

# TRAVELLER

NAVAL ADVENTURE 3: FIRE ON THE SINDALIAN MAIN



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

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## NAVAL ADVENTURE 3: FIRE ON THE SINDALIAN MAIN

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# T R A V E L L E R INTRODUCTION

In *Fire on the Sindalian Main* the Travellers command a naval ship on a mission in the Outrim Void. Their vessel must be a capital ship of the Imperial Navy and may be anything from a destroyer to a cruiser. The type of ship the Travellers command will determine how they handle the challenges they face in the adventure.

The Outrim Void is an unincorporated region of space located between the Imperium, Aslan Hierate and Florian League, plagued by warfare, piracy and raiding for centuries. To coreward, the Void is cut off from the Imperium by the Trojan Bight, a region of low stellar density that makes it difficult for most ships to cross. Just rimward of the Bight is a narrow stream of stars known historically as the Sindalian Main and, colloquially, as the Dustbelt. This region is the setting of this adventure.

The Travellers are mostly guided by dictates of the mission but situations come up that may cause them to deviate from their assigned path. The inability to communicate over vast regions of space in real time means that naval officers are expected to think for themselves and solve problems without being able to call for help.

The mission described in this adventure features a joint operation between the Imperial Navy and Imperial Interstellar Scout Service (IISS). Whilst there is a long history of cooperation between the services, joint operations add a degree of complexity and conflict. Both the Navy and Scouts are starfaring organisations with fleets of starships at their disposal but they have distinctly different ways of doing things. The Navy has a strict chain of command and is known for its pristine capital ships, staunch traditions and great discipline. The Scouts have a long and celebrated history and are known for their 'flat structure', in which even the lowliest service members have a voice. These two branches of the Imperial military are often called upon to work together and have a mutual presence on many worlds. It is the Travellers' task to represent the naval side of this complex, and sometimes frustrating, relationship as the two services take on a mission of great importance.

## OVERVIEW

*Fire on the Sindalian Main* starts at the far-flung Dpres Naval Base deep in the Outrim Void. The Travellers' primary mission is to interdict the TkTk system, named for the Chirper subspecies that lives there. At the mission briefing the Travellers meet captains of the other ships in the task group which, consists of both naval and scout vessels. After the opening pleasantries, the Travellers are given an opportunity to restock their ship. The one caveat is that they must allocate 20 percent of their available supply space for equipment that will be required for the interdiction.

Just as they are about to depart on their mission, a naval fleet courier arrives in the Dpres system. The courier is under the command of a firebrand from Imperial Naval Intelligence (INI) who claims to have a secret mission on TkTk that he cannot divulge to the Travellers. He presents orders from Admiralty instructing the Travellers to include his ship in the task group.

The task group must make two stops prior to reaching TkTk. The first is either Janus or Caldos at the captain's discretion. The Travellers may opt to resupply during the stopover. After the first jump the ever-disruptive intelligence officer requests a detachment for a side mission to Dostoevsky. He intends to reunite with the task group at Tyr.

The task group proceeds to Tyr expecting to show the flag and obtain supplies but, when they arrive, they discover that Tyr is under siege by the Glorious Empire. The assault appears poised to take the system's Class

## Conventions

This adventure describes both TkTk and tkTKs. TkTk, with its first initial capitalised, refers to the planet. The lowercase tkTk refers to the sentient Chirper subspecies that lives there.



A starport, potentially cutting off the Florian Trade Route. To make matters worse, the fleet courier fails to rendezvous at Tyr on time, necessitating a rescue mission from an already overburdened task group.

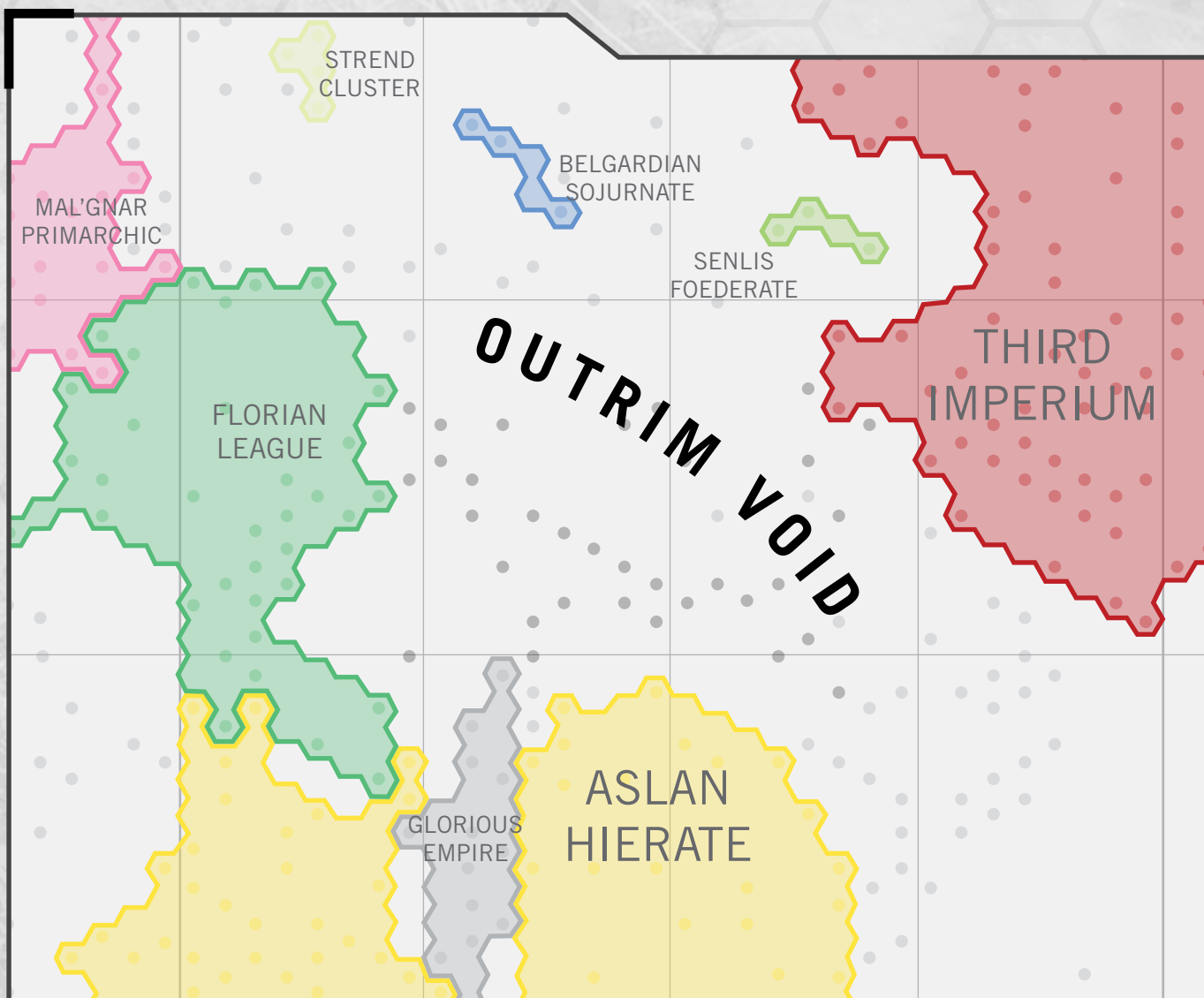
Proceeding to Tktk, the Travellers relinquish sole control of the task group to their partners in the Scout Service and begin work on the primary objective of their mission: the interdiction of Tktk. In addition to the already cumbersome work load, the Travellers become responsible for the intelligence officer's mission, which quickly becomes more than meets the eye.

After the interdiction is established, and the Travellers are relieved by an interdiction cruiser out of Nekrino, they make way for Realgar Naval Base and debriefing.

## REQUIRED AND USEFUL MATERIALS

The *Traveller Core Rulebook*, *Naval Campaign Sourcebook* and *Ships of the Reach* (from the *Pirates of Drinax*) are required to run this adventure. The *Naval Campaign Sourcebook* provides mechanics to resolve many of the operations a capital ship must conduct over the course of a mission. Naval missions are complex enterprises and the guide is designed to help Referees streamline the story so Travellers can get to the more interesting and engaging aspects. *Ships of the Reach* contains many of the ships featured in this adventure.

In addition, *High Guard* may be used to resolve any fleet-level space combat that occurs during the mission. The Referee may also use the Mine Warfare chapter of the *Traveller Companion* to add detail at Tyr and Tktk where such defences are deployed.





# REFEREE'S INFORMATION

The following information is for the Referee. The Referee may choose to make portions of this information available to the Travellers. A great deal of this data is available via public information systems, a ship's Library program or simply by travelling from world-to-world and collecting rumours. Naval missions are demanding and taking the time to investigate, discover and analyse data are tasks which are easy to overlook. The success of a naval mission is largely dependent on the quality of intelligence that is gathered.

## THE TROJAN REACH

The Trojan Reach is a border sector shared by the Imperium, Aslan Hierate, Glorious Empire, Florian League and several pocket empires sprinkled within a sparsely populated region known as the Outrim Void.

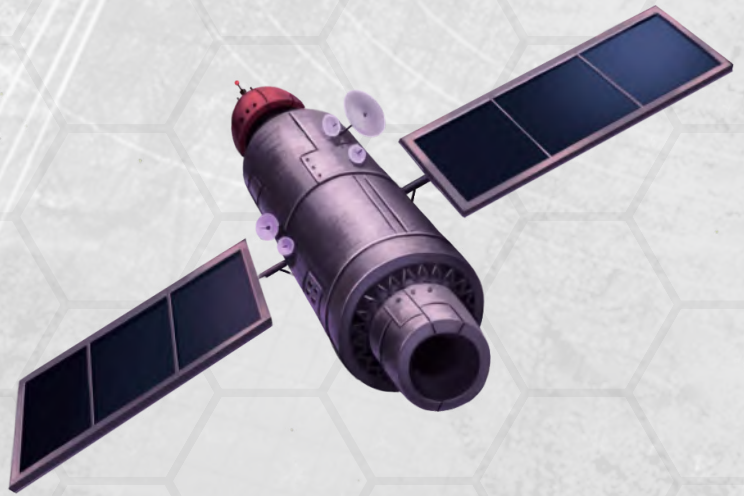
The sector is considered a backwater by some and a powder keg waiting to blow, by others. The Imperium maintains a vigilant presence in the Reach, anchored by an oblivious nobility who put a bit too much faith in the defensive capabilities of the fleets at Pax Rulin and Tobia. Billions of Aslan *ihatei* are champing at the bit, just waiting for the chance to pour over the borders into the Void and onward to Imperial space. Mercantile Aslan clans have curtailed their desire for land by engaging in lucrative trade deals with their human neighbours. Sated by the influx of riches into their coffers, these clans do what they can to keep the *ihatei* and Glorious Empire from invading human space lest they spoil the flow of commerce.

The *ihatei* are 'landless sons' forced to reach out beyond Hierate borders to obtain land. The Glorious Empire is a heretical offshoot of the Hierate that practices slavery and exhibits an authoritarian bent, dying a death by a thousand cuts after centuries of war with the more powerful Hierate, whilst still maintaining a menacing presence in the sector.

Perhaps the greatest beacon of hope in the sector is the narrow strip of stars known as the Sindalian Main. The worlds of the main are blighted by piracy, warfare and the post-apocalyptic remnants of the long-dead Sindalian Empire. Despite its chequered history, the Sindalian Main is the only major artery in the sector travelled by all major powers. It has become a nexus for trade, diplomacy and cultural exchange, and represents the sector's best hope for revival.

## INTERDICTION AND RED ZONES

The Imperium interdicts worlds for a variety of reasons. After a world is interdicted it is declared a red zone. Red zones represent restricted space and Travellers are urged to avoid them. A red zone may be declared to deter Travellers from a dangerous world or divert them from a system that hosts a secret military installation. Interdictions can also be established to protect valuable resources or to reserve star systems for powerful members of the nobility. The Imperium enforces red zones with a variety of deterrents ranging across simple satellite beacons, orbital mines and patrol ships, all the way up to large naval squadrons.



In the case of TkTk, a red zone is being declared to protect a sentient species known as tkTKs. The tkTKs are thought to be an offshoot of the Chirpers whom the Imperium already protects on many worlds, notably in the Andor and Candory systems of the Spinward Marches. Whilst Chirpers exhibit rudimentary intelligence and maintain primitive civilisations, they are considered a vulnerable species and the Imperium has sought to protect them where they can. TkTk represents the latest effort to do so.

Interdicting a world is no easy feat. It requires a great deal of resources and an ongoing commitment by the Imperium to patrol and secure the system after interdiction has been declared.



## THE ANCIENTS

The Ancients were a powerful, galaxy-spanning sentient species now thought to be extinct. They achieved their cultural and technological apex approximately 300,000 years ago and then promptly disappeared from the galactic scene. The prevailing theory is that they split into factions and fought a Final War that decimated their advanced society, leaving Droyne and Chirper remnants scattered throughout Charted Space.

Like the Ancients before them, the Droyne have a psionic caste system that enables them to assign roles to members of their species. Chirpers do not have this ability, essentially making them uncaste Droyne.

The Ancients left behind partially intact cities, bases and other facilities collectively referred to as 'Ancients sites'. Most Ancients sites have few artefacts but some have yielded treasure troves of intact technology.

Among the most sought-after artefacts are black globes that project powerful force fields. After some experimentation, the Imperium found a way to use the devices for starship defence.

## THE GLORIOUS EMPIRE

The Glorious Empire is a heretical offshoot of the Aslan who split with the Hierate during a historical event called the Cultural Purge. The Empire practices slavery on a massive scale and has become a pariah in the Trojan Reach. The Empire has no allies and their slaver ships are feared throughout the Reach.

The Hierate continues to nip at the borders of the Glorious Empire, having recently conquered the valuable Hliyh Chain. After centuries of warfare, the Glorious Empire appears to be on the verge of collapse but seems poised to fight to the bitter end.





# DPRES: CITADEL ON THE VOID

The adventure begins as the Travellers' ship arrives at Dpres (Trojan Reach 0915), a provincial star system, Imperial Client State and home to an Imperial Naval Base. The Travellers have come to this remote outpost to receive their next mission. They arrive to a hero's welcome with ships of the 203<sup>rd</sup> Colonial Fleet forming an honour guard, a line of warships extending from the 10-diameter limit to Dpres itself. Such ceremonies are usually reserved for the victors of a great battle but the Dpresians do not see true Imperial warships often. The Travellers' visit means a great deal to the fledgling naval base and the Dpresians enthusiastically stand on ceremony for the arrival.

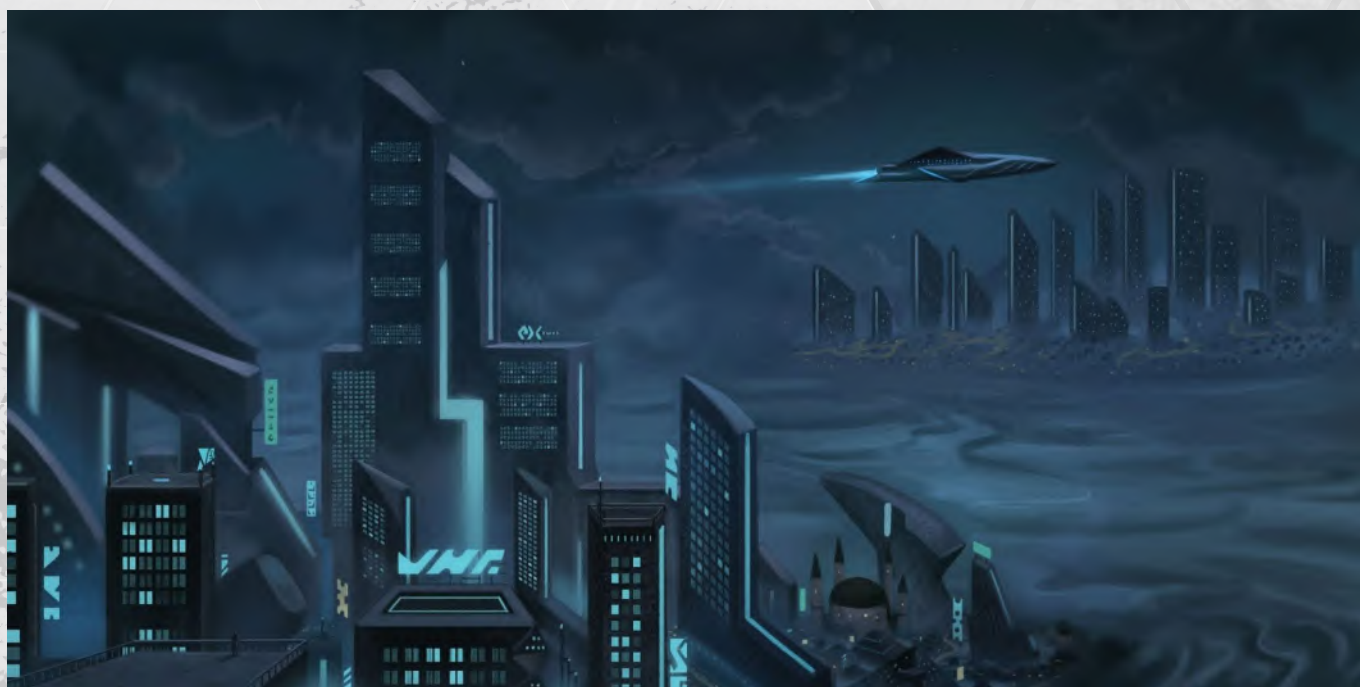
The headquarters of the official 203<sup>rd</sup> Fleet is at Realgar in the Sindal subsector. Imperial fleets and their associated colonial fleets typically occupy the same subsector but, with only three Imperial star systems in Sindal, Admiralty decided to station the 203<sup>rd</sup> colonial fleet on a strategic system in the Outrim Void and Dpres received the honour.

One of the Imperial Navy's primary responsibilities is securing trade routes. The Florian Trade Route runs from Fist to Yggdrasil and encompasses the entirety of the Sindalian Main. The region is plagued by pirates

and raiders, and the Imperium has found it difficult to protect the thousands of ships that ply the route. By establishing a presence deep in the Void near the Yggdrasil terminus, the Navy can do a better job of protecting the flow of commerce.

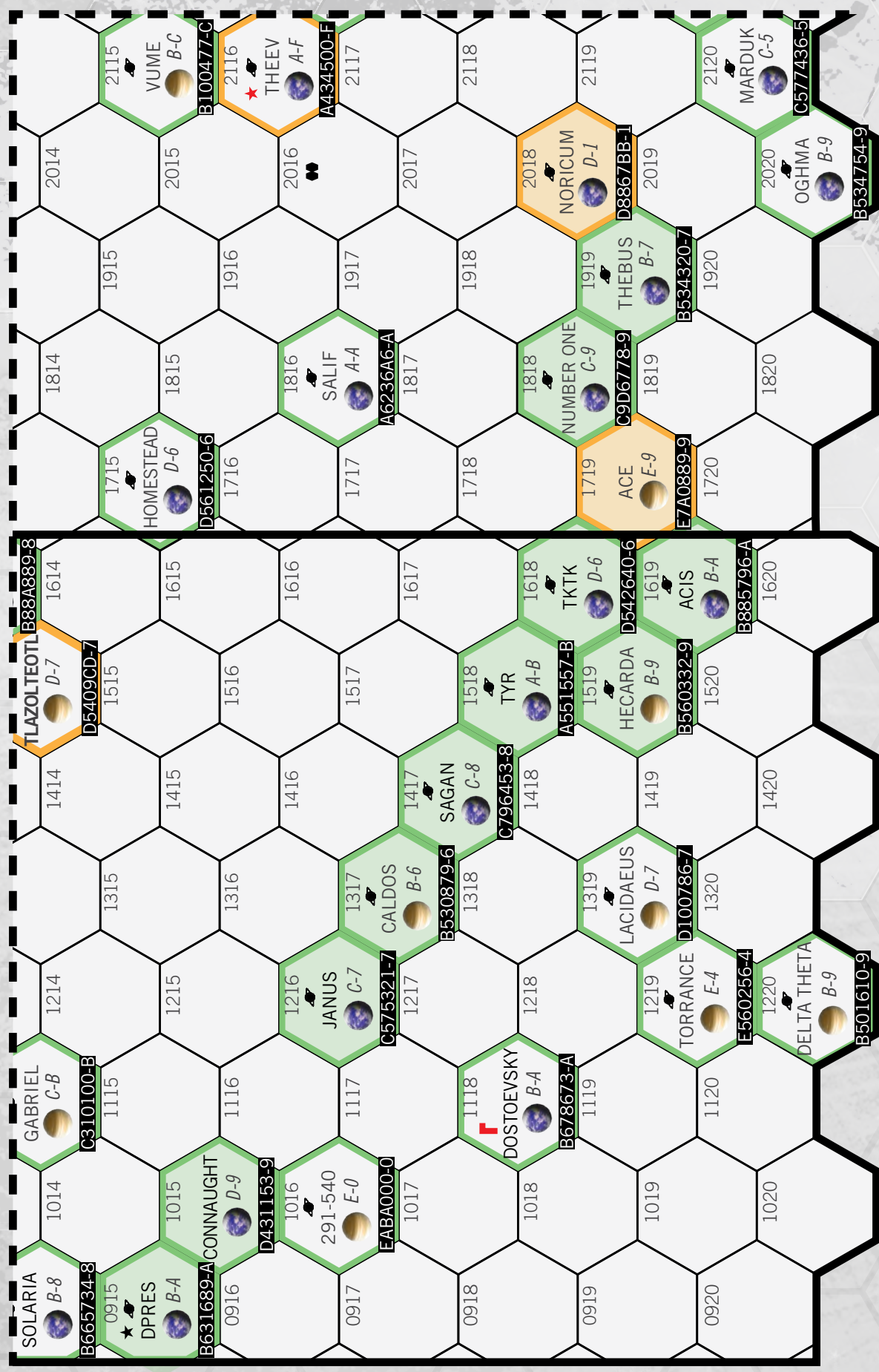
Colonial fleets are comprised of older ships that would otherwise have been destined for the scrapyard or assigned to patrol duty in backwater systems. The 203<sup>rd</sup> Colonial is no exception. The largest ships in the fleet are a small number of 3,000-ton destroyers, all of which saw their best days long ago. In spite of their age and condition, the warships of the 203<sup>rd</sup> Colonial are considered to be more than enough to defend the Imperium's interests in the region. Few, if any, of the potential belligerents along the Sindalian Main can muster a ship that can go toe-to-toe with an Imperial destroyer, even one a bit long in the tooth.

Personnel aboard the Travellers' ship may be granted liberty upon arrival in Dpres whilst the captain awaits orders. Despite its location, Dpres is actually an appealing world in many ways. It has a long history, eclectic art and architecture, and a friendly culture. Dpres is considered to be the best kept secret on the Imperial fringe. Merchants and megacorporations often





# MAP OF THE SINDALIAN MAIN



- DPRES SUBSECTOR** ◀ **SINDAL SUBSECTOR**
- Gas Giant
  - Starport Class & Tech Level
  - Imperial Naval Base
  - Fuel Dump
  - Research Station
  - Other Naval Base
  - Secure System
  - Amber Zone
  - Planet (dry)
  - Planet (water present)

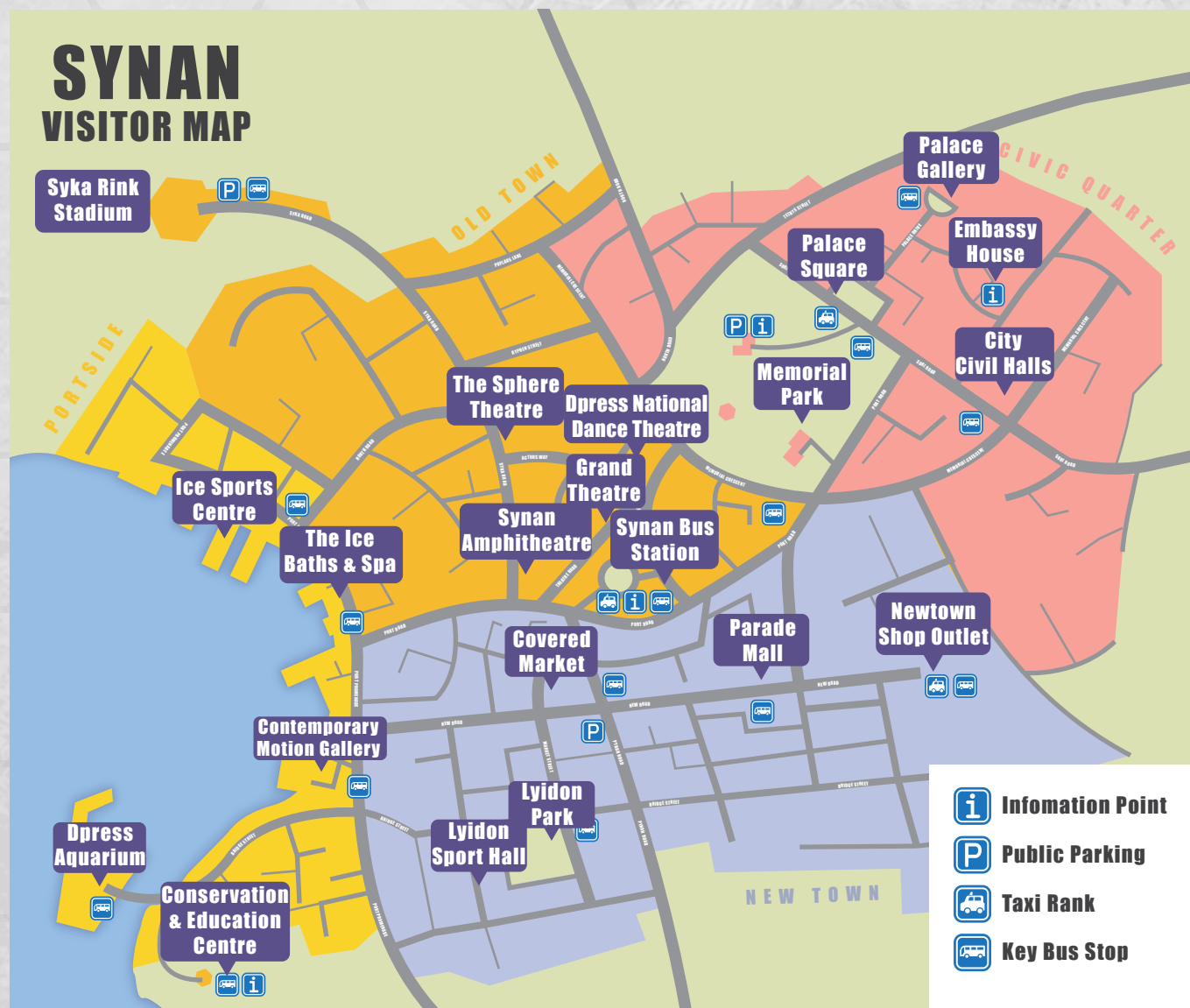


give their crews liberty at Dpres after they make the long run along the Florian Route and Dpres has built a thriving tourism industry. Luxury hotels, museums, performing arts centres and recreational facilities abound in its orbitals and within the capital city of Synan on the planet's surface.

Dpres is the longest inhabited world of the subsector having been initially colonised by Solomani settlers during the Second Imperium and eventually becoming a key system of the Sindalian Empire. Dpres survived the collapse of the Empire only to fall into a minor ice age, creating a challenging environment on a world that could no longer count on external assistance. To make matters worse, Dpres fell to the raider fleets of the Tyrian Lordships. With its superior technology and the only shipyard on the Dustbelt, Tyr dominated the Sindalian Main for two centuries. The Lordships were not kind and beneficent rulers by any stretch. They raided and oppressed their neighbours mercilessly until exiles

from Acis brought Aslan mercenaries from the Glorious Empire into the region. The Aslan destroyed the Tyrian Lordships once and for all. After Tyr lost its ironclad grip on the Sindalian Main, Dpres applied for aid and was soon made into an Imperial client state, receiving its naval base shortly thereafter. Whilst the proud citizens of Dpres feel they are deserving of the honour, it is not a boon they take for granted.

Synan sees itself as a bastion of civilisation in an otherwise wild and lawless region of space. Whilst there are other systems along the Sindalian Main who have retained a modicum of civilisation, none can claim to have the support and presence of the Imperial Navy. Dpres Naval Base is a small facility, with orbital and downports, but it is meticulously cared for. The civilian branch of the Dpresian government makes certain to meet the Navy's every need. The Navy maintains an aloof presence in the system, far more concerned with securing the trade routes than addressing any issues that Dpres itself might have.





# THE MISSION

Shortly after arrival the Travellers receive their orders at Dpres Imperial Naval Base. The Commander of the base, Commodore Midi Baraani, prepares a reception for the Travellers prior to the mission briefing. The Travellers have the opportunity to meet some of the junior officers on staff during the reception. The Referee may take this opportunity to allow the Travellers to learn one or more rumours described in 'Showing the Flag' on page 20.

The Travellers get the sense that the officer corps views Dpres as the de facto capital of the region. They very much see themselves as citizens of the Imperium.

Being well-travelled members of the Imperial Navy, the Travellers have doubtless seen much larger and infinitely more powerful bases at Pax Rulin, Gazulin, Tobia and elsewhere. They have a much more realistic view about the precarious position of Dpres but, out of respect, may choose not to illustrate the reality of the situation to their newfound friends.

After some time, Commodore Baraani leaves the reception area and invites the commanding officers of the Travellers' ship to her office to receive their mission.





**DPRES/TROJAN REACH 107-1105:  
INTERDICTION OF TKTK**

Commodore Midi Baraani,  
Commanding Officer,  
203<sup>rd</sup> Colonial Fleet

Sir,

You are hereby requested and required to take command of a joint task group at Dpres and proceed along the Sindalian Main to Tktk, where you are to interdict the system mainworld. The task group shall consist of Imperial Navy and Imperial Interstellar Scout Service spacecraft. The operation on Tktk is a standard Type 22B interdiction to be established for the protection of a vulnerable sentient species.

You must make three jumps en route to Tktk. Make a call at either Janus or Caldos but make sure to inform Command of your choice. Visit the system mainworld for a standard showing of the flag. The Imperium wants the citizens of the Sindalian Main to be aware and supportive of our presence.

Afterwards, proceed to Tyr where you are to host dignitaries from the Tyrian regime aboard your ship and attend any functions they have planned for you. Tyr has a chequered past but the Imperium would like to see the system normalised and fully incorporated into the interstellar community. Resupply at Tyr, offering Imperial credit in return.

Visits to each world should be friendly but ensure the Imperium is not seen to take sides. We remain neutral with all the worlds of the Sindalian Main. Peace and cooperation in this region is essential to ensure the flow of trade. The Main is a chaotic place. The worlds you visit, may request your assistance with one problem or another. Assess the needs of each world you visit and lend a hand as necessary, but remember your schedule. You have limited time to reach Tktk before you are declared overdue by Scout forces already present in system.

After completing your visits in an expeditious but courteous fashion, proceed to Tktk for the interdiction operation. Once you arrive at Tktk the real work begins. See the addendum in your packet for a complete checklist of activities. Assist the Scouts with all tools at your disposal. You have a well-trained crew. Put them to work on the project and show the Scouts how the Navy gets things done.

You are expected to reach Tktk within 40 days of departure from Dpres. You will be declared overdue at 45 days. Once you arrive at Tktk, interdiction operations are expected to take 4–6 weeks allowing for any complications. You should have Tktk secure by the time an interdiction cruiser from Nekrino arrives to relieve you. After handing over the reins to the interdiction cruiser, proceed to Realgar for debriefing.

## The Task Group

Your ship shall be the flagship of the task group. Despite the joint nature of the mission, make no mistake: You are in charge for the duration of the deployment to Tktk. The captains of each vessel in the task group are subordinate to your ship and under your command. The Scouts assume joint command of the operation once at Tktk. Make your crew available to assist the Scouts insofar as it does not reduce the security of the task group or the protective cordon that you deploy.

The task group shall include three naval escorts, to be drawn from unassigned spacecraft at Dpres Naval Base, and three patrol tenders, the latter of which have been leased by the IISS for the express purpose of transporting Scout personnel and materiel to the interdiction site. Note that the transports alone are not sufficient to carry all necessary equipment to the interdiction site. You are therefore ordered to offload the requisite amount of your own stores at Dpres to make room for additional materiel. Admiralty realises this will inflict a level of hardship on your crew but is confident that you will make do.



## Intelligence Report

At the time of this report, the Sindalian Main is relatively peaceful. Historically, the region has been rife with warfare and raiding. Whether you select Janus or Caldos, the task group will witness firsthand the aftermath of a region that has suffered greatly from incessant raids and wars.

For over 200 years the Tyr system dominated the Sindalian Main, oppressing its people with government-sponsored raiders and threats of orbital bombardment. Things have changed. The Tyrian Lordships were destroyed by mercenary forces from the Glorious Empire. Tyr remains a force to be reckoned with but no longer holds sway over their neighbours. Aslan *ihatei* and residual elements of the Glorious Empire have remained in the region after the cessation of hostilities but, for the most part, the region is now stable.

One must be vigilant. Conflicts tend to sprout up out of nowhere in this region and often spread to neighbouring systems quickly. Whilst we have no reason to believe such a thing will occur during your deployment, we have been caught unawares in the past. Keep an eye out for signs of trouble.

Ttkk is a backwater world far from Imperial space. Approximately 60 percent of the planet's five million inhabitants are human. There are thought to be Aslan *ihatei* encampments on the planet but there have been no detailed surveys to confirm whether or not this is the case. The tktks themselves comprise the remaining 40 percent of the planet's population. For the most part they live in the outback, far from the cities and towns of the human population. In the places where the humans and tktks do encounter one another, they get along well and there have been few reports of conflict or exploitation.

## Information

The first step of the mission takes the task group to either Janus or Caldos. Entering at Janus will ensure the task group maintains a low profile but Caldos provides a superior opportunity to resupply. Visiting the lower population Janus offers a genuine opportunity to make a difference. Meanwhile Caldos, with its much higher population and more complex society, presents a more high-profile system in which to show the flag. There is no correct choice between the two. The Captain and his officers must evaluate each system and determine which one they think is best to visit en route to Tyr and Ttkk.

Exercise caution at Tyr. They have a history of engaging in predatory tactics against their neighbours and there is a great deal of resentment against them. The Imperium does not want to be seen as aligning itself with a gaggle of rapacious raiders. Nevertheless, Tyr possesses the only fully operational shipyard and Class A starport in the region. Despite the bad taste it may leave in our mouths, the Imperium must take them seriously and recognise the value they offer to the region.

Once at Ttkk it is time to get to work. The laundry list of tasks required to implement an interdiction is lengthy. Your crew will work long and hard for weeks on end to secure the planet. The supply shortage may have affected their morale at this point. In addition to the task of interdicting the planet you must find a way to resupply the task group and restore the good will of the crew without hindering the interdiction process.

This mission must be carried out with great sensitivity and care. Be ready for anything.

Good luck to you and your crew.



## MISSION

### SUCCESS CRITERIA

Five mission success criteria are described below. See the *Naval Campaign Sourcebook* for more information about Mission Success Indicators (MSI). The Referee must determine their success using the guidelines below.

#### Criterion 1

Assemble the interdiction task group and establish a joint command structure with each of the officer corps in the group. Clarify the protocols and procedures that will be used over the course of the deployment. Establish the Travellers' ship as the flagship and its captain as the acting commodore of the group.

**Importance:** Routine

**Complete Success (MSI +2):** The Travellers meet with the officers of the other ships in the task group to communicate the chain of command and parameters of the mission. It must be clearly established that the deployment portion of the mission is under the jurisdiction of the Navy. The Travellers need not get down to the nitty gritty of naval rules and regulations. All that is required is a face-to-face meeting between the captains of the task group and that each of them follows orders for the duration of the deployment. The Referee may optionally require an Average (8+) Leadership check to ensure the others comply.

The real test of the Travellers' success is whether the standards they set are maintained over the course of the entire deployment.

**Partial Success (MSI +1):** The Travellers assemble the task group but one or two aspects of the mission are not clearly communicated or one or more captains in the group fails to understand their role, creating a minor breach of protocol at some point during the deployment.

**Marginal Success (MSI +0):** The Travellers assemble the task group but several aspects of the mission are not clearly communicated resulting in multiple breaches of protocol during the deployment.

**Failure (MSI -2):** It would be difficult to fail this mission criterion, requiring that one or more of the captains in the group fails to assemble for the briefing, multiple aspects of the mission are not clearly communicated or several gross breaches of protocol occur during the deployment.

#### Criterion 2

Resupply the task group using resources obtained during the deployment. The Travellers begin the deployment at a 20% deficit. This means they will operate with a maximum of 80% of their stores for the duration of the deployment. Refer to Supplies, Spares and Stores in the *Naval Campaign Sourcebook* for additional effects.

**Importance:** Important

**Complete Success (MSI +3):** Complete success is achieved if the Travellers maintain their stores between 60–80% of capacity and do not lose more than two points of Morale during the deployment.

**Partial Success (MSI +2):** The Travellers drop below 60% of their maximum stores at any time during the deployment or Morale drops by 3–4 points.

**Marginal Success (MSI +1):** The Travellers drop below 50% of their maximum stores at any time during the deployment or Morale drops by 5–6 points.

**Failure (MSI -4):** The Travellers drop below 40% of their maximum stores at any time during the deployment or Morale drops by more than six points.

#### Criterion 3

Maintain the security of the Florian Trade Route. Assess the conditions in each system and provide assistance with any security issues that present themselves. This may include anything from piracy, a blockade, a battle or any other hazard that threatens the flow of trade along the Sindalian Main.

**Importance:** Important

**Complete Success (MSI +3):** The Travellers can only complete this objective if one or more problems actually occur over the course of the deployment. Given that the Dustbelt is a lawless wasteland, their chances are good. Complete success is achievable only if they successfully tackle every issue they encounter that might threaten the flow of trade. Complete success also requires getting to Ttkk on time.

Complete success is, in many ways, highly subjective and will require a favourable outcome during the debriefing. There are many variables in play when operating in neutral systems. If the Travellers successfully solve a problem but are seen as becoming too cosy with a neutral system of the Void, their MSI might be downgraded. They must argue their case successfully during the debriefing in order to achieve Complete Success.



**Partial Success (MSI +2):** The Travellers successfully address two or more issues that could hinder the flow of trade. They may be 1–5 days late to Ttkk or commit a minor breach of the Imperium's neutrality.

**Marginal Success (MSI +1):** The Travellers successfully address at least one problem that might hinder the flow of trade. They may be 7–10 days late arriving to Ttkk or commit a significant breach of the Imperium's neutrality.

**Failure (MSI –4):** The Travellers fail to address all problems they encounter and flow of trade is affected. The risk of failure is high. Problems along the Sindalian Main are common and take many forms. The Travellers may not recognise that they have failed to adequately address a problem or may become so focused on their primary objective that they overlook this important objective.

#### Criterion 4

Establish contact with the Tyrian regime and engage in diplomatic activities without committing to any long-term allegiances or arrangements that might offend other polities or compromise the Imperium's neutrality in the region.

The task group's mission is not the first and will be far from the last Imperial mission on the Sindalian Main. The Imperium has been careful to maintain its neutrality among the systems of the region in order to achieve its long-term goal: peace, prosperity and unity across the Sindalian Main.

**Importance:** Routine

**Complete Success (MSI +2):** The Travellers show the sunburst, visit the neutral world of Tyr and avoid doing anything that breaches the Imperium's neutrality or shows an exorbitant level of favouritism toward the Tyrian regime.

**Partial Success (MSI +1):** The Travellers show the sunburst and engage in scheduled activities at Tyr but somehow manage to offend the Tyrian regime or show it too much favouritism.

**Marginal Success (MSI 0):** The Travellers show the sunburst but skip one or both of the scheduled activities, or they either grossly offend or heavily favour the Tyrian regime.

**Failure (MSI –2):** The Travellers manage to achieve the trifecta of skipping all scheduled activities and *both* grossly offending and favouring the Tyrian regime. Failure on this level creates a diplomatic incident that will undoubtedly require the Imperium to send a follow-up mission to smooth things over and reaffirm the Imperium's neutrality in the region.

#### Criterion 5

Establish the interdiction of Ttkk.

**Importance:** Critical

**Complete Success (MSI +4):** The Travellers arrive on time with the task group, accomplish all tasks in the interdiction packet, within the allotted time, and complete their mission before the arrival of the interdiction cruiser from Nekrino. In addition, all joint activities with the Scouts must be accomplished without undue difficulty and any issues between the two services are resolved quickly and efficiently.

**Partial Success (MSI +2):** The Travellers complete the interdiction activities but are either late arriving to Ttkk or fail to complete all assigned tasks before the interdiction cruiser arrives. As above, all joint activities must be accomplished with perhaps one significant problem between the two services but the problem must be resolved by the time the interdiction cruiser arrives.

**Marginal Success (MSI +1):** The Travellers complete the interdiction activities but are late to Ttkk and the interdiction cruiser arrives before they are done with all assigned tasks. As above, all joint activities must be accomplished although there may have been one or more problems between the two services. Any problems must be resolved but this may occur up to a week after the arrival of the interdiction cruiser.

**Failure (MSI –8):** The Travellers are more than a week late to Ttkk, have not completed the activities a week or more after the interdiction cruiser arrives, or they simply fail to complete the interdiction activities altogether due to a breakdown in discipline or cooperation with the Scouts. A failure of this sort will be a devastating blow to the careers of the Travellers. Interdiction missions are complex undertakings but are accomplished by crews who know how to get organised, exercise discipline and get a job done. If you cannot do all of the above, the Imperial Navy has no place for you.

## PREPARING FOR THE DEPLOYMENT

The days leading up to the deployment are busy. The starships in the task group are a veritable beehive of activity with inspections, visits by local dignitaries, TNS media representatives begging for interviews and a plethora of logistical and administrative tasks threatening to overwhelm the officer corps as they prepare for the mission.



## Mission Creep

The Travellers can earn a maximum of 14 MSI during this mission if they achieve complete success in every mission segment. The Travellers may notice that some mission criteria have the potential to conflict with one another. There are many unknowns in the Outrim Void and the Navy has a lot of jobs to do. Expecting the task group to accomplish all listed objectives is rather unrealistic.

The potentially conflicting orders in this mission are not given out of malice or forged in an attempt to destroy careers. They are indicative of a scarcity of resources in the region. The Travellers have been called to Dpres to do a job no one else there can do. The 203<sup>rd</sup> Colonial Fleet does not have an appropriate flagship for the job, nor do they have an experienced and savvy capital ship crew at their disposal. The arrival of the Travellers and their ship is a godsend to Dpres. Whilst the Travellers will be doing the heavy lifting, fleet elements from Dpres accompany them on the deployment and a successful mission will bring much desired recognition to the remote naval base.

A critical Captain and his officer corps might balk at the mission as is their right. Refer to the *Naval Campaign Sourcebook* for more information on what a Captain can do when receiving orders deemed unacceptable.

In the role of Commodore Baraani, the Referee must present the Travellers' orders with conviction. The Commodore is well aware that the squadrons under her purview are not fit to conduct the mission at hand. However, the Travellers are not in command of a dilapidated old ship that should have been sent to pasture a century ago. They command a tried and true Imperial Navy vessel. Dpres Naval Command is quite proud of its

accomplishments and its significance to the Void but the reality is that a base like Dpres simply does not get the cream of the crop. Realistically or not, the Travellers are being looked upon as saviours who can achieve superhuman feats and deliver Dpres to new heights of fame and recognition.

The phenomenon the Travellers are subjected to in this adventure is called mission creep. Mission creep occurs when Command fails to correctly determine the scope of a mission. Typically, a mission's objectives expand due to early successes that breed overconfidence. The 203<sup>rd</sup> Colonial Fleet was deployed to Dpres decades ago with a mandate to enhance the security of the Sindalian Main. The benefits to the region have been immeasurable but success breeds higher expectations. The TkTk mission was assigned to Dpres as a reward for a job well done. After years of toiling in obscurity, Dpres is being given the chance to take on a high-profile assignment: the interdiction of a star system. Dpres Naval Command accepted the assignment without compunction but were not given additional resources to get the job done... that is, until the Travellers arrived.

From the moment they show up to the day they depart Dpres for the deployment, the Travellers should feel a level of adulation that borders on outright hero worship. Great expectations and flattery from one's peers can be seductive. They have come a long way to get a job done that no one else can do. They might feel compelled to accept the mission without question. However, accepting the mission under protest or requesting clarification about potentially conflicting orders might go a long way in tempering expectations and paving the way to a more reasonable debriefing when the mission is over.

The naval personnel on Dpres are not accustomed to having such a high-profile mission launched from their world but do not intend to let the Navy down. Dpres endured two centuries of occupation by the Tyrian Lordships and only recently obtained both their freedom and the honour of serving as one of the Imperium's most far-flung outposts. In fact, the Travellers might find the Dpresians more attentive and receptive than they want them to be. They can scarcely walk the halls of their own ship without a visiting officer or dignitary heaping praise upon them or asking if they may somehow

provide assistance. The sweet confinement of the bridge becomes a welcome reprieve during this chaotic and busy time.

A number of personnel from the Travellers' ship are reassigned to Dpres, necessitating a draft of new personnel. Lieutenant Vourzha Gall-Dalanna of the 203<sup>rd</sup> Colonial visits the Travellers' ship at some point to offer her services as liaison and encourage them to recruit from the ranks of the Dpres fleet.



Whilst the Travellers may note that the quality of personnel on Dpres is not up to the standards of a large naval base, they would be wise to consider recruiting some of the local personnel for the task group's mission.

If the Travellers scoff at the idea of bringing on members of the provincial naval staff from Dpres, they will miss out on an opportunity. The Dpresians know the region better than anyone else in the Navy. Bringing on recruits from Dpres will not measurably raise the Travellers' Effective CEI but it will have the following positive effects during the deployment:

- DM+1 to all Intelligence Event checks
- DM+1 to any Diplomat and Persuade checks

Application of the above DMs requires that the Travellers employ their new recruits in positions that put them on the front lines. For example, if the Travellers send a detachment to investigate one of the worlds they visit, they must state that they have included one or more members of their Dpresian recruit pool. The Dpresian naval personnel know their region well and might prove to be valuable members of the crew during the deployment.

Dpres Naval Base, and the world of Dpres itself, should present a unique experience for the Travellers. Most Imperial naval bases are within the safe confines of the Imperium, often with multiple squadrons or even an entire subsector fleet present. Dpres is host to the 203<sup>rd</sup> Colonial Fleet, which is mostly comprised of old ships destined for the breaker's yard before receiving a stay of execution.

Assignment to most colonial fleets is a dead-end job, a sure sign that your career has stalled and your best days are behind you, but serving in the 203<sup>rd</sup> is a bit different. Whilst it is true that the Navy does not assign its best and brightest to Dpres, its citizens are proud to have the Imperial Navy on their world and treat naval personnel like heroes. Dpresians see the presence of the Imperium as a validation of their cultural and historical value and they are not about to overlook the honour bestowed upon them.

## VENTURING OUT

The Referee may abstract aspects of the preparation activities but there are opportunities for roleplaying and adventure. If the Travellers visit Dpres Downport, the capital city of Synan or the Imperial Naval Base on the planet, roll 1D for incidents and consult the Encounters table.

### Encounters

1D	Encounter
1	The Travellers are offered the chance to stay at one of Dpres' luxury resorts. If they take the offer, the rest and relaxation gives them DM+1 on all checks for the first week of the deployment.
2	The Travellers are invited to tour the <i>Kumkheki</i> , a destroyer in the 203 <sup>rd</sup> Colonial Fleet that served in the Third Frontier War. The ship is in dry dock for maintenance and the Travellers might mistakenly think the ship has been retired and turned into a museum. They realise their error when its captain fires up the engines and flies them back to their own ship.
3	Members of the Florian League Navy are in system for joint exercises. They meet the commodore of a Florian destroyer squadron accustomed to running circles around the 203 <sup>rd</sup> Colonial Fleet's ships. He invites the Travellers to engage in wargames with his squadron. It turns out the captain is competitive and the Travellers get more than they bargained for.
4	The Travellers meet the captain of a <i>Galoo</i> -class megafreighter that plies the Florian Trade Route in the service of the Tobia Commerce Guild. He thanks them for their service and the work they are doing to secure the Sindalian Main. He offers them vouchers for a luxurious stay at the posh TAS Hostel on Albe to express his gratitude.
5	The Scout contingent of the task group has already been in port for a few months and have acquired a bit of a reputation at many of the local watering holes. The Travellers have the chance to socialise with their peers in the Scouts and discover that the Scouts are not as popular as Navy personnel – and for good reason.
6	The Travellers meet Commodore Baraani on the base. After salutations, the commodore invites the officers to her on-base manor. Commodore Baraani is a member of the Imperial nobility. If the Travellers attend the dinner and make a successful Difficult (10+) Carouse (SOC) check, she tells them the long and sordid story of how she ended up on Dpres. Add DM+1 for every bottle of high-quality whiskey the Travellers bring to the event.



## SHIPS OF THE TASK GROUP

The Scout contingent of the task group comprises three patrol tenders (see *Ships of the Reach*). Scouts man every position except gunnery, which are crewed by naval personnel. In addition to crew positions, the Scout contingent includes dozens of contact and survey personnel to manage the interdiction operation on Tktk.

For the Crew Effectiveness Index (CEI) of the Scout ships, assume that the Scouts have one properly trained crew (level 7), one highly-trained crew (level 9) and one elite crew (level 12).

The Travellers have also been assigned three naval escort ships to be drawn from the following available spacecraft at Dpres Naval Base.

- Three *Gazelle*-class close escorts
- One *Watchdog*-class fleet picket
- One *Chrysanthemum*-class destroyer escort (roll two quirks)
- One *Kinunir*-class colonial cruiser (roll one quirk)

The CEI of the escort ships is low quality (level 5), reflecting the scarcity of highly trained personnel at Dpres Naval Base. For the most part this indicates a young and raw group of recruits but some are simply goldbrickers and dead enders.

## TASK GROUP PERSONNEL

The Referee may use the CEI numbers above to flesh out the crews of each ship in the task group as desired. The Scout crews are quite competent, ranging from properly trained to elite. However, the Referee must keep in mind that the Scout Service is a very different organisation than the Imperial Navy.

The primary functions of the Scout Service are survey, communications and exploration. The Scouts know the astrophysics of Charted Space better than anyone. During wartime the Scouts also assist the intelligence services but they are not a war fighting branch of the Imperial military.

Should the Travellers encounter a situation in which space combat is likely, the Scouts will not shirk from their duties but would prefer to avoid conflict if possible. The Scouts are primarily focused on getting to Tktk, connecting with the Advance team who are already there, and getting started with interdiction procedures.

The crews of the naval escort ships by contrast are quite green. They are all of low quality and hence have only the minimal skills required to operate their spacecraft. Their crews are mixed with some personnel eager to please the Travellers and some who just want to get through the deployment with their skins intact.





The actions of the ships in the task group should be considered throughout the deployment. The Travellers may have a few terse confrontations with their peers in the Scouts and they may find themselves mentoring the less-experienced Dpresian crews as they proceed along the Sindalian Main.

For all naval personnel, refer to the Crew Skills table in the *Naval Campaign Sourcebook*. For Scout personnel, consult the Scout Skills table.

All Scout crewmembers begin with the following skills: Pilot O, Astrogation O, Mechanic O, Vacc Suit O

#### Scout Skills

Specialist Skills	General Skills	Other Skills
Astrogation	Athletics	Diplomat
Electronics	Electronics	Jack-of-all-Trades
Engineer	Flyer	Persuade
Explosives	Gun Combat	Recon
Mechanic	Navigation	Stealth
Medic	Science	Streetwise
Pilot	Seafarer	
Science	Survival	
Survival	Vacc Suit	

## LAST-MINUTE ARRIVAL

The mission preparation and resupply operations take a few weeks. After the Travellers have received their orders and have a clear understanding of the mission criteria, the crew engages in final pre-jump tests and preparation. On the day the deployment is scheduled to begin, the Travellers receive a surprise addition to the task group.

The *Akeruus*, a jump-6 naval fleet courier, arrives in system mere hours before the task group is to depart on its first jump to either Janus or Caldos. The *Akeruus* barges into Dpres like a bat out of hell, performing a dangerous astrobreaking technique to minimise its flight time from the 100-diameter limit to the orbital naval base.

Refer to *High Guard* for the fleet courier. In addition to the software packages shown, the *Akeruus* also has an Intellect program.

The task group should just be making its way toward jump point as the courier makes its approach. Per naval protocol, the task group has placed an embargo on several radio frequencies. The *Akeruus* bursts in upon at least two or three reserved frequencies to announce its arrival and request an urgent meeting with Commodore Baraani.

What the Travellers do about this intrusion and breach of protocol is up to them. They may opt to delay their mission to see what all the fuss is about and possibly to dress down the *Akeruus*' Captain. A schedule-conscious task group commodore might insist on maintaining the schedule and persisting with the mission in spite of interference. The Travellers might also engage in communication with the *Akeruus* en route to jump point. One way or another, the Travellers soon discover that the *Akeruus* is to become a late addition to the task group.

### Lt. Commander Gil Gebrohda Reporting for Duty, Sir!

Lt. Commander Gil Gebrohda is a firebrand from Imperial Naval Intelligence (INI), with a career that has had more ups and downs than a malfunctioning grav plate. He would have been dishonourably discharged long ago if not for an astonishing series of successful missions and a string of medals on his dress uniform that defies gravity. He is brash, courageous and unabashedly insubordinate, grudgingly observing naval protocol to the minimum degree required. His superior officers have attempted to write him up numerous times only to be rebuffed by Admiralty who reluctantly acquiesce to Gebrohda's impressive string of victories.

Reactions to Gebrohda tend toward the extremes. Enlisted personnel and junior officers often adulate him whilst peers and superior officers usually despise him and hope for an eventual misstep that derails his career.

Gebrohda has high-level security clearance and is on a secret mission for the INI. He smugly refuses to provide details to his superior officers with a curt *Sorry, cap'n. Need-to-know basis only I'm afraid*. He presents a redacted version of his orders to the captain that provides instructions to include him in the deployment to Ttkk.

Gebrohda and his crew land at the downport naval base, taking nearly a full day to prepare for the deployment. If the Travellers dispatch any officers to assist the good lieutenant commander, they encounter his hand-picked crew who are equally if not more insufferable than their commanding officer. Gebrohda's cadre seem to believe





they are the Emperor's gift to the Imperial Navy. They go on and on in quite public fashion about the time they 'duped the Swordies at Wardn' or when they 'ran the blockade at Trexalon'. If asked about any of the above they quickly dismiss the questions. *Sorry. It's all very hush hush. Got to keep it on the down low. You know, spies could be anywhere.*

Gebrohda proves to be evasive if the Travellers attempt to corral him at the downport. No one seems to know where he is. After a full day goes by, Gebrohda and his crew board the *Akeruus* and join the task group at last.

When the possibly livid Travellers get the chance to nail him down, Gebrohda is surprisingly gracious. After a proper salute, Gebrohda addresses the captain:

*Please accept my sincere apologies, sir. We were sent from Wonstar in the Marches months ago. We made our way into the Reach and to Dpres as fast as we could. As you might imagine the crew was fatigued and a bit stir crazy after months locked away in the ship. They needed a quick respite and I had a confidential meeting on Dpres that I had to keep. I'm sure you understand.*

*Your mission to Tktk coincides with my own. I'm sorry to say that I cannot disclose the particulars other than that you are required to assist us in any way you can without the benefit of knowing any of the details. We shall do our level best to keep a low profile and not get in the way any more than we already have.*



Gebrohda accepts any dressing down he receives and acknowledges that the captain, his crew and the crews of the other ships in the task group are completely within their rights to be angry. He does express, with all due respect, that perhaps it would be best if they got on their way. The Travellers might suspect they have only seen the tip of the iceberg when it comes to Gebrohda.

### Mission Within the Mission

Gebrohda's mission requires high-level security clearance for access. It is unlikely that any of the Travellers have such a clearance. His objective is simple: Provide a reason for the INI to establish a long-term presence on Tktk. The Domain of Deneb government office at Tobia has thus far resisted requests to interdict Tktk on sophontarian grounds. The endeavour was not thought to be in the Imperium's interests. Recent events have changed their minds.

Large and powerful organisations like the Imperial Navy try to do the right thing when they can but it sometimes takes a push to get things started. Activists within the Navy and Scouts have long wanted to interdict Tktk. A cabal of high-level INI officers and members of the Imperial nobility have created a fiction to motivate the more intractable elements of bureaucracy into action.

Xenobiologists have long believed that the tktk are a subspecies of Chirper. Chirpers have been found scattered throughout Imperial space and many Chirper worlds also have an Ancients site. The lack of an Ancients site on Tktk is one reason the research community has been reluctant to confirm that the tktk are indeed Chirpers.

Tktk differ from typical Chirpers in a few other ways. The obvious difference is physiological. Tktk have adaptations that give them the ability to survive in the thin tainted atmosphere of their world, as well as enhanced linguistic capabilities above and beyond that of other Chirpers. In addition to more typical uses for language, tktk culture is known for its storytelling tradition. Many tktk groupings tell the story of a time when warring gods 'blackened out the eyes of night'. Fringe scientists believe these stories make reference to an Ancients weapon that destroyed stars, possibly leaving planetary bodies floating in the Outrim Void. Most such theories have been dismissed by reputable authorities.

Gebrohda's mission is to go to Dostoevsky, pick up a team of linguistic xenosophontologists and psionists and bring them to Tktk so they can research the tktk's use of storytelling. The scientists in question

### The Secret Mission

Gebrohda has one mission objective: Establish a motive to create a permanent presence for the INI on Tktk. Reinforce the INI's case with evidence, falsified or otherwise, that there may be undiscovered rogue planets in the Bight.

**Importance:** Critical

**Complete Success (MSI +4):** Retrieve the research team Dostoevsky, take them to Tktk and enable them to conduct and publicise their research. Contrary evidence must be suppressed.

**Partial Success (MSI +2):** As above but the mission may fail to squelch all dissenting voices with the intelligence team managing to prevent opposing theories to get out, at least for the time being.

**Marginal Success (MSI +1):** As above but the mission fails to squelch all dissenting voices and the intelligence team fails to prevent opposing theories from getting out. However, they publicise the Dostoevsky findings, effectively overshadowing the opposition.

**Failure (MSI -8):** The mission fails to retrieve the research team and therefore fails to get them to Tktk, or the mission fails to squelch dissenting voices and word gets out about the research findings' lack of veracity. The Dostoevsky mission is discredited. Furthermore, should the mission fail, the resulting negative MSI is applied to the larger mission.

represent a fringe within the fringe. They believe tktk have a psionic-linguistic link that enables them to orally and psychologically connect backwards thousands of generations to their Ancients ancestors. If this were true, scientists believe they might be able to delve backward in time to discover more about the Ancients. The INI is more interested in learning about Ancients star-destroying weapons and the possibility that there may be rogue planets in the Outrim Void. If the legends are true, one or more of these planets could contain troves of Ancient technology. It is heady stuff, and likely completely ridiculous, but finding caches of undiscovered Ancients artefacts is something the Navy takes seriously.

Personally, Gebrohda and his team believe it is all just myth and pseudoscience but what they think is irrelevant. Their mission is simply a means to an end. The INI wants a presence on Tktk and will use any fiction to get it.



# ENTERING THE SINDALIAN MAIN

The first stop is either Janus or Caldos, whichever the Travellers prefer. There are several considerations the Travellers should take into account when choosing between the two. The Travellers may come to many of these conclusions on their own but additional suggestions may come from members of their officer corps or the captains of other ships in the task group.

## SUPPLY AVAILABILITY

The task group flagship leaves Dpres with a 20% supply deficit. By the time they exit jump space at their first stop, the supply situation has become notably worse. Make sure to include the extra day in port at Dpres waiting for the *Akeruus* when calculating the remaining supplies.

The Travellers are far more likely to obtain a bounty of supplies at a world with a superior starport. Caldos has a Class B and Janus a Class C starport. They should also be able to resupply at Tyr one jump later but by then morale may have taken a hit.

To determine the availability of supplies on the worlds of the Sindalian Main refer to the Supplies table, reprised from *Naval Adventure 1: Shakedown Cruise*.

### Supplies

Port Class	Supply Units Available	SU Per Day
A	2Dx10,000 (Average 70,000)	2Dx1,000
B	8Dx1,000 (Average 28,000)	8Dx100
C	2Dx1,000 (Average 7,000)	2Dx100
D	8Dx100 (Average 2,800)	8Dx10
E	2Dx100 (Average 700)	2Dx10

## DEFENDING THE FLORIAN ROUTE

One of their mission objectives is to defend the security of the Florian Trade Route. To complete this objective the task group must encounter and address a security problem of some sort. Janus is a more remote, less travelled and far less well-defended system than Caldos; piracy and *ihatei* activity abound in the Janus system. Whilst Caldos has also been subjected to piracy and raiding, its starport and higher population make it less of a haven for pirates, thereby reducing the chances of an incident.

Tyr or even Tkkt may offer a chance to tackle a security problem but there is little doubt that Janus presents the greatest opportunity.

## SHOWING THE FLAG

The Travellers are expected to stop at Tyr for a showing of the flag. They have also been instructed to avoid showing favour to Tyr over other systems of the Sindalian Main. Therefore it may be important to make their first stop a very public affair and show equal or perhaps more deference to this first system.

All systems on the Sindalian Main lack the power, facilities and prestige of Tyr and Acis. They are little guys who get overlooked and live in constant fear of the next raid, *ihatei* invasion or piracy incident. By showing the flag on a system other than Tyr or Acis, the Imperium demonstrates it is not playing favourites and that it cares not just about big, prestigious systems but also small, underdeveloped ones.



Showing the flag at Janus is truly picking a bona fide 'little guy'. The Janus system has only 9,000 permanent inhabitants. Word will get out that the Imperium is not just watching over the big systems but also the small and underpopulated ones that are ripe for development. The only problem is that word will travel slowly when propagated by only a few thousand people. Caldos, on the other hand, with its Class B starport and large population, presents an opportunity to show the flag on a second-class system that will really get the word out. An Imperial visit to Caldos will result in vastly greater word of mouth and hence a big boost in reputation for the Imperium.

## PRESERVING FUEL

The task group has an effective jump-4 but, when expedient, it is common practice for the Navy to preserve fuel for emergencies. Keeping an additional jump-1 in the tanks of the task group enables it to be nimble. Should a threat appear, the captain has the option of jumping an additional parsec or plotting a microjump in system.

When travelling in the Outrim Void it is good to expect the unexpected, and reserving fuel reflects the wisdom of an experienced naval officer. No Navy captain likes to run from a fight but the mission must take priority. A seasoned warship can always live to fight another day but a derailed mission can rarely be put back on track.

## ENCOUNTERS

Roll encounters in each system as described in the *Traveller Core Rulebook*.

## INTELLIGENCE EVENTS

Generate an Intelligence Event in all systems visited during the deployment, as described in the *Naval Campaign Sourcebook*. The effect of the Travellers' Investigate check determines the accuracy and completeness of any information obtained.

Intelligence Events may be abstracted or can be the source of an adventure. The Referee may decide that an Intelligence Event is just the beginning for the Travellers and that to obtain more accurate and meaningful information, they must dig deeper into the story and explore the systems they visit.





# JANUS

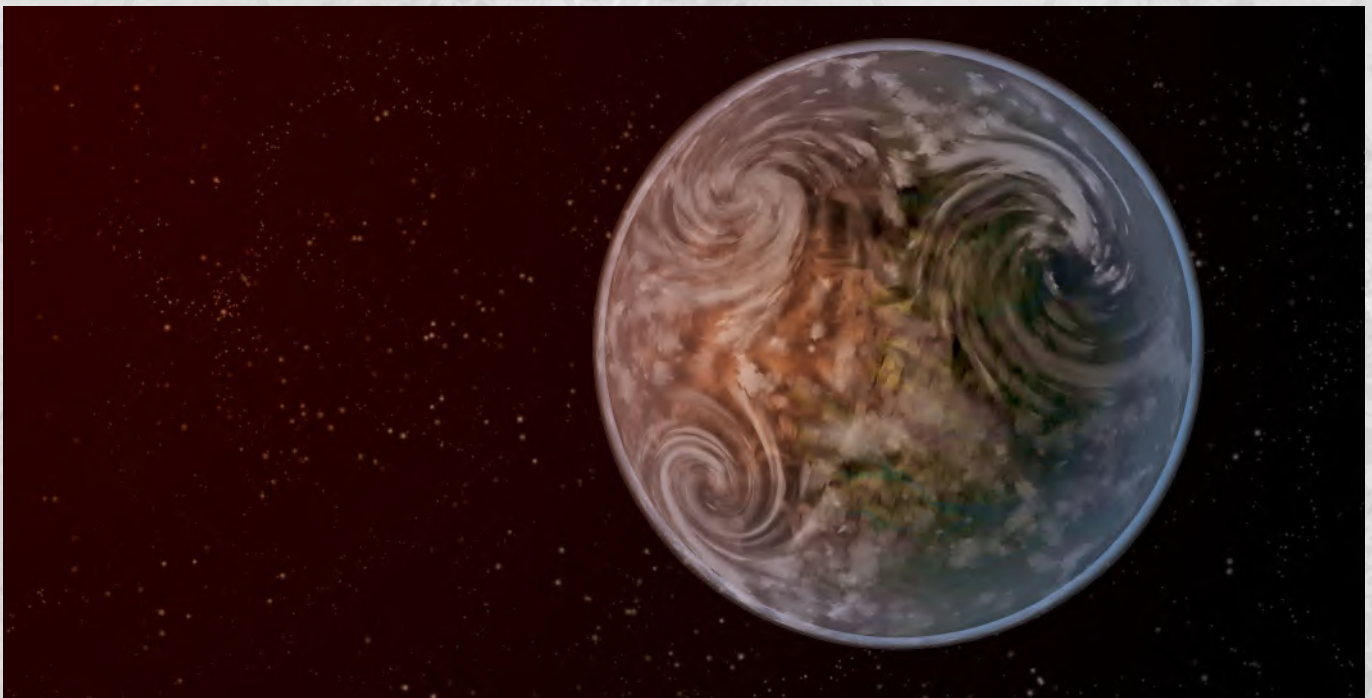
Janus is a twilight planet, tidally locked with one side facing its star and the other facing away. The Janus primary is a dim, smouldering red dwarf called Zeravica. The bright side of Janus is a craggy volcanic inferno whilst its dark side contains nearly all of the planet's water, most of which is frozen. The planet was named after the Roman god Janus whose distinctive feature was his two faces, one pointing in either direction. Pinched between the two 'faces' is a narrow habitable zone with reasonably cool temperatures. The atmosphere is tainted by carbon dioxide, sulphur dioxide and hydrogen sulphide emitted from the planet's volcanos. A standard filter mask makes the atmosphere breathable but will not block the sulphurous odour in the air. Most visitors opt for a bulkier apparatus that blocks the unpleasant smell.

The story of Janus is a long and sad tale. Settled during the Second Imperium by Terran colonists, Janus had a brief population boom after explorers reported the presence of naturally forming Zuchai crystals in the deep, volcanic caverns of the planet's bright side. Zuchai crystals are used in jump drives and extremely

valuable in their natural form. Unfortunately, the reports appear to have been false but by the time the truth was known hundreds of thousands of prospectors and their families had already settled the planet. Many stayed after discovering that Janus was rich in low-grade industrial metals and rare earth minerals.

As the Second Imperium gave way to the Sindalian Empire, the Janusians had formed a distinct cultural and ethnic identity. They were a hard-working people who became known for their assertiveness and intractability. Over a 1,000 years later the Tyrian Lordships became the reigning power of the region. The proud Janusians refused to relent to Tyrian authority and were dealt with harshly. Tyr reverted to the ways of old Sindal, bombarding cities and industrial centres without mercy; still Janus resisted. They finally broke when Tyr resorted to biological weapons that still taint some of the old ruins.

Whilst 9,000 people remain on Janus, few are ethnic Janusians. Most of the survivors of the Tyrian assaults fled to neighbouring systems, forming tight





ethnic communities and retaining cultural traditions developed over thousands of years through three interstellar empires. The fall of the Tyrian Lordships has precipitated an immigration movement of ethnic Janusians back to the world of their ancestors. This movement is known as the *Eisodus*.

Despite strong ethnic ties and shared history there have been problems with the *Eisodus*. Being exiled to worlds like Dpres, Solaria and Caldos for over a century has resulted in a cultural schism among the Janusians. As the Travellers' task group arrives in system they encounter an *Eisodus* flotilla in a holding pattern above Janus, seemingly prepared for the final descent to their ancestral home. A closer look reveals some of the spacecraft are firing upon one another.

A squabble among colonists might not appear to be worth the Navy's efforts. They have a deployment to Tkkt to attend to after all and cannot be expected to address every brushfire they encounter. However, there are some reasons for the Travellers to get involved that might not be readily apparent. The Travellers must look a little deeper into the situation to get a sense of what is happening.

Allow the Travellers to make an Investigate check. The following sections describe the current state of affairs. Generate an Intelligence Event and use the Effect to determine how much of the following information they obtain.

## A FAMILY AFFAIR

As far as the Janusian colonists are concerned, any internal conflicts they have are strictly their own business and outsiders should refrain from interfering. The Imperium might see it differently. In recent years an Imperial corporation called Trojan Hardware has established a distribution centre on the planet. The corporation has breathed life into the tiny and stagnant economy of the planet, offering hope that the world might revive its long-lost fortunes.

So far, conflicts among the colonists have been limited to a few small starship battles and skirmishes between competing militias on the ground. If the *Eisodus* continues to gain momentum and thousands more Janusians return to their homeworld, the conflicts might increase in intensity and threaten the planet's fragile economy. Depending on how bad things get it might also hinder the flow of commerce through the Florian Trade Route.

## TROJAN HARDWARE

Urged by the Imperium to establish a presence on the Sindalian Main, Trojan Hardware has built a large distribution facility on planet and hopes to add a manufacturing centre should the planet see population growth. The company makes industrial equipment and goods to meet the needs of large mining concerns and bootstrapping colonists alike. In addition, they provide a great deal of equipment to the Imperium's two nearby research stations on Gabriel and Dostoevsky.

Janus is a vulnerable system often victimised by pirates and raiders so the company employs a security force to protect their assets. The force is administered by Trojan Hardware staff and its personnel are accredited mercenary forces. Their primary mandate is to protect Trojan Hardware property against external threats. The recent deluge of colonists has them on edge and whilst the security forces mean well and are only doing their jobs, they have been rather terse with the colonists and done more to exacerbate the situation than ameliorate it.



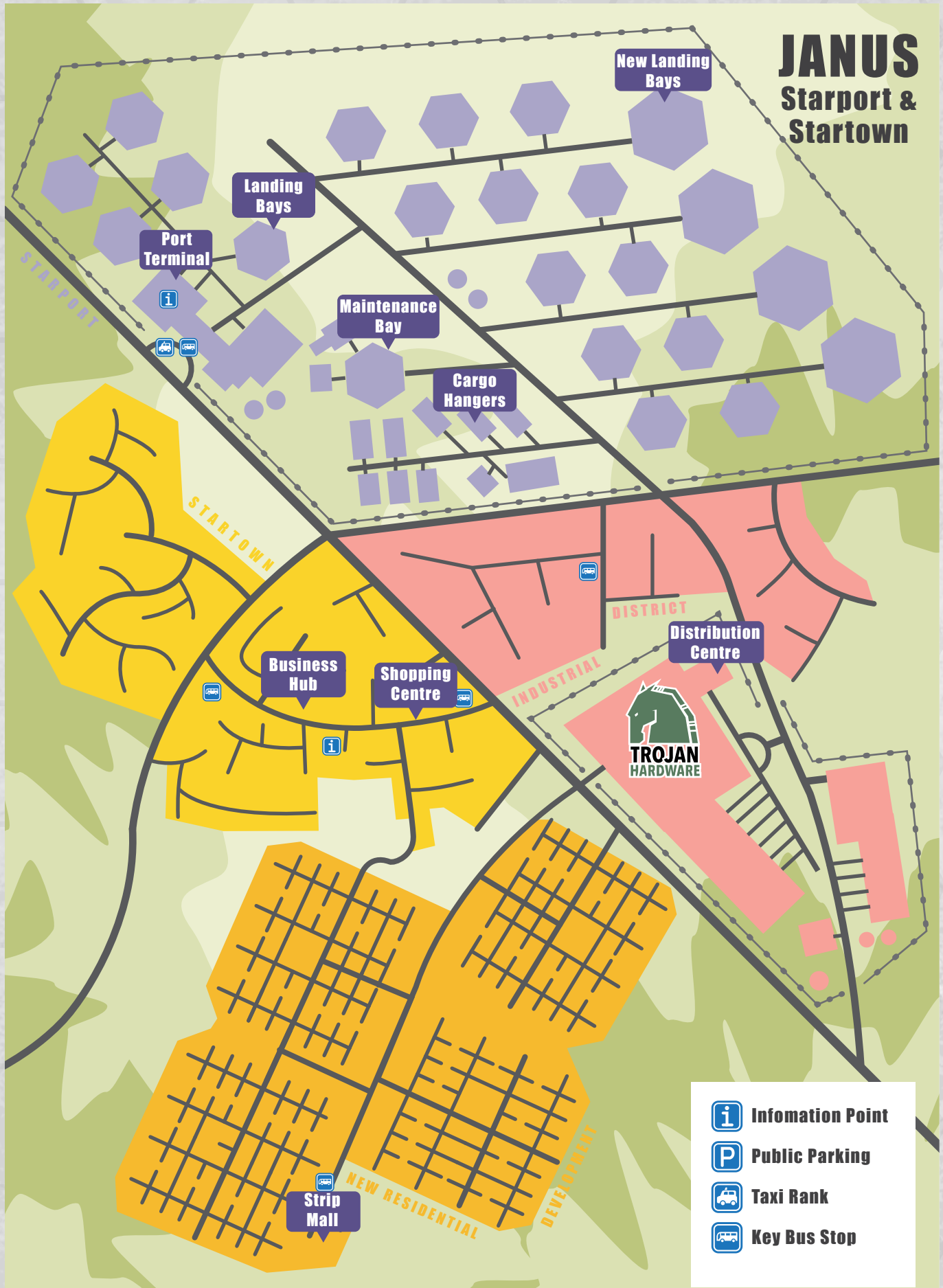
## JANUS DOWNPORT

Janus Downport is a small Class C facility that was mostly destroyed and then rebuilt by Tyr during the last century. Before Trojan Hardware came to Janus, the facility was falling into disrepair and risked slipping to a Class D. Upgrades to the starport by the corporation have reaffirmed it as a strong Class C and doubled the number of docking bays. Its startown has been built in anticipation of population growth expected from the corporation's presence on the planet. What they did not expect was a sudden influx of colonists with ancestral claims to arrive.



# JANUS

## Starport & Startown





## ARBITRATORS EXTRAORDINAIRE

Should the Travellers become involved on Janus they can serve as arbitrators between the arguing factions of the *Eisodus* colonists and Trojan Hardware security forces. Imperial warships can have an intimidating presence. The Travellers might be able to nudge the two sides to the bargaining table.

The first step is to impose a ceasefire between the colonist starships. Old grudges and vendettas die hard but ideally the Travellers can get them to stop shooting at each other, get out of orbit and down to the planet's surface where more productive talks can be held. If the Travellers approach the situation with caution and sensitivity, they have an excellent chance of restoring the peace.

This is an opportunity for an adventure. Janus, like most systems on the Sindalian Main, has its problems. The Travellers have the chance to restore order on this world and ensure it continues to function as an important link on the Florian Trade Route. Should Janus descend into chaos and violence, the flow of trade will surely be hindered.

Interceding between the colony ships in orbit should begin with tension but, if properly handled, the Travellers can talk the colonists down. As the task group approaches, the colonist ships are firing upon one another. Whilst this is a serious situation, one must remember that the colonists do not have warships. Most have beaten up old traders and a few subsidised merchants; about the best they can muster are a few beam lasers and a sandcaster or two. After establishing communications with the colonists, the Travellers should be able to negotiate a ceasefire. This may involve a teleconference between the task group and colonial factions or perhaps personal visits to their respective ships. The Referee should require an Electronics (comms) check (SOC, 1D hours), a Diplomat check (SOC, 1D hours) or a task chain involving both in order to negotiate a ceasefire.

At the downport an entirely different problem is developing. Tensions are rising between Trojan Hardware security forces and colonists laying claim to territory around the starport. Despite the fact that the downport is a public facility, Trojan Hardware has invested heavily in its renovation and become overly

territorial. The Travellers may once again serve as arbitrators and resolve any disputes. The colonists know Trojan Hardware is an Imperial corporation and will be suspicious of the Navy's motives but careful diplomacy will establish the Navy's neutrality. The Travellers may deploy marines to ensure security of the site but must be careful not to send the wrong message.

Trojan Hardware security forces are likely to assume the Imperial Navy is there to provide additional defence from the colonists. If this is what they do, the colonists quickly realise the Navy is not there to assist them and come to see the Imperial Navy as another oppressor, denying them the right to their ancestral lands. In addition, Trojan Hardware will see the Travellers as allies in the conflict and request they deploy marines to help keep the peace. However, if the Travellers present themselves as arbitrators and establish contact with leaders from the colonists, they have a better chance of reducing tensions and establishing peace. Either method is likely to work as far as securing the starport is concerned but leaving colonists out in the cold sets a precedent that might come back to haunt the Imperium over time.

Note that all Diplomat and Persuade checks are made at DM+1 if the Travellers recruited personnel from Dpres before departing on the deployment. The Referee may also employ their Dpresian liaison, Lieutenant Gall-Dalanna, to assist with the situation.

Mediation by the Travellers that results in amicable relationships between the various colonist groups and resolves the conflict at the downport contributes to the successful completion of the Travellers' third mission objective: maintaining the security of the Florian Trade Route.

## ANCILLARY BENEFITS

Another objective of their mission is to resupply the task group. If the Travellers successfully broker the peace at Janus Downport they can purchase stores there for Imperial credit. See Supply Availability on page 20.

If the Travellers managed to maintain neutrality between Trojan Hardware and the colonists, the latter offer to sell them surplus supplies as a gesture of gratitude. In this case, generate the amount of available supplies as normal for a Class C starport and multiply the result by 1.5.



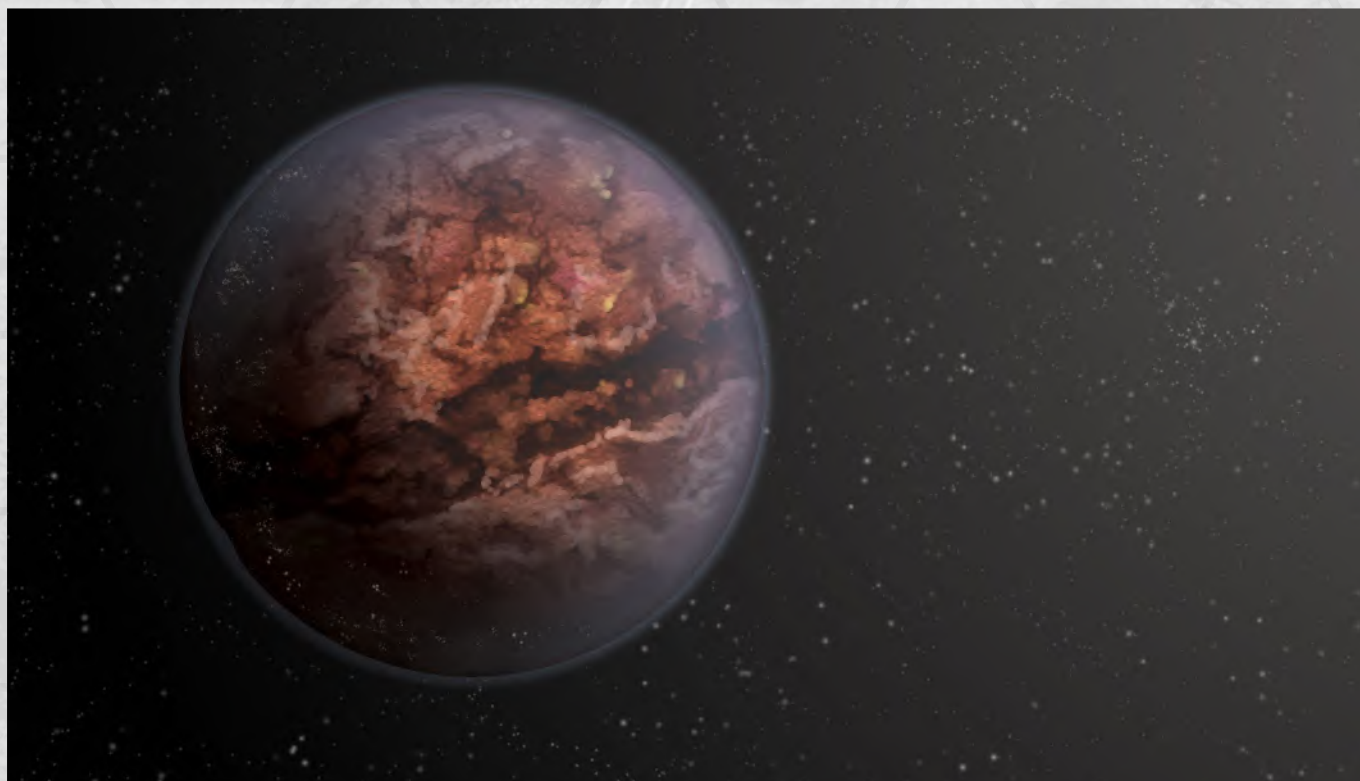
# CALDOS

Caldos is a harsh desert world where 800 million people struggle to eke out a day-to-day existence. Long ago, during the reign of the Sindalian Empire, Caldos was an oasis on the Sindalian Main, a technological wonder and home to billions of inhabitants who lived lives of luxury. All that remains of this once great civilisation are artefacts and remnants left buried in the sand. Like the Terran pyramids of Giza, tourists come to Caldos to see the massive hulk of a high-tech gas giant tender, the ruins of an automated equatorial agricultural zone that once fed the entire planet and the ambitious beginnings of a Dyson sphere in decaying orbit of the system's primary star.

The citizens of Caldos live atop the ruins of the once sprawling cities of the planet. The fall of the Sindalian Empire was tough on Caldos, which saw its population drop by the billions. Despite its decline, the Tyrian Lordships saw the massive Caldosian population as a threat and engineered propaganda to sow divisions

among the people. Those divisions fester to this day, giving Caldos its balkanised character.

Caldos Orbital is like a medieval market bazaar in space. It is loud, crowded and filled with activity. It is also a dangerous place, manufactured poorly and prone to accidents. Visitors keep their vacc suits on at all times lest they perish during a life support failure or decompression incident. The deteriorating facility would be avoided altogether if not for the fact that Caldos is a trade hub. More freight to and from the Florian League is transferred at Caldos than any other system of the Sindalian Main. The Tyrian Lordships kept the facility running on a shoestring. With the removal of Tyr from the equation, Caldos Orbital lacks the patronage to keep it fully functional. A great deal of commercial activity has descended to Caldos' many downports but visiting Travellers often find the disparate and byzantine rules and regulations confusing, so Caldos Orbital lives on in spite of the hazards.





## DOCKING AT CALDOS ORBITAL

The Travellers face a quandary at Caldos Orbital. They may attempt to dock but it is an exceedingly dangerous facility. Frequent visitors to the orbital have come to know which sectors are the most hazardous and fly from one airlock to another on the sprawling facility instead of using its semi-functional public transit systems. This creates a chaotic traffic situation with dozens of spacecraft hopping from one part of the orbital to another, lending it the appearance of a beehive. Docking any ship larger than 1,000 tons is virtually impossible but the Travellers can dock smaller vessels if they desire.

Caldos Starport Control does the best it can to manage the chaos but the Travellers are likely to experience a number of inconveniences and dangers. Docking at Caldos Orbital requires an Average (8+) Pilot check (2D minutes, DEX). The task difficulty rises to Difficult (10+) if the ship attempting to dock is more than 500 tons and Very Difficult (12+) if over 1,000 tons. A failed check results in the ship receiving 1D damage in a light collision. A failed check with an Effect of -4 or higher indicates a critical hit.

## SHOWING THE FLAG

The Travellers can show the flag with ease in the Caldos system – an Imperial Navy task group attracts a great deal of attention. Tongues will wag and rumours will fly the moment they come out of jump at the 100-diameter limit. Whilst the Imperial Navy makes an occasional appearance in the Sindalian Main, the arrival of an entire task group is a notable event.

Caldos' Class B starport makes an ideal location for supply replenishment. See Supply Availability on page 20 to determine the number of Supply Units (SU) available. Getting to those supplies is another story, given the traffic situation.

Traffic at Caldos Orbital is a melting pot of Imperial, Florian, Aslan and independent spacecraft. Independent ships tend not to stand on ceremony and seem to lack the good sense to keep their distance from an Imperial task group. Several ships in the 100- to 1,000-ton range approach to have a closer look. Many of them come into close range possibly compelling the Travellers to warn them off. How they do so is entirely up to them but good sense should tell them that any use of force is ill advised.

Depending on the amount of trouble they encounter docking and obtaining supplies, they might opt to land at one of Caldos' many downports. Most of the nation-states on the planet have their own downport and each has the ability to provide supplies in exchange for Imperial credit. Whilst each of the downports approaches Caldos' Class B rating in quality, treat each as Class C on the Supply Availability table. Replenishing supplies at the downports might require the Travellers visit multiple facilities to obtain what they need. It could become a hassle for them but each and every stop provides an opportunity for adventure and a chance to collect intelligence.

If the Travellers visit Caldos Orbital or any of the downports, give them the chance to use the Rumours table. Roll 2D with DM+2 if the Travellers access the downports, DM-1 if they only visit Caldos Orbital and an additional DM+1 if they recruited Dpresian naval personnel.

### Caldos Rumours

2D	Rumour
2	A Florian syndicate is setting up in the Caldorian nation-state of Bygtriz. Other nations are now trying to entice their own Florian organisations.
3	Caldos' global economy has stagnated and there is unrest between many of the nation-states.
4	Accidents at Caldos Orbital have been on the rise. TAS officials have threatened to reduce it to Class C.
5	Piracy has been on the rise in the Caldos system, just not at the mainworld itself. Most incidents have occurred at the system's gas giants.
6	Traders from the Hierate have been seen in increasing numbers since Acis established relations with Akhwokyal.
7	A research team from Dostoevsky recently took a charter to Ttkk aboard a subsidised merchant.
8	An uptick in Tyrian raiding activity has been noted. They have been striking out against all systems within two parsecs of Tyr over the past few months.
9	A freighter performing wilderness refuelling at Sagan's outermost gas giant detected a large number of ships in fleet formation.
10	Acis has been making peace overtures towards Tyr.
11	Space forces from the clans of the Hliyh Chain have begun to mass in the Hteakya system, presumably fearing some sort of incursion by the Glorious Empire.
12	A far trader out of Colony Six spotted a squadron of Glorious Empire warships making its way up the Rimward Spur at Lacidaeus.



## DEAD ENDERS

Caldos is in rapid decline. It is a humanitarian crisis, economic collapse and ecological nightmare all rolled into one. If the system does not get assistance soon the world may suffer its worst disaster since the fall of the Sindalian Empire.

Many years after the destruction of the Tyrian Lordships, the people of Caldos are still experiencing the aftermath of centuries of oppression. There is not much the Travellers can do about Caldos' ills but they can still help:

- Send a technical detachment to help with some of Caldos Orbital's worst problems.
- Address the piracy problem in Caldos system by patrolling the gas giants.
- Arrange a diplomatic mission to find out what Caldos' needs are and notify the Imperium.

There is no panacea for Caldos' problems but the Travellers can help put the system on the right track by addressing one or more of the above problems during

their stay. Any actions they take would go a long way to establish the Imperium's neutrality in the region and leave a positive impression on the locals.

The Referee may use the Detachment rules from the *Naval Campaign Sourcebook* to create and deploy teams to tackle Caldos' problems. The Travellers should create a plan of action for any issues they plan to address. Referees may abstract the resolution of these tasks or resolve them by conducting adventures. Fixing a collapsing starport, fighting pirates and engaging Caldos' myriad nations all have the potential to provide challenges for the Travellers.

A technical team sent to Caldos Orbital could encounter any number of harrowing mishaps. A detachment of escorts obtained at Dpres could be sent to deal with the piracy issue, giving the Travellers the chance to bond with the Dpresians and bring glory to the 203<sup>rd</sup> Colonial Fleet. A diplomatic mission to the planet provides a chance to see the plight the people suffer through every day. The Imperial Navy is at its core a war-fighting organisation but its ability to be a force for good knows no bounds.





# DETACHMENT TO DOSTOEVSKY

It was only a matter of time before Lieutenant Commander Gebrohda and the crew of the *Akeruus* caused more problems for the task group. Shortly after their arrival in either Janus or Caldos, Gebrohda contacts the captain or executive officer to inform them that he must depart for Dostoevsky to complete an important mission objective.

The details are confidential but he can share some information with members of the task group if the captain consents to provide a detachment for the mission. Gebrohda's crew has been exhausted by the long journey from Wonstar and he would like to bring some fresh bodies on board for a brief foray to Dostoevsky's Research Station Delta. He informs the Travellers that the *Akeruus* will rendezvous with the task group at Tyr after they achieve their objective on Dostoevsky.

## SELECTING THE CREW

The Travellers have the opportunity to form a detachment to assist Lt. Commander Gebrohda on a short side trip to Dostoevsky. They may opt to deny Gebrohda access to their personnel but the Lt. Commander is correct: his crew is exhausted and showing signs of suffering from chronic fatigue syndrome. The Travellers may attempt an Average (8+) Medic or Science (Psychology) check (2D minutes, EDU) to verify the condition.

If the Travellers do not provide a detachment, the *Akeruus* is likely to suffer a mishap of some sort. The task group is ultimately responsible for the *Akeruus* and will be required to send a rescue mission to retrieve the ship if it fails to meet them at Tyr. It is perhaps in their best interests to provide the ship with a few fresh crew members.

The detachment may optionally include one or more of the Travellers. Gebrohda and his Lieutenant, Avery Ando, will stay with the *Akeruus*. The Referee should have the Travellers specify the CEI of the crew members sent.

## DOSTOEVSKY

Dostoevsky is home to a vast undersea Ancients site, which prompted the development of an Imperial Research Station on the planet. Dostoevsky's eccentric orbit, two large moons and young F-type star have combined to create a roiling and stormy environment on the planet. The air is breathable with a filter mask and the planet reasonably warm but its constant and violent meteorological activity make it a challenge.

Client-state status was imposed on the system surreptitiously by the Imperium and without consent of Dostoevsky's disparate municipalities. The Imperial presence is an intrusive one, which has resulted in a grass-roots movement to be rid of it. Nevertheless, there are advantages to having Imperial sponsorship and the locals have not yet petitioned for independence.

The *Akeruus* has a brief mission to the planet to collect a team of scientists who specialise in xenosophontology.

## THE INCIDENT

Before Gebrohda has the opportunity to collect the science team on Dostoevsky, his cohort, Lieutenant Ando, attempts to assassinate him. Ando is a deep-cover agent from an organisation called the Ine Givar. Gebrohda has thwarted the Ine Givar's efforts during several operations in the Spinward Marches and Ando has been given instructions to wait until they reach Dostoevsky so he can collect intelligence on Research Station Delta.



If one or more of the Travellers attend the crew on its trip to Dostoevsky, the Referee may give them the chance to prevent the assassination. Otherwise, Ando successfully kills Gebrohda. Ando attempts to kill the rest of the crew as well with, results dependent on the CEI of the detachment.

Regardless of whether the assassination attempt is successful or not, the mission is marked as compromised by the *Akeruus'* Intellect program and a fail-safe protocol activated. After the *Akeruus* rejoins the task group, its Intellect program seeks out a high-ranking officer from the task group to resume the mission. This event is covered in the next chapter.

**Detachment CEI**

CEI	Skill Levels	Result
Low quality or below	1+0/1+0	Ando kills the entire crew, escapes and the <i>Akeruus</i> is abandoned at Dostoevsky.
Properly trained	2+1/1+1	Ando kills one additional crew member but is then killed or detained by the remaining crew. The <i>Akeruus</i> is delayed by an additional week.
Highly trained or above	3+1/1+1	Ando is killed after assassinating Gebrohda and the crew completes the mission objective without him. They arrive in Tyr a few days late.





# TYR ON FIRE

By the time the Travellers jump into the Tyr system they will have seen first-hand the destruction wrought by the Tyrian Lordships. Whether they chose Janus or Caldos it is obvious that the ravages committed by Tyr have left a lasting effect on the worlds of the region.

Whilst the Lordships were destroyed by forces from the Glorious Empire, Tyr remains a player in the region. Independent Tyrian raiders continue to attack shipping and raid the Sindalian Main, while the new government of Tyr claims to take no part in it but old habits die hard. There can be no doubt that this new wave of raiders has the tacit support of the Tyrian government.

Regardless of the truth, the rapacious past of the Tyrian Lordships is not the identity they wish to convey to their visitors from the Imperium. They had hoped to portray a new and progressive world, ready to make peace with its neighbours and join the interstellar community at last. However, circumstances have changed when the task group arrives. It quickly becomes apparent that the Tyrians may not have the opportunity to meet with the Imperial delegation at all.

## WAR ZONE

When the task group comes out of jump at Tyr, the sensors officer notes a great deal of traffic in the vicinity of Tyrian Orbital Prime (TOP). At 100 diameters the Travellers cannot determine what types of ships they are and initial attempts to establish contact with the starport fail. Something is terribly wrong.

After repeated attempts, the Travellers' comms officer finally manages to connect. At first all that can be heard is a lot of static and a great deal of panicked screaming. Perhaps recognising the Imperial protocols of the Traveller's incoming transmission, the lead comms officer at starport control responds with a desperate plea:

*This is Tyrian Orbital Prime! We are under attack by hostiles from the Glorious Empire. We request immediate assistance. The orbital is about to fall! Repeat: The Orbital is about to fall! Initiating evacuation protocols.*

Just as the comms officer is completing his statement, a gruff and imperious old man in a Tyrian space forces uniform interrupts and appears on the comms screen.

*This is Vice Admiral Ruglun Eo. I insist that you aid us at once! This station is about to fall to heathen aliens. Fire up your weapons and help us run them out of here. The very Dustbelt is at stake!*

The situation is obviously dire at TOP. Presumably the Travellers will have learned what they can about Tyr before coming to the system to engage in diplomacy. These are a few quick facts.

- TOP is one of many starports orbiting Tyr. The 'Prime' designation indicates the orbital is home to the system's main shipyard.
- Other Tyrian orbitals have shipbuilding facilities but only TOP can manufacture jump-capable spacecraft.
- TOP is well defended with dozens of missile batteries and particle accelerator bays. The Glorious Empire must have brought an impressive fighting force to have penetrated their defences.

As the Travellers get within long range of TOP they get a better sense of what is happening. Their sensors can get better images of the spacecraft involved in the conflict; and thermal and EM data gives them clarity.

## THE BATTLE

Tyr is indeed under assault by Glorious Empire forces. It is not immediately clear what the Aslan hope to gain by assaulting Tyr; what is known is that the Empire has had a presence in the region for decades since exiles from Acis hired them to destroy the Tyrian Lordships. The Empire has fought the Tyrians for many years and has a good sense of their strengths and weaknesses.

Following are the combatants on both sides of the battle. The Referee should at first give a general sense of the ships involved, followed by greater detail as the task group comes within range of the battle.



## Tyrian Defence Forces

- Two *Kæsia*-class destroyers (see page 41)
- Eight system defence boats – roughly equivalent to the Dragon-class SDB in *High Guard*. Reduce Thrust to 5 and substitute a Computer/15 with a reduced software package
- Four corsairs
- Six armed traders
- 18 light fighters
- TOP (see page 31)

## Glorious Empire Assault Forces

- 10 *Ekawisykua*-class escorts – Each escort carries three *Elar Kha'yaheh*-class fighters (see page 47) and one light fighter
- Four *Halaheike*-class pocket warships – Each carries 10 light fighters
- Five *Sakhai*-class assault carriers
- Four *Owatarl*-class tenders

The Glorious Empire has come to Tyr loaded for bear. Whilst most Tyrian spacecraft have the Thrust to outmanoeuvre Aslan ships, they are heavily outgunned.

It is by no means a foregone conclusion that the Glorious Empire will win the battle. TOP has significant defences including missile batteries, point defence lasers and bay weapons. Tyr also has dozens of CAPTOR mines that the Aslan have had to fight through to get to their prize. However, the Glorious Empire invasion force poses a serious threat to Tyr and may very well topple them.

## THE GLORIOUS EMPIRE DRIVES COREWARD

The Glorious Empire is facing an existential crisis. They have been losing territory to the Aslan Hierate at an alarming rate. If they continue to do so the Empire will cease to exist within a few decades. Faced with extinction, they have become akin to a cornered predator, making them dangerous and unpredictable.

Elite mercenary forces from the Empire have served in the Sindalian Main for decades, fighting on the side of Acis against Tyr. The Aslan struggled in the early battles but soon learned the measure of their foe, striking and destroying Tyrian raiders wherever they could find them. The final battles at Tyr diminished their system defence capabilities and precipitated the capitulation of the Tyrian Lordships but left starports and shipyards intact. The Empire appears to be back to finish the job.

Acis may have opened a Pandora's Box by employing the Aslan mercenaries. For many years the Aslan sublimated their desire for land with riches bestowed upon them for their military services. After the war against Tyr was won, the mercenaries maintained a presence in the region, fighting many brushfire wars and engaging in *ihatei* land grabs. The Empire has come to know the region well. They may now be using that knowledge to conquer it.

The Peace of Ftahalr has held Aslan expansionism at bay for over 700 years. However, the Tokouea'we clan





## Tyrian Orbital Prime (TOP)

Tyr maintains several orbital starports and space stations but its primary facility is TOP. During its heyday Tyr had little to fear from the other worlds of the Reach. Its shipbuilding ability and fleet of destroyers were enough of a deterrent that the Lordships did not need to invest in heavy defences. Now under attack by the Glorious Empire, its orbitals have proven extremely vulnerable.

TOP has been attacked in the past and many of its defensive turrets and systems have been destroyed. Some were replaced, notably two small missile bays that were completely destroyed during attacks by the Empire and replaced by a prototype medium fusion gun bay.

These are TOP's key features:

- 100,000 tons displacement
- Unarmoured
- Manoeuvre 0 for orbital corrections
- Power: 45,000 TL9 fusion Power Plant
- 80-ton command and control bridge
- Military-grade sensor system with improved signal processing
- 20 double turrets: beam lasers x 10, pulse lasers x 5 and sandcasters x5
- Four particle barbettes
- Prototype medium fusion gun bay
- Five Type I point-defence batteries
- Commercial, residential and manufacturing zones
- 20,000-ton shipyard capable of building jump-capable ships of up to 5,000 tons
- Fuel refinery with an output of 6,000 tons per day and fuel storage of 15,000 tons
- Internal docking for up to 8,000 tons of spacecraft
- External docking for a spacecraft of up to 40,000 tons

who founded the Glorious Empire were not signatories to that treaty. Boxed in by the Hierate, the Empire is now attempting to advance into the Sindalian Main. They have established secret bases in the outer system worlds of Delta Theta, Torrance and Lacidaeus, giving them a supply line to Tyr. The Empire hopes to take Tyr so they can repurpose its shipyards to produce Aslan starships.

The Tyr campaign is a dangerous gambit but the Empire has committed none of its remaining capital ships to the battle. Whilst the taking of Tyr could change the Empire's dwindling fortunes, it is a risky venture. They hope to achieve a heroic victory without sacrificing the remnants of their battle fleet. Obtaining the Class A starport at Tyr is seen as the first step of a much longer campaign to revive the fortunes of a dying empire.

## INTERVENTION

The Travellers are faced with yet another challenging situation. They may choose to become involved in the battle, presumably fighting on the side of Tyr to prevent the advance of the Glorious Empire. If they do so, they risk breaching the Imperium's strict neutrality in the region. Fighting alongside Tyr could sink the Imperium into a morass in which it has no desire to become involved. On the other hand, if the Glorious Empire is allowed to take Tyr, they might block the Florian Trade Route, causing Imperial corporations to lose untold billions of Credits.

The Travellers' choices may be limited by the type of ship they have. If their flagship is a destroyer they might be overwhelmed by the Aslan forces in battle. On the other hand, if they have a cruiser or other more powerful warship they might be able to easily turn the tide of battle.

In addition to weighing whether they should engage in hostilities with the Empire, there is the matter of the task group. The captains of the three scout vessels have no desire to become involved in a running space battle. Whilst their patrol tenders are armed, they are not warships. The Scouts view the mission's primary objective as getting to Tkkt to set up the interdiction. Anything that threatens that mission is something to be avoided as far as they are concerned. The naval escort ships will fight as ordered, although the Travellers should be concerned about how effective they can be, given the inexperience of their crews.



There are no easy answers but there are choices.

- Enter the battle on the side of Tyr, possibly turning the tide in their favour but also risking a breach of the Imperium's neutrality in the region.
- Refrain from becoming involved, thereby maintaining the Imperium's neutrality. However, should the Glorious Empire win they might block the Florian Trade Route.
- Refrain from participating in the battle but send one or more ships back to Dpres for reinforcements. The 203<sup>rd</sup> Colonial Fleet is ill-equipped for fighting major battles but it is possible that the Tyrian and Glorious Empire forces will exhaust each other. A squadron from Dpres might be able to come to Tyr, defeat the occupiers, and restore order.
- Bluff the Glorious Empire, threatening to fight on the side of Tyr and perhaps even promising to bring more Imperial squadrons into the fray.
- Attempt to establish a ceasefire. If they have a cruiser or other large warship, they have a better chance of intimidating the Aslan who will be reluctant to give up given how much they have riding on the success of this attack. They will not be intimidated by small gestures or bold declarations. The Travellers must prove to them that they cannot win.
- Let the Glorious Empire win and then negotiate an agreement to secure the flow of trade through the system. The Travellers might have a tough time justifying such a move to Admiralty but they may contend that it creates a useful complication for the Hierate.

Whatever the Travellers choose to do will cause complications for the Imperium, hinder their mission and more than likely result in a very terse and challenging debriefing on Realgar but this is exactly the sort of situation Imperial Navy officers are expected to handle. They cannot call home whenever they encounter unexpected problems but must tackle whatever challenges come their way with the tools they have at hand.

## PRESSING THE ATTACK

Should the Travellers assist Tyr they must be wary of their allies. If the Glorious Empire gets shellacked and attempts to retreat, the Tyrians will be out for blood. The Travellers might find themselves switching sides halfway through the battle to prevent a bloodbath or otherwise finding a way to throttle the Tyrians.

Bloodthirsty Vice Admiral Eo will quickly forget that it was the Travellers who pulled his fat out of the fire if he is not allowed to mop up the Glorious Empire forces that just attempted to overrun him and conquer his starport.

## MISSION OBJECTIVES AT TYR

Should the Travellers fail to prevent the Empire from taking TOP, they will be unable to complete their mission objectives at Tyr, thereby denying themselves the opportunity to earn much-needed MSI.

If they manage to thwart the Aslan, their mission objectives may be completed as normal. However, having come to the aid of Tyr, possibly even fighting alongside Tyrian warships, the Travellers will be in the awkward position of having to justify their actions to Admiralty down the road. The Tyrians will not hesitate to spread news of their allegiance with the Imperium complete with dramatic videos of the battle taken from the vantage points of TOP and their warships. The news will spread along the Sindalian Main like wildfire, creating a diplomatic and public relations disaster for the Imperium, but at least the flow of trade will continue unabated.

To make matters worse, resupplying at Tyr will be impossible unless the Travellers have a significant amount of slack in their schedule. It will take the Tyrians at least a month to restore a modicum of normality and they will need all the materials at their disposal to get the job done. Nevertheless, if the Travellers press for much-needed supplies, the Tyrians will do what they can. Determine the available supplies using the Supply Availability table on page 20 and grant the Travellers access to 25 percent of the available stores.

## HAIL TO THE VICTORS

Showing the flag takes on an entirely new meaning if the task group somehow saves Tyr from the assault. It becomes a victory parade in the capital city of Tyring with the Imperium cast in the rather awkward position of saviour.

The Travellers may complete one of their mission objectives by entertaining delegations from the Tyrian government and sending their own delegation to Tyr but depending on how they handled the situation they not be able to achieve complete success. Given the Imperium's stated desire to maintain neutrality the best thing the Travellers might do is brusquely acknowledge the Tyrian delegation and find a way to curtail the festivities.

The Referee may abstract or play out as many of the events on Tyr as desired. The battle might yield many results. The Travellers might have repair work to do on their ships or may assist the Tyrians with their own battered ships and starport.





In the aftermath of the battle at Tyr the Travellers might even momentarily forget that they have a wayward fleet courier to recover.

## MISSING IN ACTION

The Travellers may be occupied for days or weeks negotiating a peace, fighting a naval battle, repairing ships or, depending on how things play out, showing the flag to a grateful Tyrian government. They may temporarily forget that the *Akeruus* was due to rendezvous with them at Tyr.

Depending on the events described in Detachment to Dostoevsky, the *Akeruus* may or may not arrive at Tyr on its own. If a Traveller was sent to Dostoevsky as part of the detachment, the assassination attempt was witnessed first-hand. Depending on what transpired on Dostoevsky there may be a delay in the *Akeruus'* departure for Tyr. Should a rescue and recovery mission be required, the Travellers must determine who to send and on what ships. The Referee may abstract the event or run it as an adventure.

When the *Akeruus* is brought into the same star system as the task group, its Intellect program launches the fail-safe protocol and seeks out the highest-ranking officer in the system below the captain or executive officer. The program calmly instructs the officer to report to a secure location for briefing. Once they do so, the program begins its script. Adjust the text as necessary if the Travellers managed to save Gebrohda's life,

*Lt. Commander Gebrohda has been killed in action in service to the Imperium. His termination has left the mission incomplete. This fail-safe protocol is designed*

*to ensure that the mission will be completed. In order to do that, a new operative must take up the mantle of the mission.*

*Accepting this mission results in the advancement of the officer involved to Security Clearance Level 5 for the duration of the deployment. Mission parameters will be provided following acceptance of the assignment. Acceptance of the mission is irreversible. Refusal to obey the orders of this mission will result in the assignment of a court martial, likely dishonourable discharge and possible incarceration. Do you accept?*

The prompt awaits the officer's response. There is no going back after accepting the mission and the fail-safe program does not give mission details without receiving an acceptance first. The officer may have actually heard about situations like this but will know that acceptance and completion of a secure mission is often a big boon to one's career. The only catch is that once you accept, you must perform the mission with due diligence or risk facing a court martial.

If the officer does not accept, the fail-safe program contacts the next officer on its list, making the same offer and proceeding down the line stopping only after all viable officers have been solicited. Missions of this sort are considered to be highly important to the Imperium. Should no one accept, the entire staff will be held accountable during the debriefing and consequences are likely to be dire.

Once one of the officers accepts the mission, he is presented with the objectives described in Mission within the Mission on page 10.



# INTERDICTION

After the events that transpired on Tyr, the Travellers might almost be relieved to get to Tktk to begin work on the interdiction. The task group crews have been through a lot just getting to the planet and the thought of engaging in hard but predictable work might be appealing.

Before they get started it might be wise to award a day or two of liberty to as much of the crew as possible before beginning the hard work of securing Tktk. Given the surprises the task group has dealt with so far, their vigilant captain might be afraid of being caught unawares by some new crisis but a fatigued crew is an ineffective one. If the captain does not grant liberty for at least a few days, members of the officer corps should appeal for some degree of leniency.

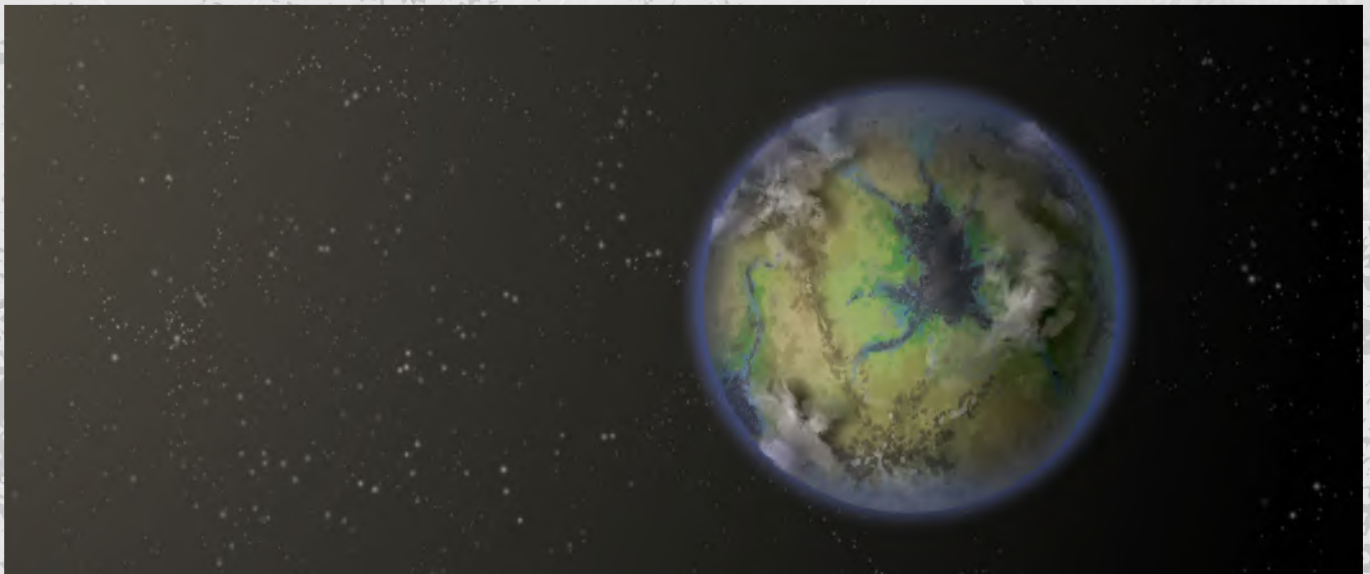
If liberty is granted, members of the crew find that Tktk is a far cry from the decadent and luxurious world of Dpres. Tktk is a backwater world in a remote and destitute region of space and offers little of the accoutrements one might find on a more civilised world. Nevertheless, the planet is not without its charms and locals at the rather spartan downport are a friendly people. They are not accustomed to large inundations of Imperial military personnel but advance teams from the Scouts have done the best they can to prepare them for the events that follow.

## TKTK

Tktk is a dry world whose five million inhabitants consist of approximately three million humans and two million tktk. The human and tktk population live mostly apart but do coexist in a few places. Tktk's human population live in several small and disparate city-states, most of which rarely interact or cooperate with one another. Many are located in the remote outback of the planet and serve as hubs for rural farming communities. Tktk's city-states send elected representatives to a planetary council that ostensibly governs the world but in fact rarely exerts its will over the populace. The city-states are highly self-sufficient and see little point in bowing to any authority other than their own.

Tktk has been victimised by raiders in the past and most population centres are now defended by missile batteries equipped with conventional and nuclear missiles. Tktk's communities are powered by a combination of nuclear and solar power with the latter amply charged by the system's binary stellar pair.

The Travellers are advised not to wander far from Tktk's primary downport. Whilst there are other downports in many of the planet's other city-states, most are rudimentary and their populations are in some cases xenophobic.

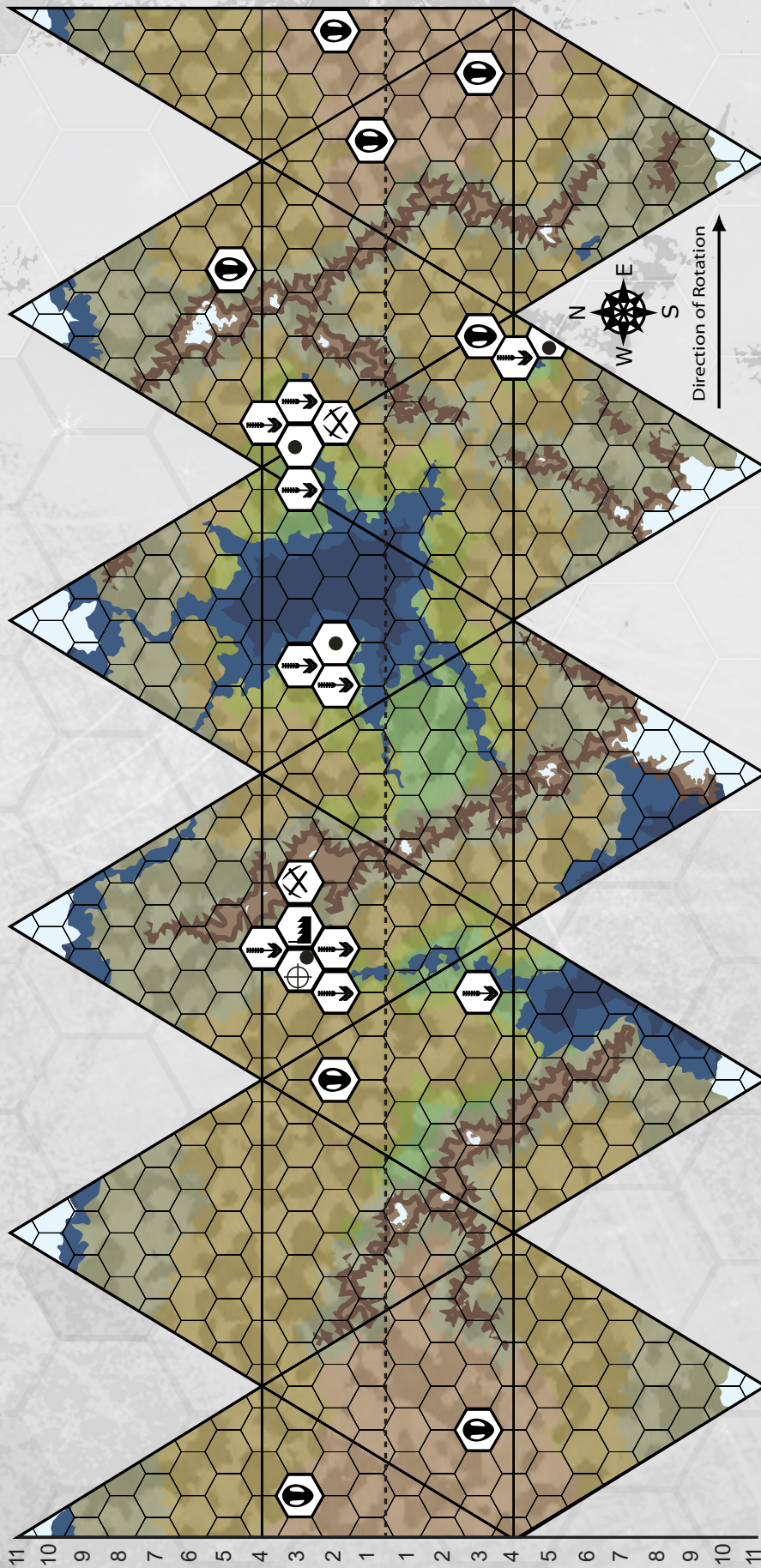




# Tktk

NAME:

UWP: D542640-6



- City
- Starport
- Mining
- Farming
- Industry
- Tktk Community

Hex Scale  
**718k**

World Gravity  
**0.45G**

Mean Equatorial Temp  
**30°C**



The Travellers make planetfall at Ttkk's primary downport, which sits atop a natural aquifer and is surrounded by several farming communities. The seat of government is present in the startown but given the independent nature of the city-states, the members of this largely ineffective body spend more time tending to their land holdings than governing.

The Scout Service already has a small presence on the planet. Their primary focus has been to conduct planetary surveys, study the tktks and lately to prepare the planet for the coming interdiction force. Ttkk's culture of self-sufficiency has made the prospect of interdicting the planet fairly easy. Few living in the outback might even notice the difference once the planet is effectively cordoned off. Nevertheless, the Imperium has granted Ttkk some modest aid in order to help prevent any misgivings that arise.

The tktks live predominantly in the outback, far from human habitation. Tktks are a nomadic species who mostly inhabit regions deep in the planet's deserts and mountain ranges with limited access to water. Research teams from Dostoevsky and Gabriel have begun to study the migratory patterns of the tktks in an effort to determine how they survive in the planet's parched wastelands; one theory is that they have some sort of low-level psionic ability that enables them to find water in oases and aquifers far from the planet's seas.

Ttkk populations that live adjacent to human habitations seem to exist in harmony with their human counterparts. Some tktks have been known to participate in human agricultural activities, helping with light farm work in return for access to food, trinkets and other goods. Some among the research and Scout teams have expressed concern that this amounts to labour exploitation but none have officially protested the practice for fear of offending the locals.

## INTERDICTION OPERATIONS

Upon arrival at Ttkk and procession from the 100-diameter limit to the planet's surface, the Navy must formally turn over sole command of the mission to the joint-command structure put in place on Dpres. What this means is that the naval commander of the mission retains command over the naval vessels but the Scouts now have independent operation of their own vessels and may proceed to the planet's

surface. In addition, all activities associated with the interdiction operation are now shared.

Cooperation is expected between the two organisations. Despite differences in structure and culture, incidents during joint operations between the Navy and Scouts have been rare, historically speaking. The one possible point of contention on this mission is the Travellers' secret mission objective if they consented to perform it.

## ASSISTING THE SCOUTS

The Referee may use the Detachment rules as described in the *Naval Campaign Sourcebook* for any tasks associated with helping the Scouts. The Navy has arguably a heavier load than the Scouts when it comes to establishing the orbital cordon but should have ample time to assist the Scouts on-planet after the orbital work is complete.

The leader of the Scouts' advance team is a woman by the name of Marya Steeves who prefers to be called Steevie. Steevie is a gregarious woman and welcomes both Scout and Naval personnel to Ttkk. She is eager to get started on the interdiction operation and does whatever she can to help get things started.

Having the Travellers assist with operations on the ground provides the Referee with an opportunity to insert an adventure into the interdiction operation. The Scouts may invite the Travellers to accompany them on journeys into the outback to find reclusive ttkk groups, engage with local human populations and set up remote Scout bases in the deep wilderness.

Over time the Scouts hope to conduct a reasonably accurate census of the ttkk population. Whilst completion of that task is not a priority at the moment, the Scouts will use any downtime they have from the construction of orbital and ground bases to begin their survey and contact work. They will proudly invite members of the Navy to accompany them so they can impart the importance of the interdiction.

Meeting the tktks should be an exciting aspect of the adventure. After a difficult deployment, the Travellers finally have the opportunity to see the fruits of their labours. The Scouts might bring the Travellers along to meet a ttkk grouping that is accustomed to human contact or might take them deep into the outback to make contact with a group who have never met a human before.



# TKTK

ANIMAL	HITS	SPEED
Ttkk	8	9m
SKILLS	Athletics (dexterity) 2, Melee 0, Recon 1, Stealth 1, Survival 2	
ATTACKS	Claws (2D)	
TRAITS	—	
BEHAVIOUR	Carnivore, Hunter	

Tktk's are believed to be a Chirper subspecies with some notable differences. Chirpers and Droyne are almost universally grey in colour but tktk coloration varies from dun to brown, presumably an adaptation to the planet's bright F-type primary star. Tktk's thin tainted atmosphere permits a high level of stellar radiation to reach its surface, necessitating the darker and a more resilient pigmentation. Tktk's have larger lungs than Chirpers, a broader chest cavity and more extensive array of blood vessels, enabling them to extract oxygen from the planet's thin atmosphere.

Droyne and Chirpers are believed to have originated from a mid-sized world with a dense atmosphere that enabled evolution of the large avian species. Having lived for millennia in a thin atmosphere, the tktk's wings have deteriorated into diaphanous structures that expose the black and bony wing fingers underneath.

Tktk's are approximately the same size as Chirpers, massing about 25kg, although somewhat taller and slenderer. They are intelligent and possess language skills superior to those of most Chirpers; tktk's are avid conversationalists and storytellers who spend a great deal of time chattering amongst one another. They are nomadic carnivores with the ability to craft and use primitive tools at approximately TL1.

Whilst tktk's have adaptations that enable them to comfortably exist on Tktk, it is unlikely that they originated on the planet. It is uncertain whether tktk's evolved into their current form over hundreds of thousands of years on the planet or if they were genetically engineered by the Ancients for greater survivability.





## Interdiction Tasks and Operations Checklist

Following is the joint-command checklist:

- Perform preliminary orbital survey of Tktk.
- Establish a patrol schedule for the naval elements of the task group.
- Deploy orbital security system including sensor satellites, warning beacons and CAPTOR mines.
- Deploy orbital base components and begin preliminary construction.
- Deliver supplies and construction materials to the advance Scout team. Assist with construction.
- Perform preliminary surveys of vulnerable sophont population.
- Prepare report for Admiralty on the status of the interdiction mission.

Naval forces have additional responsibilities that cut in immediately after setting up a patrol schedule and deploying the interdiction satellites:

- Resupply the naval elements of the task group.
- Perform complete system survey and investigate any irregularities or anomalies detected.
- Disband the task group after the interdiction cruiser and its escorts arrive from Nekrino. Elements of the 203<sup>rd</sup> Colonial Fleet are to return to Dpres whilst the Travellers' ship continues to Realgar for debriefing.

## SECURING THE SYSTEM

After the satellite system has been deployed and the task group resupplied, the Navy should perform a system survey to ensure its security. The Referee may conduct this portion of the mission with as much abstraction or detail as desired, rolling encounters as normal at any of the gas giants or other worlds in the system. There are rumours of *ihatei* encampments and secret pirate bases on Tktk itself and other planetary bodies in the system. The task group elements from the 203<sup>rd</sup> Colonial Fleet are eager for action and the opportunity to prove themselves. However, the Referee should keep in mind that the 203<sup>rd</sup> Colonial elements are green and only marginally trained. They may need the assistance of the Travellers should they run into trouble and that is an opportunity for adventure.

## THE RESEARCH TEAM

The xenosophontologists from Dostoevsky are brought along as adjuncts to any tktk contact missions. They may also be conducting surveys and contact missions of their own but the Scouts will want to send along an advisor with any research groups.

The researchers speak the tktk language – at least as best a human can – and engage in communication as often as possible. The intention of their research is to determine if there is a link between their storytelling skills and some latent psionic ability to recall stories told by their ancestors.

Steevie and the members of the advance team are immediately sceptical of this line of research and engage in spirited debate about its validity. The Travellers may get involved in these debates. If one of the officers accepted the secret mission, it is his job to ensure the research team's findings are publicised and validated. This might very well cause conflicts with Steevie and the other Scouts.

The initial studies by the research team seem to validate their theories. The Dostoevskyans are hopeful that they may one day be able to decipher the minute details of the tktks' stories. More than anything, they hope to discover the whereabouts of purported rogue planets and 'burned out eyes of night' mentioned in the tktk narratives.

## THE INTERDICTION CRUISER

The interdiction cruiser arrives right on schedule to relieve the Travellers of duty. If the Travellers have completed all of their mission objectives, the arrival should be greeted with a hearty welcome. Should the Travellers have run into difficulties, the arrival might be cause for concern. The Travellers have their mission objectives to think of and if they have not yet completed the job or run into problems, the arrival of the interdiction cruiser reduces the effectiveness of their mission and hence their MSI.

The cruiser is attended by several destroyer escorts and close escorts. An official exchange of command should take place. Once this is accomplished it is time for the Travellers to bid Tktk farewell and proceed to Realgar for their mission debriefing.



# CRUISE TO REALGAR

The Travellers return to Realgar alone without the benefit of an escort. The Referee should roll encounters as normal and allow the Travellers to resupply at any of the worlds they visit en route.

Whilst this adventure does not provide additional colour for this portion of the story, enterprising Referees may optionally use this opportunity to generate a few more adventures for them on the way there. After all, they are still in the wilds of the Outrim Void where anything can happen.

The cruise to Realgar requires three jumps. The cruise may continue along the Sindalian Main where they could encounter Oghman raiders, drop by Salif whose pop star dictator Tiznee Zazzle will host and entertain them, or perhaps to Vume whose strange, modular habitat may beckon them for a visit.

Eventually they will make it back to the safe confines of Realgar Naval Base where they will be debriefed and asked Three Tough Questions as specified in the *Naval Campaign Sourcebook*. Despite the unexpected challenges they faced during the deployment to Tktk, the Navy can be a harsh and indifferent judge. If the Travellers failed to carry out their orders to the letter, their superiors will want to know why. They will also want to be assured that the Travellers successfully represented the interests of the Imperial Navy over the course of the mission.

Some possible questions include the following:

- Did you act as a fair and impartial arbiter between the colonists and the corporation?
- Did you maintain the Imperium's neutrality whilst helping the locals?
- By fighting alongside a neutral polity have you comprised the Imperium's neutrality?
- By refusing to engage in hostilities did you leave the Florian Trade Route in worse condition than you found it?
- Did you effectively lead and mentor task group elements from the 203<sup>rd</sup> Colonial Fleet?
- Did you get along well with the Scouts?

The Referee should act as a tough and impartial judge of the Travellers' actions during the deployment. MSI should be hard to come by. However, if the Travellers were brave, disciplined and focused on achieving as many objectives as possible, with the honour of the Imperial Navy and the Imperium in mind, they should be rewarded for completing their mission successfully.

## THE SECRET MISSION

If the Travellers accepted the secret mission from the *Akeruus*' fail-safe program, they may earn additional MSI from completing Lt. Commander Gebrohda's objectives. These MSI points may serve to enhance the Travellers' performance where marginally successful or incomplete objectives left gaps. In addition, successful completion of a high-security objective might gain them favour with the INI and put them on the radar for more such missions. Whilst their security clearances revert to normal after the mission, additional missions of this nature might put them on track to acquire permanent high-level clearances and enhance their careers in ways that may not have occurred to them.

## THE OUTRIM VOID

Completing a mission in the Outrim Void is no easy feat. Operating within Imperial borders has advantages that cannot be overlooked. Without the benefit of the x-boat system and easy access to Imperial Naval Bases, a naval officer must make tough decisions, often with no one to back him up. Successful completion of this mission gives Admiralty the confidence that the Travellers have what it takes to operate in this challenging environment and may very well call upon them to do so again.



# ALLIES AND OPPOSITION

## LIEUTENANT VOURZHA GALL-DALANNA

SPECIES		GENDER		AGE
Human		Female		–
STR	5	INT	9	SKILLS
DEX	7	EDU	10	
END	8	SOC	9	
				Admin 1, Advocate 1, Astrogation 1, Electronics (comms) 1, Gun Combat 0, Melee (blade) 1, Leadership 1, Science (history) 1, Tactics 0, Vacc Suit 0
EQUIPMENT				Shipboard Working Dress (+1), Naval Snub Pistol (3D-3), Cutlass



Lieutenant Gall-Dalanna is a liaison officer of the 203<sup>rd</sup> Colonial Fleet assigned to the Travellers' flagship. The lieutenant may serve as the go-between for the Travellers and crews of the escort vessels. She is sharp, attentive to detail and very much wants to win the approval of the Travellers' officer corps. If she has a fault it would be that she tends to agree with everyone even if their views vastly differ from one another.

## LT. COMMANDER GIL GEBROHDA

SPECIES		GENDER		AGE
Human		Male		–
STR	8	INT	10	SKILLS
DEX	10	EDU	8	
END	7	SOC	10	
				Athletics (endurance) 1, Admin 0, Astrogation 0, Flyer (grav) 1, Gun Combat (slug) 2, Investigate 2, Leader 1, Melee (blade) 2, Tactics 0, Vacc Suit 0
EQUIPMENT				Shipboard Working Dress (+1), Naval Snub Pistol (3D-3), Cutlass



Lt. Commander Gebrohda is the daring and impetuous intelligence officer who bursts onto the scene at Dpres aboard the *Akeruus*. Gebrohda is ambitious and bold if somewhat insubordinate. He wears his high-level security clearance like a badge of honour and has a tendency to begin stories that end with the statement: 'I'm afraid that's all I can say. The rest is above your pay grade.'



## LIEUTENANT AVERY ANDO

SPECIES			GENDER		AGE
Human			Male		—
STR	10	INT	8	SKILLS	
DEX	9	EDU	7	Athletics (dexterity) 1, Deception 2,	
END	6	SOC	6	Gun Combat (slug) 2, Melee (blade) 2, Recon 0, Stealth 1, Streetwise 1, Vacc Suit 0	
EQUIPMENT			Shipboard Security Armour (+4), Naval Model Gauss Pistol (3D), Static Blade (3D+2)		



For most of the deployment, Ando serves as Gebrohda's right-hand man and dutifully handles all of Gebrohda's security work. Once on Dostoevsky, Ando reveals himself to be a spy and assassin of the Ine Givar and attempts to kill his boss.

## VICE ADMIRAL RUGLUN EO

SPECIES			GENDER		AGE	
Human			Male		—	
STR	4	INT	11	SKILLS		
DEX	6	EDU	10	Astrogation 2, Diplomat 2, Gunner (turret) 2, Leader 2, Persuade 2, Pilot (spacecraft) 2, Tactics (naval) 3, Vacc Suit 0		
END	6	SOC	12			



One does not rise in the ranks of the Tyrian space forces without a vile and bloody track record. Admiral Eo has capped off a long and illustrious career of raiding and piracy by becoming commandant of Tyrian Orbital Prime. Eo seethes with hatred for the Glorious Empire whose mercenaries have slowly and methodically dismantled what Tyr has so painstakingly built.

## SCOUT LEADER MARYA 'STEEVIE' STEEVES

SPECIES			GENDER		AGE
Human			Female		—
STR	9	INT	11	SKILLS	
DEX	6	EDU	10		
END	9	SOC	8		
Astrogation 0, Athletics 0, Drive 0, Jack-of-all-Trades 1, Navigation 1, Pilot (spacecraft) 1, Recon 2, Science (planetology) 2, Science (xenobiology) 3, Survival 2, Vacc Suit 0					
EQUIPMENT				Autopistol (3D-3)	



Steevie has served in the Scouts for over 30 years, operating exclusively in the Outrim Void. She has been on Tktk for the last two, preparing for the interdiction operation she hoped would eventually take place. Steevie is fast becoming an expert on the tktks and will be quick to debunk any ridiculous myths or pseudoscience that develops about the species and their culture.

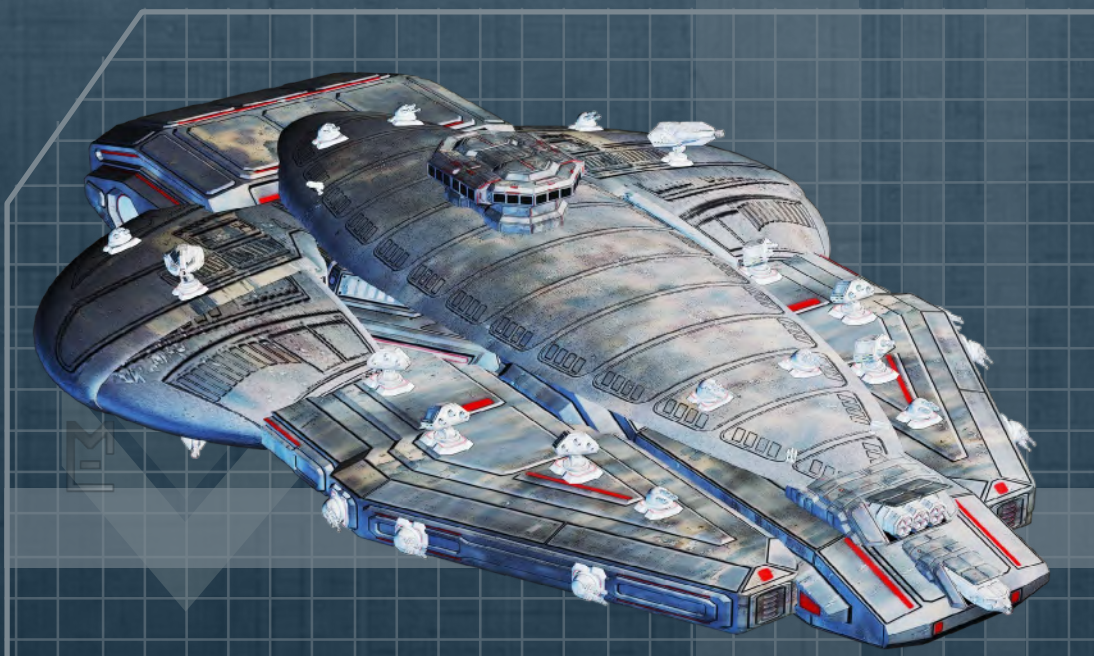


# ORBITAL BOMBARDMENT DESTROYER [KÆSIA-CLASS]

TL11		TONS	COST (MCr)
<b>Hull</b>	3,000 tons, Streamlined	—	150
	Reinforced	—	75
<b>Armour</b>	Crystaliron, Armour: 4	150	45
<b>M-Drive</b>	Thrust 5	150	300
<b>J-Drive</b>	Jump 2	155	232.5
<b>Power Plant</b>	Fusion (TL8), Power 2,400	240	120
<b>Fuel Tanks</b>	J-2, 8 weeks of operation	1,248	—
<b>Bridge</b>		60	15
<b>Computer</b>	Core/50 fib	—	90
<b>Sensors</b>	Military	2	4.1
<b>Weapons</b>	Triple Turrets (beam lasers) x10	10	25
	Triple Turrets (missile racks) x6	6	19.5
	Triple Turrets (sandcasters) x4	4	7
	Particle Barbettes x4	20	32
	Small Mass Driver Bay	50	44
	Small Missile Bay	50	12
	Point Defence Battery Type I x4	80	20
<b>Ammunition</b>	Missile storage (612 missiles)	51	—
	Sandcaster barrel storage (240 barrels)	12	—
<b>Craft</b>	Docking Space (40 tons) x2	88	22
	Pinnacle x2	—	17.464
<b>Systems</b>	Fuel Processor (600 tons/day)	30	1.5
	Fuel Scoops	—	1
	Repair Drones	30	6
	Armoury	1	0.25
	Briefing Room	4	0.5
	Medical Bay	4	2
	Workshop	6	0.9
<b>Accommodations</b>	Standard x78	312	39
	High x8	48	6.4
	Brig	4	0.25
<b>Software</b>	Auto Repair/1	—	5
	Electronic Warfare/1	—	15
	Evade/1	—	1
	Fire Control/2	—	0.4
	Jump Control/1	—	0.1
	Manoeuvre/0	—	—
	Library	—	—
	Point Defence/1	—	8
<b>Common Areas</b>		76	7.6
<b>Cargo</b>		119	—

**TOTAL: MCr 1,321.93**





1,320

HULL POINTS

## CREW

CAPTAIN, PILOTS X 5, ASTROGATOR, ENGINEERS  
X 15, MAINTENANCE X 3, GUNNERS X 52,  
PURSER, ADMINISTRATORS X 3, OFFICERS X 7

## RUNNING COSTS

### MAINTENANCE COST

Cr1,104,555/month

.....

### PURCHASE COST

MCr1,321.93

## POWER REQUIREMENTS

1,500

MANOEUVRE  
DRIVE

600

BASIC SHIP  
SYSTEMS

600

JUMP DRIVE

2

SENSORS

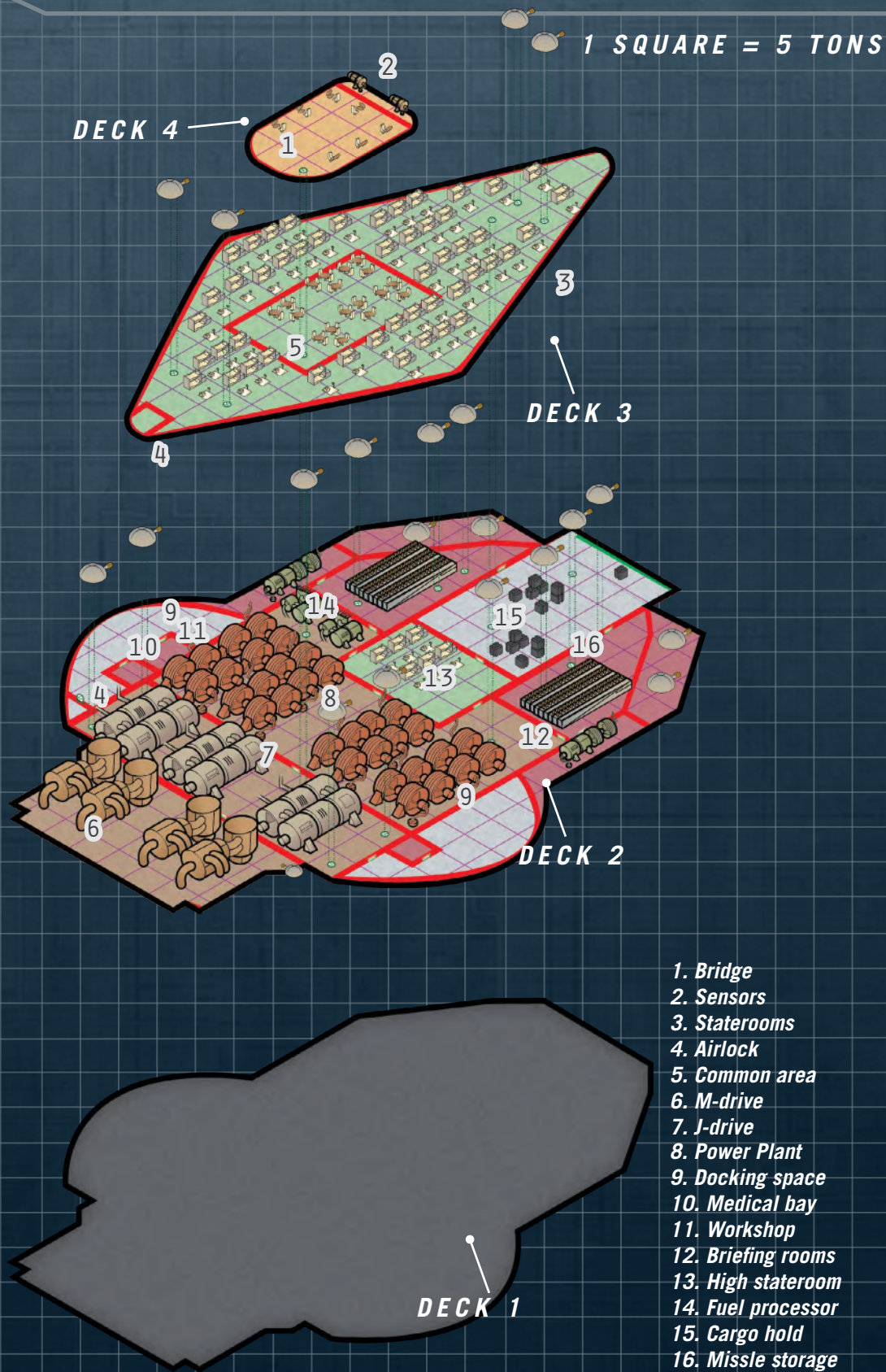
257

WEAPONS

At the height of their power the Tyrian Lordships terrorised the people of the Dustbelt like the Sindalian Emperors of old, with the threat of devastating orbital bombardment. As if the incessant raiding by smaller corsairs and frigates were not enough, the Lordships used their ill-gotten wealth to construct a squadron of destroyers. Only three remain in service today, each in varying states of decline and disrepair. They are still functional, although poorly suited to the task of fending off Aslan invaders.

For most of their history, Kæsia were deployed alone or in pairs and rarely faced much in the way of opposition. Now they face frequent engagements with the Glorious Empire and conflicts with upstart systems like Acis, Kæsia are usually deployed with escort craft or a squadron of fighters.







# ELAR KHA'YAHEH-CLASS MULTI-PURPOSE FIGHTER

TL12		TONS	COST (MCR)
Hull	35 tons, Streamlined, Radiation Shielding	—	2.975
Armour	Crystaliron, Armour: 4	1.75	0.42
M-Drive	Thrust 6 (budget, energy inefficient)	2.1	3.15
Reaction Drive	Thrust 2	1.4	0.28
Power Plant	Fusion (TL12), Power 54	3.6	3.6
Fuel Tanks	4 weeks of operation, 2 hours for reaction drive	4.5	—
Bridge		3	0.5
Computer	Computer/10	—	0.16
Sensors	Military	2	4.1
Weapons	Particle Barbette	5	8
	Small Weapon Mounts x4	1	0.004
Systems	Aerofins	2	0.05
Accommodations	Barracks x4	8	0.4
Software	Manoeuvre/0	—	—
	Jump Control/1	—	0.1
	Library	—	—
	Fire Control/2	—	0.4
Cargo		0.065	—
TOTAL: MCR 24.139			

## CREW

PILOT, GUNNER, SENSOR OPERATOR/ENGINEER

## RUNNING COSTS

MAINTENANCE COST:  
Cr2,012/month

PURCHASE COST:  
MCR24.139

## POWER REQUIREMENTS

28

MANOEUVRE  
DRIVE

7

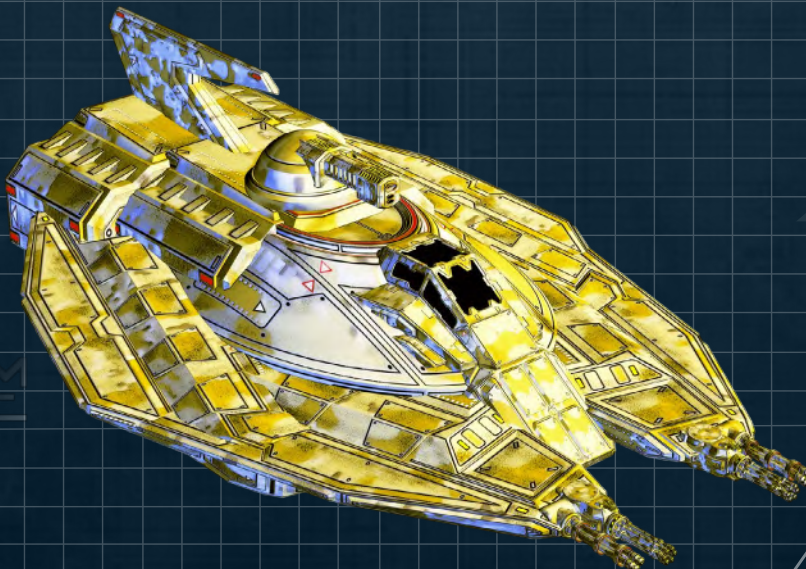
BASIC SHIP  
SYSTEMS

4

SENSORS

8

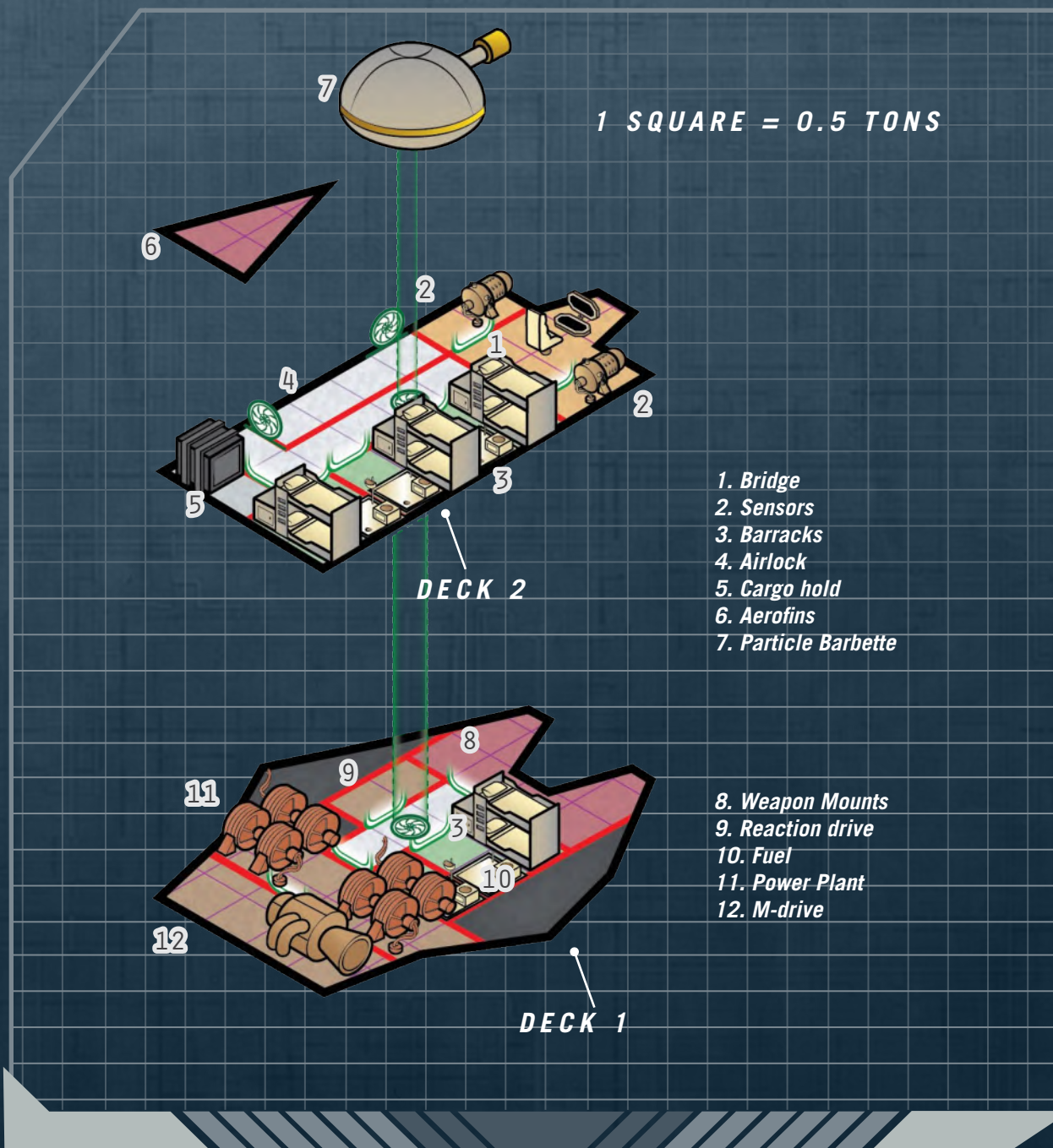
WEAPONS



14

HULL POINTS





The Elar Kha'yaheh is deployed by the Glorious Empire to dispatch belligerent craft so slavers and other ships can land on a target world. Standard armament is a particle barbette but lasers or even ion cannons are sometimes installed. The fighter includes barracks for longer deployments. The four small weapon mounts are typically equipped with gauss guns, bombs and similar weaponry to assist ground assaults.

The Empire, with its dearth of technical talent and supplies, must often resort to one trade off or another in the construction of their spacecraft and the Elar Kha'yaheh is no exception. It features an ungainly and overbuilt manoeuvre drive that consumes copious amounts of power. It also has a high-boost thruster to help close on enemy spacecraft.