WORLDS AWAY

GILGAMESH PRIME

WORLDS AWAY

GILGAMESH PRIME

NORTHERN edge

GILGAMESH PRIME

EASTERN
ACID
OCEAN

OUTER ZONE

THE PRESERVE

XENO DRUID
BEACON

AKKADIA

ENKIDU

ACID
OCEAN

RUINS

URUK

GILGAMESH

PRIME

SECONDUS

GILGAMESH SYSTEM

TERTIUS

GILGAMESH PRIME

Situated deep in the Vast, Gilgamesh Prime is one of only three planets in the Gilgamesh system, circling close to a small, dim red dwarf primary

This star, Gilgamesh, is unremarkable, though it does experience periodic flares. These flares are a radiation risk for any unshielded being on the surface or in orbit around the first planet.

Gilgamesh Prime is the first world out, and more detail will follow on it later.

SECONDUS

SECONDUS is the next planet, a frozen iceball only 3800 miles in diameter. It has a thin atmosphere of nitrogen and carbon dioxide, the latter of which freezes out during the long nights. The only thing of obvious interest is a large mass of organic (carbon) compounds on one side of the planet. This has only been investigated by probe, and appears to be made of cometary material. Thre are no recorded landings on this world.

TERTIUS

TERTIUS is the last planet in the system, a 2500-mile diameter frozen iceball that may have a liquid water interior. This has not been closely-examined, but faint plumes of water have been detected, evidence of both water and some sort of subsurface activity that would lead to the eruptions. Tertius has never been explored, only imaged from a distance.

to +30° F (-60° to -2° C), and it can rain, or even snow, hydrochloric acid.

The life it does support, however, is both monstrous in looks and size, being some of the largest terrestrial megafauna so far cataloged. Though ferocious, most of the massive creatures are slow, a result of the low-energy bio-sphere of this cold planet. These megafauna do nothing to add to the world's appeal, and initial explorers were inclined to dismiss it entirely

The system has a Drift beacon, though no one knows who placed it. With that knowledge, subsequent explorers investigated the world more thoroughly. It has large quantities of the rare-earth materials so critical to modern technology, including UPB. Not only that, but there are outcroppings of crystal in the low-lands, some of which contain the specific carbon-silicate matrix needed for solarian weapon crystals, as well as a number of other mystic and eldritch uses. That along would pique interest in the planet.

GILGAMESH ORBITAL

Topping the value of the resources, however, is the network of tunnels that underlies the surface of the largest continent, Akkadia. While harbouring its own unique ecology comprised primarily of smaller versions of the surface megafauna, the tunnel network has an oxygen atmosphere, making hte denizens much more energetic and dangerous. Ruins on the surface lead to entrances where either magic or old technology is used to keep the outside atmosphere at bay. These tunnels are largely empty, but every so often an intrepid group of explorers finds something new, magic or technology in advance of most of the known races.

PRIME

There is little to recommend the planet at first appearance. Small and cold, with a poisonous, corrisive atmosphere and oceans of hydrochloric acid, it is not a good candidate for supporting life. Surface temperature ranges from -80°

FACILITIES

Gilgamesh Orbital is a small station, run by the Kisharan xeno-druids who maintain watch on the planet below. They have a hard rule against hunting the megafauna for sport, but are inclined to be lenient in the case of a proven need

for self-defence. They operate a small group of fighter-craft and a swarm of drones to enforce their edicts.

ENKIDU

There are a number of facilities on the surface, all protected from the planet's poisonous and corrosive atmosphere. The largest of them is Enkidu, a small fortress near one of the first-discovered entrances to the tunnel network. Enkidu houses a population of about 500, all protected gehind the heavy ferrocrete walls of the bunker. The tunnel entrance is about 300 feet away from the door of the fortress, and even then people are lost every week making the short journey, either to suit failures from the corrosive atmosphere or from animal attacks.

URUK

The other large facility, Uruk, is run by an orcish consortium, and they are not friendly to outsiders Uruk itself is built right over a tunnel entrance, and sees regular incursions from tunnel denizens. The orcs do not seem too bothered by this, though. There are rumours that they are collecting the creatures for their bio-graft research, the notion of grafting animal parts to a humanoid to enhance their abilities, especially their combat abilities.

It is worth noting that some groups tried to build bases inside the tunnels. These bases were either abandoned shortly after, or else all occupants simply disappeared overnight.

THE TUNNEL NETWORK

The tunnel network covers thousands of miles under Akkadia Continent, and has yet to be mapped fully. Mapping drones sent out tend to not return, or to return with their memories trashed. The tunnel network is home to a diverse ecosystem of creatures that appear to be small versions of the behemoths that roam the surface. Scrying spells do not work past a certain range or depth either.

Approximately 1300 miles of tunnels have been explored and mapped to date, but much of that is cursory at best. Several caches of magic and/or high technology have been discovered so far, though, making the
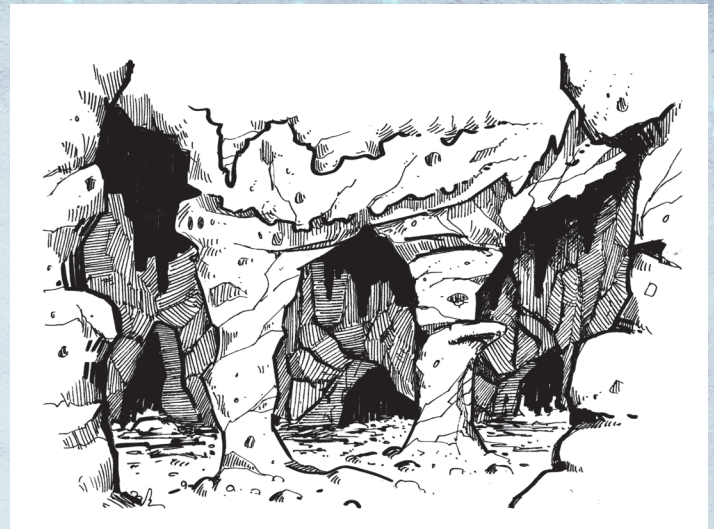
danger worth-while. If the world itself were not so hostile, it would probably be constantly besieged by treasure seekers, raiders, and pirates.

There area number of life-forms in the tunnel network, and it is almost as varied an ecosyttem as the surface. In the deepest regions of the tnnnels explored so far, there are disturbing indications of a possible demonic incursion, though the evidence is scanty at best. Some areas do bear the taint and distorted reality consistent with demons, though such have been linked with other creatures of pure chaos.

THE RUINS

The surface of Gilgamesh Prime is dotted with ruins, some of which connect into the tunnel network, though most do not. The ruins themselves seem to run a range of technological and architectural styles, from hand-fitted stone blocks to seamless carboglas bubbles

that are permeable to certain materials. All are long-abandoned by whatever beng created them.

Some of the ruins, especially the very oldest, do have architecture and symbology consistent with stories of demonic temples, but there is none of the expected magical aura or taint associated with these sites at the present time. Explorers are warned to be very cautious, however, as pre-Gap tales of demonc encounters are very clear how truly dangerous these sites can be.

THE PRESERVE

The Kerannos xeno-druids have established the Preserve as a no-go zone, though rumours of ruins here, too have led to some attempting to run the quarantine. They seldom return. The Preserve is home to the biggest mega-fauna on the planet, some weighing hundreds of tons, and standing upwards of 100 feet tall. The Beacon was built by the Kerannos order to remotely watch the Preserve, and it is able to track any air or spacecraft that attempts to land on the continent. It also has some defensive capability and will fire on any craft within 100 miles that attempts to broach the Preserve.

THE BEACON

The Beacon is the primary control centre for the drones that patrol the Preserve. This frees the xeno-druids from routine patrols, and allows them to concnetrate on the important work. The drones allow the Kisaharns to protect all of Preserve with limited numbers of xeno-druids. They still lack the resources to protect the whole planet, however.

The forests, swamps, and plains of Preserve have an enormous population of the local mega-fauna, filling every niche on this fecund continent. The xeno-druids are determeined to protect them. The fervour the Kisharans show for protecting Gilmgamesh Prime's megafauna is unusual. Few xeno-druid groups are so aggressive

ADVENTURE SEEDS

Gilgamesh Prime is an active world with a great deal going on, even if people people actually live there.

Seed 1

Investigate and map the Tunnel Network. This is one of the more dangerous jobs on Gilgamesh Prime. The riches could be significant.

Challenges: Tunnel network life-forms, other treasure hunters, xeno-druids
Rewards: Magical or High-technology treasure, money for mapping the network (from Enkidu)

Seed 2

An environmental montoring lap on the northern edge of Akkadia has gone silent. The Kisharan xeno-druids suspect it was one of the many competing exploratory companies, but they do not have the resources to investigate.

Challenges: Various exploratory companies, possible tunnel excursion, maybe even demons
Rewards: Players can expect a monetary reward of up to 5000Cr each on completion, plus any gear they happen to acquire along the way.

Seed 3

A group from Caliban, a rich, independent world not too far from Gilgamesh contacts the characters. They are looking for guides for a hunting expedition to Gilgamesh. The cat-like Calibani live to hunt, and one of their nobles, the Fifth-Lord Baats, wants the biggest game there is: a Labbu. He is willing to pay an exorbitant amount to anyone who will guide him and his coterie. He wants a Labbu head as the prow of his sand-yacht on Caliban.

Challenges: The Kisharan xeno-druids are the major challenge, but the Labbu themselves are extremely-dangerous. The Fifth Lord will insist on hunting the beast with personal weapons only, which would be extremely-challenging.
Rewards: The Fifth-Lord can pay very well, and since he just wants the head, the characters can salvage what they want of the rest, whcih would bring substantial rewards on the black market, assuming they can get-world with it in the face of the Kisharans.

GARGEN WORM

GARGAN WORM   CR 12

XP 19,200
CN Gargantuan magical beast
Init +0; **Senses** blindsight; **Perception** +27

DEFENSE   HP 200
EAC 26; **KAC** 28
Fort +16; **Ref** +16; **Will** +11

OFFENSE
Speed 30 ft., burrow 20 ft., swim 10 ft.
Melee bite +26 (6d4+20 P) or claws +26 (4d4+20 S)
Space 20 ft.; **Reach** 20 ft.

STATISTICS
Str +8; **Dex** +0; **Con** +5; **Int** +0; **Wis** +4; **Cha** +0
Skills Athletics +22, Perception +27, Survival +22

ECOLOGY
Environment Tunnel system on Gilgamesh Prime
Organization Solitary

SPE-

CIAL ABILITIES
Blindsight (Tremorsense) 60 ft

Grab (Ex) If the worm hits with it's bite attack, it deals the normal damage. If the creature's attack roll successfully hits the target's KAC + 4, the worm also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.)

Swallow Whole (Ex) (2d8 + 12 bludgeoning damage, plus 2d6 acid damage.) If the worm hits with it's bite attack, it deals normal damage. If it's attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as part of the attack action. (If it hits the target's KAC + 13, it instead pins the

target). Unless otherwise specified, a creature can swallow whole only targets that are at least one size category smaller than itself, and it has room for a single target of that size in its stomach (doubling the maximum number of creatures it can have swallowed for each additional size category by which these creatures are smaller). On the creature's next turn after grappling or pinning the target, if the target has not escaped the grapple or pin, the target automatically takes the bite attack's damage at the beginning of the worm's turn. The creature can then make a new attack roll with the same attack. If it hits the target's KAC, the grapple or pin is maintained. If it hits the target's KAC + 4, the target is swallowed whole (no damage is dealt). Once swallowed, the target takes the listed swallow whole damage automatically at the beginning its turn every round. The target is considered grappled as long as it is swallowed.

A gargan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

The massive Gargan Worm is the largest creature in the underground eco-system of Gilgamesh Prime. These massive beasts created the tunnel system, and continue to expand it over time. They also form the basis of the ecology. Their leavings as they tunnel through the rock provide sustenance for the very-smallest animals in the tunnels, the base of the food web. While most creatures are p[art of this complex eco-system., the worm itself does not prey upon any other creature in the tunnels. In fact, it is occasionally preyed-on by the tunnel-runners, man-sized creatures that attack the gargan worms in packs.

Little in known about the worms or their reproductive cycle. It is unknown even how many of them there are.
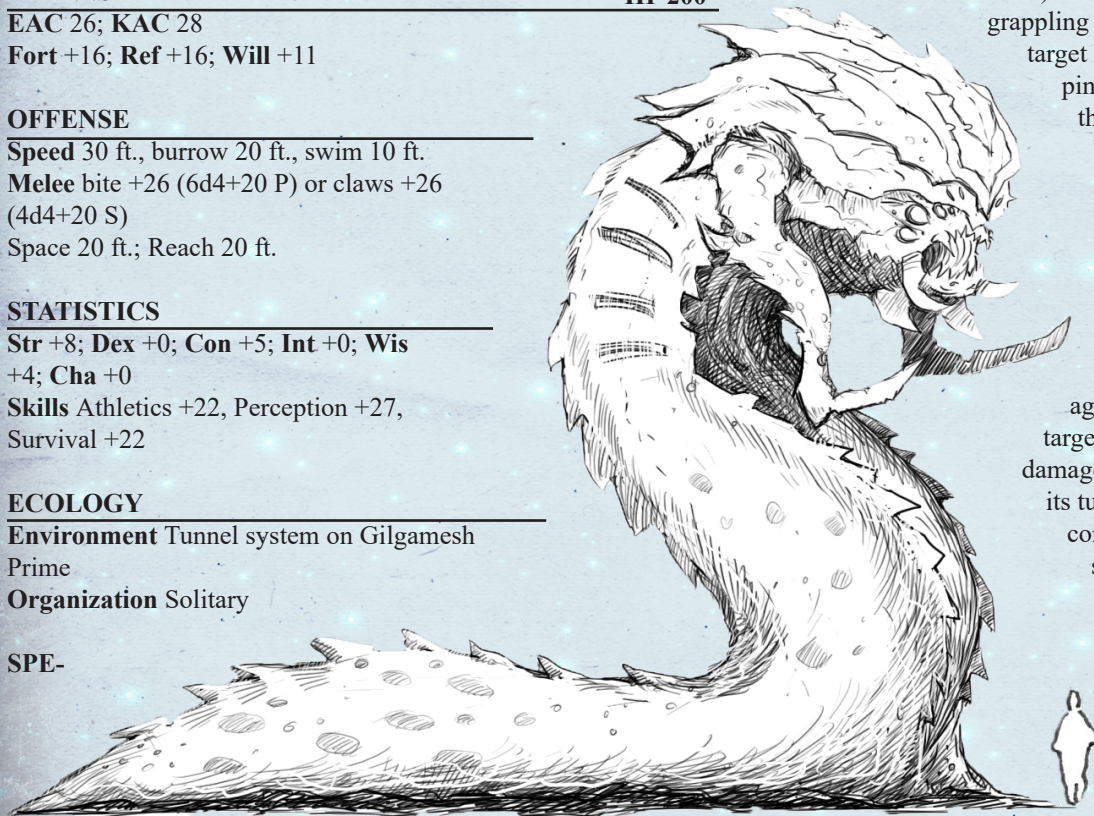
GILGAMESH LABBU

GILGAMESH LABBU	CR 14

XP 38,400
CN Colossal animal
Init +4; **Senses** low-light vision, darkvision 60 ft.; **Perception** +25

DEFENSE   **HP 250**
EAC 28; **KAC** 30
Fort +18; **Ref** +18; **Will** +12

OFFENSE
Speed 50 ft.
Melee
stomp+27
(8d6+22 B) or
Bite +27 (10d6+22 B)
Ranged Spit +24 (3d12+14 A)
Space 30 ft.; Reach 30 ft.
Offensive abilities natural weapons

STATISTICS
Str +8; **Dex** +4; **Con** +6; **Int** -4; **Wis** +0; **Cha** +0
Skills Athletics +30, Survival +25

ECOLOGY
The Labbu slowly tread through the frigid yet dense forests and acid swamps of the Preserve, protected by the xeno-druids. Smaller versions of these creatures populate the forests and scrublands of the other continents, but only on Preserve do they grow to this immense size.

Home Planet
Gilgamesh Prime

Organization
Labbu usually travels in herds of three to nine individuals, with another one young per three adults. Tehy are an awesome and terrible sight as they slowly plod through the forests, leaving swathes of destruction behind them.

SPECIAL ABILITIES
Grab (Bite) If the Labbu hits with its bite attack, it deals the normal damage. If it's attack roll successfully hits the target's KAC + 4, the creature also automatically grapples the foe as a free action. (If it hits the target's KAC + 13, it instead pins the target.) The creature can maintain the grab either with another successful grab attack or by performing the grapple combat maneuver normally.

Slow and massive, the Labbu of Gilgamesh Prime spend thier days slowly moving through the toxic. adici forests of their world, eating the tops of trees as they go. They cover roughly a mile a day, as everything moves in slow-moption on this cold, low-energy world.

This slowness makes people over-confidnet when dealing with the Labbu. They do not understand that, when needed, the Labbu can expend resources are a prodigious rate, raising their speeds and reactions times in realm of what passes for "normal" to off-worlders. Given their size and power, this makes them extremely dangerous.

There is a black market in hunting these enormous creatures. The hunters typcially use heavy vehicles wepons and starship weapons to take them down. It cannot properly be called hunting, as there is little sport to it. Unless they foolishly get too close, the Labbu does not ahve a chhance.

Labbu skulls can be stabilized to prevent decompositon, and are often found being used as trophy rooms, in themselves, within a smansion, ship or station.

Ulthar the Cloak of Grosk 4 had one killed and brought off-world, where he and team of mystics and technomancers reanimated the massive corpse. The Kisharans cought up with him and his retinuye, including the zombie Labbu, on Myragor C, and killed thjem all.
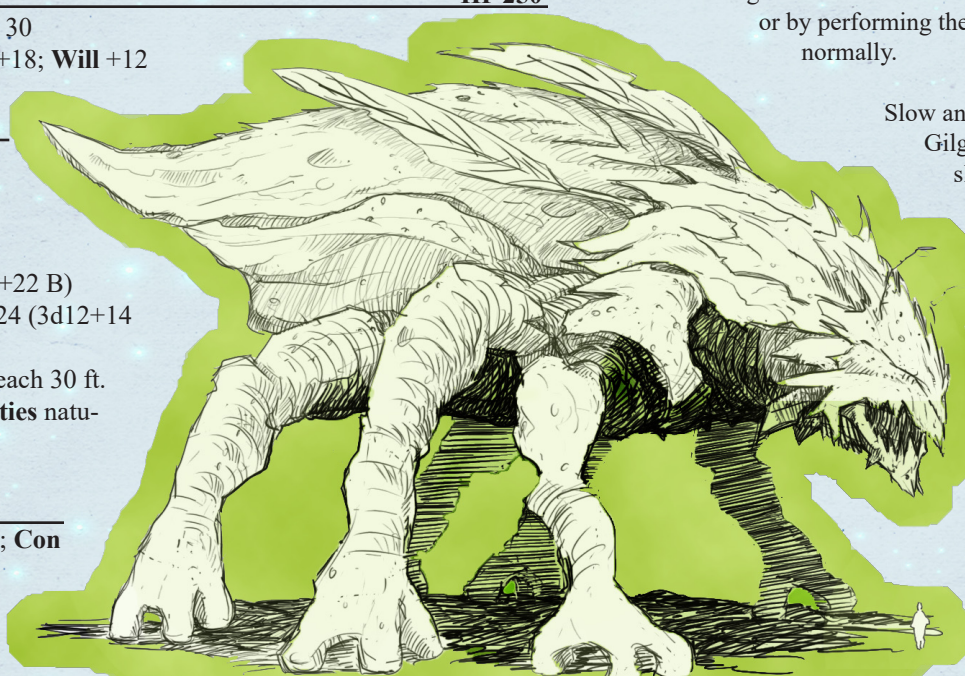
TUNNEL RUNNER

TUNNEL RUNNER   CR 8

XP 4,800
CN Medium aberration
Init +4; **Senses** darkvision 60 ft., darkvision 60 ft.; Perception +16

DEFENSE   HP 125
EAC 20; **KAC** 22
Fort +12; **Ref** +12; **Will** +7

OFFENSE
Speed 30 ft., burrow 30 ft.,
climb 20 ft.
Melee Claws +20
(3d6+14 P) or
mid-claws +20
(3d4+14 S) or
Bite +20 (3d8+14 P)
Ranged acid spit
+17 (2d8+8 A)

TACTICS
Tunnel runners attack
as a pack, and seek
to out-flank their op-
ponets. They use their
spit weapons to harass
their targets and steer them
to where other Runners can
attack withclaws and bites

Tunnel runners will break and flee
is more than half of their number are
killed, or three-quarters are wounded to
some degree.

STATISTICS
Str +6; **Dex** +4; **Con** +2; **Int** +0; **Wis** +0; **Cha** +0
Skills Athletics +16, Stealth +21, Survival +16
Other abilities light blindness, tracking

ECOLOGY
Environment Tunnel runners are apex predators within the ecology
of the tunnel network on Gilgamesh Prime

Organization Packs of up to 10 individuals, plus young

SPECIAL ABILITIES
Tracking (Scent) The Runner can use its Perception skill to
perform the follow tracks task of the Survival skill with the listed
sense. The sense is usually related to a type of signature that most
creatures leave behind, such as a scent or heat trail. The creature
might gain a bonus or penalty to its Perception check to follow
tracks depending on the strength of the quarry's signature, at the
GM's discretion.

Tunnel Runners are the most common type of large predator
that is encountered in the tunnel network under the surface of
Gilgamesh Prime.

They prey on smaller predators, and the large worms that
appear to be the creators of much of the network. Against the
worms that must engage in packs, and on occasion a few packs
will come together to take one on .The Runner is somewhat
larger than a human, closer to a Vesk in size, and runs on four
limbs. The narrow head and complex mouth parts allow it to
burrow its head inside of its prey to feed

Runners lay eggs in the
bodies of their prey,.
The eggs hatch
after 6 days,
and the small
monsters' first
meal is usu-
ally a sibling. A
runner will lay
a bathc of eggs
with virtually
every feeding.

The young quickly
grow to adult size
withiin a few months,
given the ready availability
of food in the network.
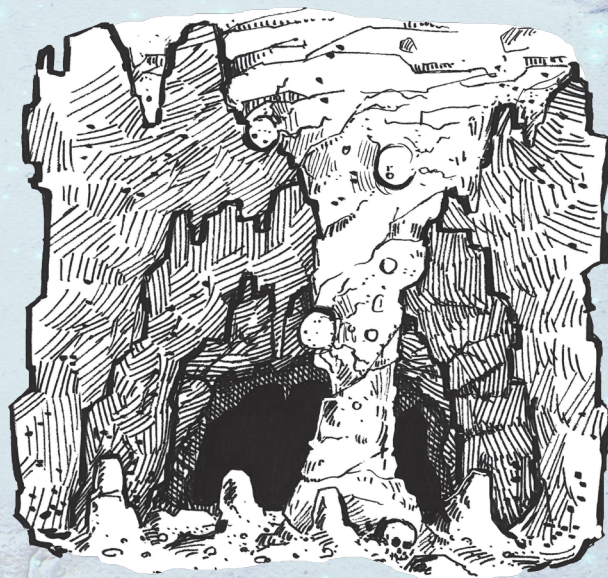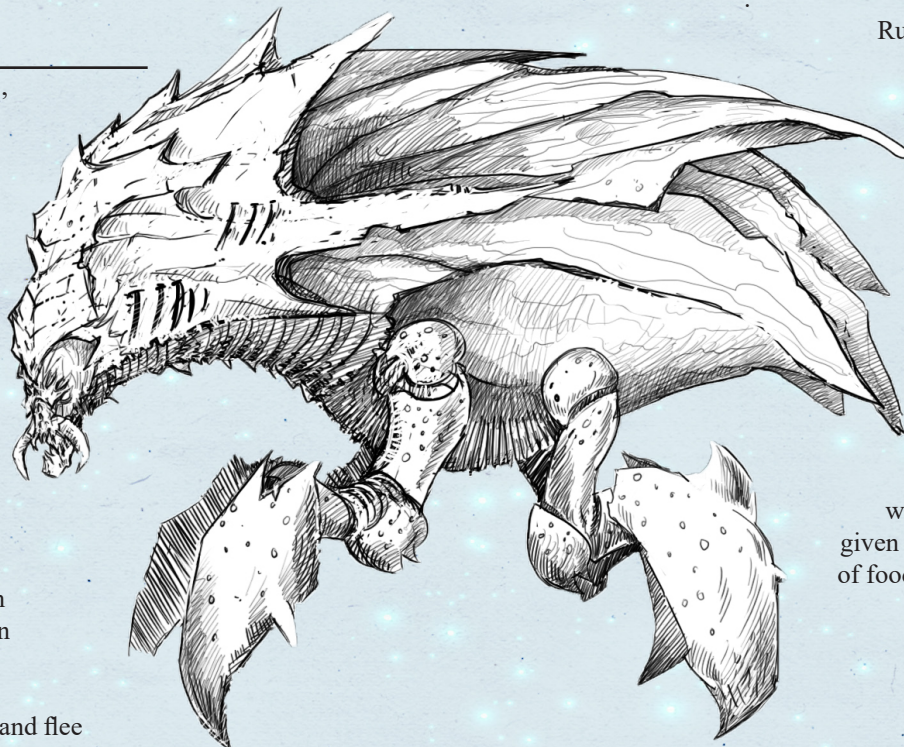
KISHARAN XENO-DRUID

ARASIA, XENO-DRUID
CR 5

XP 1,600
Female elf Mystic
N Medium humanoid (elf)
Init +0; Senses low-light vision, ; Perception +16

DEFENSE
HP 60 **RP** 4
EAC 16; **KAC** 17
Fort +4; **Ref** +4; **Will** +8
Immunities elven immunities

OFFENSE
Speed 30 ft.
Melee: Scimitar +10 (1d6+5 S)
Ranged Thunderstrike sonic pistol +8 (1d8+5
So; **(TIER 5)** deafen)

Mystic Spells Known
(Caster Level 5th; ranged +8)
0 (at will) - detect magic, token
spell
1st (6/day) - life bubble (DC 16),
command (DC 16), mystic cure
(level 1) (DC 16)
2nd (3/day) - fog cloud, hold person
(DC 17)

STATISTICS
Str +0; Dex +0; Con +3; Int +0; Wis +5; Cha +2

Skills Culture +16, Intimidate +16, Mysticism
+16, Perception +16, Piloting +11, Survival +16
Languages Common, Elven, Lashunta

Other abilities elven magic, grasping vines [100
ft., 20-ft. radius], mindlink, speak
with animals

GEAR
Estex suit II, thunderstrike sonic pistol, 4x screamer grenade I,
amulet of camouflage, spy drone

Arasia is typical of many of the mid-tier xeno-druids who moni-
tor cologically-sensitive sites. She belongs to the Kishara group, a
particularly-aggressive organization that fields advanced weaponry
alongside magic honed over the centuries since the advent of star
travel.

The Kisharan xeno-druids prefer sonic weapons, as they do little
long-lasting damage to the environment. Arasia carries her weapon
in a bracer, leaving her hands free for spellcasting, or to use her
thunder-fusion scimitar, which she vastly-prefers to the gun.

Like all Kerannos exno-druids, Arasia is ruthless towards those
who despoil the winderness. While they have little problem wih
those who hunt for food, or kill animals in self-defense, they
seethe with hatred for trophy hunters, and even worse, those who
kill animals just for the thrill.

The Xeno-druids on Gilgamesh Prime lack sufficient numbers
to patrol the entier planet, or even all of the continent
known as Preserve. Their use of atomated weapon
systems, like the Beacon, and the drone network
it controls, allows them to extend their thinly-
stretched resources.

Arasia is one of the few xeno-druids on-planet
trained in the use of heavy weapons. She favours
the Wave-Echo Sonic cannon, below.

WAVE-ECHO SONIC CANNON
TIER 8

The Wave-Echo Cannon is more com-
pact than a typical sonic cannon, though
this costs it some range. Each shot uses 4
charges off the standard 30-charge power
pack.

Weapon	Level	Price	Damage	Range	Crtical	Capacity	Usage	Bulk	Secial
Wave-Echo Cannon	8	15,000	2d10 So	50 ft.	Deafen	30	4	2	Blast, Unwieldy

ENKU DRONE

ENKU DEFENCE DRONE   CR 7

XP 3,200
Technological soldier
Cost 14,000 credits
N Medium construct (technological)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception
+19

DEFENSE   HP 105 RP 4
EAC 19; **KAC** 21
Fort +7; **Ref** +7; **Will** +4
Immunities construct im-
munities

OFFENSE
Speed fly 80 ft. (perfect)
Ranged Red Star plasma rifle +18 (1d10+7 E & F; critical
burn 1d4) **or**
Squad NIL grenade launcher +18 (by grenade+7 **By Grenade**
Offensive abilities Fighting styles (hit-and-run), nimble fusillade,
opening volley, plasma immolation

TACTICS
Drones will immediately notify the Beacon when they encoun-
ter any non-animal on the Preserve and request assistance. Any
nearby drones will home in on their location, while the Beacon
dispatches a Xeno-druid in a fast grav cart. The drones are pro-
grammed to hold without injury anyone they encounter. They will
react aggressively if fired on, or if their targets attempt to flee.

STATISTICS
Str +4; **Dex** +5; **Con** -; **Int** +0; **Wis** +0; **Cha** +0
Skills Athletics +14, Perception +19, Stealth +14
Languages Common, Eoxian, Vercite
Other abilities no breath, unliving, natural weapons
Built-in Equipment: laser microphone, comm unit (system-
wide), signal jammer (level 6), motion detector

SPECIAL ABILITIES
No Breath (Ex) Drones are immune to effects
that require breathing (such as
inhaled poison). This does not
give it immunity to
cloud or gas attacks
that don't require
breathing.

The Enku combat
drone is used by the
Kisharan xeno-druids to extend
control over the entire Preserve continent. The exact numbers
of these drones in their hands is unknown, but is rumored to run
from the low hundreds to the low thousands.

GRAV POD

TENKO U4 GRAV POD   TIER 7

Price 14,850 Large Air Vehicle (10 ft. wide, 10 ft. long, 4 ft.
high)

Speed 60 ft., full 1100 ft.,
690 mph (hover)

EAC 17; **KAC** 20; Cover
cover
HP 80 (40); Hardness 4
Attack (Collision) 5d10
(DC 17)
Red Star plasma rifle +18
(1d10+7 E & F; critical burn
1d4)

Modifiers +3 Piloting, –2 attack
(–4 at full speed)

Systems autocontrol, planetary comm unit; Passengers 3
Weapons In Kisharan service, the Tenko is equipped with a Red
Star Plasma Rifle in a remote turret topside.

The Grav pod is a basic small flyer with a planetary range. It is not
fast, but it is durable, and that is the most important feature on
Gilgamash Prime.

While the Kisharans use these craft frequently,
some are also in use with other groups on
Gilgamesh, and many of these are even
more heavily-armed.

ENVIRONMENTAL MONITORING LAB

Environmental Monitoring Labs

Gilgamesh Prime is an unusual environment for life, in particular life as complex, and huge, as the megafauna that wander across the various continents.

The Xeno-druids sponsor a number of scientific projects aimed at studying this unusual world. Small outposts like this one are typical of this effort, with several dozens of them scattered across the planet. Most are located in areas that are not frequented by yhe local wildlife, and are often difficult to get to in general. Research station Alpha-7 lies at the edge of a hydrochloric acid swamp in the northern reaches of Akkadia. This environment is, if anything even more hostile than the norm for this world.

Equipment is constantly breaking down at Alpha-7, with most systems running at 70% at best. These maintenance issues have led to several near-deaths and even one fataltiy over the past few years. However, the Kisharan xeno-druids refuse to allocate additional resources to either repair the station or upgrade it to components that do not break down as quickly. They claim to lack the resources, or rather, additional resources. The work to defend the Preserve takes precendence.

Of course, the Kisharans' work at the Preserve does make enemies,. The isolated research stations can become the targets of vengeful off-worlders and treasure-hunaters. At the best of times, these outposts are lightly-defended, relying more on their location than firepower to keep them safe.

Alpha-7 is three stories tall, with another two levels underground. The entire strucutre is built of acid-resistant ceramic composites. Anyhing metal is likewise coated in ceramic, which can unfortuntely break or flake off. This exposes the metal surfaces to the corrosive atmophere, leading to rapid decompostion and breakdown.

A smaller tower like Alpha-7 will have a crew of 10-15. Most of them will be technicians and scientists but there are ways a couple of security troops and explorers. The explorer's use the various vechiels on site to poalnt and maintain remote sensors, most of which are in regions frequented by mega-fauna and other threats.

The base itself is not armed. There is an arms locker that contains a variety of weapons, up to an IMDS missiile launcher and several rockets, intended for mega-fauna that pose an immediate threat. Each tower also has an Enku defence drone assigned, though they are not always on site.

Lab Key

1 Monitoring Equipment
2 Tower
3 Front Entrance
4 Vehicle Bay
5 Life Support Equipment
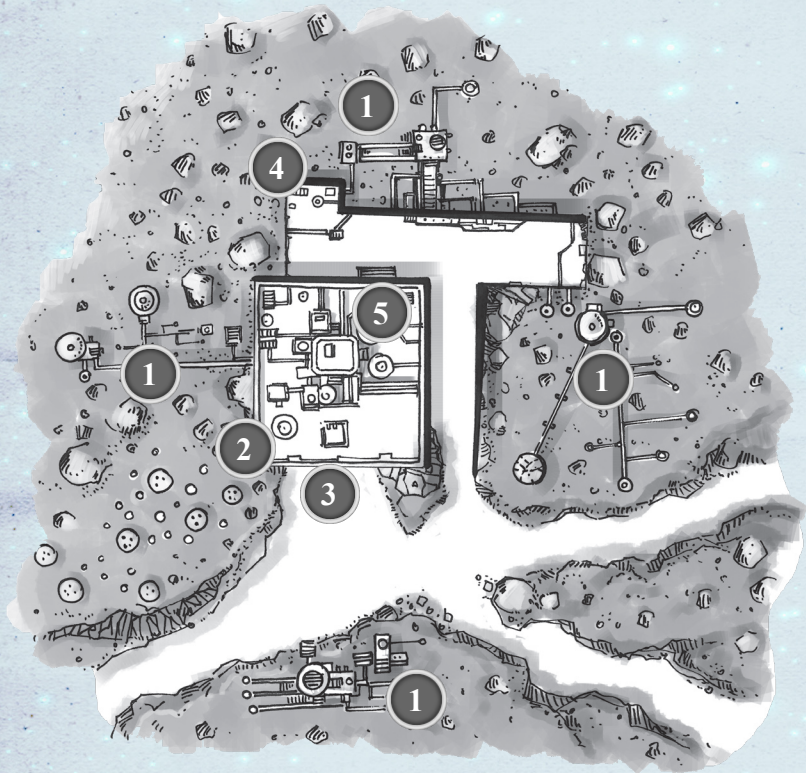
Tiny fighter

Speed 14; **Maneuverability good** (turn 1); **Drift** 1

AC 21; **TL** 24

HP 40; **DT** n/a; **CT** 8

Shields Medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward)
Light plasma cannon (2d12), High explosive missile launcher (4d8)

Power Core Pulse Black (120 PCU);
Drift Engine Signal Basic;
Systems advanced short-range sensors,
Mk 6 armor,
Mk 10 defences,
Mk 2 tetranode computer (tier 2);
Security anti-hacking systems Mk 2 (DC +2), Computer countermeasures (fake shell)

Modifiers +2 any four checks per round,
+4 Computers, -1 Piloting;

Complement 2

CREW
Gunner gunnery +8

Pilot Computers +10 (3 ranks), gunnery +2, Piloting +5 (5 ranks)

The *Cicada* is an older starship, and has long been associated with the Kisharan xenodruids, though it can be found elsewhere as well.

It is basically a flying gun, packing a great deal of firepower into a small package. The two-being crew handles all functions, and there is a very small life-system behind the cockpit for long journeys.

While it is Drift-capable, it is small and cramped, and is much more commonly used by the Kisharans for local operations. Assignement to these vessels is unpopular. Though well-maintained, they are old, and have accumulated a number of quirks and oddities over the course of their service lives.

Most noticable, of course, is the smell. The tiny life-system is always bedeviled by odors, prominent amongst which is the smell of sewage. The ships have also been used by a number of species over the ywears, and have accumulated more subltle odors from their former owners. The sewage smell has been traced to a problem in the waste recycling system. It is inadequte for most species, having been designed originally for something like a Ysoki. After two days on patroil, the smell is unfortunately very noticable.

CICADA DECK PLAN

Flight Deck

Life System

5 feet (1.5m)