

# DOOM OF THE SINGING STAR

Science Fiction Adventure in the Far Future Aboard an Inter-stellar  
Cruise Liner 24 Giant 15 mm. Scale Plans 64 Page Guidebook



Approved For Use With **TRAVELLER™**



Judges Guild



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Written by Dave Sering

Assistance by Dan Hauffe and Joe Swinnen

Artwork by Ken Simpson, Ed Perry, Aaron Arocho, and Kevin Siembieda

This playaid is one of the many Judges Guild **Traveller** adventures set in the Gateway Quadrant. All scenarios utilize the first three basic books. In addition, some scenarios also use Book 4, **Mercenary** or Book 5, **High Guard** (1980 edition).

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Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmold Projection popular in traditional Solomani circles.



## Area Background

The Glimmerdrift Reaches are one of the Trailing border areas of mixed client states know collectively as the Gateway Quadrant. Basic material on the Krax Confederation and neighboring states is presented herein. For additional information, consult **Glimmerdrift Reaches**.

## Imperium Involvement

Interest in this sector breaks down into two separate areas of interest due to the Imperium only making minor encroachments in two widely separated areas. Coreward are a dozen or so systems in the Thorstone and Tri-Empire Subsectors which are extensions of The Outreaumer and Diamond-Prince subsectors of the Ley Sector. In the Spinward Rim corner Verge subsector contains a significant Imperial presence.

Though past policies had encouraged armed expansion by independent commercial interests, lack of success has led to a recent change. Policy is now to encourage the formation of friendly buffer states on the borders. Participation in technical exchange programs and cooperative business ventures is being encouraged. Over the last several decades as direct military pressure on the Imperial Border has eased, most large naval units were deployed elsewhere. Specialist frontier units, including the Lightning Class Cruisers, supplemented by Provincial Armed Forces and commercial Mercenary security units now provide the major military presence. Stable allies on this frontier permit major Imperial forces to be stationed closer to other higher threat areas. Imperial Security, though, is very active in this area to keep the situation stable.

## Mandanin Co-Dominion

Information concerning the precise internal structure of the Co-Dominion is scanty and nebulous at best. Previous organizations in this area appear to be clan/commercial structures of no great extent or permanence. Several non-human intelligences were also known to inhabit this region, at least one in the early stages of starflight. Three centuries ago a joint human-alien culture started to spread out simultaneously from several nuclei systems. Growth has been steady since then, emphasizing cooperative ventures between Human and Danin authority structures. Internal trade is restricted to authorized companies and external trade is limited to several supervised starports. Information of any sort about the internal affairs of the Mandanin Co-Dominion is suppressed. Recent expansion attempts into the Marlan Primate have been decisively defeated. Past incursions into the Krax Confederation indicate new expansion will be aimed in their direction.

## Marlan Primate

Settled in 478 - 524 the group of worlds now known as the Marlan Primate shared an initial common cultural heritage. The major portion of the colonists were drawn from a minor religious sect which considered its precepts neglected in the mainstream of Vilani society. In cooperation with the Scout Service, a large corporation, financed and controlled by church members, ran the detailed surveys of the region. Religious communities segregated themselves in wilderness preserves on several of the Imperial developed worlds and established self-training and education programs. Once trained, each community moved to its new world and set up its permanent settlement. Though suffering some minor setbacks, the overall operation has become the classic textbook example of planned colonization programs. Friendly relations are maintained with the Imperium.

Though economic and political principles are inward centered, there is a modest, but profitable, trade in special pharmaceuticals and artwork in return for appropriate technology. Marlan policies are not aggressive but the need for adequate self-defense forces are recognized. Consequently the Marlan Primate has hired and supports one of the largest and best organized force of Mercenaries known to the Imperium. Though small in size compared to integral government armed forces, the Hired Defense Force is an extremely high quality force which serves as the core of Marlan armed might. Its secondary mission is to train all Marlan youth in basis military skills during the two years of enforced public service each youth serves before being admitted to adulthood. The several times this organization has been called upon, though initial losses were heavy, the final outcome was never in doubt. The Marlan Primate tends to be neutralist in political alignment, though favoring good relations with the Imperium. Armed clashes in the past have led the Council of Eldars to view the activities of the Mandanin Co-Dominion with suspicion.

## Zarian Realm

The Zaris were in this region when the scouts of the First Imperium entered the area in the Third Century Vilani (-3500 Imperial Date), spread by sub-light generation ships. Boosted from Tech level 8 to level 12 in the first two centuries of contact, little further increase has taken place in the intervening millenia. The Zaris appear to be similar in physical appearance to some Humaniti subraces but the few examinations permitted show profound biochemical differences. Hybridization with Humaniti is not possible, leading to intense and continued scholarly speculation as to the origin of this species. They are very defensive minded and resist outside aggression with a coordinated thoroughness that discourages attackers. The Zaris have only colonized three planets in recorded history. They have had a technological increase of only two levels during the entire time of human contact. The central worlds of the Zarian Realm maintain a Tech level of 14 which steadily drops to eight at the outer borders. This has not changed in over two thousand years. No degeneration has ever been recorded. The unusual stability is still a matter for violent argument in Imperial scientific circles.

By arrangement with Imperium officials, trade is generally restricted to only a few specially licensed companies. Few articles are traded, but some unique luxury items are worth the trip. The Imperium officially discourages unlicensed contact with the Zarian Realm.



## Ginlenchy Concordance

This grouping of independent starsystems has little in common except for the fact that all are signatories to the Treaty of Ginlenchy signed in 842. The clauses of the treaty permit free access to the systems by non-military of Imperium, Krax Confederation, and Mandanin Co-Dominium. This access is monitored by representatives of the Marlan Primate and any disputes are generally referred to them for adjudication.

Previous history of this area has seen numerous conflicts over the resources of the starsystems between commercial and military forces of the neighboring states. Agreement was reached at the suggestion of the Marlan Primate that a less belligerent and greedy approach would mean greater long term benefits to all concerned.

Commercial competition is fierce but no large scale violence has broken out in this area in the last century and a half. Increasing population and tech levels on the worlds has led some of the independent systems to agitate for a "home rule" solution. Several of these systems are now sufficiently wealthy to recruit Mercenary self-defense forces patterned after the Marlan Primate. Some societies retain a nostalgia of the past days of glorious combat and honorable warriors. These worlds have proved to be excellent recruiting grounds for outsystem low-tech Mercenaries.

## Krax Confederation

The Krax Confederation is of respectable age, having been formed as a self protection measure during the Civil War in 612 - 614. This area was originally colonized during the First Imperium the Vilani policy being to send political dissidents to these areas where their energy would be constructively diverted to survival. During 700 to 800 the Krax Confederation was a factor in limiting technological degeneration to a minimum of level 5 on marginally habitable worlds. Political cohesion lessened as exterior threats slackened. During the expansion in this region of the Imperium after 900 a greater degree of internal solidarity manifested. Several minor attempts at armed expansion by Imperium independent adventurers were beaten off and political borders stabilized. A strong central armed service was organized to better coordinate the military actions of the Confederation members. Imperial policy, no longer encouraging expansion in this area, now is emphasizing the establishment of friendly buffer states on the borders. Over the last two decades the Imperium has encouraged private concerns to establish commercial relationships. While still somewhat suspicious of the overall intentions of the Imperium rulers, the central government of the Confederation is willing to make use of whatever technical and military advancements they can.

The following basic statistical information is presented from **Glimmerdrift Reaches. (Judges Guild #490 \$4.98)**

Name	Hex No.	Statistics									
Abin	1922	E654545	4	Krina	1420	AAB1988	B	Plash	0826	B130476	B
Afin	1422	A4998A6	E	K'ro	0720	C200572	8	Pola	0919	C000579	8
Akbar	1919	D000469	A	K'Stat	0721	DAB2556	8	Putdown	0629	C000753	B
Alan	1220	A000300	B	Kushan	1123	X232000	--	Raka	1623	C000494	B
Almin	1918	DAA9489	6	Kutrigur	1222	X000000	--	Ramin	0432	B767873	9
Artin	1423	XAC1210	A	Landing	0627	C000838	A	Randabar	0924	A886411	C
Asoling	1216	A221798	D	Lazica	1119	CAC9567	9	Rasma	1519	A684763	B
Astrid	1823	EAB9372	5	Lindin	1621	D000200	A	Rinma	1717	D110385	7
Beowulf	0821	E000640	A	Lindran	1722	D000440	A	Sabirian	1319	X000300	8
Blumorn	0327	E130576	8	Linmar	1719	C000300	B	Shanza	0624	B589536	B
Bolzano	1016	XABA000	--	Neot	1021	EAC2576	9	Siling	1218	C0008A6	A
Bourre	2020	X231658	5	Nitsaw	1817	A654643	B	Slina	1323	E000554	9
Caba	1421	BAC1347	C	Nuway	0628	A876996	C	Sosie	2021	D000788	9
Dustie	0428	D000300	9	Oelm	1818	DAA5342	8	Suevi	1124	D000500	A
Endit	0626	BA92794	B	Glowing	0620	C0007A5	8	Tellmar	0225	A9559A8	C
Estin	1820	B492879	B	Gorizia	0931	C000894	8	Tinto	1618	AAB2788	A
Even	0527	A120965	C	Grendel	0729	X130272	7	Tralmar	0227	C110500	B
Farmin	0525	AAAA476	C	Herot	0731	X000443	8	Trazewell	0725	X000000	--
Farwall	0621	A664668	B	Hrothgar	0730	A654884	C	Trento	0921	AAA2564	D
Fiume	0932	E100421	9	Hyline	0427	BA8A549	B	Trieste	0929	X100261	8
Flast	0824	X220500	6	Iberia	1118	AAB28B9	A	Utigar	1317	B342A98	D
Flubit	1024	CAB1467	A	Kalima	0224	E000669	9	Wastin	1022	DAB9200	8
Frama	1419	C264742	5	Katmere	0927	CABA798	A	Zafire	0728	C546667	A
Frenty	0226	XAA1200	7	K'free	0723	D000583	9	Zantardon	0924	B994644	A
Frenzo	0325	XAAA664	8	Kinsharth	0424	X765779	5	Zara	0830	X000769	8
Fridwell	1019	AAA1557	C	Krantell	0523	XAB25A5	8	Zat Lid	1117	EAA4413	8
Geats	0818	C658894	A	Krasi	1822	C130257	C	Zrintel	1517	C212474	A
				Krax	1120	A782995	D	Zrotax	1620	B231897	B



SECTOR

DATE 1106



Taranaki

Kynos

Khong

Yumen

Satyressia

Outreaumer

Diamond - Prince

Outworld

IMPERIUM

KRAX  
CONFEDERATION

ZARIAN  
REALM

IMPERIUM

GINLENGHY

CONCORDANCE

MARLAN  
PRIMATE

MANDANIN  
OO DOMINIUM

Stoney

Clara

Ralda

Leigh

Piute

Pingsang

Mandin

Ark



## Ship Procedures

The accomodation between the Imperium and the Confederation was marked with the offer of technical assistance in both civil and military affairs. The most notable example of this cooperation was the establishment of an efficient transportation system. Political and financial considerations meant that the first priority was a prestige passenger service. Political and financial considerations also had a great deal of influence on the physical design of the ships themselves. The individual members of the Confederation were unwilling to have the complete system run by the Central Confederation Government Services. Traditionally the Member States have retained as much independence as possible. As a concession to the pride and political independence of the Member States, the Module and Core design was evolved.

The Coreship is crewed by the Confederation Central Government and is run on a set schedule along a Trunk route. The Moduleships are crewed by individual Member States and run Branch routes. The Coreship has a long Jump Drive and carries the Moduleships over the two or three parsec intervals between the main stops. The Moduleships have drives capable of Jump - 1 and service intermediate stops. "Express Service with Luxury" is the motto of the line. Emphasis is placed upon the rapid movement of passengers and luxury cargo. The ships also serve a secondary function of training members of the various Member States Reserve Space Navies in basic ship operation. Each of the Member States takes a great deal of pride in its ships and has a strong rivalry going with all other Moduleships.

The Coreships are all named after Jewels and as a Class are called the Brilliant Gem Ships. The Moduleships are named by the Member States to no set pattern though many names incorporate astronomical objects or phenomena or the name of the Member State itself. A local subsidiary of KZD Industries, the large ship-building and engineering concern of high reputation in the Imperium, set up a shipyard at Safehaven Starport on Krax. Construction of ships at this facility is managed through the branch office on Frisney in the Verge Subsector.

Over the past decade, seven of the Brilliant Gem class Starships have been commissioned. An eighth ship is under construction. Six routes are run, each designated by a color:

Scarlet: Hrothgar, Nuway, Hyline, Tellmar  
Azure: Nuway, Endit, Shanza, Farwall  
Emerald: Ramin, Shanza, Randabar, Trento, Krax  
Purple: Geats, Krax, Krina, Rasma  
White: Afin, Krina, Rasma, Nitsaw  
Yellow: Utigur, Rasma, Estin, Abin

The seventh ship relieves each of the other ships in turn so that the relieved ship may undergo annual maintainance. The eighth ship upon commissioning will establish a new route:

Silver: Tellmar, Ramin, Farwall, Trento, Krax

Twenty-nine of the Moduleships have been constructed to date. Two have since been lost in service. Seven more are on order for delivery over the next five years. A special set of military transports have been constructed with ventral attachments to fit the Coreships. The precise number of such military Moduleships is classified information but those vessels currently in service exceed twelve.

## Weapons

The Coreship is fitted with a 1000 ton spinal mount normally carrying a Code E Meson Gun.

One 50 ton Weapons Bay is provided but weaponry installed here has changed frequently during the operational life of any of the seven ships now in service. Units most often fitted here are Repulsor or Missile Racks.

Six Particle Accelerator Barbettes are fitted. These were at first the 5 ton Model KDZ Mark 43, but some of the vessels are said to have been refitted with the new 3 ton Model KDZ Mark 45.

Defensive provisions are known to include a 12 ton Kalmathin 412 - B Nuclear Damper and a 24 ton Raxtin 726 - C Meson Screen.

Small Craft in the Hangar Bay normally include three Shuttles and six Fighters.

The Moduleship is fitted with four Particle Accelerator Barbettes. These were the 5 ton Model KDZ Mark 44 on the first 18 vessels of this class and the 3 ton Model KDZ Mark 46 on later vessels. Some of the earlier armaments have since been updated in annual refits.

Defensive provisions are known to include a 10 ton Kalmathin 410 - D Nuclear Damper and a 20 ton Raxtin 714 - C Meson Screen.

No Auxillary Craft are carried.

The Weapons configurations and defensive arrangements of the Military Moduleships are classified at this time.



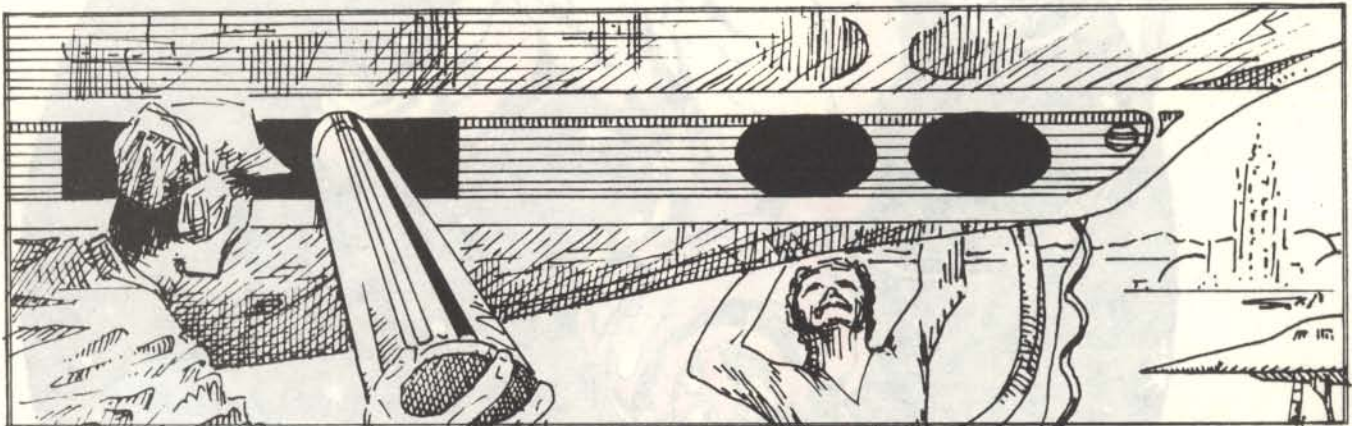
## Routing and Schedules

The Moduleships operate on a fairly strict schedule to match the routes of the Coreships. Some Moduleships offer very specialized Tour Vacations. At each of the Starports on the route, a chain of Luxury Hotels has built a special facility. This facility includes an extendable corridor which links the Hotel to the Moduleship on its landing pad. The extendable corridor has moving walkways built into it on each deck level. Thus the Moduleship serves as a wing of the Hotel and passengers on Tour move from planet to planet without ever having to change their Hotel Room. Each Moduleship then lifts off, takes a leisurely Tour of the local System and is at the rendezvous point in plenty of time to make the exchange with a Sistership.

## Refueling

The Moduleships with their built-in fuel tanks refuel by normal means and procedures. With their streamlined form, they can skim fuel from gas giants in emergencies. It is not normal procedure to do so with a load of passengers on board. The after end of the ventral docking groove can be rigged to form a fuel skim scoop.

The Coreships are unusual in that their main fuel tanks are replaceable modules. Built-in maneuvering reserve tanks contain 384 tons of fuel. The fuel tank module consists of three cylindrical 21 meter diameter by 180 meter long tanks attached to a central axial structural member. The fuel tank module has a total capacity of 16,025 tons. It is removed and replaced through the open stern of the Coreship. Withdrawal of an empty tank and replacement with a full one takes one Tug and a trained four man Crew about 30 minutes to accomplish. The empty fuel modules are then refilled at leisure and readied for the next scheduled visit of a Coreship. The fuel tank module can be refilled while still inside the Coreship but the time to do so with the equipment normally available at Ports of the Krax Confederation runs into several days. A delay of this length was felt to be unacceptable in regards to the image of fast luxurious service.



## Ship Specifications

The Coreships of the Brilliant Gem class all have a somewhat individual internal arrangements. The general specifications below are common to all vessels of this class. Details of armament and protection differ for each ship.

### Coreship Brilliant Gem Class

Tonnage: 36,117 tons (Standard). 505,638 cubic meters.

Acceleration: 1 G constant

Dimensions: 348 meters long by 45 meters diameter

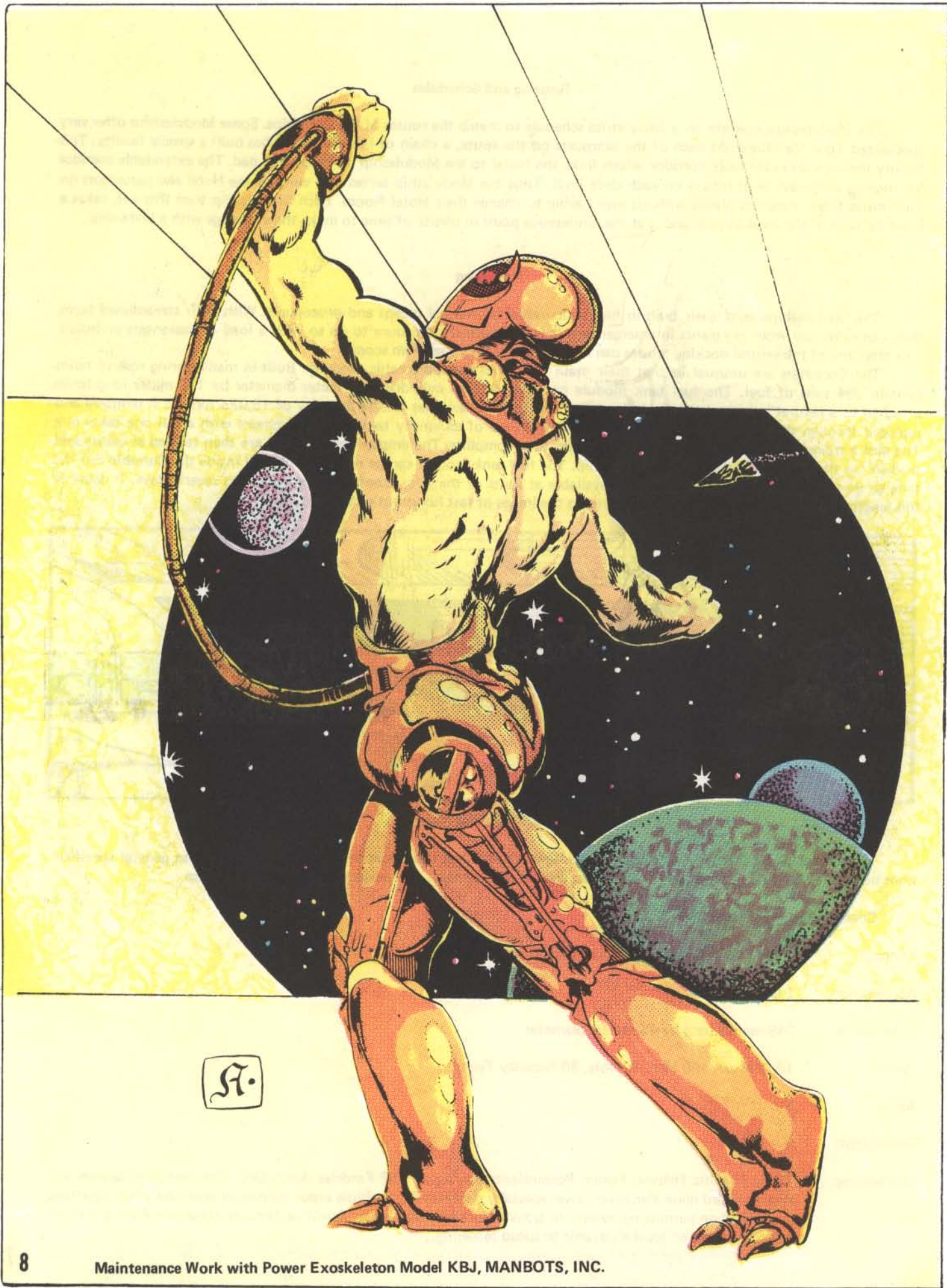
Crew: 17 Officers, 160 Men, 9 Pilots, 30 Security Team

Jump: 5

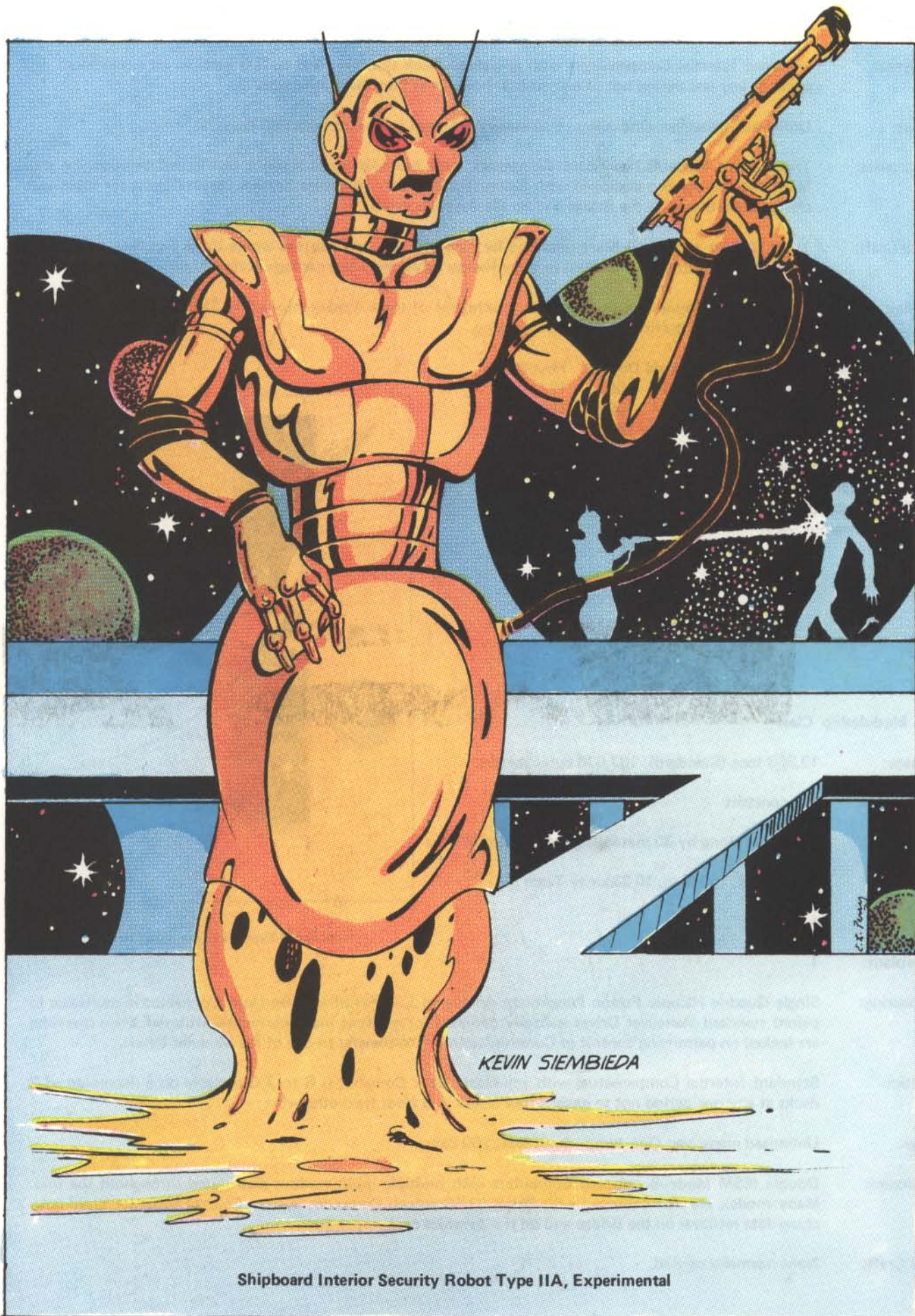
Powerplant: 5

Engineering: Triple Quadric Halonic Fusion Powerplants driving an LSP Fardrive Jump Unit. Connected in tandem are two standard issue Maneuver drives specially designed for multiple input corrective attitudes when overrides are locked on permitting control to transfer to a Modular Liner. Sensitive Tertiary Maneuver Pulse Units are often provided by local shipyards to speed refueling.









KEVIN SIEMBIEDA

Shipboard Interior Security Robot Type IIA, Experimental



**Gravitics:** Standard Inertial Compensators with adjustable Deck Controls, 0 G to 3 G variable on a maximum of 2 decks at any one period not to exceed four hours, 1 G floor field otherwise.

**Range:** Unlimited maneuver. One Jump - 5 or equivalent lesser jumps. At least 260 days.

**Electronics:** Triple ISSM Model/6.1 onboard Computers with multiple input stations distributed through the ship. Many models are also equipped with Sidon III/Microtech Computer System Control Units for rapid switching data retrieval on the Bridge and on the Avionics deck.

**Small Craft:** Three Cutters and six Fighters (replaced by nine 150 ton fuel Shuttles where usage dictates). Attachment points for ships of up to 400 tons in three Hangar Bays, including carriage during Jump.

**Special:** Three Lateral Splines are provided for attachment of three Moduleships of 13,363 tons each with integral passageways for multiple access upon docking.

No.	Name	Laid Down	First Flight
4267	Brilliant Emerald	123 - 1091	127 - 1097
4268	Sparkling Ruby	114 - 1092	340 - 1097
4269	Glimmering Diamond	176 - 1093	315 - 1098
4270	Flashing Sapphire	217 - 1094	114 - 1099
4298	Blazing Topaz	104 - 1098	73 - 1103
4299	Bright Amethyst	98 - 1099	275 - 1104
4300	Resplendent Jasper	110 - 1100	176 - 1105
4301	Lustrous Beryl	14 - 1101	-----

#### Moduleship Class

**Tonnage:** 13,363 tons (Standard). 187,076 cubic meters.

**Acceleration:** 1 G constant

**Dimensions:** 160 meters long by 30 meters high by 60 meters wide

**Crew:** 16 Officers, 140 Men, 10 Security Team

**Jump:** 1

**Powerplant:** 1

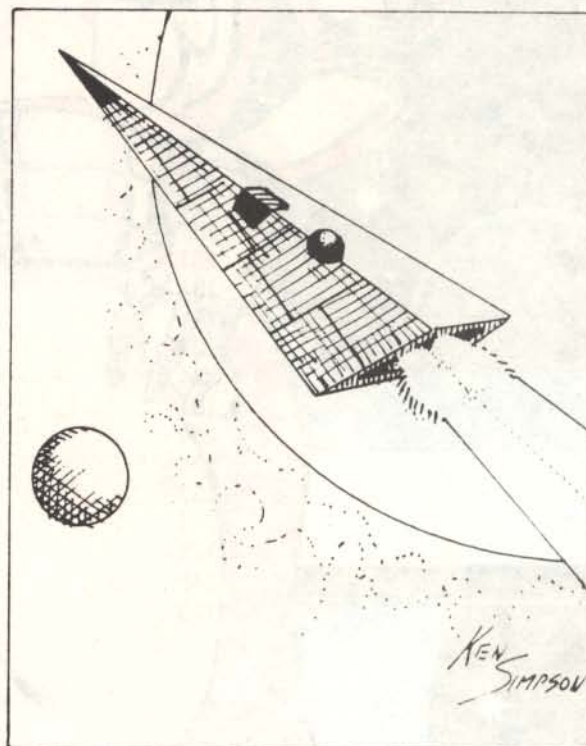
**Engineering:** Single Quadric Halonic Fusion Powerplant driving an LSP Fardrive Jump Unit. Connected in multiplex to paired standard Maneuver Drives specially designed for multiple input corrective attitudes when overrides are locked on permitting control of Coreship assembly to transfer to one of the Modular Liners.

**Gravitics:** Standard Inertial Compensators with adjustable Deck Controls, 0 G to 3 G variable on a maximum of 2 decks at any one period not to exceed four hours, 1 G floor field otherwise.

**Range:** Unlimited maneuver. One Jump - 1. At least 260 days.

**Electronics:** Double ISSM Model/5 onboard Computers with multiple input stations distributed throughout the ship. Many models are also equipped with Sidon III/Microtech Computer System Control Units for rapid switching data retrieval on the Bridge and on the Avionics deck.

**Small Craft:** None normally carried.

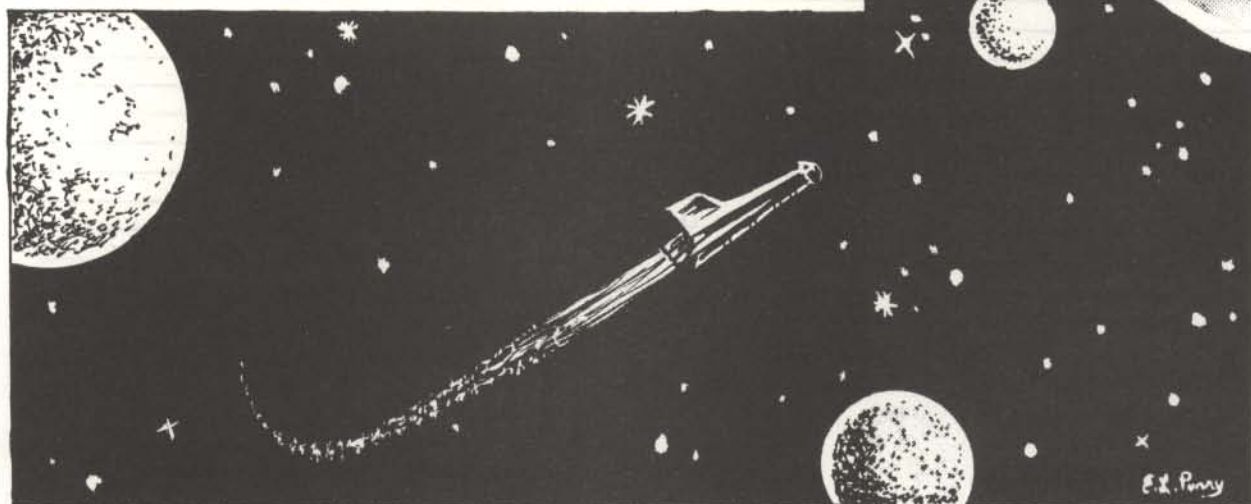


Krax Scout Type S in orbit about Hrothgar



# MODULESHIP

No.	Name	Laid Down	First Flight
4125	Sapphire Moon	146 - 1087	274 - 1090
4126	Shanza Star	155 - 1087	295 - 1090
4127	Opal Nova	178 - 1087	346 - 1090
4128	Tellmar Pride	203 - 1087	143 - 1091
4129	Singing Star	217 - 1087	158 - 1091
4153	Queen Zafire	283 - 1090	214 - 1092
4154	Carrenda	304 - 1090	014 - 1093
4155	Amber Nebula	361 - 1090	105 - 1093
4162	Utigur Rider	152 - 1091	189 - 1094
4163	Prince of Geats	168 - 1091	172 - 1094
4187	Esmina	14 - 1092	117 - 1095
4188	Rasma Princess	25 - 1092	118 - 1095
4189	Krina Sparkle	36 - 1092	125 - 1095
4194	Randabarin Queen	4 - 1093	126 - 1096
4195	Krax Evenstar	25 - 1093	87 - 1096
4196	Trallgar	119 - 1093	139 - 1096
4208	Estin Starrider	208 - 1094	219 - 1097
4209	Duke Ramin	185 - 1094	197 - 1097
4219	Prince Abin	131 - 1095	152 - 1098
4220	Crimson Eclipse	134 - 1095	158 - 1098
4221	Krax Mornstar	141 - 1095	169 - 1098
4239	Ebon Penumbra	134 - 1096	195 - 1099
4240	Platinum Corona	94 - 1096	117 - 1099
4241	Golden Cluster	151 - 1096	174 - 1099
4286	Zodiac Queen	204 - 1099	237 - 1102
4287	Jade Meteor	134 - 1099	152 - 1102
4288	Electrum Comet	187 - 1099	193 - 1102
4307	Luminous Aurora	251 - 1102	121 - 1105
4308	Kromin	175 - 1102	143 - 1105
4309	Nelda	346 - 1102	---- - ----
4318	Friminae	126 - 1105	---- - ----
4319	----	---- - ----	---- - ----
4320	----	---- - ----	---- - ----
4341	----	---- - ----	---- - ----
4342	----	---- - ----	---- - ----
4343	----	---- - ----	---- - ----
4350	----	---- - ----	---- - ----





## Moduleship Deck Configuration

Each of the Moduleships has a much greater latitude for internal configuration differences. Decks 8 through 37 have the recess to fit the external docking spline on the Coreship. Decks 1 through 7 and Decks 38 through 49 are the same on all vessels of the class. Decks 8 through 37 have different configurations on each vessel. The Deck Configuration for 4129 Singing Star is given below.

Deck 8 Passenger Deck  
 Deck 9 Passenger Deck  
 Deck 10 Passenger Deck  
 Deck 11 Passenger Deck - Medical Facility on this deck  
 Deck 12 Shops Deck  
 Deck 13 Shops Deck  
 Deck 14 Arcade Deck  
 Deck 15 Passenger Deck  
 Deck 16 Passenger Deck  
 Deck 17 Passenger Deck  
 Deck 18 Passenger Deck  
 Deck 19 Shops Deck - Shop no. 5 open to deck below  
 Deck 20 Shops Deck  
 Deck 21 Arcade Deck  
 Deck 22 Arcade Deck  
 Deck 23 Entertainment Deck  
 Deck 24 Passenger Deck  
 Deck 25 Passenger Deck  
 Deck 26 Passenger Deck  
 Deck 27 Passenger Deck - Medical Facility on this Deck  
 Deck 28 Sports Deck  
 Deck 29 Sports Deck  
 Deck 30 Shops Deck  
 Deck 31 Passenger Deck  
 Deck 32 Passenger Deck  
 Deck 33 Passenger Deck  
 Deck 34 Passenger Deck  
 Deck 35 Passenger Deck  
 Deck 36 Passenger Deck  
 Deck 37 Arcade Deck



This Moduleship has accommodations for 52 Deluxe and 370 First Class Cabins for high passage. This vessel is given as a typical example. Judges may alter this configuration by using different numbers of Q, R, S, T, and U pattern decks to best suit the tone of their campaign.

Deck 8 \_\_\_\_\_  
 Deck 9 \_\_\_\_\_  
 Deck 10 \_\_\_\_\_  
 Deck 11 \_\_\_\_\_  
 Deck 12 \_\_\_\_\_  
 Deck 13 \_\_\_\_\_  
 Deck 14 \_\_\_\_\_  
 Deck 15 \_\_\_\_\_  
 Deck 16 \_\_\_\_\_  
 Deck 17 \_\_\_\_\_  
 Deck 18 \_\_\_\_\_  
 Deck 19 \_\_\_\_\_  
 Deck 20 \_\_\_\_\_  
 Deck 21 \_\_\_\_\_  
 Deck 22 \_\_\_\_\_

Deck 23 \_\_\_\_\_  
 Deck 24 \_\_\_\_\_  
 Deck 25 \_\_\_\_\_  
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 Deck 27 \_\_\_\_\_  
 Deck 28 \_\_\_\_\_  
 Deck 29 \_\_\_\_\_  
 Deck 30 \_\_\_\_\_  
 Deck 31 \_\_\_\_\_  
 Deck 32 \_\_\_\_\_  
 Deck 33 \_\_\_\_\_  
 Deck 34 \_\_\_\_\_  
 Deck 35 \_\_\_\_\_  
 Deck 36 \_\_\_\_\_  
 Deck 37 \_\_\_\_\_



# Modulship

M 1 Bridge  
N 2 Crew  
N 3 Crew  
O 4 Gunnery  
P 5 Cargo  
P 6 Cargo  
P 7 Cargo

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P 38 Cargo  
P 39 Cargo  
O 40 Gunnery  
V 41 Fuel/Powerplant  
V 42 Fuel/Powerplant  
W 43 Fuel  
W 44 Fuel  
W 45 Fuel  
W 46 Fuel  
W 47 Fuel  
W 48 Maneuver & Jump Drive  
W 49 Maneuver & Jump Drive

Docking Attachment Area \_\_\_\_\_

# Modulship

M 1 Bridge  
N 2 Crew  
N 3 Crew  
O 4 Gunnery  
P 5 Cargo  
P 6 Cargo  
P 7 Cargo

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P 38 Cargo  
P 39 Cargo  
O 40 Gunnery  
V 41 Fuel/Powerplant  
V 42 Fuel/Powerplant  
W 43 Fuel  
W 44 Fuel  
W 45 Fuel  
W 46 Fuel  
W 47 Fuel  
W 48 Maneuver & Jump Drive  
W 49 Maneuver & Jump Drive

# Modulship

M 1 Bridge  
N 2 Crew  
N 3 Crew  
O 4 Gunnery  
P 5 Cargo  
P 6 Cargo  
P 7 Cargo

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P 38 Cargo  
P 39 Cargo  
O 40 Gunnery  
V 41 Fuel/Powerplant  
V 42 Fuel/Powerplant  
W 43 Fuel  
W 44 Fuel  
W 45 Fuel  
W 46 Fuel  
W 47 Fuel  
W 48 Maneuver & Jump Drive  
W 49 Maneuver & Jump Drive

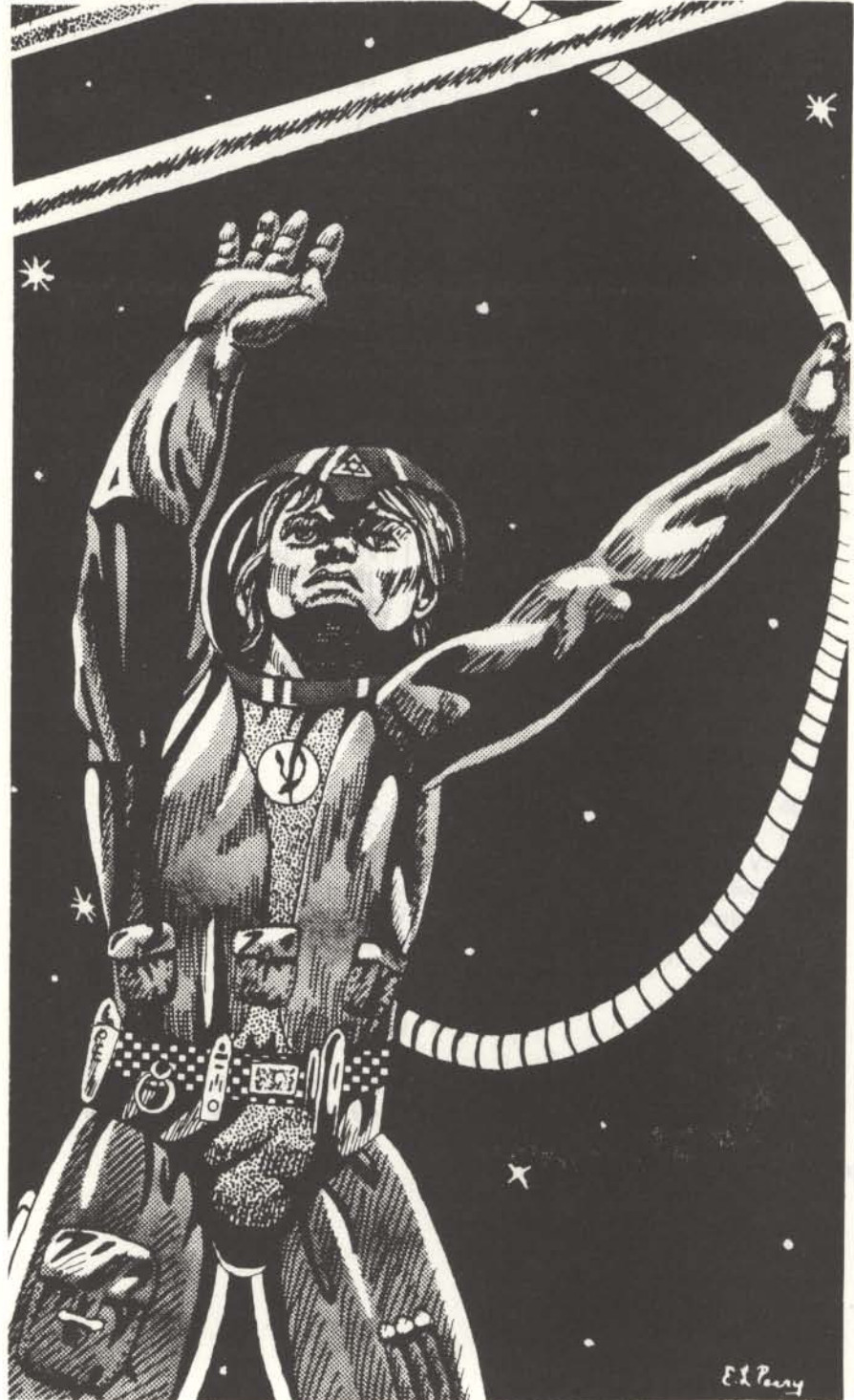


## Military Moduleship Deck Configuration

Known as the Provider Class Military Transport, details on the Military Moduleships are classified. Commissioned ships in this class are known to exceed twelve but additional vessels are under construction. External examination shows that these ships all have the docking recess on Decks 8 through 37 to fit the Coeship external docking spline. The engines appear to be much more powerful and are estimated to be capable of at least Jump 2 and Maneuver 2. Additional Weapons Turrets and Barbettes are visible. There appear to be provisions for operating Auxillary Craft. No further information is available at this time.

For the convenience of the Judge, an additional blank deck listing for the Military Moduleship is provided.

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Docking Attachment Area \_\_\_\_\_



## Coreship Deck Configuration

Each of the Coreships is constructed with a slightly different internal arrangements. Decks 27 through 56 on all eight vessels have the external docking spline. Decks 1 through 26 and Decks 39 through 116 are the same on all vessels of the class. Decks 27 through 38 have different configurations on each vessel. The Deck Configuration for 4267 Brilliant Emerald is given below.

Deck 27 Passenger Deck  
 Deck 28 Passenger Deck  
 Deck 29 Passenger Deck  
 Deck 30 Passenger Deck  
 Deck 31 Arcade Deck - Open Center  
 Deck 32 Arcade Deck  
 Deck 33 Arcade Deck - Open Center  
 Deck 34 Arcade Deck  
 Deck 35 Arcade Deck - Open Center  
 Deck 36 Arcade Deck  
 Deck 37 Arcade Deck - Open Center  
 Deck 38 Arcade Deck

This Coreship has accommodations for 24 - 36 luxury passengers. Decks 31, 33, 35, and 37 have open center sections surrounded by balconies as depicted on the cover illustration. This vessel is given as a typical example. Judges may alter this configuration using different numbers of H pattern and I pattern decks to best suit the tone of their campaign.

Deck 27 \_\_\_\_\_  
 Deck 28 \_\_\_\_\_  
 Deck 29 \_\_\_\_\_  
 Deck 30 \_\_\_\_\_  
 Deck 31 \_\_\_\_\_  
 Deck 32 \_\_\_\_\_  
 Deck 33 \_\_\_\_\_  
 Deck 34 \_\_\_\_\_  
 Deck 35 \_\_\_\_\_  
 Deck 36 \_\_\_\_\_  
 Deck 37 \_\_\_\_\_  
 Deck 38 \_\_\_\_\_

Deck 27 \_\_\_\_\_  
 Deck 28 \_\_\_\_\_  
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 Deck 30 \_\_\_\_\_  
 Deck 31 \_\_\_\_\_  
 Deck 32 \_\_\_\_\_  
 Deck 33 \_\_\_\_\_  
 Deck 34 \_\_\_\_\_  
 Deck 35 \_\_\_\_\_  
 Deck 36 \_\_\_\_\_  
 Deck 37 \_\_\_\_\_  
 Deck 38 \_\_\_\_\_

CORESHIP	AF-N351563-006600-004E9-6	MCR	36,117 Tons
Batteries bearing	111		Crew=216
Batteries	111		TL=14
Passengers=( ) Low=0 Cargo=( ) Fuel=16,409 EP=1805 Agility=1 Marines=0			

MODULESHIP	AT-L311153-005500-00300-0	MCR	13,363 Tons
Batteries bearing	1		Crew=156
Batteries	1		TL=14
Passengers=( ) Low=0 Cargo=( ) Fuel=1680 EP=134 Agility=0 Marines=0			

COMBINED SHIP	AN-R431363-005500-002E9-6	MCR	76,266 Tons
Batteries bearing	611		Crew=714
Battieres	911		TL=14
Passengers=( ) Low=0 Cargo=( ) Fuel=21,449 EP=2288 Agility=0 Marines=0			
Plus 3,800 tons fuel in special Drop Tank extension to Central Tanks			



# Coreship

A 1 Bridge  
 B 2 Computer  
 C 3 Crew  
 C 4 Crew  
 D 5 Gunnery  
 E 6 Weapons  
 C 7 Crew  
 C 8 Crew  
 D 9 Gunnery  
 F 10 Meson  
 F 11 Meson  
 G 12 Cargo  
 G 13 Cargo  
 G 14 Cargo  
 G 15 Cargo  
 G 16 Cargo  
 G 17 Cargo  
 G 18 Cargo  
 G 19 Cargo  
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 G 26 Cargo

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J 39 Jump Drive  
 J 40 Jump Drive  
 J 41 Jump Drive  
 J 42 Jump Drive  
 J 43 Jump Drive  
 J 44 Jump Drive  
 J 45 Jump Drive  
 K 46 Powerplant  
 K 47 Powerplant  
 K 48 Powerplant  
 K 49 Powerplant  
 K 50 Powerplant  
 K 51 Powerplant  
 K 52 Powerplant  
 K 53 Powerplant  
 K 54 Powerplant  
 K 55 Powerplant  
 K 56 Powerplant

L1 57 Fuel  
 L1 58 Fuel

L1 59 Fuel  
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 L4 112 Fuel  
 L4 113 Fuel  
 L4 114 Fuel  
 L4 115 Fuel  
 L4 116 Fuel



Flight Control
Auxillary Power
Maneuver Drive Modules

Three Hangar Bays 36 m L x 37.5 m W x 9 m D
--

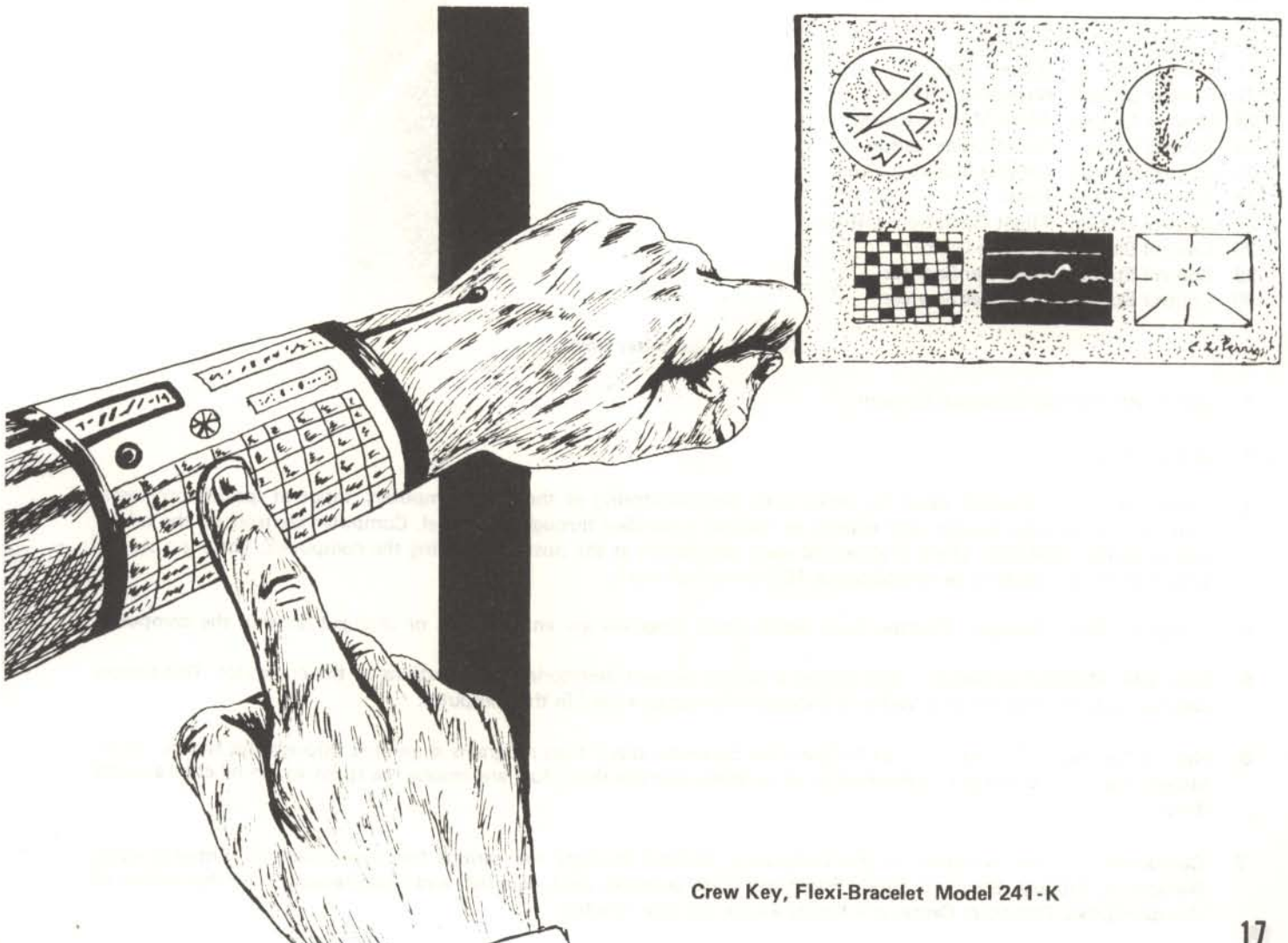


## Ship Security

Owing to the political situation, each of the Moduleships maintains a security system separate from that of the Coreship. There is at least one Security Officer on duty at the Security Console on the Bridge. Armed Security Guards are always stationed on each of the four Bridges. The Coreship also has a Security Robot on the Bridge. The Moduleships usually have their Security Robots set at a strategic corridor intersection with a standby program operative. The standby program merely causes the Robot to give a variable polite "time of day" greeting to every person which walks into their sensor field.

Security Robots are of two types. The first is vaguely Human-shaped and sized. It has fairly extensive internal programming and only limited sensor equipment. It can be directed remotely from any security computer terminal but the control is not very precise. As a consequence, the first type of Robot is armed only with stunning or incapacitating weapons. The second type has a squatty barrel-shaped body and moves on rubber tri-lobe wheels. It is much more resistant to damage and is precision controlled from a remote station. This model is armed with weapons which can be lethal to Humans. Normally it is stationed in areas of the ship not accessible to passengers. Statistics on these Robots are given on page 58.

The Crew Keys are another major component of the security system. Worn as a bracelet or armband, the Key has several functions. It is a communicator, permitting verbal communication between crew members anywhere on board the ships. It is a computer terminal, permitting informational inquiries to the computer memory stores. A small display readout permits display of information or the computer will read out the information verbally over a heuristic speech unit. Another function of the Key unit is the continual monitoring of the vital life signs of the crewmember both for health reasons and location reasons. The last function is one of the more important on the ship for security reasons. The Keys are "tuned" to each individual and locked in tune. If taken by another individual, the extensive adjustment of the bio-sensors necessary to function again, gives sufficient warning to inactivate that Key. Crew Keys have a different construction and coding for each major job function. For example, Steward Keys let them only into the passenger areas, crew quarters, and certain storeholds. Some Keys are set only on a timed basis, active only from certain hours to certain hours. Others are active at all times such as the Officers Crew Keys.



Crew Key, Flexi-Bracelet Model 241-K



## Deck A Bridge Deck

Deck 1, the forwardmost portion of the ship is the vital control area. On this deck all major decisions are made and from this deck come all orders. Access to this deck is gained only with an active Bridge Crew Key and the area is constantly monitored by Security. In addition an armed guard and a security robot are always stationed on the Bridge. Not all stations are always occupied. Maneuver and navigation of the ship is possible with only five active control stations. These are numbers 3, 6, 15, 22, and 26. Station 3 or 8 will be occupied by the Officer of the Watch. All stations are manned during critical maneuvers as are the back up command stations in Damage Control.

- 1 Meson Spinal - Mount
- 2 Lift Shaft - Standard Internal Elevator
- \*3 Control Station - Captain
- 4 Control Station - Life Support Officer
- 5 Control Station - Drive Systems
- \*6 Control Station - Chief Engineering Officer
- 7 Control Station - Power Systems
- 8 Control Station - First Officer
- 9 Control Station - Damage Control Officer
- 10 Control Station - Damage Control Systems Monitor
- 11 Control Station - Damage Control Structural Monitor
- 12 Control Station - Target Acquisition
- 13 Control Station - Counter Measures
- 14 Control Station - Fire Control Officer
- \*15 Control Station - Security Officer
- 16 Control Station - Security Scanning
- 17 Control Station - Security Monitoring
- 18 Control Station - Interior Communications
- 19 Control Station - Exterior Communications
- 20 Control Station - Close Scan
- 21 Control Station - Distant Scan
- \*22 Control Station - Navigation Officer
- 23 Control Station - Alpha Module Liaison
- 24 Control Station - Beta Module Liaison
- 25 Control Station - Gamma Module Liaison
- \*26 Control Station - Helm
- 27 Control Station - Flight Operations Officer
- 28 Control Station - Services Officer
- 29 Control Station - Passenger Services
- 30 Control Station - Passenger Services

\* Critical Stations

## Deck B Computer Deck

- 1 Lift Shaft - Standard Internal Elevator
- 2 Spinal Meson
- 3 Computer Panel - Control panel for work with and monitoring of the main computers. Input of specific programs, dispersement of information, and control of records is handled through this panel. Computer controls on the bridge have override capability. There is always at least one person at the post, monitoring the computers. There is a chance (throw of 9+) for there to be an additional 1D2 persons at work.
- 4 Computer Input Station - Position from which most programs are entered into or changed once in the computer.
- 5 Computer Monitoring Station - One person is always present monitoring the functions of the computer. This person also normally handles requests for limited access information stored in the computer.
- 6 Record Station - Information to be fed into the computer other than programs is entered through this station. Information about store receipts, consumption of supplies, and the ship's log, are among the items which must be entered daily.
- 7 Computers - Actual workings of the computers, divided amongst the various functions: Records, Entertainment, Navigation, Library, Standard Ship's Functions (Life Support, etc.), Combat, and Miscellaneous. The destruction of the appropriate Computer Center will totally knock out that function.



### Deck C Crew Quarters Deck

This deck contains the staterooms for the crewmembers, the facilities for crew personal hygiene, and lounge areas for the crew to relax away from passenger complaints.

- 1 Crew Lounge - Comfortable furniture is arranged around several tables set up for gaming. A communications terminal connects directly with the Bridge.
- 2 Lift Shaft - Standard Internal Elevator. The access opens only to an active Crew Key.
- 3, 4, 5, 6, 7, 8, 9, 10, 11 Standard Crew Stateroom - See complete description below.
- 12 Crew's Fresher - This room contains facilities for personal hygiene. There are such units as Sono-massage Showers, Dipiliator/Hair Stylists, Auto-Cosmeticians, Uniform Clothing Renovators/Restorers, Toilets, and Sinks.
- 13, 14, 15, 16, 17, 18, 19, 20, 21, 22 Standard Crew Stateroom - See complete description below.
- 23 Crew's Fresher - Same as 12.
- 24, 25, 26, 27, 28, 29, 30, 31, 32 Standard Crew Stateroom - See complete description below.
- 33 Spinal Meson Gun Mount - No access from this deck.
- 34 Officer's Fresher - Same as 12.
- 35 Officers Staterooms - Each Officer's Stateroom contains two beds, two chests of drawers and clothing wardrobes, two desks with chairs, two lounge chairs and two adjustable lighting assemblies. Unlike the Crew Staterooms, the position of the interior furnishings is changeable. Each item is attached to the deck or another piece of furniture to prevent motion of the furnishings under Ship's Maneuvers or Zero Gravity conditions. Small latches secure each drawer and its contents in place. An Entertainment/Communications module is built into the wall with two remote terminals which can be positioned about the room. Under the padding of each bed is an Emergency Vacc Suit.

Standard Crew Stateroom - While built to a standard 3 meter by 6 meter floor plan, each Stateroom has built into it fairly comfortable accommodations. The furnishings comprise two bunks, stacked one above the other, a chest of drawers, a small table with two chairs, and a closet on the wall opposite the entrance. A panel beside the door has a Videoscreen with Entertainment Channel/Communications Controls as well as room temperature and light controls. A garbage receptacle is located underneath the panel. Built into the wall beside the closet is an Emergency Life Support System. Under the padding of each bunk is an Emergency Life Bubble.

### Deck D Gunnery Deck

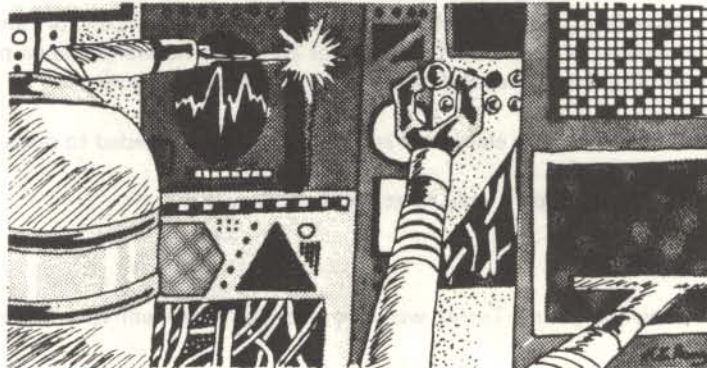
- 1 Turret Control Areas 12m x 6m - Each contains a chair facing a standard Turret Control Panel. These areas are normally unoccupied except during an attack or battle alert. (Throw of 8+ for some maintenance personnel to be present). The Turrets cannot be operated without the proper code being entered into the computer.
- 2 Auxillary Turret Equipment - Contains basic electronic and mechanical gear needed to operate the Turrets.
- 3 Lift Shaft - Standard Internal Elevator. Opens only to active Weps Crew Key.
- 4 Spinal Meson - No access from this area.
- 5 Internal Turret Area - Contains the actual Turret weapons and gear. This will vary according to the particular ship.
- 6 Crew Area - Contains sleeping berths for the Turret crews as well as miscellaneous spare parts for the Turrets and weapons. Three bunks, each with a pair of locked lockers containing personal gear. Also, damage control equipment and emergency life support gear for use during emergencies or extended battle alerts. This area frequently serves as a storage area for High Security Items which would be inappropriate to store in the Cargo Holds.



## Deck E Weapons Bay Deck

The Weapons Bay Deck contains a special 50 ton Weapons Bay. These Bays hold a Modular 50 ton Weapon which may be different in each ship. Weapon Types which can be fitted here include Meson Guns, Particle Accelerators, Repulsors, Missiles, Plasma Guns, and Fusion Guns.

- 1 Gunnery Station - The ship's Secondary Battery Director. Other ship's armament can be controlled and fired from here if the Bridge weapons station is knocked out.
- 2 Lift Shaft - Standard Internal Elevator. Opens only to active Weps or Bridge Crew Key.
- 3 Control Station - Target Aquisition
- 4 Control Station - Battery Officer
- 5 Control Station - Target Prediction
- 6 Control Station - Systems Monitor
- 7 Damage Control Station - Data repeaters for all significant ship functions are located here. Basic backup controls permit direction of ship functions if the Bridge controls are knocked out. This area is manned during all critical operations. This area functions as an Auxillary Bridge.
- 8 Control Station - Engineering Systems
- 9 Control Station - Third Officer
- 10 Control Station - Life Support Systems
- 11 Avionics - This area contains some of the "little black boxes" which control the ship functions. Most are duplicated in at least two places in the ship to ensure functioning in case of accident or damage.
- 12 Meson Field Intermediate Modulator - Equipment in this area modulates and "fine tunes" the destructive energies in their trip down the length of the Spinal "gun barrel". Access for adjustment and maintenance of the spinal barrel is located here.
- 13 Meson Spinal Mount
- 14 Bay Weapon Auxillary Machinery - In this volume is located the auxillary weapon controlling and generating machinery. Precise configuration depends upon the specific weapon fitted in the bay.
- 15 Bay Weapon Mount - In this directable mounting is contained whatever weapon is chosen for installation. The precise configuration varies with the type of weapon.
- 16 Control Panels - The precise control configuration changes with the weapon type fitted though the general configuration is the same for all weapon types.





## Deck F Meson Deck

Decks 10 and 11 house the main mechanisms for the spinal mount Meson Gun. The destructive energies are generated and initiated from this area. Access is monitored from the Security Station and only active Weapons Crew Keys will provide admittance.

- 1 Lift Shaft - Standard Internal Elevator.
- 2 Fire Control Officer
- 3 Target Aquisition
- 4 Target Prediction
- 5 Systems Monitor
- 6 Auxillary Systems Controls
- 7 Charge Generation Equipment - The physical equipment and apparatus which initiates the destructive bolt of energy is based here. Access to more than minor subsystems of the equipment is not possible to crew members. Fortunately the major systems are almost foolproof.
- 8 Charge Modulation Auxillary Equipment - Establishment of the peculiar forms of energy interaction necessary to achieve destruction at the target distance is provided by this equipment.  
Additional modulation and control is provided by other equipment located along and around the spinal "barrel" of the Meson Gun.

## Deck G Cargo Deck

1 - 3 Cargo handlers present on a roll of 9+. If present, they will be transferring cargo between decks on the Core Ships on a throw of 9+, otherwise between the Core Ship and one of the modules.

- 1 Lift Shaft - Standard Internal Elevator
- 2 Cargo Lift - Heavy duty elevator for the transfer of equipment and handling equipment between decks. All handling equipment and cargo containers are designed to fit aboard the lift, making quick transfer of cargo between areas possible.
- 3 Cargo Area - Masses of plastic and metal crates, neatly stacked. Rows between stacks allow easy access for cargo handling equipment. A 9m x 6m area in front of the Cargo Lift is normally left open for the handling equipment. Cargo is mostly personal belonging, of passengers planning extended visits on the Pleasure Planet. The ship also carries certain supplies to the Resort Planet. A computer terminal next to the Cargo Lift Shaft permits the crew to easily locate any particular item.
- 4 Cargo Doors - Provide access to Module Ships or shuttles when no modules are present.





## Deck H Arcade Deck

This is a general type of layout for the commercial areas of the Core Ship. Each of the interior partitions is built in panels so that the configuration may be easily changed. In all of the Liners at least two of the decks have been connected by opening out the center area of one deck. This type of modification is shown on the front cover. The shops on the upper deck area are smaller to allow for balcony clearance. The center area is occupied by a sculpture or fountain.

- 1 Lift Shaft - Standard Internal Elevator. Opens to all passenger tickets.
- 2 Service Shaft - This area contains piping and cables which supply light and power to the facilities on each deck.
- 3 Central Passage Area - This area is the common space between the shops. On some decks this area is open to the deck below where a sculpture or fountain is located.
- 4 Shops - The individual shops specialize in exotic luxuries or services. The shops are different on each ship and are frequently changed from trip to trip. Shopkeepers are considered to be crew members and must complete a basic spacehand training before their franchise is approved. A list of possible shops is given below:

- 1 Exotic Statuary
- 2 High-quality Personal Handweapons
- 3 Jewelry and Personal Adornment
- 4 Alien Petshop
- 5 Personal Custom Tailoring
- 6 Drugs
- 7 Books and Learning Tapes
- 8 Special Foods
- 9
- 10
- 11
- 12



## Deck I Passenger Deck

This deck is designed as a luxury accommodation for three small parties. The interior partitions, facilities, and furniture are mobile and are intended to be rearranged to suit the sensibilities of the passenger. The interior conditions are extensively programable by the patron.

- 1 Lift Shaft - Standard Internal Elevator. Opens only to First Class Passenger Tickets.
- 2 Service Shaft - Area containing the pipes, wires, and conduits providing power and control to the interior ship functions.
- 3 Vestibule - The area in front of the door to each luxury suite on this deck has a separate entrance vestibule. Extra ships Security Scanners are located here. These scanners also relay to an interior control panel located at the side of the door for the use of the suite occupants.
- 4 Service Core - The Luxury Freshers require extra services of power, and renewable supplies which are monitored and replaced from here. Access to this service shaft is gained through a security monitored hatch on the deck above or below.
- 5 Luxury Fresher - While serving the same basic function of personal hygiene and grooming as the standard ships fresher, this installation is capable of a much greater variety of programs and a greater degree of adjustments by the user.
- 6 Luxury Suite - The highest class accommodations offered on this ship. The moveable walls and furniture permit customized arrangements to each passenger's taste. Special sculptures, art objects and other special items are provided by Ship's Services upon request.
- 7 Interior Controls - A highly sophisticated entertainment module with controls to alter the interior conditions of the suite. Scents, sounds, atmospheres, gravitation, lighting conditions, etc., are controlled here as well as the immense selection of holographic wall murals drawn from the ship's computer banks.



### Deck J Jump Drive Deck

The Jump Drives extend from Deck 39 to Deck 45. Only Deck 42 is a solid deck throughout the entire deck level. The other deck levels have only metal grid catwalks.

- 1 Access Hatch to Modules - A double set of doors controlled from a panel to the right of the doors. The doors cannot be opened unless an active Crew Key is inserted into this control panel. The external set of doors will not operate with a vacuum outside unless an override code is punched into the control panel. A similar panel is on the outside of the hull, but is recessed and covered with a locking panel.
- 2 Access Catwalks - Metal grate Catwalks with one meter high rails along the edge. Every five meters there is a safety line which allows servicemen to move off the Catwalks with little or no danger.
- 3 Lift Shaft - Standard Internal Elevator Control Panel indicates whether the shaft is clear up or down, and allows selection of desired deck.
- 4 Service Shaft - Conduit for wires, cables, etc. Metal rung ladder allows movement from along shaft. Damage in this area can cripple the ship. For sabotage, roll 6+ to be successful (Automatic Backups do not kick in). Roll a Hit on Electronics Subsystems Table.
- 5 Jump Drives - Mass of steel and wiring comprehensible only to those with Engineering skill. Various level lines, wires, and wave guides running to and from the engines create a maze providing excellent cover.

### Deck K Powerplant Deck

The Main Powerplants of the ship extend from Deck 46 through 56. Decks 56, 53, 50 and 47 have floors extending throughout the entire deck area. The other Decks have only metal grid Catwalks extending from the Lift Shaft door to certain areas of the interior equipment. Each Catwalk has a one meter high safety railing on the outer edge. Safety Line Anchor points are provided every five meters to permit access to areas not covered by the Catwalks.

- 1 Lift Shaft - Standard Internal Elevator.
- 2 Service Shaft - Conduit for wires, cables, pipes, etc. Metal rung ladder allows movement along shaft. Access hatches to this area only open to an active Crew Key. The Shaft itself, is broken off into two to three deck segments by airtight hatches.
- 3 Powerplant - The heart of the ship, appearing as a massive casing covered in pipes, cables, wave guides, bracings, cooling ducts, etc. Each Powerplant extends throughout eleven decks, piercing four solid decks and wrapped about with Catwalks between.
- 4 Emergency Power Generator - A Thermionic Power Converter utilized for emergency activation of a Powerplant.
- 5 Function Monitoring Panels - Found at all levels of the Powerplant, these readouts provide constant information on the internal status of the Powerplant. Technicians on duty will be moving from panel to panel, constantly making minor adjustments to increase efficiency.
- 6 Transmission Alcove - This niche contains the Fuel-feeds and Power Output Transmission lines.





## Deck L Fuel Decks

There are four separate types of Fuel Decks. All decks have in common features one through four. Decks 57 through 104 have only these features and the external hull structure surrounding and protecting the tank assembly. This configuration is shown in Area A on the plan sheets.

The Hangar Bays extend from Deck 105 through to Deck 116, each of the three Bays being 36 meters long, 37.5 meters wide, and, with the Bay Doors (No. 9) closed, 9 meters high. The forward Hangar Bay wall may be detached and swung down to lie flat against the outer ship's hull.

In the space between the outer edges of the Hangar Bays are located further ship's equipment. Decks 105 and 106 use this area for Flight Control Operations and Ship's Vehicles Maintenance. Decks 107 and 108 contain Auxillary Powerplants. Decks 109 through 116 house the Core Ship Maneuver Drives.

The central interior of the Fuel Decks is normally unpressurized and is open to space at the after end. Only the Lift Shafts (No. 1) are pressurized and heated.

- 1 Lift Shaft - Crewmembers only. Operates only with a valid Crew Key. The Fuel Decks Lift Shaft has sealed access hatchways leading to the interior of the Decks. Each of these hatchways is provided with an inflatable airlock to be used if inspection of the interior becomes necessary.
- 2 Maneuvering Fuel Tanks - Non-removable tanks built into the hull itself. Normally used to store fuel for the Maneuver Drives and routine Powerplant operation.
- 3 Axial Brace Assembly - This is the supporting structural members for the removeable Fuel Tanks. There is a meter-wide shaft in the center of the brace. It runs the entire length of the Fuel Tanks and is partially filled with cables and wiring assemblies. The after end of the Brace contains the Docking Attachment which fastens the Fuel Tank Unit to the Tug. The forward end of the Brace contains the Docking Attachment which fastens the Fuel Tank Unit to the Coreship. Maneuvering Thrusters are also located at the forward end of the Brace as well as a remote Sensor Unit and Camera to assist the Tug Pilot in maneuvering.
- 4 Fuel Tank - Three cylindrical Fuel Tanks are attached to a central Axial Brace Assembly. The Fuel Tank Unit is designed to be a replaceable module. All three Tanks are removed or replaced as one complete unit. The Fuel Tank Unit holds 13,000 tons of liquid hydrogen fuel and replacing an empty fuel module with a full one takes an average of 30 minutes.
- 5 Storage Room - On both Decks 105 and 106, this room is used to store spare parts from the Ships Auxillary Craft.
- 6 Airlock - This Airlock allows access to the various mobile Catwalks in the Hangar Bay. Four Vacc Suits are normally stored in each Airlock. Controls for cycling the lock are located on the outside and inside of each door. Safety interlocks permit only one door to open at a time and give override priority to the Airlock Interior Control Panels.
- 7 Hangar Bay - The three Hangar Bays are used to launch, recover, and store any Ships Auxillary Vessels. The Bay space may be enclosed by the power operated Hangar Bay Doors and then pressurized. When so enclosed, gravity plates in the Hangar Bay floor may be energized. Locking mechanisms permit Ship's Auxillary Vessels to be secured in place sufficiently for Coreship operation with the Hangar Bay Doors still open.
- 8 Flight Operations Control and Ship's Vehicle Maintenance - On Deck 105 this area serves as the station for directing launch and recovery operations from the adjacent Hangar Bay. Also Pilots and Crew of the Auxillaries use this area as a Ready Room.

The Control panel in front of the chair has controls for the Landing Bay Doors, Hangar Bay Pressure and Gravity, Ship Mooring and Attachment Controls. It also has Navigational and Communications equipment for directing Ship's Auxillary Craft. At least one of these stations is manned whenever any Auxillary Craft are operating. All three stations are manned when attaching or releasing Moduleships to or from the Coreship. It is standard practice to man the station when workers are in the Hangar Bay itself.

On Deck 106 this area serves as the Workroom for Vehicle Maintenance and Repair. Each of the three rooms on this deck level contains: 3 Metalworking Tool Sets, 3 Mechanical Tool Sets, and 3 Electronics Tool Sets.

- 9 Hangar Bay Doors - On Decks 107 and 108 each of these three areas contains an Auxillary Powerplant. Each Plant is capable of powering the Life Support Systems of the entire ship by itself.

From Decks 109 to 116, this area contains one of the three Maneuver Drives. Each drive unit is independent but can only give an acceleration of 1/3 Standard Gee.

These power-operated folding panel doors are controlled from the Flight Operations board, though there is an override system in place at the operating motor itself. A manually operated backup system exists but is seldom used. Under power, it takes four minutes to open or close the Bay Doors.



## Deck M Bridge/Computer Deck

Since each Moduleship also functions independently, it must have a complete complement of Flight Controls. While attached to the Coreship, only the Ship's Security, Life Support, and Passenger Services Stations are manned. Under Combat Alerts, all positions of both Moduleships and Coreships are manned. Access to this deck is gained only with an active Bridge Crew Key. The area is constantly monitored from the Coreship Bridge. An armed security Guard is always on duty here. Maneuver and Navigation of the ship is possible with only three active Control Stations. These are numbers 11, 16, and 20. Station 11 will be occupied by the Officer of the Watch. Backup Command Stations are located in Damage Control.

- 1 Lift Shaft - Standard Internal Elevator. Opens only to an active Bridge Crew Key.
- 2 Control Station - Passenger Services
- 3 Control Station - Passenger Services
- 4 Control Station - Auxillary Helm and Communications
- 5 Computer and Avionics - Electronics Systems
- 6 Control Station - Computer Programmer
- 7 Control Station - Computer Monitor
- 8 Control Station - Counter Measures
- 9 Control Station - Target Aquisition
- 10 Control Station - Gunnery Officer
- 11 Control Station - Captain
- 12 Control Station - Security Officer
- 13 Control Station - Damage Control Systems Monitor
- 14 Control Station - Damage Control Engineering Monitor
- 15 Control Station - Navigation
- 16 Control Station - Helm
- 17 Control Station - Life Support
- 18 Control Station - Power Systems
- 19 Control Station - Propulsion Systems
- 20 Control Station - Engineering Officer



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Maintenance, Security Robot Type I

#### Deck N Crew Quarters Deck

The deck contains the Staterooms for the Crewmembers, the facilities for Crew personal Hygiene, and Lounge areas for the Crew to relax away from the passengers.

- 1 Lift Shaft - Standard Internal Elevator. The access opens only to an active Crew Key.
- 2, 3, 4 Standard Crew Stateroom - See complete description below.
- 5 Crew's Fresher - This room contains facilities for personal hygiene. There are such units as Sono-massage Showers, Dipiliator/Hair Stylists, Auto-Cosmeticians, Uniform Clothing Renovators/Restorers, Toilets, and Sinks.
- 6, 7, 8, 9, 10 Standard Crew Stateroom - See complete description below.
- 11, 12, 13, 14 Officers Staterooms - Each Officer's Stateroom contains two beds, two chests of drawers and clothing wardrobes, two desks with chairs, two lounge chairs and two adjustable lighting assemblies. Unlike the Crew Staterooms, the position of the interior furnishings is changeable. Each item is attached to the deck or another piece of furniture to prevent motion of the furnishings under Ship's Maneuvers or Zero Gravity conditions. Small latches secure each drawer and its contents in place. An Entertainment/Communications module is built into the wall with two remote terminals which can be positioned about the room. Under the padding of each bed is an Emergency Vacc Suit.
- 15, 16, 17, 18, 19 Standard Crew Stateroom - See complete description below.
- 20 Crew's Fresher - Same as No. 5.
- 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36 Standard Crew Stateroom - While built to a standard 3 meter by 6 meter floor plan, each Stateroom has built into it fairly comfortable accommodations. The furnishings comprise two bunks, stacked one above the other, a chest of drawers, a small table with two chairs, and a closet on the wall opposite the entrance. A panel beside the door has a Videoscreen with Entertainment Channel/Communications Controls as well as room temperature and light controls. A garbage receptacle is located underneath the panel. Built into the wall beside the closet is an Emergency Life Support System. Under the padding of each bunk is an Emergency Life Bubble.



## Deck O Gunnery Deck

The Forward Gunnery Deck is Number 4 and the After Gunnery Deck is Number 40. The areas labeled 6 and 7 on the plan serve different functions on the two decks.

- 1 Lift Shaft - Standard Internal Elevator. Opens only to active Bridge, Engineering, or Weps Crew Keys.
- 2 Gunnery Control Panel - This area contains the standard control panel for Weapons Systems Monitoring and Weapons Firing. Normally manned only during Combat Alerts.
- 3 Weapons Auxillary Equipment - This area contains the basic Electrical and Mechanical Systems necessary to operate the Weapons Turret.
- 4 Weapons Mount - The actual weaponry itself is located here in the directable turret.
- 5 Turret Support Equipment - This area contains the machinery which directs Target Movement. The Backup Systems for Target Aquisition and Tracking are also located here.
- 6 Avionics - This area contains all the "black boxes" with the Electronics Systems which control all the internal ship's functions. On the Forward Gunnery Deck this area monitors Ship's Security and controls Life Support Functions. On the After Gunnery Deck, this area serves as the Damage Control Station and Auxillary Bridge.
- 7 Life Support Machinery - The main equipment for renewing the ship's Atmosphere is located here although Auxillary Units are scattered throughout the ship. This machinery also purifies and recirculates the ship's Water Supply.

### Forward Gunnery Deck

- 8 Control Station - Life Systems Monitor
- 9 Control Station - Security Systems Monitor
- 10 Control Station - Security Systems Monitor
- 11 Control Station - Security Systems Monitor
- 12 Control Station - Port Gunner
- 13 Control Station - Starboard Gunner

### After Gunnery Deck

- 8 Control Station - Life Systems Monitor
- 9 Control Station - Damage Control Officer
- 10 Control Station - Internal Systems Monitor
- 11 Control Station - External Systems Monitor
- 12 Control Station - Port Gunner
- 13 Control Station - Starboard Gunner





### Deck P Cargo Deck

The forward section of Cargo Decks Number 5, 6 and 7 connect with the Cargo Decks of the Coreship (24, 25, 26). Passenger Baggage is carried here as well as any commercial cargo which might need transshipment during the voyage. On a roll of 9+ there will be 1 - 3 Cargo Handlers present shifting material from the Module to the Core or vice versa.

The after section of Cargo Decks, Numbers 38 and 39, are not connected with the Coreship during the voyage. Cargo which is intended for the Moduleship's destination is stored here. These holds are also used to carry the consumables utilized by the passengers on the voyage. The organic mass utilized by the Food Synthesizers in the ship's various eating establishments is carried here. On a roll of 10+ there will be 1 - 2 Cargo Handlers present moving consumables to the place of use.

- 1 Lift Shaft - Standard Internal Elevator. Opens only to an active Crew Key.
- 2 Cargo Area - A large volume which is almost completely filled with neatly stacked and fastened plastic or metal crates and containers. A computer terminal near the Lift Shaft permits the Crew to easily find the location of any specific item. Narrow aisles permit access to the items.
- 3 Cargo Doors - On Decks 5, 6, and 7 opening to the Coreship in flight. On Decks 38 and 39, these doors are only opened in Port for loading or unloading.

### Deck Q Passenger Deck

This deck contains the Passenger Accommodations, the main reason for the existence of the ship. The Cabins themselves vary in size and shape but will have a minimum area of 4.5 by 6 meters. The larger the Cabin, the greater the Ticket price.

- 1 Lift Shaft - Standard Internal Elevator.
- 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24 Passenger Staterooms - See description below.
- 25 Common Room - This area is a small Lounge before the Lift Shaft when the Moduleship is running independent. When attached to the Coreship, the large hatch is opened to provide access to the Coreship Arcade or Passenger Deck. It is not standard practice to open these hatches aft of Deck 19 since these are Jump and Power Decks on the Coreship.

On at least one of the Passenger Decks Staterooms No. 2 through 7 are converted to a Sick Bay where two Medical Attendants are always on duty.

Passenger Staterooms of even the minimum size of 4.5 x 6 meters have one large bed (or two small beds) with a spacious chest of drawers and wardrobe built into one wall. Also standard is a small table with two adjustable lounging chairs and a mobile lighting module. The Stateroom has a plush carpet in a neutral beige color with the walls and ceiling special mutable panels. These panels are programmed from the Entertainment Module to be changeable in all colors of the spectrum as well as mirror function. The Entertainment Module may be set to display any one wall with a holographic mural. Limited Scent Scores and Sound Tracks are also available. The room also contains a Fresher Module which is programmable for various personal hygiene and grooming functions. Clothing may be specially ordered from certain of the ship-board Shops by making use of the room service function of the Entertainment and Communication Module. A garbage receptacle is built into the wall beneath the Entertainment Module. An Emergency Life Support Bubble is built into each bed under the padding.



Card Check, Security Robot Type I



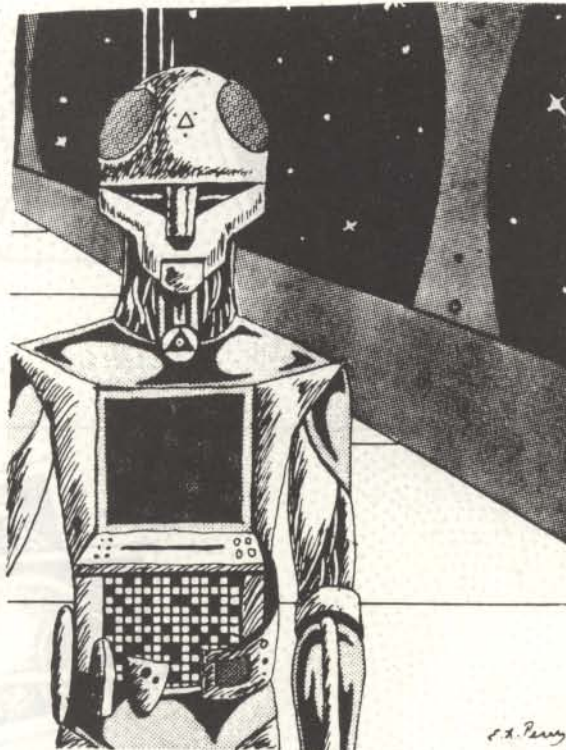
## Deck R Shops Deck

Each of the Shops Decks is divided into two, three or four Retail or Service Establishments. The exact plan differs on each deck and the types of Shops and Services available are frequently changed from voyage to voyage. Interior partitions are easily moveable to permit quickly changing each Shop layout. Each Shop area also has plug-in access to the Ship's Service Communications Network. Also full power and utilities outlets are provided.

- 1 Lift Shaft - Standard Interior Elevator.
- 2 Passenger Public Fresher A
- 3 Passenger Public Fresher B
- 4, 5, 7, 8 Shops - The individual Shops specialize in exotic luxuries or personal services. The Shopkeepers are considered to be Crewmembers as part of the Stewards Division. Shop Personnel must complete a basic Spacehand training before their franchise is approved. A list of possible Shops is given below.

1  
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3  
4  
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- 6 Mezzanine - The Common area outside each Shop entrance. The large double hatches are opened to the Coreship when docked.



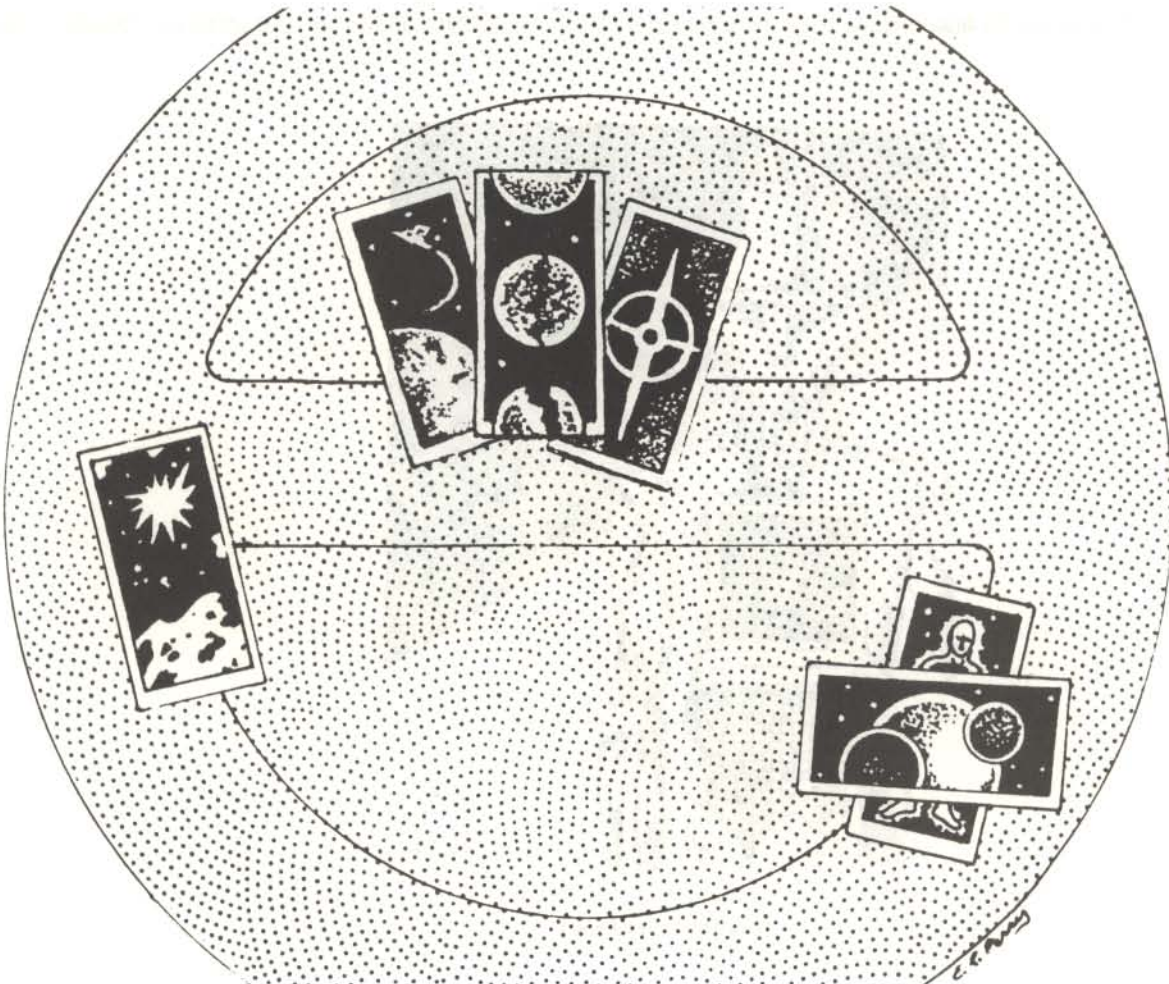
Security Robot Type I



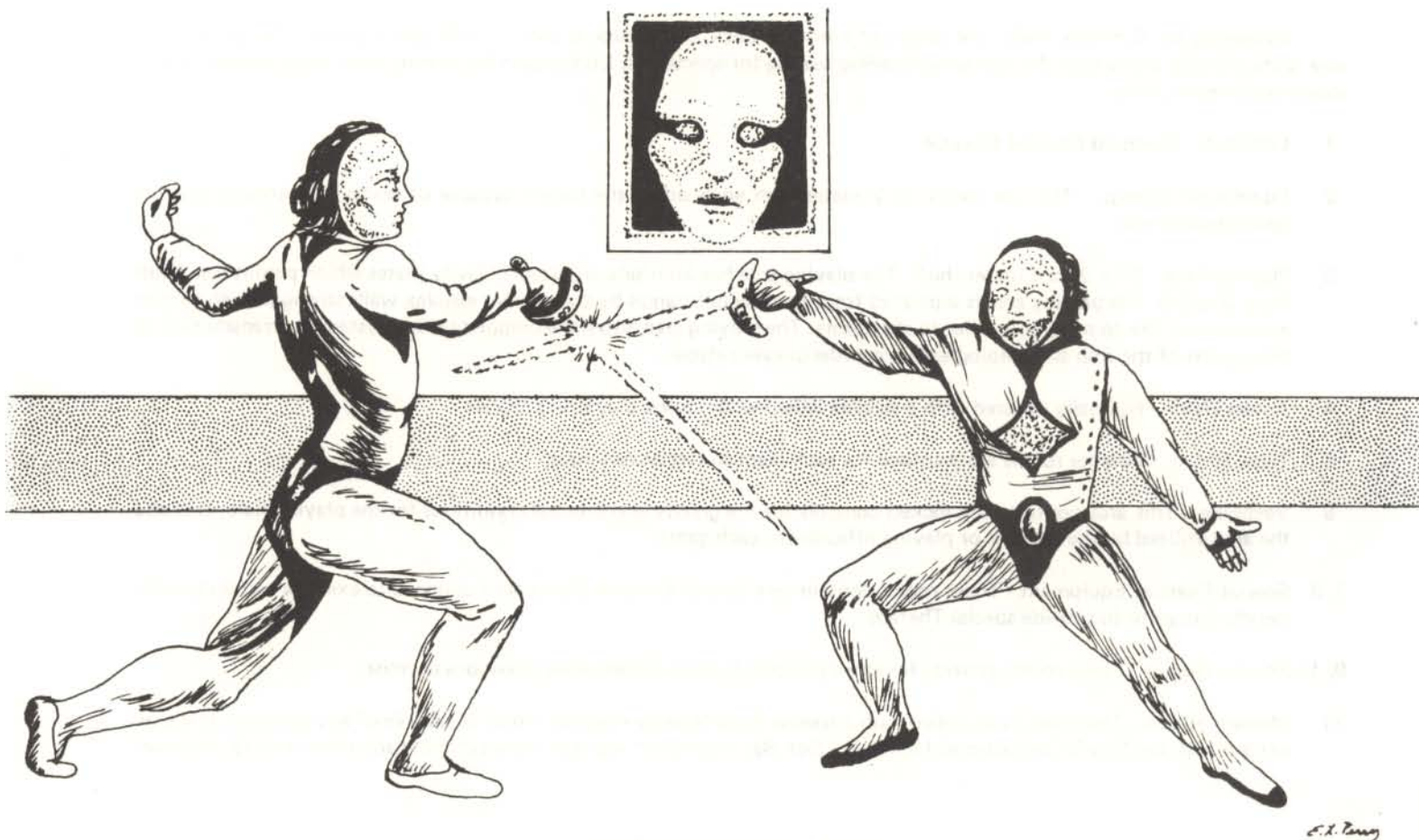
### Deck S Arcade Deck

This deck is typical of the decks devoted to Passenger Enjoyment on the ship. The plan shown here is for a Casino. The central area has the gaming machines while the side areas are filled with tables for participatory games. Other arrangements are common, frequently the center section serving as a Bar/Lounge and the side sections as Dining Areas.

- 1 Lift Shaft - Standard Internal Elevator.
- 2 Machine Games - Normally set up as a "Blue Nebula" game. For characters wanting to participate, place a bet and roll two dice. DM of Gambling Skill is applicable. 7 through 10 returns the money, 11 returns double the money and 12+ returns triple the money bet originally.
- 3 Gaming Tables - Set up for "Zip-Spin" which is played against a Games Master. The Games Master rolls a single die and adds his expertise (usually 3 or more) to it. The player rolls a single dice and adds his/her own Gambling Skill. If the number is the same as the Games Master's, one half of the players bet is returned to him/her. If the players number is two or more higher, the player wins double the original bet.
- 4 Gaming Tables - These tables play a special type of card game whose rules change at random intervals during the course of the game. The referee rolls two dice. The player character places a bet and then rolls two dice. The player is permitted to add or subtract either his Gambling Expertise or one digit for every number his Intelligence exceeds nine. If the player can match the referee's number, the character wins double his/her bet.
- 5 Access Doors - These large doors are opened to the Coreship if the Arcade Deck is located from Deck 27 to 38 of the Coreship.
- 6 Side Areas - In these areas tables are set up so that the passengers may amuse themselves at any game they care to arrange. This is one of the traditional areas for player characters to make contacts or hear rumors. Refer to the Rumor Table (Page ) at this point or introduce one of the referee's own.







Practice Bout with Electro Foils

#### Deck T Entertainment Deck

This configuration of deck is set up for Audience/Performer participation. Normally the deck is a Niteclub with Live or Holographic Performances. Other types of shows are scheduled from time to time.

- 1 Lift Shaft - Standard Internal Elevator.
- 2 Passenger Public Fresher A
- 3 Passenger Public Fresher B
- 4 Tables - Audience or Patrons seating at four adults per table. Tables and seating can be retracted into the floor to provide a larger open area.
- 5 Open Area - Often used as a Dance Floor, this area can be expanded to include the entire deck by retracting the tables into the floor.
- 6 Bar - Supervised by two Bartenders, the auto-bar can mix up any known drink in seconds. This particular model also has a special program that permits it to generate new drinks at random from its large stock of alcohols, spices, and other intoxicants.
- 7 Stage - The performing area of the Band or Entertainment Group, this area has a very sophisticated Holographic Recorder/Projector built into it. Entire performances are taped and rerun. The equipment also provides background and accompaniment for any Live performances.



### **Deck U Sports Deck**

Extending for 6 meters, twice the height of a normal deck, this section is used to hold Sports Events. The center open area is the playing arena with the side wings holding seating for spectators. Underneath the seating areas are equipment storerooms and dressing areas.

- 1 Lift Shaft - Standard Internal Elevator.
- 2 Equipment Storage - The one meter to 2 meter high areas under the lowest expanse of seating are utilized to store Sports equipment.
- 3 Playing Area - 27 x 23 x 6 meters high. The playing area has infinitely adjustable gravity plates which permit Gee fields from 0 to 2.5. The playing area is separated from the spectator areas by transparent visiplex walls strong enough to stop auto-cannon fire to prevent injuries to spectators. The playing area also has a complete video system for transmission to other parts of the ship and a holographic recorder/player system.
- 4 Access Hatch - Normally covered with a visiplex shield while sports play is in progress.
- 5 Team Room - Separate rooms are provided for each team to rest or suit up in.
- 6 Vestibule - This area contains the locked controls for the gravity and internal conditions for the playing field. It is also the area utilized by the referees or playing officials for each game.
- 7, 8 Special Exercise Equipment - These rooms contain very special Exercise Equipment designed to exercise certain specific muscle groups or to provide special Therapy.
- 9, 10 Shower Rooms - These rooms provide for extra personal hygiene needed after strenuous exercise.
- 11 Massage Room - This room is equipped with a special Auto-Massage machine which is capable of any program. It is connected with the Ship's Computer and the Ship's Sick Bay to prevent any user from suffering any harm through miss-use.

### **Deck V Fuel and Power Plant**

Extending for two decks, Numbers 41 and 42, this section of the ship houses the Powerplant. The control panel is located only on Deck 42, catwalks extending around the Powerplant itself on Deck 41.

- 1 Fuel Tank - This tank built into the hull contains the liquid hydrogen fuel. The dashed lines running diagonally across the tank are anti-slosh baffles.
- 2 Lift Shaft - Standard Internal Elevator. Opens only to active Engineering Crew Key.
- 3 Powerplant - The actual Powerplant itself, surrounded by a maze of piping, wiring, and wave guides, and encircled by a metal mesh catwalk at mid-level.
- 4 Auxillary Machinery - The coupling and controlling devices which permit the module Powerplants to function smoothly in parallel with the Core Powerplant.
- 5 Emergency Power Generator - A Thermionic Power Convertor utilized for emergency activation of a Powerplant.
- 6 Power Systems Control Panel - Normally completely manned during flight operations, only a single Watch Stander is necessary here when linked to the Coreship.
- 7 Control Station - Power Officer
- 8 Control Station - Fuel Monitor
- 9 Control Station - Power Monitor



### Deck W Fuel Deck

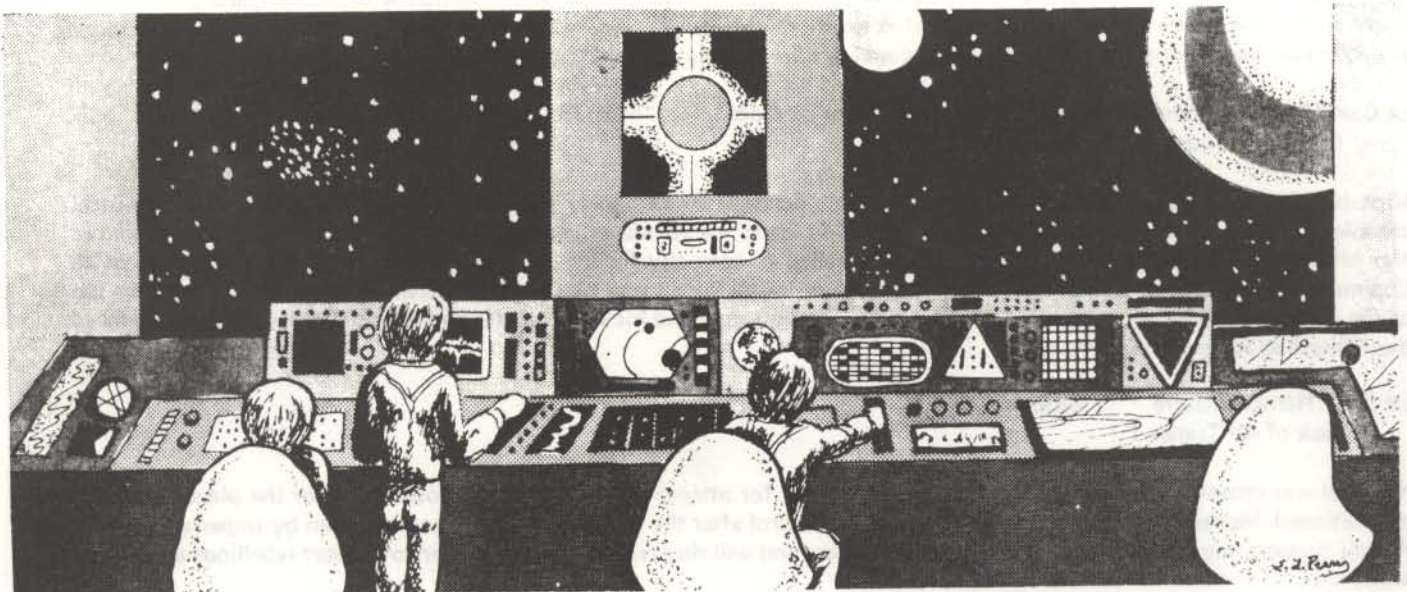
Five decks on each Moduleship are completely utilized for fuel storage. The tanks on each deck are separated from those on the next by emergency bulkheads designed to prevent excessive fuel loss in case of leaks or damage. The tanks extend from Deck 43 to Deck 47.

- 1 Lift Shaft - Standard Internal Elevator. No access exists from the Lift Shaft to the Fuel Deck.
- 2 Fuel Tank - The tanks built into the hull contain the liquid hydrogen fuel. The dashed lines running diagonally across the tank are anti-slosh baffles. Access to the fuel tanks is gained only when they are empty. Special hull hatches admit ship's personnel for inspection and repair tasks.

### Deck X Maneuver and Jump Drives Deck

These two decks form the extreme after end of the Moduleship comprising Decks 48 and 49. While completely manned during independent flight, the control panels on Deck 49 have only a single Watch Stander when the Module is linked to the Coreship.

- 1 Lift Shaft - Standard Internal Elevator. Opens only to active Engineering Crew Key.
- 2 Maneuver Drives - Located here is the paired Maneuver Drives which move the ship in normal space. Catwalks surround the various levels of the engines to permit Crewmembers to perform inspection and maintenance on the maze of pipes and connections.
- 3 Jump Drive - The massive engine, comprehensible only to Hyperspatial Engineers, is located here. The iridium-steel casing is wrapped about with pipes, wave guides, and wiring. A metal mesh catwalk extends completely around the casing at 48th Deck level.
- 4 Control Panel - Located on the 49th Deck level, this area contains the control and monitoring equipment actually used to direct operation of the Ship's Drive Systems.
- 5 Control Station - Drives Officer
- 6 Control Station - Fuel Systems Monitor
- 7 Control Station - Jump Drive Monitor
- 8 Control Station - Maneuver Drive Monitor





## Crewmembers

The crews of all ships are divided into three Divisions:

- I Command: The ships Officers and Security Personnel are in this category.
- II Technical: The Engineering and Maintenance Personnel comprise this category.
- III Services: The Passenger Service Stewards and Shop Personnel make up this category.

The members of each Division are also divided into three Watch Sections. The three Watches rotate such that one third of the crew is on duty, one third is on stand-by status, and one third is off duty. The Passenger Services operates slightly differently. Minimum services are maintained at all times. Peak Services Personnel are on duty to match the Passenger Activity Cycle. This cycle runs somewhat independent from the ships crew. During the voyage from one system to the next the ships Light and Dark Cycle is gradually changed to match the Day and Night cycle of the Starport at the destination. During the same time the wavelength of the ships illumination and the gravity setting is also gradually adjusted to match the destination. The Medical Section of Passenger Services monitors the effect of these changes on the passengers to detect and prevent any ill effects on health.

The crew of the Coeship is selected by a special Bureau of the Confederacy Naval Reserve. The intention is to comprise a crew of competent individuals whose interests and loyalty are to the Confederation as a whole and not to any specific member planet. There has been an increasing tendency to use retired Military Personnel of Confederation Member Planets. Occasional exceptions to this policy occur due to internal politicking of various factions in the Confederacy Central Bureaucracy.

The crews of the individual Moduleships are selected by the member planets of the Confederation to best serve their own interests. The overall attitude is to support the Confederation against outside menaces but to try to gain as much advantage over fellow Confederacy members as one can. Imperial policy is to neutralize one bickering faction with another and permit the Central Confederation Government to be as powerful as possible. Agents of the Mandanin Co-Dominion have been trying to foment quarrels between the member governments to handicap the Central Confederation Government. These pressures on the individual member systems frequently result in the Moduleship crews being of less than the highest quality possible. Political influence is very important in gaining and maintaining a job in a Moduleship crew.

The command structure of the assembled Passenger Ship is unusual. The Command Council is formed of the three Moduleship Captains presided over by the Coeship Captain. One Moduleship Captain is on duty on the Coeship Bridge at all times with the Coeship Captain always on call. There is a significant rivalry among the Moduleship Captains to demonstrate the greatest competency and efficiency and so show their member state to be the "best."

Executive Officer: Cardos Santino      578885 Age: 34  
Pilot 2; Admin 2; Gambling 2

An incompetent who reaches his position through connections, Cardos is the source of many of the ship's rumors. He avoids the Captain as much as possible due to the Captain's dislike of Cardos. Cardos likes to mingle with the rich, and often can be found in the big gambling games. His lack of concern for his duties aboard the liner have caused a considerable amount of friction between him and his subordinates, as well as a few problems with home office.

Ex Com (External Communications) Officer: Mharshim Mh'andra      B59676 Age 30  
Communications 3; Electronics 2; Brawling 2

Mharshim is a soft spoken young man whose quietness conceals an extremely violent temper. He has broken several control consoles in a rage when his radio has failed to function up to his standards. He has many of the crew members terrified of him after his recent thrashing of a Repairman who failed to correctly fix the communications panel. He is in charge of all Communications Personnel, and they have learned to do nothing to make him angry. Mharshim would never permit the use of the communications equipment for any non-authorized purpose and his subordinates will follow that rule unless convinced that Mharshim has given his approval.

Steward: Hanschel Guire      68B944 Age: 23  
Jack of All Trades 1

Hanschel was recently discharged from the Imperial Army for attempting to topple the government of the planet where he was stationed. He decided to leave areas under Imperial control after the suggestion was advanced to him by Imperial Officials. He will support any action which is basically rebellious, and will do everything in his power to support rebellions against the Imperium.



Security Man: Chuck Van Trisk      868445 Age: 25  
Jack of All Trades 2; Pistol 1

Chuck is a temporary employee of the company, just working until he gets bored. He never sticks with anything for too long, whether its a job or a thought. He has no interest in the interplanetary rivalries of the region, having been born in the Imperium. As a Security Officer, Chuck is fairly lax letting most minor problems just slide on by.

Security Man: Elkheart Askondo      695544 Age: 29  
Pistol 2; Electronic 2; Comp 1

A sly little weasel, Elkheart specializes in eavesdropping and spying. His objective in this spying is obtaining some type of information which he can use for extortion. He is wanted in the Imperium on several charges, including selling state secrets.

Security Woman: Barhama Allharma      885576 Age: 31  
Pistol 2

A strict enforcer of every known rule, Barhama is regarded by her colleagues as the perfect company tool. Their continuous sarcasm concerning her dedication to regulations has left her a bit paranoid and hostile toward any company personnel. Barhama is a native of Tellmar, and is highly, suspicious of and hostile to anyone coming from the Farwall system.

Security Man: Hastrace d'Issin      665867 Age: 42  
Pistol 4; Admin 1; Rifle 1

Hastrace has several major grievances with the company, mostly revolving around his lack of promotion. His lack of promotion is due mostly to his tendency to meet any problem with his gun drawn, and counter any violence with bullets. In his four years with the company, Hastrace has killed four people and wounded nine. The only reason the company retains him is that once he was right and managed to kill an extremely dangerous criminal.

Assistant Engineer: Morhi Tahhadru      A68657 Age: 18  
Engineering ½

An on-the-job trainee, hardly knows which engine is which, much less how to fix one of them. He can often be found wandering the Drive Decks with a technical manual in hand lost in the maze of machinery. He is beginning to regret coming into space at all, and devoutly wishes he had stayed at home on his Father's farm.

Engineer: Dar Fels      79A687 Age: 28  
Engineering 3; Mechanical 2

Dar is slightly mad, at times moving into a little world all his own. No one has reported his lapses to the company yet, but there are several rumors that a representative of Office of Employee Fitness is waiting for Dar at the end of this run. These rumors have Dar extremely nervous, and his work of late has become quite shoddy.

Navigation Officer: Radas Smith      569898 Age: 38  
Navigation 3; Computer 1; Pilot 1; Gunnery 1; Jack of All Trades 1; Rifle 1; Pistol 1

Having once been a Scout, Radas has begun to wonder why he ever took this job. He finds his work as navigator extremely repetitive and boring, and is considering joining the ranks of free wheeling adventurers. He is by rather gregarious and enjoys a good time, but he is frequently hostile to anyone who claims to like the Imperium.

Life Support Officer: Aldriss Lantrick      787985 Age: 27  
Electronic 2; Computer 2

A fun loving person, Aldriss occasionally adjusts the temperature to cools or freezes one section of the ship. The problems are always blamed on the computer. Aldriss is known by the rest of the crew as a practical joker, although he only rarely pulls them on passengers. He is a dedicated supporter of the breaking up of the Confederation, and does enjoy harassing anyone connected with the Confederation Government.

Computer Officer: Gearan De Nier      448997 Age: 45  
Computer 5

Gearan is a very narrow person, concentrating always on his computers. He firmly believes in the superiority of the machines to man and enjoys nothing better than watching some person being outsmarted by a machine. He is very jealous of his privileges with the computer, and resents anyone else using them. He will continuously complain if anyone uses the computers, and accuse them of damaging his machines.



Steward: Morivin Helcher      775478 Age: 31  
Steward 2; Gambling 2; Jack of All Trades 1

Morivin sets up most of the private gambling games which occur aboard ship, and has close contacts with many extremely wealthy gamblers. He charges a 500 credit fee for helping someone get into one of these high stakes games. He is a double agent working for both the Confederation Central Security and the Imperium. The Imperium is aware of the situation but is not concerned.

Shop Clerk: Karen Mystaler      6B6577 Age: 34  
Admin 3; Computer 2

Karen works in various ships, depending on whichever needs help at the moment. She has gained the trust of most of the store owners, and intends to use this trust and her computer skill to try a little embezzling. Her knowledge of the ship beyond the stores is minimal.

Steward: "Lefty" Adell      845A57 Age: 46  
Steward 4; Electronic 1

"Lefty" is so nicknamed because of the explosion a hand laser which destroyed his right hand. He is quite wary of anyone who uses that type of weapon. His main interest is in making enough money to retire, and he will consider doing something illegal if it promises a big payoff. His knowledge of all areas of the ship is extensive.

Steward: Davis MacFaaden      996687 Age: 27  
Pistol 1; Electronic 2

Davis is an agent for the Confederation Central Security Section. He is on his first trip on board the ship, and he still tends to get lost. His present mission is surveillance of Mallidon Lass, a known Assassin who is tracking his next victim. Davis is unaware of the identity of the victim, and this severely inhibits his surveillance as he can't keep up with Mallidon twenty four hours a day.

Chief Security Officer: Photeum Cardinius      756987 Age: 39  
Pistol 4; Electronic 2; Admin 2

As Chief Security Officer, Photeum's job rests on preventing small problems turning into large problems. He prefers quick, easy solutions to problems, with cover ups being his favorite tactic. He is not nearly interested in truth as he is in providing a reasonable explanation for any strange occurrences on board.

Captain: Tzolf Fharn      8669BB Age: 51  
Pilot 3, Admin 3; Navigation 2; Blade 2; Vacc Suit 2; Pistol 1; Computer 1

A long time Merchant Captain, Tzolf has just recently been given command of the Cruise Ship. He runs things by the book, and will tolerate no variations or personal initiative. He tends to stay on the Bridge as he considers it beneath his dignity to mingle with the passengers any more than is required by protocol. He suspects every third person of being a Confederation Spy sent to check up on him, and always acts as if someone were watching him. He absolutely despises both his Chief Engineer and Chief Steward for personal reasons, and does everything in his power to make their lives miserable. Anyone who associates with the pair, also are targets for his ire. The Captain's great weakness is alcohol. He over-imbibes only rarely, but when he does, he tends to get into brawls with his Chief Officers over their "spying" and "incompetence". The Captain tends towards these moods most often when very unusual people come on board, as he believes them to be spies. Anyone or anything different is suspected in his book. The Captain has never had a chance to visit the Resort Planet, and he is slightly jealous of those who can afford that privilege.

Chief Engineer: Haldriss Nattal      A69886 Age: 45  
Engineering 5; Admin 3; Mech 3; Electronic 2; Vaccum Suit 1

Haldriss, due to the extreme reliability of the ships engines, Haldriss has very little to do during his flights aboard the ship, and has taken up gambling as pastime. His losses and debts are beginning to wear on his nerves as is his constant arguing with the Captain. He is constantly on edge and looking for any way out of his problems, including accepting bribes, theft, or even murder if it come to that point. His work is beginning to become erratic, and the chance of some major failure in the engines grow larger every day.



Cargo Handler: Aja Khass      869654 Age: 30  
Mech 1; Driver 1; SMG 1; Rifle 1; Pistol 1; Brawling 1

Raised on a violence prone planet, Aja decided to leave in order to live an extended life. His main characteristic is an almost complete silence in the presence of strangers. He speaks as little as possible, preferring merely to nod a few times and go back to work. There are very few things which bother Aja, and he's a great man to have around in an emergency. He always carries a Body Pistol, a product of his violent youth, but he never pulls it except in the most dire emergency.

Steward: Mathu Xene      476795 Age: 25  
Steward 2; Brawling 1

A violent tempered man, Mathu is guided through life by his hatred of anyone from the Randabar system. Anything which goes wrong on the ship is their fault, as is anything which goes wrong in his life. He has no morals, nor does he have any regard for anyone else's opinions. His concern is more for himself and his comfort rather than that of the passengers.

Steward: Shaldrisson Fellmi      776945 Age: 23  
Steward 1; Forgery 1; Electronic 1

Shaldrisson takes things from the passenger's rooms whenever she can get into one alone. She never steals anything very valuable or important, but prefers small, ordinary looking objects. She doesn't realize that a lighter she stole three months ago belonged to a Mandanin Agent, and contains a computer memory chip with the plans of several key Krax Confederation bases. She always carries a lockpick kit.

Steward: Dragos Obell      575966 Age: 38  
Steward 3; Demo 2; Mech 1; Pistol 1; SMG 1

Dragos is a member of SFF (Society For Freedom), a small, but violent group opposed to the Central Confederacy Government. His task is to provide information concerning the movement of government officials and diplomats who travel on the liner. He has also performed two assassinations in the past 8 years, making one look like an accident, and surviving the scrutiny of the crew which followed the other. He fears nothing, and is totally dedicated to his cause.

Steward: Lume Heriddistass      A86785 Age: 35  
Steward 2; Brawling 2; Gambling 2; Pistol 1

Lume can normally be found at the crew's bar, drinking, fighting or gambling, or any combination thereof. He performs his job as well as he can, but when he goes off duty, he likes to have a little fun. He never holds grudges over what happens in a game or fight unless some type of cheating was involved. In those cases, he becomes a remorseless enemy who will do everything possible to get even.

Security Man: Lisese Champell      699757 Age: 26  
Pistol 3; Rifle 1; Computer 1

Lisese, like most other security men aboard the module, is convinced that the breakup of the Confederation is near, and that the Module ships will be one of the first targets of violence by the enemy. He is suspicious of anyone not from his home system (Utiger) and anyone bearing weapons will definitely be watched closed. He despises the Imperium and any favorable mention of it is likely to bring a hail of scorn from Lisese.

Security Man: Celric Imanta      676858 Age: 21  
Pistol 2; Survival 1

Celric is as suspicious of the Confederation as Lisese (above). He, however, doesn't really trust Lisese, considering him to be too arrogant for his own good. Celric hates no one in particular. He is equally suspicious of everyone. He lacks common sense, and tends to come up with some very strange ideas for solving problems.

Security Man: Manfred Seer      886A76 Age: 30  
Pistol 3; Admin 1; Gunnery 1; Electronic 1; Computer 1

Manfred is not from the region, and therefore is not as involved with the interplanetary hostilities as his colleagues. He thinks that they're one-time Mercenary, a fact in which he takes some pride. Any former Mercenaries or Mercenary types (the players) are his friends for life.



Security Man: Gire Enfec      6697867 Age: 23  
Pistol 2

Gire's main trait is a streak of cruelty which often flushes to the surface. He enjoys inflicting pain on what he refers to as "lower forms of life", referring to people from the Abin and Hrothgar systems. He is a close friend of the Captain, a fact which has allowed him to keep his job. He is wanted in the Imperium for a murder (a crime which he did commit), and gets nervous in the presence of any Imperial types.

Engineer: Rahi Jobtel      468AA7 Age: 41  
Engineering 5; Mech 2; Electronic 1; Computer 1; Med 1; Brawling 1; Vacc Suit 1

Due to the low level of crew skill on the Module, it takes all of Rahi's skill to keep the engines running right. He appreciates any and all help as he is not impressed with his assistant Thaddeus. (See below). Rahi's knowledge of the Module workings, is as complete as anyone's. He avoids contact with the officers and passengers as much as possible as he regards all of them as too political for his taste.

Assistant Engineer: Thaddeus Ratch      877554 Age: 24  
Engineering 1

Thaddeus has proven to be a lazy incompetent who prefers watching other people work. His position is secure, though, as his Father is a friend of the directors of the system company. He feels superior to everyone in every way, and is not afraid to tell people about it.

Module Captain: N'hat Restinglade      6589A8 Age: 44  
Admin 4; Pilot 4; Gunnery 2; Pistol 2; Computer 2; Vacuum Suit 2

N'hat is convinced that the end of the Confederation is near, and that interplanetary war is a certainty. He and well over half his crew are Utigar, which makes the ship the obvious target of several hostile planets if war does come. Security aboard his ship is therefore very tight, with unauthorized movement around the ship and carrying weapons scrutinized very closely. 80% of the Security Force agrees with N'hat and they lack his every action. N'hat has his Security Force engroce all regulations vigorously, maintaining as much control over the passengers as possible.

N'hat mixes with the passengers only on the rarest of occasions. He usually in on the bridge, checking on various passengers and their backgrounds. He is always watching for unknown ships, always sounding Battle Stations whenever he is not positive of a ship's identity. N'hat is totally hostile to anyone working for the main office (i.e., the players), and will do everything in his power to impede their mission, even if it means putting the ship in danger.

Chief Security Officer: Jacib Banport      868877 Age: 37  
Admin 3; Pistol 3; Computer 2; Electronics 2

Like the Captain and much of the crew, Jacib is from the Utigar system, and he professes many of the same beliefs. However, he is actually working for the Central Government, keeping an eye on the crew and Captain. If any of them ever found out, he would be dead, so he keeps a very low profile on his activities. If rebellion ever breaks out aboard ship, he will go along with it until an opportunity to cripple the ship arrives. He will then attempt to escape in a Life Boat.

Cook: Michil Ittaskrin      695A44 Age: 37  
Steward 1

Michil is not involved in the interplanetary rivalries of the region, having come to the area only 6 months ago. He came to the area to escape charges of treason on his home planet. He has no will of his own, and will do whatever the last person to talk to him tells him to do. His reliability is nil, as are his cooking abilities.

Bartender: Kardock Thelinvill      885665 Age: 25  
Steward 1

Kardock is the ship's rumor mill. Talking to Kardock will provide a tremendous amount of information about the ship and its crew but about 50% of what he says come out of his imagination. Like the Captain he is from Utigar, and is prepared to support the Captain at all times.



## Passengers

Myrion Kahallista      6855A8 Age: 22  
None

Myrion is the son of a very wealthy government official. His father gave him this trip as a present for completing a totally useless education. Myrion is always trying to stir up trouble between other people, and he loves to watch a good fight. He recently "borrowed" an experimental hand computer which has access to the ship lines Security Files, and has been digging up information on just about everyone.

Thadius Orrentess      B75585 Age: 30  
Electronics 3; Pilot 1; Vacc Suit 1; Zero G Combat 1; Pistol 1

An ex-Navy man, Thadius is going to the Pleasure Planet to meet his next employer. As he is very near broke, he is extremely interested in any get rich ventures, as long as a minimum of risk is involved. His specialty in electronics is the use of audio plus visual spying devices. He always carries a limited supply of these devices with him.

Ladring Heliskammer      6B4387 Age: 46  
Pilot 2; Mech 2; Vaccum Suit 2; Engineering 1; Pistol 1; Rifle 1; Navigation 1

An energetic old Scout, Ladring has discovered clues to what he believes is a planet made of pure gold. He is intensely nervous about anyone finding out about his information. He is on the ship as it takes him within four parsecs of his objective. He needs help and money but will not reveal any information about the planets location. If he finds someone searching through his equipment or being too noisy, he is very likely (throw of 6+) to start shooting with his snub pistol. His planet actually does have some gold on it, enough to make a small profit, but it is inhabited by a very fierce breed of large felines, somewhat like a sabre-tooth.

Daisy Etherchital      BA6675 Age: 26  
Survival 2; Pistol 2; Vacc Suit 1; Vehicle 1

A frontier planet explorer, Daisy surprises a lot of people with her strength and her willingness to use it. She was rewarded for successful completion of her last job with a trip aboard the ship. During that mission, however, one of her friends was killed through the stupidity of a company supervisor, and she is very interested in arranging an "accident" for him. The supervisor is also on board the ship, (also rewarded for a successful job), and is unaware of Daisy's intentions.

R. J. Gannerthain      6A5789 Age: 35  
Admin 4

A financier of some repute, R. J. is heavily invested in several projects which show signs of becoming disasters. He is therefore very interested in hiring a group of trouble shooters to salvage these products and his reputation. His problems include a virtual state of war between one of his mining companies and the planetary inhabitants over the destruction of certain burial grounds, one of his transports carrying 50 million Credits worth of someone else's gems has disappeared in the Ley Sector, and the collapse of one of his banks following the embezzlement of 120 million Credits. Unknown to R. J., the embezzler is also aboard the ship (see below).

Ciridan Ollistak      665AB8 Age: 38  
Admin 3; Computer 3; Forgery 1

Having embezzled 120 million credits from the Bank of Wolfstar (Ley Sector, Nightmare Subsector). Ciridan (his new name) has shipped into his new identity and is enjoying the fruits of victory. He plans to disembark from the ship before it reaches the Pleasure Planet, and get aboard his own recently purchased yacht. He plans to go to a backwater planet and begin developing his own financial empire. He might be interested in hiring a group of bodyguards, especially if he spots Ganner Thain, (his former boss) on board.

Stanislou Vallinchass      5949AA Age: 68  
Diplomacy 5; Admin 4; Bribery 2; Pilot 1

An Imperial Ambassador at large, Stanislou is well known for his crusades against various "undesirables". He is highly opposed to the carrying of any weapons, believing that weapons are the province of the proper authorities. If he sees anyone carrying a weapon, he will begin to public berate them for their "barbarian like behavior and paranora". Stanislou is keenly interested in collecting information about any possible rebellious sections of the population, and is constantly hiring groups to check out reports of rebellion. (He does allow his employees to carry weapons). There are three different groups which have plans to assassinate Stanislou for his paranoid reports of treasonous groups, and anyone working for him is also a target.



Aarinbell Wyllclyff      8B5B76 Age: 46  
Gambling 5; Streetwise 2; Jack of All Trades 2; Pistol 2

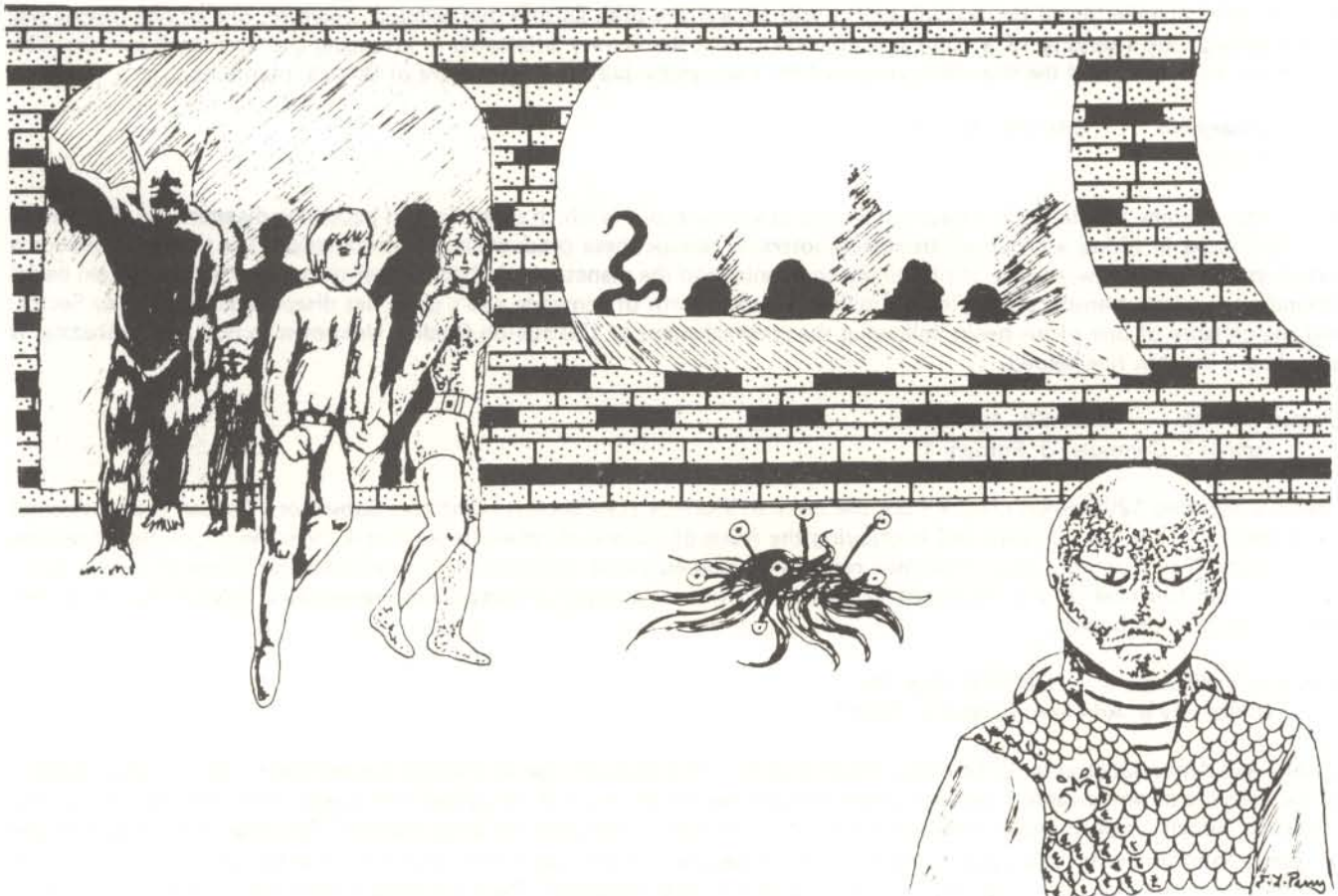
A professional gambler, Aarinbell loves fleecing arrogant rich people. In his spare time, he works on blackmailing anyone he can. Aarinbell puts on a timid front, but he is always prepared to use his Body Pistol at any time. He doesn't like to be beat when gambling, and his temper will usually explode if he does.

Bardo Nielson      45588C Age: 75  
Admin 6; Computer 4; Bribery 4

Bardo is a grumpy old businessman who hates just about everyone. His main objective is to make the lives of everyone around him miserable. His arrogance is extreme, as is his vindictiveness. He has a large financial empire behind him, and little else to do but attempt to get revenge on anyone who crosses him. He also has some influence in the government, and can arrange for government contracts and permits to be cancelled.

Shalli Ghas      894A84 Age: 42  
Forgery 3; Bribery 3; Streetwise 3; Gambling 1

Shalli is posing as a businessman drumming up financial support for his "exploration company". He is bent on collecting 5 million credits before disappearing. He will go so far as to hire "explorers" (the players) and send them off into the wild black yonder to convince people his company is legitimate. He's an incorrigible gambler, but never does very well. As he hates space, he will not go aboard any small ships. He feels comfortable inside large ships where he can't see the stars.



Shopping Arcade



# SCENARIO 1

# CRASH OF THE SINGING STAR

## Judges Information

This scenario involves the crash of one of the Moduleships on a backward member planet of the Confederation. The player's objective is to recover as many survivors and as much equipment as possible. The Confederation would like to recover the entire Module, but this will prove impossible due to structural damage. Failing complete recovery, the Confederation orders destruction of high Technology equipment on the Moduleship to include all Weapons, Drives, Computers, Sensors, and Powerplants. The Confederation emphasizes that as little violence as possible between the Rescue Team and the planet's Natives is necessary but the rescue of the Passengers has highest priority.

Upon separation of the Singing Star from the Coreship, Glimmering Diamond, at Ramin (0423) and prior to preparations for Jump to Krantell (0523) a "Hijacking Attempt in Progress" emergency message was received. The ship refused to answer any further queries and soon Jumped outsystem. Three weeks later, the message from the mission on Kinsharth was received at the Confederation Naval Station on Endit (0626), delivered by a passing Merchant Vessel. In system for regular resupply on an assigned mission to check out local security measures, Team 16C was immediately assigned for a quick rescue attempt. Extra equipment was rushed onboard and much of the outbound voyage was taken up in getting the Cold Sleep Berths hooked up and functioning.

## Security Team 16C

The team is assigned a specially converted Type M Merchant. The ship has been streamlined for atmospheric flight. The entire Third Deck has been converted to Medical Facilities and Low Passage Berths capable of holding 200 people. A special hatch to the exterior has been installed at the position of Stateroom 18. The hatch allows rapid loading of casualties. Staterooms 6 through 17 have been converted to double occupancy. Computer Model 4 has been installed in place of the normal Model 3. The engines have been fitted with special military injectors to permit them to use unrefined fuel. The two side hardpoints have been fitted with triple Beam Laser Turrets. The dorsal hardpoint has been fitted with two Missile Launchers and one Sandcaster.

The Cargo Hold contains 20 tons of equipment and spare parts for repairing the Moduleship, a light anti-gravity AFV armed with VRF Gauss Gun, and an Air Raft. The remaining cargo capacity is 90 tons. Chemical demolitions explosives are on board as well as a small clean mini-nuke in case of need. Extensive Light Infantry small arms are also on board as is Combat Assault Armor for all team personnel.

## Kinsharth 0424

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The planet is an associate member of the Krax Confederation, currently a protectorate administered by Tellmar (0225). Almost a century ago this planet was involved in a religious revolution. With help from other members of the Confederation, the revolt was gradually brought under control. Aware of their impending defeat, the fanatical supporters of the revolt made one last desperate attempt with Bioweapons to regain dominance. The Bioweapon attack caused severe casualties to the Confederate Forces, but soon escaped control and attacked the civilian population. In the aftermath, the surviving civilian population wiped out the remains of both the revolutionists and the Confederation. Fragmenting into a number of small states, the populace began a slow climb up to higher Tech Levels again. At present the overall populace is extremely distrustful of anyone from off-planet. The Diplomatic Mission from Tellmar (0225) is restricted in its number of personnel and its movement is strictly controlled by local authorities.

The Mission does have contact with a communication satellite in orbit about Kinsharth. The satellite relays on to the refueling station on the second moon of the gas giant planet occupying the fourth orbital position out from the sun. Through local contacts, the Mission was able to learn of the crash-landing of the Singing Star and the transference of its passengers to the Detention Camp. The Mission does not know what the future plans for the prisoners are but fears that mock trial and execution are probable.

Following Coreship separation at Ramin (0423) the Singing Star was successfully hijacked by a team of twenty men. Fifteen of the hijackers were killed by ship's Security and several armed passengers. Five of the hijackers gained the Bridge and took control. Two hijackers were severely wounded and refusing medical treatment by ship's personnel subsequently died on the voyage. The remaining three hijackers retained control of the Bridge and the explosive charges fitted with remote detonators and anti-tampering devices which the hijack team had placed in strategic places. Upon entering the Kinsharth system, the Singing Star was directed to orbit the second planet out and a most peculiar taped message was sent out on a little used wavelength by Ship's Communication Personnel. Shortly thereafter, a landing beacon tone was picked up and the ship directed to set down there. During the landing the attention of the hijacker manning the remote detonators wavered for an instant and ship's personnel were able to jam some of the detonating signal. Though all three hijackers were killed, the maneuver controls were destroyed and the ship fell the last hundred meters.

The internal Gee fields held long enough to prevent most damage to passengers. When the ship impacted the bottom eight decks were crushed and the fuel tanks ruptured. The ship fell over crushing in one side from 7 to 12 meters, and then slid down the hill some 200 meters leaving a rather large swath through the forest. Damage to the ship is so extensive that is impossible to repair.



The ship is lying on the side of a hill at a 40° angle to vertical. Movement within the ship is extremely hazardous due to both the angle at which the decks are and the considerable amount of material which is strewn about within the ship.

Discussion of the hijacking by the few surviving ship's personnel gives evidence that the hijackers had extensive help in planning and equipment from a high Tech Level source outside the Confederation. The ship's crew are agreed that it probably wasn't the Imperium and the most likely suspect is the Co-Dominion.

The ship is guarded by two squads of soldiers (10 men) led by a single NCO. Most are usually sitting down, resting against trees. Two are always on guard on the makeshift dirt road the government has created to reach the ship. The amount of normal growth plus the mass of trees felled during the impact provide plenty of cover to reach the ship (throw 11+ to be seen). Sitting at the bottom of the hill on which the ship rests are a pair of canvas-backed trucks with some of the recovered equipment and cargo from the ship (mostly food supplies and barrels of petro-chemicals). Sitting near the trucks is a rather decrepit bulldozer used to build the paths. The bulldozer tends to break down (throw of 10+ each round) quite often. Right next to the open doors on Cargo Deck 6 is a jeep-like vehicle. Also open are doors to 9, 22, and 34.

Inside the ship is a mess. Cargo, supplies, personal gear, and structural parts are strewn about the floor. All power is off. The batteries for the emergency lighting are still functional, but the system must be repaired. It can be jury-rigged on a roll of 8+ (DM of Electronic skill), but that repair will only last for 2D6 hours.

On board the ship are 10 soldiers moving cargo about on Cargo Deck 6 under the watchful eye of a Lieutenant. The soldier's weapons are lying in the corners, but the Lieutenant has retained his Autopistol. If faced with armed invaders, the soldiers will tend to surrender, but the Lieutenant will dive for cover and begin firing. If the Lieutenant lives long enough to fire, 2D6 - 3 soldiers will then attempt to dive for cover and move toward the weapons (Bolt-action Rifles).

On the Bridge are three Intelligence Officers who are attempting to figure out the ship's Controls. All are armed with Autopistols.

On the Cargo Decks, most of the cargo survived the crash due to its packaging. Recovery can proceed on the following schedule: 8 tons per hour for the first 6 hours; 6 tons per hour for the next 5 hours; and 4 tons per hour for up to 10 more hours. This exceeds the remaining cargo capacity of the player's Type M, and no orders have been issued as to priorities. The company will not be too upset if the players abandon the 20 tons of recovery equipment to take on more cargo, but if they abandon either the AFV or Air Raft, the company will be a little annoyed.

The recovery rate for the cargo is based on the supposition that the Type M landed first or was moved to the site of the wreck. If not, half the recovery amounts each hour to take travel time between the ships into account.

The Inhabitants of the area into which the Module crashed are under the rule of a military dictator. Most of the people in the area are sent to investigate the crash. Civilians are sparse in the area, but there are a few farmhouses in the area, including three within 1 kilometer of the crash sight.

The Terrain is composed of low rough hills covered with brush and trees. Movement is difficult at the best of times, impossible at the worst. To the east of the crash sight is a large valley with a Detention Camp for political prisoners. All of the survivors have been taken to this camp for interrogation. A few dirt roads wind among the various farmhouses and a single paved road leads from the Detention Camp to a highway 18 kilometers away.

Animals and people are relatively rare. A few Patrols are still out looking for survivors and curious spectators. Anyone who encounters the players on foot will probably (throw 6+) assume that they are members of some special military force. Anyone who sees the players with their spaceship will definitely report it to the authorities as soon as possible.

#### Detention Camp

48 Guards, 2 Officers, Miscellaneous Personnel

140 Political Prisoners, 120 Survivors of the Crash

Buildings: 2 Guard Barracks, 1 Officer Barracks, 1 Office, 1 Guard Mess, 1 Warehouse, 1 Special Detention Building, 11 Prisoner Barracks, 1 Prisoner Mess, 8 Guard Towers with Searchlights and Machine Guns, Single Mesh Fence 12' high surrounding entire Compound, 1 Motor Vehicle area.

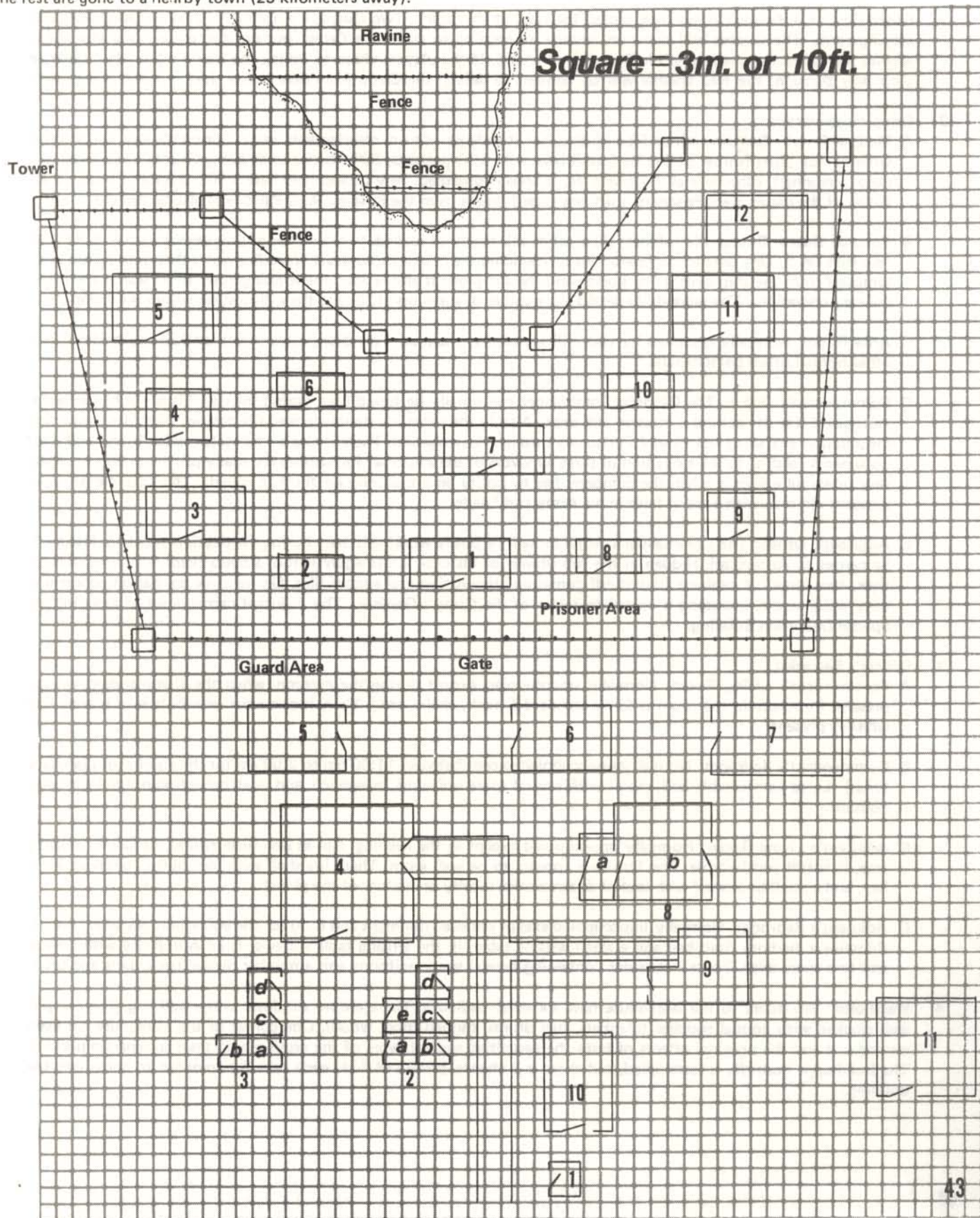
Terrain: The Detention Camp is divided into two areas. The first is the Prisoner Area, which is surrounded by a 3 meter high barbed wire fence (not electrified). The remaining buildings compose the Guard Area. The land for 500 meters around the Camp is a flat grassy area, except for the ravine behind the Camp. The ravine is covered with low shrubs, ranging from .5 to 1.5 meters high. Two 2-meter high barbed wire fences are stretched across the ravine, and the brush is kept cleared for 5 meters on either side of each fence. A single paved road leads to the Guard Area, connecting with a highway some 18 kilometers distant. Various dirt side roads lead away from the main road, connecting the various small farms in the area.

Movement around the Camp: The following vehicles or groups of vehicles are allowed into the Camp without any questions: Supply Trucks (usually 1 to 3), Trucks with more Prisoners (usually only 1 truck with 2D6 Prisoners and 2 to 4 Guards plus Driver), or a Staff Car carrying Interrogation Officers. Due to the unusual events of the past week, other vehicles are also likely to be allowed in, but some questions will be asked. The Guards at the entrance can usually (throw of 5+) be buffaloed into believing any plausible story.

Movement on foot in the area will be regarded with some suspicion, but the players should (throw of 6+) be able to convince the Guards that they are some special military unit if they wish to. Movement on the Air Raft or AFV will definitely raise a large degree of alarm as these are not used on this planet. Any outward display of gear far above the Tech Level of the planet will raise the die roll required to get by the Guards by one or two, depending on the amount and type of gear in question.



Camp Defenses: The Camp has a total of 48 Guards and 2 Officers. The Guards are broken into three 16 man shifts. The on-duty section is deployed as follows: Each Tower has one Guard in it, with Binoculars, Searchlight, Machine Gun, and his Rifle; two Guards, with Rifles, are at the entrance to the Camp; one Patrol made up of three men, with Rifles, patrols the area outside the Camp, keeping away the curious; and one 3 man Patrol which wanders within the Prisoner's Area. They also carry Rifles. The second section is a Reaction Force. Eleven men are in the Barracks in a semi-ready state. Four men are in the Mess, and one is wandering around. Of the remaining 16 men, 2D6 will be present at the Camp, usually sleeping, while the rest are gone to a nearby town (25 kilometers away).





## Camp Buildings

All Camp Buildings are made of wood except for the Special Detention Building (No. 11) which is built of stone. All have electric lighting.

- 1 Guard Shack: A Wooden Roadblock blocks the road at this point. Two Guards are normally in the shack relaxing and playing cards. The Guards will question anyone attempting to enter the Camp, but not too closely (see Movement around the Camp for chances of bluffing way through). If the players chose to attack the Camp rather than bluffing their way through, the two Guards will be content to defend the Camp from here rather than move into the open.
- 2 Camp Headquarters:
  - A Medical Room: Contains minor Medical Supplies (bandages, aspirin, disinfectants, etc.). During the day, the Medical Orderly can often (throw of 6+) be found here with 1D3 patients, 50% chance of all being Guards (draw from off-duty personnel), otherwise all Prisoners. He is always unarmed. Any Guards here have a 50% chance of having their Rifles. If the patients are Prisoners, then one Guard drawn from the Prisoner Area Patrol will also be present.
  - B Records Room: 8 large file cabinets fill most of this room, all locked. In the center of the room is a small table with two files on it. One details the operations surrounding the crashed spacecraft, including notes that nothing has been removed from the ship except the bodies and the survivors. It also reports the winding down of all search and other military operations. The second file details the number of survivors (120) and their disposition within the Camp.
  - C Ante Room: Normally occupied by two military clerks, unarmed. Two desks, typewriters, and adding machine, and other normal office paraphernalia.
  - D Commandant's Office: The Garrison Commander can usually be found here during the day. Pistol - 3, he carries an Autopistol. He sits behind a massive oak desk. Also in the room is a double locked file cabinet with files containing information extracted from various prisoners through interrogation. There is also a small safe hidden in the wall with documents relating to the execution of three survivors of the shipcrash for causing too many problems (this could be very powerful evidence when the company has to justify an armed raid on another planet). The Commander is an arrogant old man with a lot of faith in his Army and Leader.
  - E Adjutant's Office: The Commander's Adjutant will be busily working in here during the daytime scenario. Pistol - 2, he carries an Autopistol. Hidden in the top drawer of his desk is the equivalent of a Snub Pistol. In the room is his desk, two large file cabinets (unlocked) containing requisition and supply files. On his desk are papers concerning duty assignments, including a complete roster of the Camp's Garrison. The Adjutant carries a set of keys for the Special Detention Building.
- 3 Officer's Barracks:
  - A Commandant's Living Room: Normally unoccupied except during the evening, when the Commandant will be present. Furniture in the room is fairly standard (couch, chairs, etc.). There is also a bar with bottles of brandy and whiskey present.
  - B Commandant's Bedroom: Normally unoccupied except between 11:00 pm to 2:00 am (or the equivalent planetary times). Large comfortable bed, closet with several spare uniforms, telephone, and small collection of books, mostly political.
  - C Adjutant's Living Room: Normally unoccupied except in the evening. Not as well furnished as the Commandant's area, it is still comfortable. The furniture appears to be well worn. There is a shelf with four bottles of cheap whiskey, and a small bookshelf with several dozen works, mostly on history of the planet.
  - D Adjutant's Bedroom: Normally unoccupied except between midnight and 8:00 (or the equivalent planetary times). Contains a medium sized bed and a small writing table. In the writing table's drawer is an Autopistol with holster and two spare clips. There is a closet containing several spare uniforms and a number of electronic parts and tools.
- 4 Warehouse: All doors to the warehouse have external padlocks. There are no windows in the building. The camp is well stocked with normal supplies (blankets, fuel drums, canned food, wood). One corner of the warehouse has been cleared out and the personal effects of both the casualties and survivors of the crash placed there in separate packets. The building is normally unoccupied, but there is a chance (throw of 11+) each turn for someone to come into the building.



- 5 - 7 Barracks: All Barracks are pretty much the same, with army bunks, lockers, and showers present. One building will be empty (it houses the on-duty platoon); one will have 11 soldiers in it in various state of sleep and relaxation (the "Reaction" platoon); and one will have 7 soldiers, most playing cards, the rest asleep (the off-duty group). Bolt-action Rifles are in racks near the bunks.
- 8 Mess:
- A Kitchen: Two Cooks and three Helpers are present in here between 4:00 am and 8:00 pm. All are unarmed except for kitchen utensils which are handy (knives, pots, pans, etc.). Large pans of boiling water are also available as weapons. The room contains many large pots and other utensils for feeding 65 men. Also present is enough food to feed the Garrison for two days.
- B Eating Area: Four soldiers with Bolt-action Rifles next to them are sitting at one of six long tables. They are at the table nearest the main door (east side). Note: In action which takes place between 8:00 pm and 4:00 am, these troops will not be here and should be included with the Reaction platoon in Barracks 6.
- 9 Motor Pool: Two Vehicle Maintenance personnel, one armed with an Acetylene Torch, the other with a Hammer, and one member of the Reaction platoon giving advice, with his Rifle next to him. The Camp's motor pool includes: 3 large Trucks, 2 smaller Trucks, 2 Jeep-like vehicles with medium Machine Guns mounted on them, and one civilian type Staff Car which needs the distributor cap replaced. The Camp's emergency generator is in the northwest corner of this building.
- 10 Civilian Barracks: Houses the 10 civilian Kitchen personnel and two Motor Vehicle Mechanics. Four of the Cooks will be present during normal times, with all 10 present between 5:00 pm to 4:00 am. All are unarmed.
- 11 Special Detention Building (the Cooler): Has four cells for solitary confinement of troublesome prisoners. At present, it is empty, but the Judge may wish to add a few NPC's of his own as prisoners. The keys to the Cooler and each cell are kept by the Adjutant.

#### Prisoner Area

- 1 Prisoner Mess: Occupied by some prisoners at any time, day or night. The Kitchen has fewer implement than the Guard's Kitchen, and the food is not as plentiful or as good.
- 2 - 7 Prisoner Barracks: All are pretty much the same, housing between 25 - 30 Political Prisoners. The buildings and furniture are simple but solid. They are a bit crowded due to the influx of survivors and the emptying of five Barracks for their use.
- 8 - 12 Survivor Barracks: Each houses 20 - 25 survivors of the crash. The buildings are the same, as those of the other buildings. Many of the survivors are injured (mostly broken bones) - none seriously.

#### Reaction

Any reaction to an attack on the Camp will be slow. The first reaction would occur 10 + 2D6 hours after the attack. Reaction will take the form of a single large Truck with 20 soldiers led by a Lieutenant. Any other reaction will follow 1D6 + 3 hours later and be in force - 1D6 +4 Trucks, loaded as above, and one Truck with Heavy Weapons (four Machine Guns with Teams and two Mortars with Crews).

Reaction to an attack on the Guards of the wrecked Module depends on whether any of the Guards escape. If no Guards escape, there will be no reaction for 1D3 days, and then only a Jeep-like Vehicle with three Officers will be dispatched. If any Guards escape, they will make their way to the Detention Camp in 9 hours. Eight men and the Adjutant will then be sent to the wreck in a Truck. If they fail to return in 6 hours, reaction as if an attack on the prison camp will set in (see above) but with times of reaction halved.

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## SCENARIO 2

## THE SIMBIOT

**Background:** Zimphree Moornock 656B67 Age: 44, has just finished a scientific expedition to jungle planet Dusking (Ley - 2836). There he captured a number of rare and exotic animals, which he plans to take to the large Zoological Collection on the Resort Planet. There they will be worth up to 10 million Credits.

One of these creatures was a large (54 kg.) crustacean creature. This was put in a large barred cage in the Zoo Deck. Four hours later it was gone! The ship's sensors were set to detect the creature's unique radioactive emissions. It was detected - but on six different decks! The players are hired to find the creature(s) before the ship lands on Resort Planet. They will be paid CR 100,000 for successful completion of this, but lose all if the creatures are harmed.

**For the Judge:** The creature is actually a colony of smaller creatures, who spend one stage of their collective existence attached to each other. At a certain point in the animal's life, it splits into its six respective beings.

The first two are small crab-like animals, with large flattened shells and twelve jointed legs. They are harmless, but very fast. The second creature is fairly similar to a horseshoe crab, with a long jointed tail and a great number of tiny segmented feet, which allow it to cling to anything. It is fairly tough and has strong teeth. It has an appetite for electrical insulation, and will sit inside wire conduits chewing up wires, and cutting off electricity to sections of the ship. The fourth and fifth animals are like large beetles with a scorpion tail. The last form is a large creature vaguely like a manta ray with a flexible, chitinous skin.

	Mass	Armor	Weapon	Wounds	Hits To Unconsciousness/Death
1	2 kg	Jack	None	0	1/0
2	2 kg	Jack	None	0	1/0
3	20 kg	Cloth	Teeth +1	8	15/10
4	10 kg	Mesh	Stinger	3	6/2
5	10 kg	Mesh	Stinger	3	6/2
6	10 kg	Jack	Teeth	1	4/2





## SCENARIO 3

## THE CARREND A

This scenario involves the taking of one of the Moduleships by a combination of treachery and external assault. The players objective is to retake the ship with as little damage as possible (the Passengers have already been evacuated).

The ship was taken by the Computer Officer and a gang of Mercenaries assembled by him while it was orbiting the planet Hrothgar. During the forced evacuation of the Passengers (minus their wealth), the entire Planetary Defense Squadron appeared in response to the ship's distress signal. The leading Scout managed to get off three shots before the Carrenda Jumped, two of which missed, and one of which crippled the Carrenda's Powerplant.

The ship Jumped to the Zara System, where they hoped to get aboard their Type R and allow the Moduleship to crash on the icy wastes of Zara V, planning to recover the loot some time later. Unfortunately, their cohorts aboard the Type R tried a little piracy in their spare time and were chased off by the Herot Patrol Ship. The hijackers were left high and dry, having sent all of the ship's Vehicles off with the Passengers.

Unknown to any employee, a secret emergency transmitter was broadcasting the course and position on the Company's private Radio Band. The Company knew where the ship was going immediately after it Jumped. They immediately contacted the players and assigned them the mission of retaking the Carrenda.

The players will be assigned a standard Type M (the only ship available), and given one hour to prepare. The ship carries the following equipment: Nine Vacc Suits, each with an eight hour oxygen tank and one replacement tank (but can be recharged on board the Type M); four Autopistols with 20 rounds each; six Cutlasses; two Cold-Light Lanterns; two Short Range Communicators; and a Mechanical Tool Set with a vacuum usable cutting torch. The ship is armed with two Double Turrets, one armed with Sandcasters, the other with Pulse Lasers. The hold is loaded with the following cargo: 20 tons of Grain; 8 tons of Ammunition, mostly for Pistols, but some for Rifles and Machine Guns; 15 tons of Mechanical Parts, mostly spares for AFVs (including weaponry - requires assembly and two AA batteries); 3 AFVs armed with Lasers; and 5 tons of Liquid Chemicals in large drums. The chemicals are very flammable, and most give off nauseating fumes when burned (this could be used as an effective weapon if someone thinks to check out the chemicals, but there's no need to volunteer the information).

The players will arrive in the Zara System 21 hours after the Carrenda, and it will take them an additional four hours to locate and catch her. On board the Carrenda, the hijackers were able to jury-rig a small Powerplant capable of operating Life Support and little else. All interior doors are shut, but can be operated by using compressed air to operate the emergency controls. All exterior doors are sealed shut and cannot be opened with a vacuum outside them without override from the Bridge. These will have to be blasted open with explosives, or cut open with the vacuum operable cutting torch found on the Type M (this will, of course, create a vacuum on that deck, and also to any adjacent decks to which the doors are opened). All lights are off. The hijackers are scattered through the ship as noted below.

### Deck 1 - Bridge:

Computer Officer      4769A6  
Computer 4, Electronic 2

He has jammed the Lift Shaft door tightly shut, and on the floor in front of it has rigged a wire mesh on the floor, set to short-out when stepped on. The short will cause the breakdown of the jury-rigged Life Support System, and force everyone aboard into Vacc Suits in six hours. The short will deliver four points of damage to whomever steps on the mesh. He has a Vacc Suit on, but not operating. He is unarmed.

### Deck 3 - Crew:

No. 1 Mercenary      886547    Carbine, Autopistol  
Rifle 2, Pistol 1

No. 2 Mercenary      5A7856    Autopistol  
Rifle 1, Pistol 1, Demolition 1

No. 3 Mercenary      658893    Carbine  
Engineering 2, Rifle 1, Mechanical 1

The first two are located in Area 20 (door open), loudly arguing. No. 2 has primed a small explosive charge capable of doing 2D of damage to everyone within a 1.5 meter radius. At a range of 0 - 10 squares, a throw of 7+ indicate he threw it exactly where he wanted. At a range of 11 - 25 squares, a throw of 10+, and at any greater range, a throw of 11+. For misses, the bomb has an equal chance of undershooting or overshooting 1D squares, and equal chances of it missing 1D6 squares to the left or right. No. 3 is asleep in Area 8 (door closed).



Deck 7 - Cargo:

No. 1 Mercenary      9B6756   Shotgun, Autopistol  
Rifle 2, Communications 1

The Mercenary is leaning against a group of boxes near the center of the room, well concealed in the darkened area. He will let anyone by who does not notice him, preferring to maintain his position and let everyone kill each other off.

Deck 24 - Passenger Deck:

No. 1 Mercenary      B67657   Carbine  
Rifle 2, Brawling 2

No. 2 Mercenary      68A974   Submachine Gun, Revolver  
Submachine Gun 2, Pistol 1, Engineering 1

No. 1 is busy rifling Cabin 14 (door open). The beam from his flashlight is readily visible as it flashes down the corridor. No. 2 is in Area 1 (door closed). If given the opportunity, he will move into the Lift Shaft, fire two quick bursts, and climb down one level and go into hiding again.

Deck 41 - Fuel/Powerplant:

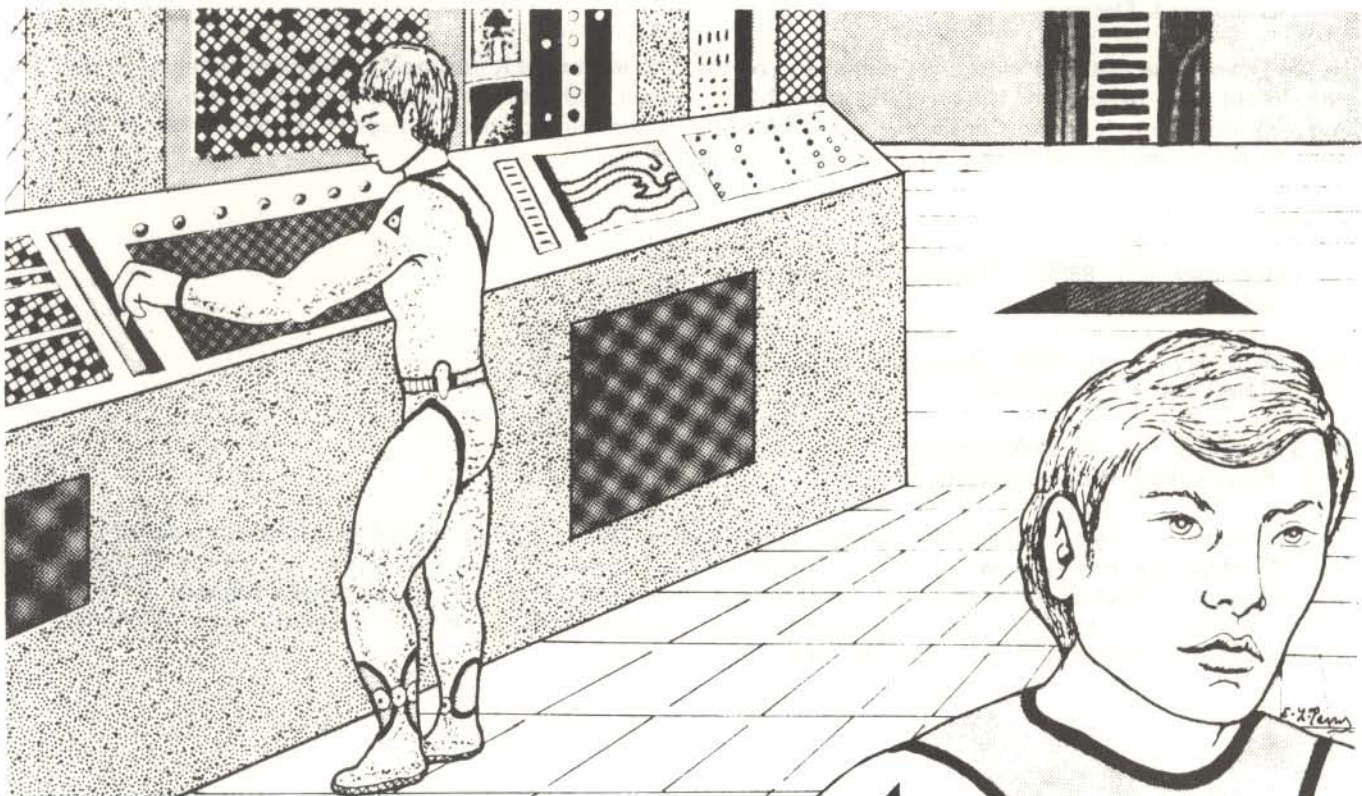
No. 1 Mercenary      A89877   Shotgun, Autopistol  
Leader 2, Rifle 2, Submachine Gun 2, Pistol 2, Admin 1, Tactics 1

No. 2 Mercenary      664986   Carbine  
Engineering 3, Rifle 1, Mechanical 1

No. 3 Mercenary      779565   Carbine, Autopistol  
Rifle 2, Pistol 2, Electronic 1

No. 4 Mercenary      857A53   Carbine  
Mechanical 2, Rifle 1, Pistol 1

No. 2 and 4 are working on the Emergency Powerplant, attempting to keep it functioning. No. 1 and 3 are keeping a close watch on the door to the Lift Shaft.









## Resort World

Located at 0924, Randabar is the major inhabitable planet in the system. It has statistics of A886411 and one moderate sized moon of D437211. The other inhabited world is Zantardan, statistics of B994644 and a minor Confederation Member.

First charted in 636 by Krin Tanatar, Randabar was considered to be of little commercial value. Due to the small land percentage, few folk settled here. Having nothing to export, this world served only as an alternative fueling stop for those voyagers who wished to avoid scrutiny at the Spaceport on Fantardan. Several generations ago, three outcast "Black Sheep" members of prominent Confederation families decided to put together their "own" planet. They had a fair amount of funds and a great number of contacts among the sector criminal element. The "Black Sheep" proposed to establish a Resort Planet or Pleasure Palace devoted to entertaining the rich and relieving them of excess Credits. The idea proved to be a great success and has been popular ever since.

Devoted only to the credit ratings of its patrons and not their politics, Randabar has become a neutral meeting ground. Political opponents can come here in equisite comfort, security, and anonymity to negotiate with each other when it would be political suicide to be seen together elsewhere. Now it has become almost traditional for proponents of opposing viewpoints to meet here to work out deals and accommodations. The current corporate head of Randabar Pleasures, Inc. is most happy to maintain this profitable tradition and goes to great lengths to ensure that both parties feel secure. To maintain his air of neutrality, company president Klanda Llyimo frequently hires Mercenary guards or adventurers to provide security.

A scheduled meeting between the high officials of five opposing member planets of the Confederation is to take place in the near future. Not publicized is the fact that obscure members of the Delegates Staff are much more important than the public Head of the Delegation. Both Imperium Security and Mandonin Co-Dominion Agents have learned of the meeting. The Imperium would like the conference to come to some sort of accommodation. The Co-Dominion would like to see the conference break up in discord and is prepared to finance efforts in such directions. Several sets of Agents for both sides are operating to neutralize each other and achieve their end. Player Characters can thus be approached by up to as many as eight different parties, each offering a security job in connection with the conference. First is the Imperial Security which wants to have the conference reach an equitable agreement. Second are Co-Dominion Agents which want the conference to break up in disagreement. Third is the Randabar Security Police which want the conference to simply be held without casualties on any side. Fourth through eight are the conference Delegations themselves, each of which wants the other conference Delegations to agree to their terms. Also some of the Delegations are rent with internal dissention on precise policy to be followed and are apt to hire outside parties to assist their cause.

- 1 South Polar Resort: Prepared for all Winter Activities (Skiing, Sledding, 24 hour a day Sunbathing, Winter Animal Hunting on Game Reserve, also normal activities (Sports, Sex, and Sunshine) for people adapted to Cold Planets/Climates).
- 2 Primary Starport: Liners landing point, planet's Administrative Center, hold Land/Sea/Air Transport to all points on planet. Has minor Recreational Facilities for Ship Crewmembers.
- 3 Undersea Facility: Contains six large domed facilities underwater, and one above the surface on an oil-drilling installation type mounting. Contains standard Recreational Modules with Undersea Racing, Fishing, Swimming, and all manner of Water Sports.

Standard Recreational Module contains:

- Luxury Dining
- Holographic/Dream-induced/Video/Theatrical Programs
- Gambling Casinos and Robots
- Android Servants
- Zoo
- Cosmetic Surgery/Makeup Areas
- Racing with various Vehicles and Animals
- Prostitutes
- Air Taxis and moving Walkways
- Alien Entertainers (e.g. Motie Mediators, Ovion Jugglers/Acrobats, 16-armed Jugglers, etc.)
- Electronic Arcades/Computer Entertainment
- Sports - Skeet Shoot, Bludgeon Bowling, Low-Gravity Skating (magnetic skates), Poolroom
- Variable-Gravity Funhouse
- Amusement Park type Rides

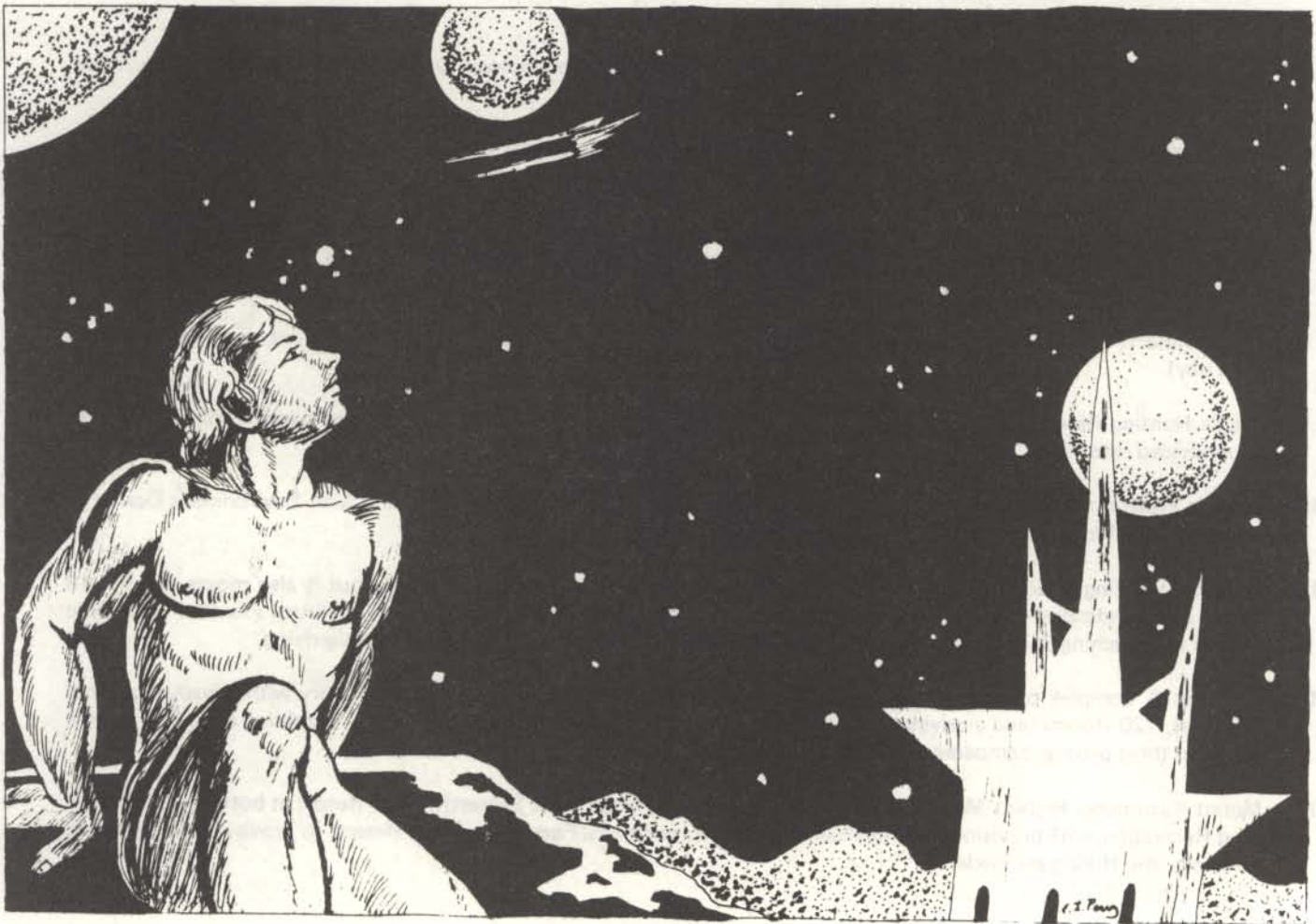


Holographic/Computerized Gladiator Combat (two players each take control of a Computer-Holograph Gladiator, and bets are made on the winner. Computer simulates Experience, Equipment, and Personal Characteristics). Note Verbal Commands Input General Mode (defend, dodge, retreat, attack); Buttons make specific Directional Commands (30 degrees left, 45 degrees upward, toward chest, thrust, swing, step back, parry); Action Switch activates last Input Command sequence.

- 4 Environmental Simulation Resort: Each uses Androids, Props, and Holographs to simulate a specified environment ala Westworld.
  - A "Dangerous" Alien Jungle
  - B "Spaworld" - people here imagine selves as younger, healthier, more ideal and beautiful, etc.
  - C The Artifact - a strange, indescribable Alien Space Station is entered and explored (ala **Dra'k'ne Station/Annic Nova/Rendezvous with Rama**)
  - D Ancient World - A Medieval, Tech Level World, with tourists cast as Medieval Nobility
  - E Rabnosh - Large Alien (very much Alien - atmosphere is breathable, of course, but many Aliens are real) Community - six-armed scaby Lizardmen hold Festivals, "Parades", various Social Activities for Tourists to observe and participate in.
- 5 Sensuality Facility: Use of sophisticated Aphrodisiacs, neural-effect Technology, Drugs, null-Gravity Rooms, etc., make for the ultimate in Pleasure Palaces.
- 6 Sky Palace: A gravity-beam supported City-in-the-Clouds. Has large number of rental Aircraft, Air Raft Tours, zero-gee Sports, spectacular Views, standard Recreational Module, Aerial Races, Shows, Flight-Belt Acrobats, etc.
- 7 Orbital Path of Orbiting Station: Perm-Orbited Station, holds standard Recreational Module, with added bonus of short Space Flights, simulated non-powered Re-Entry Booths, Spacewalks, simulated Space Fights, and a variety of zero-gee and orbital Pleasure Units, including the null-Gravity Brothels.
- 8 Island Resort: Watersports, Jungle Hunting, standard Module, Boating Trips, Private Islands (rent your own kingdom for a day).
- 9 Jungle Hunting Resorts: They give you a Guide, a Carbine, and a Jungle stocked with the best hunting animals around - areas divided into "Safe", "Moderate", "Dangerous", and "Very Dangerous".
- 10 Wildlife Preserve: A huge selection of the strangest Animals in the Imperium - complete with Environment Domes to simulate Alien Worlds. Tours include Environment Suits.
- 11 A Huge, Floating Resort: Provides roughly the same pleasures as an Undersea Facility, but it also moves, moving 10 Hexes along indicated route during midnight to noon period, stationary during other 12 hours. Provides Telescopic Views for watching Sea Life, and other Resorts. Includes Air Transport for fun and leaving/arriving.
- 12 Retreats: A Complex of 400 1.6 kilometer (1 mile square) Estates, for people who want luxury with privacy - each has 4 Stories, 120 Rooms, and a private Recreational Center (Pool, Computer built to play any Gambling or Casino Games, etc.) and three private 'companions' of the opposite sex (optional).
- 13 Mount Kazmoore: Highest Mountain on the planet (3 times larger than Everest). Large Resort at bottom - holds standard Recreation, with provisions for Mountain Climbing Expeditions. Forest surrounds Resort, so provisions for Hunting, Camping, and Hiking are made.



- 14 Cross-Country Resorts: A Main Resort, where Hiking, Biking, or Canoeing Equipment may be obtained. From the Main Resort to a second standard Recreational Resort is a 725 kilometer (450 miles) long trail of three Highways, two Rivers, and a Monorail, dotted with 45 smaller areas at 16 kilometers (10 miles) intervals. Trail is kept under constant Air Raft surveillance.
- 15 Small Moon D437211: Atmosphere breathable with Respirators, very low Gravity, and Snow-covered. Used for the following:
- A Low-Gee Ski Resort, also holds Mountain Climbing
  - B Winter Sport Area - Holds areas for Bobsleds, Snow Hikes, Low-Gravity Gymnastics
  - C Orbital Sledding - Base of operations on North Pole for low Orbital Sledding - a pressurized Air Raft device (with Auxilliary Rockets and an Auto-Pilot/Base Control option) which is shot into a low orbit for a thrilling trip to be brought across the planet and back to North Pole for controlled landing.





## SCENARIO 4

## THE ASSASSIN

Retired Rear Admiral Belshlig Hoffensteldt, the Conqueror of Fad'n'ta, whose Battlecruisers captured the whole planet of Fad'n, is visiting Resort Planet. Recently, he has been the target of an assassination attempt by person or persons unknown. For this reason he has hired the players to guard him at all times. They will be paid CR 1000 per day for a 90 day stay. Belshlig plans to visit the Floating Resort.

For the Judge: Among the many entertainments of Resort Planet are the Aliens. Strange-shaped Alien Sentients from many different worlds provide amazement indeed! The eight armed Juggler handling 24 balls at once is a sight to see!

Among the Alien Entertainers is a very special one - Nak'h'ta. Nak'h'ta is a Fad'n'ta, a race of upright insect-like creatures, with two strong hind legs supporting a four segmented body and four 'arms'. It's face is a craggy artlike mass of chiton. His hands are like a single huge claw with longer, 4-jointed side fingers. The Fad'n'ta's great ability is vocal mimicry. A Fad'n'ta can duplicate the sound of anything, and this makes them great impersonators and imitators when properly taught the mannerisms of individuals. After the brief conflict following man's first contact with the Fad'n'ta subdued the race 12 years ago, the Fad'n'ta have been exported for use as entertainers.

Nak'h'ta, however, is a Fad'n'ta with a mission. . . .

Nak'h'ta went out into the Galaxy to hunt down the strange beast which ruined his world - a Human named Hoffensteldt. Having learned of the Admiral's imminent visit, Nak'h'ta is preparing to kill him.

Onboard the Floating Resort, Nak'h'ta plans to approach Hoffensteldt's room, make a sound like a Steward, and leap in and kill him.

Nak'h'ta is very fast and stealthy. He can hid in shadows, forcing anyone who looks for him to roll Intelligence or less on two dice to succeed. He plans to head down the corridor from the Entertainment Room to the Main Suite area. There he will murder the Guard from hiding and carry out his plan.

Nak'h'ta DFFB40

Skills: Brawling 5, Survival 2, Cutlass 4

Chiton Armor as Cloth

Weapons: 4 Claws - as Cutlasses (Strength bonus +2)

2 Feet - as Threshers

Teeth

Note that Nak'h'ta's mimicry ability will be shown in the show before the assassination attempt, and on a roll of 8+ the Alien's absence from his usual quarters will be noted by Security Officers.





## SCENARIO 5

## REBEL ACTION

Because of the nature of the Resort Planet, large scale Military Units are impractical in many areas. So, the local Sub-sector Rebel faction has organized a base of sorts on Resort Planet, consisting of outposts and stockpiles scattered across the planet. They also plan to stage various anti-Imperial activities, over the course of one year.

- 1 On day 042 of 1109, the Emperor Strephon's 14th cousin, Menlome, and his wife and six children will visit Resort Planet's Floating Resort as part of a Goodwill Tour. The players are hired to increase security, and are put in a small Sea Escort ship (200 tons, Engine D, 80 knots top speed, Armor Value 6, 2 x 10" Torpedo/Missile Launcher, 2 Triple Beam Laser Turrets, carries much Sonar/Radar/Sensor equipment. It also has 8 Auto-Cannon Barbettes, 3 on each broadside, for AA and anti-personnel work. Flotation Factor is 29 (Hull tons/10). Berthing for one Rotary winged Aircraft (with three ASMs, and three ASWMs).

They are to maintain their Sector of the Floating Liner's 16-part defense zone (the Port Bow Sector) free of Rebel activity, for a 20 day trip and pay of CR 20,000 each.

For the Judge: The Rebels do plan to attack the Floater and sink it! They have 8 Submersibles (100 tons, 10 Flotation factors, 4 x 10" Torpedo/Missile Launchers, Drive C (120 knots above water, 30 knots below), Armor Value 2). Her maximum depth is 40 fathoms, reduced by 10 for every Flotation factor damage done. She carries 12 Torpedoes total.

The Liner has 50 Flotation factors, Armor Value 8, and no Weapons/Screens.

### Search and Combat Procedure

Rebel Submarine starts at 180 Bands from the Liner, the Destroyer at 20 Bands. Each vessel may move the number of Bands equal to speed divided by 10 (Submarine may charge depth of 1 level if desired). If Destroyer is within 5 Bands of Submarine search can proceed.

C = Detection Chance  
D = Speed of Destroyer in Bands  
S = Speed of Submarine in Bands  
R = Range from Destroyer to Submarine in Bands  
Dp = Depth Level of Submarine

$$C = (S \times 2) - (D + (R + 1\frac{1}{2} \times Dp))$$

If a two die roll is equal to or less than C, then the Submarine is found. Surfaced Units are automatically spotted.

Combat: Units can fire on spotted Units. Destroyer and Floating Liner are always spotted. Note that a firing ship is automatically spotted. The chance To Hit Target is determined by range. To Hit roll is 9+. Torpedoes/Missiles may only be fired from Submarine at Depth Level 1 or 0.

### Range Die Modifiers for Missile/Other

Number of Bands	Range	Missile/Other DM
1	Close	-2/+2
2 - 5	Short	-1/+2
6 - 33	Medium	0/0
21 - 105	Long	+1/-1
106 - 180 (Horizon)	Very Long	+1/-2
181	Extreme	-1/P

If Hit is made, penetrates on a roll of 2D which exceeds the Armor Value number.





## Effects of Penetration

Cannons and Lasers: Consult Surface Impact Table

Missiles: Roll one die

1 - 4 Consult Surface Impact Table

5 - 6 Consult Submerged Impact Table

Torpedoes: Consult Submerged Impact Table

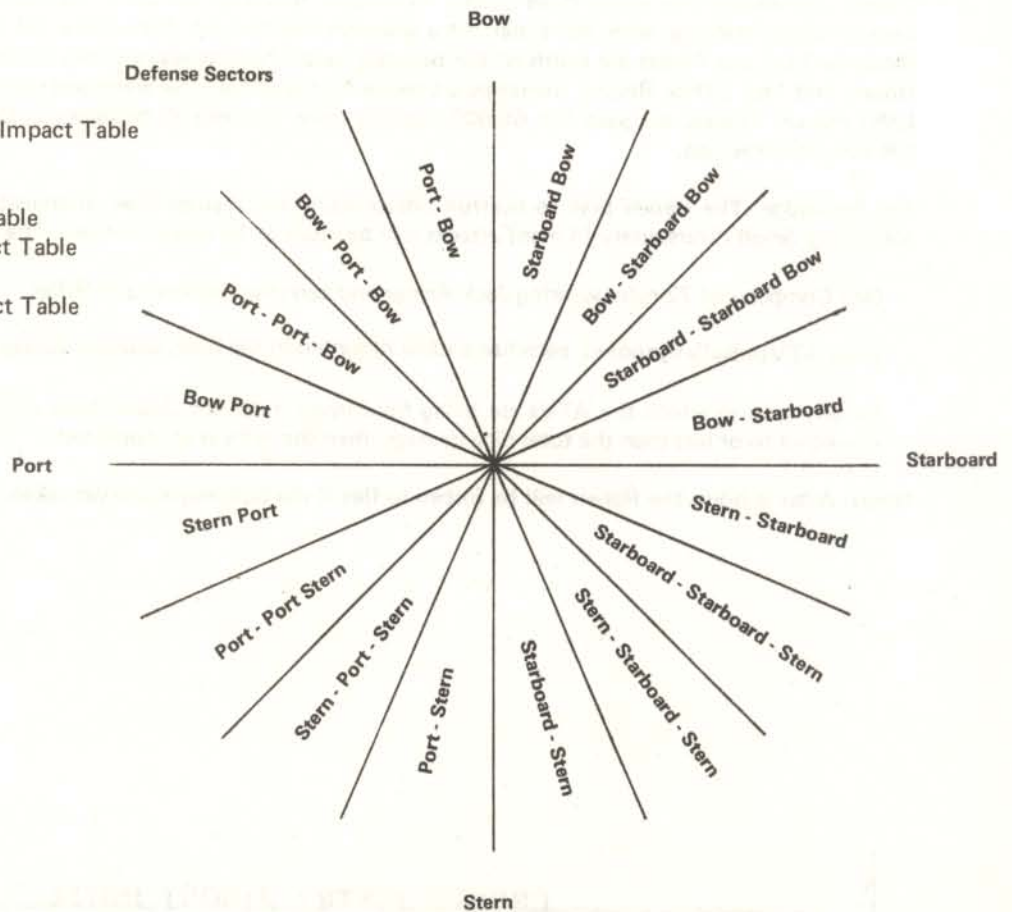
## Submerged Impact Damage Table

- |   |                           |
|---|---------------------------|
| 1 | Flotation - 1D            |
| 2 | Flotation - 1D            |
| 3 | Flotation - 2D/Engine - 1 |
| 4 | Flotation - 2D/Engine - 1 |
| 5 | Flotation - 3D/Engine - 2 |
| 6 | Flotation - 4D/Engine - 3 |

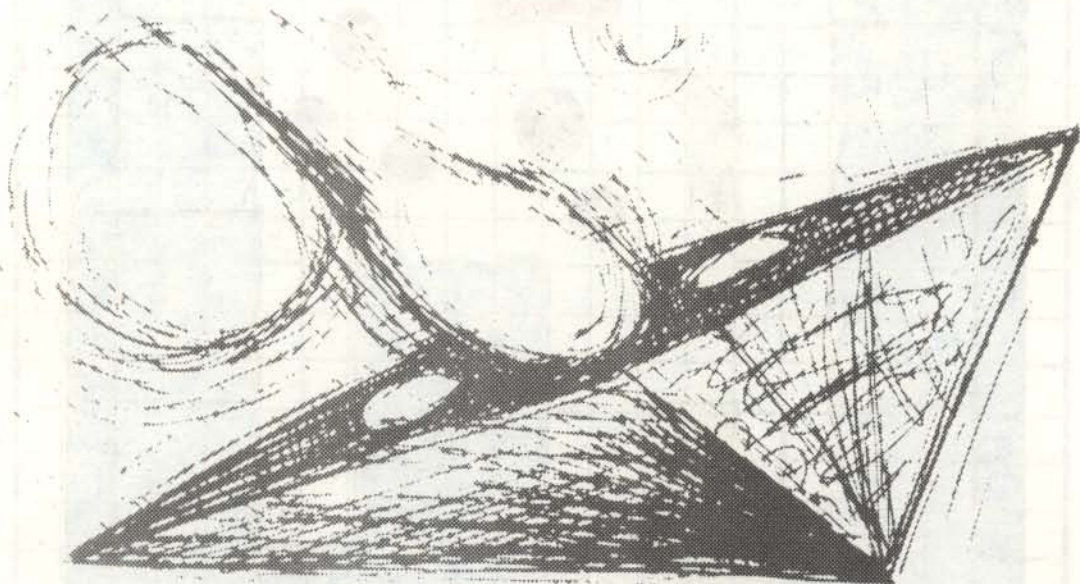
## Surface Impact Damage Table

- |    |                           |
|----|---------------------------|
| 2  | Bridge Hit                |
| 3  | Sensor - 1                |
| 4  | Engine - 1                |
| 5  | Engine - 1                |
| 6  | Flotation - 2D            |
| 7  | Flotation - 1D            |
| 8  | Armor - 1                 |
| 9  | Armor - 1                 |
| 10 | 1 Secondary Gun Destroyed |
| 11 | 1 Secondary Gun Destroyed |
| 12 | 1 Primary Gun Destroyed   |

## Defense Sectors



Any Hits on Floating Resort either have no effect or do Flotation Damage. If Floating Resort is sunk, players forfeit 90% of their pay.



Scoutship Type S in Reentry



## SCENARIO 6

## THE DEFENSE

Players are assigned to guard three of the 45 smaller buildings on the Cross-Country Resort Trail. Each is a wood-covered stone building, wide but squat, on a grass-covered mound. Each has a few clusters of trees around them. The Monorail Line and Rivers are south of the building, with the Highways to the north. Each has 12 Rooms, a Common Room, and four Office Rooms, including a Vehicle Port with four Air Rafts and two ATVs. Each building has a hidden LMG mount. Players are paid CR 65,000, success only, to keep all buildings in Company hands - equipment up to CR 100,000 provided.

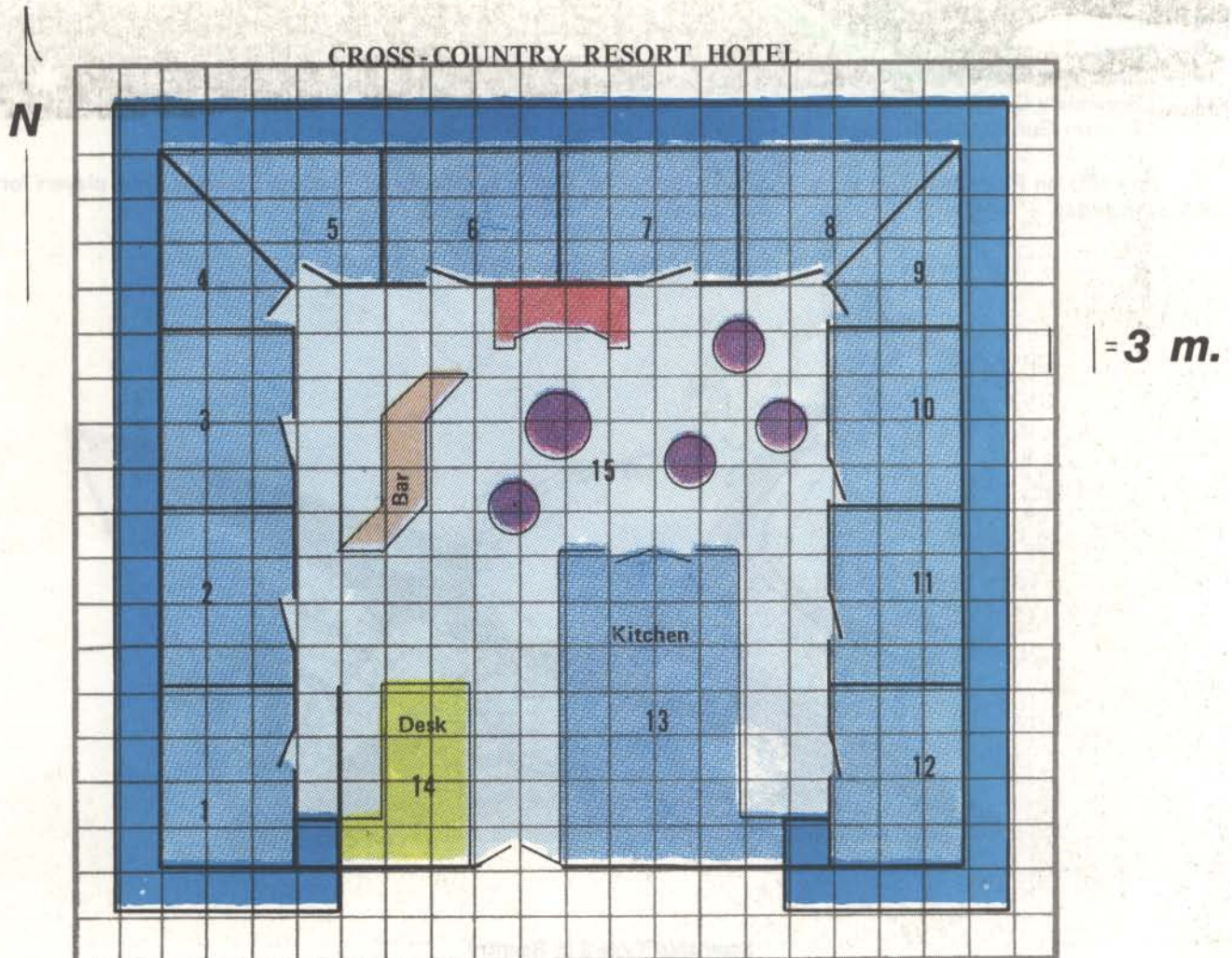
For the Judge: The Rebels plan to overrun one building and disrupt lines of transit for a short period, and then leave for hiding. Small diversionary (6 man) attacks will be made at 10 other facilities. The main thrust consists of:

One Company of 72 men, wearing Jack Armor and carrying Carbines and Rifles

Four ATVs - Bullet-proofed, each has a LMG mounted in the bow, and one carries bow Flame Thrower device

On any turn in which the ATVs are being fired upon, total the dice damage done against the ATVs. Roll 2 dice - if it is equal to or less than the total dice damage, then the ATV is immobilized

Notes: After ½ hour, the Rebels will be forced to flee if the building is not yet taken.







Type 423 Cargo Shuttle Lands on Randabar



## SCENARIO 7

## THE BERSERKERS

**Background:** An ex-Scout, Jumping into a deserted system to refuel off of a gas giant detected a large cylindrical craft in orbit around a barren planet. He proceeded on to the next system on his route, where he hired several persons (the players) to help salvage the downed craft. Reaching it, the players discover that it is the Core Module of the Brilliant Emerald!

**For the Judge:** One week ago, the liner, Brilliant Emerald, took off enroute to Resort Planet. After leaving the last stop, one crewmember accidentally erased the anti-hijacking tape. A crewmember then put together a makeshift program, which would suffice for one trip. In this, the crewmember set the computer to attack all hijackers with the multitudes of Robots onboard the ship. On that trip, there were indeed several hijackers onboard the ship. They attempted to reach the Bridge, when suddenly the anti-hijacking program went into effect, just as the crew prepared to Jump. All hell broke loose!

The program contained a fatal error. The Robots proved unable to distinguish passenger from hijacker, and went on a rampage of killing and maiming. Most of the Core Crew was disabled or killed, including the Engineering Crews.

Onboard the luxury pods, the emergency programs went into effect, and the three luxury pods jettisoned away from the main ship, to safety. Suddenly, the Coeship's pre-programmed Jump went off, and the ship disappeared.

The lack of preparation in the Engine Room left the Engines set improperly. A mis-Jump occurred, putting the Brilliant Emerald in a deserted system. There the few remaining crew managed to barely make a failing orbit around a deserted world. Four lifeboats full of passengers were ejected into a higher orbit, while the 14 surviving crewmen barricaded the Bridge, and tried to pull the ship out of its dying orbit. Unfortunately, the ship's maneuver fuel was almost entirely used up coming up to Jump point, and careening out of control.

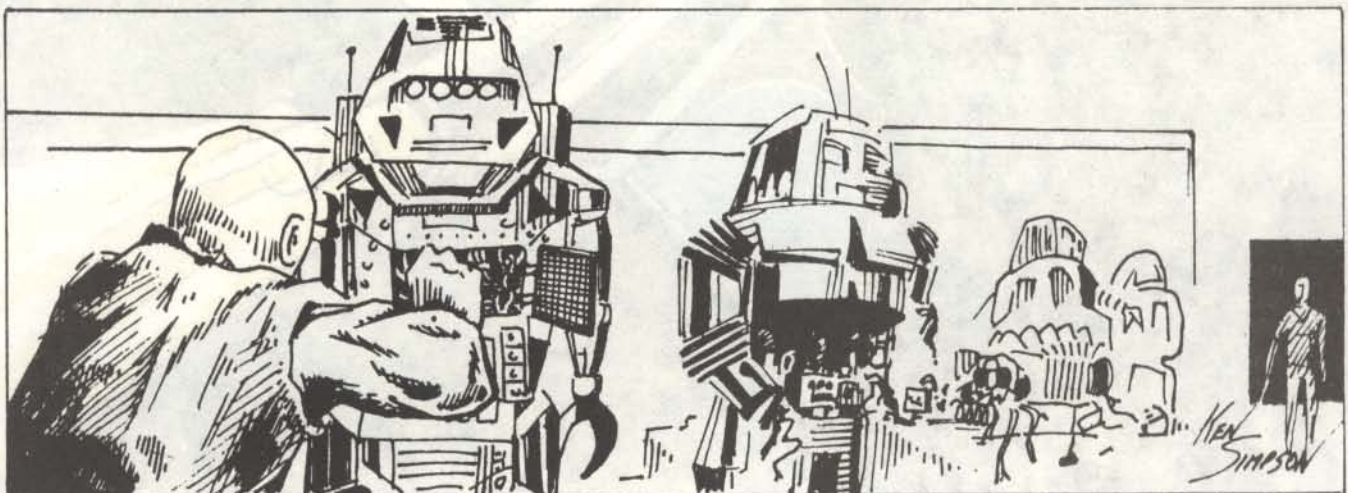
Now the crew is armed with Automatic Rifles and Cloth Armor in the Bridge Deck, with a Patrol of six men on Decks 2 and 3. They will shoot any Robot on sight, but will rescue any Humans they can find.

The rest of the ship houses 75 Robots, wandering around the ship, and shooting up anything Human or Human-like. On Deck 4, where the Security Programming Module is kept, four Heavy Security Robots are on constant guard.

Each deck should have a number of corpses scattered about it. Each will also have a random grouping of Robots. Every 10 minutes, roll two dice for a random Robot encounter. On a roll of 9+, a Robot has been met. It will attack immediately.

**Robot Chart**

No. Rolled	Type	Armor	Weapon Type	Wound Points	Hit To Disable	Hits To Destroy	Number Appearing	Total On Ship
2	Heavy Security	Battle	2 x Automatic Rifles	12	25	20	1	6 (4 on Security Deck)
3	Security	Jack	Cas Gun/Club	7/7	10	5	1	6
4	Lifter	Cloth	Claw/Claw	2/4	8	6	1 - 2	45
5	Lifter	Mesh	Claw	4	8	6	1 - 2	45
6	Pleasure	None	Claw	3	5	3	1 - 4	30
7	Pleasure	None	Hands	2	2	1	1D6	30
8	Pleasure	None	Claw	4	5	3	1 - 2	30
9	Pleasure	None	Hands	4	5	3	1 - 2	30
10	Cargo Handler	Mesh	Club	6	15	10	1	29
11	Cargo Handler	Mesh	Thresher	8	15	10	1	24
12	Fleeing Human Passenger	None	None	--	--	--	--	--





If the encounter chart indicates a Robot type of which there are none left on the ship, then nothing is encountered. A Human Passenger will be fleeing in a panic. On a roll of 5+, there is a second encounter - a Robot (or another Human) chasing him/her.

Most internal systems are functioning in a reduced state of activity. None of the guns, however, are functioning correctly, for the Robots guarding the computer have shot up most of the equipment on Deck 4.

There are only two ways to end the menace of the Robots - destroy each individual Robot, or remove the anti-hijack program from the computer.

The four orbiting lifeboats each hold a full complement of persons. Each is transmitting a distress call, but an ionized cloud caught in the planet's magnetic field blocks all radio transmissions over a one kilometer distance.

The planet below is a fairly large sized planet : 81100 , but it is totally devoid of life, with very little atmosphere. It is also highly radioactive. A Vacuum Suit or similar protection will be sufficient for a period of four hours' planetary activity, after which the individual will take 1 die of hits per turn, from radioactivity. What little water there is, is highly radioactive. The liner will crash here four days after the arrival of the players.

Further Developments : Each day after the players arrive, roll two dice. On a 9+ two Naval Salvage tugs arrive in the system searching for the lost liner. They will immediately set about towing the Liner to safety, and making repairs on the ship. They will also rescue the orbiting lifeboats.

The salvage Captain, Myrtram Falchion 466BA7 Age: 42, will question the players as to the nature and the extent of damage to the liner, and will search the Scout for material taken from the lines.

When Falchion meets the players, he will make a reaction roll. A hostile attitude indicates that he wishes to press criminal charges (destruction of Private Property, Breaking and Entry, Vandalism, Arson, etc.) against the players. Otherwise, they will ask the players for help, promising 20% of the reward money.

The Confederation Navy will reward the players for rescuing passengers, at a rate of 1 D x CR 1000 per passenger rescued. The total recovery reward to the salvages come to CR 10,000,000. Note that the two salvage tugs are armed, while the scoutship is not.





## SCENARIO 8

## THE KIDNAPPERS

**Background:** A certain Miss Marta Pellaton 686BFB Age: 22, of the Pellaton family, is travelling to the Resort Planet on vacation. She has recently been the target of several threats from ex-employees of Pellaton lines. Thus, she has hired the players as bodyguards to protect her during the trip. She will pay CR 100,000 to each guard on a success-only contract.

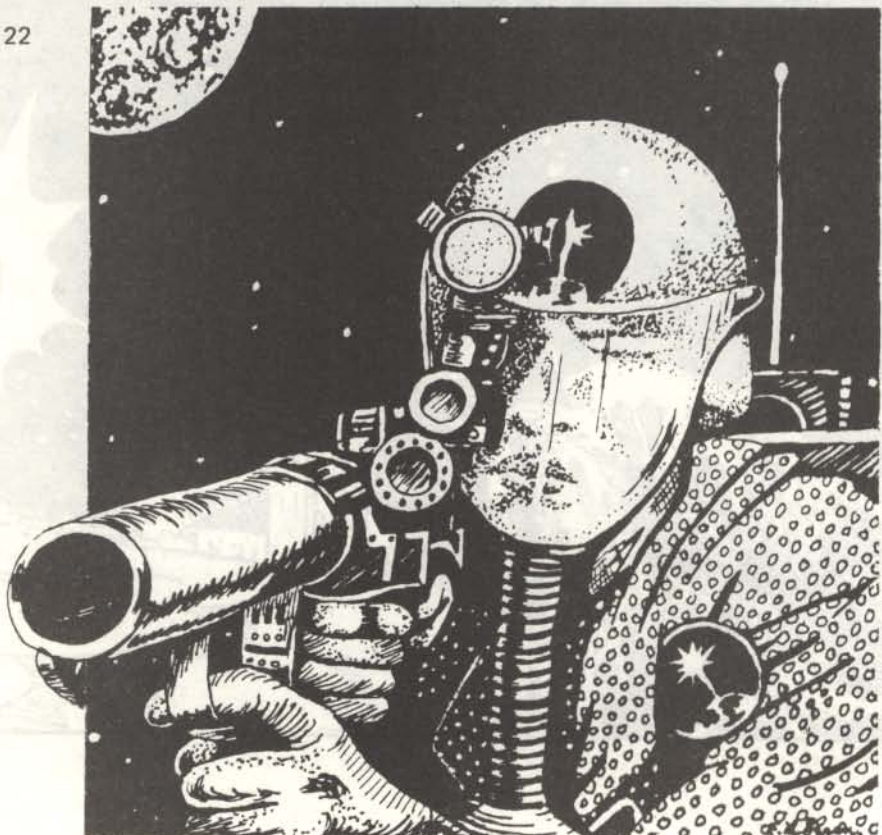
**For the Judge:** Six fired employees of Pellaton are on board the liner. They have an informer among the Meson Gun Crewmembers. The group plans to seize Miss Pellaton near an Airlock and jettison themselves in an Emergency Life Pod to escape. All this must be done in open space, where an allied Free Trader can pick them up unnoticed. Through their connection, the Kidnappers have access to ship's small Arms (Auto Rifles and Carbines).

### The Informant

Raleigh Smothers A59687 Age: 26  
Gunnery 2, Cutlass 1

### Kidnappers

- 1 Tauntith Raferle 666DA6 Age: 42  
Medic 4, Steward 1, Admin 2, Bribe 1, Pilot 1, Sword 1
- 2 Tershal Logoung B28688 Age: 26  
Mechanical 1, Jack of All Trades 1, Medic 1
- 3 Hauner Primoliani 3B8935 Age: 22  
Steward 1, Mechanical 1, Rifle 1
- 4 Ripley Templeton C5C775 Age: 26  
Electronic 1, Gunnery 1
- 5 "Clipper" Stenton 876789 Age: 34  
Navigation 1, SMG 1, Electronic 3, Blade 1, Admin 1
- 6 Kinari Lithane 6766CB Age: 22  
Pilot 1





Background: Heretofor the Confederation has managed to avoid costly fights with Pirates through deals with a number of Pirate Organizations. This way they have learned that the Pirate Captain, Hekart Moganty 555982 Age: 46, plans to capture the Sapphire Moon. He has planned to do so between day 289 and 370 of 1106. His plans, as revealed by a Confederation Agent, include planting three Pirates aboard the liner to seize the controls to her valuable Meson Gun.

In order to avoid having to explain its Pirate connections to the local Member Government, Confederation Security has decided not to request escort, but rather to watch for the Pirate Spies and capture them. The ship is capable of defending itself if its Meson Gun is operative, but inoperative, it would be hard-pressed to fight off attackers. The players are hired to watch for and capture the Pirate Spies. Confederation Security will pay CR 1000 per day for 51 days.

For the Judge: There are three Pirate Spies who will enter the ship with a ticket to one of the Coreship's large suites. On the pre-planned day of the attack (day 320 of 1106), they will rig the Access Shaft to admit them to the Crew Sections, where they will take Automatic Rifles from the Cargo Holds and seize the Meson Control Deck. Then the Pirate Fleet will attack.

#### Pirate Spies

- 1 Rafnid Hassern 748896 Age: 34 Wears two Body Pistols  
Brawling 1, Gunnery 1, Body Pistol 1, Vacc Suit 1, Tactics 1
- 2 Luigi Molinetto 486BC8 Age: 46 Has an Autopistol concealed in his room  
Brawling 3, Auto Rifle 1, Cutlass 1, Pilot 3, Automatic Pistol 1
- 3 Murphy Dustin B4B877 Age: 34 Carries Body Pistol  
Brawling 2, Cutlass 1, Vacc Suit 1, Electronics 1

#### The Pirate Fleet

Corsairs Beauregard and Turnitam: Each is based on a type 400 hull of streamlined cone configuration. The hull is capable of Jump 2 and 3 G acceleration. A Model/2 Computer is installed with standard software packages. Three Turrets are installed, each of which mounts a Sandcaster and two Beam Lasers. Seven Staterooms hold the five-man crew plus five Boarders. The cargo capacity is 174 tons and 20 low berths. Fuel capacity is 100 tons.

Freebooter Slaymaker: This vessel is built on a 5,000 ton hull of partially streamlined cylinder configuration. The vessel is capable of Jump 2 and 3 G acceleration. It has a Computer Model/5 installed. Though otherwise of Tech 14, it mounts a Tech 15 Meson Gun Bay Weapon of 50 tons. Other weapons include 100 ton Missile Bay, 8 five ton Particle Accelerator Barbettes, and 12 Triple Beam Laser Turrets. Defenses include a 12 ton Nuclear Damper and 6 Triple Sandcaster Turrets. Auxillary Vehicles are 16 Fighters (10 tons each) and 8 Launches (20 tons each) along with a 20 ton capacity Launch Tube. Also carried are 2 Shuttles (95 tons each). The Crew comprises 80 men and 150 Boarding Troopers. Fuel Tankage comprises 1600 tons.

CORSAIR	MR-4223421-340000-50003-0	MCr256.06	400 Tons
Batteries bearing	1 1 1		Crew=5
Batteries	1 1 1		TL=14
Passengers=0	Low=20	Cargo=142	Fuel=96 EP=16 Agility=2 Troops=5

FREEBOOTER	MR-E323542-080600-70549-A	MCr3307.175	5,000 Tons
Batteries bearing	1 3 111		Crew=80
Batteries	1 3 111		TL=14*
Passengers=0	Low=0	Cargo=789	Fuel=1250 EP=250 Agility=0 Troops=150

#### Boarding Units

Two 5 man Assault Squads, one each on Beauregard and Turnitam. Each Assault Squad consists of one NCO - Combat Armor, SMG; and four Troopers - Combat Armor, SMGs.

One Boarding Company, 150 men, consisting of a Headquarter Unit of 10 men, one Officer - Battle Dress, Automatic Pistol; 2 NCOs - Battle Dress, Carbine; and seven Troopers - Battle Dress, Automatic Rifles; and five Platoons (28 men each).

Platoons consist of 28 men each. Headquarter Unit of one Officer - Combat Armor, SMG; with Support Section of 6 men consisting of three Light Machine Guns with 2 man Crews each (Crewmembers - Combat Armor and Carbines) and three Combat Sections (7 men each).

The Combat Section of seven men each consists of one NCO - Combat Armor, SMG; and six Troopers - Combat Environment Suits, Automatic Rifles.



Background: Twelve years ago, after the Opal Nova's maiden voyage, one of the liner's three liner Modules was hijacked enroute to a rendezvous with the Central Core. After killing much of the Crew, the hijackers attempted to make a Jump themselves, which resulted in a mis-Jump, leaving them several Light Years from the nearest Star System, and with insufficient fuel for a Jump. The hijackers ordered immediate full acceleration towards the nearest system. Neither fuel nor life-support lasted that long. The Crew and Passengers, as well as hijackers, all died along the way.

On the outskirts of the system which the dead ship reached after 11 years, it was found by smugglers. They took possession of the ship, adding a flimsy metal covering to alter the shape of the liner. They then put it to work as both a decoy commerce raider (the metal covering also concealed the liner's guns) and as a smuggled goods carrier.

Merelyn Lines, Inc., a commercial passenger line angry at Government competition, has learned the identity of the lost liner/smuggler ship, and plans to capture it to learn some of the Confederation's engineering secrets. Merelyn Spies have found the main port-of-call of the ex-liner, the planet Utigur. There, every few months, the Crew goes on R & R, leaving a 5 man skeleton Crew. The Merelyn Company has hired the players; their mission is to capture the Liner and fly it into orbit, where Merelyn people will take it and deliver pay - CR 500,000.

For the Judge: At the moment, the smugglers have stepped up security, leaving a 10 man Crew.

#### Smugglers

- 1 Blartiff Hankster      786595   Age: 30   Carries a Cutlass and an Automatic Pistol  
Streetwise 1, Cutlass 1, Brawling 3
- 2 Fallstar Duodem      975377   Age: 22   Wears a Shoulder-Holster Revolver  
Streetwise 2
- 3 Tarthle Gatstamm      C56789   Age: 30   Wears a Body Pistol  
Streetwise 1, Carousing 1, Liaison 1, Ship Tactics 1
- 4 Range Hellerman      7B2886   Age: 22   Wears a Revolver  
Brawling 1, Automatic Rifle 1
- 5 Liguilder Rafferty      278989   Age: 42   Wears a Revolver  
Navigation 1, Medic 1, Rifle 3, Gunnery 1, Pilot 1, Mechanical 3
- 6 Farthert Pillbirt      2D349A   Age: 38   Wears an Automatic Pistol  
Pilot 2, Gunnery 1, Navigation 1, Steward 1, SMG 2
- 7 Hilton Spreebim      28E976   Age: 50   Wears a Revolver  
Pilot 2, Medic 1, Steward 2, Bribery 1, Admin 1, Gunnery 4, Rifle 1
- 8 Hempon Fundarn      3B959A   Age: 34   Wears an Automatic Pistol  
Electronic 3, SMG 1
- 9 Engle Rampart      72484A   Age: 50   Carries the Cutlass given him by the Marine Corp  
ATV 4, Mechanical 1, Tactics 1, Cutlass 3
- 10 Temprer Guilden      428A86   Age: 42   Has a special Ivory-handled Chrome Revolver  
Leader 2, ATV 1, Medic 2, Vacc Suit 1, Brawling 1, Cutlass 1, Revolver 1



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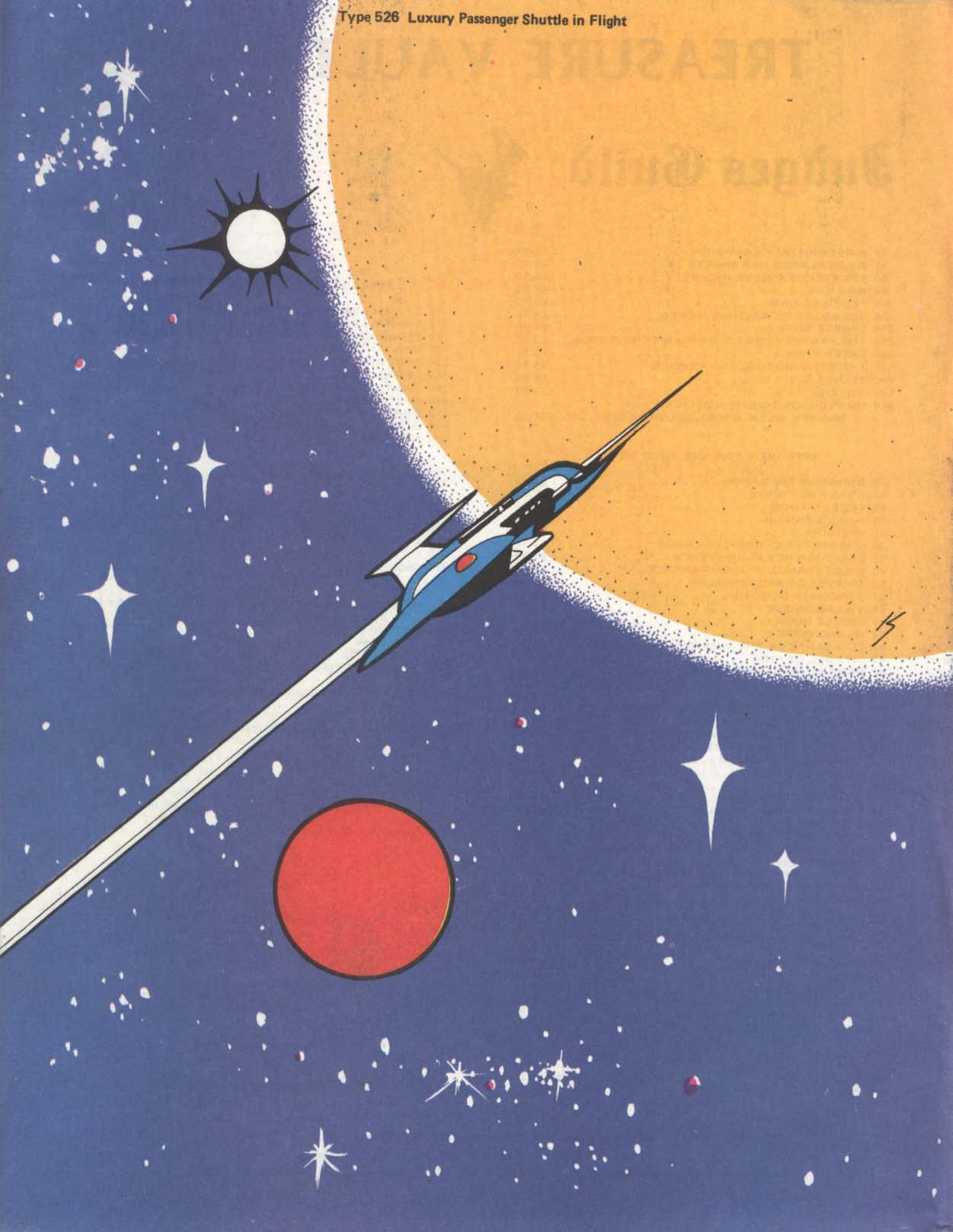
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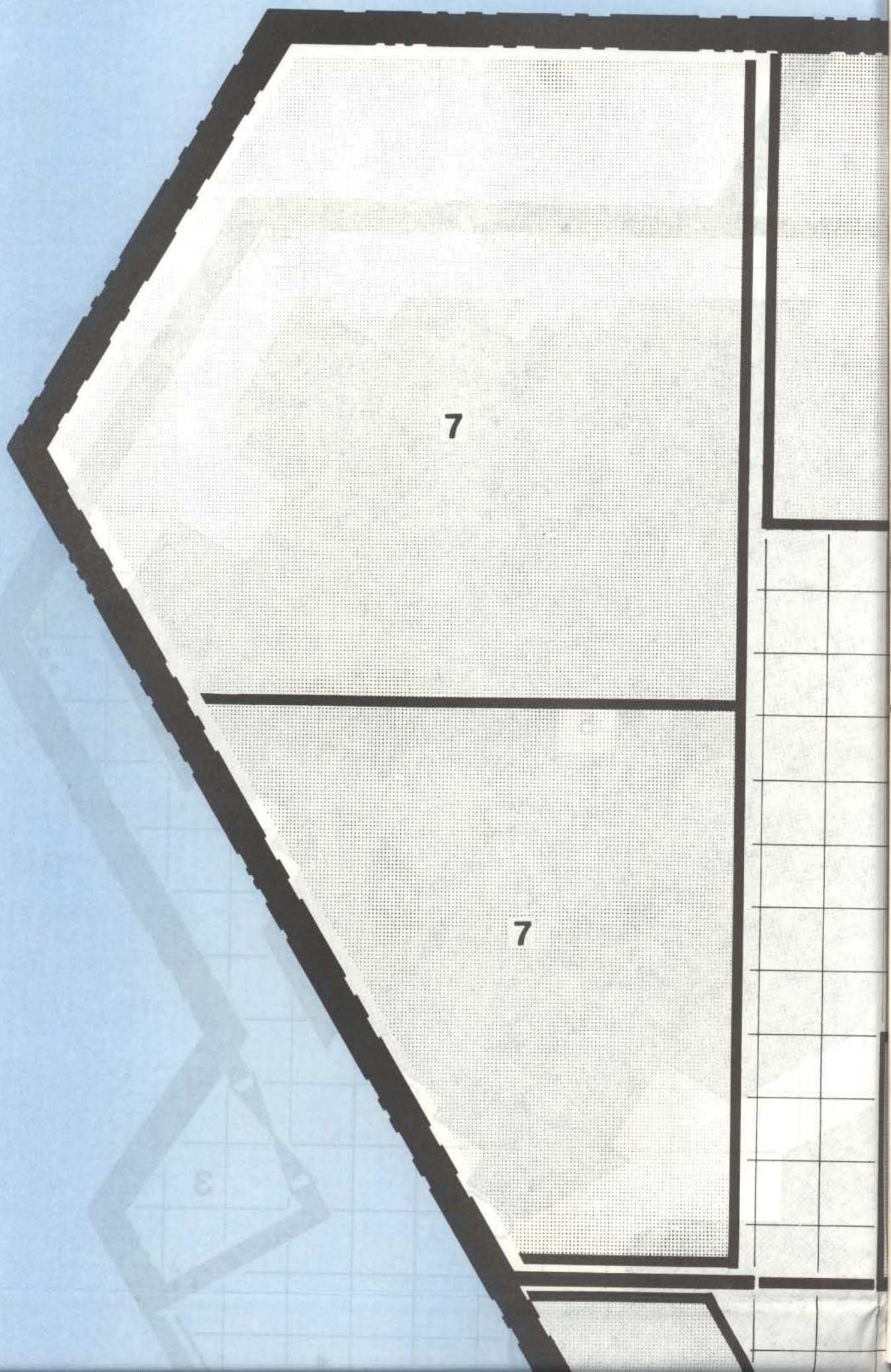


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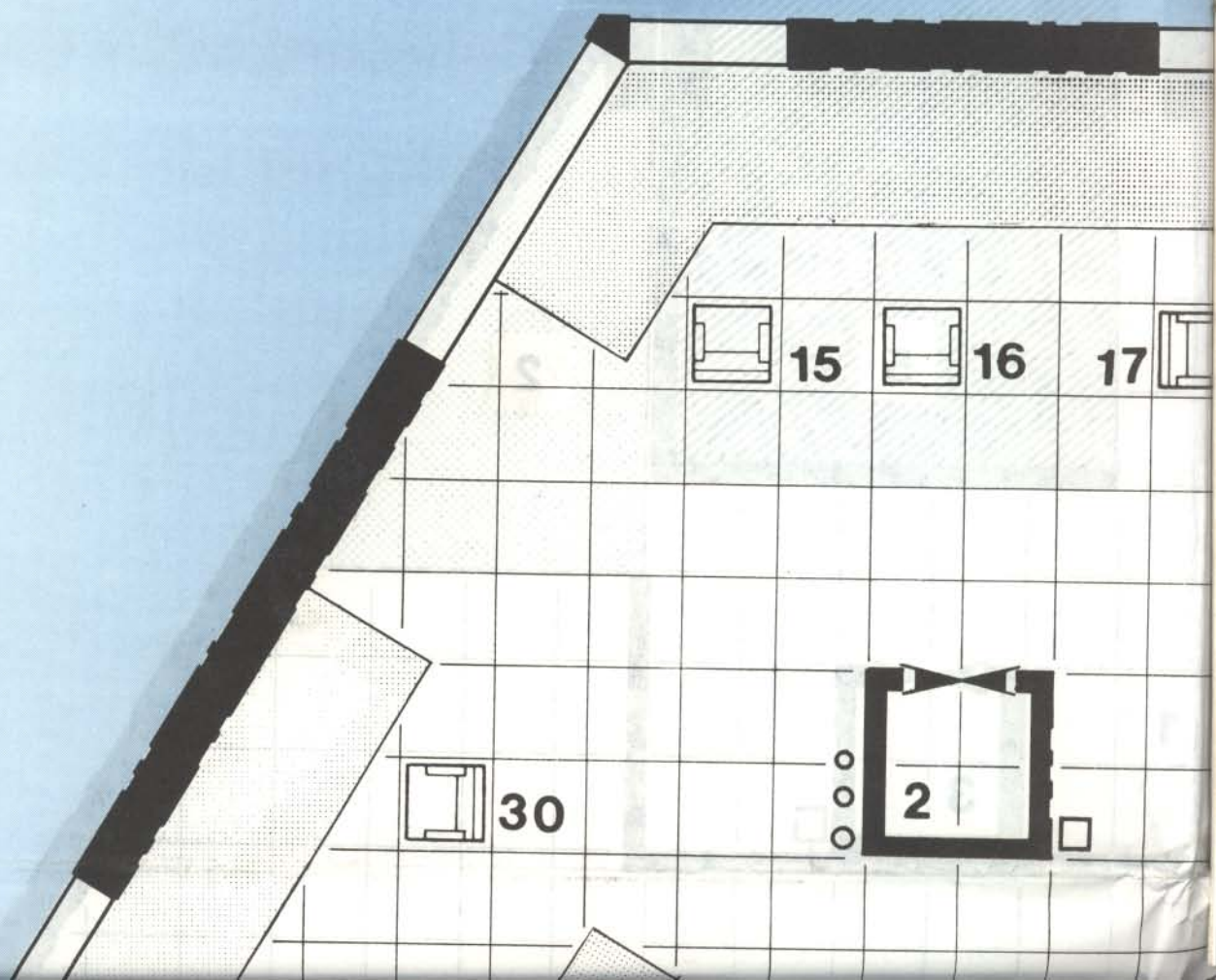


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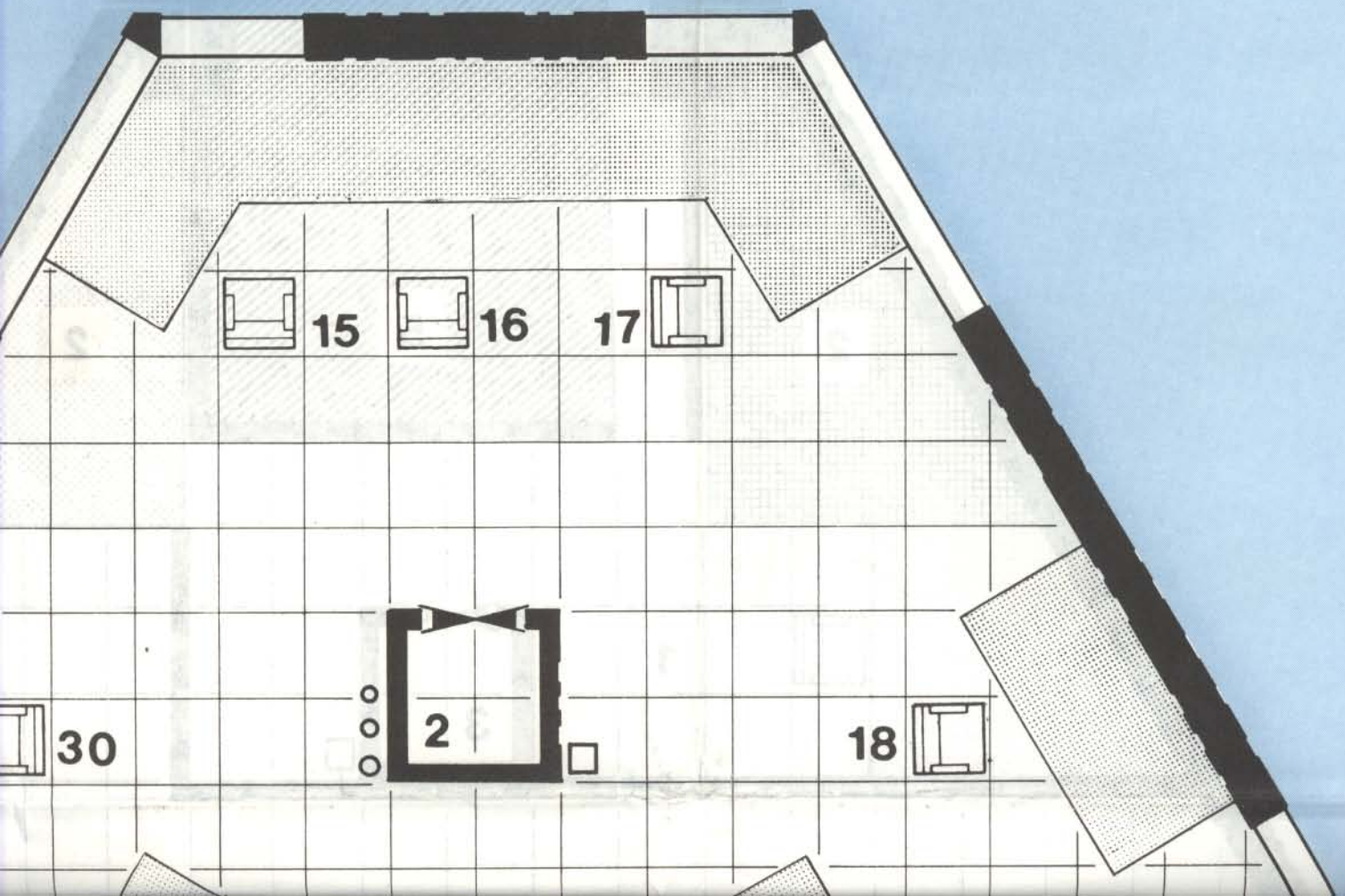
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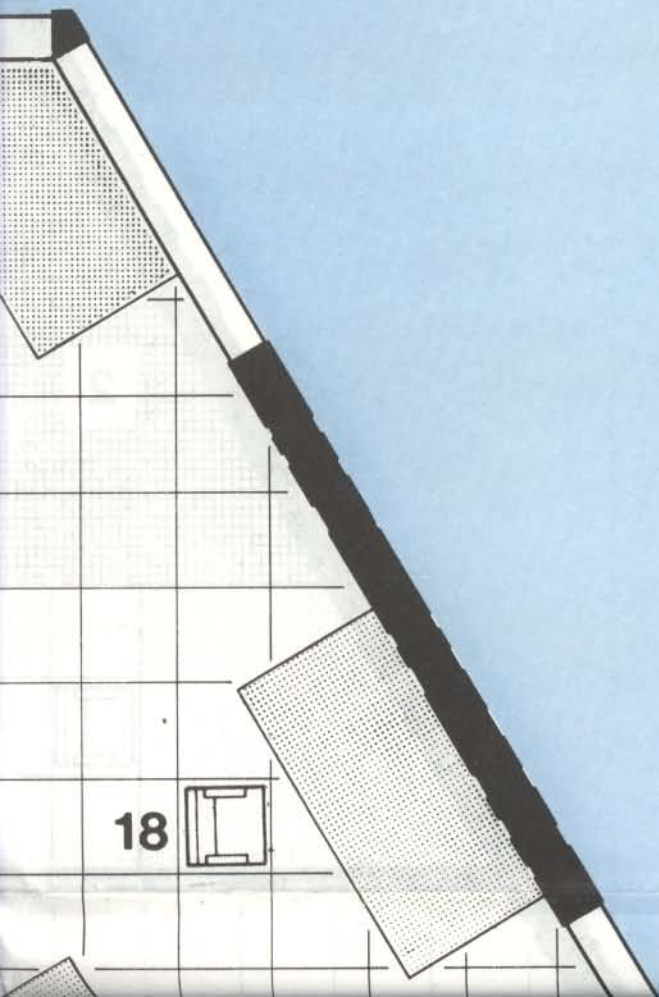
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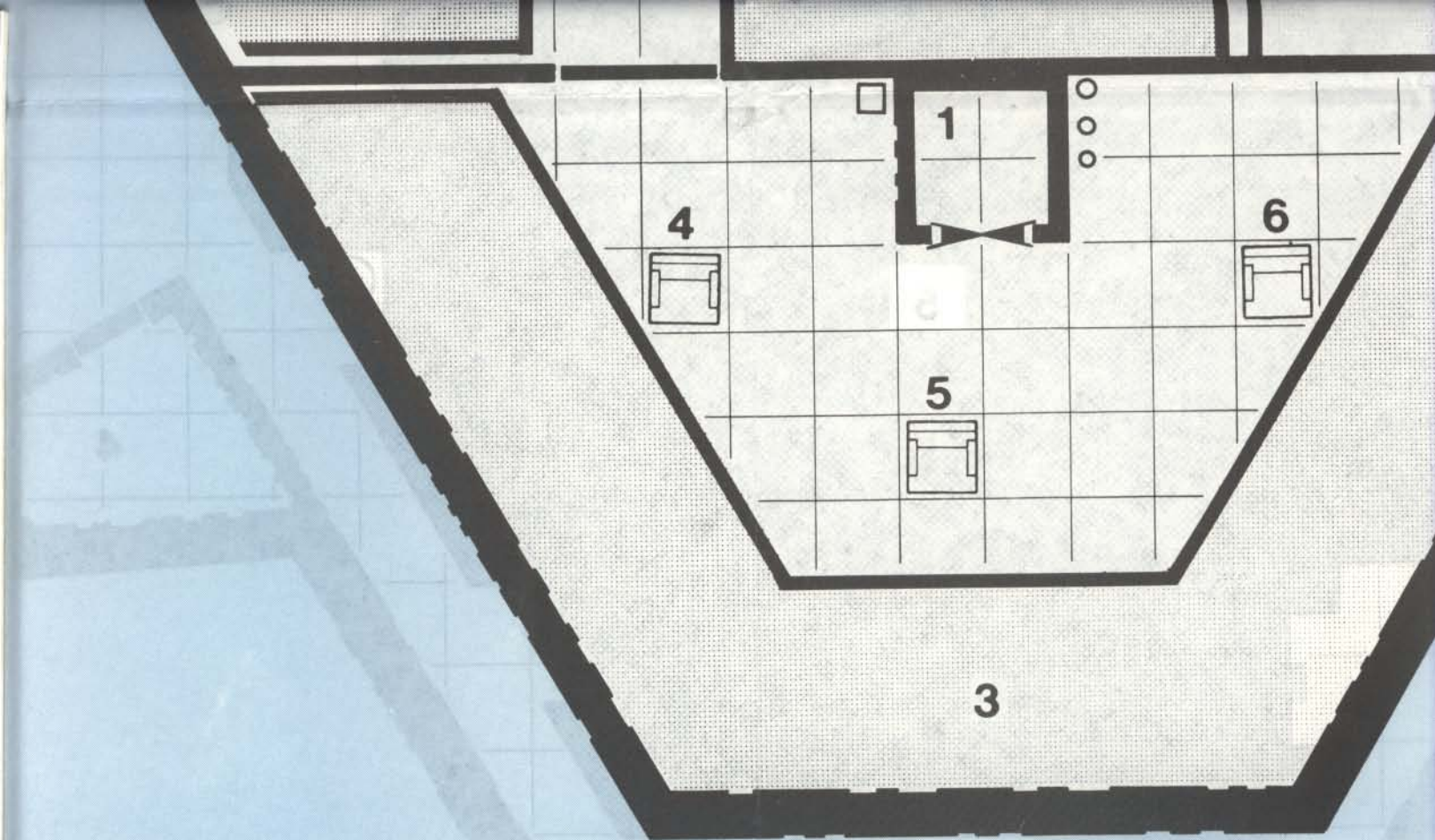


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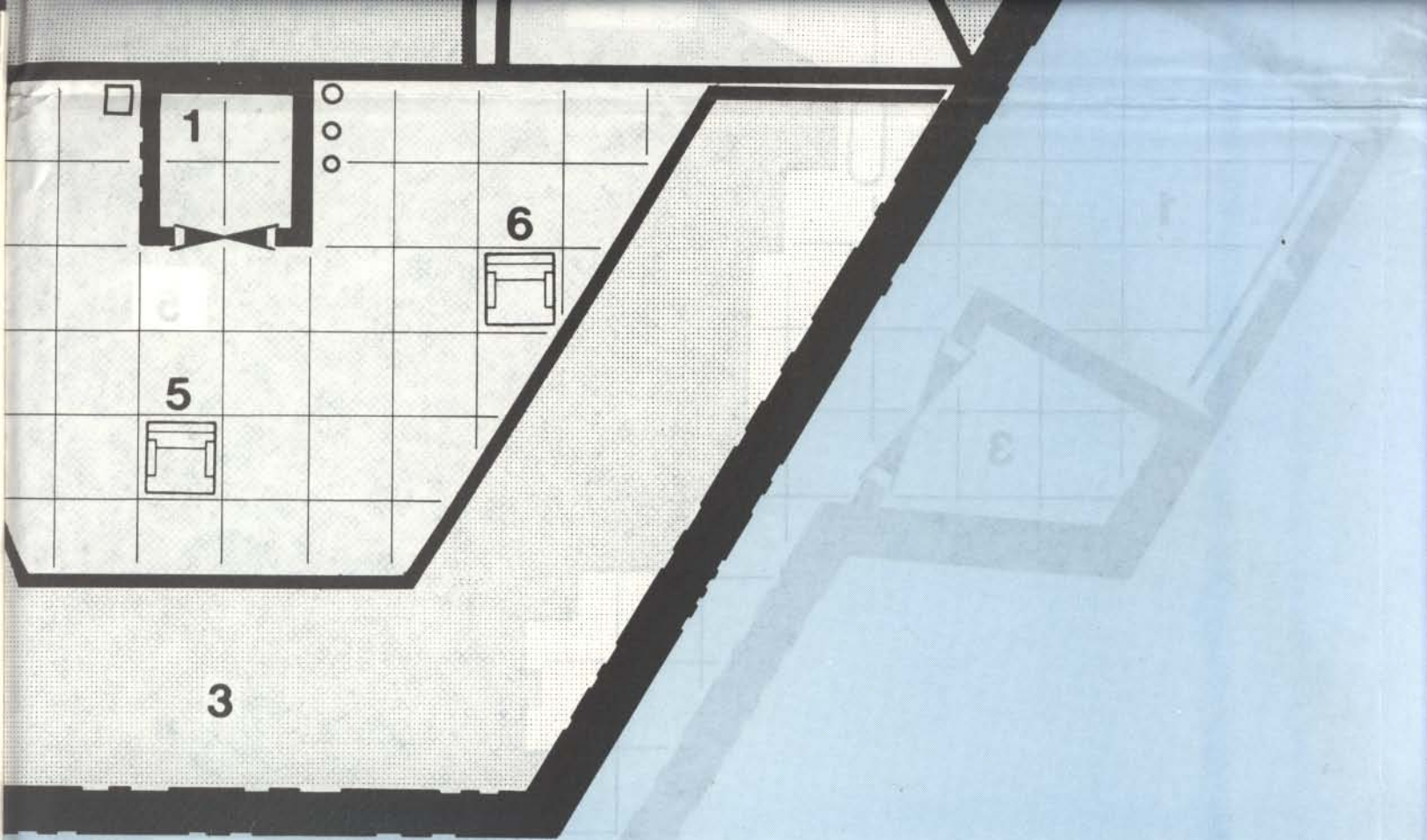


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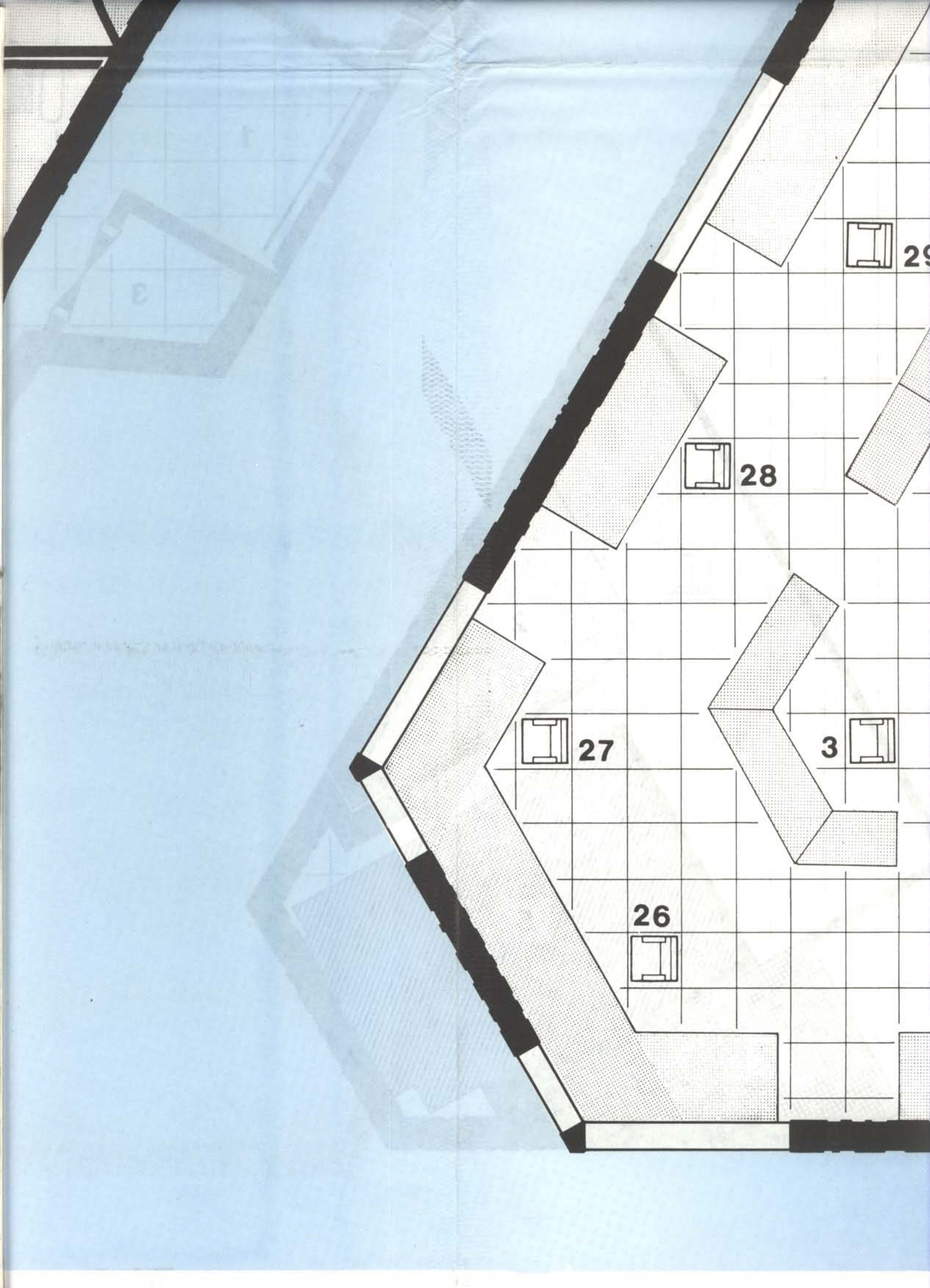
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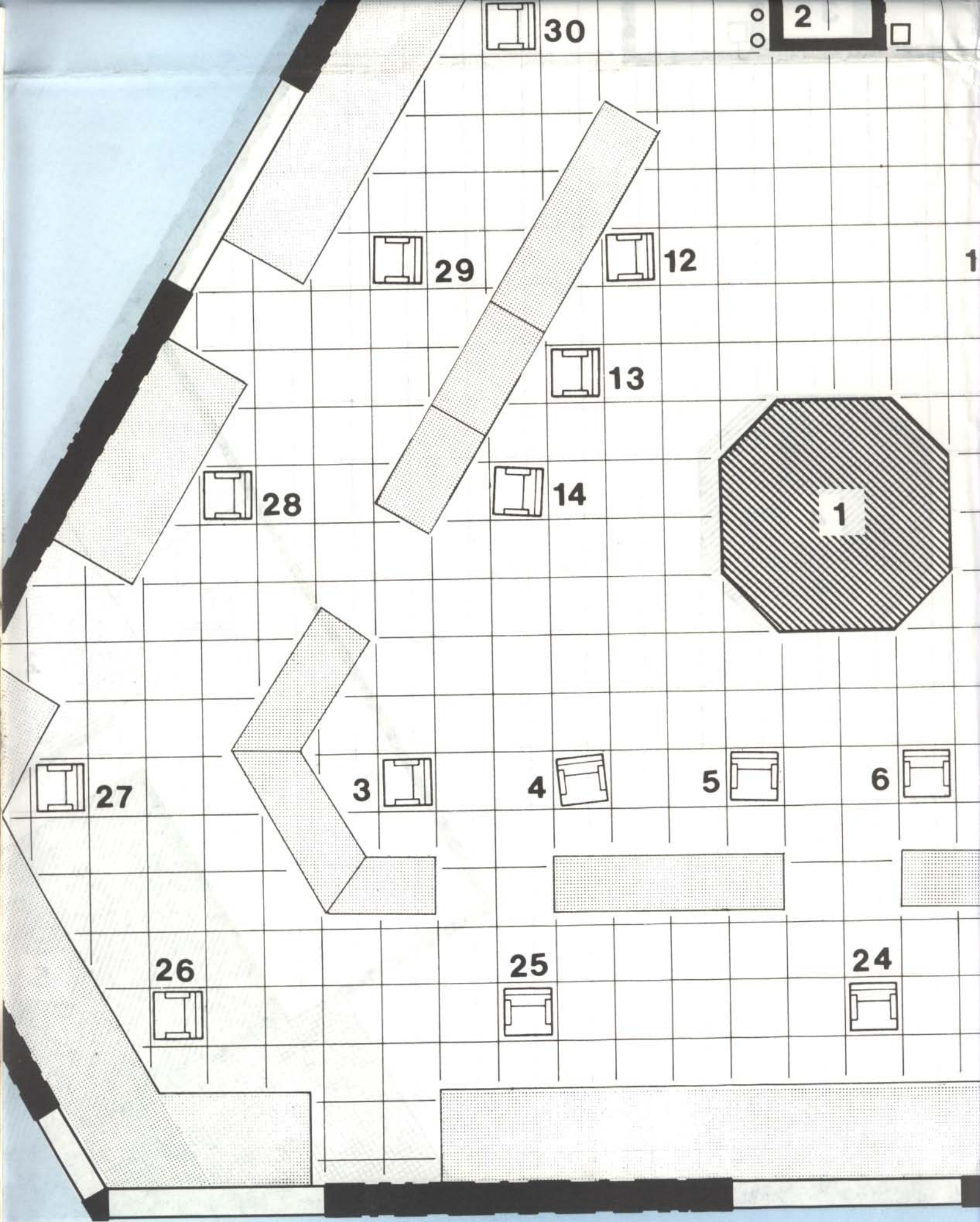
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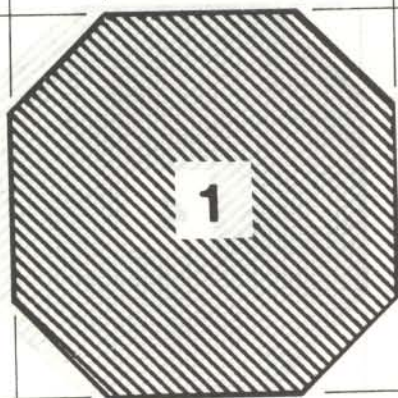


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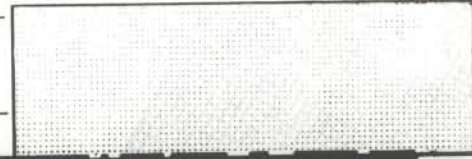
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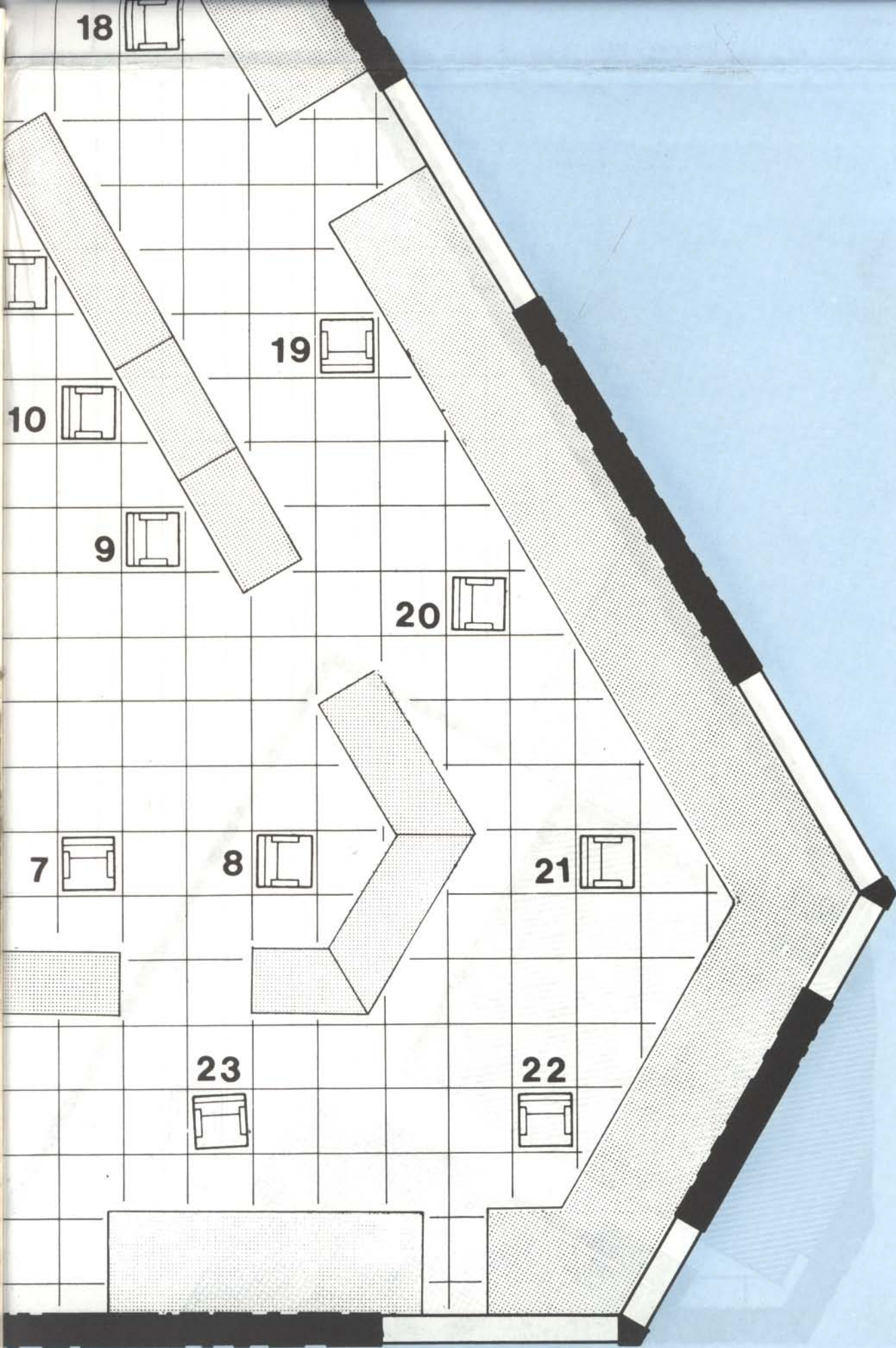
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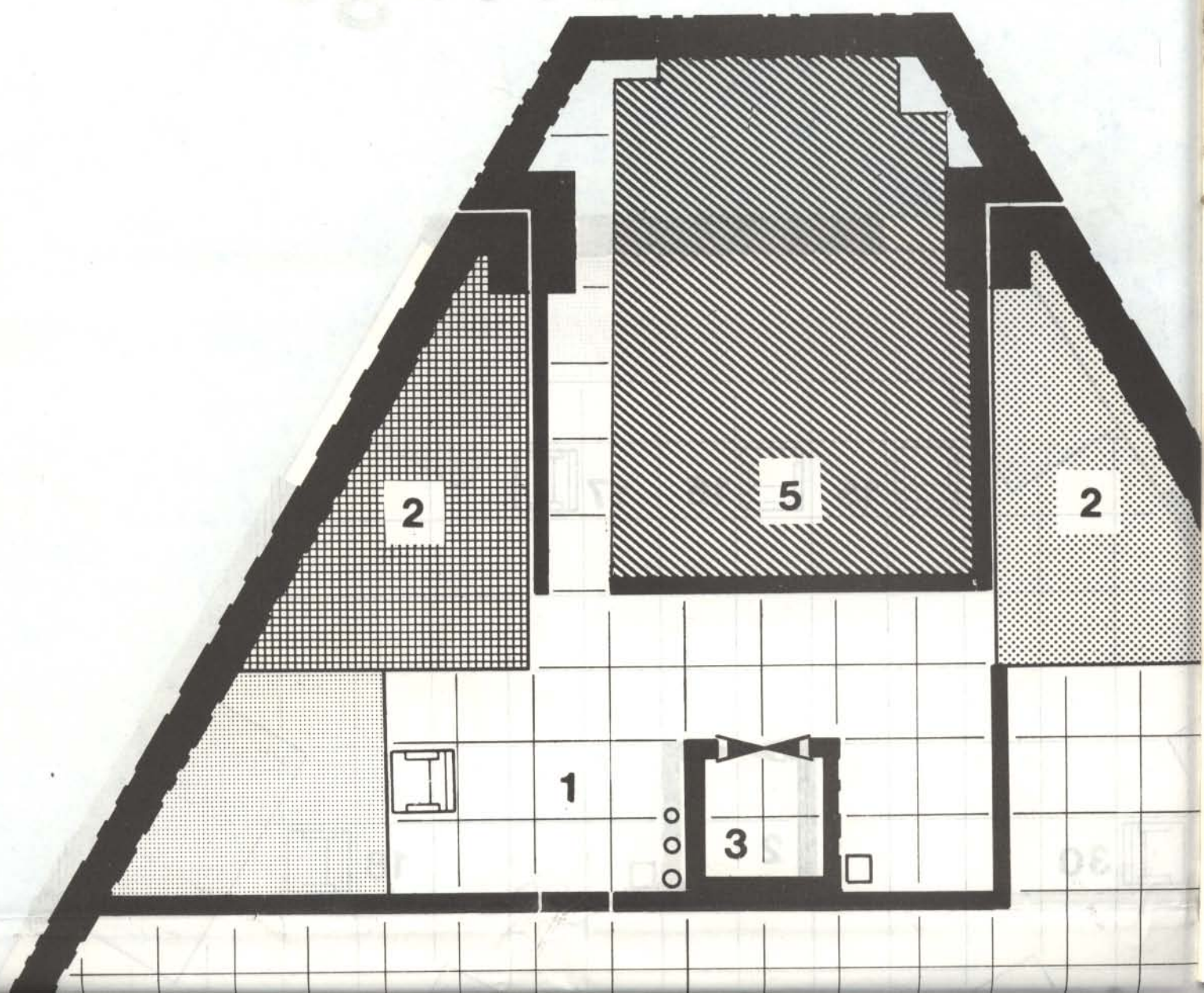
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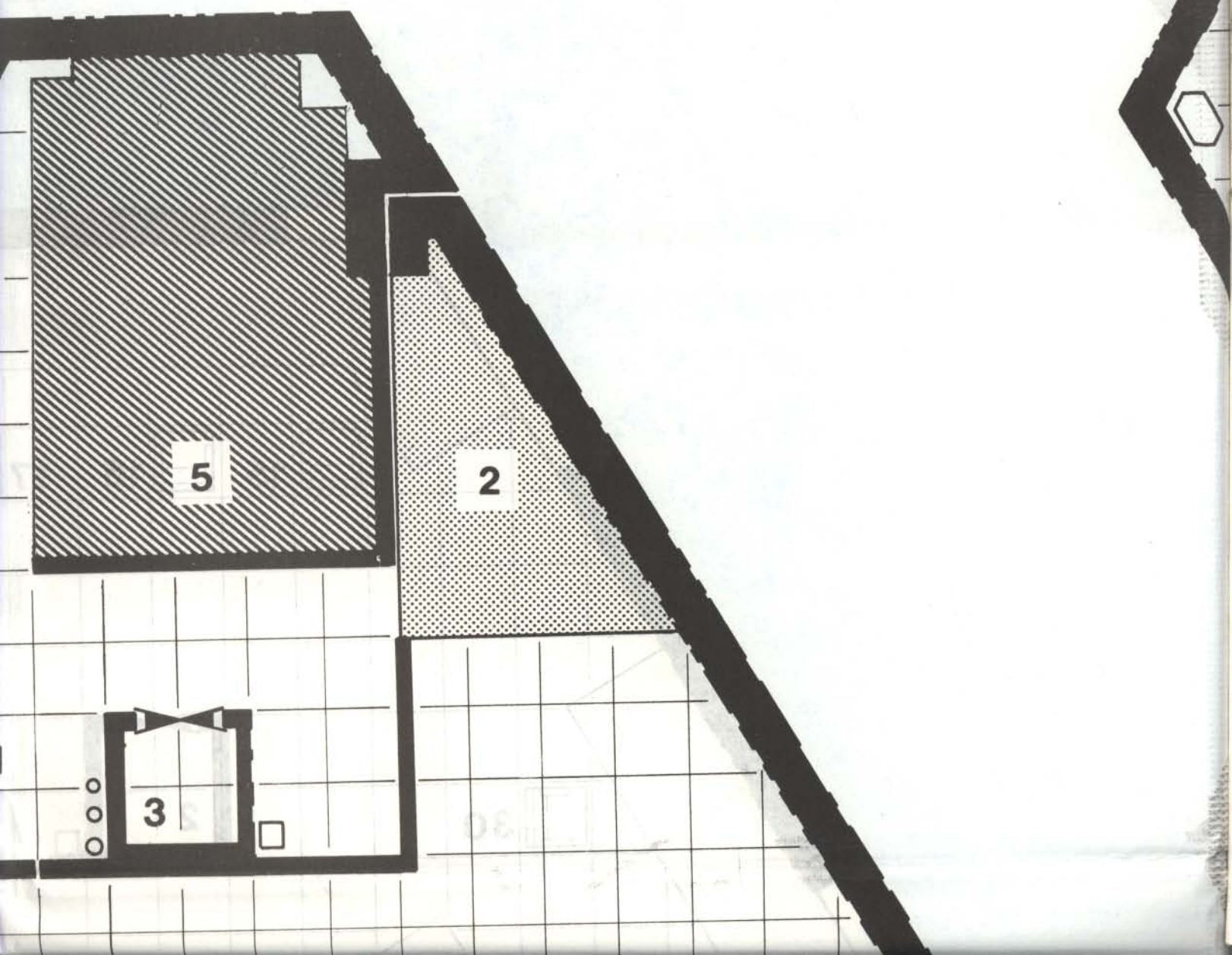
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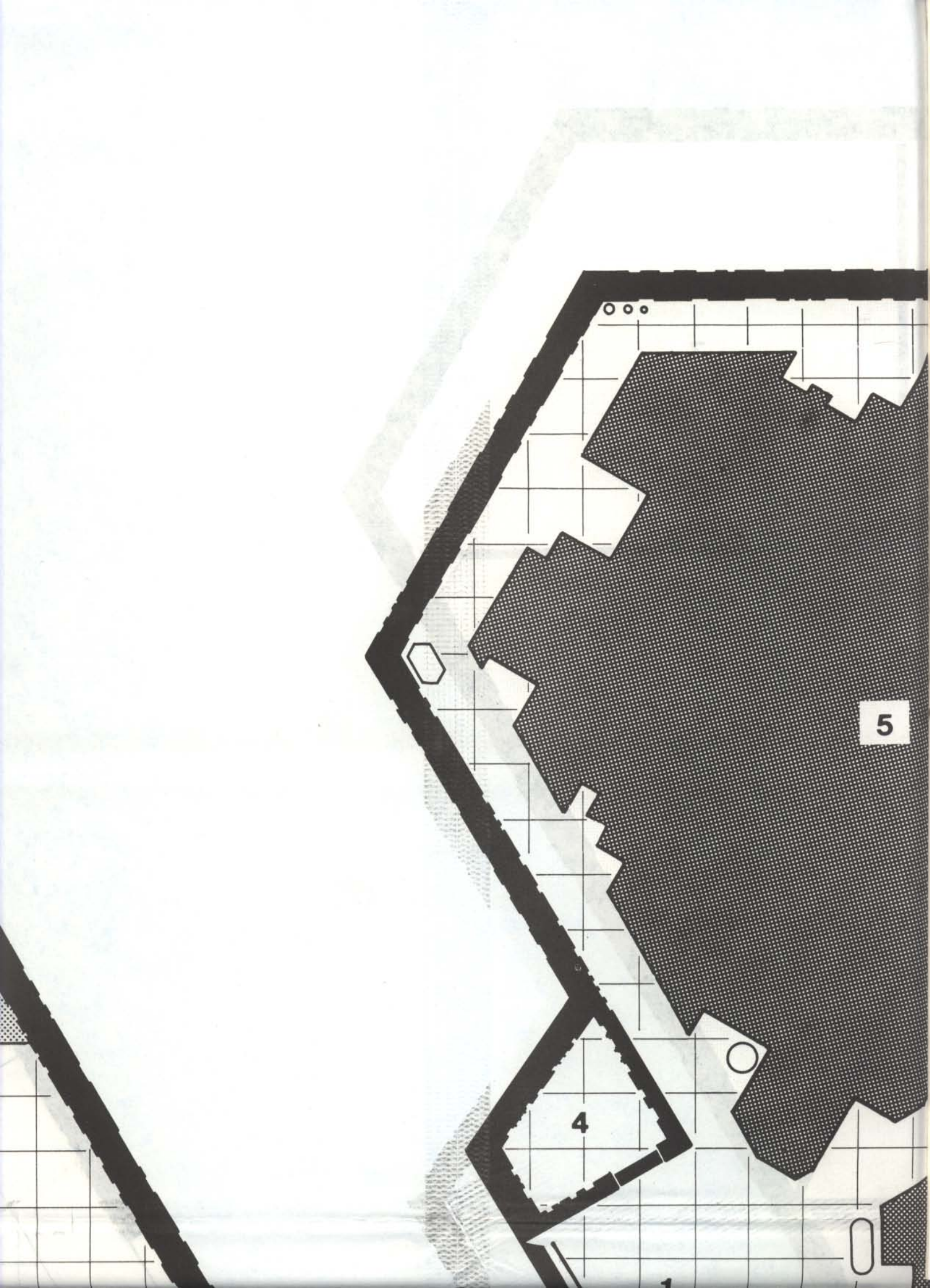


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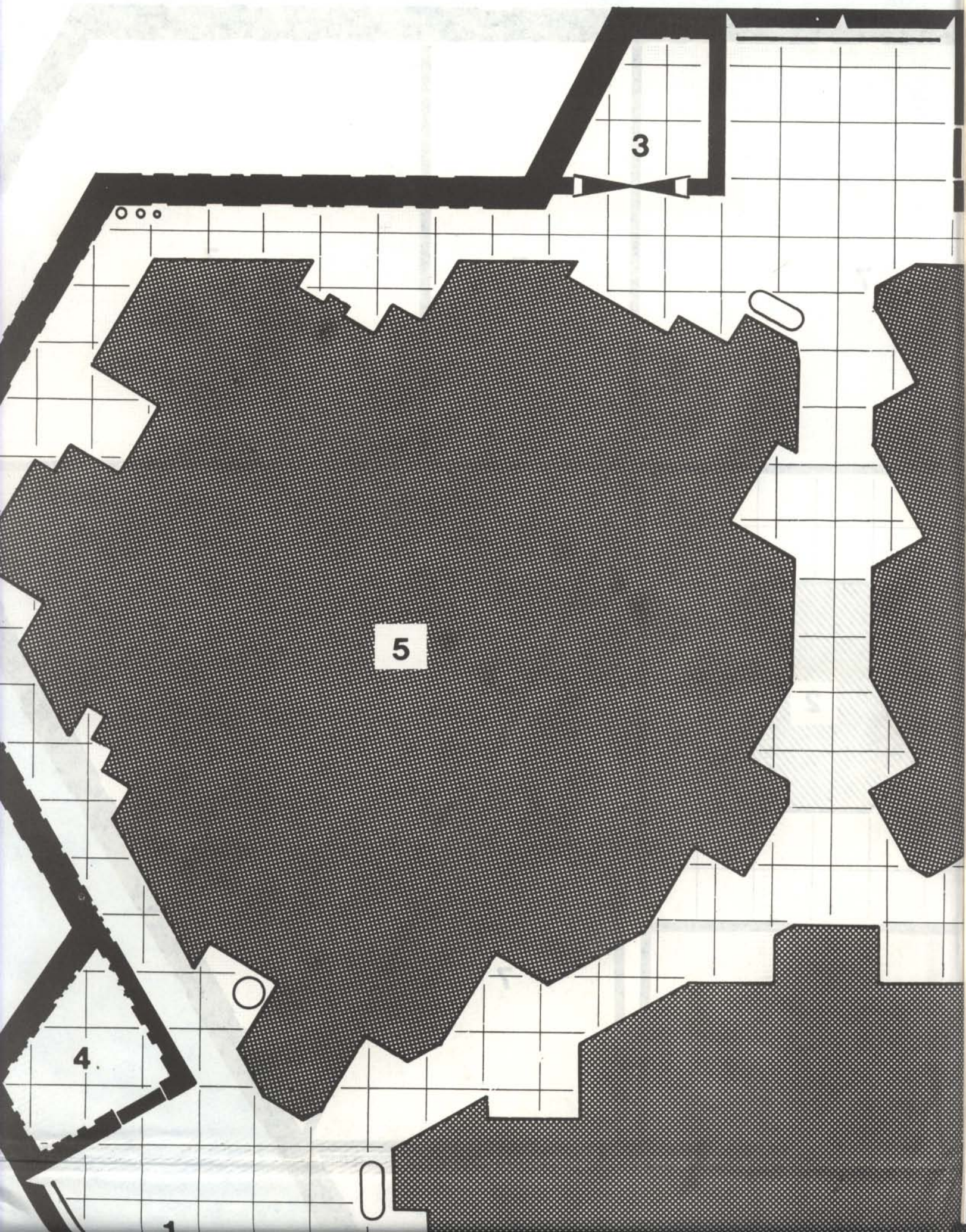




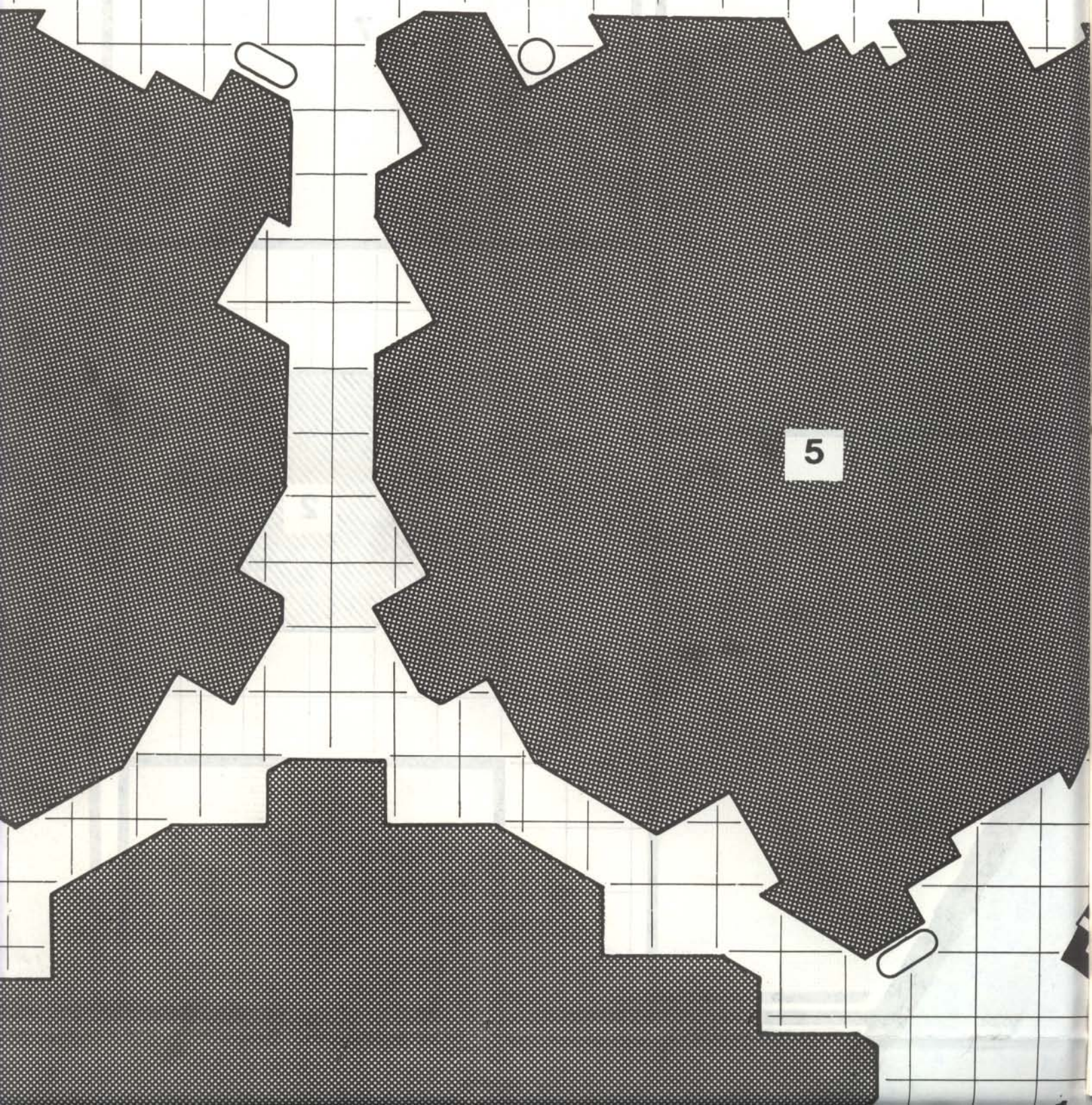
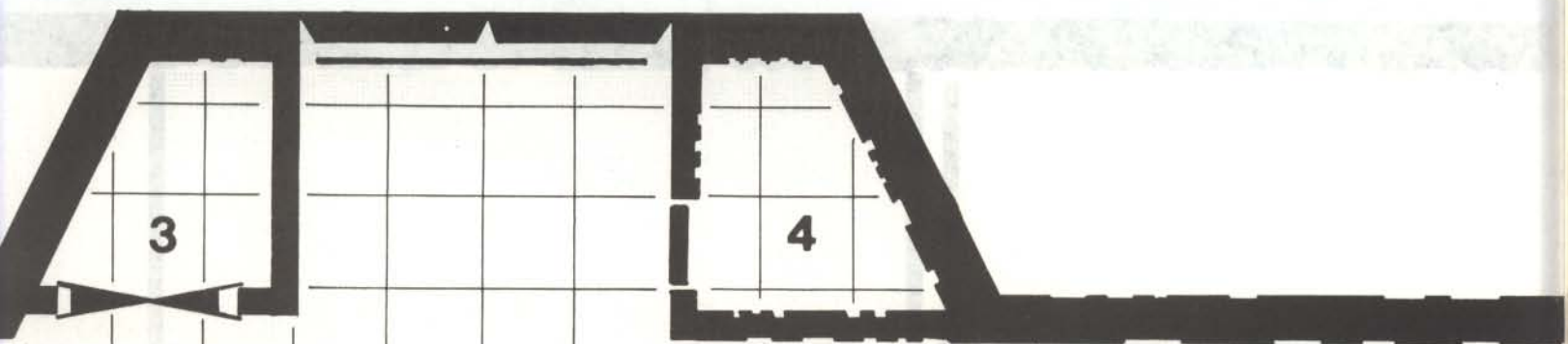
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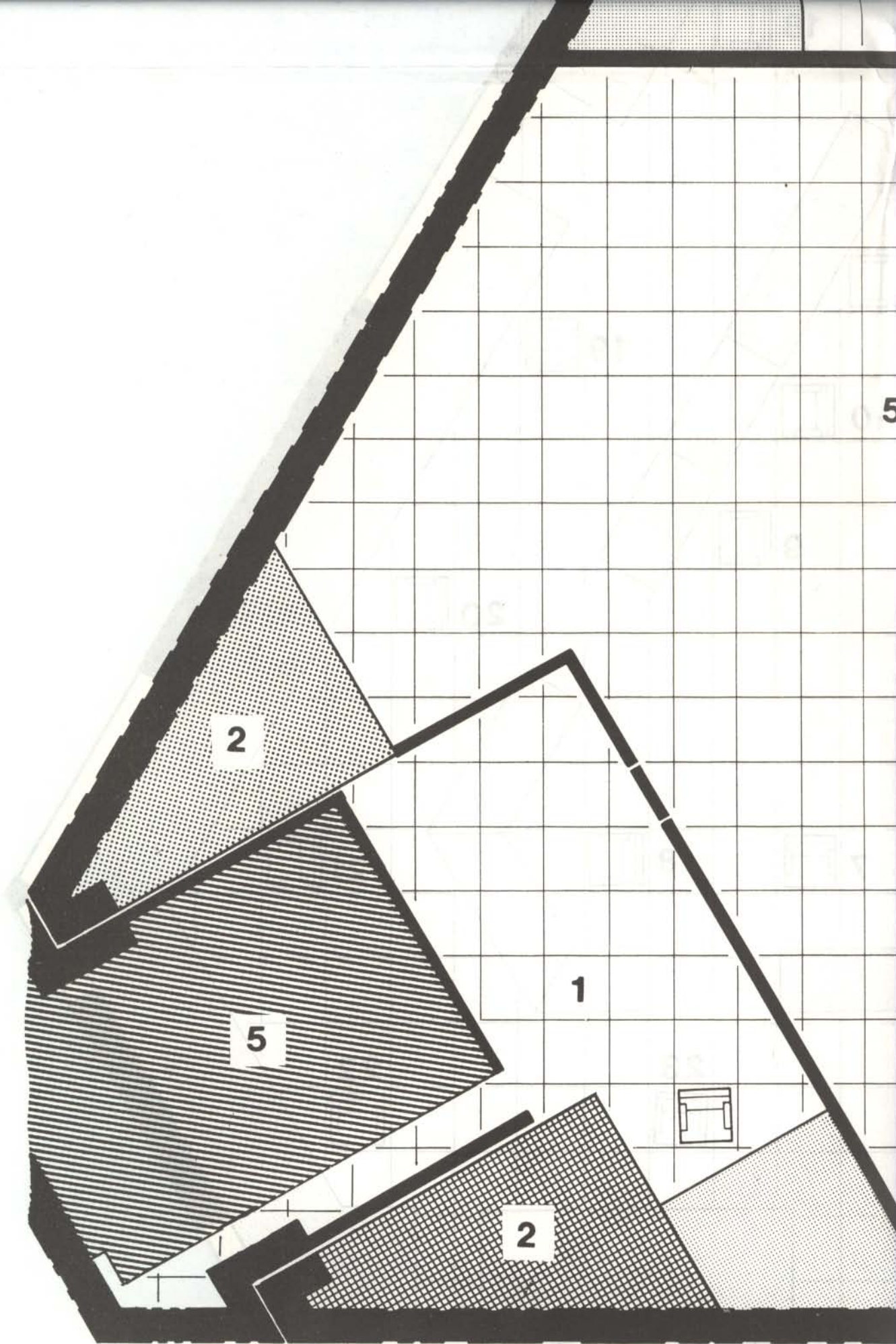


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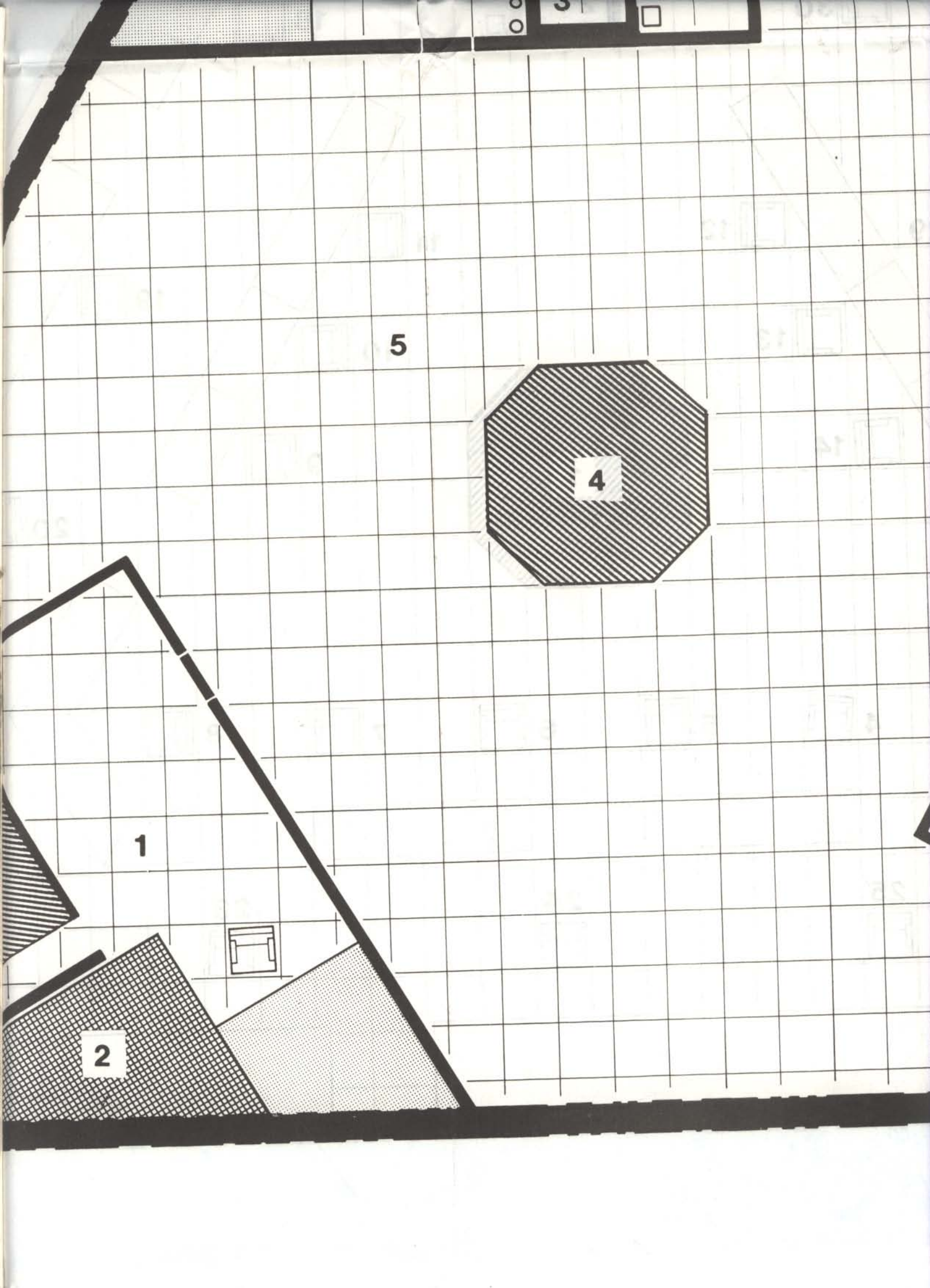
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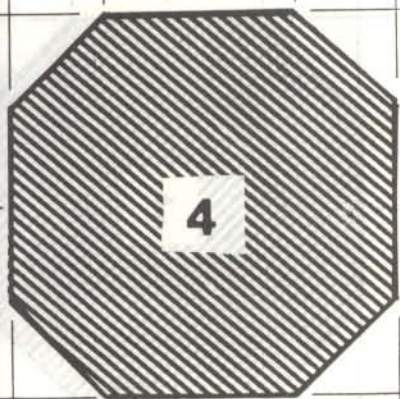
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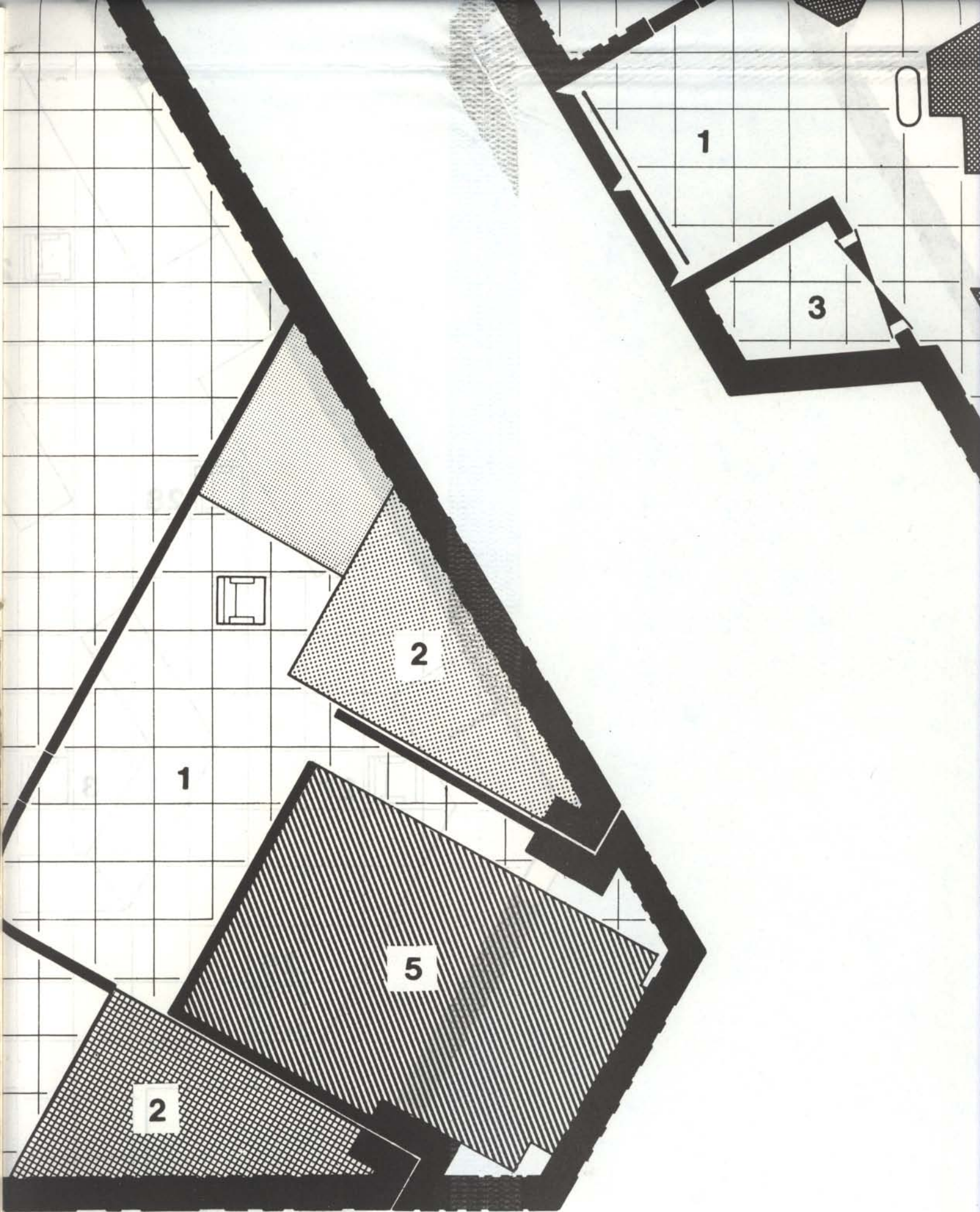
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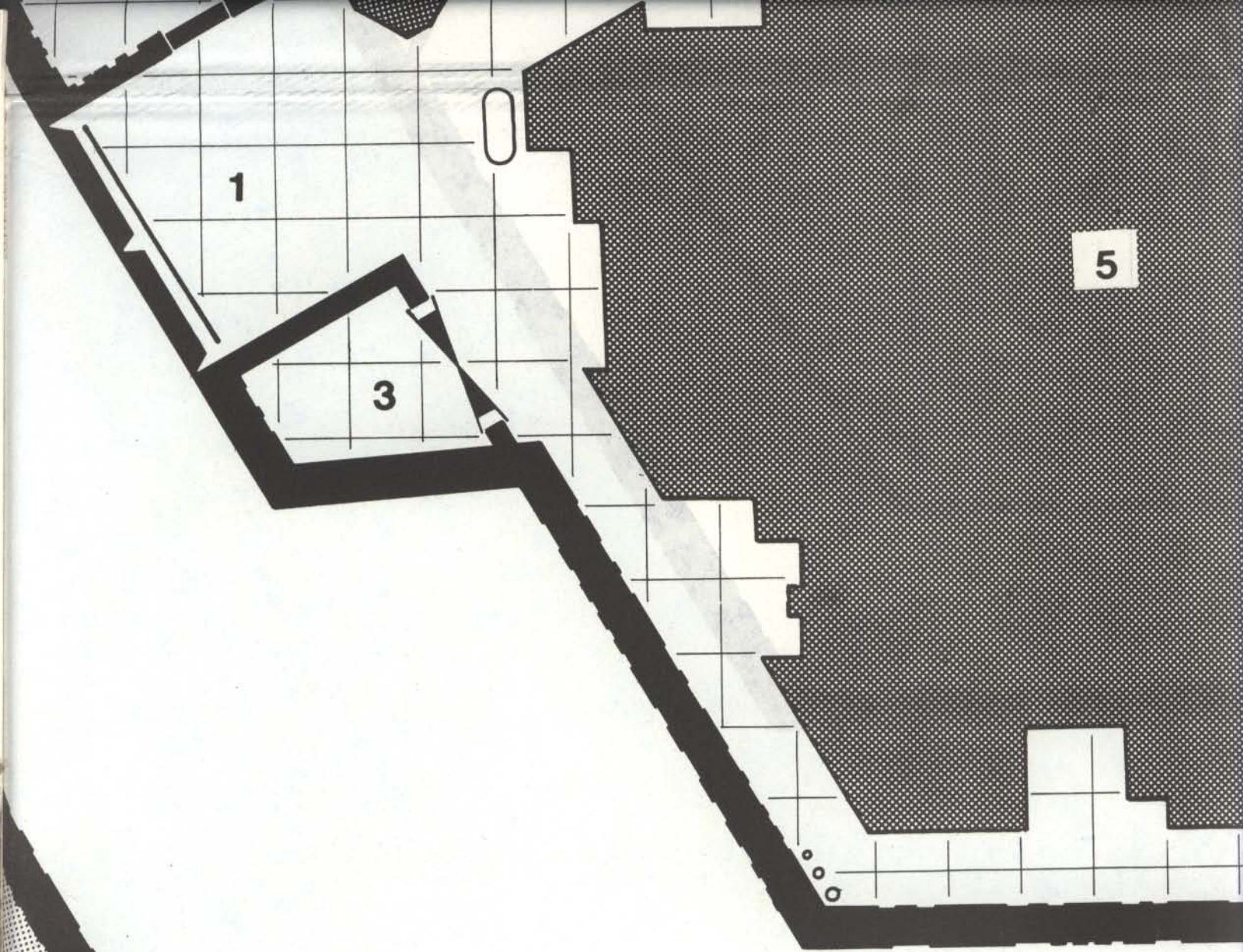
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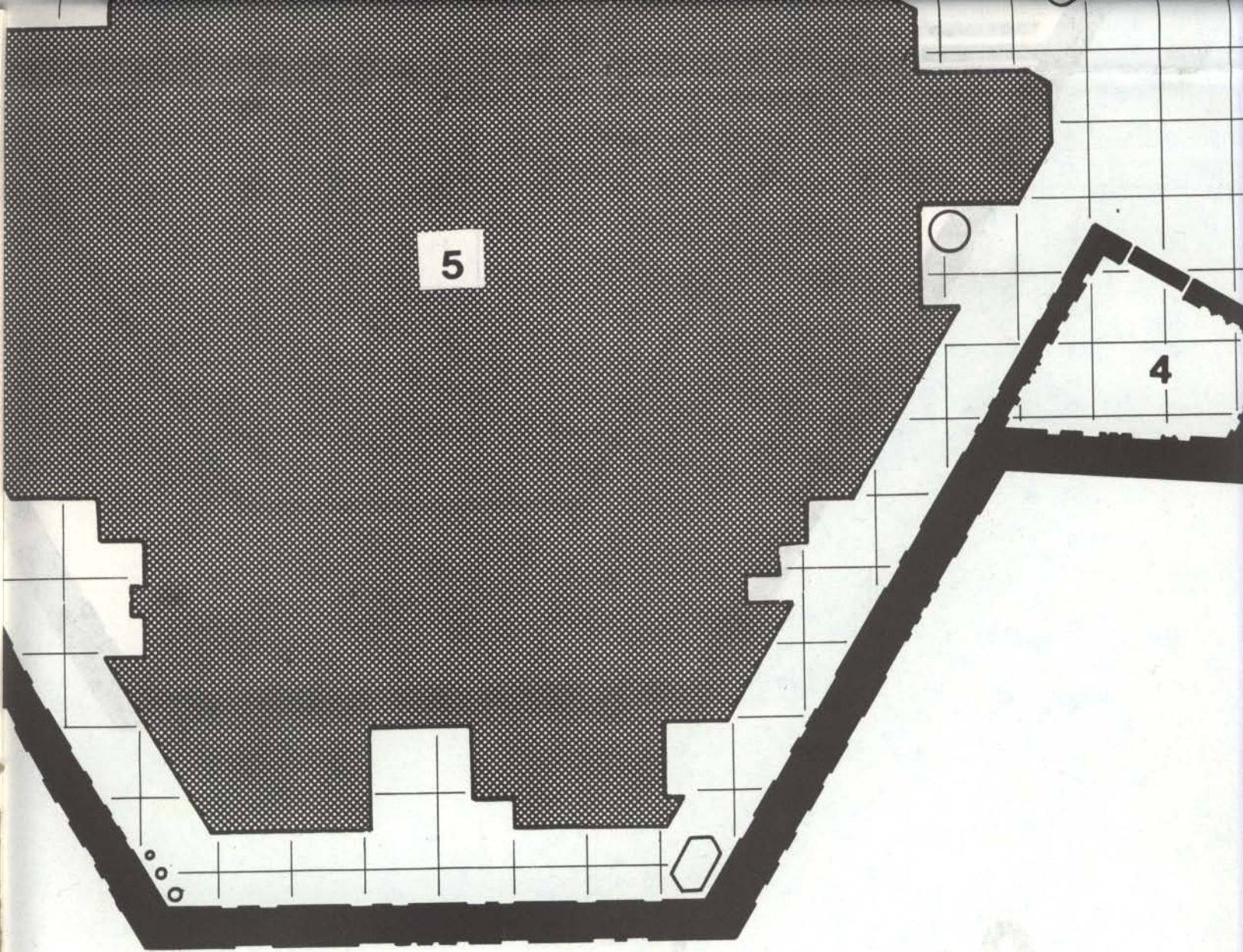






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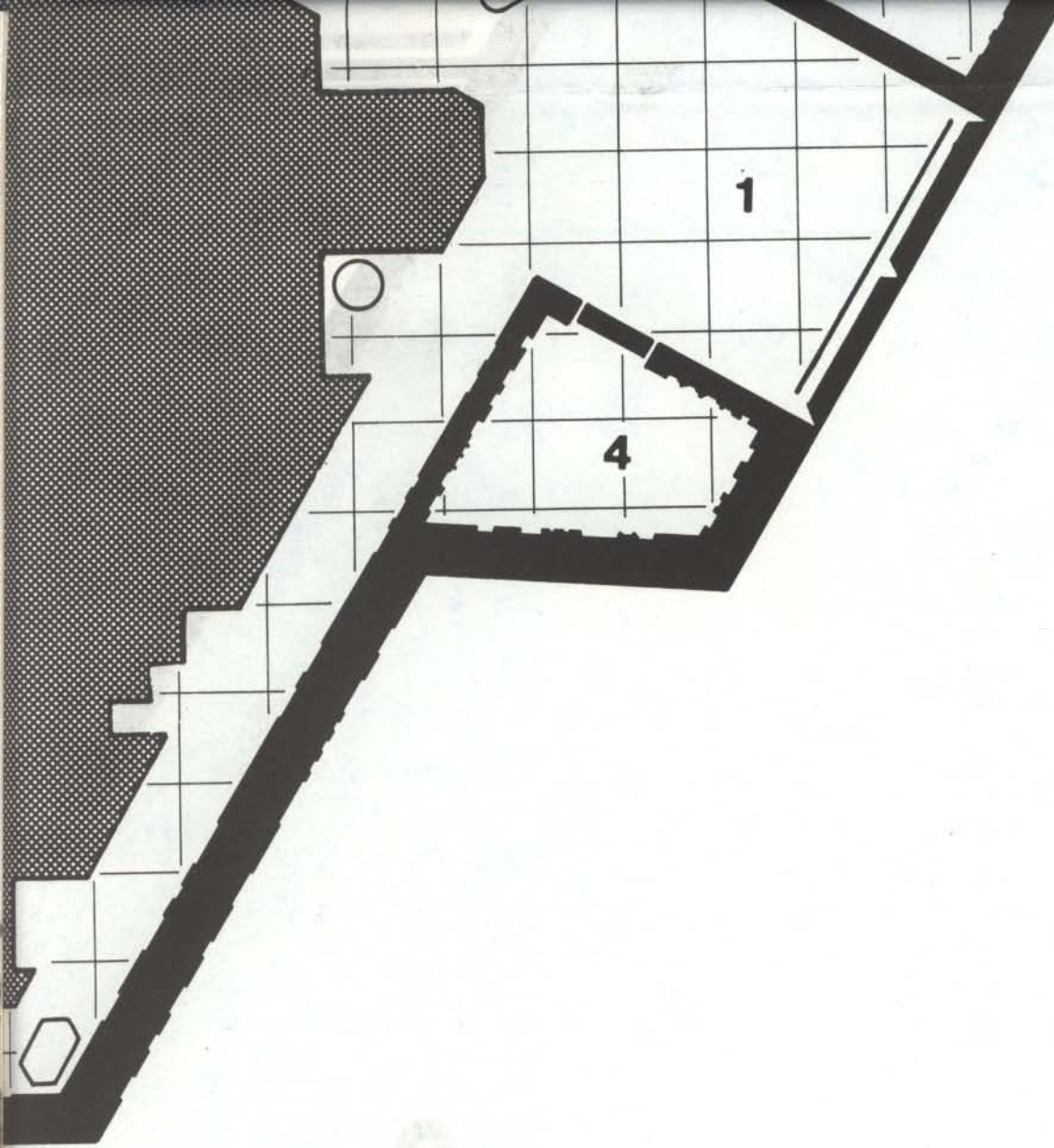




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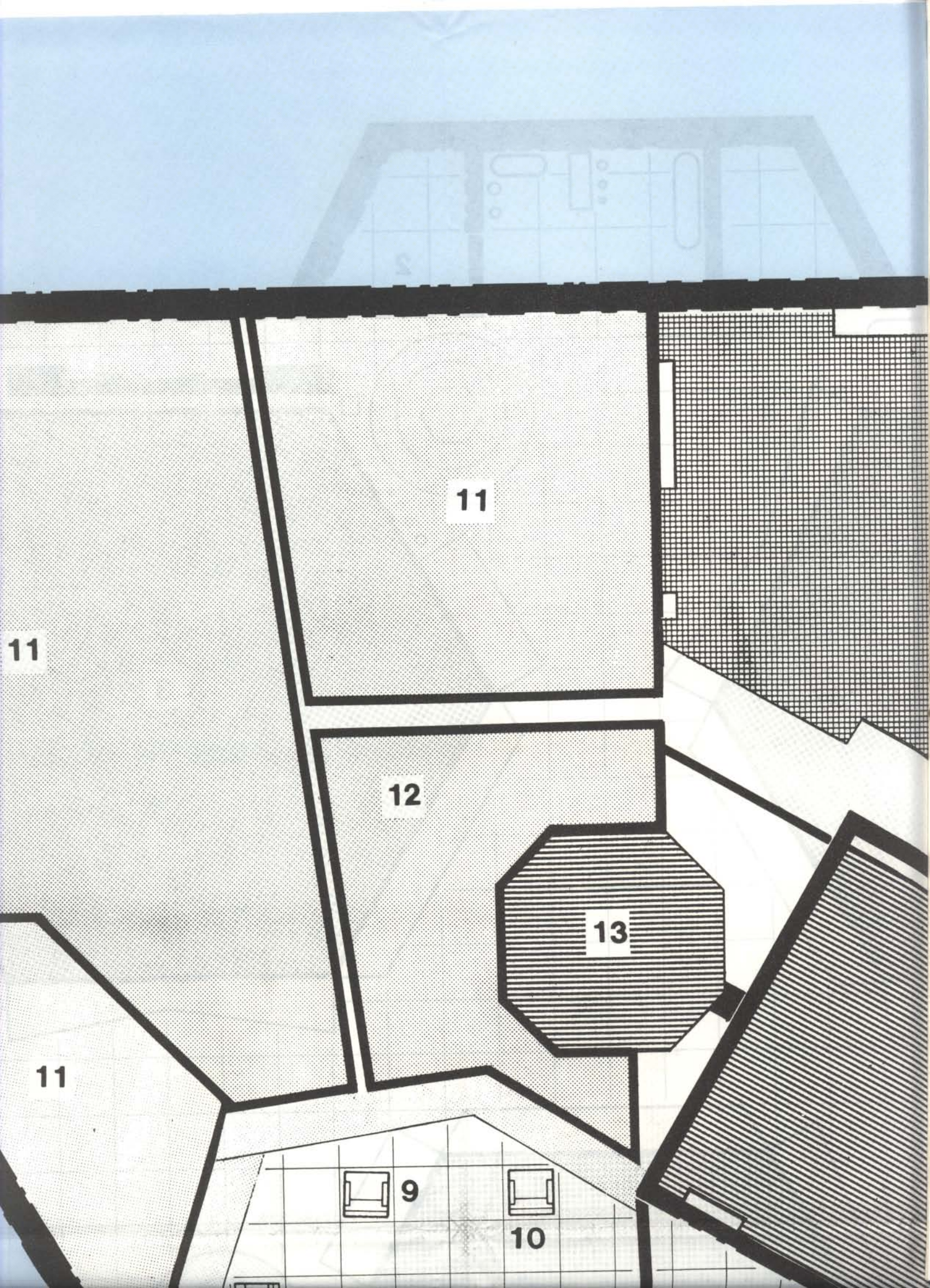
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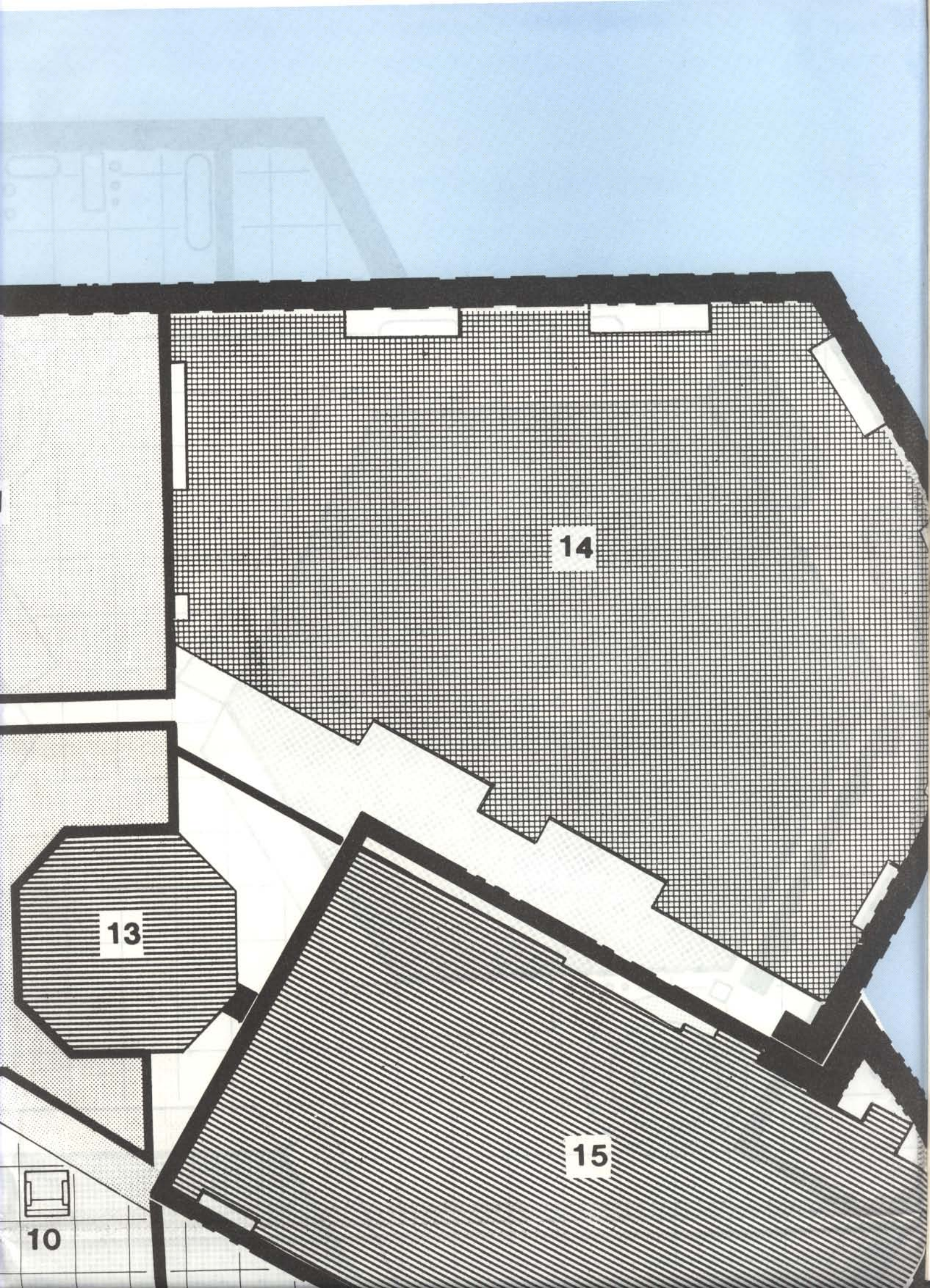


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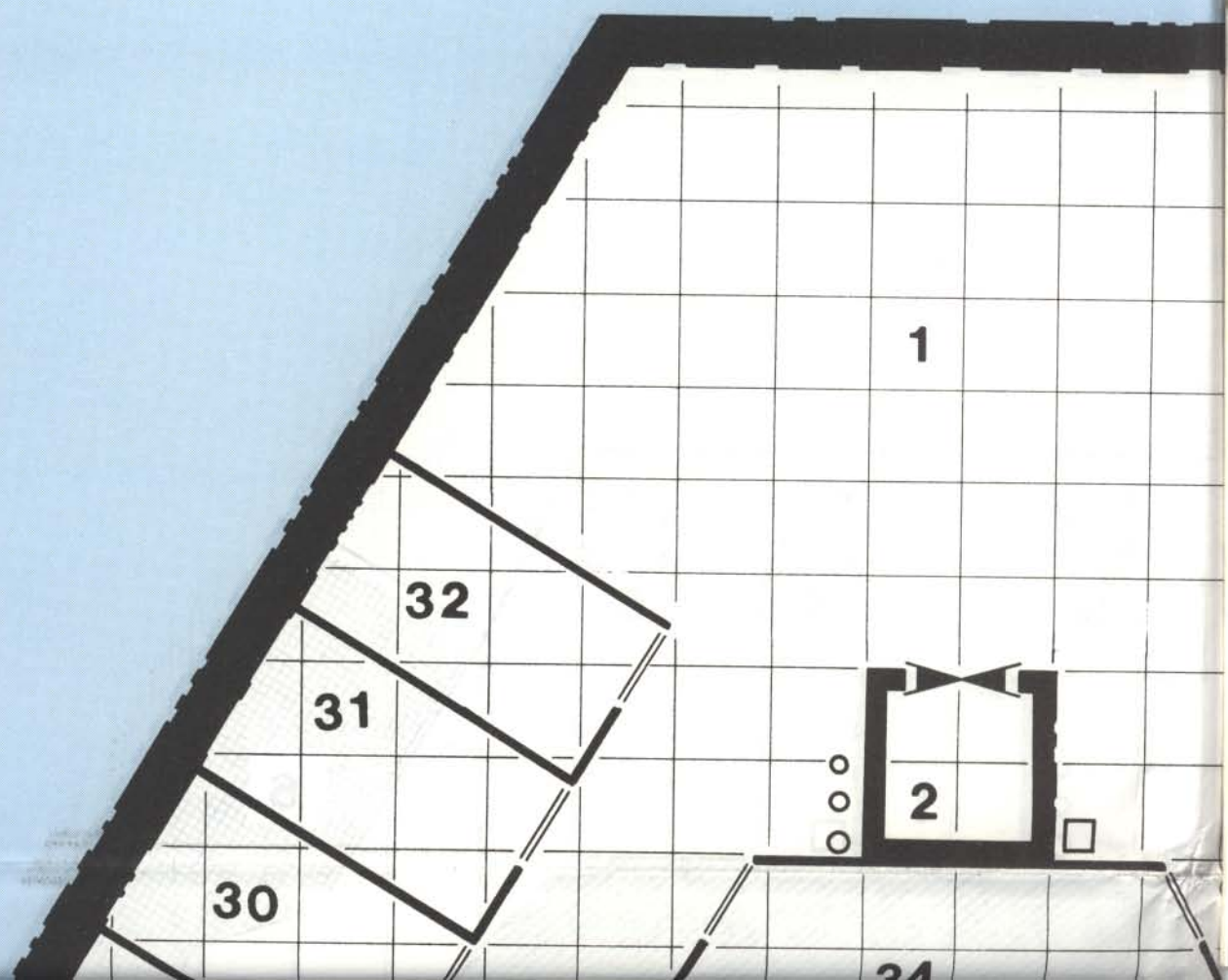
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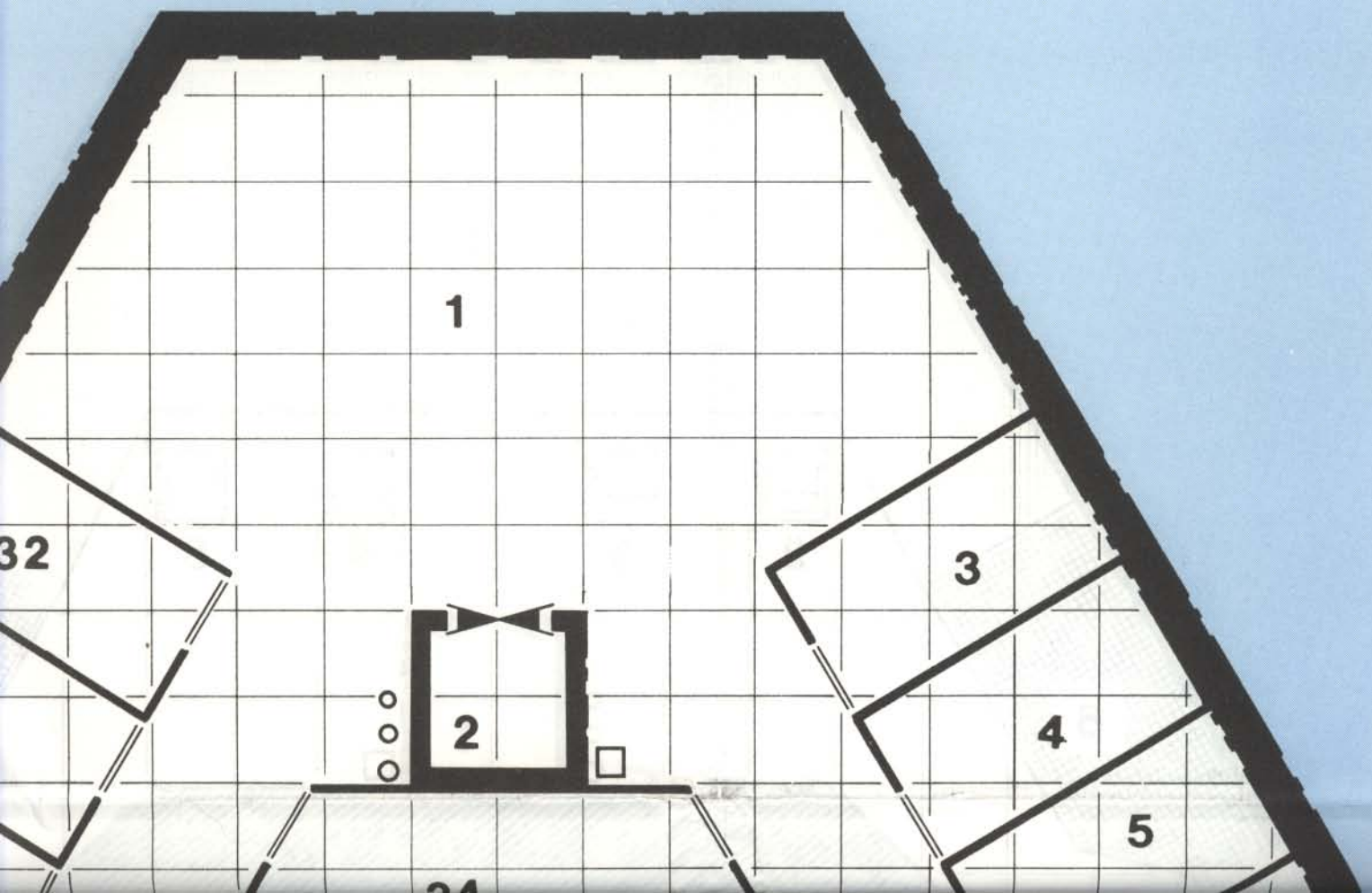
Cre





# DECK C

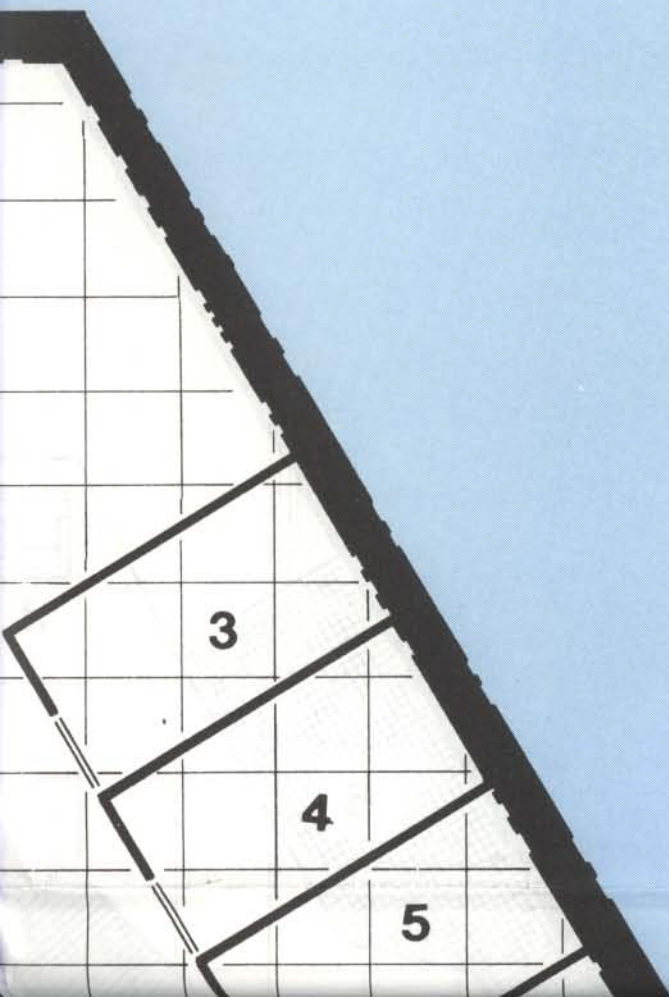
## Crew



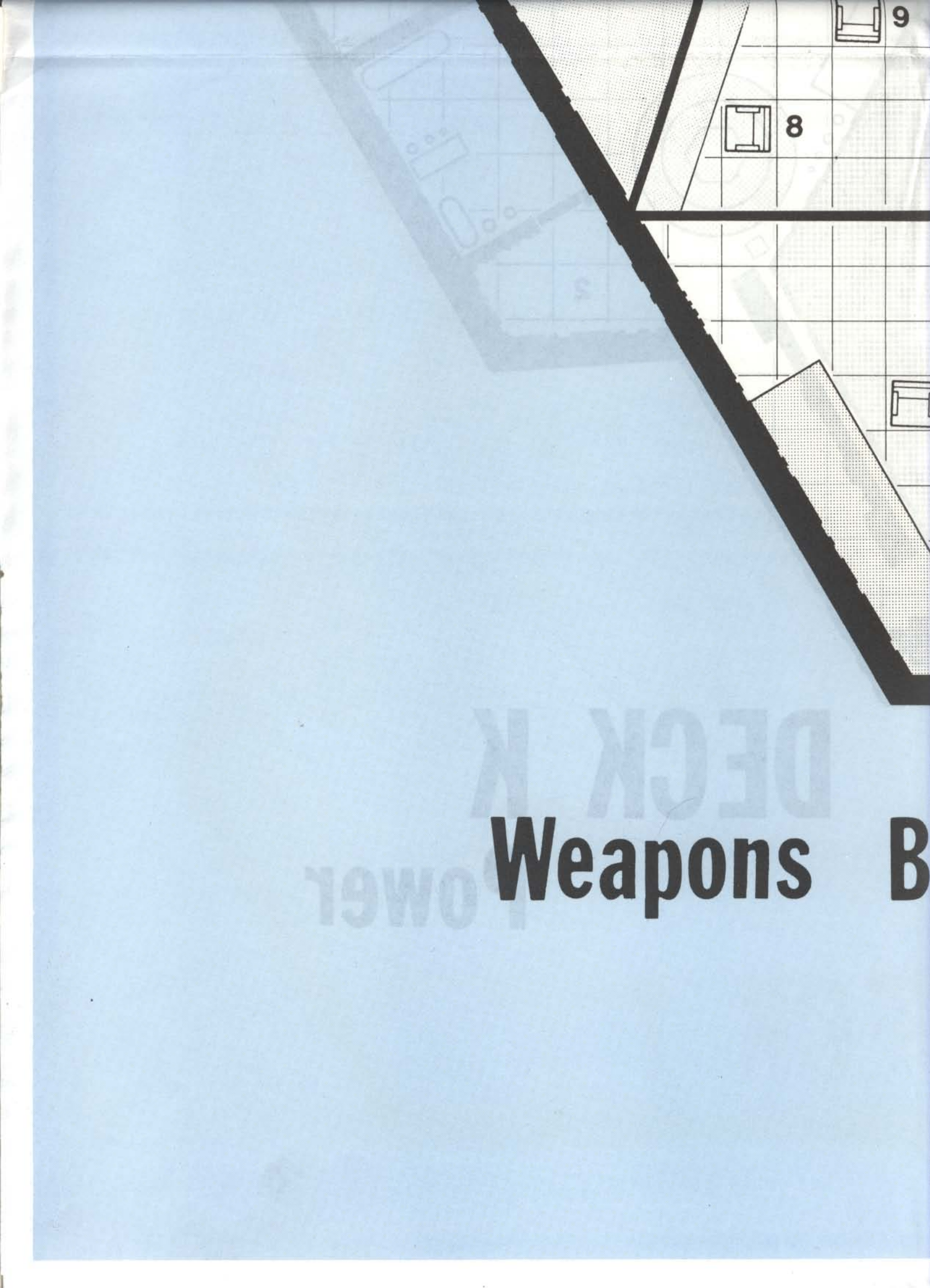


# DECK C

W







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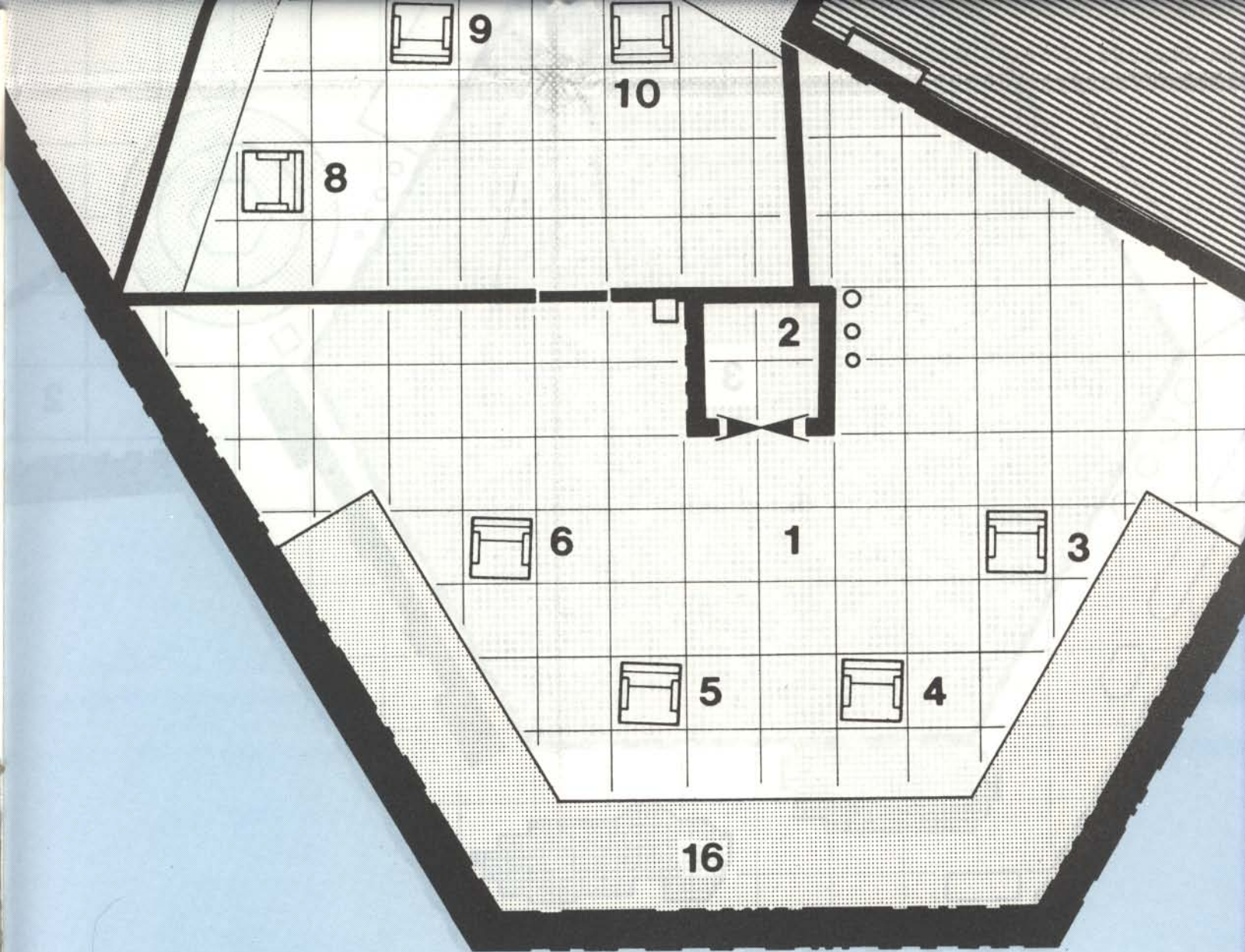
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**Weapons B**

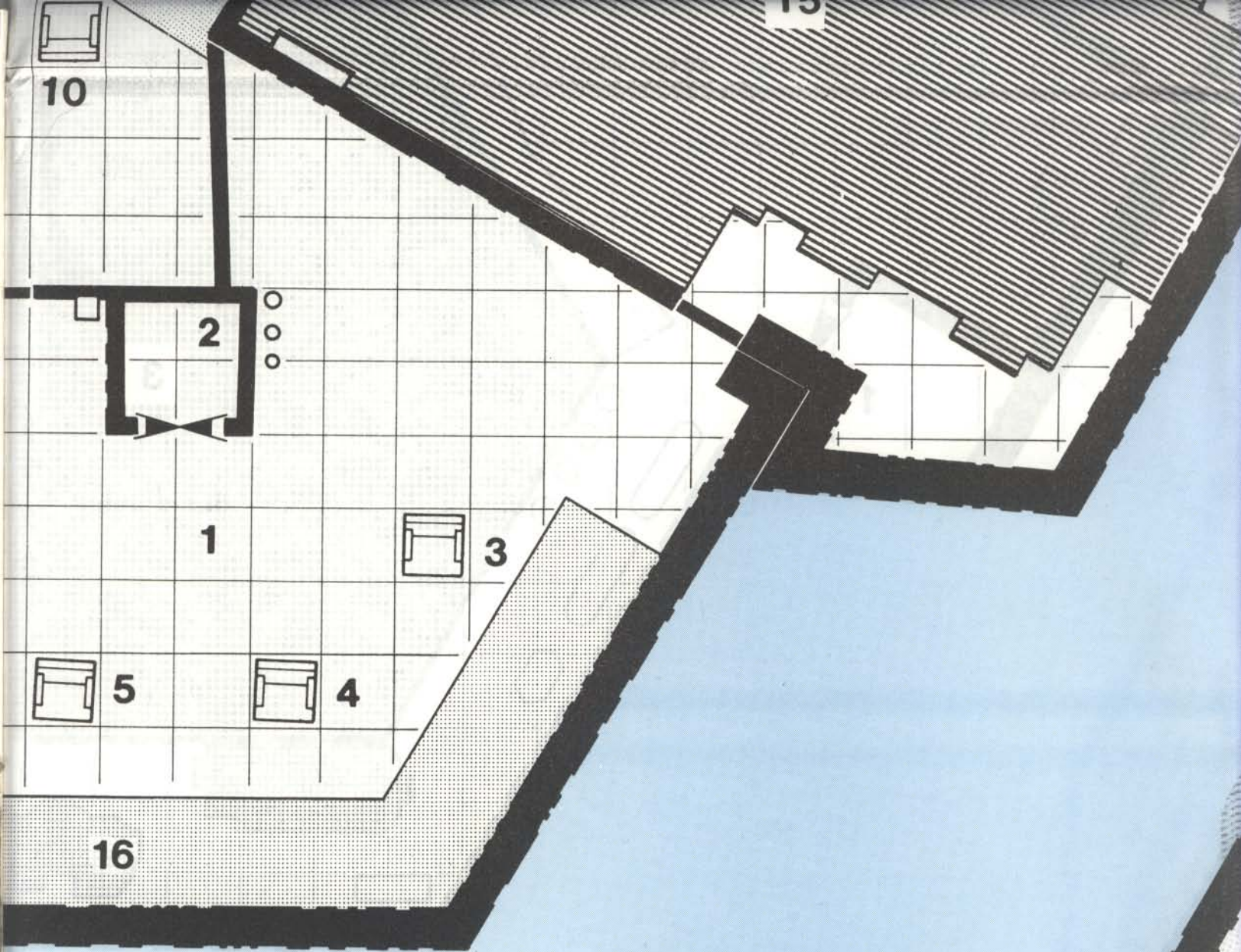




Weapons Bay

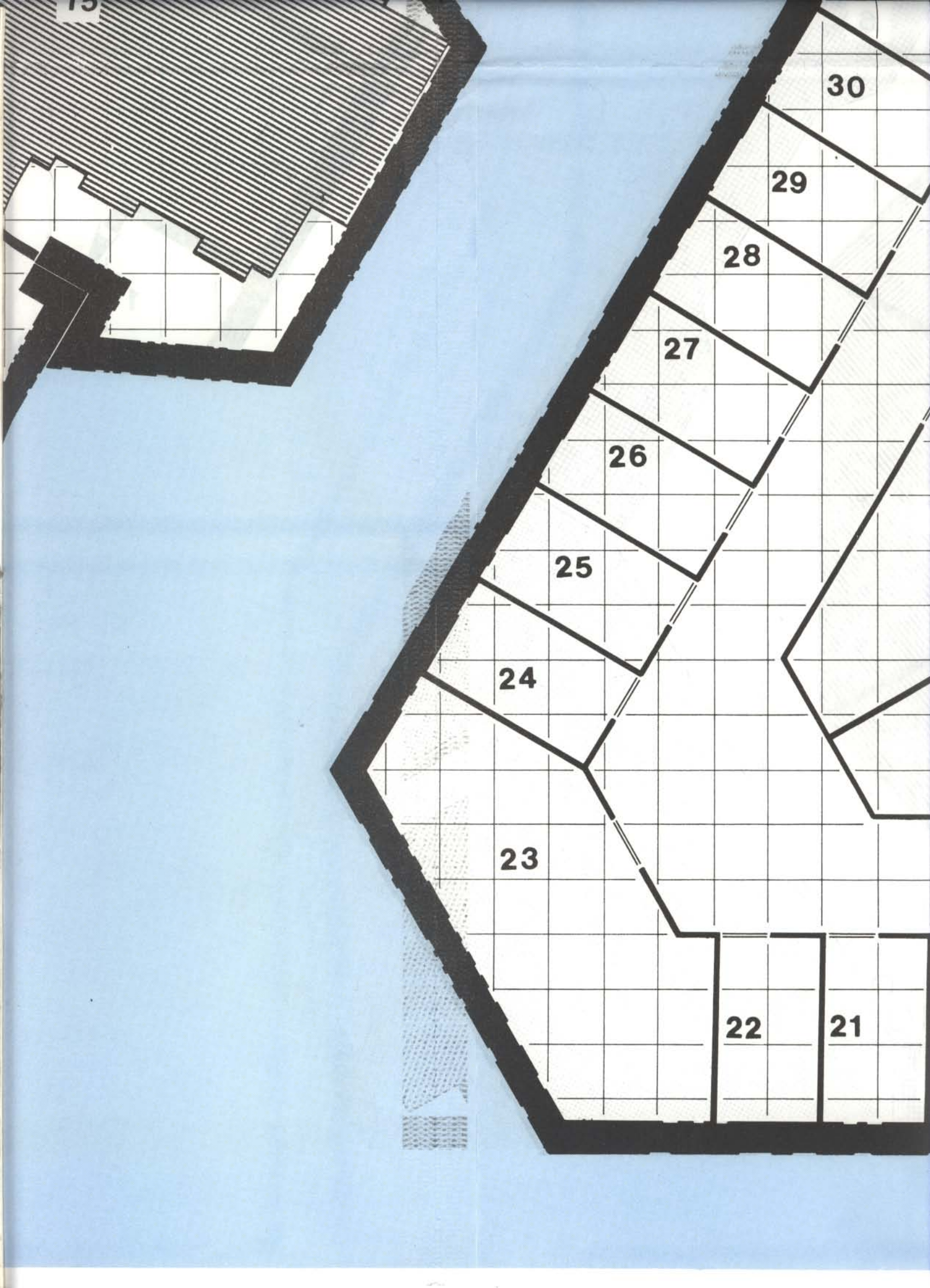
DECK E



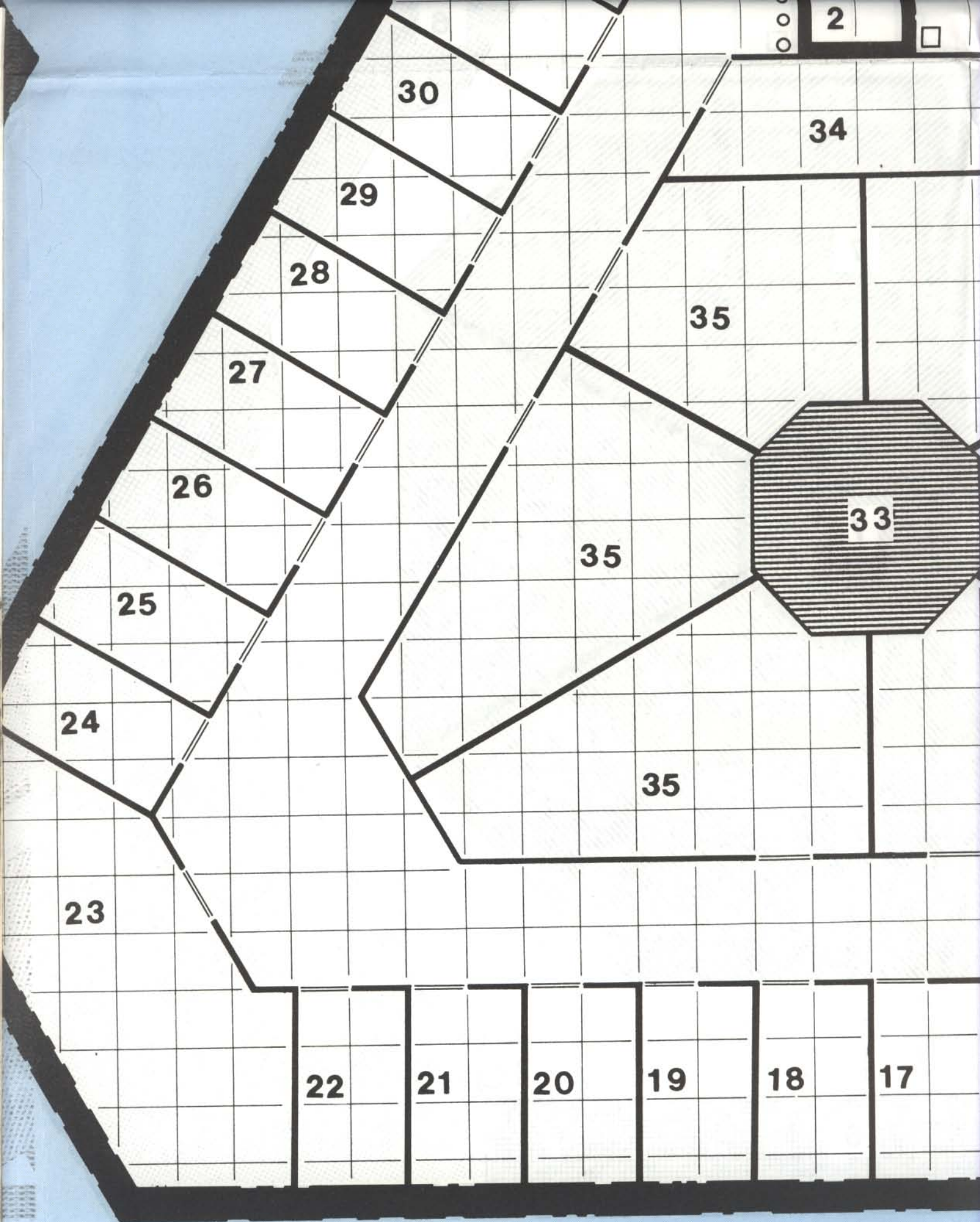


y  
**DECK E**

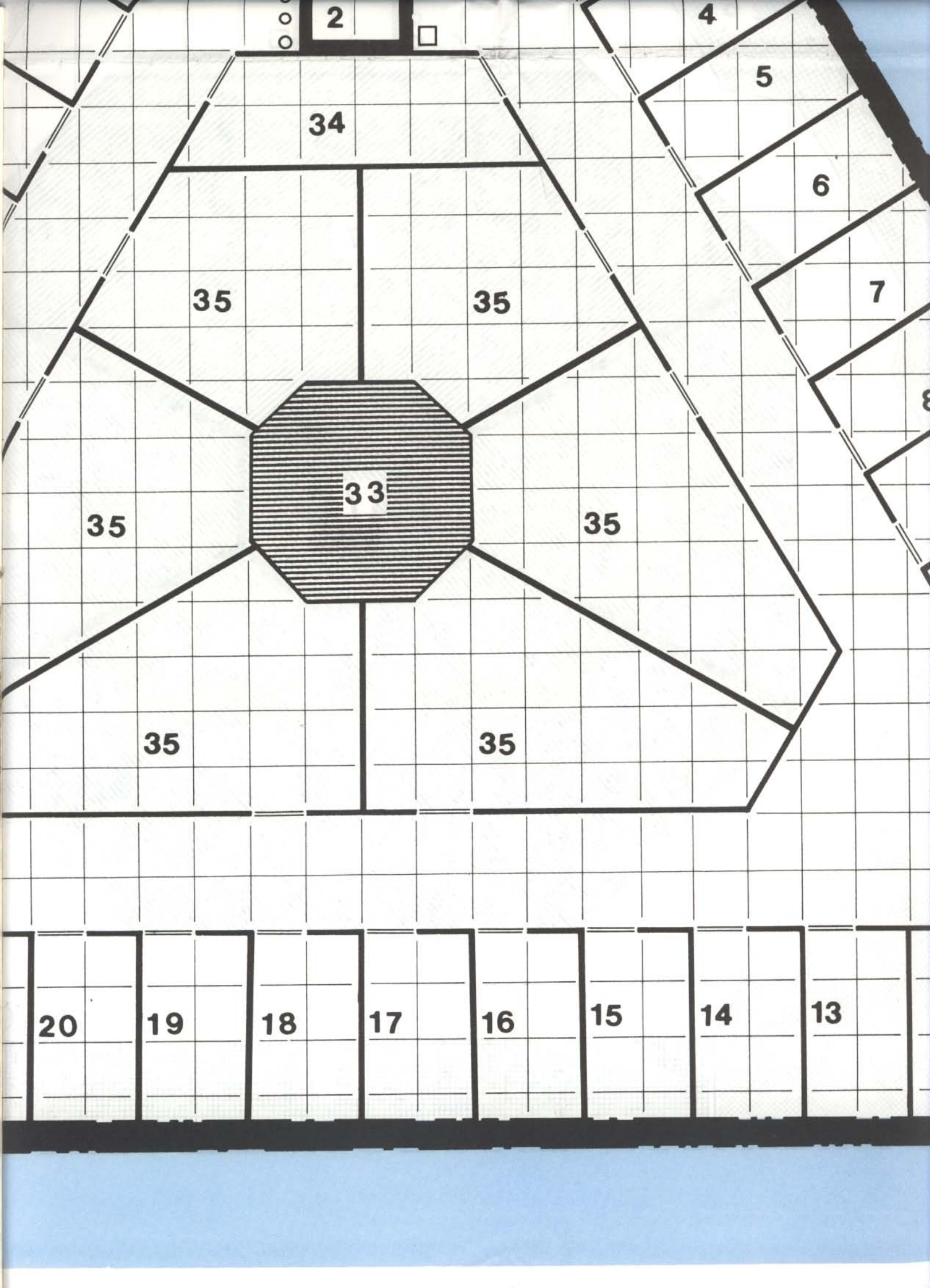




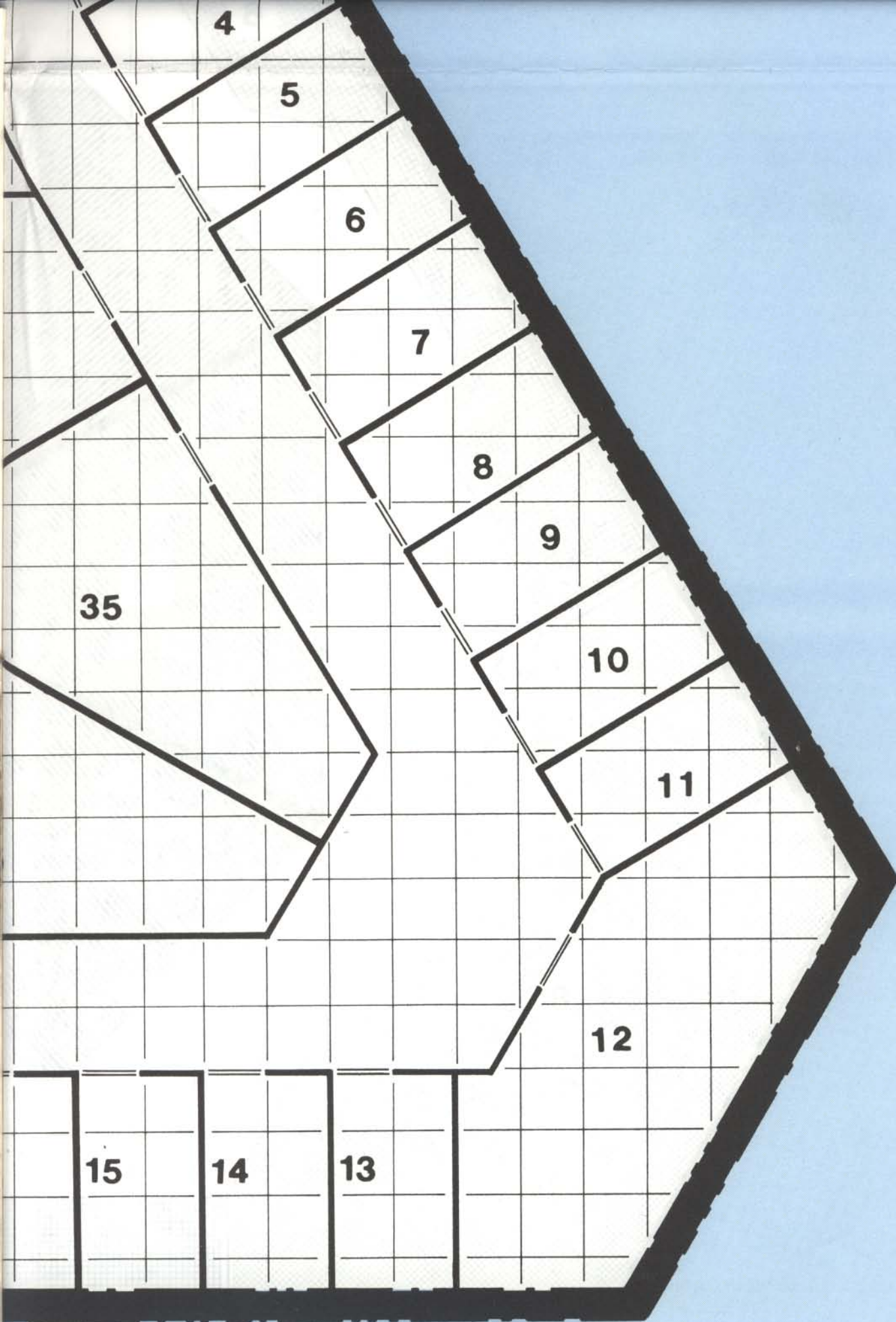








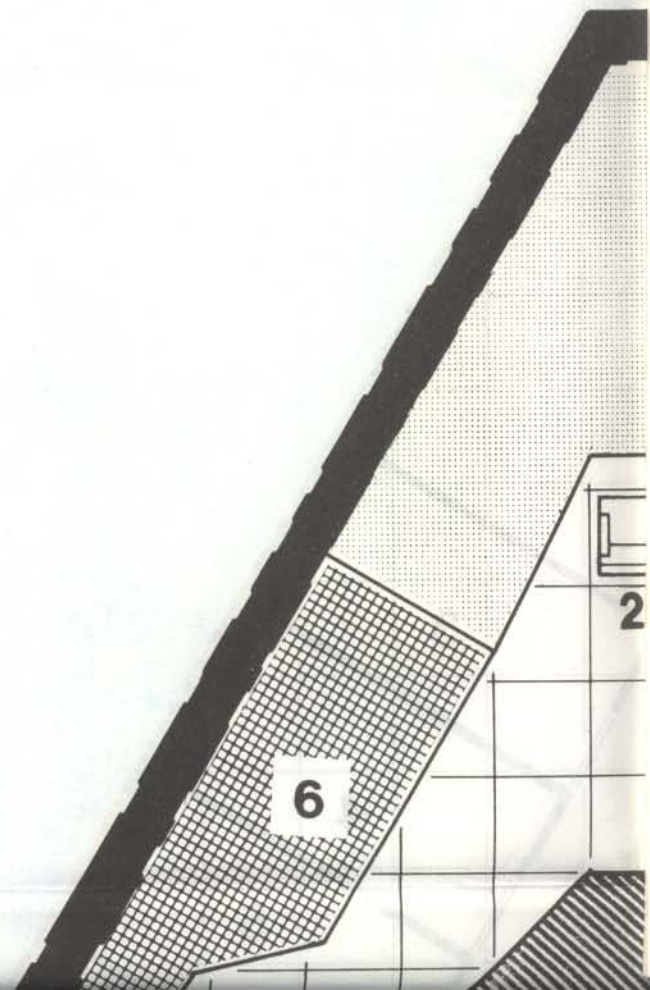






# DECK F

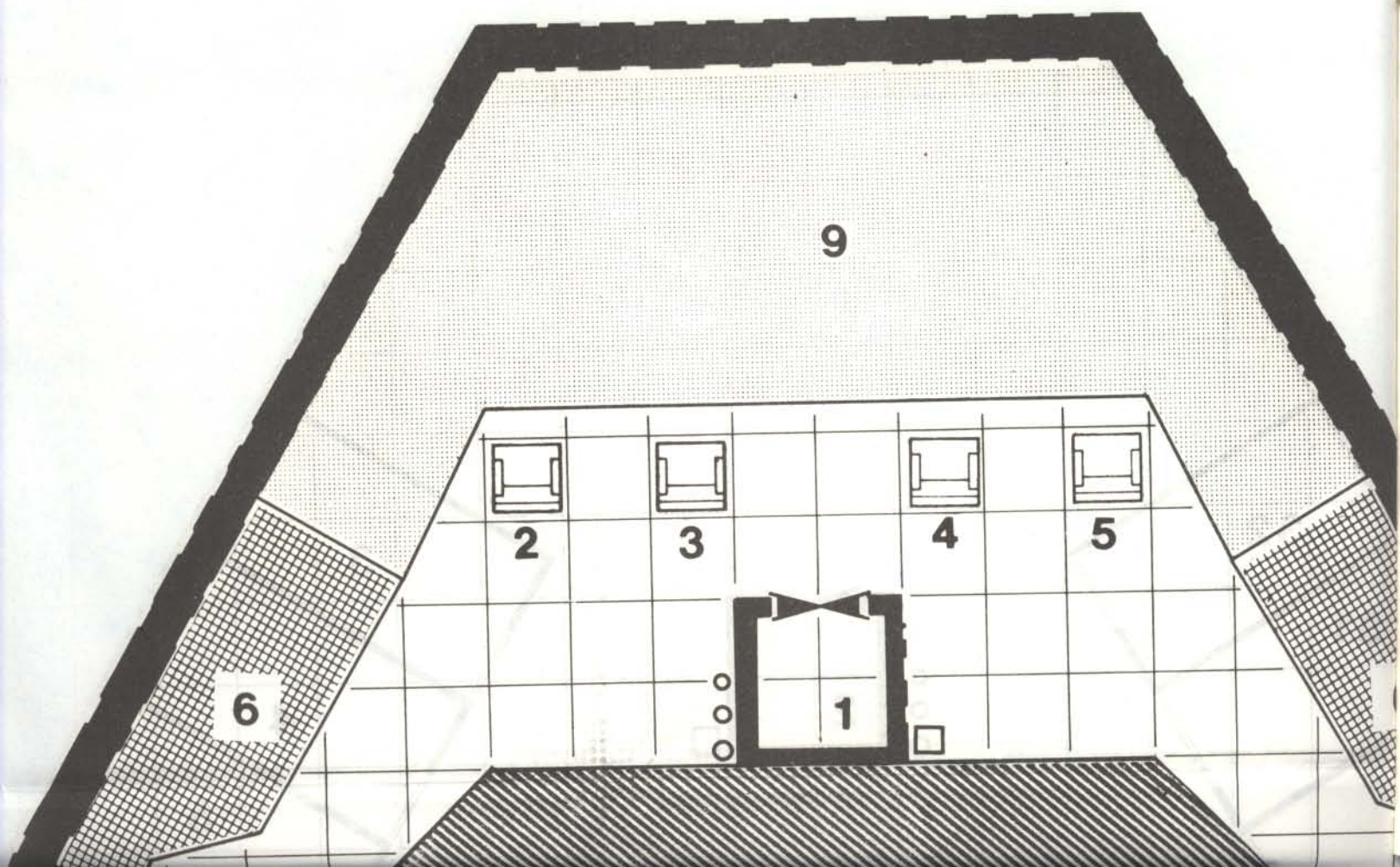
## Mes





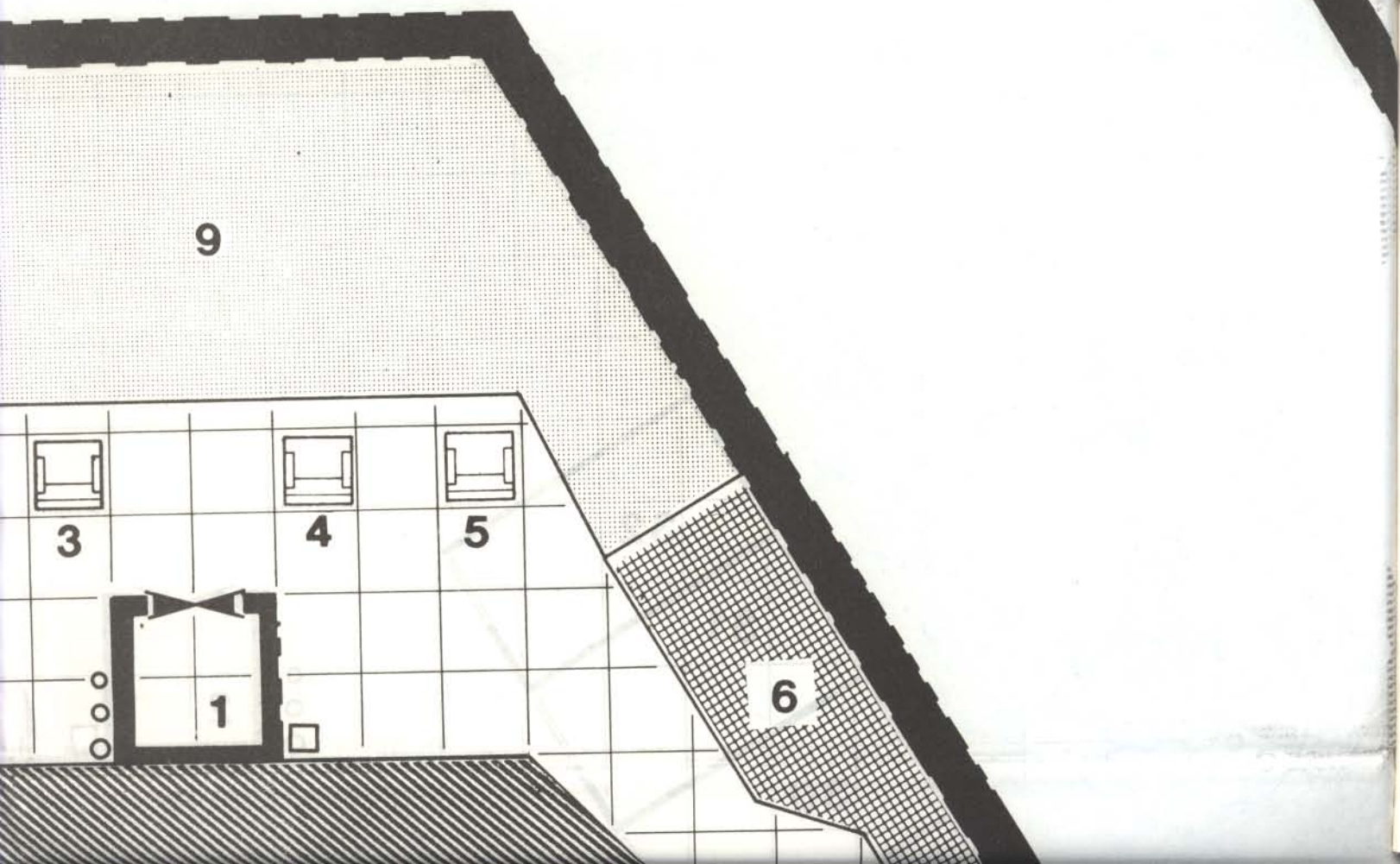
# ECK F

## Meson

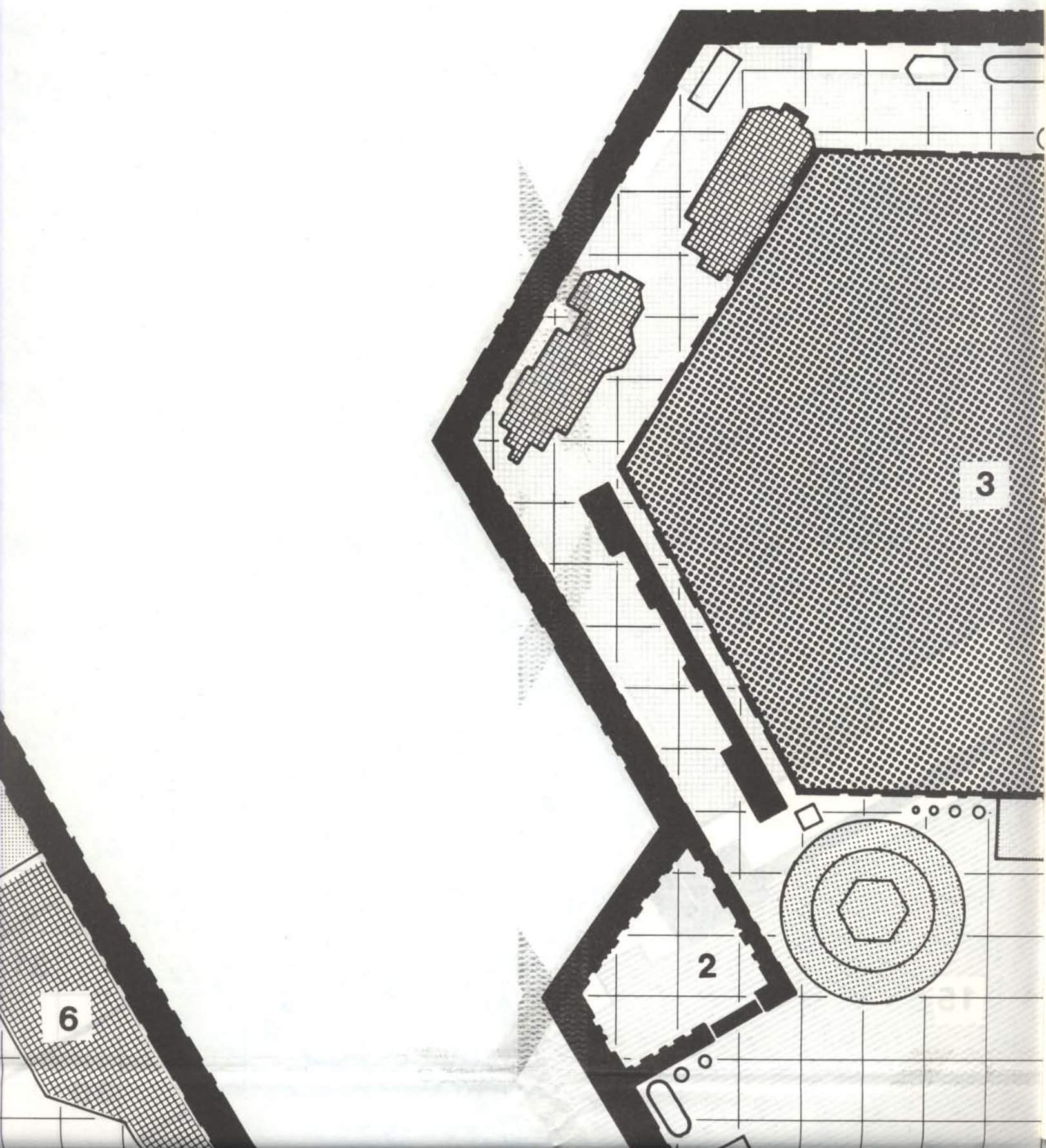




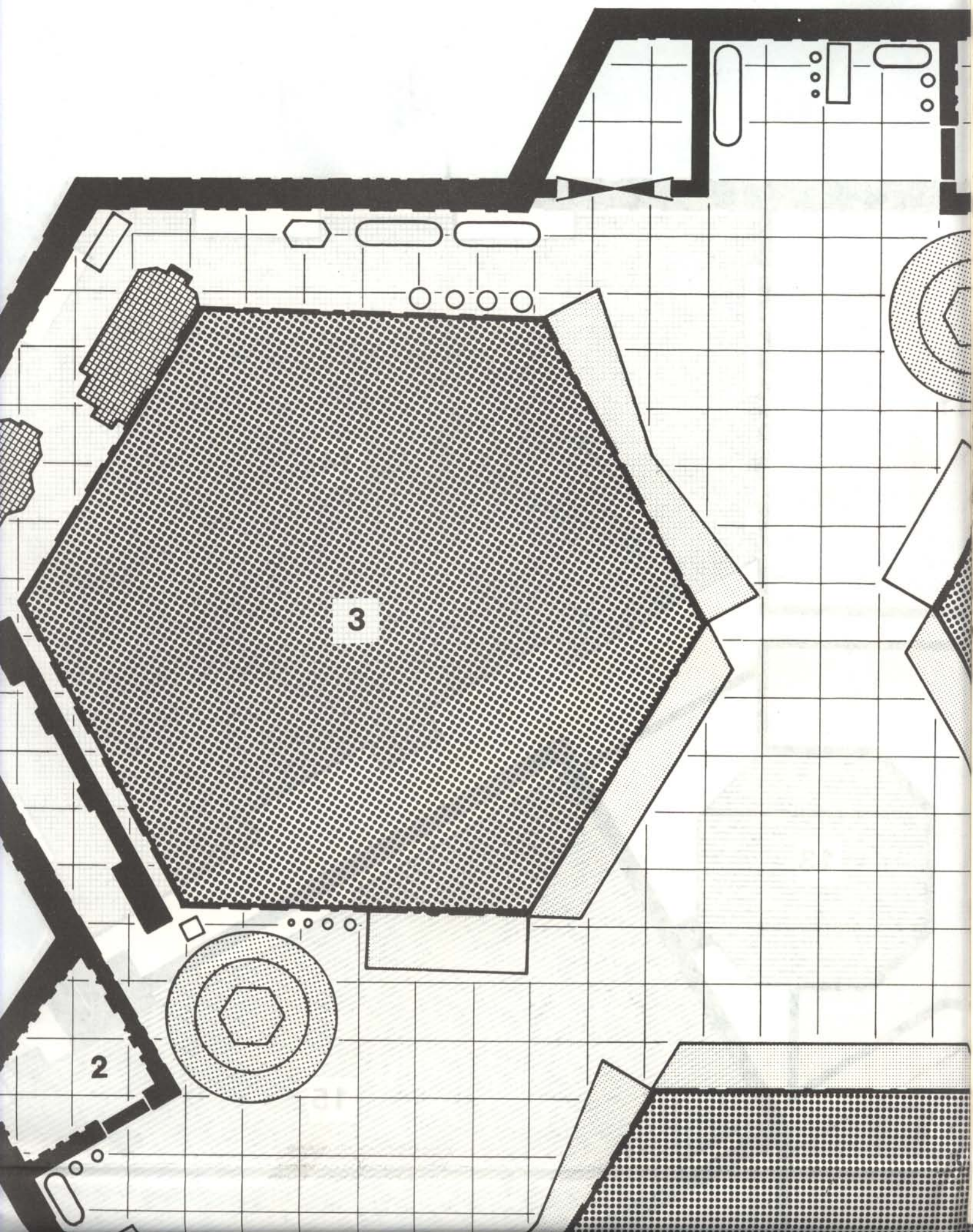
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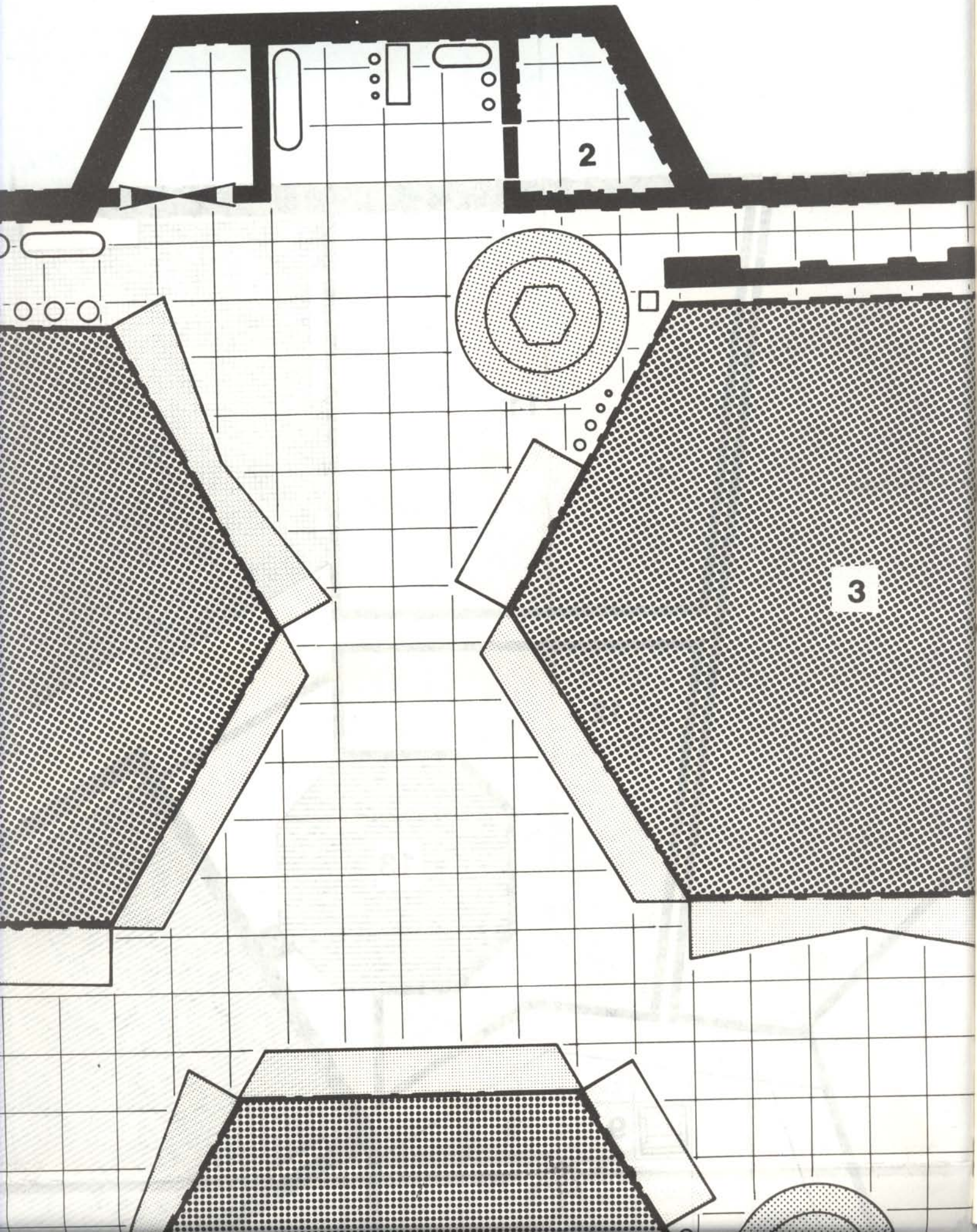




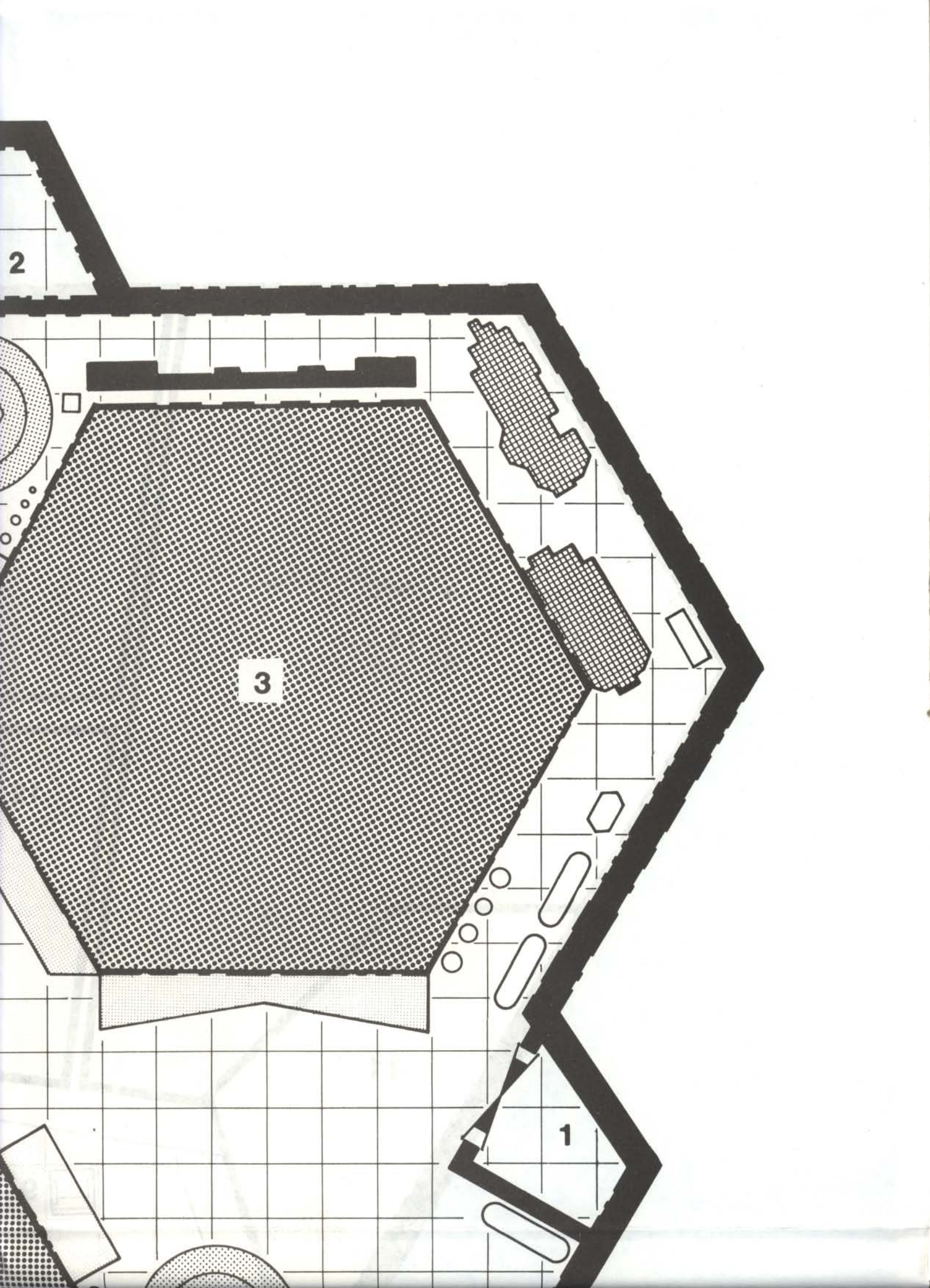




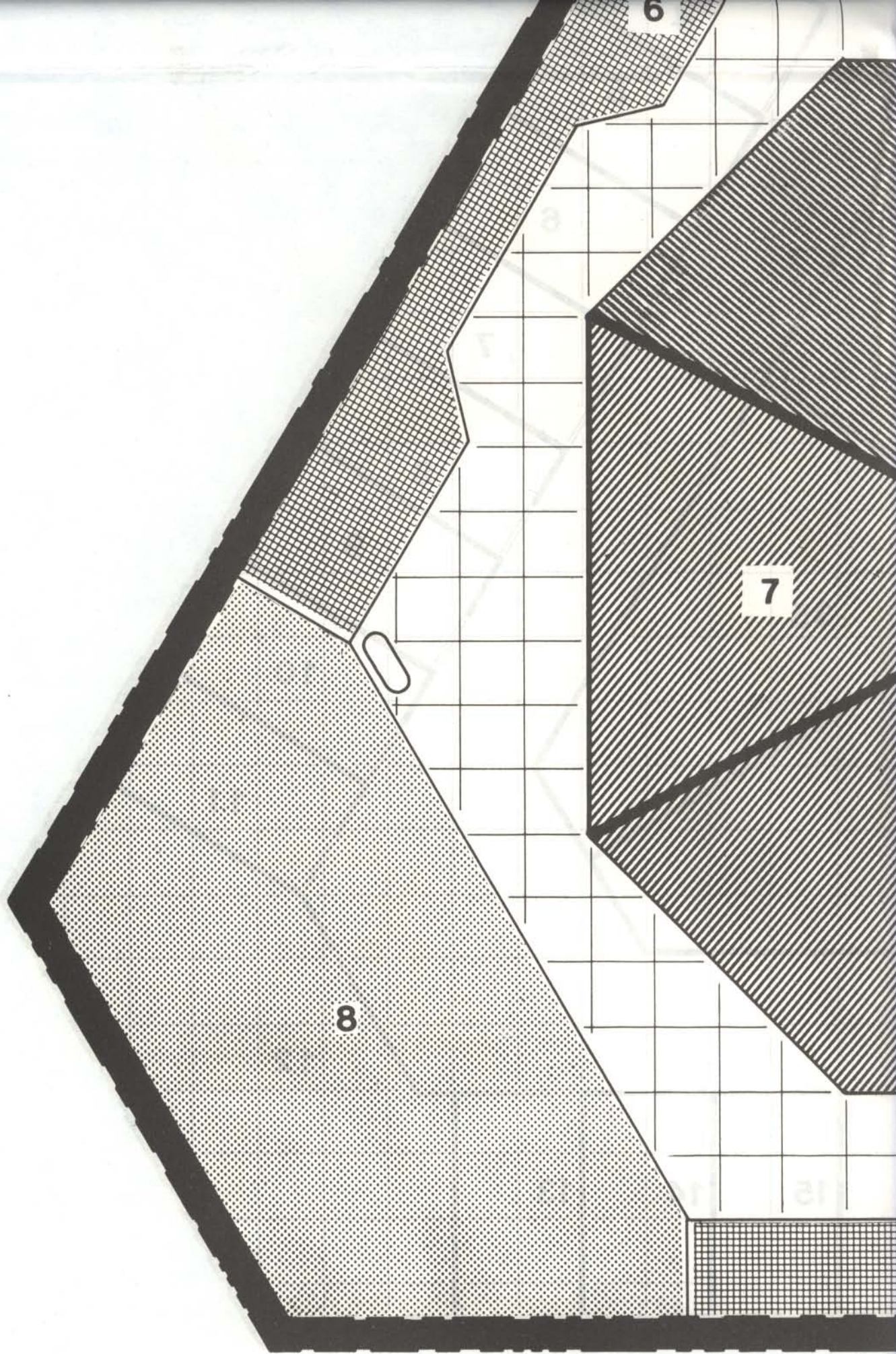














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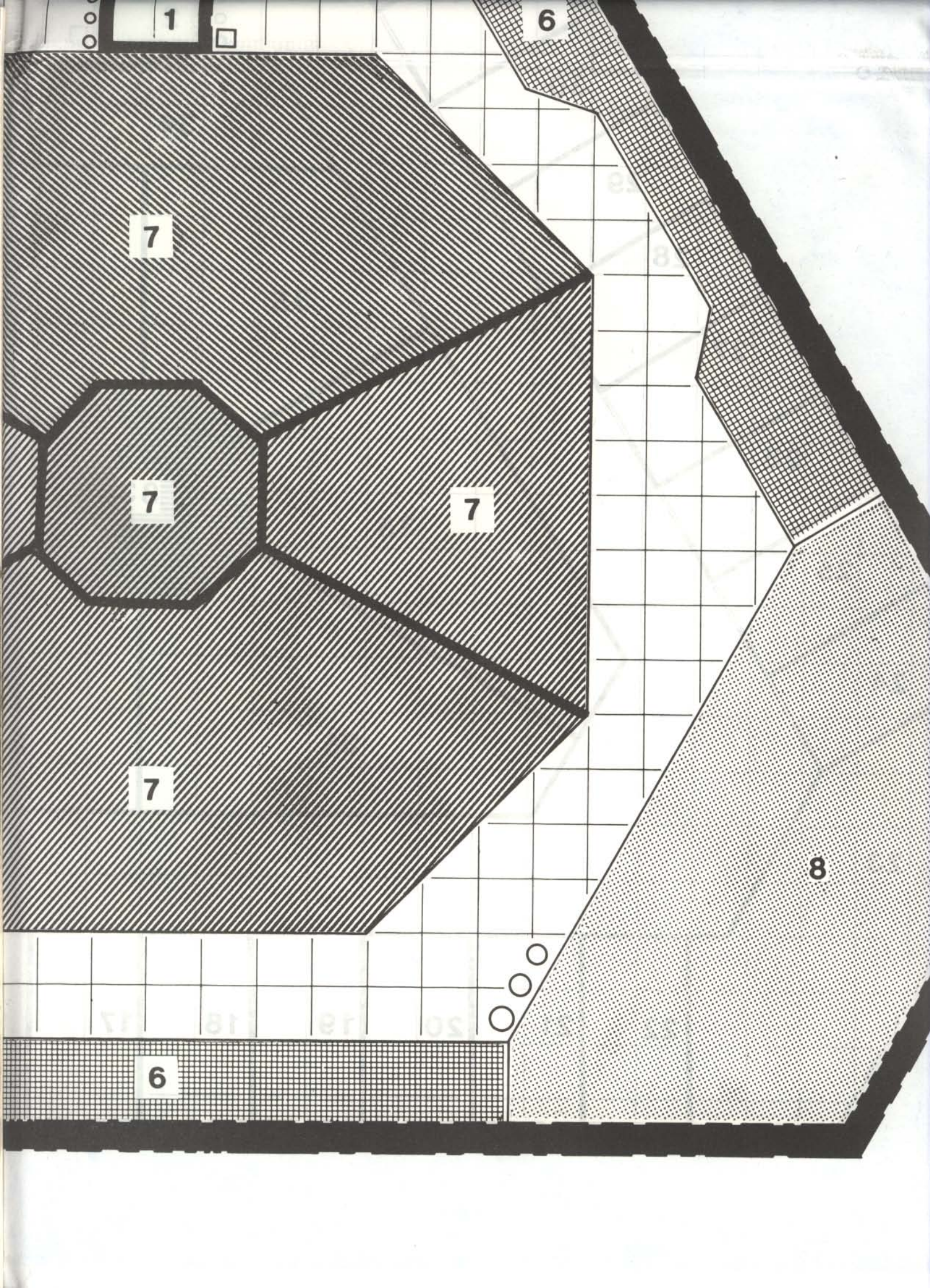
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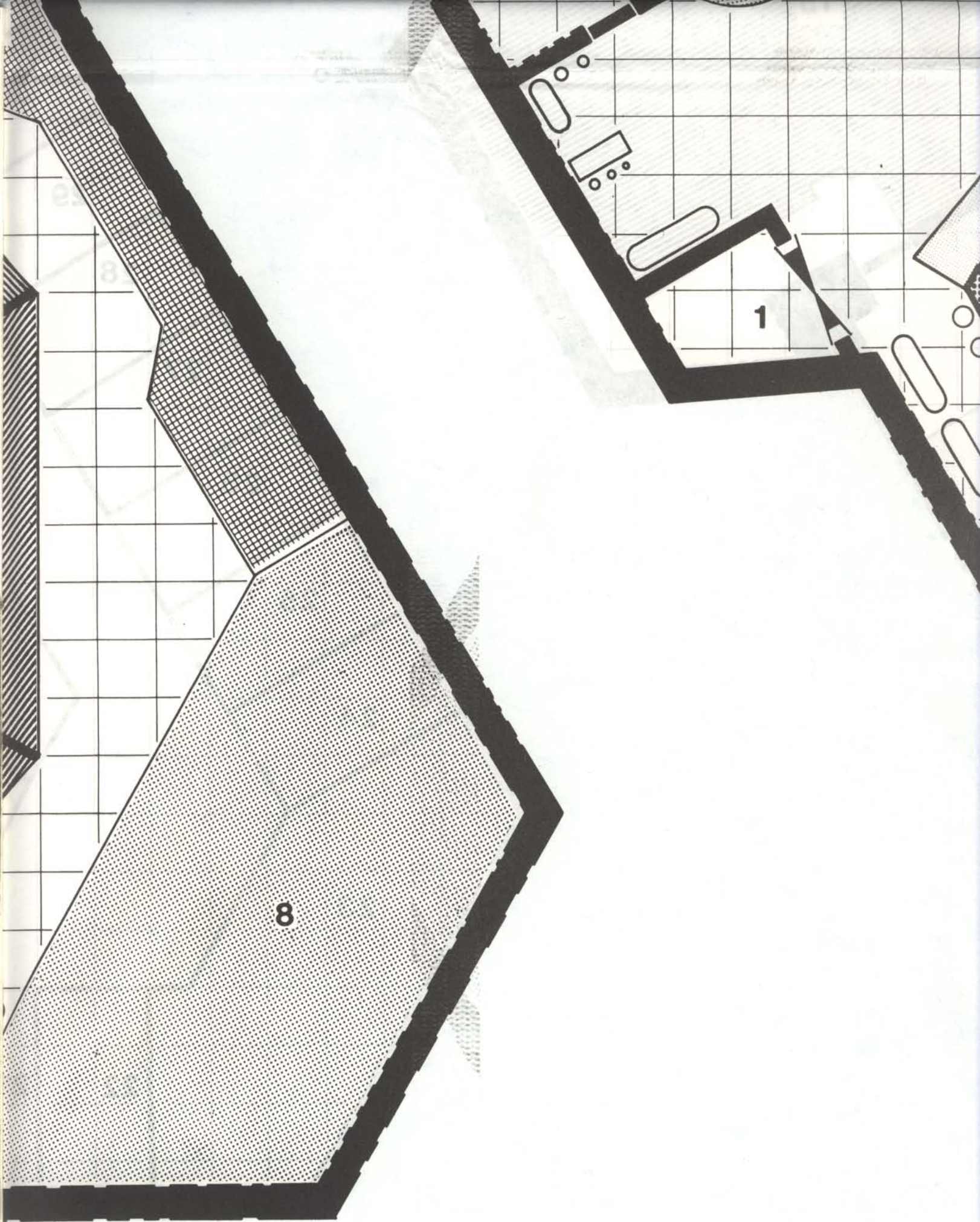
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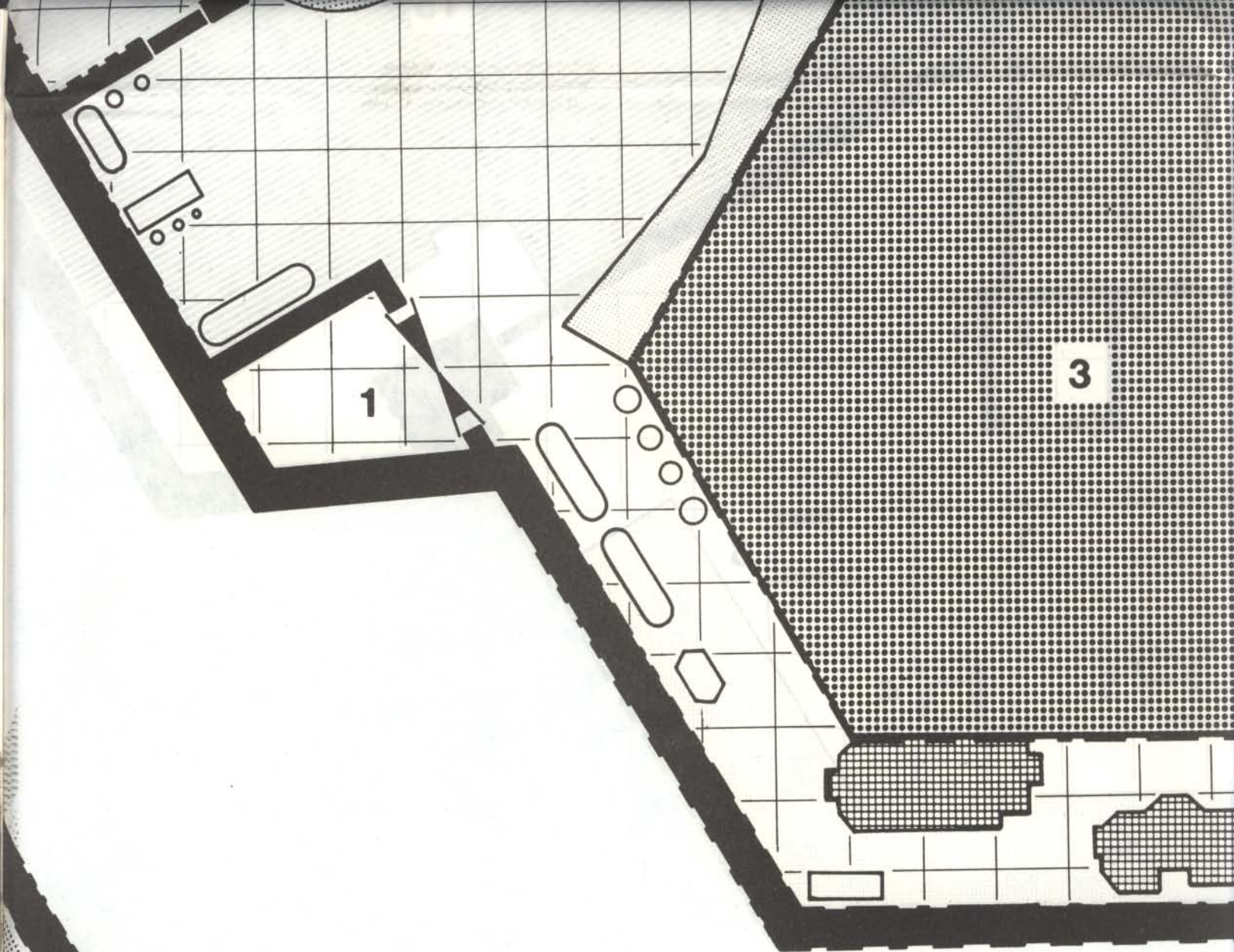




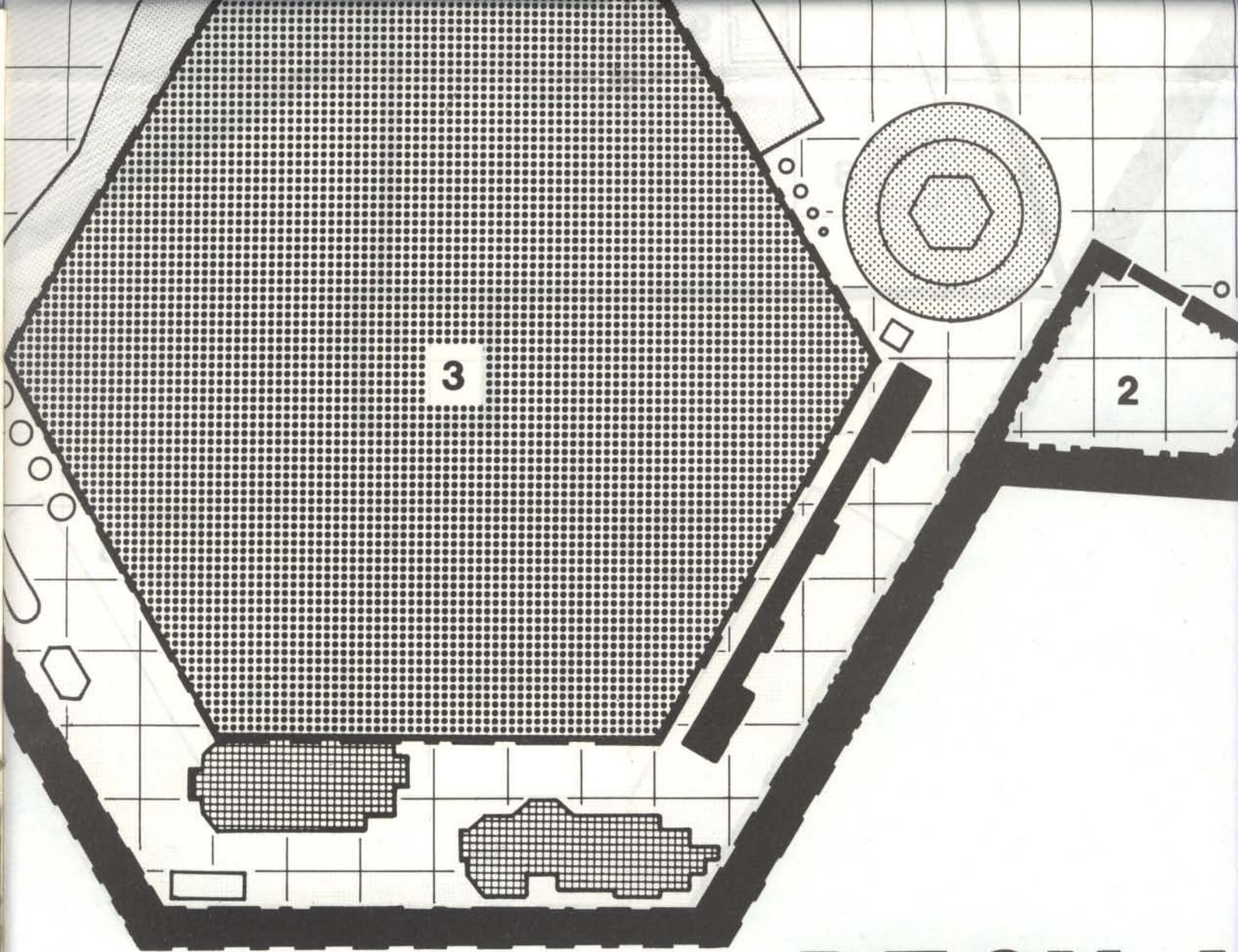






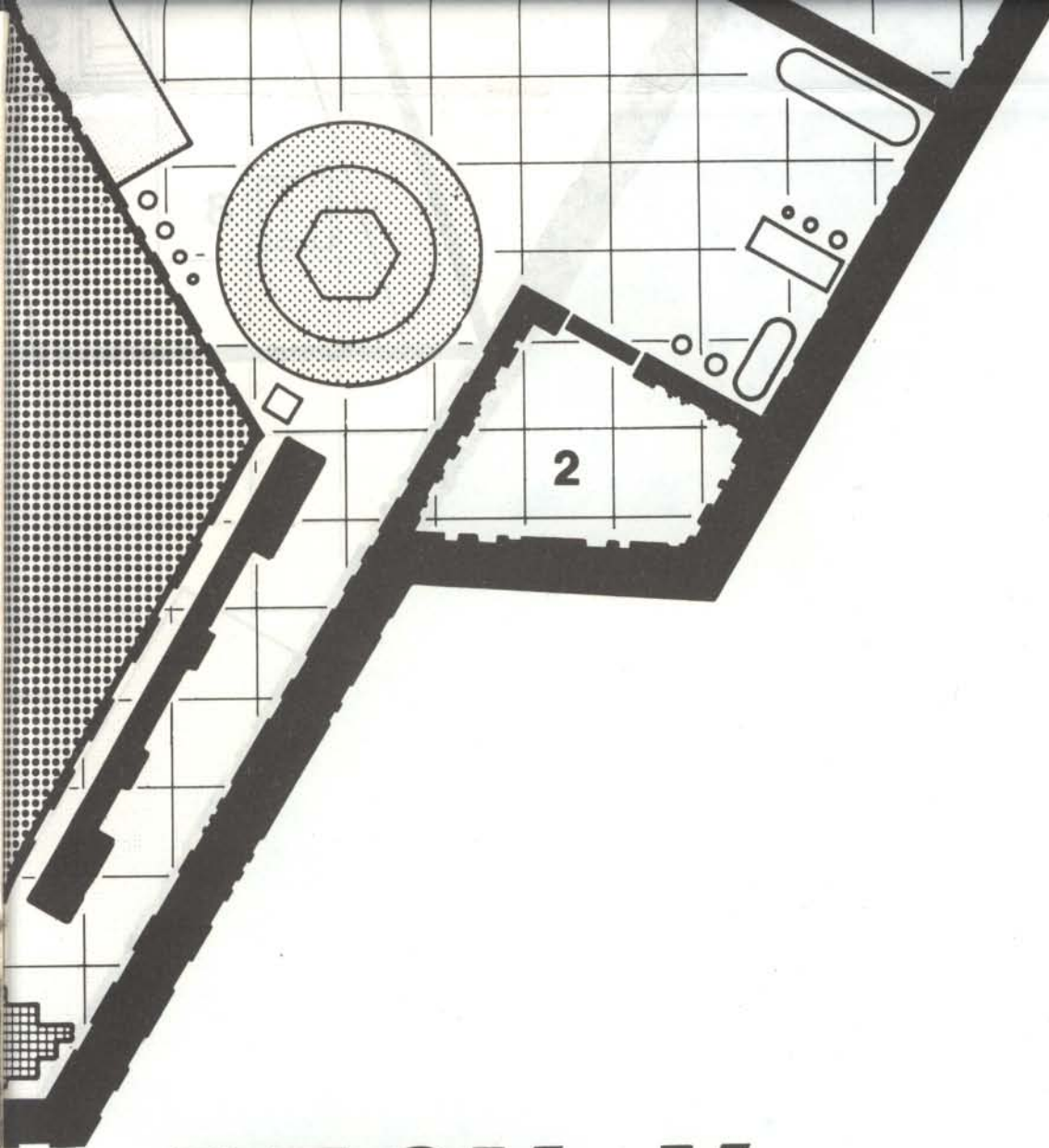






**DECK W**  
**P**





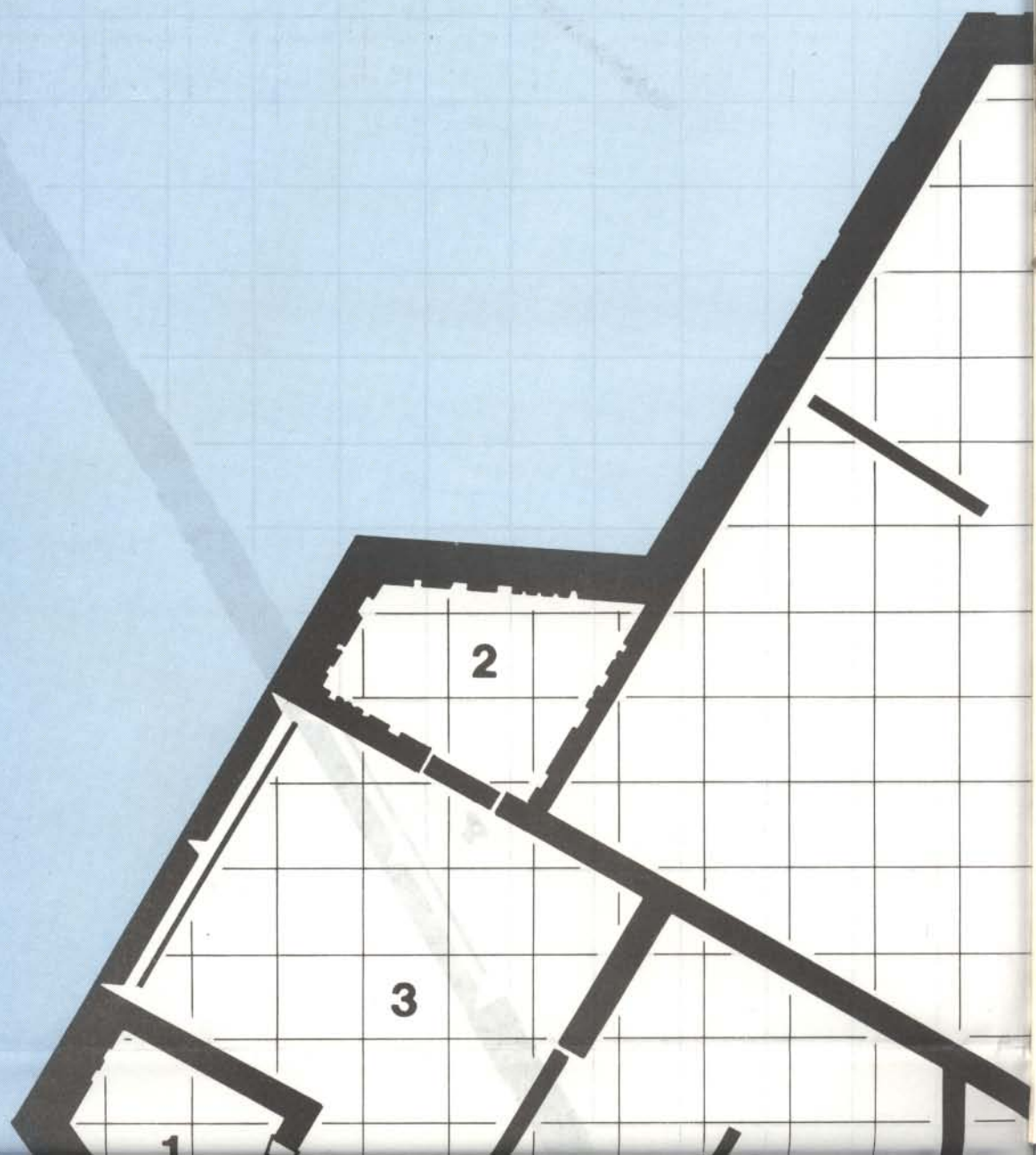
# DECK K

## Power



# DECK I

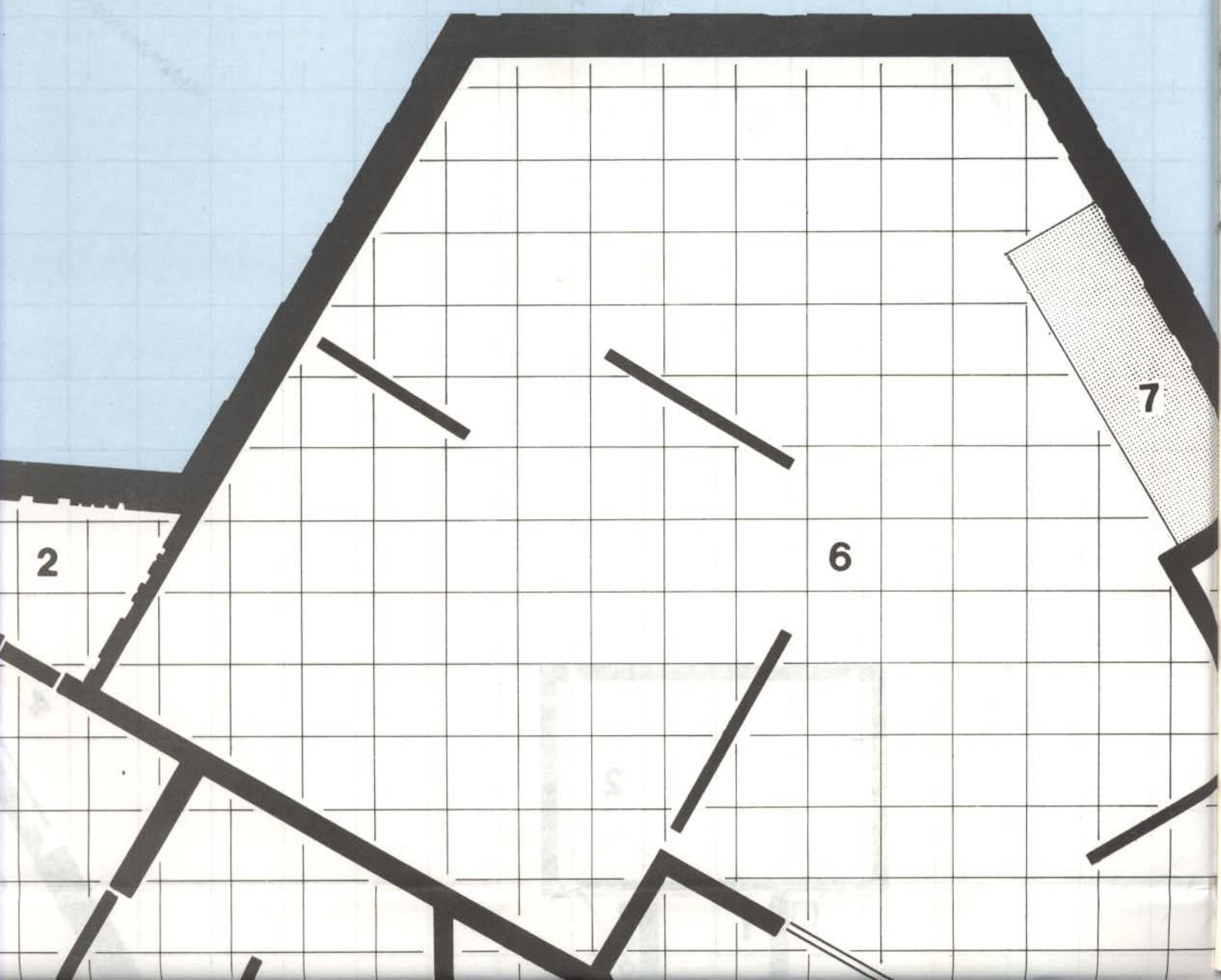
Pas





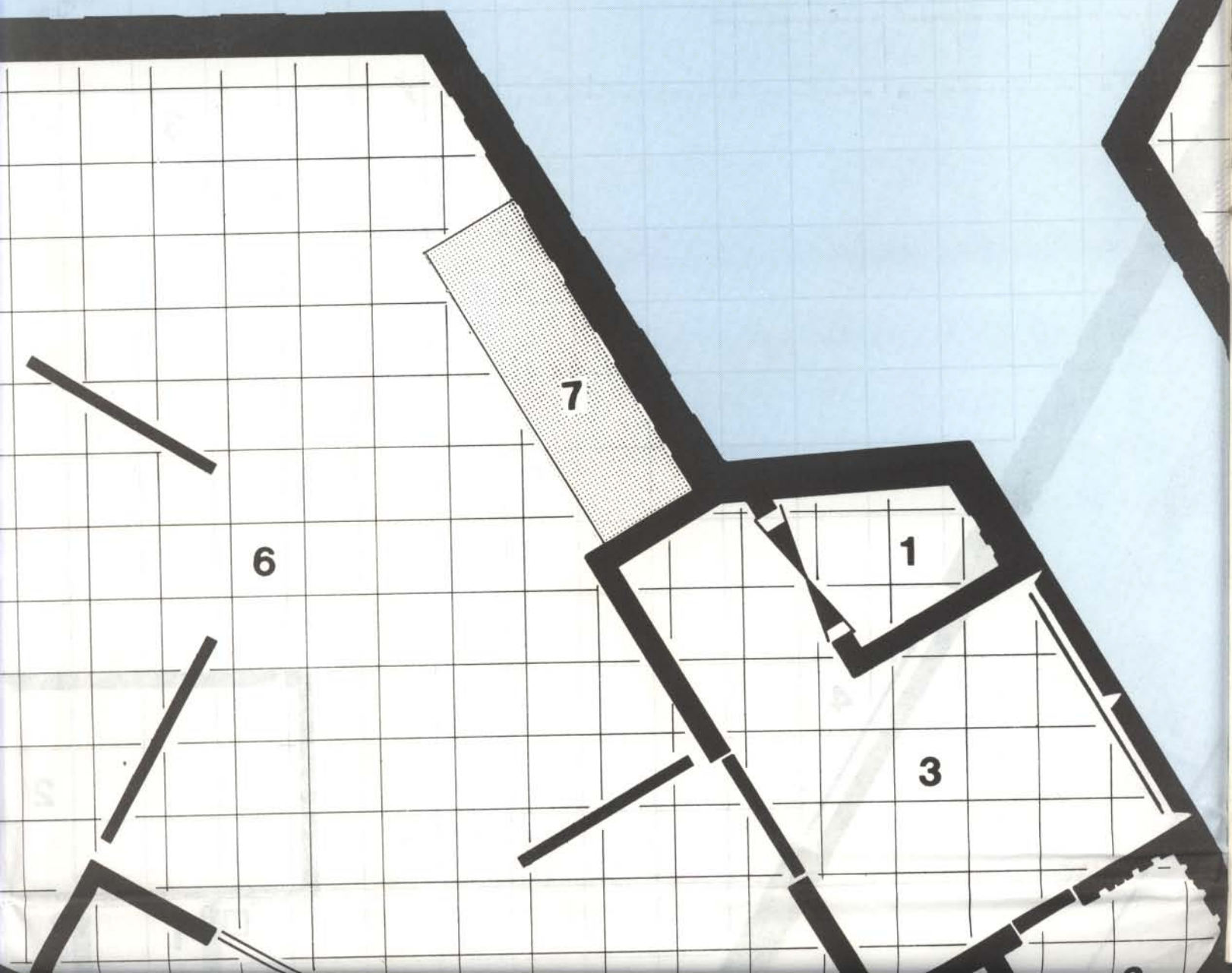
# DECK I

## Passenger

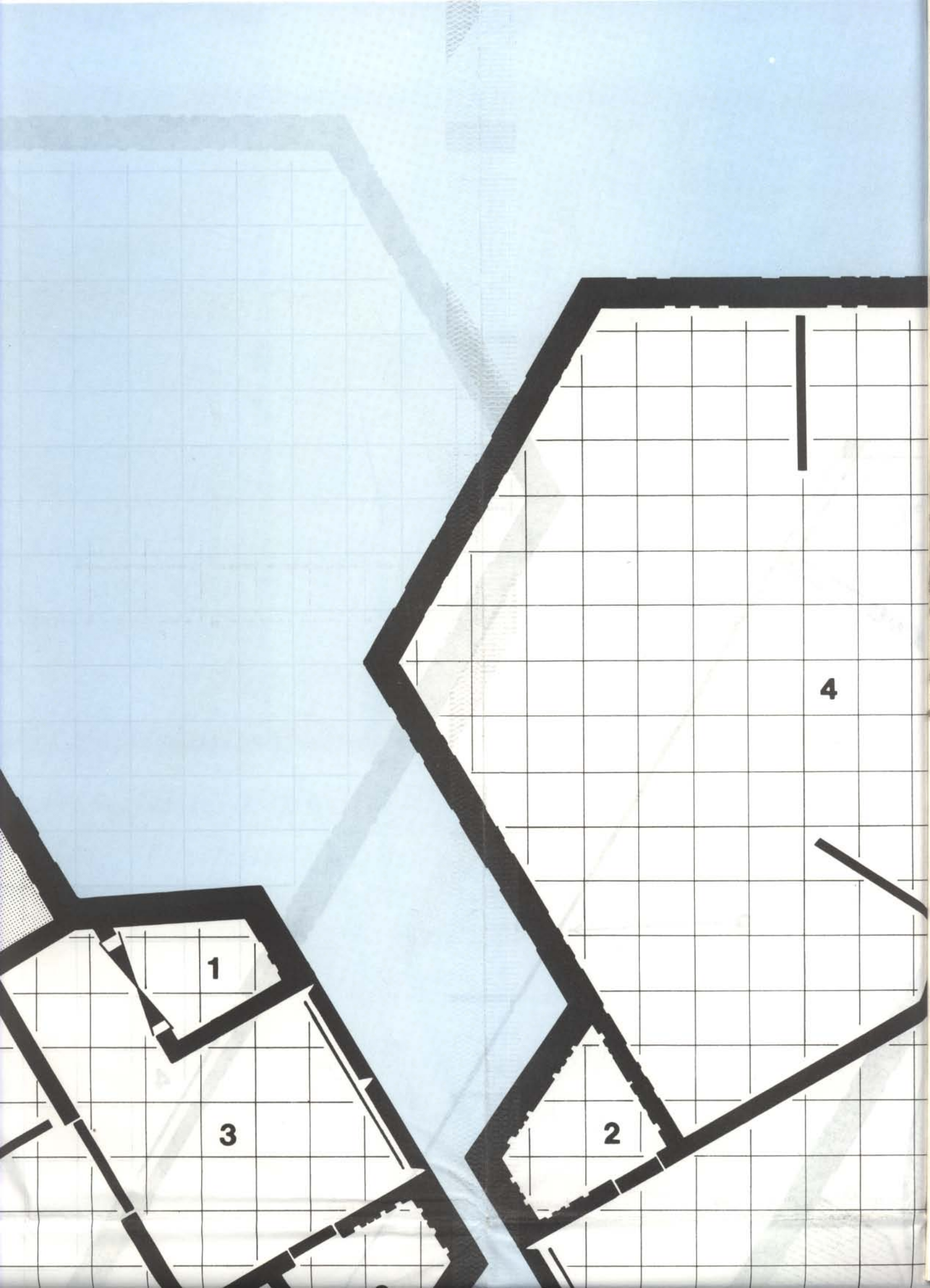




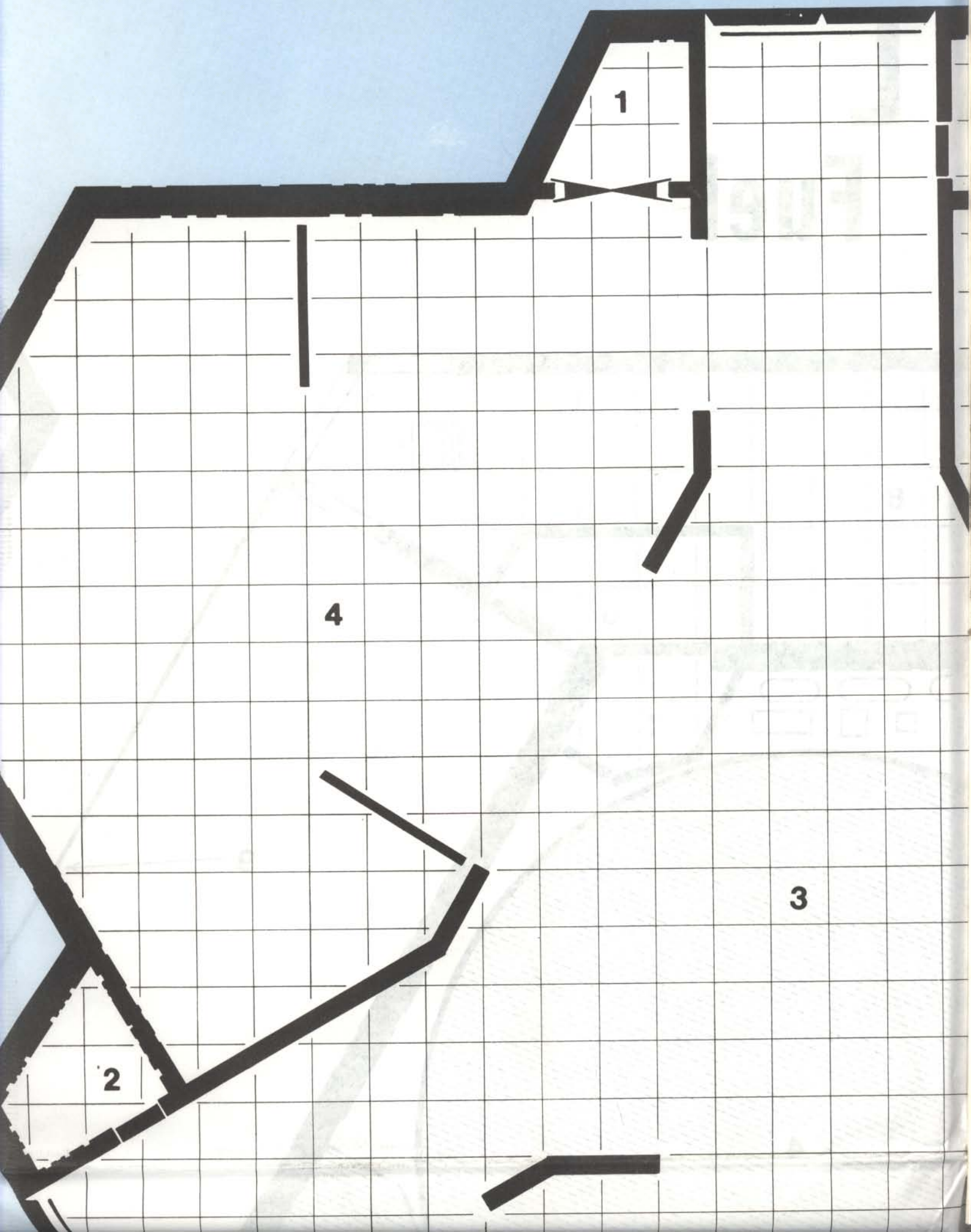
enger



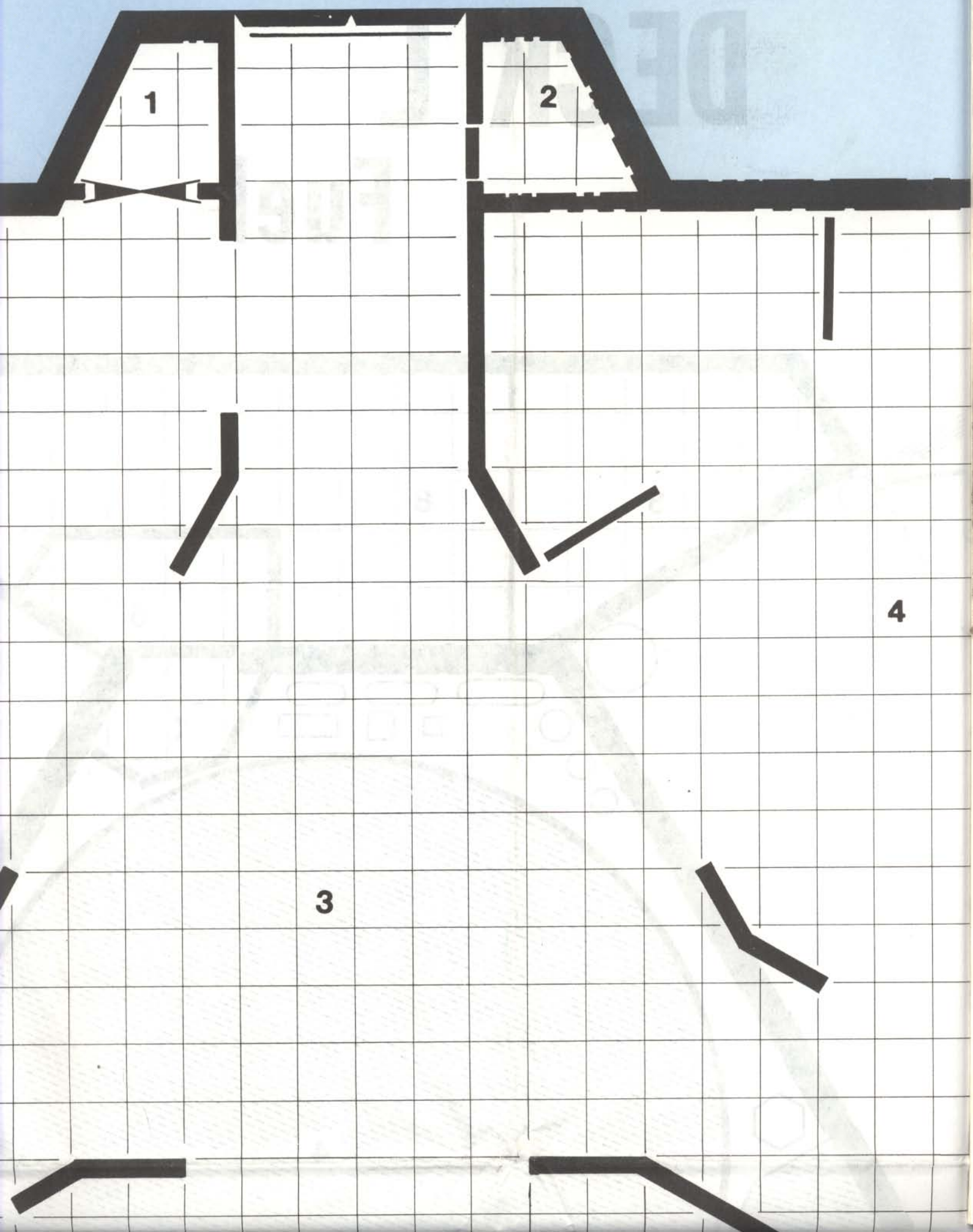




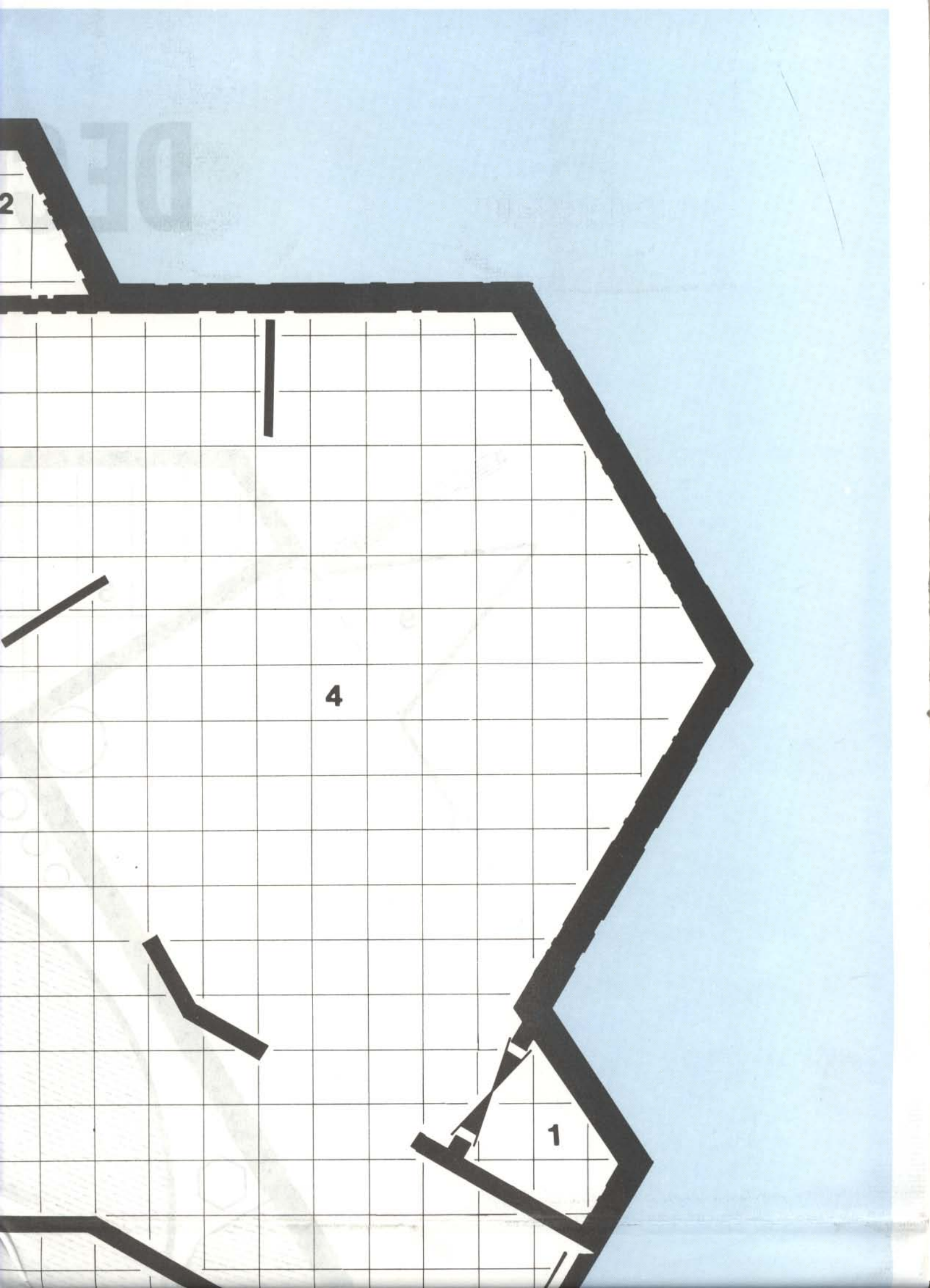




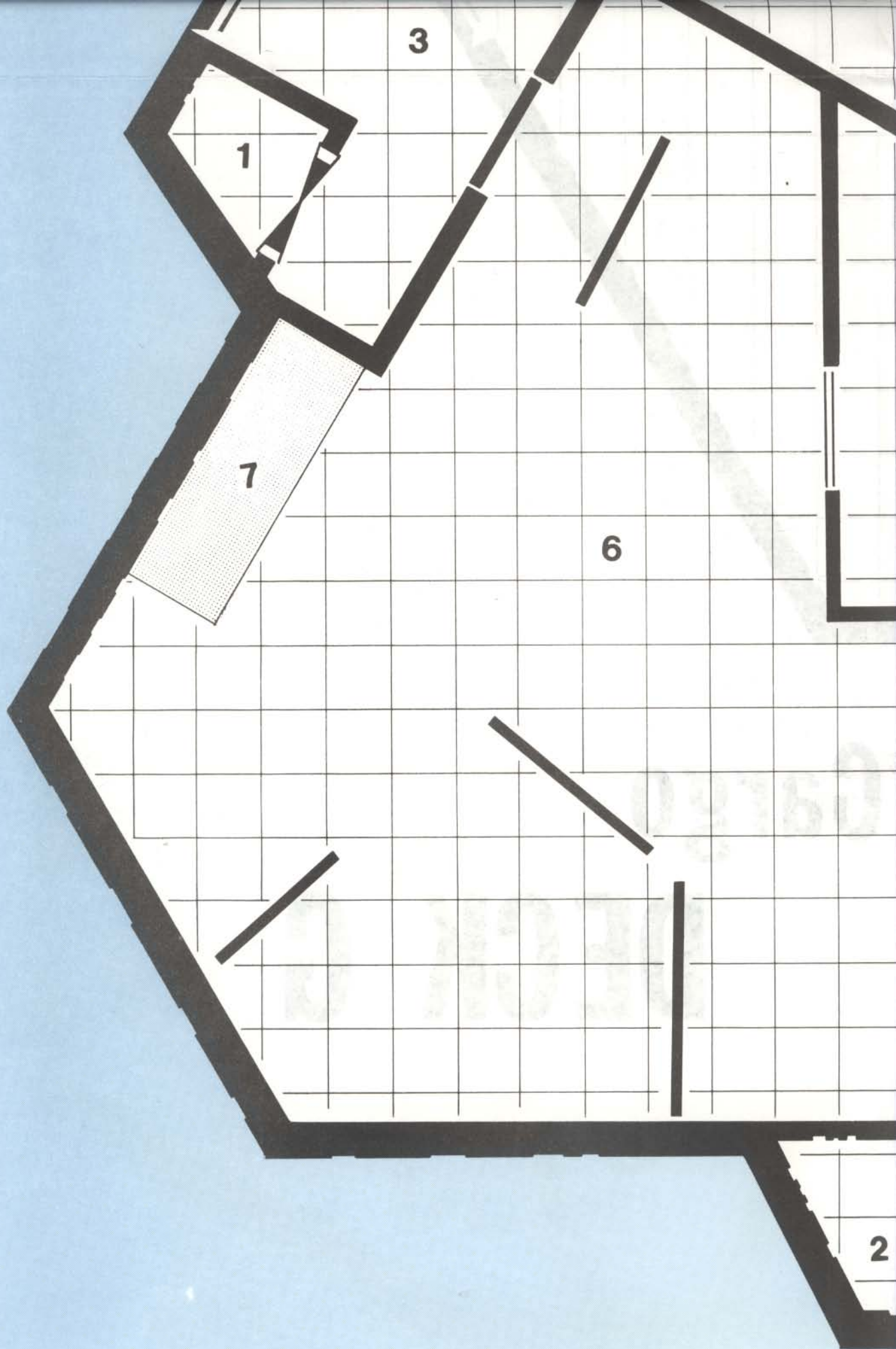




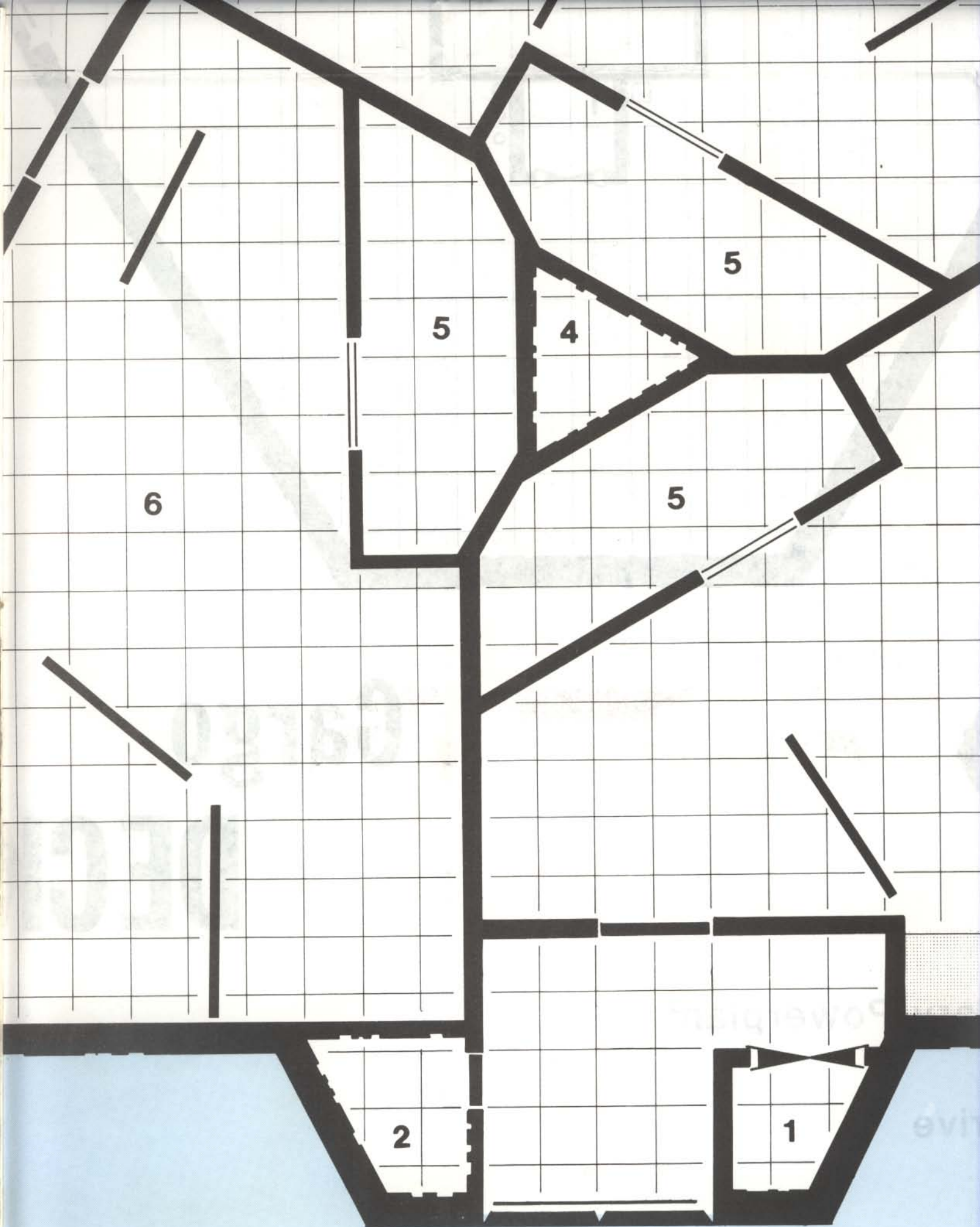




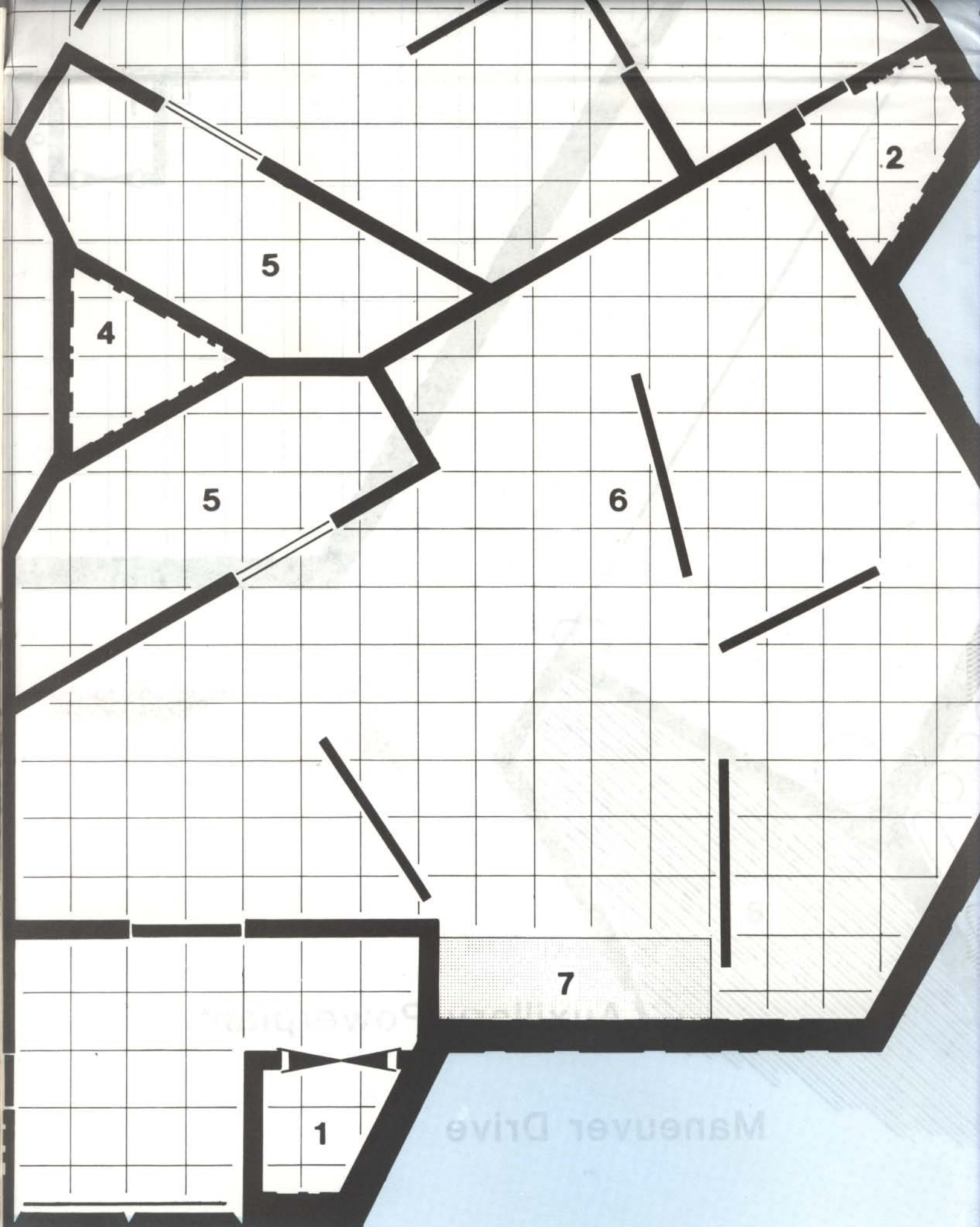




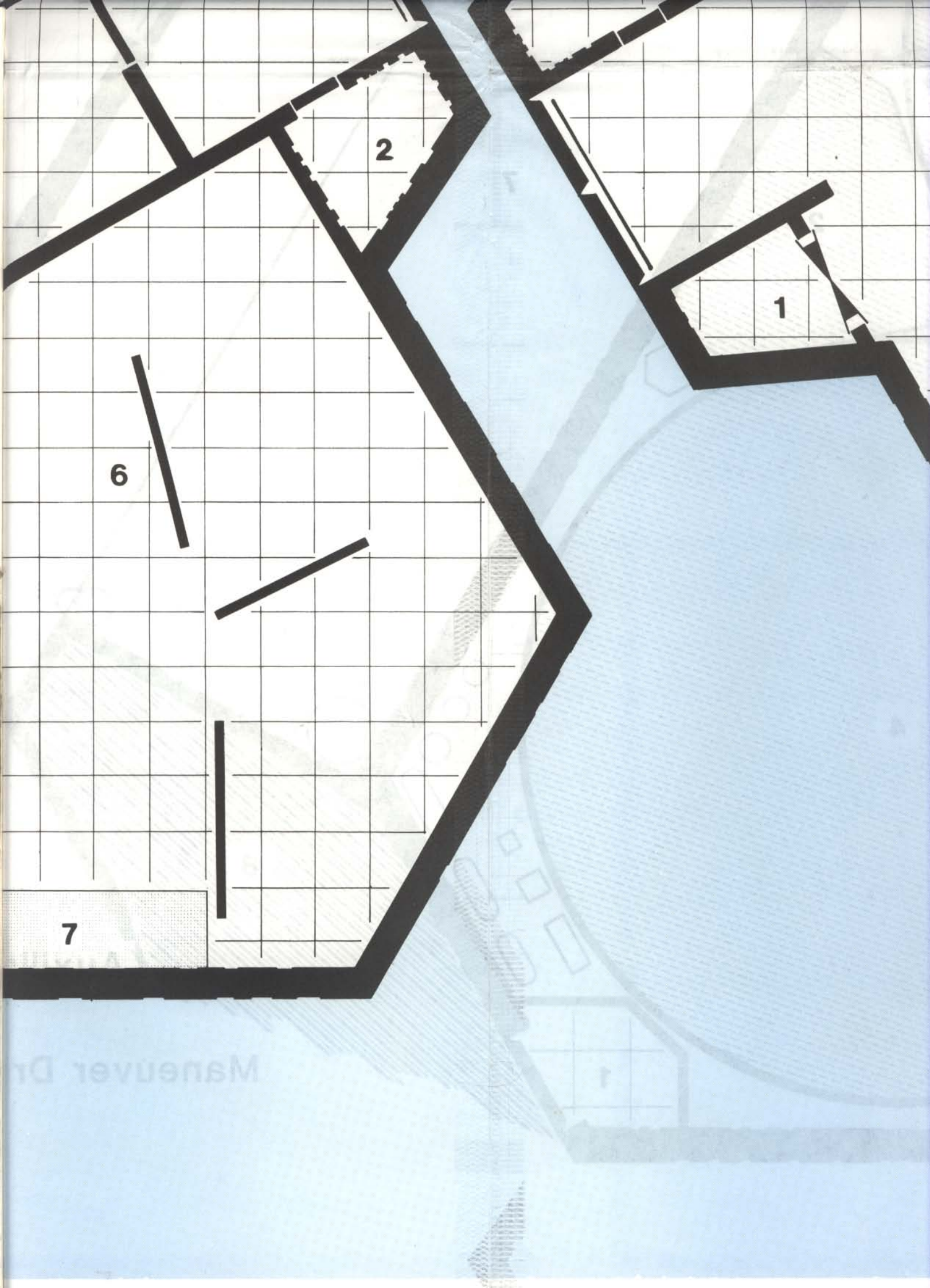












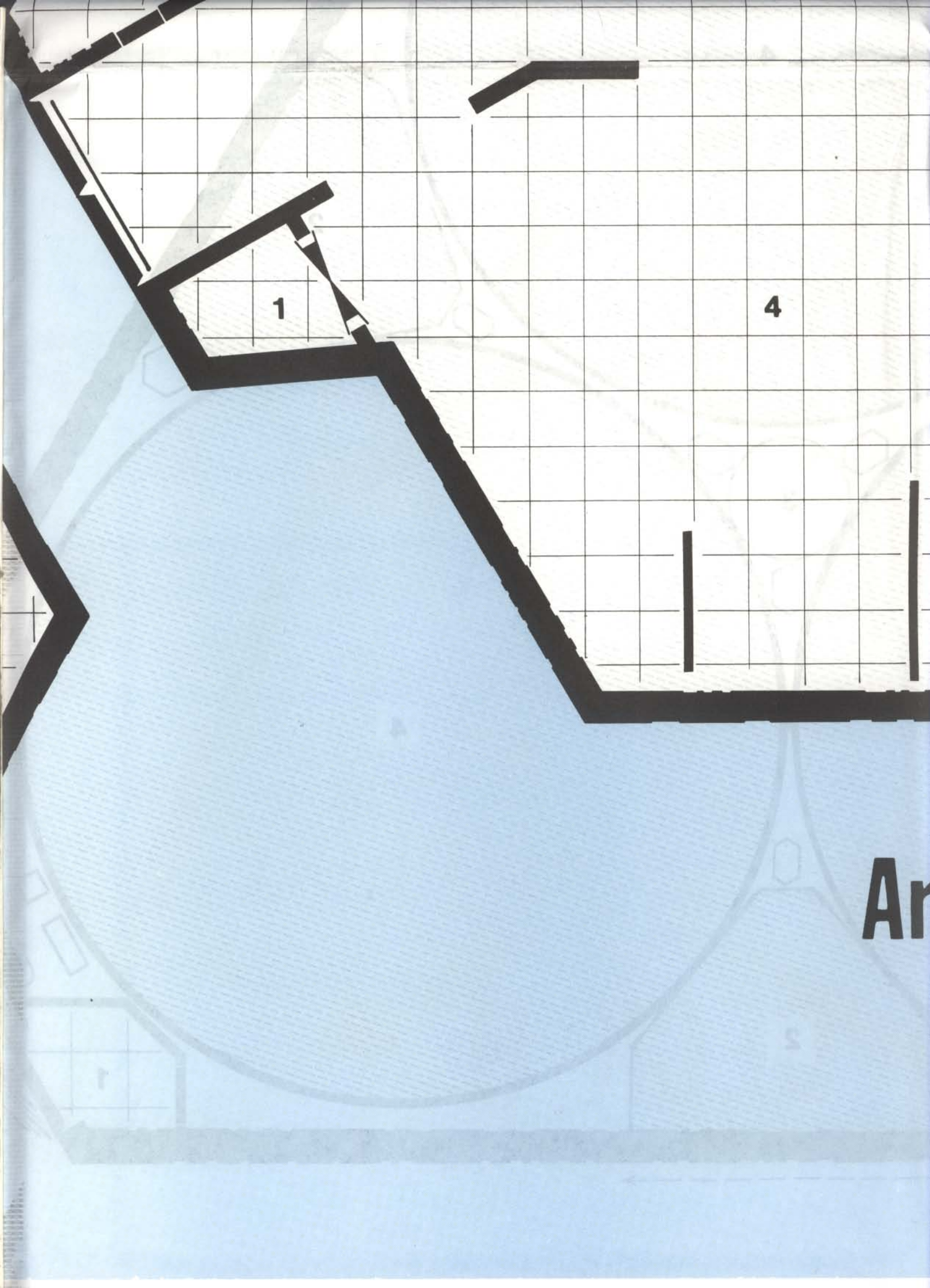
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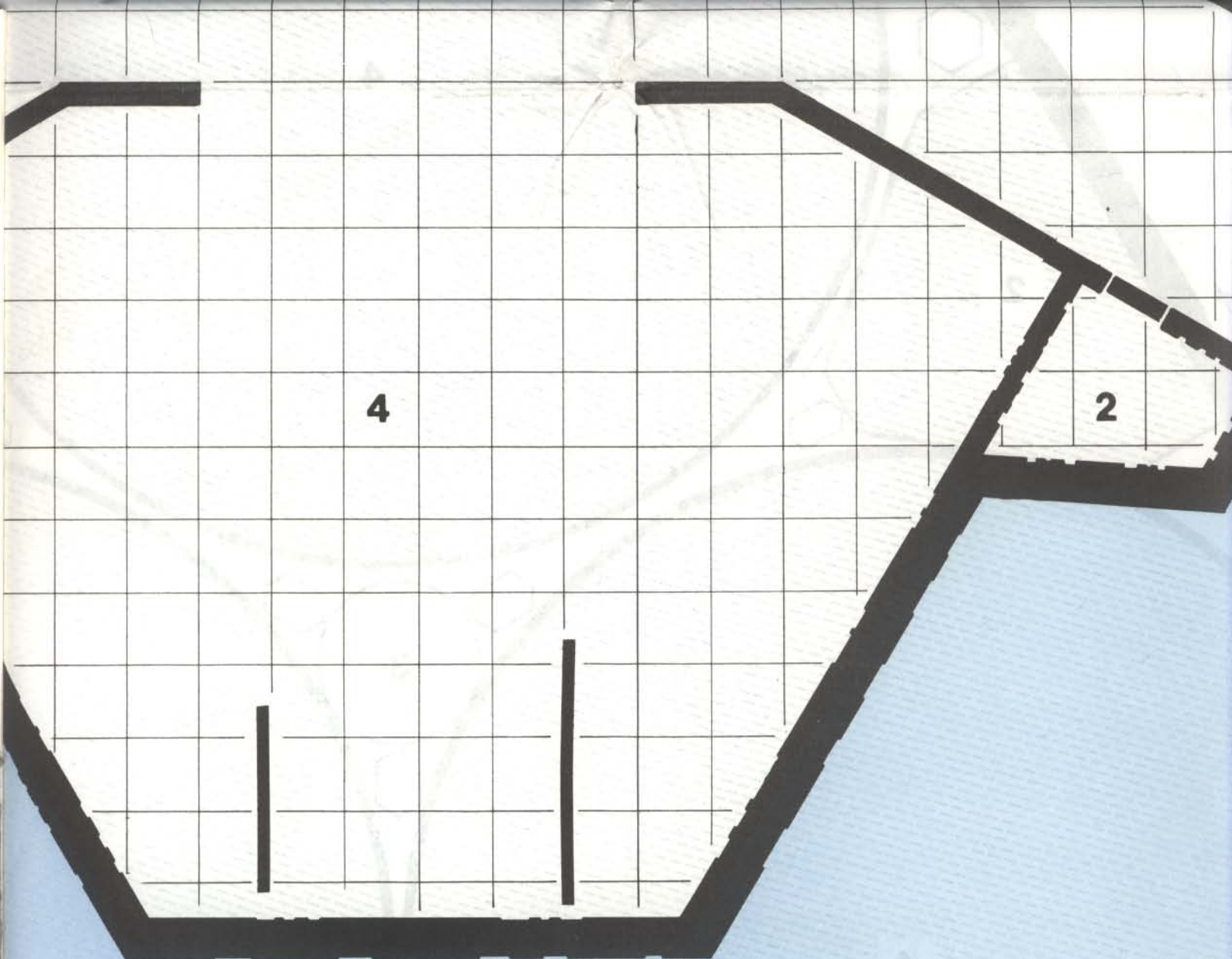


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**Arcade**

**DECK**





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**DECK H**

A 691A

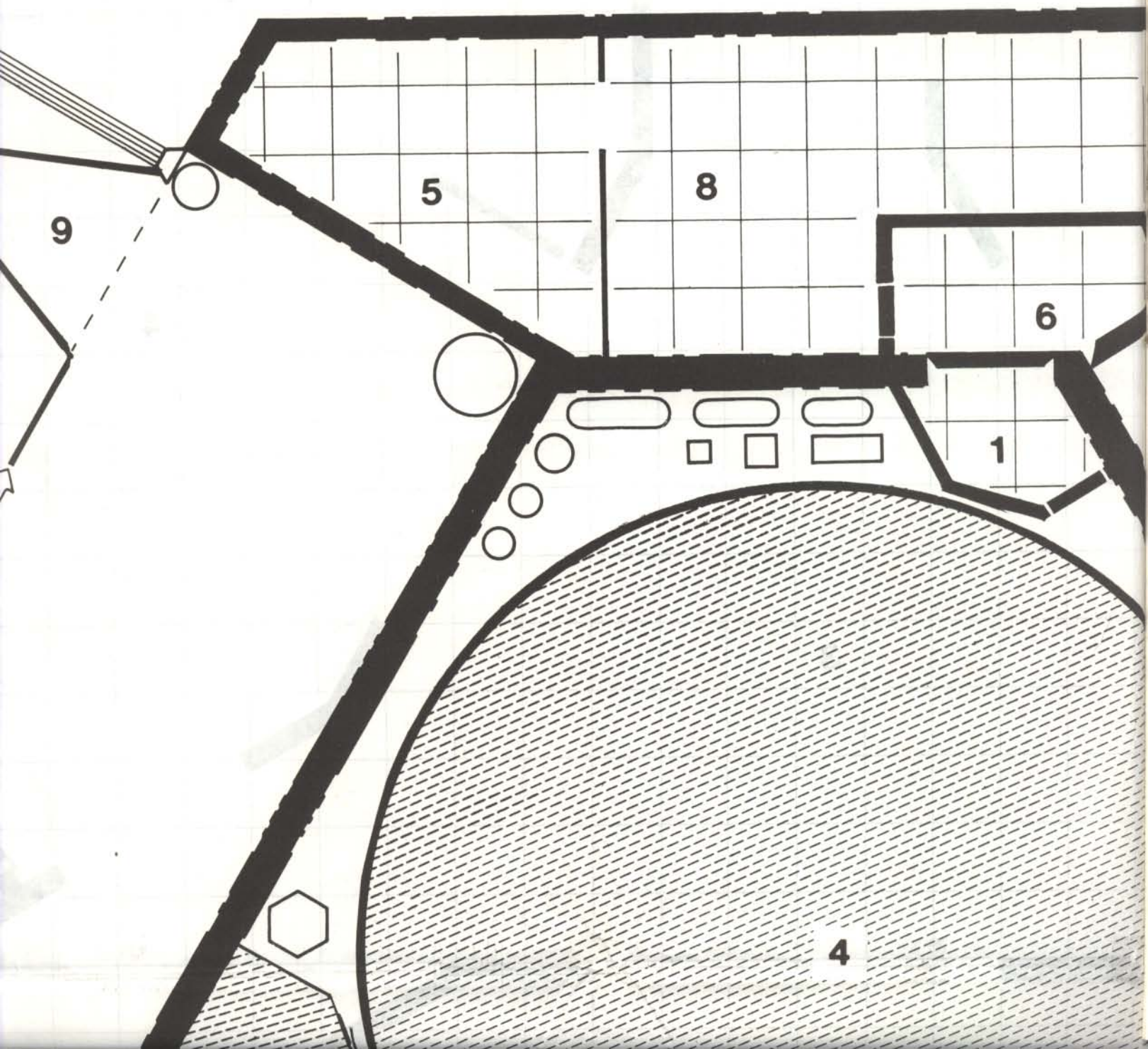


The drawing is a technical cross-section of a mechanical assembly, possibly a valve or actuator. It features a thick, irregular black outline representing the main housing. Inside this housing, a central shaft or piston rod is shown, with a small circular feature (possibly a seal or bearing) at its top end. A dashed line extends from the top left, passing through a small, irregularly shaped component (possibly a valve seat or plug) and ending in a small circle. The number '9' is placed near this dashed line. The number '5' is placed near the top right corner of the housing. A grid is visible in the upper right corner. A scale bar is located at the bottom right, with a length of 10 units. A hatched area is shown in the bottom right corner, indicating a specific material or section. A hexagonal feature is visible near the bottom center of the housing.



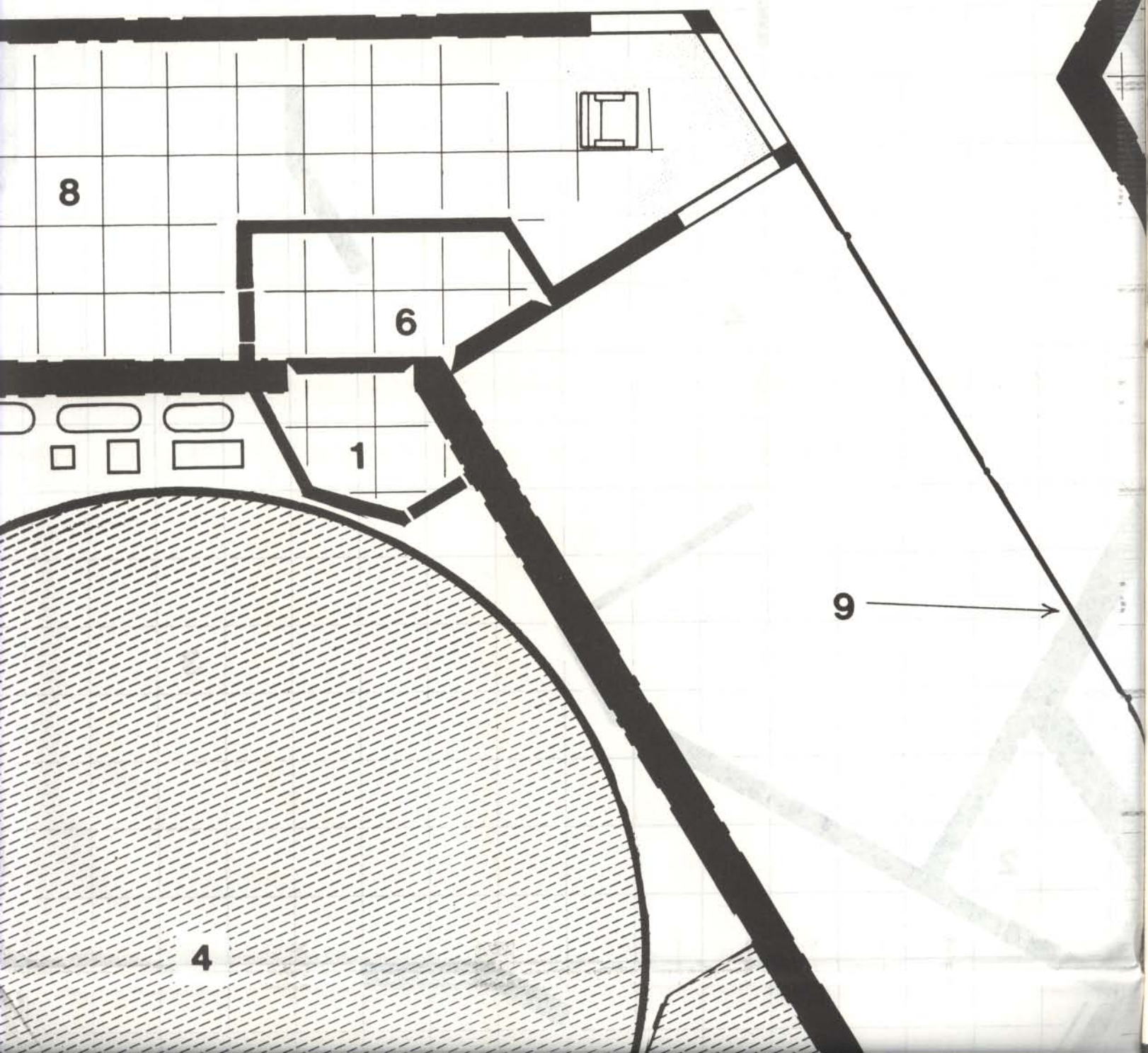
# DECK L

## Fuel

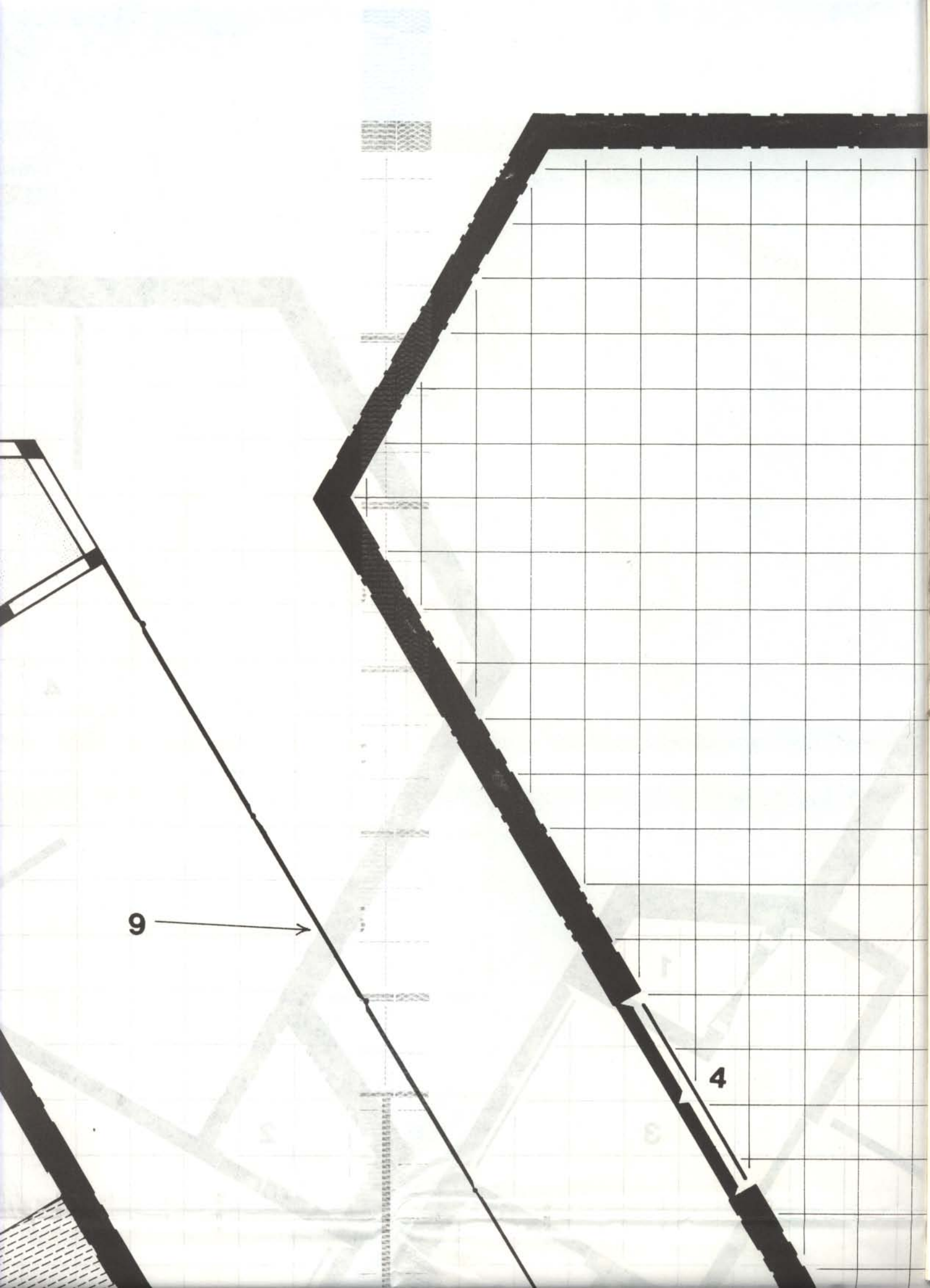




# L Fuel









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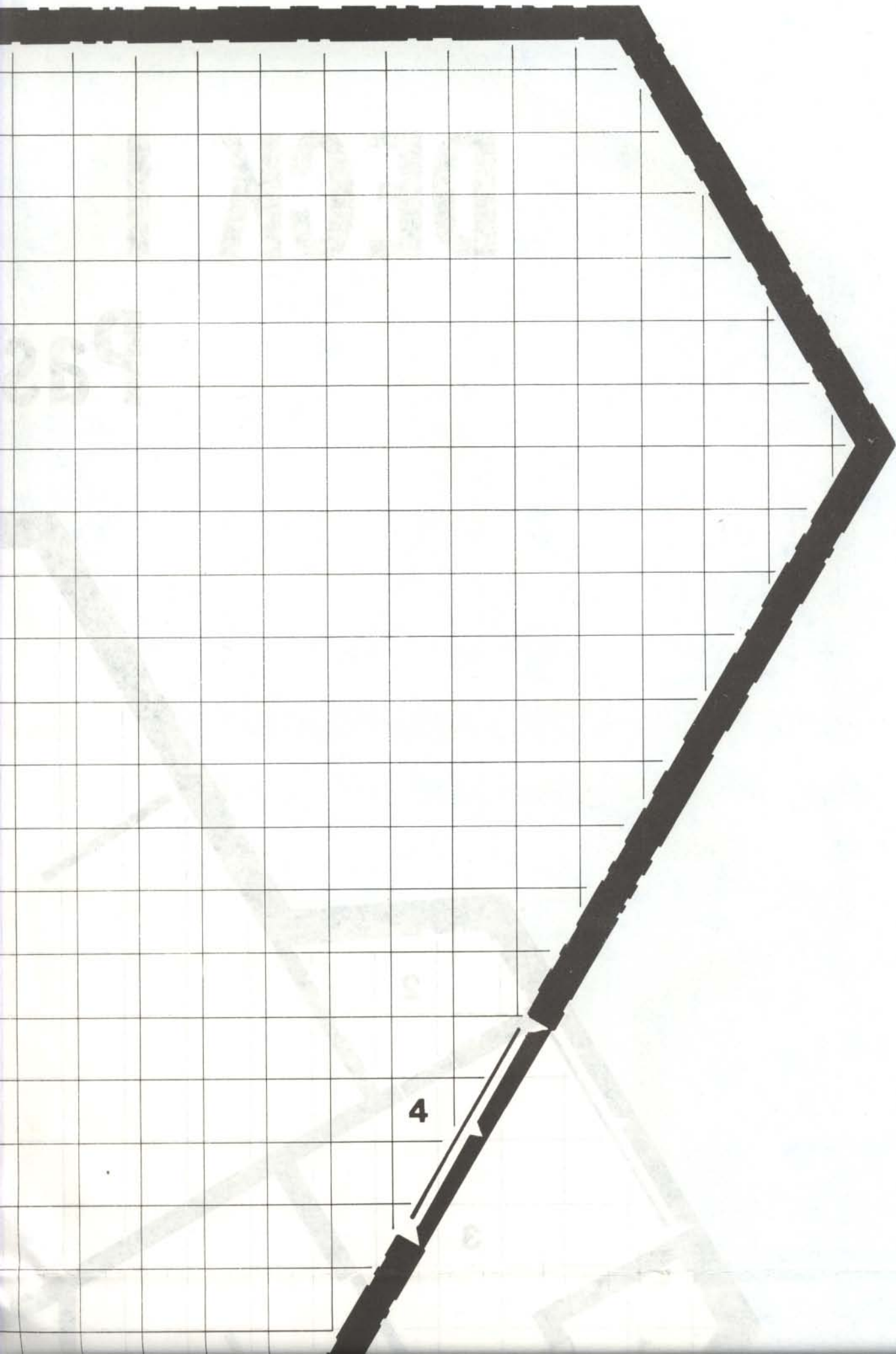
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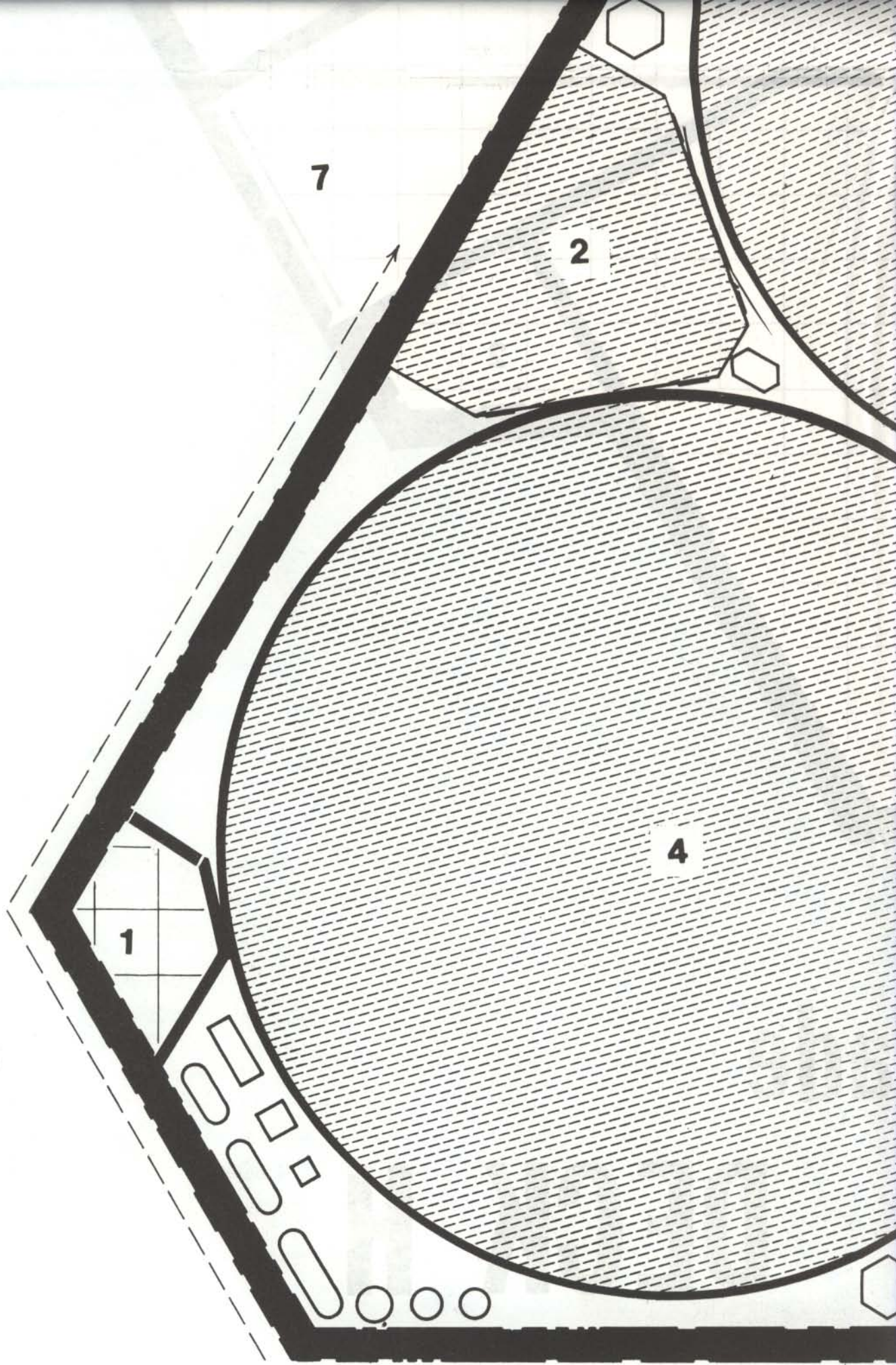
1

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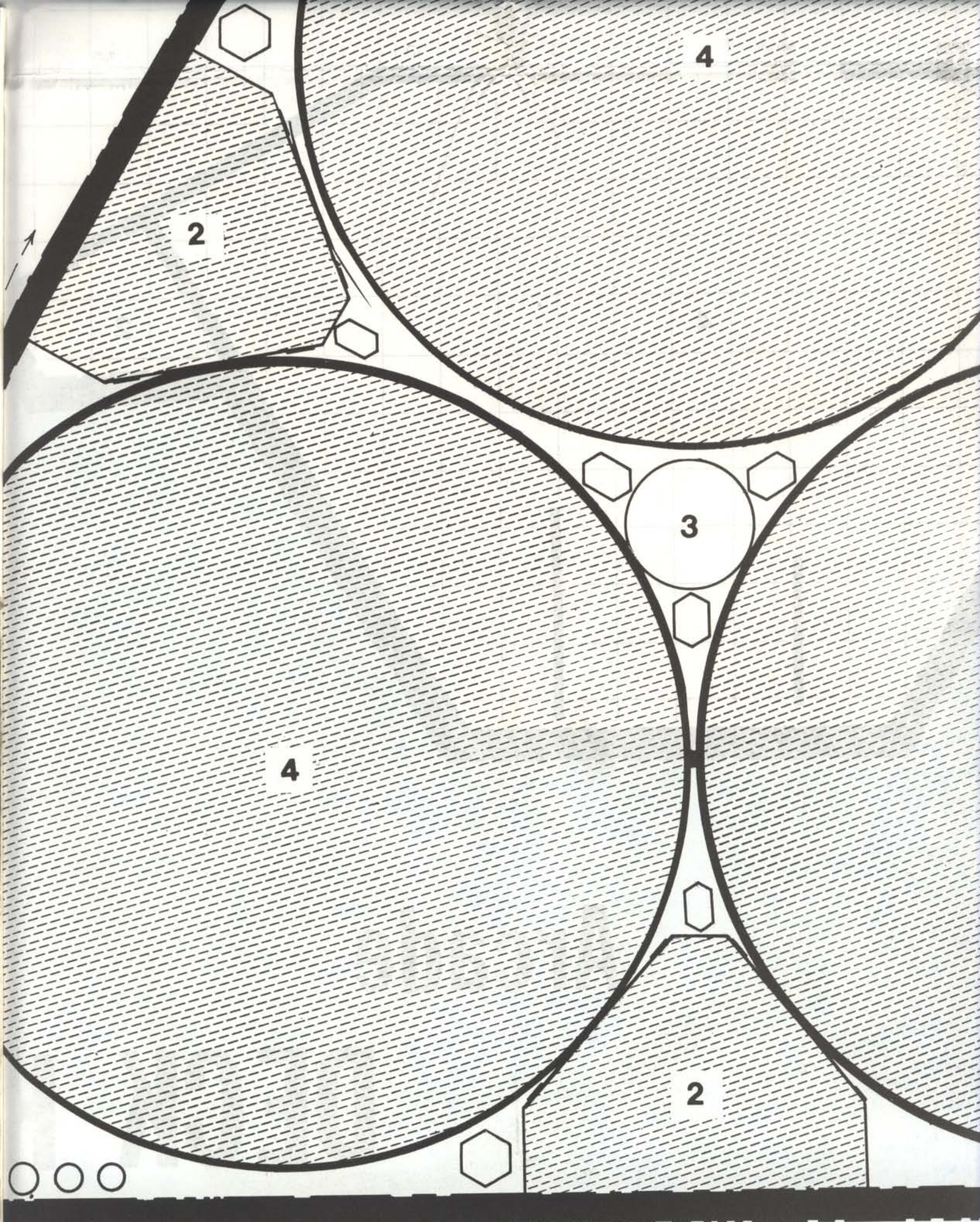






Area A

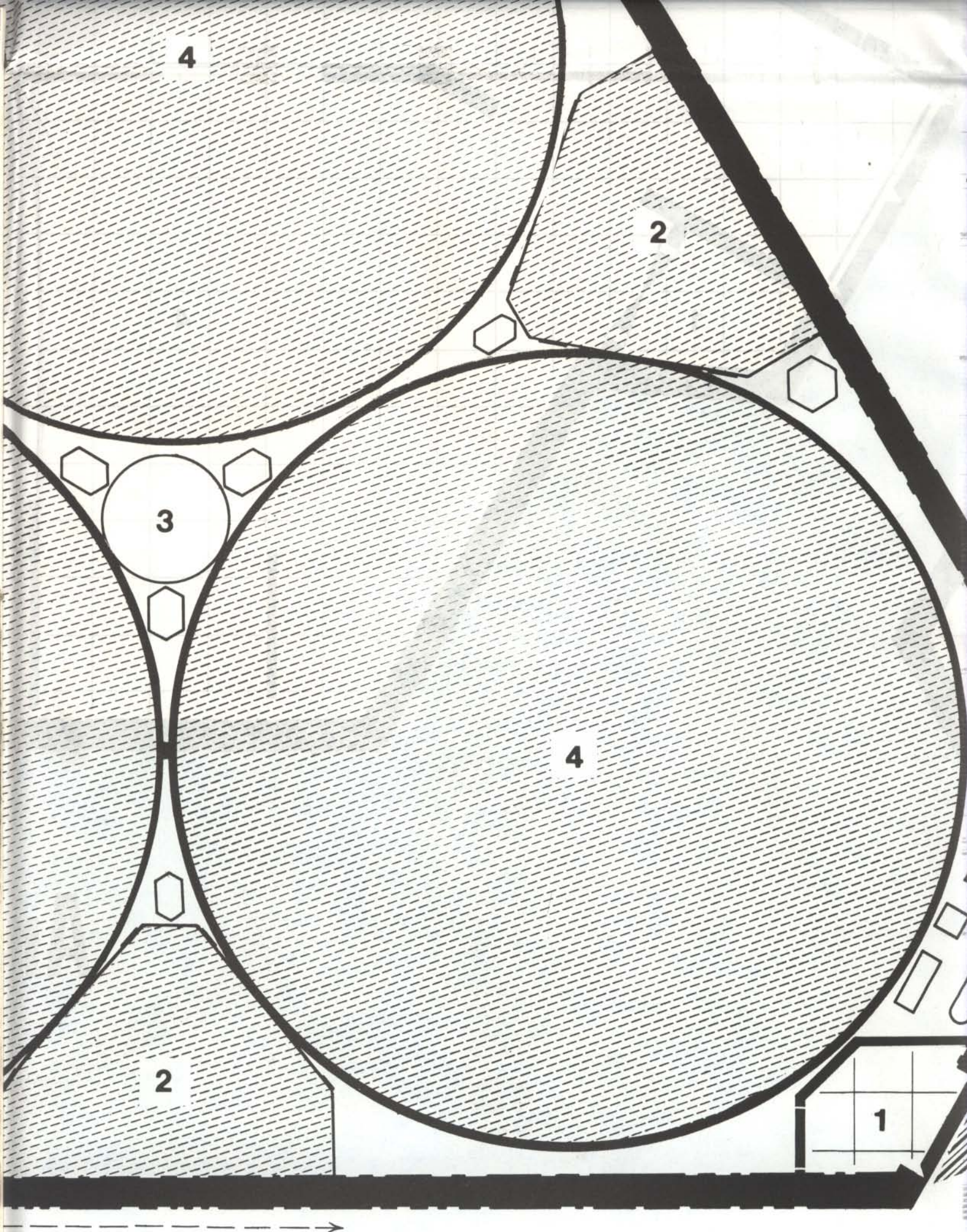




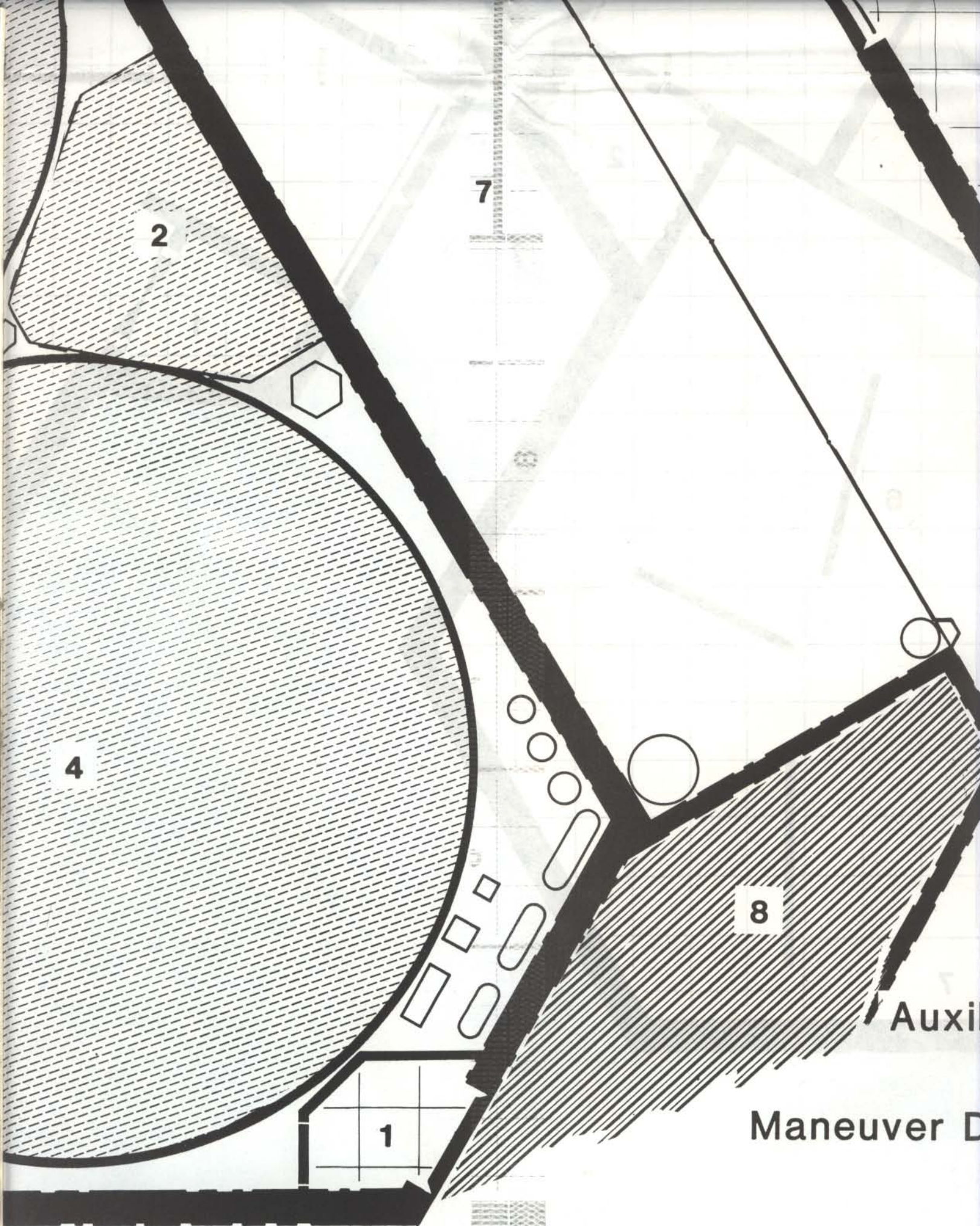
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Area A —————→





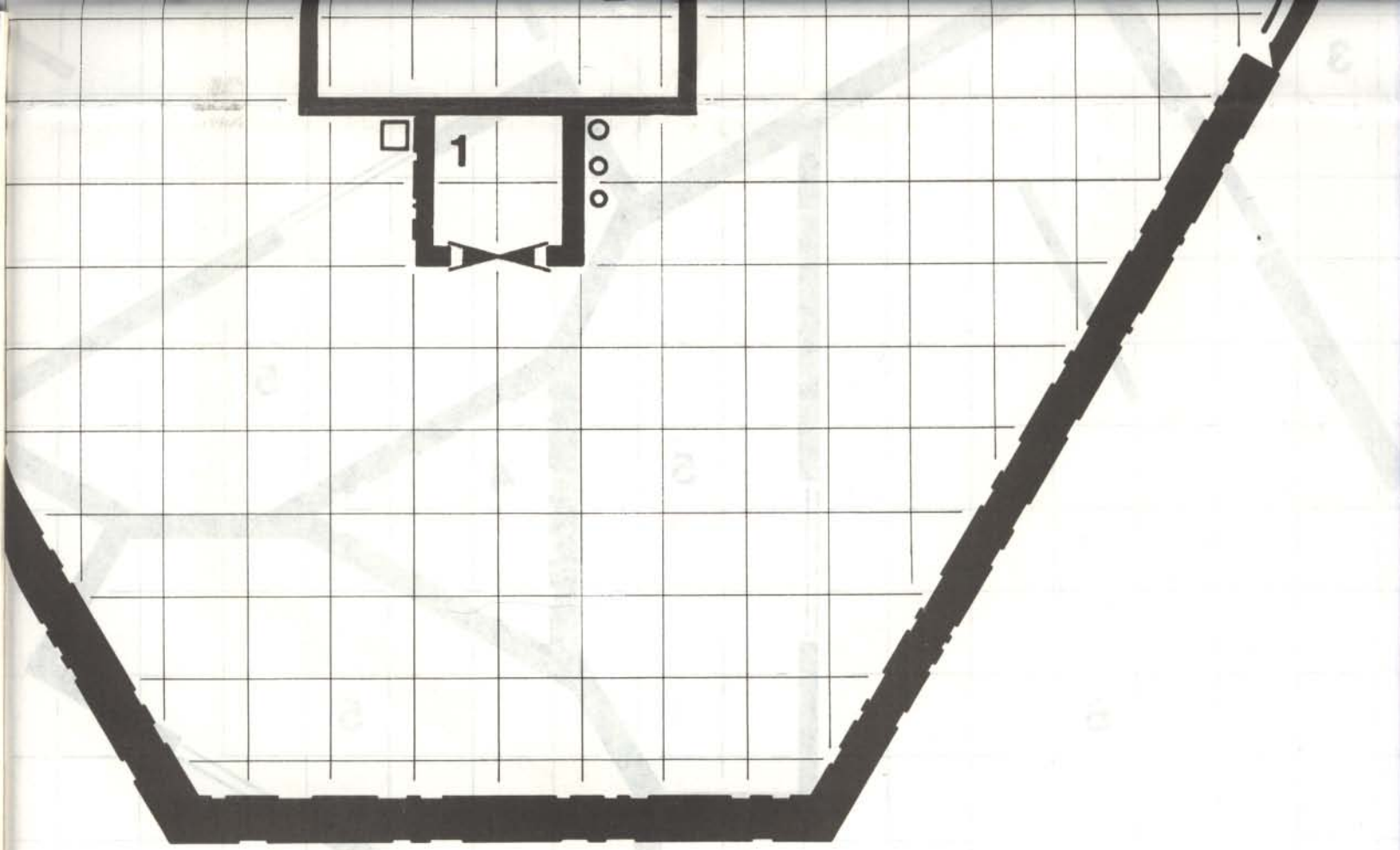












# Cargo DECK

y Powerplant

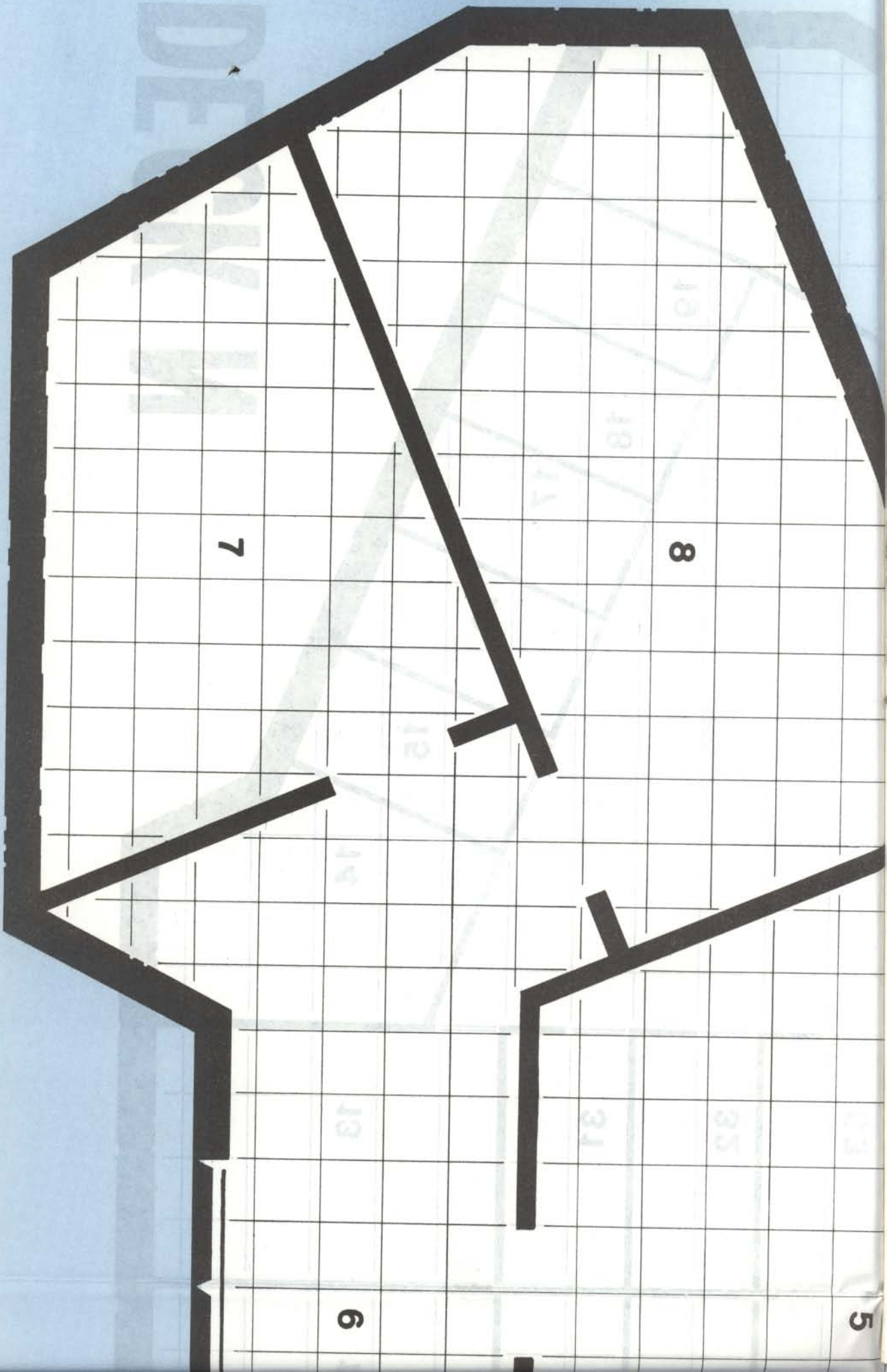
e





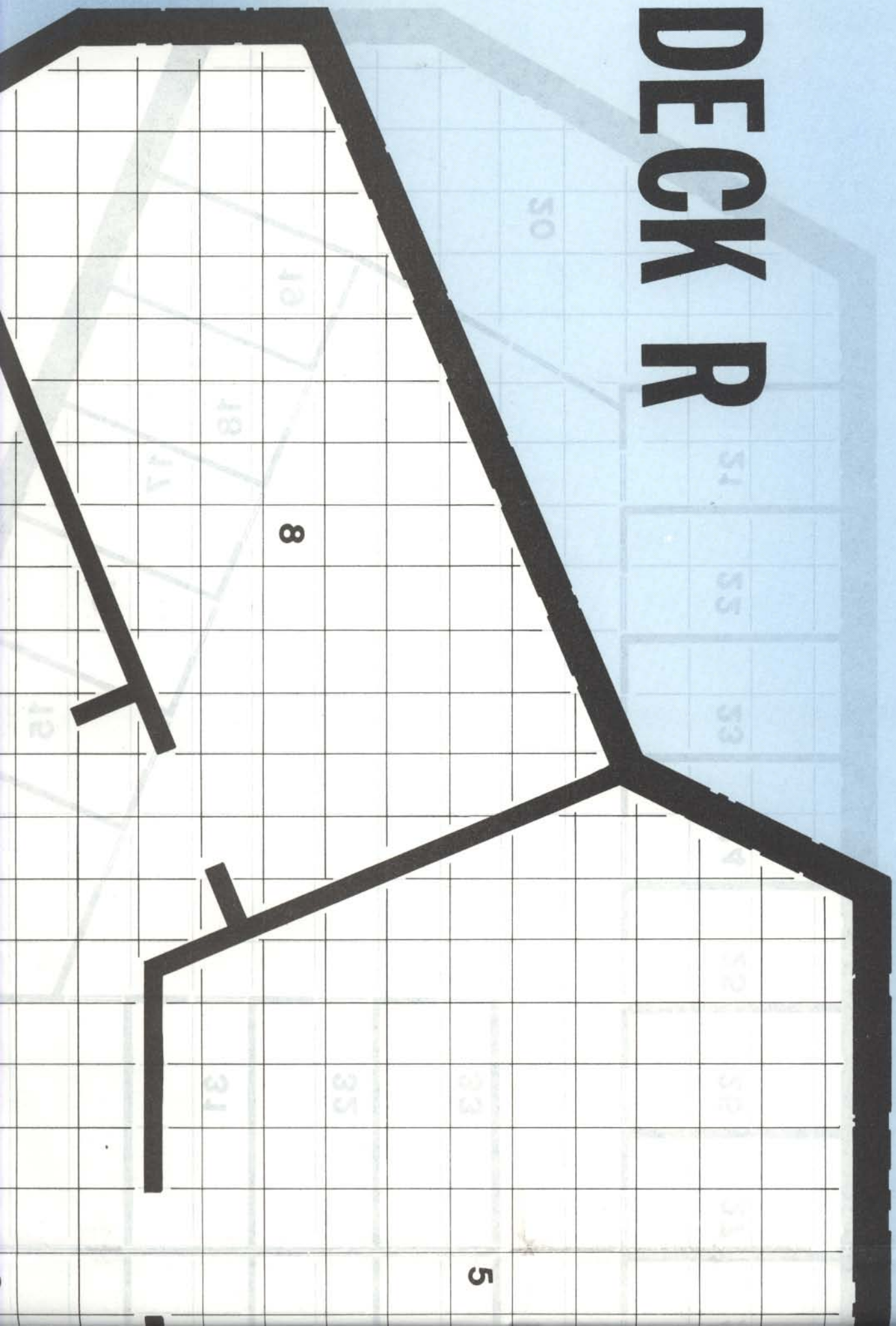
# **Cargo** **DECK G**





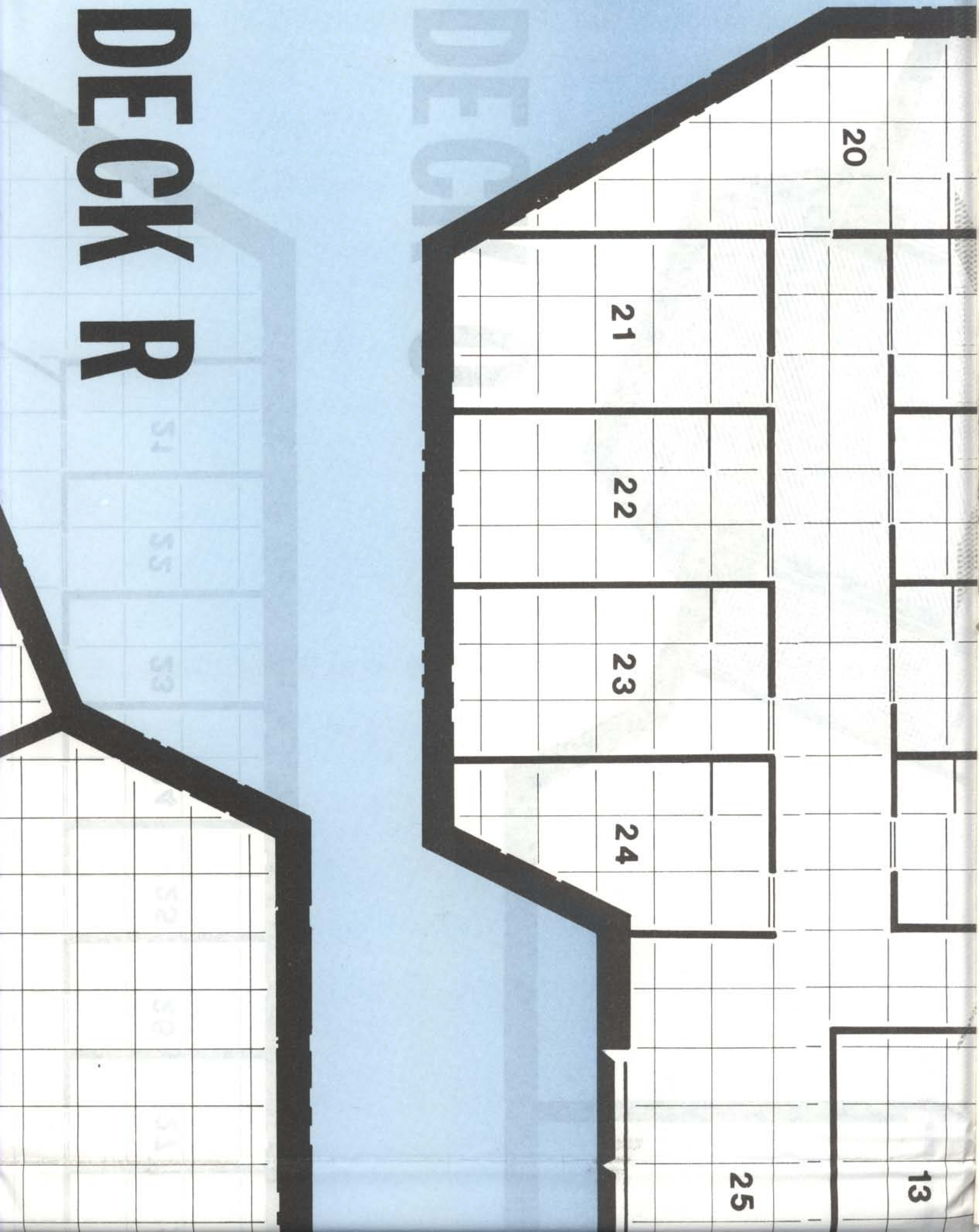


# DECK R



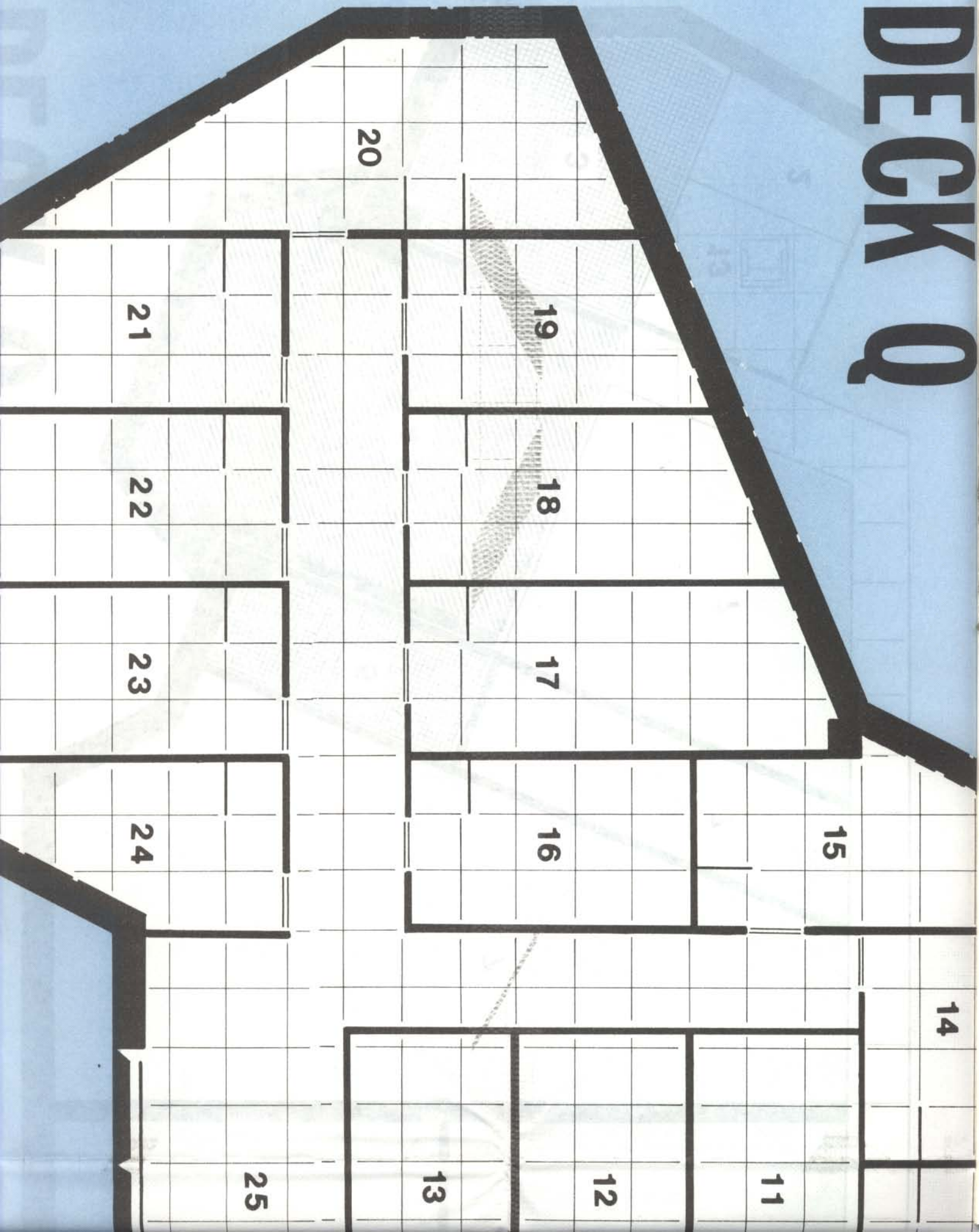


# DECK R



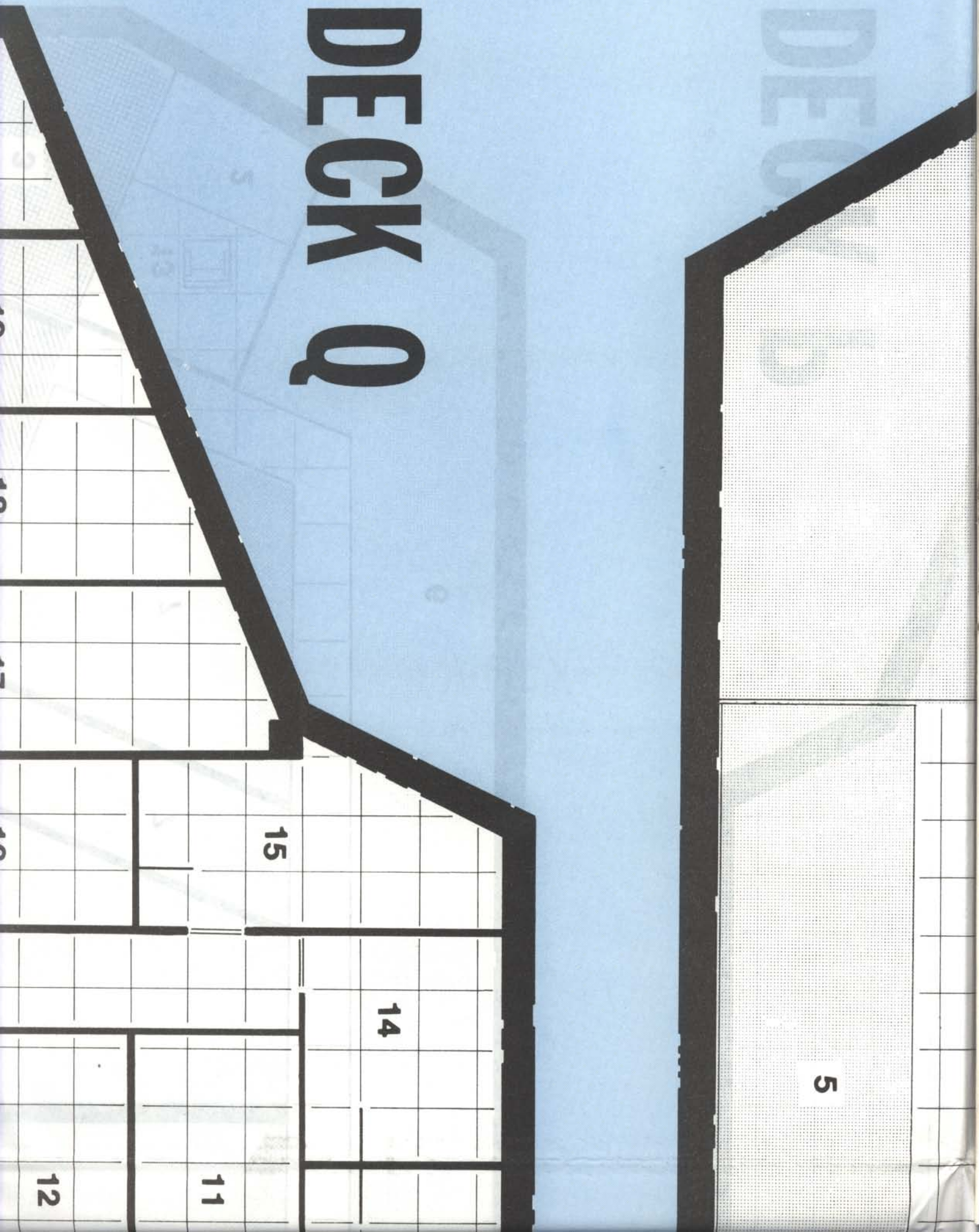


# DECK Q





# DECK Q



5

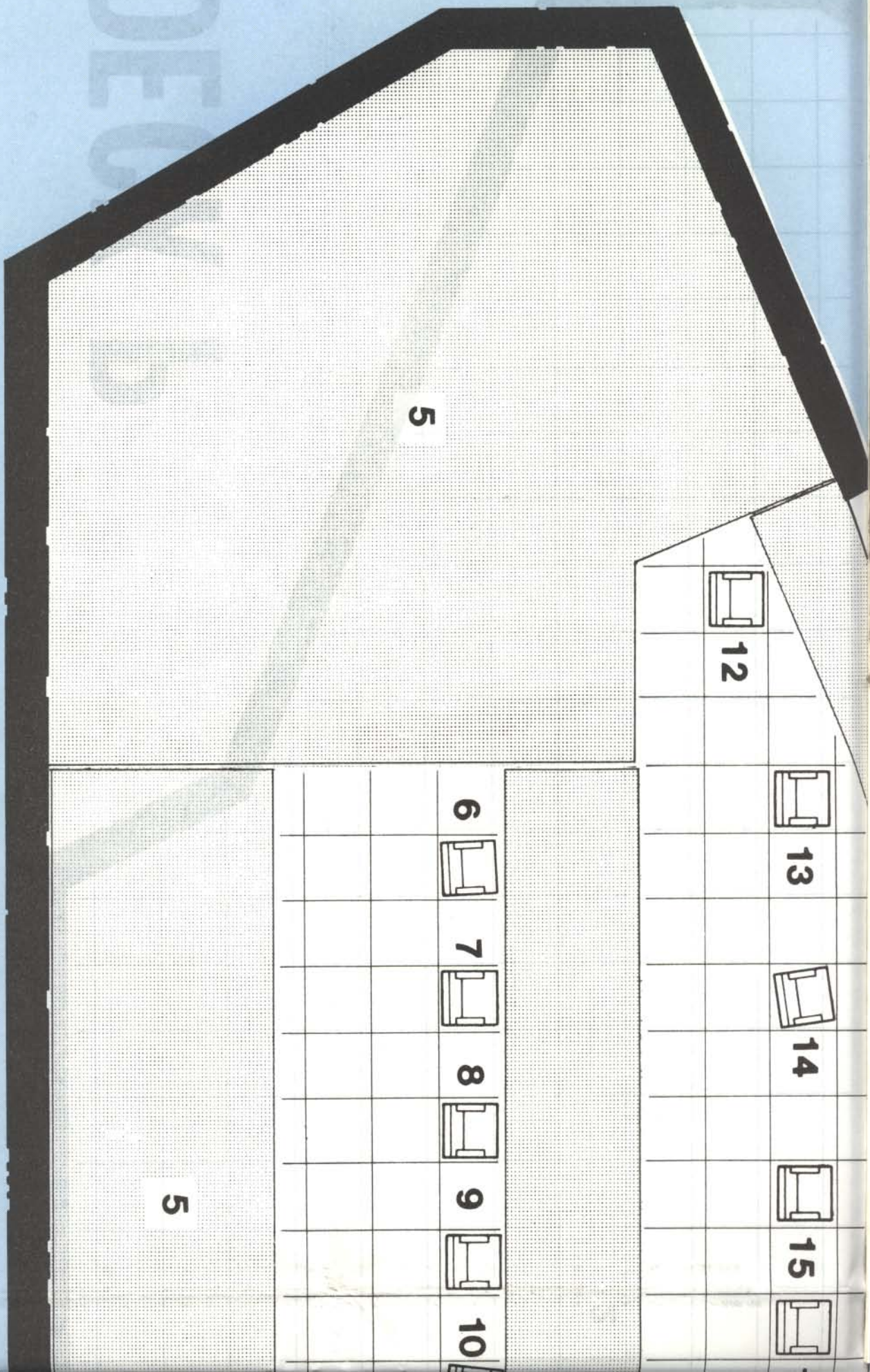
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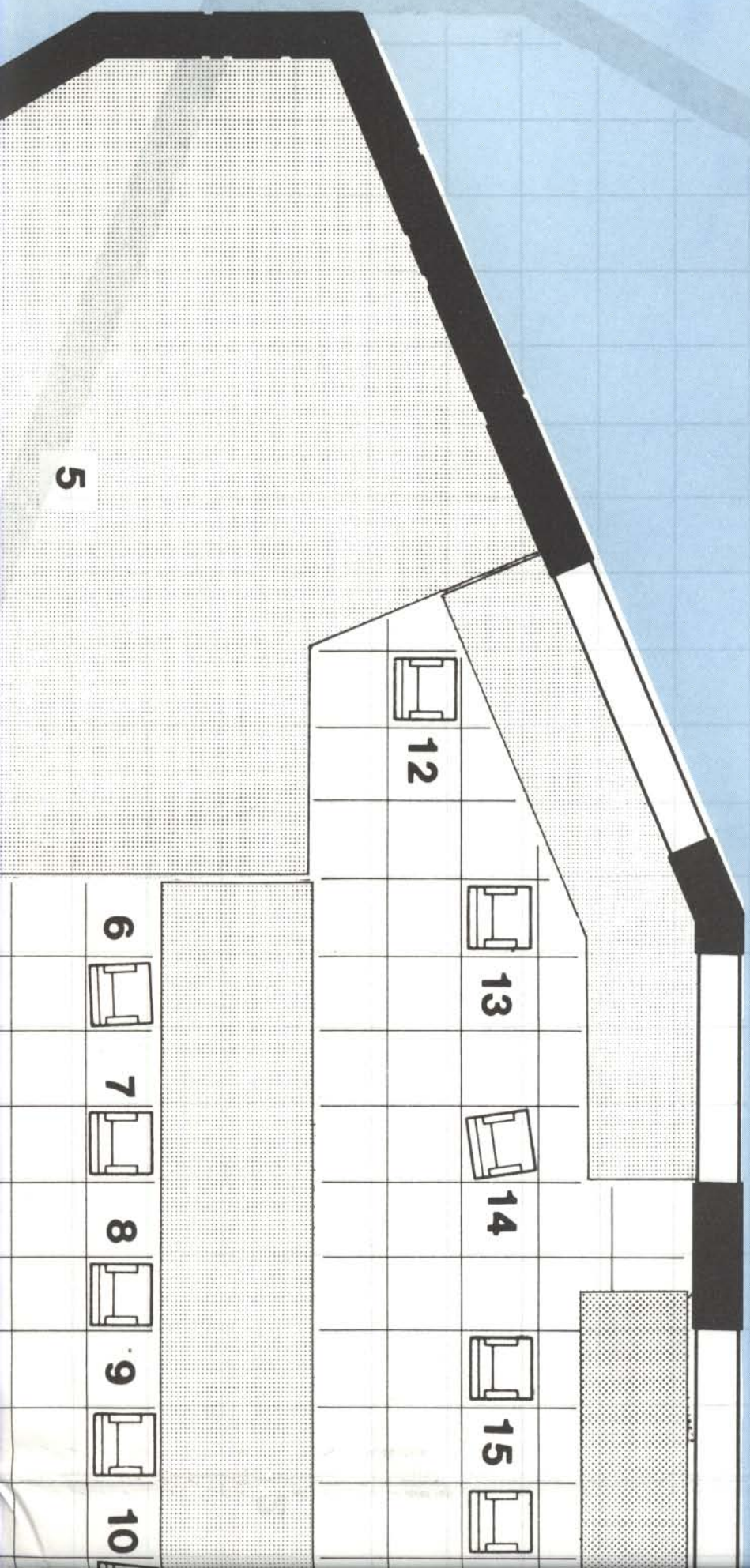
12



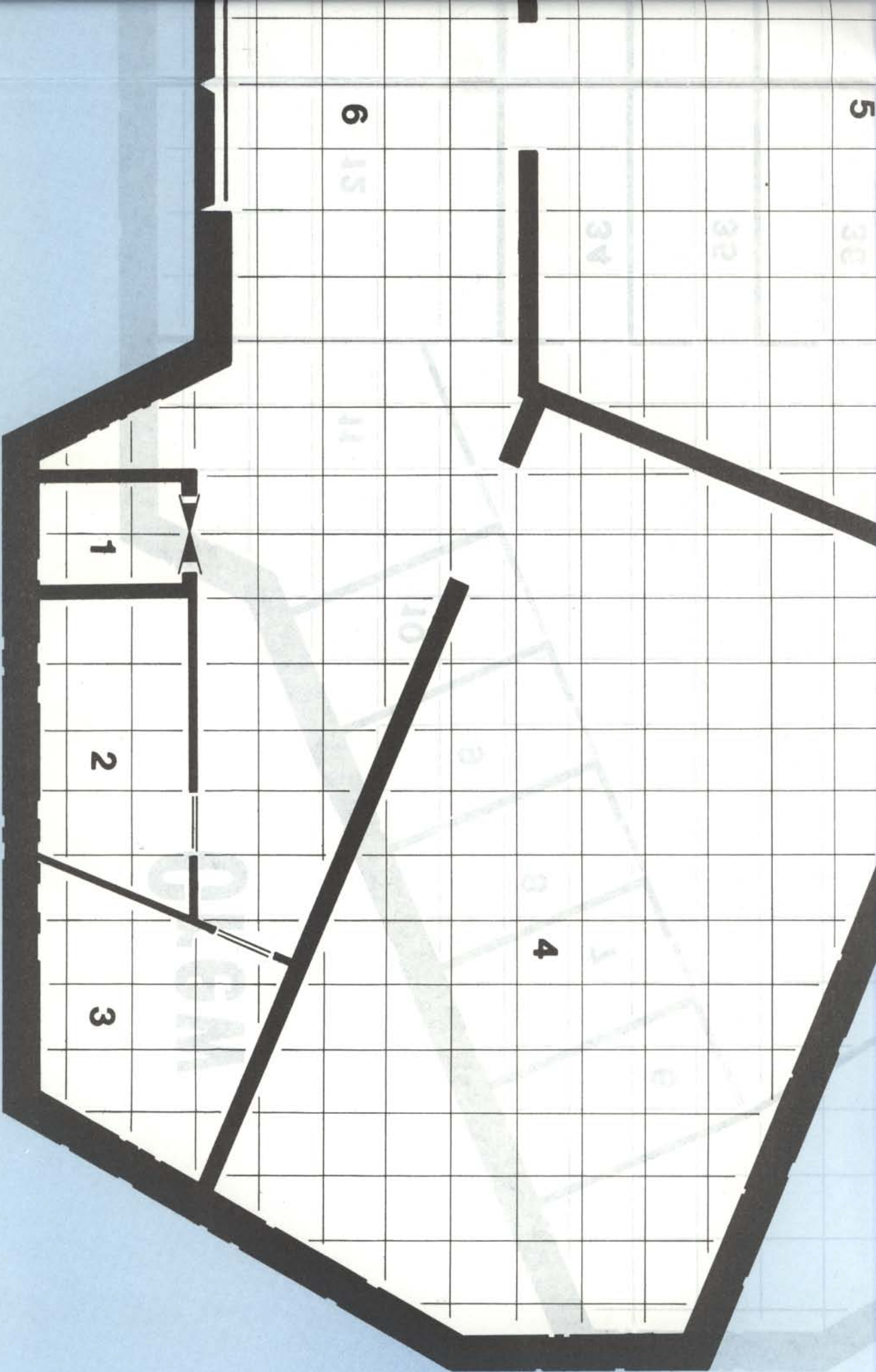




# DECK M

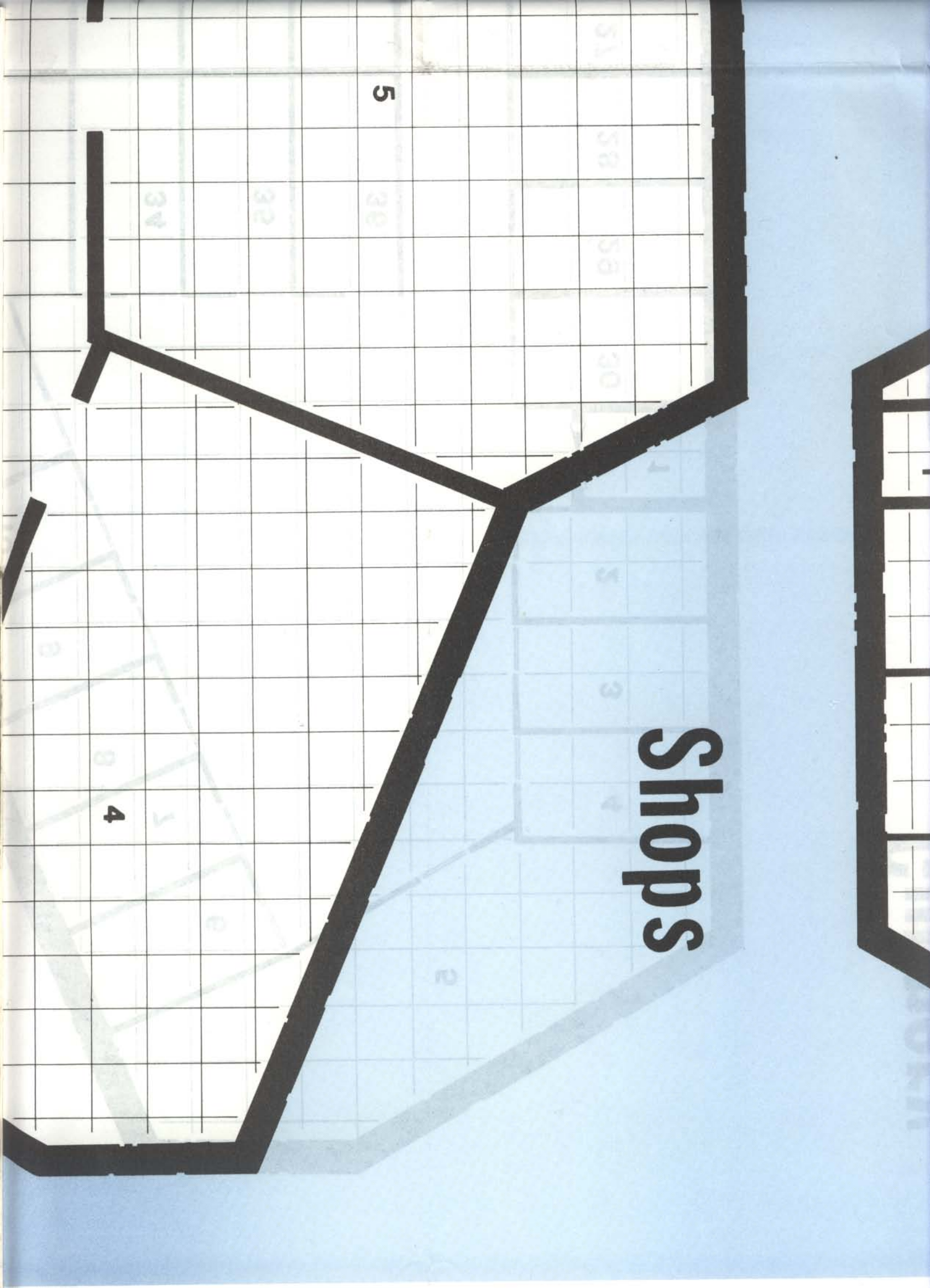








# Shops





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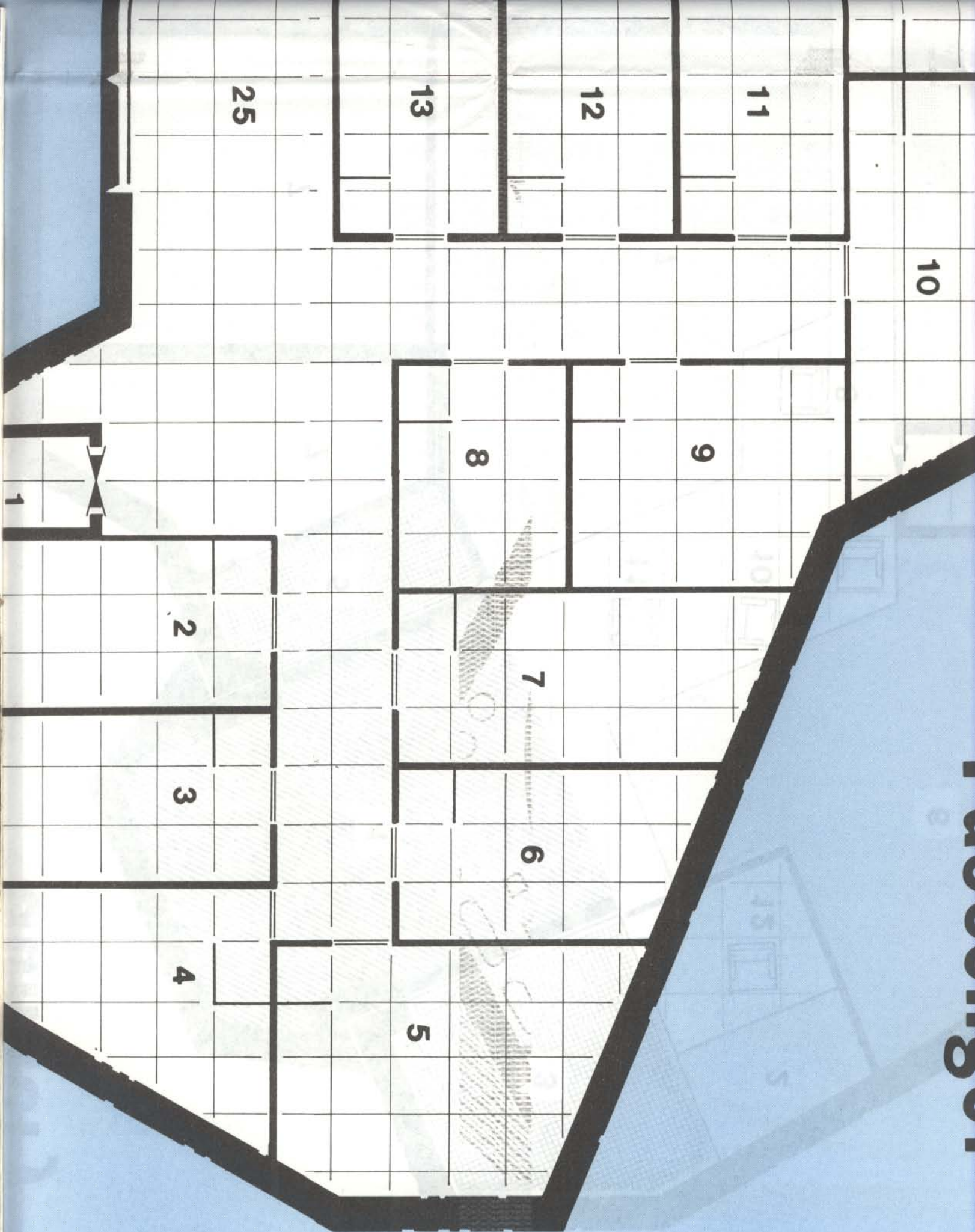
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**Shops**









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# Passenger

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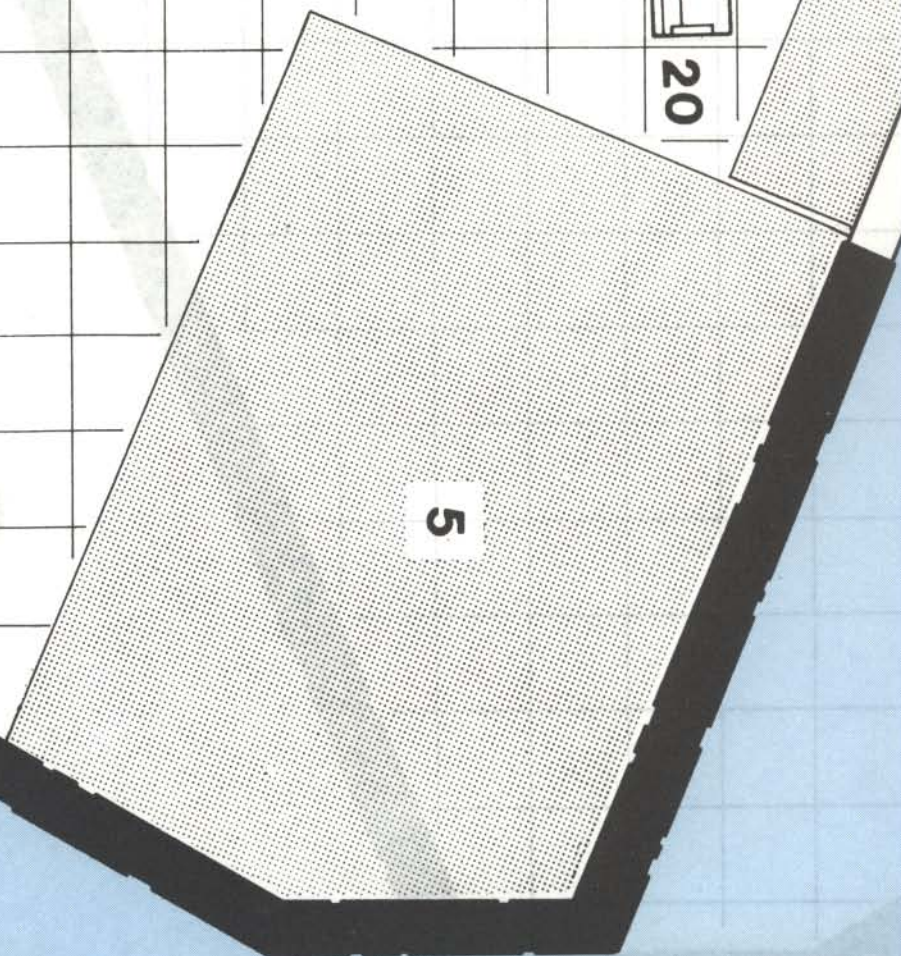
15 16 17 18 19

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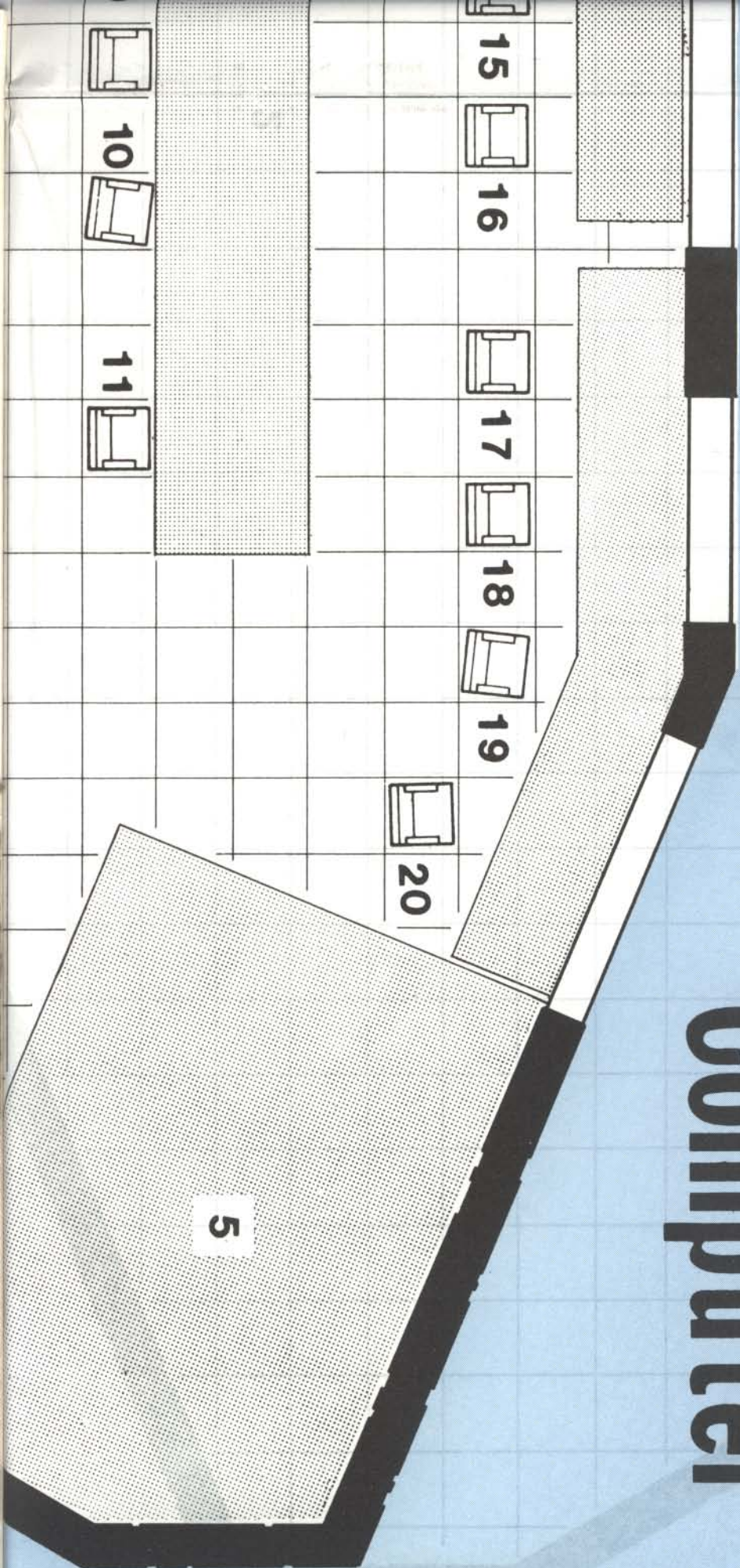
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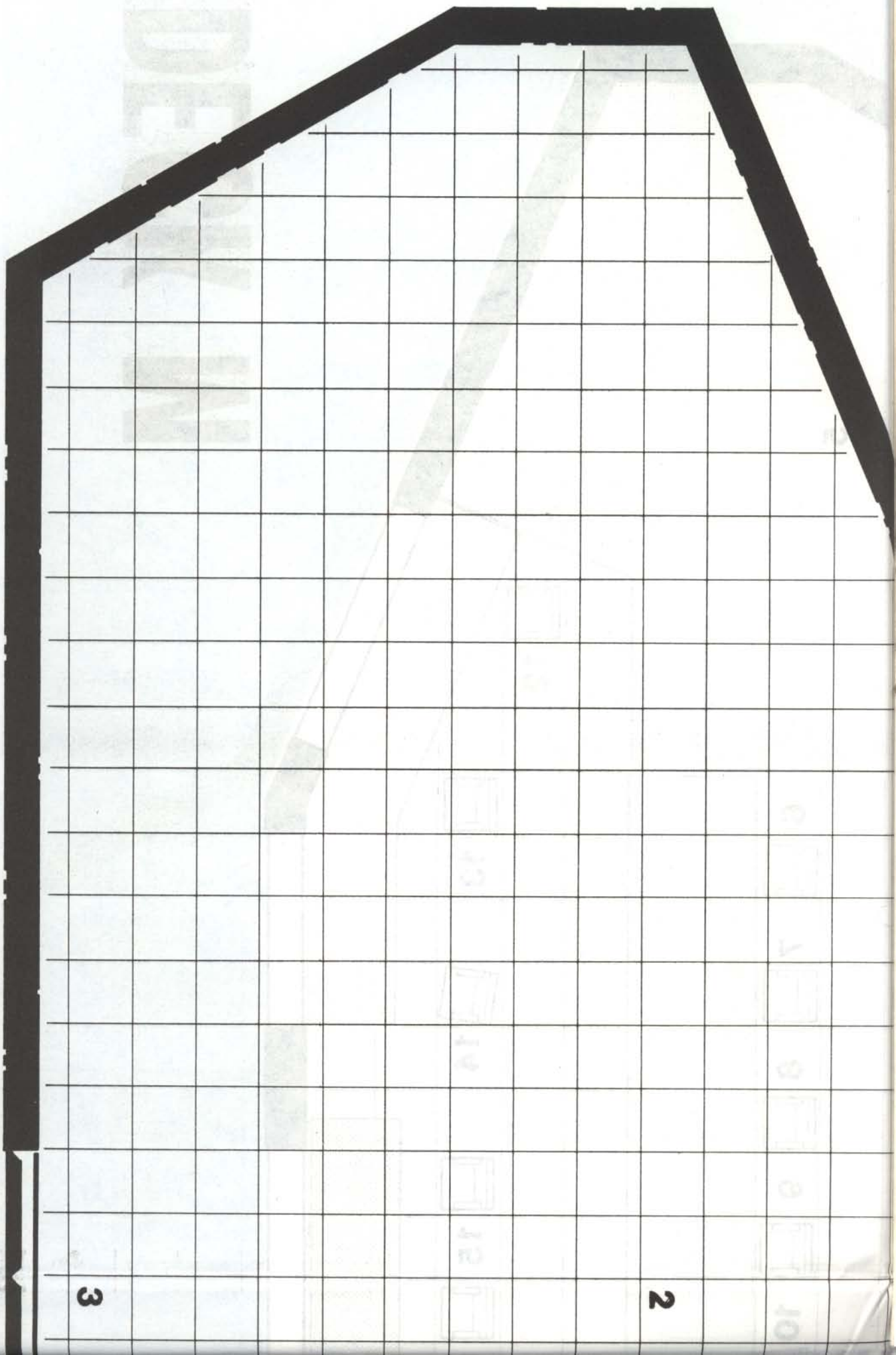
Docconor



# Bridge Computer

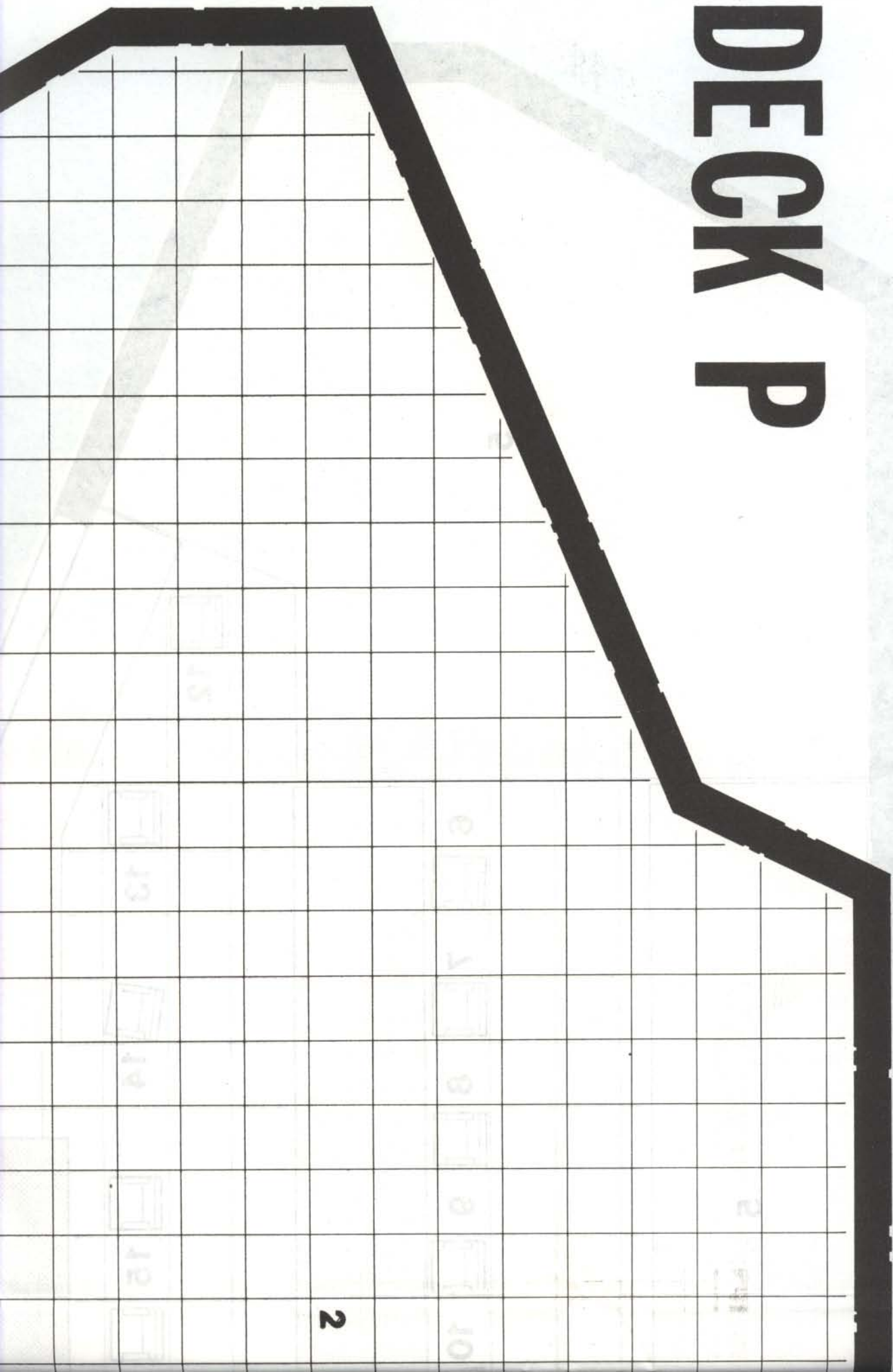






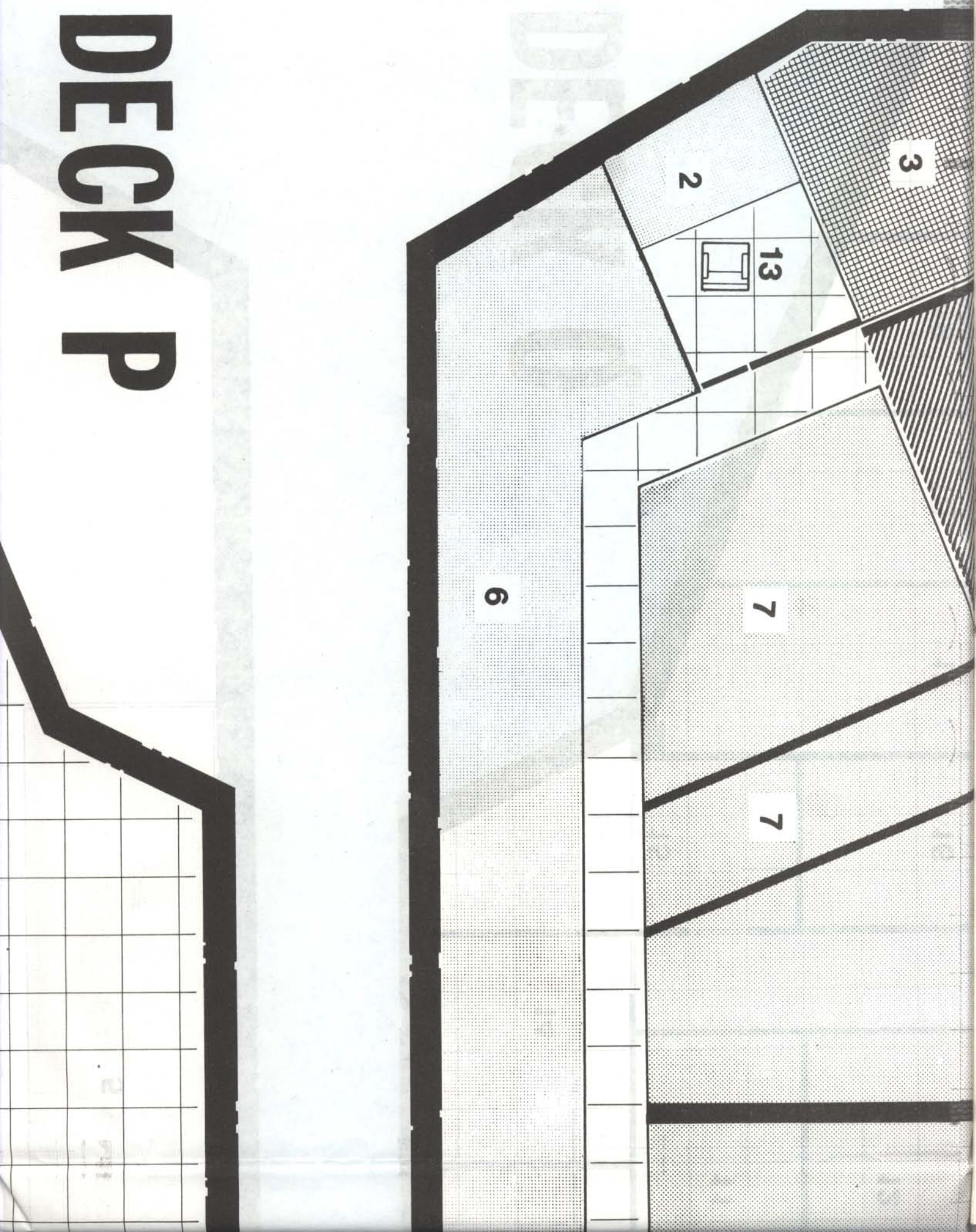


# DECK P

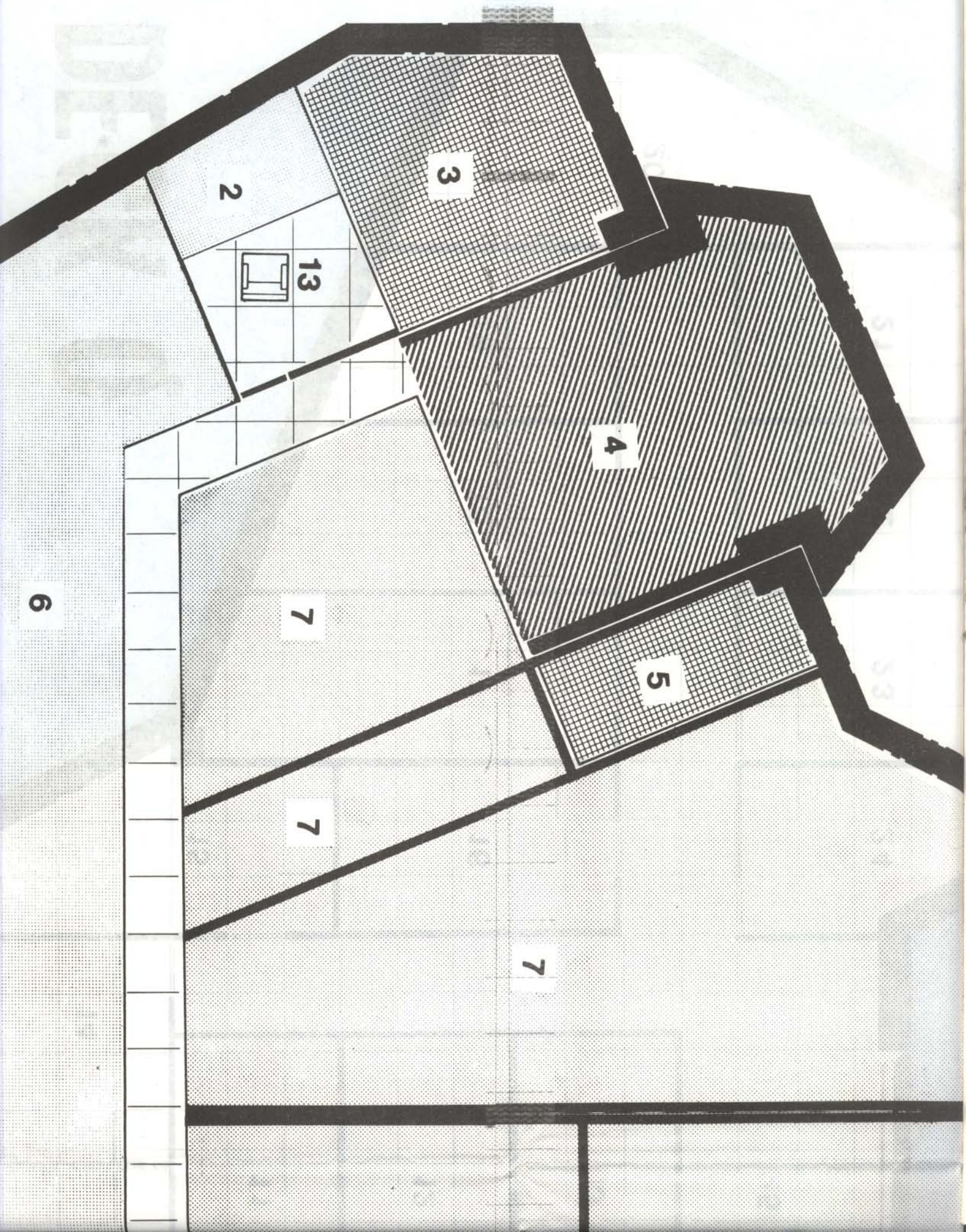




# DECK P







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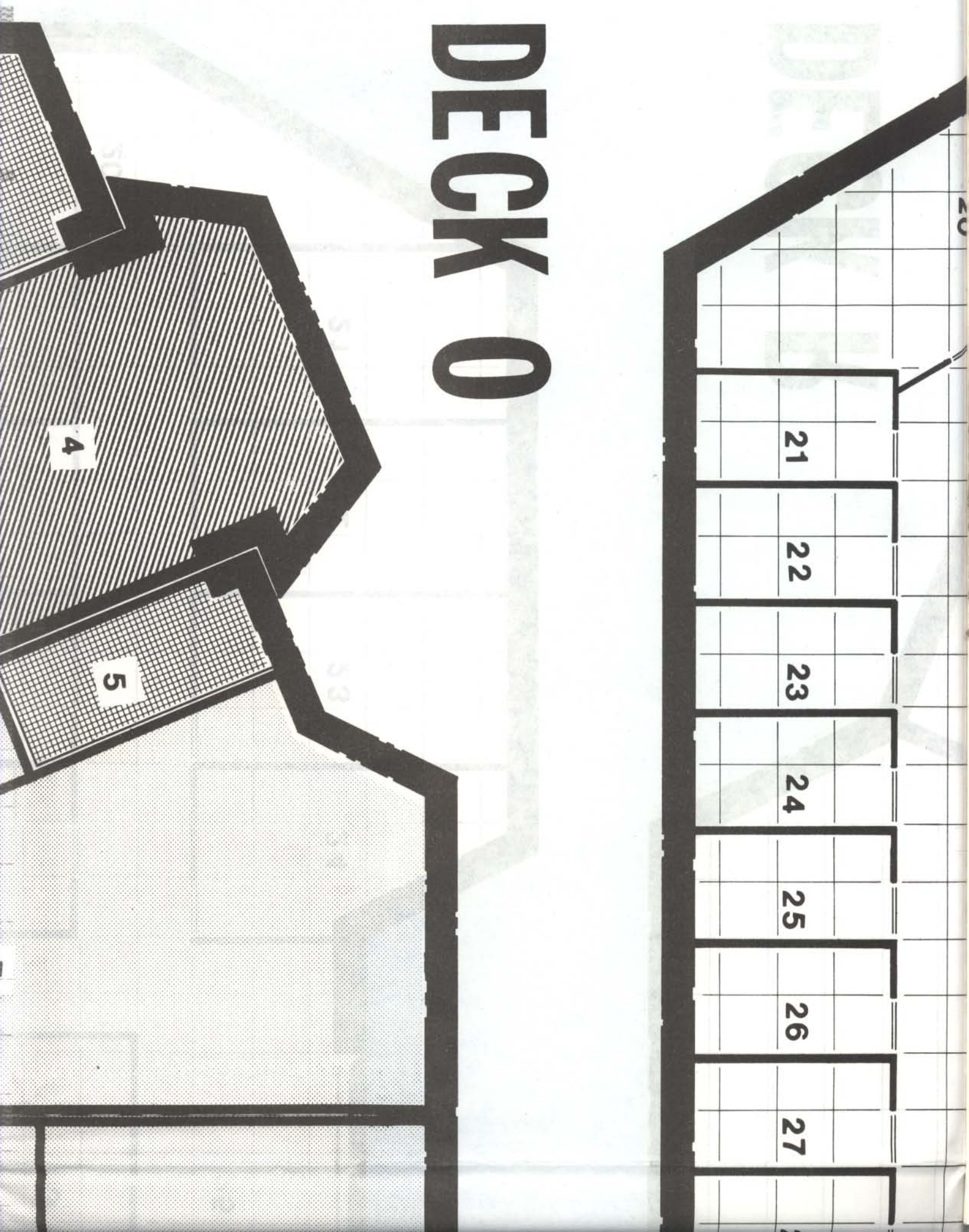
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13



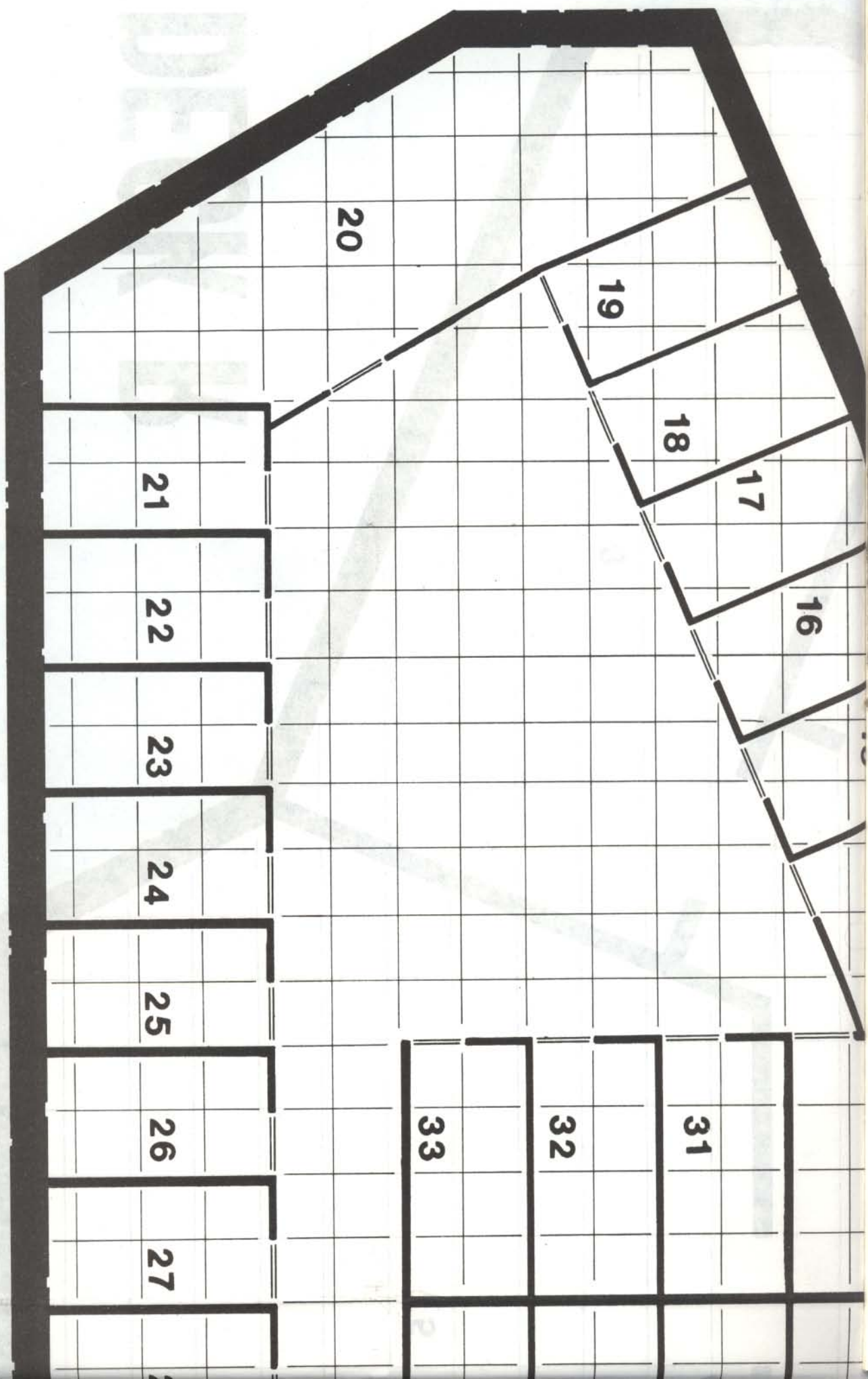


# DECK 0



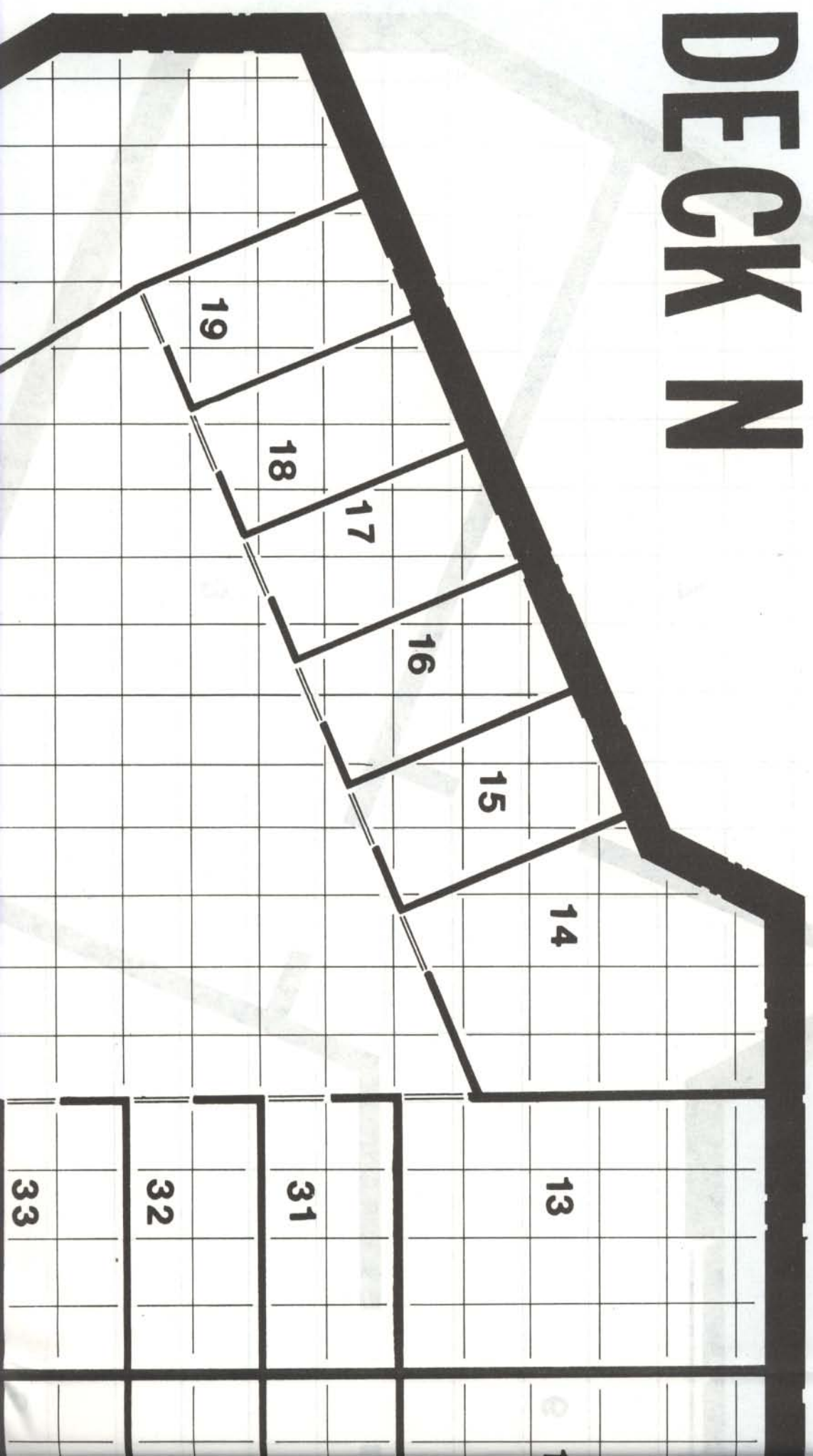


# DECK 0

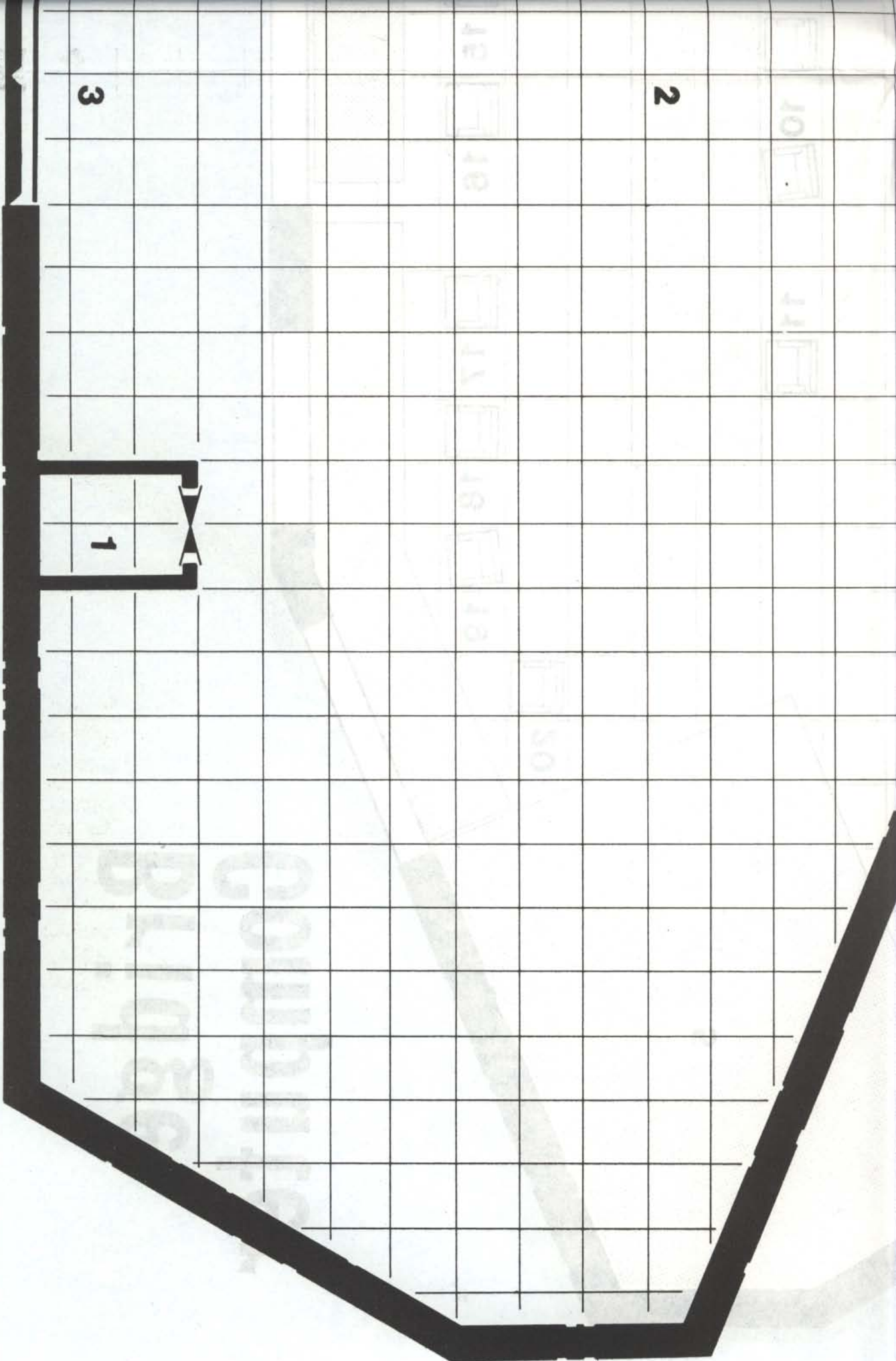




# DECK N





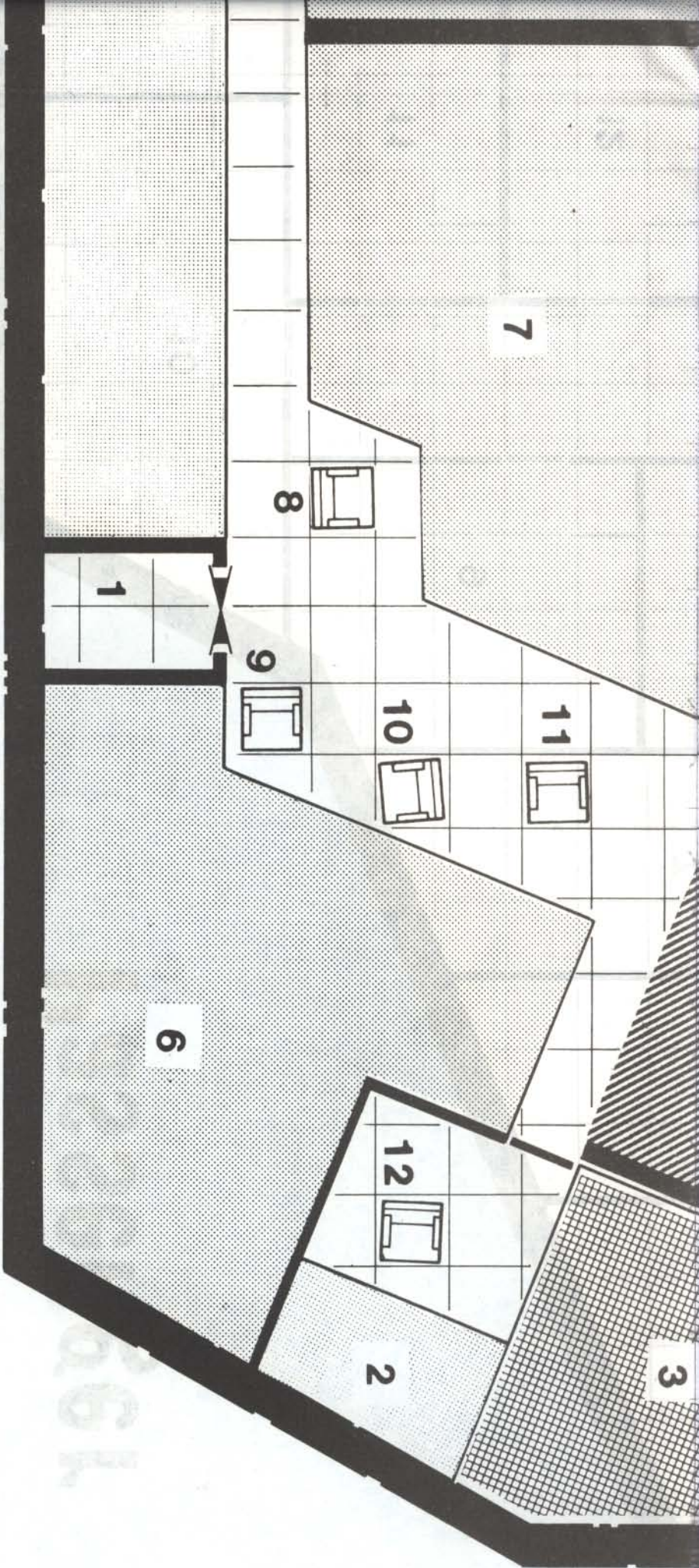




**Cargo**

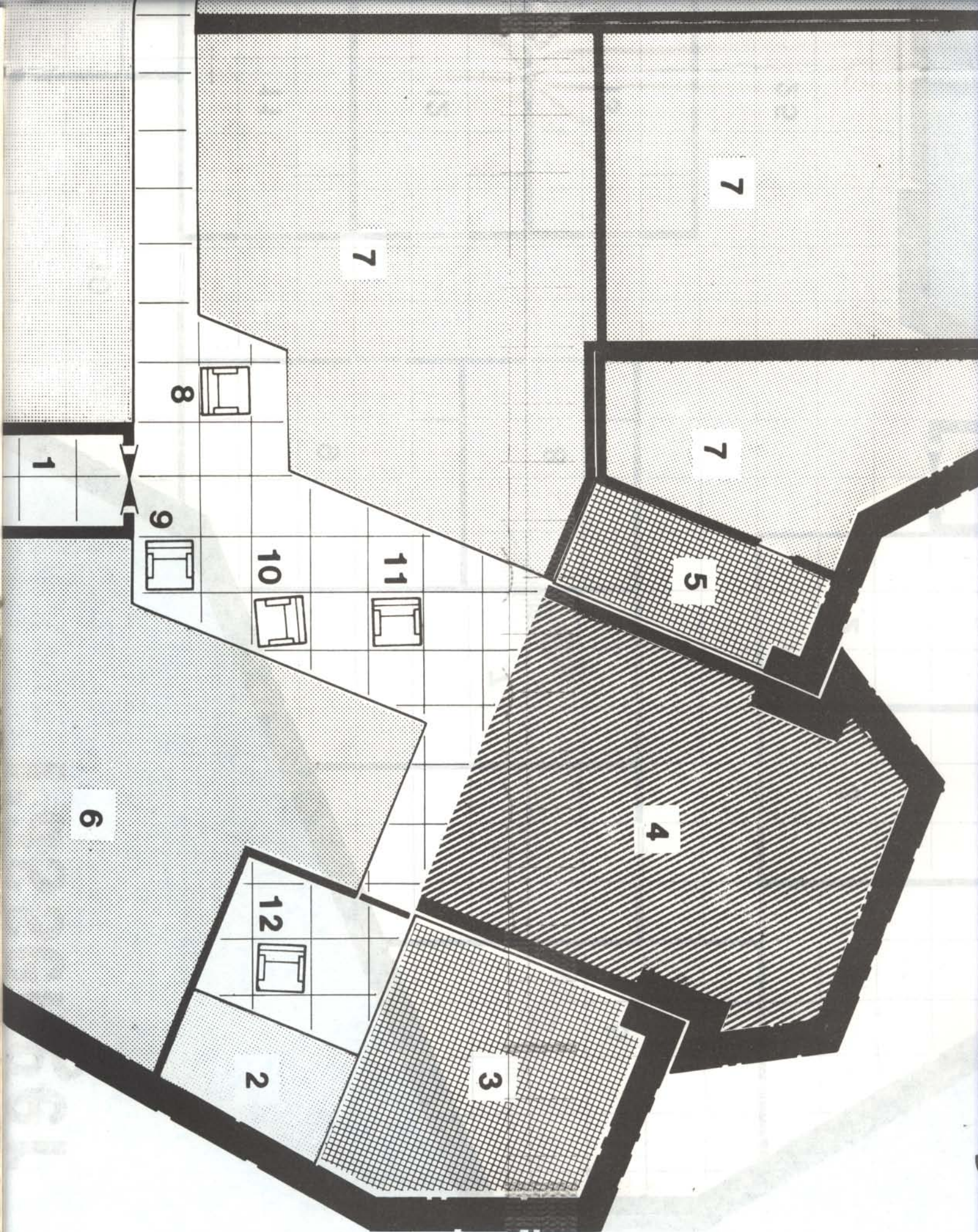
**2**



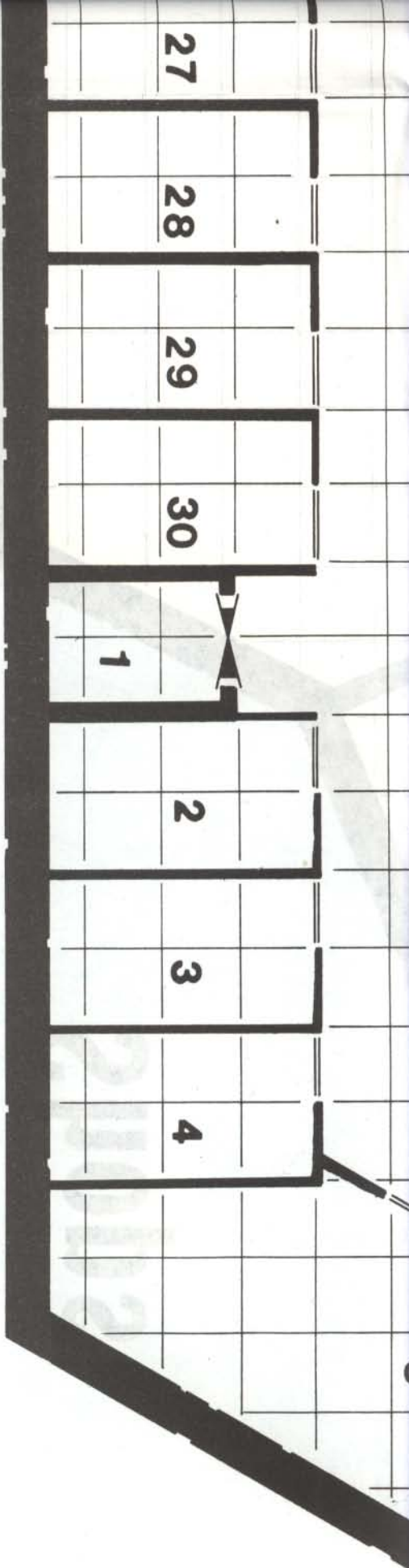


**Cargo**

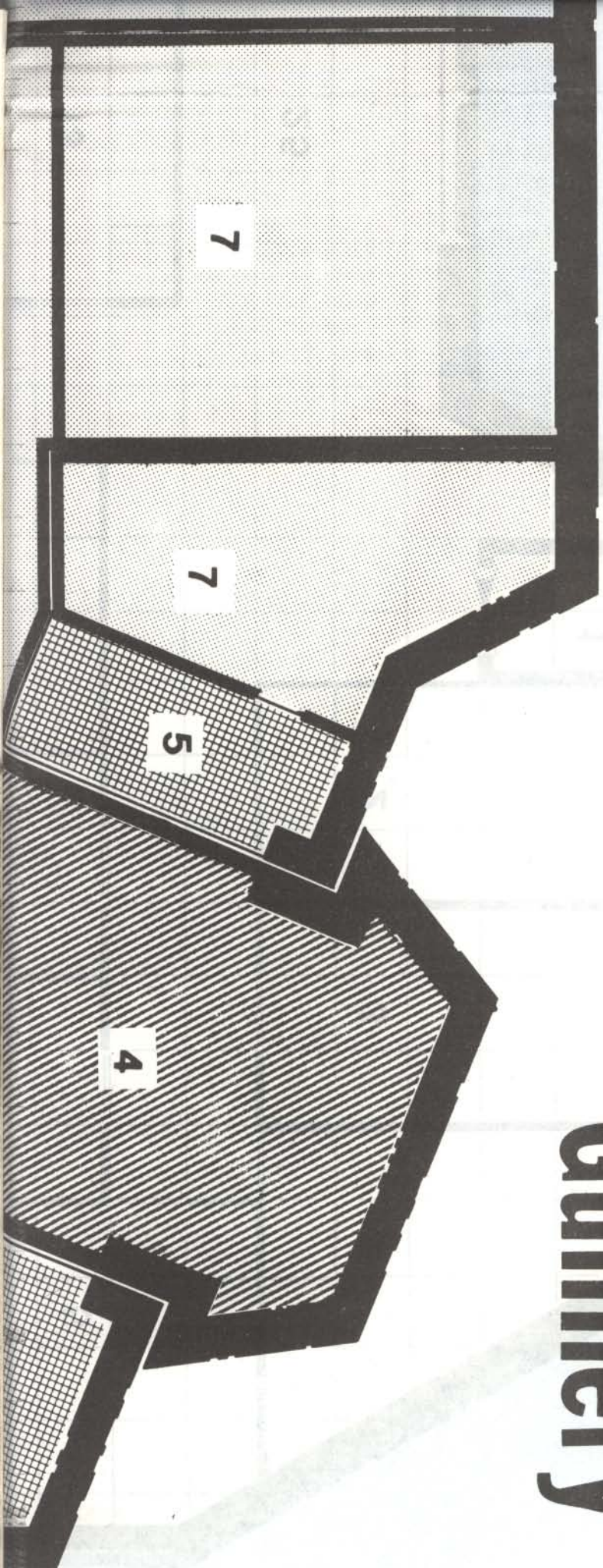




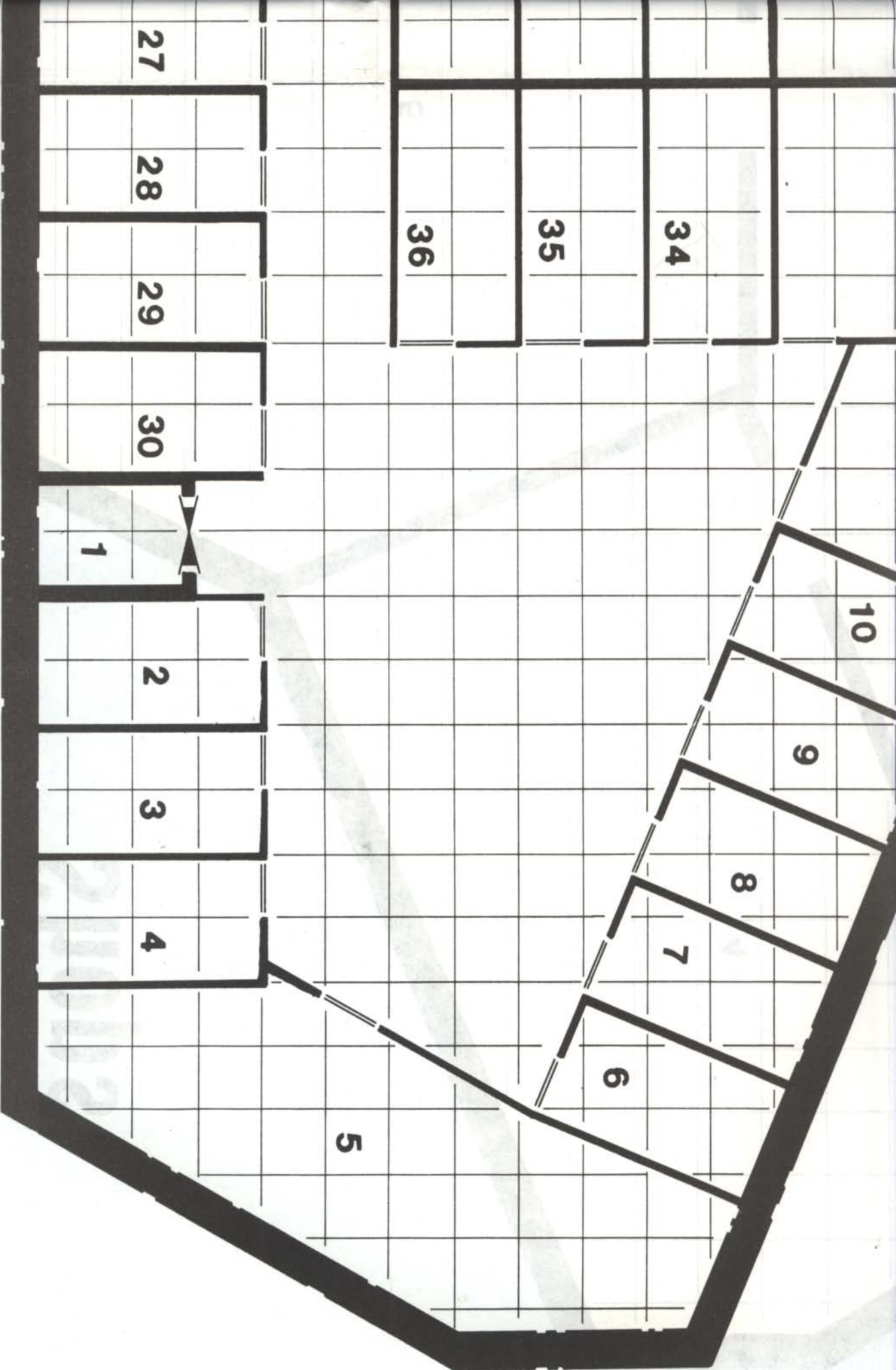




# Gunnery









# Crew

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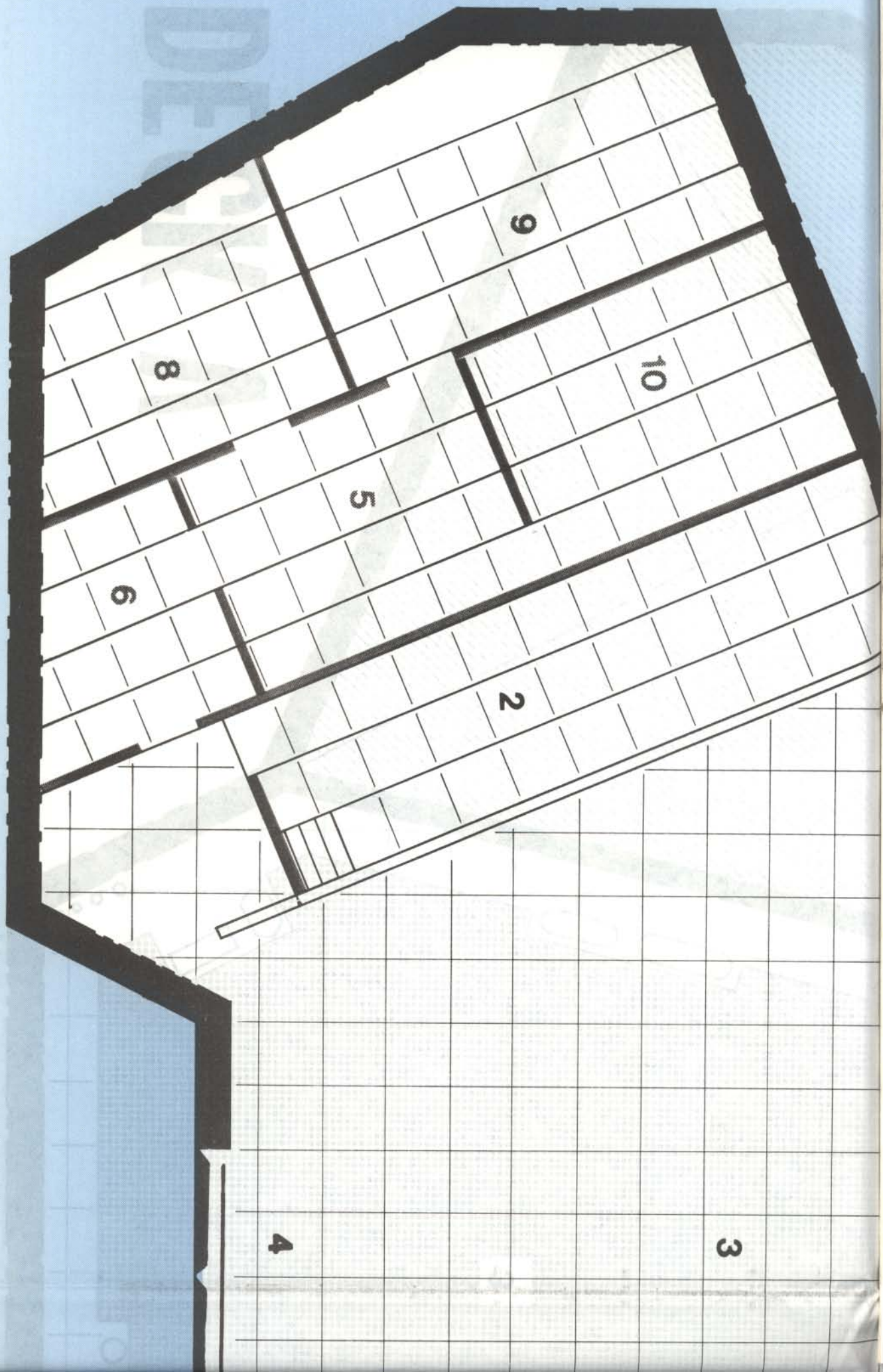
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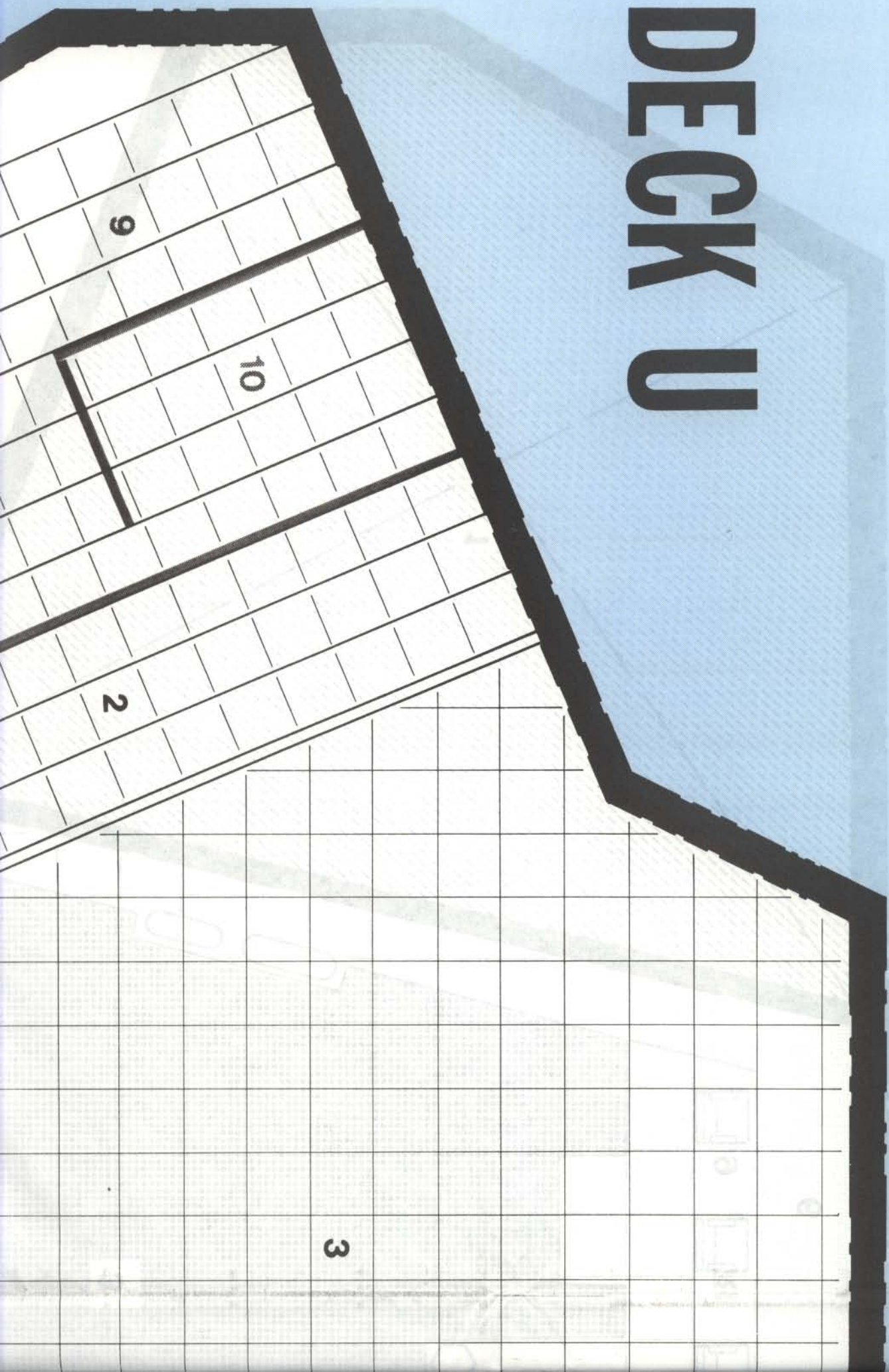
6







# DECK U





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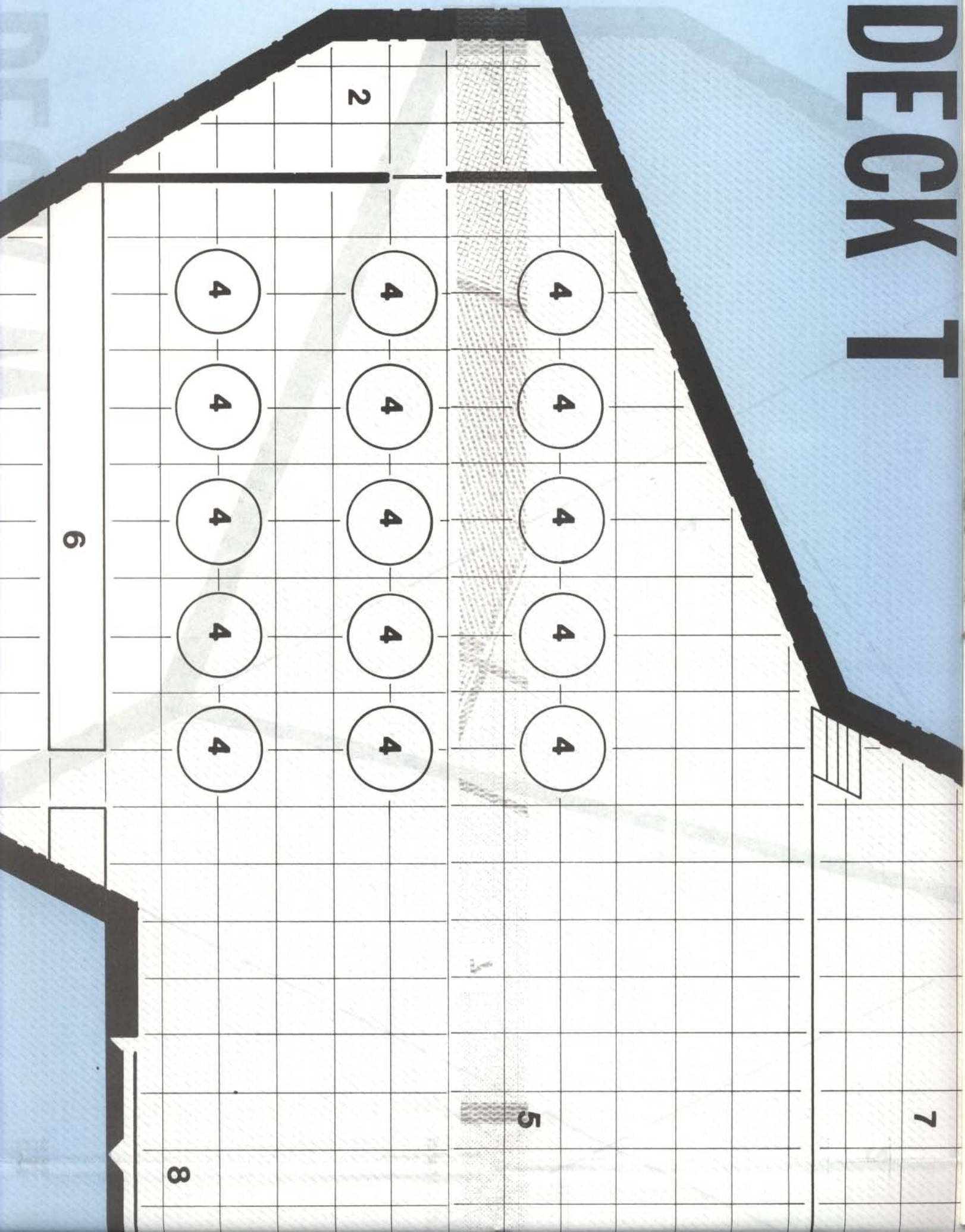
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DECK U



# DECK 1





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# DECK T

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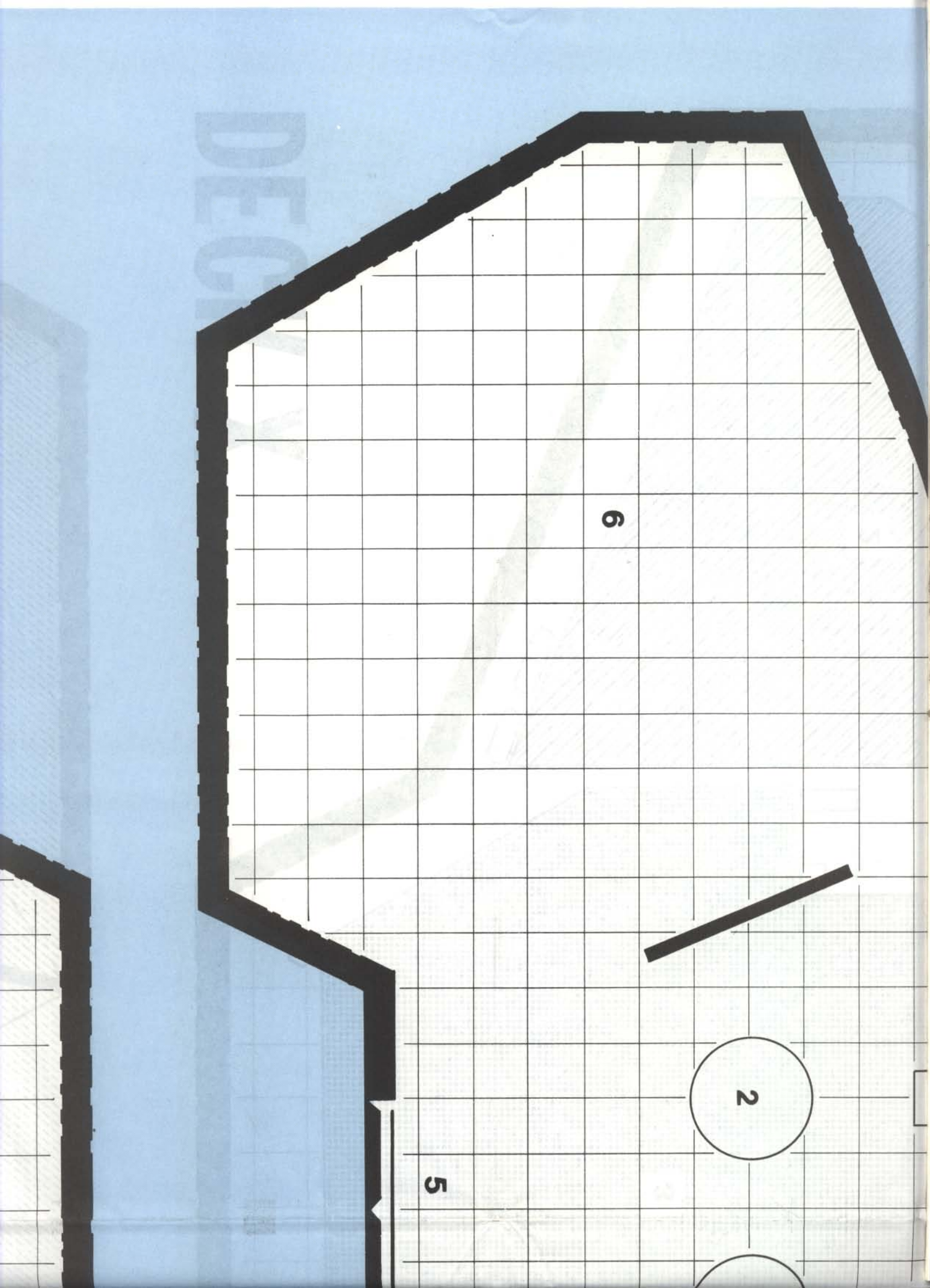
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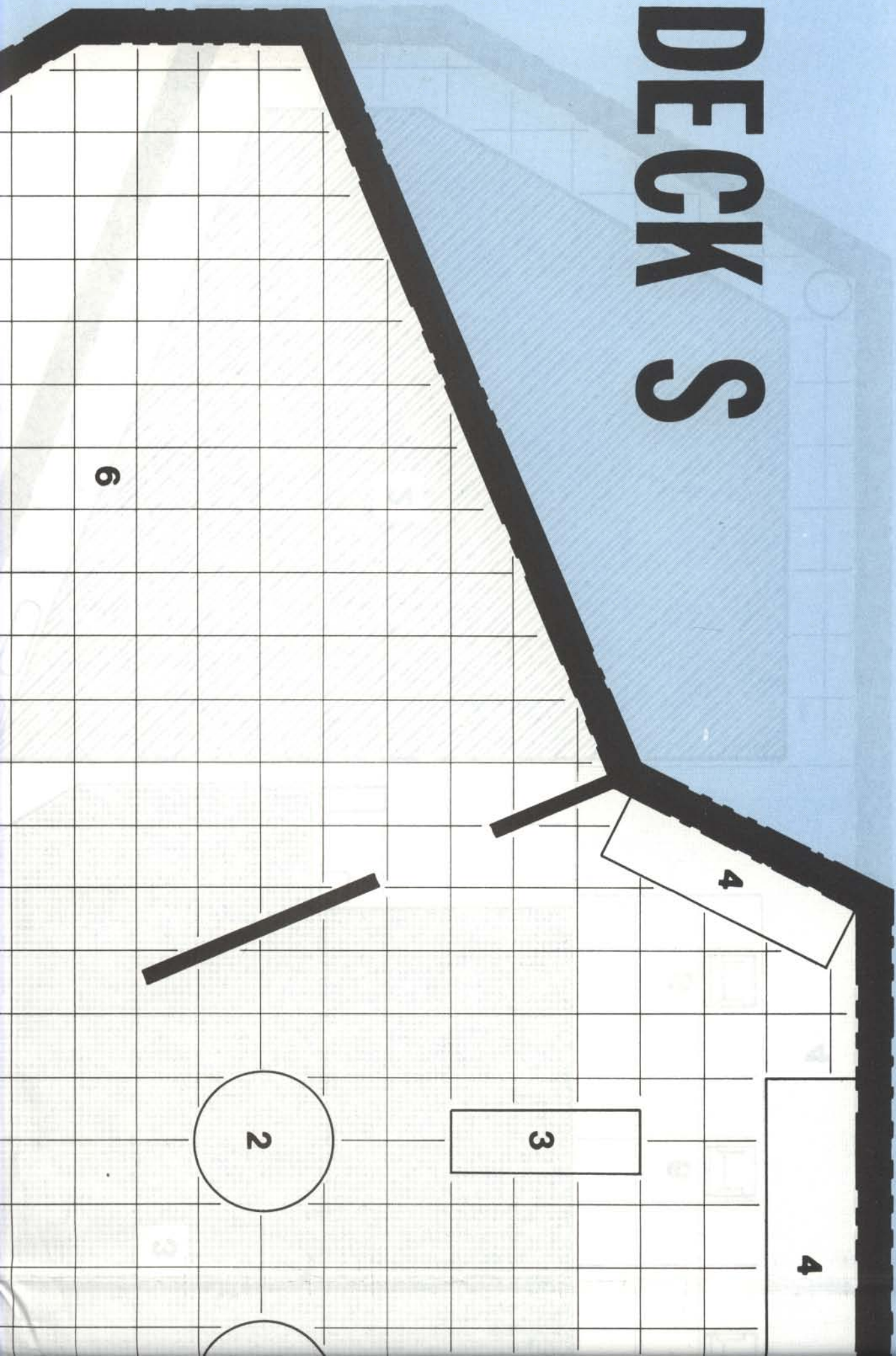
9

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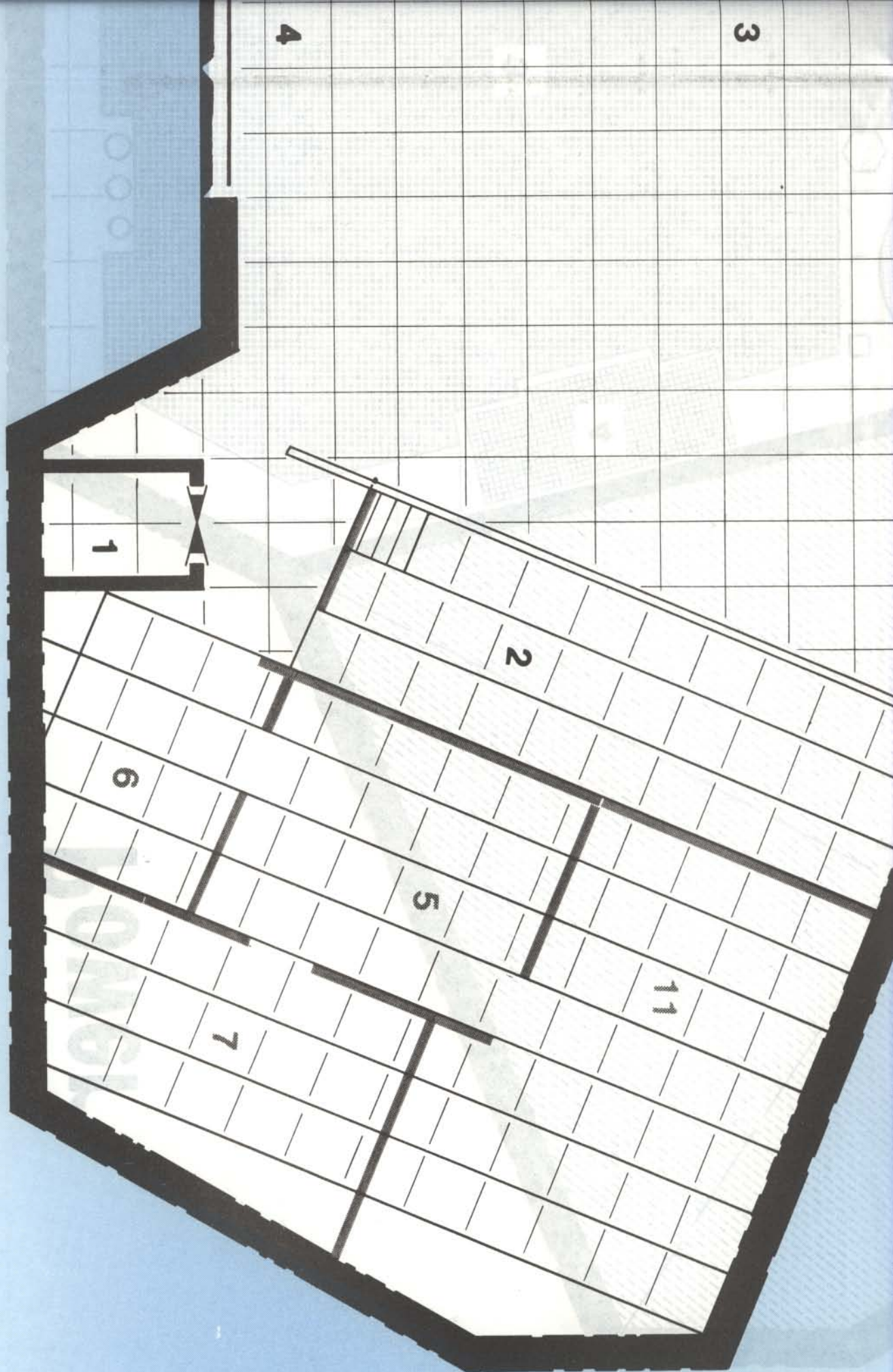
5



# DECK S







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# Sports

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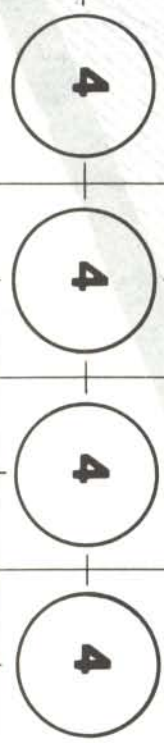
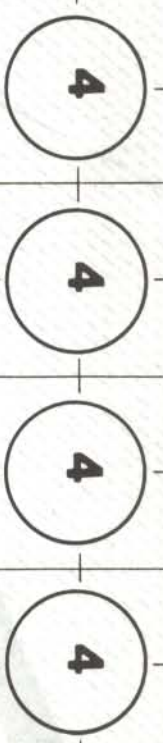


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# Sports

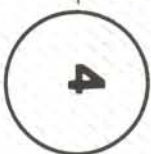




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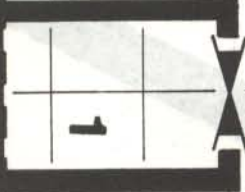


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# Entertainment



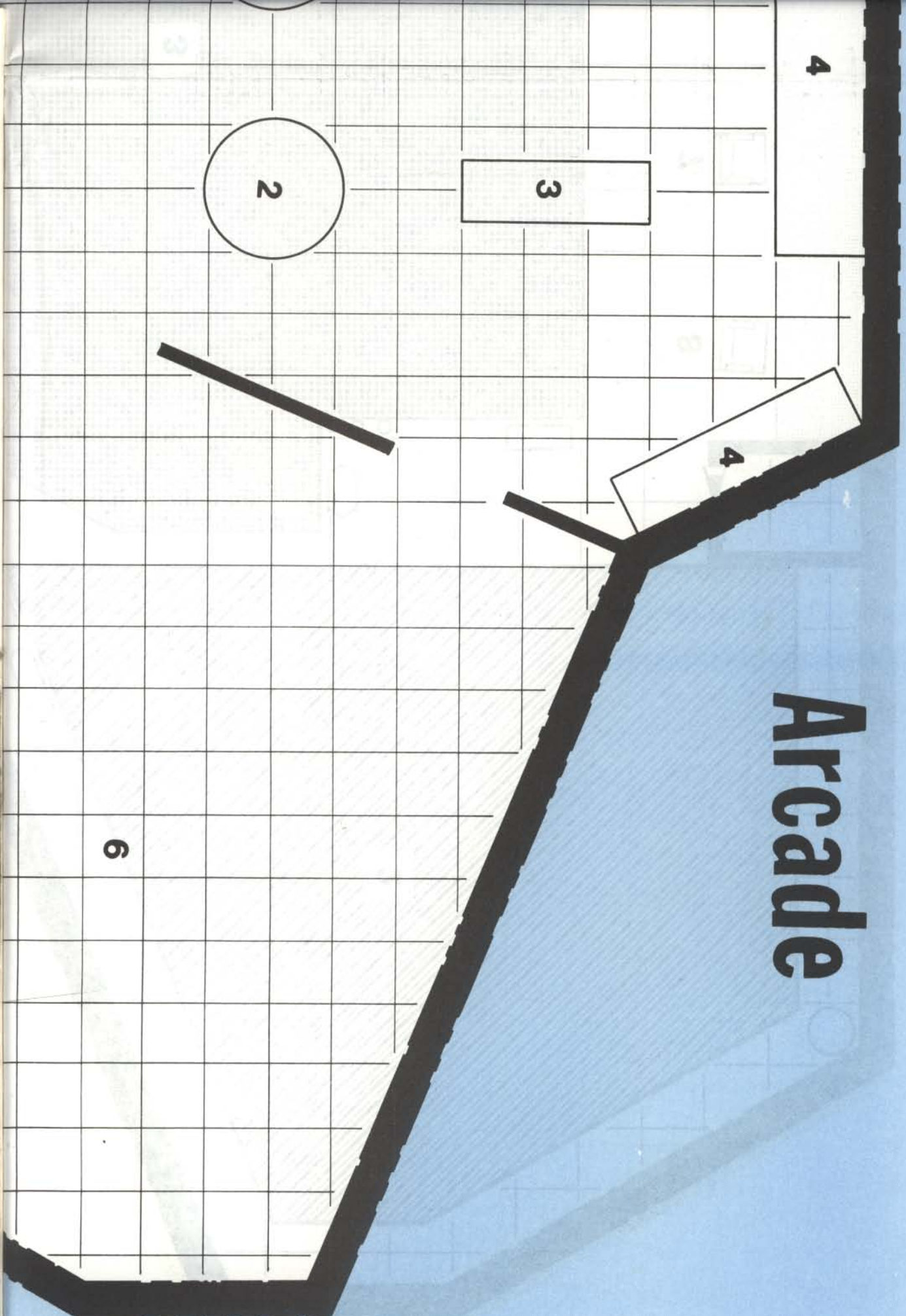
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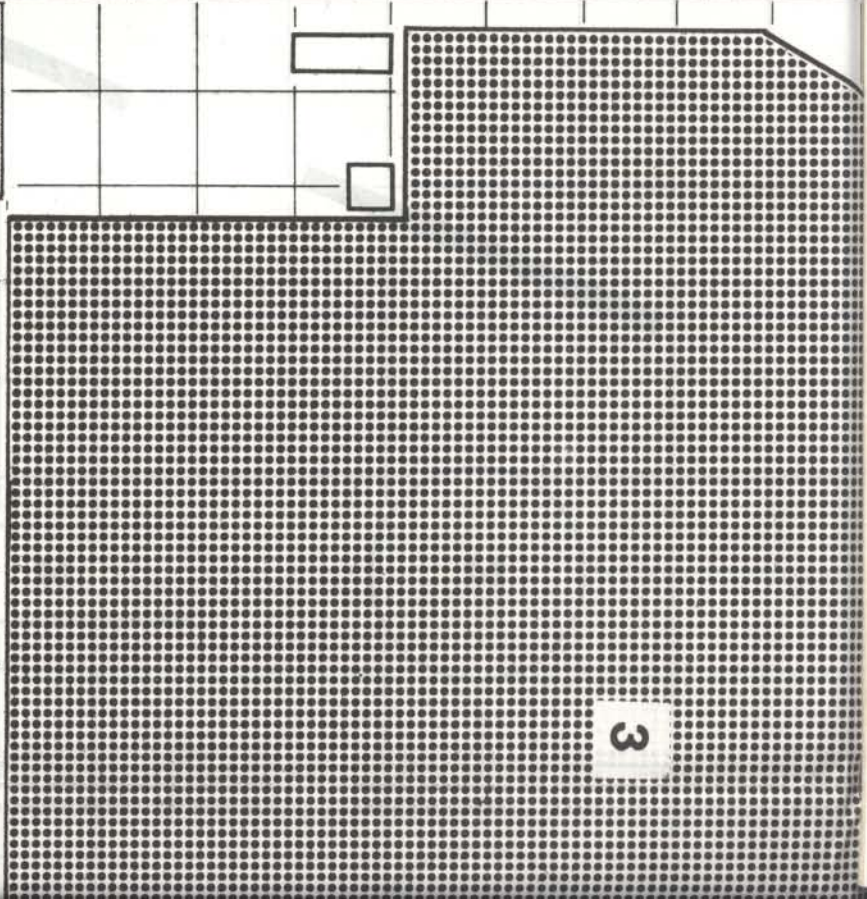
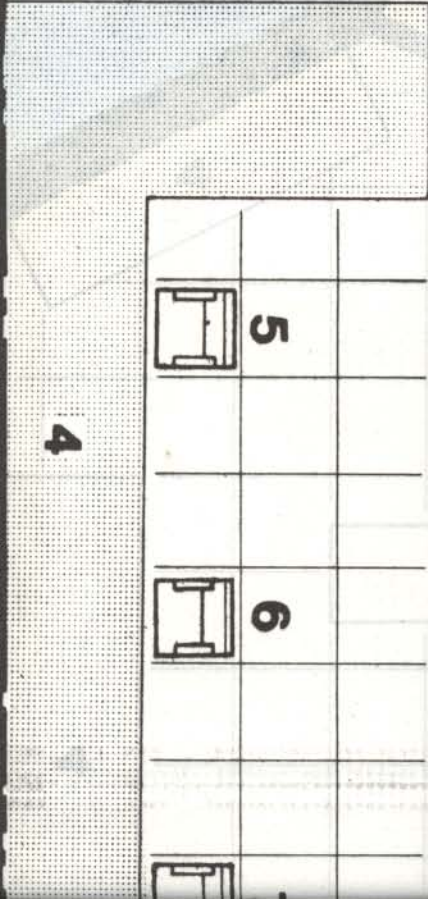
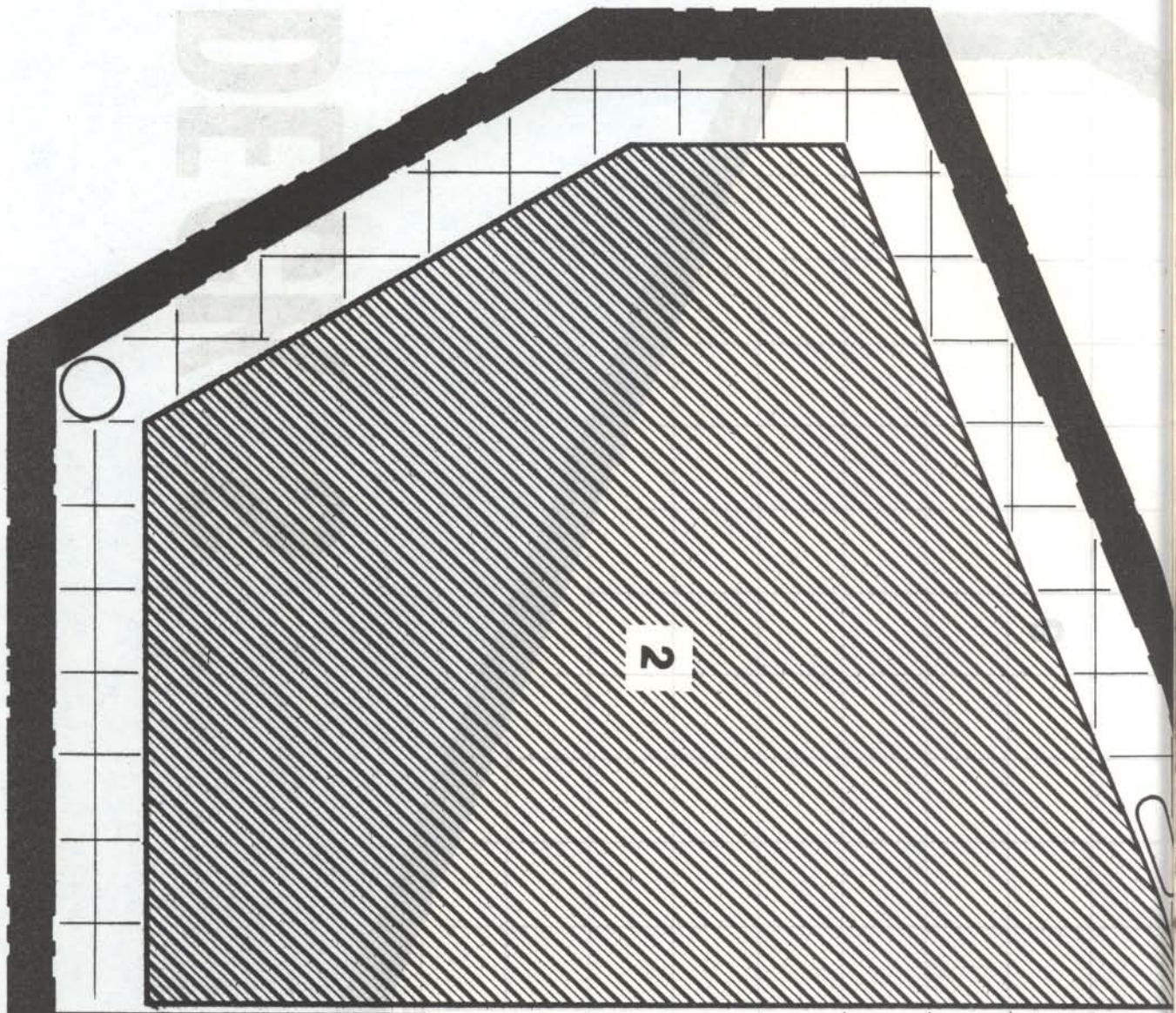




# Arcade

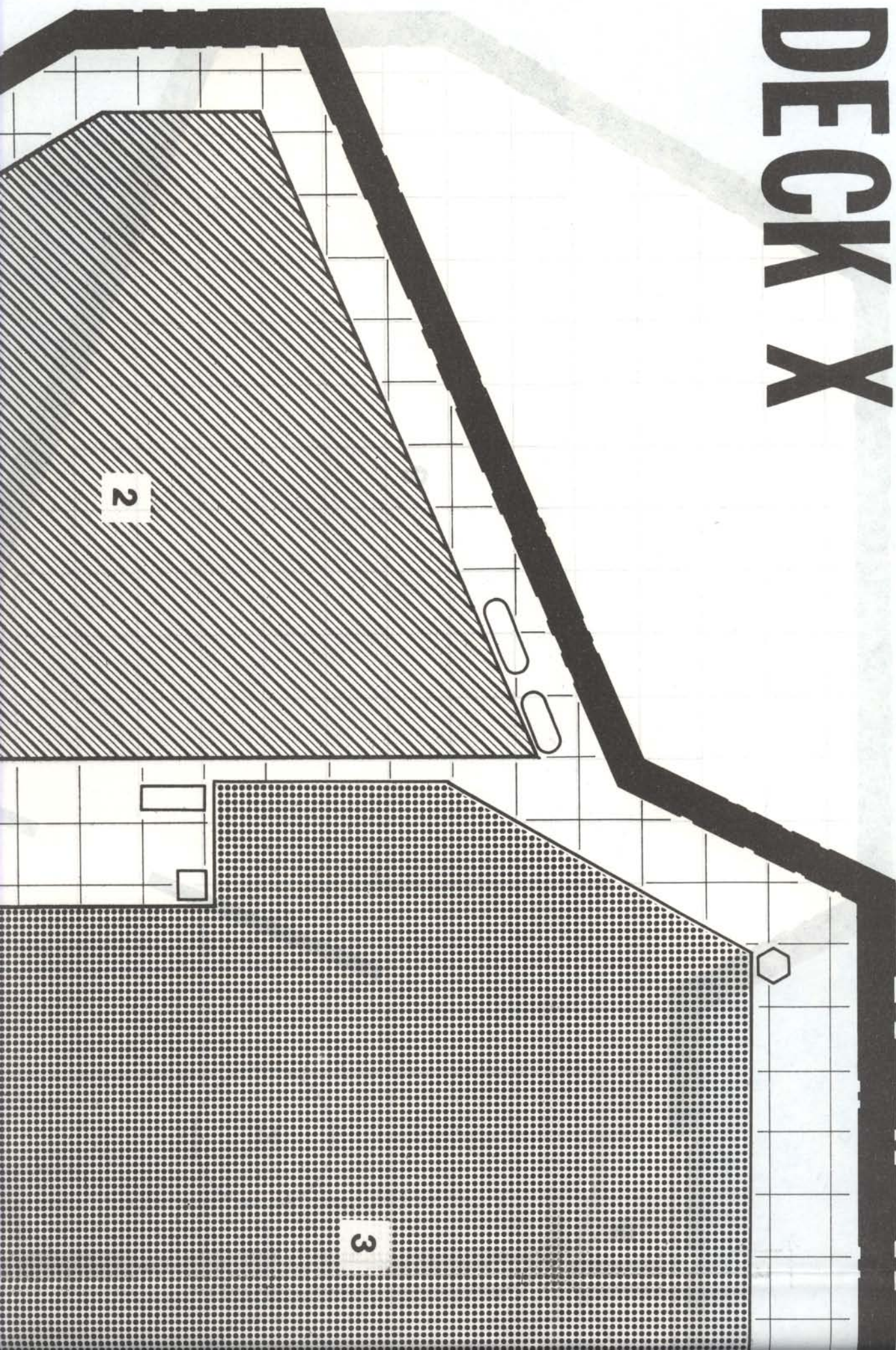






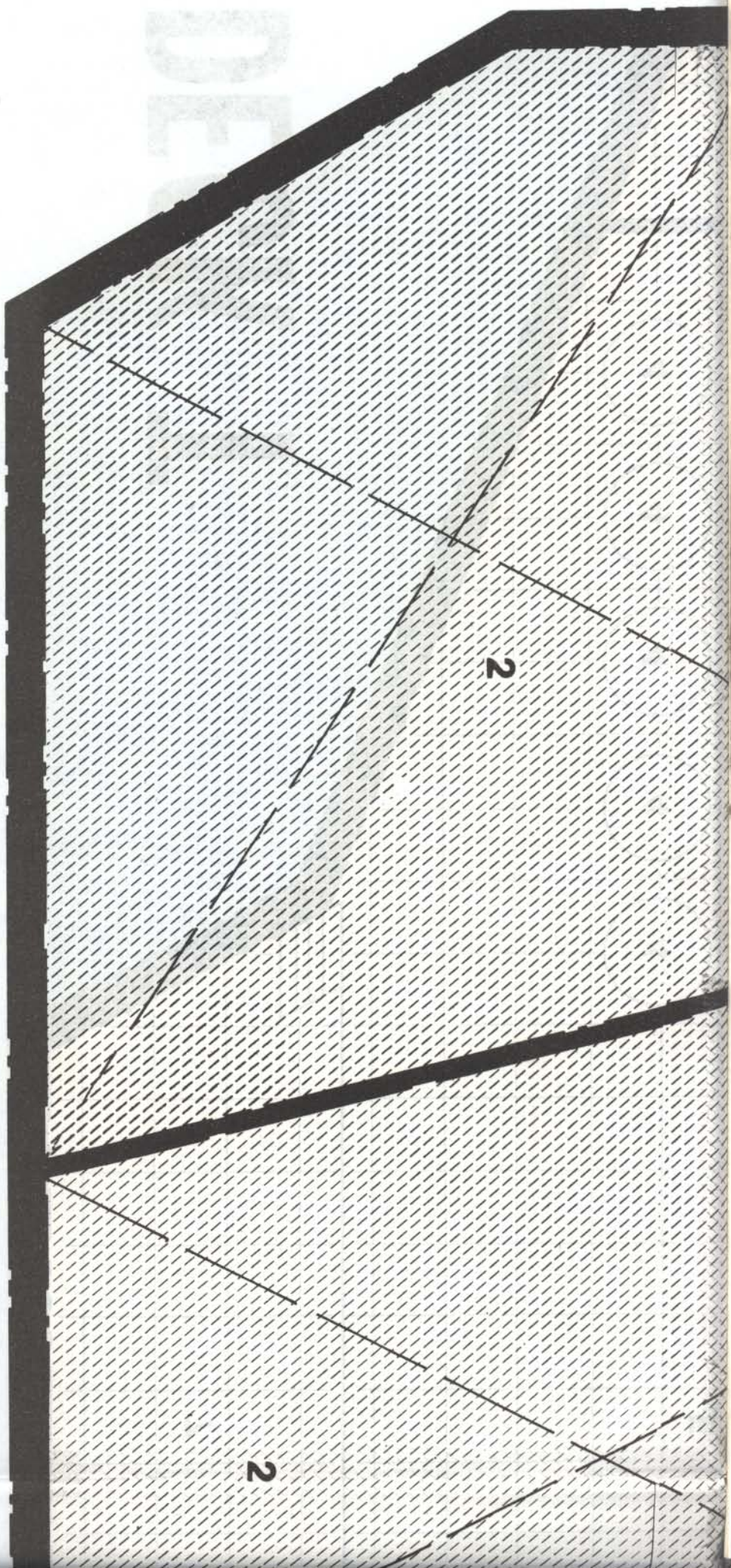
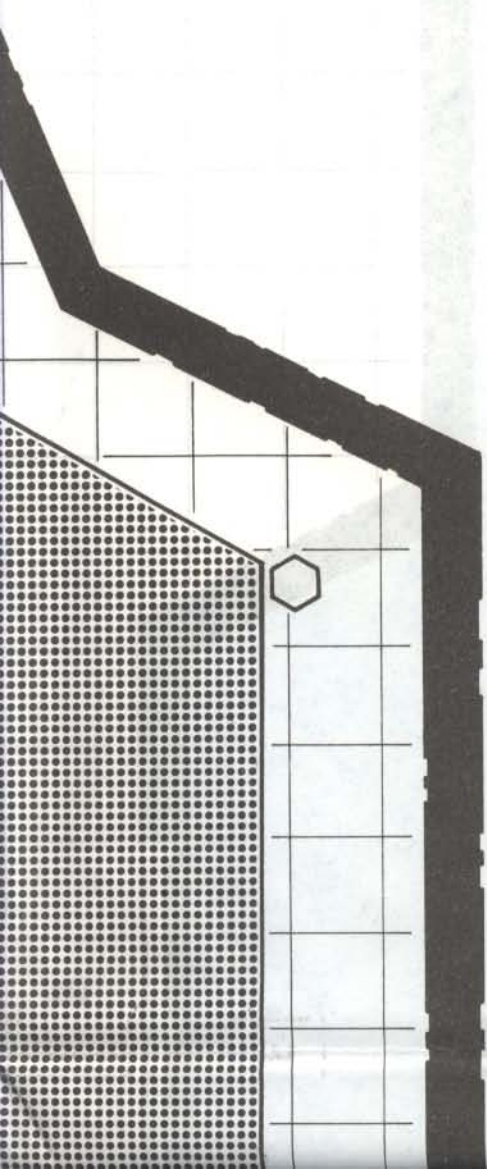


# DECK X





# DECK X





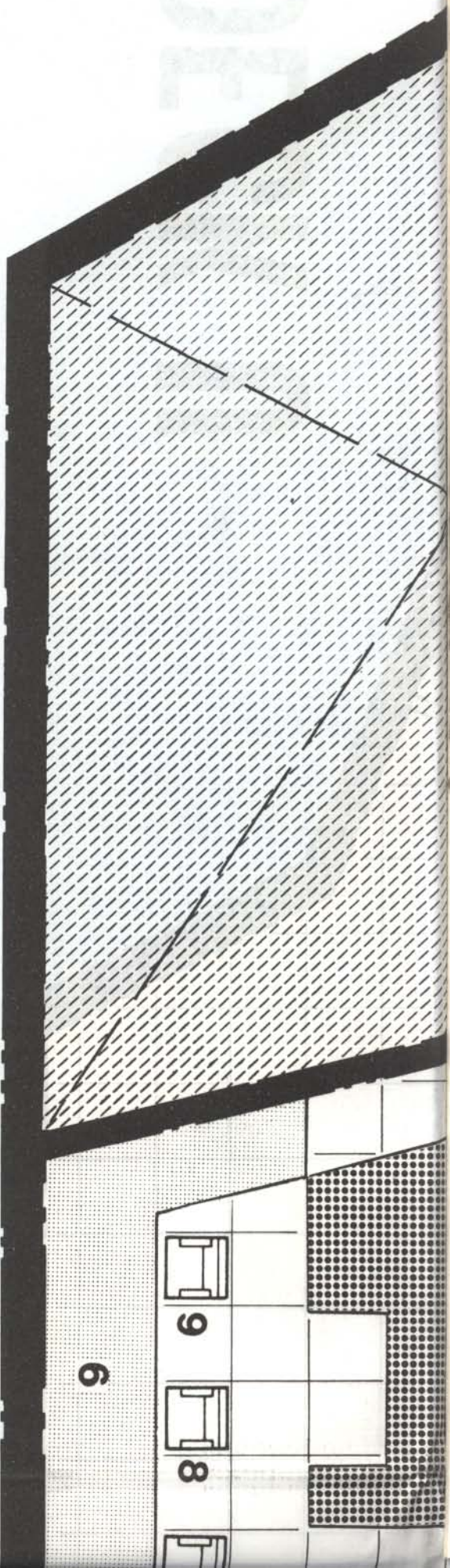
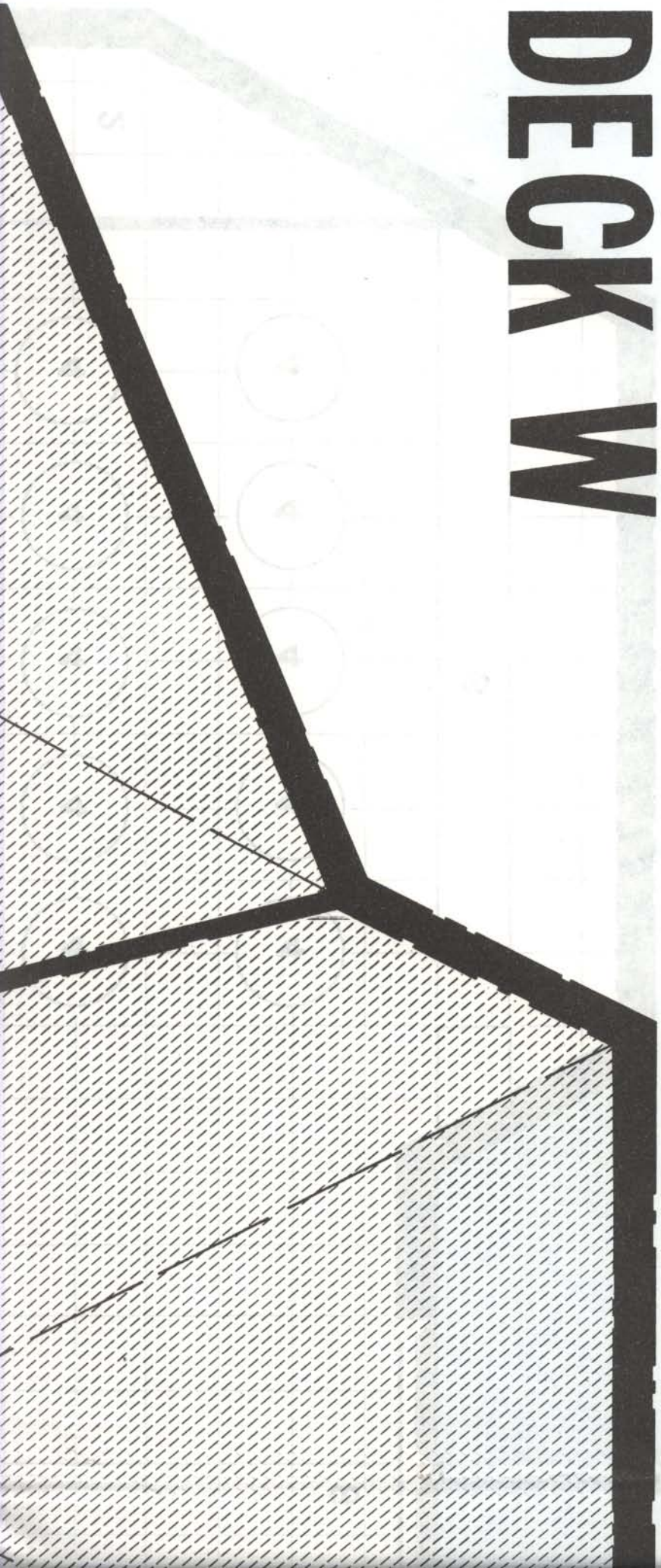


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2

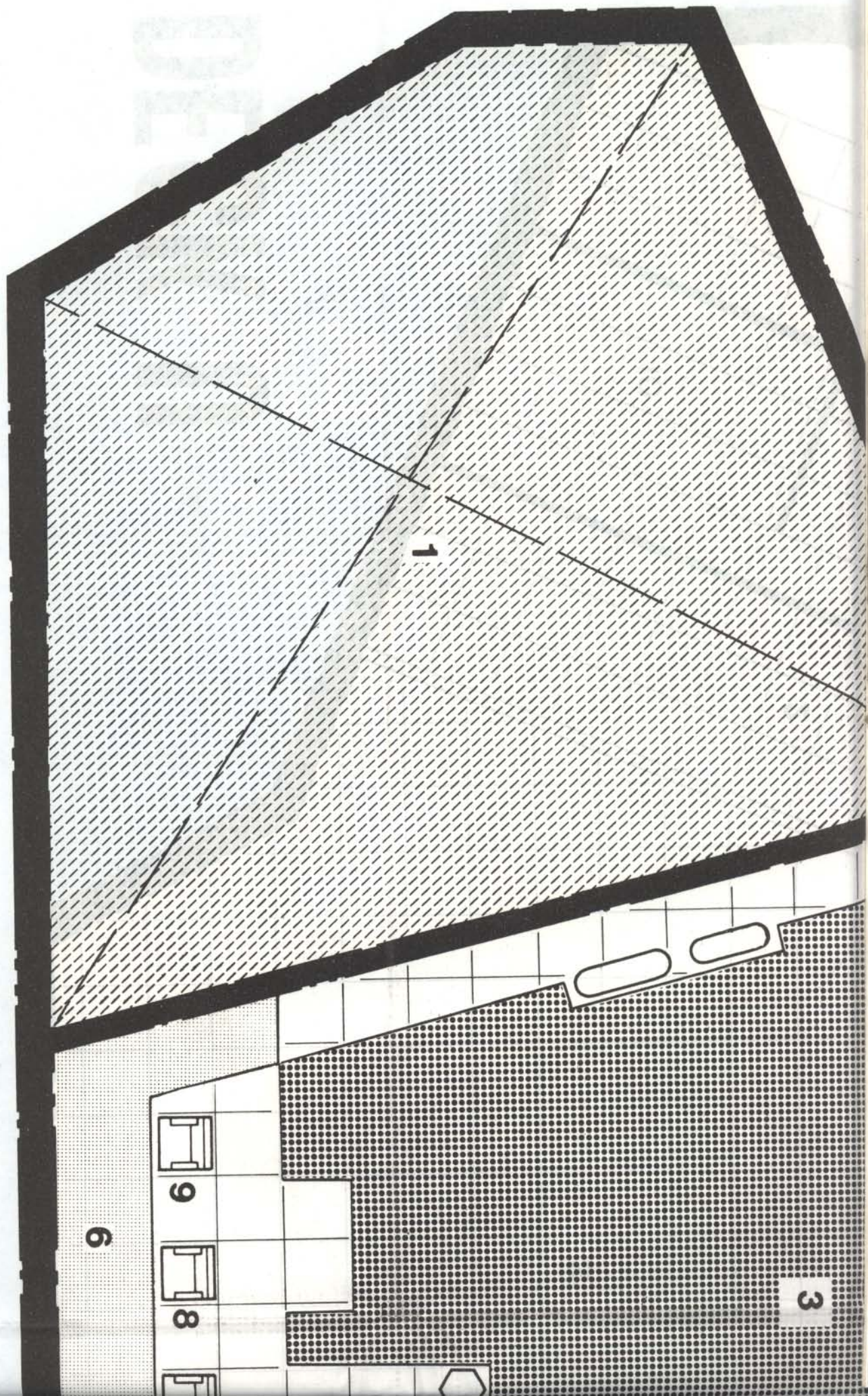


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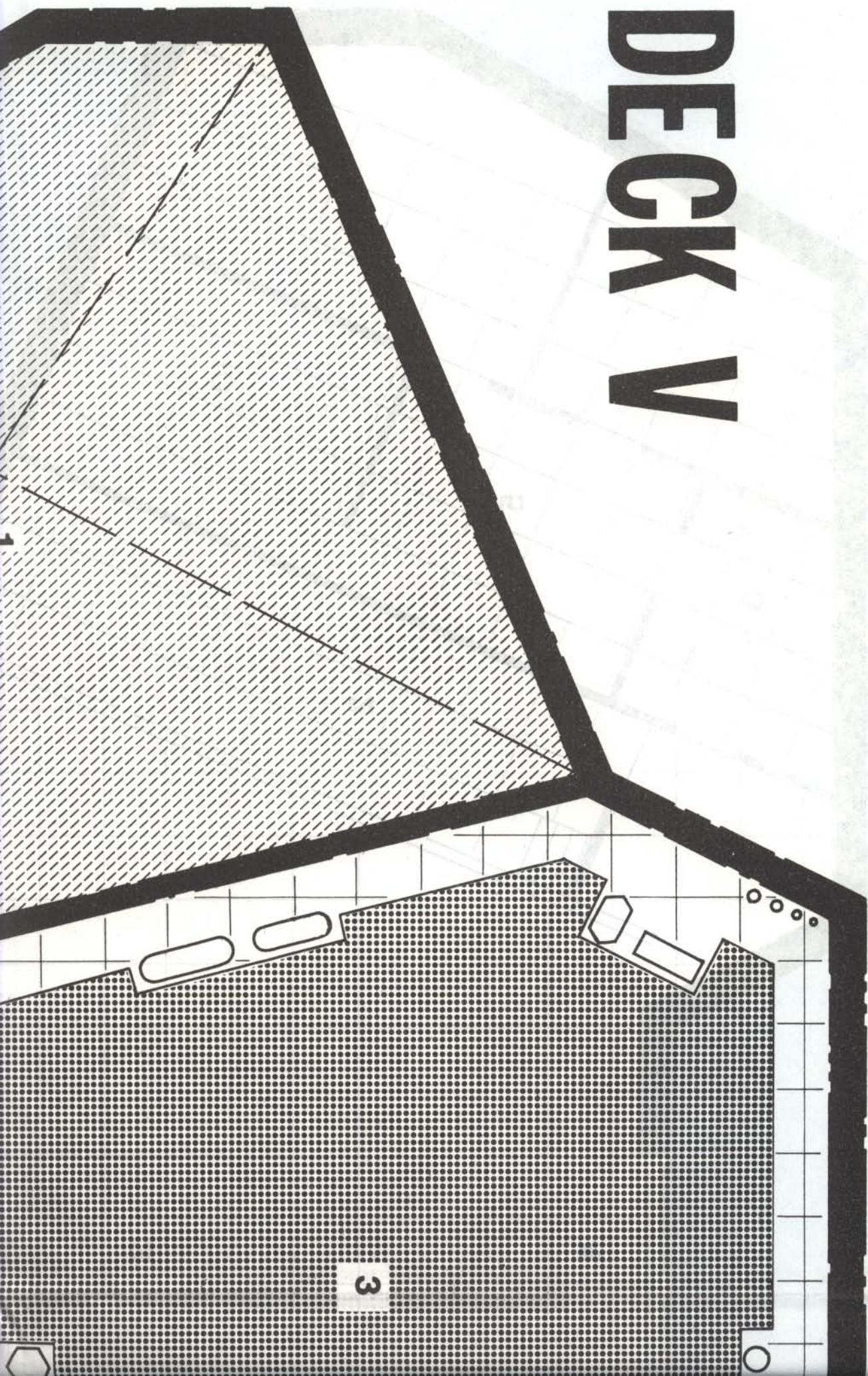


DECK W

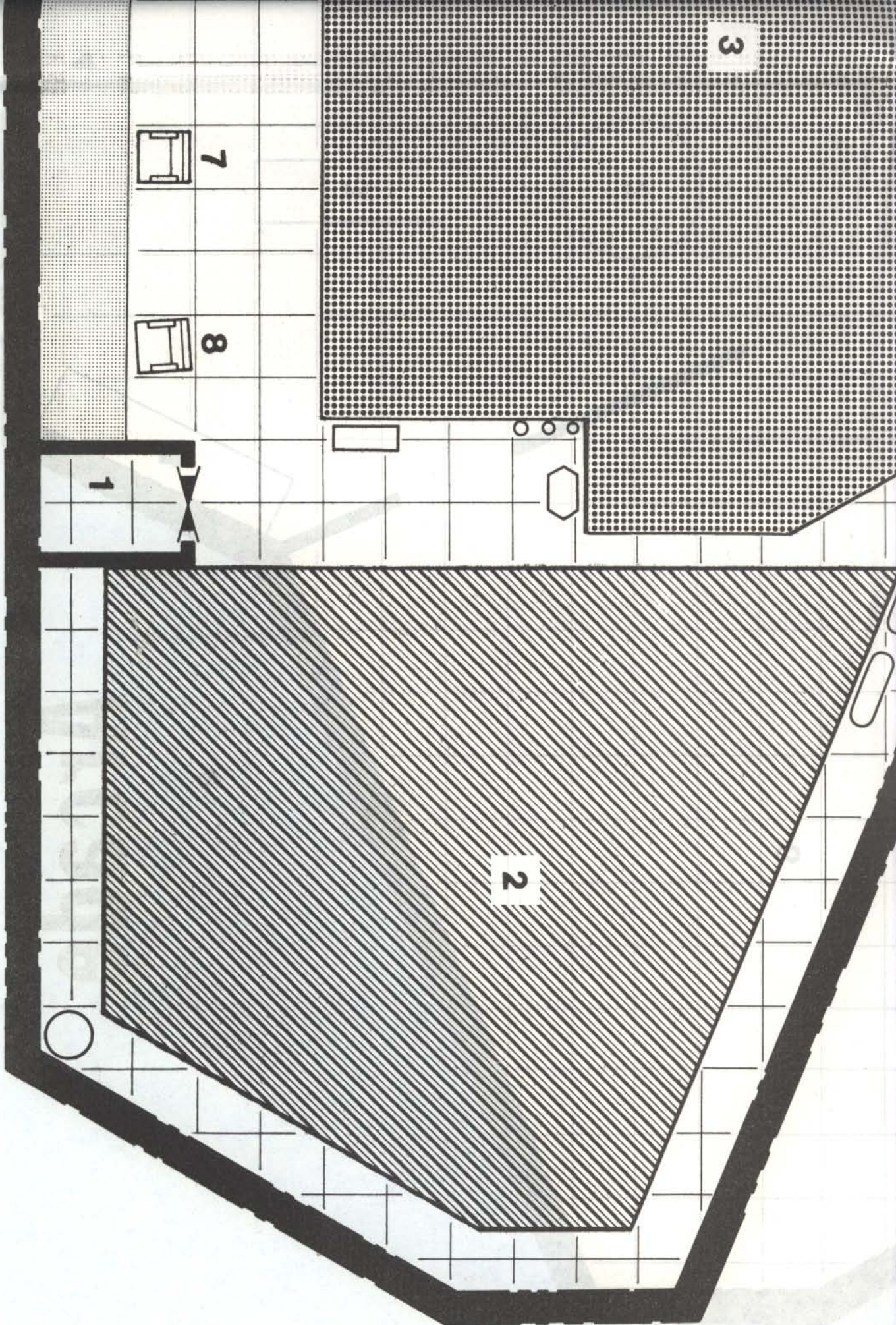




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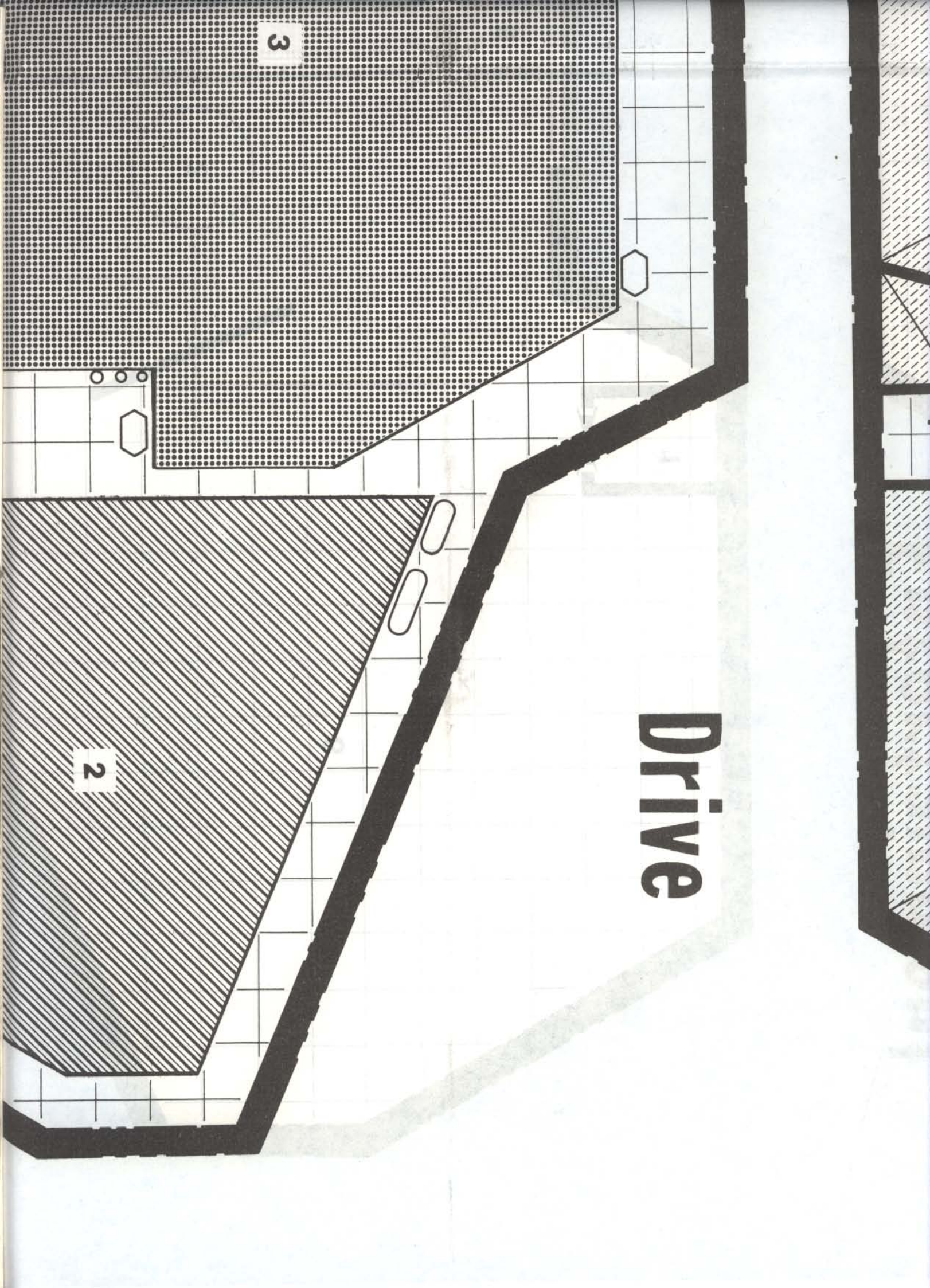




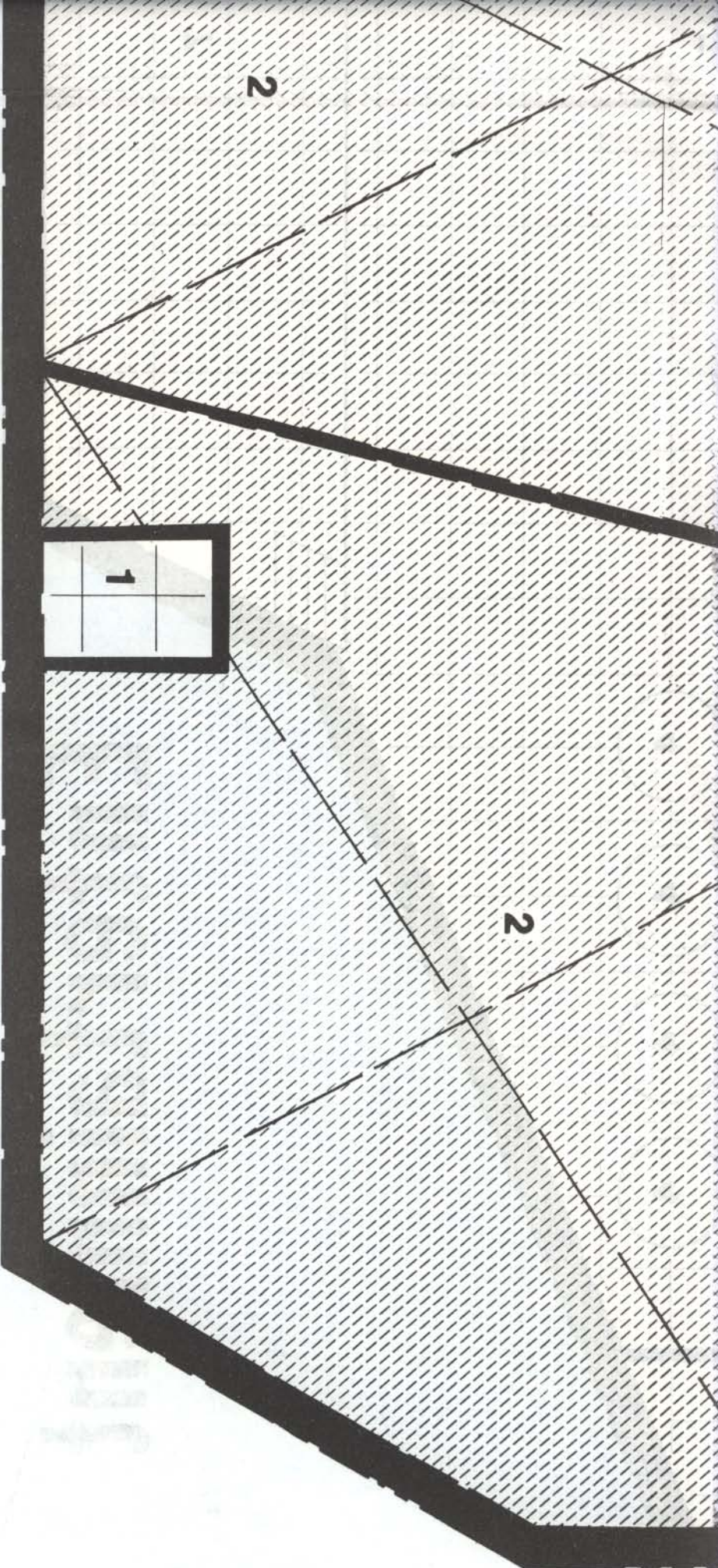




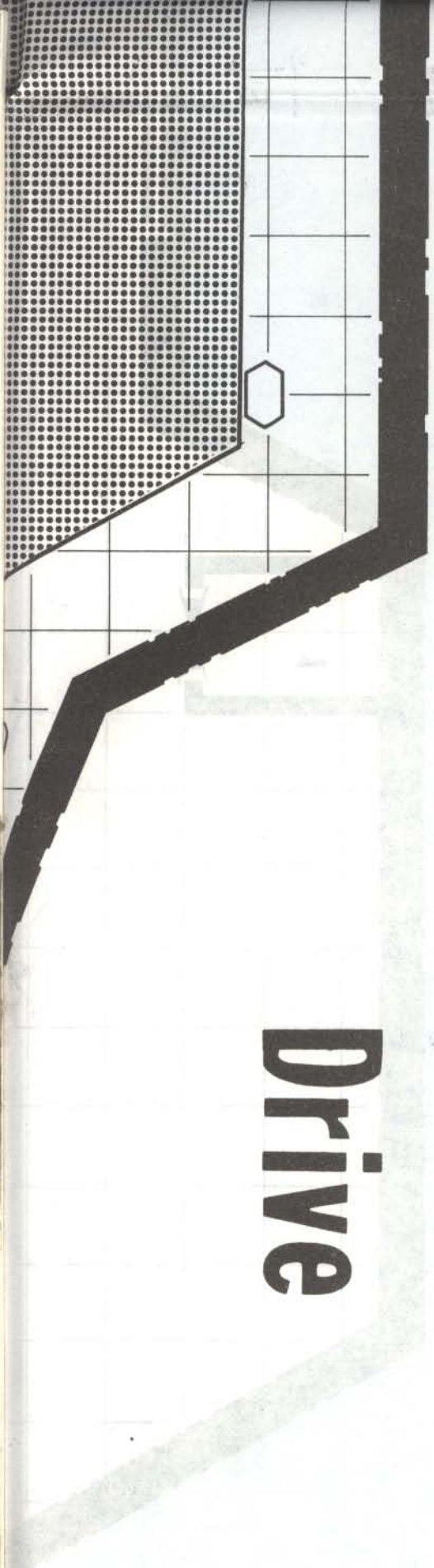
# Drive







**Drive**





Fuel

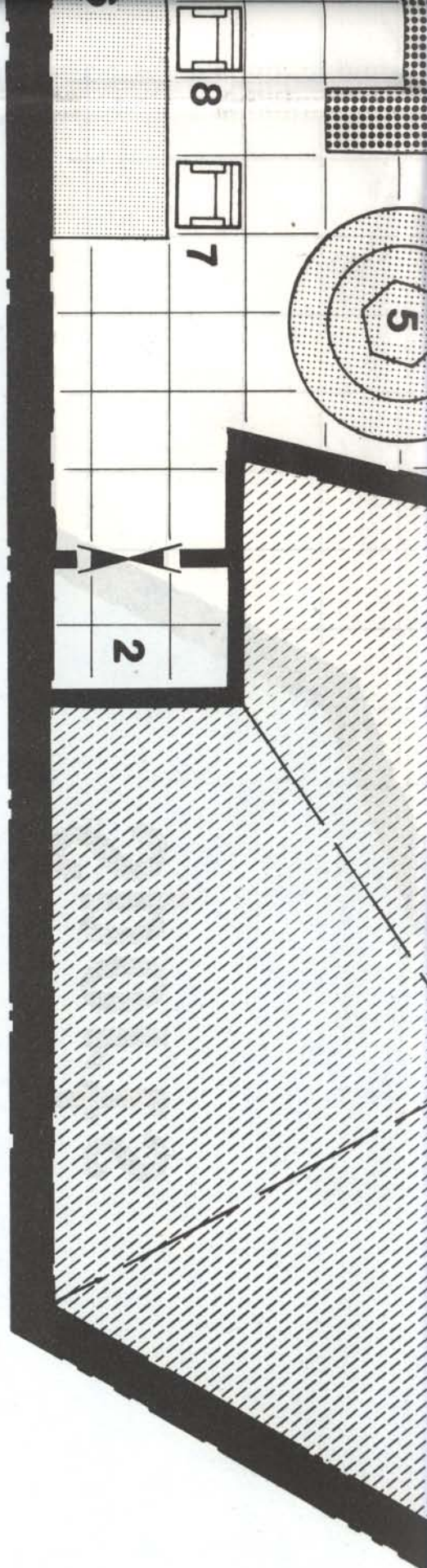
2

2

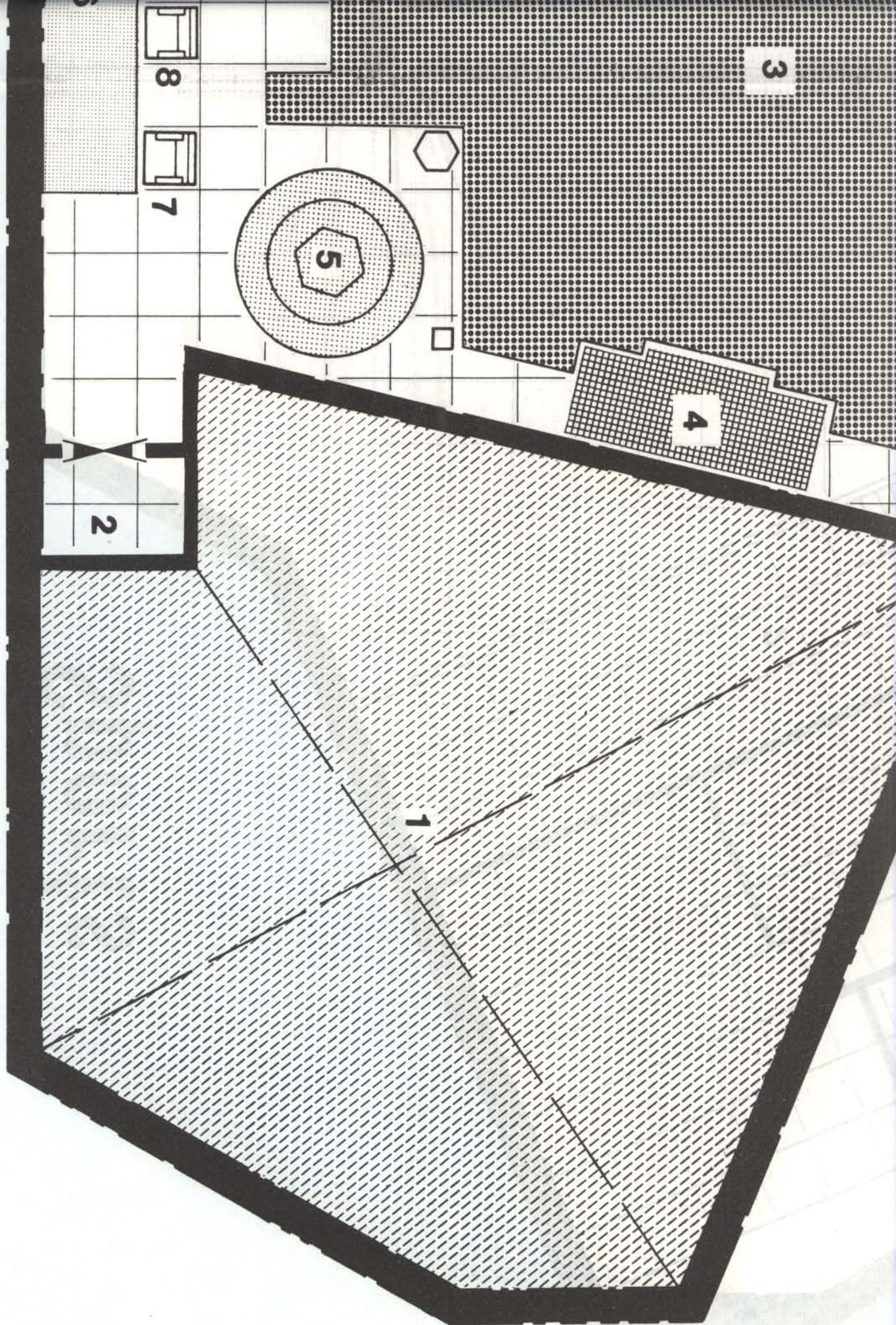




**Fuel**









# Power

