

Traveller: The New Era Operation Dominoes 1: Booster Pack

TRAVELLER

**Operation Dominoes 1
Booster Pack**

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This booster pack provides additional information, maps and deckplans for the Referee, when running the TNE Adventure: Operation Dominoes 1: Moonshadow

Ruling Through Telepathy

All of the human nations on Tiniyd have a ruling class that is dominated by psionics (with the exception of the Idsur Republic). There are approximately 1000 trained and registered psions per nation (between 1% and 0.2% of the general population of each nation). This number of psions is insufficient to provide constant psionic monitoring of the population however, so all governments use a three-part policy to maintain control.

1. Ideology

The populations of each human country have been taught that psions are the next evolution of Humanity, and are therefore natural born rulers, a concept similar to the divine right of kings in pre-space flight Terra. The basic tenant of the philosophy was derived from the original teachings of the Pre-Collapse psionic cells, further amplified by the success of the psions in overcoming the viral chaos and the military resurgence in the immediate aftermath of the Collapse. It was relatively simple afterwards for them to convince the people of the superiority of the psions.

This ideology is now inextricably woven in all state reinforced formal schooling and daily by the state controlled media. The various ruling elites also offer the hope of elevation to the psionic ruling class either by birth of a powerful Psion into a family (a few psions are found every year and publicly elevated), or by the promise of psionic research that will grant psionic powers to the faithful. Sadly, most of the nations only pay lip service to the idea of psionic research for the masses. Publicly held Psionic exhibitions or games (where various psions demonstrate the more visually impressive abilities) for the citizenry of the power of psionics are a third method of demonstrating this ideology.

2. Fear

All the nations have portrayed their neighbors as hostile, callous enemies, who would quite happily destroy the nation if they could. In truth, this is a fairly accurate statement given the poor relations between the various countries. Each nation's population has been indoctrinated with war propaganda for the last 70 years.

In order to justify the security of the nation from "devious enemy spies and saboteurs", each human country developed an extensive secret police force in addition to the normal police and military units. The majority of these secret policemen are normal humans (no psionic abilities), whose loyalty is maintained by, rigorous scans, frequent testing of loyalty, and luxuries not available to the general public by their officers.

High officer positions are dominated by psions who ensure the loyalty of the secret police. They use telepathy to make random periodical checks on the loyalty of their own members. Given the limits of psionic interrogation, this random telepathic snooping is actually a lot less frequent than most people think.

The various human governments each portray their secret police as defending the nation, and that is part of their remit. They are also used to detect and crush dissent. The secret police use normal methods to identify any dissidents mostly, but for certain cases psionics will be used. Any dissidents will usually be arrested as "Treasonous Spies" and in most of the nations those guilty of "treason" are shot.

All nations perform random psionic scans of their populations to detect enemy spies / collaborators/ criminals, and the mere chance of having their innermost thoughts read does deter most people from any acts of criminality or rebellion. In truth there are insufficient telepaths to perform even the most limited random scans and at best no more than a dozen will be performed a day over an entire nation, less if an incident has occurred that has drawn psionic talent away. Naturally no nation advertises this fact.

However, given the extensive police powers available with these law levels, e.g. random stop and search, interrogation of friends and family, searches of private and business property etc.

psionic intervention is normally not necessary, and tends to be reserved for major crimes and espionage / counter-espionage.

Finally the presence of psions in a nation's government is announced as the best and only means of defense against elite enemy psionic saboteurs.

3. *Military Might*

The human psionic elites control the military, especially the units equipped with relic technology through psions in high officer positions and the threat of random telepathic scans. Again, there are insufficient telepaths to randomly scan every soldier. Commanding and high ranking officers will be subject to deep probe to confirm their loyalty to the regime on their commission, and at each promotion afterwards. The vast majority of everyday soldiers, the junior officer corps and large numbers of medium rank officers are normal humans with no psionic abilities.

In the event of a general revolt, the army will be used to put down any rebellion.

The overall three-part strategy ensures that the majority of the population is happy with the concept of psionic rulers, and that anyone who disagrees are quietly picked up before they can make a nuisance of themselves. Finally the army stands ready as the final instrument of power if everything else fails.

Mystic Governments

There are several mystic based governments on Tiniyd, and these have taken the above doctrine to an extreme. Those with Psionics have been elevated to near sainthood; the secret police are actually viewed as a religious inquisition; and the elite army units are viewed as holy warrior orders.

Republic of Idsur

The Republic of Idsur is the exception to the rule, being the only representative democracy on the planet originally established by an alliance of Imperial era normal humans and the psionic refugees from the excesses of the other cells. They still employ the three levers of control detailed above, but with subtle differences.

In Idsur while both the government and the general public believe that psions are the next evolution of Humaniti, normal humans are still valued for their contributions. A normal human can still rise to high positions based on merit, and possession of psionic ability is not a guarantee of high status or success (although a psionic skill will be a major benefit to job progression).

The government of the Republic also actively conducts psionic research to increase the skills and abilities of all its citizens. Like the other human nations of Tiniyd, they also test all citizens during childhood; those individuals with powerful latent psionic abilities will be identified, and later trained for the good of the country. Unlike other countries that sequester, or cloister their psi-latent prodigies, Idsurian training schools ensure that such gifted children maintain contact with their original families, with frequent visits home, mail, and telephone privileges.

The Republic of Idsur's security service exists in place of the normal secret police, and is charged with counter-espionage activities primarily (although its remit has expanded over the years to support the army or the police force in wartime). In Idsur, dissent is not viewed as treason. Only those found to be actually aiding the nation's enemies face imprisonment or death.

Most importantly for the Republic, both the armed services and the general population see the government as just rulers and defenders of the Republic and support both wholeheartedly for their hard won freedoms.

Number of Psions

At the time of the Collapse and the psionic coup against the military government there were perhaps 5,000 human psions on Tiniyd. Immediately following the breakaway of the Idsur Republic and the balkanization of the planet each of the new ruling elites heavily recruited newly discovered latent psions from the native populations of their new countries.

Whilst Zhodani teachings indicated that virtually all humans had some psionic potential, the larger nations on Tiniyd stabilized their ruling psionic elites at approximately 1,000 members per country. This was sufficient to allow psions to hold all high leadership positions in the government and armed forces of each state, while retaining their privileges and status. This is still true today, as the psionic elites control their countries and enjoying a privileged lifestyle.

The ruling elites ensure that their offspring are trained in psionic disciplines regardless of their actual level of ability. The training and induction of latents within the general public demonstrates that the psionic evolution is continuing, and provides any missing psionic disciplines.

To ensure that their psionic rule was maintained they also downgraded the technology available to the general public as technology performs many of the same functions as psionics but is more widely available.

Each of the smaller human nations maintains a ruling psionic elite of approximately 1000 trained (ranked) people in order to keep psionic parity with their neighbors. Any attempt to increase the number of trained psions within a nation will be considered a hostile act, as the mind of each trained psion is considered a weapon. Any country that threatens the balance of power by training too many psions will be attacked by their neighboring states until parity is re-established. The exception to this unspoken parity agreements were the personal awareness psionic disciplines that were not perceived to have any military application.

The Republic of Idsur registers their trained 500 specialists in the personal awareness psionic disciplines; the other human states do not. Indeed the majority of other nations perform little or no training in the awareness psionic discipline as they consider it has no strategic value. The Republic does train new psions from powerful latents amongst the general population and inducts them into the psionic segment of society, but they too are limited to the total number of psions in their country by the threat of intervention by other nations.

Weapons for All – Civilian Firearms.

All the governments on Tiniyd impose severe restrictions on the possession of weapons by the general public. Weapons of all sorts, both firearms and melee weapons are prohibited to government use (usually police, army and secret police). Such restrictions are rigorously enforced in the major population centers.

The governments have realized that certain items such as kitchen knives and various construction tools could also be classified as weapons, but this is generally ignored to allow society to function. However, if a crime is committed with a axe, pickaxe or kitchen knife, the culprit will be charged with weapons possession as well as any other crimes. Punishment for weapons possession is usually severe.

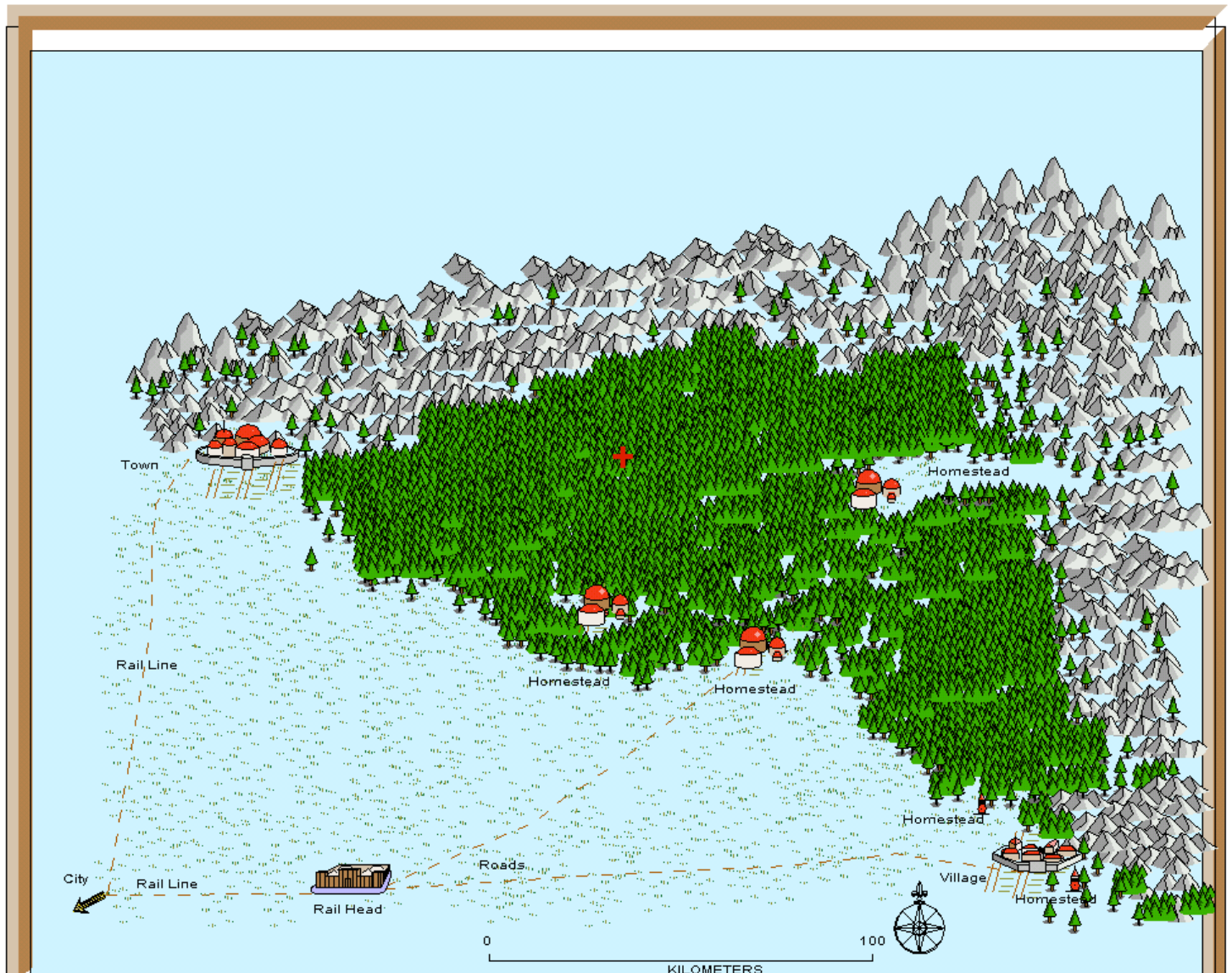
However, in the outback, there is a legitimate use for weapons to defend isolated farms from wild animals, and raiders as well as to allow hunting. The various governments allow such weapons possession under various restrictions.

Only hunting weapons are available, such as single shot hunting rifles (various calibers) and hunting knives. No military or semi-automatic weapons are permitted. They are issued under variations of a permit system. These permits are only issued to those of proven loyalty such as ex-soldiers and secret policemen or the Tiniyd equivalent of landed gentry. These permits can be withdrawn on a whim, and a permit will not save the owner if the weapon is misused.

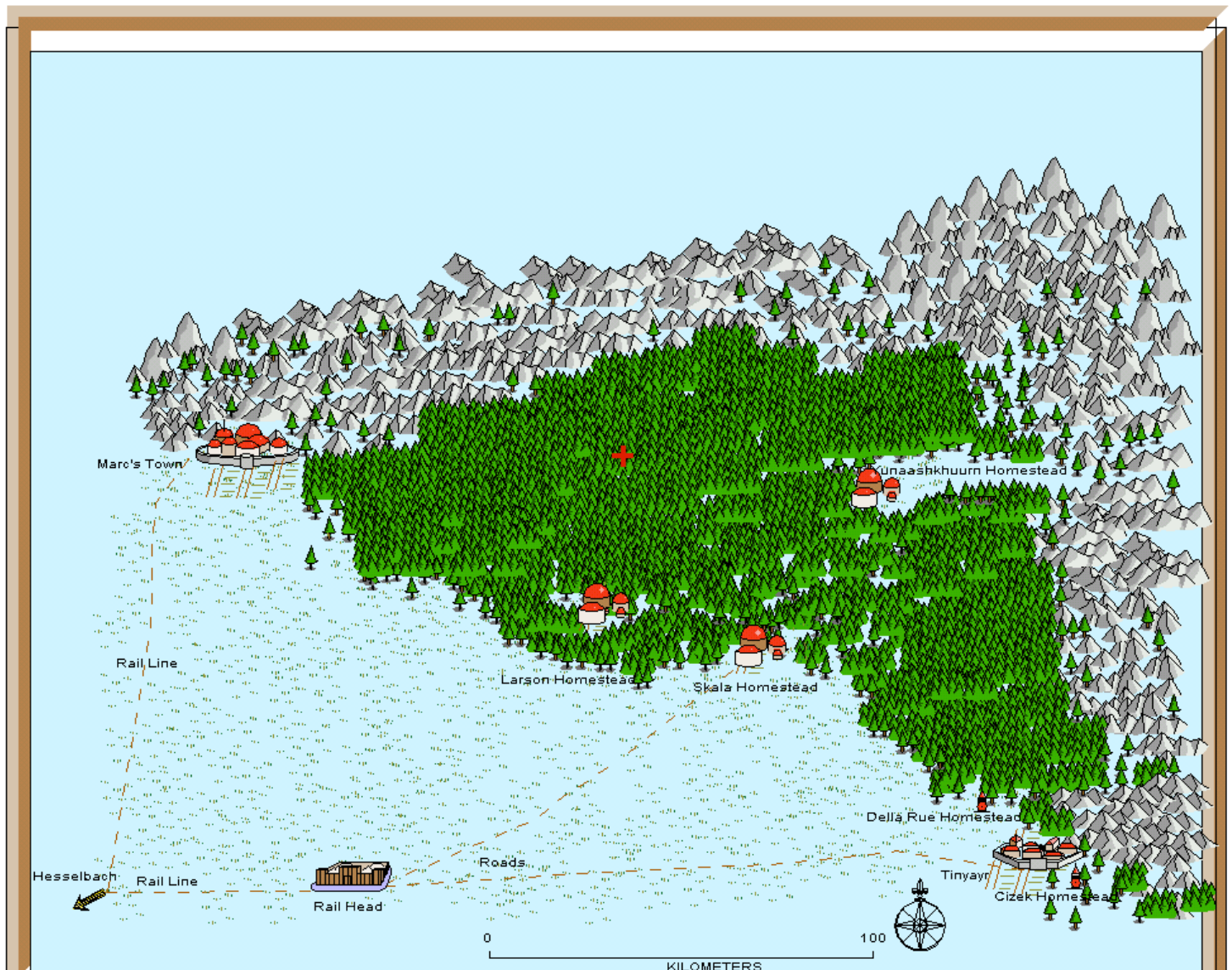
All governments consider a scattering of armed border settlers as a useful first line of defense / warning against an incursion into their territory.

The Idsur Republic is perhaps the most open of all the governments when issuing weapons permits to homesteaders. It will grant weapons permits to rural citizens on the border, provided they will submit to a telepathic scan to confirm their loyalty and have a valid reason for possession of a weapon. The Republic's government will however limit the amount of ammunition available and perform surprise inspections (by local police) to confirm that the weapon is not being misused or sold.

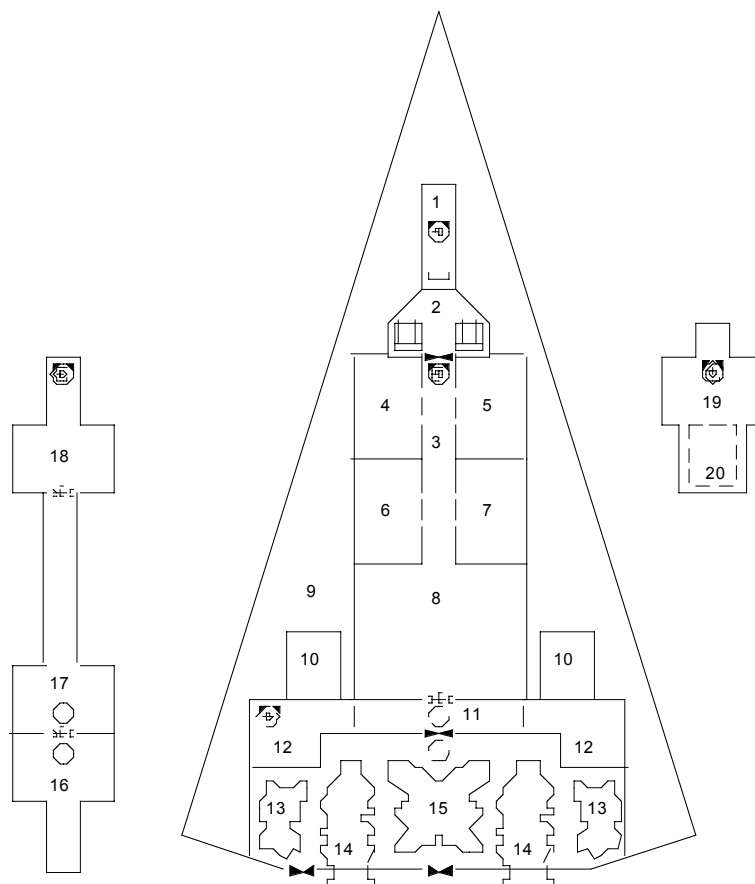
PLAYER MAP



REFeree MAP



RCES SERENDIPITY - MODIFIED RELIC SCOUT / COURIER



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|----|-----------------------|----|-----------------------|
| 1 | Avionics bay | 11 | Engineering Accessway |
| 2 | Bridge | 12 | Small Staterooms (2) |
| 3 | Corridor | 13 | Jump Drive (2) |
| 4 | Pilot's Stateroom | 14 | Manoeuvre Drive (2) |
| 5 | Navigators' Stateroom | 15 | Power Plant |
| 6 | Gunner's Stateroom | 16 | Gunnery Station |
| 7 | Engineer's Stateroom | 17 | Upper Cargo Hold |
| 8 | Common Area / Galley | 18 | Forward Avionics |
| 9 | Fuel Tanks | 19 | Lower Cargo Bay |
| 10 | Landing Legs | 20 | Cargo Lift |