

A Fistful of Credits

by Kevin Randell



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A *Traveller* Scenario

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INTRODUCTION

A Fistful of Credits is a mercenary commando mission centered on Magen in the Pax Rulin subsector. Due to its violent nature it is advisable that either the referee uses the pre-generated characters provided with this adventure or directs the players to generate characters using the procedure outlined in *BOOK 4: Mercenary*.

- ♦ **Required Materials:** *BOOKS 1-4*
- ♦ **Useful Materials:** *Supplement 3, Striker, Sorag.*
- ♦ **Beginning Location:** Pax Rulin (0604A402231 E N)
- ♦ **Beginning Date:** 212-1099
- ♦ **Useful Skills:** Combat Rifleman, Combat Engineering, Recon, Medical, Grav Vehicle.

Note: for easy access the statistics of all NPC's can be found at the end of the adventure.

BEGINNING THE ADVENTURE

While on Pax Rulin the group is approached by a rather unsavory character, Sven Orkney, with a rather attractive proposal: a straight forward rescue mission, all equipment supplied, Cr 20,000 each, and no questions asked.

If the group sounds interested he will arrange a meeting with their new prospective employers (the CSB) that night He can reveal no further information as he has none, but will accept donations.

If the group seems reluctant, provide the need for rapid accrurement of funds and/or planet skipping.

PAX RULIN SUBSECTOR

(see *Supplement 3: The Spinward Marches*.)

MAGEN (0709-C543550 9 M)

Magen supports a type C starport providing unrefined fuel and limited repair facilities geared to sub-light System Defense Boats (of the Magen Coast Guard). As with other members of the Senlis Federate it has its own indigenous armed forces, in this case the Magen Provisional Army (MPA). The MPA is a regular army force supplied with infantry small arms and support weapons to TL8.

Magen is 8314km in diameter and has a thin, tainted atmosphere requiring the use of filter masks. Although early on a hazard, it was this fact that led to colonization. Dense tropical rain forests, which cover 45% of the total surface area, produce a gas with a high heavy metal content. Geophysical surveys (Gravity, EM and IP) revealed abundant economically viable mineral deposits.

It didn't take long before a thriving colony developed based on Magen's extensive mineral resources. As with other mineral booms a few colonists became very rich, while others etched out a living in the harsh climes. The true winners were the companies that supplied the colonists. One in particular, Consolidated Protection (CP- the sole manufacturer of the vitally important filter systems) soon came to the forefront.

Eventually CP bought out all its competitors (or worse) and started obtaining all land permits from the colonists. Over the next twenty years there were many struggles, but in the end CP won out, becoming the sole owner of Magen and its government.

Note: Recent instability in the Senlis Federate has led the TAS to classify Magen as an Amber Zone.



THE COVERT SECURITY BUREAU (CSB)

The CSB is an intelligence and counterintelligence network operated by the Imperial Resource Division (IRD). It is actively involved in infiltration, surveillance, subversion, sabotage and psychological warfare.

THE TEAM



Drake, John 659A64, Army, one term, Cavalry,
Final Rank - Corporal.

Special Assignments: Specialist School.

Awards/Decorations: One combat service
ribbon.

Skills: Combat Rifleman-1, Mechanical-1,
Vacc Suit-1.

Background: Served with 3218th GRAV out of
Collace, dismissed over cowardice
accusations (true).



Hookes, Jane 938756, Army, five terms,
Support, Final Rank - First Lieutenant.

Special Assignments: Commando School,
Officer Candidate School.

Awards/Decorations: Five combat service
ribbons, three combat commands, SEH.

Skills: Combat Rifleman-3, Ram GL-2,
Medical2, Vacc Suit-1, Tactics-1,
Demolition-1, Combat Engineering-2.

Background: A combat veteran of the 4th
Frontier War, SEH awarded at the Battle
of Two Suns, 1084.



Jackson, Paul 976967, Marines, five terms,
Final Rank - Gunnery Sergeant.

Special Assignments: Commando School,
Protected Forces Training (twice).

Awards/Decorations: Eight combat service
ribbons, two MCUF's, one MCG, one
purple heart.

Skills: Combat Rifleman-1, Ram GL-2,
Vacc Suit-2, Zero-G-combat-1,
Survival-1, Recon1, Brawling-1,
Computer-3.

Background: A computer specialist and 4th
Frontier War veteran. Awarded the MCG
for actions on Larth. Forced into early
retirement due to his drinking problem.



Marc B7A886, Army, six terms, Infantry,
Final Rank - Leading Sergeant.

Special Assignments: Protected forces
training, Commando School, Instructor
at Commando School, Recruiting Duty.

Awards/Decorations: Six combat service
ribbons, one MCUF.

Skills: Combat Rifleman-4, Vacc Suit-1,
Grav Vehicle-I, Zero-G-Combat-1,
Brawlings-1, Electronics-1, Instruction-2,
Recruiting-2.

Background: Hard, tough as nails, NCO.
Served on Regina, Aramis and Rhylanor
during 4th Frontier War. After retirement
served extensively with Kia's Killers
(a mercenary regiment) throughout
District 268.



Noble, Alex 6913847, Army, three terms, Infantry, Final Rank - Captain.

Special Assignments: Officer Candidate School, Protected Forces Training.

Awards/Decorations: five combat service ribbons, four combat commands, two MCUF's, one Purple Heart.

Skills: Combat Rifleman-2, Recon-2, Ram GL-1, Leader-1, Vacc Suit-1, Zero-GCombat-1, Electronics-1.

Background: The team leader. Served with the 1616th Lift Infantry Regiment in action against the Outworld Coalition (Sword Worlders). Returned to military way of life after family killed in an air/raft accident.

BACKGROUND

The story begins at the Rhylanor Imperial University four years ago. Enter a young and brilliant solid state physicist, Dr. Catherine Saunders. Her doctorate work on crystal microelectronics bought a research scholarship with the IRD. Soon she was a senior research scientist in the Electronics Systems Laboratory on Pax Rulin.

Allowed to pursue her interests, she made great advances in SQUID (Super conducting Quantum Interference Device) microelectronics. Her research centered on use of SQUID's to measure the brain waves of paralyzed subjects (particularly those with the incurable Meissners disease), then converting these to appropriate electrical impulses and artificially stimulating nerves and muscles.

An ambitious assistant and coworker perverted her findings into a miniaturized control system for microcrystalline explosives. This bought him great favor with the IRD and immediate promotion. The IRD ceased all research into the medical applications of Saunder's brainchild and channeled all funding into the military applications of her work.

Saunder's protests were ignored and so she took action into her own hands. Systematically she erased all computer files of her work, including the back-ups (unaware that the CSB had obtained copies of all her work), and plotted her escape.

With the help of an old university friend she obtained false documents and passage on board an independent trader en route out of the system.

While in hyperspace a drive malfunction resulted in a five-parsec misjump into the Magen system. By chance, a SDB of the Magen Coast Guard discovered the ships wrecked hulk drifting out into deep space. The ship had taken extensive damage and all aboard were dead, save one, Dr. Catherine Saunders. A total of five weeks had passed since leaving Pax Rulin.

Routine examination of her papers showed inconsistencies and eventually the conclusion was reached that they were forgeries. Breaking down easily under interrogation, her identity was soon revealed. This started a bureaucratic treadmill ending with her internment in a secret military base deep in the Magen forest.

The president of the CP had quickly realized her value as a bargaining tool in his current dealings with Zhodane interests over trade concessions.

Her arrival had not gone totally unnoticed. Drue Kessel, part-time cargo handler and full time CSB field operative rapidly relayed her location to his superiors on Pax Rulin.

ADVENTURE SYNOPSIS

It is at this stage that the adventure as such begins. The CSB has decided that the safest procedure is to eliminate Dr. Saunders. To achieve this they have recruited a mercenary team under a false premise.

Before insertion on Magen a small transponder (to enable location detection) is planted under the skin of each member, just behind the left ear. In reality this doubles as a voice activated microcrystalline explosive (range: 10m, damage: 8D) triggered by the harmonic code matching with the target voice, Dr. Catherine Saunders. As a backup, Drue Kessel is ordered to kill any mission survivors, when and if, they rendezvous back at the GRAV APC (which, by the way, is rigged to explode on planet dust off, a further fail-safe).

The adventure itself is divided into two main phases.

The Rescue Mission: this involves the initial recruitment of the team, their debriefing, insertion on Magen and subsequent rescue of Dr. Saunders.

The Rebellion: after the rescue the team will encounter the local rebels and undertake a raid on a government broadcast center on their behalf.

Note: further details will be found in the appropriate sections of the adventure.

THE DEBRIEFING

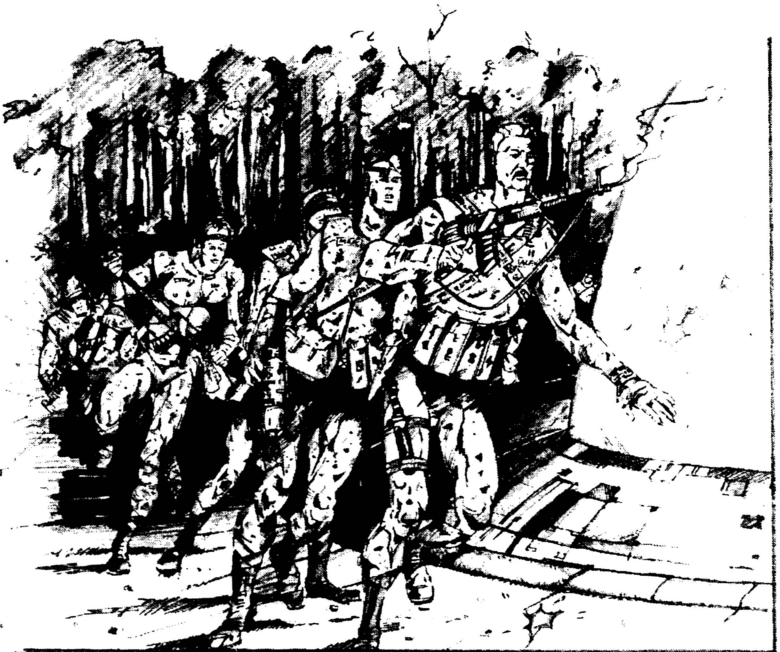
Following their encounter with Sven Orkney the players will eventually find themselves in a conference room of a non-descript office building in downtown Pax Rulin (also the, capital cities name).

A very business-like woman in her mid thirties enters and asks them to be seated. She introduces herself as Dana, a representative of the IRD.

In a calm, clear voice she begins: "A month ago, while undertaking research on Pax Rulin, a prominent Imperial scientist, Dr. Catherine Saunders, was kidnapped. Information from government agents indicates Zhodani involvement."

"It is believed that she is currently being held on Magen, a member of the Senlis Federate, a known Zhodani sympathizer. Direct Imperial involvement in this matter could produce a swing against the Imperium in this sector, which must be avoided at all costs. It has been decided to send in a small group of non-aligned mercenaries to rescue Dr. Saunders."

"Operatives on Magen will temporarily divert the planetary scanners at the Naval Base, allowing a drop ship to enter the atmosphere and deposit a GRAY APC (Armored Personnel Carrier). Coordinates in the on-board computer will enable the APC to be piloted to a rendezvous point in the Magen forest."



“Once there, an Imperial operative will supply up to date information and accurate tactical data. A transponder is aboard the APC which upon activation, will summon the recovery ship in fifteen minutes.”

“The IRD will arrange overnight accommodation within the building. From this point onwards no outside communication will be permitted.”

She thanks the group and explains that any further questions will be answered in the due course of time.

THE TRIP TO MAGEN

The trip will take approximately fourteen days (aboard a long distance freighter) during which the team will be isolated from all other personnel. Their only contact will be with Dana, who will make arrangements for all their needs. Adequate security measures to enforce this should be maintained.

During the trip the team will be shown detailed topographic maps of the forest area and briefed on Magen in general. Special attention will be paid to the level and type of armed response they can reasonably expect to receive. All equipment will be available for their inspection and familiarization.

EQUIPMENT SUPPLIED

- ◆ **Transport:** Grav APC (12 ton, 6 ton payload)
 - ◆ Rapid pulse top mounted Y gun -6 battlefield missiles
 - ◆ 30 TAC missiles (top speed: 900 km/hr NOE: 150 km/hr)
- ◆ **Personal:** Each team member will be supplied with the following:
 - ◆ Camouflaged combat uniform
 - ◆ Ballistic cloth flak jacket
 - ◆ SR communicator
 - ◆ Gauss rifle (5x40-clip ammo.)
 - ◆ Light assault pack (LAP)
 - ◆ Joy Division T-shirt
 - ◆ Filter mask

Note: each LAP contains heavy rations, nylon rope, compass, knife, flexi-saw, water filtration unit, gas powered grapple, bandages, medical drugs.

♦ **Additionally:**

- ♦ Two 4cm RAM GL (12x3-clip ammo. each)
- ♦ TL12 radio jammer
- ♦ Spare pack filler masks (5).

RENEZVOUS ON MAGEN

The drop will proceed without any difficulties and the team will arrive at 0630 hours local time at the drop-zone on Magen. The drop zone is a secluded glade approximately 5km northwest of the base.

At the zone they will encounter Drue Kessel who will help them camouflage the APC with ferns and branches (taking about half an hour). After completing this he will, with the aid of a sketched map in the ground, describe the defenses and setup of the base.

"The main access is via a lift shaft, which shows itself as a one room reception building on the surface. The base itself is about 30m underground. Stationed in a symmetrical quad around the lift are four weapon emplacements. Each emplacement is armed with an auto-cannon, and additionally, each has a security camera linked to the main base. The emplacements are well concealed, so be careful that you don't walk right into them. Resistance will be minimal if surprise can be kept, as there hasn't been any trouble in this region for several years. You can expect to encounter a platoon-sized unit, probably armed with assault rifles and wearing some sort of ballistic cloth. Although in the heat they sometimes get a bit lax in that respect."

The general conditions on Magen are hot and wet, due to almost continual light drizzle. Visibility is generally poor, being restricted to about 30m. The animal life on Magen is mostly of the small and harmless type. Roll 8+ /15 minutes for the team to encounter a fire-team sized MPA patrol from the base.

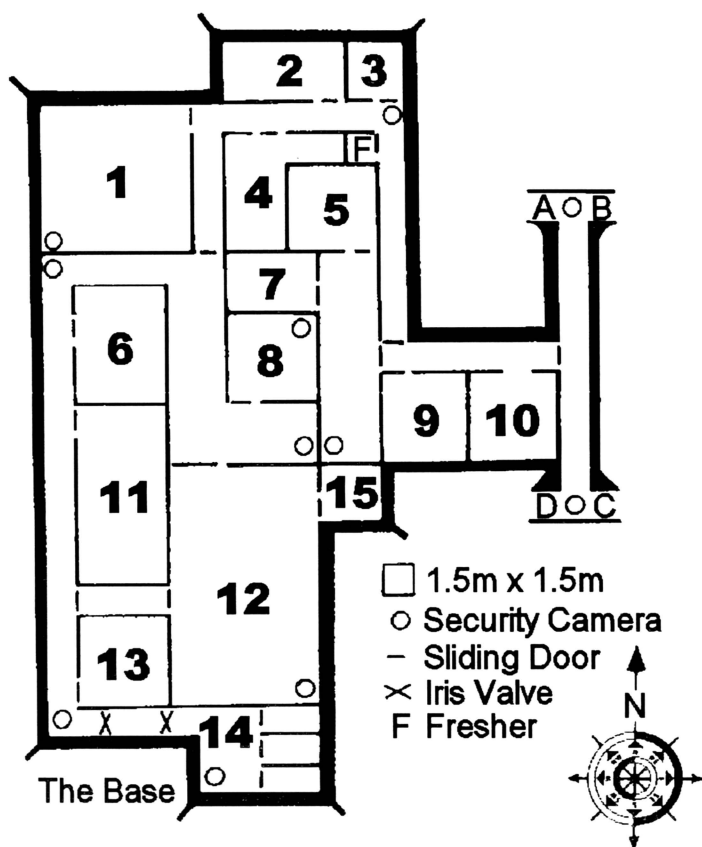
THE BASE

General: The interior walls, ceilings, and floors are dark gray. Ceilings are 2.5m high and contain fixed fluorescent lights. A filter system is in operation providing clean air for the entire base, avoiding the necessity for personal filter masks. Power is provided through an underground plant, accessed through plates on the floor of room 15.

Security Cameras: The security cameras are fixed to the ceiling via a swivel mount allowing full remote control scanning. They also contain a built in x10 magnification capability. Each camera can sustain 5 points of damage before ceasing to operate.

It should be noted that dependent on the degree of surprise the base's personnel will attempt to organize and arm themselves appropriately. At the first sign of an incursion a radio message will be sent to HQ.

The unit at this base has been chosen because of its loyalty to the company and is unlikely to surrender. They have orders to maintain the life of Dr. Saunders at all costs.



A-D Weapon Emplacements: (8+ to spot if actively searching, DM + 2/LVL Combat Engineering). Each emplacement contains a cruciform platform, mounted towed auto-cannon, and crew. The emplacements are also equipped with SR communicators, cameras and

passive IR detection equipment. The emplacement is constructed of reinforced concrete and can sustain up to 20 points of HEAP damage. Firing through the weapon slot will impose a penalty to hit of -4.

1. **Command Center:** The center of all operations on the base. The C.O. and two support staff man it. In the center of the room are two seats in front of that are computer terminals and keyboards. On the western wall is a 3m x 1.5m computer generated topographic map. It shows a region covering about 5km x 10km including the base and the location of each patrol (indicated by a cross and a group of code numbers).

Behind the seats is a podium-like console. This is the master control, from it all auxiliary devices in the complex can be activated and controlled.

2. **Electronics Workshop:** This room contains all the equipment, parts and tools necessary to provide routine service and repair of common electronic devices (including energy weapons). On the workbench is a partly disassembled VIDCOM terminal.
3. **C.O.'s Rest Room:** Contains only a small bed and desk. Scattered about the desk are several pieces of personal memorabilia, photos and the like.
4. **Recreation Room:** A VID-ENT terminal providing games and films is situated in the eastern alcove. A long table and half a dozen chairs take up the rest of the room. A deck of playing cards lies scattered on the table.
5. **Squad Room:** This is the cramped living quarters of one of the squads. It contains six double bunks of dubious comfort. Provision is made for storage of personal items beneath moveable steel plates in the floor.
6. **Medical Center:** Fully equipped to handle most minor surgery requirements.
7. **Armory:** 5 boxes of assault rifles (10 in each box); 30 000 rounds ammo.
 - ◆ 10 LAG; 5 000 rounds ammo.
 - ◆ 10 4cm RAM GL; 300 grenades (HEAP).
 - ◆ 10 cases of grenades (TL8).

Additionally the cache contains numerous survival equipment and spare uniforms and webbing.

8. **Lift Shaft:** A reception area and the main base entrance. It has an office-like appearance, a desk with a VID-COM terminal faces the door. MPA recruitment posters plaster the walls, however a calendar containing poses of semi-clad women takes prominence. A security alarm is located beneath the desk, easily activated by pressure from the knee.

The transit time to the base below is about 30 seconds.

9. & 10. **Squad Rooms:** see 5.

11. **Mess Hall:** The room is dominated by a 12 seat table (squad sized). On the southern wall is a food dispenser.
12. **Warehouse:** Hydraulic systems allow the entire warehouse module to be raised to the surface. The ceiling height is 4m.
13. **Security Room:** The eastern wall has 9 VID-COM terminals, not enough to cover every camera (a cost cutting measure). There are two seats and control systems to operate the iris valves isolating area 14.
14. **Containment Area:** This room is separated from the rest of the complex by an airlock. Inside are three chambers, each containing a restraint table. In the northern most chamber Dr. Saunders lies, her arms, legs and neck strapped to the table by plastisteel restraints.

Note: the restraint devices are activated/released by controls on the side of the table.

Upon release the team will find that Dr. Saunders is in a drugged state, she needs support to walk and her voice is slurred.

BASE REINFORCEMENTS

If a message manages to get out the team can expect a counter attack by a company-sized force. Twelve G Carriers will land squad sized elements, armed with assault rifles and armored in flak jackets. In

addition each of the three fire teams (4 men) making up each squad will have either a LAG or RAM GL as a support weapon.

Arriving back at the GRAY APC site the team find it vacant. After a few minutes a small boy steps out of the forest. He motions them to be quiet and to follow him.*

After about five minutes the team will lose sight of the boy as he enters a tangle of ferns. Investigation reveals an old mineshaft. It looks unsafe, but is surprisingly steady upon testing. The shaft goes down about 20m then opens up at the bottom into a small chamber.

*(It should be noted at this point that if the team have a large number of wounded/unconscious a small group will be sent instead)

For the next ten minutes he leads the team through an amazingly intricate labyrinth of tunnels and caves. Eventually they emerge in an immense underground chamber. Badly injured people, including Dr. Saunders, will receive medical attention as soon as they arrive.

The chamber is a bustle of activity, centered on a large central table containing maps and counters being moved back and forth. A young man urges fervently, pointing at the map, and an older man shakes his head slowly. People move back and forth and notes are continually being brought to the center group.

VID-COM terminals show grav vehicles moving around in the forest outside, some landing troops onto the forest floor. Snippets of conversation are overheard. "...MPA patrol ...sector 4...", "...close perimeter ...evacuate homesteads 614...".

The young boy goes over to the old man and pulls him by his coat, he points in the direction of the team. The old man nods. He makes his way towards the group. "Been in the wars then?" and on second thought "Sorry". He directs them to a small room off the main chamber.

The old man begins, "My name is Quan, I know who you are and what you're doing here. The CSB is not so covert as it thinks." With a hand motion someone is thrust into the room, "I believe you know Mr. Kessel. Your employers have not been quite so open as you may have thought." He pauses for a moment, "Firstly this is no rescue mission. You have been set up. The aim of the mission was to terminate Dr. Saunders."

Quan goes on to explain about the voice triggered explosives, the lack of a rescue ship and the rigged APC, which his group disarmed and moved for safekeeping.

Kessel verifies all that Quan has said, in return for his freedom. After Kessel is taken away Quan outlines his proposal, suitably embellishing it with background information.

THE PROPOSAL

One hundred and ten year's ago Tikaro Steffan, an independent trader and explorer discovered this world. At first its inhospitable atmosphere deterred colonizers, but when the associated mineral deposits were found settlements started to spring up across the planet. One of the first settlers was Tikaro Steffan and soon by common usage the world became known as Steffan's World.

Initially people supplied their own equipment, they had to, until CP came into being. At first CP and the colonizers got on well and CP prospered. However, over the next fifty years CP obtained (by any means possible) the land rights of every settler on the planet. Three years later the then president of CP, Joseph Magen, declared CP to be the planetary government and renamed the planet Magen.

The last fifty or so years have seen CP's stranglehold tighten. The settlers didn't take this lying down of course, but the massacre of '83 ended all open resistance. Since that time the Movement has gone underground and waited until the time is right.

It has been decided that any action taken must be taken simultaneously across the planet to be effective. Any local uprising could be put down, but CP has overextended itself. Unfortunately all non-government broadcasts are banned and global telecommunications equipment is a little hard to come by.

Circumstances have delivered a solution. You! Presently, the local CP broadcast center is without the bulk of its defenses. They are currently scouring the countryside in search of your little group.

All that we require is for the broadcast center to be taken and held for sixty minutes, enabling a signal to be transmitted and jamming any communications until the individual cells are ready to strike. We can supply ten of our best men to help and I myself will come along to operate the equipment.

In return we can offer safe passage off planet and even forge papers if you require them or you may choose to stay and live out your lives here.

THE MISSION

Dr. Saunders will be brought around and will disarm the explosive devices implanted on the characters. She then goes to help preparations elsewhere.

The codeword to be transmitted is "STEFFAN" - this will appear on every VID-COM and VID-ENT VDU across the planet. Upon receipt of

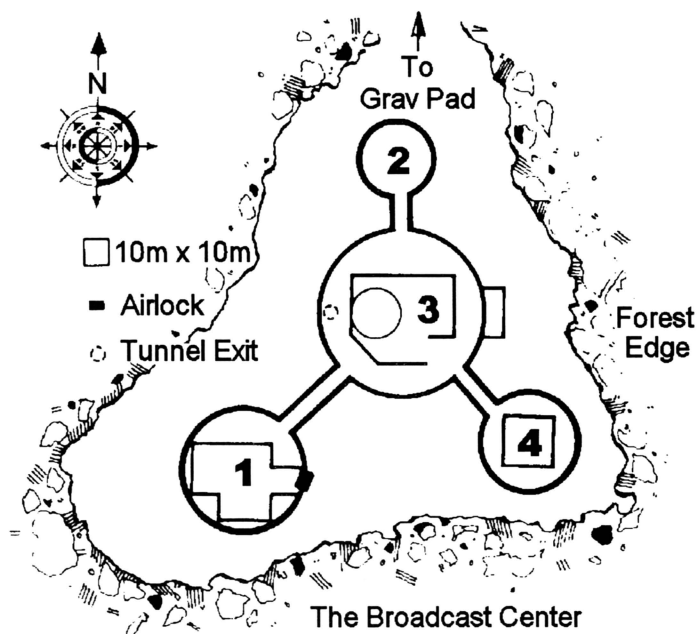
the codeword each cell will attempt to secure certain predetermined strategic centers.

To enable access to the broadcast center an old mineshaft has been extended until it is underneath the center's perimeter. An upshaft has been dug until it is just below the surface, allowing a rapid break through as required.

Twenty minutes after the start of the signal jamming, an armed response of the same type as the base reinforcements can be expected. The force will be under orders not to damage the center, as any damage will be taken out of their pay packets.

THE BROADCAST CENTER

General: The center is a sealed interconnected dome complex. On the eastern side of the main dome is a filter system. A region around the complex has been cleared and numerous security cameras are evident.



1. **Security:** The security dome contains quarters for security personnel. Additionally, there is a station containing VID-COM monitors and controls for the airlocks and all security cameras.

- 2. **Reception:** Basically the administration block of the center. It has comfortable furnishings and is geared to welcome any visiting VIPs.
- 3. **Broadcast Dome:** Contains telecommunications equipment, including a satellite dish, and controls for its operation.
- 4. **Accommodation:** Provides bunks and freshens for the technical crew and other personnel staff. GRAY-PAD: A sealed landing pad 150m north of the Center.

Note: Apart from the security personnel no armed response can be expected.

THE REVOLUTION AND CONCLUSION

Resistance movements scattered throughout the planet initiate action immediately upon receiving the codeword. At most centers the revolt is bloodless, many MPA regulars refuse to fire upon the people. In others the response is bloody.

Forty minutes after the initial broadcast, reports of battles in the capital, Magen, will cause all MPA units in this region to abandon their current endeavors and head directly to Magen as fast as possible.

At the Broadcast Center reports will start to drift in as government centers are gradually overtaken. Each time a cheer goes up among the movement members. By this time other members and their families have made their way to the center to join in the rejoicing. Four hours later the surviving CP executives surrender Magen to the people.

A new beginning...

NON PLAYER CHARACTERS

Individuals

1. **Sven Orkney**

795846 Criminal 3 terms Age 30 Autopistol
Streetwise-3, Autopistol-2, Bribery-1

2. **Dana**

94AC98 CSB 4 terms Age 34 Body Pistol
Admin-3, Carousing-2, Body Pistol-2

3. Dr. Catherine Saunders

AB4AB8 Scientist 2 terms Age 30
Electronics-3, Computer-2, Admin-2

4. Drue Kessel

ABA875 CSB 3 terms Age 30 Gauss Pistol
Pistol-3, Recon-2, Tactics-2, Survival-1, Streetwise-2

5. Quan

459BEA Merchant 4 terms Age 76 Foil
Foil-1, Tactics-1, Leader-1, Electronics-2, Computer-4

The Base Personnel

1. Commander

99A7C6 Army 3 terms Rank- First Lieutenant
Combat Rifleman-1, Tactics-1, Admin-2, Interrogation-1

2. Adjutant (X2)

9645137 Army 4 terms Rank- Leading Sergeant
Communications-3, Computer-2, VaccSuit-1, Combat Rifleman-2,
Recon-1

3. Medic

6899A8 Army 2 terms Rank- Lance Corporal
Combat Rifleman-2, Medic-2

4. NCO (X9)

898887 Army 3 terms Rank- E3-E7
Combat Rifleman-2, RamGL-1, LAG-1, Tactics-1

5. Trooper (X27)

777777 Army 1 term Rank- Private
Combat Rifleman-1, Autocannon-1

Three fire teams consisting of three troopers and one NCO each will be on patrol in the forest around the base. They will be armed with assault rifles and have a LAG or RAM-GL as a support weapon. Flak jackets may or may not be worn while on patrol (about 20% will have them).

The remainder of the personnel will be distributed as follows (by room numbers).

1. The commander and the two adjutants.
2. One NCO and one trooper working on a VID-COM terminal.
4. Three troopers and one NCO playing cards.
5. Three troopers and one NCO asleep.
6. The medic.
8. Two troopers.
13. One NCO and a trooper monitor the VID-COM terminals.
14. Two troopers.

A & B Each contains 1 NCO and 1 Trooper.

C & D Each contains 2 Troopers.

All other rooms will be empty of personnel. Those soldiers at duty stations can be expected to be armed with assault rifles, but will not be wearing flak jackets.

The Rebel Troops

Each will be armed with a SMG and 3 magazines of ammo.

875A88	SMG-1
497A97	SMG-0
766BC9	SMG-2
356697	SMG-3
A57868	SMG-2
C99778	SMG-0
8A6655	SMG-2
779969	SMG-0
799956	SMG-0
998766	SMG-0

The Broadcast Center

Supervisor	7713788	Admin-3, Liason-1, Legal-2
Receptionist	8643A9	Legal-1, Communication-1, Computer-1
Clerk	867A86	Admin-1, Computer-1
Clerk	7138478	Admin-1
Clerk	87648A	Admin-1
Chief Engineer	A79866	Engineering-2, Electronics-2, Mechanical-2
Technician	594A84	Gravitics-1
Technician	667A76	Electronics-1

Technician	867778	Electronics-1, Computer-2
Security Chief	9A7635	Combat Rifleman-2, Leader-1, VaccSuit-2
Guard	878379	Autorifle-1, SMG-1
Guard	9813777	Rifle-3
Guard	776585	Rifle-2, Blade-2
Guard	642687	Autorifle-2

The security chief is armed with an ACR and wears cloth armor.
The other guards are armed as appropriate to their skills.



STAR QUEST GAMES

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