the Imperial Drive, and were rewarded with Minor Clan status by the new Emperor. Under the supervision of House Jade-London, Nitio-Jairus has thrived and grown, surviving numerous takeover attempts by a number of unscrupulous houses — including a economic/paramilitary assault by House Colos.

Operations: As noted above, Luria's main industries are agriculture and finished products. To that end there are a number of state-of-the-art small factories and workshops across the globe, producing many unique and quality items. Food exports are not very large, except for a few spices unique to the world.

6.11 EUROPA STATION

The primary military base for House Jade-London in the system, Europa also controls all in-system traffic and bridges orbital and inter-system travel.
System: Rho Perclarae AOv
Orbit Status: Geosynchronous orbit over Luria Spaceport Gamma.

Ownership: Nitio-Jairus/Jade-London
Jurisdiction: Civilian/Military
Facilities Available:
3 Drydocks (200,000 tons max)
6 Internal Docking bays (50,000 tons max)
30 Dock Couplings
TBD (50 LY Range)
MERLOGH
Staterooms: Luxury to Economy
Supply Acquisition: *Easy* (+20), and Merchandising is *Medium* (±0).
Average Population: 500.

6.12 NAKUSA STATION

This station is primarily an industrial base, coordinating operations on the inner planet and belt.
System: Rho Perclarae AOv
Orbit Status: Inside the Orbit III asteroid belt.
Ownership: Nitio-Jairus
Jurisdiction: Civilian
Facilities Available:
1 Drydock (100,000 tons max)
3 Internal Docking bays (50,000 tons max)
10 Dock Couplings
Staterooms: Economy
Supply Acquisition: *Hard* (-10) , and Merchandising is *Medium* (±0).
Average Population: 200.

6.2

CLAN NO-VURI

An integrating indigenous race, this planet has all the earmarks of another Sianetic Harbinger seeding site.
System: Alpha Pyxidis F0v
Coordinates: -24x, 47y, -1z
Planet: Alpha Pyxidis IV (Vux-huy)
Circumference: 43,000 km
Mean Orbit: 143,000,000 km
Day: 28 standard hours
Year: 346 standard days
Province: Jade-London Protectorate
Resource Status: Developing
Contact Status: Minor Clan; Integrating (Quarantine Rating 2)
Supply Acquisition: *Very Hard* (-20) And Merchandising is *Insane* (-100).
Resource Type: Mineral; agricultural.
Productivity %: 100%
Production Emphasis: Minerals, kurl wood, veru-tai berries

Environment: An extremely mountainous world, with a wide variety of very separate environments locked in different valleys on eleven distinct land masses. Climate ranges from arctic to tropical, with an indigenous humanoid race scattered across the globe — as well as numerous other terran plant and animal forms.

History: Clumsy contact with the humanoid inhabitants of Vux-huy were made as early as c. Prelmp 2900 when some of the first FTL ships from Lamaraine explored the system's near neighbors. Since then, contact has been sporadic, and the Vuxians-human relationship has been generally positive, though some of the Vuxian cultures have proven to be very xenophobic. After careful Imperial analysis, it was decided hat Jade-London could not claim this planet outright; that the people have a right to their own status despite their technological backwardness (the most advanced Vuxian cultures are just approaching Terran European Renaissance level. Only now, with the Imperium looking over its shoulder, is House Jade-London conducting careful negotiations and making respectful embassies.

Operations: While Vux-huy has detected mineral wealth, its most prized exports right now are the beautiful white kurl wood and the veru-tai berries, source of a unique intoxicant. The Jadists have a small orbital station over the planet, and negotiation with some of the more powerful governments are going well.

6.3 ■■■■■■■■■■
PRISMADYNE OPTRONICS
System: Beta Farrarus A0v
Planet: Beta Farrarus IV (Spectra)
Circumference: 41,800 km
Natural Satellites: Two
Mean Orbit: 310,000,000 km
Day: 23 standard hours
Year: 632 local days
Province: Jade-London Protectorate
Resource Status: Producing
Contact Status: Minor Clan; Open World
Supply Acquisition: Easy (+20) And Merchandising is Light (+10).
Resource Type: Industrial
Population: 310 million
Productivity %: 100%
Production Emphasis: Optronic hardware, Softwares

Environment: The planet Spectra is in the midst of an ice age. Only in a narrow band at the equator does the temperature regularly rise above freezing. Land masses are completely covered by permafrost from both poles to within 20° of the equator. The land available at the equator is also rather sparse, being only a number of large islands and the southernmost tip of a continent. In spite of this, however, the inhabitants of Spectra thrive. They have delved large subterranean complexes beneath the frozen surface. Exploiting geothermal energy, they maintain comfortable temperatures in their cave-world

History: The Prismadyne Corporation predates the Terran Federated Democracy and even the Core-world integrations of c. Prelmp 1800. It is a popular myth that Prismadyne is actually the company that invented optical electronics but this is erroneous. Prismadyne, though not as large as the great Megacorps, was a thriving conglomerate during the expansion years, and claimed a planet for themselves with little competition. As a major supplier of optronics for several other companies, they were a valued business relation. Then, when the Empire was inaugurated and His Majesty portioned out holdings, it was decided that Prismadyne was not large enough to be an Inner House, so would be considered a Minor Clan, placed under the protection of House Jade-London (who had made a claim on planet Three). This was tantamount to a corporate takeover, since all Prismadyne stock (quite valuable in the days of the Federated Democracy) was to be turned over to Jade-London — who bought it at far below market rate. However, the initial resentment eventually wore off, and Prismadyne has flourished under Jadist supervision and protection.

Operations: Spectra is a fully self-supporting world, with sufficient agriculture to support its population, natural resources abundant for their production needs. Spectrans are an isolationist lot, and, though they grudgingly admit that their economy has improved under House Jade-London, they would really prefer to be left alone to do more Optronics research. Three orbital stations circle Spectra, one to control traffic, the other two devoted to research.

6.4 ■■■■■■■■■■■■■■
CLAN TAMAR
Tamar was an independent world colonized during the early years of the Wars of Integration. One of the many cultures too small to rate Major House status, it nevertheless resisted being absorbed into one of the huge multisystem conglomerates.

GM Note: *The culture on Zoura is one which uses magic. The GM who is inclined to run a Science-Fantasy campaign may wish to use Zoura as one of the locations where magic operates. The fantasy role playing system **Rolemaster** — which integrates perfectly with **Space Master** — can be employed for this purpose.*

6.41 ZOURA
WARNING!
Provincial Directive HA 34-Z
System Tau Libris is under quarantine by order of
Count Matthew Jade-London
Planetfall restricted to authorized vehicles and personnel only.
Special Cultural quarantine in effect. Transmit clearance passage code immediately.

System: Tau Libris A0v
Planet: Tau Libris VII (Zoura)
Circumference: 42,000 km
Mean Orbit: 193,000,000 km
Day: 25 standard hours
Year: 400 local days
Province: Jade-London Protectorate
Resource Status: Protected
Contact Status: Minor Clan; Special (Quarantine Rating 8)
Supply Acquisition: Insane (-100) and Merchandising is Light (+10) but very illegal.
Resource Type: N/A
Productivity %: 0%
Production Emphasis: N/A
Environment: A very Earthlike world, with similar axial tilt and atmospheric conditions. Vulcanism is rather frequent, and earthquakes are also unusually pervasive. The planet's magnetic field is unusually strong and strangely variable.

History: Zoura was funded by a cult of quasi-religious zealots who fled from the technology of the Core Worlds. Only a few generations after they arrived at their new home, they began to notice that their offspring were developing strange powers, like Telepathy yet unlike. Then they began to discover the ancient ruins of a previous civilization — which they have yet to reveal to their Jadist protectors.

Operations: Zoura is one of a handful of worlds which exists in an unusual energy field much like Ceril VII in House Devon. Its inhabitants have strange powers which cannot be explained even through Telepathic abilities. Jade-London has been 'saddled' with protecting this world while being forbidden all but the most tentative contact. The rights of the inhabitants (who are fully aware of the rest of the Empire) are being protected by His Imperial Majesty with unprecedented fervor, and Count Matthew is not pleased. The inhabitants themselves are at a bronze to iron age technology, supplemented by their strange abilities.

6.42 LIBRA STATION

Basically a research facility with a secondary purpose as warn-off and security beacon, Libra station is operated by the Jadist fleet, but largely populated by scientists studying the Zourans.

System: Tau Libris A0v
Orbit Status: High geosynchronous orbit over Zoura
Ownership: Jade-London
Jurisdiction: Military
Facilities Available:
  3 Internal Docking bays (50,000 tons max)
  6 Dock Couplings
  TBD (50 LY Range)
  Staterooms: Economy
Supply Acquisition: Very Hard (-20) and Merchandising is Sheer Folly (-50)
Average Population: 80

6.5

CLAN ATLANTIS

Atlantis is a Terran colony which was fortunate enough to find a system with not one but two worlds adaptable for human habitation.

6.51 PACIFICA

System: Lambda Vulpeculae F7v
Planet: III (Pacifica)
Circumference: 45,000 km
Natural Satellites: 1
Mean Orbit: 126,000,000 km
Day: 25 standard hours
Year: 260 local days
Province: Jade-London Protectorate
Resource Status: Producing
Contact Status: Minor Clan; Open World
Supply Acquisition: Light (+10) And Merchandising is Medium (±0).
Resource Type: Agricultural, Industrial
Population: 1.3 Billion
Productivity %: 95%
Production Emphasis: Raw materials, manpower
Environment: Pacifica is true to its name, a temperate world with large but calm oceans (kept so because they are relatively shallow, with many atolls and reefs preventing serious storm development).
History: One of the few 'generation' ships ever launched from earth, the colony ship Pacifica contained 300 people in a large, self-contained habitat designed to recycle and keep the inhabitants (and their descendants) alive for thousands of years.

The concept was a success despite the odds, and the Atlanteans arrived at Lambda Vulpeculae in Prelmp 3320. But they were not the same humans who left Earth. part of the concept of the Atlantis Project was eugenics, with a very stringent breeding project to be carried on while the Pacifica was en route. This phase of the project was also a success, resulting in a crew of Transhuman V types.

They quickly settled their new home — named after their ship — and are now turning their prodigious minds towards the compelling and daunting Arias.

The Jadists are keeping a close eye on the Atlanteans, being suspicious of the motives of this super-human race.

Operations: The Atlanteans have considerable industrial development and specialize in a number of high-tech wares. They help to administer the Eternity station and the three orbital stations over Pacifica. Many Atlanteans have begun to join the Jadist Armed forces, these superior humans making excellent soldiers, though there is often some friction between the egotistical Atlanteans and defensive Jadists.

6.52 ARIAS

System: Lambda Vulpeculae F7v
Planet: IV (Arias)
Circumference: 47,100 km
Natural Satellites: 3
Mean Orbit: 203,000,000 km
Day: 27 standard hours
Year: 450 local days
Province: Jade-London
Resource Status: Developing
Contact Status: Minor Clan; Open World
Supply Acquisition: (and Merchandising) Insane (-100)
Resource Type: Dormant
Population: no permanent inhabitants
Productivity %: 0%
Production Emphasis: None
Environment: Arias is a beautiful world from space: a planet girdled by rings of amber and violet, with three shepherd moons also in tow. The world itself swirls with blue-white weather patterns, a bright jewel in the void.

But Arias is a chilling place, locked in an ice age even Imperial technology is having difficulty breaking.
History: Atlanteans have been sending exploration teams to the frigid world of Arias for thousand of years, but until recently it has not been feasible to attempt to settle permanent colonies on the planet.
Operations: There are currently several Atlantean/Jadists scientific teams on Arias, exploring various terraforming possibilities.

6.53 ETERNITY STATION

Despite the inconvenience of not always being near Pacifica, Eternity station was constructed in orbit around Arias because of the incomparable view. It is the Jadist Military base for the system and traffic coordinating center.

System: Lambda Vulpeculae F7v
Orbit Status: Variable sweep over planet IV (Arias)
Ownership: Jade-London/Atlantis
Jurisdiction: Military/Civilian
Facilities Available:
1 Drydock (200,000 tons max)
3 Internal Docking bays (50,000 tons max)
12 Dock Couplings
TBD (50 LY Range)
MERLOGH
Staterooms: Luxury to Economy
Convention Facilities
Supply Acquisition: *Light* (+10) and Merchandising is *Light* (+10).
Average Population: 700

6.6 ███████████

CLAN TUSCANIA

Yet another collection of survivors from a pre-hyperspace colony ship. This expedition was composed mainly of peoples from what was once northern Italy, and they fiercely maintain a culture and sense of history even through the long years.

6.61 FIRENZE

System: 7 Volantis O6ii
Planet: 7 Volantis V
Circumference: 42,500
Natural Satellites: 1 (Vicenze)
Mean Orbit: 341,000,000 km
Day: 32 standard hours
Year: 2,643 local days
Province: Jade-London Protectorate
Resource Status: Producing

Contact Status: Minor Clan; Open World
Supply Acquisition: *Medium* (±0) and Merchandising is *Light* (+10)
Resource Type: Habitable Acquisition
Population: 800 million
Productivity %: 72%
Production Emphasis: Agriculture, Industrial.
Environment: The fifth of eleven worlds circling 7 Volantis, Firenze is the outermost of the rock planets, the remaining outer spheres being gas giants.

Although Firenze orbits a Blue-white giant, it is — because of its distant orbit — not that warm of a world. Only the equatorial region is actually comfortable, with large ice caps covering nearly 40% of the planet surface. The habitable belt of the planet is warm, with temperatures ranging from 20° to 80°F, and rather dry; an excellent habitat for growing certain crops, especially grapes. The Lusitanians, despite the incredible cost, brought along a number of vine cuttings with the intention of carrying their ancient trade to the stars. Through incredible good fortune, they have succeeded.

Gravity on Firenze is slightly higher than Terran norm, and the atmosphere is slightly lower in oxygen. Other than that, the world is very similar in nature. Indigenous life was all flora at the multicellular stage, so there was very little interference between the settlers and the local geosphere.
History: The Cryogenic interstellar ship Lusitania arrived at 7 Volantis only two thousand years ago, so the society is not nearly as old as the surrounding Empire. Showing little interest in expansion, they concentrated on taming their own world and making it a beautiful home. They retain a certain rustic charm to this day.

Operations: The principal exports of Firenze are wine and handmade goods of the finest quality. Glass and pottery from Firenze are valued throughout the Empire, and some of the more popular artists have interprovincial reputations.

The Firenzans have a base on the planet's one moon, and share responsibility for operating the Instation parked in orbit between planets three and four. Although the majority of the Clan's income derives from agriculture and art, the inner planets of the system are providing an increasing percentage of the Clan financing. Worlds three and four are rich in metals, and several Jadist companies have leases there.

6.62 SIENE STATION

This facility coordinates the many mining operations on the inner worlds of this system. It also provides security for the Clan, acting as a base for a small military contingent permanently stationed in this system.

System: 7 Volantis O6ii
Orbit Status: Stellar orbit between planets III and IV
Ownership: Jade-London
Jurisdiction: Military/Civilian
Facilities Available:
3 Drydocks (200,000 tons max)
6 Internal Docking bays (50,000 tons max)
30 Dock Couplings
TBD (50 LY Range)
MERLOGH
Staterooms: Luxury to Economy
Supply Acquisition: *Medium* (±0) and Merchandising is *Hard* (-10)
Average Population: 500

ADVENTURE: EVERYTHING IS UNDER CONTROL

Someone seems intent on disrupting the Jade-London mining operations. Strike teams have been plaguing the more remote mines and the Minor Clans with increasing frequency, wreaking havoc with supply schedules, the Jadist material industry, and even the House financial reputation.

While the assailants are apparently Idorian raiders, Intelligence suggests a hidden ally closer to home. But they have been unable to penetrate the ranks of the raiders...

GM Note: *Section 7.6 contains an alternate version of this adventure which more intimately involves the PCs.*

7.1
BACKGROUND DATA

House Jade-London is fighting an ongoing cold war with the Idorians; the Jadist role includes supplying arms to Minor Clans (both to help the clans and to protect the Jadist buffer zones) and dispersing the Provincial fleet and Armed Forces across all the Jadist holdings. The Count is not pleased about having his fleet spread across space, but there seems to be no alternative. The thought of licensing privateers does not appeal to him.

Jade-London is downplaying the threat to the Emperor, but even Count Matthew is beginning to run out of clever explanations as to why he does not have the situation under control by now. The reason is that the Idorians are more aggressive — and certainly better armed — than Jadist intelligence was aware. JaMS suspects that weapons for the Idorians are being smuggled to them by House Hulugu, but has no proof.

7.11 THE CONSPIRACY

In fact, the weapons are being financed by House Moskava, laundered through Hulugu and finally to the Idorians. Count-ess Alana is intent on causing Matthew problems in revenge for a choice system he won out recently, and has decided to make Matthew pay dearly for his new acquisition.

If any house leader is as devious and clever as Count Matthew, it is Alana Channing Moskava II. A scheming matriarch, she has masterminded dozens of interprovincial schemes at the expense of her political and economic rivals. 'Project Silver Lining' is one of her more ambitious plots, and she is setting up her creature, House Hulugu, as a patsy. This indicates how important the project is to her, because Hulugu is very likely to suffer when the first veil of the smuggling plot is inev-itably uncovered. Matthew and his advis-ers suspect Alana's hand behind the operation, but of course the trails back to her are long and fragmentary.

7.12 BIOCHIPS AND GRAFTING

As can be seen by the stats in the NPC Table, warriors with such artificial enhance-ments as implanted brain chips, neuronic weapon interfaces and muscle grafts are formidable warriors. Super-human in speed, accuracy and strength, they can be a real terror for players.

AN INTERFACE TECHNOLOGY AND SLANG GLOSSARY

Biochip: a tiny processing chip designed to be implanted into the living brain of a hu-manoid. The chip is preprogrammed with any of a number of purposes, including archival data, mathematical skill, combat tactics, reflex patterns, neural manipula-tion, etc.

Chip: slang for *biochip* (see above).

'Face: short for Interface, or more specifically, *Neuronic Brain Interface* (see below).

Face Man (also plug-head, wirebrain): anyone with a surgically installed neuronic interface capability involving a skull-plug.

Muscle Graft: noun or verb referring to the grafting of artificially grown muscle tissue onto normal muscle, increasing strength. Muscle grafts are among the more crude types of bioenhance technology.

Neuronic Brain Interface: the system which allows a human brain and nervous system to link directly with a weapon or other electronic device — usually via an optronic interface microfilament cable.

Opt-Int: Optronic interface.

Stud: slang for a warrior with biochip interfacing, it refers to the interface plugs.

Tankbrat: derogatory slang for an Alterant Replicant.

Virtual Eyes: Refers to synthetic eyes manufactured by the famous android producer Virtual Humanatronics. They also make eyes for implantation in human bodies, superior in many ways to human eyes.

7.2
THE NPCS

NPCs for this adventure are detailed below.

7.21 MARTY O'ROURKE

The contact for this mission is one Martinus O'Rourke, ostensibly an operative of the Jadist Military Service, but clearly a man with many other 'hats.'

O'Rourke in fact has contacts rather high up in the League, and affiliations with Imperial Forces. He is a born Jadist, however, and that is where his loyalties lie.

Standing just under 165 cm, O'Rourke is well below average height for most humanoid males. He is normally propor-tioned for his height, however; in fact he is rather handsome in a 'boyish' way, something which he uses to deflect people's suspicions. He does not look like an interstellar intelligence agent.

O'Rourke has hazel eyes and a shoulder-length mop of sandy hair which reaches well down the back of the neck (and sometimes into his eyes). He has an incisive mind and is a deadly shot with a needle pistol or 'struptor.

GMs may want to use O'Rourke in a number of different ways. Protective GMs may even wish to have Marty go along on the mission, pretending to be a minor crew member, but this is discouraged. Marty could be set up as an ongoing 'mission assigner' for a series of campaigns in the future.

O'Rourke should be presented as a youthful character who is always vaguely distracted (or 'spacey'). Only very percep-tive characters might have an inkling that he is far more intelligent and devious than he appears. In fact, some might have the feeling that he really doesn't know what he is doing — a suspicion that couldn't be further from the truth.

7.22 IDORIAN 'FACE TROOPERS

'Face (short for 'Interface') Troopers are Idorian or humanoids Replicants who have been surgically altered to have enhanced combat abilities. These troopers are being fitted with high-tech weapons — including brain interface firing and targeting, molec-chip programming for astrogation and brain enhancement, and synthetic muscle/sense grafts.

There are two basic types of Replicant being created at Okarak Station: Beta Armsmen and Gamma Warriors. Likewise, the station labs are also equipped to perform 'chip' and graft surgery on normal humanoids.

These creations will be much like slow-witted humans, except when in a combat situation, when they are far superior to normal fighters. Complex problems will give them pause, however, and they will look to human superiors for guidance.

'FACE TROOPERS

7.23 STATION STAFF

The scientists on the station are for the most part humans (Moskavans), though there are a few Idorians — and a handful of the chief surgeons and Replication Engineers are Taelons, the mysterious humanoids from the Frontier who are experts in Replication (and are alleged to actually be highly sophisticated Replicants). Replicant guards with a variety of artificial enhancements are on vigilant guard throughout the station.

There is some friction between the races — especially the egotistical Idorians and the humanoids — but as the mixed-race group is the scientific one, they submerge most of their hostilities in the interest of getting the job done.

7.24 GUESTS

Four types of guests may show up at the station; three could be very important, while the fourth could be dangerous or even fatal. The chances of any of the below appearing are noted in the *Encounter Table* for this adventure.

IDORIAN AGENT

The most likely of the three agents to be encountered on Okarak, the Idorian contact is an emissary from the organization which coordinates raids against the Jadists. His name is Y'tak Vulad and he is typically tall and slender, his snow-white hair cut in a flat top. As with most Idorians, he is egotistical and does not try to hide his contempt for humans — though he does control himself when in the company of the Moskavan agent, a considerable effort considering she is also a woman, for whom the Idorian males have even less respect. As emissary for the Idorian forces, Vulad meets here periodically with the Hulugu representative to place orders for matériel and to report on strike missions.

HULUGU AGENT

Borj Dulaq is the Hulugan coordinator of the raiding operations, and visits the station on a regular basis. Obsessed with power and image, he wears the latest imperial fashions, and while he is not an unattractive man, the clothes seem out of place when dealing with terrorists, smugglers, and Replication Engineers (a bad enough combination anyway). Dulaq is also trying — in the usual blundering, unsubtle manner — to impress Moskavan agent Mintara, without success. She treats him like an overly affectionate and slightly annoying pet. Dulaq provides intelligence information to Vulad and gives him new missions to perform.

ALICIA MINTARA

MOSKAVAN AGENT

It is extremely unlikely that one of the Moskavan coordinators will actually make an appearance here, but the station is supposed to be a safe haven for coordinating the scheme (thus the overlapping numbers in the encounter chart — they may all be here for a conference).

The Moskavan operative is a woman by the name of Alicia Mintara, an attractive oriental with black hair and brown eyes.

33

She is tall (170 cm) and slender, and carries herself like a woman who is used to being in charge of a situation. As one of Countess Alana's 'special' agents, she invariably *is* in charge of whatever she is involved in. Mintara is very perceptive, and has a decent chance of detecting something 'suspicious' about the PCs by just passing them in a corridor. If she does have the least suspicion, she will order a more complete background check. Jadist false IDs are pretty thorough, and communication possibilities are limited since the station is *incommunicado*, so detecting anything is *Absurd* (-70) for the station personnel. Mintara may also order a search of the *Libra*; it is up the the GM what they may uncover.

Mintara is rarely separated from her personal assistant, a beautiful blonde woman with a holorecorder seemingly attached to her hand. She is actually a sophisticated Android, Humanadyne series XI.

Other Smugglers/'Jacks

The appearance of of other smugglers at the base can only spell trouble for the PCs. There is a good possibility that they will just be an annoyance, hanging around and wanting to swap stories, compare notes, talk smuggling, etc. Of course, some quality bluffing will have to be done, but this is still far better than if the smugglers actually know the real crew of the *Libra* — and will want to know what happened to them! There is only a small chance of this, but still, the GM might mention this just to send chills up and down the players' spines.

7.3
SETTINGS

The GM will have to decide how to start the adventure and set the stage for the encounter between the PCs and Marty O'Rourke.

In addition to this preliminary setting, however, the primary environment is the orbital lab. It is here that the PCs will have to prowl about, find out just what is going on, and get out.

The characters must get to the lab first of course, and that is where the 'acquired' 'jack ship *Libra* comes in.

7.31 THE *LIBRA*

This is a Light Privateer Class freighter, produced by Omicron Industries (see stat sheet on the following page for data). It is similar in style to many of the smaller Devon Transtar vehicles.

Though it appears to be in poor repair (scarred and pitted on the exterior, several systems making mysterious noises), it is actually in fairly good condition.

In addition to the main cargo area (an entire deck underneath the main deck) The *Libra* has several secret compartments located in the EW areas. Certain machines are actually false constructions with secret access panels. This is where the 200 Pulse-disrupt rifles and the cases of biochips are hidden.

7.32 ORBITAL SPACE LAB OKARAK

This is the secret Orbiting Lab where the Moskavan-financed surgeons perform their bio-cyber operations. The facility was constructed above a barren moon in Moskava Space and towed to its current site. Expert scientists from Idor, Moskava and Taetalus (Taelons) were brought in under a cloak of secrecy to staff the station. The construction was performed with care so that there are no obvious connections to Moskava — though there are many clues if the PCs know where to look.

A small research facility equipped with state-of-the art replication and bio-cybernetic labs, it is also a launch-point for raids of Jadist mines and refineries.
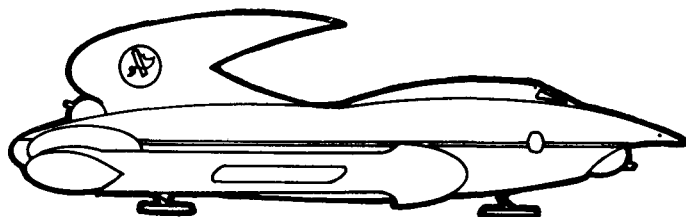
THE LIBRA
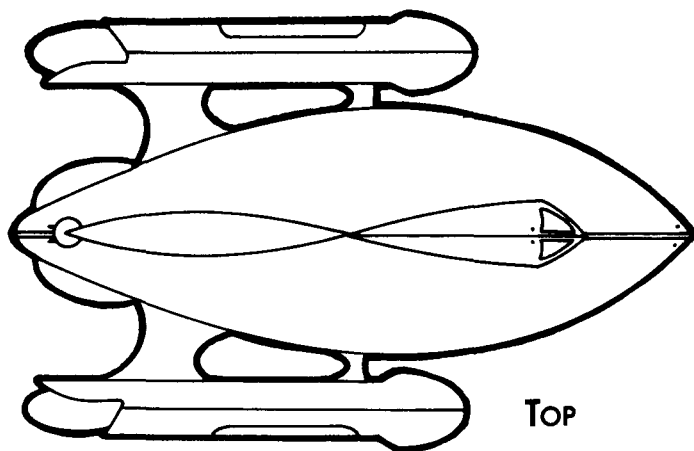
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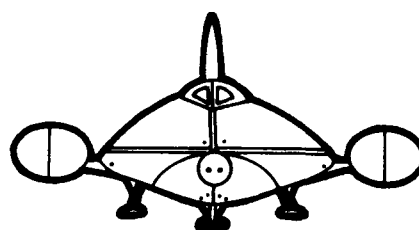
FRONT

SIDE

Name	Libra	Class	Light Privateer	Producer	Omicron Industries

Unloaded Costs: Without Programs 10,500,000   With Programs 11,672,000

HULL

Mass (Category)	3,450
Hull	Hardened Steel
Con Armor Type	22
Armor Quality	—
Armor Belt	+10
Concussion Hits	3,795

DRIVES

Sublight Drive Rtg	6
Max Sublight Accel	60 km/s/s
Maneuver Thrust Pts	6
Translight Drive Rtg	8
Translight Displace	8 LY/day

ELECTRO/NEUTRINO

Sensor Rtg	6
Sensor Bonus	+30
EW Rtg	3
EW Bonus	+15
Screen Rtg	1
Screen Bonus	+5

POWER

Reactor Rtg	237
Operating Duration	100 days
Andrium	100 units

CONTROL

Control Points	10
Crewmembers	8
Computer	Mk.100

MEDICAL

Dispensary	—
Sick Bay	3 patients
Sick Bay	—

COMMUNICATIONS

Microfrequency	Mk.30
Microfreq Capacity	30
Tight Beam	Mk.6
Tight Beam Range	6 LS
Tachyon Beam Dictor	—
TBD Range	—

RATED PROGRAMS

Tactics Rtg	6
Tactics Bonus	+30
Predict Rtg	6
Predict Bonus	+30
Evade Rtg	6
Evade Bonus	+30

ACCOMMODATIONS

First Class	1
Standard	2
Low/Military	5
Cryogenic	12
Seating	—
Rec Facilities	Yes

AUXILIARY SYSTEMS

Aux	RIF	Aux	None
Aux	Life Support	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None
Aux	None	Aux	None

LABORATORIES

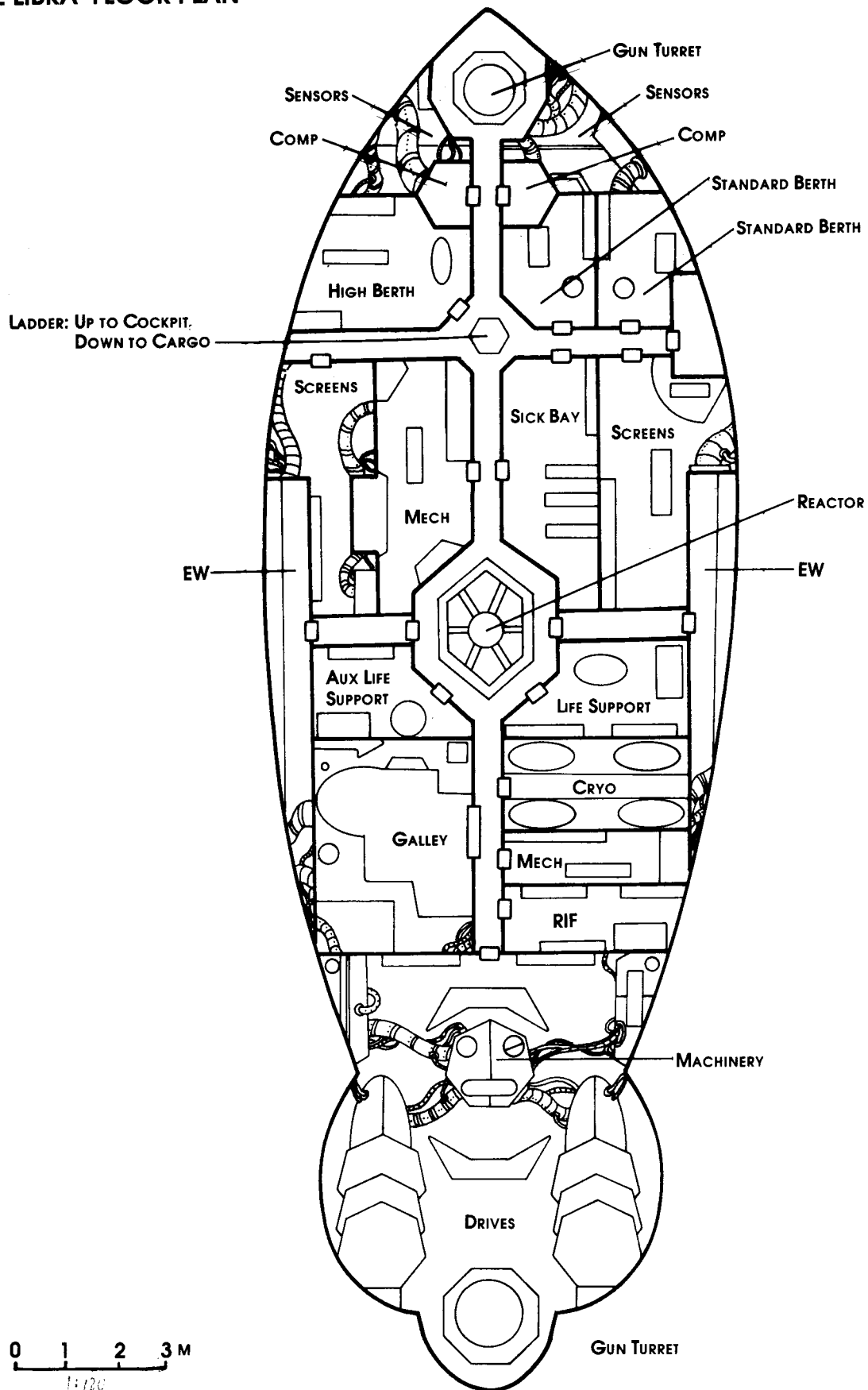|	
Anthropology	—
Astronomy	—
Botany	—
Chemistry	—
Cybernetics	—
Genetics	—
Medical	—
Metallurgy	—
Physics	—
Planetology	—
Zoology	—

ARMAMENT/MOUNT/LOCATION/HUD

- 2 x Mk.15 Blast/Turret/Forward/+10
- 2 x Mk.15 Blast/Turret/Rear/+10
- Mk.6 Missile Launcher (Mag 4)/Fixed/Rear Quarter Left/+10
- Mk.6 Missile Launcher (Mag 4)/Fixed/Rear Quarter Right/+10

Payload Pallets:

Tractor Beams: 1 x Mk.5

LOAD POSSIBILITIES

- 8 x Mk.6 Missiles

MISCELLANEOUS

Workshop	No
Security Station	Yes
Fighter Bay	No
Shuttle/Vehicle Bay	No
Streamlined	Yes
Landing Gear	Yes
Rad Shield Rtg	8
Rad Shield Bonus	+40
Cargo Hold	2,285 cumets

NOTES

This light freighter was designed to survive in the largely unsettled region of Frontier Zone 6. Its superior speed and weaponry, coupled with a good-sized Cargo Hold, make it a favorite of pirates and other sub-legal transport operations.

This specific ship has been modified with the additional secret cargo holds as described in the text (page 34) The ship has the classic appearance of a craft driven hard, but all of the systems are in good repair and fully operational.

THE LIBRA FLOOR PLAN

GUN TURRET

SENSORS

COMP

SENSORS

COMP

STANDARD BERTH

STANDARD BERTH

HIGH BERTH

LADDER: UP TO COCKPIT,
DOWN TO CARGO

SCREENS

SICK BAY

SCREENS

MECH

REACTOR

EW

EW

AUX LIFE
SUPPORT

LIFE SUPPORT

CRYO

GALLEY

MECH

RIF

MACHINERY

DRIVES

0 1 2 3 M

GUN TURRET

Finally — and perhaps most important for the PCs — it is a secret meeting-place for the Idorians and representatives of House Hulugu and Moskava.

The lab is orbiting a lifeless planetoid, third of five circling the white dwarf star ISN 9-267 at coordinates -26x, +54y, +28z.

GM Note: ISN stands for Imperial Star Number. See the Definitions in Section 1 for background.

GENERAL

Running the length of the station are three liftubes (except for Deck 14, to which only one tube has access). These elevators provide high-speed access to various levels of the station, each one opening out from the core area. On some decks it is important to get on the right tube if one is to get to a specific area of a given deck. Tubes are numbered A (upper-right on the diagram), B (bottom-center), and C (Upper-left).

Rising out of the 'top' of the station is the Laserfreq and microwave sublight communications arrays (The station is not equipped with TBD, a dangerously insecure mode of communication).

Okarak is fitted with 24 4-man escape pods, located mainly in the residential and lab areas.

The station turns slowly on its axis, for no other reason than to provide a variation of vista out of the viewports. Gravity is provided by gravitic fields.
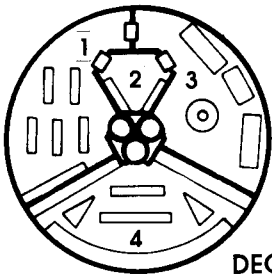
COMPUTER

Okarak has a large central computer core (as well as a number of independent 'personal computers' described specifically in the text) which can be accessed at many points all over the station. A terminal is activated by placing a hand on the terminal panel; all other interface at nearly every location is vocal. The hand is scanned at activation, and while any hand will operate the terminal, there are various levels of security depending on the sensitivity of data. The computer will answer most basic questions for anyone — including display-ing plans of the station and locations of specific staff. Ultra-sensitive data (such as Moskava-related information or plans for future raids, or arms supply schedules) cannot be called up except at specific private terminals (which, incidentally, have a *Sheer Folly* (-120) retina scanning facility which must be successfully overcome). Such locations are offices, conference rooms, Control Center, the Medlabs, and the Computer Research areas.
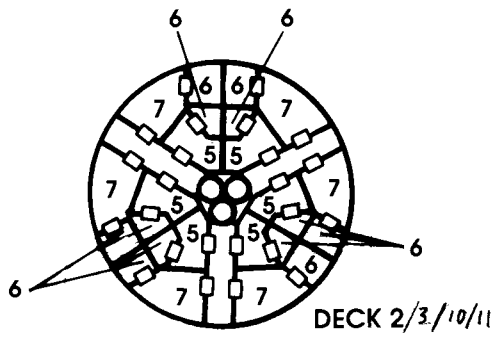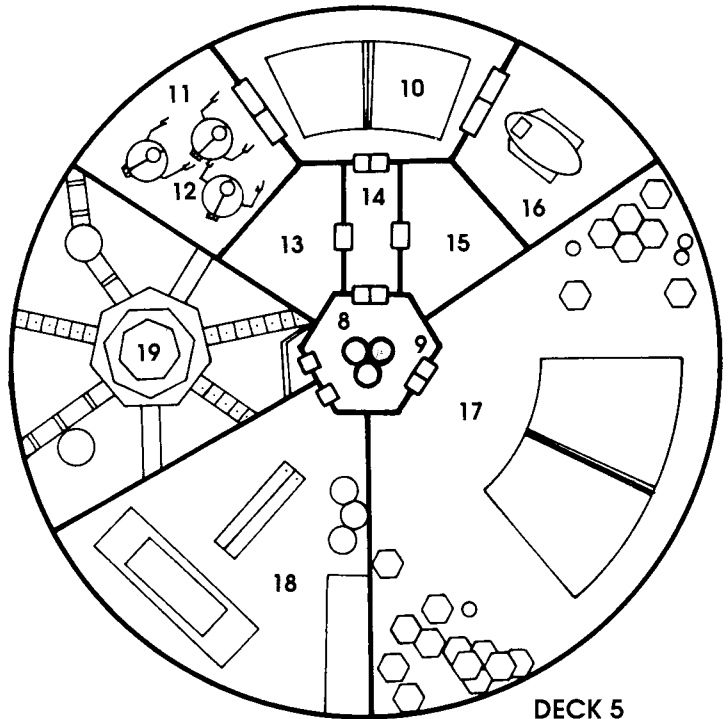
ORBITAL SPACE LAB OKARAK

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12
13
14

0   10   20M

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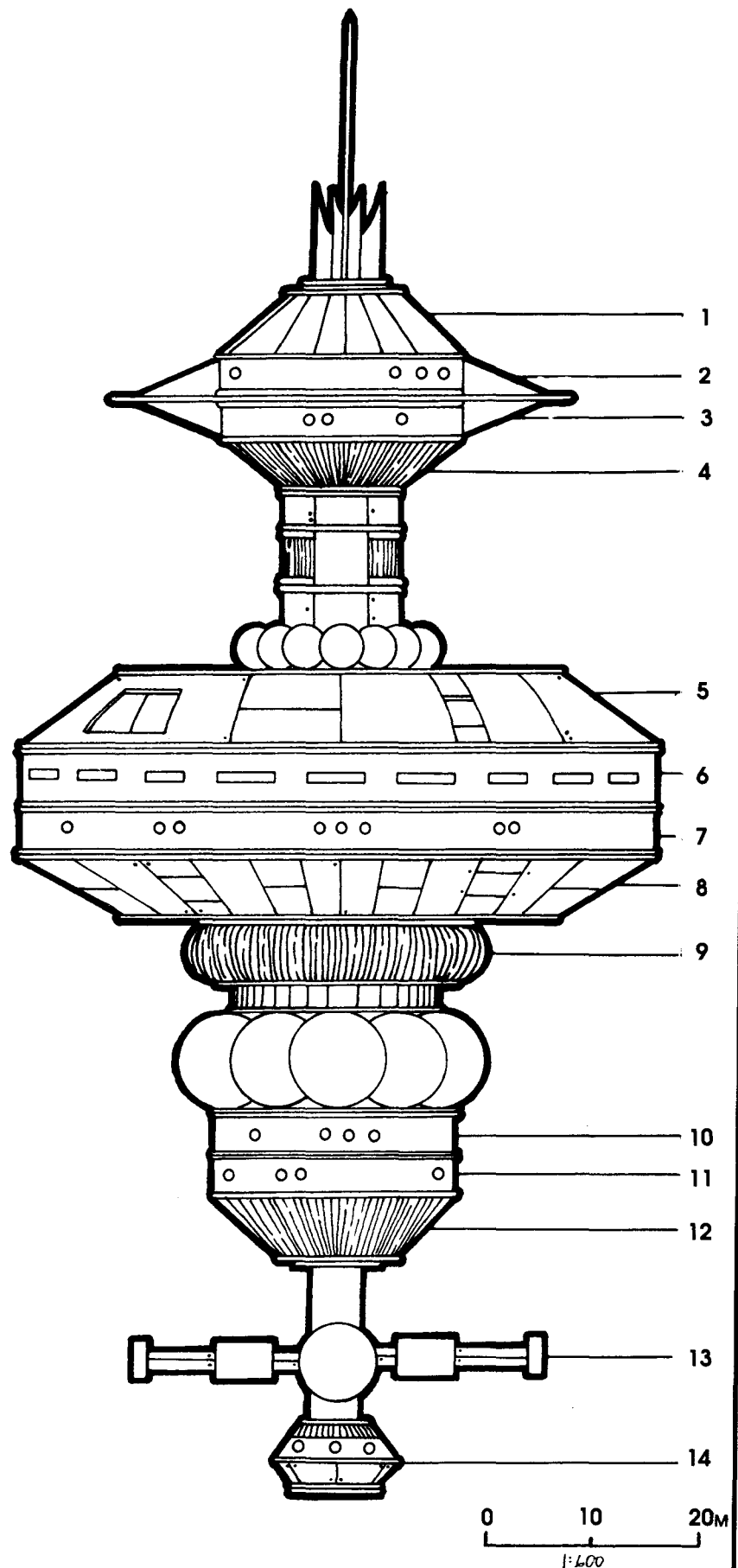
ORBITAL SPACE LAB DECK PLANS

DECK 1

DECK 2/3./10/11

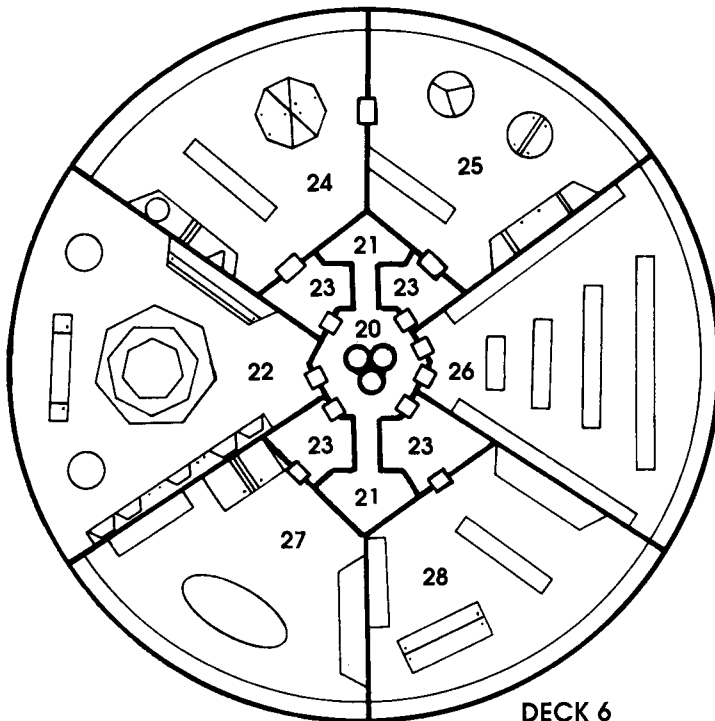DECK 5

DECK 6

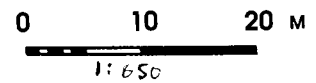0   10   20 M

1:650

Okarak Station Statistics

The basic stats of the lab are as follows:

OWNER/REGISTRY: Unregistered
PRODUCER: Leonova Shipyards
TONNAGE/HITS: 1500
COMPUTER Mk#: 200
ARMOR TYPE: 25 (-10)
EW BONUS: +60
SCREEN BONUS: +50
SENSOR BONUS: +40
CREW: 12
PASSENGERS/STAFF: 60
DRIVES: Attitude thrusters only.
WEAPONRY:
— Three turret-mounted Mk 30 Laser Cannons/+20

Deck 1

All rooms on this level have inward-sloping walls/ceilings with large ports to give a large view of space.

1. Dining. A well-appointed dining area with a number of tables for seating groups of two, four or six.

2. Kitchen. Fully equipped autokitchen with food synthesizers. Programmed for Idorian and Terran diets.

3. Lounge. Muted lighting and sunken areas create a quiet atmosphere for staff off-duty in this luxurious lounge. The autobar is capable of producing a number of concoctions.

4. Library. Twelve reader-couches are set about the room, each equipped with full library computer access. This room is not intended for in-depth medical research but general information-gathering and analysis.

Deck 2

This deck is devoted to staff quarters.

5. Single Room. For the upper echelons of the staff, this private room's one disadvantage is that it has no viewports.

6. Bath. Fully equipped.

7. Double Room. While not as spacious as the private rooms, these quarters are still far better than average military rooms.

Deck 3

Identical in all ways to Deck 2.

Deck 4

While all three liftubes stop at this level, there is little to see. A secondary door just beyond each tube exit is equipped with a key-card lock *Extremely Hard* (-40) to open. Inside the mechanical areas are life-support, gravitic, and screen-generator equipment.

Deck 5

The top deck of the main 'pod' of the station, this level has two large bay doors which can either be controlled remotely by Microfreq signal, manual control in the bay, or from Station Control on Deck 14. Opening the doors externally is an *Easy* (+20) Comm maneuver if inside a station Pod or shuttle, but an *Extremely Hard* (-30) Comm maneuver from a ship not specifically equipped.

8. Liftube Foyer. Allowing someone from any tube to have access to the various facilities on this level.

9. Data Display. The walls of the foyer have large status panels which can show different types of data accessed from the computer. Computer access is gained by an adjacent wall panel and voice command.

10. Maintenance Airlock. Large double sliding doors which allow the maintenance pods, shuttle or vac-suited personnel in and out of the station. Doors are controlled as noted in the text at the beginning of the Deck description. The gravity in the lock itself is slowly annulled or re-engaged as the doors open or close, allowing easy egress from the lock.

11. Pod Bay. A sealed chamber holding three one-man maintenance pods.

12. Pods. Equipped with diagnostic equipment, manipulative arms, and a variety of tools, these pods are used to perform minor repairs on the station and visiting spacecraft. They are powered by maneuvering thrusters only. Pods are *Easy* (+20) to operate with Orbital Pilot skill.

13. Vac Suit Locker. Eight 'one size fits all' environmental suits with thruster-packs hang in this locker, ready for use. Each suit can maintain environment for 12 hours.

14. Access Corridor. Linking the foyer with the other rooms, it also acts as an airlock. Only one door to this corridor may be open at any given time without a voice recognition emergency manual override — *Very Hard* (-50) for the unauthorized.

15. Equipment Storage. Contains a variety of tools, EVA support equipment (thruster packs, energy cells, tow lines) and a weapons locker, with a *Sheer Folly* (-50) keypad lock. Inside the locker are eight laser rifles, six laser pistols and two struptor rifles, all designed to be useable with a vac suit.

16. Shuttle Bay. Containing one four-man shuttle (or two men and a cot), this small bay has room for little else. The shuttle is capable of interplanetary travel and can land on a planetary surface, but is really only deigned for short trips to shuttle bays of large spacecraft.

17. Cargo Bay. A large storage area with discreetly controlled gravitic grid zones, this chamber is used for general supply storage. A number of large hexagonal standard units are stacked about the perimeter — as well as several code-locked crates of weapons (rifles, grenade launchers and grenades). The locks are *Very Hard* (-40) key-card operated. The cargo bay itself is protected by a Palm-recognition lock, *Extremely Hard* (-60) to defeat.

18. Mechanical. Gravitic and environmental controls for the main pod are located here, monitored by a master control panel near the door. Access to this room is controlled by a Palm-recognition lock, *Extremely Hard* (-60) to defeat. All engineering and service personnel have access.

19. Reactor Control. Actually a open-mesh grid platform wrapping around the upper part of the fusion reactor, this level also contains all of the control and monitoring consoles for the station's main reactor. A much smaller auxiliary reactor and backup power cells are located in the corner near the bulkhead separating this room from mechanical. These backup power sources will do no more than supply minimal life support and emergency lights; no shields, weapons or other systems. The Replicant life support systems have their own battery backup. This room is usually empty.

A master console near the door monitors all reactor systems and power allocation. Entry to this chamber is controlled by a Palm-recognition lock, *Extremely Hard* (-70) to defeat. Only the engineering personnel have access, thus the recognition of the palmlock is more limited. All regular staff have access.
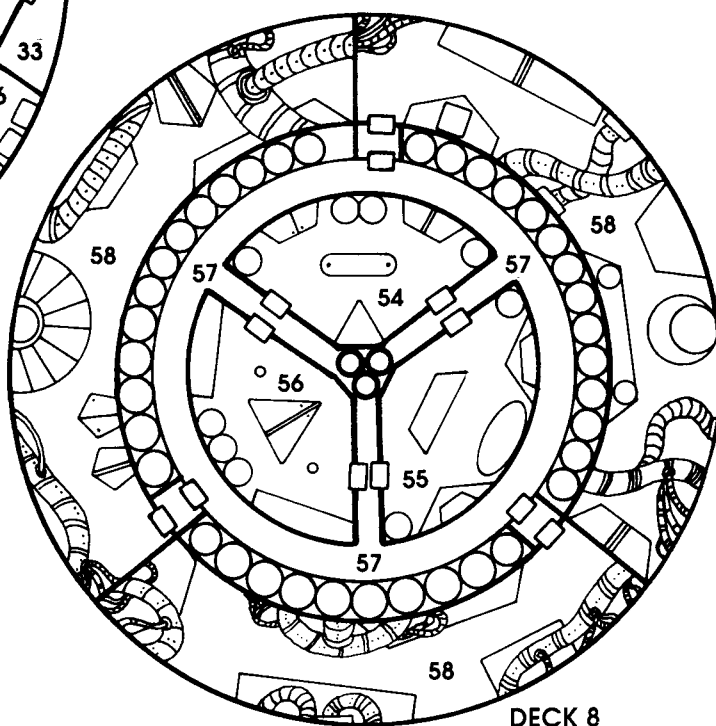
Deck 6

Deck Six is the upper of the two laboratory levels.

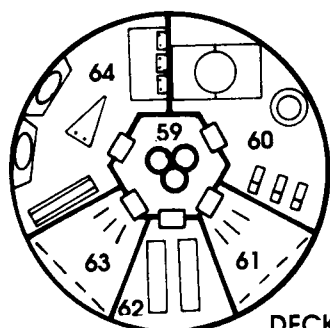**20. Foyer.** Similar to the foyer on level Five.

21. Observation Room. Each of these two chambers has large windows allowing a view of activity in two medlabs. Each is equipped with comfortable chairs, viewing monitors and an intercom.
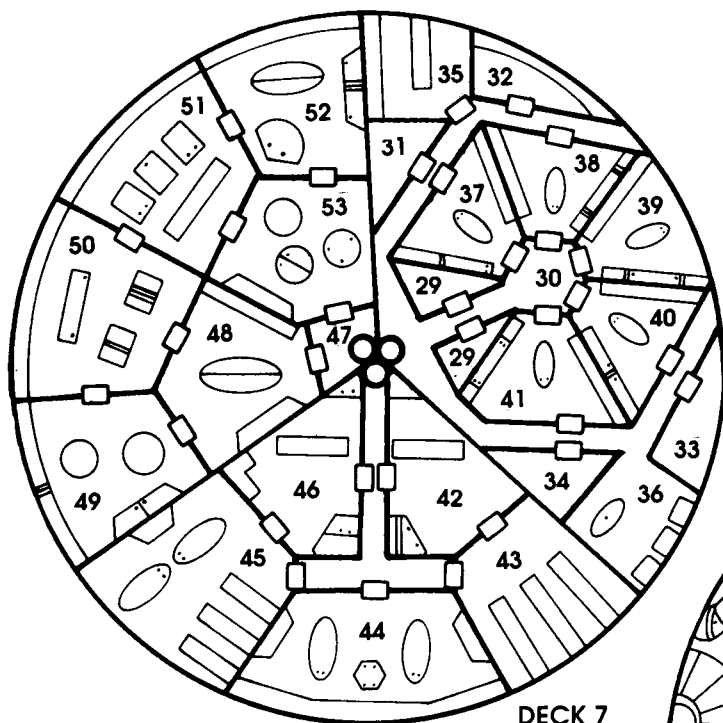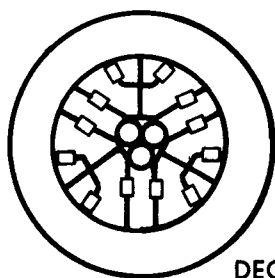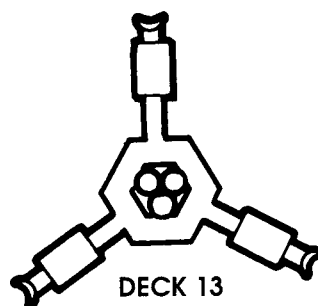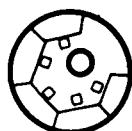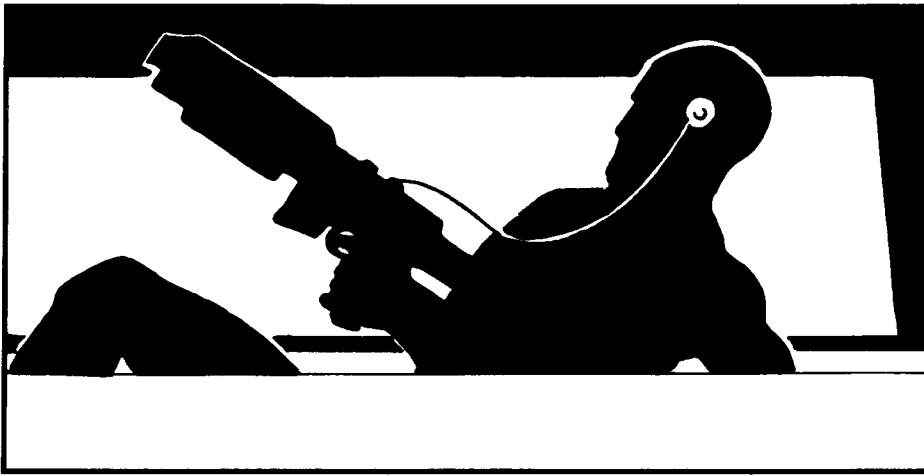
DECK 7

DECK 8

DECK 9

DECK 12

DECK 13

DECK 14

22. Reactor Chamber. The lower level of chamber 19, it has only a few simple monitors. The access is controlled by a lock of identical sophistication. This area is normally uninhabited.

23. Ready-room. Four rooms, each identical. They are equipped with ultraviolet cleansing stalls and other equipment for containing environment in the labs. Access to all ready rooms (and so all labs) is controlled via *Sheer Folly* (-30) voice-activated locks.

24. Medlab A. Starting at a more basic level than the work done in lab C (see below), fertilized eggs are altered with enhanced genetic material.

25. Medlab B. Gene alteration is done here. Essentially, the scientists are working to manually alter the specific genetic codes. Rather than implant genes in eggs or fetuses, the very structure of the code is being rearranged. This work is purely experimental.

26. Medical Storage. Lab equipment, various supplies,genetic material, and fetuses are stored here (the latter two in very specialized cryogenic compartments). As with the labs, access is controlled via a *Sheer Folly* (-80) voice-activated lock.

27. Medlab C. This lab is where the genetic material implantation is done: a fertilized egg's genes are modified with the desired traits, then is placed in a small culture environment. The fetus reaches 'birth size' in about two weeks and — assuming it has developed properly — is moved to one of the large tanks on deck 8 to finish growth This is a fairly standard operation.

28. Medlab D. Fetus Cloning. Modified fetuses which are progressing well often have tissue removed for cloning. This makes the creation of large numbers of the same type much less expensive, although clones can sometimes be difficult to work with later on.

DECK 7

This level is divided into three primary areas: Surgery, Computer Labs, and Bionics. Each of the three sections is sealed from the other two, so one must enter the level via the correct tube.

SURGERY

Access to surgery section is controlled by three doors, one on either side immediately as one exits the lift tube, each locked with a *Very Hard* (-60) palm lock. The center door is a *Medium* (-30) voice-recognition lock.

29. Storage. Areas for the storage, repair and cleaning of surgical instruments and equipment. A cursory search will reveal only unmarked containers, but either a successful *Absurd* (-70) Perception maneuver or a specific search means a person has examined a specific device with the producer name on it: 15% it is *Caduceus* [a Devon company Empire-renowned for their exceptional quality instruments], 30% it is *Centauri Precision* [an Imperial company] and 55% it is Human Touch [a Moskavan company].

30. Observation. This central room has large panes of two-way glass opening into every surgery room. It is also slightly elevated, the corridor leading to it ramping sharply up (though with the artificial gravity it seems level; a curious sensation to the uninitiated).

31. Xen Unoda's Office. The inner sanctum of this Taelon Surgeon and Replicant Engineer. His computer holds a wealth of information that Imperial Replication scientists would pay dearly for (millions of monits for the full database) but nothing to implicate House Moskava or even Hulugu. His computer is an archaic keyboard type, but its *Absurd* (-110) palm-recognition security system could pose a problem.

32. Iok Taav's Office. The other surgeons and aides refer to Taav as 'the butcher' behind his back, as he is unusually brutal with the laseknife. Although he gets the job done, his patients are the only ones who leave the station with unplanned scars. He is exclusively a muscle-graft surgeon. His office is a mess; there is nothing here to help the PCs learn who is behind the plot.

33. Harry Adren's Office. A Moskavan surgeon, he specializes in biochip implants. Adren is careful not to keep any personal items about which might betray him as a Moskavan citizen (even his Ident disc is altered), but his personal computer, which is voice-activated and can only be accessed by overcoming a *Sheer Folly* (-120) retina scan, is full of very damning information. This includes his personal journal and surgery reports. A copy of this data (easily made on a handy holodisk) would spell serious trouble for House Moskava. It — with some corroborating evidence — is about the best the PCs could do.

34. Reoli Curstnei's Office. A female Moskavan surgeon specializing in organ transplants and interface installation, Reoli is also careful about not leaving incriminating items lying about, and has a computer similar to Adren's (see 33), but hers contains no direct references to Moskava.

35. Conference One. An unremarkable room with holographic display capabilities and full computer access

36. Conference Two. Identical to Conference One in most respects.

37. Surgery Red. Optronic interfaces are implanted in this room. In addition to surgical instruments, it contains an array of interface testing equipment.

38. Surgery Green. Muscle-grafting (the simplest of the four operations) is done here.

39. Surgery Blue. This room is reserved for conventional human surgery and medicine, and so receives relatively little use.

40. Surgery Amber. Biochip implants are performed in this room, so there is a lot of brain-scanning equipment and neuronic diagnostic machines.

41. Surgery Indigo. Organ Transplants are the common operation here, human organs being replaced with super-human organic ones or superior mechanical devices.

BIONICS

A 'T' shaped corridor opens onto the five Bionics areas. Each door has an *Extremely Hard* (-30) keypad lock.

42. Cybernetics Lab. Mechanical eyes, organs, and muscle structures are researched and built here.

43. Muscle Lab. Muscles are grown and improved here. Muscle tissue ready for grafting is stored in special containers in cryogenic vaults.

44. Structures Lab. Synthetic bone and adjacent structures are being researched in this lab.

45. Neuronics Lab. Human nervous tissue is studied and methods of improving it and its cybernetic interfaces are studied and experimented on.

46. Organs Lab. Organic eyes and other organs are improved and grown here. Like the muscles, prepared parts are stored cryogenically.

COMPUTERS

47. Security Foyer. Traffic through this security foyer is very carefully monitored, and the computer will force everyone in the foyer to pass analysis before doors are opened. The lock is *Very Hard* (-60) palm-recognition.

48. Chip Manufacture. Standardized combat-oriented chips are manufactured and tested here. These are all basically identical with permanent encoded memory.

49. Chip Design. New and innovative chip designs are tested.

50. Chip Programming. Mutable chips are not only made here, but are programmed (and re-programmed if needed).

51. Research One. Access to this room (as well as Research Two) is only gained after defeating a *Sheer Folly* (-120) Retina scan. Chip programming is done here, and there are some databases on personal computers with Moskavan medical and chip information. The data is in Anglaman (the Imperial language) and there are no direct references to Moskava as such, but a successful *Extremely Hard* (-30) Genetics roll will tell the PC that this research is from Moskavan discoveries.

52. Research Two. See 51 for security. Software-brain interfaces are researched. Information found here is of the same value (and accessibility) as that found in 51.

53. Interface Research and Manufacture. This lab deals with the actual interface: the 'plug' which connects the humanoid brain with a cybernetic device. Basic jacks are produced, and more effective jack-in methods are researched.

DECK 8

Deck eight is the most quiet level on the station, and would actually provide the best place for fugitive PCs. It is the Replication level, devoted entirely to 36 replication tanks. However, one cannot even get off a liftube at this level unless they defeat the *Sheer Folly* (-80) voice-recognition lock on the liftubes themselves.

54. Monitor Alpha. A pie-wedge shaped room with two entrances off liftube access corridors, this room is devoted to monitoring one third of the replication growth tanks. The room is locked via a *Sheer Folly* (-90) Palm recognition lock. There are twelve individual control panels in the room, each tied to a tank and equipped with complete biosystems monitors and a viewer. There is also a master console in the 'back' (near the hub) of the room which can be stitched to monitor any one of the tanks. Normally there is one person in this room, at this console.

55. Monitor Beta. Identical to Alpha.

56. Monitor Gamma. Identical to Alpha.

57. Replication Tanks. The corridor ringing the level is illuminated with an eerie blue light, as are the clear acrylic tubes which line the outer wall of the corridor. Inside each — suspended in a neutral fluid and attached to various electrode monitors — is a humanoid, each at a different stage of pre-adult growth. The tank ring is divided into thirds as marked, Alpha, Beta, Gamma, to coincide with the three monitoring rooms.

58. Mechanical. Filled with machinery required to maintain the fluids which support the growing Replicants.

DECK 9

This is known as the *Training Deck*, equipped with a number of facilities for preparing the new Replicant and biochipped soldiers.

59. Foyer. Very similar to the foyer on Deck Five, including the Data Display: the walls of the foyer have large status panels which can show different types of data accessed from the computer. Computer access is gained by an adjacent wall panel and voice command.

60. Exercise. Equipped with the very latest in workout equipment: resistance bands. These wrist and ankle bands interface with variable gravitic fields and can be programmed for different difficulty levels

61. Firing Range. Energy weapons simulators allow new owners of weapons interfaces to get used to their new 'equipment'.

62. Coordination Testing. New Replicants and owners of reaction biochips test out their abilities.

63. Firing Range. This room allows realistic simulations of projectile weapons

64. Physical Therapy. Treatment of slightly damaged muscles and connecting tissues os performed here, as well as light workouts.

(Immediately below Deck Nine is a cluster of storage tanks for deuterium and specialized fluids required by the station.)

DECKS 10 AND 11

Identical to Deck Two.

DECK 12

This smaller deck is similar to Deck Two, except that it only contains the inner circle of private rooms — and these have stunning views of space. These are used as guest quarters for visitors to the lab. Three are reserved for the three coordinators of the entire sabotage/raiding scheme.

65. Y'tak Vulad's Quarters. The Idorian's room is decorated with some of his race's typical art, reflecting a brutal, tribal and warlike quality. Colors are bright and strident. If Vulad is on the station but not in his room, there is a pocket holovid recorder with his journal: reports for Dulaq and weapons orders. Effectively incriminating for the Hulugans, but no mention of the Moskavans. There is a full-function terminal to the main computer here with vocal and keyboard input and full record, playback, and hardcopy facilities. Otherwise there is nothing here.

66. Borj Dulaq's Quarters. The Hulugan's room is decorated the way he dresses: flashy, trendy and two-dimensional. The effect is somewhat offensive. A personal holoviewer contains some Hulugan news (oops) memory disks and a selection of erotic holofilms hologlasses. Again, no ties to Moskava. There is a full-function terminal to the main computer here with vocal and keyboard input and full record, playback, and hardcopy facilities.

67. Alicia Mintara's Quarters. Her door is equipped with a *Sheer Folly* (-90) palm-recognition lock, and the room is protected by a sensor field: anyone entering has 30 seconds (three rounds) to defeat the *Sheer Folly* (-50) keypad alarm (or punch in the correct code). Failure means an alarm goes off in the control center, and 2-4 guards will arrive in less than a minute. Austere but elegant, with a few beautiful art objects and three Sianetic Harbinger items: strange mechanisms ranging from fist-sized to a sort of staff. Each art object might sell for 10-100,000 El (though 70% are too big to carry easily) and the SH items could bring 100,000 to 500,000 El each from the right buyer if the PCs are feeling bold and/or greedy. Other than that there is nothing of value or interest in the room. Alicia maintains her records on a personal computer her assistant carries everywhere. There is a full-function terminal to the main computer here with vocal and keyboard input and full record, playback, and hardcopy facilities.

86. Guest Rooms. These three rooms are identical to the others and generally empty.

DECK 13

This deck is little more than liftubes, foyer, and docking collars. However, this area could lead to very useful information depending on who is here. In the unlikely event that the Moskavan agent is on the station, her modified *Novas Archenland* (see Vessel Compendium #1) yacht is docked here. Produced by House Jade-London and bought by neutral agents for Moskava, it is the perfect cover. However, meddlesome PCs who get on to the ship will find it shamelessly filled with items which give it away as a Moskava-owned vessel. The ship's computer log (which will include its many trips here) will be particularly damning. However, this ship has an exterior *Extremely Hard* (-30) keypad lock and in the airlock is a *Extremely Hard* (-70) palm-recognition lock. The crew of ten will also be on board, with someone on duty in the bridge all the time.

There may be other ships here, either Hulugan/Idorian shuttles for the emissaries, or Smuggler ships arriving to pick up weapons and take away Replicants in cold storage.

DECK 14

Station Control takes up the entirety of this deck. Five stations monitor Power Systems, Sensors/EW/Internal Security, Weapons/Defenses, Communication / Computer Control, and Traffic Control.

7.4 ███████████████████
THE TASK

The players must trace the source of the weapons and biograft technology at least as far back as Hulugu. This will be relatively easy; the real challenge will be to get any kind of lead back to House Moskava.

GM Note: under no circumstances will the PCs find hard evidence linking the operations directly to House Moskava or Countess Alana Channing Moskava; she is too clever to allow such evidence to exist — and she will be ruthlessly thorough in covering her tracks. At best they might get a lead to persons high in the operation, only to come upon some dead bodies, killed hours or minutes before.

In summary the task is to take the stolen ship *Libra* to its intended destination: a bioweapons lab on the borders of Imperial Space. Nothing is known about the lab except that it is expecting these weapons and chips, and that it is somehow linked to Idorian forces. It is the job of the players to find out all they can while at the base and return with their data and report to O'Rourke.

7.41 STARTING THE PLAYERS

Agents of the JaMS (Jadist Military Service), League operatives, or free agents could try this adventure. Count Matthew is desperate enough to call on a League contact for help at this point. It is not a bad idea, actually, as there is no love lost between the League (perhaps a grudging mutual admiration for thoroughness, no more) and the Countess Alana. In addition, the League does not like to see disruption in the normal flow of business — unless they are doing the disrupting. The Moskava/ Hulugu/ Idorian situation has gotten out of hand as far as they are concerned, and they want to restore some semblance of normal commerce.

Marty O'Rourke will be directing the mission, whether he is under cover and hiring the PCs as free-lancers, or as their supervisor.

In any case, the Jadists have intercepted a shipment of bio-chips and interface weapons on their way to a location in Idorian space. The ship was manned by a motley group of Jacks whom the PCs just might be able to impersonate.

7.42 AIDS

The Libra has a coursetape for orbital station Okarak, and the players have a tape which will first take them to the appropriate jump-point to start the coursetape. Of course, there is also a tape for the return voyage. JaMS will also provide fake identities for the PCs with minor criminal records, and the necessary codes for clearance at the base.

The Libra will be rigged so that it develops a minor RIF generator glitch just as it drops out of hyper; not a fatal problem but one that will require at least 2 days to fix at a facility like Okarak. This will leave the players plenty of time to snoop around.

7.43 OBSTACLES

The base people are used to dealing with numerous faceless smugglers, which has advantages and disadvantages. On one hand, their identities will not be scrutinized too carefully, but on the other, known criminals will not be given free run of the base.

7.44 REWARDS

This will depend on the extent of information gleaned. Of course, breaking up the tech-link by exposing the Hulugu tie will garner considerable praise and reward — but any hints of Moskava (and hints are *all* they will be able to get) will be the icing on the proverbial cake.

A complete success might allow the PCs to keep their 'borrowed' ship, but the much more likely partial success (discovery of Hulugu involvement) will net them up to 500,000 El total.

7.5 ▮▮▮▮▮▮▮▮▮▮
ENCOUNTERS

The GM may have to think on his feet through some of the base situations, though a random encounter table is included to provide a few guidelines.

7.51 OUT OF HYPER

The Libra drops out of hyperspace and is immediately scanned by the station (which has EW and will be cloaked). Since the ship will match parameters provided by the Idorian contact, Okarak will then request passage code (which the PCs also have). There should be no problems with this stage of the operation, as *Libra* has never been to Okarak, and no one there should know them.

7.52 ABOUT THE STATION

Once on board and with the Libra under repair, the players have a lot of time on their hands. If there are other smugglers there, they will have to spend time fending them off, otherwise all they have to worry about are the ever-present Replicant guards. Check the Encounter Table for specific ideas.

7.6 ▮▮▮▮▮▮▮▮▮▮
AN ALTERNATIVE SCENARIO

The GM could get the players involved in this scenario in a slightly different manner. The Idorian scientists are not only working on implant technology but Replication and genetic alteration. For these sciences there is a great demand — and so a flourishing black market — for genetic material. Often a very specific genetic type is required, and there are those who make a profession of hunting down genetic 'donors.'

With a minimum of setup alteration, the GM could get the players very intimately involved in the action by having one of the group become a genetic material target: nabbed by a 'Donor Recruiter' (as they are euphemistically called) to be taken in cryosleep to the secret labs.

GM Note: *Ideally, this could be a PC whose player did not show up for the session, so when he is captured a player won't be stuck with nothing to do.*

The PC would be captured by any number of means, but must be kept alive and reasonably intact to be useful.

7.7 OKARAK STATION ENCOUNTER TABLE

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

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

Chance (%) is an indication of whether there is an encounter at all; Distance is an additional factor to indicate the need for a roll, used when the PCs are travelling; Time is the time interval between rolls for encounters.

Encounter	Deck 1	Deck 2-3/10-11	Deck 5/13	Deck 6/7/9	Deck 8	Deck 12	Deck 14
Chance (%)	98%	20%	40%	70%	15%	5%	100%
Distance	—	—	—	—	—	—	—
Time	5 min	10 min	10 min	10 min	10 min	10 min	10 min.
Guards/Security							
Rep. Guard (1, stationed) ‡	01-00	—	01-70	01-60	—	—	01-100
Rep. patrol (2-4, moving)	—	01-50	01-40	01-30	01-50	01-70	—
Staff							
Surgeon*	01-20	51-53	—	31-50	51-53	—	—
Replication Engineer*	01-20	54-56	—	70-90	54-60	—	—
Medical Staff (1-5)*	01-50	57-66	—	45-80	59-90	—	—
Researcher (1-2)*	01-40	67-72	—	91-95	91	—	—
Station Engineer (1-2)	01-15	73-78	41-50	96	—	—	01-30
Support Staff (1-5)	01-79	79-95	49-80	97-98	92-98	71-84	25-00
Guests							
Other Jacks †	80-96	96-97	80-98	—	—	—	—
Y'tak Vulad	97-99	98	98	—	—	85-89	—
Borj Dulaq	97-99	99	99	—	—	90-94	—
Alicia Mintara	99	—	—	99	99	95-97	—
Other	00	00	00	00	00	97-00	00

‡ Stationed guards should be rolled for separately, only once when the PCs enter/scan an area.

* These are 70% chance human, 30% chance Idorian, except Replication Engineers, which are 40% Human, 30% Idorian, 30% Taelon.

† 5% chance other 'Jack guests know the crew of the Libra and will be real confused/angry/suspicious when they see the PC's

STATS FOR NPCS: EVERYTHING IS UNDER CONTROL

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Skill:Add	Notes
JADIST AGENT								
Martinus O'Rourke	15	136	1 (50)*	NdlPstl:145	CrimeTech:104	MultiSc:90	Percep:110	Humanoid Criminologist;
belt barrier shield, other high-tech equipment.								
GUARDS								
Face Trooper Type 1	10	200	14(60)	Mk 3 Dsrp:160	MA Stk R4:110	Perc:90	—	Replicant Armsman
Face Trooper Type 2	7	150	14(50)	Mk 3 Dsrp:130	MA Stk R4:70	Perc:60	—	Replicant Armsman
Face Trooper Type 3	4	120	14(40)	Mk 3 Dsrp:100	MA Stk R4:50	Perc:40	—	Replicant Armsman
SMUGGLERS								
Smuggler #1	10	102	1(20)*	LsrPstl:95	NSAstro:90	HyAstro:85	Multisc:75	Neo-human Explorer
Deflector Shield.								
Smuggler # 2	7	95	15(10)	BlstPstl:110	DsrpPstl:85	Mulitsc:60	Percep:45	Human Armsman.
Smuggler # 3	5	87	8(15)	BlstRf:85	Mulitsc:45	Percep:55	CrimeTech:80	Human Criminologist.
Absorption Shield.								
Smuggler # 4	4	63	1(20)†	LsrRfl:60	M/AS:85/R2	AdrenDef:30	Subdue:85	Human Armsman/ Martial Artist.
EMISSARIES								
Y'tak Vulad	8	80	1(20)*	HndStnr:70	Diplo:65	Acting:90	Admin:80	Idorian Administrator.
Deflector shield belt.								
Borj Dulaq	7	74	1(15)*	StnPstl:45	Diplo:70	Admin:50	Acting:45	Human Administrator.
Deflector shield belt.								
Alicia Mintara	13	104	7(45)*	StrptrPstl 115	Subdue:90	CrimTch:110	M/A:Stk:88	Neo-Human Administrator.
Deflector shield belt.								

* DB does not include shield modifier. Check notes under character listing for what type of shield, check modifiers below, and incorporate in DB:

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

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

Absorption Shield: +30 vs melee, +30 vs missile, +30 vs projectiles, +30 vs energy.

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

† DB does not include Adrenal Defense (varies depending on type of attack — see *Space Master* rules). Check notes under character listing for A.D. bonus

ADVENTURE: CARGO MACABRE

Murder most foul, as in the best it is;
But this most foul, strange, and Unnatural.

Shakespeare
Hamlet
England, Old Earth

A rather bizarre (and gruesome) plot involves this unique sabotage mission, in which the players are unwittingly involved.

8.1
BACKGROUND DATA

The players must not be given too many hints that this is more than a special personnel transport mission.

THE PROPOSITION

A woman presenting herself as a representative of a large mining firm (a subsidiary of one of the Jadist Companies is soliciting a carrier for twelve bodies maintained in suspended animation in fluid tanks. They are the families of miners stationed in a remote mining and transfer station, joining the employees now that the new facility is 'settled'.

Cargo shuttles arrive every fifty days, but since they are not equipped to carry passengers (even in cryosleep) sending the families by that method was not practical.

UNDER THE SURFACE

The 'families' are actually Alterant Replicant warriors, created and designed for this mission by Taelon scientists working for the Idorians. These fourteen were cloned from the original family members (now dead — murdered by Idor) with altered mind-sets. They have been programmed to take over the mine and destroy it.

This is the first in a planned series of insidious strikes against key Jadist installations. They will be awakened, assumed to be the real thing, but before their real nature is discovered they can take control of the base and then destroy it (and themselves) and all evidence.

Andrea Rygoff has smuggled the Replicant/clones here, and just needs dupes to deliver them to the mining base.

ANDREA RYGOFF

A CRUEL TWIST

As an aside, there is a particularly gruesome and cruel element in the method of destroying the base. The Idorians know that each base does have recorders which monitor all activity in the facility, and though perhaps not equipped with TBD, each has a data probe which is automatically jettisoned if the main computer decides that the base is in danger of being destroyed (this includes reactor detonation). The probe will carry the computer log with it, showing the awakening and unexplained psychotic murdering by the families, and the subsequent base detonation.

8.2
THE NPCS

The GM faces a challenge to bring out the emotions which should be inevitable in this adventure. The men and women of Osiris Base will be faced with killing their own spouses and children or facing death themselves. There are opportunities for desperate attempts by a staffer to appeal to a child/spouse, trying desperately to get the Replicant to convert back by triggering some mystical 'genetic memory'. If the situation gets bad, the GM may wish to allow a decent chance of this happening.

The GM may also wish to — in a typical television series style move — have one of the staff members be a sibling or parent of a player(meaning that the they have other 'relatives' in freeze). Lots of melodrama potential there, plus future basis for revenge against those creepy Idorians.

8.21 ANDREA RYGOFF

An agent for the Idorians, Andrea is a mercenary human Jadist with no conscience and an insatiable thirst for Monits. She is attractive, a good actress, and the Idorians have supplied her with convincing credentials as a London Minerals Transport Officer.

8.22 THE CLONE/REPLICANTS

These beings only resemble the humans they were copied from. Only a few seconds with their relations on the base will make it clear that they are not what they appear to be — but the Replicants don't need more than a few seconds.

All have been brain-purged, reprogrammed with very simple, specific instructions: destroy the base by detonating the main reactor, killing anyone who gets in their way.

They all have a blank stare and, if asked a question, answer in a monotone or not at all.

OSIRIS BASE

0   10   20 м
1:800

47
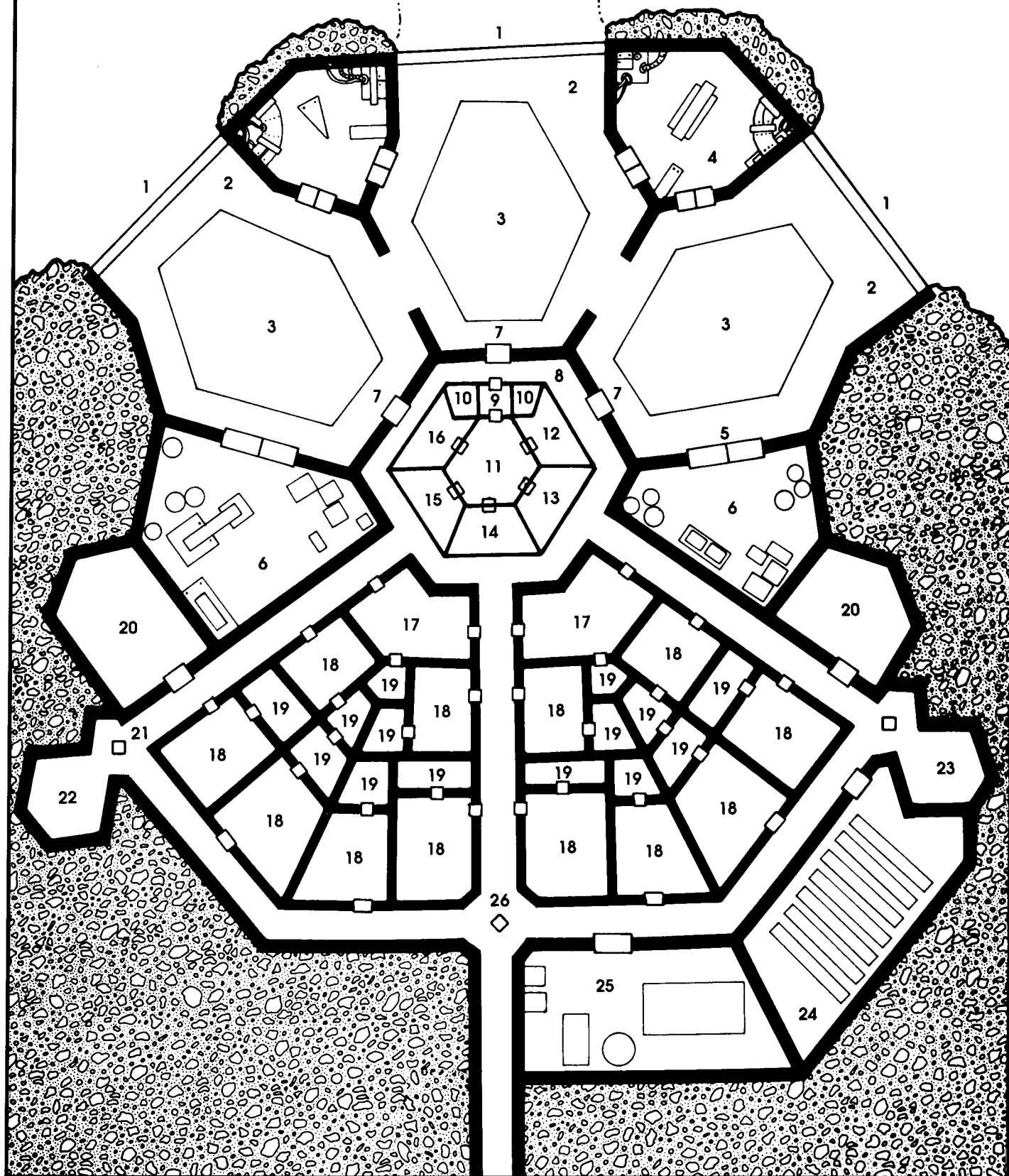
1. The high hits shown indicate that the Replicants cannot be rendered unconscious easily. If they go over the hits listed, they die.
2. They are immune to stuns.
3. Activity reductions are only half what is listed because of their high pain thresholds.

8.23 MINE STAFF

All are fairly intelligent, if unremarkable, humans. The GM will need to give some thought as to how he wants each to respond to this horrible and unexpected threat to the base.

8.3
SETTINGS

Essentially there is only one setting in this scenario: the Osiris Mining Facility. Located in the asteroid belt in Jadon 8 known as the Ring of Heaven, Osiris is an isolated facility with very little contact with the rest of the province.

8.31 OSIRIS MINING FACILITY

There is no TBD station on Osiris (though there is one planned eventually). The station has been operational for less than two years, but is already producing more than 20% of Jade-London's Lystra Crystals. Construction has just now reached the stage where families may join the miners at Osiris.

Cargo shuttles arrive every fifty days, delivering supplies and picking up crystal shipments.

OSIRIS LAYOUT

Built into the side of a small asteroid, Osiris' only exposed area is the three docking bays; the rest is buried in the rocky core of the asteroid.

1. Bay Doors. Large sliding panels which enclose the ship bay, they can be controlled remotely by an equipped ship — or someone aboard a ship with Laserfreq rig who can make a successful *Insane* (-100) Comm roll; controls are also mounted on the wall and in the side rooms (#4). The controls have an automatic safety feature preventing the doors from being opened while there is still atmosphere in the chamber or other doors are open, but a manual override can bypass this. It requires a *Very Hard* (-20) maneuver. The doors are airtight and reinforced.

2. Bay Enclosure. Each of these three bays is a self-contained repair and refueling facility. Equipment is stored along the walls.

3. Gravitic Grid. This surface is a variable gravitic field, allowing ships to go to zero-G while in the bay. This not only makes entry and exit easier, it increases the ease of light repairs.

4. Mechanical/Control. Each of these rooms contains a control booth with viewport for monitoring traffic in and out of the docking bays. (The left room has two booths.) In addition, small machinery and Vac suits are stored here.

5. Pressure Doors. These separate the bays from each other, but allow cross-access for repair/refueling carts. The doors are heavy reinforced alloy, and have manual control panels with the same safety/override features as the #1 doors.

6. Equipment Stores. Heavier equipment and four service pods are stored here.

7. Interface Doors. Personnel-sized doors, these allow entry to the living areas of the base. *Hard* (-10) keypad locks control access either way, and these doors also have the safety feature as in #1.

8. Perimeter Corridor. Surrounding medical and accessing the another areas of the base, this corridor has luminous maps of the base on every wall, and small audio/visual comm units also mounted on the walls.

9. Security Airlock. Because of the dangers encountered in unusual space environments (as well as the possibility of quick contamination in a small, closed community) the medical section is separated by a special airlock/ decontamination chamber. Access through the outer door is controlled by an *Extremely Hard* (-70) palmlock (of course the replicated family members will have access, since their palm prints were sent ahead and programmed into the system). Once inside the chamber the medical officer runs a scanner check and — if necessary — activates the decontamination system. The Medical officer routinely bypasses the decontamination unless the person entering has just returned from the mines. There is a manual control panel in the chamber with an override. The override uses the keypad and voice recognition, the combination being *Absurd* (-120) to defeat. Unfortunately, the medical officer, knowing that the family members were supposedly decontaminated as part of a standard cryo procedure, will bypass this process when bringing them in for wakeup.

10. Mechanical. Contains decontamination and scanning equipment.

11. Lounge. Intended as a routine examination/medical conference room, this area has become an informal gathering place for the staff.

12. Office. Medical Officer Thom Lang's office is somewhat cluttered.

13. Infirmary. Three medical status beds take up most of the space in this small area.

14. Surgery. A medical status bed, state-of-the-art diagnostic computer and an array of surgical tools await any emergency.

15. Stores. Medical supplies, equipment and drugs are kept here. The room is protected by a palmlock is *Sheer Folly* (-90) to defeat keyed only to the MO, his assistant and the base commander.

16. Lab. A small but well-equipped lab for analyzing and studying samples.

17. Guest Quarters. Large and comfortable quarters, these rooms are left empty most of the time.

18. Residence. Rooms for the staff (and their families). These are comfortable if not luxurious.

19. Bath. Again, comfortable though less than palatial.

20. Climate Control. Atmospheric control, waste reclamation, etc. machinery is operating in this large room.

21. Data Kiosk. Set at various locations about the base (and in the mine) these provide a basic computer link and audio/video comm.

22. Auxiliary Reactor. Kept in constant operation at minimal level, it will automatically activate should the main reactor fail. Security is the same as the Main Reactor (#23).

23. Main Reactor. The main power source for the base, this fusion reactor is very reliable and a relatively simple machine. Access to the room is controlled via an *Extremely Hard* (-70) to defeat palmlock (but again, the adult Replicants have no problem with this).

24. Theater. A facility for viewing holovids and live theater.

25. Recreation Room. Containing various activities for physical fitness and games, this area is also the main mess, with food synthesizer facilities.

8.4 ■■■■■■■
THE TASK

A very straightforward adventure on the surface, it is still a relatively simple scenario.

8.41 STARTING THE PLAYERS

For one-shot runs such as this, the GM may wish to establish an 'electronic bulletin board' for those wishing to hire cargo/passenger haulers, as well as groups (like the PCs) who want such jobs. A bonding service may also exist to somewhat guarantee fly-by-night operations like PCs.

Players could hang about and wait for something to come up on their ship's telelink, or pay a small fee to view a listing of people needing transport and pick one. This is a little more realistic than an updated version of the bar scene.

8.42 AIDS

The players don't get much help on this one except for their wits and shooting ability. A round-trip coursetape to Osiris will be provided by Andrea.

8.43 OBSTACLES

Nothing aside from what will soon become obvious.

8.44 REWARDS

The PCs are paid 10,000 monits to deliver the 'families', and of course they get to keep this money in any case. Saving the base will net them a 500,000 monit reward from London Minerals and free fuel/servicing at any London Minerals facility for life. Just rescuing some or all of the base members and escaping the base before it blows will get the players a net minimum reward of 50,000 monits.

8.5 ■■■■■■■
ENCOUNTERS

Assuming that all goes well with Andrea and the trip is uneventful, the PCs should not run into any problems until they reach Osiris.

8.51 ARRIVAL

Their ship will be allowed into the central dock with a minimum of fuss. Ship refueling and minor maintenance will require a few hours, so the group will have to be in the base for the 'awakening'. They will be shown to the guest quarters and where the mess hall is if they want refreshments.

8.52 AWAKENING

Depending on how quickly the staff figures out what is going on, there may or may not be an alarm ringing through the base. If so, the PCs can try to piece together the problem and ready themselves.

Of course, they probably won't have their weapons if they're hanging out in the mess hall or guest quarters, so things could get tough quickly. If the Replicants have surprise on their side, things might go extremely badly. The GM may wish to encourage at least some of the PCs to stay on their ship.

GM Note: once the cat is out of the bag, the GM may wish to assign one of the staff members to each PC, both to ease the load on the GM in combat resolution and to get the players more involved in the combat. Get them to role-play having to shoot what appears to be their relatives...

8.53 DETONATION

The first job of one of the Replicants is to get into the reactor room; all know how to set the Reactor to overload. Detonation occurs in six minutes, and once past 3 minutes cannot be reversed. After starting the process the Replicants will shoot up the control console, making cancellation — normally a *Routine* (+30) maneuver — suddenly a *Sheer Folly* (-50) Electronics Technics maneuver.

As soon as the detonation sequence is triggered, the typical cool, authoritative female voice begins the litany:

Warning... Main Reactor has been set to Destruct... overload and detonation ill occur in six minutes. Warning, you have three minutes to cancel Destruct Command...

Should things go badly for the Replicants, or if the Destruct order is cancelled too easily, another Replicant could get into the auxiliary reactor room and set *it* to detonate!

Should the PCs be forced to flee, they need at least a minute of thrust away from the base for a safe getaway. If less than a minute, the GM should roll some criticals...

STATS FOR NPCS: CÀRGO MACABRE

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Skill:Add	Notes
IDORIAN AGENT								
Andrea Rygoff Deflector shield belt.	9	94	1(20)*	StnPstl:60	Diplo:75	Act:82	Trick:60	NeoHuman Administrator
BASE CREW								
Vyle Tegree	12	105	1(15)	StnPstl:45	RepairScnr:90	MechEng:100	Comptrs:115	Human Engineer.
Shuul Vicker	11	98	1(10)	StnPstl:60	RepairScnr:105	PwrSysTch:90	CompTech:110	Human Engineer.
Thom Lang	14	90	1(25)	StnPstl:80	MedScnr:115	1stAid:102	MedPrac:108	Human Physician.
Haal Orlaff-Simms	8	126	1(20)	StnPstl:52	Metallurgy:120	Chemistry:85	GenPhysics:75	Human Researcher.
Dora Flege Belt deflector shield.	9	76	1(20)*	StnPstl:78	MultiScnr:108	Metallurgy:85	Planetology:105	Human Planetologist.
Gregg Malacang	9	104	1(10)	StnPstl:55	RepairScnr:98	PwrSysTch:96	ElctrnTech:79	Human Systems Tech.
Meril Tanaka	6	64	1(15)	StnPstl:40	RepairScnr:80	CompTech:76	ElctrnTech:85	Human Electrical Tech.
REPLICANTS								
Kyle Tegree	10	140	3(30)†	10mmMP:100‡	GrndRfl:90‡	MA/StR4:50	Perc:80	Replicant Armsman.
Mara Vicker	10	128	3(30)†	GrndRfl:90‡	S&H:60	MA/StR4:90	Perc:70	Replicant Armsman.
Alana Lang	10	135	3(30)†	DsrptPstl:110‡	GrndRfl:85‡	MA/StR4:75	Perc:80	Replicant Armsman.
Thommy Lang Jr	5	90	3(35)†	DsrptPstl:80‡	S&H:60	AdrenM:50	Perc:35	Replicant Armsman.
Danny Lang	5	87	3(40)†	DsrptPstl:75‡	S&H:60	MA/StR4:40	Perc:50	Replicant Armsman.
Carla Orlaff-Simms	10	121	3(30)†	DsrptPstl:100‡	S&H:100	MA/StR4:75	Perc:90	Replicant Armsman.
Christian Flege	10	130	3(35)†	10mmMP:90‡	GrndRfl:90‡	MA/StR4:70	Perc:85	Replicant Armsman.
Johaan Flege	5	92	3(40)†	DsrptPstl:60‡	S&H:50	AdrenM:100	Perc:45	Replicant Armsman.
Corazon Malacang	10	114	3(30)†	10mmMP:90‡	GrndRfl:110‡	MA/StR4:85	Perc:80	Replicant Armsman.
Tyra Malacang	5	80	3(35)†	DsrptPstl:70‡	S&H:50	AdrenM:50	Perc:40	Replicant Armsman.
Val Malacang	5	75	3(45)†	DsrptPstl:80‡	S&H:40	AdrenM:50	Perc:50	Replicant Armsman.
Troy Tanaka	10	130	3(30)†	DsrptPstl:105‡	GrndRfl:85‡	MA/StR4:50	Perc:85	Replicant Armsman.

* DB does not include shield modifier (or Psionic defenses, if any). Check notes under character listing for what type of shield, check modifiers below, and incorporate in DB:

> Velocity Shield: +30 vs melee, +45 vs missile, +60 vs projectiles, +0 vs energy.
> Deflector Shield: +5 vs melee, +15 vs missile, +40 vs projectiles, +60 vs energy.
> Absorption Shield: +30 vs melee, +30 vs missile, +30 vs projectiles, +30 vs energy.
> Barrier Shield: +60 vs melee, +70 vs missile, +70 vs projectiles, +90 vs energy.

† The Replicant 'family members' have strange bonuses because they have, in most cases, been genetically or surgically altered to be more effective killing machines. AT's are a result of a new sub-skin bioarmor, undetectable to most scans.

‡ The Replicants are all armed with custom weapons: 10mm machine pistols have a +10 bonus and use HEAP (High Explosive Armor Piercing) rounds. Grenade rifles are dual-tube models, allowing an option of two different grenade types to fire; all are armed with Point-Defense Plasma Grenades and Enhanced Shrapnel Grenades, both Mk II. Disruptor pistols are designed for short use and high power yield; as a result, each has an additional 5% chance of failure (and failure is 1-9 weapon malfunction, 10 is fumble), but fires as a **Mk IV** weapon! GMs should keep these out of the players' hands. All of these weapons are concealed in the cryo-beds, normally indetectable.

ADVENTURE: UNSCHEDULED DETOUR

Regions Caesar never knew
Thy posterity shall sway,
Where his eagles never flew,
None invincible as they.

William Cowper, *Boadicea*
Old Earth

The players' ship develops a double-talk sensory malfunction, sending it far off Hyper-course. The players are forced to land on an Omega world in what was thought to be a dead system. They encounter a pre-Imperial complex and some very unpleasant inhabitants.

GM Note: *While this adventure has a certain "B" Movie feel to it, it can be very fun, especially for players who are craving monsters (and just things to shoot at in general). However, there is potential for it to go beyond "B" Movie, if the PCs understand what the* Sthi'suysa *are all about and manage to befriend them. They are an intelligent race now and deserving of independent status.*

9.1
BACKGROUND DATA

The planet Mouriis III (Minos) once had an indigenous, intelligent race, but that race virtually destroyed itself in a holocaustic nightmare of similar proportions to what Old Earth almost did to itself ten thousand years ago.

House Jade-London acquired the system recently, with the provision that the Empire could participate in joint exploration of the reputed Omega World found there.

A joint Imperial/Jadist survey and archaeology team arrived in the system just a few decadays before the PCs will. They were dropped off by a Jadist military craft and are not scheduled to be picked up for another 70 days. However, in an emergency the dome and explorer craft have an antenna which can patch through the TBD setup on the Triton Orbital station and beam a distress signal.

They set up an environment dome (still not convinced that long-term exposure to the atmosphere wasn't dangerous) and began their survey.

Captain Lange, Anna DiMedici and two other members of the team were on a multiday journey in the expedition explorer vehicle when the Kurskah (the formerly 'human' inhabitants) attacked. They had landed to do some scans (thinking they had detected some animal movements) when the former rulers of Minos attacked. The other two team members were killed before anyone knew what was going on.

Lange and DiMedici tried to flee, but the explorer was damaged by the attackers. They managed to move to a defensible bluff, where they await rescue with diminishing hopes, as the badly damaged explorer transmitter doesn't seem able to make contact with the Triton orbital station. The Kurskah seem to have given up, but the rations are giving out and neither Lange nor DiMedici is looking forward to a 2 Decaday hike back to the base.

While the long-range surveyors were on patrol, the remaining four team members planned short excursions from the base. Of the four, Lance Rainey was lucky: he was captured by the Sthi'suysa. Rainey had gone on a scouting trip on a gravscooter but was attacked by a *Kurskah*

The Sthi'suysa rescued him, then were unwilling to let him go (knowing he would not survive the trip back without his scooter, which was wrecked). They have been trying to communicate with Rainey, but since Sthi'suysa speech is partially beyond human hearing, and the sauroid and human vocal equipment is so different, communication has proven almost impossible beyond crude sign language.

9.2
THE NPCS

There are a few survivors of the expedition, though some are not in very good shape. In addition, a few of the Sthi'suysa are included, whom the PCs might encounter.

9.21 KIER LANGE

Commander of the JadeSurvey team, Captain Lange is making the best of a bad situation. He realizes now that he and DiMedici have little chance of survival, but tries to remain professional, and is continuing to do what scanning and analysis work can be done from their limited vantage.

Lange is a sturdily built man, 180 cm tall and massing 85 kilos. Normally an efficient (if unimaginative) survey scout, he is furious with himself for allowing this disaster to occur. He fears that the rest of the team has been killed as well.

9.22 LANCE RAINEY

A lieutenant in the JadeSurvey team, Lance is a handsome youth of 25, with blond hair and blue eyes. 188cm tall and weighing 81 kg (the native flora has proven fairly nutritious), he has been maintained in good health by the Sthi'suysa. They do keep him imprisoned, though, and he is concerned about the safety of his fellow team members. All of his equipment was lost or irreparably damaged in his scooter crash.

9.23 ANNA DiMEDICI

The lone survivor of the Imperial group, DiMedici is a communications expert and has spent most of her time trying to repair the damaged transmitter. She is also a deadly shot with a laser pistol.

Anna is a fairly attractive young woman, with wavy black hair and dark eyes. Her present situation does not lend much time for grooming, however, and while she tries to maintain her appearance she is often disheveled and tired-looking.

9.24 AASYSTHA

(pronounced *aye-aye-sis-thah*) Scientific leader of the Sthi'suysa, Aasystha wishes for his people to advance but is wary of using technologies not fully understood. His home — an observatory/library of the Kurskah — is a cluttered haven for inquisitive Sthi'suysa

9.25 IS'UYSAS

(pronounced *eyes-ooeyesay-s*) A Younger Sthi'suysa, charged with guarding Lance Rainey. He likes the human, but is dedicated to his responsibility: the human is not to escape — for his own good.

9.3 ▆▆▆▆▆▆▆▆▆▆▆▆
SETTINGS

Settings in this adventure can be quite varied. Initially there is the Survey Base, but since the vehicle with the needed parts is missing, the PCs will need to venture out into the ruins and even wilderness to get to it.

9.31 THE PLANET

Minos is a fairly hospitable world in most respects, now that the nuclear radiation and biotoxins have been largely purged from the biosphere. Below is a summary of the planet status:

System: Mouriis F2v
Planet: Mouriis III (Minos)
Circumference: 42,000 km
Mean Orbit: 138,000,000 km
Day: 23.5 standard hours
Year: 390 local days
Province: Jade-London
Resource Status: Protected
Contact Status: Omega World
    (Quarantine Rating 10)
Supply Acquisition: N/A
Resource Type: Dormant
Productivity %: 0%
Production Emphasis: N/A

Environment: A temperate mix of jungle and mountainous forested regions. Oxygen /Nitrogen (25/69%) atmosphere with no (remaining) harmful trace elements. Atmospheric pressure low but acceptable. 67% of surface is covered with saline oceans, most land masses are fragmented. Gravity field light (.85G). Temperature range over tropical regions is +20° to +42° C.; +5° to +18° C. in temperate areas. Large Polar ice caps. This planet is the apparent result of a nuclear exchange, which took place over 100,000 years ago. The planetary flora has recovered, and so has the fauna, — to some extent. No remaining indigenous sentient life.

History: This system was discovered in PreImp 2398, but little attention was paid to it at the time; apparently another case of haphazard surveying led everyone to believe that the star had no planets at all, much less a habitable one. Then, in Imp 461, Jade London survey made a check of the system for any residual mineral wealth which might be orbiting — and discovered planets! A followup revealed that planet three had a habitable biosphere and had at one time supported a fairly advanced culture. Radiation and Bio scans explained why the cities seemed to be in ruins: nuclear and biological warfare had devastated the biosphere. Years of haggling followed,

but His Majesty finally agreed to grant the system, providing his people could participate in the initial investigations of the indigenous peoples.

Operations: A combined Jade-London and Imperial Survey Team has been dispatched to make a preliminary study of planet; an unmanned orbital station has been established as a backup supply depot and warn-off beacon. (The PCs will have this as a fallback should they be unable to scavenge parts on the planet to fully repair the sensors.) The GM should allow them to perform enough repairs to allow the ship to orbit in this case.

9.32 RUINS

Scattered all over the planet, these ruins are very similar to 20th century construction on Old Earth: glass and steel, concrete and re-bar. Great cities with open plazas and harshly beautiful sculpture now stands overgrown and deteriorating. The conflict was thousands of years ago, so much of the construction will actually be buried, and anything of natural cloth fibers or wood will be completely gone. By day, the Kurskah will be lurking about their old homes, and at night the Thurch and other creatures will be abroad. Overall, these areas are far more dangerous than the open wilderness.

9.33 THE BASE VIDOME

The dome was set up on a bluff overlooking one of the cities and near the sea. There is a large clear space nearby for ship landing and a few scattered trees.

Designed to keep up to ten beings (in cramped quarters — five is standard) safe from the effects of poisonous or even corrosive atmospheres, the dome 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 this one 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 survey mission. Some of the equipment was the personal property of the crew.

1. Airlock/Sanitizer. The outer door is locked at all times, and can be opened only by punching in the combination or defeating the *Hard* (-10) keypad lock. Alternatively, the dome computer (named JOE) can override the lock if commanded to by someone whose voice it recognizes {a *Sheer Folly* (-50) Voice-recognition lock to overcome}. Because of the questionable elements in Minos' atmosphere all things entering the vidome must be sanitized. JOE 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.

2. Comm Room. In disarray when the player characters first enter the dome, the Comm room is where all survey functions are performed. JOE, the dome computer, is here. Note that JOE 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. There is a dead body on the floor in the early stages of decomposing (see Encounters).

3. Waste Elimination Room. 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. This room is clean and in reasonable order, leading thinking PCs to deduce that what happened was not a sudden attack on the entire dome populace. At point "A" is the food processor, known as "the galley". JOE 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.

5. Bunkroom. This room contains eight bunk beds, the personal effects of the survey 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. The GM should allow the player characters to find a few other personal tech items which might have been carried by the original crew.
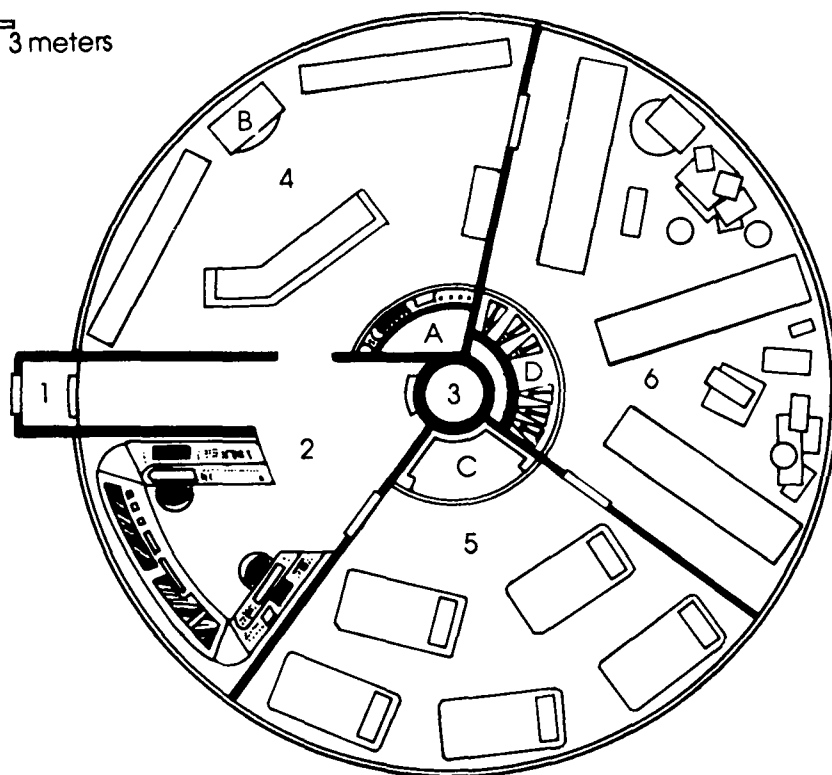
6. Storage Room. Both doors to this area locked at all times and require entering a combination or defeating the *Very Hard* (-20) keypad for entry. Three large multishelf units hold cans, crates and cartons of all shapes and sizes, most containing foodstuffs (in raw state), test equipment and chemicals. In great stacks sit machine tools, bland 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 (JOE'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.

9.4
THE TASK

The basic task of this adventure is to fix the ship and get out of here, but responsible players will soon find themselves involved in the rescue of the survey team and perhaps even contact with the new race on Minos.

9.41 STARTING THE PLAYERS

Starting the group in this adventure is easy; it could be a followup to another adventure when the sensor systems go awry and the confused hyperplot dumps the PCs near this system. Future Hyperspace jumps with the sensors in their current condition would be foolhardy and parts are required, but, miraculously, there is some sort of imperial signal coming from the nearby system...

9.42 AIDS

None but what the PCs can find.

9.43 OBSTACLES

The many and varied obstacles are presented in the encounters.

9.44 REWARDS

For just grabbing the parts and getting out the PCs get to escape with their lives and a sleazy feeling about themselves.

9.5
ENCOUNTERS

Things don't go well for the characters from the minute those red indicators light up and the ship lurches out of hyper.

9.51 THE SYSTEM

Those entering the system will be immediately greeted with the following message:

WARNING!

Imperial Directive OA 45-X
System ZY H 451 (Hestus) is an Omega World under the joint stewardship of His Imperial Majesty, and Count Matthew Jade-London
Planetfall restricted to authorized vehicles and personnel only. Omega quarantine in effect. Transmit clearance passage code immediately.

However, there are exceptions to all but the most stringent quarantines, and a legitimately disabled spacecraft is one of them. The third planet appears fo have a habitable atmosphere, but with the severity of the problem they must land immediately before the entire sensor system fails.

9.52 THE BASE

The base is in pretty good shape when the PCs get to it (assuming they can get Inside; if necessary they can cut through the viber five material).

The PCs with the insight to re-activate the main power connections [a *Medium* (±0) Electrical Tech operation] will be able to easily access the computer files. Among them Players may find the following general report:

DATAFILE 34674-JL Delta
SECURITY: Level Three
TOPIC: Planet Mouriis III Survey Report

DAY 1

The dome was set up without mishap and we said goodbye to the Destroyer Dauntless. We have been picking up unusual readings of movement in the city below our base site, but no signs of industrial activity — or any civilization at all. It appears that this race completely destroyed itself. No sign of any dangerous wildlife yet, though we will leave scanners on through the night to pick up any visitors.

— Kier Lange, Mission Commander

DAY 2

Nothing besides a few small mammalian creatures came to the dome last night, but Lance Rainey had quite a scare this morning. He was taking a look around the area via grav-belt and this huge insect came out of nowhere, attacking with a mean-looking stinger. Lance's stunner seemed to have no effect on it, so we were forced to use a disruptor. Lance was unhurt but a bit shaken.

— Kier Lange, Mission Commander

DAY 4

In-depth scans and a few gravscooter trips to the perimeter of the city have given us a sketchy picture of what the former inhabitants looked like and how long ago they did themselves in. They appear to have been reptilian but warm-blooded, and released a particularly devastating viral bioweapon upon themselves, followed by a scattered pattern of fusion bombs, all about five thousand years ago.

We have been picking up clusters of human-sized creatures in the cities — especially in the underground areas — but still no visual confirmation of any ground creature larger than the weasel-like mammals which prowl outside the dome at night. I have ordered the teams to stay out of the inner city for now. I am beginning to get that 'watched' feeling, as are a few other team members.

— Kier Lange, Mission Commander

DAY 6

Lance says that this place 'gives him the creeps.' I'm not sure where he picked up that phrase, but it reflects the sentiment here. I have decided to lead half the team on a six-day trip in the Explorer to get a closer look at some other terrain features we picked up on satellite tracking. Lieutenant Laslow is in charge, though I am leaving instructions that two of the remaining four members are to stay in the dome at all times, while the others are to make sweeps of the area on the gravscooters —these seem to fly low enough as to not disturb the giant insects.

— Kier Lange, Mission Commander

DAY 8

Today we encountered what must be the former civilized race on Minos. Huge lizard creatures, three of these monsters attacked the dome this morning and one got Jorge before Kara and I even saw the things. Then one of the slurgs began to *eat* him. I grabbed a stunner and started shooting, but the thing barely seemed to notice. Kara used the disruptor rifle on it, and the thing died, but oh, god. The other two ran. There was nothing we could do for Jorge.

Lance is overdue and we can't raise him on the commlink; I'm afraid the beasts got him. We also tried to raise the Commander on the comm, but no answer. Kara and I have decided to wait until tomorrow; if we don't hear from either the Commander or Lance we're going out in the gravscooters to look for them.

— O. Pysk, Acting Mission Commander

— end of last log entry —

9.53 KURSKAH

Once the masters of Minos, the Kurskah have degenerated into creatures with little more than animal cunning for intelligence. The Kurskah always were large, aggressive beings, (primarily carnivorous) with an irrepressible warlike tendency which was their final downfall. They are marauding across this area, hunting mostly by day. They watch the dome, thinking more tasty humans will emerge eventually.

Physically, they stand about 2.5 meters tall, massing around 200 kilos. Their skin is a tough, ridged grey hide like scales. The Kurskah spine is a bony ridge which protrudes beginning at the crown of the head and runs down the back in a grotesque, lumpy path, ending in a long, barbed tail. They have two visual systems: a pair of eyes , large and slightly protruding near the front of the head: mammalian in nature, able to focus, move in their sockets and limit light intake. In the center of the sloped forehead is a domed faceted eye, insectile and capable of detecting movement all around the Kurskah. The mouth is a double set of strong dark teeth set in a protruding jaw. The front teeth are pointed for tearing flesh.

Kurskah have excellent hearing and a crude form of sonar (personal shields give off a sound which drives them made with rage). They have almost no sense of smell.

A pair of long, oddly-jointed arms spring from forward-hunched shoulders, ending in large, four-digited claws. The torso is long and curved, with narrow hips supporting huge thighs. These reverse-kneed legs are built for running, which the Kurskah can do at least four times as fast as a man.

These creatures (in the vicinity of the base) have tasted human flesh and find it quite delicious. They want more.

9.54 STHI'SUYSA

These quick 'people' have managed to stay alive by outwitting and outmaneuvering their enemies the Kurskah. They can also hide from the humans if they wish, but they will want to try to return Lance to his own kind. They know nothing of Lange and DiMedici, trapped out in the wilderness.

9.55 HOORSHAT

Giant insects which resemble dragonflies, these creatures are not interested in eating humans, but they are territorial and will attempt to defend their area (the boundaries of which are impossible for humans to determine). They are no more intelligent than an average bird, but they are large: a seven foot wingspan. They are also very fast and as a result extremely difficult to hit.

System Notes: Hoorshat

1. Hoorshat have a stinger on the end of their long, flexible body, which they will use if buzzing about in threatening swoops does not suffice to scare off the intruder.
2. Hoorshat can fly faster than most grav-belts and have a particular hatred of things that fly without wings.

9.56 THURCH

These are nocturnal mammals, also carnivorous, which have made their home in the underground regions of the city. Like some nightmarish combination of a rat and a weasel, they have large, luminous eyes, vicious teeth and cruel little claws. One alone is rarely very dangerous, but these beasts travel in packs of at least half a dozen and can easily overwhelm a lone explorer.
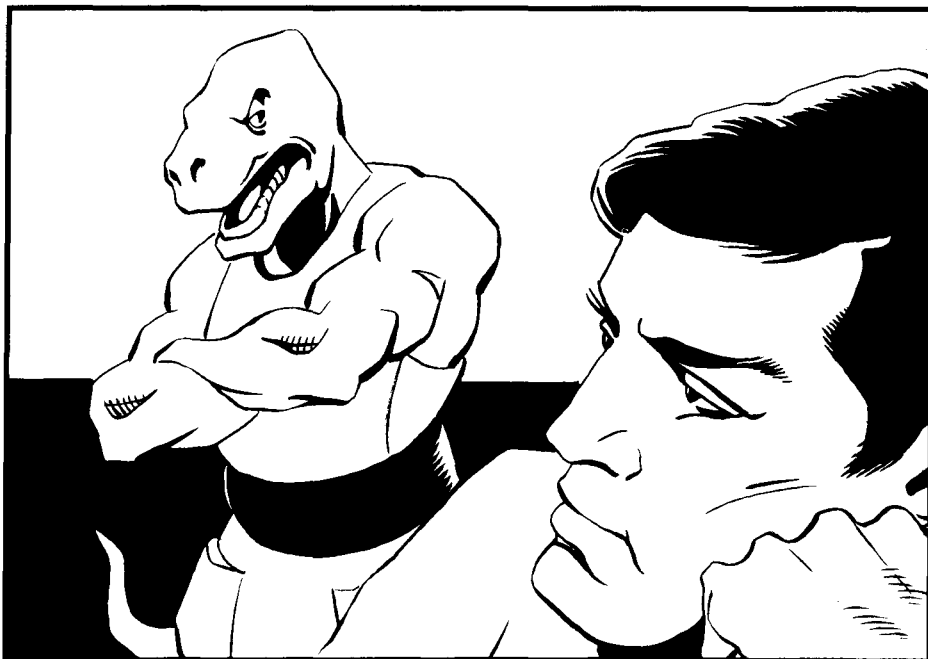
System Notes: Thurch

1. Less than 5 Thurch are reduced to doing Melee weapon attacks (*Tech Book*, page 75) with a max threshold of 45 and puncture attacks (They attack as weasels +20 if you have *Rolemaster/C&T*) but more than five get to attack every round on the Entangle attack chart, with a +5 for every Thurch over 5; Mark IV max threshold. Should the target become entangled, the attack mass gets two melee attacks per round, Mark I max threshold, with a +5 bonus per Thurch over 5 and no movement DB for the target.
2. Thurch can see in the dark and are quite tough: AT 3(40).

9.6

ADDITIONAL DATA ON THE RACES

This section provides some supplemental material on the unusual races found here.

The Kurskah

The following is system information for GMs running Kurskah.

1. Kurskah bodies can give off a slight electrical charge; thus they are able to potentially stun prey they touch (treat as an "A" electricity critical).
2. Halve all stun effects (if a single round of stun is delivered, it is ignored).
3. Bleeding is reduced by 1 hit/round for every round that passes (they clot very quickly).

4. Claws strike as Large Claws (If you don't have *Arms Law/ Claw Law*, Mark II Melee weapons; ignore the -40 OB mod on the chart and give slash criticals).
5. Teeth (optional with successful claw) strike as Small Bite (or Mark I Melee with puncture criticals).
6. Kurskah who are not immediately threatened and have successfully stunned a human will begin to eat him, gnawing at a limb, sometimes tearing one off (ugh). If that isn't feasible, the may run off with their prey to munch on him later. They do have a tendency to flee if given more than half hits or the fight is not going well. They are basically cowards and won't fight to the death unless trapped.

The Sthi'suysa

The following is a brief summary of the current status of the Sthi'suysa as a race.

Racial Origins: Formerly an unintelligent sauroid species, the Sthi'suysa were catapulted to the fore by a combination of radioactive mutation and environmental changes. Sthi'suysa are essentially warm-blooded reptiles.

Political Structure: There are currently a number of isolated Sthi'suysa tribes, but most in this region are governed by an oligarchic group of elders, elected by the populace.

Social Structure: Interestingly for such a relatively primitive culture, sexes seem to have equality, and there is no class structure other than respect for age.

Military Structure: None, though groups of Sthi'suysa will band together to fight the Kurskah.

Currency: Barter only.

Language: As noted earlier, some of the Sthi'suysa language is beyond human hearing, thus making communication without the aid of computer translation almost impossible. The Sthi'suysa do have a fairly sophisticated language, however, filled with inflection and subtle accent.

Appearance: Sthi'suysa resemble a human-sized Tyrannosaurus more than anything else — and they bear only a passing similarity to that. Averaging 1.5 to 1.8 meters in height, they have a larger brain-case and smaller, more flattened mouth, filled with flat teeth designed to crush nuts and leaves. Their eyes are quite large, green, and have an 'intelligent' look about them. Skin is reminiscent of a snake's in texture, though a more uniform brown or green. Legs are still large and strong, allowing the Sthi'suysa to run at amazing speed, but arms are about 3/4 as long as human, with three digits and an opposable thumb. Sthi'suysa also have the long tail which affords them balance and some very minor manipulative ability. The Sthi'suysa wear smock-like garments with a harness to carry tools and equipment

Housing: Some Sthi'suysa like to live in old Kurskah ruins, while others have constructed villages of adobe huts.

Diet: Exclusively herbivorous. It is quite possible that the Sthi'suysa fared as well as they did because of their diet. In the first years after the nuclear holocaust, meat-eaters were poisoned by their contaminated food, while herbivores had a more quickly renewed source of sustenance.

Worship: Sthi'suysa seem to have no religious inclinations at all, despite (or perhaps because of) the fact that the Kurskah had a very complex pantheon of celestial gods.

STATS FOR NPCS : UNSCEDULED DETOUR

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Skill:Add	Notes
Kier Lange	12	121	1(15)	StnPstl:90	MultiScnr:105	Anth(Xeno):115	Plntlgy:85	Human Planetologist.
Lance Rainey	6	95	1(25)	LsrPstl:95	Perc:85	MultiScnr:70	Survival:80	Human Explorer.
Anna DiMedici	8	81	1(20)	StnPstl:80	Comm:115	ElctrnTch:90	CompTech:100	Human Electrical Tech.
STHI'SUYSA								
Aasystha	12	90	4(35)	—	History:125	GenBiChm:115	Zoology:105	Sthi'suysa Researcher
Is'uysas	6	75	4(50)	Sword:85	Spear:60	Acrobat:80	Survival:80	Sthi'suysa 'Armsman'
BEASTS: see text								

9.7 MINOS ENCOUNTER TABLE

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

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

Chance (%) is an indication of whether there is an encounter at all; Distance is an additional factor to indicate the need for a roll, used when the PCs are travelling; Time is the time interval between rolls for encounters.

Encounter	City (Day)*	Dome (Day)	Wilds (Day)	City (Night)*	Dome (Night)	Wilds (Night)	Underground
Chance (%)	20%	5%	15%	40%	20%	25%	30%
Distance	50 meters	—	1 km	50 meters	—	1 km	50 meters
Time	10 minutes	1 hour	1 hour	10 minutes	1 hour	1 hour	10 minutes
Humans							
Lance Rainey	01-04	—	—	01-04	—	—	—
Kier Lange	—	—	01-02	—	—	01-02	—
Anna DiMedici	—	—	01-02	—	—	01-02	—
Sthi'suysa							
Is'uysas	01-06	—	—	01-06	—	—	—
Aasystha	04-08	—	—	04-08	—	—	—
Others (1-4)	06-14	01-10	03-08	06-12	01-02	03-05	01-03
Creatures							
Hoorshat (1-3)	15-40	11-60	09-60	13-30	03-50	06-40	—
Thurch (1-30)	41-60	61-65	61-65	31-70	51-65	41-65	04-85
Kurskah (1-5)	61-98	66-99	66-97	71-99	66-99	66-98	86-97
Other	99-00	00	98-00	00	00	99-00	98-00

* Lance could only be found if the PCs discover the Secret home of the Sthi'suysa in building on the outskirts of the city.

ADVENTURE: KIDNAPPED

Est mihi, sunt nati: dedimus tot pignora fatis.
(I have a wife, I have sons, all of them hostages given to fate.)

Lucan
Works, VII.661
Old Earth
c Preimp 11,600

This adventure is possibly the most complex and probably the most dangerous of the group of adventures, requiring considerable initiative and planning by the players. It also has tremendous potential rewards: the Count will be *very* grateful to those who can return his son to him.

10.1
BACKGROUND DATA

While piloting an orbital shuttle home from a session at the IT school, the Count's heir and only son Terence is kidnapped.

Alone on board with only four body-guards (members of the Order Excalibur) and his friend Alex Morgan-Jade, Terence's ship is snatched out of its flight-path by a powerful tractor beam, and then disappears entirely from planetary sensor screens.

The only explanation for this sequence of events is that the shuttle was hauled into the hold of a larger craft (which somehow remained undetected while orbiting the home planet of House Jade-London!). This craft, equipped with a sophisticated cloaking device, managed to also cloak the shuttle and escape before provincial spacecraft could locate it.

The Plot

The kidnappers are in fact Idorians again, though this time the persons responsible are a radical Terrorist offshoot. The Idorian government knows that — even if they could pull off a kidnapping of the Count's son — the effect could backfire. The Count could be so enraged that he might direct a full-scale attack against the Idorian Empire no matter what the cost.

At any rate, an Idorian privateer came upon a damaged and abandoned Snee frigate-class vessel which had been programmed to self-destruct, but the system failed. Though they have been unable to understand the principles of the sophisticated Snee cloaking system, they have learned to operate the ship and an ambitious Idorian captain has decided to use it to his advantage. Not only is the craft practically invisible to sensors, the very fact that it is a Snee ship will throw any pursuit off the trail.

To further cover their tracks, the Idorians have taken the young Heir-Count and party on the abandoned mining moon of Jolpaar in the nearby Jadon 10 system. The reason for setting up base on this moon is to keep the Idorian Empire out of direct conflict with Jade-London (the terrorists are not that stupid). If something should go wrong, the Idorians cannot be blamed directly, claiming that this was a rebellious offshoot. (Whether Count Matthew will fall for this seemingly transparent though true ploy is another matter.)

In addition to the Idorian terrorists, there are a number of Replicants (products of the Okarak research station) which were reported killed in raids but have been 'stolen' for the terrorists' purposes.

Terence and Alex are being held here for a ransom of 1 Trillion Elmonits Imperial — a sum that would not break but could cripple House Jade-London. The plan is to demand that the money be placed in a numbered MERLOGH account, where it will be automatically dispersed to a collection of other accounts and untraceable. In return, the kidnappers will reveal the location of the heir (the moon, which will have been evacuated a few hours earlier).

10.2
THE NPCs

The first two NPCs are Idorians, leaders of the terrorists who remain at the base to supervise the prisoners. Three NPCs are considered 'Betas', the first order of Replicant servants created by Taelons and used by the Idorians. They are the most intelligent of all the Taelon Replicant types, capable of independent thought and some initiative. They are, however, single-minded when given a specific duty, and will pursue that task to the death.

They can also be 'programmed' with memory patterns which are very difficult to distinguish from real memories even using mind-scanning techniques. These three retain (programmed) memories of their original birth, believing that their parents were killed by cruel torturous Jadist butchers, and that they are crusaders on a holy war against House Jade-London. Their hatred is so great that they may (10% chance) try to kill young Terence and his party — despite orders to the contrary.

10.21 ORDUL TALAK

The quintessential Idorian, Talak hates humans with a passion. Resentful and surly, he makes excuses to beat up (or at least emotionally torture) the prisoners. Formerly in the Idorian Star Force, Talak is an efficient soldier. However, the boredom of watching the prisoners has driven him to escalate what had been a recreational habit. His addiction to Gorteline has become severe, and there is a 60% chance— while awake — that he is under the influence.

10.22 MORD VALT

Valt is basically a lazy slob, one of the reasons he was given the unenviable position of watching the prisoners. He and Talak do not get along for just about any reason you could-name. He is a civilian, and his addiction is food.

It is worth noting here that it is almost impossible for an Idorian to get fat; their metabolism is such that it does not store food. Idorians must eat rather frequently to maintain their demanding metabolic rate, though normally not large amounts. Unneeded food is waste.

Valt is always eating. If encountered, there is a 95% chance he has got some bag of snacks or bar of low-nutrient food in his hand.

10.23 ROLF KAYTU

A giant of a man, with tan skin and blond hair, his muscles bulge through taught skin. Kaytu is an Armsman with unbelievable speed and agility for his bulk. He is not the brains of the trio, but can handle a plasma repeater like a pro.

10.24 AVOS CHETIRI

His name does not reflect his distinct oriental features: the epicanthic folds over the eyes, the small, slightly flattened nose, and the blue-black hair (worn in a short ponytail). Chetiri is very intelligent, and though his favorite weapon is a needle pistol, he is quite effective with his MLA pistol. Chetiri is leader of the trio and the Replicant that the Idorians deal with.

10.25 TANI NOVE

An acrobat/Armsman, she is a lethal martial artist. Nove is petite and graceful; able to move silently and use the many shadows of the base to her advantage. Short dark hair is worn in a carefree mop and her large brown eyes give her a look of wide-eyed surprise. It is more likely her opponents who will be surprised however, when she lands them flat on their back.

10.26 WARRIORS

All of these Replicants are type *Epsilon*, humanoid mutations with strangely altered appearance and abilities. They have very little thought capability, and mindlessly follow orders from the Betas.

10.27 TERENCE AND ALEXANDER

The captives are described in detail in section 4. They are both strong-willed, and still rebellious and antagonistic towards their captors. Neither is seriously hurt yet, but both bear marks of abuse.

10.3 ▣

SETTINGS

The action here centers around a moon in the Jadon 10 system and an abandoned mine there.

10.31 JADON 10 SYSTEM

Jadon 10 is an F-type star with seven worlds: four rock planets and three gas giants. It is otherwise unremarkable except for the valuable of ores, especially on planets four and five.

Highland Station, a facility jointly owned by JadeMetals and the Jadist Military, orbits between planets IV and V.

The abandoned mine is on *Jolpaar*, the lone moon orbiting the second planet. Planet two itself (called Novus) has an environment similar to that of Venus in the Sol system before it was terraformed. Novus may one day be a candidate for the same process, but House Jade is wealthy with already habitable worlds and such an operation is currently not very feasible. Because of Novus' proximity to the stellar primary, solar radiation interferes with sensor scans and adds to the secrecy of the Idorian ship's comings and goings.
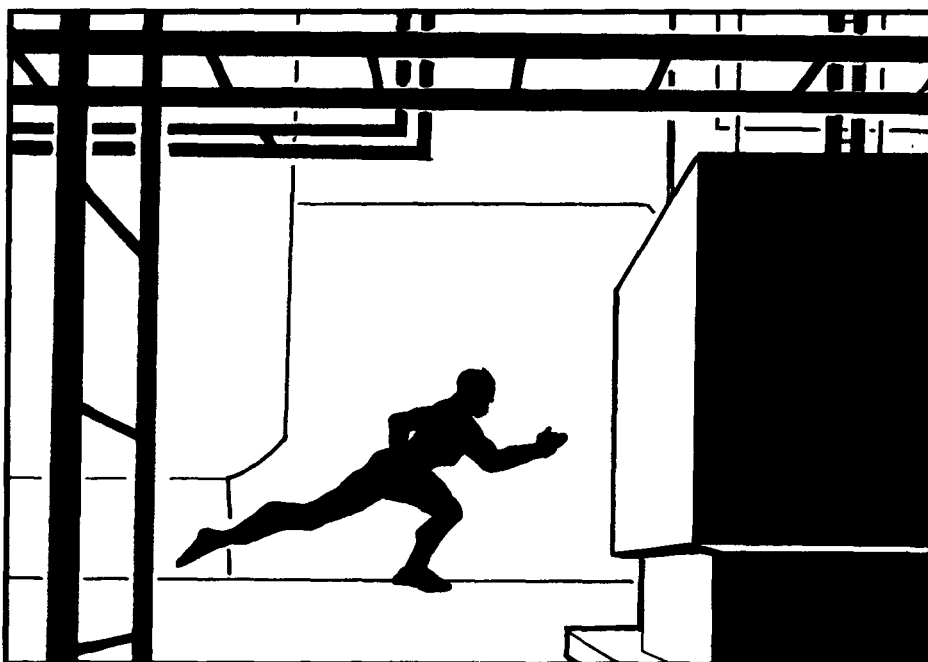
10.32 JOLPAAR MINE EXTERIOR

This mine complex was constructed and operated illegally, by a League-associated group who extracted a considerable amount of platinum and iridium from the mine before they decided the risk of getting caught was beginning to outweigh the profit. They left the mine running on low-consumption operation, with four maintenance bots in charge. The bots are still keeping the basic systems running, though the place is in a sorry appearance.

As can be seen from the views, the exterior of the mine is a very simple setup. There is the hollowed crater area with the landing pad and docking collar, and there is the above-ground access building.

LANDING CRATER

This is an actual crater which has been hollowed out and deepened. The inside walls are supported by girders.

On the pad rests the Heir-Count's shuttle, which should banish any doubts the PCs might have. (Fortunately the Snee ship has gone again!) The shuttle is the *Trade Wind*, a swift, six-man craft (identical to the *Sprint Blanc*, whose layout appears on pg. 62 of this book; it is also described on page 50 of the *Tech Book*, 2nd Edition *Space Master*).

ACCESS BUILDING

This small structure is fashioned of drab grey durocrete and consists of three basic elements:

Airlock: This chamber is the only way in to this building from the outside (unless the players want to blast their way through the garage door or climb in through the transmitter dome — neither one of which is very practical). Next to the outer doors is a palm-recognition lock, *Sheer Folly* (-90) to defeat. It has not been used in five years but is operational.

Garage: a small garage which once held a ground vehicle, the doors have no opening controls on the outside; rather the vehicle had a remote opening device. The vehicle is now long gone.

Foyer: At the center of the building, it links the airlock, garage, and dome. Also, on the ground level underneath the transmitter, is a liftube which connects the surface building with the underground complex.

Transmitter Dome: a dome containing a Microfreq comm rig (operational and used to communicate with the Snee/Idorian) ship.

JOLPAAR MOON EXTERIOR

ACCESS BUILDING

EXTENDING DOCKING COLLAR

LANDING PAD

0   10   20   30 M
1: 1200
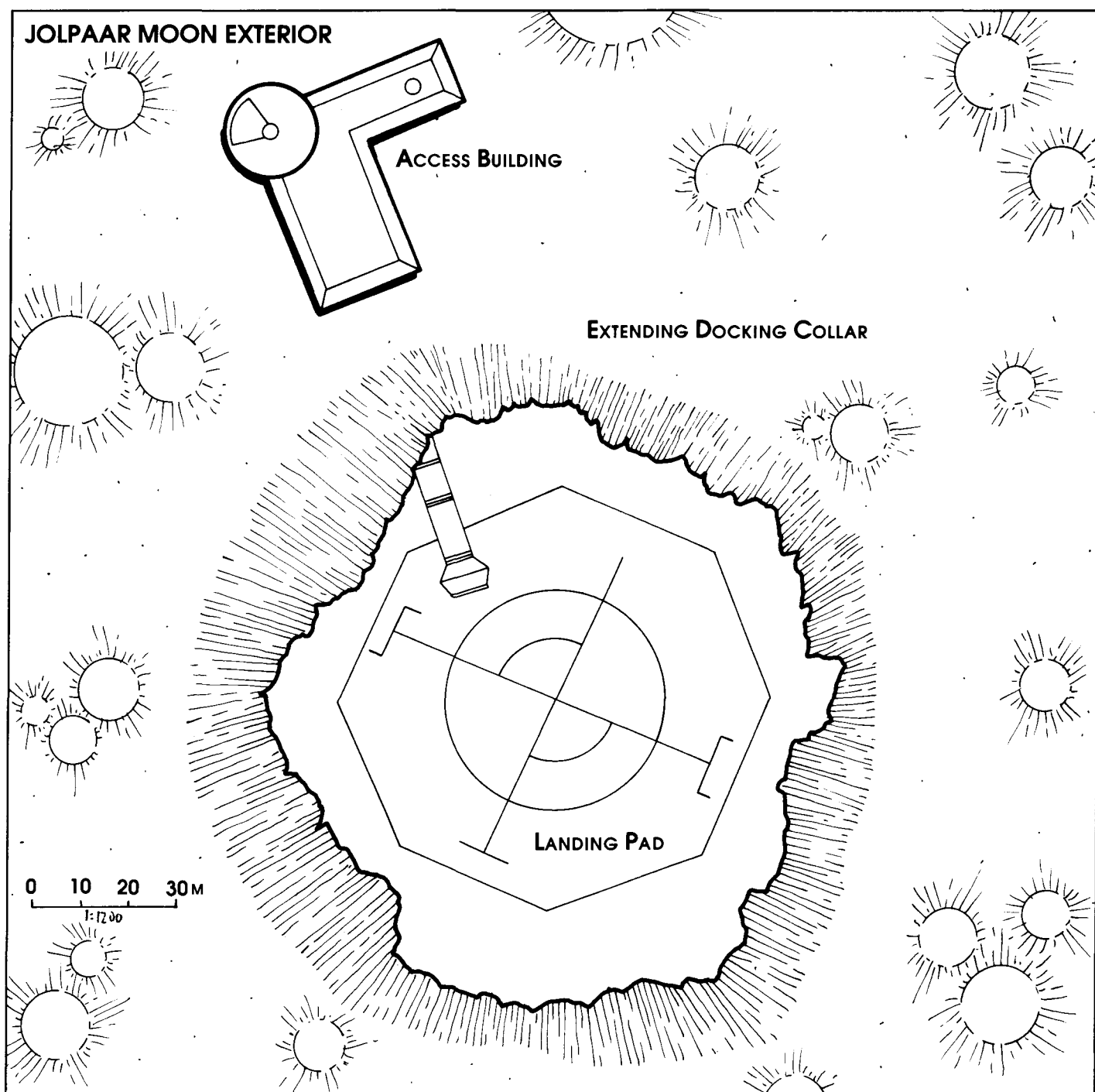
CUTAWAY VIEW
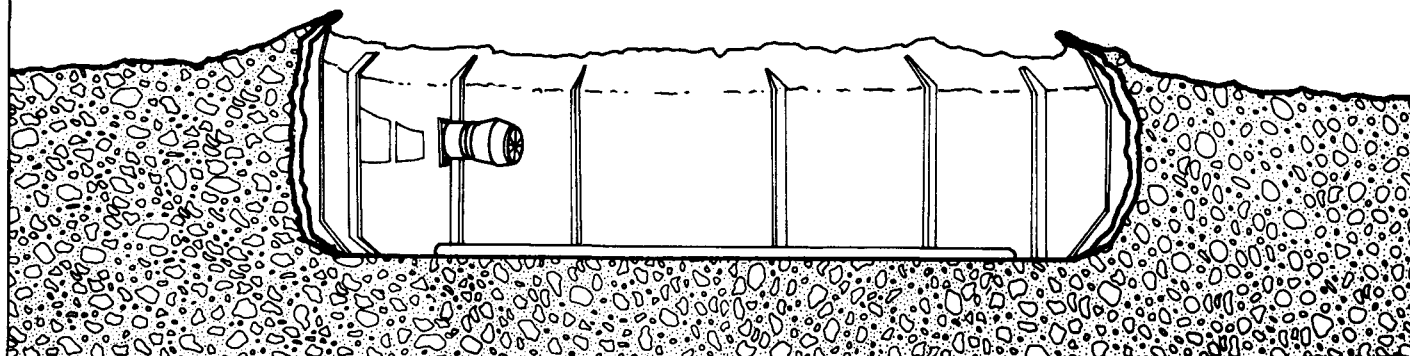
10.33 PROCESSING CHAMBER

This area housed equipment for processing and creating chemicals used in the refining and purifying of certain elements. Some of the chemicals are still here, and a few are quite deadly.

1. Access Tunnel. Connecting to the landing pad monitor booth and docking collar. There are doors at this end, heavily reinforced and locked. The lock is a palm lock, *Extremely Hard* (-70) to defeat.

2. Mechanical. Large machines with arcane purposes.

3. Chemical Storage. Tanks for holding the component parts of the various chemicals used in the mineral processing.

4. Doors. Leading to the chemical processing chamber, these large double-doors are airtight and allow the atmospheres of the two chambers to be isolated. These doors are heavily reinforced and closed automatically when one atmosphere becomes poisonous. They can only be opened in that situation through an emergency override at a panel adjacent to the doors (also located on either side). The override is activated by voice command and is *Extremely Hard* (-30) to achieve.

5. Pits. Holes in the floor without any railings, these open to machinery on the lower levels — extending down 50 meters. There is no obvious way down there.

6. Lift Tube. This tube connects the above-ground access building to the processing area. It has to sets of doors; both sets open on both underground levels, but only one set of doors can be open at a time. There is no override for this function.

7. Balcony. Cantilevered over the floor of the chemical room, this balcony has a metal railing and connects to the processing control panel (14) and office/bunk rooms

8. Gangway. An open metal-mesh floored walkway 4 meters above the floor of the chamber, it connects the lift tube to the lounge/mess area.

9. Office. Nondescript administrative office with two desks and small personal computers.

10. Bunk Room. Where the Idorians sleep.

11. Bunk Room. This room is where Terence and Alexander are being held, with one of the three Betas and two Gammas also there at all times.

12. Staff Lounge/Mess. Equipped with a crude but operational food synthesizer, it supplies the needs of the captors and captives. The room itself overlooks the chemical room through large plasteel panels. It is drab but kept clean by the Replicants — who sleep there.

13. Environment Control. Machines for maintaining the plant temperature and atmosphere are contained here.

14. Processing Control. A number of monitors show various areas of the complex, and controls manipulate the activities of the entire processing center. While this panel is activated, neither of the Idorians knows how to use it. Avos Chetiri, who is stationed here most of the time, has a vague idea of its functions, but would not try to use the panel unless ordered. The panel sits astride the chemical river and can only be reached by the gangway. A glass wall faces room 17 (where toxic processes occur) but the panel and gangway are open to the main room.

15. Maintenance. A number of mobile machines — including the maintenance bots — are stored here.

16. Sprayer. This strange machine is part of the mixing equipment, and its purpose is to spray the room with a special gas. The process will be completely obscure to PCs with less that a 70 bonus in chemistry or metallurgy.

17. Stripping Room. Mesh bins of ore enter this room and are dumped into the river. The chemicals strip unwanted material from the metal ore and wash it away. Now the river flows, but the mesh bins all sit empty down in the mine.

18. Bridge. A simple span with only a low curb for walls, the bridge is on meter wide.

19. Recirculating Chamber. Large pipes and whining turbines fill this room.

20. Access Tunnel. This passage leads to the final smeltring chamber. It is closed and can only be opened by defeating the *Sheer Folly* (-90) palm lock.

10.4 ■■■■■■■■
THE TASK

The players need to sort out the clues they are presented with and realize where the Count's son is being held, then the PCs will have to successfully defeat the Replicant hordes and make off with their freed hostage.

10.41 STARTING THE PLAYERS

For the players to be useful in the rescue operation, they will have to have been in the right place at the right time. (But ridiculous coincidences are what gaming is all about, right?)

PCs could be delivering a badly needed part or machine to Highland Station, performing a free-lance courier service. Upon arrival in the system (just previous to getting the usual blather from the station security) they will pick up a 'sensor ghost' on their scanners. It is sheer luck that they drop out of hyper very close to the Snee/Idorian craft and, should they follow-up their sensor warning, they can get a visual of the strange craft (see 10.51). The ship will then disappear mysteriously, and they won't be able to pick it up again.

In addition, they have to get wind of the kidnapping, which will have been leaked to the Jadist press. Smart players will put 2 and 2 together and get the right answer: the mystery ship has a link with the kidnapping!

Will they then report this to the authorities — or will they decide to try a desperate rescue on their own?

10.42 AIDS

Should the captives be freed of their bonds, they could actually be an aid. Both are capable armsmen, and neither is a coward.

GM Note: The GM should decide whether the four bodyguards were killed or are merely prisoners. If the PC group is not terribly powerful they could be a great help in the escape — they can provide excellent blaster-fodder as well.

10.43 OBSTACLES

Getting to the moon undetected will be challenging, as well as getting into the complex without being mowed down by the Replicants.

10.44 REWARDS

Rewards for returning the heir to the Jadist County will be considerable, though perhaps not as flamboyant as the players may wish. After all, it doesn't look good for some ragtag vagabonds to rescue the Count's son when the entire military is helpless. The heroes can expect to be knighted, and perhaps presented with the *Count's Award*. In addition, a considerable cash reward will be offered, up to 5 million El. (GM discretion). There may also be many other intangible rewards.

JOLPAAR MINE
PROCESSING CENTER

0   5   10 M

1:525

10.5
ENCOUNTERS

A couple of preliminary encounters are important to set up this adventure.

10.51 THE NEAR-MISS

The PCs' ship drops out of hyper — and almost immediately afterwards an alarm goes off. Sensors are picking up a craft which has dropped out of hyperspace dangerously close to the PCs. A *Light* (+10) sensor roll will allow the players to see the ship on a monitor: a strange, black vessel with eerie green running lights. The design is also strange: with cupped, ribbed wings like a Terran bat, but an almost birdlike 'head.' The bizarre craft will turn towards the system orbit plane and clearly head towards planet two before wavering — and vanishing off the screen. Attempts to pick it up on scanners again will be futile.

GM Note: discourage the players from telling authorities about the sensor ghost; the authorities will only laugh it off, and might decide such claims are cause for an unscheduled sensor systems check of the PCs' ship… and nobody wants that.

10.52 THE NEWS

The PCs won't be too long at the station before they begin to hear rumors about the kidnapping of th Count's son. If they are too dense, the GM can have the base go to security status, all forces on standby alert. That should get their attention. The story will be garbled of course, but it should include the key element that the heir's ship was somehow snatched out of Lamaraine orbit and vanished from the system without a trace. If prodding is required, the PCs might overhear some soldier speculation about the Snee and their creepy ships with powerful cloaking devices. If they figure it out, this should get some PC fear going: the Count's son kidnapped by Snee!

10.53 APPROACHING THE MOON

The moon does not have any defenses; it does have a very limited sensor system. Thus, if the PCs land far enough away from the site they will probably not be detected.

10.54 ON THE MOON

The hike to the base should be uneventful, unless someone does something really stupid. Within 10 km of the base the PCs will have to be careful, and within 1 km, very careful. Once inside a 1 km perimeter, there is a 10% chance per 10 minutes per PC that they will be detected. EW suits will reduce this chance to 2%.

At the facility the group will have two options: break into the above-ground structure or climb into the crater and enter through the cargo doors. Each has its perils, as noted in the layout text.

10.55 UNDERGROUND

The GM should stress the vast 'industrial' sense of the complex; even though the main systems have been shut down, the chemical river is flowing, the atmospheric control machines are making a racket, and there is grit, grime and pools of slime everywhere. It is alternatively hot or cold, depending on where you are, and there are clouds of steam erupting from a variety of machines, all with inexplicable purposes. Huge metal cylinders with numbers and/or symbols stand in rows; pipes and cables run everywhere.

There are many more open-grate gangways and strange structures than those shown, the GM may wish to expand and elaborate on this drawing for his own use. The place should ideally be like a maze, and perhaps the players could even get lost in it if they aren't careful; ideal for a shootout. Of course, the Replicants know it like the backs of their hands.

Name	Lvl	Hits	AT(DB)	Weapon:OB	Skill:Add	Skill:Add	Skill:Add	Notes
STATS FOR NPCS: KIDNAPPED								
JADIST AGENT								
Ordul Talak	8	115	1(20)	StrpPstl:105	N-SpPil:65	N-SpAst:60	—	Idorian Pilot
Mord Valt	6	85	1(5)	BlstPstl:90	LsrRfl:80	Sniping:70	Target:±6	Idorian Armsman
BETA REPLICANTS								
Rolf Kaytu	8	165	1(30)	PlsmRR:125	MA/stR4:110	MA/swR4:90	S&H:80	Beta Replicant
Avos Chetiri	10	150	1(30)	NdlePstl:125	MLAPstl:105	Perc:98	S&H:100	Beta Replicant
Tani Nove	7	110	1(80)	MA/stR4:120	MA/swR4:110	Subdue:115	—	Beta Replicant
EPSILON REPLICANTS								
One	10	200	1 (60)	BlstPstl 120	MA/stR4:110	Perc:90	—	Epsilon Replicant Armsman
Two	7	150	1 (50)	BlstPstl 100	MA/stR4:70	Perc:60	—	Epsilon Replicant Armsman
Three	4	120	1 (40)	BlstPstl 90	MA/stR4:50	Perc:40	—	Epsilon Replicant Armsman
Four	5	130	1 (40)	BlstPstl 100	MA/swR4:60	Perc:50	—	Epsilon Replicant Armsman
Five	6	140	1 (50)	BlstPstl 105	MA/stR4:75	Perc:60	—	Epsilon Replicant Armsman
Six	8	175	1 (55)	BlstPstl 115	MA/swR4:110	Perc:80	—	Epsilon Replicant Armsman

* DB does not include shield modifier. Check notes under character listing for what type of shield, check modifiers below, and incorporate in DB:

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

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

Absorption Shield: +30 vs melee, +30 vs missile, +30 vs projectiles, +30 vs energy.

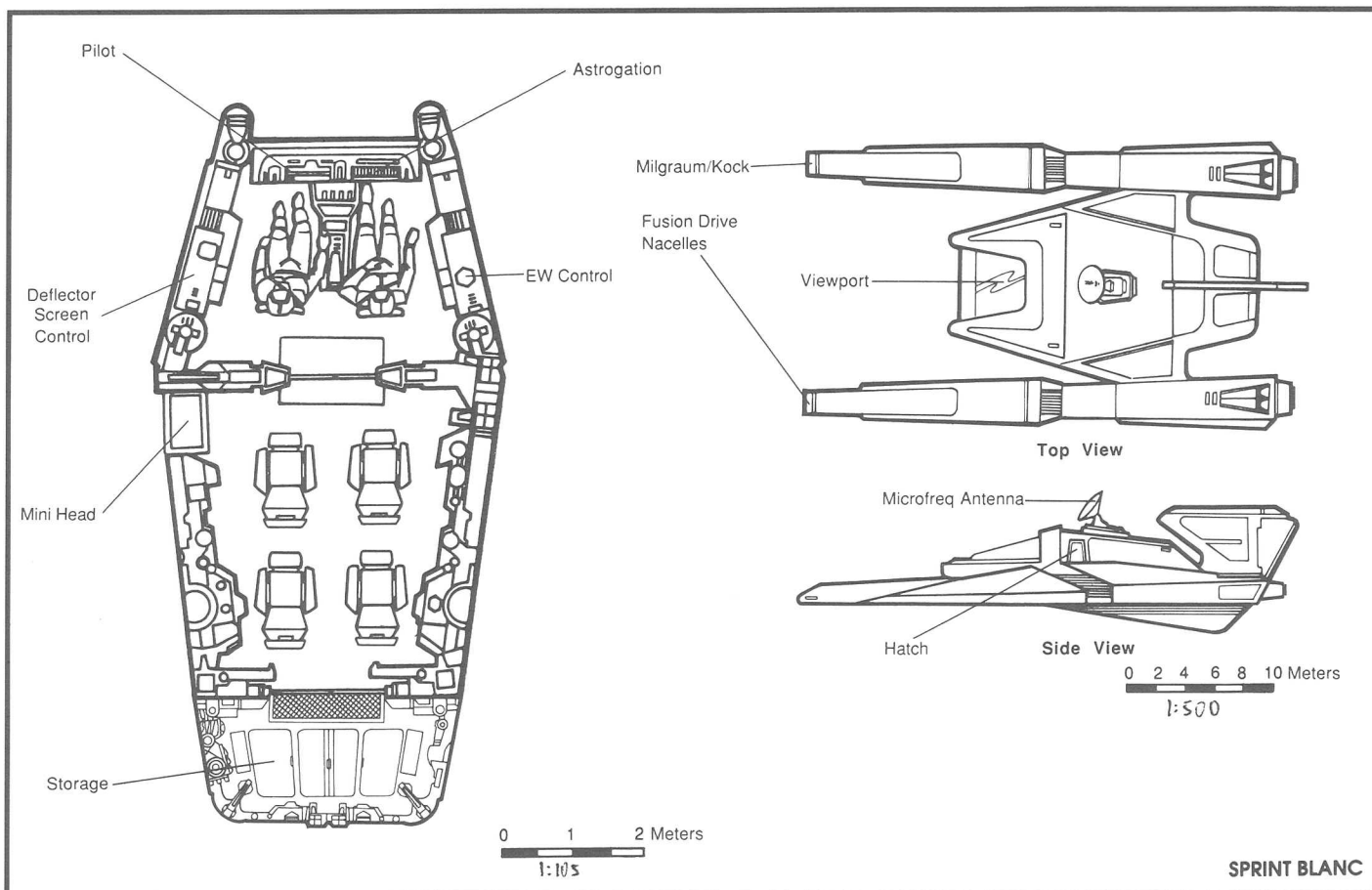Barrier Shield: +60 vs melee, +70 vs missile, +70 vs projectiles, +90 vs energy.

The following chart is included to provide the Gamesmaster with an additional framework for random encounters in the various adventures. Down the left side are persons and across the top of each section are locations. For this adventure, the GM should also consult the layout text, which gives specific information about NPCs being in specific locations at a given time.

One roll should be made as soon as the PCs enter an environment, and followup rolls at specific intervals (ten minutes is the suggested standard) while the PC's remain in a given spot, or whenever they enter a new one. The GM should also keep in mind the logistics of the situation: in large areas, two or more rolls might be made, as several groups could be present at once. Also, an encounter as indicated on this table does not necessarily mean combat, or even interaction. Each party must roll to perceive the other, even if they are in the same place. The GM should modify perception rolls accordingly. Some numbers overlap, indicating the probability of the two persons/groups being in the same place at the same time.

Chance (%) is an indication of whether there is an encounter at all; Distance is an additional factor to indicate the need for a roll, used when the PCs are travelling; Time is the time interval between rolls for encounters.
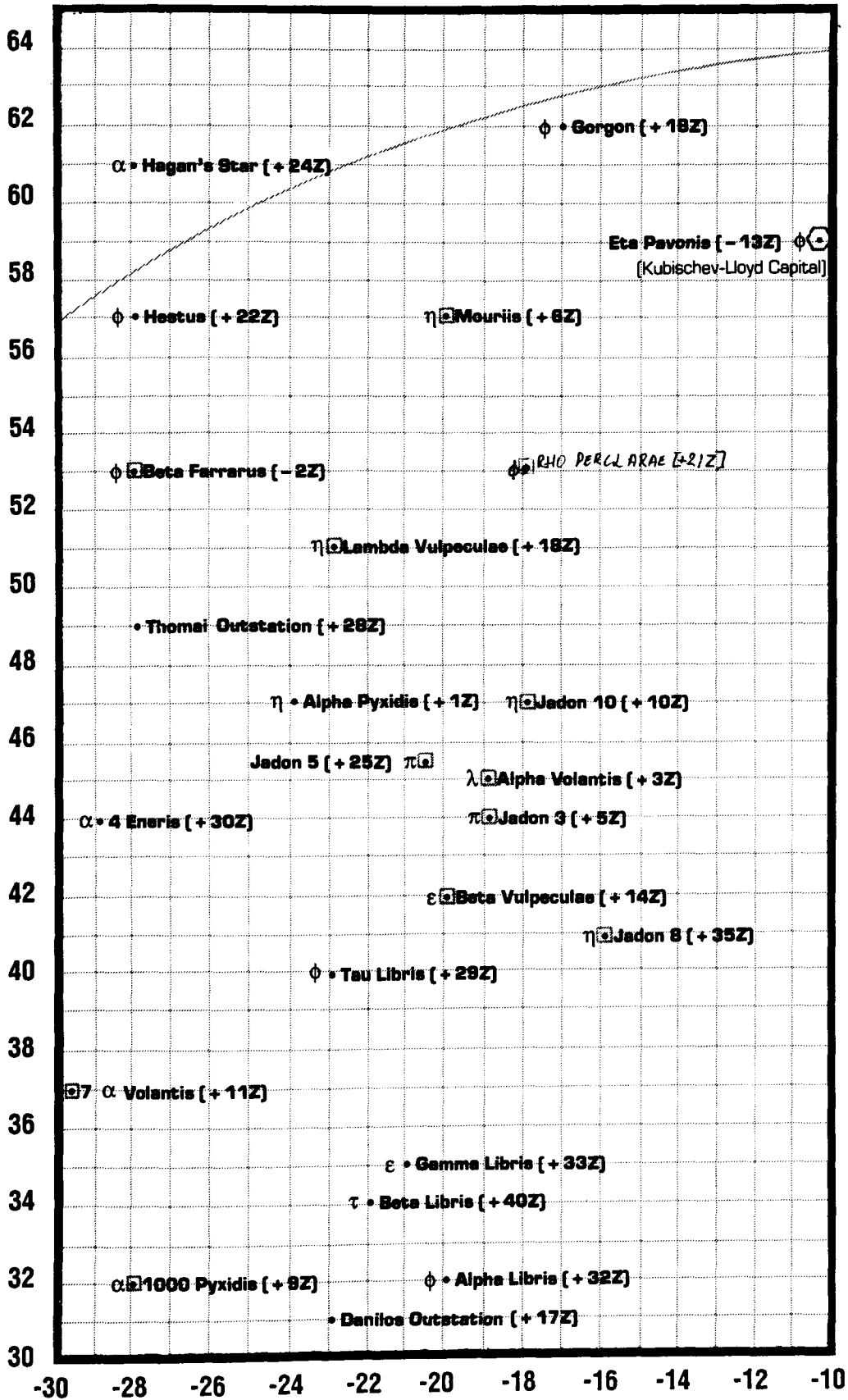
Encounter	On the Surface	Pad Area	Building Area	Outer Room	Inner Room
Chance (%)*	10%	20%	20%	50%	80%
Distance	10 km	—	—	—	—
Time	1 hour	5 minutes	5 minutes	1 minute	1 minute
Idorians					
Ordul Talak	01-02	01-03	01-08	01-10	01-15
Mord Valt	02-03	03-05	05-10	08-15	13-20
Maintenance Bots	—	06-80	11-90	16-40	21-30
Beta Replicants					
Rolf Kaytu	04-12	81-86	81-84	41-60	31-40
Avos Chetiri	13-20	87-90	85-87	61-70	41-60
Tani Nove	21-30	91-96	88-93	71-76	61-70
Epsilon Replicants (1-3)	31-99	97-99	94-99	77-99	71-99
Other	00	00	00	00	00

* The chance given assumes that the PCs have not been detected by the residents of the base. If they are detected, the GM must make a judgement regarding how quickly they encounter what opponents.

Pilot
Astrogation
Milgraum/Kock
Fusion Drive Nacelles
Viewport
Deflector Screen Control
EW Control
Top View
Mini Head
Microfreq Antenna
Storage
Hatch
Side View
0 2 4 6 8 10 Meters
1:500
0 1 2 Meters
1:105

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JADE-LONDON PROVINCE

Note: boxed stars are formally within the 'boundaries' of Jade-London Province. Stars in a hexagon belong to other provinces (placed here for reference purposes), and are so noted with their association. Other stars are currently under Imperial Control, but possible Provincial aquisitions.

RADERS FROM THE FRONTIER™
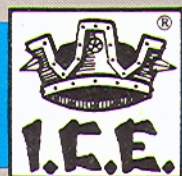
I.C.E. A **Space Master**™ **Campaign Module**

Graced with abundant resources, Jade-London is envied as one of the Empire's most powerful and wealthy provinces. Jadium, a metal useful in the construction of starcraft, can only be found here. Jade-London also acts as a buffer between the Imperial core worlds and the Idorian Star Empire.

The Idorians are cruel, bloodthirsty humanoids determined to disrupt the Terran Empire. Infamous for their disrespect of life and property, these pirate-raiders are believed to be responsible for recent strikes against remote Jadist mines. Plenty of Houses would enjoy undermining Jade-London's materials industry.

Raiders from the Frontier chronicles the conflict between House Jade-London and its various foes, including the terrifying Idorians. Provided are the history and structure of Jade-London, background on the Idorians, and 4 adventure scenarios which embroil you in the troubles of Jade-London.

As a space adventurer you can:

- Uncover a conspiracy to disrupt Jadist mining in the hazardous asteroids of the "Ring of Heaven."
- Transport twelve "special personnel" to a remote mining station.
- Encounter a de-evolved culture which has sunk to violence and treachery.
- Rescue the count's son and heir from Idorian rebels.

Rushing homeward from a profitable ambush in Jade-London province, militants aboard the Idorian raider 'WolfEagle' bask in their new-found wealth. Suddenly, a planet on a near-collision course interrupts the celebration. Miscalculations have brought the plunder-laden craft within a half-power thrust of Zoura, a quarantined planet with strangely variable energy fields. The planet's mystique has stimulated many a traveler's curiosity—but never enough to risk one's life for too close a view. The entire 'WolfEagle' crew would certainly breathe easier with Zoura, its flaring cosmic dust, and rumored dangers well behind them . . .

Raiders from the Frontier includes:

- **Background and Stats of** Jade-London's leaders and personalities.
- **Planetary System Descriptions.**
- **Descriptions of Minor Clans** within Jade-London's sphere of influence.
- **4 Complete Adventures,** including layouts for an Orbital Space Lab.
- **One Full-page Starmap.**