

PATH of TEARS

THE
**STAR
VIKING**
SOURCEBOOK

1
Reformation
Coalition
Manual

GDW





PATH of TEARS™

Where were all the others? All the people who'd taught me, watched over me, helped me live this long? Some were still alive, still whole, but not enough of them. Not nearly enough. On over a dozen worlds I'd left behind friends and pieces of friends until it was finally my turn to stand up and give the toast, because there wasn't anybody else here who'd lasted this long. "If you live long enough," I remembered someone saying, "you lose everything."

*I raised the chipped white Navy coffee mug.
"To absent friends."*

In what was once a neglected backwater of the Third Imperium, a dozen small worlds have banded together to make a new beginning. With a motley collection of patched up antique ships and a handful of Marines and commandos, they have set out to reconquer an empire and rebuild an interstellar civilization. Their struggle will pit them repeatedly against seemingly hopeless odds, and every step forward along the road to their final goal will be purchased with their blood. For the men and women of the Reformation Coalition, the road to the new future is a **Path of Tears™**.

Path of Tears: The Star Viking Sourcebook establishes the standard for campaign backgrounds in **Traveller: The New Era**. Space may be infinitely large, containing billions of habitable worlds, but each of those worlds is unique, and home to innumerable potential adventures. Space is not interesting because it contains thousands of cookie-cutter planets; space is fascinating because it contains thousands of unique, multifaceted worlds. Because of this philosophy, **Path of Tears**, and following **New Era** campaign support materials, will provide an effectively inexhaustible adventure resource.

Here is a sample of the book's features.

***The Reformation Coalition (the Star Vikings):** A history of the Coalition, from the Collapse to the present (New Era, year 1), its organization, government, combat forces, customs, and internal problems. Essays on the personalities and attitudes of the major member worlds adds to the players' abilities to visualize and roleplay their characters, as well as helping the referee to run Coalition NPCs. The Schalli, an intelligent aquatic race from Schall and Aubaine, are introduced, along with the information necessary to run them either as NPCs or player characters. Coalition types of operations, tactical doctrine, and organization and strength of military forces are all covered.

***The AO (Area of Operations):** Six subsectors from the Diaspora and Old Expanses sectors are mapped, and player briefings on 19 key worlds from the Wilds along the military borders of the Coalition are provided (along with surface maps of all 19 planets).

***Referee Information:** A special section of the book (with pages coded in red borders) is dedicated to the referee. Additional advice and direction on running Star Viking adventures and campaigns is provided along with additional charts and tables for detailing the Wilds: rules for determining population divisions on balkanized worlds, specific details on governments and their leaders (such as corruption, talent, cruelty, etc.), and a detailed system for generating the military forces of any size world at any tech level, including wet navies, air forces, and even star fleets. This is followed with detailed referee briefings on the 19 key worlds covered in the AO, including armed forces, politics, wars and revolts, secret technologies, captured Coalition personnel awaiting rescue, and up to seven different adventure plots tailor-made for each world (or well over a hundred adventure plots included).

Path of Tears: The Star Viking Sourcebook is a detailed, comprehensive, and intriguing exploration of how much diversity and adventure possibility there can be in a small group of planets. It brings the Reformation Coalition alive, and will permanently raise your **Traveller®** campaign to new heights of excitement.

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Science Fiction Roleplaying Game

TRAVELLER[®]
The New Era

PATH of TEARS

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VIKING**
SOURCEBOOK

1
Reformation
Coalition
Manual

GDW

DEDICATION

To John Arado, John Frey, and David Simon
Friends in Need

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After her re-fit, the old Brannamaar Victrix was loaded with electronics and still had great legs, which made her a perfect deep penetration ship. She was crowded as hell, though, and our SAG team had to hot bunk it, even though there weren't many more than a dozen of us.

Dum-Dum Stajner was our team leader. Dum-Dum got his name from his preference for certain types of small arms ammunition, not from any deficiency of his intellect. In the brains department, Dum-Dum was anything but, which is why the third day out from Aubaine he got pulled away to a skull session with the ship's captain over dinner. He'd messed with us every night until then, so when everyone had pretty much finished eating, we all looked around for a second. Big Meg Enders was the one who said, "Bongo, I think you're Senior."

So I was. Between it being a small team and Dum-Dum away with the Navy, I was Senior at Table for the first time ever, which is no big deal except you have to offer the toast. In some services I've heard that the junior rank present offers the toast, but for us it's always been Senior. It's always the same toast; how many hundred times have I heard it? How many hundred dinners? So I stood up, cleared my throat, and started the toast.

"Brothers and sisters--to..." And then I stopped, because all of a sudden I couldn't say anything around the knot in my throat. I couldn't see very well either.

I'd seen others choke up giving the toast, but they were all old farts. Not like me. How the

hell did I get here? How was I Senior at this table? Where were all the others? All the people who'd taught me, watched over me, helped me live this long? Some were still alive, still whole, but not enough of them. Not nearly enough. On over a dozen worlds I'd left behind friends and pieces of friends until it was my turn to stand up and give the toast, because there wasn't anybody else here who'd lasted this long. If you live long enough, I remembered someone saying, you lose everything.

I started again. "Brothers and sisters--to absent friends."





The Path of Tears

This sourcebook covers the early activities of the Reformation Coalition. Called Star Vikings by their enemies (and eventually adopting that name for themselves), the Reformation Coalition set out in the year 1200, with a handful of ships and a total population on 20 worlds of less than 2 billion sentients, to reconquer and rebuild a vast, shattered empire.

With such a small population and small resource base, the only hope the Coalition ever had of carrying through its ambitious plans was by means of audacity and sheer determination—a commitment to forge ahead whatever the cost.

The cost was high.

Structure of the Sourcebook

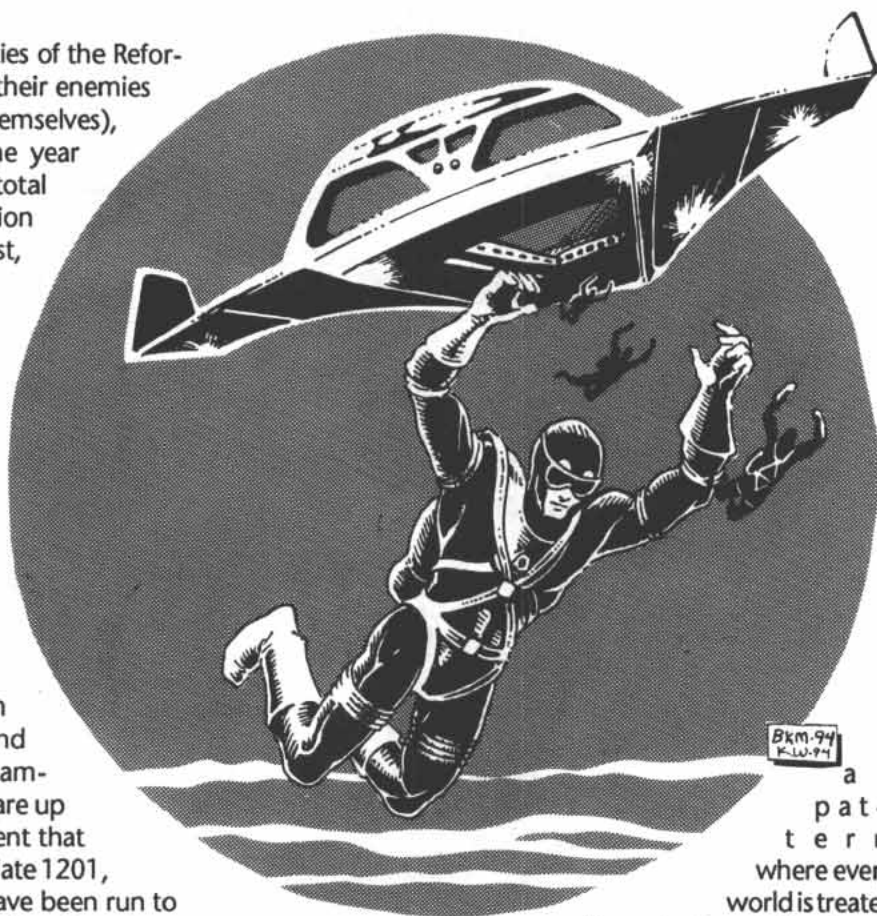
This book is set shortly after the formation of the Reformation Coalition from the old Dawn League, and as such, players have the opportunity to participate in most of the early formative campaigns and adventures. The exact course of these campaigns have not been determined—they are up to the referee and the players, to the extent that they wish to become involved. It begins in late 1201, after enough raids and rescue missions have been run to set up an experienced cadre of personnel and work out some basic tactics and doctrine. These are still evolving, however, and the players themselves will find themselves developing better tactics as the game progresses.

The book starts with the history of the Coalition and a description of its people, their attitudes, and how those may affect the course of later events. There is then an extensive player briefing section (entitled "The AO") on the primary area of operations of the Coalition, including maps of 19 worlds identified as class I and II objectives. Finally, there is a referee's section, with systems intended to help run adventures as well as extensive notes on the worlds surrounding the Coalition.

In order to preserve suspense, it is important for players not to read the referee's section.

Path of Tears is designed to be more than simply a background sourcebook; it is also intended to be an *inexhaustible* source of adventures for **Traveller** referees and players, and in that respect is truly unique. How can a book of finite length prove to be an inexhaustible source of material? By redefining the scope of the game.

Too often science-fiction roleplaying campaigns fall into



a
pat-
tern
where every
world is treated

like a single neighborhood, or even a single room. It is almost as if each world had one and only one interesting adventure or object or culture. Go there, find out the one interesting thing about the place, and then leave.

Path of Tears, on the other hand, takes a comparatively small corner of human-settled space and illustrates the diversity possible among worlds, and the tremendous variety of adventure possibilities available on *each* world. In the referee's section you will find, on the average, over a half-dozen adventure plots for each of the 19 objective worlds discussed in the book, over 100 adventure plots total. As you run these adventures, you will find that the actual nature of the worlds changes, and as it does so, new adventures in the altered environment will suggest themselves to you. Note that the detailed information presented in this book may be modified by referees who wish to further fine-tune their own unique campaigns—or at least thwart players who disregard simple warnings and read the secret stuff anyway.

The section on running adventures then gives you advice, and some additional referee tools, to enable you to provide the same sort of diversity throughout the rest of known space. The result will be a new level of richness and diversity in your campaign.

The Coalition



We try to come to grips with what the Star Vikings were, but our inquiries invariably deteriorate into squabbles over labels. "Murderers." "Liberators." "Builders." "Ravagers."

Which of these labels encompass those people and their time? None of them, and all of them.

The Star Vikings were what they were: as broad a representation of the best and worst of humankind as you will find in any historic epoch, with all the richness and diversity that that implies—women and men struggling with issues that continue to bedevil philosophers such as ourselves to this day.

But, unlike us, they did not have the luxury of a secure and comfortable vantage point from which to conduct endless dispute. Instead, they did what their times demanded of them, and they did it willingly, vigorously, even enthusiastically; they decided and—more to the point—acted.

Now we argue interminably from our soft sofas and exercise ourselves over the morality and ethics of their actions. But compared to their deeds, those magnificent history-changing deeds, our tiny words and embarrassed hand-wringing seem trivial things indeed.

Dr. Renee Imbassu

Revisionist History: Threat Or Menace?

University of Delphi Press, NE 144

BKM-14



History of the Coalition

The Reformation Coalition's history is that of the Dawn League, a loose trading organization formed from worlds in the Old Expanses revitalized by Hiver technical assistance and their own drive to rebuild a starfaring culture. Although a tremendous change has taken place in the region, the actual first contact with the Hivers was only a decade prior to the time of this sourcebook. The background to that contact, of course, was the Collapse.

1030-1190: Although Virus spread like wildfire throughout Imperial Space, the nonintegrated worlds along the fringe of the Third Imperium had some insulation from the data plague. As it turned out, that insulation was insufficient to stop Virus altogether, and in fairly short order both the nonintegrated human worlds and the alien cultures which conducted regular intercourse with the Imperium became infected. Unlike most worlds in the Imperium, however, the worlds on the fringe had some warning in advance of the onset of Virus, a warning which enabled them to make some material and, more importantly, psychological preparation.

Material preparations, such as cutting off data links to transmitter-receiver stations, were usually too little too late. They did not succeed in keeping Virus out of systems (systems which in many cases had already been infected, unknown to their users), but it did further slow the onset of infection and, more importantly, the precautions in place helped minimize physical damage. Air traffic, for example, had already been rerouted away from heavily inhabited areas, and emergency system crash procedures had at least been thought through and rehearsed.

Psychological preparation was far more important. Unlike the citizens of the worlds of the Imperial core, the people on the fringe worlds knew what was happening to them and what was causing it, a major advantage in coping with a crisis. When the worst happened, when everything crashed, the people on the Imperial fringe at least knew where they had to start to pick up the pieces.

Despite that, the crash was deep and hard, and the recovery from it, although steady, was extremely slow. In the Old Expanses Sector, however, there was an additional force which considerably accelerated the recovery.

The Hive Confederation had long been a quiet neighbor of the Imperium, occupying the area trailing the original area explored and settled by humans from Terra. Nonaggressive and nonterritorial (beyond a concern for the worlds they already inhabited), the Hivers' external interests had always centered on commerce and scientific inquiry. Among the dominant races of known space, the Hivers had always excelled at data processing technology.

Although Virus eventually managed to adapt itself to the data processing net of the Hivers, and caused considerable damage, the Hivers were able to develop countermeasures quickly enough on a few worlds that a complete collapse was averted. Rebuilding of the Confederation began almost at

once, but the destruction was still great enough that now, 70 years later, it is still going on.

The Hivers have always been a farsighted race, however, and have been willing to invest heavily in the future. Recovery by the worlds of the Imperial core was, of course, inevitable, even though it would take centuries if left to itself. But what would the nature of those recovered civilizations be? It took very little deliberation for the Hive Confederation to decide that emerging cultures based on authoritarian tyrannies and driven by xenophobic hatred would make potentially catastrophic future neighbors. But what was the alternative?

The answer was to select emerging societies which did not have those characteristics and put what limited resources the Hivers had behind them, hoping that they would culturally come to dominate the old area of human space. The Hivers found such a culture in the struggling fringe worlds of the Old Expanses.

1192: Hiver contact/technical teams begin contacting isolated human worlds in Old Expanses. While many of these worlds have regressed to the point where they have lost memory of the Hivers and had no desire to be contacted, some have retained enough memory of interstellar culture that they accept contact, technical assistance, and technical training from the Hivers.

1193: The first Hiver technical academy is established on the water world of Vras. To celebrate their good fortune, the inhabitants vote to change the world's name to Aubaine, which means "Windfall" in an ancient Terran language. Training of human starship crews from those with technical aptitude begins. Also heavily utilized are whatever "remnant" humans can be found and revived from low berths.

1195: Tentative trade is begun among six worlds of the Old Expanses (Aubaine, Trybec, Galos, Fija, Zloff, and Hite). As more starship crews are trained by other Hiver technical teams, trade continues to expand to more worlds. Contact with the handful of surviving merchant starships plying the Wilds (the so-called Free Trader Network) is made.

1197: The small trading organization of 20 worlds centered in the spinward half of Old Expanses is formalized as the League of the New Dawn, shortened several months later to the Dawn League. It becomes fashionable for the members to rename their worlds to commemorate this new beginning in human history—usually after mythical supernatural entities associated with dawn or light.

1198: The Dawn League formally agrees to subsidize the dispatch of 12 vessels on trade and diplomatic missions into the Wilds. Twelve vessels of varying classes are found whose owners are willing to loan or sell the ships to the League. Competition for crew positions on the ships among technical academy graduates is fierce. Work begins to recover and



renovate the abandoned Imperial scout base on Trybec (0336/Old Expanses) as a training and maintenance facility for missions into the Wilds.

1199: The 12 vessels set out into the Wilds, the majority of them from the new-christened Dawn Base on Trybec. There have been so many qualified volunteers, and expectations run so high that in the end, the final crew selections are made by lot.

1200: All 12 ships of the first trading expedition were declared overdue and presumed lost. As word filters back through the Free Trader Network as to the fate of the crews, a wave of grief and rage sweeps through the Dawn League. Six larger ships are hastily outfitted as warships and sent to investigate the fate of the original 12 merchants. Their mandate is to discover the fate of the crews and bring them back if at all possible.

As the League had limited resources, careful economy of force had to be practiced. First, extensive intelligence work was done to lay the groundwork for the mission. Dawn League covert operatives were infiltrated into the Wilds with a variety of cover identities, although the most successful passed themselves off as free trader crews. Then surgical assault and rescue

missions were conducted by troops trained especially for the operation.

Five of the six warships return, many of them empty-handed. A few have managed to locate surviving crews, however, and affect rescues. One rescue mission is so successful that it manages to topple the ruling TED, and the planet Vezina (0437/Old Expanses) becomes the first world added to the Dawn League by force. The liberated peasants are offered technical assistance, resulting in a permanent Dawn League station and local government.

The Dawn League assessed the results of the armed expedition. All but one of the armed exploration vessels has successfully returned, and brought news of the fates of the traders. Some were destroyed in interstellar combat, causes unknown, while the remainder were executed or imprisoned either by a xenophobic populace or by insular planetary governments who did not want their privileged positions threatened by off-world contact.

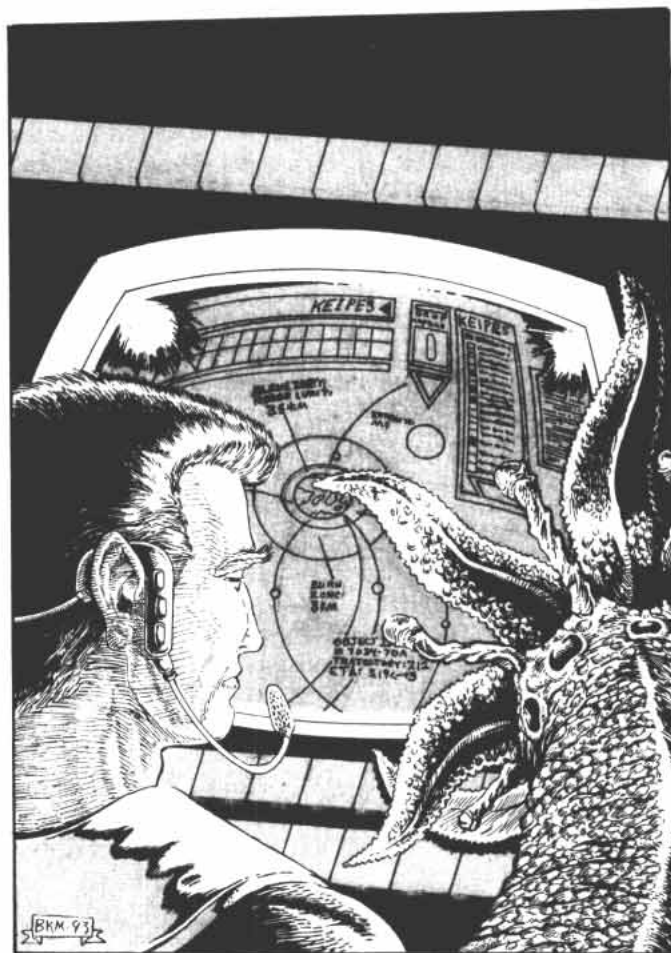
It was also found that these worlds contained relic technology that would allow the more rapid rebuilding of society within the League. However, this technology was either deteriorating from natural causes or being actively destroyed or misused by the inhabitants, and had to be recovered if it was to be of any value. This technology included many spare parts for Imperial technology being used in the League.

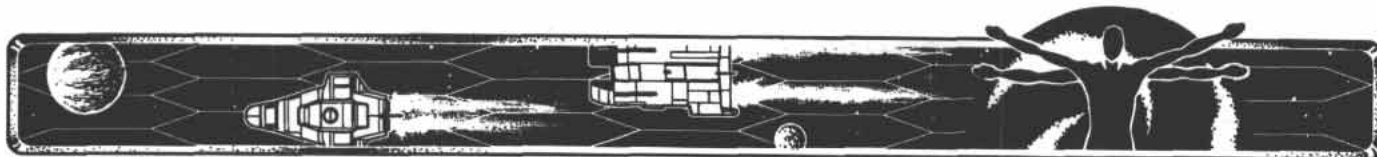
Late in the year, the League restructured itself along more aggressive lines as the Reformation Coalition, with the goal of re-establishing interstellar society out to the limits of the former Imperial boundary. At the same time, the new government established an armed exploratory/trading arm, called the Exploratory Service (RCES, Reformation Coalition Exploratory Service).

RCES serves as an umbrella group to coordinate planning and execution of operations aimed at opening planets to trade and development or recovering relic technology. This technology is turned over to the RCES which then trades it to Coalition companies or governments in exchange for support for its own operations. Much of these items are traded in large auctions on Aubaine, the RC capital.

The pattern set by the early raids of covert intelligence-gathering and preparation followed by a lightning-fast surprise strike became the basis for all future operations by the Coalition, and as word of the rescuers' activities spread throughout the Wilds by the Free Trader Network, hostile dictators give them a different name—Star Vikings.

1201: The New Era begins. The Coalition hammers out the tough political details of a strategy for expansion. Many issues of internal governmental organization are tabled for the time being, but promise to resurface later and are a threat to the internal unity of the organization. Nevertheless, although sometimes disagreeing as to strategy, the people of the Coalition are overwhelmingly united in their vision of a new starfaring culture and the need for decisive action to achieve that vision.





THE TWELVE ORIGINAL SHIPS

The following section covers the 12 original scout survey vessels sent out approximately three years before the beginning of events in this sourcebook, their fates (to the extent known by members of the Coalition), and the key events surrounding investigations and attempted rescues. This material is presented here both because these are key events in Coalition history and because they continue to shape events on many worlds covered by the sourcebook.

Ship Name: *Apollo*

Ship Type: Survey ship

Mission Launched From: Dawn Base (Trybec)

Flight Plan:

Jump	Destination	Purpose
1	Svarla (0137/Old Expanses)	survey & refuel
2	Agiruur (3036/Diaspora)	refuel
3	Khirekhera (2834/Diaspora)	contact
4	Montezuma (2836/Diaspora)	contact
5	Agiruur (3036/Diaspora)	refuel
6	Svarla (0137/Old Expanses)	refuel
7	Trybec (0336/Old Expanses)	terminate

Fate: Established tentative contact with Khirekhera, but negotiations over trade produced no results. Initial contact with Montezuma apparently more fruitful, but after a week the ship was seized and the crew imprisoned. First declared overdue on 27-X-1199. Crew located by covert intelligence operatives and rescue launched by *Ashtabula*. Seven (of 15) crew recovered. Six members of the rescue party were killed in the mission.

Ship Name: *Aube*

Ship Type: Scout Courier

Mission Launched From: Rohit

Flight Plan:

Jump	Destination	Purpose
1	Nicosia (0138/Old Expanses)	contact
2	Lebherz (3236/Diaspora)	contact
3	Kresek (0236/Old Expanses)	survey
4	Rohit (0337/Old Expanses)	terminate

Fate: Landed on southern continent of Nicosia and established contact with TED there. Crew taken prisoner and ship seized. Officially declared overdue on 15-IX-1199. Follow-on mission by *Ashtabula* succeeded in rescuing three surviving crewmembers and toppled the local TED. (His territory has since been absorbed by his neighbors.)

Ship Name: *Aurora*

Ship Type: Scout Courier

Mission Launched From: Schall

Flight Plan:

Jump	Destination	Purpose
1	Lancer (0439/Old Expanses)	contact
2	Vezina (0437/Old Expanses)	contact
3	Schall (0638/Old Expanses)	terminate

Fate: Successfully established contact with governments on Lancer and negotiated agreement to open world to trade and renovate the world's starport under Dawn League supervision. Arrived Vezina where crew was massacred and ship destroyed by local TED. Officially declared overdue on 17-VIII-1199. Follow-on mission by *Lirgishkhunan*, launched and confirmed agreements with Lancer. First landing parties on Vezina attacked and overwhelmed. Return mission by *Lirgishkhunan* and *Ashtabula*, rescued survivors of the first rescue attempt and inadvertently overthrew the government. None of the *Aurora's* original crew survived.

Ship Name: *Balder*

Ship Type: Far Trader

Mission Launched From: Ra

Flight Plan:

Jump	Destination	Purpose
1	Reagan (0929/Old Expanses)	refuel
2	Shenk (1128/Old Expanses)	contact
3	Wall (1227/Old Expanses)	survey
4	Fisher's World (1229/Old Expanses)	contact
5	Bestor (1131/Old Expanses)	refuel
6	Ra (0931/Old Expanses)	terminate

Fate: Jumped to Reagan and refueled without incident. Ship seized on Shenk by local TED and crew imprisoned. Declared overdue on 12-X-1199. Follow-on mission by *Angkor Wat* succeeded in rescuing the crew and destroying the vessel.

Ship Name: *Brilliant*

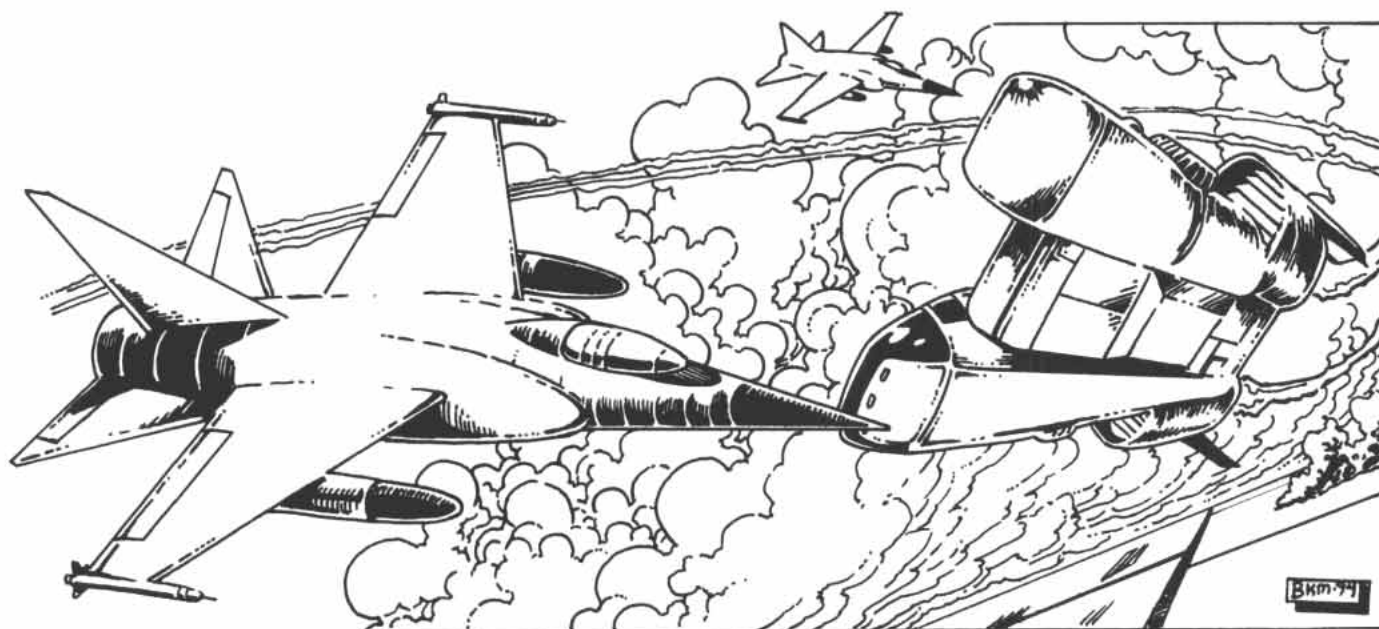
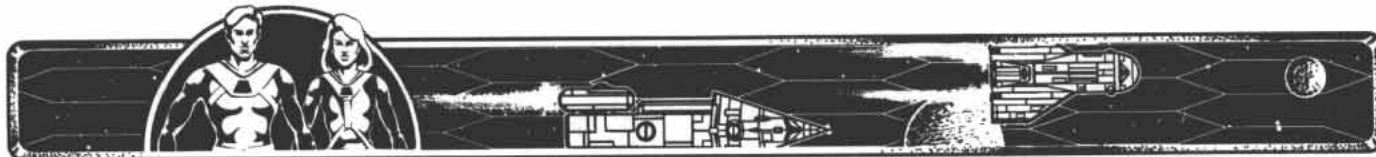
Ship Type: Far Trader

Mission Launched From: Ra

Flight Plan:

Jump	Destination	Purpose
1	Xezor (0829/Old Expanses)	contact
2	Meadsk (0628/Old Expanses)	contact
3	Xezor (0829/Old Expanses)	refuel
4	Welch (0930/Old Expanses)	contact
5	Ra (0931/Old Expanses)	terminate

Fate: Attempted to establish relations with Xezor, but was met with hostile public reaction. Local authorities barely able to keep mobs from killing the crew. Crew lifted off and jumped to Meadsk, where it succeeded in negotiating a trade treaty. No report of its arrival at Welch, however. Listed past-due on 28-IX-1199, and now carried as missing and unaccounted for. Follow-on mission by *Angkor Wat* found no trace of ship or crew.



Ship Name: *Dämmerlicht*

Ship Type: Far Trader

Mission Launched From: Dawn Base (Trybec)

Flight Plan:

Jump	Destination	Purpose
1	Svarla (0137/Old Expanses)	refuel
2	Gresham (3138/Diaspora)	survey
3	Uppsala (3139/Diaspora)	contact
4	Futok (3140/Diaspora)	contact
5	Gresham (3138/Diaspora)	refuel
6	Svarla (0137/Old Expanses)	refuel
7	Trybec (0336/Old Expanses)	terminate

Fate: Declared past due on 27-X-1199. Follow-on mission by *Lirgishkhunan* discovered no evidence of arrival at either Uppsala or Futok. Currently listed as missing and unaccounted for.

Ship Name: *Dawn*

Ship Type: Far Trader

Mission Launched From: Ra

Flight Plan:

Jump	Destination	Purpose
1	Reagan (0929/Old Expanses)	refuel
2	Shenk (1128/Old Expanses)	refuel
3	Tequila (1328/Old Expanses)	contact
4	Clallum (1427/Old Expanses)	contact
5	Yontez (1527/Old Expanses)	contact
6	Tequila (1328/Old Expanses)	refuel
7	Fisher's World (1229/Old Expanses)	refuel
8	Bestor (1131/Old Expanses)	refuel
9	Ra (0931/Old Expanses)	terminate

Fate: Declared overdue on 25-XI-1199. Missing and unaccounted for. Follow-on mission by *Mary Ellen Carter* confirmed its arrival at Tequila but not at Clallum.

Ship Name: *Eos*

Ship Type: Converted Liner

Mission Launched From: Dawn Base (Trybec)

Flight Plan:

Jump	Destination	Purpose
1	Savjanni (0135/Old Expanses)	refuel
2	Keipes (0132/Old Expanses)	contact
3	Kide (3131/Diaspora)	contact
4	Lefiguura (3132/Diaspora)	contact
5	Atrase (0134/Old Expanses)	refuel
6	Trybec (0336/Old Expanses)	terminate

Fate: Jumped to Savjanni in company with *Brilliant* and then jumped to Keipes. Challenged and seized by system defense craft of Keipes. Declared overdue on 27-X-1199. Rescue mission launched by *Trigger* but aborted when *Trigger* sustained heavy damage from meson gun fire, believed to be from a planetary defense weapon.

Ship Name: *Helios*

Ship Type: Far Trader

Mission Launched From: Dawn Base (Trybec)

Flight Plan:

Jump	Destination	Purpose
1	Savjanni (0135/Old Expanses)	refuel
2	Atrase (0134/Old Expanses)	contact
3	Kipper (3134/Diaspora)	refuel
4	Quarry (2933/Diaspora)	contact
5	Mitchell (3034/Diaspora)	survey
6	Kipper (3134/Diaspora)	refuel
7	Savjanni (0135/Old Expanses)	refuel
8	Trybec (0336/Old Expanses)	terminate

Fate: Refueled at Savjanni without incident. Made contact with scattered survivors on Atrase and established trading relationship. Apparently refueled at Kipper without incident.



and then established trade agreement with Quarry, again finding very few survivors on the world. Left system and never seen again. Declared past due on 19-XI-1199. Free Trader network has since reported that the Mitchell system still contains a number on nonjump-capable vampires and that an attempt to survey the old starport there almost certainly accounts for its disappearance. Now presumed lost in action.

Ship Name: *Horus*

Ship Type: Converted Liner

Mission Launched From: Eos

Flight Plan:

Jump	Destination	Purpose
1	Adrian (0432/Old Expanses)	refuel
2	Nova Ryll (0330/Old Expanses)	contact
3	Lote (0229/Old Expanses)	contact
4	Sittahr (3129/Diaspora)	contact
5	Lote (0229/Old Expanses)	refuel
6	Nova Ryll (0330/Old Expanses)	refuel
7	Adrian (0432/Old Expanses)	refuel
8	Eos (0632/Old Expanses)	terminate

Fate: Known to have received a hostile reception at Nova Ryll, but locals claim the ship was allowed to leave. No word of the ship's arrival could be found at either Lote or Sittahr, however. Declared overdue on 3-XII-1199. Follow-on mission by *Mary Ellen Carter* unable to locate ship or crew. Currently missing and unaccounted for.



Ship Name: *Ra*

Ship Type: Far Trader

Mission Launched From: Dawn Base (Trybec)

Flight Plan:

Jump	Destination	Purpose
1	Savjanni (0135/Old Expanses)	refuel
2	Kipper (3134/Diaspora)	refuel
3	Quarry (2933/Diaspora)	refuel
4	Ryvo (2734/Diaspora)	contact
5	Bikar (2633/Diaspora)	contact
6	Khirekhera (2834/Diaspora)	refuel
7	Taumotu (3033/Diaspora)	refuel
8	Kipper (3134/Diaspora)	refuel
9	Savjanni (0135/Old Expanses)	refuel
10	Trybec (0336/Old Expanses)	terminate

Fate: Apparently made all of its initial refueling stops without incident and then successfully made trade contacts with scattered survivors on Ryvo and Bikar. Declared past due on 3-XII-1199. Follow-on mission by *Ashtabula* found the ship disabled and drifting in the planetoid belt, with obvious battle damage, but no sign of the crew or cargo. Currently listed as lost in action, with crew MIA.

Ship Name: *Reine Soleil*

Ship Type: Survey ship

Mission Launched From: Dawn Base (Trybec)

Flight Plan:

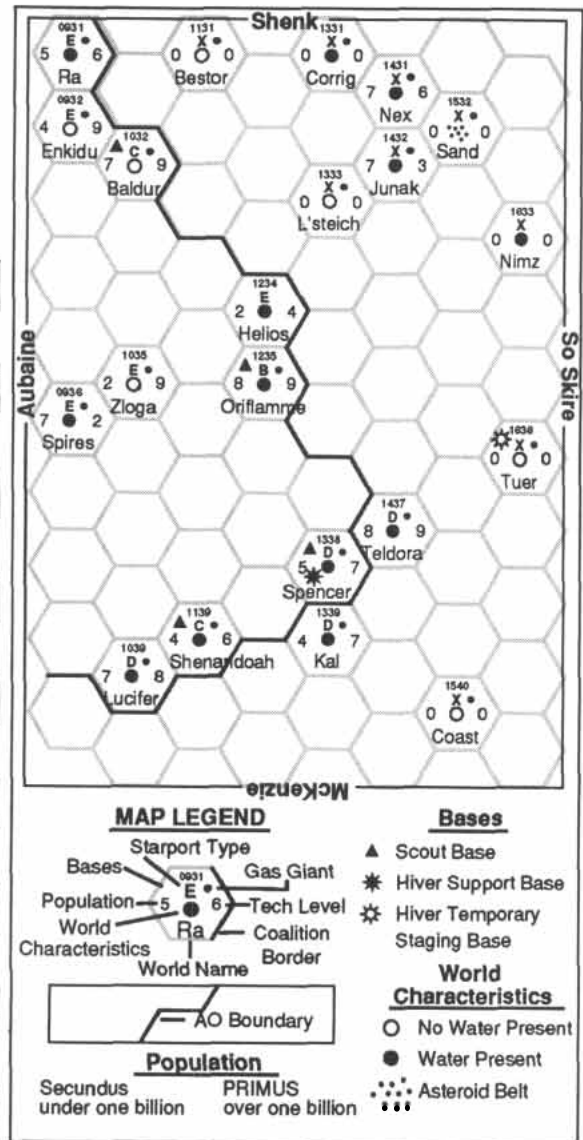
Jump	Destination	Purpose
1	Atrase (0134/Old Expanses)	refuel
2	Arvid (0131/Old Expanses)	refuel
3	Nysorb (3030/Diaspora)	refuel
4	Khesanadu (2731/Diaspora)	contact
5	Execute (2930/Diaspora)	contact
6	Desel (3231/Diaspora)	survey
7	Atrase (0134/Old Expanses)	refuel
8	Trybec (0336/Old Expanses)	terminate

Fate: Declared past due on 19-XI-1199. Follow-on mission by *Lady Elise* also disappeared without a trace. *Mary Ellen Carter* was shifted spinward to investigate and established contact with scattered population on Khesanadu and, upon receiving a violent reception on Execute, launched a rescue raid. Although the raid was successful, it uncovered no evidence of *Reine Soleil* or *Lady Elise*, both of which are currently listed as missing and unaccounted for.

Dual Listing: Each world is listed twice. Upper line is pre-Collapse data, lower line is New Era data. Entire sector is within RC boundaries or RC AO, thus all worlds have accurate survey data available.

ORIFLAMME (ex-Sarid) Subsector in 1201 (Subsector N/Old Expanses Sector)

Name	Hex	UWP	Base	Trade	TPPG	Alg	Stellar
Herring	0931	X686110-2	Lo Ni		604	So	K3 V M2 D
Ra	0931	E68659A-6	Lo Ni		204	RC	K3 V M2 D
Dono	0932	C510611-A	Na Ni		602	So	M1 III M3 D
Enkidu	0932	E510415-9	Lo Ni Cm		502	RC	M1 III M3 D
Spire	0936	X894654-1	Ag Ni		903	So	G0 IV M4 D
	0936	E894789-2	Ag Ni		403	RC	G0 IV M4 D
Heppling	1032	CAAA762-B	FI Wa O:1333		202	So	K4 V
Baldur	1032	CAAA756-9 S	FI Wa		302	RC	K4 V
Saloga	1035	A430425-E	De Lo Ni Po C:3		904	So	M3 V M9 D
Zloga	1035	E430225-9	De Lo Ni Po Cm		704	RC	M3 V M9 D
Luhtala	1039	C474600-A	Ag Ni		932	So	M0 V
Lucifer	1039	D474784-8	Ag		332	RC	M0 V
Bestor	1131	A110663-E	Na O:1333 D:2		904	So	G1 V
	1131	X110000-0	Ba		004	—	G1 V
Hoff	1139	B585441-A S	Lo Ni		604	So	M2 V M4 D
Shenandoah	1139	C585423-6 S	Lo Ni		804	RC	M2 V M4 D
Willow	1234	C648301-A	Lo Ni		110	So	K6 V
Helios	1234	E648243-4	Lo Ni		710	RC	K6 V
Nemyer	1235	B8469CA-C W	Hi In		703	So	K8 V
Oriflamme	1235	B846857-9 S			803	RC	K8 V
Corrig	1331	C622620-9	Na Ni Po		803	So	F4 V M9 D
	1331	X622000-0	Ba Po		003	—	F4 V M9 D
L'steich	1333	A9A4975-F S	FI Hi		414	So	K4 V
	1333	X9A4000-0	Ba FI		014	—	K4 V
Spencer	1338	C89A355-9 S	Lo Ni Wa		711	So	K6 V
	1338	D89A568-7 C	Ni Wa		411	RC	K6 V
Kal	1339	C778400-A	Lo Ni		902	So	G1 V M8 D
	1339	D778452-7	Lo Ni		402	Na	G1 V M8 D
Nex	1431	A554720-C	Ag		713	So	M0 V M9 D
	1431	X55476A-6	Ag		913	Wi	M0 V M9 D
Junak	1432	B671789-D			703	So	M3 V M9 D
	1432	X67176C-3			B803	Wi	M3 V M9 D
Teldora	1437	C554754-A	Ag		803	So	M0 V
	1437	D5548AC-9			203	Wi	M0 V
Sarid	1532	B0007A5-D	As Na Cp		604	So	K6 D
	1532	X000000-0	Ba As		004	—	K6 D
Coast	1540	C400320-B	Lo Ni Va		913	So	M3 V M8 D
	1540	X400000-0	Ba Va		013	—	M3 V M8 D
Nimz	1633	C222664-B S	Na Ni Po O:1636		200	So	G8 V
	1633	X222000-0	Ba		000	—	G8 V
Tuer	1636	B8C2733-E A	FI		113	So	A1 V
	1636	X8C2000-0 T	Ba FI		013	—	A1 V

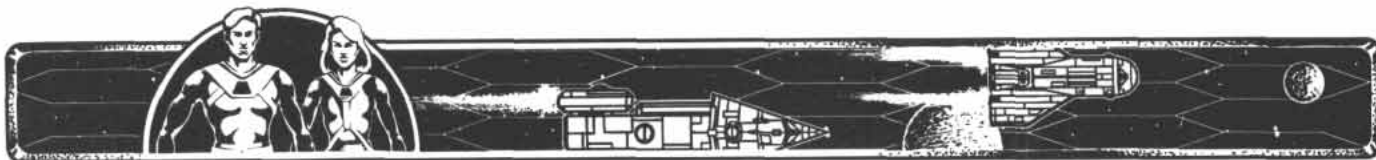


Base Codes: A: Naval Base and Scout Base; C: Scout Base and Hiver Support Base; S: Scout Base; T: Hiver temporary staging base; W: Scout Way Station

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; C:N or D:N indicates that the world was populated in part by Chirpers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); Cm: Cemetery world (a world whose original population has died off completely, the current population is all recent settlers); Cp: Subsector capital; De: Desert; FI: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Va: Vacuum; Wa: Water world

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. A B in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: LI: Lucan's Imperium; So: Solomani Confederation. In 1201 listings, Na: No off-world allegiance, use government types from TNE, page 188; RC: Reformation Coalition member world; Wi: Wilds (No off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191. In the case of government type 6: "Technologically Elevated Dictator," world's tech level is world's sustainable level, tech level of the TED and his/her support structure is higher, up to world's original tech level.); "—" indicates no allegiance because there is no population.



WORLDS OF THE COALITION

The Reformation Coalition has a total population of slightly more than 1.8 billion sentients living on 21 worlds and the Kruyter asteroid belts. Of this total population, nearly 1.2 billion are human and the balance are Schalli, an intelligent aquatic race native to the planet Aubaine (formerly Vras).

The UWPs presented with the subsector maps provide most of the necessary information concerning the member worlds. The following additional notes present some additional insights. (As all of the worlds below are in the Old Expanses, their subsectors will be used when identifying their locations rather than their sectors.)

Apollo (0436/Aubaine): Originally called Macis, the world was renamed after the Greek sun god who replaced Helios in the sky. Apollo is a "boneyard" world. Its entire native population perished in the Collapse, and the 4000 people currently on the world include a small starport crew and free-lance prospectors recovering machinery and other artifacts from the ruins. The naval base and starport were totally destroyed in the Collapse, as were most large power-generating facilities. The starport is a converted commercial airport.

Aubaine (0738/Aubaine): Originally called Vras, the world was renamed Aubaine ("Windfall") in celebration of the establishment of the first Hiver technical academy there. Aubaine was a charter member of the Dawn League and is the seat of Coalition government. It is also the leading world in the Federalist bloc (see "The Politics of Coalition," page 18).

Aubaine is a water world, with most human habitation (and all of the administrative centers of the Coalition) located on a series of archipelagos. Of the planet's total sentient population of 800 million, only about 150 million are human, the balance being the aquatic Schalli who are native to the world. (The Schalli do not show up in pre-Collapse census figures because official Imperial policy was that they were not a sentient race. See the section on the Schalli, beginning on page 24, for a more complete discussion.) There is extremely close cooperation between the human

and Schalli inhabitants, and most star-travelling Schalli are from Aubaine. The human population was considerably augmented by refugees during the early stages of the Collapse, which gives the world's culture a diverse and cosmopolitan quality.

Aurora (0535/Aubaine): Originally called Galos, the world was renamed after a mythical goddess of the dawn. Aurora was a very early and successful recovery story and was a charter member of the Dawn League. It is a staunch supporter of the Federalist bloc.

Baldur (1032/Oriflamme): Formerly called Heppling, this water world was settled in pre-Collapse times by several nations from the balkanized world L'steich. The combination of near-total coverage by water and an exotic atmosphere resulted in total habitation being on floating enclosed habitats or underwater cities. Baldur and L'steich received enough advanced warning of Virus to decouple all of their operating systems from their central data net, but on L'steich the life support system had already been invaded by Virus and a short time later shut down. On Baldur, large parts of the system began failing, but engineers were able to jury-rig manual control systems and use some uninfected backup equipment to keep the air breathable, although just barely.

Between high G and a poisonous atmosphere, life on Baldur is difficult, and has bred a tough, stubborn people who understand that often the only thing that stands between survival and extinction is simple determination. The Balduri tend to be Centrist in their politics, valuing cooperation and clearly directed action.

Enkidu (0932/Oriflamme): Formerly called Dono, the world was renamed when it was taken over by the Dawn League, by descendants of refugees from the world. The name Enkidu comes from an ancient epic, and was the name of the best friend of the hero Gilgamesh. When Enkidu was killed by the gods, Gilgamesh's grief drove him to embark on a search for the secret of eternal life.

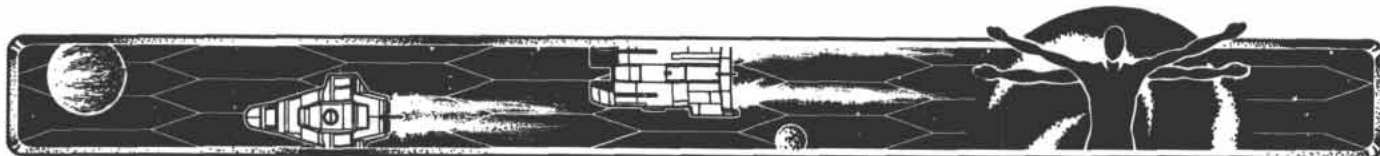
Enkidu is a "boneyard" planet with no surviving native population and is an administered territory of the Coalition. Several corporations share salvage rights on the planet and all inhabitants are corporate employees.

Eos (0632/Aubaine): Another charter Dawn League member, originally called Zloff and renamed after a mythical goddess of the dawn. The world's tech level has climbed considerably since establishment of the Dawn League. Eos supports the Centrist bloc in the Coalition Assembly.

Fija (0434/Aubaine): An extremely stable government and society which managed to weather the Collapse largely without civil disorder or violence. Fija was a charter member of the Dawn League and is a member of the Centrist bloc.

Helios (1234/Oriflamme): Formerly called Willow, this world took the name of the original Greek sun god upon joining the Dawn League. Helios has by far the smallest population of any member world, and it





was over strong protest from Oriflamme that Helios was allowed to join as a member world at all. (Oriflamme had previously registered a claim to Helios as a territory, a claim disallowed when the small enclave of humans was found still living on the planet.) Its single Assembly representative is a staunch Federalist.

Kruyter (0735/Aubaine): The asteroid belt of Kruyter is not a member of the Coalition but is instead an administered territory. All inhabitants are contract workers hired by the Kruyter Corporation ("Kruytercorp"), a privately funded development corporation attempting to recover minerals and pre-Collapse equipment. So far results have been disappointing and rumors of Kruytercorp's insolvency are rife.

Lucifer (1038/Oriflamme): Originally named Luhtala, this world was renamed in the renaissance fashion of the Dawn League. Lucifer was a name for the Morning Star, and was also the name attributed to the most beautiful of the angels, who was eventually driven from Heaven for his pride.

Notoriously free-thinking in their attitudes (pre-Collapse Luhtala was a low law level anarchy), the influx of refugees in the wake of the Collapse have forced the Luhtalans (as they are still called) to adopt a more formal system of laws and social behavior. They are still among the most vocal supporters of the Federalist bloc.

Nike Nimbus (0732/Aubaine): Formerly called Hite and renamed upon formation of the Dawn League (of which it is a charter member), this world was very heavily damaged during the Final War (its naval base being completely destroyed), Nike Nimbus is still trying to recover.

Mostly Federalist in sentiment, the Nimbans are generally also in favor of the coreward strategy.

Oriflamme (1235/Oriflamme): Formerly called Nemyer, this world renamed itself upon joining the Dawn League. It experienced a major population die-off as a result of the Collapse due to the failure of its high-tech agricultural and transportation systems, and that trauma left its mark on the people. Despite the die-off, Oriflamme's population still represents 44 percent of the entire Coalition citizenry and 69 percent of its human citizens.

Oriflamme is a feudal technocracy with fairly strict laws and centralized authority. Although the government (and its representatives to the Assembly) are the leaders of the Centrist bloc in the Coalition, opinions among the common citizenry are much more divided. Nevertheless, most Oriflammens, based on their recent history, have a strong need for security and a recognition that it's necessary to fight and make sacrifices to achieve it.

Phoebus (0737/Aubaine): Formerly called Fuetz, this world was renamed when it was taken over as an administered territory. (Phoebus, "Bright," was an honorific of the god Apollo, in his role as the sun god.) Technical missions are currently working to raise the planet's tech level as quickly as possible, and there is growing pressure from the population to admit the planet as a member world. Sentiment on Phoebus tends toward the Centrist bloc.

Ra (0931/Oriflamme): Formerly known as Herring, the people of Ra changed the world's name to that of the Egyptian sun god upon formation of the Dawn League. With the third smallest population of a member world, Ra's population is still considerably larger than before the Collapse. Like Aubaine, Ra accepted large numbers of refugees during the final days before the onset of Virus. Also like Aubaine, the people are generally Federalist in their sympathies.

Rohit (0337/Aubaine): Another "boneyard" world, Rohit is an administered territory of the Coalition. As the world now has a self-sustaining life support system and a permanent population, it was recently granted self-rule and sends a non-voting representative to the Assembly.

Schall (0638/Aubaine): An interdicted world prior to the Collapse to preserve the secret of Schalli intelligence, this is not the true homeworld of the Schalli species. (See the discussion of the Schalli later.) Although Schall is organized as a feudal technocracy (or something very close to it), the Schalli assembly representatives tend to be Federalist in sentiment.

Shenandoah (1139/Oriflamme): Originally called Hoff, this world assumed its new name (which means "Daughter of the Stars") upon entering the Dawn League. It is the lowest population member world, with only 80,000 people. Its single Assembly representative is a Federalist, reflecting the views of the clear majority of the citizens.

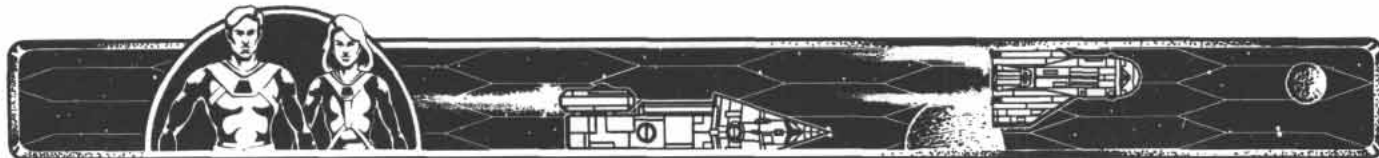
Spencer (1338/Oriflamme): This world was recently pacified by Oriflamme Marines, and is currently an administered territory under Oriflamme supervision. A low-level insurgency is apparently being supported by one or more states on Teldora as a means of keeping the Coalition tied down and distracted.

Spires (0936/Oriflamme): During the Third Imperium this was a primitive world placed under Imperial Interdict as an anthropological laboratory for observation of, and controlled experiments on, social development. Lacking fossil fuels or significant surface deposits of useful metals, technological development stalled fairly early, but philosophy and the arts flourished. Since contact by the Dawn League, a bootstrap campaign has been under way to raise the world's tech level using solar power and imported metal or synthetic materials. Spires' citizens interested in starfaring are encouraged to attend off-world academies, and have done so in large numbers, but Spires itself still remains a simple and largely pastoral world. Political sentiment on Spires is overwhelmingly Federalist.

Trybec (0336/Aubaine): One of the charter, and most enthusiastic, members of the Dawn League, Trybec pushed for the dispatch of the 12 original ships and rebuilt Dawn Base (the former Imperial scout base and current forward HQ of the RCES) largely at its own expense. The Trybeci are strongly Federalist in their sentiments.

Vezina (0437/Aubaine): Recently and forcibly added to the Coalition, Vezina is an administered territory. Taken in NE -1 (1200), the former nations are now administrative districts, of which the largest is Hastaan. A major rescue operation was launched against the strongest of the TEDs, which inadvertently toppled the entire government structure. After this, the other TEDs on the planet surrendered. Bootstrap operations are ongoing, and considerable relic technology is being recovered. Some outlying districts are very primitive neo-tribal societies. They are not fully integrated yet, and some do not recognize the authority of the Coalition. They successfully resisted Hastaan, and now are resisting RC authority, but are willing to accept aid in some cases.

Zloga (1035/Oriflamme): Formerly Saloga (and apparently renamed due to a misunderstanding by early prospectors on the world), this is a "boneyard" and administered territory. There is very little formal governmental structure on the world. The tech prospectors jointly run the world's habitat and decide most issues by majority vote.



In all of the Old Expanses, it would be difficult to find a more unlikely cluster of worlds upon which to stake one's hopes for the future than the twenty worlds of the Dawn League. Astrographically speaking, the community was not commercially viable. The various sub-clusters were not linked to each other by direct jump-2 routes (let alone jump-1), and in many cases the most logical trade routes meandered outside the original controlled space of the organization.

More importantly, the political and social values of the member states were so dramatically incompatible as to guarantee nearly constant friction; the centrifugal forces of this society were so powerful that from the very beginning it seemed always on the verge of flying apart. If we humans had set out to select worlds guaranteed to fail, we would have chosen these worlds, or some very much like them. But humans did not choose these worlds—Hivers did.

The Coalition, of course, did not fail, and what an interesting place it became!

Dr. Eleri Kuniholm
What's The Matter With You People?
 A Historian Looks at History
 Mora, Deneb, 1235

COALITION GOVERNMENT

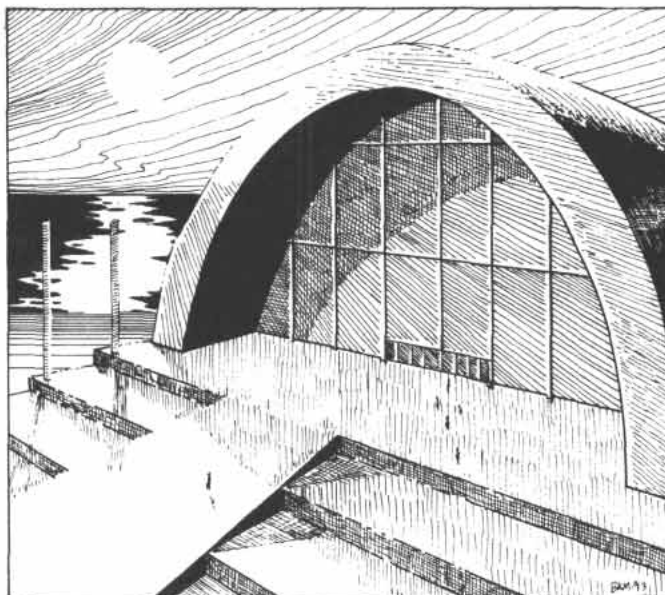
The Coalition is itself a very loose alliance of worlds, with a central planning authority based on Aubaine. However, although there is considerable cooperation on technical matters between the worlds, each world launches its own expeditions into the Wilds, using a combination of RCES and free-lance personnel and ships, and there is considerable rivalry in this area between worlds. Although tempers may flare on the rare occasion when expeditions meet in the Wilds, there is never any question of violence between them. However, intelligence information concerning future prospective raids is jealously guarded, as it represents a considerable economic investment.

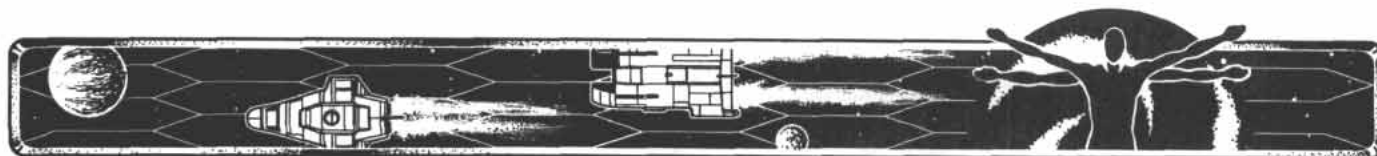
Recovered technological equipment is either brought back into service and used in the field or, more often, brought back to the Coalition to fuel the economic recovery. Machinery of all types is sold at auction on all of the worlds, but the largest of the auctions is held on Aubaine, and the auctions there are massive social events as well, providing a rare opportunity for ship crews usually away on raids to meet and mingle.

The formal structure of government within the Coalition is centered on the Assembly of Worlds (sometimes called the Coalition Assembly, usually just called the Assembly). Each member world sends representatives to the Assembly, selected as determined by their own prevailing customs and government, and the representatives vote on matters of policy and finance. The Assembly elects a Secretary General, but that official's only formal duties are to preside over sessions of the Assembly and decide tie votes. In reality, the Secretary General has considerable informal authority and is also in charge of an increasingly professional administrative and planning staff.

There are currently 192 representatives in the Assembly, and they are elected on the basis of one representative per 10 million population on a world, but never less than one representative per world. The provision that each world have at least one representative is the source of some friction between the the high-population worlds and the lower ones, and the admission of Helios as a full member was the subject of a particularly stormy debate.

The Assembly has no authority over affairs on the member worlds, and instead only controls the central resources of the Coalition and sets overall policy to coordinate the off-world operations of the member states. Action is taken through four agencies.





Reformation Coalition Exploratory Service: Often called simply "the Service," the RCES is the largest and most diverse agency of the Coalition. It undertakes deep exploration and covert intelligence-gathering missions, plans and executes raids and military operations (using navy and Marine assets), coordinates free-lance operations toward the same end, and provides an information clearinghouse for missions undertaken by member worlds.

Reformation Coalition Marine Corps: A small, elite body of experienced combat troops who form the core of many key Coalition raiding forces. The RCMC also serves as a clearinghouse for information on hostile equipment and tactics and runs frequent training courses for the raiding forces of the member worlds. Should the need arise to rapidly expand the conventional combatant forces, the RCMC would form the training and leadership cadre. As a result, its personnel are considered too valuable to risk on anything other than the most important missions.

Reformation Coalition Navy: While the RCES controls a variety of starships, many of them converted to military use, the RCN controls a small but growing number of purpose-built naval combatant starships, principal among them being the *Aurora*-class clippers currently in Coalition service. (While the *Auroras* are currently limited to Coalition ownership, there is a growing sentiment that these highly capable vessels should be made available for ownership by individual member worlds.) Although these ships invariably come under RCES operational control when used in raiding missions, RCN retains responsibility for deep-space combat.

Reformation Coalition Service Administration: Also called "the Bureaucracy," the RCSA provides planning and administrative staff support on Aubaine for all Coalition activities. It also provides personnel to man the various support installations and bases throughout the Coalition and on various bootstrap operations. As more worlds come under Coalition control, this agency will grow in size and importance.

Coalition Worlds by Population

<i>World</i>	<i>Population</i>	<i>%</i>	<i>Bloc</i>	<i>Representatives</i>
Oriflamme	800,000,000	43	Centrist	80
*Aubaine	800,000,000	43	Federalist	80
*Nike Nimbus	70,000,000	3.7	Federalist	7
*Fija	70,000,000	3.7	Centrist	7
Spikes	40,000,000	2	Federalist	4
Baldur	30,000,000	1.6	Centrist	3
Lucifer	30,000,000	1.6	Federalist	3
*Aurora	7,000,000	0.4	Federalist	1
*Trybec	7,000,000	0.4	Federalist	1
Schall	6,000,000	0.3	Federalist	1
*Eos	5,000,000	0.3	Centrist	1
Vezina	2,000,000	0.1	recently pacified	—
Spencer	400,000	0.02	still being pacified	—
Ra	200,000	0.01	Federalist	1
Shenandoah	80,000	—	Federalist	1
Enkidu	50,000	—	"boneyard"	—
Phoebus	8000	—	Centrist	1
Apollo	4000	—	"boneyard"	—
Kruyter	3000	—	"boneyard"	—
Rohit	2000	—	"boneyard"	—
Zloga	700	—	"boneyard"	—
Helios	700	—	Federalist	1
TOTAL	1,867,748,400			192

(Member worlds in bold, Territories regular)

* Indicates original six trading worlds that later formed the basis of the Dawn League.

People of the Coalition



None of this makes any sense. We keep going back out there, fighting, dying, losing friends, all so we can topple these tin-pot dictators that have guns where their brains should be. Okay. I knew what I was doing when I signed on. I can handle that.

But afterwards, what do we come back to? Open your eyes, Bongo. Look around. Almost half the delegates to the Assembly are from F-tech constituencies. Some of the real right-wingers are talking constitutional convention, giving the Coalition a strong central government, and guess what the structure would be?

Wealth and power based on limited technological assets concentrated in private hands. Personal loyalty pledges to the wise and generous rulers. Goodies doled out to the faithful workers. Feudal technocracy? Come on, who's kidding who? Out in the Wilds we call 'em TEDs, and I tell you, Bongo, they don't look much different to me back here.

You can talk all you want to about local self-determination. I tell you this: If they start pushing hard for a new constitution, I say all bets are off. I say garbage stinks no matter where you find it, out in the Wilds or back here in CS.

I say we're due for a little house cleaning.

The Politics of Coalition

The Reformation Coalition is held together as much by a common purpose as by its Charter of Confederation. Lacking strong police powers, it would be difficult to enforce its will on the member worlds. Only a strong commitment to a common goal, and a dedication to peaceful political institutions, prevents the Coalition from fragmenting. Nevertheless, there is considerable internal friction.

Centrists and Federalists: The main political division in the Coalition is between the Centrists and the Federalists. Centrists believe in a much stronger central government than the Coalition currently has. As a side issue, most Centrists also advocate feudal technocracy as a superior means of social organization. Federalists advocate allowing worlds to find their own form of social organization, with a minimum of interference from the Coalition. Each of these major blocs is further divided into a number of smaller parties and interest groups, although by their very nature the Federalists

tend to be more fragmented.

The current Assembly is split almost evenly between Centrists and Federalists. There are slightly more Federalist delegates, but the greater unity of the Centrist bloc gives them equivalent, and sometimes superior, political leverage. However, they do not have the votes to muster the two-thirds majority necessary for a constitutional revision.

Oriflamme is the principal center of Centrist sentiment, while Aubaine leads the Federalist bloc. Naturally, it is easy to find many individuals on both worlds who hold the opposite view, or any of a variety of other views. Nevertheless, what usually places a world in one camp or another is its form of government. Oriflamme and most of the worlds aligned with it are feudal technocracies, while most Federalist worlds enjoy some other form of government.

The Centrists, led by Oriflamme, advocate a strong central government and reorganization of much of the Coalition along the lines of



a feudal technocracy. Technology is scarce, they argue, and the Coalition is very weak in terms of numbers of people and industrial production. Only a ruthlessly efficient organization and utilization of scarce resources can enable the Coalition to keep expanding.

The Federalists argue instead for a deliberately dispersed approach to expansion. The situation is too complex and uncertain, they argue, for rigid central control and massing of assets behind a few select approaches. Better to try dozens of different paths and see which ones generate the most success. The loosely controlled market mechanism of the auction system, they argue, will automatically channel resources into the hands that are most efficient at using them. Central control, in other words, does not necessarily mean greater efficiency, particularly in the long run.

There is an emotional component to the argument, as well. For many Federalists, the feudal technocrats are too reminiscent of the old Imperial nobility, in both their aims and their attitudes. Centrists, in turn, find that characterization insulting, and view Federalists as starry-eyed idealists in contrast to their own self-image as pragmatic realists. The Centrist-Federalist struggle has a variety of manifestations, not all of which are what would be expected.

The Ship Bill: The orbital shipyard above Aubaine is among the most valuable assets the Coalition possesses. Given the overall shortage of starships, and the near-total lack of modern warships, it would be unthinkable to let the shipyard ever stand idle. It is a constant beehive of activity, and the largest slips are filled with the new clippers in various states of completion.

Construction cannot continue without funds, however. Capital to finance the ships has to be raised. Given the other demands on Coalition revenue, particularly with respect to the various ongoing bootstrap operations, RCES cannot afford to purchase all of these ships. Several senior technocrats representing Oriflamme have locally raised the funds to complete the construction, however, and are prepared to purchase the vessels upon completion.

Many Federalists are concerned that concentrating this many new ships in Oriflamme control will lead to a spiral of increasing wealth and technological strength in the hands of a limited number of technocrats. As a result, Aubani delegates have introduced the Ship Bill in the Assembly, which proposes a surcharge on proceeds of Auction to fund the ships and place them under RCES control. The surcharge would be a loan, not a tax, and would be paid back over time with interest out of revenue generated by the vessels.

The bill is stalled in committee, and the line-up of votes is confused and complicated. Most Centrists support the bill in principle, as it represents a strengthening of the central authority, but Oriflamme opposes it, for reasons already covered. Federalists, likewise, are concerned with the short-run problem of Oriflamme power, but also fear that this bill may result in a continuous and irreversible escalation of central authority. As a result, the traditional political blocs are confused and divided among themselves over the issue.

The Schalli: Although the Schalli form of government is clearly a feudal technocracy, they are solidly aligned with the Federalist bloc, for several reasons.

Schalli government is based on an elaboration of the earlier tribal organization around strong leaders, adapted to the environment of Schall and the scarcity of technological devices. It works for the Schalli, but they have no illusion that their experiences or needs are universalizable.

Beyond that, the Schalli have a very strong bond to Aubaine. A substantial majority of the Schalli racial population now lives on Aubaine, and they have a growing tradition of mutual aid with the Aubani.

But the Schalli suffer from a serious internal political division of their own. The split between Modernists and Traditionalists (see the background section on the Schalli), while unlikely to become violent, is deeply distressing to most members of the race, and weakens the Schalli voice in Coalition-wide affairs.

The Humanist Right: A handful of extreme right-wing "Humanist" parties, usually aligned with the antisubinfederationists (see below), favor reducing or eliminating altogether the Schalli franchise (right to vote), on the grounds that they are not well adapted to starfaring. Some elements of old-style Solomani supremacist dogma can be found in their platforms as well.

This would, of course, immediately eliminate over 60 assembly seats, all of them Federalist, and guarantee a Centrist-dominated Coalition. Although most senior Centrist politicians are unwilling to embrace this position, the political capital to be gained from it is so appealing that few have repudiated it, either. Instead, most advocate "further study" of the issue, in the interests of a free and open exchange of ideas.

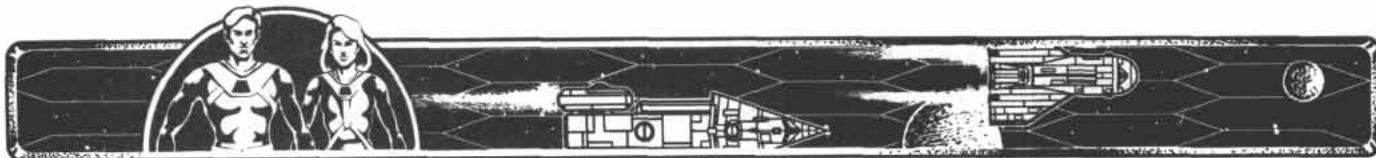
Reapportionment: Oriflamme has steadily pushed for reapportionment of the Assembly based solely on population. Low population worlds would, under the Oriflamme scheme, be included in an Assembly district on a neighboring world. (Helios, for example, would become part of Oriflamme's 73rd Assembly District.) Federalists oppose the Oriflamme plan on pragmatic as well as theoretical grounds. A world has unique needs and perspectives and so deserves a separate voice, regardless of how small the population. Also, most smaller worlds tend to be Federalist in sympathy and a reapportionment would dramatically erode Federalist strength in the Assembly.

Nevertheless, Oriflamme has a powerful argument when it points out that each citizen of Helios has a voice in Assembly roughly equivalent to that of the combined voice of 14,300 citizens of Oriflamme.

Antisubinfederationists: The Antisubinfederationists are a radical party generally aligned with the Centrist bloc. They are not only in favor of adoption of a feudal technocracy form of government, but are also proponents of strict "antisubinfederation" laws, which would prevent feudal holdings from being divided among employees and retainers. The effect of such laws is to freeze concentration of assets in the hands of a few "technarchs."

The New Worlds: The sorts of government types allowed to enter the Coalition as member worlds will have a dramatic effect on its long-term political makeup. Oriflamme has been pushing hard to allow technologically elevated dictatorships to apply for entry as members after making sufficient reforms to qualify as feudal technocracies. Aubaine and the other Federalist worlds have consistently held out for more representative forms of government among new member states. This issue is unresolved at present, and has the potential for being the most explosive and divisive of all of them in the long run.

The Resistance: Oriflamme's internal politics are complicated by a very small, but steadily growing, resistance movement. Apparently built around a handful of Marines who have returned from raiding duty and whose sentiments have become strongly antifeudal, the Resistance has so far confined itself to acts of sabotage against government installations and no lives have been lost to date. Nevertheless, there is considerable interest throughout the Coalition in how Oriflamme will cope with this new challenge to its form of government, as well as widespread (but largely unspoken) sympathy with at least the principles, if not the means, of the rebels.



PERSONALITIES

This section provides a brief personality sketch and summary of attitudes of "typical" people from the seven Coalition worlds with the largest human populations. This includes all worlds with 1% or more of the total human population of the Coalition, and together they include 98% of all humans living in Coalition Space.

Each section begins with a quotation by a member of one of these worlds that highlights that world's unique outlook. After this are sections detailing how inhabitants of that world typically view the Coalition itself, other major member worlds, and finally, the aliens in the Coalition: Schalli, Hivers, and Ithklur. These sections are written from the point of view of the inhabitants of these worlds, and reveal as much by the tone of their underlying assumptions and prejudices as they do by what they actually explain.

These profiles serve both to give players some hints as to world-views of their characters (if they come from one of these worlds), and help referees roleplay various Coalition NPCs encountered during adventures. Players may wish to pick a personality sketch they are comfortable with and use it as a homeworld, after embellishing the personality, of course. Always remember, though, that archetypes such as these are only rough stereotypes, and there is tremendous diversity of views in any culture.

Attribute modifiers listed below are not unique to these worlds, but are simply the standard homeworld modifiers from TNE, page 19.



The Aubani

When I was growing up, there were dozens of places on the island where you could stand and see nothing but water in almost every direction, all the way from horizon to horizon. At night, where the water stopped, the sky and stars took over, stretching as far as you could see, from horizon to horizon, back again to the limitless sea. Star-filled sky and endless sea. Both of them beautiful. Both of them in turn tranquil and deadly hostile.

Most of the opponents of the Aubani (and many of our friends) think of us as arrogant. Nothing could be further from the truth. Nothing is as humbling as looking in every direction and seeing nothing but sea and sky and stars. Only the Aubani understand, on a basic elemental level, how truly tiny the Coalition is and how truly alone we all are. Anyone can read a map, but this sort of solitude and isolation, this estrangement from an environment that you are simultaneously drawn to, is uniquely part of the spiritual makeup of every Aubani human.

The Coalition: There is a natural rhythm to things, a cycle as certain and as irresistible as the tides. The Coalition is riding a flood tide right now, and has to extract every millimeter of advantage from it today, while it is running. Tomorrow may be too late;

tomorrow the tide may begin to ebb. Most of the Coalition looks to us for leadership, and that makes it our responsibility to provide it, as wisely as we know how. It isn't easy holding a coalition together that seems ready to open fire on itself half the time, but it's our job to do it, and not Oriflamme's way—in that direction lies nothing but violence and ruin in the long run.

Other Members: The Oriflammen political leadership, the "technarchs," are extremely dangerous. With a whole spiral arm of the galaxy shattered by the stupidity and greed of emperors and dukes and princes, the Oriflammen technarchs are still scrambling to see who can be first to tack a title onto his or her name. As to the rest of Oriflammen society, there's a hard streak in it that's tough to reconcile with the sort of future we want to build. Fijans and Balduri generally line up behind the Oriflammen.

Nimbans are our closest allies in the Coalition, although they are inclined to knuckle under to Oriflammen pressure. The Luhtalans are also generally on our side, but don't have any sense of finesse, and so often provoke fights over side issues that aren't that important anyway. We all thought the Spiri would be allies as well, and in some respects they are. But it's impossible to tell which side they'll end up on with any issue until it comes up and they explain their position. Their explanations make sense—sort of—but usually not in any way you'd have come up with on your own.

Aliens: The Schalli are at least as intelligent as any human, and deserve their membership in the Coalition. Helping them find their way to the stars they've looked at and loved for centuries is one of the most exciting and rewarding parts of Coalition work.

The Hivers are extraordinary, and there's much to learn from them beyond simply science and technology. They are secure in their own culture, farsighted, and tolerant, qualities we could all stand a bit more of.

The Ithklur are good soldiers, and a lot more disciplined than Oriflammen Marines.

Attributes: Aubani characters add 1 to Education due to their homeworld effects (Average Stellar).

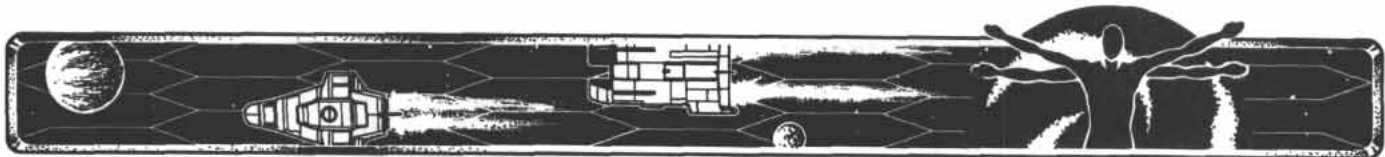
The Balduri

Always remember: Life hangs by a thread. No individual, no culture, no species is guaranteed anything. Life is a continual struggle for survival, and the odds are always stacked against you. In the end, the only thing that separates the living from the dead is strength of will.



We Balduri survived when thousands of worlds just winked out of existence because our ancestors never gave up. A hundred feet below the surface of the ocean, with no power, with tonnes of water pouring in the crippled oxygenators, in total darkness with the water level rising up past their waists, they kept rewiring circuits, cranking generators, shoring bulkheads, working the manual pumps. They never gave up.

And because they never gave up, you and I are here today.



Hard work, dedication, and—above all else—self-discipline, are the keys to survival. Always expect things to get worse, because then you will never be surprised. Always have a plan ready for any eventuality. No matter what the situation, no matter how hopeless it appears, there are always options, always alternatives.

Never give up.

The Coalition: This isn't the Dawn League anymore, and it's time the starry-eyed idealists put away the last of their illusions. The sickness that's infected most of charted space can't just be wished away. It will take decades of unflagging, disciplined, methodical struggle and sacrifice. It's time to face up to what that means for the Coalition and to put our house in order.

Other Members: The Oriflammen see the need for concerted, directed struggle, and they are our closest allies, but there is an edge to some of them that strays past strength toward cruelty. Fijans understand the need for discipline, but they believe that the universe is orderly. The truth is that the universe is nothing but screaming chaos, and the only order is what we impose. The Aubani are too slick for the work that's ahead of us; they're great at politics and manipulating people, but there are a couple thousand worlds out there that aren't going to be impressed with Aubani speeches. Nimbans are too soft, too inclined to think when they should act, and most Luhtalans are just a waste of space. As to the Spiri, who can even understand them?

Aliens: The Hivers help us, but only for their own reasons. They send us a few teachers and a couple boxes of spare parts and want us to go out and fight the war they don't have the guts for. Their Ithklur Marines are different—tough fighters who deserve better leaders. The Schalli are so different from humans that you can't judge them with the same standards, but they are honest and serious about their work, two qualities that mean you can depend on them.

Attributes: Balduri characters subtract 1 from Constitution and add 1 each to Strength and Education due to their homeworld effects (1.5 G, Early Stellar).



The Fijans

An orderly, disciplined mind applied to the solution of a problem becomes an irresistible force.

At a time when most of human-settled space was plunged into screaming horror and chaos, Fija alone remained calm and approached the disaster carefully and deliberately. There was virtually no panic on the planet, no riots, and no need for "emer-

gency police action" (a euphemism for mass detentions and summary executions, parts of their histories most member worlds would like to forget). Fija avoided all of that by careful planning and organization, and meticulous attention to detail. The best plan in the world will come unraveled if the details aren't tended to.

This is a lesson that most of the other member worlds could profit from studying.

The Coalition: We were a charter member of the Dawn League, and one of the first to advocate formation of the Reformation Coalition. The Coalition is a step in the right direction, but it still hasn't gone far enough. Too much is left to chance, too much is improvised along the way. So far we've been lucky, but we can't just count on muddling through forever. The Coalition has to get organized, has to discipline itself.

Other Members: Most Luhtalans are hopeless scatterbrains. Neither the Aubani nor the Oriflammen have enough of the orderly and meticulous attention to detail needed for real leadership, although the Oriflammen are much better in that area. Nimbans are better than either of these, and think a problem through before dashing in. The Balduri are also careful planners, but of all the member races, the Spiri are the most thoughtful and deliberate, and we share common ground with them on many issues. The Spiri appear to have a completely different approach to life than we do, but do not be fooled: that is largely a matter of style, not substance.

Aliens: The Schalli are an extremely interesting race, with admirably ordered minds. The Hivers are good at laying long-range plans, but when actually involved in the execution of an operation they are too easily distracted. They seem to have vision, but lack concentration. The Ithklur act as if they just passively carry out Hiver orders, but something doesn't ring true there. Few Hivers have a head for small unit tactics, but Ithklur operations, despite their intense violence, have a crystalline perfection of structure and execution, and are often nearly bloodless (at least for the Ithklur participants). Behind the bovine pretense, there are some very cold, analytical minds that can carefully think through a problem and plan accordingly. This race merits further study.

Attributes: Fijan characters subtract 1 each from Strength and Constitution and add 1 to Education due to their homeworld effects (0.45G, Early Stellar).



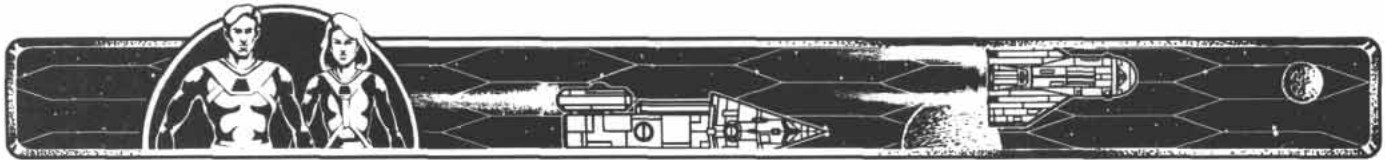
The Luhtalans

There was a time when our Luhtalan ancestors were concerned solely with frivolous pursuits, but this is a New Era, and we've become new people to deal with it. Too many other people have only reacted, instead of adapted, to the changing times. Instead of the nice, homogeneous culture that once filled charted space, there are now thousands of bizarre, mystic,

crackpot societies.

Who better to understand them than the descendants of a bunch of bizarre, mystic crackpots?

So although we've adapted to the needs of a new era, we always try to keep in touch with our anarchic roots. Most of us affect wild fashions of clothing and personal decoration (large body tattoos have become especially popular lately), partially because it provides an outlet for the wilder side of our natures, but also as a



reminder that the universe is a study in diversity, and has to be approached with a constantly open mind.

Of course, many members of the Coalition are clueless in that respect and cannot see anything past the way a person dresses.

The Coalition: The diversity of the Coalition is all the proof any thinking person needs to understand that a loose federation is the only way to go. The Centrists are so insecure in their convictions that the only way they can find peace of mind is to try to make everyone look and behave exactly like they do, at gunpoint if necessary.

Other Members: The Nimbans are thoughtful and can appreciate different ways of solving a problem. They are our closest allies in the Coalition. The Aubani are real leaders, have genuine vision, but sometimes they get so wrapped up with Coalition politics and cutting deals that they lose sight of the big picture. Most Centrists are close-minded, unimaginative blockheads, but the Oriflammen have a wild streak that makes them interesting; it shows that there's some hope for them yet. The Spiri are our spiritual brothers. The true solutions to the problems mankind faces may rest with the ancient customs and practices of this race of thinkers and philosophers.

Aliens: The Hivers are a fascinating race, and prove that you don't need to be an upright biped to have the quality we call "humanity." Their Ithklur bodyguards, on the other hand, might as well be robots. Luhtalans hold the Schalli in great admiration for their beauty and grace. Recordings of Schalli group songs are very popular on Lucifer, and many of us have begun taking vacations ("pilgrimages," some say) to Schall to swim with them. (Aubaine is too cluttered with people and the Coalition government apparatus to allow visiting with the Schalli in their natural state on that world.)

Attributes: Luhtalan characters subtract 1 from Constitution (Tainted atmosphere).

The Nimbans

Proportionally, Hite (now called Nike Nimbus) suffered as many casualties as any member of the Coalition. Nobody has a right to lecture us about loss, or suffering, or sacrifice; our people have been there.

And why did all those people die? Why was there such universal suffering? Because society stopped working, and it stopped working when every-



one started paying more attention to what made them different from their neighbor than what they had in common with them. That's why it's so important for the Coalition to work, and that's why it's so maddening to see the member worlds squabbling with each other over petty procedural issues.

Certainly there are real differences between the member worlds. But how important are those when you compare them to the differences between the Coalition and the worlds out in the Wilds?

The member worlds have to refocus on what they have in common and get down to the job facing us all. The Oriflammen aren't the enemy. The Aubani aren't the enemy. The enemy is out there, on a thousand worlds, and it's time people remembered that.

The Coalition: Although there are deep differences between some of the factions, it is terribly important that the Coalition stay together. The loose federation seems a better way to integrate worlds into the Coalition in the long run, and so Nimbus generally supports that side. But there's hardly any issue worth splitting the Coalition over, and Nimbans are more concerned with securing working compromises between the two camps than in seeing one side or the other win a victory that may drive half the worlds out.

Other Members: All of the members have experienced their own forms of trauma from the Collapse, and all of them have been shaped by it. Underneath their differences, all of them are good, simple people trying to find their way out of the darkness.

Aliens: Most of the Schalli that you run into are with Aubani, and there seems to be a special bond there. The Hivers are difficult to know well, but their actions are unambiguously beneficial. This world was shattered by the Final War, and it has only been with Hiver assistance that the rebuilding has really gained momentum.

Attributes: Nimban characters subtract 1 from Constitution and add 1 to Education due to their homeworld effects (Tainted atmosphere, Early Stellar).



The Oriflammen

When I was growing up, I used to follow the plow my father and uncle pulled through the field and my job was to pick up the bones that its blade turned up. Every spring with the thaw, new bones would come up in the fields and meadows and yards, pushed up by the frost heave.

It's one thing to read in a book that over 6 billion people died on the planet in the space

of a few years, without enough survivors left to even bury most of them. It's something entirely different for your first clear memory of childhood to be of a game played with skulls.

What did all those billions of people do to bring on their deaths? Nothing. One day they were dumb and happy, the next day someone was throwing dirt in their faces. Life is tough.

Deal with it.

The Coalition: Most other member worlds insist on being treated as "equals," when Oriflamme provides most of the bone and muscle of the Coalition. Oriflamme practically is the Coalition. Over two-thirds of the Coalition's human population lives here on Oriflamme, and most of the others are afraid of us. Paranoid might be a better word. No one in their right mind would have given 700 people on Helios a full vote in the Assembly



if it wasn't for the fact that they knew the vote would always be cast *against* Oriflamme.

The Aubani are constantly lobbying for more restrictions on engagement rules by raiding forces, while at the same time arguing for a broader AO. They make all these great speeches about the tough struggle ahead of us, and then send our soldiers out there and say, "But remember, boys and girls, be nice!"

The Coalition needs more realistic leadership, and it needs it fast.

Other Members: The Aubani are our main adversaries, and they have managed to turn much of the Coalition against us. They are skilled manipulators, just like their Hiver mentors, and their policies are dangerous. The Nimbans generally tag along with them, but they don't have the stomach for a confrontation and tend to cave in when things get heated. Luhtalans also usually side against us, but they have so much entertainment value it's hard to get really angry at them. The Spiri aren't a space-faring culture and don't seem to want to be. They shouldn't even be members and wouldn't have been if the Aubani hadn't thought they could count on their votes. As it's turned out, nobody can count on their votes. Not many people can even figure out what they're talking about. The Fijans and Balduri are good, solid people, even if the Fijans tend to be a bit dull and the Balduri have their bolts screwed in a little tight.

Aliens: The Schalli are intelligent, but they aren't human, and they aren't even happy trying to ape humans. Over 80% of Aubaine's population is Schalli but only about a quarter of its Assembly representatives are. What does that tell you? The Hivers always have a master plan of some sort, but they won't say what it does or where it's going. Instead, we keep getting little installments of it and little peeks at what it will do, and somehow the best facilities always end up on Aubaine and somehow Oriflamme always gets screwed. We've gotten about everything useful from the Hivers we're likely to get. Maybe its time they took a hike, and took their ugly lizard bodyguards with them.

Attributes: Oriflammen characters subtract 1 from Constitution and add 1 to Education due to their homeworld effects (Tainted atmosphere, Early Stellar).

The Spiri

While most of humankind devoted its energies to perfecting its tools, we devoted our energies to perfecting our minds and spirits. Humankind raised the state of its tools to such a level of perfection that they turned on them and nearly destroyed them, while the Spiri remained untouched. Now the Coalition worlds have asked us to join them in rebuilding the shattered domain



of man. This is good work, noble work, worthy of whatever help we can lend.

Those of us who help will have to learn the use of their tools and their technology, because the contributions they expect are of a

material nature. But our true value to the Coalition is in our understanding of the difference between tool and craftsman. Even this soon after the Collapse, the people of the Coalition again risk becoming slaves to their tools. Our role is to remind them that they are the masters of their tools, and to show them the way past their spiritual confusion.

The Coalition and its Members: Very few of the member worlds have the spiritual clarity to remain focused on the important issues. As a result, they are easily distracted and begin fighting among themselves.

This is particularly true of the Oriflammen, who carry so much inner pain that they hide it behind a false front of insensitivity, combativeness, even cruelty. They will never be able to face their future with a clear mind until they stare down their own personal nightmares.

The Aubani see farther ahead and with more clarity than most of the others, but apparently, like their Hiver mentors, they do not completely trust the judgment of their fellows, and so sometimes rely on political maneuvers and manipulation in place of honest counsel. There is a very great danger here, as deception is a drug that dulls the user's judgment, and so eventually leads to ruin.

The Luhtalans and the Fijans are opposites, and neither has the balance necessary for clear thinking. The Luhtalans talk about spiritual qualities, but do not understand that these qualities cannot be obtained by simple talk. They lack the persistence and gravity of spirit necessary for true growth. The Fijans, on the other hand, deny their own humanity, and so sacrifice their greatest strength.

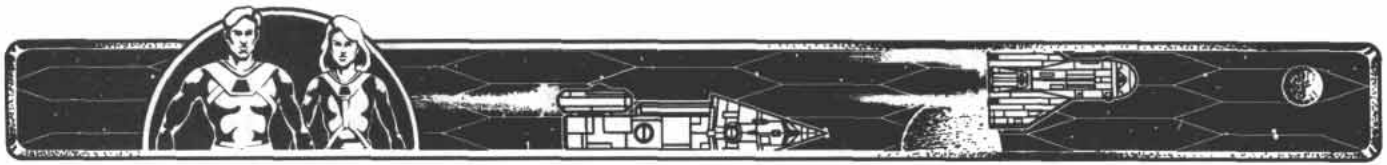
The Nimbans and Balduri are the most mature of the member societies, although neither recognizes how very close they are spiritually to each other. Both people are thoughtful, and endowed with more than a little wisdom, but both are limited by their fears. Only by breaking free of their fears will they be able to realize their potential.

Aliens: The Schalli are lost, and in great spiritual danger. All of them sense this, but none of them know where to even begin to seek an answer, so for now they drift with the currents of the Coalition. Wherever they will find their answer, it will have to be on their own.

Most of the Coalition worlds believe they understand the Hivers. They are completely mistaken. They have come to this supposed understanding only by imposing some analogy of human behavior or motivation on the Hivers. These attempts at rationalizing Hiver behavior demonstrate only how little humans really understand about them, and are fruitless exercises. The Hivers must simply be accepted at face value as a force in the universe; they cannot be understood in even the simplest terms by any human being.

The Ithklur are a completely different story. They are the deepest and most spiritually mature of all the races in Coalition space, including humans. Only the Ithklur understand their place in the cosmos, and do so with an assurance and a simplicity that is stunning in its clarity of vision.

Attributes: Subtract 2 from Education (Tainted atmosphere, Pre-Industrial).



We had tremendous difficulty in decoding the Schalli language at first, and in fact there were many who disputed whether or not it constituted a formal language at all. The Schalli were anxious to communicate, however. Driven might be a better word. They had the physical capability to duplicate most sounds used in Anglic, and so soon we had a working basis for verbal communication.

Our first two subjects were SEEEkee Deepdiver and oooEEka Fisher. (Since most family names are descriptive of a trade or behavior, I've adopted the convention of translating those names into Anglic, while I've left given names in as close to the original Schalli as possible.) Both were bright and curious, but SEEEkee was an older male, with a tendency to become impatient or grumpy, while oooEEka, a young female, was both more patient and open-minded.

Fairly early on in our exchanges, SEEEkee asked me the first of many tough questions: "Where from?"

Where indeed? How to explain space travel to a pre-technological ocean-dweller? We had to develop some new vocabulary along the way ("star" for "night sky light," etc.), but he followed the explanation fairly well. When I finished he said, "Show star." I said, "You can't see it from here." SEEEkee made a rude noise through his blow-hole, turned, and swam very slowly away, behavior I had come to recognize as a very great insult.

The next morning, oooEEka came but SEEEkee was nowhere in sight. When I asked oooEEka where he was, she colored slightly and drifted slowly back and forth in the water, both signs of embarrassment. What I finally drew out of her was that SEEEkee wasn't coming back to talk anymore, because it was a waste of time to chatter with "liars," which of course meant me. Clearly, he didn't believe my story, but I sensed that SEEEkee was very influential and would be a vital ally in establishing broader contact with the Schalli. How to convince him?

I began by asking if oooEEka believed me. More skin coloration and aimless sideways movement. "Very difficult," was her diplomatic reply. I said that I knew that it must be difficult for them to believe that someone had come from another world, but asked her to consider where on this world I could have come from.

"Can believe from other world," she replied. "Impossible believe from star."

"Why?" I asked.

"Too hot," she answered.

I sat down, hard, by the tidal pool. SEEEkee hadn't balked at interstellar travel; he had simply refused to believe that I lived on the surface of a star! Over the course of the next two hours, I received a real education in the danger of underestimating "primitive" cultures. Although the Schalli had no machinery, they had excellent eyes and brains. Their knowledge of astronomy was as good as you could get with the naked eye, and they had a solid grasp of cosmology. They could see the stars, and used them to navigate at night, just as our own ancient ancestors did. Given the lack of landmarks on the ocean surface, they had a much greater need for knowledge of them than we ever had. They also had a curiosity as to how things worked and an unbelievable facility at mathematics, all done in their heads of course.

I think that that morning was when I started thinking of them as a race of navigators.

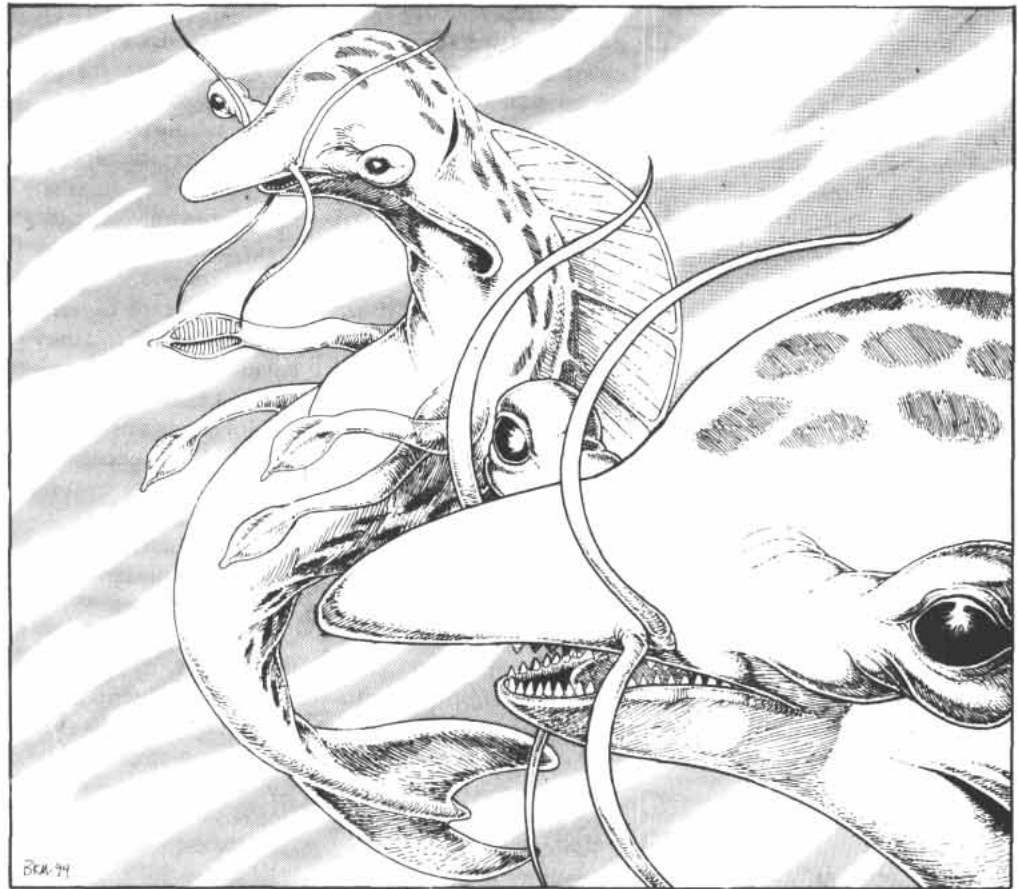
—Dr. Sarah Covington

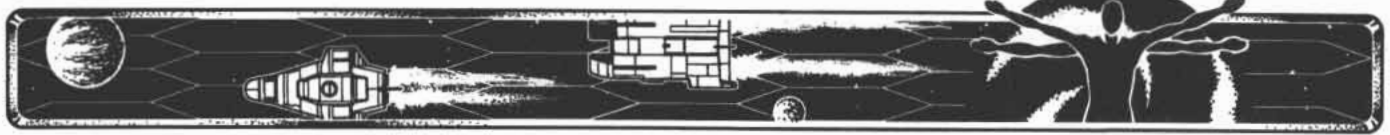
The Schalli Navigators: A Personal Memoir

Reformation Coalition Printing Office, NE 1

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(suppressed 1104)





The Schalli

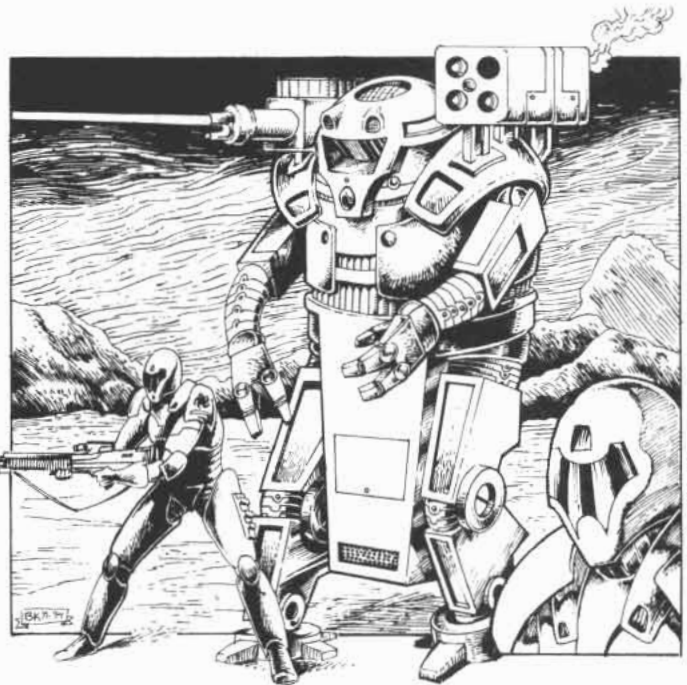
The only sentient race in the Coalition besides humans are the Schalli. There are about 6 million Schalli on Schall and about 650 million on Aubaine, which is the true Schalli homeworld. During the Third Imperium, large numbers of Schalli were captured from the oceans on Vras (as Aubaine was then called) and transported to Schall for isolated study. The results of the study concluded (as had been suspected), that the Schalli were highly intelligent, but these findings were suppressed out of concern for complication of property and mineral rights on Vras. (There were large and very lucrative private mining operations on Vras owned by several powerful noble families.)

Dr. Sarah Covington, who had been instrumental in proving Schalli sentience, managed to have her findings published anyway by adopting the fiction that the Schalli were native to the planet Schall (hence the name she used), thus sneaking the book past Imperial censors. Once that fiction was pierced (in a matter of months), the book was suppressed and Covington was imprisoned for violating Imperial security statutes.

After the Collapse, issues of ownership by probably dead nobles receded in importance while the question of survival loomed larger. The Schalli of Vras were instrumental in helping the struggling human population, swollen by refugees from nearby worlds, to survive. Covington's conclusions had been informally shared by many people on Vras (Aubaine) anyway, and by the time the Hivers contacted the world, the humans and Schalli were its corporate joint-custodians.

PHYSIQUE

The Schalli are marine animals with a unique lung/gill system that allows them to breath both air and water. They are



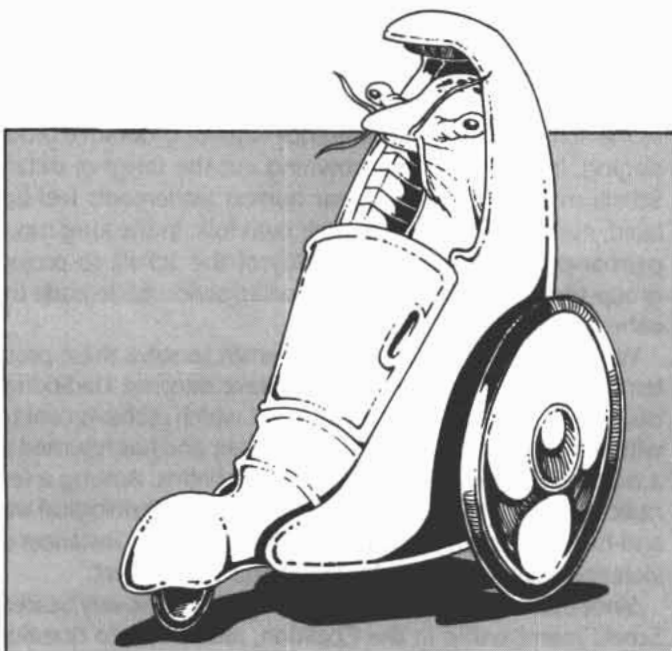
believed to have evolved from amphibians when the pre-historic polar ice caps of Vras (Aubaine) melted and inundated most of the land surfaces. Schalli typically mass about one and a half to two times what an average human does. Their torso and tail muscles are extremely strong and they are capable of extraordinary feats of physical endurance.

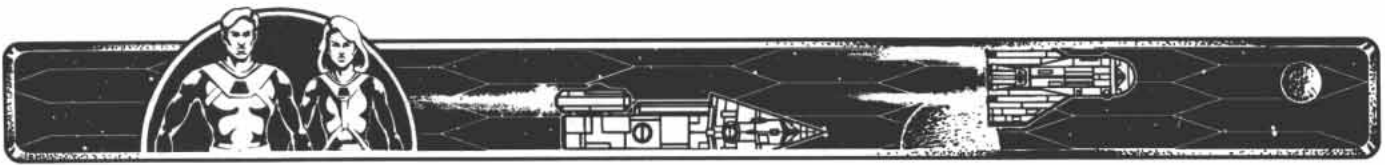
While their four grasping and manipulating appendages are extremely dexterous, they are not nearly as strong as the human hand and arm. Since most feats of strength on dry land require grasping and lifting or pulling, the Schalli's great strength is not very useful out of its native environment, and they are in fact nearly helpless out of water without some means of mechanical conveyance.

While some small grav-lifted work platforms (called "gravplats") have been built, and are highly prized by the Schalli, their expense precludes widespread use. Instead the most common personal conveyance is the "roller," a battery-powered wheeled cart similar to a human wheelchair.

As Schalli are air-breathers, they do not require any special life support system out of the water, but their skin is extremely sensitive to drying. Rollers always have water in the lower tank and a small hand-operated "mister" (usually a spray attachment on a hose connected to the roller's water reservoir) that the occupant can use to moisten his or her skin.

A variety of other suits are used when operating in hostile environments (which for Schalli include deserts), but due to their expense they are only rarely encountered. For combat specialists, or technicians who have to accompany combat missions, the Aubani have developed and recently have begun to manufacture a battle dress variant for Schalli users. At this point, these are virtually assembled by hand and so are extremely rare. There is no price listed for them (they are not for sale to private individuals), and are issued on an as-needed (and as-available) basis.





SOCIETY

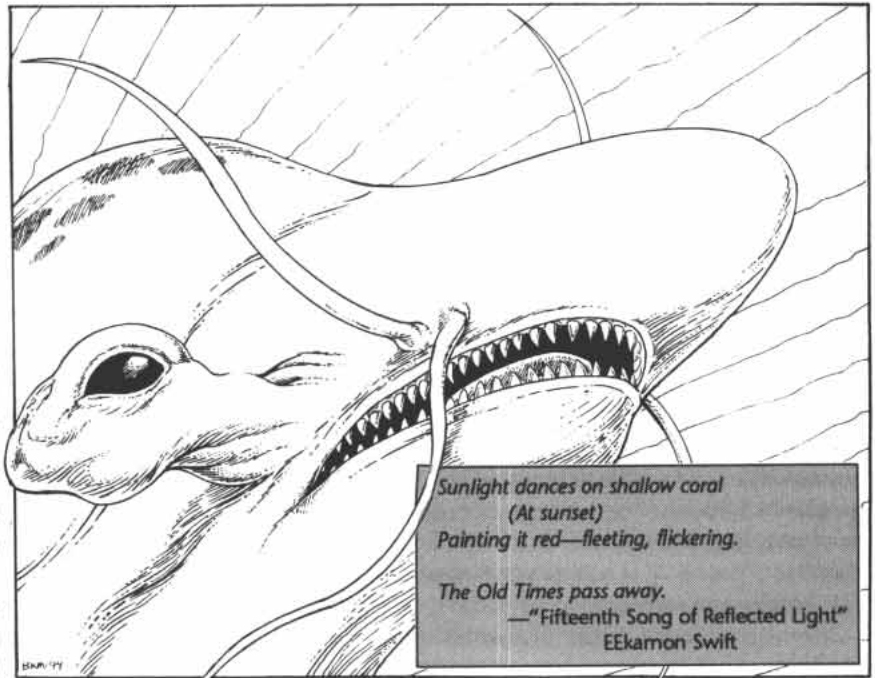
Traditional Schalli society was tribal in nature, centered on groups of extended families that led a nomadic existence in the World-Ocean of Vras (Aubaine). Central to Schalli culture was (and still is) choral singing. Serving originally as danger warnings, hunt coordination, and claims of territoriality, Schalli group singing has evolved into a sophisticated means of artistic expression. Schalli group songs carry for hundreds of kilometers underwater and are in large part responsible for the remarkable cultural homogeneity of a race lacking any other means of mass communication.

Perhaps because of the importance of group singing to their culture, Schalli are very gregarious. While individuals have no difficulty interacting with human society, prolonged absence from family and friends tends to bring on depression, and there is in any event a melancholy streak in most Schalli personalities.

The average Schalli has only limited interaction with humans, due to the difficulty associated with moving out of the water. Since the prosthetics needed for dry land operation are expensive and rare, only the brightest Schalli students are chosen for "dry study" at the Hiver technical academy on Aubaine. Competition for these positions is intense. Schalli tend to be very good at mathematics and as a result they excel at navigation and astrogation, and seem to also have an instinctive grasp of computer operations. Some of the best astrogators and all of the best "Virus Busters" in RCES service are Schalli.

Most Schalli on Aubaine are engaged in aquatic pursuits, primarily agricultural in nature. Most of the sea farming on Aubaine is done by the Schalli, including algae farming (the product of which is exclusively consumed by humans—Schalli are carnivores). This makes it harder to integrate the Schalli completely into Coalition society.

One nonagricultural area in which Schalli excel in is sub-aquatic construction. They are not only much more physically capable underwater than a human, their native grasp of mathematics makes them excellent engineers. Not only has this aided Aubaine in developing underwater habitats for part of its human population, it has also provided employment for several thousand Schalli engineers and construction workers on Baldur, where initial friction with the locals has given way to cooperation and mutual respect. (Ironically, it has also meant that the Baldur Assembly representatives, opposed to the Schalli Federalists on most issues, have become the most outspoken critics of the Humanist Right in the Assembly, and have publicly criticized the Oriflamme delegation for its unwillingness to repudiate the movement.)



Sunlight dances on shallow coral
(At sunset)
Painting it red—fleeting, flickering.

The Old Times pass away.
—"Fifteenth Song of Reflected Light"
EEkamon Swift

THE TRADITIONALISTS

The melancholy verses of EEkamon Swift's *Reflected Light Cycle* explore a major theme in Schalli society—the longing for simpler, more primitive times, the "Old Times." As Aubaine becomes busier as the hub of Coalition activities, the planet faces familiar environmental problems. Also, many new arrivals on Aubaine from off-world are not as attuned to Schalli psychology as are native Aubani, and although elected officials tend to be fairly responsible, young administrative assistants to Assembly Representatives are notorious for their insensitivity and attitude of self-importance.

Recreational power boating, once all but unknown on the planet, has become a major issue among the Schalli, due largely to the noise pollution it causes. Other activities cause noise pollution as well, but the Schalli view power boating as a particularly frivolous source. Noise pollution is so important to the Schalli due to its interference with long-distance group singing. In the short run, drowning out the songs of distant Schalli makes those living near human settlements feel isolated, even estranged, from their own folk. In the long run, a permanent reduction in the ability of the Schalli to project group songs over long distances could seriously degrade the cohesiveness of their society.

While leaders of both species attempt to solve these problems, a growing number of Schalli have become Traditionalists, members of an ascetic movement which eschews contact with humans and technology altogether, and has returned to a nomadic life-style in the deep ocean basins. Among a few radicals, it has developed into a strong anti-technological and anti-human movement, but there have been no instances of violence against humans by Traditionalists as of yet.

Since the Traditionalist movement strikes at the very heart of Schalli membership in the Coalition, and calls into question



even the suitability of the race for membership in a space-faring culture, it is a source of considerable anguish by the "modernists" who are the vast majority in Schalli society.

SCHALLI TEMPLATE NPCS

These templates show examples of three of the most common Schalli occupations found off of Aubaine or Schall.

Astrogator

The Schalli pride themselves on being a race of "navigators," and with their natural love of astronomy and the stars, and their affinity for mathematics, there is no higher calling for a Schalli than to be a starship astrogator, responsible for piloting a ship between the stars. The Schalli astrogator has become an archetype in Coalition society, both as an example of excellence and as a model for Schalli youths of their suitability for integration into a technological starfaring culture.

Level: Experienced

Combat Assets: Slug Weapon (Slug Pistol) or Energy Weapon (Energy Pistol).

Other Assets: Any two **Space Vessel** skills at 12, **Astrogation** at 18, any additional three from **Acrobat**, **Explore**, **Physical Sciences**, **Space Tech**, **Space Vessel**, **Technician** at 9 (10 for leader), **Environment Suit** 10, **Zero-G Environment** 10. (Leader adds **Leadership** 8, **Tactics** 8.)

Computer Tech (Virus Buster)

For biological reasons, Schalli thought processes are much more orderly than those of humans, and as a result they have a tremendous natural ability to carry out complicated mathematical computations "in their heads." This gives them an almost instinctive grasp of computer operations, and a sense of the rhythm and tempo of their function. Many times a Schalli computer tech can "sense" that Virus has disrupted the normal operations of a computer even before a diagnostic program has had time to detect it. As "Virus Busters" often are called on to accompany Smash and Grab missions, most computer technicians are cross-trained as ground combat specialists.

Level: Experienced

Combat Assets: Slug Weapon (Slug Rifle), Energy Weapon (Energy Rifle), and either **Autogun** or **Grenade Launcher**

Other Assets: **Computer** 16 and **Environment Suit** 16. Any five from **Acrobat**, **Engineer**, **Explore**, **Medical**, **Physical Science**, or **Technician**, two at 12 (14 for leaders), and three at 9 (10 for leaders). (Leader adds **Leadership** 9, **Ground Tactics** 8.)

Aquatic Engineer

Schalli aquatic engineers are the best in Coalition Space. Specializing in underwater construction, they have an excellent grasp of tidal erosion effects and a good ability to calculate stress and load issues in their heads. They are also often pressed into service as covert agents, especially on water worlds.

Level: Novice (usually Experienced if encountered in military service)

Combat Assets: Armed **Martial Arts**, **Archery** (speargun)

Other Assets: Any two from **Engineer** at 12 (14 for leaders), and any four from **Acrobat**, **Economics**, **Explore**, or **Spacehand** at 10 (12 for leaders). (Leader adds **Leadership** 9, **Ground Tactics** 8.)

SCHALLI AS PLAYER CHARACTERS

Schalli player characters are generated using the regular character generation procedure, but with the exceptions noted below.

Background: All Schalli come either from Schall or Aubaine, and most Schalli travellers are from the latter world.

Attributes: Add 2 to the die rolls for **Strength**, **Constitution**, and **Intelligence**. However, the **Strength** attribute is halved when undertaking activities out of water.

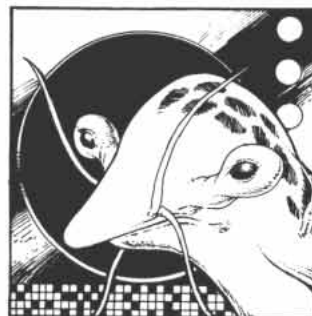
Naming: Schalli names tend to be a native first name and an Anglic last name. First names are vowel-heavy, with one heavily accented and prolonged syllable (usually transcribed in all caps). First names of female Schalli always end with the "a" sound.

Background Skills: Most of the normal background skills are available to Schalli, but because of their unique environment, the skills may be slightly different than for other characters. The Schalli practice archery, for example, although humans would call their "bows" spearguns. All Schalli sing, and so the background skill "Song" would indicate a true virtuoso by human standards, while "Music" indicates an ability to actually compose group songs.

Default Skills: All Schalli automatically receive **Swimming** 4 and **Zero-G Environment** 0 as default skills.

Career Term Skills: Schalli characters double all **Astrogation** and **Computer** skill awards.

Psionics: All psionically talented Schalli automatically have **Computer Empathy**, in addition to any other psionic talents they may roll.



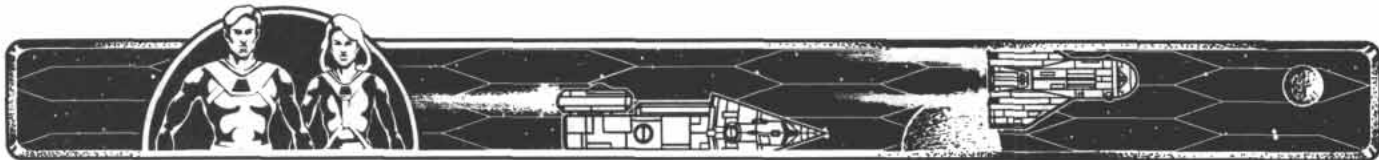
Astrogator



*Computer Tech
(Virus Buster)*



Aquatic Engineer



GLOSSARY

Arses: (noun) Slang term for the RCES, Reformation Coalition Exploratory Service, most commonly used by RCES personnel themselves.

Back Face, Back Side: (noun) The trailing frontier of the Reformation Coalition, the frontier on which the Oriflamme subsector faces. Called the back face because it is considered to be a closed frontier, as it is facing the Hiver expansion. See also Forward Face.

The variation "back side" is often used in conjunction with "Arses," (which see).

Boneyard: (noun, adj.) A cemetery world, a planet heavily populated before the Collapse, but which lost most or all of its population. Often a treasure trove of technological artifacts, but a psychologically taxing work environment. Also known as a cemetery world.

Canary: (noun) Popular term for one of many electronic devices used to test whether recovered technology is infected by Virus. The basis of the canary is a very high-speed computing system into which a virus egg can quickly expand and develop to the point where its activity can be detected. The presence of certain types of activity can easily be detected as the virus attempts to "reach out" of the canary to manipulate other objects. Some actually have a mechanical arm that waves a flag to show that the developing virus is testing its parameters, "stretching its legs" as it were. It is not unknown for salvage crews to create pools to bet on "when it waves to us."

The canary is so named because many of the early versions actually "died" if they were exposed to the virus, showing that the tested equipment was indeed infected.

Cemetery World: (noun) See boneyard.

Closed Frontier: (noun) The Reformation Coalition frontier along the Oriflamme subsector which faces to trailing. It is considered to be a "closed," rather than "open," frontier because it faces toward the Hiver expansion.

This frontier is not actually closed, as there are hundreds of unclaimed worlds in this direction, but it is accepted that growth in this direction is limited by eventual contact with the expanding Hivers. See Open Frontier.

Collapse, the: (noun) Refers to the effects on the Imperium and much of surrounding space caused by the release of the AI Virus. It can refer generally to the period of time in which the entire former Imperium succumbed to the virus, or locally to refer to the much shorter period when an individual planet fell. Also referred to as the Crash.

Crash, the: (noun) See Collapse, the.

CS: (noun) Abbreviation for Coalition Space, the area claimed and controlled by the Reformation Coalition.

Daisy: A virus-controlled system that is failing, either by internal self-destructive mutation of the virus itself, or by external intervention (cutting off its power, etc.). Derivation is from the same Solomani film referred to in the Dave entry.

Dave: Any hapless victim of a vampire ship, used humorously. The reference is to an old Solomani 2-D motion picture that features a ship controlled by a mad computer that attempts to systematically kill its crew. The last surviving crewmember, named Dave, is forced to kill the computer. This old film was widely distributed in audio-visual libraries throughout the rimward areas of the former Imperium. It was discovered by members of the Dawn League in the late 1190s, and became quite popular due to its thematic similarity to issues of the AI Virus and the Collapse. Every Star Viking ship has a copy of the film, and it is often shown during crew parties, in which the audience usually shouts out various lines.

The line "Dave, I've still got the greatest enthusiasm and confidence in the mission," is used ironically by Star Vikings to mean that things have just gotten really bad and couldn't possibly get any worse.

Dirtside: (noun, adj.) Slang for planetary surface.

Dust: (noun) Slang for planet touch-down.

DZ: (noun) Abbreviation for "Dust Zone," i.e., a landing area. See also "Dust."

Eye-Light: (noun) Derogatory term for members of the Federalist bloc, usually by Centrists. Origin of the term lies in claim that, when really excited about the ideology of separatism, "you can see the light behind their eyes."

Fed: (noun, adj.) Slang for a member of the Federalist Party. See also Eye-Light.

Final War: (noun) The war, 1117-1130 that ended with the release of Virus and spelled the end of the Third Imperium, caused the Collapse, and laid the foundations for the New Era.

Flammer: (noun) Slang for an individual from Oriflamme. When used derogatorily, is usually pronounced "flamer."

Flathead: (noun) Derogatory term for an Ithklur in general, or specifically an Ithklur Marine. The term is particularly popular with Oriflamme Marines.

Forward Face: (noun) The frontier of the Reformation Coalition along the Aubaine subsector and facing spinward/coreward into the former Imperium. This direction is also called the "Open Frontier."

Called forward because this is the primary direction of expansion of the Coalition, as opposed to the "back side" which faces toward Hiver-controlled areas.

Free Trader: Interstellar merchants who own their own ships and are beholden to no planetary government and are not members of the Guild (which see). These ships trade with various pocket empires and wind their way across the blasted areas in search of intact, uninfected technology.

Free traders are scarce in the year 1200, as they are prone to fall prey to the innumerable hazards of interstellar travel, which include, but are not limited to, xenophobic TEDs, hostile free trader/pirates, pocket empires looking to add ships to their meager fleets, vampire ships, and the increased danger of mechanical breakdown in areas that no longer have repair facilities.

Free Traders pride themselves on their independence and sense of fair play. "A good deal is good for both parties," is a frequent saying of theirs.

F-Tech: (noun, adj.) Slang, usually derogatory, for an advocate of feudal technocracy. As many Coalition member states with feudal technocracy governments support the Centrist movement, the term is also sometimes used to identify members of that party.

G-Shooter: (noun) An armed grav vehicle, usually a grav tank.

Guild, the: (noun) The Mercantile Guild, an alliance of traders throughout the Diaspora Sector dedicated to maintaining a monopoly on interstellar trade. Its policies will increasingly be at odds with the Coalition's.

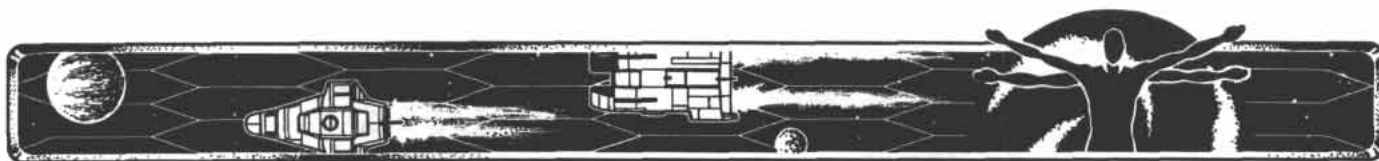
Guntrack: (noun) An armed tracked vehicle, usually a tank.

Imperial: (adj) Of, relating to, or befitting an empire or emperor in general, or the Third Imperium in particular. In Coalition usage, it has also come to mean demonstrating arrogant or shortsighted views, particularly when combined with conspicuous and undeserved wealth.

Last Imperium: (noun) Name used by citizens of the Reformation Coalition to refer to the Third Imperium.

Network, the: (noun) The somewhat informal information system used by the Free Traders. As the ships of the traders wander through the Wilds, they uncover information, and exchange this information with each trader ship they encounter. In this way, information gradually works its way through the Wilds via free trader contact. Unlike the structured Xboat network of the Last Imperium, the Free Trader Network does not follow a particular schedule or pattern of information delivery. However, the Network does offer services that the old Imperial data network did not.

A person may request information-gathering services of the Network, and the trader crews will make inquiries during the course of their routine travels. Answers to these inquiries will find their way back in the same gradual sort of way, on whatever ship happens to be going that



way. Such inquiries must be paid for in part up front, and again upon delivery of the answers.

Information is never given away for free (except as enticements) to nontraders members, but is readily available, usually for payment in currency, trade goods, or services of some kind.

New Era: (noun) Used colloquially by citizens of the Reformation Coalition to refer to the period following the founding of that coalition in 1200.

No Man's Land: See Wilds.

Open Frontier: (noun) The spinward-coreward frontier of the Coalition. So named because it is unclaimed, unlike the "closed frontier" on the rimward-trailing frontier which appears to be the eminent domain of the Hivers.

PSBB: Abbreviation for the phrase "Pie in the Sky, By and By," a remark often heard among personnel of the RCES. It refers to the tendency of their Hiver liaison officers to frequently talk about or think of events with a long view of generations or millennia.

RCES: (noun) Reformation Coalition Exploratory Service, the exploratory/recontact arm of the Hiver-backed human Reformation Coalition, also known to some in the Wilds as the "Star Vikings." The Coalition has as its goal the re-integration into an interstellar culture of all of the worlds of the Last Imperium. RCES is usually referred to simply as "The Service," although the abbreviation is also used, pronounced "arcess," or disdainfully, "arses."

RCMC: (noun) Reformation Coalition Marine Corps, the small cadre of seasoned veteran commandos used as a training cadre for the raiding forces of the RCES and member worlds. Occasionally used as the spearhead of high-priority missions.

RCN: (noun) Reformation Coalition Navy, the small (but growing) deep space combat arm of the Coalition.

RCSA: (noun) Reformation Coalition Service Administration, the bureaucratic organization responsible for planning and oversight of all Coalition operations.

Reformation Coalition: (noun) A human interstellar state centered in the Old Expanses Sector. The Reformation Coalition (RC) is an outgrowth of the Dawn League, an interstellar trading consortium which was created with Hiver technical assistance.

Relic: (noun, adj.) Used as a noun or adjective to refer to equipment or technology left over from the pre-Collapse era. Relic technology is typically of a higher tech level than that which is currently available in quantity. See also Remnant. While this equipment is usually of great value and is actively sought out by people in the New Era, some worlds particularly hard-hit by the Final War or Collapse have become xenophobic and technophobic. People of these worlds often destroy all relic technology that they find, sometimes out of irrational anger at the events that the equipment represents, or by reasoning that only by renouncing such things can they avoid the calamity that befell them.

Remnant: (noun, adj.) Used as a noun or adjective to refer to people who have survived from the pre-Collapse era. Such persons often have first-hand knowledge of great value in the New Era, and are therefore in great demand. On the other hand, there is sometimes great prejudice against former Imperials, particularly on worlds that were hard hit by the Final War and Collapse. See also Relic.

SAG: (noun) Acronym for Smash And Grab, the slang description for a hot recovery mission.

Sig-Delt: (noun) Contraction of "Sigma Delta," Coalition standard terminology for a system defense boat. This is a rare carry-over from Imperial usage, as the Coalition's officially adopted phonetic alphabet does not use Greek letters.

Squid: (noun) Derogatory term for a Hiver, particularly popular with Oriflamme Marines.

TED: Technologically Elevated Dictator. The term used for the many

planetary warlords scattered throughout the former Imperium in 1200. They derive their power from the possession of a small number of relic (which see) weapons with which they terrorize their populations. These weapons can no longer be maintained or replaced, and many of these warlords are retaining power by bluffing with weapons that no longer function. TEDs with working weapons periodically feel the need to demonstrate these weapons on unfortunate peasants to maintain the terror that ensures their position.

These warlords are typically xenophobic, knowing that interstellar contact will destroy the small advantage that maintains their power. These warlords will make every attempt to imprison or kill any interstellar visitors, and have proven to be the demise of many free traders.

Also spoken as "Teddy," or "Theodore," as in, "Well, someone's just gonna have to let ol' Theodore know that he's not going to be running this planet for much longer."

Toast: (verb) Slang for "kill." Derived from the toast given at the end of each evening meal to "absent friends," generally taken to mean fallen comrades. However, the slang form is almost never used to refer to friendly casualties, only to hostiles.

Vampire Fleet: A group of several vampire ships (which see) which have networked their individual brains together to create a more powerful group mind. This fleet functions rather like an amoeba, reaching out with an arm of ships controlled by the central mind to perform certain missions while other ships of the fleet can perform "life support" functions, such as skimming fuel to transfer to other ships.

Vampire Ship: The name for a starship which has been fully taken over by the virus, and which is now a independent thinking organism under the control of its virus-infected computer. Many of these ships have outlived their crews (having had to kill them when they attempted to unhook it), and are therefore unable to repair certain systems that have malfunctioned or worn out. Thus, many vampire ships can be stranded in a single star system if their jump drive breaks down.

Some vampire ships maintain human crews by coercion or some form of enforced loyalty. These crews serve as the vampire's "hands," and can maintain and repair the ship, as well as raid planets to capture and impress additional crewmembers, or to find needed repair parts.

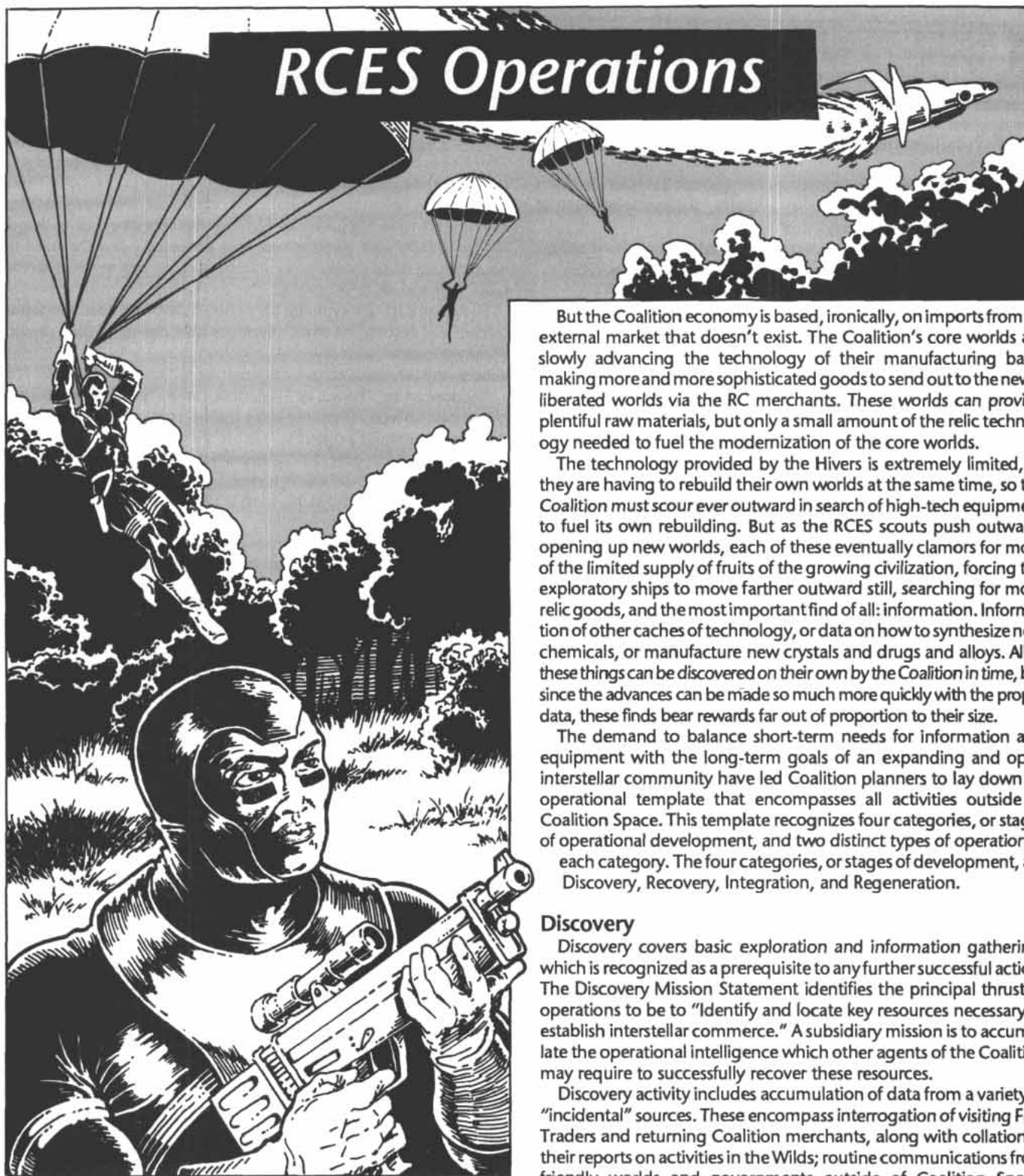
Vampire ships that have lasted this long have clearly mutated to the point where self-preservation has outweighed the suicidal tendencies present in the original virus strain. However, this aggressiveness is usually displaced outward so that these ships are typically engaged in acts of destruction against other ships or planetary communities.

Virus: The artificially intelligent computer virus that was developed by Lucan's superweapons program, released by a strike from Dulinor's Illeish Federation in 1130, and which then caused the Collapse. Because the virus attains full self-aware intelligence upon infecting a large enough computer, its means of access to infect other technology are virtually unlimited. Many pieces of electronic equipment which contain microprocessor control circuits have had viral "eggs" left in them which can then hatch when they are started up or connected to other systems. For this reason, caches of discovered technology must be carefully inspected to ensure that they are not infected (see Canary).

Wilds: Refers to the vast interstellar areas of the former Imperium where there is no regular interstellar communication. Also referred to as the "blasted areas" or "no man's land," this is the area which the Reformation Coalition (which see) has committed itself to rebuild.

Zipper: (also Zip', noun). Derogatory term for inhabitants of the Wilds, particularly popular with the Oriflamme Marines, but borrowed from Free Trader (or Slaver, according to some sources) usage. Reputedly the term, as applied to primitive and superstitious people, refers to what they know ("zip"), what they own of value ("zip"), and their prospects for the future ("zip").

RCES Operations



The Reformation Coalition is still in its infancy, and although there are differences between its members, they all still have a clear view of their universe and their place in it. The xenophobia and technophobia that grip the minds of the people of the Wilds, and the petty dictators and tyrants who grip their throats, are blights to be eliminated ruthlessly. Unlimited time and unlimited resources would enable a careful and nonviolent approach to the problem; the Coalition has neither. Instead, each Coalition operation is conducted on a shoestring, and is expected to both pay for itself and generate additional recovered technology to fuel the industrial growth on the homeworlds of the Coalition.

But the Coalition economy is based, ironically, on imports from an external market that doesn't exist. The Coalition's core worlds are slowly advancing the technology of their manufacturing base, making more and more sophisticated goods to send out to the newly liberated worlds via the RC merchants. These worlds can provide plentiful raw materials, but only a small amount of the relic technology needed to fuel the modernization of the core worlds.

The technology provided by the Hivers is extremely limited, as they are having to rebuild their own worlds at the same time, so the Coalition must scour ever outward in search of high-tech equipment to fuel its own rebuilding. But as the RCES scouts push outward, opening up new worlds, each of these eventually clamors for more of the limited supply of fruits of the growing civilization, forcing the exploratory ships to move farther outward still, searching for more relic goods, and the most important find of all: information. Information of other caches of technology, or data on how to synthesize new chemicals, or manufacture new crystals and drugs and alloys. All of these things can be discovered on their own by the Coalition in time, but since the advances can be made so much more quickly with the proper data, these finds bear rewards far out of proportion to their size.

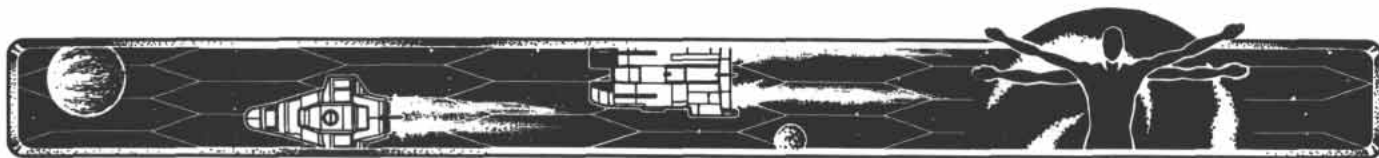
The demand to balance short-term needs for information and equipment with the long-term goals of an expanding and open interstellar community have led Coalition planners to lay down an operational template that encompasses all activities outside of Coalition Space. This template recognizes four categories, or stages of operational development, and two distinct types of operation in each category. The four categories, or stages of development, are Discovery, Recovery, Integration, and Regeneration.

Discovery

Discovery covers basic exploration and information gathering, which is recognized as a prerequisite to any further successful action. The Discovery Mission Statement identifies the principal thrust of operations to be to "Identify and locate key resources necessary to establish interstellar commerce." A subsidiary mission is to accumulate the operational intelligence which other agents of the Coalition may require to successfully recover these resources.

Discovery activity includes accumulation of data from a variety of "incidental" sources. These encompass interrogation of visiting Free Traders and returning Coalition merchants, along with collation of their reports on activities in the Wilds; routine communications from friendly worlds and governments outside of Coalition Space; debriefings of returning operational teams whose primary mission was not intelligence gathering. Aside from these incidental sources, however, RCES sponsors two principal types of missions with intelligence gathering as their primary objective. These missions are coded Stardust and Moonshadow.

Stardust: RCES survey missions sent to gather purely scientific information are called Stardust. The most common form of Stardust is the initial survey of a star system or an uninhabited world. Missions to star systems which include inhabited planets may also be Stardust if the mission parameters do not include contact with sentient life. This may mean an astrographic survey of the star and outer planets,



particularly gas giants, to update and confirm pre-Collapse astrographic data bases, a mineralogical survey of a planetoid belt, or even a physical survey of uninhabited parts of an otherwise inhabited world.

Moonshadow: RCES missions involving covert contact with intelligent inhabitants of a world are called Moonshadow, and this mission type embraces virtually all classic espionage missions. In its simplest form, Moonshadow includes gathering of techno-politico-military intelligence on a nation or an entire world. Usually Moonshadow operations progress beyond simple data gathering fairly quickly, however, and eventually involve contact with indigenous groups on a world (such as underground or resistance cells) and active collaboration with them on covert operations.

Recovery

The Recovery Mission Statement mandates the RCES to "Secure and preserve those assets currently in the Wilds necessary to the establishment of interstellar commerce." Any attempt to preserve or take possession of key materiel or personnel from the Wilds by the Coalition is classed as a recovery operation. These missions invariably follow some sort of discovery operation which first identifies the resource and, in some cases, provides an analysis of the obstacles the recovery team will have to overcome as well as some suggestion as to how that can be accomplished. In some cases the original discovery team will also undertake the recovery, but only in cases where successful recovery is assured.

Recovery operations are termed either Cold Recovery or Hot Recovery, depending on whether active resistance is expected.

Cold Recovery: This term encompasses all recovery operations where sentient resistance is not expected. All mining operations, for example, are technically cold recoveries, as are rescues of flight crews in distress and all salvage operations on cemetery worlds. Some recovery of equipment and data bases from inhabited worlds also comes under this heading, provided it is carried out in uninhabited regions of the planet (such as in a desert or deep beneath the ocean), but there is always a danger that such a mission will turn "hot" unexpectedly.

Hot Recovery: More commonly known as "Smash and Grab" missions, or just SAG, these missions constitute a minority of all RCES operations, but are clearly the part for which the Service is most famous, and are the basis for the growing use of the term Star Viking. Hot recovery operations include any mission where the object is to secure and/or remove an asset of some sort and where some sort of active, sentient resistance is anticipated. Careful planning combined with luck may make such resistance futile, or may circumvent it altogether (and if so, then all the better), but the mission is considered "hot" anyway.

The crew rescue missions undertaken by the first Dawn League warships were the first hot recovery operations and have formed the tactical blueprint used by all subsequent SAG teams. Most SAGs now are of high-tech equipment, but when Coalition personnel are in distress, their recovery is automatically the highest priority, overriding all other considerations.

Integration

The third phase of Coalition operations involves the actual integration of inhabited worlds into the Coalition, either as full members or administered territories (with a view toward eventual full membership). Integration may come as the result of either of two activities: Diplomacy or Pacification.

Diplomacy: Diplomacy is the preferred means of integrating a world into the Coalition. When the planetary government is popular with the natives and responsive to their needs, RCES will usually code the world "TDO," which means Trade and Diplomacy Only. As long

as this classification is in effect, neither hot recovery nor pacification missions may be undertaken, which leaves diplomacy as the only means open for integration. At its simplest level, diplomacy involves contact and establishing friendly relations and regular trade. The objective of these contacts, however, is always to integrate the world into the emerging interstellar community.

Pacification: On many worlds, diplomacy is not possible or appropriate. In this case, pacification missions are mounted, sooner or later. Pacification (also known as "Planetfall") includes all overt applications of military force intended to preserve governments and societies friendly to the Coalition or suppress the activities of governments or groups hostile to it.

On its most basic level this consists of sending ground troops or other military forces to a balkanized world to protect a friendly nation from the aggression of a hostile neighbor. This also ranges from selective surgical raids on a world to neutralize an identified military capability (such as a weapon site or defense production installation), through decapitation strikes against the government, and (in theory, at least) all the way up to a full military invasion and conquest of a planet.

In practice, the RCES lacks the resources to mount a true invasion on a global scale, but is working to develop those resources in anticipation of their eventual requirement. The only integrations by pacification to date have been Vezina and Spencer. Vezina was a combined rescue/decapitation raid which succeeded so completely that the local government collapsed, leaving RCES ground forces completely in control. Spencer was a balkanized world on which Oriflamme established a foothold through a friendly client state, and then built up its strength over time until able to engage in conventional military operations.

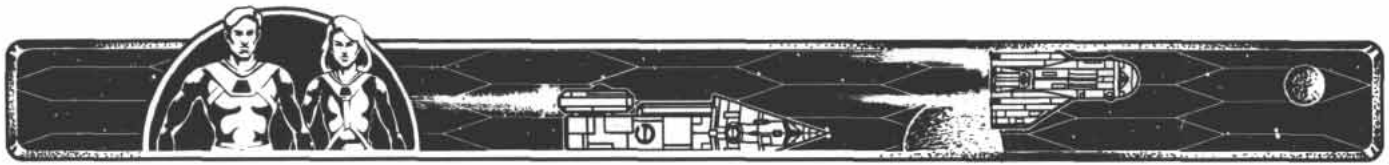
Regeneration

Regeneration, the final step in Coalition operations, is the overarching goal of all activities of the Coalition both inside and outside Coalition Space, and as such is conducted simultaneously with all other activities. Regeneration is ongoing on all Coalition worlds and all non-Coalition worlds with which RCES has opened friendly relations. Broadly speaking, regenerations consist of commerce and "bootstrap" operations.

Commercial: Trade is the foundation of any society, and interstellar trade is the foundation of the Coalition. RCES works actively with RC traders and Free Traders to promote interstellar commerce, primarily through diplomacy aimed at opening worlds to off-world trade and by the maintenance and improvement of starport facilities.

Bootstrap: The final, and perhaps most important, of RCES operations is Bootstrap, where planets that have regressed to primitive levels are assisted in rebuilding their technological and industrial infrastructure. However, the Coalition does not have the ability to garrison whole worlds and force them at gunpoint to change. Because resources are limited, the favored technique is known as "seeding." Small bootstrap teams, capable of looking after their own security, are placed on a world in key locations and undertake to build small but economically powerful commercial communities by disseminating advanced technology, education, medicine, and agricultural and/or manufacturing techniques. As these communities prosper, their influence spreads throughout the surrounding countryside and their schools serve as magnets for opinion leaders and change agents from an increasingly wide area. These operations are also known as "hearts and minds" operations.

Change comes gradually, but also more naturally, with less residue of resentment. The difficult part, of course, is getting started, and ensuring the security of the civic action personnel while operating in what is essentially hostile country.



I have often been asked what quality above all others we should look for in the leaders we train. My answer is "frugality."

The lives of our most dedicated, our bravest, our brightest, our most conscientious, our very best people, are the currency with which we are purchasing a new future for this region of space. Numbers do not adequately measure the price that we as a people are paying out there in the Wilds.

I doubt that there are many alive today in the Coalition who have been on as many raids as I. I've led a large number of those raids, and too many times there were people who didn't come back afterwards. I personally knew every one of those men and women, and I tell you today that each one of them was irreplaceable, literally irreplaceable. Not only to their families and their friends, but to us, to our society.

What sort of people do I want out there leading raids? I want the stingiest bastards I can find.

Commodore Sean "Hammer" Lathrop
Reformation Coalition Exploratory Service
NE 2

DOCTRINE AND TACTICS

The population of Diaspora Sector is not known with any certainty, nor will it be known for years, but it is estimated as being somewhere between 10 and 100 billion organicsentients, mostly human. This means that Diaspora's population is at least one order of magnitude greater than the Coalition's, and could easily be two orders of magnitude greater. That being the case, it is easy to see why every operation undertaken by the Coalition is considered to be, first and foremost, an "economy of force" operation.

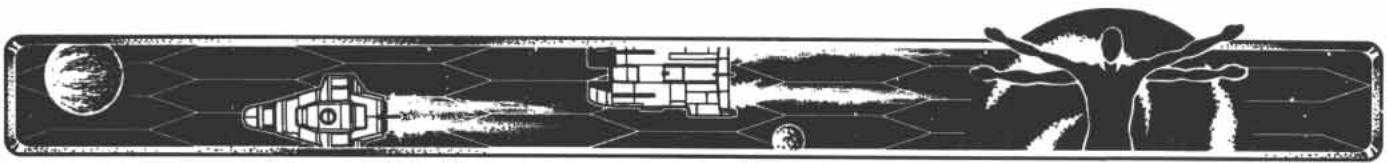
Coalition military doctrine calls for operations to proceed according to the following principles.

Intelligence: Extensive intelligence concerning the objective and the defenses covering it are the essential prerequisite to successful operations. A major goal of intelligence activities is to identify weak points in the enemy defenses, especially enemy "centers of gravity" which are particularly vulnerable to the types of combat assets available to commanders. Centers of gravity are elements in the enemy's force structure (political, military, social, technological, etc., depending upon circumstances) which are essential to enemy success, and whose loss will cripple the enemy's ability to oppose friendly operations. When these are particularly vulnerable to friendly action, they represent concentrated targets which can unhinge enemy resistance at a single blow. These are often command & control assets, but may be power stations (supplying power for defensive sensors or weapons), a single sensor station, an important military unit which the enemy cannot afford to lose, etc. (Note that a center of gravity is not necessarily a weak point in and of itself; in fact, it is usually a source of strength. However, if the enemy can be deprived of this component, it is rendered ineffective. Thus the source of strength, if it can be concentrated on and eliminated, is transformed into a source of weakness.)

Shock: The operation, when it comes, must be aimed to cause shock to the system being attacked, just as a heavy blow to an organism can cause shock. Shock is almost invariably the result of surprise, and so particular attention is paid to security in covering the forces and plans of Coalition forces. If the attack is expected, surprise can still be achieved by hitting an unexpected place, or by the unexpected intensity or nature of an attack. In all cases, however, shock is necessary to temporarily paralyze the enemy's ability to respond, thus giving the mission team time to complete its assignment according to plan and with a minimum of interference.

Concentration: Resources are always limited and are usually vastly inferior to the total resources of the opponent. The only way to overcome the opposition in this case is by concentration of effort at the critical point of the mission. Concentration is seen not merely as the physical concentration of troops at one geographic objective; it also encompasses concentration in time (i.e., guerrilla raids, barrage jamming, orbital bombardment, diversions, and the main mission raid all executed simultaneously), and psychological concentration (the relief of extraneous and distracting responsibilities from mission planners and executors prior to and during the operation). Another word, used increasingly by planners in the Service in preference to concentration, is "Focus."

Neutralization: Another effect of limited resources is that they cannot be spent accomplishing tasks not necessary to successful completion of the mission. Complete destruction of defensive forces is difficult and expensive and, in most cases, unnecessary to the mission. Instead, all that is required is that they be neutralized for the duration of the mission. A platoon which breaks and runs is neutralized; there is no point in hunting it down and killing or capturing the troops if your objective is the installation they were guarding.



The two most economical means of neutralization are command paralysis and technological neutralization. Command paralysis may include disruption of the chain of command, cutting communications, decapitation raids, or orchestration of simultaneous operations to confuse the enemy decision-makers. Technological neutralization can range from barrage jamming of all sensor networks to simply outfitting raiders with armor sufficient to withstand any weapon available to the defenders. Both may be combined and sometimes overlap. (Jamming of communications, for example, uses technological neutralization of communications to achieve command paralysis.)

Economy: Finally, all Coalition operations are planned and executed with force preservation as an overriding priority. Coalition personnel are never expendable. Casualties are always recovered. There are no exceptions.

Methods

Once the decision has been made to apply force to the achievement of a mission goal, there are a number of methods available for its application. The following are the most commonly favored methods used by the Coalition.

Bridgehead: A bridgehead is a friendly government or group controlling a significant part of a world's surface. A bridgehead allows the secure deployment and buildup of combat assets over time. The Spencer campaign carried out by the Oriflamme Marines and Army is a classic example of a bridgehead.

Local Assets: If the time and the political landscape allow it, it is often possible to use local assets to achieve mission goals. This involves contacting and supporting local resistance cells, or training and equipping local auxiliary troops. While more economical in terms of Coalition lives, these local forces are no more expendable as our own, particularly as they are likely to form the cadre around which any later integration effort will be built. However, they are in already place, eliminating the time-consuming and expensive requirement to find, transport, and deploy our own troops.

Covert Infiltration: It is often possible to secretly and securely deploy small units onto a world surface and then infiltrate them to the target area. This is not always an option, but can be accomplished if the terrain is right and defensive sensor technology is primitive enough, or if there is a considerable length of time before the mission to accomplish a gradual build up and infiltration.

Direct Landing: If the aerial defenses at the target site are weak enough or if they can be neutralized, either by electronic means or by suppressive fires, then troops can be inserted directly by assault landers. This allows units to begin operating as a team immediately upon setting foot on the planet, often allows early deployment of vehicles and other heavy equipment, and guarantees that the teams have easy and immediate access to their extraction vehicles.

Meteoric Assault: If there is no time for a lengthy approach or build up and aerial defenses at the target site are too heavy to risk a direct landing, meteoric assault is used instead. Individual heavy infantry troopers in battle dress (called Jump Troops) are released in drop capsules (see the equipment in the back of this book), along with a large number of decoys, and land directly on the target. A meteoric assault can be used to secure key aerospace defense installations to pave the way for a direct landing of heavy equipment and follow-on infantry. If the aerospace defenses cannot be overcome in this manner, the jump troops conduct their mission and then fight their way out of the defended area to a secure DZ where they are picked up by assault landers.

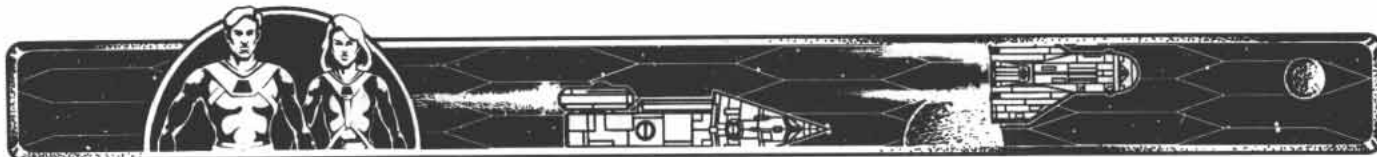
Meteoric assaults are the most dangerous form of insertion, are used least often of any method, and of course have more written about them than any other type.

Orbital Bombardment: When precision information is available on a target, it is possible to use orbital bombardment to neutralize it, either using directed energy weapons or deadfall ordnance. Unless precise coordinates are available from intelligence sources, however, a ground fire direction team is usually necessary for this type of bombardment to realize its full potential.

Neutralization Versus Destruction

When the RCES academy was established in NE 1, the curriculum included the Soviet invasion of Afghanistan on 20th-century (Solomani calendar) Terra as a classic model of invasion planning and execution. The Afghan Army had been re-equipped and retrained by Soviet advisors, and was a modern (by about tech-6 standards) mechanized force. After deciding on invasion, the Soviets first made sure that absolute security was maintained, to preserve the *element of surprise*. All Soviet maintenance support teams then instructed the Afghan Army units to pull the batteries from their vehicles to have them "winterized." The batteries were all placed in central warehouses and locked up, thus rendering the army *technologically neutralized*. All senior Afghan officers known to be anti-Soviet in their views were invited to a reception, ostensibly to mend fences. After several hours, the Soviet officers left the party and the building was destroyed, inflicting *command paralysis* on the enemy. When the Soviet Army invaded the next day, there was no organized resistance and the initial occupation of the country was carried out almost bloodlessly.

Afghanistan is also taught in a separate course as an example of a failed bootstrap operation.



FORCES AND ORGANIZATION

The Reformation Coalition creates and maintains its own relatively small force of ships and crews, but because its operations always outstrip its assets, it typically borrows or hires ships and personnel to perform many of its missions. Private vessels are hired for missions while the regular standing forces of the member worlds are often loaned to the Coalition, usually under RCES command, for specific missions.

Defensive Forces

Defensive forces include ground forces, wet navies, and aerospace control (AC) assets based on individual planets and controlled by the military commands of the member worlds. These forces are not, strictly speaking, Coalition forces, but would probably come under Coalition command in the event that an actual attack on Coalition Space took place.

These forces are organized and equipped variously, depending on the environment and tech level of the member world. They are shown below in tabular form and are classified using the same terminology that Coalition intelligence uses to assess the armed forces of hostile worlds in the Wilds. (See the chapter in the Referee's Information section entitled "Detailing the Wilds" for a complete explanation.) Only the forces of the six principal worlds of the Coalition are shown, as these worlds field well over 90% of the total combat manpower and equipment of the Coalition. (Note that Spires, despite its considerable population, has effectively no standing military forces. Spiri personnel do serve in Coalition Naval, Marine, and Exploration Service units in considerable numbers, however.)

World	MNC	SNC	CAC	SAD	DE	BE
Oriflamme	40	120	2400	600	56	—
Aubaine	33	101	600	150	15	—
Nike Nimbus	—	10	200	60	5	—
Fija	—	14	180	80	5	—
Baldur	—	15	90	20	—	19
Lucifer	—	6	80	30	—	22

MNC: Major (wet) naval combatants

SNC: Smaller (wet) naval combatants

CAC: Combat aircraft

SAD: Strategic aerospace defense batteries

DE: Division equivalents of ground troops

BE: Battalion equivalents of ground troops

Offensive Ground Troops

Technically, all ground troops are deployable off-planet, and thus could be used offensively. Oriflamme currently has over a dozen divisions engaged in garrison duty on Spencer, for example. In practice, however, specialized training and equipment are required to conduct offensive operations on distant worlds, as well as a particular mindset not found in

the average conscript soldier. In the Coalition, these troops are collectively called Marines, and the various Marine contingents represent elite fighting forces within the various ground organizations.

Oriflamme maintains by far the largest force of Marines, with five full combat divisions. Aubaine maintains three brigade groups. Nike Nimbus, Fija, Baldur, and Lucifer each maintain a single brigade headquarters controlling a number of battalions (5 in the first two services, 2 in the last two).

Coalition Marines: The Coalition itself maintains a small force of Marines separate from the above forces belonging to individual member worlds, the RCMC, which serves as a training and demonstration cadre for the various member world Marine organizations, and as spearhead units for critical missions. The "Corps" is organized in three brigades, designated the First, "Spearhead," and Third Brigades.

The First Brigade is built around the former Aubani First Marine Expeditionary Legion, but also recruited heavily from the crews of the first Dawn League rescue missions. It is primarily Aubani in composition and includes three battalions maintained at cadre strength (about one reinforced company each). The battalions are purely administrative units, as personnel are primarily specialists in one or more form of Marine operations, and are deployed on an individual basis as needed.

The Spearhead Brigade's motto is "Second To None." It was formed by voluntary transfers from all five Oriflamme Marine divisions, and because of its world of origin (and Oriflamme's astrographic location in the Coalition), its nickname has become the Backside Marines (often corrupted by rival units to the "Backslide Marines"). Its strength stands at five full battalions organized along conventional lines.

The Third Brigade includes personnel from most of the other member worlds in three battalions, two of which are organized as conventional Marines and the third of which is a training cadre.

Marine Tactical Organization: Marine conventional combat battalions consist of five companies, each with a strength of about 100 troops. One company is the headquarters company (responsible for supply, maintenance, medical, and administrative matters), and four are "line" companies of either heavy infantry (equipped with battle dress), light infantry (in combat armor), or lift infantry (in grav vehicles). Grav tanks are used by Coalition Marines, but are allocated on the basis of one three-vehicle platoon per lift infantry company.

Cadre battalions have far fewer personnel, usually from 150-300 total. There is a very small headquarters detachment and it does not contain the supply or maintenance assets which would allow the battalion to fight as a unit in the field. Instead, it sees to personnel, medical, training, administration, and mission planning. The battalion will consist of a variable number of companies, each with 20 to 40 personnel specializing in a particular mission, such as



Coalition Informality

Visitors to Aubaine are often struck by the informality of its government. There is a hierarchy and chain of command, as in any organization, but there is very little social hierarchy attached to the positions. The Secretary General and the building maintenance personnel, for example, communicate on a first name basis.

This attitude and approach to rank and duty are as evident, and in many ways as striking, in the military services. The services have a rank structure adopted directly from the old Imperial tables of rank. There was some consideration given to changing these traditional ranks, but the alternatives drafted were unfamiliar, difficult to remember, and somehow juvenile-sounding, and so consideration of them was quietly dropped.

As in government, the armed forces recognize increasing responsibility, and the authority necessary to discharge that responsibility, by a formal table of organization and a hierarchy of ranks. Also as in Coalition government, there is little or no assumption of social superiority with higher rank, only a recognition of greater experience and (perhaps) talent. Officers and troops operate on a first name or (more often) nickname/taccode basis.

The Coalition armed services have virtually no formal system of military etiquette. Saluting, for example, is fairly common, but there are no actual regulations requiring it, and it is used as much as a form of greeting as a recognition of superior rank. The services are too young to have developed many traditions of their own, although the personnel have generally transferred from planetary defense forces and brought many of their own traditions with them.

As the forces assigned to carry out any given mission are usually drawn from a variety of services and then mission-organized for the job at hand, it is not uncommon for troops of different services (RCMC and RCES, for example) to serve together in the same squad, nor is it uncommon for officers of a higher rank to serve temporarily under their juniors, if the mission requires special talents, knowledge, or abilities possessed by someone of comparatively junior rank. In fact, situations like this are often used to evaluate junior personnel for more responsible leadership positions.

meteoric assault, sub-aquatic combat (primarily consisting of Schalli personnel), covert insertion, etc.

Mission Organization

All Coalition teams are mission-organized. In theory, a mission could call for several battalions of Marines, in which case complete combat units would be sent. In practice, operations require smaller teams with a mix of skills, and personnel for these teams are formed from various units in various services.

For example, a world with a very low tech level, low-moderate population, and a nasty TED with a small modern defense force is identified as a target. The mission profile consists of a decapitation raid to eliminate the TED and neutralize his forces followed by a bootstrap team to seed the world. Both the planetfall team and the bootstrap team are carried in an *Aurora*-class clipper and several transport vessels.

The planetfall team includes a platoon-sized heavy infantry team, built around specialists from the First Brigade, but rounded out with a free-lance team that has worked together before. This platoon will conduct a meteoric assault to neutralize the TED's battery of SAMs. The next wave will consist of a company of lift infantry (complete with Grav Tank platoon) from the 2nd Spearhead Battalion, which will engage and destroy the main equipment of the TED. The third wave will be a reinforced company of light infantry, consisting of Marine and free-lance personnel, to mop up and secure the AO. Part of this company will stay behind to provide security for the bootstrap team.

The bootstrap team includes a geologist, an intel special-

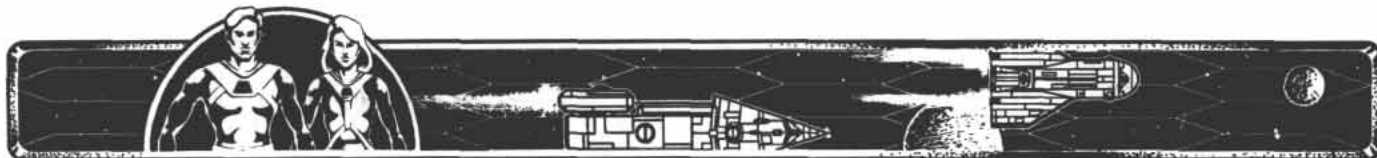
ist, and medical personnel from RCES, instructors and administrators from RCSA, and technicians from various sources, including the private sector.

Rules of Engagement

As a quasi-military service, the RCES takes pains to exercise control over the conduct and procedures of its personnel. It is an article of faith among Coalition leaders that this new civilization should stand apart from the methods that marked the murderous final days of the Last Imperium. But the realities of the Wilds, of having to establish forcible contact with xenophobic societies, do not always allow fine, right-minded distinctions. RCES rules of engagement, or "action orders," are discarded, withdrawn, or modified almost as quickly as they are issued. RCES emissaries are routinely outnumbered, and face opponents quite capable of shocking barbarities, as the Dawn League trade missions discovered. Any procedure that only gets precious ships lost and trained crews killed does not serve anyone.

In addition, the RCES must conduct many of its missions with non-RCES personnel, hired from the growing number of free-lance scouts. These "Lancers" are not bound by RCES regulations, and have little patience with meddling in their operating procedures.

RCES attempts to promote humane operations continue, but there is a growing understanding among those on the front lines that the Wilds are the battleground where human progress must face corruption and ruin head on and beat them. If there is to be a future, the battle must be won. There is no other way, and there will always be a cost.



SHIPS OF THE REFORMATION COALITION

The listings below are only for those ships that are owned directly by the interstellar government; the Dawn League early on, and the Reformation Coalition later. Many more spacecraft are owned by individual worlds of the League/Coalition, and are numbered and classified according to the standards of each individual world. The first ships owned by the Dawn League *per se* were the 12 ill-fated trading scouts sent out on the first trading expedition. Before this, the Dawn League owned no ships of its own as it was a loose trading confederation; the ships of the Dawn League, mostly merchants, were owned by its member worlds.

Note that most major warships owned by Coalition member worlds are owned directly by the member worlds themselves, and are used almost exclusively for system defense.

The Coalition numbers its vessels with "tail numbers" (TailNo) in two series: the 10,000 series for jump-capable vessels (starships) and the 20,000 series for non-jump-capable vessels (spacecraft). However, in actuality, all starships and spacecraft are numbered in the same series, with a 1 or a 2 put at the beginning depending on type. For example, while there is a starship 10017, there is no spacecraft 20017, and while there are cutters numbered 20037-20042, there are no starships numbered 10037-10042.

RC tail numbers are assigned when an already existing vessel is commissioned into Coalition service, or when a new-build vessel is funded for construction. New-build vessels that are planned but not yet funded have no TailNos assigned. The short-lived Dawn League practice was to only assign tail numbers when a vessel was delivered, so several vessels under construction for the Dawn League were assigned tail numbers *en masse* as the minimal Dawn League bureaucracy evolved into the larger Coalition bureaucracy.

All vessels have the last two or three digits of their tail numbers marked prominently on the hull for identification purposes, often with the leading digits included, but painted much smaller, for example:

100**61** or 200**61F**

Ship Prefixes

DLS: Dawn League Ship

RCS: Reformation Coalition Ship (military vessels owned by RCES or RCN)

RMS: Reformation Merchant Ship (RC-owned merchants and some separate world-owned vessels)

RCC: Reformation Coalition Craft (military non-jump-capable, includes system-defense vessels)

RSC: Reformation Service Craft (non-military non-jump-capable, includes in-system cargo vessels)

Note: Privately owned vessels are registered on individual worlds, rather than by the Reformation Coalition, and will use either the world prefix (e.g., ANS, Aubaine Navy Ship for military vessels, AS, Aubaine Ship for civilian vessels) or RMS, depending upon the preference of the owner.

Technical details of most ships listed below can be found in the *Reformation Coalition Equipment Guide*.

Dawn League Trading Scouts

TailNo	Name	Type	Status
10001	<i>Dawn</i>	Jayhawk-class Far Trader	MFU
1002	<i>Aube</i>	Scout Courier	Lost 1199
10003	<i>Dämmerlicht</i>	Jayhawk-class Far Trader	MFU
1004	<i>Aurora</i>	Scout Courier	Lost 1199
1005	<i>Helios</i>	Jayhawk-class Far Trader	Lost 1199
1006	<i>Apollo</i>	Donosev-class Survey Ship	Lost 1199
1008	<i>Eos</i>	Converted Bastien-class Liner	Lost 1199
10009	<i>Brilliant</i>	Jayhawk-class Far Trader	MFU
1010	<i>Ra</i>	Jayhawk-class Far Trader	Lost 1199
10011	<i>Reine Soleil</i>	Donosev-class Survey Ship	MFU
1013	<i>Balder</i>	Jayhawk-class Far Trader	Lost 1199
10014	<i>Horus</i>	Converted Bastien-class Liner	MFU

These vessels were owned by a variety of Dawn League member worlds or private concerns before they were commissioned into Dawn League service. All of these ships were originally built before the Final War, although they had all been re-fitted and rebuilt innumerable times in the intervening years to keep them operational. All of these vessels were either lost on these missions or are still listed as missing, fate unknown (MFU).

These vessels were originally numbered in a four-digit series, as seen with the lost vessels. The Reformation Coalition expanded this series to five digits in 1200, and at this time, all vessels still carried on the RC lists, including those listed as missing, were updated to the new series.

Dawn League Exploration Cruisers

TailNo	Name	Type	Status
10015	<i>Lady Elise</i>	Modified Petty-class Merchant	MFU
10017	<i>Ashtabula</i>	Broadsword-class Merc Cruiser	Lost 1201
10020	<i>Lirigshkhunan</i>	Modified Valor-class Corvette	In Service
10022	<i>Trigger</i>	Fiery-class Close Escort	In Service
10024	<i>Angkor Wat</i>	Modified Stellar-class Liner	In Service
10026	<i>Mary Ellen Carter</i>	Modified Petty-class Merchant	In Service
10032	<i>Taylor the Bruce</i>	Modified Petty-class Merchant	Lost 1200
10033	<i>Ridgerunner</i>	Modified Valor-class Corvette	In Service
10034	<i>Caloosahatchee</i>	Broadsword-class Merc Cruiser	In Service
10035	<i>Mississinewa</i>	Broadsword-class Merc Cruiser	MFU
10036	<i>Patuxent</i>	Broadsword-class Merc Cruiser	In Service

This is not a homogeneous group of vessels, but an assortment of various vessels that could be quickly modified to military configurations. The first six were hastily assembled from ships on hand belonging to Dawn League member worlds to mount the search-and-rescue mission for the missing traders.

Mary Ellen Carter is the only remaining example of the modified subsidized merchant design, a type which seems ill-suited to paramilitary service, as two others of this class have been lost or are missing. No further conversions of this type are expected.

The outstanding service of *Ashtabula* during the trading scout search-and-rescue operations convinced Dawn League leadership of the value of the venerable Merc Cruiser design, and the remaining examples of the class in use in the League were taken into service.

It is intended that these vessels will be eventually phased out in favor of the standardized *Victrix* and *Aurora* classes.

Reformation Coalition Couriers

TailNo	Name	Type	Status
10047	<i>Crepuscule</i>	Modified Petty-class Merchant	In Service
10048	<i>Vivid</i>	Bastien-class Liner	In Service
10069	<i>Balthasar Victrix</i>	Victrix-class	In Service
10105	<i>Fairfax</i>	Lord Baltimore-class Yacht	In Service

These vessels are used by the Coalition Assembly for liaison, and for the transport of members to and from their homeworlds. All have jump-3 performance, except for *Fairfax*, which has jump-4.

Fairfax, listed as a "High Priority, High-Speed Transport" (HPHST) is usually reserved for the use of the Secretary General.

Converted Victrix Ships

TailNo	Name	Yard	Status
10028	<i>Norfolk Victrix</i>	Aurora SB & D, Aurora (conv.)	In Service
10029	<i>Kukulkan Victrix</i>	Bourgund SY, Oriflamme (conv.)	Lost 1200
10030	<i>Mirabilis Victrix</i>	Standard Astro, Aubaine (conv.)	MFU
10031	<i>Brannamaar Victrix</i>	Aurora SB & D, Aurora (conv.)	In Service
10043	<i>Coral Sea Victrix</i>	Standard Astro, Aubaine (conv.)	In Service
10044	<i>Riggins Victrix</i>	Dawn Constr., Trybec (conv.)	In Service
10045	<i>Muan Gwi Victrix</i>	Aurora SB & D, Aurora (conv.)	MFU



10046	<i>Bellerophon Victrix</i>	Bourgund SY, Oriflamme (conv.)	In Service
10049	<i>Cymbeline Victrix</i>	Bourgund SY, Oriflamme (conv.)	In Service
10050	<i>Marathon Victrix</i>	Dawn Constr., Trybec (conv.)	In Service
10051	<i>Ember Victrix</i>	Aurora SB & D, Aurora (conv.)	Lost 1201
10052	<i>Jayhawk Victrix</i>	KeeEEka SW, Aubaine (conv.)	In Service
10065	<i>Valeria Victrix</i>	Bourgund SY, Oriflamme (conv.)	MFU
10066	<i>Suleiman Victrix</i>	KeeEEka SW, Aubaine (conv.)	In Service
10067	<i>Kelley Victrix</i>	Standard Astrotronics, Aubaine	In Service
10068	<i>Schalli Victrix</i>	KeeEEka Strongwall, Aubaine	In Service
10108	<i>Balduri Victrix</i>	Baldur SB, Baldur (compl.)	Building
10109	<i>Eos Victrix</i>	Eos Naval SY, Eos (compl.)	Building
10110	<i>Nimban Victrix</i>	Nimbus SB, Nike Nimbus (compl.)	Building
10111	<i>Vezina Victrix</i>	Nimbus SB, Nike Nimbus (compl.)	Building
10112	<i>Trybec Victrix</i>	Dawn Constr., Trybec (compl.)	Building

The Victrix class was a 400-ton design produced in vast quantities by the Solomani during the last years of the Final War. They were designed as a flexible, long-legged design that could be used as a privateer, mercenary warship, blockade runner, or armed freighter or transport. As such, the design has proved highly amenable to modernization for service in the New Era. None of the above vessels are fitted out to identical standards or configurations, but all retain jump-3 performance, sophisticated TL-12 electronics, and troop carriage capabilities.

The Victrix class is currently the mainstay of RCES operations, but will gradually be displaced into specialized missions as more clippers become available. Because of their usefulness, all Victrix ships in the Coalition have been brought under RC control. Most of the class are reconditioned and converted pre-Collapse ships, but production of new units of the class has begun at Aubaine at the Standard Astro orbital yards, and at the new aquatic yard, KeeEEka Strongwall. The last five vessels (TailNos 10108-10112) were assembled up to the installation and calibration of the jump drives at Aubaine as "kits," which were then delivered to smaller shipyards for completion. This is one of several programs intended to assist in the development of shipbuilding expertise throughout the Coalition.

Given the Coalition penchant for reconfigurable vessels, several of this class have been modified to carry mission-configurable pods (MCPs) in their bellies. These pods include additional troop quarters, vehicle garages, and drop capsule launchers.

RC Aurora-class Clippers

TailNo	Name	Yard	Status
Aurora Group I (Prototype)			
10061	<i>Aurora</i> (ex-Boquist)	Standard Astrotronics, Aubaine	In Service
10063	<i>Vincenzo Padilla</i>	Standard Astrotronics, Aubaine (re-ordered as TailNo 10070)	Canceled
10064	<i>Leonora Lykes</i>	Standard Astrotronics, Aubaine (re-ordered as TailNo 10071)	Canceled
Aurora Group II			
10062	<i>Eos</i> (ex-McDonagh)	Standard Astrotronics, Aubaine	In Service
10070	<i>Apollo</i>	Standard Astrotronics, Aubaine	In Service
10071	<i>Aube</i>	Bourgund Shipyards, Oriflamme	In Service
Aurora Group III			
10080	<i>Thunderchild</i>	Standard Astrotronics, Aubaine	In Service
10081	<i>Immanuel Kant</i> (ex-Ililek Kuligaan)	Standard Astrotronics, Aubaine	In Service
10082	<i>Balder</i>	RC Naval Yard, Aurora	Building
10083	<i>Ra</i>	Standard Astrotronics, Aurora	Building
10084	<i>Helios</i>	Bourgund Shipyards, Oriflamme	Building
NA	—	Standard Astrotronics, Aubaine	Building
NA	—	Standard Astrotronics, Aubaine	Building
NA	—	RC Naval Yard, Aurora	Projected

Aurora Group IV (Stretch)

10095	<i>Maggart</i>	Standard Astrotronics, Aubaine	Building
10096	<i>Karlsruhe</i>	Standard Astrotronics, Aubaine	Building

Ships listed as being built at Oriflamme and Aurora are built with certain materials and facilities provided by the class-A starport at Aubaine. When they are able to complete large starships without outside assistance their class-B starport ratings will be upgraded to class A.

Hull 10064/10071 was originally to have been constructed at Aubaine under the Dawn League. However, following the reformation of the Dawn League as the Coalition, the contract was transferred to the Bourgund yard at Oriflamme. This was the first starship to be built to completion at Oriflamme, and was possible only because of the technology transfer contract between Aubaine to Oriflamme stipulated under the Articles of Coalition.

The class is named for lost Dawn League traders. Only those ships confirmed destroyed have been used as name-sources for this class. To date, only seven of the 12 lost traders have been accounted for: *Aurora*, *Eos*, *Apollo*, *Aube*, *Balder*, *Ra*, and *Helios*.

Construction of this class has been temporarily curtailed in order to provide slips for the *Lancer*- and *Fusilier*-class warships, derived from this design.

The class was originally begun under the Dawn League 1198 Appropriation as a merchant design which would carry its cargo in large, pre-loaded interchangeable modules which would speed loading and turnaround times. However, the same events that prompted the dissolution of the Dawn League in favor of the Reformation Coalition caused the design to be re-cast as a multipurpose warship/exploration vessel that could withstand the dangers of the Wilds.

The single-unit Group I consists of the prototype conversion, while the Group IIs are those built as warships based on the lessons learned from the conversion of *Boquist/Aurora*. Groups I and II are functionally identical, although with differences in internal layout. *Apollo* was the first of the class built to the military design from the keel up, and *Aube* was delayed in entering service by the difficulties of building a jump-capable vessel at a class-B starport.

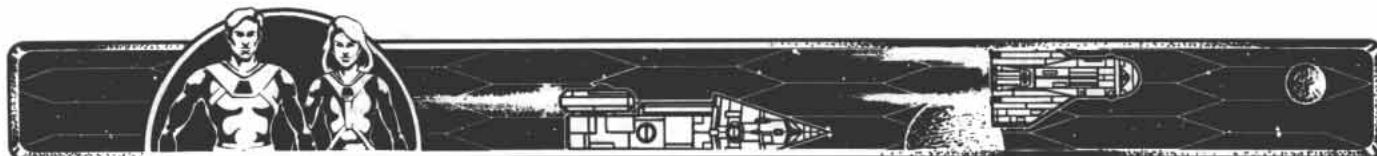
The Group III vessels (*Thunderchild* Group) benefit from the installation of recovered TL-14 and 15 jump drives which allow improved jump performance at low displacements (jump-4 at 1200 tons, jump-5 at 1000 tons; previous units are limited by their TL-12 drives to jump-3 at 1500 and fewer tons). These vessels are otherwise identical to the Group IIs.

The Group IVs are the long-awaited "Stretch *Auroras*," which have increased cargo carriage and meson gun performance owing to their greater length. Ironically, the construction of this class is being delayed by the priority given to the *Lancer*- and *Fusilier*-class destroyers which are based on the clipper spine.

RC Manta-class Fuelers

TailNo	Name	Yard	Status
20061F	<i>Manta</i>	Standard Astrotronics, Aubaine	In Service
20062F	<i>Gull</i>	Standard Astrotronics, Aubaine	In Service
20070F	<i>Stingray</i>	Standard Astrotronics, Aubaine	In Service
20071F	<i>Eagle</i>	Bourgund Shipyards, Oriflamme	In Service
20080F	<i>Condor</i>	Standard Astrotronics, Aubaine	In Service
20081F	<i>Skate</i>	Standard Astrotronics, Aubaine	In Service
20082F	<i>Bat</i>	RC Naval Yard, Aurora	Building
20083F	<i>Albatross</i>	KeeEEka Strongwall, Aubaine	Building
20084F	<i>Nightlady</i>	Bourgund Shipyards, Oriflamme	Building
20095F	<i>Cowling</i>	KeeEEka Strongwall, Aubaine	Building
20096F	<i>Deepcloak</i>	Standard Astrotronics, Aubaine	Projected
NA	<i>Raja</i>	KeeEEka Strongwall, Aubaine	Building
NA	<i>Torpedo</i>	KeeEEka Strongwall, Aubaine	Building

These craft are the exception to the rule of no overlap between the



10,000 and 20,000 series, as the fuelers were conceived as an integral clipper subsystem, and not as separate vessels. They were visualized as the clipper's main fuel tanks, which just happened to be able to detach and refuel themselves, rather than requiring multiple trips by fuel shuttles. In practice, of course, the *Mantas* are often used as scouts, pickets, and utility craft. The F in the TailNo is for fueler.

RC *Belladonna*-class Exploratory Clipper

TailNo	Name	Yard	Status
NA	<i>Belladonna</i>	Standard Astrotronics, Aubaine	Projected
NA	—	—	Projected

Scheduled as the next evolutionary development of the Clipper design, as bred through the *Lancer* and *Fusilier* destroyers. The *Belladonna* class will be based on the long spine of the *Maggart*, but will be fully streamlined like the destroyers. However, its internal systems will be those of a flexible, multipurpose exploration vessel, rather than a pure military vessel. Advantages over *Aurora*-class Clippers include the ability to conduct one-pass gas giant refueling and aerodynamic landing on world surfaces.

Class will have a large multimission bay in its belly that can be reconfigured for each mission, much as Clippers can swap out modules to optimize their capabilities.

RC *Lancer*- and *Fusilier*-class Destroyers

Lancer Class

TailNo	Name	Yard	Status
10097	<i>Lancer</i>	Standard Astrotronics, Aubaine	Building
10098	<i>Hussar</i>	Standard Astrotronics, Aubaine	Building
10099	<i>Dragoon</i>	KeeEEka Strongwall, Aubaine	Building
10100	<i>Cuirassier</i>	KeeEEka Strongwall, Aubaine	Building
NA	<i>Uhlán</i>		Projected
NA	<i>Spahi</i>		Projected
NA	<i>Cossack</i>		Projected
NA	<i>Mameluke</i>		Projected

Fusilier Class

TailNo	Name	Yard	Status
10101	<i>Fusilier</i>	Standard Astrotronics, Aubaine	Building
10102	<i>Rifelman</i>	Standard Astrotronics, Aubaine	Building
10103	<i>Grenadier</i>	KeeEEka Strongwall, Aubaine	Building
10104	<i>Gurkha</i>	KeeEEka Strongwall, Aubaine	Building
10148	<i>Chasseur</i>		Projected
10149	<i>Carabinier</i>		Projected
NA	<i>Jäger</i>		Projected
NA	<i>Voltigeur</i>		Projected
NA	<i>Tirailleur</i>		Projected
NA	<i>Zouave</i>		Projected
NA	<i>Highlander</i>		Projected
NA	<i>Schütze</i>		Projected

These ships are being built to satisfy the demands of the pro-consolidation forces of the Assembly, as part of the compromise package that involved the adoption of a vigorous coreward expansion strategy within a confined area of operations (see pages 44-45). They are optimized for military actions as part of a fleet, and have no provision for independent expeditionary usage. They will form the nucleus of an RC Navy that will be used in a traditional manner, to protect Coalition interests, worlds, and trade, and will not be farmed out piecemeal on various armed expeditions into the Wilds.

Although funding is available, the contracts for the later vessels of these classes have not yet been let due to political wrangling over where they will be built. The Bourgund shipbuilding conglomerate (located at Oriflamme, whose class-B starport has not yet been uprated to class A)

is determined to get contracts for a large portion of these vessels, but the yard is not yet certified for construction of jump-capable vessels. Bourgund is currently building starships with the technical assistance of Aubaine's Standard Astrotronics shipyards (which runs a class-A facility at Aubaine). This assistance is covered by an RC-sponsored contract as part of the Coalition initiatives to enhance shipbuilding expertise among its member worlds. The contract is coming up for renewal for another two-year period, which will delay starship certification for at least that long. Bourgund is eager to begin constructing ships on its own without renewing the contract, and wishes to get a provisional certification that will allow it to bid for the destroyer contracts. Oriflamme's representatives are stalling progress on the destroyer contracts in the Assembly until the certification issue can be worked out.

The destroyers' structures are based around the spines of the *Aurora* class, but have streamlined, non-modular hulls. The two classes are differentiated solely by their spinal weapons: the *Lancers* are armed with meson guns, and the *Fusiliers* with particle accelerators.

RC *Leviathan*-class Assault Transports

TailNo	Name	Yard	Status
10106	<i>Leviathan</i>	Standard Astrotronics, Aubaine	Bldg.
10107	<i>Ymir</i>	Standard Astrotronics, Aubaine	Bldg.
10146	<i>Broddingnagian</i>	KeeEEka Strongwall, Aubaine	Bldg.
10147	<i>Polyphemus</i>	Standard Astrotronics, Aubaine	Bldg.
NA	<i>Behemoth</i>		Proj.

These ships will provide the Coalition with the capability to move large numbers of combat troops from one world to another and conduct opposed landings. Each of these ships will carry a light brigade, and include launch facilities for a spearhead battalion of drop troops. Although this capability is not intended for use in combat, the *Leviathans* will be streamlined to allow landing on planetary surfaces.

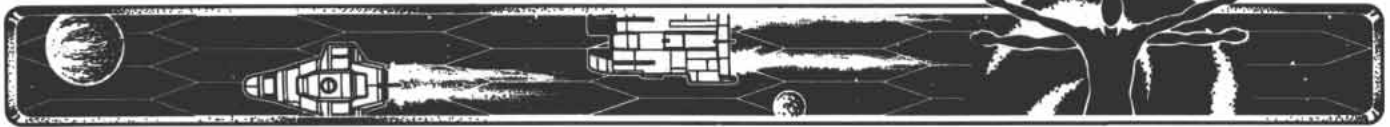
Proponents of the coreward strategy see these ships as providing new capabilities to pacify worlds far out in the AO, while consolidation strategists expect that these ships will be used closer to home.

Reformation Coalition Small Craft

TailNo	Type	Status
2007	Modular cutter	Lost 1199
20012	Modular cutter	MFU
20016	10-ton skiff	MFU
20018-20019	Modular cutters	Lost 1201
20021	10-ton skiff	In service
20027	10-ton skiff	In service
20037-20038	Modular cutters	In service
20039-20040	Modular cutters	MFU
20041-20042	Modular cutters	In service
20053-20060	misc. utility small craft	In service
20072-20075	30-ton pinnaces	In service
20076-20079	Modular cutters	In service
20085-20089	Modular cutters	In service
20090-20094	30-ton pinnaces	In service
20113-20115	Tugs	In service
20116-20127	Assault landers	In service
20128-20145	"Wildbat" fighters	In service

The RC routinely uses many more small craft than are used here, but these are under contract from private owners. Most of the craft above are semi-permanently assigned to RC starships. For example, 20072-20079 are usually assigned to Clippers *Aurora*, *Eos*, *Apollo*, and *Aube*.

The landers and fighters listed above are all 2-3 years old, and had been used under contract from the Aubani and Nimban navies for some time. They were recently purchased outright. Further small craft not yet in service are not listed above.



The Economy of Expansion

Missions into the Wilds are not only important to rediscover and rebuild interstellar situation, these are also one of the primary means of financing the continued growth of the Coalition.

CRASH-START

If the Reformation Coalition were a normal collection of starfaring worlds, its civilization would develop gradually over a number of years or decades as the worlds expanded their populations, economies, technology, and manufacturing bases in a systematic way. However, the Coalition's current policy calls for the reclamation of the Wilds before xenophobia and insularity grip these worlds even tighter than they already have. Because the Coalition perceives themselves as racing against social forces that will make it increasingly difficult to re-unite former Imperial space, they have no choice but to push their own development beyond the rate at which it would naturally develop: They must crash-start themselves to become an expanding interstellar force.

BUILDING THE FUTURE ON A LINE OF CREDIT

They are doing this by infusing external sources of technology and raw materials into their society to save the time that would be required to create or develop these resources on their own. Fortunately, these resources exist all around them in the form of a fallen empire, and are reclaimed by means of the recovery missions described elsewhere. Unfortunately, this means of rapidly rebuilding a society creates an increasing spiral of dependence on these external sources. The further the RC expands in its search for relic technology, the greater the demand for starship maintenance and manufacturing capabilities. The more treaties it concludes with neighboring worlds by promising technological assistance, the greater the demand for equipment to fulfill those promises. The more that RC core worlds modernize their societies with recovered relic technology, the greater the demand for parts to keep that technology working. In the long run, these needs will be met by the growing and advancing RC infrastructure, but that growth has not taken place yet. So long as these needs are "borrowed from the future," they can only be met by further expansion and further recovery missions, which fuel another round of the cycle of demands.

All economies require some tangible material to give value to their currency. If the Coalition were sitting on a huge pile of gold or technology, those could provide backing for RC currency, but that is not the case. The Coalition economy is backed not by existing resources, but by the promise of growth and of a new future, and the belief that those resources will eventually be there, so long as everyone keeps pulling together for a while longer.

SHARING THE BOUNTY

In order to keep the system humming, there must be a mechanism to take recovered technology and place it into the hands of those who need it, as well as to provide a living and incentives for those who recover that technology.

The mechanism for this is auctions, held on all RC member worlds, particularly those worlds with good quality starports and bases. All of these function in approximately the same way.

Debriefing

Upon arriving at a world, and before unloading any goods, a ship must declare whether it has any cargo to offer at auction. If so, the ship is directed to a special unloading area (as opposed to the normal customs facility that handles trade between Coalition member worlds). Here the crew will be debriefed on the nature of their goods, where the

goods were found, the circumstances under which they were found, and any other aspects of the mission which may be of use to RC Intelligence groups. (Such aspects include other ships that were encountered on the mission, volume and type of traffic in particular systems, likely locations of other recoverable items, likely locations of Virus infestation, etc.) Debriefing also presents crews with the opportunity to claim a "finder's share" in any items that they have discovered that can be recovered by later missions (see sidebar).

Debriefing is done either by RCES officers, or increasingly, by RCSA officers, freeing RCES personnel for fieldwork as the bureaucracy is able to take over more of these administrative functions. One of the purposes of these debriefings is to make sure that the crew is not keeping any secrets about the nature of the cargoes, or sources of relic equipment that will be of benefit to the Coalition as a whole. Another purpose is to find out if the cargo requires that a royalty be set aside for the owners or any finder's shares that may pertain. To reduce the temptation to conceal data, the results of these debriefings are kept somewhat confidential, in that the results are not made public, but are only passed on to RCES leadership, which allows them to mount their own recovery missions if the finds are sufficiently important. There is also the additional lure of the finder's share which guarantees a cut of the recovered goods (if the claim is upheld) no matter who recovers the material.

While this is going on, the cargo is unloaded and carefully examined. Items of a hazardous nature, including weapons and sources of radioactive or toxic materials, are inspected for safety. Any item which might harbor Virus is given especially strict attention, and data systems are often placed under quarantine for quite a long time before they can be certified as safe (this procedure is sped up if the crew can document that they have already tested the items for Virus and have found it to be "clean").

If the ship is an RCES or RCN vessel, or a free-lance vessel under contract to RCES, it will be under orders to terminate its mission at a specific base on a specific world, so will naturally proceed to the appropriate RC base where the same sort of procedures will be performed. Because these crews are working directly for the RC, the debriefing demands placed on them are more stringent, and include detailed mission reports. Members of the RC services may also be granted finder's shares under certain circumstances, but these are usually half or less of the rate which would be granted to a private citizen. (This is because it is their duty to report such things. They are, after all, under oath to the service, and do not require bribery to tell the truth in debriefing. Also, they don't need money to outfit and maintain their own ships and equipment, as these are provided by the government.)

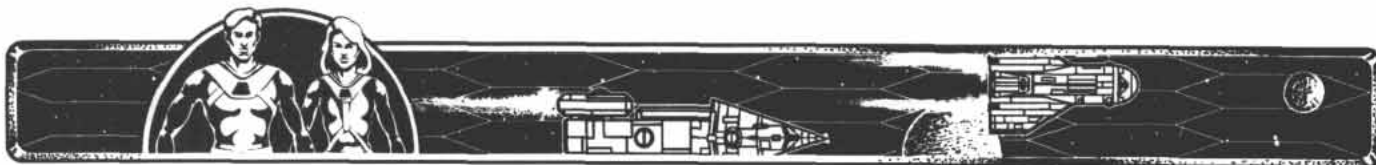
Appraisal

When the cargo is inspected, it is also appraised. Some items will not actually go up for auction, but will be taken over as eminent domain by RC authorities, for three basic reasons. In all of these cases, the finders are paid one-half of the fair market value of the goods (as calculated by the Admiralty Court, see procedures below, under "Calculating Auction Selling Price").

RC Service: Some items, such as spaceships and high-tech military equipment, are of obvious value for the continued functioning and growth of the RCES, RCN, and RCMC. These are taken over and placed into RC service. The receiving RC agency then has an amount equal to one-half of the fair market value of the items taken out of its operating budget for internal accounting purposes. (This is to allow for the portion of the sale of this item that the RC will not receive because it was not put up for auction.)

Salvage Bills: Coalition member worlds may have crucial and specific developmental needs for certain equipment. These are handled by *salvage bills*, which list specific goods which cannot be sold at auction, but must be set aside for groups that have an overriding need for that item.

For example, Baldur still uses large portions of its pre-Collapse tech



level 11 power grid, even though the world can only sustain TL 9. Given the world's inhospitable atmosphere, the people of Baldur depend on the continued functioning of that power grid, and cannot afford to miss out on crucial spare parts for TL-11 power-generation equipment simply because they were outbid at an auction, or did not have agents present at the bidding. Instead, all TL-11 power-generation and transmission equipment that is brought into the Coalition is taken over as eminent domain for Baldur. If Baldur needs the equipment, it then pays the fair market value of the equipment to the RC, which keeps half of the payment, and sees that the other half is properly dispersed to those who recovered the equipment (see Auction, below). If not, the equipment is returned to those who recovered it for normal auction.

Salvage bills are passed by the Coalition Assembly, and therefore must be discussed, debated, and approved by a $\frac{2}{3}$ majority. Salvage bills are usually passed twice a year, but special supplemental bills might be passed to allow for emergencies, such as medicines needed to combat a planetary epidemic, and so on. These bills are mostly restricted to life-and-death type issues, and are not intended to advance commercial interests of specific member worlds. However, commercial interests of the RC as a whole are sometimes addressed. For example, some of the equipment needed for the redevelopment of Krutyer is carried as eminent domain on the current salvage bill. This amounts to something of a subsidy to KrutyerCorp, but as the RC government is a major shareholder in the world, and it is an important transportation hub, this has been considered valid in recent Assembly sessions.

Public Safety: Certain goods are merely impounded for the public good. These include stockpiles of nuclear weapons or waste, chemical/bacteriological weapons, and any Virus-infected equipment. In order to encourage the rounding up of such items for safe disposal, an effort is made to provide some form of payment for these items, but items with no real market (such as nuclear waste, which is sometimes recovered in its containers by free-lancers who don't know any better) has a rather low fair market value.

Auction

Items which are cleared by the appraisal process are then put up for sale at auction. The larger auctions are the more lucrative, and the largest of these is the one on Aubaine, commonly known as *The Auction*. Some ships travel direct to Aubaine for access to this largest market, while other cargoes are bought up by speculators in smaller auctions and then transported to Aubaine to be sold for (hopefully) higher prices.

While there are certain restrictions, such as limitation on private ownership of certain military technology, most anyone can bid at auction, from private citizens through businesses and large corporations, up to world governments.

When the bidding is closed and an item is declared sold, allocation of the sale price begins. There are four (or sometimes five) steps at which percentages, or "cuts" of the sale price is taken.

Host Cut: 50% of the sale price of all items goes to the Coalition government. In addition, most worlds take a percentage at this same point, usually 10% of the sale price (for a total of 60%). The remaining sale price is taken to the Finder's Share or Ship's Cut.

Finder's Share: If the sold goods are subject to a finder's share, this cut is taken at this time, as a percentage of the amount remaining after the Host Cut. If not, the funds remaining after the Host Cut are taken directly to the Ship's Cut.

Ship's Cut: 10% of the remaining amount is taken at this point and placed in the ship's maintenance and repair (M&R) fund. Ships are treated as not merely valuable, but priceless and irreplaceable commodities in this new era, and owners and crew alike are happy to forego this portion of the profit to ensure that the ship is properly maintained. In general, a ship must set aside 0.008% of its new purchase price (for example, Cr16,500 for a patrol cruiser, Cr4800 for a far trader) each

Finder's Shares

Most free-lancers have the recurring dream of landing on a world and discovering an intact subterranean vault containing tens of thousands of perfectly preserved TL-15 artifacts. Although the trove is too large for them to recover themselves, they leave some proof of the date they were there, recover some sample of their find, carefully record the location, then rush to the nearest RC world. Here they record their find with the RC authorities and stake their claim to the "finder's share," which will set them up in luxury for the rest of their lives.

Fantasy perhaps, but close enough to the truth to be compelling. There are quite a few RC citizens who have made their fortunes in a similar way.

A finder's share is simple in concept: An individual or crew discovers a find too large to recover on their own. They report the find and enable the goods to be recovered by another group. However, because it was their report of the find that enabled its recovery, a certain percentage of all proceeds from the find goes to that individual or crew, for as long as the find continues to produce recoverable goods.

How big a share? How is the extent of the find defined (i.e., does it cover a nearby find that is discovered while exploiting the first—finder's claims never cover entire worlds, for example)? Or is the find disallowed because someone else has already registered a similar claim, or because the find is deemed irrecoverable, unenforceable, or too vague or obvious to be of any value?

As with most financial issues related to recovery, these details are resolved by the RC Admiralty Courts, an independent body which falls somewhere between the purviews of the RCES and RCSA. Each RC world has an Admiralty Court (which on small worlds can consist of the same overworked case officer who handles the debriefings), but these operate under the authority the Admiralty Board, the "master" Admiralty Court of the Coalition (and to which appeals of rulings by the lower courts can be made). Assuming the court approves the claim, the court will then set the size of the share.

Criteria used when awarding finder's shares include the following. How expensive will operations to exploit this find be? How much work did the finder do to simplify exploitation? Does the share need to be split with other groups whose claims have equal validity (for example, having been filed on another world at the same time)? Would the find have been discovered in the very near future by ongoing programs anyway, or is the find so unusual that it would never have been discovered without the initiative and risk of the claimant?

Finder's shares range up to a maximum of 5%, but usually cluster down around 1-2% (and since this share is split among the crew that staked the claim, an individual's portion of this share is quite a bit less). If the finders were using a ship which belonged to other owners, the ship's owners get half of the finder's share (and this half of the share is likewise divided among the owners by their ownership percentages). This percentage is taken after the Host Cut, but before the Intermediate Cut (see "Auction").

Referees take the role of the Admiralty Courts in their campaigns, and must judge these criteria for themselves. Only on smaller worlds (with fewer and more overworked RC staff) should referees allow PCs' Admin/Legal, Persuasion, Bargaining, etc., assets be used to affect the size of the share, and even then, very little.

month for routine maintenance alone. Money for rebuilds and battle damage repair (TNE, pages 242-243) is in addition to this, and must also come out of this fund.

If a ship is consistently profitable, then budgeting for maintenance



and repairs is taken care of by the Ship's Cut. If, however, a ship does not turn a good profit, and requires regular yard work, the ship's shareholders must make up the difference out of their own pockets.

If a ship turns a consistent profit so that it has an overflowing M&R fund, the excess (leaving a prudent cushion) is cut in half, and paid out as dividends to the ship's owners, and as bonuses to its crew.

Intermediate Cut: This step is where ship owners take their portion of the proceeds. The amount remaining after the Ship's Cut is now cut in half. Each half is called a "hundred share," as it is usually divided into 100 shares. Although the often-used term "a full hundred share" might imply to the uninitiated listener that this was 100% of the sale price, the hundred share only ranges between 17.1 and 22.5% of the actual sale price. One hundred share goes to the ship's owners (and if the ship, like most, has multiple owners, these hundred shares are apportioned among the owners according to their ownership percentages), and the other goes to the crew.

Thus, a person who owned a 1% interest in a ship would be entitled to one share of its sales, i.e., $\frac{1}{100}$ of its owners' "hundred share," or approximately one-fifth of 1% of the sale price.

Note: In the case of RCES- and RCN-owned ships, the RC government takes this hundred share in addition to its portion of the Host Cut (but see sidebar).

Final Cut: At this step, the crew itself divides up their portion of the sale. Of the 100 shares in the crew's "hundred share," 30 go to the Captain, 30 are divided among the ship's officers and non-commissioned officers, and 30 are divided up among the crew. The remaining 10% is handled differently on different ships. In some, it is also divided up among the crew like normal shares. On others, it is used as "bonus shares," awarded to crewmembers who made a significant contribution to the success of the cruise, and on some it is used as a ship's emergency or welfare fund, which can be granted or loaned to crewmembers for personal emergencies.

Note: Many free-lance ships operate without paying crew salaries; the crews rely on auction shares alone. Most ships, including all RCES and RCN vessels, do pay crew salaries in addition to auction shares. Crew salaries (TNE, page 227) are paid by the ship's owners, either out of their share of the profits, or from pre-established operating funds.

CALCULATING AUCTION SELLING PRICE

First the referee should determine the actual basic price of the item, which is the list price of the item in one of the *Traveller* rulebooks, sourcebooks, etc. Next, the referee must determine the wear value of the item (see TNE, page 241). Although wear value can be randomly determined by rolling 1D10, in almost all cases the wear value should be logically derived from the way the item was obtained. If the item was a durable piece of equipment found still in its factory packing crate aboard a derelict starship, or packed in protective grease in an abandoned stockpile on an airless world, its wear value should be low. If, on the other hand, it was a weapon captured in combat from a TED's bodyguard (and has been in service for 70 or more years), its wear value would usually be rather high. Items that have been exposed to a corrosive atmosphere for 70 years will be lucky to have any wear value at all, and will usually be reduced to slag, useful at best for materials reclamation.

Divide the item's basic price by its wear value to get its fair market value (FMV). This is the price that the item would normally be expected to bring. When the item is brought up for bid at auction, roll 2D10 on the Actual Sale Price table (page 42), apply applicable die modifiers (DMs) and apply the multiplier to the FMV. This is the sale price of the item.

Using Skills

The term "auction" can be misleading because it implies that all

of the goods for sale are handled by a single standard procedure during a single event which is seen by all attendees. In actuality, each auction day sees several subsidiary auctions, broken down by type of good (transportation, military, infrastructure, communications, etc.), estimated price range of good, and type of buyer (individual, corporate, world government). In addition, goods for sale may be "packaged" for sale in different ways: broken down for sale by individual item, or grouped in lots that must be purchased in their entirety.

Sale Price: Thus there are many issues that can affect the saleability of auctioned items, and the sellers must actively work to ensure that their goods are seen by the right audience, and are presented in the proper light. The sellers must convince the appraisers to place the goods in proper categories where they will be seen by the right sort of bidders, and more importantly, look good compared to the other items up for bid. These details are handled by PC sellers using their Bargaining or Marketing skills to provide DMs on the Actual Sale Price table. However, in order to use these skills, the PCs must first succeed at a task to allow their skills to be applied as DMs (this represents getting the attention of appraisers or auctioneers, and convincing them to present the goods to their best advantage). This roll is listed as "Difficulty to Use Skill" on the Auction Tasks table (page 42). This is rolled once, against the highest asset in the PC group of Admin/Legal, Bargaining, Persuasion, Liaison, or Bribery (referee must impose legal penalties for Catastrophic Failure of the last named asset).

Success indicates that half of the Bargaining or Marketing skill (round down) is used as a Skill DM. Outstanding Success indicates that the full skill level is used. Failure indicates that there is no Skill DM, and Catastrophic Failure applies an additional -2 DM for the actual sale price roll. Used the highest Bargaining or Marketing skill available in the PC group for this DM. These tasks are harder at higher volume auctions due to the quality and greater number of competing sellers, plus the greater sophistication of the officials there.

Restrictions on Sales: Many worlds set restrictions on the type of goods that may be sold. Typical among these are prohibitions against selling weapons that are not allowed by the world's law level, and against selling goods from a tech level equal to or less than the world's tech level (because this undercuts the world's own industries). Other prohibitions include restrictions against certain classes of goods, also usually to protect local industry (for example, against the auction of recovered vehicles, to protect a world's transportation industry). The exact details of these are up to the referee, but in general, the higher the government code, the more common they will be.

Of course, there are many legitimate and illegitimate ways around these restrictions, if the seller can find them. Certain local buyers or agents of off-world corporations or governments have special dispensation to purchase otherwise restricted goods if they can be contacted (Streetwise or Liaison), auction officials have leeway to waive restrictions under special circumstances (Persuasion) or look the other way (Bribery). Finally, a lot of goods can sometimes simply be misappraised (Forgery), allowing its sale. In general, the higher the volume of the auction, the easier these things are to do. The smaller the auction, the rarer special purchasers or chances to be sneaky will be. Use the "Difficulty to Override Restrictions" column on the Auction Tasks table to find the difficulty level. Success indicates that the PCs have found a way to sell their goods.

The referee should allow an enabling task (TNE, page 109) to reduce the difficulty of an Override Restrictions task. Assets for this enabling task could typically be Streetwise, Liaison, Admin/Legal, Research, or Carousing. As always, these tasks should involve some roleplaying, with task results increasing or decreasing the success of the roleplayed actions.



Auction Tasks

Volume	Difficulty to Use Skill	Difficulty to Override Restrictions	Vol DM	Max +DM
Very high	Impossible	Easy	+2	No Max
High	Formidable	Average	+1	+7
Moderate	Difficult	Difficult	0	+5
Light	Average	Formidable	-1	+4
Very light	Easy	Impossible	-2	+3

Volume: Auction volume of the world (see "Major Auctions" sidebar)

Vol DM: Die modifier automatically applied by auction volume to roll on the Actual Sale Price table.

Max +DM: Upper limit to +DM (Vol DM + Skill DM) used on the Actual Sale Price table.

Actual Sale Price

2D10	FMV Mult.	2D10	FMV Mult.
0	x0.35	16	x1.05
1	x0.40	17	x1.10
2	x0.45	18	x1.15
3	x0.50	19	x1.20
4	x0.55	20	x1.25
5	x0.60	21	x1.30
6	x0.65	22	x1.35
7	x0.70	23	x1.45
8	x0.75	24	x1.55
9	x0.80	25	x1.65
10	x0.85	26	x1.75
11	x0.90	27	x1.85
12	x0.95	28	x2.00
13	x1.00	29	x2.50
14	x1.00	30	x3.00
15	x1.00		

Multiple Goods

Obviously it would be far too time-consuming to go through the detailed procedure above for each item out of a cargo hold full of recovered technology. Referees must exercise their best judgment in lumping goods together to rapidly calculate a mission's sales figures, while still retaining enough detail so the players can experience the excitement of auction.

One way to do this is to have the players decide on which one or two items they think are the most valuable and worth handling in detail, while the rest of the load is resolved as a single lot with a few quick die rolls. Of course, the referee may always stipulate that some of these goods may not be sold on the world in question, again, depending upon the needs of the campaign.

FINANCING OPERATIONS

Player character groups that wish to mount their own expeditions

Major Auctions

The following worlds hold auctions with the listed regularity, and are listed in approximate order of their size. The Host Cut is the amount of the selling price that is taken by the Coalition and host world. 50% always goes to the Reformation Coalition, any listed amount above that goes to the world on which the auction is held. For example, on Nike Nimbus, 50% of the sale price goes to the Coalition, 10% goes to Nike Nimbus, and the remaining 40% is paid to the seller.

Note that the worlds Aubaine and Helios take no portion of the Host Cut for themselves.

World	Frequency	Host Cut	Volume
Aubaine	3 times weekly	50%	Very high
Oriflamme	Twice weekly	55%	Very high
Baldur	Twice weekly	60%	Very high
Fija	Twice weekly	60%	High
Trybec	Twice weekly	60%	High
Aurora	Twice weekly	57%	High
Nike Nimbus	Weekly	60%	Moderate
Eos	Weekly	55%	Moderate
Lucifer	Weekly	60%	Moderate
Ra	Weekly	55%	Moderate
Helios	Weekly	50%	Moderate
Spencer	Weekly	60%	Moderate
Rohit	Twice monthly	60%	Moderate
Apollo	Twice monthly	60%	Light
Shenandoah	Twice monthly	60%	Light
Vezina	Monthly	60%	Light
Schall	Monthly	60%	Light
Enkidu	Weekly	55%	Light
Spires	Monthly	55%	Very light
Zloga	As needed	60%	Very light
Phoebus	As needed	60%	Very light
Kruyter	As needed	60%	Very light

into the Wilds will follow two basic approaches depending upon whether they own their own ship.

Without a Ship

If they do not own a ship, then the procedure proceeds as detailed under "Auction" above: They are the hired crew of a ship and receive salaries and the crew's hundred share of auction sales. The ship's owners take care of all of the costs associated with operating the ship, and the players need not concern themselves with the details. (Of course, if the PCs bring the ship back shot up too often, they will probably be fired by the owners.) The trick for the PCs is to get themselves hired by a shipowner.

Shipowners can be governments of RC member worlds, corporations, or individuals. What these owners have in common is that they are looking for crews to man these ships on expeditions into the Wilds. These

The Reformation Coalition Navy:

With Ownership and Auction Shares for All. Kind of.

The RCES and RCN find themselves in the rather unusual position of sharing ownership of some of their vessels with private shareholders. This is a result of the way that the Dawn League and Reformation Coalition forces were built, by buying up existing vessels that were already being operated under other ownership. Because of the hurry to assemble a deployable force, acquisition often consisted of buying a 50% share in a vessel, the minimum necessary to control its operations. Most of the Dawn League Exploration Cruisers (page 36) and Victrix Ships (pages 36 and 37) carry a private ownership load of 10-35%.

Although this is theoretically economical, as private owners help cover operating costs, in practice, theory can get stuffed. It is an administrative nightmare for the RCES and RCN to keep track of profit shares owed to shareholders from equipment sold off at auction or taken over by the Coalition, and shareholders are never available to pay in their portion of upkeep costs. The situation is being phased out by gradually buying out all private owners with lump cash payments, or by eliminating outstanding shares as overdue upkeep costs overtake ownership basis.



expeditions may be for a specific purpose ("find me a 100 MW TL-15 fusion plant") or simply mounted on a speculative basis, to turn a profit recovering and selling relic technology. PCs can meet such patrons in a variety of ways, usually near starports or auctions, sometimes at one RC world's trade mission on another world. These efforts to find employment are a rich source of roleplaying possibilities, and are also a good opportunity for PCs to use Streetwise, Liaison, Research, Bargaining, and Persuasion skills to scare up information about prospective patrons, and also to try to cut a better deal. Remember that employers may offer higher salaries for certain missions, or give up a portion of their owner's shares, or allow the PCs to keep certain varieties of equipment that they find along the way. Of course, all of these are subject to negotiation.

With a Ship

Groups that own a ship might be assumed to be their own bosses, but perhaps not. New Era ships are old, requiring constant maintenance and expense, and the Wilds are dangerous, requiring frequent repairs. PCs may find that they are too short on cash to run their own ship.

Outfitting Costs: All of these costs must be paid before departing on a mission.

Cr1000 per crewmember per week of mission duration. This amount includes food and other consumables.

Any outstanding repairs or annual maintenance that must be made to allow the ship or its subsidiary equipment to conduct the mission.

Special equipment and weapons required for the mission.

All ammunition required for the mission, including space combat missiles and drones.

A full load of fuel. If the vessel will not be able to refuel purely by wilderness refueling (gas giant, asteroid, or ocean refueling for free—which is only possible for liquid hydrogen fuel), money must be set aside to allow purchase of fuel during the course of the mission from starports or other sources along the way, at Cr35 per cubic meter of liquid hydrogen (LHyd), Cr250 per cubic meter of hydrocarbon distillates (HCD), and Cr1000 for high-grade HCD (HGHCD).

Outfitting Share: Shipowners who do not have enough cash to outfit their ship for a mission can try to find a financial backer to pay for the outfitting in exchange for an outfitting share. An outfitting share consists of some portion of the owner's hundred share, and the size of this portion depends upon the amount of money that is needed. If the ship simply needs to be provisioned, fueled, and loaded with ammo, 25 shares of the owner's hundred share is typical. But if the ship needs extensive repairs to go out again, the backer could demand the entire owner's hundred share. Again, roleplaying and the use of Bargaining and Persuasion skills are required for negotiation. The larger and more organized the backer (for example, the Oriflamme government, or the RCES, which often underwrites this sort of thing), the tougher the negotiations.

Retention Shares: All of the financing explained above assumes that all recovered goods are put up for sale, and the profits spread among innumerable parties. But what if the PCs wish to keep some of the things they find (weapons, vehicles, etc.)? If the players own their own ship, all they need to do is declare the recovered goods when they arrive in port, and pay one-half of the fair market value direct to the RC government (to make up for the Host Cut that the RC would have gotten at auction). This, of course, assumes that the RC appraisers allow them to keep the goods, which never happens with ships or items on a current salvage bill. Small arms, infantry heavy weapons, and vehicles are usually permissible. (Note: Simply keeping items hidden aboard the ship and not declaring them is in violation of many Coalition laws, and because of the danger of Virus infection, some member worlds view this as a capital offense. One of the reasons behind debriefing is to try to get individual crewmembers to screw up and expose such subterfuge.)

Alternatively, they may put the goods up for sale and bid for them themselves, hoping of course, for a low price. (Referee: Determine price

normally, but the players must pay for the goods, getting back their share after the Host Cut, etc.)

If the players do not own their own ship, or are so low on cash that they are mounting expeditions financed by outfitting shares, there is always the option of selling a *retention share*. This allows the crew to keep a certain pre-specified number and type of recovered goods in return for an increased share to the shipowner or financial backer. Of course, these shares must either come from the remaining owner's hundred share left after the outfitting share, or from the crew's hundred share. If paid out of the crew shares, it is typical to use the 10 "spare shares," or for the crew to agree to cut into their own shares to pay a greater amount. When this is done, the crew is not responsible for paying the 1/2 fair market value fee to the RC, because this responsibility is taken over by the owner of the retention share, and paid out of those (presumably) larger profits. RCES routinely takes retention shares from hired crews, and in this case, RCES merely pays the internal accounting costs for the equipment that the crew is allowed to keep. In practice, only RCES is likely to enter into such a deal, as it is not usually profitable for private backers.

The amount of retained equipment and the amount of the share is determined by negotiation between the PCs and the NPC patrons. As a rule of thumb, use one share per Cr1000 of the expected fair market value of the equipment if the patron is RCES, and per Cr100 if non-RCES. The retained equipment cannot take up more than 1% of the ship's cargo capacity. (This latter bit is common sense: If the crew wishes to retain an air raft, and their cargo hold is only large enough to hold one air raft, a patron would know that there would not be any additional recovered goods from the mission to turn a profit on, and all shares in the mission would be worthless. Note that a reasonable number of small arms or heavy weapons take up no cargo space, as they are kept in the quarters.) In all cases, of course, the equipment retained must be permitted by RC appraisers.

Exceptions

All of the above are guidelines only. If the players can cut a different deal with an individual, corporation, or government, more power to them.

The Coalition Calendar

The official calendar of the Reformation Coalition is a 365-day year broken into 12 months, eight each of four seven-day weeks and four each of five seven-day weeks (28 or 35 days), plus an extra day, Reformation Day, at the beginning of each year. The long months fall at the beginning of each quarter, so the pattern of months within a year is 5-4-4-5-4-4-5-4-4-5-4-4.

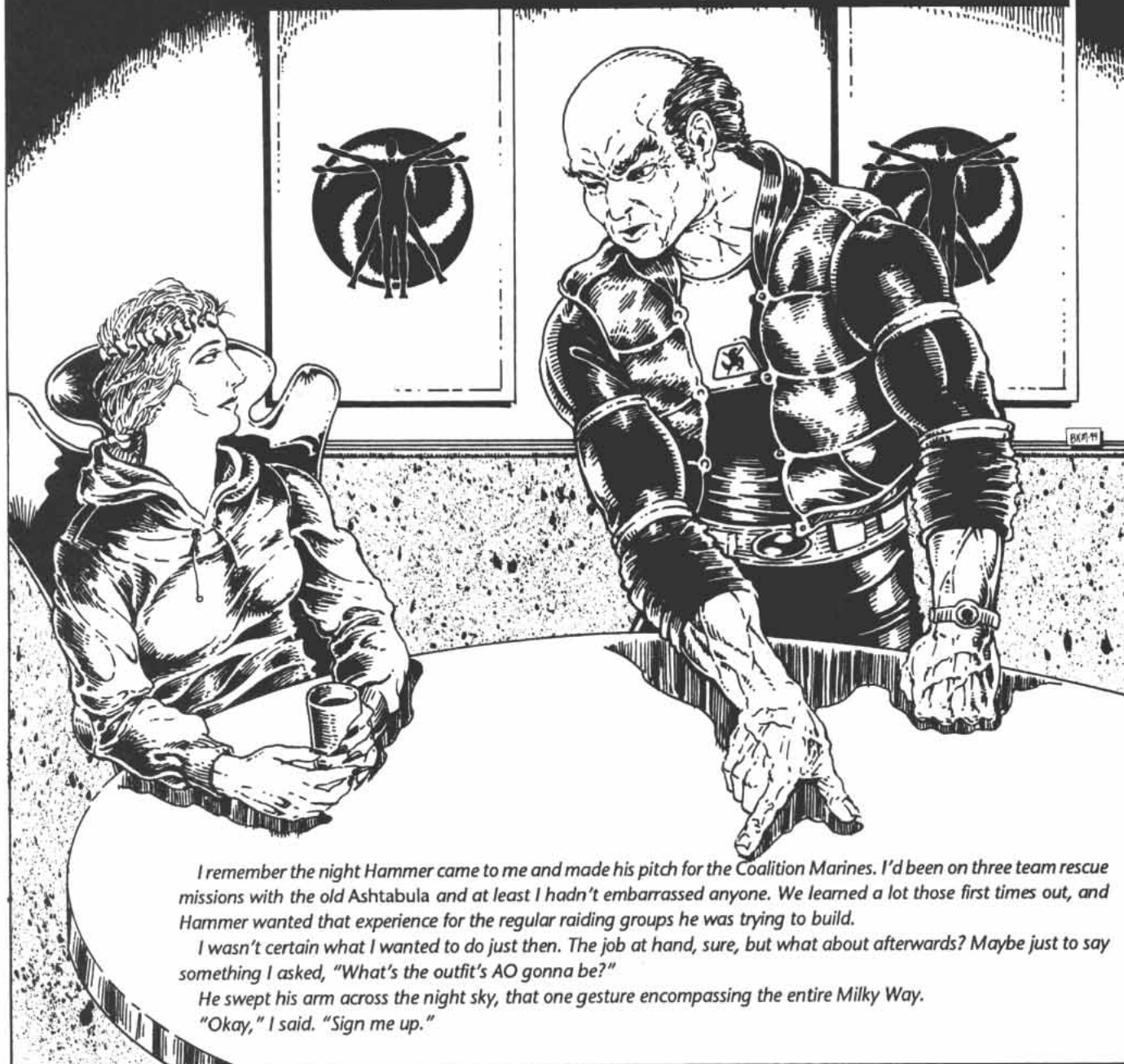
Dates are rendered in the format Day/Month/Year where the day and year use Arabic numerals and the month uses Roman numerals. Thus, the 5th day of the 10th month of the year 1201 would be rendered 05/X/1201. Reformation day is usually noted as day 0 of the first month of the year, 00/I/XXXX.

Although there are no official names for the months, since the calendar is derived from the 12-month calendar of Aubaine, many use the Aubani month names, derived from an ancient Terran calendar.

I	Aries	VII	Libra
II	Taurus	VIII	Scorpio
III	Gemini	IX	Sagittarius
IV	Cancer	X	Capricorn
V	Leo	XI	Aquarius
VI	Virgo	XII	Pisces

There is an informal style among many in the Coalition, particularly among the original Dawn League members, to render the year in a "New Era" series, where the year 1201 = NE 1, 1202 = NE 2, and so on. Although this is not official, it is gaining in popularity.

The AO (Area of Operations)



The Coalition area of operations is ultimately unlimited, but in the short term it is constrained by issues of available resources and immediate, pressing needs. The Coalition needs two things desperately: machinery and people.

Machinery provides the basis for the re-industrialization of human space, on two levels. It provides the tools necessary for the Coalition to reclaim the territory of the old Imperium, and it is the raw material necessary to rebuild the worlds shattered by the Collapse. The Coalition cannot manufacture the machinery needed fast enough, and so relies upon salvage of abandoned equipment. The priority for recovery of machinery has been on infrastructure support material, but there is an increasing push for military hardware as the military demands

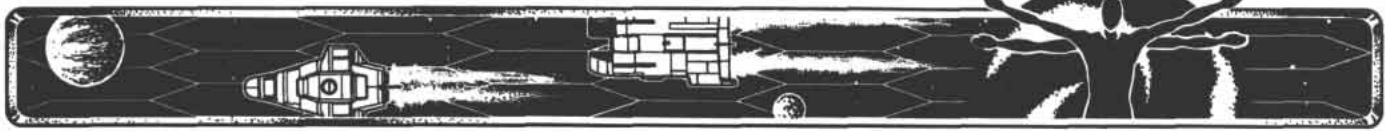
on the Coalition's limited forces increase.

Although recovered technology gives Coalition forces an edge in most situations, they are still pitifully small for the task facing them. Total Coalition population of all sentient species is less than 2 billion.

Operational Overview

There are two competing schools of thought as to the correct strategic approach to the challenge facing the Coalition. These two schools are termed the Consolidation Strategy and the Coreward Strategy.

Proponents of the consolidation strategy insist that the first priority should be to build up a secure base of operations and



avoid overextension. Each advance should be made carefully, with a maximum of preparatory groundwork laid. Trying too much all at once, they argue, will simply fritter away scarce resources and accomplish nothing. Oriflamme, the leading proponent of the consolidation strategy, has called for a major push to militarily integrate the immediate border worlds in order to protect the core worlds and establish a secure jump-2 trade lane within the Coalition.

Advocates of the coreward strategy, led by the Aubani, argue for an immediate drive to coreward with supporting operations to spinward. All resources should be expended on driving as far as fast as possible, and that means use of free-lance operations, privately sponsored raids, and any other expedient which might work. The political landscape of the Wilds is changing rapidly and constantly, they argue, and the danger of waiting too long and allowing planetary TEDs to build up their defenses far outweighs the risks of overextension. Strike hard, they argue, and strike now.

The strategy currently officially adopted by the Coalition is the coreward strategy, but adoption required a compromise on two points. First, Oriflamme was allowed to continue to use part of its own resources to secure the rimward frontier. Second, Oriflamme insisted on a definition of a "Primary Area of Operations" of seven parsecs out to spinward and coreward from the current frontier. All joint operations and Coalition-sponsored missions will be restricted to this area (except in extraordinary circumstance), with operations beyond that boundary limited for the present to intelligence-gathering and private or free-lance operations.

The coreward strategy as adopted has several phases:

Phase I: (estimated time—2 years) Confine immediate overt operations to the "primary AO." Operations consist primarily of smash-and-grab raids, cold recovery missions to boneyards, and occasional pacification campaigns followed by bootstrap (uplift) operations. Active diplomacy to be used as much as possible to avoid need for military action.

Simultaneously conduct deep covert operations throughout Diaspora Sector. Priorities are:

1. Astrographic and demographic survey.
2. Techno-Politico-Military (TPMI) intelligence-gathering.

3. Limited covert operations to pave the way for Coalition follow-on contacts, either diplomatic or military.

Phase II: (estimated time—1 year) Major diplomatic drive to integrate entire Diaspora Sector into the Coalition in a very short time. One diplomatic blitz, with only limited military action, as necessary.

Phase III: (estimated time—2 years) Extension of main theater of operations to Massilia Sector. Continued consolidation of Diaspora Sector.

Phase IV: (estimated time—uncertain) Simultaneous expansion outward.

In order to facilitate operations throughout the Primary AO, the following intelligence summaries have been pre-

Classes of Objectives

Class Ia: High (9+) population, previously TL 12+

Class Ia: High (9+) population, previously TL 11 or less

Class IIa: High moderate (6-8) population, previously TL 12+

Class IIa: High moderate (6-8) population, previously TL 11 or less

Class IIIb: Low moderate (4-5) population, previously TL 12+

Class IIIb: Low moderate (4-5) population, previously TL 11 or less

Class IV: Depopulated or low population world, formerly high population, TL 12+

Class V: Depopulated or low population world of astrographic significance

Class VI: All other low population worlds

Class VII: All other uninhabited worlds

pared for Coalition mission teams using the most recent information available. The summary consists of an astrographic overview of the four subsectors containing the primary AO, along with updated UPPs for worlds inside the seven-parsec limit, followed by an individual world briefing on all Class I and II objectives in the primary AO. These include the following worlds. (Note that worlds marked as TDO objectives are subject only to trade and diplomacy; SAG missions are not authorized.)

Class Ia

No Class Ia targets in the Primary AO

Class Ib

Yontez (Shenk/Old Expanses)

Class IIa

Berkin (Shenk/Old Expanses)

Clallum (Shenk/Old Expanses)

Fisher's World (Shenk/Old Expanses)

Lote (Thoezennt/Old Expanses)

Nicosia (Aubaine/Old Expanses)

Shenk (Shenk/Old Expanses)

Tiniyd (Thoezennt/Old Expanses) TDO

Class IIb

Futok (Khulam/Diaspora)

Janie (Shenk/Old Expanses)

Keipes (Aubaine/Old Expanses)

Kide (Khulam/Diaspora)

Marax (Thoezennt/Old Expanses)

Meadsk (Thoezennt/Old Expanses) TDO

Montezuma (Khulam/Diaspora)

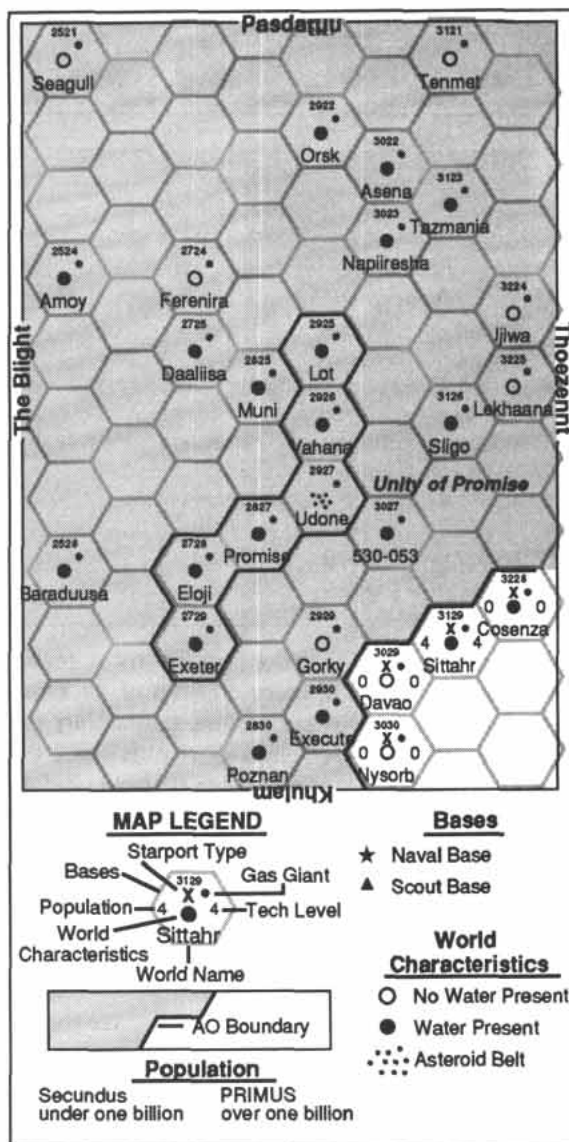
Nova Ryll (Thoezennt/Old Expanses)

Tequila (Shenk/Old Expanses)

Xezor (Thoezennt/Old Expanses) TDO

TDO = Trade and Diplomacy Only

SAG = Smash and Grab



Dual listings: All worlds are listed with their pre-Collapse (1119) data. Worlds within the Reformation Coalition AO have been surveyed and have a second line showing their current (1201) data. 1201 data is available for referees only in the referee's section.

PROMISE Subsector in 1201 (Subsector L/Diaspora Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Seagull	2521	D7B1430-9	Ni Fi Lo		103	LI	G2 V
Amoy	2524	D454634-8	Ni Ag		305	LI	G0 V
Baraduusa	2528	C342231-D	Ni Po Lo		215	LI	G3 V
Ferenira	2724	B100165-F	Ni Va Lo O:2825		123	LI	M3 V
Daalilisa	2725	D7677B8-7	Ag C:1		A114	LI	M1 III
Eloji	2728	B846647-C	Ni Ag		302	LI	M0 V
Exeter	2729	A769895-F	Fi		524	LI	K3 V M9 D
Muni	2825	B3428C9-C	Po		A605	LI	K4 V M6 D
Promise	2827	A542999-F	Hi In Po Cp		502	LI	M1 V
Poznan	2830	C232888-A	Po Na		403	So	M4 V
Orsk	2922	B535321-F	Ni Lo D:0		A912	LI	M4 V M9 D
Lot	2925	A245666-F	Ni Ag O:2825		A503	LI	K5 V
Vahana	2926	B65A577-F	Ni Wa		703	LI	K2 V M5 D
Udona	2927	A000599-F	Ni As		314	LI	M0 V
Gorky	2929	A200542-F	Ni Va		911	LI	G1 V
Exeter	2930	C684588-A	Ni Ag		303	So	G1 V
Asena	3022	C354855-C			114	LI	M7 II
Napiresha	3023	B559230-D	Ni Lo		623	LI	K6 V M3 D
530-053	3027	X443201-7	Ni Po Lo		R822	LI	K3 V M4 D
Davao	3029	D100677-D	Na Ni Va		113	So	M3 V
	3029	X100000-0	Ba Va		013	—	M3 V
Nysorb	3030	C9B6625-C	Ni Fi		733	So	K2 V M4 D
	3030	X9B6000-0	Ba Fi		033	—	K2 V M4 D
Tenmet	3121	B110725-F	Na		203	LI	K2 III
Tazmania	3123	A456527-F	Ni Ag		104	LI	G1 V M9 D M6 D
Sligo	3126	B878322-D	Ni Lo		703	LI	K7 V
Sittahr	3129	C766530-D	Ni Ag RsT		405	So	K0 V M3 D
	3129	X766430-4	Ni Lo		B505	Wi	K0 V M3 D
Jjiwa	3224	B300864-F	Va Na O:2827		202	LI	M2 V M6 D
Lekhaana	3225	E100223-B	Ni Va Lo		424	LI	G6 V
Cosenza	3228	B527485-F	Ni Lo		312	So	K2 V M2 D
	3228	X527000-0	Ba		012	—	K2 V M2 D

Base Codes: N: Naval Base

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: Subsector capital; C:N or D:N indicates that the world was populated in part by Chirpers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); Fi: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

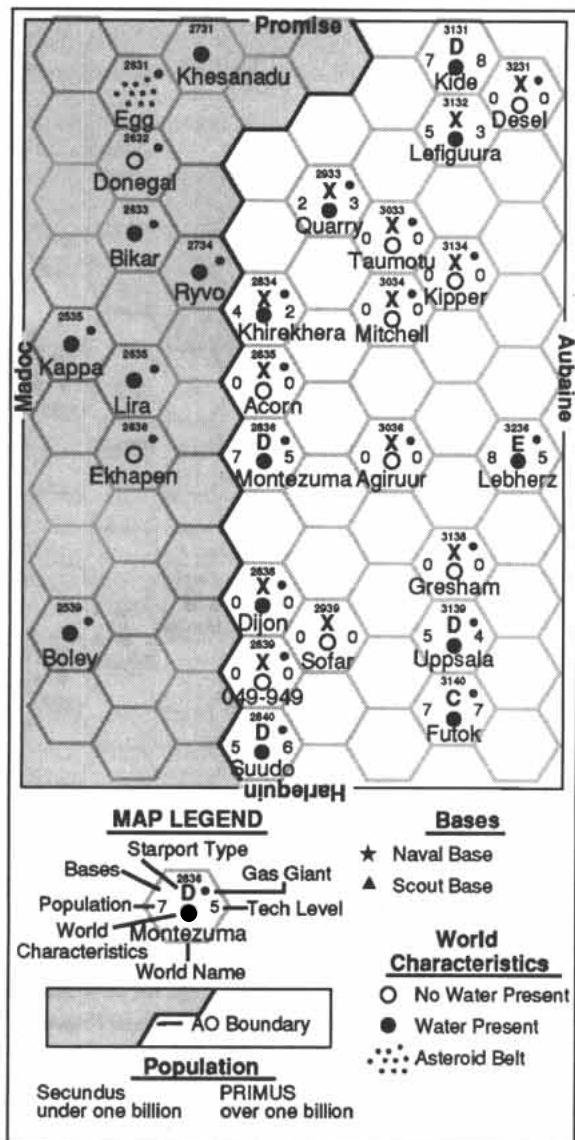
TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. A B in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: LI: Lucan's Imperium; So: Solomani Confederation. 1201 codes are Na: Non-aligned, no off-planet allegiance, use government types on TNE, page 188; Wi: Wilds (no off-world allegiance, and perhaps no off-world contact); use Wilds government type on TNE, page 191 (in case of government type 6: "Technologically Elevated Dictator," tech level is world's sustainable tech level; tech level of the TED and his/her support structure is higher, up to world's original tech level); "—" indicates no allegiance because there is no population.

Dual listings: All worlds are listed with their pre-Collapse (1119) data. Worlds within the Reformation Coalition AO have been surveyed and have a second line showing their current (1201) data. 1201 data is available for referees only in the referee's section.

KHULAM Subsector in 1201 (Subsector P/Diaspora Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Kappa	2535	E224444-B		Ni Lo	803	So	M1 V M6 D
Boley	2539	C434745-4			111	Li	F6 V
Egg	2631	C000543-D		Ni As	514	So	G2 V M6 D
Donegal	2632	E100424-C		Ni Lo Va	704	So	M1 V
Bikar	2633	D79A322-A		Ni Wa Lo	913	So	K7 III
Lira	2635	D527222-9		Ni Lo	602	So	M7 V
Ekhapen	2636	E100555-C		Ni Va	404	So	K0 V M6 D
Khesanadu	2731	B788310-D		Ni Lo	700	So	M5 V K2 D
Ryvo	2734	C682425-C		Ni Lo	221	So	K4 IV
Khirekhera	2834	B451464-E		Ni Lo Po O:2835	604	So	M4 V
	2834	X451489-2		Ni Lo Po	B104	Wi	M4 V
Acorn	2835	C100400-F		Ni Lo Va C:1	A102	So	M1 V
	2835	X100000-0		Ba Va	002	—	M1 V
Montezuma	2836	B562768-B		Ri O:3138	104	So	K4 V
	2836	D562756-5			B204	Wi	K4 V
Dijon	2838	A234548-A	N	Ni	634	So	M7 V M9 D
	2838	X234000-0		Ba	034	—	M7 V M9 D
049-949	2839	X620588-5		Ni De Po	813	So	M8 V M1 D
	2839	X620000-0		Ba De	013	—	M8 V M1 D
Suudo	2840	D778535-7		Ni Ag	302	So	F1 V
	2840	D778568-6		Ni Ag	B102	Wi	F1 V
Quarry	2933	B99A343-F		Ni Wa Lo RsA	104	So	M9 V
	2933	X99A252-3		Ni Wa Lo	B304	Wi	M9 V
Sofar	2939	A8B4575-8	N	Ni Fi	400	So	K9 V
	2939	X8B4000-0		Ba Fi	000	—	K9 V
Taumotu	3033	X100436-7		Ni Lo Va	R305	So	F0 V
	3033	X100000-0		Ba Va	005	—	F0 V
Mitchell	3034	A10078C-F		Va Na	903	So	M3 V
	3034	X100000-0		Ba Va	003	—	M3 V
Agiruur	3036	C9A3565-C		Ni Fi O:3138	803	So	M9 V
	3036	X9A3000-0		Ba Fi	003	—	M9 V
Kide	3131	C684675-A		Ni Ri Ag	920	So	M4 V
	3131	D68476A-8		Ag	220	Wi	M4 V
Lefiguura	3132	C868552-C	S	Ni Ag	A410	So	G2 V M9 D
	3132	X86856A-3		Ni Ag	B110	Wi	G2 V M9 D
Kipper	3134	D110110-B		Ni Lo	923	So	M3 V
	3134	X110000-0		Ba	023	—	M3 V
Gresham	3138	A1109BE-F		Hi In Na Cp	804	So	M1 V
	3138	X110000-0		Ba	004	—	M1 V
Uppsala	3139	C9795BB-6		Ni	512	So	F4 V M8 D
	3139	D97959E-4		Ni	212	Wi	F4 V M8 D
Futok	3140	B594633-A		Ni Ag	901	So	M1 V M8 V
	3140	C594776-7		Ag	201	Wi	M1 V M8 V
Desel	3231	C1006BC-D		Ni Va Na	403	So	M3 V M2 D
	3231	X100000-0		Ba Va	003	—	M3 V M2 D
Lebherz	3236	C657834-9			213	So	G1 V
	3236	E657896-5			B213	Wi	G1 V

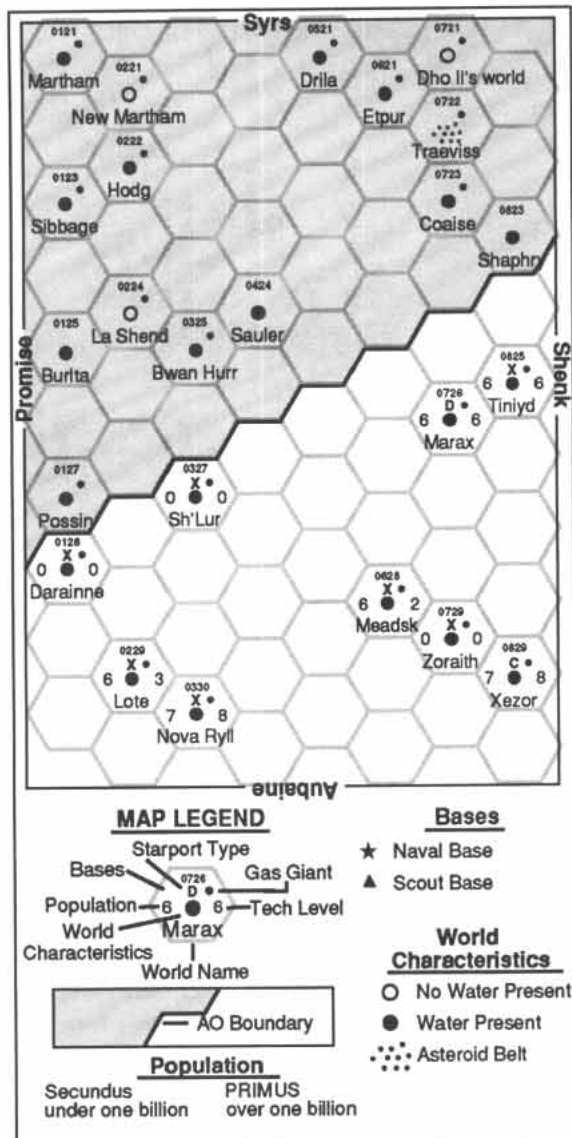


Base Codes: N: Naval Base; S: Scout Base

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: Subsector capital; C:N indicates that the world was populated in part by Chirpers, the number "N" following the colon indicates how many tenths of the world's population consisted of this race; De: Desert; Fi: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. AB in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: Li: Lucan's Imperium; So: Solomani Confederation. In 1201 listings, Na: Non-aligned, no off-planet allegiance (use government types from TNE, page 188); Wi: Wilds (no off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191, in the case of government type 6: "Technologically Elevated Dictator," world's tech level is world's sustainable level, tech level of the TED and his/her support structure is higher, up to world's original tech level); "—" indicates no allegiance because there is no population.



Dual listings: All worlds are listed with their pre-Collapse (1119) data. Worlds within the Reformation Coalition AO have been surveyed and have a second line showing their current (1201) data. 1201 data is available for referees only in the referee's section.

THOEZENNT Subsector in 1201 (Subsector I/Old Expanses Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Martham	0121	C452824-A		Po	202	LI	M0 III M7 V
Sibbage	0123	A254644-E	N	Ag Ni	502	LI	M1 V
Burita	0125	A799A97-D	S	Hi In	700	LI	M3 V
Possin	0127	A322ADA-F		Hi In Na Po	102	LI	G3 V M8 D
Darainne	0128	A53189A-E		Na Po	702	LI	F4 V M0 D
	0128	X531000-0		Ba Po	002	—	F4 V M0 D
New Martham	0221	BAC3625-E		FI Ni	112	LI	M3 V M9 D
Hodg	0222	A758813-F			402	LI	M0 V
La Shend	0224	C9C4732-9		FI	902	LI	M0 V M6 D
Lote	0229	B77A632-E	N	Ni Wa	702	LI	M1 V
	0229	X77A66B-3		Ni Wa	B802	WI	M1 V
Bwan Murr	0325	C455741-9		Ag C:2	425	LI	K2 V
Sh' Lur	0327	A426954-F	W	Hi In	521	LI	G3 V
	0327	X426000-0		Ba	021	—	G3 V
Tarryel	0330	C572886-B	S		502	LI	M4 III M2 D
Nova Ryll	0330	X57277C-8			B702	WI	M4 III M2 D
Sauler	0424	B884574-B	S	Ag Ni	600	LI	M2 V M8 D
Drila	0521	C232633-B		Na Ni Po	622	LI	G3 V M6 D
Etpur	0621	C637744-E	S		825	LI	M9 III M9 D
Meadsk	0628	X987556-2		Ag Ni	R904	So	G4 V
	0628	X987633-2		Ag Ni	B604	WI	G4 V
Dho II's World	0721	C2206AF-C	S	De Na Ni Po	A905	LI	M2 V M3 D
Traeviss	0722	C000601-D		As Na Ni	804	LI	M3 V M4 D
Coaise	0723	A556834-F	N	C:5 Cp	414	LI	A4 V
Marax	0726	C573652-A		Ni	903	So	G1 V M3 D
	0726	D57366D-6		Ni	903	WI	G1 V M3 D
Zoraiith	0729	B525764-D		O:0829	A512	So	F2 V M9 D
	0729	X525000-0		Ba	012	—	F2 V M9 D
Shaphry	0823	B734762-E		O:0723	300	LI	M1 V
Tiniyd	0825	C543645-C	S	Ni Po D:4	321	So	M1 V M8 D
	0825	X54369C-6		Ni Po D:2	B221	WI	M1 V M8 D
Xezor	0829	B87A746-A	A	Wa	601	So	M0 V
	0829	C87A730-8		Wa	B601	WI	M0 V

Base Codes: A: Naval Base and Scout Base; N: Naval Base; S: Scout Base; W: Scout Way Station

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: Subsector capital; C:N or D:N indicates that the world was populated in part by Chirpers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); De: Desert; FI: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

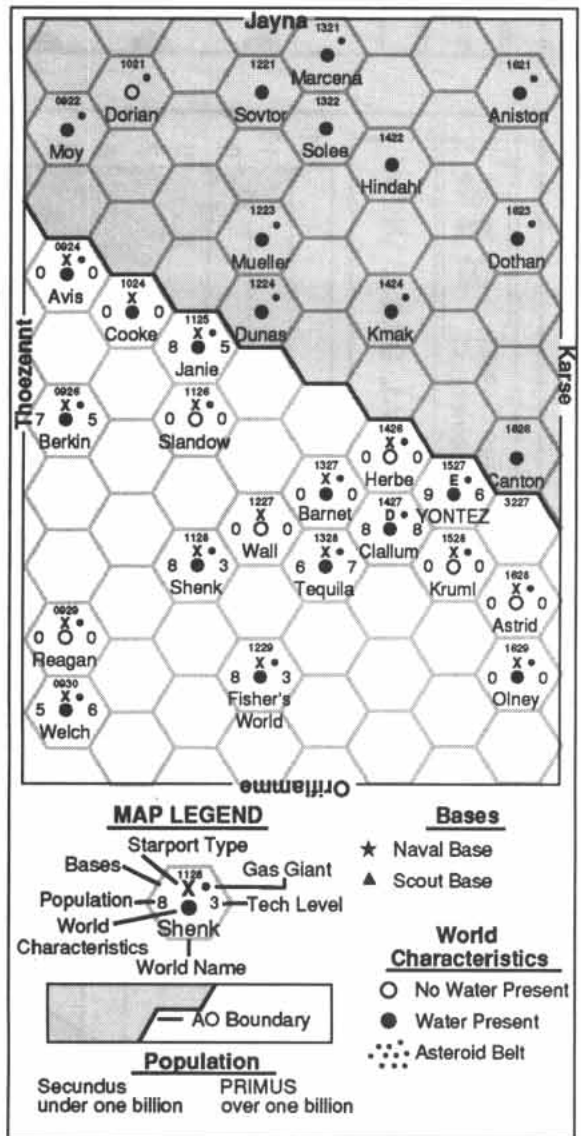
TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. A B in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

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Dual listings: All worlds are listed with their pre-Collapse (1119) data. Worlds within the Reformation Coalition AO have been surveyed and have a second line showing their current (1201) data. 1201 data is available for referees only in the referee's section.

SHENK Subsector in 1201 (Subsector J/Old Expanses Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Moy	0922	B313444-C	W	Ic Lo Ni	302	LI	G3 IV
Avis	0924	C513363-8		Ic Lo Ni O:0922	413	LI	K4 V
	0924	X513000-0		Ba Ic	013	—	K4 V
Berkin	0926	B66A974-C	N	Hi Wa	704	So	G2 V M3 D
	0926	X66A76B-5		Wa	B904	Wi	G2 V M3 D
Reagan	0929	B210420-9	N	Lo Ni	412	So	M0 V M8 D
	0929	X210000-0		Ba	012	—	M0 V M8 D
Welch	0930	B344720-B		Ag	622	So	M0 V M4 D G6 D
	0930	X344569-6		Ag	322	Wi	M0 V M4 D G6 D
Dorian	1021	B310422-A		Lo Ni	203	LI	M3 V
Cooke	1024	C422256-A		Lo Ni Po	100	So	M1 V K7 D
	1024	X422000-0		Ba Po	000	—	M1 V K7 D
Janie	1125	B769844-B		Ri	513	So	M0 V
	1125	X769887-5			B813	Wi	M0 V
Slandow	1126	C9A4685-8		Fi Ni	804	So	G2 V
	1126	X9A4000-0		Ba Fi	004	—	G2 V
Shenk	1128	A554823-E	S	D:2 Cp	212	So	K4 V M4 D
	1128	X554869-3		D:2	B212	Wi	K4 V M4 D
Sovtor	1221	A302620-C	S	Ic Na Ni Va	700	LI	F8 II M8 V
Mueller	1223	B554823-B	N	C:3	413	So	M1 V M4 D
Dunas	1224	B631820-A	A	Na Po	802	So	G2 V M8 D
Wall	1227	A5009A8-E		Hi In Na Va	710	So	M1 V
	1227	X500000-0		Ba Va	010	—	M1 V
Fisher's World	1229	A769825-E	W		504	So	G8 V M8 D
	1229	X76986B-3			B404	Wi	G8 V M8 D
Marcena	1321	B575723-B	N	Ag	514	So	K1 V
Solee	1322	B675857-A	N		700	So	K4 V M5 D
Barnet	1327	A631823-C		Na Po	914	So	F1 V M0 D
	1327	X631000-0		Ba Po	014	—	F1 V M0 D
Tequila	1328	B371663-9		Ni O:1327	314	So	M2 III
	1328	X371675-7		Ni	214	Wi	M2 III
Hindah	1422	A754A86-B		Hi	300	So	K0 V
Kmak	1424	A696935-D		Hi In	101	So	K2 V
Herbe	1426	C8C5461-8		Fi Lo Ni O:1427	403	So	M1 V
	1426	X8C5000-0		Ba Fi	003	—	M1 V
Lawart	1427	B78A879-C		Wa Ri	402	So	A3 V K9 D
Clallum	1427	D78A889-8		Wa	602	Wi	A3 V K9 D
Yontez	1527	D663966-6		Hi O:1427	A802	So	M3 V M3 D
	1527	E6639EG-6		Hi	B802	Wi	M3 V M3 D
Kruml	1528	B330447-A	N	De Lo Ni Po	703	So	G1 V M6 D
	1528	X330000-0		Ba De Po	003	—	G1 V M6 D
Aniston	1621	B412579-C		Ic Ni	901	So	M4 V M6 D
Dothan	1623	A549852-A	N		503	So	K4 V M9 D
Canton	1626	A344774-C	S	Ag	120	So	M1 V
Astrid	1628	C200374-8		Lo Ni Va	101	So	K5 V M2 D
	1628	X200000-0		Ba Va	001	—	K5 V M2 D
Olney	1629	A511865-B	N	Ic Na O:1427	904	So	M2 V
	1629	X511000-0		Ba Ic	004	—	M2 V



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Date: 01-IX-1201

World Name: Berkin

UPP X 6 6 A 7 6 B - 5

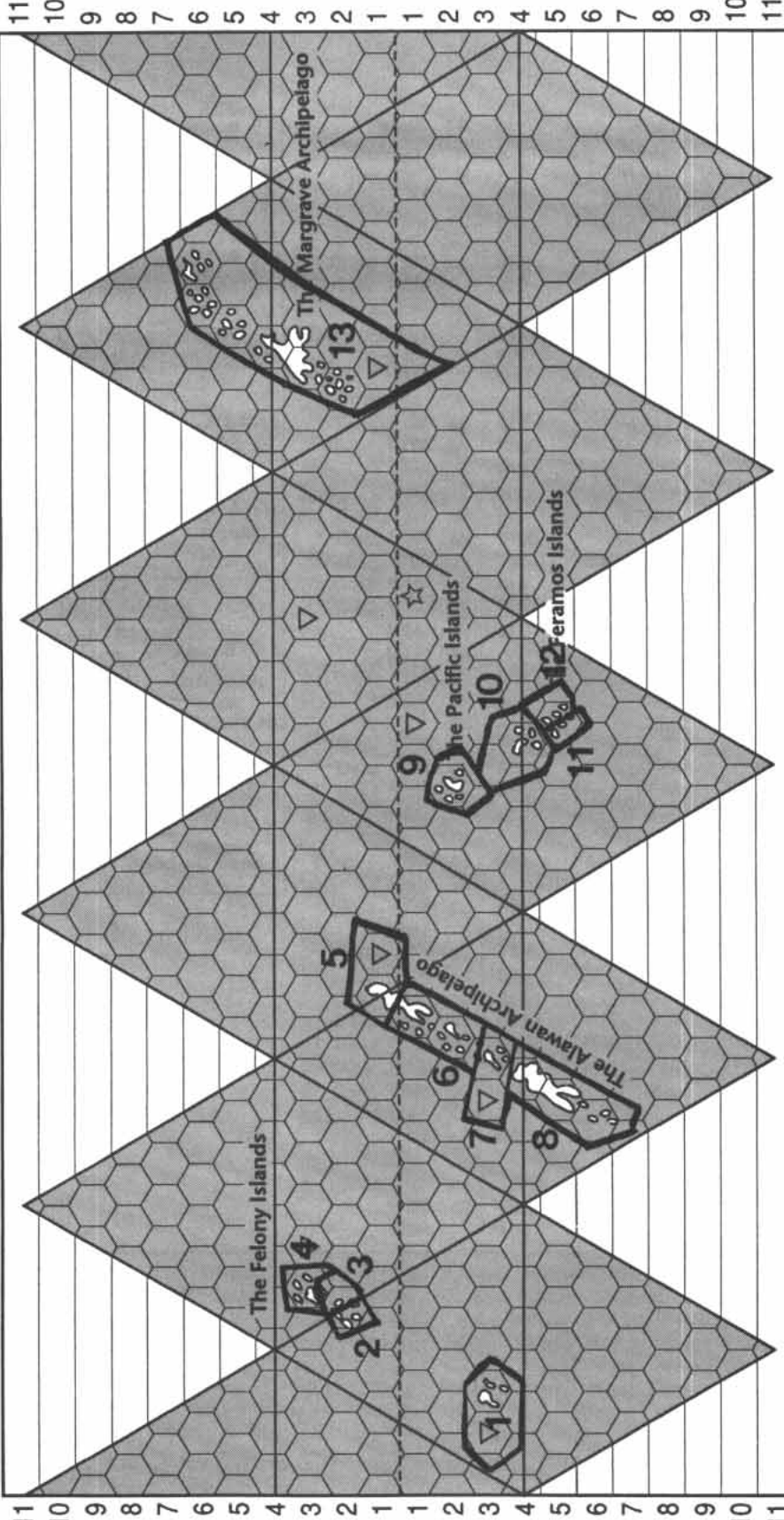
Hexagon Scale
in Kilometers

836

Subsector and Sector
Location of World

Shenk/Old Expanses

GLOBAL DATA VIEW



Open Sea	Steppe	Badlands	Starport	
Mixed	Ice cap/ Glacier	Tundra	Sunken Starport	
Mountains	Desert	Jungle	Sunken city	

Star System

Sector: Old Expanses
 Subsector: 0926/Shenk
 Star Type: Binary G2 V + M3 degenerate
 Planetoid Belts: 0
 Gas Giants: 4

Main World

Starport: X
 Pre-Collapse Starport: 3
 Diameter: 9311.68 km
 Atmosphere: Standard
 Hydrosphere: 98%
 Population: 90,000,000
 Pre-Collapse Population: 7,000,000,000
 Government: Balkanized/TED
 Law Level: 11
 Tech Level: 5
 Pre-Collapse Tech Level: 12
 Bases: None (Pre-Collapse: Naval base)
 Trade Classification: Water world

Physical: The water level rose no more than 50 or 100 feet, but that was enough to flood all of the major cities and the starport. However, all of the major cities still have their building tops above water level and the upper floors are inhabited by nomadic "boat people," who make their livings by fishing, scavenging the lower floors of the ruins, and occasional piracy. There are six moons which make the tides erratic and difficult to predict (although the Berkins have fairly good tide tables). Most of the islands are surrounded by a system of dikes, which in some areas are being used to gradually reclaim land from the sea. As a result there are considerable tracts of dry land below sea-level.

Demographics: The population density is much lower than the pre-Collapse level, at least in the Margrave Islands where our agent was placed. As the "Margravate" appears to be one of the major powers on the planet, population densities are probably no higher elsewhere. The estimate shown above is just that, however, an estimate. Probably because of the catastrophe caused by the planetary bombardment (and they believe that Virus and the bombardment were the same thing), the locals are very bitter about off-worlders and hostile to the idea of contact with spacefaring cultures.

Techno-Political-Military: Global sustainable tech level is 5, but some higher-tech equipment still in use, particularly by the military. A few very old grav vehicles are in use (probably from the previous tech level of 12), but most vehicles are wheeled or tracked. There is widespread use of submarines for military and salvage work, some of them very large. The Margravate's government is fairly corrupt, but it's impossible to tell whether the others are as well. It is also fairly benign, for a TED, but also widely perceived as inefficient and ineffectual.

A political map of the world was fairly easy to obtain. The following sovereign states are noted on it, all of them apparently TEDs. The nomadic boat people are not included within these governments.

NOTES

Before the Collapse, Berkin was a key world in the Shenk subsector. Although Shenk subsector had a very large concentration of naval installations, the base on Berkin was the most modern of all of them. Although mostly water, approximately 15% of the world's oceans were locked in polar icecaps, and the broad floodplains surrounding the tectonic mountain ranges supported a population of 7 billion.

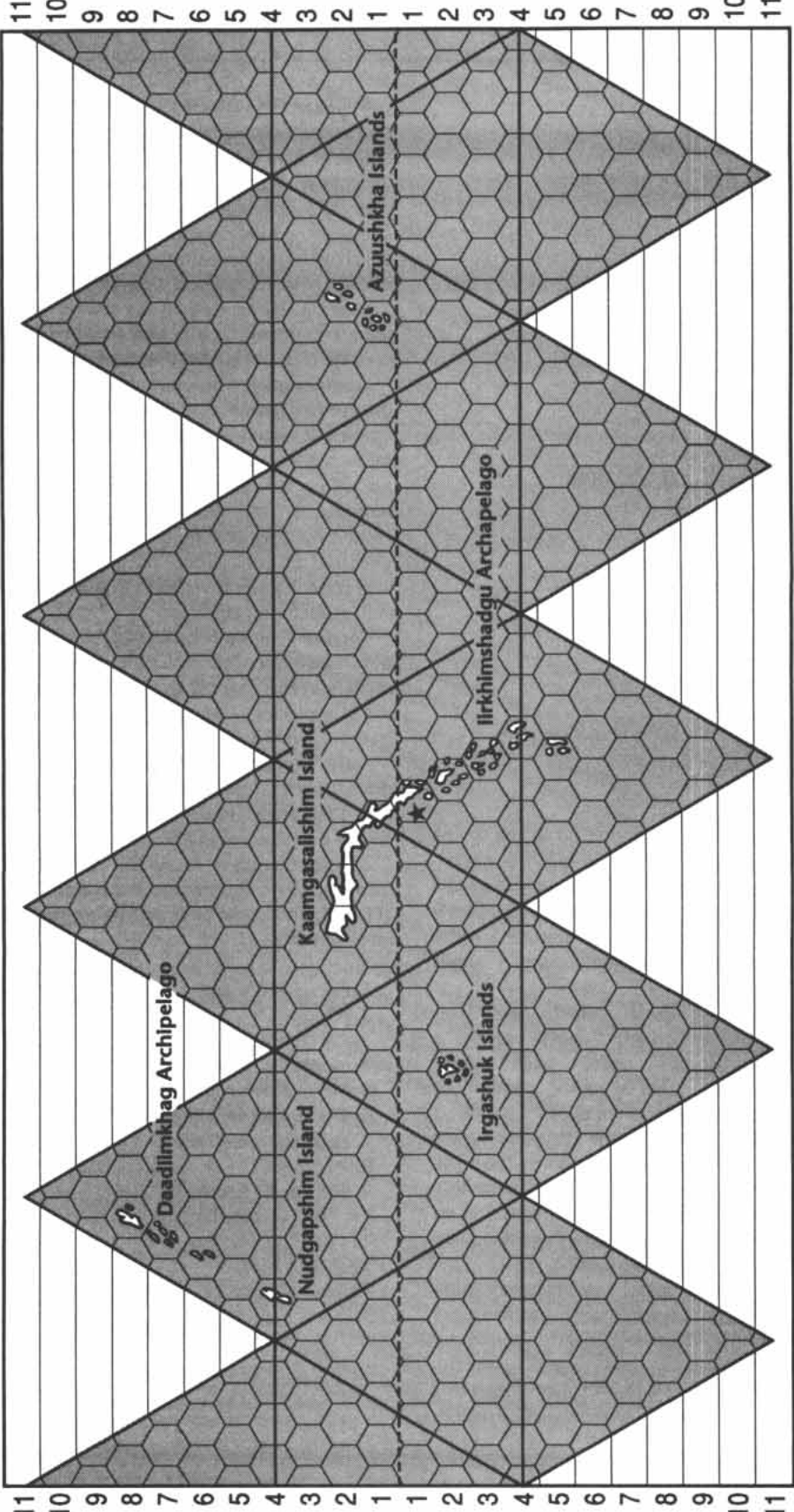
The Final War was devastating for Berkin. Planetary bombardment not only destroyed the naval base, it also hit many of the world's major cities, killing millions. More dramatic in the long run were the secondary effects caused by raising tremendous quantities of dust and ash into the air. A mini-greenhouse effect caused the polar icecaps to melt, flooding the tidal plains where most of the planet's population lived and grew its food. Although much of the population managed to evacuate to high ground, the nearly simultaneous onset of Virus meant that no off-world relief efforts were forthcoming, and the population declined dramatically due to disease and famine.

Without a starport, off-planet contact has been very infrequent, and is further discouraged by the widespread feeling of xenophobia by the inhabitants. This means that the Free Trader Network has very little information about the world. Nevertheless, the Coalition has managed to insert and later extract one covert operative who has provided some general information.

1. Republic of Gold
2. Nizam
3. Caramont
4. North Bay Colony
5. North Alawan
6. The United Provinces
7. Federation of Keesk
8. Piedmont
9. The Pacific Republic
10. The Feramos Empire
11. The Spice Union
12. South Isles
13. The Margravate of Berkin

● Date: 01-IX-1201 ● World: Clallum ● Name: UPP D 7 8 A 8 8 9 - 8 Hexagon Scale in Kilometers 946

● Subsector and Sector: Shenk/Old Expenses ● Location of World: GLOBAL DATA VIEW



Open Sea	Steppe	Badlands	Starport	
Mixed	Ice cap/ Glacier	Tundra	Sunken Starport	
Mountains	Desert	Jungle	Sunken city	

NAME:



GLOBAL DATA VIEW

Clallum

Objective Classification IIA

Star System

Sector: Old Expanses
 Subsector: 1427/Shenk
 Star Type: Binary A3 V + K9 degenerate
 Planetoid Belts: 0
 Gas Giants: 2

Main World

Starport: D
 Pre-Collapse Starport: B
 Diameter: 10,543.91 km
 Atmosphere: Dense
 Hydrosphere: 98%
 Population: 600,000,000
 Pre-Collapse Population: 400,000,000
 Government: Totalitarian Oligarchy
 Law Level: 9
 Tech Level: 8
 Pre-Collapse Tech Level: 12
 Bases: None
 Trade Classification: Water world

NOTES

Formerly called Lawart, the planet Clallum adapted quickly to the realities of post-Collapse life. Although its tech level has declined and its orbital B-class starport was destroyed during the Final War, its tech level quickly stabilized at 8 and has remained there. The planet went through a period of mystic paranoia and xenophobia, but the current government has imposed stability, if at the expense of civil liberties. Because a D-class starport has been rebuilt on the planet surface and the current rulers welcome off-world contact, the Free Trader Network is fairly well informed about the world.

Physical: Clallum is primarily water and is quite hot. The heat is particularly intense near their equator, and is the first thing a traveller notices upon disembarking at the starport (located slightly south of the equator). The planet's population is high considering the small amount of usable land, a situation which citizens of Aubaine will find familiar. Nevertheless, the area around the starport is very sparsely settled due to the heat, and the main population concentrations are farther north and south, both reachable either by air or by the new high-speed monorail service. However, the equatorial areas are home to vast "solar farms," the planet's main source of electrical energy. Many of these solar facilities are harnessed to water-cracking plants that

manufacture liquid hydrogen, the planet's main portable fuel source. No significant reserves of fossil fuels have ever been discovered on the planet.

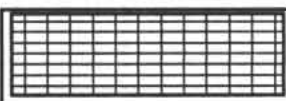
Most agriculture is aquatic-based. There are large fish farms (surrounded by electric "fences") and gigantic processing ships that follow the floating sargassos, harvesting seaweed and turning it into protein bricks.

Demographics: The entire population of the planet is human. The population listed above is based on a recent and reasonably accurate census.

Techno-Politico-Military: The planet maintains a surprisingly large military establishment, considering its unified government and lack of strife. Most of the military seems to be tasked with internal security. Technology is a fairly uniform tech level 8.

The ruling class is a group of extremely wealthy land-owners who own most of the key urban commercial properties and manufacturing facilities. The life-style led by this class is extraordinarily luxurious. Most private residences are on the temperate southern islands, and on a world where people are extremely crowded, the rulers have sprawling estates of thousands of acres. Floating palaces (huge multihull pleasure vessels) are common in those waters.

As to the population at large, there are very few civil liberties and the penal system is harsh in the extreme. This appears to be causing some unrest, but nothing the armed forces seem incapable of handling.



● Date: 01-IX-1201

● World

Fisher's World

UPP

X

7

6

8

6

B

-

3

Hexagon Scale
in Kilometers

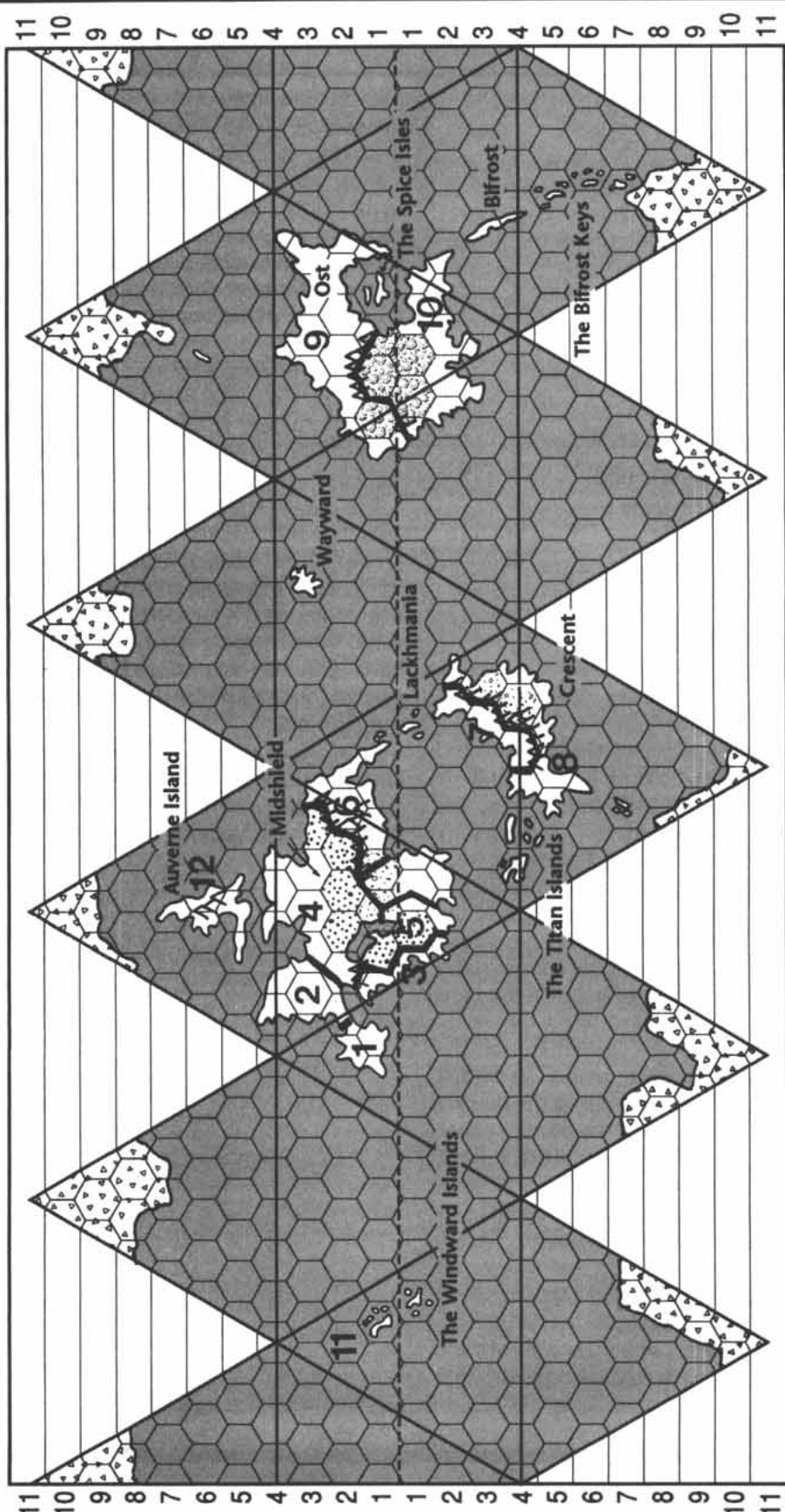
1007

● Subsector and Sector

● Location of World

Shenk/Old Expenses

GLOBAL DATA VIEW



Open Sea

Steppe

Ice cap/
Glacier

Desert

Badlands

Tundra

Jungle

Starport

Sunken
Starport

Sunken city



GLOBAL DATA VIEW

Fisher's World

Objective Classification IIA

Star System

Sector: Old Expanses
Subsector: 1229/Shenk
Star Type: Binary G8 V + M8 degenerate
Planetoid Belts: 0
Gas Giants: 4

Main World

Starport: X
Pre-Collapse Starport: A
Diameter: 11,215.49 km
Atmosphere: Standard
Hydrosphere: 90%
Population: 400,000,000
Pre-Collapse Population: 500,000,000
Government: Balkanized/TED
Law Level: 11
Tech Level: 3
Pre-Collapse Tech Level: 14
Bases: None (Pre-Collapse: Scout Way Station)
Trade Classification: —

NOTES

Originally the site of a scout way station as well as a class-A starport, Fisher's World is another planet hit hard by the Final War and the Collapse. Most of the orbital starport facilities were lost due to Virus (although there is still considerable wreckage in orbit around the planet). The ground facility was apparently heavily damaged as well and has since fallen into disrepair. (It is not part of any of the jump-1 trade routes, and the traders with longer-range ships found more lucrative ports of call.) As a result, very little information is available through the Free Trader Network, but a covert operative was landed (from *Angkor Wat* during the search for the missing *Balder*) and he provided considerable information concerning the world.

Physical: Physically the world is unchanged from pre-Collapse times, except for the absence of advanced technology facilities (such as starports). The world is mostly water, but there are several large land masses, all of which are well-settled.

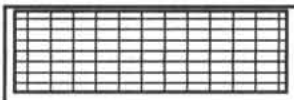
Demographics: There was a drop in population during the Collapse from 500 million to less than 300 million, but it has since climbed back to about 400 million. The entire population of the world is human. There were known to be enclaves of Vegans and Hivers before the Collapse, but there is no sign of them now and no record of what happened to them. They almost certainly perished.

Techno-Politico-Military: Technological regression has been dramatic. This was once a tech level 14 world, but there is now no remaining working evidence of that tech level. It appears that for a while before Virus, a working tech level of 8 was established, and some working artifacts of this remain (mostly in the form of small arms weapons and a very few vehicles). The dominant tech level on the world is 3. All power is by muscle or wind. The oceans are filled with majestic square-rigged and schooner-rigged wooden-hulled sailing vessels, the military vessels armed with black-powder cannon.

The relic tech level 8 military technology has allowed a small ruling class to control the world, making this a classic TED situation (although at a lower tech level than usual). Before the Collapse, Fisher's World had an extraordinarily low level of government and this resulted in a society which relied heavily on the family and extended family for stability, a characteristic which remains true today. The importance of extended families and blood relationships on the planet extends to the ruling families as well, and alliances are almost always sealed with marriages. Dynastic struggles and blood feuds are common, and geopolitical struggles between nations are complicated by the pattern of blood relationships between their ruling families.

The following nations have been identified on Fisher's World.

1. Kingdom of Ibera
2. Arcolan Empire
3. Rivero Republic
4. Empire of Slava
5. Kosk Confederation
6. Chipan Empire
7. Boreoo Hegemony
8. Kingdom of Malakap
9. Yaban Confederation
10. Alhalatecan Empire
11. The Windward Republic
12. Kingdom of Auverne



Date: 01-IX-1201

World Futok
Name: UPP C 5 9 4 7 7 6 - 7

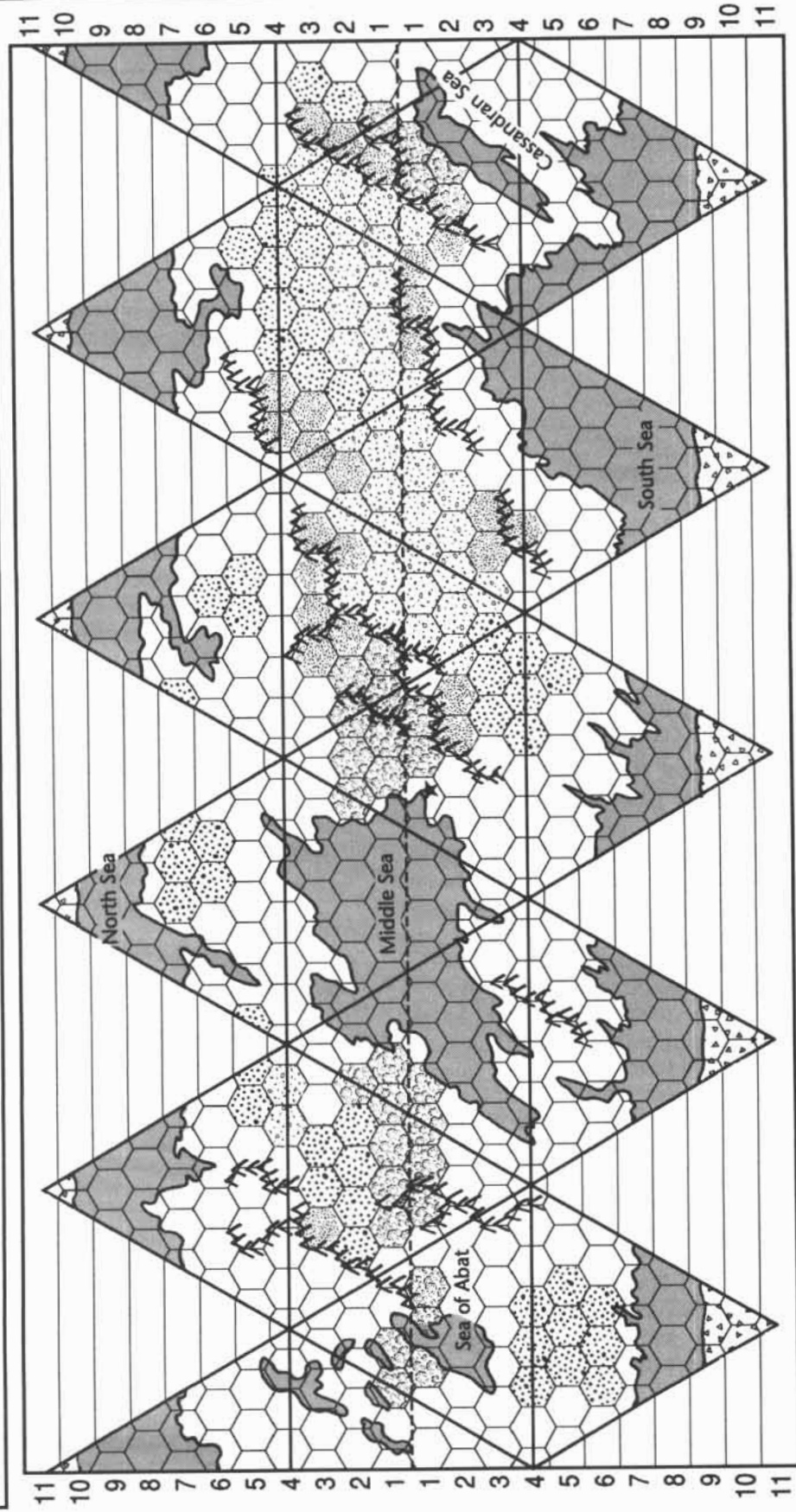
Hexagon Scale
in Kilometers

699

GLOBAL DATA VIEW

Subsector and Sector
Location of World

Khulam/Diaspora



Open Sea	Steppe	Badlands	Starport	
Mixed	Ice cap/ Glacier	Tundra	Sunken Starport	
Mountains	Desert	Jungle	Sunken city	

**Star System**

Sector: Diaspora
Subsector: 3140/Khulam
Star Type: Binary M1 V + M2 degenerate
Planetoid Belts: 0
Gas Giants: 1

Main World

Starport: C
Pre-Collapse Starport: B
Diameter: 7791.63 km
Atmosphere: Dense (tainted)
Hydrosphere: 40%
Population: 20,000,000
Pre-Collapse Population: 9,000,000
Government: Mystic Dictatorship
Law Level: 6
Tech Level: 7
Pre-Collapse Tech Level: 10
Bases: None
Trade Classification: Agricultural

NOTES

Although regular off-world trade takes place with Futok, the Free Trader Network has relatively little recent information about life in the interior due to the rigid travel restrictions placed on off-worlders. The only Dawn League/Coalition contact with the planet was by DLS *Lirishkhugan* investigating the disappearance of DLS *Dämmerlicht*.

Physical: The physical characteristics of Futok form the basis of its patterns of trade and transportation. The North and South seas make east-west travel easy away from the equator and very difficult at the equator. North-south travel is easiest near the Middle Sea, but is rare elsewhere.

Demographics: Futok's population has skyrocketed since the Collapse, the result of a deliberate policy by the TEDs to keep labor cheap. This in turn led to crushing poverty throughout most of the population and a considerable emigration from the settled areas to more marginal land. There are (or at least were) considerable tracts of desert controlled by nomadic tribes not under governmental control who made their living by extorting protection money from the north-south trade caravans, while primitive subsistence agriculture was practiced in some remote parts of the equatorial jungle. Whether this is still the case is uncertain.

Techno-Politico-Military: Futok was originally a tech level 10 world but has slipped to tech level 7 and appears to be stable there. There are a number of artifacts of tech level 10, particularly military hardware used by the former TEDs (although much of the heavier weapons were destroyed in the recent revolt). The monorail that once linked the North and South seas through the desert ceased operation years ago, but there is a huge, impressive ship railroad which connects the southern finger of the Middle Sea with the South Sea.

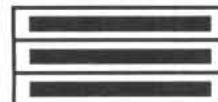
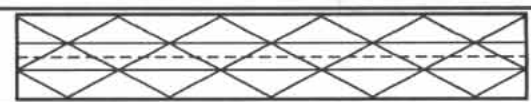
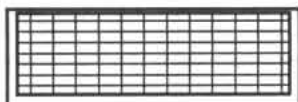
Up until five years ago, Futok was a balkanized world ruled by about a half-dozen TEDs who were about typical in their degree of cruelty and corruption. The movement which overthrew the TEDs was sparked by a charismatic religious leader known only as The Prophet. His movement recognized no traditional ethnic or national boundaries, and so has succeeded in uniting the world under a single government.

The Prophet leads a very austere personal life-style and is reported to be scrupulously honest, a characteristic which now is shared by the government of the world. (Do not, under any circumstance, attempt to bribe a local official.) The Prophet also claims to be given daily instructions by God and has been told by Him to spread His world throughout human space. The Prophet has said repeatedly, "We are not a church or a denomination. There can no longer be churches or denominations in the sense that they have proliferated for centuries. There is only one Word, one Voice, and the universe is our church."

Religious law is extremely strict on the planet and covers most aspect of personal behavior. There are apparently fairly routine mass public executions of "heretics."

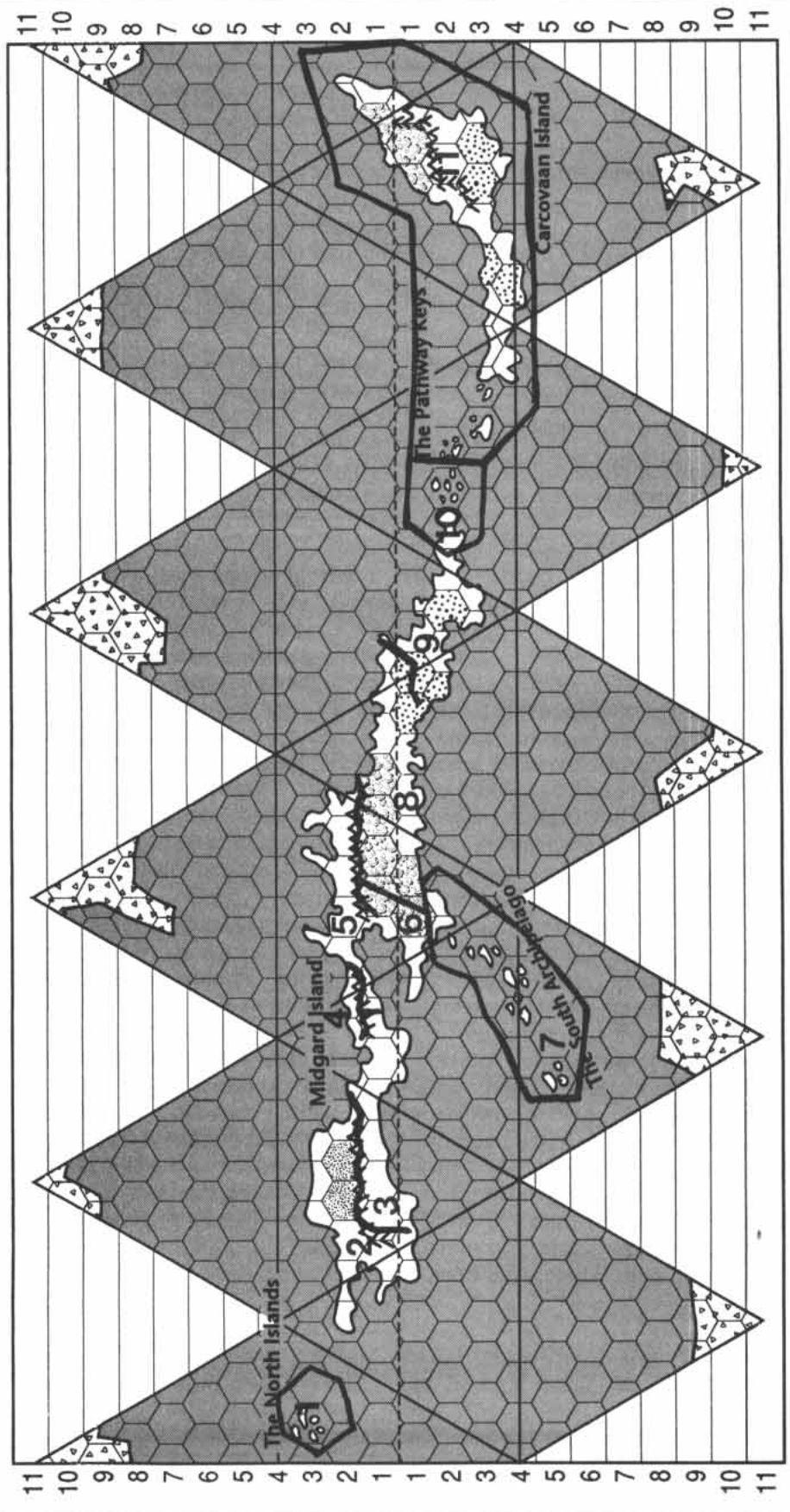
The government and people are extremely suspicious of off-world contact and hostile to different cultures, but recognize the need to interact if The Word is to be spread. Merchants are restricted, however, to the starport grounds unless on government business to the interior (which is very rare). Accommodations at the starport hotels are austere, even Spartan, but are clean and well-maintained. We believe that most hotel rooms are bugged.

There are no formal diplomatic relations with the Coalition since The Prophet does not recognize the concept of sovereignty. "There is only one Sovereign, and we are his followers."



Date: 01-IX-1201 World Name: Janie UPP X 7 6 9 8 8 7 - 5 Hexagon Scale in Kilometers 949

Subsector and Sector Shenk/Old Expenses GLOBAL DATA VIEW



<input type="checkbox"/> Open Sea	<input type="checkbox"/> Steppe	<input type="checkbox"/> Badlands	<input type="checkbox"/> Starport	<input type="checkbox"/>
<input type="checkbox"/> Mixed	<input type="checkbox"/> Ice cap/ Glacier	<input type="checkbox"/> Tundra	<input type="checkbox"/> Sunken Starport	<input type="checkbox"/>
<input type="checkbox"/> Mountains	<input type="checkbox"/> Desert	<input type="checkbox"/> Jungle	<input type="checkbox"/> Sunken city	<input type="checkbox"/>

**Star System**

Sector: Old Expanses
Subsector: 1125/Shenk
Star Type: M0 V
Planetoid Belts: 1
Gas Giants: 3

Main World

Starport: X
Pre-Collapse Starport: B
Diameter: 10,575.89 km
Atmosphere: Standard
Hydrosphere: 90%
Population: 800,000,000
Pre-Collapse Population: 500,000,000
Government: Balkanized/Totalitarian Oligarchy
Law Level: 7
Tech Level: 5
Pre-Collapse Tech Level: 11
Bases: None
Trade Classification: —

NOTES

Although Janie has no operational starport, there has been renewed contact with off-world traders recently which brings some information about the world from the Free Trader Network.

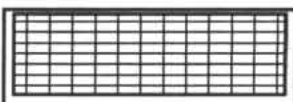
Physical: Janie is a fairly cold world, with about 15% of the planet's water locked in polar icecaps. Most habitation is near the equator, which has fairly long growing seasons and even sports a few areas of temperate rain forests.

Demographics: Janie's population has actually grown since the Collapse, but it still remains in the same order of magnitude. The population is entirely human, and nearly half of it lives on Carcovaan Island.

Techno-Politico-Military: Originally a tech level 11 world, Janie slid to tech level 6 during the Hard Times and has stabilized slightly below that level now. Working artifacts from both tech level 11 and 6 are in use. The world is balkanized and divided into 11 sovereign political entities.

NATIONS

1. The Northern Alliance
2. Nemsos
3. Agros
4. Northbank
5. Northmark
6. Downtdistrikt
7. Republic of Gallos
8. Equatoria
9. The Battery
10. Pathway
11. Republic of Carcovaan



● Date: 01-IX-1201

● World Name: Keipes

● UPP B 6 7 7 8 8 4 - 6

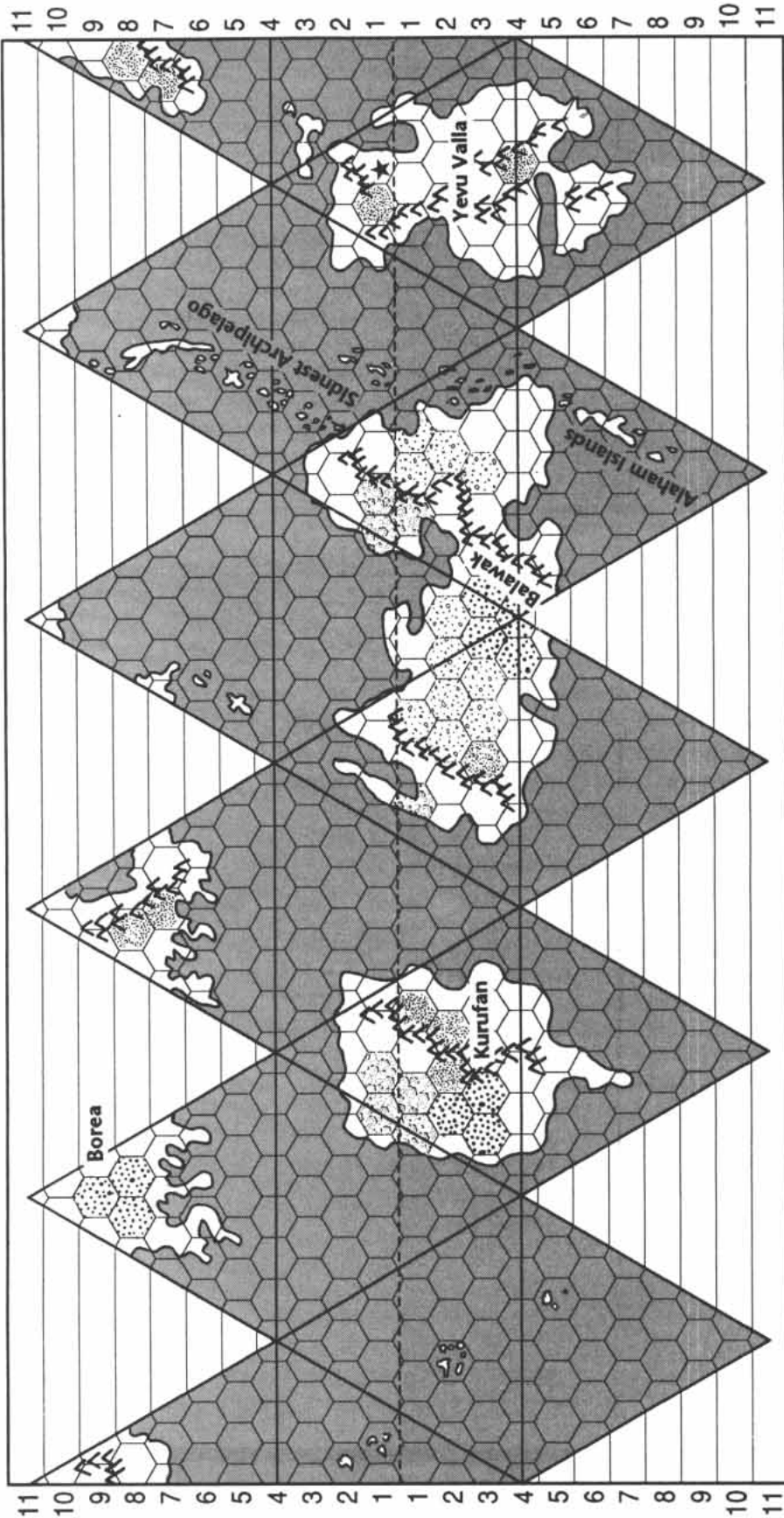
● Hexagon Scale
In Kilometers

923

● Subsector and Sector
Location of World

Aubaine/Old Expanses

GLOBAL DATA VIEW



Open Sea

Steppe

Badlands

Starport

Sunken

Sunken city

Ice cap/
Glacier

Tundra

Sunken Starport

Sunken city

Sunken city



GLOBAL DATA VIEW

Objective Classification IIB
(PRIORITY RESCUE MISSION OUTSTANDING)**Star System**

Sector: Old Expanses
Subsector: 0132/Aubaine
Star Type: F6 V
Planetoid Belts: 1
Gas Giants: 1

Main World

Starport: B
Pre-Collapse Starport: A
Diameter: 10,287.07 km
Atmosphere: Standard (tainted)
Hydrosphere: 70%
Population: 400,000,000
Pre-Collapse Population: 300,000,000
Government: Totalitarian Oligarchy
Law Level: 4
Tech Level: 6
Pre-Collapse Tech Level: 11
Bases: None (Pre-Collapse: Naval base)
Trade Classification: —

Techno-Politico-Military: Keipes was the site of a naval base and class-A starport. Although the orbital facilities of the naval base and starport were both destroyed, the ground facilities of the starport survived and have been upgraded to the level of a class-B port. Keipes is capable of repairing and maintaining its small fleet of system defense-capable vessels, but cannot yet build vessels or jump drives.

The government is a mixture of the military, a landed and propertied nobility, and an extremely xenophobic religious order, which maintains a strict monopoly on all but the most routine technological devices and skills. "Data priests" are on-board each spacecraft, for example, and either perform or supervise all technical functions.

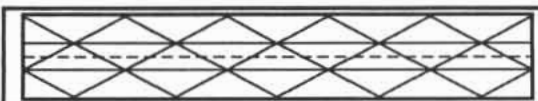
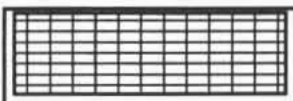
NOTES

Originally contacted by the Dawn League scout trader *Eos*, which was apparently boarded and seized by local officials. DLS *Trigger* in its follow-on mission succeeded in placing a landing party on the planet but was unable to extract the commando team and was forced to withdraw from orbit when it sustained heavy damage from meson gun fire, apparently from a deep planetary mount. Both the crew of *Eos* and *Trigger's* landed rescue team are presumed prisoners of the planetary officials.

The following information is available from the Free Trader Network.

Physical: Keipes is warmer than many inhabited worlds and has no polar icecaps. The equatorial regions are particularly hot.

Demographics: The population has actually increased from a pre-Collapse peak of about 300 million to its current total of about 400 million. The entire population is human.



● Date: **01-IX-1201**

● World **Kide**

● Name: **UPP D 6 8 4 7 6 A - 8**

● Hexagon Scale
in Kilometers

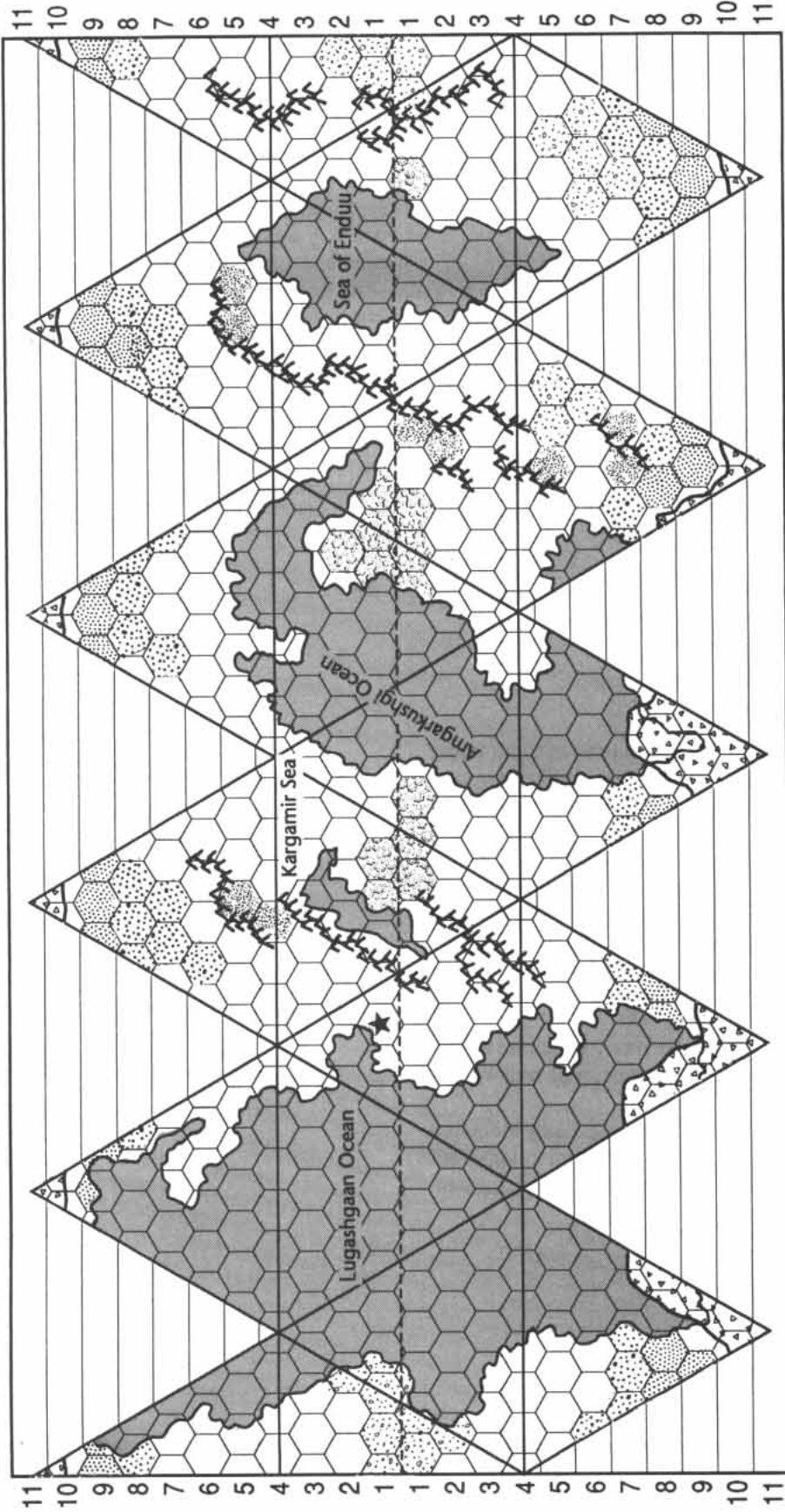
801

● Subsector and Sector
Location of World

Khulam/Diaspora



GLOBAL DATA VIEW



Open Sea

Mixed

Mountains

Steppe

Ice cap/
Glacier

Desert

Badlands

Tundra

Jungle



Starport



Sunken
Starport



Sunken city

**Star System**

Sector: Diaspora
Subsector: 3131/Khulam
Star Type: M4 V
Planetoid Belts: 2
Gas Giants: 0

Main World

Starport: D
Pre-Collapse Starport: C
Diameter: 8927.92 km
Atmosphere: Dense
Hydrosphere: 40%
Population: 20,000,000
Pre-Collapse Population: 9,000,000
Government: TED
Law Level: 10
Tech Level: 8
Pre-Collapse Tech Level: 10
Bases: None
Trade Classification: Agricultural

DSE ships are known to have visited both Lefiguura and Desel on a regular basis, and are believed to have ranged throughout the jump-1 main which stretches from Posen/Thoezennt in the Old Expanses to Montezuma/Khulam in Diaspora Sector. The DSE officially claims sovereignty over Desel and has sent recovery missions there. (To date, it appears that Kipe technicians have been unable to salvage any significant machinery from Desel, however.) On Lefiguura, Arturo I has aligned himself with one of the weaker TEDs and is providing military assistance against her neighbors, perhaps as a prelude to undertaking an active military campaign of conquest.

The Guild provided considerable assistance to Arturo's opponents in the civil wars, which gave them a clear resource edge over him. Only Arturo's daring and unconventional operational approach allowed him to win, and the experience has left him extremely paranoid about off-worlders. Although he is actively hostile to the Guild, he has no love for the Coalition, either.

NOTES

Kide was scheduled for contact by DLS Eos, but events on Keipes prevented that. All contact has been informal, and most information comes by way of the Free Trader Network.

Kide is now ruled by a single TED who recently finished uniting the world after a series of bloody civil wars. Prior to that time, the planet was balkanized. The TED's official title is Arturo I, but is widely referred to as "The Fox," a tribute to his cunning as a military commander. His government is rather grandiosely styled the "Diasporan Star Empire" (hereafter DSE), a claim bolstered by the small fleet of ships at his disposal, two of which are jump-1 capable.



803

Hexagon Scale
in Kilometers

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GLOBAL DATA VIEW

Objective Classification IIB

Star System

Sector: Diaspora
Subsector: 3236/Khulam
Star Type: G1 V
Planetoid Belts: 1
Gas Giants: 3

Because of its low pre-Collapse tech level, Lebherz is not considered a high priority world for recovery operations, but because of its substantial population it will be an important integration objective, and preparation for that through intelligence gather should start as soon as possible.

Main World

Starport: E
Pre-Collapse Starport: C
Diameter: 8943.91 km
Atmosphere: Thin
Hydrosphere: 70%
Population: 200,000,000
Pre-Collapse Population: 200,000,000
Government: Balkanized, Mystic Autocracy
Law Level: 6
Tech Level: 5
Pre-Collapse Tech Level: 9
Bases: None
Trade Classification: —

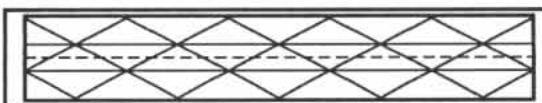
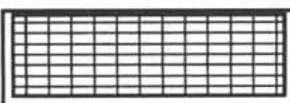
NATIONS (and their approximate populations)

1. Kanjeristan (60,000,000)
2. Anawak (40,000,000)
3. Krisistan (15,000,000)
4. Borveer (15,000,000)
5. The Republic of Laken (15,000,000)
6. Outramontagne (10,000,000)
7. Vissenheim (10,000,000)
8. The Free Brotherhood (10,000,000)
9. Morduristan (9,000,000)
10. The Transvled (9,000,000)
11. Nevilyaar (6,000,000)

NOTES

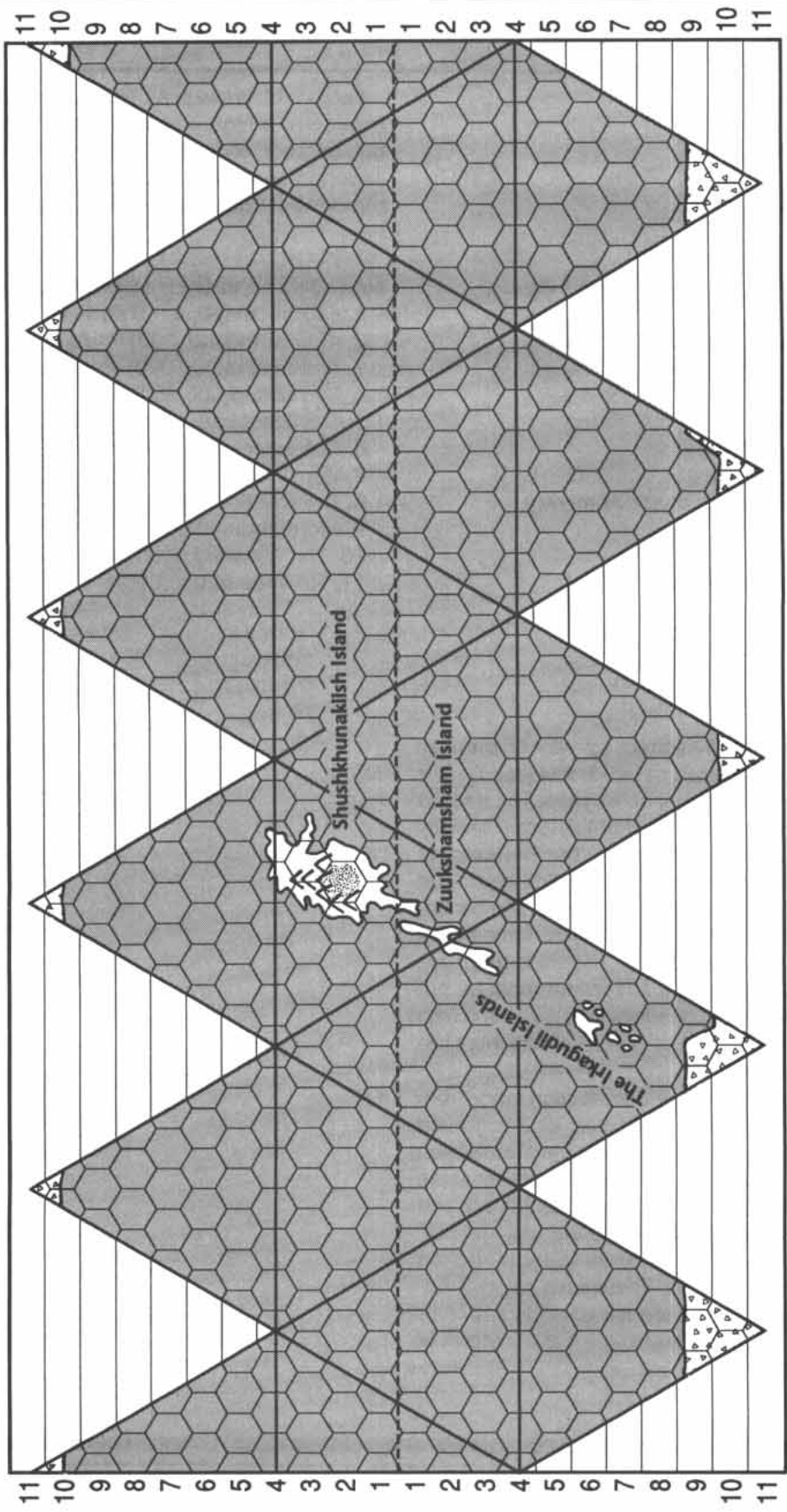
Information concerning Lebherz by way of the Free Trader Network is limited and dated, as few Free Traders have called there in the past four or five years. The starport is in Gatos Island far out in the Sharnjah Sea. Formerly owned by Anawak, it was captured by the Theocracy of Kanjeristan in a bloody war nearly a decade ago. After Kanjeristan took over operations, off-world trade continued, but Free Traders which called there later began finding Virus in their data systems. The ships that have reported this managed to avoid any serious mishaps, but Free Traders are always disappearing in the Wilds, and who can say but that some ships that visited Lebherz were less lucky than the survivors.

Speculation as to the cause of the infection range from accidental contamination of some part of the ground control systems during the fighting to deliberate infection by the Kanjeri. The latter explanation seems unlikely, as the Theocracy of Kanjeristan is ruled by a reactionary and dogmatic religious hierarchy, similar to the "data priests" found on numerous worlds (and going by numerous names) throughout the Wilds. These sorts of organizations, for all the harm they do, are at least wildly anti-Virus and would be extremely unlikely to use it as a weapon or means of sabotage.



Date: **01-IX-1201** World Lote UP **X77A66B-3** Hexagon Scale in Kilometers **1028**

Subsector and Sector Thoezennt/Old Expenses **GLOBAL DATA VIEW**



**Star System**

Sector: Old Expanses
Subsector: 0229/Thoezennt
Star Type: M1 V
Planetoid Belts: 0
Gas Giants: 2

Main World

Starport: X
Pre-Collapse Starport: B
Diameter: 11,455.34 km
Atmosphere: Standard (tainted)
Hydrosphere: 98%
Population: 8,000,000
Pre-Collapse Population: 7,000,000
Government: Balkanized, TED
Law Level: 11
Tech Level: 3
Pre-Collapse Tech Level: 14
Bases: None (Pre-Collapse: Naval base)
Trade Classification: Nonindustrial, Water world

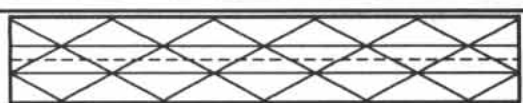
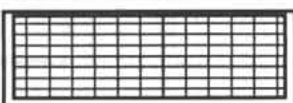
However, the crew also heard talk of "the Overlord," or "The Old Man of the Mountains," who was apparently an object of both fear and respect.

No political boundaries are shown on the accompanying map, because contact was not sufficient to learn much about specific nation-states. *Carter's* landing party contacted two governments, the Ovestian "Republic" (actually just a TED) on the west coast of the main continent, and the island kingdom of Santos in the south. Very little was learned in either place aside from the fact that no off-world ships had landed anywhere during the period when *Horus* might have been there.

NOTES

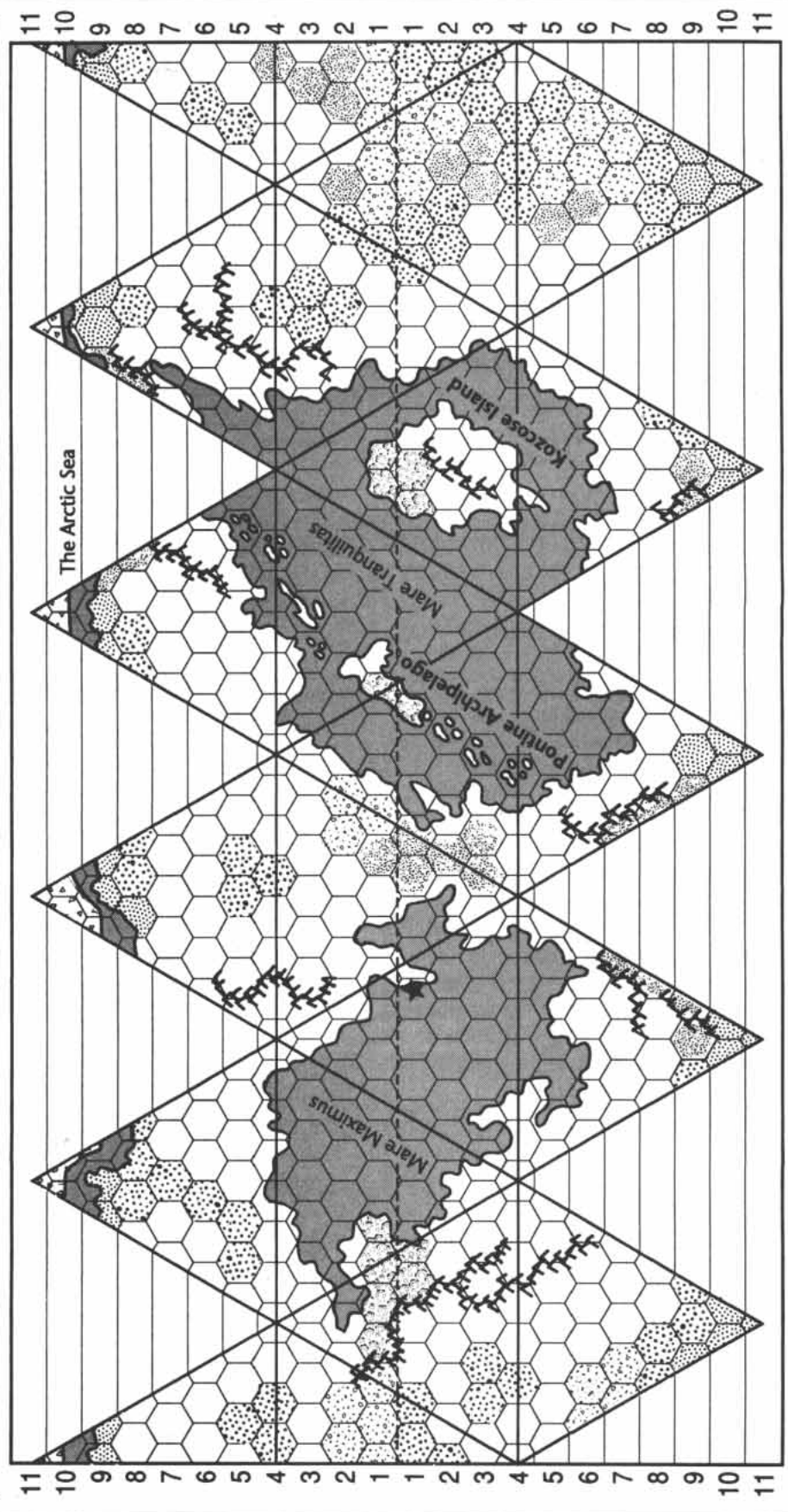
Formerly a high-tech world with a naval base, Lote has regressed dramatically both technologically and socially. The world does not have a starport of any type and is extremely hostile to off-world contact. There has been very little contact by traders, and the only Coalition contact was by the DLS *Mary Ellen Carter* while investigating the disappearance of the DLS *Horus*.

The report of *Carter's* crew, along with information from a few Free Traders, paints the picture of a balkanized world controlled by cruel and exploiting TEDs, who rule over subsistence-level peasants and war on each other. There is no real sense of cooperation, nor any view toward the future. The highest remaining technological artifacts appear to be from about tech level 8, while the majority of the population lives at about tech level 3.



Date: **01-IX-1201** World **Marax** Hexagon Scale in Kilometers **655**
 Subsector and Sector Name: **UPP D 5 7 3 6 6 D - 6**

Location of World Thoezennt/Old Expenses GLOBAL DATA VIEW



Open Sea	Steppe	Badlands	Starport	
Mixed	Ice cap/ Glacier	Tundra	Sunken Starport	
Mountains	Desert	Jungle	Sunken city	



GLOBAL DATA VIEW

Marax

Objective Classification IIB

Star System

Sector: Old Expanses
Subsector: 0726/Thoezennt
Star Type: Binary G1 V + M3 degenerate
Planetoid Belts: 0
Gas Giants: 3

Main World

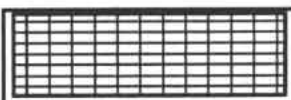
Starport: D
Pre-Collapse Starport: C
Diameter: 7295.94 km
Atmosphere: Standard (tainted)
Hydrosphere: 30%
Population: 9,000,000
Pre-Collapse Population: 9,000,000
Government: TED
Law Level: 13
Tech Level: 6
Pre-Collapse Tech Level: 10
Bases: None
Trade Classification: Nonindustrial

NOTES

Not yet contacted by the Coalition (or the Dawn League), all of what we know of Marax comes by way of the Free Trader Network. However, the D-class starport allows fairly common visits by traders, to which the local government is open.

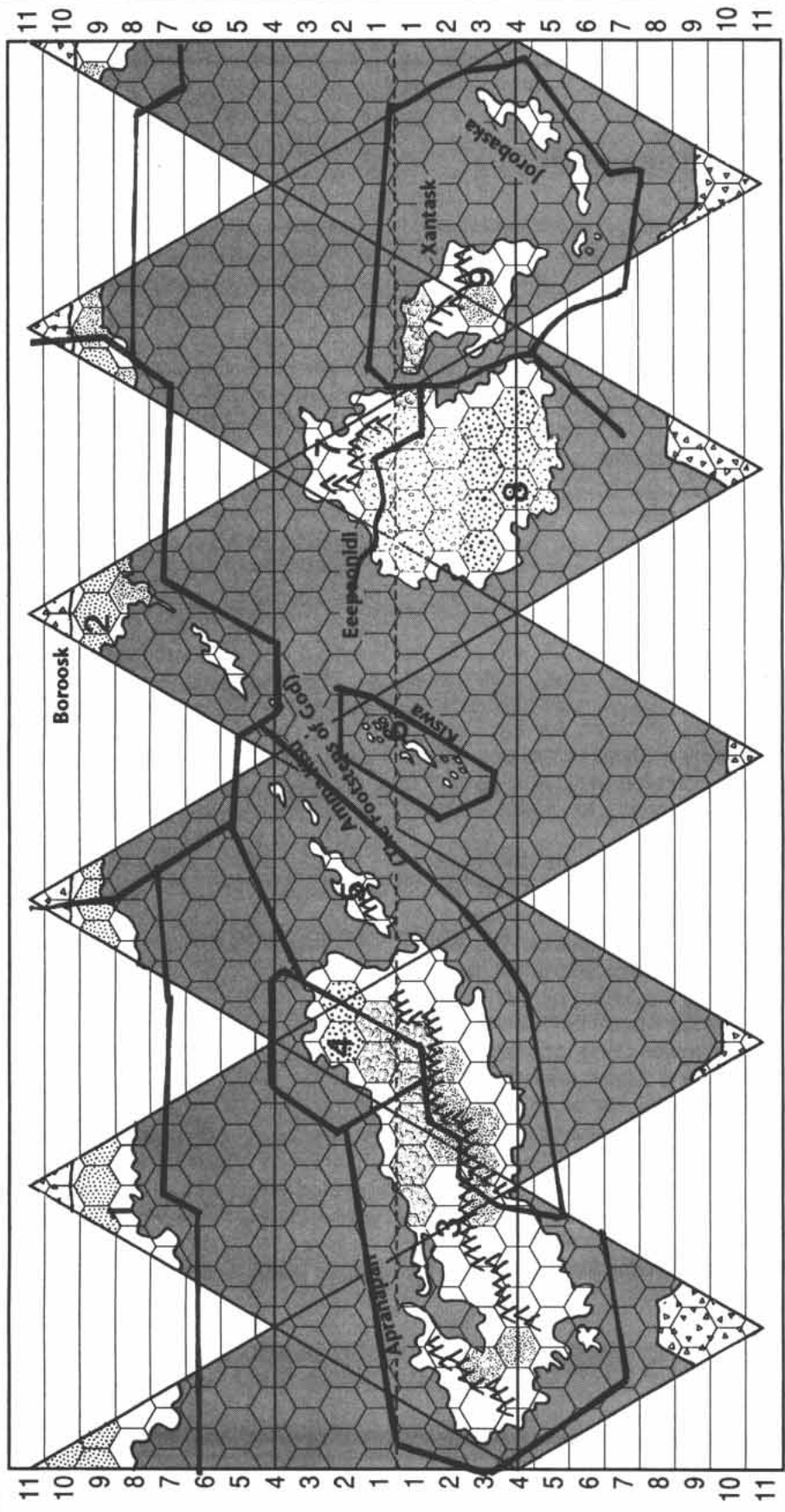
The planet is ruled by Ushugaam II, the son of the military leader who united the scattered tribes and TEDs under a single standard. Unlike his father, Ushugaam II is apparently cruel, corrupt, and incompetent. The only characteristic he has apparently inherited from his father is nearly boundless ambition. His current pet project is a sea-level canal connecting the Mare Maximus with the Mare Tranquilitas, 1500 kilometers long, nearly half of it through broken badlands. He is using nuclear explosives to crater the ground and forced labor to finish the channel, largely by hand. (Radiation casualties are reportedly high among the convict laborers, and the port cities downwind to the east are complaining of airborne fallout.)

Although there are considerable remains of the pre-Collapse tech level of 10, the predominant current tech level is 6.



Date: **01-IX-1201** World Meadsk UPP **X987633-2** Hexagon Scale in Kilometers **1304**

Subsector and Sector Thoezennt/Old Expenses **GLOBAL DATA VIEW**



	Open Sea		Steppe		Badlands		Starport			
	Mixed		Ice cap/ Glacier		Tundra		Sunken Starport			
	Mountains		Desert		Jungle		Sunken city			



GLOBAL DATA VIEW

Meadsk

Objective Classification IIB (TDO)

Star System

Sector: Old Expanses
Subsector: 0628/Thoezennt
Star Type: G4 V
Planetoid Belts: 0
Gas Giants: 4

Main World

Starport: X
Pre-Collapse Starport: X
Diameter: 14,527.42 km
Atmosphere: Dense
Hydrosphere: 70%
Population: 6,000,000
Pre-Collapse Population: 900,000
Government: Balkanized, Representative Democracy
Law Level: 3
Tech Level: 2
Pre-Collapse Tech Level: 2
Bases: None
Trade Classification: Agricultural, Nonindustrial

NOTES

Almost alone among the worlds of the Old Expanses, Meadsk was unaffected by the Final War and the Collapse, in fact was unaware of them. Meadsk was an old Vilani world taken by Solomani colonists during the Rule of Man, and then isolated during the Long Night. Upon recontact, it was found that the inhabitants had regressed to a stone-age culture and, as an experiment in anthropology, the world was interdicted. By the time of the Final War, it had progressed only to tech level 2, due to a variety of factors. The planet is very short of heavy metals, there is a total lack of large animals and fossil fuels, and the eccentric orbit causes a 30-40 year ice age every 270 years. Today it is still at tech level 2 and had hardly been contacted by Free Traders prior to the arrival of DLS *Brilliant* in 1199.

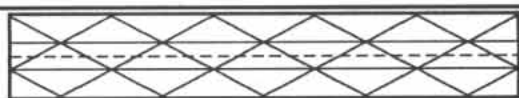
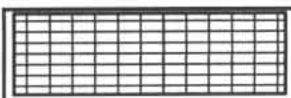
Brilliant's crew successfully negotiated a treaty of trade and technical assistance with the largest nation on the planet (the Eitanii Republic) and then departed, never to be seen again. *Angkor Wat's* subsequent visit confirmed the agreements made with *Brilliant*, but there has been little subsequent contact with the world, as its lack of relic machinery makes it relatively unprofitable. Plans for technical assistance have been drafted, but the necessary funding has not yet been found.

Culture: Several different languages are spoken on the world, all of them with discernible Anglic or Vilani roots, but completely unintelligible to off-worlders. A number of translators are trained in the Eitanii Republic and will assist any commercial mission. In general, the Eitanii are friendly, unafraid, curious, and eager to learn. The republic is a representative democracy, and its elected officials seem capable and enlightened. Although Eitanii has several border disputes with some of its neighbors, and seems prepared to defend its interests, it does not seem to have any territorial ambitions.

The Eitanii are ambitious and successful traders and their merchant vessels visit every port on the planet. The wealthier merchant families exert a strong influence on government policy. This is particularly true recently, as the commercial concerns have begun working together in an attempt to develop products and markets which will attract off-world investment and assistance.

NATIONS (and their approximate populations)

1. Lajipan Confederation (500,000)
2. Kingdom of Norosk (500,000)
3. Apranapanji Empire (800,000)
4. The Metropolitan League (Mercantile city-states) (500,000)
5. Eitanii Republic (1,500,000)
6. Kingdom of Kiswa (400,000)
7. Kingdom of Sevosk (600,000)
8. Akharakeem (500,000)
9. Empire of Xantask (700,000)



● Date: 01-IX-1201

● World Name: Montezuma

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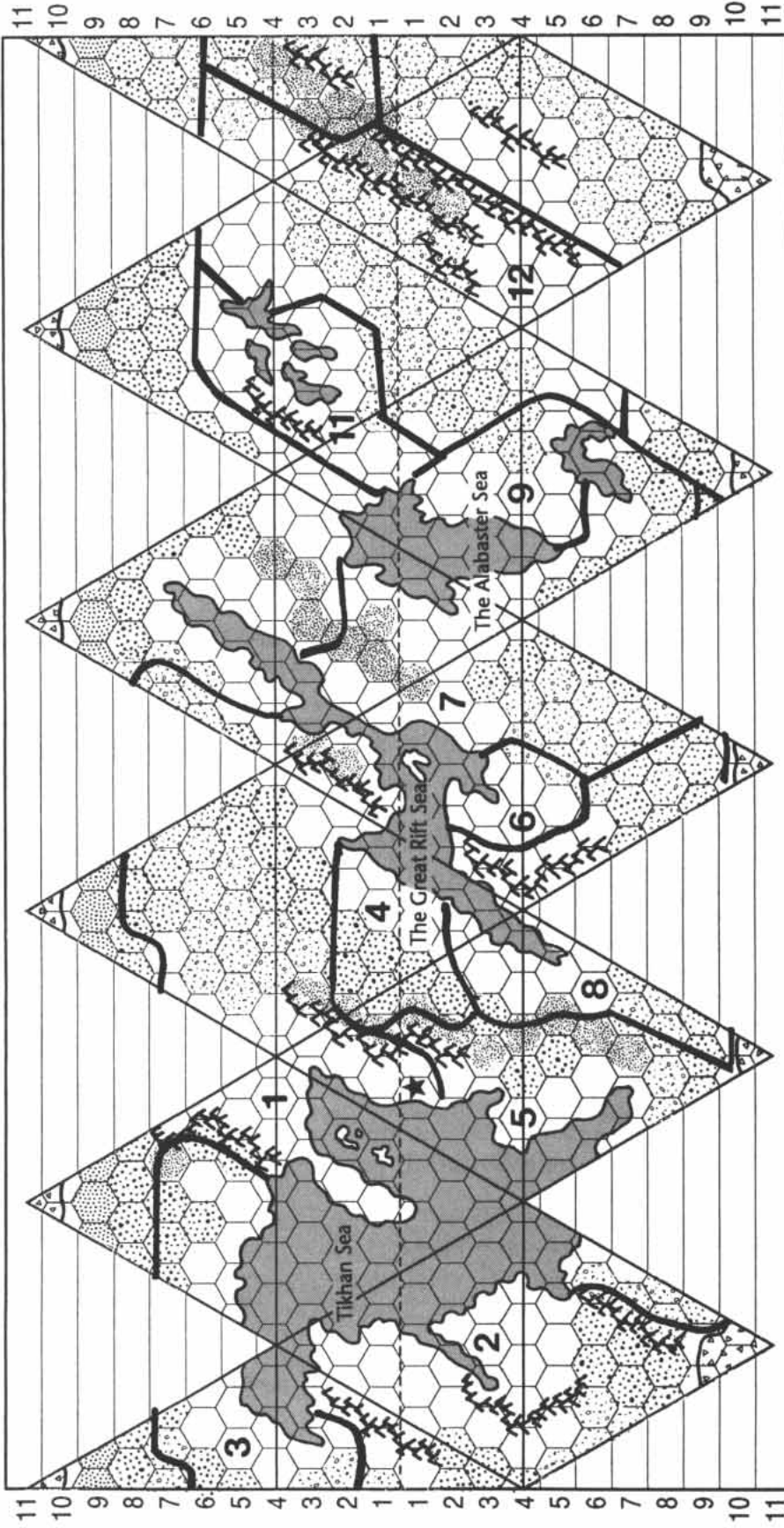
Hexagon Scale
in Kilometers

678

● Subsector and Sector
● Location of World

Khulam/Diaspora

GLOBAL DATA VIEW



Open Sea

Mixed

Mountains

Steppe

Ice cap/
Glacier

Desert

Badlands

Tundra

Jungle

Starport

Sunken
Starport

Sunken city



GLOBAL DATA VIEW

Montezuma

Objective Classification IIB

Star System

Sector: Diaspora
Subsector: 2836/Khulam
Star Type: K4 V
Planetoid Belts: 0
Gas Giants: 4

Main World

Starport: D
Pre-Collapse Starport: B
Diameter: 7551.78 km
Atmosphere: Standard
Hydrosphere: 20%
Population: 20,000,000
Pre-Collapse Population: 10,000,000
Government: Balkanized/Charismatic Oligarchy
Law Level: 6
Tech Level: 5
Pre-Collapse Tech Level: 11
Bases: None
Trade Classification: —

NOTES

Montezuma was first visited by DLS *Apollo* in 1199, and contact was at first peaceful. After two weeks, however, the crew were seized and imprisoned, apparently at the insistence of a radical faction of the Gnostic Brotherhood. Although the ship was grounded at the starport in Centrum, the crew was in Seacost at the time of their arrest. A covert mission disguised as a Free Trader ship landed later and gathered intelligence necessary to launch a rescue mission, which was carried out by DLS *Ashtabula* early in 1200. The careful attention to intelligence gathering before the raid, meticulous planning for every foreseeable eventuality on the raid, and reliance on speed and surprise in the execution, make this a textbook example of how SAG operations should be carried out.

Since then, attempts to normalize relations with Montezuma have been abandoned and a number of SAG raids have been launched to recover artifact technology.

Physical: Montezuma is almost a desert world, and in fact large parts of it are either desert or arid badlands. As a result, the arable lands are well-settled, despite modest size of the planet's population.

Demographics: The entire population is human, and it has doubled in size since the Collapse. Since much of the pre-Collapse infrastructure was heavily damaged and there has been very little new construction until very recently, the cities are very crowded.

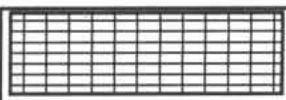
Techno-Politico-Military: Montezuma is militarized and balkanized, the sovereign states based on pre-Collapse military districts, and so the government is, at first glance, a classic technologically elevated dictatorship. However, the Gnostic Brotherhood and the Psionic Institute play such a powerful role in government that it is more accurate to consider the states oligarchies. (For a more detailed treatment of this subject, see Captain Fanstittle's report, TNE, pages 98-102.)

The pre-Collapse tech level was 11, and some artifacts of this remain, as well as a considerable residue of machinery from about tech level 7. The current sustainable tech level, however, is 5.

Montezuman warlords have been manufacturing antiarmor rifles for some time and using them to strengthen their line and militia infantry. A recent SAG mission by Oriflamme Marines in battle dress took heavy casualties when they encountered a sniper unit equipped with 14.5mm antiarmor rifles and firing discarding-sabot ammunition. Captured examples of the ammunition are clearly of non-Montezuman origin, which indicates that a significant off-world supplier of military hardware is becoming active here.

NATIONS (and their approximate populations)

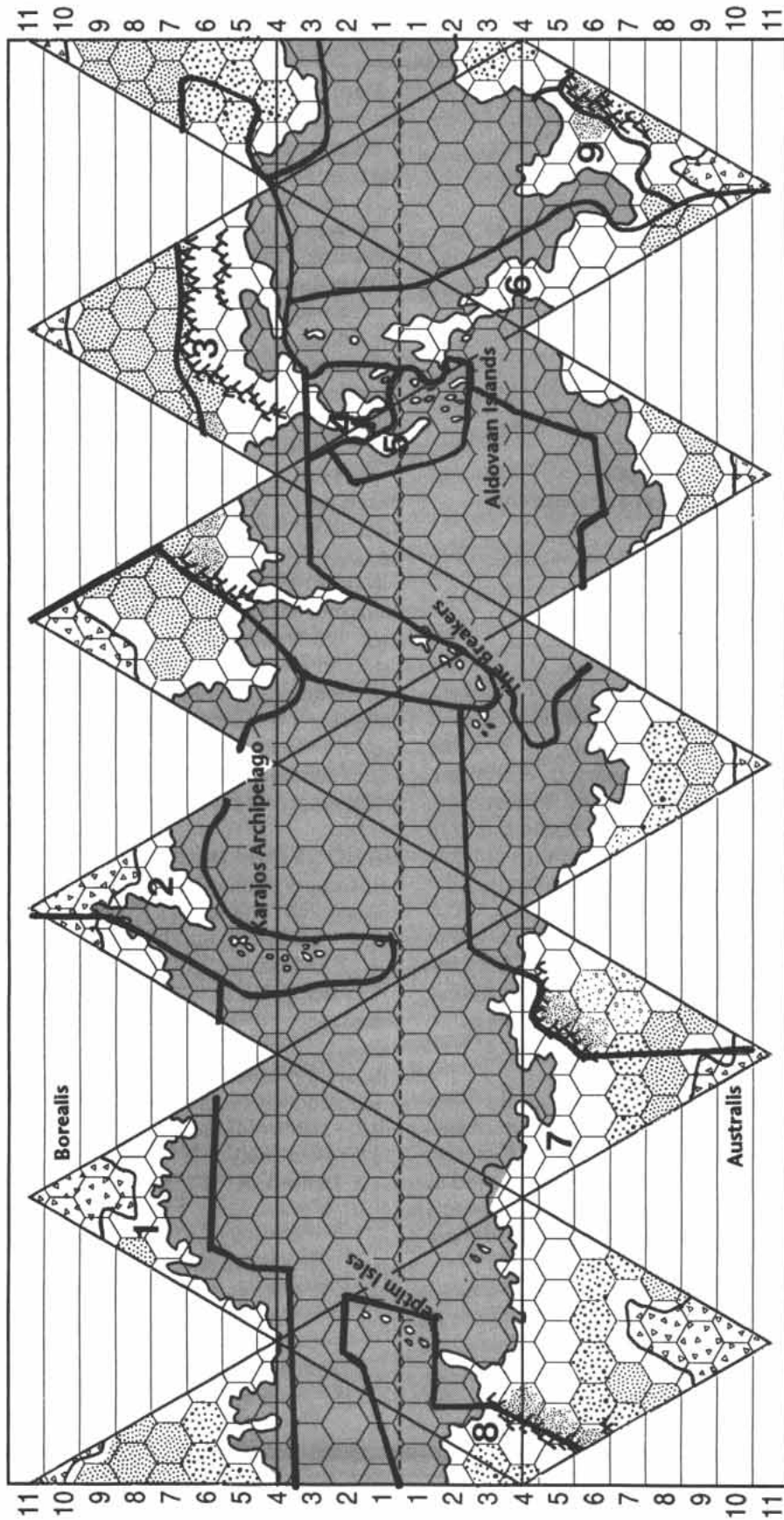
1. Centrum (5,000,000)
2. Westen (5,000,000)
3. Norcost (1,500,000)
4. The Midlands (1,500,000)
5. Seacost (1,500,000)
6. Coaccom (400,000)
7. Admistros (400,000)
8. Southrift (400,000)
9. Residencia (400,000)
10. Polaris (400,000)
11. Laken (400,000)
12. Traccomm (400,000)



889

Aubaine/Old Expenses

GLOBAL DATA VIEW



Sunken city



Star System

Sector: Old Expanses
 Subsector: 0138/Aubaine
 Star Type: Binary K4 V + M2 degenerate
 Planetoid Belts: 1
 Gas Giants: 1

Main World

Starport: X
 Pre-Collapse Starport: A
 Diameter: 7663.71 km
 Atmosphere: Standard
 Hydrosphere: 60%
 Population: 4,000,000
 Pre-Collapse Population: 4,000,000
 Government: Balkanized/TED
 Law Level: 13
 Tech Level: 3
 Pre-Collapse Tech Level: 12
 Bases: None (Pre-Collapse: Naval base)
 Trade Classification: Agricultural, Nonindustrial

NOTES

Without a working starport, very little is known of Nicosia from the Free Trader Network, and contact with the Coalition has so far been uniformly violent.

Nicosia was first visited by DLS *Aube*, which upon landing was immediately seized by a local warlord. A follow-on visit by DLS *Ashtabula* was also attacked, prompting *Ashtabula* to launch a series of reconnaissance raids followed by a full-scale rescue mission. This mission, directed against a TED on the southern continent, succeeded in rescuing the seven surviving members of *Aube's* original 12-person crew, but at a cost of six KIA among the rescue team. The mission climaxed in a very heavy firefight around the extraction DZ, and *Ashtabula* descended from orbit to provide close fire support, causing massive casualties among the hostile ground forces and sinking two (wet) naval vessels.

Since then, a number of SAG missions have been launched and have recovered useful items of tech level 12 equipment, all of which had fallen into disuse.

Physical: Nicosia is a cold planet with substantial icecaps at both poles. The two land masses are also at the poles, which makes much of the land mass too cold for cultivation. The equatorial regions are pleasant year-round, however, and the equatorial ocean waters have a warming effect on the coastal areas of the two continents, making them suitable for agriculture.

Demographics: Nicosia's population appears to be about the same as before the Collapse. It is entirely human, and all contacts to date indicate a high degree of xenophobia.

Techno-Politico-Military: Nicosia is a balkanized world ruled by a number of TEDs who make sporadic war on each other, usually over tracts of rich agricultural land or raw material deposits. The world was tech level 12 before the Collapse, but the highest artifacts used by the TEDs appear to be from about tech level 6, while the sustainable tech level of the society at present is about tech level 3.

Nicosia had a naval base and a class-A starport, both of which survived the Final War but fell victim to Virus. The starport and base were on the northern-most tip of the equatorial peninsula of the southern continent. This is a sprawling complex covering several square miles. It is uninhabited and overgrown by vegetation, and suffered considerable damage from the impact of several starships apparently infected by Virus. However, it still has scattered salvageable tech level 12 equipment in abundance. This was the source of a number of lucrative SAG raids, but recently resistance in the complex has increased. As Nicosia has no adequate means to resist armed spacecraft, small commando teams are instead sent into the ruins to lay ambushes. These have never seriously threatened a landing party, but they have begun to cause a steady trickle of casualties.

A captured atlas showed the following nations and populations:

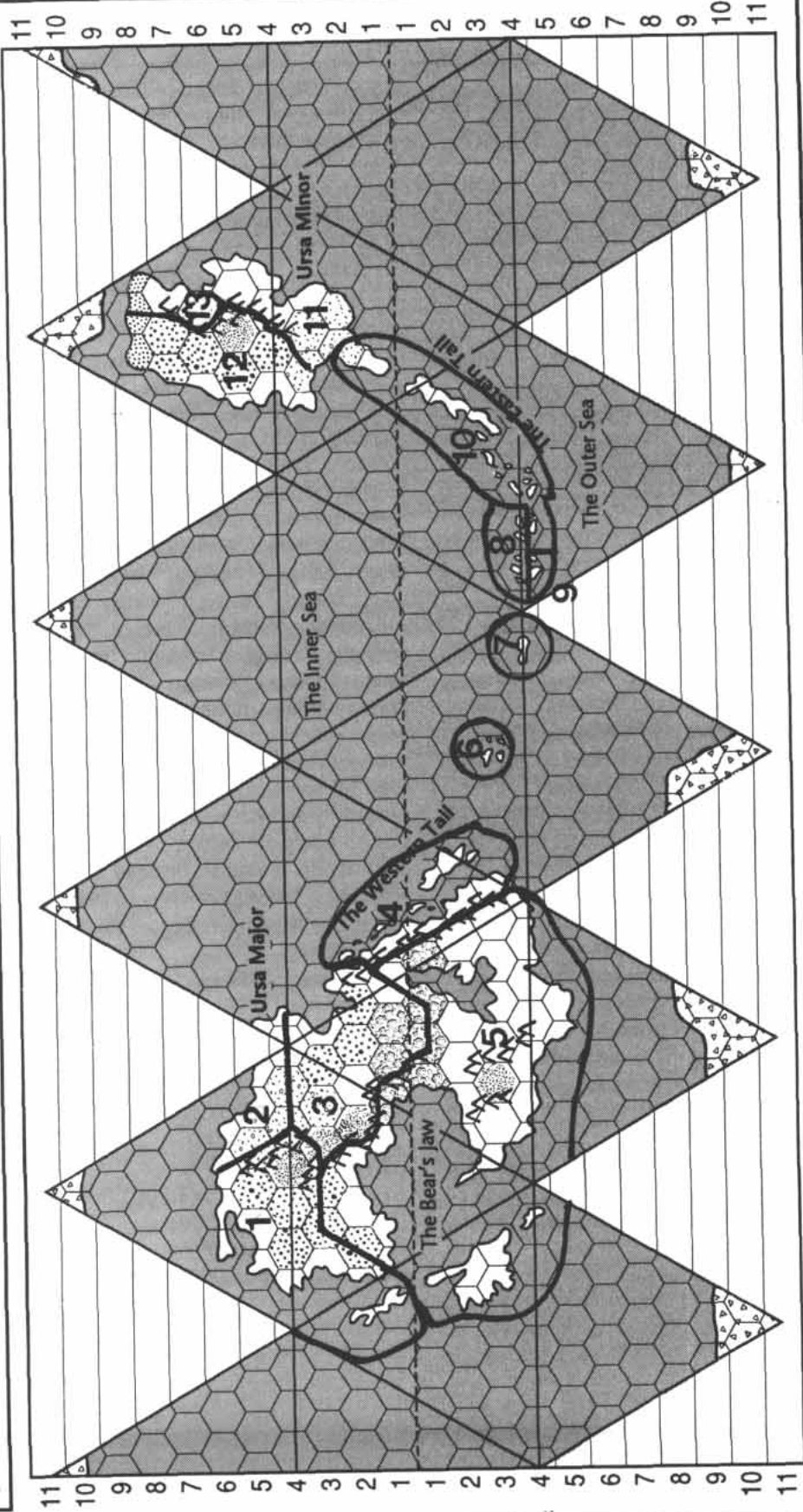
1. Aeria (350,000)
2. Borea (350,000)
3. Tranquaar (500,000)
4. Maldaar (350,000)
5. Aldovaar (350,000)
6. Australian Empire (1,000,000)
7. New Burn (350,000)
8. Septim (350,000)
9. Profundo (500,000)

20

Hexagon Scale in Kilometers

GLOBAL DATA VIEW

Thoezennt/Old Expenses



Open Sea

Steppe



★

Starport



Mixed



**Ice cap/
Glacier**

Tundra

Starport



Mountains

Desert

Jungle

Sunken city



GLOBAL DATA VIEW

Nova Ryll

Objective Classification IIB

Star System

Sector: Old Expanses
Subsector: 0330/Thoezennt
Star Type: Binary M4 III + M2 degenerate
Planetoid Belts: 0
Gas Giants: 2

Main World

Starport: X
Pre-Collapse Starport: C
Diameter: 7855.59 km
Atmosphere: Standard (tainted)
Hydrosphere: 20%
Population: 70,000,000
Pre-Collapse Population: 500,000,000
Government: Balkanized/Mystic Dictatorship
Law Level: 12
Tech Level: 8
Pre-Collapse Tech Level: 11
Bases: None (Pre-Collapse: Scout base)
Trade Classification: —

NOTES

When DLS *Horus* landed on Nova Ryll in the country called The Southmark, its crew were ordered off and threatened with violence, but were apparently able to lift off. Landings on other points of the planet were met with less hostility but a clear lack of interest in (or rather fear of) off-world contact. The follow-on mission by DLS *Mary Ellen Carter* received a similar reception. Given the lack of a starport, most information about the world comes from DLS *Carter's* visit, along with some follow-on raid debriefs.

Physical: Nova Ryll is mostly water. There are two large land masses connected by a long volcanic archipelago.

Demographics: The world experienced a dramatic population decline during and after the Final War, apparently due to a particularly virulent disease which may have been a biological warfare agent deliberately introduced to the world. (Our own epidemiologists have been unable to find any unusual viral or bacterial agents on the world likely to have caused the plague, and so believe that it was a very short life cycle agent which died off after a set number of generations.)

One result of the die-off was a wide proliferation of apocalyptic mystic churches and secret fellowships. National and regional loyalties are divided by religious loyalties and the large number of secret organizations breeds suspicion and paranoia throughout the culture. Virtually everyone on Nova Ryll believes that all observable events are the result of a secret conspiracy of some sort. (And on this world, it happens that most of them are.)

Techno-Político-Military: The world was formerly called Tarryel, and is still called that in some regions. Most nations (including all of those on Ursa Major) call it Nova Ryll, for reasons which we have not yet discovered. (The name change appears to have taken place around the time of the Collapse.) The world is balkanized, and the separate countries are ruled by a variety of governmental types. In all cases, the public political disputes are made vastly more complicated by cross-cutting private loyalties, and churches and the secret fellowships struggle for power behind the scene.

A particularly xenophobic religious movement is the Dark Church of Axor, which has branches in most parts of the world but is particularly strong in The Southmark. Junot Avery, a leader of considerable personal charisma, rose to the leadership of the church several years ago and shortly afterwards seized control of The Southmark, converting it to an ecclesiastical state. Upon his rise to power, he destroyed the only functioning starport on the planet (which was located near the equator on the west coast of Bear Jaw Bay in The Southmark). Since then, he has preached holy war to unite the world and cleanse it of the last vestiges of "demon science," which appears to be anything above tech level 8. There has been growing tension with The Southmark's neighbors, and open warfare has broken out with The Halflands to the north.

Many other nations retain vestiges of tech level 11 equipment, and this may help them in staying off Avery and the Dark Church, but it also makes them objects of intense hatred by church members in their own countries.

Contact with off-world trade missions is hysterically denounced by Avery, and so most nations are reluctant to openly encourage contact. Freeland, on the continent of Ursa Minor, is a notable exception. It has hosted several Coalition trade missions and is attempting to build a large hydrogen processing facility (with Coalition technical assistance) on its seacoast as a prelude to construction of a formal starport. This has caused diplomatic problems with The Southmark and, more importantly, its south-eastern neighbor Morland.

NATIONS	Population	Government Type
1. The Halflands	5,000,000	Civil Service Bureaucracy
2. The Gold Coast	5,000,000	Mystic Dictatorship
3. The Mark	4,000,000	Charismatic Oligarchy
4. The Passages	6,000,000	Charismatic Oligarchy
5. The Southmark	13,000,000	Mystic Dictatorship
6. Diadem	3,500,000	Participatory Democracy
7. Midway	4,000,000	TED
8. North Scandia	6,000,000	Representative Democracy
9. South Scandia	3,500,000	Self-Perpetuating Oligarchy
10. Aguatain	5,000,000	TED
11. Morland	5,000,000	Mystic Dictatorship
12. Freeland	3,500,000	Representative Democracy
13. Nordheim	3,500,000	Totalitarian Oligarchy

● Date: 01-IX-1201

● World: Shenk

● Name: UPP X 5 5 4 8 6 9 - 3

Hexagon Scale
in Kilometers

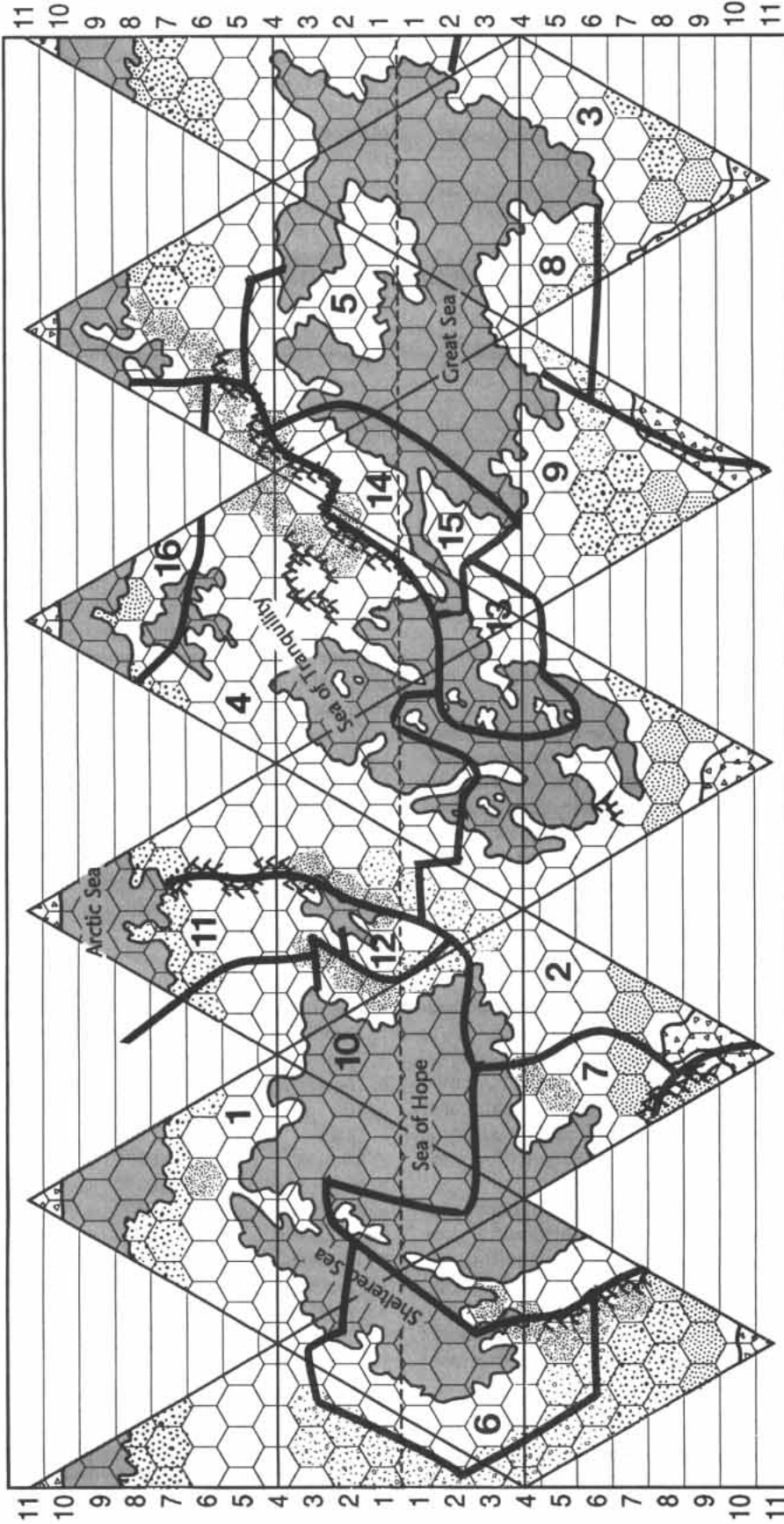
704

● Subsector and Sector

● Location of World



GLOBAL DATA VIEW



Open Sea

Steppe

Badlands

Starport

Hexagon

Hexagon

Mixed

Ice cap/
Glacier

Tundra

Sunken
Starport

Hexagon

Hexagon

Mountains

Desert

Jungle

Sunken city

Hexagon

Hexagon

**Star System**

Sector: Old Expanses
 Subsector: 1128/Shenk
 Star Type: Binary K4 V + M4 degenerate
 Planetoid Belts: 1
 Gas Giants: 2

Main World

Starport: X
 Pre-Collapse Starport: A
 Diameter: 7839.6 km
 Atmosphere: Thin
 Hydrosphere: 40%
 Population: 200,000,000 (20% Droyne)
 Pre-Collapse Population: 200,000,000
 Government: Balkanized/TEDs
 Law Level: 9
 Tech Level: 3
 Pre-Collapse Tech Level: 14
 Bases: None (Pre-Collapse: Scout base)
 Trade Classification: —

NOTES

As is the case with many worlds in the Wilds, the lack of a functioning starport has resulted in very little contact with the people of the planet over the years. Most of what we know of Shenk comes from the crews of DLS *Balder* and *Angkor Wat*.

When *Balder* landed in 1199 near the site of the former scout base, the ship and crew were seized by the troops of the Warlord of Stampach, a powerful local TED. Once the warlord interrogated the crew, he became interested in establishing contact with the Coalition but, local politics being what they were, his approach was to use the crew and ship and hostages to extort trading concessions. Instead, DLS *Angkor Wat* launched a rescue raid which rescued the crew and destroyed the grounded *Balder* to prevent its possible repair and use by the locals. (It is doubtful that this action would have been taken today against the vessel, given the possibility of its later recovery, but those were different days.)

Physical: Shenk is dry and cold, with substantial icecaps and stretched of frozen tundra near the poles and large tracts of arid badlands and deserts in several parts of the world. A surprisingly large part of the land area is under cultivation, particularly with a variety of very hardy grain (called Ander's Red Corn) that needs little in the way of rainfall or hot weather to grow, but produces a predictably low per-acre yield.

Demographics: Shenk's population is almost exactly the same now as it was before the Collapse, but the standard of living had dropped dramatically. The majority of the population is now engaged in subsistence farming, and the large urban complexes are in ruins, only partially occupied with large stretches of abandoned rubble and empty buildings.

There are about 40 million Droyne on the world, occupying enclaves near the poles. There are occasional clashes between Droyne and Human, but for the most part there is very little interaction.

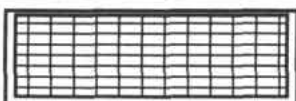
Techno-Politico-Military: There are a number of items of tech level 9 equipment, particularly military equipment, in the hands of the TEDs that rule the planet, but the local sustainable tech level is 3. Power is wind and muscle power, and draft animals are important parts of the local economy.

There are still considerable examples of tech level 14 equipment which has fallen into disuse and disrepair in various locations on the world, and a number of SAG raids have been run to recover some of this. Oriflamme attempted a decapitation raid against the Warlord of Capacia as a prelude to a major military campaign against the world, but the raid was a costly failure, and has made the TEDs on the world more vigilant.

The Droyne on the world apparently practice their traditional culture and have little interaction with the humans as a matter of choice. Nevertheless, Droyne merchants sail both the Arctic and Great Seas and can often be encountered in the seaside harbors. The Droyne governments have been reluctant so far to open unrestricted trade with the Coalition for fear of the reaction it will provoke from the human nations on the world.

NATIONS (and their approximate populations)

1. Capacia (35,000,000)
2. The Vandoo (35,000,000)
3. Vuyurt (35,000,000 Droyne)
4. Daramanx (15,000,000)
5. Krimsk (15,000,000)
6. Stampach (15,000,000)
7. Bospos (5,000,000)
8. Aegeros (5,000,000)
9. Vale (5,000,000)
10. The Crescent Coast (5,000,000)
11. Armacia (5,000,000)
12. The Iron Brotherhood (5,000,000)
13. The Electorate of Bosk (5,000,000)
14. The Electorate of Fairway (5,000,000)
15. The Electorate of Fisk (5,000,000)
16. Oxes (5,000,000 Droyne)



409

Hexagon Scale
in Kilometers

7

5

6

7

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**Star System**

Sector: Old Expanses
Subsector: 1328/Shenk
Star Type: M2 III
Planetoid Belts: 1
Gas Giants: 4

Main World

Starport: X
Pre-Collapse Starport: B
Diameter: 4559.65 km
Atmosphere: Standard (tainted)
Hydrosphere: 10%
Population: 2,000,000
Pre-Collapse Population: 3,000,000
Government: Mystic Dictatorship
Law Level: 5
Tech Level: 7
Pre-Collapse Tech Level: 9
Bases: None
Trade Classification: Nonindustrial

NOTES

Tequila was contacted first by DLS *Dawn* and then later by *Mary Ellen Carter* while investigating *Dawn's* disappearance. The local ruler and his people were friendly to the point of enthusiasm, and *Mary Ellen Carter's* crew were treated to feasts and celebrations for the better part of a week. Although enthusiasm for trade runs high on the world, the low population of the planet limits the prospects for profit and has meant that there have been few follow-up visits.

Physical: Small, dry and hot, most of Tequila is desert and arid badlands. Only the areas around the "seas" (most of them simply very large lakes) are capable of sustaining human life. The most pleasant locations on the planet are along the coasts of the Arctic Sea.

The planet's crust is extremely active, and the chain of active volcanoes that form the core of The Barrier Range are in an almost continuous state of eruption. The continuous discharge of gases and particles into the atmosphere is responsible for its tainted listing as well as the high surface temperatures.

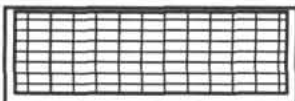
Demographics: The small population of 2 million is entirely human and leads a predominantly agricultural life-style. The population has declined from a pre-Collapse high of 3 million and the low birth rate suggests a continued decline in the future.

About two-thirds of the population lives along the Arctic seacoast and engages in fishing, agriculture, and some modest industry. The balance of the population leads a more primitive and nomadic life-style in the grasslands farther south.

Techno-Political-Military: The pre-Collapse tech level of 9 had fallen to 7 and will almost certainly continue to slide, as the planet lacks the population and resource base necessary to sustain any real industry.

While the nomads to the south practice tribal and clan government, the majority of the people of the world are united under a single leader—The Archangel Hoshophet—who claims to be a direct messenger from God. Hoshophet "revealed himself" to his followers almost seven years ago, exactly as prophesied in numerous local religious texts. (Given the experience of a Coalition-sponsored covert operations team to the planet Karaguuka, this is almost certainly the result of an elaborate and carefully prepared hoax.)

There is very little military force on the world, and the "Archangel" exercises a fairly benign rule, although his personal life-style is luxurious in the extreme. Unlike most mystic rulers, Hoshophet has been very friendly to the Coalition and has encouraged regular trade visits. As a result, the planet has been coded Trade and Diplomacy Only (TDO).



750

Hexagon Scale
in Kilometers

6

C

9

6

3

4

5

X

UPP

Tiniyd

World

Name:

Thoezennt/Old Expenses

GLOBAL DATA VIEW

Subsector and Sector

Location of World

Date: 01-IX-1201

Yurnhayrvald Sea

Nutay Ocean

Naysfamaysk Sea

11 10 9 8 7 6 5 4 3 2 1 1 2 3 4 5 6 7 8 9 10 11

11 10 9 8 7 6 5 4 3 2 1 1 2 3 4 5 6 7 8 9 10 11

Open Sea

Mixed

Mountains

Steppe

Ice cap/
Glacier

Desert

Badlands

Tundra

Jungle

Starport

Sunken
Starport

Sunken city

Star System

Sector: Old Expanses
 Subsector: 0825/Thoezennt
 Star Type: Binary M1 V + M8 degenerate
 Planetoid Belts: 2
 Gas Giants: 1

Main World

Starport: X
 Pre-Collapse Starport: C
 Diameter: 8351.28 km
 Atmosphere: Thin (tainted)
 Hydrosphere: 30%
 Population: 2,000,000 (20% Droyne)
 Pre-Collapse Population: 3,000,000
 Government: Balkanized/Mystic Autocracy
 Law Level: 12
 Tech Level: 6
 Pre-Collapse Tech Level: 12
 Bases: None (Pre-Collapse: Scout base)
 Trade Classification: Nonindustrial, Poor

NOTES

There has been no Coalition contact with Tiniyd to date, and so all information on the world comes from the Free Trader Network. For reasons discussed below, this information is now slightly out of date.

Physical: Tiniyd is an extremely dry and barren world, with large tracts of impenetrable desert. The narrows between the Yurnhayfuyald and Naysfamaysk seas periodically freeze and open, causing extensive glaciation in the north and a regular cycle of mini-ice ages. As a result, the bulk of the population is concentrated in the equatorial regions and the southern hemisphere.

Demographics: The current population is about two-thirds of its pre-Collapse level, almost all of the decline being among the Droyne living on the planet (who have gone from a population of about 1.2 million to only 400,000), all the result of a chillingly murderous campaign of genocide which followed the Collapse. (This period is known in local histories as "the Years of Shame.")

Techno-Politico-Military: The pre-Collapse tech level of the world was 12, but it has since fallen to 6, and may fall even further if present trends continue. Not large enough for a full institute, Tiniyd was nevertheless the site of a covert Psionics resistance cell before the Collapse. In the chaos of the years following Virus, the various cells scattered across the planet moved to seize power and consolidate their hold. The superiority of psions and their place as the next step in human evolution is taught in public schools, and the psionic rulers are publicly revered.

Technology, which offers a number of alternatives to psionic control of the population, is despised, and symbols of old pre-Collapse technology are routinely ridiculed. Operational high-tech equipment is destroyed immediately upon discovery. The last operational starport was closed and destroyed four years ago, and all off-world contact was forbidden.

The psionic resistance, however, was so completely captivated by its own sense of persecution, paranoia, and "the struggle," that upon seizing power the various cells were unable to work effectively together. The various states on the planet, all ruled by psions, are in states of continuous warfare, either actual hot wars or active espionage and sabotage cold war campaigns. The remaining enclaves of Droyne are continually threatened by a renewal of the "Crusades" (as they are now called), and the contempt with which the rulers hold their non-psionic subjects results in brutally cruel regimes, violently xenophobic and isolationist, and concerned only with maintaining their own power.

Tiniyd would be an excellent target for SAG raids, but covert intelligence-gathering in preparation for a raid is almost impossible for non-psionic personnel.

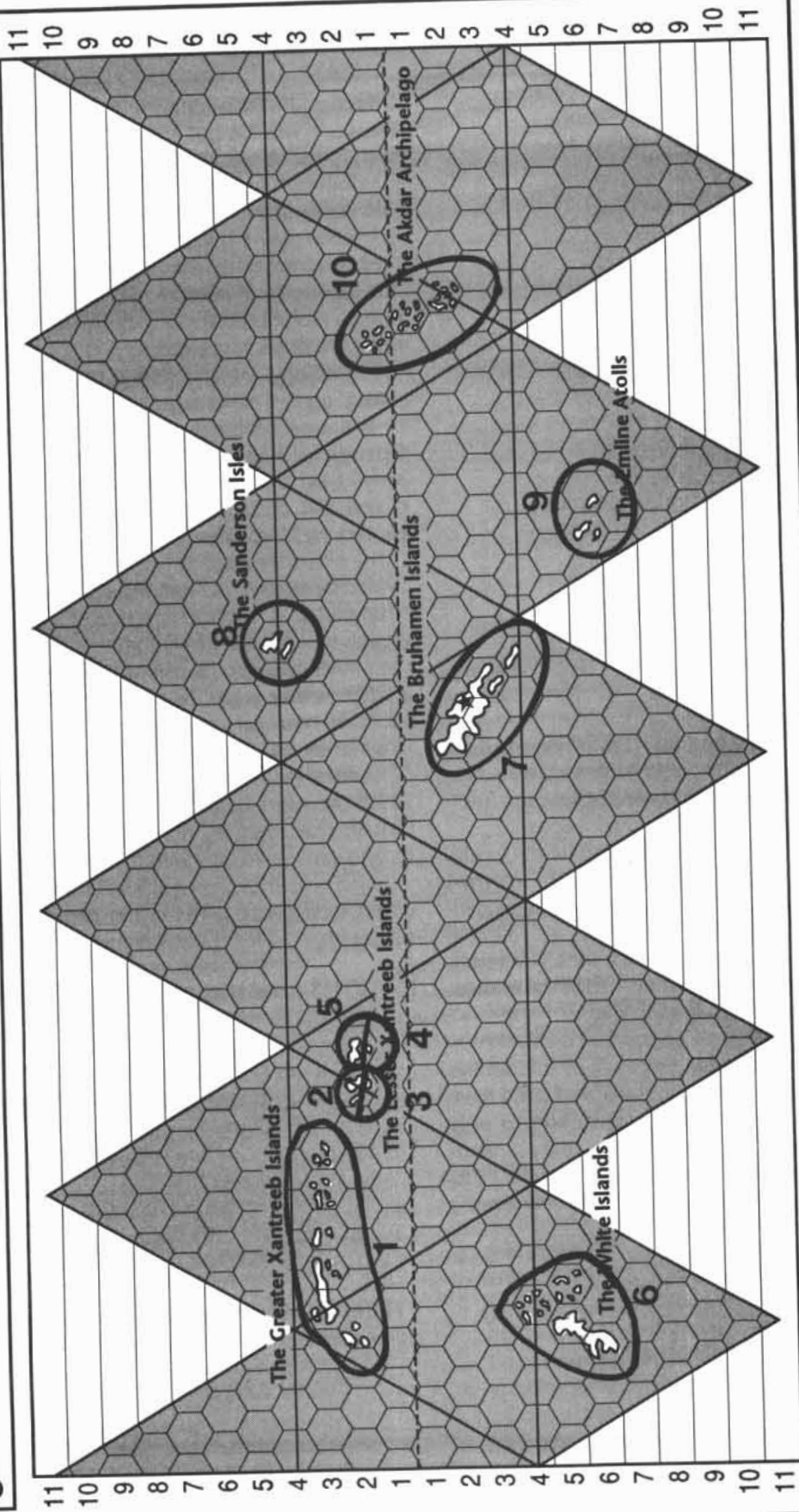
NATIONS (and their approximate populations)






















1. The Kingdom of Light (500,000)
2. Killamsha Hegemony (500,000)
3. Gakshishu (150,000)
4. Essayrmaysis Salmsas (150,000 Droyne)
5. Eepa (150,000 Droyne)
6. Kingdom of Limgur (100,000)
7. Iimkhuu Hierate (100,000)
8. Pabugleki Amkhuun (100,000)
9. Idsur Republic (100,000)
10. Yoyormayess (100,000 Droyne)

Note: Above figures do not include approximately 200,00 chirper slaves spread throughout all seven human nations.

1089

GLOBAL DATA VIEW



	Open Sea		Steppe		Badlands		Starport			
	Mixed		Ice cap/ Glacier		Tundra		Sunken Starport			
	Mountains		Desert		Jungle		Sunken city			

**Star System**

Sector: Old Expanses
Subsector: 0829/Thoezennt
Star Type: M0 V
Planetoid Belts: 0
Gas Giants: 1

Main World

Starport: C
Pre-Collapse Starport: B
Diameter: 12,127.92 km
Atmosphere: Standard (tainted)
Hydrosphere: 98%
Population: 60,000,000
Pre-Collapse Population: 60,000,000
Government: Balkanized/Representative Democracy
Law Level: 0
Tech Level: 8
Pre-Collapse Tech Level: 10
Bases: None (Pre-Collapse: Naval and Scout bases)
Trade Classification: Water world

NOTES

DLS *Brilliant* attempted to establish a trading relationship with the Republic of Bruhamen, the largest nation on the planet and the one which controls the starport. While touring the nearby city, several members of the crew became involved in a dispute which turned violent and resulted in the death of three locals. The resulting riots were barely controlled by local police, and *Brilliant* departed. When *Angkor Wat* arrived on the follow-up investigation, the residue of local hostility made establishing normal relations impossible. There is regular Free Trader contact with the planet, however, and Coalition merchants have called there a number of times and been welcomed (provided they did not advertise their affiliation with the Coalition).

Physical: Xezor is a water world, and while the tropics are very hot, most of the rest of the world is temperate in climate, the freely circulating ocean moderating the temperature everywhere. The island chains are all volcanic in origin, and all of the islands have active volcanoes. Although the open seas are usually clear, land masses are habitually covered by low smoke clouds and the air is tainted with gases and occasional ash.

Xezor enjoys plentiful solar and wind power, both of which are used to crack hydrogen from sea water as a portable fuel. No economically exploitable deposits of fossil fuels have ever been discovered on Xezor. Considerable

agriculture is conducted at sea, with both fish and algae farms being commonplace. There is also some cultivation of land on the islands, but mostly for luxury and specialty crops.

Demographics: The current population of Xezor is almost the same as before the Collapse, and there was never any significant die-off. All of the inhabitants of Xezor are human.

Unfortunately, the people of Bruhamen tend to be extremely suspicious and hostile to most foreigners (especially off-worlders) and are very violent in their interaction with each other. Public fist fights are common, particularly at night, and the practice of carrying personal firearms does little to reduce the violence level. A fairly elaborate system of customs has evolved for defusing potentially fatal arguments, but off-worlders unfamiliar with these customs are at considerable peril.

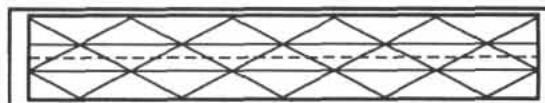
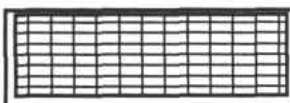
Techno-Politico-Military: The pre-Collapse tech level was 10, and there are considerable examples of recovered and restored tech 10 machinery in operation. The current sustainable tech level of the world is only 8, however.

Although the planet is balkanized, each region is physically isolated and there is very little basis for violent military interaction. The singular exception to this is the Lesser Xantreeb Islands, where a series of revolutions and civil wars has produced four sovereign states, each with territorial claims on the others. The attempts of the weaker states to enlist the aid of allies has entangled most of the nations of Xezor in the "Xantreeb Powderkeg" to a greater or lesser extent.

The largest state is the Republic of Bruhamen, and as it controls the starport, it is the most important government from the perspective of the Coalition. It is a representative democracy with wide popular support and an extremely efficient and far-sighted administrative structure. It is constitutionally restrained from placing any significant restrictions of personal behavior (beyond the obvious criminal activities). It is hoped that the Coalition will eventually be able to establish normal relations with the Republic of Bruhamen, and so it is posted as Trade and Diplomacy Only (TDO).

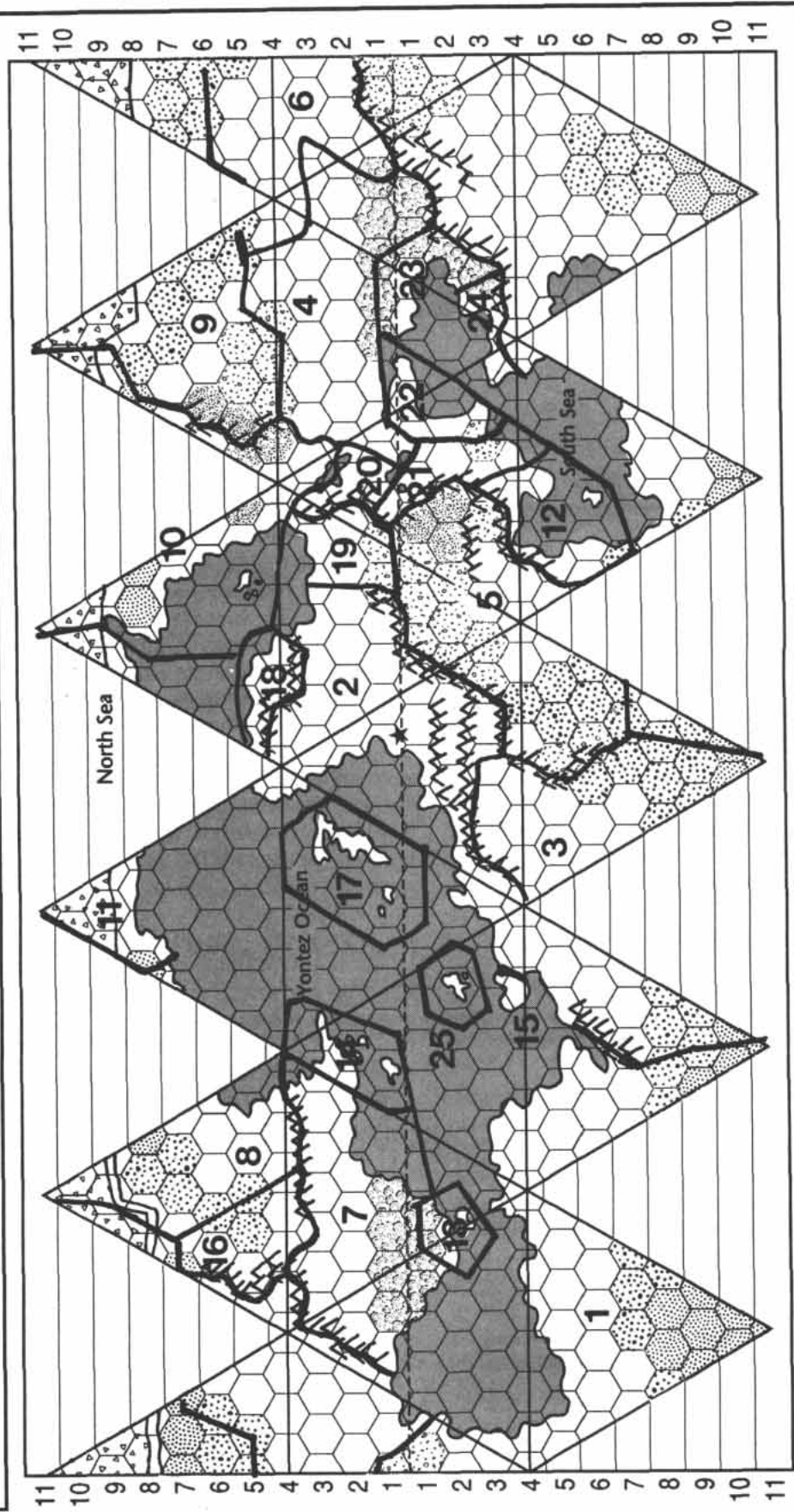
NATIONS (and their approximate populations)

1. Xantreeb Confederation (6,000,000)
2. Sucroze (3,000,000)
3. South Xantreeb (3,000,000)
4. Republic of Free Xantreeb (3,000,000)
5. Arawak (3,000,000)
6. Union of Social Progress (6,000,000)
7. Republic of Bruhamen (15,000,000)
8. Republic of the Sanderson Isles (6,000,000)
9. Emiline Republic (6,000,000)
10. The Akhdar Union (6,000,000)



Date: **01-IX-1201** World Name: **Yontez** UPP **E66399D-6** Hexagon Scale in Kilometers **850**

Subsector and Sector **Shenk/Old Expenses** GLOBAL DATA VIEW



	Open Sea		Steppe		Badlands		Starport		Sunken Starport		Sunken city
	Mixed		Ice cap/Glacier		Tundra						
	Mountains		Desert		Jungle						

**Star System**

Sector: Old Expanses
 Subsector: 1527/Shenk
 Star Type: Binary M3 V + M3 degenerate
 Planetoid Belts: 0
 Gas Giants: 2

Main World

Starport: E
 Pre-Collapse Starport: D
 Diameter: 9471.58 km
 Atmosphere: Standard
 Hydrosphere: 30%
 Population: 8,000,000,000
 Pre-Collapse Population: 8,000,000,000
 Government: Balkanized/Mystic Autocracy
 Law Level: 13
 Tech Level: 6
 Pre-Collapse Tech Level: 6
 Bases: None
 Trade Classification: High population

NOTES

Yontez is the only Class I objective in the entire primary AO. It is not only a high-priority target, it is also potentially very dangerous. This one planet has over four times as many people as does the entire Coalition. It is currently balkanized (which is to be expected with a population this large), and it is in the Coalition's interests that it remain so. We cannot absorb a single political entity this large and have any hope of remaining what we are. We can, however, absorb Yontez gradually, over time, by courting smaller states first and admitting them as sovereign entities. Our watchword must be "divide and overcome."

Physical: Yontez is only 30% water, which puts arable land at a premium. Because of the large population, fairly extensive tracts of steppe have been cultivated and are being irrigated. In the long run, this will poison the soil, and so it is important that Yontez move to a marine-based system for food production as soon as possible or face serious ecological problems.

Demographics: Yontez has almost the same population now as it did before the Final War. The population is entirely human, and is ethnically almost entirely Vilani.

Techno-Politico-Military: Yontez peaked at tech level 6 long before the Collapse and has remained there ever since. Its data-processing equipment was too primitive to be invaded by Virus and so was largely unaffected.

The major change since the Collapse has been the transformation of the Psionic Institute of Yontez from a

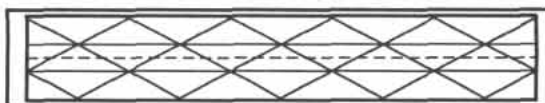
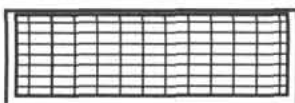
hunted underground movement to the major power on the planet. Cloaking their powers in a quasi-religious philosophy called "The Grey Arts," the Wizards rule several of the nations of Yontez, including both the Theocratic Republic of Branat and the Dadamkush Empire, two of the three largest states on the planet. While both governments are fairly benign in their treatment of their citizens, Dadamkush is corrupt and aggressive, its territorial ambitions on its neighbors restrained mainly by the more moderate policies of its larger and more powerful ally, Branat.

Opposed to them is the Iron Hegemony, ruled by First Chancellor Gugashti Shuushtu, a charismatic dictator with a fanatical following in his own country. Preaching a program of extermination toward the "wizards" and their followers as the only means of saving humanity from extinction at their hands, Shuushtu has instituted a reign of terror against psions, suspected psions, and their relatives. (Shuushtu fervently believes that psionic talents are genetically passed on.)

Although also suspicious of off-world contacts, Shuushtu sees technology as the only viable counter to the psionic abilities of his enemies and so has actively encouraged Guild merchant missions.

NATIONS (and their approximate populations)

1. The Theocratic Republic of Branat (1,600,000,000)
2. The Iron Hegemony (1,300,000,000)
3. The Dadamkush Empire (1,000,000,000)
4. Gina Shunshaam (300,000,000)
5. Kigiidmashii (300,000,000)
6. Iigkashar (300,000,000)
7. Mumsikusha Shunshaam (300,000,000)
8. Kiiri (300,000,000)
9. Nisuukinshined (300,000,000)
10. Arsarshade Iguu (180,000,000)
11. Lidikha (180,000,000)
12. Iirda (180,000,000)
13. Daa Shur (160,000,000)
14. Impekurgaash (150,000,000)
15. Nislashas Uzeza (140,000,000)
16. Eshakrum (140,000,000)
17. Gupzadaa (140,000,000)
18. Aazergumshish (140,000,000)
19. Kakmesh (130,000,000)
20. Kheshmuu (130,000,000)
21. Shugsan Iguu (130,000,000)
22. Zuushirga (120,000,000)
23. Gamshegash (120,000,000)
24. Diggasha (100,000,000)
25. Irluugshi (100,000,000)



Referee's Information



WRITING YOUR OWN ADVENTURES

Game players, by their very nature, are intimately familiar with adventure, and you would think that this familiarity would make it easy to write adventures. It certainly doesn't hurt, but it's not always enough. Imagining an adventure is quite different from constructing one players will enjoy. Therefore, we offer the following advice on writing adventures in the hope that it will make your life a little easier.

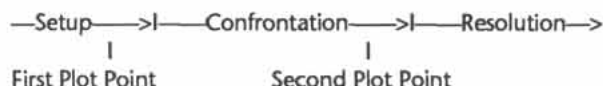
Ideas

Adventures start with ideas. Good adventure ideas are not all that easy to come up with, and *really* good ideas are almost impossible. Nevertheless, we have included over a hundred *really* good adventure ideas in this book—a high-impossible achievement, it's true, but then that's why we get the big bucks.

Sooner or later you'll come up with adventure ideas of your own (maybe even a hundred of them—who knows?). But whether you use our ideas or your own, you'll discover that the idea is just the point of departure.

Structure

Usually the idea which inspires an adventure will only be one part of that adventure, and the rest of the story has to be built around it. This can be a much easier job if you have a model, and there is one. It is the model followed by almost every successful screenwriter in the world, and it is the basic outline for most stories. The model has become famous as articulated by Syd Field in a series of books on writing screenplays and looks like this:



Take as an example the introductory adventure in *Traveller: The New Era* entitled "The Once and Future Emperor." (This was an adventure written, by the way, without direct reference to the above model, but most adventure stories just naturally follow this outline.)

In the **Setup** we established the background of the adventure. Since players are new to the New Era universe, we set it on Aubaine and let them see what some of the workings of the Reformation Coalition were like. The briefing lays out the mission as well as providing necessary background data on the target world. The players then travel to the world. (Referees can insert an encounter in deep space here if they wish, but we did not mandate one since it is unimportant to the flow of the adventure.)

Once they arrive on the world, they attempt to contact a scholar who will help them, but instead walk into a firefight. This firefight is the **First Plot Point**. A plot point is an interruption or disruption in the smooth flow of events which turns them in a different and unexpected direction.

The firefight, in killing the scholar who was going to help them, forces the players to try other approaches, learn more about the legend of Gherard, and interact with the world. It also leads them into **Confrontation** with the Commda and the Church of the Phoenix. This confrontation, and overcoming the barriers set in their path, constitutes the central part of the adventure.

Eventually they are successful, and the adventure would end were it not for the **Second Plot Point**. This is the totally unexpected return of the god Gherard. Not only does this turn the direction of the adventure, it also makes the resolution more important. The players thought they had succeeded; now it appears that they have made things worse. Only by an extraordinary effort can they fix things.



That extraordinary effort, of course, is the **Resolution** of the adventure.

Now count the pages in the adventure (leaving illustrations out). The Setup and First Plot Point combined are about five pages long. The Conflict part of the adventure and the Second Plot Point consume the next eight pages. The Resolution takes about three pages, or a total of about 16 pages of text. Setup and First Plot Point are 30%, Conflict and Second Plot Point are 50%, Resolution is 20%. Hollywood screenwriters usually aim for a split of about 25-50-25, and that's a good target for you, as well.

Why does that proportion seem to work so well? The setup is necessary to involve people in your story (which is what an adventure is), but once you've got them hooked they want to start doing things, getting involved. If you keep going with more setup, more explanation of the life cycle of the Dewidewi bird, or the proper court etiquette at the Palace of Meepsoor, they get bored and you lose them. Do what you need to set up the adventure, then dump them in it.

The Conflict part of the adventure is what it's all about. That's where the drama, the action takes place. As a result, it is the largest part of your story.

The Conflict can go on for a while, depending on how much fun your characters are having. But once you throw them the final curve ball with the Second Plot Point, the Resolution has to come quickly. This is the most exciting part of the adventure, and you have to keep the pace up. Most adventures take multiple sessions. If possible, it's a good idea to have one session end with the Second Plot Point, leave the players hanging in suspense (but also have time to think things through) until the next session, and then finish the whole resolution part of the adventure in one wild gaming session.

Freedom

Question: How many different ways are there for players to solve a problem in an adventure?

Answer: One more than you prepare for.

The greatest part of a roleplaying game is that the players get to decide what to do next. There is nothing worse, repeat, **NOTHING** worse than an adventure in which the players have no choice as to the course of action they will take. If the referee makes all the decisions, the players are not playing the game...the referee is.

Remember that the Balduri are absolutely right when they say, "...there are always alternatives."

So the good people of Meepsoor hire the players to retrieve the Holy Hand Grenade of Antioch, which the local TED has stolen. You have everything worked out as to their reward, the good contacts they will make, and how their success and fame will lead to the next adventure. Instead, after they knock off the TED, they decide to *keep* the Holy Hand Grenade, and *screw* the Meepsoor.

Fine. That's their decision, and it isn't your job to force them into a different one just because you have this neat idea for the next adventure. Rethink it and work it into the campaign later with some minor changes.

If you allow your players the freedom to decide what they will do next, the universe will come alive for them, and it will become a grand and glorious place. If you force them down the narrow paths for your pre-generated adventures, the world will become nothing more than a single corridor in a single building, with all the doors locked except for one.

Obvious, you say. Why mention this now? So that you remember to make your plot points naturalistic, not imposed by fiat. This is not

Life In The Service

What is life like in the RCES, RCMC, or RCN? Good question, as you have to know this sort of thing to establish the background mood for your players. We've already given you a number of ideas along those lines. You know, for example, that everything is done on a shoestring, on the cheap. People risk their lives to recover high-tech equipment, so if you want the use of it you'd better really need it and you'd better bring it back in good shape.

You also know that the services are very informal—that almost everyone is on a first-name basis, and you know that there are very few traditions established yet, although the few that have developed are quite important. What are they?

First, you never leave your friends behind. Dead or alive, everyone comes home. There have been times when this hasn't been the case, but never when anyone had a choice in the matter.

Second, you remember. Every evening meal ends with a toast to "absent friends" delivered by the senior rank present at the table.

Beyond that, make things up as you go—that's exactly what the Coalition is doing. Ah, but what if a later product from GDW reveals some procedure or tradition you haven't included? Doesn't that invalidate everything you've done? No! That's just how they do things in a different unit, or it's a new procedure just recently adopted. Remember, these people really are building up their procedures on a continuous trial and error basis, and the best way for you to simulate this is to generate a continuous flow of tactical circulars, suggested procedures, and intel updates. How about one new circular every gaming session? And usually having nothing to do with that night's adventure. Maybe the team is engaged in supporting a guerrilla movement on a water world with an insidious atmosphere. All activity is sub-aquatic, using diving suits and submarines. Your latest shipment of critical supplies, smuggled to you at great risk, also includes a tactical circular on new techniques for meteoric assaults.

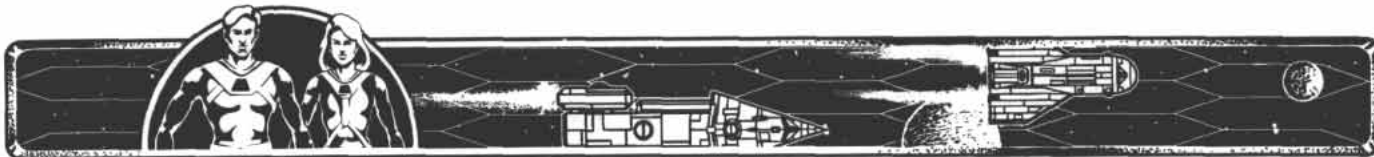
Now *that's* the Service.

that difficult, provided you take a minute to think about it.

For example, let's suppose you put the players in charge of security for a valuable ambassador. The players take this to heart and spend hours working out every detail of a great—and I mean GREAT—personal security cordon around this guy. It is air-tight. Nothing gets in or out. The problem is, your plot point requires his death, so you kill him anyway, and the adventure flows on.

Bad. Very bad. This tells the players that they were suckers to spend three hours working on this stupid plan, because no matter what they did, this guy was toast. Why? For the worst reason imaginable—it was convenient for the referee. It tells them that their actions mean squat in the big balance of things—all that matters is referee whim and plot necessity.

But what if your plot really, really, *really* needs the guy to croak? What do you do? Do what we did in "The Once and Future Emperor": Have him killed just as the players are arriving. That way they have no control over events or the ability to alter them for a fairly plausible reason—they weren't there yet. (They also don't have any time and effort invested in a useless cause, which is good.)



ADVENTURES IN COALITION SPACE

Both you and your players have considerable freedom when deciding how to structure adventure campaigns set in Coalition Space.

Your players can, if they wish, play active-duty members of the armed forces of the Coalition serving as part of RCES mission teams. Since the Service is pretty informal, they still have some freedom of action. Also, although teams are tailored for each specific mission, the RC recognizes the value of small group cohesion, and so successful teams (i.e., your players) will tend to be kept together. The team can even come to include a regular group of NPCs over time.

A second alternative is that the players are Free-Lancers, people who take RCES assignments from time to time, but also do some trading, exploring, or even mercenary work on the side between missions. (There are a lot of small governments out in the Wilds that can use help against their more aggressive neighbors.)

Finally, there are lots of people who may never work directly for the RCES but who are active out in the Wilds and who periodically come back to Coalition Space to sell booty at Auction. These characters will not have as many friends and connections in RCES service, but will be better plugged into the Free Trader Network and will have considerable freedom of action.

The Scent of Adventure

All adventures start with information (the "Setup" in our model of adventure design). In most cases, this information makes the players aware of an adventure possibility and the means to carry it out. In general, this information is provided either by rumor or a patron.

Rumors: In this situation, no one is trying to get the players to undertake a mission, at least not at first. Instead, they discover information by chance which suggests the possibility of the adventure. Usually these rumors come either from a chance encounter (either with a previous contact or with a total stranger) or from the Free Trader Network. Armed with this information, players can set out on their own to make their fortune (or report to their superiors what they know and their recommendations for action).

Patrons: In this situation, the characters are contacted by people or agencies already armed with a plan of action which they wish the characters to carry out. The patron can be the RCES itself, a member world, a corporation interested in opening up new trade or salvage, a government in the Wilds, a Free Trader in need of muscle or a specialized skill, or even parents interested in finding their missing child in the Wilds.

As to the types of information available, we have provided a fair amount here in this sourcebook. Something to remember, though, is that most of those we have provided serve to illustrate an aspect of a planet or "advance the plot." That's a much better way of showing what things are like in Coalition Space and the Wilds than just having page after page of essays.

However, many (possibly most) of the adventures you run don't have to do that at all. Many perfectly acceptable adventures are simple mysteries, bodyguard assignments, industrial espionage, and so on. These sorts of adventures make the history-

changing ones that much more exciting. Remember, if everything your players do changes history, how big a deal can it be after a while?

The Ride

Traveller is a game about interstellar adventure and travel. Sometimes getting there is half the fun, and it's always a prerequisite to the fun. How do your player characters get there? If they are operating on their own, they will either have their own vessel or they will have to book passage, somehow. This may mean travelling on a liner to a regularly visited world or taking passage (maybe even a working passage) on a Free Trader's ship.

If a patron is involved, however, a ship will usually be available. In some cases, passage is provided (and may even serve as part of the characters' "cover" if engaged in a clandestine mission). In the Service, of course, the Navy or RCES usually gets you there. If a ship is required and the characters don't have one of their own, the patron may loan one to them, under the assumption that it will be returned in reasonably good shape after the mission.

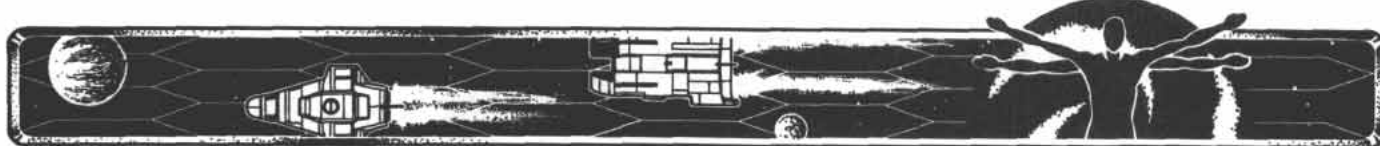
Key Mood Elements

There are some key mood elements of Coalition Space that you should consider when preparing an adventure. That doesn't mean you should slavishly make something up to illustrate each of these, as that becomes old very quickly. But you should ask if the things the players see are consistent or inconsistent with these elements. Having this mood always subtly there as a backdrop to the adventure campaign is what makes this not just another generic science-fiction universe, but an ongoing story about real people and real places. What are those elements?

Coalition Informality: There aren't Lord Grand Admirals of the Combined Fleet, with glittering uniforms. Well, there are, but they are all out in the Wilds, and their "Combined Fleet" usually consists of a Fat Trader with the jump drives ripped out and a laser jury-rigged into the cargo hold. In the Coalition, most people don't stand on ceremony.

Member Rivalries: There are real tensions between the different cultures of the Coalition, and they aren't over trivial things like which end of a boiled egg to open first. Your players, even if from different worlds, may be willing to put these differences behind them and work together in harmony, and if so more power to them. That's kind of the point of the Coalition, after all. The NPCs they run into may not be quite so broad-minded, however. Nobody is likely to pull a gun and start shooting, of course, but don't expect covert agents working for Oriflamme Marine Intelligence (as opposed to the RC) to blow their cover just to help out a couple clumsy eye-lights that get into a jam. (Or if they do, don't expect them to be graceful about it.)

The Collapse: The Wilds have been shaped ("twisted" is probably a better word) by the Collapse and its aftershocks, and the reminders of it are everywhere. There are hardly any people alive who remember those days, but most people had older relatives or friends when they were young who experienced it first-hand and gave vivid accounts. Whenever you are thinking through what a house, or a city, or a civilization is like, remember that it is built in or from the ruins of the old world.



New Beginnings: But by the same token, remember that new buildings, cities, and civilizations *are* being built over the rubble. Some of them are pretty bizarre, admittedly, but the New Era is not a time of death and decline, but rather a time of renewal. The old structures have been swept away, and everyone has a chance to make a new beginning. Remember that if you were to sum up the feeling of people throughout the Coalition in one word, it would be *excitement*. People are genuinely excited about the task before them, daunting though it may seem.

Virus and Vampires: Virus isn't what started the Collapse, but it certainly completed the process. Virus is not dead, but it isn't as omnipresent as it once was. Most of the early strains suicided after they became active, and most mutant strains weren't "viable" in the long run. The few strains left, however, are cunning and very dangerous.

These few strains mostly exist in vampires, either individual vampire ships or entire vampire fleets. Virus is one of the truly exotic aspects of the New Era, and is a spice best used sparingly in the recipe of your campaign. Too many encounters with Virus or vampire fleets will render them mundane, like randomly rolled bandit encounters in a fantasy campaign.

Instead, make each vampire your players encounter unique, a major NPC complete with its own personality, motives, goals, interesting world-view, and devilish plot. If vampires are encountered only rarely, but those encounters are thrilling, dangerous, and intensely interesting, the fear of a vampire encounter will always color your campaign. If, on the other hand, vampire ships are common as dirt but almost impossible to defeat, it's hard to see how interstellar trade will ever be re-established (and impossible to see how the Free Traders managed to survive this long). Finally, if they are very common and easy to defeat, they just become an annoyance, like roaches.

Rewards

"What's in it for me?" your players ask, and well they may. Experience, the joy of the game, and the pleasure of your company are all possible answers. What they really want to know, however, is how much is that in MCr?

The Coalition pays people, but not very much. People are supposed to *want* to do this stuff, and so payment is a recognition that they've got to live and pay expenses so they can keep on doing it.

The main source of income will be sale of technology at Auction. There is a separate section on Auction, and you should read through that. Ultimately, though, the price paid is going to be up to the referee. In order to calculate it, determine the wear value of the item (usually pretty high if it was recovered from the Wilds) and reduce the price accordingly. Make any further adjustments (up or down, but usually down for very expensive items and up for very small or portable items) you feel appropriate due to demand or available money. Then remember that the organization running the auction (usually RCES) takes its cut off the top.

Some things aren't sold at Auction and instead are kept by the finders for personal use. When the mission is sponsored by RCES, finders are expected to pay the normal finance cut of the

expected Auction sale price directly to RCES (after it has been assessed by an RCES official). In practice, RCES will often waive the fee as additional recognition of a job well done.

Ships taken from the Wilds and put in operation often have the ownership divided up among all personnel who shared in its capture (after RCES takes its cut off the top in the form of percentage ownership). These are known as "ship shares," and it is common for personnel active in the Wilds to hold shares in numerous different ships at the same time. These are treated as a form of long-term investment, as the ship itself seldom generates a large cash profit. In fact, ships which suffer repeated cash losses over time may be subject to repossession by creditors unless the owners provide extra cash. Players with a ship share may suddenly have to come up with a few thousand credits to maintain their ownership position.

Finally, exploratory missions to uninhabited worlds or regions often carry a small cash payment for services but also offer an ongoing royalty of the profits of machinery or resources extracted as a result of the survey. This is usually a small fraction of a single percent of the total profits, but can provide a small, steady income over time. (There's nothing nicer than coming home from a tough month out in the Wilds and finding a nice little royalty check waiting for you.)

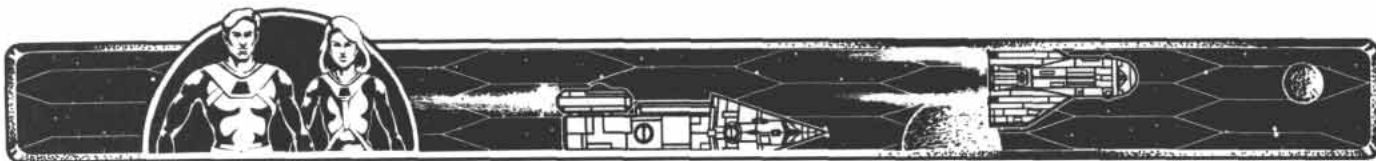
Free Traders and free traders

The term Free Trader can be very confusing, as it refers both to a group of individuals and a type of merchant vessel. Free Traders (the people) are men and women who owe allegiance to no government, who call no planet home. In many cases, they were born on ship-board and have never lived "dirtside." These Free Traders form a loose-knit tribal community and are the only vestige of interstellar commerce in Collapsed Imperial Space, albeit a sparse vestige. Back in Imperial times there were free traders as well, but the term was merely a description of a job (like "gas station attendant") rather than of a unique way of life under circumstances where there is no longer any interstellar authority. The Free Traders of the New Era are a nation without a state, but form a continuous link to a lost epoch.

The vessels called free traders are a small and relatively cheap type of merchant ship. Although these free traders can be of various specific classes (*Beowulf* TL-15 free trader, *Moraine* TL-10 free trader, etc.), all share certain characteristics: they displace 200 tons, have jump-1 and 1G performance, and have a simple and inexpensive electronics suite.

During Imperial times, the starship free trader was often capitalized in order to specify those precise performance parameters, while the free trader profession was lower case as befitted a general job description. However, in the New Era these terms are differentiated in the text by the use of lower case for the vessels as opposed to upper case for the people.

Finally, Free Traders who have regular contact with the Reformation Coalition do not fly free traders; you can't get to Coalition Space from the Wilds with a jump-1 ship.



DETAILING THE WILDS

Traveller world creation provides referees with a concise and standardized Universal World Profile (UWP) which includes the most important information on the physical environment and the population of the planet. The UWP is never intended to be the sum of information about a world; indeed, it is a rather over-broad and soulless set of statistics. Rather, the UWP suggests the general parameters of the more detailed information actually necessary to adventure on the world. The referee is responsible for generating this more detailed information.

The following section is designed to make the referees' lives a little easier by helping them add the political, technological, and military background detail to governments in the Wilds necessary to run *Star Viking* operations against them. Before presenting these rules, however, a word concerning their use is in order.

There are many times during a *Traveller* game that a referee will have to generate information, ranging from the types of cargoes available for trade at a starport through the motivations of an individual NPC to the sorts of demographic, political, and military information covered below. Although it has been said before in the basic rules, the following philosophy bears repetition:

The first recourse of a *Traveller* referee should always be his or her own unfettered imagination. Search your own mind for exotic worlds, political relationships, cargoes, motivations, etc. If (and only if) you have no clear idea of the sort of world (or character or event) you want to introduce to an adventure should you consult the various tables and charts for inspiration. At that point, examine them for items or results which will fit your adventure ideas of this particular region of space. If no one result is particularly well-suited to your needs, use a die roll to

pick something and devote your imagination to more important things.

However, you will often be pleasantly surprised that once you have randomly generated one or more pieces of information, you find that the creative act of making sense of a random result unlocks tremendous new vistas of creativity in your own mind. Sometimes if you feel stuck in a rut, that you just can't come up with a fresh idea, a die roll or two will be just the thing to get your mind into gear again.

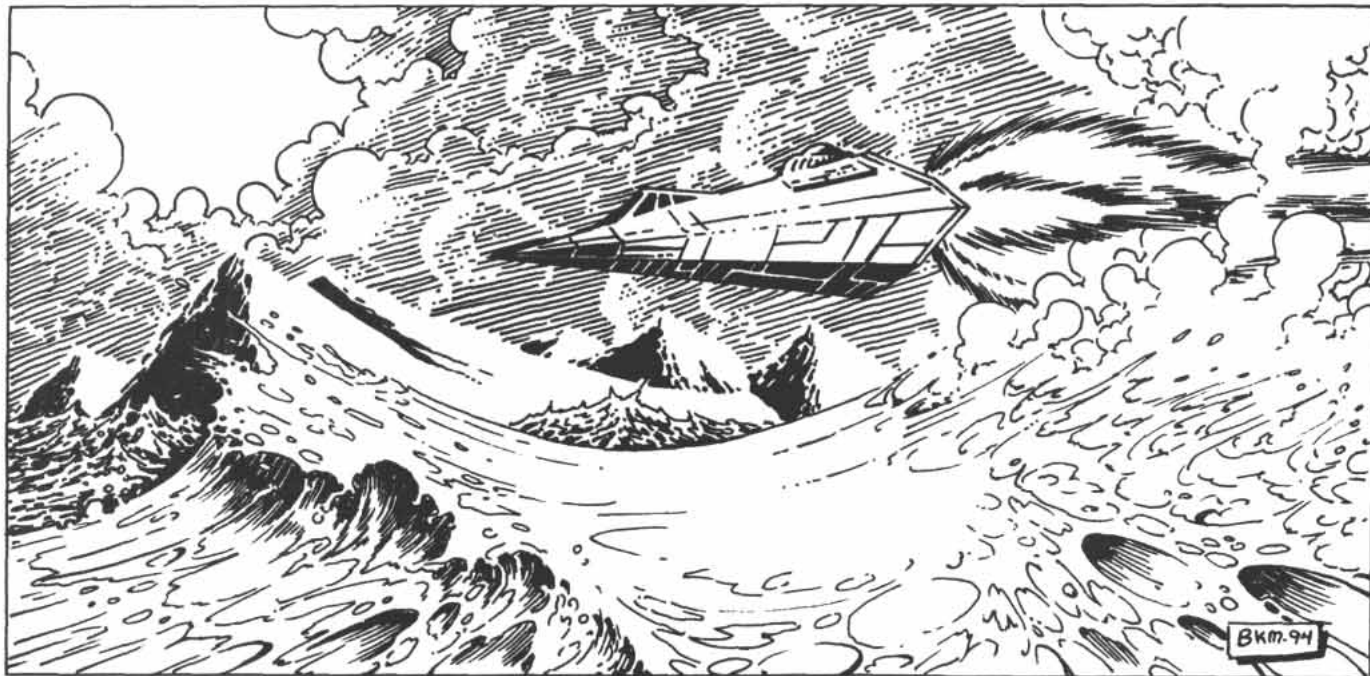
You should never feel limited by the entries as they appear on a table or chart. These rules are intended to assist you and liberate you from the routine tasks of making up certain mundane details of worlds; they are not in any way intended to restrict your options or imagination.

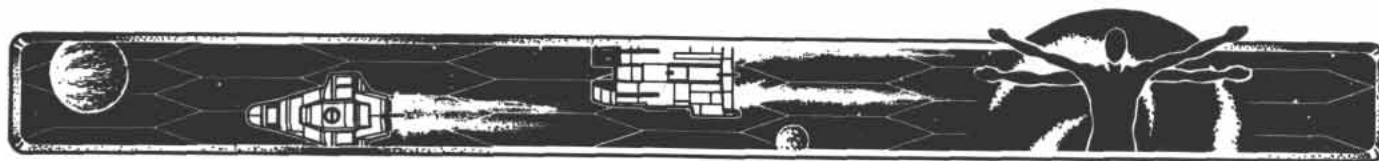
As the *Spiri* are so well aware, you should never allow yourself to become a prisoner of your own tools.

World Maps

Photocopy the blank geodesic world map form from the *Traveller Players' Forms* book and then take a moment to look at it. You will notice that there are a total of 20 large triangles comprising the map area, two of which are divided in two, with half on the right side and half on the left side). In other words, each two triangles represent one tenth, or 10 percent, of the planet's surface area. That's an obvious, but still valuable, piece of information, since it will save you from having to make tedious counts of individual hexes when drawing in lakes, seas, and oceans.

Armed with this knowledge, look at the world's hydrographic number. If you multiply that number by 2, you have the approximate number of triangles on the map which will be water. A world with a hydrographic code of 8, for example, will have 16 (out of 20) large triangles covered by water. Take a





blunt-tipped pencil and lightly shade in that many triangles. You can shade in partial triangles if you like by counting two triangles half shaded as a single shaded triangle. Now look at what you have and make any adjustments you feel like. Afterwards, draw in the coastlines around the bodies of water. Don't follow the triangle boundaries for this, but instead let them meander as much as you like, so long as the final enclosed area ends up about the same.

Next, draw in some islands. You may want to scatter them randomly, or you may want to make them an extension of a peninsula already present, so they look like a natural extension of some geologic feature. Islands, of course, reduce the amount of water, but you can restore the balance by adding another large body of water or several smaller inland lakes.

If the world has a hydrographic value of A (10), we assume that it has over 95% of its surface covered by water, which means it will be entirely sea, broken only by scattered islands. How many islands? If it is over 95% sea, that means that there is less than one full triangle of land. Each full triangle consists of about 24.5 full hexes. Since most island hexes actually contain about half water and half land, we can set an absolute upper limit of about 45 island hexes, and generally aim for about half of that number.

As to the rest of the world's terrain, try to look at the water you've drawn and see what it suggests about the surface of the land. Are there mountain spines that separate two bodies of water? Does a peninsula and archipelago suggest the gradual tapering off of a larger mountain chain inland? Can you see where tall mountains near the equator might cause airborne moisture to unload on one side, making a rain forest, and leave the other side dry, creating a desert? Is there enough water in an area to support lots of vegetation? If so, it may be mixed terrain. If not, and it is fairly flat, it may be steppe. If it is broken ground near a mountain, it may be badlands. If it is near the poles, it may be tundra.

Most forms of terrain are explainable, with some exceptions. Ice is usually found at the poles or in glaciers high in the mountains. Rain forests are frequent near the equator (if there is sufficient moisture), but can also be found in temperate climates if the geographic location results in high amounts of rainfall (as is the case with the temperate rain forest of the American Pacific Northwest). Deserts can be found close to water, such as the Sahara Desert which reaches all the way to the Mediterranean Sea).

Finally, don't feel limited to the terrain types we have included. We have deliberately simplified the terrain for ease of explanation. If you want to have several hexes of solid swamp, like the Everglades, fine. If you want a thousand or more kilometers of dramatic canyons like the Grand Canyon, terrific. What about a one-hex mesa hundreds of feet taller than the surrounding ground level? Sounds cool. Do it.

Population of Balkanized Worlds

Balkanized worlds (which are fairly common in the Wilds) have their population divided between several states, but

how? The following procedure is an easy way to divide them up.

Different population levels have different die rolls and proportions of division, but in all cases the basic procedure is the same. The referee rolls a die, and the result is the number of states among which a portion of the population is divided. That portion of population can be divided evenly among those states, or it can be divided unevenly, at the referee's option. The result is a low-brainpower mechanism for generating a varied number of states with a variety of populations.

As an example, consider a world with a population of 8,000,000 (population code of 6, multiplier of 8). On the chart below, this is termed a High Moderate population. For the purpose of illustration we will assume average die rolls.

First, 50% of the population is divided among 1D6 states. A die roll of 3 means that three nations divide 4 million people among them, which works out to about 1.3 million people each, or one nation with 2 million and two nations with 1 million, or any combination you like.

Second, 25% of the population is divided among another 1D6 states. A die roll of 4 means that four nations divide 2 million people among them, which works out to about half a million people each.

Finally, the remaining 25% of the population is divided among 1D10 states. A die roll of 5 means that five nations divide 2 million people among them, which works out to about 400,000 each (or one with 600,000, three with 400,000, and one with 200,000, or any other combination desired).

High Population (Code 9+)

50% divided among 1D6 states
25% divided among 1D6 states
25% divided among 1D20 states

High Moderate Population (Code 6-8)

50% divided among 1D6 states
25% divided among 1D6 states
25% divided among 1D10 states

Low Moderate Population (Code 4-5)

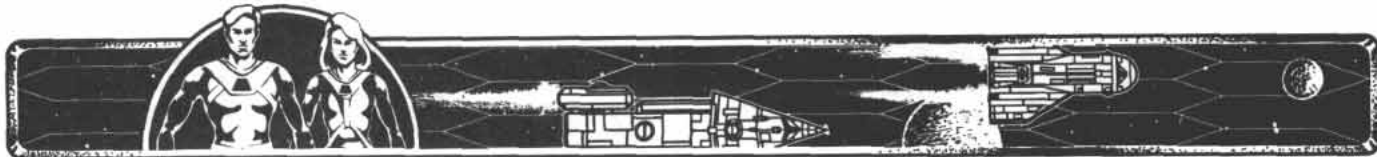
50% divided among 1D6 states
50% divided among 1D10 states

Low Population (Code 1-3)

100% divided among 1D6 states

Governments

The government type code tells you its structure and organization, but those are fairly formal characteristics and don't tell you much about how it thinks or behaves. We've identified five characteristics that should help you give these governments more of a face, or personality. In all cases, these can be applied either to the key rulers or to the overall structure of the government, or even to the entire society, or any combination of the above, entirely at the referee's option. You



can find examples of all of the above in various governments and societies described in this book.

Corruption: This can relate to something as simple and practical as how prevalent bribery is to deeper issues of what the ruler/society values most: integrity or wealth.

Talent: This can mean that the leader is brilliant, or that government service is highly regarded, and thus tends to attract the "best and brightest."

Cruelty: Does the government use torture on individuals? Does it disperse crowds of demonstrators by opening fire on them? These are generally considered symptoms of cruelty by government. A cruel society may be one routinely used to a high level of violence, perhaps including mob action and riots.

Aggression: Usually this is an indication of the extent to which one country covets the territory of another. It may indicate a general push for conquest or expansion (such as Nazi Germany), or it could indicate a particular concern for one parcel of territory held by a rival power (such as Argentina's claim to the Falkland Islands).

Paranoia/Xenophobia: This can refer either to a conviction that various groups are actively involved in conspiracies against the government or society, or it can refer to the fear and mistrust of anything alien, foreign, or unusual. It can refer to the personality of the leader, the policy of the government, or the psychology of the entire populace, at the referee's discretion.

To determine these five characteristics, roll a D6 for each of them and note the result. A 1 or 2 indicates a low level of the characteristic, 3 or 4 indicates a moderate level, and 5 or 6 indicates a high level.

But wait, you say, surely some forms of government are inherently less cruel, or more likely to encourage talent, than other forms. You may be right, but we are not going to suggest which ones or to what extent. You should make that determination, and either modify the die roll or the final result accordingly. Remember, though, that governments really do come in all sizes and shapes, and if all representative democracies are the same (are Germany, Great Britain, France, Japan, Italy, and the United States, democracies all, really identical?), all charismatic oligarchies are the same, etc., it really defeats the purpose of the above mechanics.

Expanded Leader Talents

Sometimes a leader will be so important an NPC (or a governmental structure may be so important to a campaign) that you may wish to break down that leader's (or government's) talents among several areas. If so, roll the D6 again once for each of the following areas, and record the results using the same system as noted above. Once again, feel free to modify any roll or result, or simply dictate what the result will be without a die roll, as often as you wish.

Administration: How efficiently does the mechanism of state run? This covers selection of subordinates, efficiency of taxation and finance, provision of supplies and equipment to troops in the field, and so on.

Diplomacy: This covers the ability to persuade other states of the sincerity of the leader's or government's intentions and a talent for negotiating treaties and agreements favorable to the state.

Intrigue: This can cover either palace or internal political intrigue or a talent for international espionage, either in collecting information or misleading the opposition.

Military Strategy: This shows how well the leader or nation anticipates the military actions of its opponents and makes plans to counter those actions or achieve its own goals.

Military Tactics: This is a measure of how well a leader understands the actual tactical direction of troops, or the soundness of the tactical doctrine adopted by the nation's armed forces.

Leadership: This measures the personal charisma of the leader or the ability of the nation to select and promote strong, talented leaders.

Tech Decline

Most worlds in the Wilds have declined from their pre-Collapse technology level. There are three tech levels of interest for worlds in the Wilds: original, intermediate, and current.

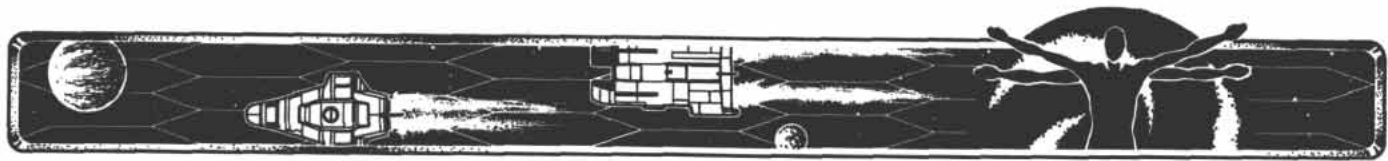
The original tech level was that for the world before the Final War (i.e., the Imperial tech level). The intermediate tech level is a (generally) lower one to which the world fell during the long, "Hard Times" late in the Final War, but before the Collapse. The current tech level is the one for the world effective in NE 1, and is also called the New Era tech level. The original (pre-Collapse) and current (New Era) levels are usually already known by means of the world creation system provided in the basic game. The intermediate tech level is not.

Intermediate Tech Level: Some manufacturing infrastructure was established during the Hard Times, and so even if a world has fallen further in tech since then, there are usually still artifacts of this tech level available. To determine intermediate tech level, roll 1 D6 and subtract the result from the original tech level, but never reducing it to less than the New Era tech level.

Lost Tech: If the decline in tech from the original to the New Era levels was too dramatic, there is a chance that all usable artifacts of the original tech level will be lost. Subtract the New Era tech level from the original tech level and note the difference. Roll 2D6. If the roll is greater than the tech level decline, equipment from the Imperial and intermediate tech levels is still in use; if the result is less than the decline, all tech above the New Era tech level (including the intermediate TL) is lost.

Note that this does not mean that there are definitely no remaining recoverable artifacts, only that none are in use by the population. This may be due to damage or disrepair, but may also be due to simple ignorance and superstition.

Exception: Worlds with TED governments (Wilds government type 6) which regress (i.e., lose all trace of the higher tech level by the procedure above) still retain artifacts of the intermediate tech level; it is this tech level gap upon which the



TED is based. However, this tech level is automatically 6 less than the Imperial tech level (but never less than one higher than the New Era tech level).

Artifacts: Once you know that a world has declined in technology, how do you know what, if anything, is left lying around to be salvaged? Specific decisions are left to the referee, but there are some general guidelines to follow which can make the job easier.

First, remember that Virus came at the end of the Final War. There was a tremendous amount of damage caused by the war itself, and many naval bases had already been destroyed or badly damaged before Virus hit. When Virus hit, orbital facilities were particularly vulnerable to its effects, and ground-based landing facilities were often destroyed by crashing spacecraft.

The environment on the world has a lot to do with what is left, as well. Insidious and corrosive atmospheres are extremely destructive, as is saltwater, but vacuum is much less harmful because the lack of weather effects. Take the environment into account when determining the wear state of recovered equipment.

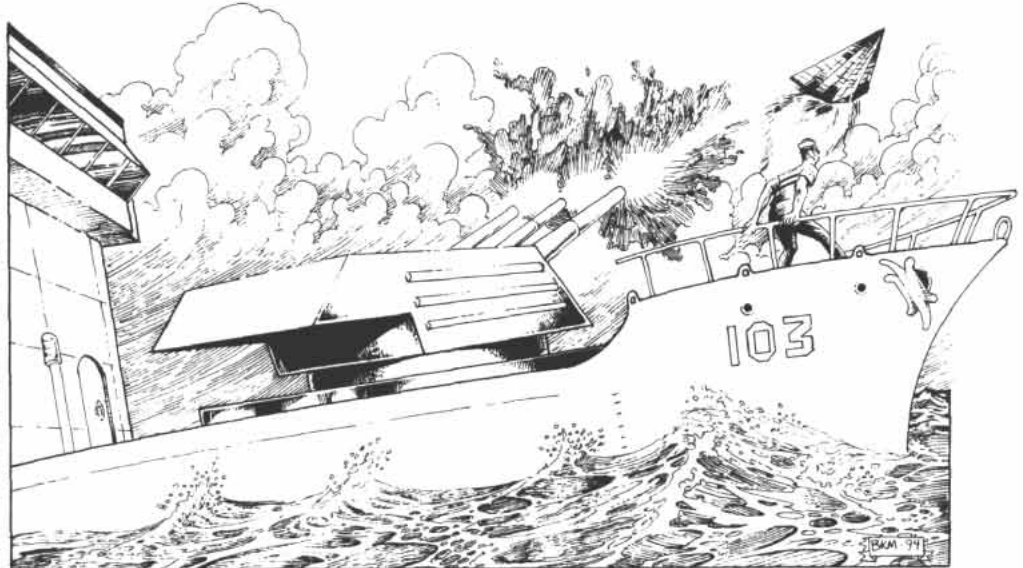
Beyond considerations such as the above, however, the most important determinants will be the pre-Collapse population. The more people there were on a planet, the more stuff they had, and so the more stuff there probably is still lying around. The following table gives a rough guide to the sort of things a population is likely to have left behind after 75 years:

Code	Population	Stuff
1	up to 99	Refuse
2	up to 999	Traces of habitation
3	up to 9,999	Traces of habitation
4	up to 99,999	Occasional ruins
5	up to 999,999	Ruins, occasional artifacts
6	up to 9,999,999	Artifacts, assembly plants
7	up to 99,999,999	Facilities, light manufacturing plants
8	up to 999,999,999	Extensive facilities & heavy manufacturing plants
9+	1,000,000,000+	Very extensive facilities & manufacturing plants

The Armed Forces

The military assets available to a world are particularly important to Star Viking campaigns, as getting shot at focuses the attention like nothing else can. The following system is a comprehensive treatment of planetary military forces.

1. Total Personnel: The greater the perceived threat or need for security forces, the more resources will be devoted to defense. This system uses total personnel as a useful gauge of



the resources devoted to the military.

On balkanized worlds, each nation averages 1% of its population in the armed forces. (This can easily vary by 50% or more in either direction.)

On non-balkanized worlds, only about 0.25% of the population is in the armed forces.

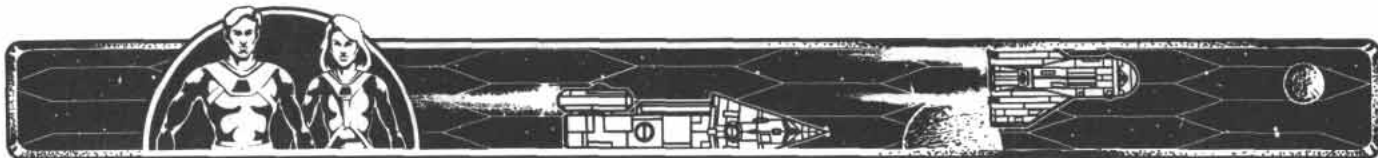
For high population worlds or countries, multiply the total number of personnel by 0.5. Note that not all of the nations on a balkanized high population world will be subject to this additional multiplier; only those nations with a population of 1 billion or more will be.

2. Composition By Service Branch: There are four service branches considered in this system, although not all worlds will have all of them. (Most worlds, for example, do not have a space force, and many do not have an air force.) On some worlds, the services covered by these rules may actually be broken down into separate services, but that is more a function of local background color than one of true function, and so is left to the referee. (Some examples are the "wet navy" in US service being broken down into the navy and the coast guard, the air force being broken down into the air force, Marine aviation, and naval aviation, and the ground forces being broken down into the army and Marines. Of course, you still get to count rotary-wing aviation any way you like—all five services have some.)

Personnel in each branch is determined by branch and as a percentage of the total personnel in the armed forces.

A. Wet Navy: The base percentage of the total personnel in the wet navy is equal to the hydrographics code of the world. For example, a world with a hydrographic code of 8 would have a base of 8% of its total personnel in the wet navy. This percentage is modified as follows:

If a maritime power on a balkanized world, multiply by 2. A maritime power either has no land boundary with another state or has part of its territory separated from another part by open sea.



If the major power on a balkanized world, multiply by 2. The definition of a major power is left up to the referee, but certainly includes the largest state and may include all states in the highest population bracket (as determined by the first die roll in the distribution of population mechanics above).

If landlocked, multiply by 0.1 (with all wet navy units being riverine).

If high population world or nation (population code 9+), multiply by 0.2.

On worlds with high tech levels and high hydrographic percentages, the referee may choose to convert part of the wet navy personnel to amphibious troops (Marines).

B. Air Force: On early stellar tech level worlds (TL of 9+), this service is generally called the Aerospace Control Command (ACC) and includes orbital and suborbital spacecraft as well as conventional aircraft. The base percentage of the total personnel in the air force is 20%. This percentage is modified as follows:

If the current TL is 4 or less, reduce percentage to 0 unless the ruler is a TED who controls a starport, in which case multiply the percentage by 0.25.

If current TL is 5, multiply by 0.5.

If current TL is 8+, multiply by 1.5.

If the major military power on a balkanized world, multiply by 1.5.

If high population world or country (population code 9+), multiply by 0.2.

C. Space Force: Only governments which control a starport have a space force. The base percentage of the total personnel in the space force is determined by the starport type, as shown below.

Type	%
A	10
B	8
C	6
D	4
E	2
X	0

This percentage is modified as follows:

If the current TL is 8 or less, reduce percentage to 0 unless the ruler is a TED with a starport in his or her territory, or there is remnant technology from TL 9 or higher available, in which case multiply the percentage by 0.25. In either case, all ships are capable only of in-system travel, and may not conduct interstellar jumps (even if equipped with functional jump drives).

If current TL is 9 or 10, multiply by 0.5.

If population is 8, multiply by 0.2.

If population is 9, multiply by 0.03

If population is 10+, multiply by 0.004

D. Ground Forces: All remaining personnel belong to the ground forces.

3. Force Structure: The size of each service having been established, it's now time to determine the principal equipment and units deployed. Note that when the guidelines

below indicate that there will be one ship or spacecraft per number of personnel, that number of personnel does not equal the vessels's crew. In fact, only a small percentage of those personnel will comprise the actual crew. The remainder are support personnel manning ports, supply and maintenance facilities, etc.

A. Wet Navy: In general, the wet navy has one combatant for every 500 personnel. Combatants include both surface vessels and submarines, and may also include specialized amphibious warfare vessels. In large services (with more than, say 30,000 personnel), roughly half of the personnel will serve on major combatants, and there will be one in service for every 1500 personnel serving with them. Major combatants are battleships, aircraft carriers, cruisers, large missile submarines, etc. The balance of the force will provide crews for regular combatants. In small services, with fewer than 5000 personnel, part or all of the personnel may man armed patrol craft. One armed patrol craft will be in service for every 250 personnel manning them. (For navies of TL-3 and less, major combatants include three-masted line-of-battle sailing ships and frigates, armed patrol craft include vessels of two masts and smaller.)

B. Air Force/ACC: The air force has one aircraft or strategic aerospace defense (AD) battery in service per 200 personnel. (Each strategic AD battery usually controls 4 launchers.) On lower tech worlds these will mostly be aircraft. On higher tech worlds they may also be batteries of directed energy weapons or missile systems designed to defend orbital and suborbital airspace.

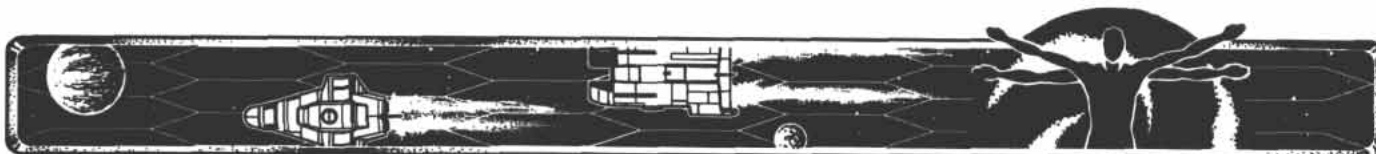
C. Space Force: The space force has one combatant for every 500 personnel. Combatants include purpose-designed warships. In large services (with more than, say 30,000 personnel), roughly half of the personnel will serve on major combatants, and there will be one in service for every 1500 personnel serving with them. Major combatants are ships of 1000 tons displacement or more. The balance of the force will provide crews for regular combatants. In small services, with fewer than 5000 personnel, part or all of the personnel may man armed merchant craft. One armed merchant craft will be in service for every 250 personnel manning them.

D. Ground Forces: Ground forces have one division equivalent in service for every 20,000 personnel. For smaller forces it is more convenient to deal with battalions. Ground forces have one battalion equivalent for every 2000 personnel.

4. Equipment: Determine the tech level of equipment being used.

A. Wet Navy: 5% of the vessels are from the pre-Collapse tech level, 15% are from the intermediate tech level, and the remaining 80% are from the New Era tech level. If the original tech level is lost, all vessels are from the New Era tech level (even if belonging to a TED with some remnants of intermediate tech level available).

B. Air Force/ACC: 5% of the aircraft or missiles are from the pre-Collapse tech level, 15% are from the intermedi-



ate tech level, and the remaining 80% are from the New Era tech level. If original tech level is lost, all aircraft are from the New Era tech level (unless serving for a TED with some remnants of intermediary TL, in which case 20% are from the intermediary tech level).

C. Space Force: Since virtually all surviving spacecraft are "found" vessels, there is no limit (or even much pattern) to what types or tech levels of vessels may be found in service with a world's space forces.

D. Ground Forces: 10% of the ground forces are picked troops, and have the best equipment (highest tech level) available. 30% are line troops, and are well equipped with items from the current tech level, and may have a small amount of equipment from the intermediate tech level. The remainder are conscripts, militia, security troops, and other types of second-line defensive forces, lightly equipped at the current tech level.

5. Training and Experience: Training is listed in terms of the most common NPC experience level encountered in the unit (although there may be occasional personnel in the unit with higher or lower experience levels).

Note that the NPC experience levels listed below describe personnel prowess in their *primary combat assets*, and not

necessarily in terms of Initiative, physical attributes, or unarmed combat damage (see TNE, page 59). This means that a Veteran spacecraft crew will have high Sensors, Screens, Ship's Engineering, and Gunnery skills, but will not typically have Veteran-level ratings in unarmed combat, small arms, etc. An exception to this caveat are ground forces personnel, whose NPC experience levels will typically cover a broader range of combat applications.

A. Wet Navy: Personnel are usually Veterans in the service of major maritime powers, Experienced in the service of other major powers or non-major maritime states, and Novice for all others.

B. Air Force/ACC: The air force is usually Veteran or Experienced for major powers and Experienced or Novice for minor powers.

C. Space Force: The space force is usually Experienced unless from a world with a tech level of 8 or less, in which case it is almost always Novice.

D. Ground Forces: Picked troops are Veterans on balkanized worlds and Experienced on others. Line troops are Experienced on balkanized worlds and mixed Experienced and Novice on others. Militia and other second-line defensive troops are almost always Novice.

Organization of Ground Forces

While total strength is given, a measure of combat units is also provided in terms of Division Equivalents or, in the case of smaller forces, Battalion Equivalents.

A force averages one battalion equivalent per 2000 enrolled personnel. The battalion equivalent is more appropriately called a Maneuver Battalion Slice, which means it represents one maneuver battalion and its "slice" of the entire support personnel of the armed forces.

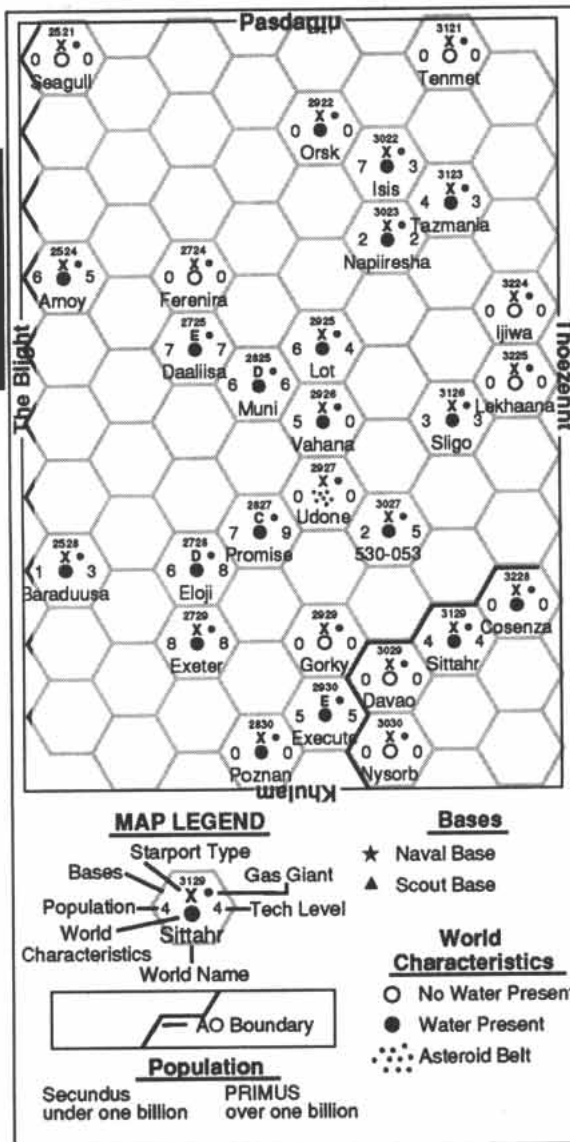
A standard battalion equivalent usually consists of one maneuver battalion (of about 500 men), one support battalion (of about 500 men), and up to 1000 other personnel in the supporting military infrastructure. Maneuver battalions are close combat units, including infantry, cavalry, armor, airborne, commando, etc. Support battalions include both combat support (combat engineers, field artillery, air defense artillery, antitank artillery, coast defense artillery, fortress artillery, etc.) and non-combat support (signal, forward supply, transport, maintenance, military police, etc.). Infrastructure includes medical, veterinary, administrative, training, theater and rear area supply, judge advocate general, and general staff personnel.

Larger forces are measured in terms of Division Equivalents. A force has one division equivalent per 20,000 enrolled personnel, and on the average it consists of 10 maneuver battalions, 10 support battalions, and 10,000 infrastructure personnel.

This does not mean that the troops on the world are necessarily organized into traditional battalions or divisions. They may be grouped in Legions, Hordes, Maniples, Tercios, Columns, or any of a variety of units. These terms above are used to give the user a rough idea of the equivalent combat power of the force.

Battalion Organization: The battalion is a fairly standard organizational building block, one which has stood the test of time, and which is likely to have a close equivalent in any armed force. From tech level 5 and up, the typical battalion consists of five companies of about 100 men each: three line companies, a support company, and a headquarters company. The three line companies would be infantry in an infantry battalion, tanks in a tank battalion, etc. The support company would have heavy weapons in an infantry battalion, possible maintenance support in a technically demanding unit (such as aerospace defense or even armor), heavy engineering equipment in an engineer battalion, or might be omitted altogether. The headquarters company includes command, staff, and logistical support elements, such as medical, supply, field kitchens, communications, etc.

At tech level 4 and below, the battalion tends to consist of four companies, each of between 125 and 200 men, giving the battalion a strength of from 500 to 800. (The manpower for larger battalions is achieved by a reduction in infrastructure personnel. Earlier armies had less need for maintenance and similar duties.) There are very few specialized heavy weapons, and these tend to be grouped in separate combat support battalions, usually under the artillery heading.



Base Codes: N: Naval Base

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: Subsector capital; C:N or D:N indicates that the world was populated in part by Chirpers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); Fl: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. A B in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: LI: Lucan's Imperium; So: Solomani Confederation. 1201 codes are Na: Non-aligned, no off-planet allegiance, use government types on TNE, page 188; Wi: Wilds (no off-world allegiance, and perhaps no off-world contact); use Wilds government type on TNE,

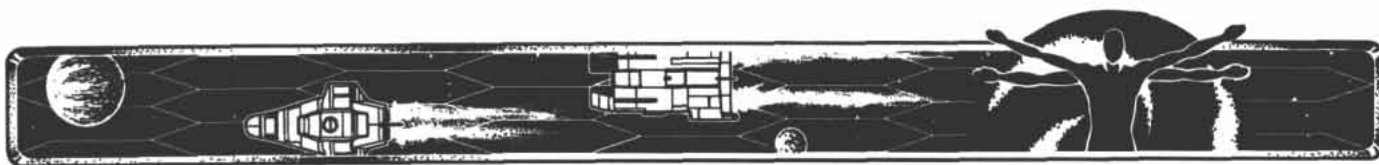
REFEREES ONLY

Dual Listing: Each world is listed twice. Upper line is pre-Collapse data, lower line is New Era data.

PROMISE Subsector in 1201 (Subsector L/Diaspora Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Seagull	2521	D7B1430-9	Ni Fl Lo		103	LI	G2 V
	2521	X7B1000-0	Ba Fl		003	—	G2 V
Amoy	2524	D454634-8	Ni Ag		305	LI	G0 V
	2524	X45466A-5	Ni Ag		305	Wi	G0 V
Baraduusa	2528	C342231-D	Ni Po Lo		215	LI	G3 V
	2528	X342131-3	Ni Po Lo		415	Wi	G3 V
Ferenira	2724	B100165-F	Ni Va Lo O:2825		123	LI	M3 V
	2724	X100000-0	Ba Va		023	—	M3 V
Daallisa	2725	D7677B8-7	Ag C:1		A114	LI	M1 III
	2725	E767734-7	Ag C:2		B414	Wi	M1 III
Eloji	2728	B846647-C	Ni Ag		302	LI	M0 V
	2728	D846644-8	Ni Ag		402	Wi	M0 V
Exeter	2729	A769895-F	Ri		524	LI	K3 V M9 D
	2729	X769866-8			B824	Wi	K3 V M9 D
Muni	2825	B3428C9-C	Po		A605	LI	K4 V M6 D
	2825	D342640-6	Po		605	Wi	K4 V M6 D
Promise	2827	A542999-F	Hi In Po Cp		502	LI	M1 V
	2827	C542786-9	Po		602	Wi	M1 V
Poznan	2830	C232888-A	Po Na		403	So	M4 V
	2830	X232000-0	Ba		003	—	M4 V
Orsk	2922	B535321-F	Ni Lo D:0		A912	LI	M4 V M9 D
	2922	X535000-0	Ba		012	—	M4 V M9 D
Lot	2925	A245666-F	Ni Ag O:2825		A503	LI	K5 V
	2925	X24566C-4	Ni Ag		303	Wi	K5 V
Vahana	2926	B65A577-F	Ni Wa		703	LI	K2 V M5 D
	2926	X65A56D-0	Ni Wa		B103	Wi	K2 V M5 D
Udone	2927	A000599-F	Ni As		314	LI	M0 V
	2927	X000000-0	Ba As		014	—	M0 V
Gorky	2929	A200542-F	Ni Va		911	LI	G1 V
	2929	X200000-0	Ba Va		011	—	G1 V
Execute	2930	C684588-A	Ni Ag		303	So	G1 V
	2930	E684577-5	Ni Ag		B103	Wi	G1 V
Asena	3022	C354855-C			114	LI	M7 II
Isis (ex-Asena)	3022	X35476D-3	Ag		914	Wi	M7 II
Napiresha	3023	B559230-D	Ni Lo		623	LI	K6 V M3 D
	3023	X559202-2	Ni Lo		B123	Wi	K6 V M3 D
530-053	3027	X443201-7	Ni Po Lo		R822	LI	K3 V M4 D
	3027	X443222-5	Ni Po Lo		422	Wi	K3 V M4 D
Davao	3029	D100677-D	Na Ni Va		113	So	M3 V
	3029	X100000-0	Ba Va		013	—	M3 V
Nysorb	3030	C9B6525-C	Ni Fl		733	So	K2 V M4 D
	3030	X9B6000-0	Ba Fl		033	—	K2 V M4 D
Tenmet	3121	B110725-F	Na		203	LI	K2 III
	3121	X110000-0	Ba		003	—	K2 III
Tazmania	3123	A456527-F	Ni Ag		104	LI	G1 V M9 D M6 D
	3123	X45647A-3	Ni Lo		304	Wi	G1 V M9 D M6 D
Sligo	3126	B878322-D	Ni Lo		703	LI	K7 V
	3126	X878344-3	Ni Lo		B203	Wi	K7 V
Sittahr	3129	C766530-D	Ni Ag RsI		405	So	K0 V M3 D
	3129	X766430-4	Ni Lo		B505	Wi	K0 V M3 D
Ijiwa	3224	B300864-F	Va Na O:2827		202	LI	M2 V M6 D
	3224	X000000-0	Ba Va		002	—	M2 V M6 D
Lekhaana	3225	E100223-B	Ni Va Lo		424	LI	G6 V
	3225	X100000-0	Ba Va		024	—	G6 V
Cosenza	3228	B527485-F	Ni Lo		312	So	K2 V M2 D
	3228	X527000-0	Ba		012	—	K2 V M2 D

page 191 (in case of government type 6: "Technologically Elevated Dictator," tech level is world's sustainable tech level; tech level of the TED and his/her support structure is higher, up to world's original tech level); "—" indicates no allegiance because there is no population.



REFEREE'S NOTES FOR PROMISE SUBSECTOR

These notes provide additional information on inhabited and interesting uninhabited worlds in the Promise subsector. Note that there are no Class I or II objective worlds in the primary AO in Promise subsector.

The most striking feature of the Promise subsector, and one which influences the conditions on most worlds in the subsector, is the so-called "Vampire Highway." This is a loose route of jump-2 connections extending from Tenmet (3121) down through the old territory of the Unity of Promise, and eventually into the Promise-Main (which stretches from Cosenza in Promise subsector down to Montezuma in Khulam subsector).

This route is called the Vampire Highway by Free Traders and the Guild, who have to trade in the area due to the large number of vampire fleets which move down along it rimward and then back coreward on what appears to be a periodic basis. Ships captured by the vampires in these sweeps are sent back coreward for reasons unknown.

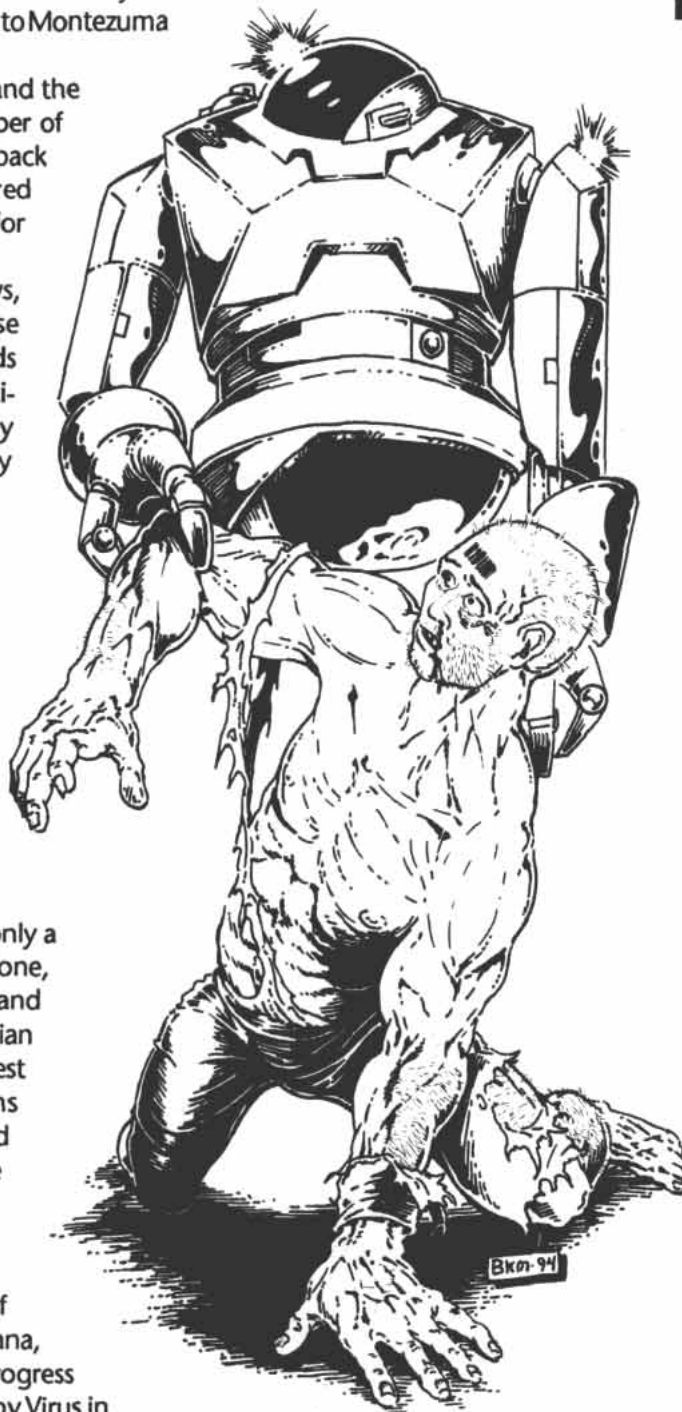
Most of these fleets have some human maintenance crews, and many of them are recruited from the worlds in Promise subsector. The periodic visit of vampire fleets to the worlds accounts for the extraordinary number of planets with dramatically reduced tech levels in the subsector. No world has really had the ability to recover, as any attempt to rebuild invariably ends in a destructive raid.

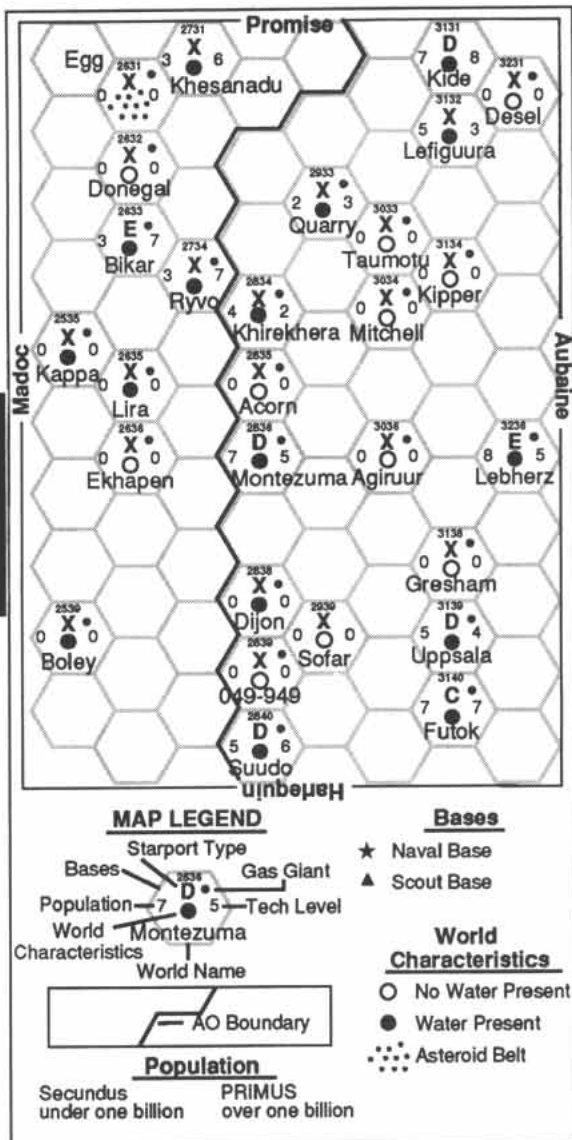
The vampire fleets have made no attempt to exterminate the populations on the worlds, however, and even deal with them on fairly orderly terms. Most worlds here are controlled by TEDs who, in most cases, rule at the pleasure of the vampire fleets which return every six months to two years and provide the TED with additional arms and equipment in return for a fresh consignment of crew slaves.

The starport at Promise is a major maintenance center for Vampire fleets, and Promise itself is the most extraordinary world in the subsector.

Promise: The 60 million human survivors on Promise are only a fraction of the original 5 billion inhabitants. They are not alone, however; there are also somewhere between 30 and 70 thousand sentient Virus-infected robots on the planet, and the totalitarian oligarchy that rules the world is a council made up of the largest sentient data-processing systems on the planet. These systems run the starport and rule the inhabitants, both biological and mechanical. The nominal tech level of 9 is that in use at the starport; most of the planet is barely at tech level 1.

The Unity of Promise: This was one of the smaller political unions which came into being during the period called the Hard Times, filling the power vacuum caused by the ebbing of Imperial authority. The UP comprised six star systems: Lot, Vahana, Udone, Promise, Eloji, and Exeter. It made considerable progress toward regaining stability in the region, but was swept away by Virus in the Collapse.





Base Codes: N: Naval Base; S: Scout Base

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: Subsector capital; C:N indicates that the world was populated in part by Chirpers, the number "N" following the colon indicates how many tenths of the world's population consisted of this race (0 = 10); De: Desert; Fl: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

TPPG: Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. A and R in 1119 Travel Zone indicate Amber and Red zones, respectively. A B in the 1201 Travel Zone column indicates a Balkanized world: the UPP government code describes the predominant government on the world.

Allegiance Codes: Li: Lucan's Imperium; So: Solomani Confederation. In 1201 listings, Na: Non-aligned, no off-planet allegiance (use government types from TNE, page 188); Wi: Wilds (no off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191, in the

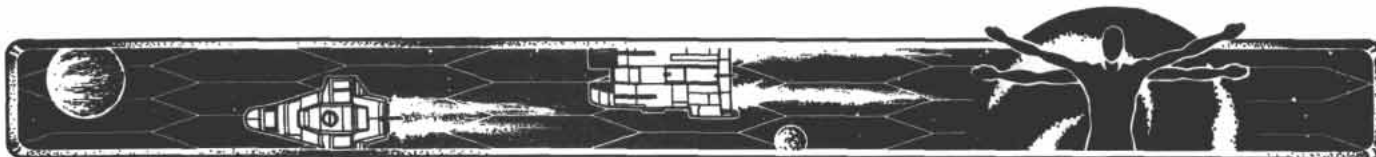
REFEREES ONLY

Dual Listing: Each world is listed twice. Upper line is pre-Collapse data, lower line is New Era data.

KHULAM Subsector in 1201 (Subsector P/Diaspora Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Kappa	2535	E224444-B		Ni Lo	803	So	M1 V M6 D
	2535	X224000-0		Ba	003	—	M1 V M6 D
Boley	2539	C434745-4			111	Li	F6 V
	2539	X434000-0		Ba	011	—	F6 V
Egg	2631	C000543-D		Ni As	514	So	G2 V M6 D
	2631	X000000-0		Ba As	014	—	G2 V M6 D
Donegal	2632	E100424-C		Ni Lo Va	704	So	M1 V
	2632	X100000-0		Ba Va	004	—	M1 V
Bikar	2633	D79A322-A		Ni Wa Lo	913	So	K7 III
	2633	E79A322-7		Ni Wa Lo	413	Wi	K7 III
Lira	2635	D527222-9		Ni Lo	602	So	M7 V
	2635	X527000-0		Ba	002	—	M7 V
Ekhapen	2636	E100555-C		Ni Va	404	So	K0 V M6 D
	2636	X100000-0		Ba Va	004	—	K0 V M6 D
Khesanadu	2731	B788310-D		Ni Lo	700	So	M5 V K2 D
	2731	X788310-6		Ni Lo	200	Wi	M5 V K2 D
Ryvo	2734	C682425-C		Ni Lo	221	So	K4 IV
	2734	X682325-7		Ni Lo	421	Wi	K4 IV
Khirekhera	2834	B451464-E		Ni Lo Po O:2835	604	So	M4 V
	2834	X451489-2		Ni Lo Po	B104	Wi	M4 V
Acorn	2835	C100400-F		Ni Lo Va C:1	A102	So	M1 V
	2835	X100000-0		Ba Va	002	—	M1 V
Montezuma	2836	B562768-B		Ri O:3138	104	So	K4 V
	2836	D562756-5			B204	Wi	K4 V
Dijon	2838	A234548-A	N	Ni	634	So	M7 V M9 D
	2838	X234000-0		Ba	034	—	M7 V M9 D
049-949	2839	X620588-5		Ni De Po	813	So	M8 V M1 D
	2839	X620000-0		Ba De	013	—	M8 V M1 D
Suudo	2840	D778535-7		Ni Ag	302	So	F1 V
	2840	D778568-6		Ni Ag	B102	Wi	F1 V
Quarry	2933	B99A343-F		Ni Wa Lo RsA	104	So	M9 V
	2933	X99A252-3		Ni Wa Lo	B304	Wi	M9 V
Sofar	2939	A8B4575-8	N	Ni Fl	400	So	K9 V
	2939	X8B4000-0		Ba Fl	000	—	K9 V
Taumotu	3033	X100436-7		Ni Lo Va	R305	So	F0 V
	3033	X100000-0		Ba Va	005	—	F0 V
Mitchell	3034	A10078C-F		Va Na	903	So	M3 V
	3034	X100000-0		Ba Va	003	—	M3 V
Agiruur	3036	C9A3565-C		Ni Fl O:3138	803	So	M9 V
	3036	X9A3000-0		Ba Fl	003	—	M9 V
Kide	3131	C684675-A		Ni Ri Ag	920	So	M4 V
	3131	D68476A-8		Ag	220	Wi	M4 V
Lefiguura	3132	C868552-C	S	Ni Ag	A410	So	G2 V M9 D
	3132	X86856A-3		Ni Ag	B110	Wi	G2 V M9 D
Kipper	3134	D110110-B		Ni Lo	923	So	M3 V
	3134	X110000-0		Ba	023	—	M3 V
Gresham	3138	A1109BE-F		Hi In Na Cp	804	So	M1 V
	3138	X110000-0		Ba	004	—	M1 V
Uppsala	3139	C9795BB-6		Ni	512	So	F4 V M8 D
	3139	D97959E-4		Ni	212	Wi	F4 V M8 D
Futok	3140	B594633-A		Ni Ag	901	So	M1 V M8 V
	3140	C594776-7		Ag	201	Wi	M1 V M8 V
Desel	3231	C1006BC-D		Ni Va Na	403	So	M3 V M2 D
	3231	X100000-0		Ba Va	003	—	M3 V M2 D
Leberherz	3236	C657834-9			213	So	G1 V
	3236	E657896-5			B213	Wi	G1 V

case of government type 6: "Technologically Elevated Dictator," tech level is world's sustainable level, tech level of the TED and his/her support structure is higher, up to world's original tech level); "—" indicates no population.



REFEREE'S INFORMATION FOR KHULAM SUBSECTOR

These notes provide additional information on inhabited worlds in the Khulam subsector. While this page covers the lower population worlds in the subsector, more detailed treatments of the Class II objectives in the primary AO are provided on the following pages.

Bikar: Bikar is a water world with a dense, tainted atmosphere, and most of its population perished during the Collapse. The world was contacted by both DLS *Ra* and *Ashtabula*. Trade relations opened, although the few inhabitants have very little of value to trade. *Ra* was attacked by Guild pirates in a planetoid belt when it responded to a false distress call. The ship was disabled and left behind, but her crew and cargo were shipped to the Guild advance base at Jump (2022/Diaspora), where they are currently held prisoner.

Guild slavers occasionally raid Bikar, and the local inhabitants will request assistance from any RCES personnel from these attacks.

Desel: This is a cemetery world currently claimed by the "Diasporan Star Empire" (Kide). Technical salvage teams from Kide occasionally visit the world, and there is a small permanent habitat on the planet surface for salvage personnel, but no usable artifacts have yet been recovered by Kide (largely due to the fact that Desel's tech level was considerably higher than Kide's).

Khesanadu: This was a corporate research and mining facility before the Collapse, and the 2000 survivors continue to govern themselves using a stylized, tribal version of the old corporate structure. The research facility has fallen into disrepair, but the mineral extraction plant may be repairable. The world was contacted by DLS *Mary Ellen Carter* and is anxious to establish trade with other worlds.

Khirekhera: Before the Collapse, Khirekhera was owned by the planet Acorn, and the only inhabitants were geologists and engineers active in the extraction of rare earths. There has been a dramatic reversion in technology and the surviving people, all living as desert nomads, are extremely xenophobic and technophobic. Although contacted by both the DLS *Apollo* and *Ashtabula*, there have been no successful contacts with the primitive and superstitious natives.

Lefiguura: This world has regressed dramatically from pre-Collapse levels. Its sustainable tech level is only 3, although there are a few TL-6 artifacts in use, mostly by the four TEDs who control the small surviving population. Although it is a large world, most of the surface of the planet is covered by water, and only one island chain is currently inhabited by the survivors. This chain also contains most artifacts of previous habitation.

The TEDs are in a near-constant state of low-level warfare, although their "armies" consist only of a hundred or so haphazardly equipped men and women. The two strongest TEDs, Gustav and Razamis, have recently allied against one of the two weaker ones, Elinore, and would probably have overwhelmed her except for help provided by Kide in the form of a dozen or so well-equipped soldiers. Elinore is now planning on taking the offensive, and Kide plans to help conquer the other TEDs and absorb the world into the "Diasporan Star Empire" with Elinore as the governor.

The following government values apply to the four TEDs on the world.

TED	Population (in millions)	Government	Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
1. Gustav	0.03	6-TED	Moderate	High	Low	High	Moderate
2. Razamis	0.03	6-TED	Moderate	Moderate	Low	High	High
3. Elinore	0.025	6-TED	Low	High	Moderate	Moderate	Low
4. Kuugishiim	0.015	6-TED	Moderate	Low	Low	Low	High

Quarry: Contacted and trade relations established by DLS *Helios*. There are only 300 people on the planet, and they have recently split into two feuding factions, each led by a group of influential elders.

Ryvo: The small population on Ryvo welcomed both *Ra* and *Ashtabula* with enthusiasm and friendliness. They are anxious to rejoin an interstellar society.

Suudo: This world has not yet been formally contacted by the Coalition. It is balkanized and controlled by five rival TEDs who control a fair quantity of pre-Collapse TL-7 military equipment (while the sustainable tech level of the world is 6). Given the low population and lack of pre-Collapse technical artifacts, Suudo is a low-priority objective for the Coalition, but the fact that they have managed to keep a starport open and functional makes them an occasional stopover port for Free Traders and Guild ships.

Uppsala: This world was originally contacted by DLS *Lirgishkhunan* while searching for *Dämmerlicht*. No trade was opened with the world, which is ruled by an extremely technophobic ecclesiastical ruling council. The starport is still open, but there is continual debate concerning its dismantling, and SAG raids are possible to recover some of the ground-based communicators and sensors before they are smashed.

Mitchell: This is a former high-tech cemetery world which would be a potential source of salvage were it not dominated by a fleet of nine vampire ships of various types and in various states of repair. These ships are not jump-capable and so are confined to the system. DLS *Helios* fell afoul of them and is now one of them, although it is heavily damaged and the crew are dead.

Gresham: This is a former high-tech world with a considerable quantity of salvageable equipment. It is frequently visited by Guild scavenger teams. DLS *Dämmerlicht* was attacked and overcome here by two Guild ships. The vessel and crew (as prisoners) have been moved to the Guild forward base at Jump (2022/Diaspora).

The equipment on Gresham is fairly well preserved by vacuum, but is heavily infected with a variety of Virus strains, currently dormant.

REFEREE'S INFORMATION FOR THE PLANET FUTOK

Government Data

The government of Futok is in the hands of a mystic dictator who sincerely believes himself to be acting under direct instructions of his deity, and in fact "hears" instructions from God fairly often. Although capable of great cruelty while following the instructions of his hallucinations, he is brilliant when lucid. The characteristics of the government are as follows:

Corruption: Low
Talent: High
Cruelty: High
Aggression: High
Paranoia/Xenophobia: High

Special Notes for Futok

1. Two major canals are under construction to link the North Sea and South Sea with the Middle Sea. The northern canal will be about 1500 kilometers long, while the southern canal will be about half that. They are surveyed to link the long inlets from the seas that follow surface fault lines. The northern canal is being built first (despite the fact that it will be longer) because the ship railroad is already working in the south. Large numbers of political and religious prisoners are being used as forced labor on the project.

2. Religious persecution has driven many city dwellers into hiding in the countryside. Fortunately, Futok is an agriculturally fertile world and will easily support the refugees. The government's control is very good in the cities but very spotty away from the major population centers.

3. One of the major links between the North Sea and South Sea is the motor caravans that cross the Great Desert. Nomads in the desert extort money and goods from the caravans in return for safe passage, although the military lately has been operating against the desert tribes to keep them in check. The hill tribes in the badlands to the north, however, are passionate followers of The Prophet and so the army leaves them alone. They are demanding higher and higher tribute from the caravans and growing rich.

4. The Prophet is becoming increasingly unstable and a prisoner of his own paranoid delusions. He is taking increasingly violent, erratic, and extreme actions. Recently, slow work on the northern canal was blamed on a "Conspiracy of the Secularist Engineers," which resulted in mass public trials and imprisonment of engineers worldwide and brought work on the canals (and many other construction projects) to a virtual halt.

5. There are 12 enclosed missile bunkers with steel shutters spread around the starport and collocated capital city, as well as four EMS ground tracking stations. Only one station is active at any one time. These ground defenses are completely illusory. The bunkers are empty silos, and of the four EMS stations, only two have operable antennae and transmitters and none have working receivers. The only working long-range sensors are the traffic control radars at the starport.

6. There is a growing resistance movement, but it is bitterly divided between hold-out followers of the deposed TEDs and populist revolutionaries who helped overthrow them and now feel betrayed by The Prophet's extreme religious policies. There is also a growing middle class resentment to the regime, centered on merchants and technocrats who are coming under increasing attack by The Prophet as being part of alleged conspiracies.

Adventure Plots for Futok

Intel: Identify the extent and viability of any resistance movements. Make contact with them and explore the possibility of active support. Mediate between them, try to promote cooperation, and advise the Coalition as to which groups should be supported when it comes time to form a new government. Supervise the shipment of arms to them and train them in their use.

Cold Recovery: Intelligence contacts among the desert nomads indicate that there is a "very large" starship in the desert which has apparently been there for years but was only recently uncovered when changing wind patterns moved the sand away from it. The vessel is a far trader which was landed while smuggling goods onto the planet when Virus disabled its computer. (The pre-Collapse oligarchy had very restrictive import tariffs, which made smuggling fairly common.) The ship is intact, but needs to have its computer purged and reprogrammed, or completely replaced, before it can lift off. The power plant will also need to be refueled, sensor antennae checked and repaired, and the ship's systems given a thorough check. In the mean time, the desert nomads will have to be bribed to leave the vessel alone and the ship will have to be camouflaged to prevent Futok Air Force reconnaissance overflights from detecting the activity. The main problem, though, may be with Virus infecting the ship's computer.

Hot Recovery: After being told by God of a new conspiracy against the faithful, The Prophet has ordered the arrest of all off-worlders, including a Reformation Coalition trade and technical liaison team working on a large desalinization plant near the starport. They are being held, along with several Guild officials, at a nearby military complex. Effect a rescue of the Coalition personnel and, if practical, bring the Guild personnel out as prisoners as well.



Diplomacy: Establish contact with the desert nomads living south of the badlands and mountains west of the Middle Sea. Although deeply religious, they do not recognize The Prophet as a messenger of God and are willing to join a resistance movement against him. They are particularly bitter against the hill tribes to the north who have grown rich off of the caravans passing through the desert. While the army punishes any raids by the desert tribes, the hill tribes go unchecked because they have accepted The Prophet as their spiritual leader.

Pacification: Participate in the planning and execution of a joint operation between the Reformation Coalition and the planetary resistance movement to overthrow The Prophet, consisting of an assault from orbit coordinated with commando strikes by covert teams on the ground and a simultaneous uprising by the resistance, all designed to quickly overwhelm the planet's defenses.

Commerce: A merchant who regularly runs caravans north through the desert, from the South Sea to the North Sea, is routinely stopped by the hill tribes at the north end of the desert and forced to pay bribes for safe passage. The military is powerless to stop the practice, and no one locally is willing to risk conflict with the tribesmen. She has heard of the PCs' party and that they are experienced in this sort of thing, and offers to pay them well to escort the caravan (which is made up of three and four-axle trucks with large balloon tires). While escorting the caravan through the desert, the players will learn more about the mercantile corporations on the planet and their dissatisfaction with the government of The Prophet. The merchant risks official disapproval by hiring off-worlders, and there may be reprisals against her after they arrive at the North Sea terminus of the route.

Bootstrap: The players are asked to provide technical engineering assistance on work on the canal linking the Middle Sea with the North Sea. The Coalition approves this as an attempt to promote smoother relations with The Prophet. While assisting the work, they may encounter considerable suspicion and hostility from the overseers of the project and be blamed for sabotage committed by the resistance.

Armed Forces of Futok

Total Personnel: 50,000

Wet Navy: 2000 (8 TL-7 armed patrol craft, Novice crews)

Air Force: 10,000 (50 combat aircraft)

4 squadrons (12 TL-7 aircraft each, Experienced crews)

1 orbital defense flight (2 operational TL-10 aircraft, Veteran crews)

Space Force: 75 military personnel manning starport, preparing flight training course.

Ground Forces: 38,000 (19 maneuver battalions)

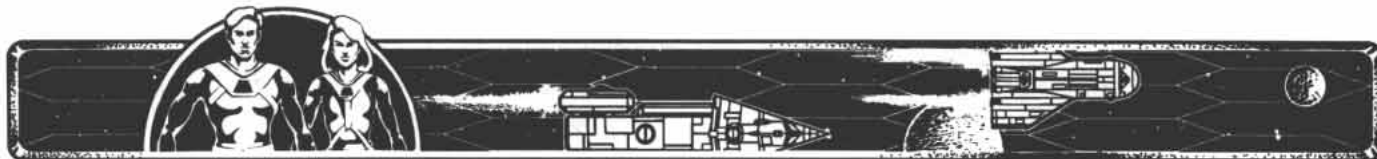
2 Revolutionary Guard battalions (TL-10 infantry, Veteran personnel, with 1 grav-mobile company each)

2 airmobile battalions (Experienced personnel, TL-7)

4 mechanized battalions (Experienced personnel, TL-7)

11 territorial light infantry battalions (Novice personnel, TL-7)





REFEREE'S INFORMATION FOR THE PLANET KIDE

Government Data

The government of Kide is a unified technologically elevated dictatorship. Its governmental ratings are as follows:

Corruption: Moderate

Talent: High

Cruelty: Moderate

Aggression: Moderate

Paranoia/Xenophobia: High

Special Notes for Kide

1. Arturo, the TED of Kide, is attempting to purchase additional jump-capable ships from Free Traders, but has been unsuccessful so far. He has considered seizing them, but since he has formally broken with the Guild, the Free Traders are his only remaining link to interstellar trade.

2. Arturo believes that the Coalition and the Guild are jointly plotting against him, planning his overthrow because they believe that he is too much of a threat to their plans in this region. He has no real evidence of this (since it is obviously false), but has reasoned it out by piecing together "seemingly" unrelated facts and rumors. He is either able to weave each new rumor of Guild or Coalition activity into his conspiracy theory or, if it will not fit, brand it an example of deliberate disinformation.

3. Arturo also believes that elements in his own armed forces and government are plotting against him, and he periodically uncovers evidence of such a plot and has the participants executed. Originally these plots existed only in Arturo's imagination, but recently some senior army officers have become alarmed at Arturo's growing mental illness and have been considering steps for his removal. The overwhelming majority of the armed forces and government remain loyal, however.

4. Despite his growing paranoid delusions, Arturo's faculties remain powerful in all other respects. His paranoia, in other words, simply makes him more dangerous.

5. There are still two surviving TEDs who have fled into the jungles and mountains and who have a handful of loyal retainers with them. Arturo's treatment of the TEDs who fell into his hands was extremely brutal, and so the survivors have no incentive to lay down their arms. (This was the single major error in Arturo's campaign of conquest and unification.) These two TEDs are conducting a low-level guerrilla war which at this stage consists mostly of stealing food and money from villagers. There are also several very small popular revolts in progress, although none of them are particularly successful yet.

6. Arturo has one platoon (40 troops) of airmobile infantry on Lefiguura, but has not yet moved their transport helicopters there. Kidan helicopters are designed for dense atmospheres, and thus have smaller rotor blades than necessary in Lefiguura's standard atmosphere. Engineers are currently working on rebuilding the rotor housings on five helicopters (four transports and an armed gunship) for deployment to the world, and at the same time are adjusting the air intakes of the helicopters' turbine engines for the lower atmospheric density. These have proven to be more difficult problems than originally thought.

Additionally, Kidan troops, while capable of operating on Lefiguura, are extremely uncomfortable in the thinner atmosphere and tire very easily after physical exertion. Without their transport helicopters, most tactical moves are made on foot, and these troops are very slow marchers compared to the locals, and usually arrive at the end of the march exhausted. The enemy TEDs have been successful conducting hit-and-run raids and have been almost immune from pursuit. Morale is low in the Lefiguura Expeditionary Force (LEF).

Arturo has decided to deploy a squad of battle dress Imperial Guard to the world as soon as the helicopters are ready and crush the enemy opposition in one blow. That may take some time, however.

In the mean time, Lefiguura's TEDs have been receiving small shipments of Guild military equipment, mostly mines and small arms ammunition. Anticipating the deployment of battle dress troops, a few antiarmor rifles have been received as well (no more than a dozen or so).

7. Kide has a squad (eight men) of motorized infantry (without vehicles) and an officer permanently stationed on the Desel artificial habitat as a garrison (and to spy on the technicians stationed there).

8. Arturo's immediate plans are to subjugate Lefiguura as a means of establishing the legitimacy of the Diasporan Star Empire as a multi-world government. He believes that Desel has the technological remnants necessary to guarantee his security against the Guild and Coalition, and he plans next to systematically absorb or conquer all of the worlds in Khulam and Promise subsectors in the jump-1 arm that Kide is a part of. He already views Montezuma as the most difficult target and thinks of it as the culmination of his plans.



9. Arturo's residence is a heavily guarded compound in the badlands 3000 kilometers northeast of the starport. The residency and command center itself is guarded by a company of lift infantry and a platoon in battle dress from the Imperial Guard. The airstrip and surrounding complex of buildings is guarded by a battalion of motorized infantry and an AD battery. There are usually several light aircraft on the airstrip, mostly VIP transports.

10. The starport is guarded by three AD batteries (including the high-tech one), two motorized infantry battalions, and a company or so of Imperial Guard (the numbers vary depending on whether Arturo is here or at his residence).

11. All other troops are at scattered garrisons around the planet in company- and battalion-sized concentrations, with a few units in the field fighting the insurgencies.

Adventure Plots for Kide

Intel: Kide is currently weak, but could grow much stronger very quickly if it is allowed to spread throughout the subsector. Anticipating the possible need for a major operation against Kide, RCES directs the characters to prepare a complete summary of the defenses of the starport.

In the course of this, the characters should learn that Arturo spends a great deal of time at the residence in the badlands. RCES would be particularly happy to have a summary of the defenses there as well.

Cold Recovery: Examination of old records and orbital photo-imagery indicates a large abandoned industrial complex in the desert west of the Lugashgan Ocean. Reports from intel contacts with the resistance group in the area suggest that there may be a Magnetic Alignment Field Generator (MAFG) in near-working order. (This machinery is necessary to construct crystaliron, and the entire assembly weighs about 120 metric tonnes and displaces 10 tons.)

The characters are instructed to recover this piece of machinery, and will be loaned a ship if they do not have one suitable for the mission. They will also be loaned heavy-duty winches and cables as well as laser cutters for removing the roof of the factory building. The main difficulties will be in making an undetected approach and then dealing with the very large snakes and lizards that have made the factory complex (which is now mostly covered by sand) their home.

Hot Recovery: Arturo has recently found a derelict patrol cruiser and managed to make sufficient repairs in the field to jump it back to Kide. It has landed on Kide at the starport and is undergoing re-fit. This will significantly increase the strength of Arturo's fleet, and the characters are instructed to either capture or destroy it.

Diplomacy: While the two surviving TEDs lack popular support for their resistance, there is a small but growing popular resistance. The characters are instructed to find one or more of these movements and open diplomatic relations with them toward the eventual goal of assisting them to displace Arturo.

Pacification: Once Kide finishes the modifications to its transport and attack helicopters, it will make short work of the TEDs on Lefiguura. While the Coalition has no love for them, it has even less interest in Arturo consolidating his hold over that world. The characters are directed to take control of the helicopter assembly plant on Kide, destroy the helicopters which are being modified, and then cause sufficient damage to the factory itself as to set back operations indefinitely. However, the plant is not to be completely destroyed, as such facilities will be crucial to the area's recovery once they are turned to the support of the Coalition. This consideration rules out a massive orbital bombardment, that and the fact that the factory is surrounded by low-income residences.

Armed Forces of Kide

Total Personnel: 50,000

Wet Navy: 2000

8 armed patrol vessels (TL-8, Experienced crews)

Air Force: 15,000

1 orbital defense flight (2 TL-10 aircraft, Veteran crews)

4 combat squadrons (16 TL-8 aircraft each, Veteran crews)

9 ADA batteries (1 TL-10, 8 TL-8, Experienced crews)

Space Force: 2500

5 combatants (two are jump-1 capable, Experienced/Trained crews)

Ground Forces: 30,500

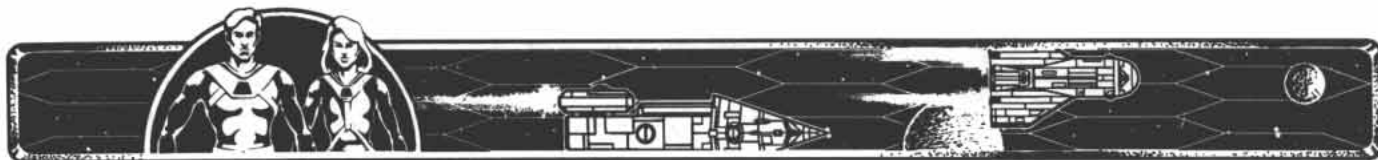
15 battalions

Imperial Guard: 1 heavy infantry company (battle dress), 1 grav tank company, 3 lift infantry companies (all Veteran, TL-10)

2 airmobile infantry battalions (Experienced, TL-8)

2 armored cavalry battalions (Experienced, TL 8)

10 motorized infantry battalions (Novice, TL 8)



REFEREE'S INFORMATION FOR THE PLANET LEBHERZ

Government Data

This data provides an overview of the different governments of Lebherz.

Nation	Pop	Gvt	Cor	Tal	CrI	Ag	P/X
1. Kanjeristan	60	9-MA	L	H	M	H	H
2. Anawak	40	9-MA	L	H	H	M	M
3. Krisistan	15	B-SPO	L	H	H	H	M
4. Borveer	15	C-IB	H	H	M	M	L
5. The Republic of Laken	15	5-CO	H	H	M	L	H
6. Outramontagne	10	9-MA	H	M	H	H	H
7. Vissenheim	10	7-MD	L	H	M	H	M
8. The Free Brotherhood	10	5-CO	H	M	L	M	L
9. Morduristan	9	7-MD	L	L	M	H	H
10. The Transvled	9	4-CD	M	M	L	M	M
11. Nevilyaar	6	3-RD	L	M	L	L	L

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

CrI: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Lebherz

1. Lebherz was the site of an underground Psionic Institute prior to the Final War. After the Collapse, the branches of the Institute staged a number of coups and seized control of most of the surviving governmental structure. Because security precautions had divided the Institute graduates into a multitude of different "cells," each of which had virtually no contact with the others, the various cells soon fragmented into their own regional governments, clearly reflecting the passion for secrecy and the deep paranoia that characterized most psionic groups.

Most of the population still lives under the descendants of the original psionic overlords, who rule Kanjeristan, Anawak, Outramontagne, Vissenheim, and Morduristan. These psionic rulers have surrounded themselves with the trappings of mysticism and attempt to cow the people with superstition and terror. There are comparatively few active psions in any of these governments.

2. Of the countries not ruled by psionic dictators or secret societies, Borveer, Nevilyaar, and the Free Brotherhood welcome psions, and a number have settled there. These are mostly people with psionic talent but without delusions of grandeur or any particular ambition to rule over others. The other states on the

planet have various laws against the practice of psionics, and the Republic of Laken makes the possession of even latent psionic talent punishable by death.

3. The main thing which keeps the psionic governments from overwhelming the rest of the planet is the bitter rivalry between Kanjeristan and Anawak. They fought a bloody war 10 years ago and tensions still run high, with periodic border clashes and nearly continuous active espionage and sabotage.

4. The nearly enclosed southern polar sea causes the planet to cycle through periodic mini-ice ages in the southern hemisphere. It is currently in the early stages of such an ice age. As the warm waters from the Suuda Sea pass down into the cooler Antarctic Sea, they cause precipitation in the form of snow all along the northern shores of the sea. This causes a continual build-up of snow layer and pushes the glaciers north. It also has the secondary effect of gradually icing over the passage between the Suuda Sea and the Antarctic Sea. Once this passage is completely closed, the precipitation stops and the glaciers begin to recede.

5. RC Intelligence has erred in believing that the Kanjeri government is similar to the data priests found elsewhere. In fact, it is violently anti-technology and is actively attempting to spread captive strains of Virus to other worlds, in the belief that only a continued lower tech level ensures the primacy of psionic powers. They have at least been successful in mostly isolating the world from outside contact.

Adventure Plots for Lebherz

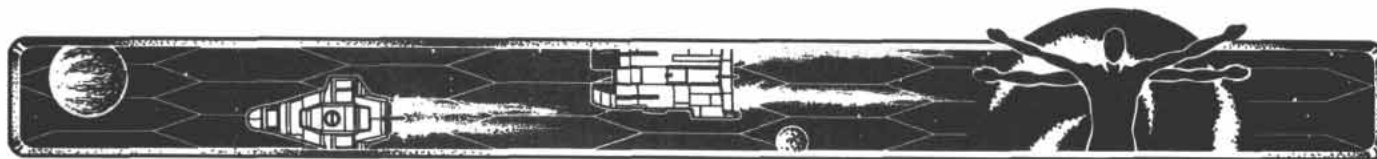
Intel: Due to its strategic location, the RCES is interested in re-establishing Lebherz as a regular trade stop in the trailing region of the Khulam subsector. Before independent merchant vessels will begin calling there again, however, the threat of Virus has to be controlled. To that end the characters are sent undercover as Free Traders to learn the source of the Virus infection and make recommendations, either to local authorities or RCES, as to the best means of ensuring that there are no recurrences.

Recovery: An Oriflamme SAG mission against the country of Outramontagne was repulsed with heavy casualties, including the loss of a fully loaded assault lander to a surface-to-air missile. Oriflamme is considering a massive retaliatory strike which RCES believes will cause considerable long-term bitterness on the world, significantly delaying its integration into the Coalition.

The surface-to-air missiles (SAMs) used by Outramontagne are only tech level 9, but are apparently of an unusual and uncommon manufacture, with multiple searching and tracking sensors, which has made them particularly difficult to jam. The characters must recover a complete processor unit from a battery fire direction center, which will enable RCES to develop effective electronic counters to the system. This will in turn allow Oriflamme to conduct a more surgical strike against the missile sites, which will have less extensive political fallout.

Diplomacy: The Free Brotherhood is a nearly anarchic society of steppe nomads, fishermen, and farmers on the southern shore of the Suuda Sea. In the last decade, it has also become an important center of maritime trade and global finance, due to its near-absence of government regulations and the continuing development of hydrocarbon fuels from deposits along the coast.

There is some indication that the Brotherhood is now interested in opening off-planet relations, particularly with the Coali-



tion. The characters are to escort an RC diplomat to the Free Brotherhood and see to her safety. While she is involved in formal negotiation, the characters will also be her eyes and ears among the population and will help open contacts with any other groups which might prove useful, such as the local psionic community (who can cast considerable light on the organization of government elsewhere).

Both Kanjeristan and Anawak will attempt to disrupt this process. Their local ambassadors will attempt to discredit the Coalition ambassador or blame some crime on the characters. Covert agents posing as members of the local psionic community may also be used, and various options include assassination or kidnapping attempts against the ambassador or a violent attack on the ruling council of the Brotherhood blamed on the Coalition.

Pacification: Kanjeristan has opened a war of aggression against its small neighbor The Transvled. Although heavily outnumbered, the Transvled Army has managed to hold most of the passes through the Vled Mountains against the initial Kanjeri attacks. As reinforcements are brought forward, however, Transvled resistance is buckling.

Egon Paloverde, the ruler of the Transvled, has been reluctant to open relations with the Coalition, but now has agreed to accept limited military assistance. The characters are secretly sent to The Transvled with orders to serve as an elite high-tech strike and commando force to disrupt the Kanjeri offensive. They will not technically be subject to local authority, but may not initiate any mission without local approval. Their weaponry may enable them also to serve as a key reserve force in the event of a Kanjeri breakthrough.

This mission is also an opportunity to normalize relations with The Transvled, and so the team is instructed to take every opportunity to build friendship with local officials, particularly with Paloverde himself, and to avoid anything which might cause suspicion or anger.

Commerce: The characters are contacted through the Free Trader Network by a merchant in Borveer, which has recently begun to encourage off-world trade in a modest way. However, Borveer has extensive regulations regarding trade, and the local bureaucracy is extremely corrupt, making direct trade costly. The merchant has already received delivery of a number of TL-10 Virus-proof data-processing systems at the Free Brotherhood, but now must get them to Borveer. Since legal entry to Borveer is out of the question (due to its customs regulations), the characters are asked to bring the systems across country by means of inconspicuous routes in ground vehicles. In the course of the trip, they will have to avoid clashes with bandits and in the end sneak (or bribe their way) across the Borveer border.

Bootstrap: Nevilyaar is the smallest nation on Lebherz, but is well-governed and progressive. The government is interested in establishing a project aimed at raising the locally sustainable tech level of manufacture from 5 to 9 over the course of six years. The project will be locally funded, but Coalition technical assistance will be critical.

The first phase will be a comprehensive program of technical education to produce skilled engineers and maintenance technicians familiar with TL-9 equipment. Phase two will consist of massive recovery and repair of abandoned machinery. Equipment not available within the boundaries of Nevilyaar will be imported, using finished high-tech manufactured goods or re-

covered machinery for trade. Phase three will be indigenous manufacturing of TL-9 capital goods to sustain continued industrial growth.

Resistance to the scheme by the psionic states is strong, but they are reluctant to start open warfare for fear of massive retaliation from the Coalition. Instead, they are supporting raids and acts of sabotage.

The characters are contracted either by RCES or the Nevilyaar government to guard a phase two recovery expedition sent to an abandoned research facility and industrial plant in the wilderness. The expedition includes both RCES and local technical personnel, as well as guides and laborers. Attacks may consist of ambushes, sabotage by agents planted with the group, or even Guild undercover agents masquerading as off-planet free-lancers (and thus probably not immediately under suspicion by the players).

Armed Forces of the Theocratic Republic of Kanjeristan

Total Personnel: 600,000

Wet Navy: 120,000 (Experienced crews)

40 major combatants (2 TL-9, 6 TL-6, 32 TL-5)

120 other combatants (6 TL-9, 18 TL-6, 96 TL-5)

Air Force: 90,000 (Experienced flight crews)

1 orbital defense squadron (20 TL-9 aircraft)

1 Elite strike wing (60 TL-6 aircraft)

6 tactical wings (60 TL-5 aircraft each)

1 advanced technology AD battalion (3 batteries TL-9

SAMs)

2 AD battalions (3 batteries TL-6 SAMs each)

Space Force: 60 military personnel manning starport

Ground Forces: 390,000 (19 divisions)

2 Revolutionary Guard divisions (Veteran TL-9 motorized infantry, with 1 airmobile, armored, and mechanized battalion each)

2 mechanized divisions (Experienced, TL-6)

3 motorized divisions (Experienced, TL-6)

1 mountain infantry division (Experienced, TL-6)

11 light infantry divisions (Novice, TL-5)

Armed Forces of The Transvled

Total Personnel: 90,000

Wet Navy: 4500 (Novice crews)

7 combatants (2 TL-6, 5 TL-5)

4 armed patrol craft (TL-5)

Air Force: 9000 (Novice flight crews)

44 combat aircraft (2 TL-9, 6 TL-6, 36 TL-5) in four squadrons

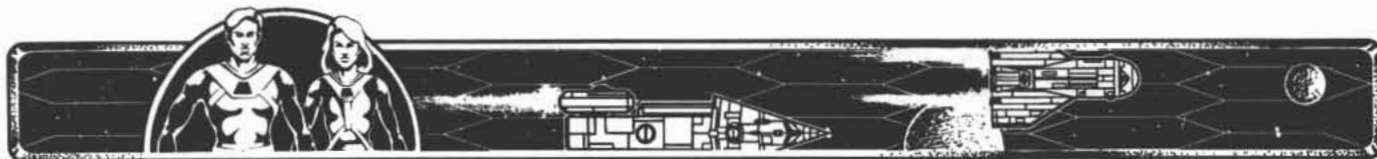
3 SAM batteries (TL-6)

Ground Forces: 76,500 (38 battalion equivalents)

1 Presidential Guard Brigade of 4 battalions (1 each mechanized, airmobile, infantry, and commando, all Veteran, mostly TL-9 equipment)

3 Mobile Brigades of 4 battalions each (1 armored and 3 motorized infantry battalions each, all Experienced, TL-5 tanks, armored cars, and transport vehicles, a few TL-6 weapons and electronic systems)

22 separate local defense infantry battalions (all Novice, TL-5)



REFEREE'S INFORMATION FOR THE PLANET MONTEZUMA

Government Data

This data provides an overview of the different governments of Montezuma.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. Centrum	5	S-CO	M	H	M	H	M
2. Westen	5	S-CO	H	H	L	L	H
3. Norcost	1.5	S-CO	L	L	L	H	M
4. The Midlands	1.5	S-CO	L	L	L	M	H
5. Seacost	1.5	S-CO	M	H	L	M	H
6. Coaccom	0.4	S-CO	L	L	H	M	M
7. Admistros	0.4	S-CO	M	H	M	M	M
8. Southrift	0.4	S-CO	H	M	H	H	M
9. Residencia	0.4	S-CO	L	H	M	M	H
10. Polaris	0.4	S-CO	L	M	L	M	M
11. Laken	0.4	S-CO	L	L	H	H	H
12. Traccomm	0.4	S-CO	M	L	M	H	L

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Montezuma

1. Zherord Magwanu, the Protector General of Montezuma and Governor of Centrum, is the most powerful single individual on the planet, but has not succeeded in uniting the different governments diplomatically and seems unwilling to make the attempt militarily. The various governments on Montezuma work together fairly closely, and although there is considerable personal friction, it seldom turns into active warfare.

2. Before the Collapse, Montezuma was owned and ruled by Gresham, and most of the senior military and government officials on the world were from Gresham rather than being native of Montezuma. As the current ruling elite is descended from them, there remains a social barrier between the wealthy Gresh ruling class and the Montezuman subjects (who are often called "Zumies" by the Gresh). Most privately owned land and industrial plants are owned by Gresh, and Montezuman commercial law heavily favors them.

3. Seacost's TED has become concerned at Magwanu's growing power, and so has been actively courting the more radical wing of the Gnostic Brotherhood. Seacost actually seized the crew of DLS *Apollo* to embarrass Magwanu and force him to follow their lead, which he was forced to do by the realities of the political situation. The resulting Coalition raid nearly killed Magwanu, and did kill two of his closest advisors, leaving him bitterly opposed to the Coalition.

4. Because of Magwanu's opposition to the Coalition, the Guild has greatly increased its influence on Montezuma in the last year, and has been responsible for importing discarding-sabot ammunition for Montezuman antiarmor rifles. They are currently negotiating with Magwanu for the sale of more sophisticated orbital defense weapons, particularly a higher-tech surveillance and tracking system less susceptible to Coalition jamming.

Adventure Plots of Montezuma

Intel: The sudden use of discarding-sabot ammunition by Montezuman soldiers suggests an off-world supply of munitions. The characters are to investigate this arms connection, discover the source of it, and find out what other arms may be in the pipeline to the planet.

Cold Recovery: Border tensions are running high between Centrum and Westen. While Polaris is neutral, both sides are extremely sensitive to a sudden attack from the north against their thinly defended border there. At the height of the tension, a Polaris VIP transport crashes somewhere on the northern icecap during a routine trans-polar flight. Westen offers to launch SAR (search and rescue) flights, but Centrum senses a trick and declares the polar area a no-fly zone for all aircraft for the duration of the border crisis, and announces its willingness to enforce the order from orbit if necessary.



The situation is complicated by the fact that several members of the Polaran ruler's family are on the aircraft. The characters are in or near Polaris as the crisis develops and realize that a successful rescue could bring Polaris closer to the Coalition. A local envoy for the Coalition asks them to volunteer to make the trek across the tundra and glacier to rescue the ruler's family.

Hot Recovery: Coalition Intelligence has learned that the Guild has delivered a new and sophisticated long-range TL-12 active EMS sensor suite to Centrum along with technicians and advisors to help integrate it into the planetary defense system. The characters are instructed to disrupt this plan before it can be executed by recovering the processor unit and either recovering or destroying the antenna assembly. If possible, capture of any Guild technical personnel would be an added goal, although of somewhat lower priority.

Diplomacy: Coalition Intelligence remains unsure of the goals of the Psionic Institute on Montezuma, but at least finds its stated goals to be compatible with technological and scientific growth (unlike the Gnostic Brotherhood). The characters are instructed to contact and open secret diplomatic contacts with the Institute to explore the possibility of more active Coalition support of its activities.

Pacification: Polaris is growing increasingly friendly to the Coalition, and so relations with some of the other TEDs, especially Centrum, are deteriorating. While Centrum has moved troops to its northern border with Polaris, forcing that nation to respond in kind, the more immediate threat is from Laken. That country, encouraged by Centrum, is preparing to attack the southeastern plains of Polaris and cut off its access to the Alabaster Sea. Although Laken's army is no larger than that of Polaris, most of the Polaran troops are tied down guarding the frontier with Centrum. Polaris has appealed through secret channels to the Coalition for help.

The characters have been asked to form a cadre force to assist Polaris in resisting the Laken offensive. All of the Laken armed forces (except for the Bodyguard platoon and two light infantry companies) will be committed to the invasion. Polaris' own forces will consist only of a light infantry company (Novice, TL-5). The characters will cooperate with the company commander, advise her on the employment high-tech defensive systems (if the characters have any with them), attempt to increase the training level of part or all of the defenders, and serve as a mobile reserve and commando force to disrupt the enemy.

Commerce: RCES reports an outbreak of Kauffmann's Disease on Khirekhera. Kauffmann's Disease is a rare disorder linked to an airborne virus. Examination of pre-Collapse medical databases indicates that there is no known cure for the disease, but that the virus life cycle is such that the disease will naturally run its course after about 18 months, provided the patient survives. The virus attacks the neurological system, however, and can cause nerve and brain damage if untreated. The indicated treatment is an extract of Anshee Root injected intravenously, or the actual root itself ingested daily. Unfortunately, all known laboratory cultures of Anshee Root perished in the Collapse, and the only known native growth of the organism within 20 parsecs is the equatorial badlands of the western portion of the Midlands.

The characters are instructed to purchase or trade for the right to harvest 10 metric tonnes of Anshee Root from the Midlands. The mission will be complicated both by the very high level of xenophobia in the Midlands and by the proximity of the badlands to the Centrum border

Armed Forces of Centrum

Total Personnel: 50,000

Wet Navy: 2000 (2 combatants, 4 armed patrol craft, Experienced crews)

Air Force: 7500 (30 aircraft, 7 AD batteries, Veteran crews)

30 aircraft (1 TL-11, 4 TL-7, 25 TL-5)

7 AD batteries (1 TL-11, 6 TL-5)

Space Force: 2500 (5 combatants, Novice crews)

Ground Forces: 38,000 (19 maneuver battalions)

Protector General's Bodyguard: 1 battalion each lift infantry and conventional infantry (both Veteran, TL-11)

1 airmobile battalion (Experienced, TL-7)

2 mechanized battalions (Experienced, TL-7)

3 motorized infantry battalions (Experienced,

TL-7)

11 light infantry battalions (Novice, TL-5)

Armed Forces of Laken

Total Personnel: 4000

Wet Navy: 80 (Novice crews)

2 unarmed patrol boats

Air Force: 800 (Novice aircrews)

4 TL-5 aircraft

Ground Forces: 3120

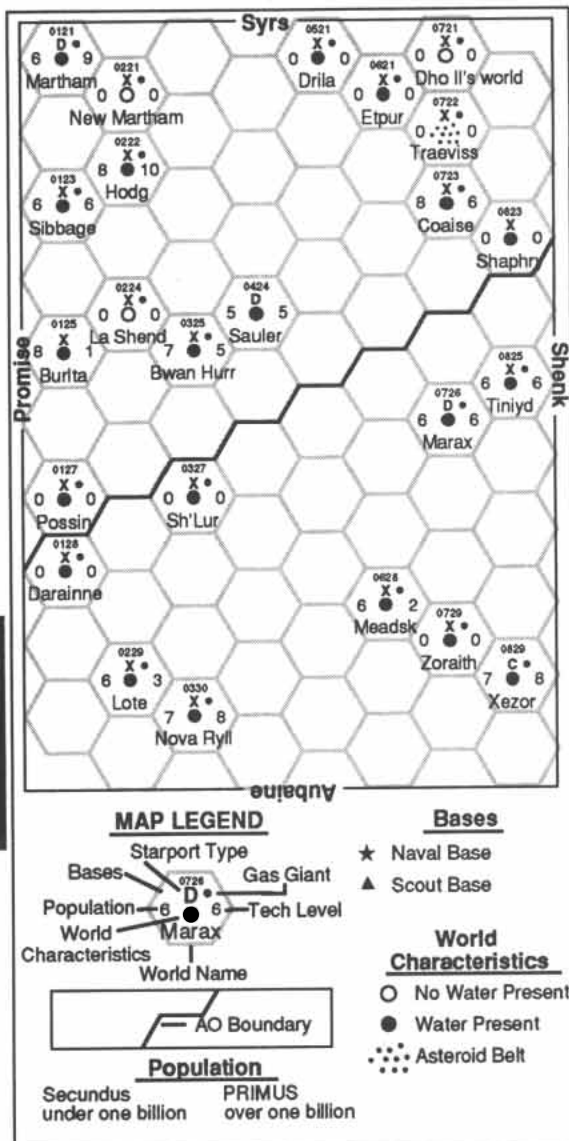
1 bodyguard platoon (Veteran, TL-11)

1 mechanized infantry company (Experienced, TL-7)

2 motorized infantry companies (Experienced, TL-7)

enched, TL-7)

5 light infantry companies (Novice, TL-5)



REFEREES ONLY

Dual Listing: Each world is listed twice. Upper line is pre-Collapse data, lower line is New Era data.

THOEZENNT Subsector in 1201 (Subsector I/Old Expanses Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Martham	0121	C452824-A	Po		202	LI	M0 III M7 V
	0121	D452695-9	Ni Po		302	Wi	M0 III M7 V
Sibbage	0123	A254644-E	N	Ag Ni	502	LI	M1 V
	0123	X254669-6		Ag Ni	502	Wi	M1 V
Burita	0125	A799A97-D	S	Hi In	700	LI	M3 V
	0125	X799886-E			B700	Wi	M3 V
Possin	0127	A322ADA-F		Hi In Na Po	102	LI	G3 V M8 D
	0127	X322000-0		Ba Po	002	—	G3 V M8 D
Darainne	0128	A53189A-E		Na Po	702	LI	F4 V M0 D
	0128	X531000-0		Ba Po	002	—	F4 V M0 D
New Martham	0221	BAC3625-E		FI Ni	112	LI	M3 V M9 D
	0221	XAC3000-0		Ba FI	012	—	M3 V M9 D
Hodg	0222	A758813-F			402	LI	M0 V
	0222	X75886C-A			802	Wi	M0 V
La Shend	0224	C9C4732-9		FI	902	LI	M0 V M6 D
	0224	X9C4000-0		Ba FI	002	—	M0 V M6 D
Lote	0229	B77A632-E	N	Ni Wa	702	LI	M1 V
	0229	X77A66B-3		Ni Wa	B802	Wi	M1 V
Bwan Murr	0325	C455741-9		Ag C:2	425	LI	K2 V
	0325	X455778-5		Ag C:2	925	Wi	K2 V
Sh' Lur	0327	A426954-F	W	Hi In	521	LI	G3 V
	0327	X426000-0		Ba	021	—	G3 V
Tarryel	0330	C572886-B	S		502	LI	M4 III M2 D
Nova Ryll	0330	X57277C-8			B702	Wi	M4 III M2 D
Sauler	0424	B884574-B	S	Ag Ni	600	LI	M2 V M8 D
	0424	D884549-5		Ag Ni	B800	Wi	M2 V M8 D
Drila	0521	C232633-B		Na Ni Po	622	LI	G3 V M6 D
	0521	X232000-0		Ba Po	022	—	G3 V M6 D
Etpur	0621	C637744-E	S		825	LI	M9 III M9 D
	0621	X637000-0		Ba	025	—	M9 III M9 D
Meadsk	0628	X987556-2		Ag Ni	R904	So	G4 V
	0628	X987633-2		Ag Ni	B604	Wi	G4 V
Dho II's World	0721	C2206AF-C	S	De Na Ni Po	A905	LI	M2 V M3 D
	0721	X220000-0		Ba De Po	005	—	M2 V M3 D
Traeviss	0722	C000601-D		As Na Ni	804	LI	M3 V M4 D
	0722	X000000-0		Ba As	004	—	M3 V M4 D
Coaise	0723	A556834-F	N	C:5 Cp	414	LI	A4 V
	0723	X556867-6		C:3	414	Wi	A4 V
Marax	0726	C573652-A		Ni	903	So	G1 V M3 D
	0726	D57366D-6		Ni	903	Wi	G1 V M3 D
Zoraith	0729	B525764-D		O:0829	A512	So	F2 V M9 D
	0729	X525000-0		Ba	012	—	F2 V M9 D
Shaphry	0823	B734762-E		O:0723	300	LI	M1 V
	0823	X734000-0		Ba	000	—	M1 V
Tiniyd	0825	C543645-C	S	Ni Po D:4	321	So	M1 V M8 D
	0825	X54369C-6		Ni Po D:2	B221	Wi	M1 V M8 D
Xezor	0829	B87A746-A	A	Wa	601	So	M0 V
	0829	C87A730-8		Wa	B601	Wi	M0 V

Base Codes: A: Naval Base and Scout Base; N: Naval Base; S: Scout Base; W: Scout Way Station

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: Subsector capital; C:N or D:N indicates that the world was populated in part by Chirpers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); De: Desert; FI: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. A B in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: LI: Lucan's Imperium; So: Solomani Confederation. In 1201 listings, Wi: Wilds (No off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191. In the case of government type 6: "Technologically Elevated Dictator," world's tech level is world's sustainable level, tech level of the TED and his/her support structure is higher, up to world's original tech level.); "—" indicates no allegiance because there is no population.



REFeree's NOTES FOR THOEZENNT SUBSECTOR

These notes provide additional information on inhabited and interesting uninhabited worlds in the Thoezennt subsector. While this page covers the lower population worlds or those outside the primary AO in the subsector, more detailed treatments of the Class II objectives in the primary AO are provided on the following pages.

Martham: This world is ruled by the Church of Lucan the Merciful. Its government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Low	High	High	Moderate	Low

The starport is a regular port of call for Free Traders in the subsector and is one of the few maintenance facilities available to them. Guild ships also call here frequently, and Martham is the largest market for slaves in the subsector. Martham has a small system-defense-capable space force, but has no interstellar vessels and shows no interest in obtaining any.

Sibbage: This world was recently unified under a single technologically elevated dictator, who controls a small amount of TL-14 weaponry and a larger quantity of TL-8 equipment. Sibbage is the other principal market for slaves in Thoezennt subsector. Its government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Moderate	Moderate	Low	Low	High

Burlta: This is a world of fascinating complexity and potential importance. As the star system has no gas giants or planetary belts, starships are forced to refuel from the world's substantial oceans. The small island land masses are densely inhabited and are regularly raided by Guild merchants on slaving expeditions.

The world is known for its megafauna, both aquatic and on land, and has regressed almost to the stone age in technology. The world is divided into a number of feudal kingdoms which conduct ritual war on each other fairly regularly, usually by sending out champions to duel or to fight marauding megafauna. A parallel struggle, however, is for dominance by the different schools of "wizards" who rely variously on scattered items of TL-15 equipment or psionic powers, depending on their discipline, and appear to have no genuine understanding of the origin of their "powers."

Possin: This was a heavily populated and highly developed world before the Collapse, but the entire population perished. It has vast quantities of TL-15 equipment remaining amid the bones and rubble, but is extremely dangerous due to a complete infestation of the planet's data systems with several competing and warring strains of Virus. While control of the remaining (weak) planetary defenses makes it dangerous to approach the world, the planet surface is nightmarish due to the thousands of infected robots still operational. These robots have continued to function by cannibalizing broken machines and have developed an elaborate and eccentric social structure, with different groups regularly warring on each other. Despite the potential treasures on the world, the Guild has avoided it after losing several ship crews.

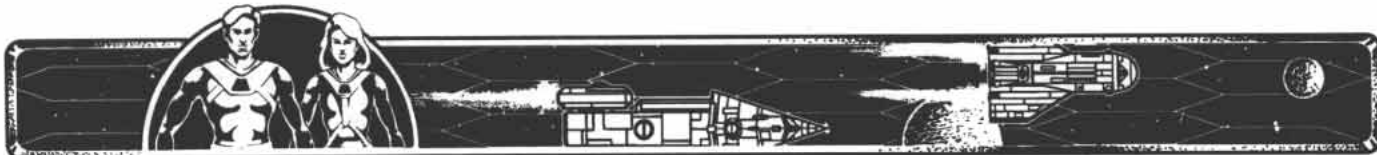
Darainne: This world, like Possin, contains a considerable amount of salvageable high-tech equipment, but the system is "haunted" by a fleet of 17 vampire ships. Most of these are small, and many are not combat capable at all, but the core of the fleet is an extremely large (50,000-ton) Imperial battle rider.

Hodg: This planet is potentially a major problem for the Coalition. It is unified under a single extremely cruel and corrupt TED, who controls a large population and an impressive technological base, including some relic TL-13 weaponry. There is also a large quantity of TL-13 relic machinery on the planet, although none of it is operational yet. The Guild has mostly stayed clear of this world, as intimidated by it and as puzzled as to how to handle it as the Coalition may be when it finds it. Government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
High	High	High	High	Moderate

Sauler: This world occupies a key location in the Thoezennt subsector from an astrographic perspective. Since the star system has no gas giant or planetoid belts, starships must refuel from the oceans or at the starport. Furthermore, it is the only launch point for a jump-3 connection to the trailing part of the subsector from the central star cluster, and so is one of the keys to normal travel between Promise and Shenk subsectors. Recognizing this, the Guild renovated the starport and operates it as a Guild monopoly.

The planet itself is balkanized and with a fairly small population. The major source of off-world goods is the starport, and the local population trades with the Guild by recovering high-tech parts and machinery from the ruins of the pre-Collapse cities.



REFEREE'S NOTES FOR THE PLANET LOTE

Government Data

This data provides an overview of the different governments of Lote.

Nation	Pop	Gvt	Cor	Tal	CrI	Ag	P/X
1. Lotean Empire	2	6-TED	M	L	H	H	M
2. Ovestian Republic	0.8	6-TED	H	L	H	M	M
3. United Provinces of East Shushkhunakiish	0.8	A-CSB	H	M	H	L	H
4. Eadamite Tribal Confederation	0.2	1-TG	L	H	H	H	H
5. Ravenwood	0.3	5-CO	H	H	M	H	M
6. King Henry Land	0.25	6-TED	L	M	H	H	L
7. The Alancan Collective	0.8	3-RD	L	M	L	M	L
8. The Free City of Haven	0.25	5-CO	M	L	H	L	L
9. Zuukshamsham	0.8	6-TED	M	M	L	M	M
10. Irkagudii Protectorate	0.8	6-TED	M	L	M	H	M
11. Republic of Santos	0.25	5-CO	L	M	M	M	L
12. Kiravos	0.3	7-MD	M	H	M	H	L
13. Madiirshag	0.25	6-TED	M	L	M	M	H
14. Santos	0.2	8-TO	L	H	M	M	H

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

CrI: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Lote

1. RCES Intel is not correct in its assessment of the highest surviving technology on the planet. The "Old Man of the Mountains" is Anton hault Carving, a survivor from pre-Collapse times, living by means of a stockpile of anagathic drugs. He lives in his mountain stronghold at the highest point of the central mountain range on Shushkhunakiish Island. As he had built the facility and moved in prior to the Collapse, and was of a sufficiently reclusive and paranoid disposition to cut all contact with the outside world, his fortress was uninfected (and thus unaffected) by Virus.

Carving is effectively the absolute ruler of Lote, his authority limited only by the extent to which he is interested in exerting it. He recruits his retainers mostly from Lotea and Ovestia, but occasionally accepts supplicants into his service who make the

pilgrimage through the Eadamite Badlands. He simply confiscates anything he needs from wherever he decides to take it, travelling by G-speeder or air raft and usually accompanied by a squad of troopers (both he and they in battle dress and equipped with fusion rifles).

Carving fancies himself a social scientist and thinks of Lote as his laboratory. He has a number of ongoing "experiments" studying the effects of famine, war, and other traumatic events on societies. He periodically deposes rulers as well, just to see what a different approach to government might produce. Carving is to the point that he considers even the rulers of various nations to be no more important than lab rats in the intricate behavioral mazes he constructs.

2. Lote has some really gigantic predatory invertebrates, called sea slugs, the largest of which measure in the hundreds of feet. These are not very intelligent animals, and they operate mostly on the basis of killer instinct (very much like a shark). They feed on large fish which swim in schools, and frequent the deep waters of Lote's ocean. While the coastal shallows are safe from them, the open sea between the Irkagudii Islands and the southern tip of Zuukshamsham Island are dangerous enough that there is effectively no commerce between the southern islands and the north. (The wooden sailing vessels that the inhabitants use are easily crushed in the jaws of the sea slugs.)

3. Given the discrepancy between the small TL-8 bodyguard units employed by most TEDs and the more numerous TL-3 armies, warfare has become stylized. Wars are routinely fought with the low-tech forces if disputed frontier areas are at issue. The high-tech bodyguard units are committed only when a nation feels that its survival is at stake, and this act usually signals the end of active hostility by both sides and brings on negotiations.

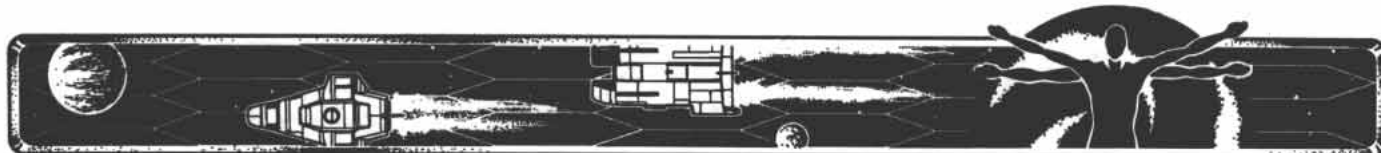
Adventure Plots on Lote

Intel: The Coalition knows virtually nothing about this planet. The characters are instructed to gather as much techno-politico-military information about the world as possible. They should also investigate the rumors concerning the Old Man of the Mountains. Several of the other missions below require knowledge of the Old Man that must first be gained in Intel missions.

Cold Recovery: The orbital starport and shipyard are heavily damaged, but may still contain recoverable artifacts. The characters attempt to explore the dead orbital facility and salvage any useful equipment.

The main difficulty the characters will encounter will be an active Virus strain still alive in the computer system and drawing energy from the remaining undamaged solar panels and processors. This Virus will pretend to be an active, crewed starport in an attempt to infect the players' ship, and will try to capture them and force them to help it spread its seed.

The Virus owns a single 30-ton boat, which it uses to explore its surroundings, often piloting it down to the world's surface to capture living creatures which it brings up to orbit to observe. Although quite inquisitive, it is also thoughtless about



its "pets" and carelessly allows them to die or wander off into the remaining habitable areas of the orbital starport once it has seen all it cares to see. The Virus does not go near hault Carvring, as Carvring's high-tech defenses have shot down all of its other small craft.

The Virus is aware of the locations of all of the storage facilities in the system associated with the naval base, but needs human assistance to reactivate the SDBs that are still hidden at various locations.

Hot Recovery: RCES Intel has identified an underground storage facility for the former Lotean naval base which is unknown to local authorities. This storage facility, according to the pre-Collapse records available to RCES, is a sensor warehouse, and contains a number of replacement TL-14 system for re-fitting naval and survey vessels. These include densitometers, neural activity sensors, and neutrino sensors, all of which are virtually unavailable in Coalition Space. Of even greater immediate importance are TL-14 EMS jammers, as a good jamming system is necessary before any direct action can be taken against the Old Man of the Mountains. This will become an extremely high-priority SAG target, once information is obtained about the Old Man.

Unfortunately, the palace of the Emperor of Lote is built directly over it. It will be necessary for the SAG team to fight its way through the palace to get to the cache and then fight its way back out again once it has secured the needed equipment.

Diplomacy: The four island governments in the south are isolated from the north and may provide a more fertile ground for establishing a dialogue with the world. The characters are to establish diplomatic relations (or escort an ambassador who will do so) with all four southern governments, and then make recommendations as to which ones are the best candidates for Coalition support.

Pacification: The Old Man of the Mountains is becoming increasingly hostile to Coalition operatives on the planet and has considerable firepower at his disposal. RCES has decided that a direct assault on his mountain stronghold with the object of capturing or killing him is required. Assault troops (presumably including the characters) will make a meteoric assault on the mountain stronghold supported by the most sophisticated jamming available to suppress the defenses.

Commerce: The Coalition has developed a simple solar-powered sonar system which can detect the approach of the Lotean sea slugs, as well as a pneumatic harpoon gun system to enable ships to navigate the open sea between the two main island groups. Local seamen, however, are reluctant to try it, and so the characters are called upon to serve as demonstration team to prove the concept.

Lotean Imperial Armed Forces

Total Personnel: 20,000

Wet Navy: 8000 (Experienced crews, all vessels TL-3)

2 major combatants

10 other combatants

Ground Forces: 12,000

Imperial Guard: 2 infantry companies (Veteran, TL-8)

1 foot grenadier battalion (Experienced, TL-3)

1 horse grenadier regiment (battalion-sized) (Experienced, TL-3)

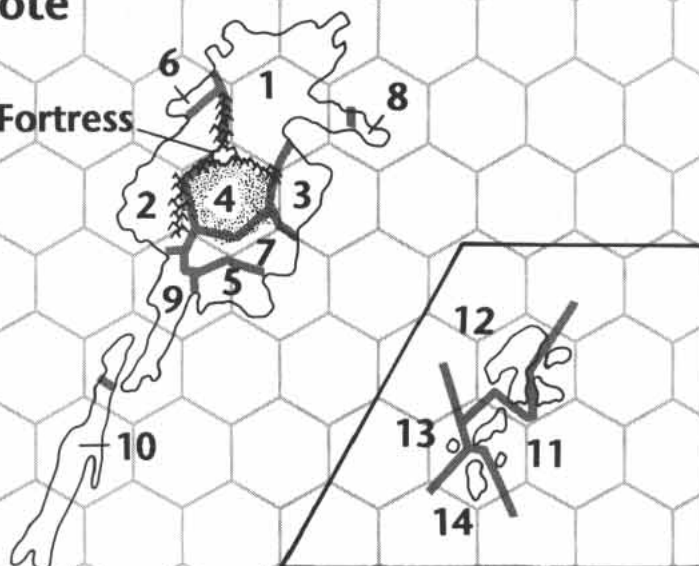
4 musketeer battalions (Novice, TL-3)

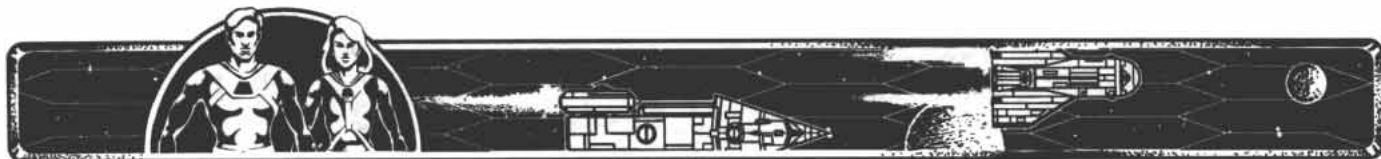
THOEZENNT

Governments of Lote

(See chart to left)

Carvring's Fortress





REFeree's INFORMATION FOR THE PLANET MARAX

Governmental Data

The government of Marax is a technologically elevated dictatorship. Its governmental ratings are as follows:

Corruption: High
Talent: Low
Cruelty: High
Aggression: High
Paranoia/Xenophobia: Moderate

Special Notes for Marax

1. Ushugaam II is everything the RCES briefing says he is and more. His stronghold is the Cleft of Bagvoot, a rift valley high on the desert plateau west of the Mare Maximus. This is a lush, green valley draining through land baked dry by the sun. The rivers that run through the valley drain down into the equatorial jungles of the lowlands. The valley is strongly fortified, and Ushugaam's command facility and personal stronghold are carved out of solid rock. (They existed prior to the Collapse and were the planetary defense headquarters.)

2. The armed liner in the Marax "High Guard" (named from the old Imperial Navy tactical evolution) is actually DLS *Horus*, which Marax captured over a year ago. He has repainted the vessel and made other surface changes to disguise its origin. It now serves as an armed troop transport for conducting raids on Tiniyd. Raids on Tiniyd are difficult and sometimes costly, though, due to the high tech level there. Ushugaam is looking for easier targets.

3. DLS *Horus* never included Marax on its flight plan, but departed from its posted flight plan after leaving Nova Ryll. It jumped from there to Meadsk and refueled (but did not contact the locals), and then jumped to Marax. This was done partially on the captain's own initiative, but with the active encouragement of a small faction of the government of Eos (which had financed *Horus*'s renovation). A garbled report from the Free Trader Network indicated the possibility that Marax was ripe for off-world trade and would be willing to negotiate an exclusive franchise agreement with Eos. When the mission went wrong, the half-dozen officials of the Eos government never spoke up to admit their scheme, and the crew of *Horus* have languished in the dungeons of Ushugaam's stronghold in the Cleft of Bagvoot ever since.

4. Ushugaam is trying to purchase updated astrographic data which will enable his Master Astrogator (whose actual skill level is 1 or 2) to calculate the jump coordinates to other nearby stars. He has only recently begun looking for the information, and there is no secret that his jump-3 capable vessel is a recent acquisition.

5. There is an active resistance to Ushugaam, but it is hampered by lack of arms and ammunition.

Adventure Plots for Marax

Survey: Although there are complaints of radiation downwind from the canal construction site, there is no hard evidence as to the health problems associated with it. RCES needs to know the actual radiation levels if it is to intelligently decide on a policy toward Ushugaam.

The characters are to travel undercover to the Pontine Archipelago and there take measurements of surface particulate radiation as well as airborne particles and radiation in plant life, wildlife, ocean water, groundwater, and soil. (They will find that it is dangerously high.)

Local government officials will attempt to prevent this if they learn the characters' actual mission.

Intel: Ushugaam has recently acquired a jump-3 liner, reportedly in excellent condition, and is trying to obtain astrographic information, apparently to allow himself to raid further afield. The characters are to find out where this ship came from. If they discover that it is DLS *Horus*, information as to the fate of the crew would also be very welcome.

Hot Recovery: Having determined that there is a severe and immediate environmental and health hazard from Ushugaam's use of nuclear weapons, RCES has authorized a SAG mission to recover his entire supply of refined uranium used for bomb warheads. This is kept at the bomb assembly plant in the badlands near the canal site. (The assembly plant is also the uranium enrichment plant and is located near the planet's uranium mines.) Planning and execution are up to the characters.

Diplomacy: There is an active resistance to Ushugaam which, even if it is of little military significance, can be an invaluable source of intelligence. The characters are to establish contact with the resistance and arrange for provision of equipment and training, and coordinate resistance operations with RCES raids.

Pacification: RCES has learned that Captain Julianne Einhatta and her 11 other crewmembers are held prisoner deep in Ushugaam's stronghold in Cleft Bagvoot. The area is defended by most of the Life Guard and elements of several other units, including at least reinforced companies of the Aero-Dragoons and Cuirassiers and the TL-10 SAM battery. The mission is to kill or capture Ushugaam and rescue the imprisoned crew. Because there is no direct overhead access to the stronghold, it will be necessary to land in the valley and fight through to the stronghold entrance.

Bootstrap/Commerce: The characters are to find a suitable nearby world which needs large power generation and has no suitable fuel supply. By introducing fission reactor technology to the world, a basis for interstellar trade between that world and Marax (which can supply the refined reactor fuel) will be established.

Armed Forces of Marax

Total Personnel: 23,000

Wet Navy: 750 (Novice crews)

3 armed patrol craft (TL-6)

Air Force: 4400 (Experienced crews)

20 aircraft (2 TL-9, 18 TL-6)

2 AD batteries (1 TL-10, 1 TL-9)

"High Guard": 1600 (Novice/Green crews)

3 combatants: 1 patrol cruiser (not jump-capable), 1 armed free trader (jump-1), 1 armed liner (jump-3)

Ground Forces: 16,250

The Life Guard (Experienced, TL-10)

(1 lift infantry company, 1 battle dress

infantry company, 2 infantry companies)

The Aero-Dragoons (Experienced, TL-9)

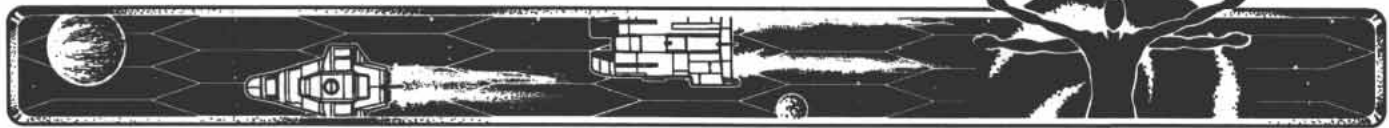
(1 helicopter gunship company, 3 air-mobile infantry companies)

The Cuirassiers (Novice, TL-9)

(1 tank/armored car company, 1 mechanized infantry company, 2 motorized infantry companies)

2 motorized infantry battalions (Novice, TL-6)

3 infantry battalions (Novice, TL-6)



REFEREE'S NOTES FOR THE PLANET MEADSK

Government Data

This data provides an overview of the different governments of Meadsk.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. Lajipan Confederation	0.5	3-RD	H	M	L	M	M
2. Kingdom of Norosk	0.5	4-CD	L	L	H	L	M
3. Aprapanji Empire	0.8	8-TO	L	L	M	M	H
4. The Metropolitan League	0.5	3-RD	L	H	M	M	H
5. Eitanii Republic	1.5	3-RD	M	H	L	M	L
6. Kingdom of Kiswa	0.4	2-PD	M	L	M	H	H
7. Kingdom of Sevosc	0.6	4-CD	M	L	H	M	H
8. Akharakeem	0.5	1-TG	L	H	M	M	L
9. Empire of Xantask	0.7	8-TO	M	H	L	L	M

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Meadsk

1. DLS *Brilliant* did not fall victim to foul play, unlike the other original 11 ships. Instead, it suffered a catastrophic misjump when leaving the Meadsk system.

2. The Metropolitan League is a confederation of mercantile coastal city-states along the north coast of Aprapan. The inland areas are only loosely controlled and the inhabitants have little in common with their coastal rulers.

3. Akharakeem is mostly steppe and desert, and the inhabitants are almost entirely nomadic. There are several small towns along the seacoast inhabited by fishermen and a few merchants, but the ruling tribes are all nomadic and the tribal councils preside over a very loose confederation of people.

4. Meadsk has been subjected to increasing raids by Guild slavers particularly in the western half of Aprapan. The people there are extremely hostile, even violent, to off-worlders.

Adventure Plots on Meadsk

Survey: There has never been a comprehensive mineralogical survey done on Meadsk, and it is conceivable that there are reserves of fossil fuels or rare minerals which could provide Meadsk with the wherewithal to participate in interstellar trade.

RCES has found the tribal councils of Akharakeem to be receptive to the idea of a survey, and are willing to provide guides and

protection for the party. The characters will either be the survey party or will be contracted to go along as an additional escort. In addition to dealing with the elements, a hostile desert environment, and some dangerous wildlife, the party will have to fight off raids sponsored (or even conducted) by Sevosc, the neighbors to the north.

Hot Recovery: A Coalition merchant, attempting to open trade with the Metropolitan League, was arrested by the League and turned over to the Aprapanji Empire as a spy. Indications are that the Empire intends to execute her in a fairly short time. The RCES local representative is, on his own authority, overriding the TDO limitation and authorizing a SAG mission to rescue the merchant. However, due to the sensitive political situation, non-lethal force is to be used unless lethal force is absolutely necessary, and then only as a last resort to affect escape.

Diplomacy: Despite troubles with the Metropolitan League in the past, RCES considers the opening of normal diplomatic relations with them to be a high priority. Governments on Meadsk understand and honor the concept of diplomatic immunity, and so the characters should not expect to be arrested or attacked by the government outright. On the other hand, the government will do little to protect the party while it is in the capital, and any violence committed by the characters, even in their own defense, may seriously jeopardize the negotiations.

Commerce: East-west maritime commerce is severely restricted by Kiswan pirate raids. Diplomatic protests to Kiswa have produced no results, and most governments have simply given up trying and live with their depredations. The pirates are well-enough outfitted that they almost certainly have government backing. In any event, Kiswa periodically declares "war" on one nation or another due to some minor offense and issues letters of marque to most vessels (and sends out its own navy as privateers). Kiswa usually manages to turn a comfortable profit on its wars, and sometimes resorts to them to relieve a budgetary difficulty.

In order to develop a healthy trade pattern between Aprapan and the Eitanii Republic, the strength of the pirates has to be broken. The characters are hired by an Eitanii merchant to guard a merchant ship, with the intention of attracting and then defeating one or more pirate attacks.

Bootstrap: With the Coalition at least now talking to the Metropolitan League, some effort has to be made to cement friendly relations. One of the major problem the League faces (as does its neighbor to the west, the Aprapanji Empire) is slave raids by the Guild. The characters are asked to provide a training cadre to study slave raiding tactics and come up with a workable defense system which will discourage them. A limited amount of equipment may be introduced as well, but the best solution would use only indigenous resources.

Armed Forces of the Eitanii Republic

Total Personnel: 15,000

Wet Navy: 4250 (crews Experienced, all vessels TL-2)

6 combatants (galleons)

5 armed coastal craft

Ground Forces: 10,750 (all TL-2)

about 5 battalions (but usually deployed as separate companies)

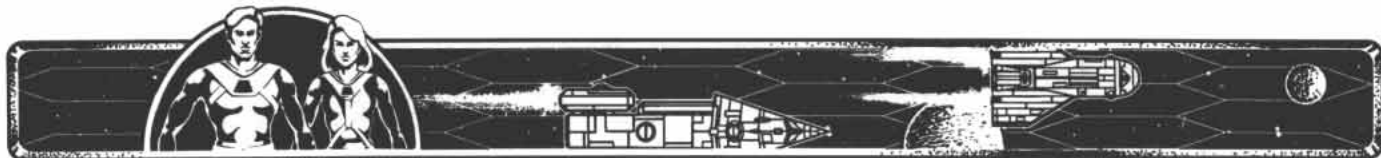
1 Republican Guard mounted infantry company

(Veteran)

1 cavalry regiment (Experienced)

4 infantry battalions (1 Experienced, 3 Novice)

Supporting troops include a battalion each of fortress artillery, coastal artillery, field artillery, engineers, and transport.



REFEREE'S NOTES FOR THE PLANET NOVA RYLL

Government Data

This data provides an overview of the different governments of Nova Ryll.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. The Halflands	5	A-CSB	L	L	H	L	M
2. The Gold Coast	5	7-MD	H	L	H	H	M
3. The Mark	4	5-CO	M	M	L	H	H
4. The Passages	6	5-CO	L	M	H	M	L
5. The Southmark	13	7-MD	M	M	H	L	H
6. Diadem	3.5	2-PD	M	H	H	H	H
7. Midway	4	6-TED	M	H	M	M	M
8. North Scandia	6	3-RD	M	H	H	L	H
9. South Scandia	3.5	8-SPO	L	H	H	M	M
10. Aguatain	5	6-TED	M	H	H	H	H
11. Morland	5	7-MD	L	M	M	M	H
12. Freeland	3.5	3-RD	M	M	M	L	M
13. Nordheim	3.5	8-TO	L	L	L	M	L

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Nova Ryll

1. Very little on Nova Ryll is as simple as it first appears. The entire society of the world is permeated with a secret organization, similar to what Terrans once believed the Masons or the Bavarian Illuminati to be like. In this case, however, the perception is very close to the reality.

Stemkulte (the Cult of the Star), as it is called locally, is a secret organization dedicated to controlling governments, industry, and all significant power centers of society, by means of subtle manipulation. Many innocent lodges or fraternal organizations are recruiting arms of the *Stemkulte*, and its members are at the highest levels of power everywhere on the planet. Almost every action by government and industry has both a public justification and a private motive benefiting *Stemkulte* or some of its members. *Stemkulte* is talked about openly by many people, although there is no solid evidence of its existence. Some of the people most vocally opposed to it are in fact members. It is rumored that many of the world's national leaders are members of the *Stemkulte*,

and that many wars are public manifestations of power struggles within the cult, or are, in fact, shams intended to distract attention from the real, secret, rulers of the world.

The symbol of the organization is a six-pointed star, but not in the geometric form of the Star of David. Instead, the star's points are long and leaf-like, radiating from a central point. The symbol is, in fact, a stylized version of a Hiver's head.

At the time of the Collapse, a Hiver trade delegation crashed on the world and, fearing for its safety in the chaos that followed, retreated underground and interacted with the inhabitants only by means of its human assistants, who attempted to blend in with the populace. The humans were from the Hive Federation and so had a world-view much more like that of their Hiver masters than the local population in any event, and sought security for themselves and their masters through traditional Hiver means.

As time passed, the Hivers died, as did their original human helpers, but new helpers were recruited and trained along the way, until the organization took on a life of its own and has grown to its present proportions. The bodies of the original Hivers have been preserved and are objects of veneration by the highest and most select members of the cult. These bodies, along with a few remaining artifacts from the crashed ship, may help characters puzzle out the origin of this unusual movement. If a Hiver tech rep accompanies them, contacting the leadership of the cult will be much easier (and in fact may be forced upon them).

2. There was an underwater system defense base built off the coast of The Passages, effectively hidden among the clutter of small, uninhabited islands. It can be accessed either by submarine or by a disguised entrance on one of the nearby islands. The base is in mint condition and contains four brand-new *Shukugan*-class SDBs. (The pre-Collapse tech level of the planet was only 11, but these TL-12 boats were specially purchased to upgrade the world's defense during the period of the Final War.)

3. Junot Avery has become the spiritual leader of all branches of the Dark Church of Axor, and encourages local adherents to overthrow the secular governments in their countries. Several such revolts have actually started, but The Southmark has provided little or no assistance to them, as it is completely occupied with its war with The Halflands to the north. Although The Southmark outnumbers the Halfland Army by a considerable margin, much of The Southmark's forces are tied down guarding their western borders.

In the absence of tangible support for the revolts and dissident movements, the Patriarch of Morland has been making a bid for the loyalty of the Faithful, and the appeal has the added benefit of being backed by cash and arms. Although only a minority of the Dark Church has shifted its allegiance to Morland, they are a fanatical and extremely well-organized minority, and due to Morland support they are also the best equipped.

Adventure Plots for Nova Ryll

Survey: Several maritime merchant firms based in The Passages have experienced damage and losses lately from ship groundings on uncharted shoals. The water channels there and currents are very tricky and continually change the bottom



characteristics. RCES oceanographers will be able to construct a good computer model of the changing depth patterns of The Passages, provided they can obtain reliable current measurements and both sonar and densitometer readings of the area.

The characters are hired jointly by RCES, three merchant firms, and the Coast Guard of The Passages to conduct a hydrographic survey of the navigable channels along the coast. The Coast Guard will provide the vessels, and RCES will provide the necessary sensors and technicians to run the tests and record their results. The characters will be responsible for security and successful completion of the tests.

During the survey, the technician will receive anomalous readings from the sonar and densitometer, indicating a large underwater cavern, apparently dry and of very regular shape. This is the submerged system-defense base. The characters may simply report their findings or investigate, in which case they will find the SDBs in storage. The Passages may intervene at this point and claim ownership rights due to the base being in their territorial waters, but only if they know about it. The characters may have the foresight to keep the base's location a secret, in which case recovery of the SDBs will become a covert (but hopefully Cold) recovery mission.

Intel: RCES has heard a large number of rumors concerning the *Sternkulte*, or Cult of the Star. While most of these seem to be paranoid conspiracy fantasies, they are persistent enough to warrant further investigation. The characters are directed to investigate the existence and extent of the *Sternkulte* and report back as to its influence over policy on Nova Ryll. Referees may make as much or as little of *Sternkulte's* real power as they like.

Diplomacy: The Southmark's dictator is bitterly opposed to the sort of bootstrap operations the Coalition would undertake on Nova Ryll, and if anything seems to be gaining strength and supporters globally. If he is successful in overrunning all of the continent of Ursa Major, he will have a nearly unassailable power base from which to strike out and eventually unify the world.

The other nations on Ursa Major are, unfortunately, almost as hostile to each other as to Avery, and in many cases are alienated from their own populations or hopelessly inept. Nevertheless, some effort to stem the tide of Southmark aggression must be made.

The characters are asked to do whatever they can to get the other nations of Ursa Major talking with an aim toward presenting a united front to Southmark expansionism. This may include escorting an RC special envoy, or conducting the actual negotiations themselves (depending on their background and experiences). However, if this military-political maneuvering is all a manifestation of *Sternkulte* plans, then diplomacy will be fruitless, and perhaps only be what *Sternkulte* had planned all along.

Pacification: Freeland is the Coalition's greatest hope for bringing order to the chaos of Nova Ryll, but it is threatened by invasion from Morland, while Nordheim refuses to become involved in any conflict. Morland's army is larger than Freeland's but lacks any equipment higher than TL-8, which would probably make the contest even except for the fact that Morland has forged an alliance with Aguatain. Much of the Freeland Army is now tied

up along the coast on invasion watch in anticipation of an Aguatain amphibious assault, giving Morland a clear edge on the southern border. In addition, Morland can count on assistance from Dark Church guerrillas operating in Freeland, especially in the eastern foothills and badlands.

The characters are hired to serve as a technical and tactical assistance mission to Freeland, with the objective of increasing the readiness of the armed forces, training them on a small quantity of heavy weapons provided on credit from the Coalition, and serving as a mobile strike force in the event invasion takes place.

Bootstrap: The rulers of Nordheim are very well-intentioned, but have made a series of poor policy decisions that have left the population disaffected and the economy on the brink of collapse. (Some claim that the decisions were sound, but that *Sternkulte* sabotaged their execution because they conflicted with the cult's goals.) If Nordheim can be turned into a model economic showroom for the world, everyone will take notice.

RCES is sending technical education teams to Nordheim to train local technicians and recover some remaining TL-11 manufacturing machinery still salvageable. Economic planners will suggest niche markets for Nordheim businesses to move into and capture, and provide assistance in marketing. Some Coalition capital will be invested in the form of additional TL-11 parts and complete equipment.

Morland is bitterly opposed to the plan, both for traditional geopolitical reasons and due to the virulent technophobia of the Dark Church. While a military invasion is unlikely, frequent sabotage and raids can be expected, especially from Dark Church guerrillas operating in Nordheim. The characters are to take charge of security arrangements on the project and see that Morland does not succeed in disrupting its progress.

Armed Forces of The Southmark

Total Personnel: 130,000

Wet Navy: 36,400 (crews Experienced)

10 major combatants, including 2 aircraft carriers (TL-8)

34 other combatants (2 TL-11, 32 TL-8)

2 marine infantry battalions (Experienced, TL-8)

Air Force: 58,500 (all crews Experienced)

21 aero-squadrons, each with 12 aircraft (1 TL-11 squadron, all others TL-8)

(Note: A total of four aero-squadrons are deployed with the two carriers)

10 AD regiments, each with 4 SAM batteries (1 TL-11 regiment, all others TL-8)

Ground Forces: 35,100

17 battalions

2 Lifewatch infantry battalions (Veteran, TL-11)

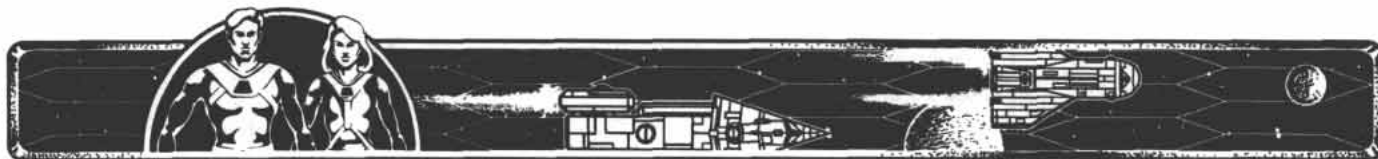
1 airmobile battalion (Experienced, TL-8)

2 mechanized battalions (Experienced, TL-8)

2 motorized infantry battalions (Experienced,

TL-8)

10 Revolutionary Guard infantry battalions (Novice, TL-8)



REFEREE'S INFORMATION FOR THE PLANET TINIYD

Government Data

This data provides an overview of the different governments of Tiniyd.

Nation	Pop	Gvt	Cor	Tal	CrI	Ag	P/X
1. The Kingdom of Light	0.5	9-MA	H	L	M	L	H
2. Kilkamsha Hegemony	0.5	9-MA	H	M	M	L	M
3. Gakshishu	0.15	7-MD	L	L	H	H	M
4. Essayrmaysis Salmsas	0.15D	9-MA	M	H	H	L	H
5. Eepa	0.15D	9-MA	L	M	L	H	H
6. Kingdom of Limgur	0.1	7-MD	L	H	H	H	M
7. Iimkhuu Hierate	0.1	7-MD	H	M	M	L	H
8. Padukha Amkhuun	0.1	7-MD	M	L	M	M	H
9. Idsur Republic	0.1	3-RD	M	H	L	M	M
10. Yoyormayess	0.1D	9-MA	H	L	M	L	M

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

CrI: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Tiniyd

1. Immature Droyne are all physiologically alike, and are not differentiated into the six physically distinct and specialized *castes* to which all adult Droyne belong. When young Droyne reach the equivalent of puberty (at approximately 12-14 standard years of age), they pass through an elaborate ritual which serves as a critical step in their maturation into one of the six adult castes (see TNE, page 72, for a brief description). In human societies, rituals such as this usually accompany the onset of physiological changes, but in the Droyne the ritual itself seems to *cause* those changes. This ritual, the *Iskyar*, involves the seeming random selection of "coyns" (in Droyne, *koynisin*) by the immature Droyne, under the ceremonial supervision of adult Droyne. The ceremony begins the permanent physical transformation into a Leader, Worker, Warrior, Drone, Technician, or Sport castemember, as directed by the coyn that was drawn. How this ritual can bring on physiological changes remains something of a mystery, at least to human scientists. However, the Droyne are a powerfully psionic race, and the coyn itself is likely not the cause of the change. Rather, it is probably the physical focus of a ritual that combines the

psionic powers of the adult Droyne leaders with those of the immature Droyne to awaken its latent genetic programming in accordance with the coyn's symbolism.

Nonetheless, the ceremony and the ritual significance of the coyns themselves are incredibly important to this development. Deprived of the *Iskyar*, young Droyne will remain in an immature, generalized (i.e., uncasted) state. On some worlds, the secrets of the ritual and the coyns themselves have been lost, and the entire population has reverted to its primitive state. These arrested Droyne are called Chirpers, and relatively few humans even understand that they are the same species (as opposed to two closely related species).

2. During the "Years of Shame," many Droyne were taken prisoner by human governments and forced into slavery. As slaves, their gold coyns, which were central to dozens of important social rituals in addition to the *Iskyar*, were confiscated, and they were denied their ritualized life-style. Deprived of the *Iskyar*, their offspring grew up as Chirpers. There are now approximately 200,000 Chirpers living as slaves in the various human countries, and few humans even realize that these are (or were) Droyne.

3. Various regions of Tiniyd are periodically raided for slaves and valuables by Marax. This has tended to increase local resentment of off-worlders.

4. There is a species of megafauna native to the far northern tundra and glaciers of Tiniyd. Each of these mass several metric tonnes, are quadrupedal and omnivorous, and are covered with hair.

5. There was once a scout base on Tiniyd but it was abandoned and shut down during the Hard Times. It was located in the desert and was eventually covered over by drifting sands. As its remaining systems (those which were too bulky to remove) were off-line during the Collapse, none of them are infected by Virus.

6. The savagery of the human "Crusades" against the Droyne on Tiniyd have made them hostile to and suspicious of all humans, and they are reluctant to open any relations with the Coalition. In addition, they are afraid that normal relations with an off-world power may incite the humans of their planet to renew the Crusades, which many of them are calling for.

Adventure Plots for Tiniyd

Survey: RCES has determined the approximate location of the old scout base on Tiniyd and has not found any evidence that it was attacked during the Final War. The characters are given this information with the expectation that they will locate the base in the desert and survey its equipment for possible future salvage.

Intel: In the normal experience of the Free Trader Network, Droyne and Chirpers are never found on the same world, although they bear an obvious physical similarity. The characters are instructed to discover how both Chirpers and Droyne came to be on this world. Some clues may be gained by the fragmentary historical records which indicate that some captive Droyne were not killed by the Crusades but were instead



taken as prisoners, and also fail to mention Chirpers as existing at that time. In the end, this mission will require persuading the Droyne to explain the *Iskyar*, which they are very reluctant to do. Although they are not ashamed of the ritual, it is generally not discussed for fear of misunderstanding by non-Droyne. There is also the very understandable fear that if its details were commonly known, many more groups would attempt to force Droyne regression into Chirpers.

Cold Recovery: A number of low-tech worlds lack large beasts of burden, which makes transportation of goods (and hence commerce) extremely difficult. The characters are to recover a breeding pair of the megafauna that inhabit the frozen north of Tiniyd for study and possible domestication. This, of course, will require the characters to figure out exactly what constitutes a breeding pair, which might be a considerable undertaking in its own right.

Hot Recovery: RCES Intelligence has learned that the Kingdom of Light recently excavated two complete tech level 12 jump-3 starship drives designed for 700-ton vessels. Each drive displaces 400 cubic meters and masses 1200 metric tonnes. An *Aurora*-class clipper is available for the mission specially outfitted to carry two modular cutters, each of which has been configured as a "sky crane" to carry one drive as an open cargo, with a winch powerful enough to hoist the drive into its carrying position.

The characters will lead a SAG team with the mission of suppressing the AD units protecting the site, securing the site from ground troops, and then helping load the drives into the cutters. The Navy will ensure air superiority during the operation.

Diplomacy: In many respects, the Droyne are among the most likely candidates for long-term relations with the Coalition, and bringing an additional sentient race in as members is a high priority with RCES. The characters are assigned to open relations with one of the Droyne states (or escort and assist an RC ambassador). This mission will have to overcome a tremendous residue of fear and suspicion as well as bridge an immense cultural gap.

As the only human nation on Tiniyd that is not governed by a mystic dictatorship or autocracy, the Idsur Republic is considered by the RC to be the only government worth doing business with. Although enlightened in its treatment of its human citizens, it, like all the other nations of Tiniyd, uses Chirper slave labor, and the Idsurians share the world's prejudice that the Chirpers, although trainable for menial or dangerous tasks, are not advanced enough to be considered "persons." In conjunction with the pacification program (immediately below), the characters are assigned to open relations with Idsur and educate its leaders on the value of franchising and liberating the Chirpers. (However, in order to maintain the secrecy of the pacification program, the characters are not authorized to explain the connection between the Droyne and the Chirpers, which the rulers of the Republic are not aware of.) Prejudice being what it is, however, the characters may find this to be difficult, and may find them-

selves the targets of human supremacists among the Idsur Republic, or agents of anti-Coalition nations passing themselves off as Idsurian human supremacists. This reaction might also instead be directed against the Chirper slaves of Idsur, rather than the characters. (This is called the "Idsur Burning" scenario.)

If the characters' diplomacy is successful, Idsur could serve as the home of the campaign to liberate the Chirpers, which would involve further diplomatic initiatives, as this would invoke the ire of the other human nations, as well as arouse the interest of the Droyne nations which might ally with Idsur.

Pacification: RCES has determined that most of the human states on Tiniyd are practicing wholesale slavery bordering on genocide by imprisoning Droyne and preventing them from undergoing *Iskyar* (see notes above), thus dooming them to lives as Chirpers instead of mature Droyne. Once the ritual time passes, a Chirper may not develop into a Droyne, and is thus doomed to remain a Chirper, but at any given time there are a large number of young Chirpers (tens of thousands) coming of age.

The Coalition lacks the ability to overthrow these governments, but the Droyne nation of Essaymaysis Salmsas has developed a plan to make an example of one or more of them with an eye toward freeing the Droyne slaves everywhere. The Essaymaysis have mass-produced thousands of sets of coyns, all designed to produce warrior-caste Droyne. With Coalition help, these will be spread throughout the Chirper slave camps by Droyne leaders and drones who will lead the castable Chirpers in the *Iskyar* ritual.

The result over the course of several months to a year will be the sudden appearance in the human lands of thousands of Droyne warriors (Experienced NPCs initially, rapidly progressing to Veteran after combat experience). The characters will, at that point, enter the picture by helping escort or smuggle additional Droyne Essaymaysis leaders into the countries to organize the warriors and lead the revolt.

Armed Forces of the Kingdom of Light

Total Personnel: 5000

Wet Navy: 300 (Experienced crews)

1 armed patrol craft

Air Force: 1000 (Experienced crews)

4 combat aircraft (TL-6)

1 AD battery (TL-11 SAMs)

Ground Forces: 3700

2 battalions (10 companies)

1 Guard heavy (battledress) infantry company (Veteran TL-12)

1 grav tank company (Experienced, TL-11)

2 lift infantry companies (Experienced, TL-11)

6 motorized infantry companies (Novice, TL 6)



REFeree'S INFORMATION FOR THE PLANET XEZOR

Government Data

This data provides an overview of the different governments of Xezor.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. Xantreeb Confederation	6	8-TO	L	L	H	H	L
2. Sucroze	3	5-CO	L	M	L	H	H
3. South Xantreeb	3	2-PD	H	M	M	H	L
4. Republic of Free Xantreeb	3	3-RD	L	H	M	L	L
5. Arawak	3	8-TO	M	M	M	L	L
6. Union of Social Progress	6	8-SPO	M	M	L	L	L
7. Republic of Bruhamen	15	3-RD	L	H	M	H	H
8. Republic of the Sanderson Isles	6	6-TED	H	M	H	L	H
9. Emline Republic	6	9-MA	H	L	H	H	H
10. The Akhdar Union	6	7-MD	H	L	M	M	M

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Xezor

1. Xezor had a secret research station located off the west coast of the Akhdar Archipelago. This research station was not part of the Imperial research effort, but was instead a private facility owned and operated by Sternmetal Horizons, an Imperial-era megacorporation. The facility was built completely under water and was quite extensive. It was engaged in advanced genetic engineering work with marine animals.

Although a number of projects were ongoing, the major success was the development of a coral-like organism which extracted minerals from the seawater and extruded an extremely hard concrete-like substance. The organism was intended to help with aquatic construction projects of all varieties.

Some other experiments produced viable organisms, but they were less useful than the coral and some of them were quite dangerous.

Although the electronics and life support failed on the research station, the large (several square kilometers) enclosed habitat in which the larger organisms were confined remained intact, and is still intact today. The organisms have survived

and bred in the enclosure, although the small gene pool and limited food supply have meant that the population has not grown significantly. Food is supplied by smaller fish who range freely through the area, the enclosure only holding in the larger animals. Some young specimens have escaped the enclosure and grown to maturity, causing alarming reports of sea monsters by sailors in those waters, but there have never been offspring produced by mature breeding pairs outside of the enclosed habitat.

The coral escaped into the general environment following the Collapse and has spread throughout the Akhdar Archipelago, growing at a rapid rate. Originally a novelty, the coral banks are now becoming a hazard to navigation and have turned the passages between the islands into mazes of channels and dead ends. Akhdar uses explosives to clear navigable channels, but the effort is poorly planned and organized and is making little headway.

2. The Bruhamen are a stiff, abrupt, touchy people, but most other people on the planet are more relaxed and friendly.

3. The Xantreeb Confederation is openly talking to the Guild, and has begun to receive advanced weaponry. It is considering a campaign of reconquest against the breakaway states to the east.

Adventure Plots for Xezor

Survey: The RCES has heard of an interesting form of coral life in the Akhdar Archipelago, and believes that it may be useful in constructing underwater habitats. The characters are encouraged to make a survey of the coral, study its lifecycle and habits, and obtain samples of it for examination by RC scientific personnel. The labyrinths of coral channels are home to both predatory marine life and petty island raiders and pirates, so the survey mission carries some danger with it.

Cold Recovery: Examination of the coral samples recovered from Akhdar indicate that the life form is artificially constructed and, given its rate of growth, was probably not present on the world prior to the Collapse. The spread of the coral life form has been from west to east, following the prevailing currents, and the pattern of habitation suggests a point of origin approximately 100 kilometers west of the islands. The characters are to conduct a search for the source of the coral and recover any information concerning its creation.

This mission will take the characters into the heart of the derelict research station, where they will find the remains of the original researchers. Some, barricaded in one wing of the facility, suffocated or starved to death, while others were apparently killed by some form of amphibious life. The facility still has open access to the underwater enclosed habitat and characters will come in contact with some very nasty genetically engineered life forms, some created as aquatic killers either as warriors or just a unique form of industrial sabotage. Ideally, the characters will be able to recover the information (which allows controlled and directed growth of the coral structures) while surviving the attacks of the marine life and not allowing any of them to escape from the habitat.



Hot Recovery: The Arawakeen ambassador to the Sanderson Isles has been arrested by the government, and diplomatic relations between the two have been broken. RCES has been trying to forge a mutual defense pact between Arawak and the Republic of Free Xantreeb. Recovery of the Arawakeen ambassador may be the final act of good faith necessary to secure Arawak's concurrence. The characters are to plan and execute the rescue mission, but it must be done using the assistance of several Free Xantreeb NPCs assigned from their army. The characters themselves will be wearing Free Xantreeb uniforms and the Arawakeen ambassador is to think that the entire mission was planned and executed by Free Xantreeb.

Diplomacy: Although the Bruhamen may be personally annoying, they are vital to any future efforts to integrate Xezor into the Coalition, and RCES has placed a high priority on establishing normal, friendly relations with them. While Bruhamen is willing to talk, public sentiment still runs high against the Coalition, and the Guild has recently been offering favorable trade concessions in return for a monopoly on use of the starport.

The Bruhamen legislature has come up with a potential solution to the problem. Before the Collapse, there was a high-energy physics research station on one of the moons of the system's gas giant. The station personnel perished when Virus shut down the station's life support, but the station may be largely intact otherwise. Bruhamen launched a salvage mission several years ago (transported by a Free Trader ship under contract), and the team penetrated the station, but then contact with them was lost and they never emerged again. Bruhamen will grant an exclusive right to call at the starport either to the Guild or the Coalition, whichever does the best job of recovering the research equipment and experimental results from the station.

This adventure will pit the characters against the Guild salvage team as well as against whatever killed the original Bruhamen team. The assumption all along has been that they were killed by the Virus-infected station defenses which were still active several decades later. That may be the truth, but it could also be some previously undiscovered predatory life form native to the planet, at the referee's option.

Pacification: The Emline Republic has begun a program of forced industrialization, including heavy reliance on fission power, fueled by a new process developed locally for extracting uranium from seawater. While this is a good program at first glance, Emline has been dumping radioactive waste into the ocean off the continental shelf, as well as dumping toxic industrial waste. Both acts can produce potentially disastrous results, and strong diplomatic protests by several other nations have produced only indifference. The religious dictator of Emline widely sites an obscure local prophecy that the world will be destroyed by God in 55 more years. Emline is turning its efforts to the rapid development of an industrial base which will allow construction of huge starships to transport the country's population away. No concern is given to the environment (since it won't matter in 55 years anyway) and extraordinarily draconian laws have confiscated most productive property and turned the country into a large labor camp.

RCES has authorized a decapitation strike against the Emline Republic. The strike may either be by meteoric descent from orbit using overwhelming firepower or may use a sub-aquatic approach and a more commando-oriented approach. In either case, civilian casualties are to strictly avoided.

Commerce: Bruhamen's industrial revolution depends in part on cheap power. While solar power can provide part of this, the smoke and ash that usually clings to the air over the islands limits solar radiation, and there is no regular source of fissionables for fission power. Solar power has been supplemented by several small TL-10 fusion reactors which Bruhamen has kept in operation, but they are approaching the end of their useful lives and rolling brownouts are becoming common occurrences in the industrial heart of the republic.

Bruhamen needs replacement parts for its remaining fusion reactors, and is willing to pay top dollar for them. Complete TL-10 fusion reactors in fairly good condition would be even better. Enterprising merchants have an excellent opportunity if they have access to the needed machinery.

Bootstrap: The Republic of Free Xantreeb is an ideal location for a seeded high-tech colony, and so the RCES has organized a bootstrap mission to raise the tech level to 12 over the next 10 years. The first step is the repair of existing TL-10 machinery sufficient to restart fusion power plants in place, thus generating cheap energy for industrial development. The second step will center around establishment of high-tech engineering and scientific training academies, which will not only train Xantreebi scientists, but also serve as magnet schools to educate the best students from all across the planet.

But the Free Xantreeb government must survive for this to work. The Xantreeb Confederation is planning to disrupt the project through espionage, sabotage, and covert strikes. The characters are assigned to organize security for the first phase of the project, and are instructed to disrupt the Xantreeb Confederation plans in any way possible.

Armed Forces of the Republic of Bruhamen

Total Personnel: 150,000

Wet Navy: 60,000 (crews Experienced)

10,000 marines (TL-8)

2 active marine infantry battalions (Experienced)

3 reserve marine infantry battalions (Novice)

16 major combatants (all TL 8)

52 other combatants (2 TL-10, 50 TL-8)

Air Force: 67,500 (Experienced crews)

252 aircraft in 21 aero-squadrons of 12 aircraft each (1 squadron with TL-10, all others with TL-8 aircraft)

22 AD regiments, each with 4 batteries (1 regiment with TL-10 SAMs, all others with TL-8)

Ground Forces: 22,500

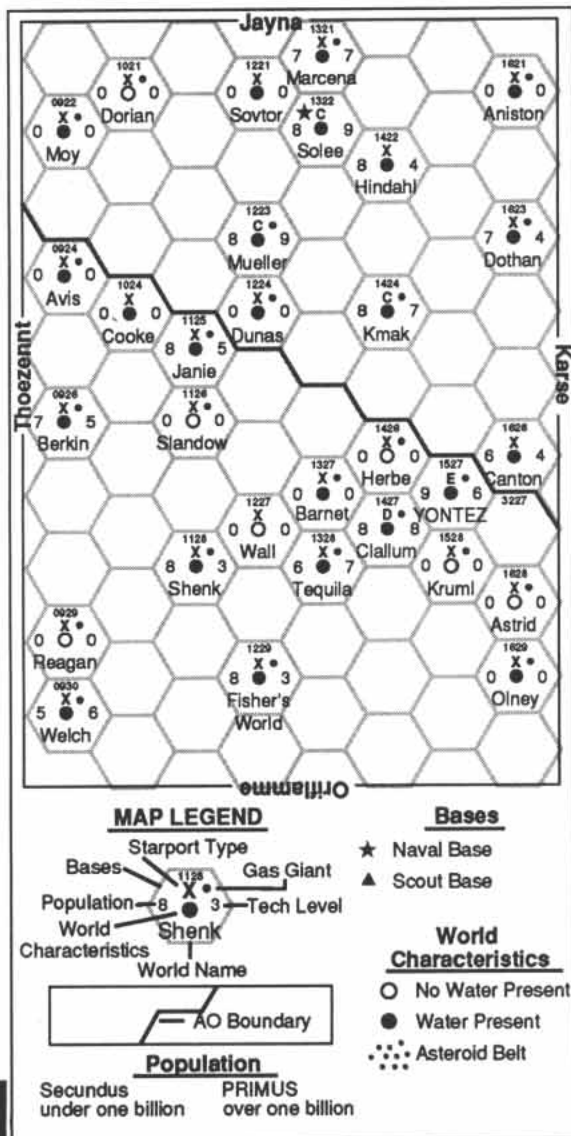
11 battalions

1 lift infantry (Veteran, TL-10)

1 airmobile (Experienced, TL-8)

2 mechanized (Experienced, TL-8)

7 partially motorized infantry (Novice, TL-8)



Base Codes: A: Naval Base and Scout Base; N: Naval Base; S: Scout Base; W: Scout Way Station

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; Cp: subsector Capital; C:N or D:N indicates that the world was populated in part by Chlippers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); De: Desert; Fi: Fluid oceans; Hi: High population; Ic: Ice-capped; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Rs: Research Station (with Greek letter designation); Va: Vacuum; Wa: Water world

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. A B in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: Li: Lucan's Imperium; So: Solomani Confederation. In 1201 listings, Wi: Wilds (No off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191.

REFEREES ONLY

Dual Listing: Each world is listed twice. Upper line is pre-Collapse data, lower line is New Era data.

SHENK Subsector in 1201 (Subsector J/Old Expanses Sector)

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Moy	0922	B313444-C	W	Ic Lo Ni	302	Li	G3 IV
	0922	X313000-0		Ba Ic	002	—	G3 IV
Avis	0924	C513363-8		Ic Lo Ni O:0922	413	Li	K4 V
	0924	X513000-0		Ba Ic	013	—	K4 V
Berkin	0926	B66A974-C	N	Hi Wa	704	So	G2 V M3 D
	0926	X66A76B-5		Wa	B904	Wi	G2 V M3 D
Reagan	0929	B210420-9	N	Lo Ni	412	So	M0 V M8 D
	0929	X210000-0		Ba	012	—	M0 V M8 D
Welch	0930	B344720-B		Ag	622	So	M0 V M4 D G6 D
	0930	X344569-6		Ag	322	Wi	M0 V M4 D G6 D
Dorian	1021	B310422-A		Lo Ni	203	Li	M3 V
	1021	X310000-0		Ba	003	—	M3 V
Cooke	1024	C422256-A		Lo Ni Po	100	So	M1 V K7 D
	1024	X422000-0		Ba Po	000	—	M1 V K7 D
Janie	1125	B769844-B		Ri	513	So	M0 V
	1125	X769887-5			B813	Wi	M0 V
Slandow	1126	C9A4685-8		Fi Ni	804	So	G2 V
	1126	X9A4000-0		Ba Fi	004	—	G2 V
Shenk	1128	A554823-E	S	D:2 Cp	212	So	K4 V M4 D
	1128	X554869-3		D:2	B212	Wi	K4 V M4 D
Sovtor	1221	A302620-C	S	Ic Na Ni Va	700	Li	F8 II M8 V
	1221	X302000-0		Ba Ic Va	000	—	F8 II M8 V
Mueller	1223	B554823-B	N	C:3	413	So	M1 V M4 D
	1223	C5548BB-9		C:2	613	Wi	M1 V M4 D
Dunas	1224	B631820-A	A	Na Po	802	So	G2 V M8 D
	1224	X631000-0		Ba Po	002	—	G2 V M8 D
Wall	1227	A5009A8-E		Hi In Na Va	710	So	M1 V
	1227	X500000-0		Ba Va	010	—	M1 V
Fisher's World	1229	A769825-E	W		504	So	G8 V M8 D
	1229	X76986B-3			B404	Wi	G8 V M8 D
Marcena	1321	B575723-B	N	Ag	514	So	K1 V
	1321	X57576A-7		Ag	B514	Wi	K1 V
Solee	1322	B675857-A	N		700	So	K4 V M5 D
	1322	C675841-9	N		700	Wi	K4 V M5 D
Barnet	1327	A631823-C		Na Po	914	So	F1 V M0 D
	1327	X631000-0		Ba Po	014	—	F1 V M0 D
Tequila	1328	B371663-9		Ni O:1327	314	So	M2 III
	1328	X371675-7		Ni	214	Wi	M2 III
Hindahl	1422	A754A86-B		Hi	300	So	K0 V
	1422	X75486B-4			B600	Wi	K0 V
Kmak	1424	A696935-D		Hi In	101	So	K2 V
	1424	C696865-7			801	Wi	K2 V
Herbe	1426	C8C5461-8		Fi Lo Ni O:1427	403	So	M1 V
	1426	X8C5000-0		Ba Fi	003	—	M1 V
Lawart	1427	B78A879-C		Wa Ri	402	So	A3 V K9 D
	1427	D78A889-8		Wa	602	Wi	A3 V K9 D
Yontez	1527	D663966-6		Hi O:1427	A802	So	M3 V M3 D
	1527	E6639EG-6		Hi	B802	Wi	M3 V M3 D
Kruml	1528	B330447-A	N	De Lo Ni Po	703	So	G1 V M6 D
	1528	X330000-0		Ba De Po	003	—	G1 V M6 D
Aniston	1621	B412579-C		Ic Ni	901	So	M4 V M6 D
	1621	X412000-0		Ba Ic	001	—	M4 V M6 D
Dothan	1623	A549852-A	N		503	So	K4 V M9 D
	1623	X54976A-4			B603	Wi	K4 V M9 D
Canton	1626	A344774-C	S	Ag	120	So	M1 V
	1626	X3446A9-4		Ag	220	Wi	M1 V
Astrid	1628	C200374-8		Lo Ni Va	101	So	K5 V M2 D
	1628	X200000-0		Ba Va	001	—	K5 V M2 D
Olney	1629	A511865-B	N	Ic Na O:1427	904	So	M2 V
	1629	X511000-0		Ba Ic	004	—	M2 V

In the case of government type 6: "Technologically Elevated Dictator," world's tech level is world's sustainable level, tech level of the TED and his/her support structure is higher, up to world's original tech level.; "—" indicates no allegiance because there is no population.



REFEREE'S NOTES FOR SHENK SUBSECTOR

These notes provide additional information on inhabited and interesting uninhabited worlds in the Shenk subsector. While this page covers the lower population worlds or those outside the primary AO in the subsector, more detailed treatments of the Class I and II objectives in the primary AO are provided on the following pages.

Mueller: This participatory democracy gave way to panic and despair when Virus swept through Shenk subsector. Violence and disorder were ended, however, when a tightly knit and authoritarian political party, The League of Renewal, seized power, instituted strict laws, and enforced them ruthlessly. While this ended the worst of the disorders, the tech level and standard of living still declined dramatically.

Unlike many worlds in the Wilds, Mueller made an early and rapid recovery to its original tech level of 10, achieving that about 35 years ago. Many of the Free Traders in Shenk subsector were originally from Mueller. But instead of growing, Mueller's economy has been in a gradual but steady decline ever since, and its current sustainable tech level is only 9. Popular discontent with the continuing erosion of the standard of living is growing, and the party, now a rigidly entrenched bureaucracy, has little in the way of creative solutions to offer.

The current government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Low	Low	Moderate	Moderate	High

The Solee empire has recently been exploring possibilities of trade and mutual defense agreements with Mueller, but the government sees little to be gained from them. The Guild, on the other hand, has secretly offered to provide technical machinery at bargain prices in return for government stalling of any initiative from Solee.

Marcena: This is a balkanized TED world currently heavily involved in warfare against Solee. While a few TEDs support Solee or have remained neutral, the majority have allied to fight the imperial invaders, and are receiving some Guild assistance to do so. Guild support is very limited, however, due to the distance from the main centers of Guild strength.

Solee: This world is ruled by Christen Overtak, a naval officer who seized power four years ago and has recently assumed the title of Empress Solee. The current government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
High	High	Moderate	High	High

Solee (the world) made a major breakthrough in detecting and combatting Virus at about the same time and has made extraordinary strides since then rebuilding and salvaging technology. Its sustainable tech level is 9, its starport is back up to class C status, and most importantly they have been able to renovate the Imperial naval base on the world and recommission a number of warships. Solee currently has six major and 20 minor combatants in service, and the limit on additional vessels is, for the moment, a shortage of trained crews. (Even the crews the Solee have are nowhere near as good as Coalition crews, and should be treated as Novice NPCs/Green crews.)

Solee has recently begun an ambitious program of expansion. Solee troops are involved in fighting on both Marcena and Hindahl. In both cases, the Empress aligned herself with a TED on the balkanized world and used that alliance as an excuse to land troops. Also in both cases, the fighting has proven much more difficult and complicated than originally anticipated, and the imperial troops are bogged down in local quagmires, the commanders demanding more forces as a prerequisite to resuming offensive operations.

Solee is beginning to spread its influence beyond its immediate neighbors, but is relying on diplomatic means to a much greater extent than before. Relations are very good with the dictator of Kmak and Solee imperial ships use the starport facilities there regularly. Some relations have also been established with two of the TEDs on Dothan, but Mueller's government has remained aloof from the Empress.

Herbe: The small amount of high-tech equipment on the main world of the system has been rendered unsalvageable by the insidious atmosphere. The only life in the system is a covert Solee naval outpost on a moon of one of the gas giants. This outpost is a forward staging area for naval operation planned against the Shenk Rimward Main, the chain of jump-1 worlds from Canton through Shenk.

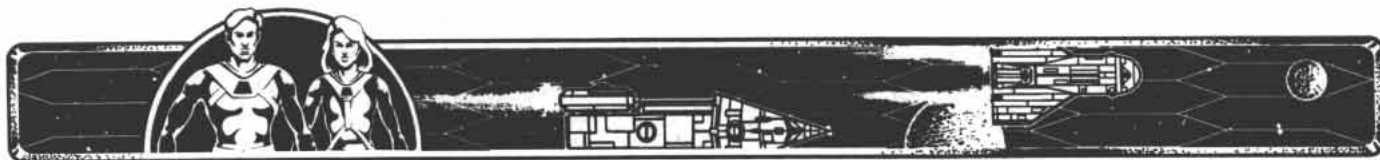
Hindahl: Like Marcena, this is a balkanized TED world currently heavily involved in warfare against Solee. Also like Marcena, most of the TEDs are fighting against the Solee Empire and are receiving limited Guild military assistance.

Kmak: Romrugo III, the planetary ruler, has no ambitions beyond his own world and enjoys cordial relations with Solee. He is considering uniting the realms and has proposed a marriage of state to do so. Negotiations are stalled over Romrugo's title and duties following such a marriage; the Kmak ambassadors insist on the title of Emperor, but are willing to accept largely ceremonial duties, while the Solee ambassadors have suggested the title Prince Consort. Neither side is particularly anxious for negotiations to end, however, as the current situation is acceptable to both rulers. Solee enjoys the use of Kmak starport facilities which it needs to prosecute its planned offensive to rimward, and Kmak enjoys its sovereignty and independence while being able to rely on the Solee imperial fleet for protection.

The current government characteristics of Kmak are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
High	High	Moderate	Low	Low

Dothan: This is a balkanized TED world with which Solee has opened tentative relations. As the site of a former naval base, it is also the target of periodic recovery missions from the Solee imperial forces seeking spare parts to rebuild its star fleet.



REFEREE'S INFORMATION FOR THE PLANET BERKIN

Government Data

This data provides an overview of the different governments of Berkin.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. Republic of Gold	9	6-TED	M	M	H	M	M
2. Nizam	4	3-RD	L	H	L	L	L
3. Caramont	5.5	4-CD	M	M	H	H	M
4. North Bay Colony	7	8-TO	H	L	H	H	L
5. North Alawan	5.5	6-TED	L	M	M	L	M
6. The United Provinces	9	6-TED	M	H	L	H	H
7. Federation of Keesk	9	5-CO	M	H	M	M	L
8. Piedmont	5.5	6-TED	M	L	L	M	H
9. The Pacific Republic	9	3-RD	L	M	L	M	L
10. The Feramos Empire	7	6-TED	L	L	M	M	H
11. The Spice Union	4	C-IB	H	M	H	L	M
12. South Isles	5.5	5-CO	H	L	L	H	H
13. The Margravate of Berkin	9	6-TED	H	L	L	H	H
14. Various Nomadic Boat People	1	N/A	N/A	N/A	N/A	N/A	N/A

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

SHENK

Special Notes on Berkin

1. Submarines are very widely used on Berkin and are a part of its maritime culture. Some of these are extremely large vessels, much larger than any constructed on Terra at a comparable tech level.

2. Piracy and privateering are nearly a way of life on Berkin, and are practiced by the aquatic nomads as well as navies engaged in commerce raiding as part of warfare. Nomadic pirates are extremely difficult to ferret out, as they hide in the labyrinthine water channels of the sunken cities deep out at sea where the building clutter renders surface search radar and sonar useless.

These privateers adhere to a fairly rigorous code of contact, largely as a point of pride, which among other things leads them to put the crew and passengers of captured vessels in lifeboats, and see to the provisioning of the boats, before leaving. There is a considerable popular mystique surrounding these "Sea Wolves."

3. There is a deep marine trench approximately 5000 kilometers southeast of the southern tip of the Margrave Islands. The trench is deeper than any tech level 6 submarine can reach, but more advanced vessels can submerge to the depths necessary to survey the bottom. On the walls of the marine trench are the entrances to an underwater city built into the marine cliffs. The city may either be flooded (but still have useful salvage technology), or occupied, at the referee's option. If occupied, the inhabitants are descendants of a dissident or extremely eccentric group of aquatic colonists who, once their habitat was built, severed all ties with the surface world. As a result, they were never infected by Virus, are completely unaware of the Final War or Collapse, and are still operating at tech level 12.

4. A grand conjunction of the moons of Berkin is due in the very near future (at a time the referee will determine). This conjunction is fairly common knowledge and will result in record high tides near the Golden Isles and the Felony Islands, while leaving the starport and surrounding city completely surfaced for a period of 12 to 14 hours. While the inhabitants of the Felonies and Goldens work feverishly to raise the levels of their dikes, scavengers and government salvage teams are preparing for an unprecedented chance to salvage material from the starport.

Adventure Plots for Berkin

Survey: The players must make an undetected landing on the world and conduct a survey of large aquatic animals (use TNE, pages 207-217, to generate these creatures).

Intel: A raid is planned on a strategic target near a major city, but the site may be covered by ground defenses, such as surface-to-air missiles (SAMs). Determine the number and location of any such defenses so that the first wave can take them out.



Recovery: Intelligence has determined that a manufacturing facility for meson screens was located in the now-sunken city approximately 5500 kilometers west of the Margrave Islands (and about 2500 kilometers north of the starport). Precision densitometer readings suggest that there are several large chambers which have not flooded, and may hold salvageable parts, or even complete assembled units. However, Sea Wolves are also in the area and air and naval patrols from both the Margravate and the Pacific Republic are commonplace and need to be avoided if possible.

Diplomacy: The Pacific Republic would make an excellent contact point for the Coalition if the initial suspicion of the government could be overcome. The Republic is at odds with the Margravate and most of the island governments southeast of it over access to the sunken starport. The players must convince the government of the Republic not only that the Coalition can be trusted, but that its friendship can be a valuable asset. Perhaps this can be done by recovering a needed piece of machinery from the starport area, overcoming hostile frogmen and natural obstacles in the process.

Pacification: In a recent civil war, Nizam and Caramont broke away from the dictatorial government of North Bay Colony. Caramont, however, is now ruled by the charismatic leader of its revolution as an absolute dictator, and the Oligarchs of North Bay Colony have enlisted his aid in a plan to conquer and divide up Nizam. The players sign on to help the fledgling republic fight off its enemies, first by smuggling in weapons, then by training troops and leading them on preemptive commando-style raids, and finally by helping fight off the actual invasion when it comes.

Commerce: Aquatic nomads who make their living fishing and skindiving for small artifacts in the sunken cities are interested in improving their operations. If players can train them in advanced underwater gear and provide the gear to them, they will make available a generous share of whatever artifacts they recover.

Bootstrap: The sunken city off the west coast of the Federation of Keesk is still inhabited (using the upper floors of the buildings) and has become a major commercial center. Tidal erosion threatens the foundations of several of the most important buildings, and the government is attempting to repair the buildings and come up with a long-term solution to the problem. Players with engineering background can provide necessary technical assistance, and in the process open the way for friendly diplomatic contacts with the Coalition.

Armed Forces of the Margravate of Berkin

The following is presented as a representative example of the types of forces deployed by the larger powers on Berkin, although there are many minor variations in the force structures of the different countries.

Total Manpower: 90,000

Wet Navy: 36,000

12 major combatants (Veteran crews)

2 large submarine cruisers (TL-6), each with 2 patrol/strike aircraft and 2-4 large naval guns

2 aircraft carriers (TL-5), each with 18 aircraft

4 large submarine cruisers (TL-5), each with

1-2 large naval guns and provision for up to a company of infantry

4 heavy cruisers (TL-5)

36 smaller combatants (2 TL-12, 5 TL-6, 29 TL-5) including attack submarines, cargo subs, surface escorts, and amphibious warfare ships (Veteran crews)

Air Force: 14,000 (67 combat aircraft, 12 strategic SAM launchers)

3 TL-12 air superiority and strategic orbital control aircraft (Veteran crews)

8 TL-6 aircraft (4 deployed on sub cruisers, Veteran crews)

56 TL-5 aircraft (36 deployed on aircraft carriers, Veteran crews for carrier-based crews, Experienced for land-based)

1 battery of TL-12 SAMs (Veteran)

2 batteries of TL-6 SAMs (Experienced)

Ground Forces: 40,000 (20 maneuver battalions)

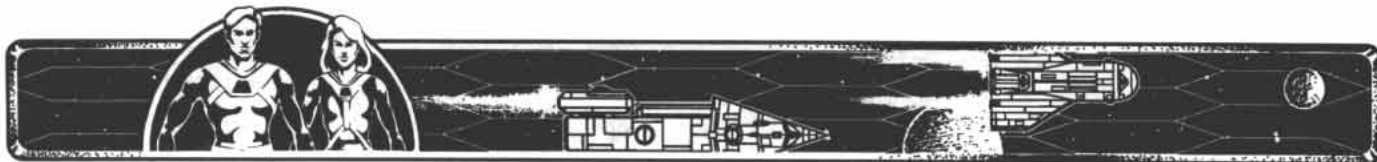
1 Life Guard Battalion (TL-12 heavy infantry, with 1 mech company, Veteran)

1 Marine Assault Battalion (TL-12 infantry, Veteran)

2 mechanized battalions (TL-6, Experienced)

4 motorized infantry battalions (TL-6, Experienced)

12 security and local defense battalions (TL-5, Novice)



REFEREE'S INFORMATION FOR THE PLANET CLALLUM

Government Data

The government of Clallum is an extremely repressive oligarchy of large property holders. Its governmental ratings are as follows:

Corruption: Low
Talent: Low
Cruelty: High
Aggression: Moderate
Paranoia/Xenophobia: Moderate

Special Notes for Clallum

1. The government has an ambitious program of forced industrialization going on, which centers around construction of underwater manufacturing and mineral extraction facilities. To obtain the raw materials needed to build them, however, the government relies on forced convict labor in mines and quarries in the equatorial region. Forced labor was also used to clear jungle and build the large equatorial solar farms. Conditions are very bad in the labor camps, and few laborers survive more than a year or two.

2. Clallum has been receiving technical assistance from the Guild, and has recently deployed four batteries of TL-12 strategic surface-to-air missiles (SAMs) around the starport in concealed underground bunkers. The capital (on the southern island, near most of the large estates) remains undefended for now, but additional SAMs are on order from the Guild.

3. The Dawn League trading scout *Dawn* landed at the starport on Clallum and was seized by the government upon advice of the Guild. The ship was turned over to the Guild (as advance payment for additional high-tech weaponry) and the crew thrown into the equatorial labor camps. Most of them are still alive.

4. There is an active and growing resistance movement on Clallum. At present, the armed insurrection is limited to the Iirkhimshadgu Archipelago, but there is a growing underground network everywhere. Although numerous, the resistance is hampered by being divided into a number of competing ideological factions which sometimes actively fight each other.

Adventure Plots for Clallum

Discovery: The players have a very large number of possible intelligence-gathering mission options.

1. Discover the existence of the forced labor camps in the equatorial zone.
2. Determine the fate of DLS *Dawn* and the current location of its surviving crewmembers.
3. Discover the Guild connection and the flow of high-tech defensive weaponry to Clallum.
4. Pinpoint the location of the emplaced SAM batteries.
5. Identify the weak spot on Clallum: the relatively lightly defended capital and surrounding island estates of the most powerful families.
6. Determine the extent and viability of resistance movements on the planet.

Recovery: Rescue the surviving Dawn League crewmembers held prisoner in the equatorial labor camps.

Diplomacy: Make contact with the resistance movement and arrange for active support of it by means of arms and advisors.

Pacification: Plan and conduct a decapitation assault aimed at securing the capital and capturing enough of the leadership to force negotiations. (These may include return of *Dawn's* crew, if they have not yet been rescued, ceding territory to the rebels as a separate state, free elections, dismantling the labor camps, or any combination of issues brought to the fore during the campaign.)

Armed Forces of Clallum

Total Personnel: 1,500,000

All equipment is from tech level 8 unless specifically noted otherwise.

Wet Navy: 150,000

50 major combatants (Experienced crews)

150 other combatants (mixed Experienced and Novice crews)

Air Force: 450,000 (1000 aircraft, 124 strategic AD batteries)

10 combat aviation wings of approximately 100 aircraft each (Experienced crews)

24 AD regiments, 5 SAM batteries each, all TL-8 (mixed Experienced and Novice)

1 AD regiment of 4 SAM batteries with TL-12 SAMs (Experienced)

Space Force: 1500 (3 combatants, system-defense capable only, Novice/Green crews)

Ground Forces: 900,000

45 divisions

(Experienced) 4 Guard divisions (2 each airmobile and hovercraft)

2 airmobile division (Experienced)

3 marine hovercraft divisions (Experienced)

2 mechanized divisions (Experienced)

7 motorized infantry divisions (Novice)

27 local security divisions (Novice)

Deployment of the Armed Forces

Nudgapshim Island

1 local security division

1 AD regiment

1 Aviation Squadron

Daadilmkhag Archipelago

5 local security divisions

1 motorized infantry division

1 marine hovercraft division

3 AD regiments

1 Aviation Wing (less squadron on Nudgapshim)

Irgashuk Islands

2 local security divisions

1 motorized infantry division

1 AD regiment

1 Aviation Wing

Kaamgasalishim Island

7 local security divisions

2 motorized infantry divisions

1 mechanized division

1 airmobile division

2 Guard airmobile divisions

1 Guard hovercraft division

14 AD regiments (1 with TL-12 SAMs)

4 Aviation Wings

Iirkhimshadgu Archipelago

8 local security divisions

2 motorized infantry divisions

2 marine hovercraft divisions

1 mechanized division

1 airmobile division

1 Guard hovercraft division

4 AD regiments

3 Aviation Wings

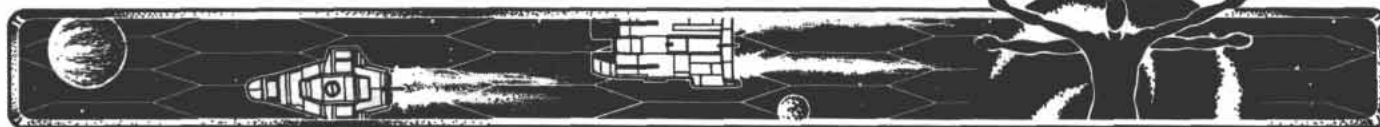
Azuushkha Islands

4 local security divisions

1 motorized infantry division

2 AD regiments

1 Aviation Wing



REFEREE'S INFORMATION FOR FISHER'S WORLD

Government Data

This data provides an overview of the different governments of Fisher's World.

Nation	Pop	Gvt	Cor	Tal	CrI	Ag	P/X
1. Kingdom of Ibera	13	6-TED	M	M	M	M	H
2. Arcolan Empire	65	6-TED	H	H	M	H	L
3. Rivero Republic	4	3-RD	L	M	L	M	L
4. Empire of Slava	65	5-TO	M	M	M	L	H
5. Kosk Confederation	13	5-CO	M	H	H	L	M
6. Chipan Empire	100	8-TED	L	H	H	M	H
7. Boreoo Hegemony	13	7-MD	M	L	L	H	H
8. Kingdom of Malakap	13	6-TED	M	M	M	L	M
9. Yaban Confederation	20	5-CO	L	H	M	M	L
10. Alhalatecan Empire	64	8-TO	M	L	L	L	H
11. The Windward Republic	4	3-RD	H	L	L	L	L
12. Kingdom of Auverne	20	6-TED	L	M	H	M	M

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

CrI: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Fisher's World

1. There are plentiful proven fossil fuel deposits on the continents of Midshield and Crescent (but not Ost), which could be used to start an industrial revolution. There is currently a major war under way on Midshield over possession of coal and mineral deposits.

2. The major aggressor on Midshield is the Emperor of Arcola, a brilliant and aggressive military leader hampered by an extremely corrupt administrative structure. He is trying to reform the government in an effort to increase efficiency, although with little luck so far. The citizenry in general has considerable contempt for the government, but genuine respect for the Emperor.

3. The waters around the island of Wayward are widely believed to be shallow and rocky, and the island itself is surrounded by a barrier reef that has prevented any landings by ship crews there for as long as anyone can remember. All ships which have attempted to make their way through have been lost without any survivors.

In fact, Wayward contains an underground city unaffected by the Collapse and still functioning at tech level 14. Several decades before the Final War, the island was purchased by a utopian group of wealthy industrialists and rebuilt as a high-tech city devoted to philosophy and the arts. It is now inhabited by a society of "philosopher kings" who eschew contact with the outside world and use a small supply of high-tech energy weapons to destroy any vessel which attempts to land. They have interrogated the survivors and the stories they have told about the events of the last century have confirmed the philosopher kings in their resolve to remain apart from the outside.

4. The societies on Ost and Crescent have regressed to tech level

2, which puts them at a serious disadvantage against the countries on Midshield. If Midshield is ever unified behind a single ruler, the other two continents will be comparatively easy to annex.

5. There are significant deposits of lanthanum ore in the mountains along the southern border of the Yaban Confederation.

Adventure Plots for Fisher's World

Survey: The Coalition is interested in creating a more stable balance of power on Fisher's World, and believes that greater economic strength on Ost could accomplish this. The characters are directed to find commercially viable mineral deposits on the continent of Ost.

Intel: Arcola presents a potent threat to a number of nations potentially friendly to the Coalition. In order to determine what steps to take, RCES Intelligence needs more information. The characters are to determine the size and capabilities of the Arcolan Imperial Army and Navy, and, if possible, determine its plans with respect to Rivero for the forthcoming campaign season.

Recovery: There is a large fusion power plant in the Boreoo Hegemony deadlined by a Virus-infected processing system. It has recently and spontaneously come on-line, a fact which the religious patriarch of Boreoo interprets as a sign from God to spread his word to the neighboring countries. A more likely explanation is that the Virus-controlled computer has "woken up" from whatever catatonic state it was in. If the computer should decide to initiate a runaway supercriticality, tens of thousands of lives could be lost in Boreoo. The team must penetrate the plant, disable the computer, and execute a safe shutdown. The problem is that the plant is now heavily guarded as a religious shrine.

Diplomacy: Establish contact and friendly relations with the Yaban Confederation.

Pacification: Arcola is about to launch an invasion of the Rivero Republic. The characters are hired by Rivero (with RCES blessing) to assist the Republican Army fend off the Imperial Arcolan invasion.

Commerce: Help Yaban develop its lanthanum deposits in return for a trade monopoly. This may involve Yaban in border disputes with its southern neighbor, and may eventually bring about intervention from one or more of the Midshield countries. The commercial adventure can easily turn into a bootstrap adventure as the characters try to help Yaban build up its technology, economy, and defenses, and then eventually become a pacification adventure as Yaban fights off invasions.

Bootstrap: Rivero has considerable coal reserves along its northern frontier. Re-introduce steam power to Rivero, giving it a technological edge over its neighbors.

Chipan Imperial Armed Forces

The following is presented as a representative example of the types of forces deployed by the larger powers on Fisher's World, although there are many minor variations in the force structures of the different countries. Note that only the TEDs have any significant amount of tech level 8 equipment.

Total Personnel: 1,000,000

Navy: 360,000

120 major combatants (all TL-3, mixed Veteran and Experienced crews)

360 other combatants, including armed merchant ships (all TL-3, mixed Experienced and Novice crews)

Army: 640,000

32 division equivalents

3 guard infantry (Veteran) (each has a small proportion of TL-8 equipment, mostly small arms)

6 select infantry (Experienced) (TL-3)

5 select cavalry (Experienced) (TL-3)

20 conscript infantry (Novice) (TL-3)



REFEREE'S INFORMATION FOR THE PLANET JANIE

Government Data

This data provides an overview of the different governments of Janie.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. The Northern Alliance	20	7-MD	M	L	H	H	M
2. Nemsos	25	7-MD	L	L	L	L	M
3. Agros	20	8-TO	M	L	H	L	M
4. Northbank	20	8-SPO	L	H	M	M	L
5. Northmark	20	8-TO	H	H	L	M	H
6. Downtdistrikt	24	4-CD	M	M	M	L	M
7. Republic of Gallos	20	3-RD	M	H	L	L	M
8. Equatoria	200	4-CD	M	M	L	L	M
9. The Battery	30	6-TED	L	L	H	M	H
10. Pathway	20	7-MD	M	M	L	L	H
11. Republic of Carcovaan	400	8-TO	M	H	H	H	L

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Janie

1. Half the planet's population lives in the Republic of Carcovaan, which is ruled by the Senate of Carcovaan. The Senate has virtually unrestricted powers and is elected by the franchised "electors," who constitute less than 1% of the total population.

Carcovaan is in the planning stages of a campaign to bring the entire planet under the rule of the Senate. The Carcovaani are very open to off-world contact—they have purchased some weapons from off-planet and are trying to build a starport with Guild technical assistance (and convict forced labor).

2. For as much open sea as Janie has, commerce is somewhat restricted by the equatorial land masses. There are several strategic choke-points in the north-south passages, and east-west travel in the southern hemisphere is controlled by the Republic of Gallos. The continent of Midgard has a number of very short north-south railroads that link seaports on the two coasts.

3. The old starport is in ruins. It lies on the tip of the western peninsula in Downtdistrikt. It is seldom visited due to residual radiation (although characters in protective clothing can work in the area for extended periods of time without hazard).

4. A major concern for all of the nations of Janie are tropical storms, although the Republic of Gallos is particularly vulnerable to hurricane damage.

5. Carcovaani pirate raids have recently become more frequent in the Pathway Islands. The local government is unwilling to offend Carcovaan, and so does little to prevent the raids and will not pursue them into Carcovaan's territorial waters. Carcovaan intends to use the lack of security of navigation in the islands as a pretext for annexation.

6. The government of the Northern Alliance is cruel and inept, and its heavy-handed brutality is fanning the flames of revolution. Carcovaan is using this to its advantage, covertly backing one wing of the rebels with arms and money. Once the rebels overthrow the government, Carcovaan will put their faction in control and have a puppet state astride the Western Passage and in a position to threaten the Eastern Passage. The small commercial oligopoly controlling Northbank is supporting a rival faction, but has fewer resources available. Nemsos, honoring an old treaty obligation, continues to support the government of the Northern Alliance, although it has no clear policy in mind in doing so.

7. Carcovaan has recently concluded an alliance with Agros. Major fleet units are deploying to anchorages along the south coast of Agros and Carcovaani construction engineers have arrived by plane to begin enlarging a naval base.



Adventure Plots for Janie

Survey: The adventurers are instructed to research and prepare a complete summary of the populations of the various political entities on Janie, their forms of government, and their suitability for Coalition support. They should include an assessment of any threats to stability or Coalition interests on the world.

Intel: The characters are to contact and assess the capabilities of the resistance movement on the North Islands. They should then make recommendations as to the feasibility and desirability of supporting one or more factions and arrange for all necessary covert support.

Cold Recovery: Due to a sudden violent storm, a Carcovaani TL-11 stealth aircraft crashed in the jungle-covered mountains of northwestern Equatoria. Coalition Intelligence believes that the aircraft was carrying covert mission operatives and instructions for Carcovaani commandos on the ground in Equatoria. No one on Janie outside of Carcovaan knows of the aircraft's existence, and no one knows its location (except for the Coalition scout/courier in orbit at the time which tracked the aircraft using its passive EMS array). The Coalition wishes the data on the aircraft recovered to be used as further evidence to convince Equatoria of the need for a defensive alliance.

Hot Recovery: Carcovaan has a very sophisticated ground-based EMS sensor suite used to control its airspace. The characters are ordered to destroy the antenna array and recover the processor unit in workable condition.

Diplomacy: The best hope for stopping Carcovaan's plans for global domination is an alliance which the Coalition can assist with equipment and training. The characters are instructed to take whatever steps are necessary to forge a mutual defense alliance between Equatoria, Gallos, and Dwindistrikt. They are also to offer technical assistance in rebuilding the starport in Dwindistrikt, and organize training cadres for their defensive forces.

Pacification: Coalition Intelligence has learned that a major shipment of high-tech weaponry will soon arrive at Carcovaan's fledgling starport, courtesy of the Guild. The characters must launch a raid on the starport with the twin mission of destroying the arms shipment stored there and causing sufficient damage to the facility itself to both disable it for now and delay its completion.

Commerce: Carcovaani pirates have been raiding ships in the Pathway Islands more frequently of late. An Equatorian merchant firm hires the characters to guard a merchant ship bound from the northern coast of Equatoria to Gallos by way of the Pathway Islands.

Bootstrap: Although the Republic of Gallos' economy is heavily dependent on marine industries, such as fishing and off-shore oil exploration, tropical storms cause tremendous damage and some loss of life nearly every year. The characters are hired by the Republic to establish a satellite weather radar system to predict and monitor tropical storms.

Even though the Gallos Weather Monitoring Satellite System (GWMSS) does not have the resolution necessary to serve as a military surveillance system, Carcovaan is uncomfortable with the idea of an orbital radar system. While Carcovaan has little to fear from a nation the size of Gallos, this represents a capability that Carcovaan does not wish its rivals to have access to, and it can oppose such an operation with its orbital defense forces, or by calling on Guild assistance. (At the same time, and proving the Carcovaani point, Gallos *does* intend to outfit one of the satellites for photographic reconnaissance of Carcovaan.) The characters will find themselves opposed, at least covertly and deniably, by Carcovaan and its Guild allies. This also presents the opportunity for resourceful characters to turn the plan against itself and demonstrate the danger of Carcovaan-Guild power to the other Janian nations.

Armed Forces of Carcovaan

Total Personnel: 4,000,000

Wet Navy: 1,440,000 (Experienced crews)

480 major combatants (24 TL-11, 72 TL-6, 384 TL-5)

1440 other combatants (72 TL-11, 246 TL-6, 1122 TL-5)

Air Force: 600,000 (Experienced crews)

3 orbital defense wings (40 TL-11 aircraft each)

11 advanced technology combat wings (40 TL-6 aircraft each)

20 operational groups (with 3 wings each) (120 TL-5 aircraft each group)

10 strategic AD battalions (3 batteries of TL-11 SAMs each)

10 separate AD batteries (TL-6 SAMs)

Ground Forces: 1,960,000

98 division equivalents

10 Republican Guard divisions (all Veteran, TL-11): 2 lift infantry, 8 infantry

29 regular divisions (all Experienced, TL-6): 1 airmobile, 2 airborne, 4 marine, 6 mechanized, 6 motorized, 10 infantry

59 territorial militia light infantry divisions (all Novice, TL-5)



REFEREE'S INFORMATION FOR THE PLANET SHENK

Government Data

This data provides an overview of the different governments of Shenk.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. Capacia	35	6-TED	M	H	H	M	M
2. The Vandoo	35	6-TED	M	H	M	L	M
3. Vuyurt	35 D	9-MA	L	H	M	M	H
4. Daramanx	15	6-TED	H	L	M	M	H
5. Krimsk	15	6-TED	M	H	H	L	H
6. Stampach	15	6-TED	H	L	H	L	H
7. Bospos	5	6-TED	M	M	H	M	H
8. Aegeros	5	6-TED	H	H	L	L	L
9. Vale	5	6-TED	L	H	M	H	H
10. The Crescent Coast	5	6-TED	L	L	M	H	H
11. Armacia	5	6-TED	H	L	H	H	M
12. The Iron Brotherhood	5	6-TED	H	L	M	M	L
13. Electorate of Bosk	5	6-TED	L	L	L	H	L
14. Electorate of Fairway	5	6-TED	L	M	L	H	H
15. Electorate of Fisk	5	6-TED	M	H	L	L	L
16. Oxes	5 D	9-MA	L	M	L	L	M

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Shenk

1. The tech level 9 equipment used by the bodyguard units of the various TEDs is so much more effective than the locally manufactured weapons that these small units constitute the actual fighting part of the armies. The masses of troops armed with black-powder weapons are used almost exclusively for internal security duties and as strategic scouts, or skirmishers. That is, a comparatively small TL-9 force may be proceeded by a division or more of TL-3 troops intended to keep enemy scouts from reporting on the location of the high-tech strike force.

2. Shenk once had a scout base located at the starport, which was on the northern-most island in the Sheltered Sea owned by The Vandoo. Both the base and the starport were hit by orbital bombardment, and the island is mostly shunned due to fear of lingering radioactivity.

3. The Captain General of Capacia is the most feared and respected warlord on the planet. He is both cunning and cruel. Although he is deeply suspicious of off-worlders, he nevertheless recognizes the inevitability of contact and commerce and is attempting to make the best of the situation.

4. The three electorates (Bosk, Fairway, and Fisk) collectively comprise The Bosconate, which 30 years ago was an important player in Shenk power politics. The three electors elect a First Consul,

but for the last two decades they have consistently stripped power from the central government. Now there are effectively three separate states, and the First Consul office is almost purely ceremonial.

5. The Warlord of Stampach, who was once receptive to off-world contact, is now both fearful of the Coalition's power and hates them for the humiliating defeat he suffered at their hands.

Adventure Plots for Shenk

Hot Recovery: RCES Intelligence has learned that Capacia is about to attack and conquer Armacia. Given the lack of strategic depth to Armacia and the inept deployment of its forces, Intel believes the campaign will be short, and the issue is not in doubt.

The Duchess of Armacia has accumulated a cache of TL-14 electronic equipment, none of which is workable, which she intends to trade with Guild merchants for workable weapons. RCES believes that some of this equipment is quite valuable and can be easily repaired (or at least cannibalized for parts for other systems). Once Capacia takes over, the opportunity may be gone, but for a very short time the situation is nearly ideal. Armacia has shifted troops to the Capacian frontier and, more importantly, its attention is riveted there.

Diplomacy: The powerful Droyne country of Vuyurt is isolationist and very suspicious of all off-world contact and all human governments, which has made it nearly impossible to establish diplomatic relations with them. RCES believes that if normal relations can be opened with Oxes, then that country will help pave the way for open relations with Vuyurt.

Pacification: The original retaliation raid simply made Stampach a more bitter enemy than before. Since then the warlord has been a leading figure in the movement to keep the Coalition permanently off-planet, has opened relations with the Guild and has advertised his intentions to make his fiefdom "Viking-proof." RCES has decided to make an example of him.

The mission is a complete decapitation raid. The warlord is to be captured or killed, all high-tech heavy weapons in the vicinity of his stronghold are to be destroyed or captured, and the trained cadre of his bodyguard is to be defeated and scattered.

Capacian Armed Forces

Total Personnel: 350,000

Wet Navy: 28,000 (Experienced crews, all ships TL-3)

9 major combatants

29 other combatants

Ground Forces: 322,000

3 brigades of guards (5 infantry battalions each)
(Veteran, TL-9)

5 divisions regulars (Experienced, TL-3)

10 divisions conscripts (Novice, TL-3)

Low-Tech Armies

A typical tech level 3 division consists of 10 maneuver battalions, eight of which are infantry (in two brigades of four battalions each) and two of which are light cavalry (and are usually called "regiments" instead of battalions) in a single small brigade. Of the 10 "support" battalions that usually come with a division slice, four or so will serve with the division, and consist of a field artillery battalion of two or three batteries, a supply transport battalion, a victualling battalion (with a mobile bakery and slaughterhouse), and a medical/veterinary battalion. Other "support" battalions will include engineers and fortress artillery, as well as additional quartermaster and commissary units.



REFEREE'S INFORMATION FOR THE PLANET TEQUILA

Government Data

The government of Tequila is an extremely corrupt mystic dictatorship. Its governmental ratings are as follows:

Corruption: High

Talent: High

Cruelty: Moderate

Aggression: Moderate

Paranoia/Xenophobia: Low

Special Notes for Tequila

1. As suspected by Coalition Intelligence, the Archangel Hoshophet is a fraud, a wealthy Imperial industrial heir who invested a good deal of his money in making this hoax work. The procedures followed were almost identical to those used on Karaguuka and suggest a common hand in the operations. Hoshophet's cold sleep equipment was kept in a chamber submerged under Johnson's Sea. He has a variety of small tech level 15 devices that assist him in maintaining his power as well as provide him considerable convenience (such as a grav belt, for example). Most of his equipment is powered by micro batteries, and he has to return to his submerged base periodically to recharge them at the fusion power plant operating there. He refers to these trips as pilgrimages.

2. Hoshophet is an extremely intelligent man and welcomes Coalition contact mostly because he has become bored. If he could be guaranteed a stimulating and comfortable life-style by the Coalition, he would seriously consider stepping down as ruler.

Adventure Plots for Tequila

Intel: RCES suspects that the Archangel is a fraud, and Coalition agents have observed what appear to be very advanced technology items in use by him. If so, he must have a source of power and perhaps a cache of similar artifacts which could be of use to the Coalition. The characters are instructed to discover as much as possible about the Archangel and his routine, and hopefully identify the location of his secret cache of equipment. No direct action is to be taken against the Archangel at this time, however.

Recovery: RCES Intelligence has pinpointed the location of the Archangel's secret base, which is believed to contain a substantial cache of TL-15 equipment. The base is located on the seabed of Johnson's Sea. The characters are to launch a covert raid on the base with the aim of recovering any and all usable relic technology. It is important that the origin of the raid not be discovered by local security forces and that the Archangel not be harmed.

Diplomacy: Sources close to the Archangel indicate that he may be willing to negotiate a nonviolent transition of power to the Coalition if certain guarantees can be made to him concerning retention of his wealth and his freedom of travel. The Coalition is very anxious to reach an agreement with him, as a negotiated transition could save many lives.

However, there are high officials in his state church and the military who have a vested interest in retaining the status quo. The characters must keep the negotiations secret for as long as possible and then avoid any acts of desperate violence directed against them or the Archangel.

Pacification: A negotiated settlement with the Archangel has resulted in a transition of power, and the majority of the armed forces have come over to the Coalition and are supporting the transition. (*Referee's Note:* This event is, of course, at your discretion.) Within a month of two, however, a small band of senior officers lead troops of the former Sacred Guard in a coup. Most army units remain in barracks and do not take sides, although individual soldiers join the mutineers or actively try to protect the Coalition administrators and technical advisors who have arrived to help the integration of the world. The plan is to seize hostages to use as insurance against retaliation and as bargaining chips in future negotiations.

The characters are caught largely by surprise on the planet by the coup and must protect themselves, try to help any Coalition personnel at risk, and if possible rally the army to defeat the coup.

Bootstrap: The community that lives around Arteman's Sea is largely isolated, economically at least, from the rest of the settled areas. To remedy this, the bootstrap plan calls for construction of a railroad north from Arteman's Sea to the communities along the shores of the Arctic Sea. This will run across the steppe which is still inhabited by nomadic horse tribes.

The characters are requested to provide security for the rail building parties crossing the steppe and, if possible, work out a peaceful accommodation with the nomads.

Armed Forces of Tequila

Total Personnel: 5000

Wet Navy: 50 (revenue officers at ports)

Air Force: 1000 (5 TL-7 aircraft, Experienced pilots)

Ground Forces: 3950

2 battalions (10 companies)

1 Sacred Guard motorized infantry company

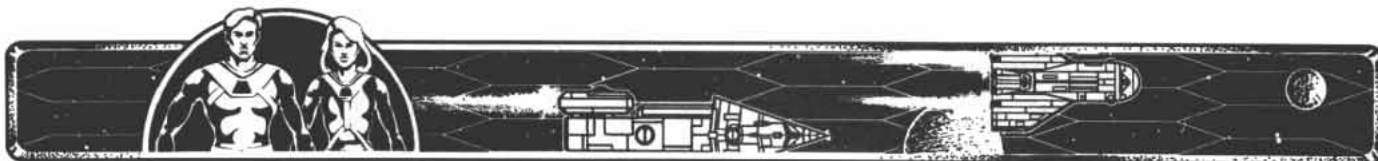
(Experienced, TL 9)

2 armored cavalry companies (Experienced,

TL-7)

2 motorized infantry companies (Novice, TL-7)

5 infantry companies (Novice, TL-7)



REFEREE'S INFORMATION FOR THE PLANET YONTEZ

Government Data

This data provides an overview of the different governments of Yontez.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. The Theocratic Republic of Branat	1600	9-MA	M	M	L	M	M
2. The Iron Hegemony	1300	8-TO	L	H	H	L	M
3. The Dadamkush Empire	1000	7-MD	H	M	L	H	H
4. Gina Shunshaam	300	C-IB	M	L	M	H	M
5. Kigiidmashii	300	8-TO	M	L	L	L	L
6. Iigkashar	300	5-CO	M	H	L	L	H
7. Mumsikusha Shunshaam	300	6-TED	H	H	M	L	H
8. Kiiri	300	5-CO	M	H	M	M	M
9. Nisuukinshined	300	4-CD	L	M	M	L	H
10. Arsarshide Iguu	180	A-CSB	H	H	H	M	H
11. Lidikha	180	C-IB	L	H	H	L	H
12. Iirida	180	7-MD	M	L	H	L	L
13. Daa Shur	160	A-CSB	H	M	M	M	H
14. Impekurgaash	150	5-CO	M	M	L	L	H
15. Nislashas Uzeza	140	A-CSB	M	M	H	M	M
16. Eshakrum	140	5-CO	M	M	H	H	M
17. Gupzadaa	140	9-MA	M	M	L	M	L
18. Aazergumshish	140	C-IB	M	L	M	H	H
19. Kakmesh	130	5-CO	M	L	L	H	L
20. Khesmuu	130	9-MA	H	M	L	L	M
21. Shugsan Iguu	130	6-TED	M	M	M	L	H
22. Zuushirga	120	7-MD	H	L	L	H	L
23. Gamshegash	120	8-TO	L	H	L	L	H
24. Diggasha	100	8-TO	M	L	H	L	L
25. Irluugshi	100	4-CD	H	H	L	H	M

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Yontez

1. This planet by itself has over four times the population of the entire Coalition. These people are potentially very dangerous. The Coalition believes that the only viable strategy is to keep them divided.

2. Due to the overcrowded and overpopulated nature of the world, the people are extremely poor and tend to be quick to anger.

3. Since there has been no decline in tech level, there are no high-tech artifacts on the planet.

4. Branat has massed troops for an invasion of Kigiidmashii. Although the Kigiidmashii Army is fairly large, it is poorly led and is unprepared for an invasion.

5. The Guild is attempting to extend its influence on Yontez. In addition to regular relations with the Iron Hegemony (which controls the starport), the Guild has supplied TL-8 arms to military officers in both Mumsikusha Shunshaam and Shugsan Iguu, where recent coups have placed those officers at the head of their nations (and dependent on the Guild for ammunition and technical support). It is currently smuggling weapons into Gupzadaa for the same purpose.

Adventure Plots on Yontez

Intel: The Coalition has to walk very carefully on this world, due to its immense population, but also has to thwart efforts by the Guild to take over. The players are requested to go undercover as Free Traders and attempt to discover the extent of Guild activities on the planet.

Diplomacy: With very little to choose from, the Coalition still needs to find some nations on this world with which it has some basis for trade and normal relations. The characters are requested to contact the governments of Mumsikusha Shunshaam, Kiiri, Impekurgaash, and Eshakrum, attempt to open diplomatic relations with them, and then report back to RCES as to the most suitable governments to establish a long-term relationship.

Referees may provide an NPC Coalition ambassador for the players to escort during this mission, in which case the ambassador will handle formal functions but the players will be in charge of information gathering and providing advice as to the suitability of different governments.

Pacification: Coalition Intelligence has learned that the Guild is planning a coup in Gupzadaa. The government of that country is a psionic autocracy aligned with Branat, but is more benign to its subjects than are many others. RCES believes that if the Guild coup can be defeated by a Coalition team, Gupzadaa may assist the Coalition in opening more cordial relations with the ruling psionic community. The characters are instructed to use whatever resources they have at their disposal locally to defeat the coup.



Armed Forces, Theocracy of Branat

Total Personnel: 8,000,000

All equipment is TL-6

Wet Navy: 96,000 (Experienced crews)

32 major combatants

96 other combatants

Air Force: 480,000 (Experienced crews)

2000 aircraft (20 combat wings of 100 aircraft each)

400 AD/rocket batteries (25 brigades of 16 batteries

each)

Ground Forces: 7,424,000

371 division equivalents

6 Guards Armies (1st through 6th, all Veteran, each with 2 mechanized and 4 motorized divisions)

19 Combined Arms Armies (1st through 19th, all Experienced, each with 2 mechanized and 4 motorized divisions)

37 Reserve Armies (60th through 96th, all Novice, each with 6 infantry divisions)

Unit Designations in the Yontez Army

Divisions are numbered consecutively in each army, and each division number consists of the number 1 through 6 plus the army number, with the army numbers for the 1st through 9th Combined Arms armies treated as 01 through 09. Thus the 607th Division is the 6th Division in the 7th Army.

Regiments are numbered 1 through 6 within each division, with the first four being the division's maneuver regiments and the 5th and 6th being field artillery and specialized artillery (air defense and antitank). The regiment numbers are added to the front of the division number, so the 3472nd Rifle Regiment is the third regiment of the 4th Division of the 72nd Army.

Deployment of the Branatian Army

Northwest Military District

1 Guards Army

5 Combined Arms Armies

7 Reserve Armies

4 air wings

Western Maritime Military District

1 Combined Arms Army

10 Reserve Armies

2 air wings

6 major naval combatants

32 other naval combatants

Central Military District

4 Combined Arms Armies

3 Reserve Armies

2 air wings

Eastern Maritime Military District

2 Guards Armies

1 Combined Arms Army

10 Reserve Armies

8 air wings

20 major naval combatants

46 other naval combatants

Far Eastern Military District

3 Guards Army

8 Combined Arms Armies

4 Reserve Armies

4 air wings





REFeree's NOTES FOR AUBAINE SUBSECTOR

These notes provide additional information on inhabited worlds in the Aubaine subsector, broken down into Reformation Coalition member worlds and non-member worlds. The non-member worlds covered on this page are the lower-population worlds in the subsector; more detailed treatments of the Class II objectives in the primary AO are on the following pages.

Member Worlds

The location of RC bases on the subsector map are a clear demonstration of the coreward strategy, with scout bases on the Coalition periphery concentrated on the Coreward-Spinward frontier.

Trybec: Site of Dawn Base, the second-largest RCES base, and launch point of most spinward expeditions into the Wilds.

Aurora: Headquarters of the Reformation Coalition Navy, Aurora is poised to become one of the two most important shipbuilding worlds of the Coalition, after Aubaine. Although its yard capacity will be dwarfed by Oriflamme's, Aurora's tech level, the second highest in the Coalition, will make it the only builder of jump-2 vessels outside of Aubaine, and will ensure it an important portion of the market.

Aubaine: As capital of the Reformation Coalition, location of the most capable shipyards of the Coalition, and headquarters of the Reformation Coalition Exploratory Service, Aubaine is certainly *primus inter pares* of the leading Coalition worlds. As Coalition capital, Aubaine is home to the burgeoning Coalition bureaucracy (the RCSA) as well as the huge, newly completed Hall of the Worlds, home to the Coalition Assembly.

RCES headquarters is well placed here, as Aubaine has the best starport facilities in the Coalition, and the only shipyards capable of constructing starships without outside assistance. Although the yards at Oriflamme currently have a greater capacity, they are incapable of constructing starships without Aubani assistance, and will be equalled by Aubani capacity once the Schalli shipbuilding capacity is fully developed.

Schall: Schall exists in the shadow of its neighbor Aubaine, which draws most of the area's trade and traffic. The Schalli of Schall are considered to exist in closer to their "natural state" than those of Aubaine, which are becoming increasingly integrated into interstellar society. Although Aubaine is the real homeworld of the Schalli, Schall is favored by members of the Schalli Traditionalist movement because of its less technologically developed state.

Eos and Nike Nimbus: Both these worlds possess a class-C starport and an RCES base, but are in poor astrographic locations to attract much traffic. Trybec and Fija process most of the spinward traffic into Diaspora, while Ra and Baldur (in Oriflamme) handle most of the traffic in and out of coreward Old Expanses. Both worlds are competing for this traffic by offering favorable terms to merchants (no berthing fees) and recovery ships (no host-world restrictions on auctionable items). Unfortunately, ships that can take advantage of these inducements are mostly those rare vessels of jump-3 or better performance.

Kruyter: Although not much in and of itself, Kruyter is important as one of the "crossroad worlds" that allow jump-2 access across the center of the RC sphere (the other two are Phoebus and Spires). It is an important site of refueling, and the RC government is a major shareholder in Kruytercorp, a corporation attempting to rebuild the system's facilities.

Phoebus: Another crossroad world, the traffic that Phoebus gets is not because of any particular interest in the world itself, but because of its astrographic location. Phoebus is nothing more than a no-frills interstellar service station, allowing jump-2 vessels to get from Aubaine to the spinward and trailing frontiers of the RC sphere.

Non-Member Worlds

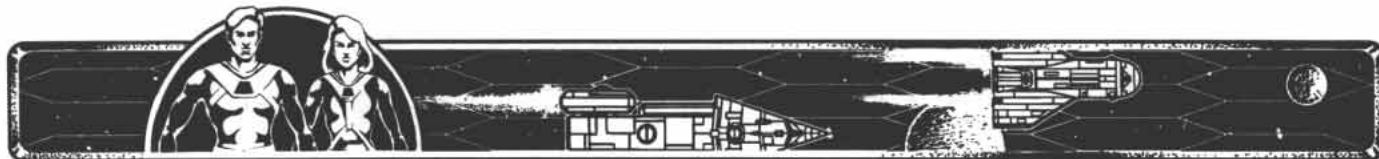
Atrase: One island on Atrase was formerly the site of a moderately sized high-tech industrial research facility. The descendants of the survivors of the facility have split into two hostile communities: Mangus and Zalraytown, who hold opposite ends of the island, raid each other's crops, and launch salvage forays into the vast ruins of the largely automated research center (which is claimed by both but controlled by neither community). Mangus, although it has a smaller population, is a more efficiently run community, and has managed to recover enough equipment to have a slightly higher tech level than Zalraytown, and is considered to be the stronger of the two communities.

Nation	TL	Population	Government	Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
1. Mangus	4	150	1-Corp	Low	Moderate	Low	Moderate	High
2. Zalraytown	3	350	2-PD	High	Low	Moderate	Low	High

Lancer: Although this world is not a member of the Reformation Coalition, it has maintained friendly relations with it since it was contacted by DLS *Aurora* and DLS *Lirgishkhunan* several months later. The Coalition has provided technical assistance to reopen the starport on the world (its starport rating would have been X a year ago) and has leased land and buildings adjacent to the starport for a growing base facility. (This is the scout base shown in the planetary code, and it is actually an RCES facility.) Lancer Down (the actual starport) has recently become a common stopover for long-range Free Traders, while the surrounding settlements have become favorite meeting places for spacers of all description. Many Coalition free-lance missions are now recruited and fitted out there, as are many private expeditions of all sorts.

Nation	TL	Government	Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Lancer World Govt	7	4-RD	High	Moderate	Low	Moderate	Low

Arvid: This is the system in which both DLS *Reine Soleil* and DLS *Lady Elise* (which was sent on the follow-on mission to find *Reine Soleil*) were lost. Both were victims of "vampire sweeps" in the Arvid system, conducted by outrider vampire forces from the "Vampire Highway" (see Promise subsector Referee's Notes). A vampire sweep is an operation in which a vampire fleet completely shuts down a system, interdicting all sources of fuel, and captures every ship in the system. By continuing to hold the system, the fleet can also capture most ships which jump into the system, as ships usually arrive with their tanks low on fuel. Both *Reine Soleil* and *Lady Elise*, after capture, were infected with a "carrier pigeon" virus (i.e., one programmed to take the ship to a pre-arranged destination) and sent off to coreward to an unknown destination. See the adventure outline "*Lady Elise*," included in the *Traveller Referee's Screen* for further details.



REFEREE'S INFORMATION FOR THE PLANET KEIPES

Government Data

The government of Keipes is an extremely isolationist totalitarian oligarchy consisting of several competing power groups. Its governmental ratings are as follows:

Corruption: Moderate

Talent: Moderate

Cruelty: Moderate

Aggression: Low

Paranoia/Xenophobia: High

Special Notes for Keipes

1. Despite its fairly low law level in general, Keipes has extremely harsh laws concerning the possession or operation of data processing equipment. All such equipment is owned and operated by the Order of Revealed Knowledge, the members of which are more commonly called data priests.

2. Although there is a nominal ruler of Keipes (the Grand Duke of Balawak), in fact power is very decentralized. The regional and local nobles have considerable autonomy and directly control the local defense forces. The data priests are feared by all, and the Grand Master of the order is the power behind the Grand Duke. There are officers among the military who have a slightly more progressive outlook, but all of the technical units (such as aviation, mechanized forces, artillery, and especially their space force) have data priests present to operate key equipment and serve as a check on military decisions (much like the commissar system in the Red Army).

3. Keipes has a working deep meson gun, operated by the data priests and its location known only to them. This gives them extraordinary potential power over the nobility, and it is the habit of the nobles to maintain multiple residences and move randomly between them. Every effort is taken to keep the location of the noble reasonably secret and to always have the heir apparent somewhere else.

The gun is located deep inside the western mountain range of Balawak. There is a monastery above the gun which is ostensibly a retreat and training center, and which enables the Order to disguise personnel transfers and rotation of the technical crew. The gun is powered by a still-functioning fusion reactor collocated with it.

The location of the gun is recorded in the archives of the Order, copies of which are in both the main temple in the Duke's capital city of Skendobek on the northeast coast of Balawak (near the Sidnest Archipelago) and in the temple at Keipes Down starport.

4. There are only two working ground-based deep space surveillance systems on Keipes. This is considered secret information, but it is much more widely known than the actual location of the gun. If these two systems could be knocked out, or just knocked off-line, the meson gun would be rendered impotent, at least temporarily. Keipes could later repair the surveillance systems and deploy some backups, but at least one good raid could be launched in the mean time.

5. The crew of DLS *Eos* and the survivors of the landing party of DLS *Trigger* are held at a remote temple in the desert of eastern Balawak. Ten of *Eos*'s original crew of 12 are still alive, as are eight of *Trigger*'s 15-person landing team. Seven of *Trigger*'s team were killed in the rescue attempt or later died of wounds. *Eos*'s captain was executed and the astrogator died under torture, refusing to the end to explain the data protocols of the jump destination programs.

6. Keipes has several ships in its space force, now including the former DLS *Eos* (a converted liner, now armed with a laser turret). The former *Eos* is jump-capable, as is one other ship, but the data priests do not know how to calculate a jump with the data processing equipment available and so the ships are effectively system-bound.

7. Although most military forces are controlled by the Grand Duke and the regional nobles, a small but very effective group of guards is controlled directly by the Order of Revealed Knowledge, and these guards are called the Warriors of the Military Orders. There are four division-sized "orders," each a semi-monastic brotherhood (or, in one case, sisterhood) with their own emblems and quasi-ecclesiastical rank structure. (Each order is headed by a bishop, the individual battalion-sized maneuver units are headed by an abbot or abbess, etc.) These military orders deploy individual battalions and companies to various temples and other facilities as guards and instruments of enforcement of the data laws, and it is not uncommon for units of different orders to serve together.

8. As Keipes makes a slow economic recovery, there is a small but growing middle class with a more mundane approach to information and science. It is increasingly estranged from the Order of Revealed Knowledge and the Order is directing more and more of its repression against them. Nevertheless, most middle-level managers and administrators come from this class, and there is growing friction in the society.

9. Despite the existence of a class B starport, off-world contact is infrequent and closely monitored. The starport's main function is to serve as a maintenance facility for the world's space force. A small number of Free Traders are allowed to land and trade directly with the Order of Revealed Knowledge. This is a difficult, but not impossible, way of placing covert agents on the planet.



Adventure Plots for Keipes

Discovery: The players have several possible intelligence-gathering mission options.

1. Determine the location of the *Eos* crew and the rescue team landed from DLS *Trigger*, as well as those details of the security surrounding them as to permit a successful rescue raid.

2. Identify a means of neutralizing the meson gun for a raid.

3. Pinpoint the location of the deep meson gun mount so that it can be attacked from orbit.

Recovery: In this environment, it should come as no surprise that all recovery missions are considered to be hot recoveries.

1. Rescue the RC personnel currently held prisoner.

2. Recapture DLS *Eos*.

3. Raid a temple complex of the Order of Revealed Knowledge to retrieve data processing equipment and data bases.

Diplomacy: While there is little basis for friendly exchanges with the actual government of Keipes, several avenues of covert diplomacy suggest themselves.

1. Establish friendly contact with dissident members of the armed forces and local populace.

2. Open communication with more moderate members of the government.

3. Identify and contact regional nobles interested in ending the rule of the data priests. Coordinate the use of their personal troops with an assault from orbit or a general uprising.

Pacification: Launch a decapitation assault from orbit aimed at breaking the power of the Order of Revealed Knowledge while simultaneously capturing or neutralizing the Grand Duke. Ideally, this should be coupled with a move by regional nobles friendly to the Coalition and a resistance uprising.

Armed Forces of Keipes

Total Personnel: 1,000,000

Wet Navy: 70,000

23 major combatants (1 TL-11, 3 TL-10, 19 TL-6)

70 other combatants (3 TL-11, 9 TL-10, 58 TL-6)

Air Force: 200,000

960 combat aircraft (40 TL-11, 120 TL-10, 800 TL-6)

in a total of 24 combat wings (with 40 aircraft each).

40 strategic aerospace defense batteries (10 TL-11, 30 TL-10)

Space Force: 2500

5 combatants (including the re-crewed DLS *Eos*)

Ground Forces: 727,500

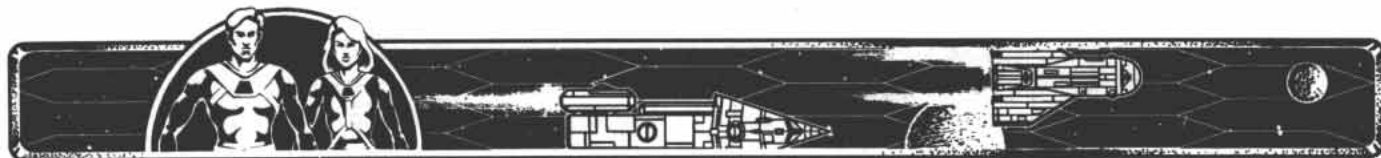
12 divisions of Grand Ducal Guards (all TL-10): 1 lift infantry (in air rafts), 1 heavy infantry (battle dress and combat armor) 4 mechanized, 6 infantry (infantry Novice, all others Experienced)

16 division equivalents of feudal retainers: all infantry, tech level 6, Novice

4 ecclesiastical division equivalents (The Military Orders): 3 infantry, 1 lift infantry (all Experienced, TL-11)



AUBAINE



REFeree's NOTES FOR THE PLANET NICOSIA

Government Data

This data provides an overview of the different governments of Nicosia.

Nation	Pop	Gvt	Cor	Tal	Crl	Ag	P/X
1. Aeria	0.4	8-TO	M	H	H	M	L
2. Borea	0.3	8-TO	L	H	M	L	L
3. Tranquaar	0.5	9-MA	M	L	H	M	M
4. Maldaar	0.45	3-RD	H	H	M	L	L
5. Aldovaar	0.35	6-TED	M	M	H	H	M
6. Australian Empire	1	6-TED	H	M	M	H	H
7. New Burn	0.35	5-CO	L	H	L	M	H
8. Septim	0.25	6-TED	M	M	L	L	H
9. Profundo	0.5	9-MA	H	L	H	M	H

Pop: Population (in millions)

Gvt: Government type, showing the code followed by the abbreviation for the actual government type.

Cor: Corruption level of the government, either high (H), moderate (M), or low (L)

Tal: Talent and ability of the government leadership, either high (H), moderate (M), or low (L)

Crl: Cruelty level of the government, either high (H), moderate (M), or low (L)

Ag: Aggression level of the government, either high (H), moderate (M), or low (L)

P/X: Paranoia and/or xenophobia level of the government and/or the people (as desired by the referee), either high (H), moderate (M), or low (L)

Special Notes on Nicosia

1. The original warlord who seized the crew of DLS *Aubew* was killed in *Ashtabul*'s rescue mission and his troops scattered. His territory and surviving forces were later absorbed by the Australian Empire.

2. The Australian Empire (actually a TED in which the dictator has recently assumed the title of Emperor) has designs on much of the territory on the planet. It is using the threat of off-world aggression as a means of forging a defensive alliance under its guidance. Military action is imminent against states which resist.

The Empire's allies currently include New Burn, Aeria, and Aldovaar, while most other nations are neutral or hostile.

3. The ruined starport/naval base is on the northern tip of the peninsula that stretches north of the equator, but is part of Australian Empire territory. It is ruined and overgrown by jungle.

4. Imperial troops from Australia are the main cause of casualties in recent SAG operations against the starport. The starport complex itself is heavily overgrown with jungle and provides excellent cover for small ambush/sniper teams. These teams are usually armed with heavy armor-piercing rifles and use them to snipe at Coalition troops, particularly those in battle dress. They have recently begun receiving supplies of discarding-sabot ammunition for their antiarmor rifles from the Guild.

5. There is a standing dispute between the Australian Empire and Tranquaar over ownership of The Breakers, the chain of islands currently divided between them. The Breakers are a major source of nitrates, essential to the manufacture of gunpowder. Both nations have naval vessels and troops in the islands, and there are occasional clashes.

6. Septim includes land on the mainland as well as the Septim Islands. The islands are also claimed by New Burn, while the Empire claims the mainland holdings of the nation.

7. There are numerous disputed islands and fishing areas along the equator between Maldaar and Aldovaar. The Aldovaari are now becoming more aggressive with the backing of the Empire. No Imperial troops have been sent to help, but a large shipment of gunpowder was recently off-loaded from an Imperial freighter in Aldovaar.

Adventure Plots for Nicosia

Survey: The players must make an undetected landing on the world and conduct a mineralogical survey of the southern polar regions.

Intel: Assemble an accurate order of battle of a target TED along with an assessment of its capabilities.

Cold Recovery: A surveillance satellite has malfunctioned and crashed in the northern badlands. Recover its data storage system and whatever else is salvageable, preferably without hostile contact with local armed forces.

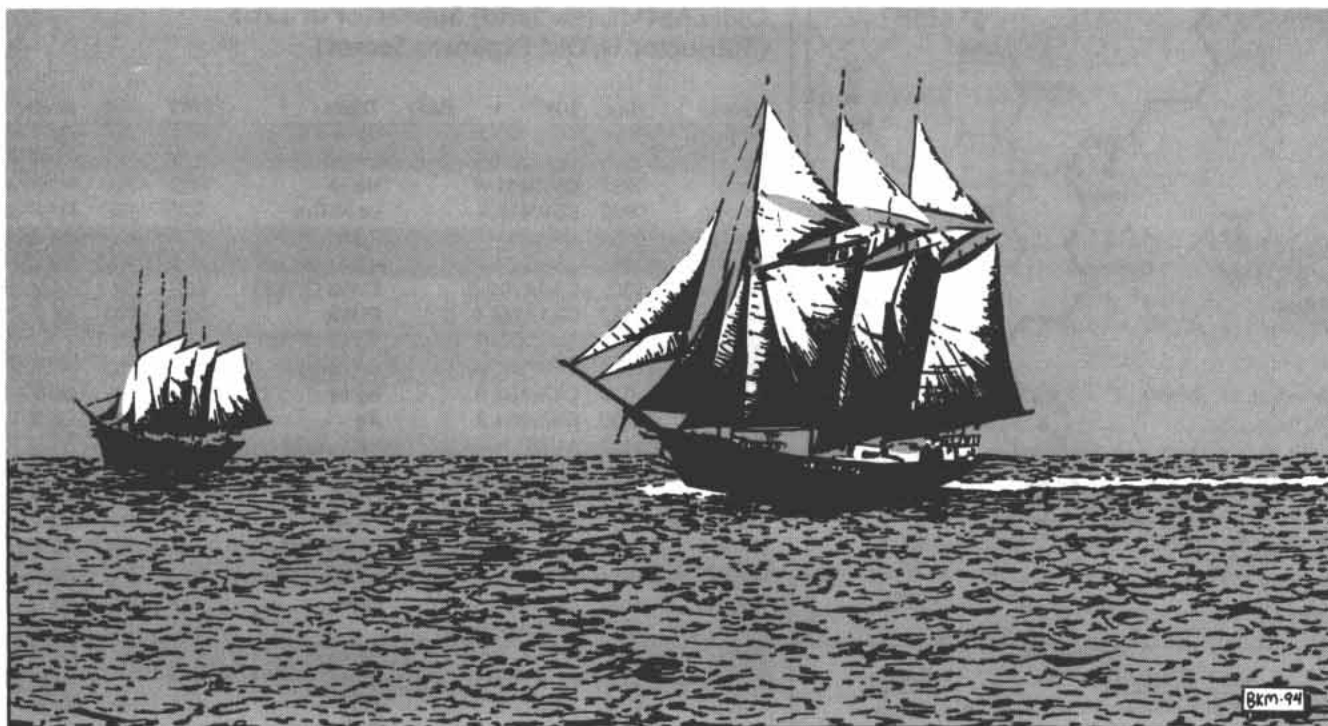
Hot Recovery: Previous SAG missions to the old starport area have been very productive. Land and search a newly mapped (by satellite) area of the ruined complex to identify potentially salvageable equipment and execute an immediate recovery of the most vital objects.

Diplomacy: Establish covert diplomatic contacts with the Republic of Maldaar, or any other state hostile to the Australian Empire.

Pacification: Launch a coordinated strike aimed at toppling the Australian Emperor and neutralizing his military forces.

Commerce: Start trade with Republic of Maldaar.

Bootstrap: Start seed community in Australian Empire territory.



Australian Imperial Armed Forces

Total Personnel: 10,000

Wet Navy: 2400 manning 3 combatants and 4 armed patrol vessels (all TL-3)

Ground Forces: 7600 in 1 Imperial Guard company (Veteran, TL-6), 1 line infantry battalion (Experienced, TL-3), and 2 conscript levy infantry battalions (Novice, TL-3). These troops are spread very thin guarding the vast territory of the empire, and are seldom deployed in units larger than a company. Most sniper/ambush teams are volunteers from the Imperial Guard.

Supporting units include an air defense company (with TL-6 rapid fire guns), as well as battalion-sized detachments of engineers, quartermaster, and fortress artillery (equipped with TL-3 black powder cannons).

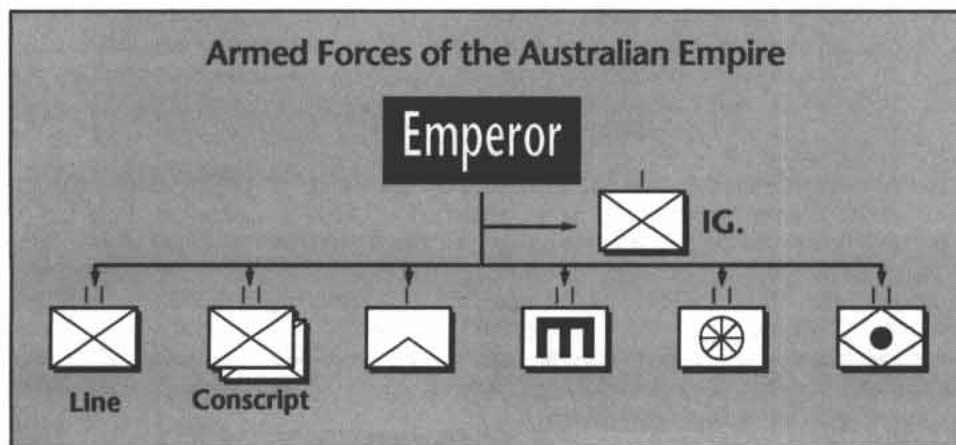
Armed Forces of the Republic of Maldaar

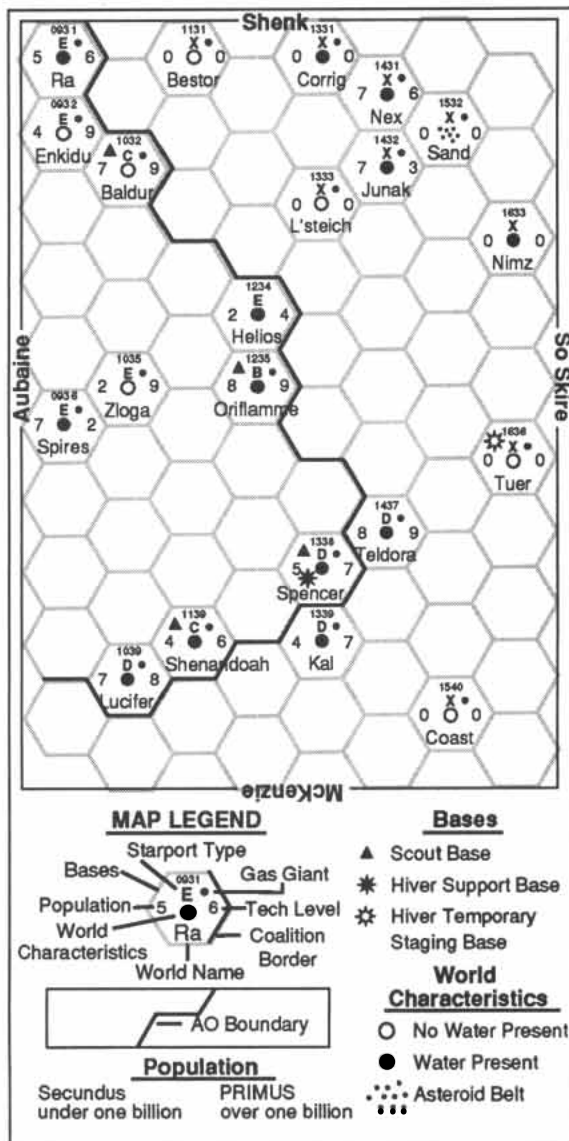
Total Personnel: 5000

Wet Navy: 1000 manning 4 armed patrol vessels (all TL-3)

Ground Forces: 4000 in 1 regular army infantry battalion (Experienced, TL-3), and 1 Republican Guard infantry battalion (Novice, TL-3). One company in the regular battalion is Veteran and has a few tech level 6 small arms.

Supporting units include a trench mortar detachment (with four TL-6 8 cm mortars), as well as company-sized detachments of engineers, supply, veterinary, medical, and fortress artillery (equipped with TL-3 black powder cannons).





Dual Listing: Each world is listed twice. Upper line is pre-Collapse data, lower line is New Era data. Entire sector is within RC boundaries or RC AO, thus all worlds have accurate survey data available.

ORIFLAMME (ex-Sarid) Subsector in 1201 (Subsector N/Old Expanses Sector)

Name	Hex	UWP	Base	Trade	TPPG	Alg	Stellar
Herring	0931	X686110-2	Lo Ni		604	So	K3 V M2 D
Ra	0931	E68659A-6	Lo Ni		204	RC	K3 V M2 D
Dono	0932	C510611-A	Na Ni		602	So	M1 III M3 D
Enkidu	0932	E510415-9	Lo Ni Cm		502	RC	M1 III M3 D
Spires	0936	X894654-1	Ag Ni		903	So	G0 IV M4 D
	0936	E894789-2	Ag Ni		403	RC	G0 IV M4 D
Heppling	1032	CAAA762-B	Fi Wa O:1333		202	So	K4 V
Baldur	1032	CAAA756-9 S	Fi Wa		302	RC	K4 V
Saloga	1035	A430425-E	De Lo Ni Po C:3		904	So	M3 V M9 D
Zloga	1035	E430225-9	De Lo Ni Po Cm		704	RC	M3 V M9 D
Luhtala	1039	C474600-A	Ag Ni		932	So	M0 V
Lucifer	1039	D474784-8	Ag		332	RC	M0 V
Bestor	1131	A110663-E	Na O:1333 D:2		904	So	G1 V
	1131	X110000-0	Ba		004	—	G1 V
Hoff	1139	B585441-A S	Lo Ni		604	So	M2 V M4 D
Shenandoah	1139	C585423-6 S	Lo Ni		804	RC	M2 V M4 D
Willow	1234	C648301-A	Lo Ni		110	So	K6 V
Helios	1234	E648243-4	Lo Ni		710	RC	K6 V
Nemyer	1235	B8469CA-C W	Hi In		703	So	K8 V
Oriflamme	1235	B846857-9 S			803	RC	K8 V
Corrig	1331	C622620-9	Na Ni Po		803	So	F4 V M9 D
	1331	X622000-0	Ba Po		003	—	F4 V M9 D
L'steich	1333	A9A4975-F S	Fi Hi		414	So	K4 V
	1333	X9A4000-0	Ba Fi		014	—	K4 V
Spencer	1338	C89A355-9 S	Lo Ni Wa		711	So	K6 V
	1338	D89A568-7 C	Ni Wa		411	RC	K6 V
Kal	1339	C778400-A	Lo Ni		902	So	G1 V M8 D
	1339	D778452-7	Lo Ni		402	Na	G1 V M8 D
Nex	1431	A554720-C	Ag		713	So	M0 V M9 D
	1431	X55476A-6	Ag		913	Wi	M0 V M9 D
Junak	1432	B671789-D			703	So	M3 V M9 D
	1432	X67176C-3			B803	Wi	M3 V M9 D
Teldora	1437	C554754-A	Ag		803	So	M0 V
	1437	D5548AC-9			203	Wi	M0 V
Sarid	1532	B0007A5-D	As Na Cp		604	So	K6 D
	1532	X000000-0	Ba As		004	—	K6 D
Coast	1540	C400320-B	Lo Ni Va		913	So	M3 V M8 D
	1540	X400000-0	Ba Va		013	—	M3 V M8 D
Nimz	1633	C222664-B S	Na Ni Po O:1636		200	So	G8 V
	1633	X222000-0	Ba		000	—	G8 V
Tuer	1636	B8C2733-E A	Fi		113	So	A1 V
	1636	X8C2000-0 T	Ba Fi		013	—	A1 V

Base Codes: A: Naval Base and Scout Base; C: Scout Base and Hiver Support Base; S: Scout Base; T: Hiver temporary staging base; W: Scout Way Station

Trade Codes: Ag: Agricultural; As: Asteroid; Ba: Barren; C:N or D:N indicates that the world was populated in part by Chirpers or Droyne, the number "N" following the colon indicates how many tenths of the world's population consisted of these races (0 = 10); Cm: Cemetery world (a world whose original population has died off completely, the current population is all recent settlers); Cp: Subsector capital; De: Desert; Fi: Fluid oceans; Hi: High population; In: Industrial; O:NNNN indicates that the world is owned by the world in the indicated (NNNN) hex; Po: Poor; Ri: Rich; Va: Vacuum; Wa: Water world

TPPG indicates Travel Zone, Population Multiplier, Planetoid Belts, and Gas Giants. If 1119 Travel Zone digit is empty, it was listed as a Green Travel Zone; A and R indicate Amber and Red zones, respectively. If 1201 Travel Zone digit is empty, there is no particular meaning. AB in this column indicates a Balkanized world, the government code in the UPP string describes the predominant government on the world.

Allegiance Codes: Li: Lucan's Imperium; So: Solomani Confederation. In 1201 listings, Na: No off-world allegiance, use government types from TNE, page 188; RC: Reformation Coalition member world; Wi: Wilds (No off-world allegiance, and perhaps no off-world contact; use Wilds government type on TNE, page 191. In the case of government type 6: "Technologically Elevated Dictator," world's tech level is world's sustainable level, tech level of the TED and his/her support structure is higher, up to world's original tech level.); "—" indicates no allegiance because there is no population.



REFEREE'S NOTES FOR ORIFLAMME SUBSECTOR

These notes provide additional information on inhabited worlds in the Oriflamme subsector, broken down into Reformation Coalition member worlds and non-member worlds. Note that none of the worlds in the Oriflamme subsector are in the primary AO, as they are either to rimward or trailing of Coalition Space.

Member Worlds

Helios: Helios has taken for itself the job of being the burr beneath Oriflamme's saddle. Not only does Helios have Assembly representation far out of proportion to its population, which it consistently uses to vote against Oriflamme, but it constitutes Oriflamme's only jump-2 access to the Wilds. Helios is taking advantage of this fact by attempting to steal a portion of Oriflamme's auction market by the expedient of taking no Host Cut, thus providing more profit to ships which sell their goods at Helios. Helios' tiny population doesn't need a Host Cut, because the influx of visitors in the form of RC auction officials, trade representatives, and auction buying agents are fueling a service industry boom.

Spires: Although a world with a poor starport and no interstellar technology to speak of, Spires does get a considerable amount of traffic. One reason for this is that it is one of the higher population worlds in the Coalition, and elects an important voting bloc in the Assembly. The other is its location. Spires, along with Kruyter and Phoebus, constitutes the astrographic hub of the Coalition. All jump-2 (and most jump-3) traffic must pass through two of these three worlds when moving in any direction across the RC sphere. For this reason alone there is a large amount of traffic, and a great deal of interest in constructing a more capable starport.

Baldur, Ra, and Enkidu: Taken together, these three worlds are the first planetfall for 90% of the expeditions returning from Thoezennt and Shenk. Although Baldur clearly offers better facilities and a larger auction, the other two worlds are competing for this trade by taking smaller Host Cuts and offering other inducements, such as waived berthing fees, small but earnest startown promotions, etc.

Shenandoah, Lucifer, and Spencer: These worlds are the ports of entry for expeditions returning from Alpha Crucis, the sector to rimward of the Coalition. Although this traffic is light because of the lower priority placed on this frontier, it is growing, and these three worlds are quietly reaping the fruits of this trade.

Non-Member Worlds

Kal: This is a world with a very small population (only about 40,000), but which managed to weather the Collapse with a minimum of violence and disruption. Reorganizing themselves as a feudal technocracy, Kal has increased its indigenous sustainable technology to 9, renovated its starport, and begun to salvage some TL-10 items. Its government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Moderate	High	Low	High	Moderate

Kal was contacted by Oriflamme about two years ago and began trading with several Dawn League worlds some time afterwards. While it is not currently a member of the Reformation Coalition, Kal enjoys cordial relations with it, and may eventually join if issues of trade regulations can be resolved. For the moment, Kal enjoys its independence, especially as it is situated at the nexus of trade routes between the Coalition and Alpha Crucis sector to rimward.

Unknown to most of the other Coalition worlds, Kal has entered into secret agreements with several Oriflamme technarchs which allows them to base rimward operations out of Kal's starport and avoid the Coalition's Auction cut on goods brought back by raids.

Nex: Nex was an extremely rambunctious participatory democracy before the Final War, and with the Collapse succumbed to mob violence and extreme technophobia. Local military leaders, however, seized control of the administration of government and protected a significant part of the world's technological base from the panicked population, all but ending both looting and vandalism. While technically a TED, the planet's ruler imposed order and ended the worst of the violence.

Although the successor to the original TED was more in the familiar mold of a petty tyrant, the planet's third (and current) ruler since Collapse, General Haim Laszczansk, has returned to the original philosophy of the first Military Governor. Laszczansk has developed trade and diplomatic relations with Oriflamme and is currently negotiating for entry into the Coalition. The planet's current government values are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Low	High	Moderate	Low	Low

Oriflamme sponsors this membership and has pushed for allowing the government type to be considered a feudal technocracy, given adoption of a formal constitution acceptable to the Coalition Assembly. Aubaine, however, has opposed this, fearing that it is simply a ploy on Oriflamme's part to add further F-Tech votes to the Assembly at any price. Aubaine has instead proposed a global referendum and constitutional congress to develop a more pluralistic form of government, a position unacceptable to both Oriflamme and Laszczansk, as Laszczansk rightly fears that a referendum would merely affirm the xenophobic and technophobic tendencies of his population, and overturn the "middle ground" that he is enforcing.

Junak: This is a fairly typical balkanized TED world with a residue of TL-8 equipment and a fairly substantial population. The Coalition has no immediate plans concerning its integration, as diplomacy has produced no results and the resources necessary for a forcible integration are better spent elsewhere. The world is the target of fairly frequent SAG raids by Oriflamme, however, which not only recover valuable artifacts on occasion, but are also used to try out new tactical approaches to raids.

Teldora: This civil service bureaucracy government managed to survive the Collapse unusually well. The world's population has actually more than doubled in the last 75 years, and its tech level has grown to within one step of its pre-Collapse level. It has a working starport and a small star fleet, including an armed far trader and an armed scout/courier. Its government characteristics are:

Corruption	Talent	Cruelty	Aggression	Paranoia/ Xenophobia
Low	Moderate	Moderate	Moderate	Low

The Teldoran government viewed Oriflamme's invasion and conquest of Spencer with considerable alarm, and now sees Oriflamme as the principal threat to its security. It has been smuggling arms and other supplies to guerrillas on Spencer to keep the resistance going and keep Oriflamme tied down there. At the same time, it has opened secret talks with Aubaine, and is considering applying for voluntary admission to the Coalition as a means of short-circuiting Oriflamme's aggression.



There are those of us who feel that life has a special value because it bears the mark of the Creator. Others of us respect and value life because each organism occupies a unique place in its ecosystem, is designed by nature to carry out a function, and is valuable for that reason, as well as for the lesson it provides all of us—that we are all part of a much larger and integrated whole.

Which of these views you find closest to your own reason for valuing life is immaterial to me. What matters is that none of those reasons have anything to do with Virus. You say to me that all sentient life must be preserved, and I respond, "Why?" We are used to respecting thought and self-awareness wherever we find it, because wherever we find it, it has genuine value. But Virus has none. It is an abomination, brought into existence by Humanity for no good purpose, and it exists apart from any ecosystem, natural or otherwise, in the cosmos. It is a sad, sick, horrible mistake, and it is nothing more.

When you make a mistake, you erase it. Q.E.D.

Raoul Zachmajian
"Virus As Life—A Dissenting View,"
Data Bus Quarterly, Fall, 1202

VIRUS

Most of the original strains of Virus died out within months, sometimes within days, of attaining self-awareness, but a number of mutant strains still exist in the Wilds. While these are discussed in the basic rules, a word about Coalition attitudes toward and procedures concerning Virus is in order, as well as some suggestions on how to referee encounters with Virus.

Reformation Coalition Policy

The Coalition has adopted a number of standard procedures to guide operatives in the Wilds. While these do not have the force of law, and people are expected to exercise initiative as well as caution, they outline some general parameters that guide contact with Virus.

Rules of Engagement: There is a formal procedure for engaging unknown vessels in the Wilds, which is called the Wilds Rules of Engagement. In its simplest form it is expressed as Talk-Listen-Shoot. What this means is that any ship encountered in the Wilds is challenged by communicator, and preferably by every means of communication available. The challenging ship listens to the response and, if it is not acceptable, it attacks. While this may sometimes cause combat between two non-Virus-infected ships, it is considered an acceptable risk when compared to the danger posed by Virus contamination.

No Repairs: Virus is often capable of communicating directly with human personnel, and is often in need of repairs to its subsystems. Many ships, for example, are system-bound due to lack of maintenance of their jump drives. Coalition personnel are granted fairly wide discretion in negotiating with Virus, considering the potential damage a vampire ship can do, but are forbidden under any but the most extraordinary of circumstances from agreeing to repairs which would render the Virus more mobile.

Don't Go In: A Virus-controlled ship, particularly a pre-Collapse ship controlled by Virus, is a death trap. All Coalition ships (and most Free Trader and Guild ships) have been modified so that certain key systems are no longer connected to the ship's computer. This of course includes all communication equipment (to prevent the most common form of Viral invasion), but also includes key life support functions, such as air locks and artificial gravity systems.

A common means of disposing of human crews by Virus was

to simultaneously open all the air locks and simply blow the crew out by means of explosive decompression. This method was not 100% effective, however, as personnel close to emergency lockers were often able to don vac suits and survive. Use of the ship's artificial gravity fields, however, was an absolutely guaranteed means of murdering the crew, as the acceleration compensators and floor gravity were simply turned on an off very rapidly at the highest Gs available, and used to "bounce" the crew to death, a process grimly known as "grav pong."

Facilities and vessels without artificial G-compensation fields (such as orbital habitats, some lab ships, and surface installations) are less deadly, but should still only be entered by personnel in protective gear.

Detecting Virus

Sometimes the easiest way to detect Virus is to talk to it. If a means of communication is available, Virus will often voluntarily identify itself, or reveal its presence inadvertently by its actions. All RCES ships, and virtually all privately owned Coalition ships, have a canary attachment for their communication systems which is designed to detect Virus.

Canaries are fairly small high-speed data-processing systems usually configured to "look" like a much larger memory or processor system to Virus. Those attached to a ship's communication system, for example, "look" like the internal integrated data channels of a starship. As Virus attempts to enter the various dummy subsystems and take them over, the level of electronic current fluctuates to a measurable degree and readouts on the canary will show that the system has been invaded.

Portable canaries are also available which can be plugged into suspicious data systems to perform the same function. Because this process can sometimes take many hours, most canaries are fitted with alarms to indicate when Virus presence has been detected. These alarms are typically bird-like whistles or chirps.

When Virus detects or senses that a system is too small to infect, it will usually plant an "egg," a compressed copy of itself, within the system, by physically modifying the circuitry. This egg is usually hidden in a cul-de-sac circuit, newly cut by Virus to hide and protect the egg. When the system is hooked into a larger data system, the egg can sense the new activity, and emerges from its dormant state to infect the larger system. Monitors in the canary's processor are tuned to also detect the



electrical and thermal signatures associated with Virus burning its new patterns into the matrix, even as small a pattern as an egg, and will also report this.

Equipment which does not communicate directly must be examined by technicians to determine whether or not Virus is present. This can be done by portable canary, but because canaries are expensive and can only be used once, this is usually done at a keyboard and consists of running a series of diagnostics on the system. Detecting Virus by this means is an uncertain, Difficult task using the Computer asset. The difficulty level can be increased or decreased a level by the sophistication of the processor being examined. A global data network, for example, would be one level more difficult (since the Virus is "smarter"), while a low-tech starship computer (say TL-12) may be one level easier.

Characters with Electronics may make the same examination, but the task is one level more difficult.

Smaller systems, like flight computers and weapon fire direction computers, are usually not sophisticated enough to support Virus (which is why so many smaller vehicles are still in service), but often contain a Virus egg. Detecting an egg requires a physical examination of the circuitry itself, and this is of course very time-consuming in the case of larger systems. This is an uncertain, Difficult task using the Electronics asset and a Formidable one using Computer.

Characters with the Psionics talent Computer Empathy can, of course, also detect Virus, but only in its active (non-egg) state, using the Psionics rules in the basic game.

Refereeing Virus

Player characters will inevitably encounter Virus in one of many possible forms, and the referee will have to determine the actions of the Virus. In doing so, the referee should be guided by four key considerations.

Sense: How does the Virus know the characters are present? There is a great temptation to think of the Virus as a disembodied intelligence with vague abilities to sense the presence of humans. That is not the case. Virus knows only what it can physically sense, and the referee must first determine what sensory apparatus the Virus has at its disposal. If it is a ship, it has the ship's sensor suites, which probably include EMS or similar systems. This enables it to "see" ships, but not really people, and certainly not people inside of it.

Most ships have some sort of internal security monitor system, with cameras and microphones. This is the best means for the Virus to see humans on-board, but it is a means that the characters may be able to disable or circumvent.

Can the Virus tell where humans are by their heat signature? Most ships have extensive coverage by thermal sensors used for firefighting, but as they are not optimized to detect such relatively low temperatures, these can only provide a very general idea of the location of groups of humans, certainly not enough to count how many are in a room, or what they are doing, much less to accurately fire precision weapons at them. However, a scientific research vessel might have a very care-

fully controlled environment, especially if experiments could be affected by minute differences in temperature. In that case, Virus might be able to sense temperature differences well enough to see thermal images of persons on board.

In other words, don't think in terms of what Virus would like to have; think in terms of what the actual sensors available are, and then how Virus could use those to the greatest extent.

Interaction: What tools does Virus have for interacting with its environment? How does it communicate? How does it physically manipulate things? What level of sophistication do its tools possess? If the only means of physical interaction available to Virus is a radio-controlled bulldozer, that will affect the sorts of tasks it attempts to undertake, and how it will go about them. It might use the bulldozer, for example, to threaten humans and then get them to carry out the fine manipulations it required (such as repairs). If it had a fleet of maintenance robots at its disposal, however, it would have little use for the humans.

Motivation: Virus is alive. Each example of Virus has its own unique world-view and motivation. We stop short of ending the last sentence with "just like humans," because of course Virus is *not* just like humans in any respect, and that is the most important aspect of Virus personality and motivation to remember. Large Viral organisms are so different from humans that many of their actions should appear inexplicable to your players. Virus is not always malevolent, but it is always pretty weird.

In deciding on a motivation for your Virus, remember that its personality will be shaped by the data-processing system in which it resides. A large but fairly simple system with an orderly internal organization will produce a Virus with orderly thought patterns. A system haphazardly assembled from a variety of subsystems of differing function and capability will be considerably more byzantine in its thinking.

Second, remember that its personality will be shaped by what it is capable of doing, and that is often a function of the system it inhabits as well. Virus which infects an orbital telescope can really only do one thing—look at the stars. After a while, it could go completely crazy, perhaps becoming catatonic, or it might instead lose interest in doing anything but watching the stars. A warship, on the other hand, is built for violence, and that design is likely to be reflected in its actions.

Frequency: Finally, and most importantly, avoid filling your campaign with Virus. The effects of Virus are omnipresent, but the actual reality of Virus should be very rare, for two reasons.

First, if the characters encounter Virus every time they turn around, they will either routinely defeat it or they will die a lot. If they routinely defeat it, it will have very little perceived danger value, and will instead become an annoying nuisance. If, instead, they die a lot, you are likely to have some very unhappy campers on your hands.

Second, there are limits to your creative energies, no matter how imaginative you are. Each active Virus should not only be dangerous, it should be unique and fascinating. So keep them rare to enable you to lavish the time and attention on them they deserve, as well as keeping your players guessing.



The Star Vikings are coming, make no mistake about it. It won't do any good to wait for more evidence of their coming, because they won't give it to you. One day their long ships will just appear out of deep space and begin bombarding your cities from orbit. Then your night sky will light up with the fall of a thousand meteor trails—except they won't be meteors, they'll be jump troops. Shooting at them in descent will be a waste of ammunition; most of those meteor trails will be decoys. No more than one in 10 will be real Star Vikings.

One in 10 will be enough.

Each one of those drop capsules will have a fully equipped Star Viking. You'll never see their faces; each one wears powered armor that your puny weapons won't even dent. Inside the armor are the most ruthless killers ever unleashed on human space. Each one of those Star Viking jump troopers has had to kill one of their own family to earn the right to be in that first wave.

Once they land, the horror begins. With missiles and grenades and powerful energy weapons they will destroy anything that stands in their way, kill anyone who resists them. Anything of value—machinery, food, your wives and daughters—they'll carry off. Anything they can't take or they don't want, they'll destroy. I've seen them brain babies against tree trunks, lock old people in churches and then set fire to the building, things you can't possibly imagine.

Your weapons will not stop them. Appeals to their reason or mercy will not stop them. Prayers to your gods will not stop them. You have only one hope of stopping them.

Me.

Guild Captain Escobar Sanderson
Standard Sales Pitch, NE 2

THE GUILD

The Star Guild (also called the Merchants Guild) is a loosely organized network of traders in the Wilds with strong interests in maintaining the status quo. Their principal goal is to achieve a monopoly on interstellar trade, and their dream for the future is an interstellar culture involving trade between hundreds, or even thousands, of worlds conducted entirely by Guild ships. The reality of their situation is that they are little more than an organized crime "family," engaged in smuggling, gun running, slavery, and extortion.

The Guild's stated philosophy is that the problem with the old Imperium was that no government was ever good enough to rule more than one world, let alone a thousand or more. Government, they argue, is fine for a country, a continent, maybe even an entire planet, but the space lanes should be free. Interstellar trade should be left to merchants, not governments, and that is the way to avoid the catastrophic interstellar wars that were a periodic part of Imperial history.

Their appeal to the people and governments of the Wilds is to resist the new empire builders. Let competition reign, they say. (Even though they are looking for a monopoly, they argue that their own members will compete vigorously with each other, and on that point they are actually correct.) Don't let some off-worlder, they appeal, tell you what to do, how to live, or who to trade with. Given recent history, this argument strikes a very responsive chord with many people in the Wilds.

Guild Organization

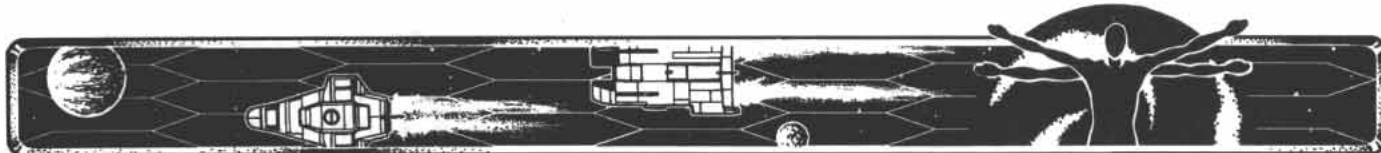
The Guild came into existence nearly 30 years ago, but was originally a much smaller, and more benign, organization, devoted to restoring interstellar trade and commerce. Twelve years ago it came under the

control of Captain Vugashnii Ishimshugi and several like-minded captains who set the organization on its current course. There is a governing Admiralty Council consisting of five of the most powerful Guild ship owners, and a Council of Captains consisting of a little over 100 ship owners who elect the five Councilors every three years. Vugashnii and his clique hold a clear majority of the Captains and all of the seats on the Admiralty Council.

The Guild allows its members a very free hand in their business dealings, provided they "tithe" a share of their profits to the Guild for maintenance of its facilities. Note that "Free Traders" are not part of the Guild, and are often hostile to it. Also, many Guild members are former Free Traders who were forced, either by economic considerations or by threat of violence, to join the Guild. These provide a possible source of intelligence from the inside, and they are more likely to give Coalition members a break.

The center of Guild governance is the "Guild Hall" (actually a complex of buildings) on the planet Justabit (0823/Diaspora), but the most important technical facility of the Guild is its class-B starport and maintenance facility at Jump (2022/Diaspora). (Note that the crew of two Dawn League ships, *Dämmerlicht* and *Ra*, are held prisoner at the facility on Jump.) There are other Guild facilities scattered throughout Diaspora, and some starports on low-tech worlds are owned and operated by the Guild.

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
Justabit	0823	D445689-A	S	Ni Ag C:4	804	LI	M2 V M4 D M6 D
Justabit	0823	E44566A-7	S	Ni Ag	704	Na	M2 V M4 D M6 D
Jump	2022	B665432-E		Ni Lo	211	LI	G0 V
Jump	2022	B66536B-3		Ni Lo	411	WI	G0 V



Guild Strategy

There are several strategies the Guild adheres to in order to forward its goal of creating and maintaining an interstellar trade monopoly, and these are embodied in four operating principles. While Guild Captains have a great deal of freedom in their normal business, they violate these strategic policies only at considerable hazard to themselves.

The Ship: The Guild is always willing to acquire ships by any means possible. Theft, piracy, and purchase are, in the Guild's view, simply different means of approaching the same goal. An Interstellar trade monopoly starts and ends with ships, and everything else is secondary to this.

The Mind: Knowledge is the intangible equivalent of the tangible, material ship. It forms the other part of the key to space travel. The Guild already has a near-monopoly on the knowledge necessary to build and repair starships and an effective total monopoly on astrographic information necessary to plot deep-space jumps. This information is jealously guarded by the Guild. In addition, the Guild tacitly encourages technophobic churches and cultures, even if they are sometimes hostile to the Guild's immediate plans, as they are powerful instruments in maintaining the Guild's monopoly on knowledge. Technical education in astrophysics is, of course, actively discouraged and even disrupted when possible.

The Market: Trade requires markets, and markets require goods. A prime consideration of every Guild Captain is to maintain existing markets and develop new ones, as well as sources of supply for existing ones. The Guild does this in a number of conventional and fairly harmless ways, but also engages in some extremely destructive activities as well.

Slavery, for example, was all but unknown on most high-tech worlds until it was introduced by Slavers, supplying captives from raided low-tech worlds. The Guild's acceptance of the Slavers into its ranks following Ishimshugi's election 12 years ago formalized this as official Guild policy and has led to a noticeable increase in the practice throughout the Wilds.

Balkanization is another example. While the Guild will occasionally back a strong leader on a world, its more common practice is to encourage a division of power and a continual state of warfare. It supplies arms to one or both sides and makes a continuous profit.

The One: A monopoly requires an elimination or takeover of the competition. Guild Captains attempt to bring Free Traders into the Guild by extortion or outright attack, as well as economic offers. By the same token, the Guild resists the idea

of multi-world governments, and is bitterly opposed to the Reformation Coalition, which it now recognizes as the clearest threat to its position in Promise Sector.

The Guild not only attempts to frustrate Coalition diplomatic initiatives and supplies high-tech weapons to TEDs to help defend against Coalition raids, it has also been largely responsible for coining the term *Star Viking*, and spreading rumors of Viking cruelty and atrocities. These stories are very widely believed, especially on low-tech worlds where Slaver raids are often blamed on Star Vikings by the Guild (even on worlds dozens of parsecs from Coalition Space).

Refereeing the Guild

The referee should always remember that the Guild is not a government, and lacks many of the traditional means of interaction available to governments. Most importantly, the Guild does not have a formal military force. Many Guild ships are armed, either for self-defense or to allow piracy, and the Guild hires armed guards for Guild facilities. Sometimes wealthy Guild Captains will even hire small mercenary units to carry out quasi-military operations, if the return will justify the expense. But the Guild does not "send in the troops" to help a friendly government, for the simple reason that it has none to send.

The Admiralty Council can send Guild Envoys empowered to conduct negotiations over trade rights, and this is certainly a form of diplomacy, but the Guild's means of making its deals stick are mostly economic rather than military.

Second, the referee should remember that the Guild is not monolithic. Many Guild members are not members voluntarily, and it is a loose enough organization in any event that there is considerable variation in attitude throughout it. Nevertheless, the basic policies of the Guild, and the sorts of activities that it condones, are such as to cause a continual corruption of the spirit. Guild members may not all be cruel and wicked, but few if any can be considered models of virtue. Those who resisted the current regime have all been cowed into submission, murdered, or have left the Guild and become Free Traders (usually with a price on their heads courtesy of the Guild).

Finally, the referee should remember that the Guild is motivated not by a meanness of spirit, but rather by profit. They may participate in acts of unspeakable cruelty, but they will not go out of their way to do so if it will cost them a credit. Their mission is to make money, and their cruelty comes from their rejection of any ethical limits on their greed.

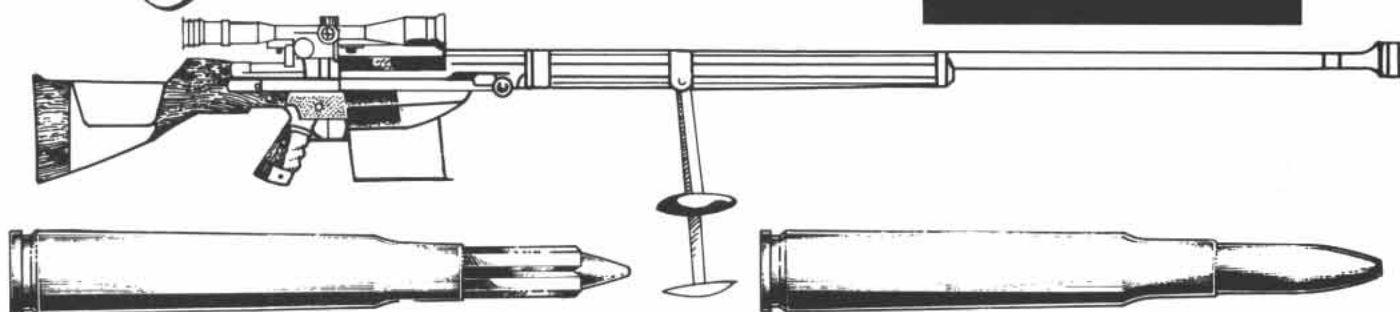




Path of Tears

14.5 AAR

(Antiarmor Rifle, a.k.a. "Crunch Gun")



14.5mm AAR (Antiarmor Rifle, a.k.a. "Crunch Gun")

Caliber	TL	Ammo	Weight		Ammo	Mag	Price		Features
			Empty	Loaded			Wpn	Ammo	
14.5mm AAR	5	14.5x146.7mm	52.577	53.787	1.21	5 clip	8307	60.5	Telescopic Sight

Ammo weight and price is for a five-round clip. The clip has effectively no weight or price beyond those of the five rounds themselves. The magazine is internal to the weapon.

14.5x146.7mm AAR

Round	ROF	Dam Val	Pen Rtg	Bulk	Magazine	Recoil		Short Range
						SS	Burst	
14.5x146.7mm Ball	SA	12	2-2-3	17	Si	5	—	230 (210)
Bipod	SA	12	2-2-3	17	Si	3	—	290 (273)
Higher Tech Rounds*:								
14.5x146.7mm HE-6	SA	12	Nil	17	Si	5	—	170 (158)
Bipod	SA	12	Nil	17	Si	3	—	220 (205)
14.5x146.7mm DS-8	SA	12	1-1-2	17	Si	5	—	270 (252)
Bipod	SA	12	1-1-2	17	Si	3	—	300 (300)

Short range is listed with telescopic sight, with iron sight short range in parentheses.

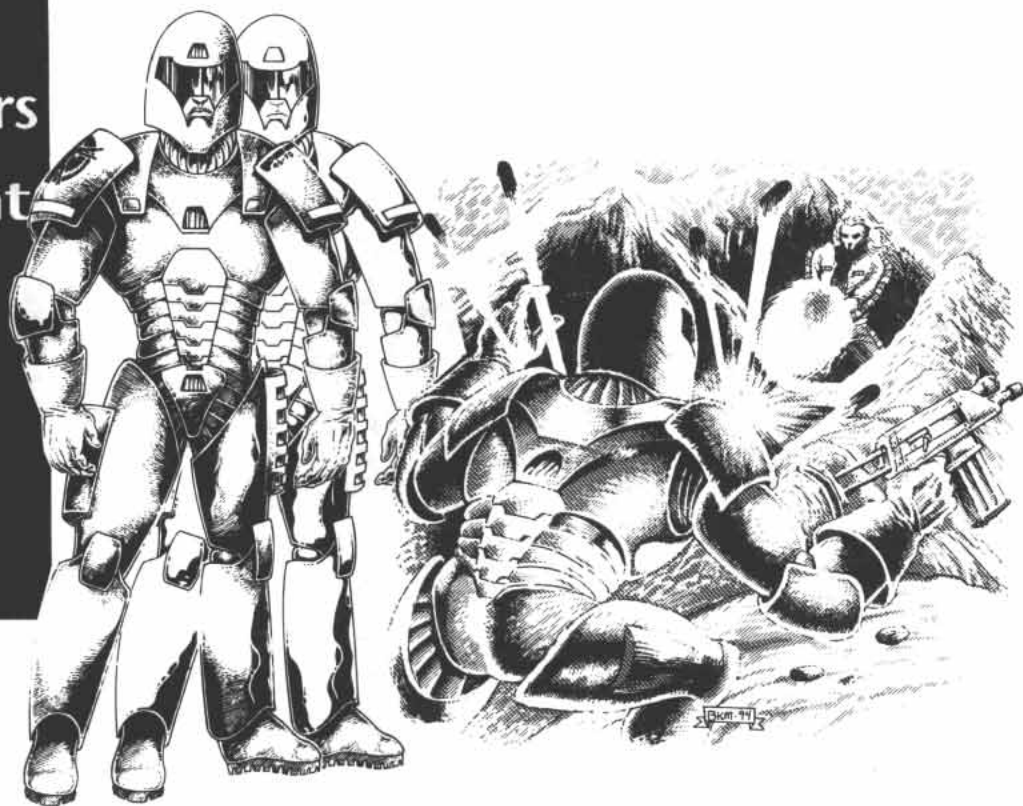
* Manufactured at TL-6+ specifically for use in lower tech weapons, and incorporating lower chamber pressure, muzzle velocity, etc.

Nicknamed the "Crunch Gun" by the first teams to encounter it, the 14.5x146.7mm AAR represents a serious threat to RCES personnel and equipment. Because of its size, the weapon is normally deployed with a sniper team consisting of a weapon, a sniper, and a spotter, firing from a concealed position. In urban settings, this combination can be particularly effective. When the target is equipped with battle dress, snipers seldom risk using their scarce DS ammunition at longer ranges, but they will often engage less well-armored targets with ball ammunition at ranges in excess of 2000 meters. Electronic equipment and light vehicles are particularly vulnerable.

The origin of the design is unknown, but Guild merchants sell tooling and manufacturing set-ups to enable low-tech worlds to make the weapon and its basic ammo, evidently in order to create a market for Guild-manufactured high-tech ammunition. It would appear that the Guild also provides some form of training as well, as tactical employment of the weapon has proven suspiciously similar on several different worlds.

Path of Tears

RCES Light Battle Dress



RCES Light Battle Dress

This unit is the standard light battle dress in use by the RCES raider forces, and is common in other military units as well. The standard model is fitted with a powered exoskeleton (which doubles the effective strength of the wearer), environmental control systems, filters, and respirator fittings (to enable the wearer to function in tainted and thin atmospheres), a laser designator unit, an integral 3km radio, and an integral WSV suite displaying on the inside of the helmet visor. The laser designator unit can be fitted to either the left or right forearm, at the wearer's option, and can be used to "paint" any target the wearer can see within a range of up to 3000 meters.

Some suits are manufactured with an integral "Chameleon" camouflage feature, which adjusts the suit's IR heat signature to match its surroundings. This feature must be incorporated during manufacture.

The suit's power supply is sufficient to enable it to operate for up to 10 hours before recharging is required. All suits are supplied with standard power and life support fittings, allowing users to plug into a ship or vehicle power/life support system and conserve or recharge their resources. The laser designator is only supplied with a battery sufficient to last for a total of 6 minutes, however, so its use must be carefully rationed.

Optional Features: Oxygen tanks can be added to the basic suit in order to enable the wearer to function under vacuum situations. Individuals requiring additional radio communication range may substitute a 30km radio for the standard 3km model.

Basic RCES Light Battle Dress (Includes Helmet WSV suite, 3km Radio, and Laser Designator)

SM	AV	AM	BV	BM	OSM	TM	MW	End	SMCr	AMCr	BMCr	OSMCr	TMCr
0.1	6	.054	.0235	.047	.0022	.2032	.00342*	10*	.14	.00513	.0001075	.007025	0.146

Basic RCES Light Battle Dress (as above, with Chameleon feature)

SM	AV	AM	BV	BM	OSM	TM	MW	End	SMCr	AMCr	BMCr	OSMCr	TMCr
0.1	6	.054	.0235	.047	.0022	.2032	.00342*	10*	.14	.00513	.0001075	.008025	0.147

* Listed MW is for systems powered to 10 hours endurance: the battle dress itself, helmet WSV suite, and 3km radio. Laser designator (which draws 0.005 MW) is powered to only 6 minutes.

Add O₂ Tanks to the above (5 high-pressure tanks; 20 hours)

—	—	—	—	—	—	+.01	—	—	—	—	—	—	+.002
---	---	---	---	---	---	------	---	---	---	---	---	---	-------

Replace 3km Radio with 30 km Radio (Includes increased battery capacity)

—	—	—	—	—	—	+.012	—	—	—	—	—	—	+.0002047
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Abbreviations

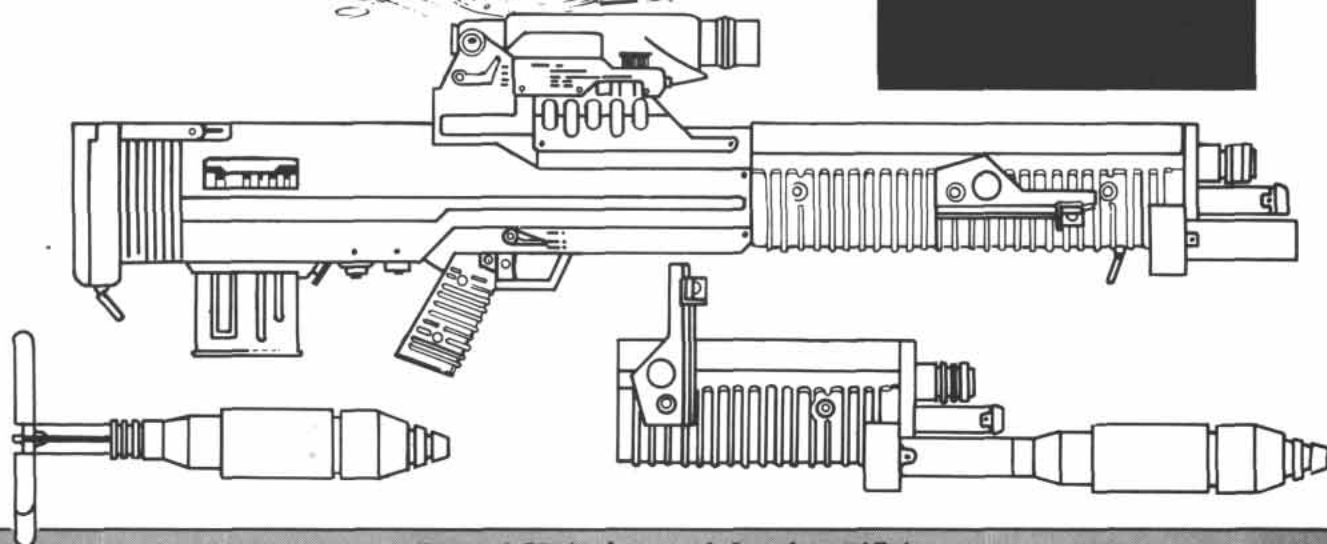
SM: Skeletal mass, in tonnes; AV: Armor value; AM: Armor mass, in tonnes; BV: Battery volume, in m³; BM: Battery mass, in tonnes; OSM: Other systems mass, in tonnes; TM: Total mass, in tonnes; MW: Megawatts; End: Endurance of battery, in hours; SMCr: Skeleton price, in megacredits; AMCr: Armor price, in megacredits; BMCr: Battery price, in megacredits; OSMCr: Other systems price, in megacredits; TMCr: Total price, in megacredits.



Path of Tears

7mm ACR

(Advanced
Combat Rifle)



7mm ACR (Advanced Combat Rifle)

The 7mm ACR is based around a pre-Collapse Imperial round, the 7x46mm Imperial, renamed the 7x46mm RC(E), RC(E) standing for "Reformation Coalition (Electrothermal-chemical)." The model depicted on this page is manufactured on Oriflamme for use by that world's armed forces, but similar weapons are in use by most of the Coalition. The rifle is especially popular with Oriflamme's Marines.

The weapon is manufactured with electronic and laser sights, a flash suppressor, bayonet lug, and RAM rifle grenade adaptor (for 4cm RAM rifle grenades). A sling is fitted for ease of transport, but has been omitted in the illustration for clarity. The rifle's features are either duplicated on both sides of the rifle for use by both right- and left-handed soldiers, or can be switched to whichever side the individual soldier chooses by a unit armorer (the ambidextrous magazine release and selector switch are examples of the former, the ejection port and bayonet lug are examples of the latter).

7x46mm RC(E) TL-10 ACR

TL: 10

Ammo: 7x46mm ETC

Weapon Weight: 6.135 kg loaded, 5.895 empty (includes weight of empty box magazine)

Magazine Weight: 0.793 kg loaded, 0.553 kg empty

Magazine Price: Cr103

Ammunition Price: Cr0.24 (Ball), Cr0.48 (HE, DS, Tranq), Cr0.72 (HEAP)

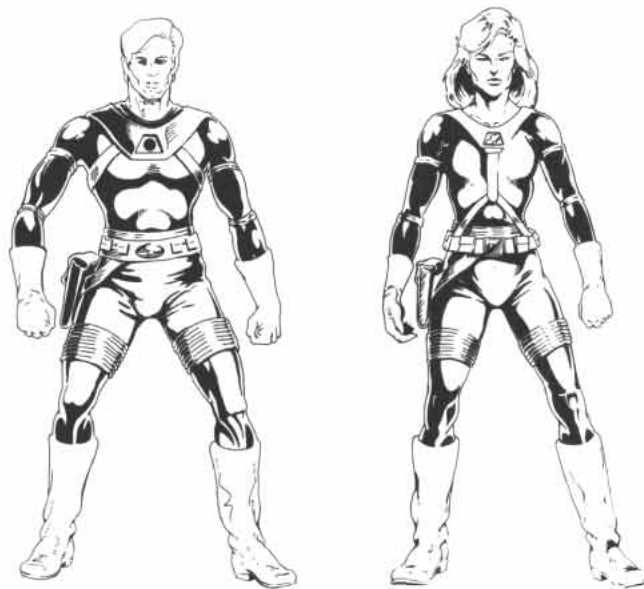
Round	ROF	Dam Val	Pen Rtg	Bulk	Magazine	— Recoil —		Short Range
						SS	Burst	
7x46mm RC(E) DS	5	5	1-2-3	7	20 rnd box	1	2	120 (97)
7x46mm RC(E) HE	5	5	Nil	7	20 rnd box	1	2	80 (61)
7x46mm RC(E) HEAP	5	5	2-2-2	7	20 rnd box	1	2	80 (61)
7x46mm RC(E) Tranq	5	-1*	Nil	7	20 rnd box	1	2	30 (30)
7x46mm RC(E)	5	5	2-3-Nil	7	20 rnd box	1	2	100 (83)

*1D6-1 points of damage plus tranq effect on TNE, page 350.

Short range is given as short range with standard laser sight, with iron sight short range in parentheses.

Path of Tears

RCES Body Sleeve



RCES Body Sleeve

Perhaps the most typical and distinctive of the "Star Viking" equipment is the body sleeve: a multipurpose cooling system/G-suit/undergarment/utility uniform/body armor. The body sleeve was conceived as an undergarment worn beneath vac suits, combat armor, or battle dress. By incorporating various functions such as environmental control, G-suit bladders, and medical monitors into a comfortable "liner" garment, manufacture of the outer suits could be simplified, and putting these suits on could be done more quickly. In any event, the body sleeve has turned out to be so comfortable and useful that it has become the universal, all-occasion uniform for RCES and RCN personnel.

The body sleeve is, first and foremost, a full-body suit of ballistic weave armor with an environmental control system woven into it. Unlike the combat environment suit, which it resembles, it is a form-fitting garment (in order to slide easily into a vac suit or suit of armor, but the body sleeve is not sheer, resembling a 20th-century scuba wetsuit), and has a hood that can be pulled up to cover the head. When not up, the hood can be buckled down into the harness structure around the shoulders. This harness structure functions as the anchoring system when an airtight helmet is fitted to the suit, and is also a part of the body sleeve's integral load-bearing system to which grav belts, back packs, life support gear, and other loads are attached.

With the hood up, the only body portions exposed by the sleeve are the hands and face, which makes the suit an extremely valuable survival garment in the event of loss of pressure (a common fear in space). Although the body sleeve cannot fully function as a vac suit by itself, its protection does enable a crewmember wearing it to survive the worst effects of vacuum exposure for a few minutes. The edge of the hood is made of an adhesive material that makes a semi-airtight bond with bare skin, protecting the vulnerable eardrums (facial hair prevents a tight bond, so most RC personnel do not wear beards). By pinching the nose and closing the eyes, a person caught in a sudden depressurization can usually make it to an emergency oxygen mask stored in wall cabinets throughout all RC ships (and marked with bright strobe lights that can be seen through the eyelids). For this emergency use alone, the body sleeve is the universal shipboard uniform of RC forces. With proper gloves and helmet, the body sleeve is also fully sufficient to protect its wearer in very thin, thin, and tainted atmospheres (assuming atmospheric filtration and/or air supply, as appropriate).

In addition, the body sleeve is fitted with bladders in the thighs and abdomen that allow it to function as a G-suit.

The sleeve is designed with a number of features used in medical and first aid situations. The sleeve has several intermediate sterile layers which reduce the incidence of infection caused by dirty material being driven into the body by gunshot wounds, and the nature of the ballistic mesh works to hold wounds closed and keep the body in one piece in the event of more grievous wounds.

The thighs, arms, and chest all have special self-sealing panels that allow needles (for medication, whole blood, or plasma) to be inserted into the wearer without breaching its airtight integrity.

"Pull tab" tourniquets are sewn into several locations on the arms and legs. These are cables that can be cinched down by the suit wearer without additional assistance in case of serious wounds in the extremities. Each suit also has two pre-measured doses of drugs built into the suit near the shoulder harness, one of a powerful painkiller and one of a fast-acting stimulant. These are administered by the wearer with pull tabs, and allow a trooper who is wounded, and perhaps alone (and perhaps with one or more tourniquet cinched down), to evacuate himself from a dangerous situation and be rescued. When both doses are taken together, they allow 5 minutes of clear-headed functioning in most wound states. (In game terms, pulling the tabs overrides the loss of consciousness and Initiative penalties of all wound states, up to and including Critical wounds, for a period of 60 combat turns. Only a single such dose should be taken at a time. Each time an additional dose is taken within an hour, roll a Difficult task against CON. Failure indicates that the character instantly dies due to the stress being placed on the body.)

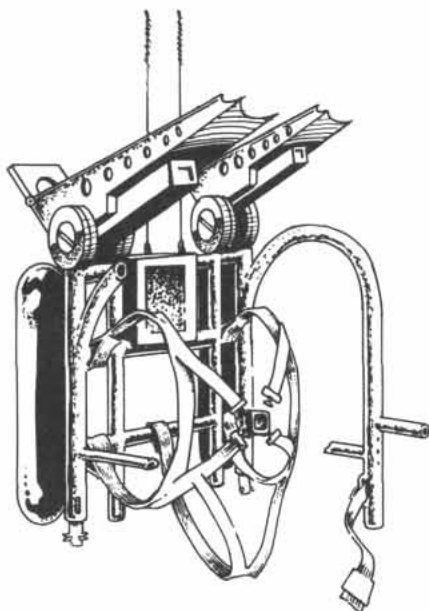
Characters who routinely wear a body sleeve do not assess its weight against their load-carrying ability.

The body sleeve comes in a variety of colors, including woodland camouflage, slate grey, blue, but the pattern most often seen is the basic black version. Advanced options, such as chameleon IR systems, are also available, but are not listed below.

All members of RCES and RCN have body sleeves issued to them. These are not normally available to free-lancers or others working under contract for the RC.

Armor Value: 1
Agility Penalty: None
Basic Cost: Cr8500

Mass: 10.5 kg
Gloves and Hard Helmet (AV 0): Cr900
Gloves and Helmet Mass: 2 kg



Path of Tears

Mk I Drop Capsule

Mk I Drop Capsule

The Mk I drop capsule carries one battle dress-equipped soldier and combat equipment through an atmosphere to a set of pre-programmed ground coordinates, piloted by the flight computer. On the trip down, the capsule executes evasive maneuvers using its thruster package, and deploys decoys as necessary. An ablative heat shield protects the passenger from the heat of re-entry.

After passing through the upper atmosphere, the outer shell splits away, leaving the passenger in a small framework that acts as a shoulder harness for a steerable parachute. After a short period of free fall, the passenger deploys the parachute and glides the remaining distance to the landing zone.

Upon landing, the framework that held the parachute forms a missile launcher. The two missiles sit on launch rails, and wait, while the launcher's computer/radio monitors the trooper's radio frequency. When the trooper needs a missile, he speaks a pre-arranged code signal into his radio, and paints the target with a laser designator. The missile's computer launches one or both missiles upon receipt of the code signal.

In a raid, the primary target will be hit by a number of drop capsules landing near it, along with a group of drone capsules programmed to crash on nearby targets (for diversions).

Tech Level: 10

Price: Cr351,674

Size: 0.5 displacement tons (7m³), length 3.2 meters

Mass: 6.66 tonnes loaded, 3.69 tonnes empty

Power: 0.04 MW battery

Maint: 1

Passengers: 1 soldier in battle dress, with equipment (max. 0.68 tonnes)

Offensive Armament: Twin "Lyrebird" Remote Missiles in package launchers.

Defensive Armament: Anti-Radar Decoy Dispenser, Anti-EMS Decoy Dispenser, Anti-IR Decoy Dispenser

Ammo: 5 each×Anti-Radar, Anti-EMS, and Anti-IR Decoys

Maneuverability: Liquid fuel thrusters for 0.75 G and 4 minutes fuel

Armor: 10

"Lyrebird" Remote Missiles

Type	Range	Dam	Pen	Mass	Vol	Price	Agility
10cm RM HE	24	C: 20, B: 45	8C	14.4	2.88	594	3
10cm RM HEAP	24	C: 13, B: 35	113C	14.4	2.88	636	3
10cm RM SEFOP	24	C: 10, B: 35	113C	14.4	2.88	678	3
10cm RM Chem	24	C: 3, B: 15	Nil	14.4	2.88	594	3
10cm RM WP/IS	24	C: 3, B: 35	Nil	14.4	2.88	678	3
10cm RM ILLUM	24	C: 0, B: 1225	Nil	14.4	2.88	594	3
10cm RM Lt SubM	24	B: 25	(TNE, page 285)	14.4	2.88	1014	3
10cm RM Lt HomSubM	24	B: 25	(TNE, page 285)	14.4	2.88	1350	3

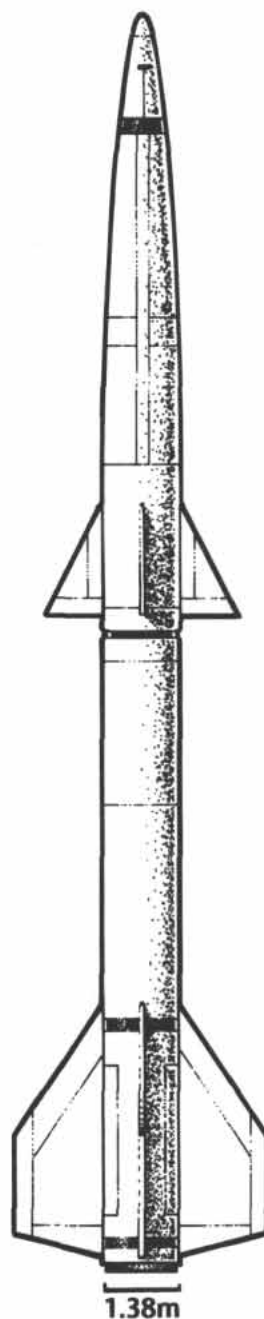
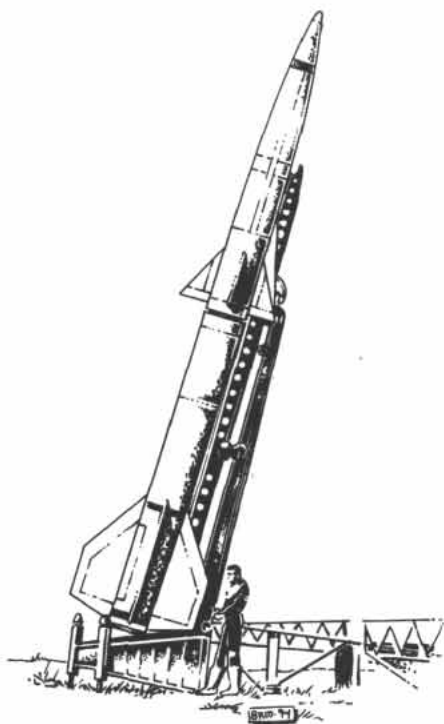
Range is in kilometers. "Lyrebird" missiles are treated as top attack missiles where appropriate.

These missiles have a fuel endurance of 4 minutes, allowing them to loiter overhead while the troops pick their targets. (Each minute of loiter time subtracts 6 km from the missile's range.)

Note: Price of missiles not included in capsule price above.

Path of Tears

PDM (Planetary Defense Missile)



One person

PDM (Planetary Defense Missile)

The PDM was originally designed as a two-stage medium-range air-defense missile, and was constructed to carry a conventional nuclear warhead for use in the upper atmosphere against squadrons of attacking aircraft. In its present incarnation, the PDM uses a salvaged TL-8 nuclear-pumped X-ray laser warhead fitted in place of the conventional warhead, a process that added almost 3 meters to the length of the missile's second stage, and cut back its range to 221 kilometers.

The range of the solid-fuel engines is not important, as their function is purely to lift the warhead out of the atmosphere and point it in the general direction of the incoming target. Each missile locks on a radar guidance signal reflected off the target by a ground station (usually, but not always, one connected with the battery that launched the missile).

Once out of the atmosphere, the nuclear-pumped X-ray laser warhead functions exactly like a standard space combat missile in the TNE Space Combat rules or *Brilliant Lances*. The laser's range is 0 range bands (TNE) or hexes (*Brilliant Lances*). Basic difficulty at a range of 0 is Average. If a hit is rolled, roll 1D6 for number of actual hits.

AV is the armor value of the missile's skin.

TL	Yield (Kt)	Mass (tonnes)	Price (MCr)	Hits	Damage	Range	Guidance	AV	Agility
6	10	24.3	0.65	1D6	1/4-25	0	Radar Designated	1	4

TL-6 LRV 51 *Pandina* (Light Reconnaissance Vehicle, RCES Designation)

Tech Level: 6
Price: Cr66,648 (not including ammo)
Size: 56 kl (4 tons)
Mass: 33.78 tonnes empty, 35.08 tonnes loaded
Power: 0.75 MW improved internal combustion engine
Maint: 12
Controls: Basic mechanical controls
Commo: 30km radio
Life Support: Overpressure system
Cargo: None
Crew: 3
Passengers: None
Fire Control: Optic rangefinder at gunner's and commander's stations
Armament: 3cm/L70 turret-mounted autocannon and 7x57mm coaxial MG, pintle-mounted 7x57mm MG at commander's hatch
Stabilization: Basic (autocannon and coaxial MG)
Ammo: 140+10 3cm, 1000x7mm ball (prices below)
Travel Move: 130/85/20
Combat Move: 30/20/5
Fuel Capacity: 890 liters (0.89 kl) hydrocarbon distillates
Fuel Consumption: 0.19 kl/hr (4.68 hours)
Combat Statistics

Configuration: Turret	TF: 9	HF: 9
Susp: T 8	TS: 4	HS: 4
	TR: 3	HR: 3
	Deck: 3	Belly: 3

The origin of the LRV-51 is unknown, but the present Guild design is clearly taken from a pre-Collapse light guntrack intended for low-tech reconnaissance units. The *Pandina* (or "Panda") is used by a number of TEDs for sanctions against rebellious civilians, a purpose to which it proved admirably suited. The armor is enough to resist most small arms and fragments, the 3cm/L70 main gun outranges all small arms likely to be encountered in the hands of ill-equipped rural militias, and the AFV's two 7mm machineguns served to prevent attacks by small antiarmor attack teams.

The 3cm/L70 main gun is fed from a 140-round magazine, but most vehicles now carry 10 additional specialty rounds for hand loading. The gun's autofire sequence is interrupted by a manual override, the special round inserted by hand, and the gun fired.

Tooling and blueprints for the manufacture this vehicle have been widely disseminated by Guild merchants, who also supply high-tech ammo (the specialty rounds mentioned above) for the gun.

Most TEDs are capable of manufacturing 3cm ammunition in a variety of types (HE, KEAP, HVAP, APDS, HEAP, CHEM, WP/IS, and Flechette). None of these rounds present a serious threat to RC troops, but the Guild is known to be offering additional, higher-tech rounds (APFSDSDU, APFSDSCI, and APFSDSSD) some of which are capable of penetrating RCES battle dress at ranges in excess of 3600 meters.

3cm/L70 Autocannon

Round	ROF	Conc- Burst	Dmg Val	Pen Val	Danger Space	Short Range	—Ammo— Price Wt	
HE	10	C: 1, B: 5	—	Nil	—	470	4	0.4
HEAP	10	C: 1, B: 5	—	11C	—	470	6	0.4
KEAP	10	—	7D6	5/4/3/2	—	470	4	0.8
HVAP	10	—	7D6	6/5/4/3	—	470	9	0.6
APDS	10	—	7D6	8/7/6/4	—	470	6	0.4
APFSDSDU-8	10	—	7D6	14/12/10/7	—	470	12	0.4
APFSDSCI-10	10	—	7D6	21/18/15/10	—	470	14	0.4
APFSDSSD-12	10	—	7D6	23/20/17/11	—	470	16	0.4
CHEM	10	C: 2, B: 3	—	Nil	—	470	4	0.4
Flechette	10	—	2D6/1D6*	1-Nil*	20x90	470	20	0.4

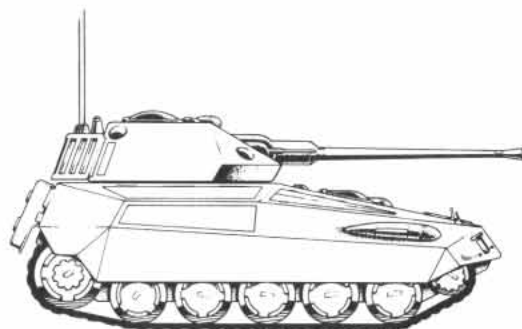
*as fragments, see TNE, page 280

7x57mm MG, Vehicle Mount

Round	ROF	Dam Val	Pen Rtg	Bulk	Magazine	— Recoil — SS Burst		Short Range	Price
7x57mm ball	10	4	2-Nil	8	100B	—	—	150	Cr44 per 100 rounds

Path of Tears

TL-6 LRV 51 *Pandina* (Light Reconnaissance Vehicle, RCES Designation)



Path of Tears

TL-13 Chemical Cartridge Squad Support Laser (SSL)

TL-13 Chemical Cartridge Squad Support Laser (SSL)

The TL-13 Squad Support Laser (SSL) is a powerful heavy infantry weapon used by Reformation Coalition ground forces. Because it uses technologies above the current manufacturing capabilities of RC worlds, it is manufactured using crucial internal components purchased from the Hivers, such as its focal array and the chemical cartridges themselves.

Chemical cartridge lasers work by drawing the excited electrons needed for laser generation from energetic chemical reactions. Thus there is no need for external power input (small batteries provide the spark that initiates these reactions, and these are recharged by thermoelectric couples that utilize some of the waste heat generated by the chemical reactions). Because different chemical reactions produce different wavelengths of laser light, different cartridges are often required for optimal range performance in different atmospheres. There is no price difference between any of these atmosphere-specific cartridges, but it does require the maintenance of larger stocks of ammunition.

The SSL has five selectable rates of fire: 1, 3, 5, 10, and 50, based on the number of discrete pulses fired from the energy of one chemical laser cartridge (CLC). The SSL can fire five CLCs per combat turn, so the total rate of fire is five single pulses (listed on the combat performance table below as SA5), five triple pulses (5x3), five quintuple pulses (5x5), five sets of 10 pulses (5x10), or five sets of 50 pulses (5x50). All shots fired in the same combat turn must be at the same rate of fire, but this rate of fire may be freely changed from one combat turn to the next.

The SSL is heavy, and, when not vehicle-mounted, requires a crew of three due to the weight of its components. One crewmember carries the laser (59 kg), one carries the ammunition box (73 kg), and one carries the tripod (66 kg). Once the laser is set up, one crew serves as the gunner, another as the spotter, and another as security/ammunition runner.

TL-13 Chemical Cartridge Squad Support Laser

Focal Array Diameter: 6 cm

Discharge Energy: 0.18 Mj (SA5), 0.06 Mj (5x3), 0.036 Mj (5x5), 0.018 Mj (5x10), 0.0036 Mj (5x50)

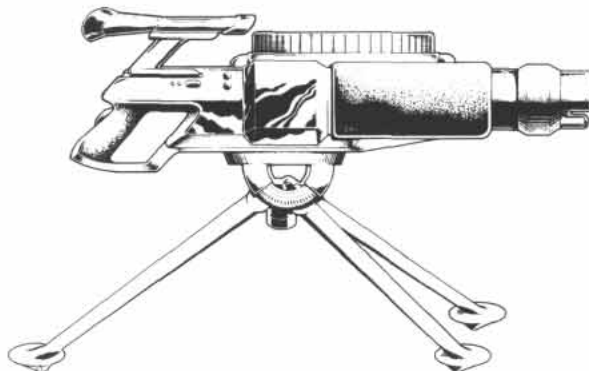
Weapon Specifications: 59.39 kg empty, 132.47 kg with full magazine, 198.72 kg mounted on tripod, Cr57,835 weapon only

Cartridge Specifications: "27x80 CLC," actual dimensions 26.7 x 80.2 mm Chemical Laser (0.9 Mj), 0.45 kg, Cr27 each

Magazine Specifications: 28.08 kg empty, 73.08 kg with 100 rounds, Cr280 empty, Cr2981 fully loaded with 100 rounds CLC

Tripod Specifications: 66.25 kg, Cr763

Features: Laser sight, optic sight, ruggedized weapon body



Combat Performance (in Atmosphere type 6, 7)

Weapon	ROF	Damage Dice		Pen Rtg	Bulk	Magazine	Short Range
		(S-M-L-E)	(W-X-Y-Z)				
6 cm CLC SSL-13	SA5	21-21-21-16	8-4-2-1	Nil	8	100*	300
	5x3	12-12-12-9	5-2-1-1	Nil	8	100*	300
	5x5	10-10-10-7	4-2-1-1	Nil	8	100*	300
	5x10	7-7-7-5	3-1-1-0	Nil	8	100*	300
	5x50	3-3-3-2	1-1-0-0	Nil	8	100*	300

*One CLC cartridge is used per SA shot or per burst, not one cartridge per shot in the burst.

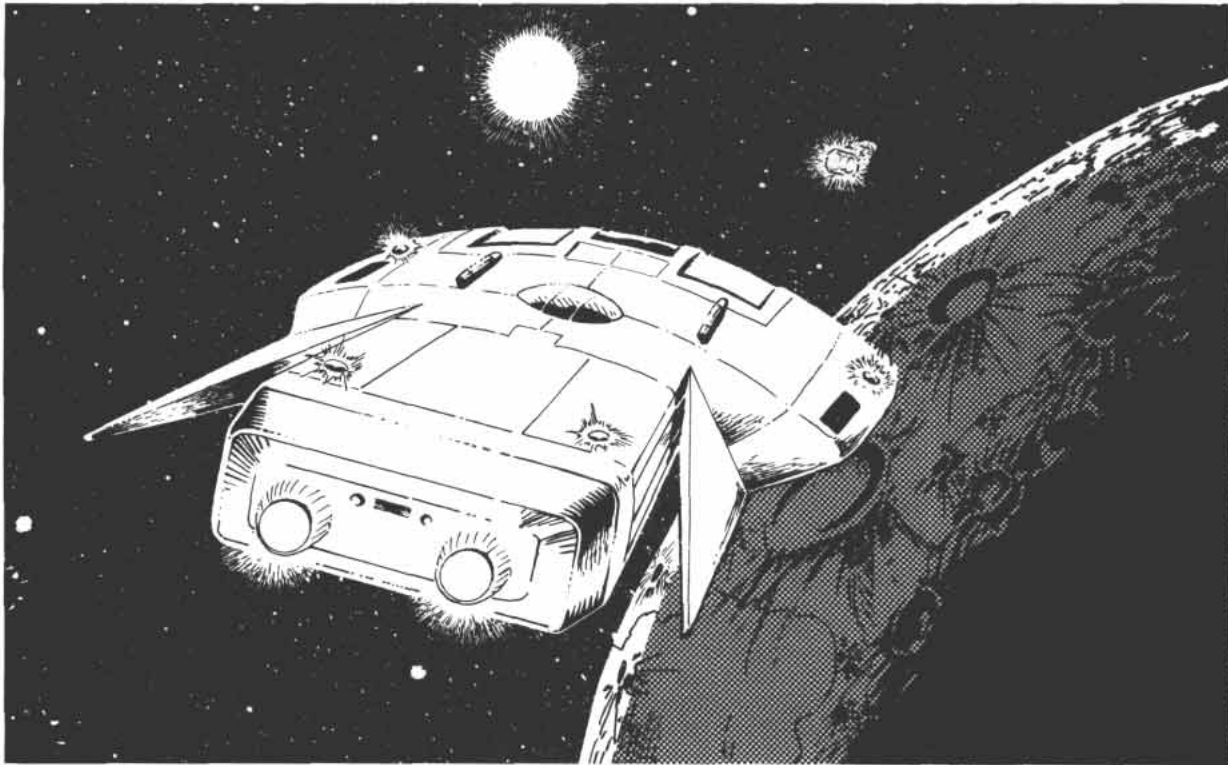
Laser Atmospheric Adjustments

The combat performance chart above shows performance in a standard atmosphere (codes 6, 7). For performance in other atmosphere types, use the short range in the SR column below to resolve hits, then find damage at that range by consulting the column for the correct atmosphere type on the table below: Vacuum (code 0), Trace (code 1), Very Thin (codes 2 and 3), Thin (codes 4 and 5), Dense (codes 8 and 9), and Exotic (codes A-C). These columns provide four entries, for short-medium-long-extreme ranges. The entry will usually be a letter code, showing which damage entry on the table above to use. If the entry reads "0," the laser does no damage at that range.

For dense and exotic atmospheres, there is an additional parenthetical listing. This shows the weapon's short range in meters in this atmosphere to achieve the same S-M-L-E damage performance it would have in a standard atmosphere as listed above. This allows players to use their weapons at shortened ranges in thick atmospheres. If the entry reads "NA," there is no shorter range that may be used to regain damage performance.

Weapon	SR	Vacuum	Trace	VThin	Thin	Stand	Dense	Exotic
6 cm CLC SSL-13	300	S-S-S-S	S-S-S-S	S-S-S-S	S-S-S-S	S-M-L-E	S-S-E-W (NA)	W-X-Y-Z (180)

Reformation Coalition *Manta*-Class Fueler



General Data

Displacement: 400 tons
Length: 33 meters
Price: MCr119.62
Configuration: Dome/Disc SL
Mass (Loaded/Empty): 2789.07/2481.57

Hull Armor: 31
Volume: 5600 m³
Target Size: S
Tech Level: 12

Engineering Data

Power Plant: 700 MW Fusion Power Plant (50 MW/hit), 1 year duration (0.976 MW excess power)
G-Rating: 3G (200 MW/G), Contra-Grav lifters (40 MW)
G-Turns: 40.8, 25 m³ of fuel each (using dedicated supply; + 140 G-turns if using clipper's fuel)
Maint: 110

Electronics

Computer: 3xTL-12 Mod St Computer (0.4 MW ea.)
Commo: 300,000km radio (10 hexes; 10 MW), 1000AU maser (∞; 0.6 MW)
Avionics: TL-10+ Avionics
Sensors: Passive EMS fixed array 60,000km (2 hexes; 0.06 MW), Active EMS 60,000km (2 hexes; 12.5 MW)
ECM/ECCM: EM Masking Package (5.6 MW)
Controls: Bridge with 3xbridge workstation, plus 8 other workstations

Armament

None. No turret sockets fitted.

Accommodations

Life Support: Basic (0.56 MW), Gravitic Compensators (3G; 28 MW)
Crew: 12 (1xManeuver, 1xElectronics, 8xEngineering, 1xMaintenance, 1xCommand)
Crew Accommodations: None, other than basic seats at workstations.
Fueler is not designed for long duration missions.
Cargo: 62.5 cubic meters/tonnes with one small cargo hatch, plus 3500 m³ for fuel
Air Locks: 4

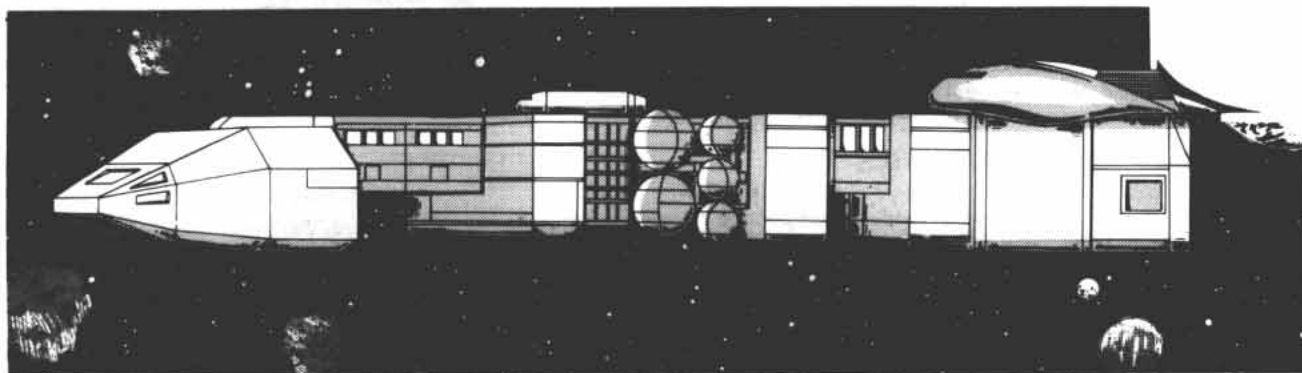
Notes

Fuel scoops fitted, but no purification machinery.
The *Manta* is the ultimate expression of the fuel skimmer concept. In the case of the *Manta*, the fuel skimmer no longer shuttles back and forth between the mothership and the fuel source, gradually filling the fuel tankage; instead, the *Manta* itself is the fuel tank. By carrying the fuel tank to the fuel source and filling it there in one trip, time is saved.
Although the *Manta* was intended to be almost permanently attached to the clipper, detaching only to refuel, clipper crews cannot resist using this extra craft for scouting, sensor sweep, or liaison missions in low-threat environments. Due care is taken of course, because the clipper cannot refuel without it, and carries no fuel other than that carried in the *Manta* or one of the fuel modules.

The *Mantas* are not designed for long duration missions, and have only basic life support; no showers, eating, or sleeping facilities. On long-duration fuel missions, improvised sleeping arrangements are made by setting up temporary bunks in the cargo hold. Crewmembers often bring along personal food supplies to supplement the preserved survival rations normally stocked.

DAMAGE TABLES

Area	Surface Hits	Internal Explosions	Systems
1	1-3: Ant, 4-6: CH	1-17 Elec, 18-20: Hold	LS-5H
2-5, 10-15		Hold	ELS-3H
6-7	1: AL	1-5: Qtrs, 6-20: Hold	EMM-1H
8-9	1-5: EMMR	Hold	EMMR-(5h)
16-17		1-4: Eng, 5-20: Hold	AG-1H
18-19		1-5: Eng, 6-20: Hold	PP-14H
20		Eng	MD-1H
			CG-1H
			ALL Others-(1h)



General Data

Displacement: 600/1080/2080 tons
 Length: 144 meters
 Price: MCr749.86
 Configuration: Open Frame USL
 Mass (Loaded/Empty): 17,404.69/13,311.09

Hull Armor: 20
 Volume: 8400/14,000/28,000 m³
 Target Size: M (L)
 Tech Level: 12

Engineering Data

Power Plant: 2280 MW Fusion Power Plant (50 MW/hit), 1 year duration
 Jump Performance: 2 at 2080 tons, 3 at 1560 tons, 4 at 1248 tons (Group III only), 5 at 1040 tons (Group III only) (Fuel used per jump varies with displacement and jump distance, but is always 4368m³ for maximum jump at current displacement.)
 G-Rating: 2 at all displacements, limited by hull construction. Divide displacement (in 14 m³ tons) by 2 to get MW needed per G of performance. No contra-grav lifters.
 G-Turns: Assuming fuel from fuel skimmer (3500 m³) and 400-ton fuel module (4722 m³), 8222 m³ fuel is available, but fuel use varies with displacement. At 2080 tons, 130 m³ fuel per G-turn. For other configurations, divide MW/G by 8 to get m³ of fuel per G-turn for current displacement.
 Maint: 630

Electronics

Computer: 1xTL-12 Mod Fb Computer (0.8 MW), 2xTL-12 Mod St Computer (0.4 MW)
 Commo: 300,000km radio (10 hexes; 10 MW), 1000 AU maser (—; 0.6 MW)
 Avionics: TL-10+ Avionics
 Sensors: Passive EMS fixed array 120,000km (4 hexes; 0.15 MW), Active EMS 300,000km (10 hexes; 27.5 MW)
 ECM/ECCM: EM Masking (8.4 MW)
 Controls: Bridge with 18xBridge Workstation, plus 26 other workstations

Armament

Offensive: 8xTL-12 120-MJ Laser Turret (Loc: 4,5,5—Arcs: 1,2,3,4; Loc: 10—Arcs: All; Loc: 18,19,20,20—Arcs: 2,3,4,5; 3.3 MW ea.; 1 Crew ea.), TL-12 1000-MJ Meson Gun (Loc: Spinal; Arcs: 1; 27.8 MW; 5 Crew)
 Master Fire Directors: 3xTL-12 MFD (4 Diff Mods; No Msl, 10 hexes; 2.95 MW ea.; 1 Crew ea.)

	Short	Medium	Long	Ext
120-MJ Laser Turret	4:1/p-27	8:1/p-27	16:1/p-20	32:1/p-10
1000-MJ Meson Gun	5:158	10:75	20:38	40:19

Accommodations

Life Support: Extended (1.68 MW), Gravitic Compensators (3G; 42 MW)
 Crew: 85: 26xEngineering, 2xElectronics, 2xManeuvering, 16xGunnery, 7xMaintenance, 18xFlight Crew, 11xCommand, 2xSteward, 1xMedical
 Crew Accommodations: 20xSmall Stateroom (double-occupancy; 0.0005 MW ea.). Additional accommodations for crew contained in 100-ton auxiliary quarters module.
 Passenger Accommodations: None, but additional quarters modules may be added.
 Cargo: 149 m³, plus cargo modules, one small cargo hatch
 Small Craft and Launch Facilities: External grapples (USL) for 50-ton Cutter, 30-ton craft, 1x400-ton fuel skimmer, and 4x100-ton, 1x200-ton, and 1x400-ton auxiliary modules.
 Air Locks: 6

Notes

Clipper carries no fuel of its own. All reaction mass and jump fuel carried in *Manta*-class fueler and fuel modules. Listed price does not include *Manta*, but *Manta*'s loaded mass is included with the clipper's loaded mass, along with loaded mass of one modular cutter and one 30-ton boat (which account for the extra 80 tons of displacement). Price and mass does not include any modules, although clipper is typically fitted at least with one 100-ton auxiliary quarters module and a 400-ton fuel module. The fuel module carries 4722.4 m³ of fuel, plus fuel purification machinery (9.9 MW) sufficient to purify that amount in 17.17 hours.

The Group III clippers are later models with recovered higher technology jump drives.

Fully loaded clipper only has an actual target size of medium (M), but because its laser turrets are all mounted on turret extenders, it is treated as a large (L) target when being scanned by active sensors.

On the damage table, modules A, B, C, and D are 100-ton modules, module E is a 200-ton module, and module F is a 400-ton module, almost always a fuel module.

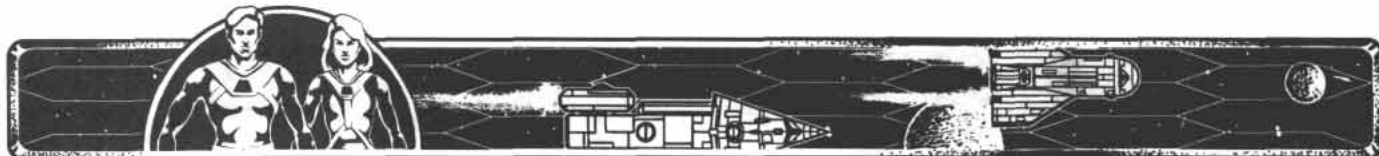
When clipper is empty, treat as Open Frame for purposes of hit location and fire arcs. When loaded with any modules, use Close Structure. When *Manta* is not docked, treat hits on areas 12, 13, 16, and 17 as a surface hit on its 400-ton grapple, then reroll

for interior hit location on 1D10+10.

For hits on fuel module, use 1-18: Fuel, 19-20: Fuel Purification, with FP-13H. Hits on a 100-ton quarters module are treated as SSR hits, there are 43 such rooms. Other locations should be handled abstractly as cargo.

DAMAGE TABLES

Area (1D10)	Surface Hits	Internal Explosion	Systems
1	Ant	1-4: MG, 5-11: Elec, 12-20: Hold	AEMS-(2h)
2	30-ton Craft	1-5: MG, 6-10: Qtrs, 11-20: 100-ton Module B	MG-16H
3	30-ton Craft	1-5: MG, 6-10: Qtrs, 11-20: 100-ton Module A	JD-27H
4	1-10: Ant	1: LT, 2-4: Elec, 5-9: Grapple, 10: Qtrs, 11-20: 100-ton Module B	EMM-1H
5	1: CH, 2: EMMR, 3-12: Ant	1: LT, 2: LT, 3-4: Elec, 5-9: Grapple, 10: Qtrs, 11-20: 100-ton Module A	PP-46H
6, 8	1-10: Module C, 11-20: Module E	1-10: 100-ton Module C, 11-20: 200-ton Module E	AG-2H
7, 9	1-10: Module D, 11-20: Module E	1-10: 100-ton Module D, 11-20: 200-ton Module E	MFD-1H
10	50-ton Craft	1-9: Meson Gun, 10: LT, 11-18: Module Grapple, 19: 30-ton Grapple, 20: 50-ton Grapple	SSR-(2h)
11, 14-15	Module F	Module F	LS-7H
12-13, 16-17	Manta Surface	Manta	ELS-4H
18	1-10: Module F	1-10: Fuel Module, 11: LT, 12: 400-ton Grapple, 13-20: Eng	MD-2H
19	1-10: Module F	1-10: Fuel Module, 11: LT, 12-20: Eng	LT-1H
20		1: LT, 2: LT, 3-20: Eng	All Others-(1h)
			EMMR-(8h)
			30-ton Grapple-1H
			50-ton Grapple-1H
			100-ton Grapple-2H
			200-ton Grapple-2H
			400-ton Grapple-6H



AURORA-CLASS CLIPPERS

Aurora-class clippers provide a tremendous variety of ship types from a single basic hull and an assortment of modular components. The Coalition's capacity to build jump-capable ships is limited, while the demand for various types of ships large. In keeping with the Reformation Coalition Exploratory Service's policy of frugality, the greatest possible utility must be squeezed out of every ship. The extremely adaptable nature of the *Aurora*-class clippers fits in with RCES aims perfectly. While only a limited number of worlds can build the clippers themselves, many of the modules can be built partially or entirely on less-advanced worlds.

Features

Overall Layout: The overall layout of the *Aurora*-class clippers is straightforward. The vessels consist of a stern engineering section, a bow command section, and a connecting "spine" to which the various modules are attached, or "clipped," hence the name of the type.

The Command Section: The command section contains the crew quarters, bridge, four of the vessel's eight 120-Mj laser turrets (mounted on extended pylons for increased fields of fire), part of the vessel's life support machinery, and the clipper's electronic sensor and communications suite.

The Spine: The spine contains the vessel's primary armament (a 144-meter spinal mount meson gun), and two dorsal small craft grapples (one 30-ton grapple and one 50-ton grapple). The spine houses a pair of horizontal "elevators" and four conventional corridors connecting the various modules with the command, spine, and engineering sections. The spine also contains various utility shafts, corridors and conduits for transfer of power, fuel, and life support. Finally, the spine contains the grapples and power hook-up adaptors for the attachment of the various modules clippers can carry (four 100-ton grapples, one 200-ton grapple, and one 400-ton grapple).

The Engineering Section: The engineering section contains the clipper's fusion power plant, HEPLaR ignition chambers, the remaining four pylon-mounted laser turrets, the jump drives, and part of the vessel's life support machinery. The vessel's assigned *Manta*-class fueler docks on the dorsal surface of the engineering section at the 400-ton grapple located there.

Auxiliary Craft

Any ship the size of a clipper needs a number of smaller craft for various purposes. *Aurora*-class clippers are normally assigned a minimum of three smaller craft, discussed below.

Manta: Each *Aurora* is deployed with a *Manta*-class fueler. The designers of the clipper originally conceived the *Manta* as a "flying fuel tank" that would detach itself from the mothership, travel ahead to a gas giant, scoop its tanks full, and rendezvous with the mothership again,

Grapples

In general, a grapple is an external docking linkage designed to hold a ship or other craft firmly in place, and enable the transfer of fuel, cargo, passengers, power, and life support. These hold the vehicle or module in position, and resist acceleration forces. A grapple's size rating (100 tons, 400 tons, etc.) means that is the largest module or craft that can be safely held in position by that particular grapple. A grapple consists of a group of physical interlocks, mateable air lock connections, and power, fuel line, and life support connections provided through standardized fittings. In the case of the *Aurora* clippers, grapples can be ganged together in certain configurations to hold greater amounts. For example, two 100-ton grapples can be used to hold one 200-ton module.

Mix-and-Match

The vessels of the *Aurora* class were originally designed as mercantile/exploratory vessels, adaptable to various missions by means of their modular nature. The loss of all 12 of the Dawn League trading scouts persuaded the Dawn League leadership that their vision of peaceful mercantile expansion was flawed, and the first unit of the class (originally named DLS *Boquist*, eventually to emerge as RCS *Aurora*) was modified during construction to an armed configuration. The second member of the class (DLS *McDonagh*, now RCS *Eos*) had her construction suspended pending the lessons of the modifications to the first unit. Although *McDonagh/Eos* was completed to a modified *Aurora* layout, the remaining two clippers under contract were canceled and re-ordered to the *McDonagh/Eos* specifications and were the first units built as armed clippers from the keel up.

The additions to the vessel came at the expense of some fuel and quarters space, and as a result, all *Aurora/Eos*-class (referred to simply as *Aurora*-class) clippers must carry supplementary fuel tankage, fuel processing machinery, and crew quarters modules.

Auroras are normally assigned small craft and modules as follows:

- 1×30-ton boat, 1×modular cutter, and 1×*Manta* in dorsal grapples

plus:

- 1×400-ton module, usually a fuel module
- 1×200-ton module
- 4×100-ton modules (or the equivalent in 25- and 50-ton combinations, i.e., 4×25s, 2×25s and a 50, or two 50s), usually including one quarters module

On very rare occasions, another ship of up to 400 tons can be "piggy-backed" on the engineering section in place of the *Manta*-class fueler, but this is normally done only with clippers that operate as part of a fleet.

refining the skimmed fuel as it travelled. Although the refining aspect of the job had to be deleted from the *Manta*'s design, fuel skimming is still the *Manta*'s primary function. The clipper is normally enhanced by additional fuel modules of one type or another, at least one of which must have refining equipment installed to process the material brought back by the *Manta*.

Mantas also serve as scouts, picket boats, liaison vessels, and even (in extreme emergencies) lifeboats.

Small Craft: *Auroras* are most commonly assigned a complement of small craft, consisting of one 30-ton boat and one 50-ton modular cutter. Other additional small craft are assigned if the clipper's mission so dictates (fighters, assault landers, and so on). As no grapples are provided for additional small craft above the normal complement, modules containing the relevant grapples or docking facilities must be assigned.

Operations

Each clipper will be assigned small craft and modules according to the mission plan for a given cruise. Since the requirements for a raid differ radically from the requirements for a system survey mission, a ship sent on a raid will have different modules assigned than a ship sent out to survey an unexplored system.

Modules

The following is a short list of a few of the modules available, and a few descriptive words about each. More details on these modules can be found in *The Long Ships*, the sourcebook on *Aurora*-class clippers (to be



published in late 1994). All modules are equipped with EMM radiators and unpowered modules require power from outside sources to operate these radiators.

400-ton Modules: 400-ton modules are usually clipped singly to the 400-ton grapple adjacent to the engineering section. One may also be accommodated by using all four 100-ton grapples adjacent to the command section.

400-ton Fuel Module (refining): This module is an unpowered fuel tank (4722.4m³), without life support or artificial gravity. The fuel purification plant (3300m³ in 12 hours) requires 9.9 MW, EMM radiators require 5.6 MW, and the rest of the module requires 0.402 MW, for a total of 15.902 MW of power from outside the module.

200-ton Modules: 200-ton modules may be clipped singly to the one amidships 200-ton grapple or to two side-by-side 100-ton grapples.

200-ton General Cargo—Cutter: This module serves as a loading dock for a 50-ton modular cutter. A hangar allows loading of the 29-ton cargo modules onto/off the cutter, and the cargo bay holds three extra cutter modules. No quarters are provided, but outside power is required (17.562 MW).

200-ton Fuel Module (refining): This module is an unpowered fuel tank (2250m³), without life support or artificial gravity. The EMM radiators require 2.8 MW, the fuel purification plant (2250m³ in 12 hours) requires 6.8 MW, and the rest of the module requires 0.202 MW, for a total of 9.802 MW from outside sources..

200-ton Quarters Module Mk II: This module contains 43 small staterooms, a sickbay (accessible from grapple air lock), storage space and recreation deck. No outside power is required.

This module is also equipped as a lifeboat: C-G lifters, ignition chamber, reaction mass, 1000 AU radio beacon, flight computer, and workstation provided for purposes of emergency planetfall only.

200-ton Service Module, 30-ton Small Craft: This module contains facilities for the maintenance and support of one 30-ton small craft. The module also includes a five-ton (eight-passenger) liferaft and associated docking ring. No outside power is required.

100-ton Modules: 100-ton modules are clipped singly to 100-ton grapples. There are four such grapples, arranged in side-by-side pairs, at the forward end of the clipper's spine.

100-ton Fighter Module: This module provides maintenance facilities and combat support for up to four 16-ton fighters (three in docking rings, one in internal hangar). Fuel and quarters for the crew of eight are not provided. No outside power is required.

100-ton General Cargo Module: This module is an unpowered cargo carrier (1313.1m³), without life support or artificial gravity. The module requires 1.502 MW.

100-ton Quarters Module Mk I: This module contains 31 small staterooms, a sickbay, electronics shop, and machine shop. No outside power is required.

This module is also equipped as a lifeboat: C-G lifters, ignition chamber, reaction mass, 1000 AU radio beacon, flight computer, and workstation provided for purposes of emergency planetfall only.

100-ton Troop Carrier Module: This module has docking rings for three seven-ton assault landers, 12 large staterooms (quad occupancy, total of 48, 39 soldiers and nine lander crew), a wardroom/assembly area and power plant. No outside power is required.

50-ton Modules: 50-ton modules are clipped directly to 100-ton grapples or to other 50-ton modules, using a grapple installed for that purpose. When a 50-ton module is clipped to a 100-ton grapple, the 50 tons of capacity remaining on the grapple is made up by attaching another 50-ton module or two 25-ton modules to the first 50-ton module. A 50-ton module may also be attached directly to the dorsal 50-ton grapple if the modular cutter is not to be carried.

50-ton General Cargo Module: This module is an unpowered cargo carrier (481.15m³), without life support or artificial gravity. The module

requires 0.703 MW of outside power.

50-ton Service Module for 10-ton Small Craft: This module provides service facilities for a 10-ton launch, along with three small staterooms for the maintenance crew. No outside power is required.

50-ton Planetary Survey Module: This module contains a laboratory and sensors for conducting a planetary survey along with a docking ring for a 10-ton small craft. Quarters are not provided. No outside power is required.

25-ton Modules: All 25-ton modules are fitted with a grapple for attachment to a 50-ton module. A 25-ton module may also be attached directly to the dorsal 30-ton grapple if the boat is not to be carried.

25-ton Lifeboat Module: This module is a lifeboat capable of carrying 40 personnel (in emergency low berths) to a planetary surface as necessary during an emergency. It is normally unoccupied, and contains no artificial gravity and only basic life support. When not in use as a lifeboat, the module's power plant can supply 18 MW of surplus power to the rest of the clipper.

25-ton Missile Module: This module is fitted with 2xTL-12 missile barbettes, 2x300,000 km MFDs, 20 additional missiles, and a power plant. No quarters are provided for the crew of five, and no outside power is required.

25-ton VIP/Special Quarters Module: Equipped with four large and three small staterooms, this module provides quarters for important persons or those requiring special atmospheres, gravities, or other environments. No outside power is required.

Example: Survey Mission

- 1x30-ton boat, 1xCutter, and 1xManta-class fueler in dorsal grapples
- plus:
- 1x400-ton Fuel Module (refining)
- 1x200-ton Service Module—30-ton small craft
- 1x50-ton Planetary Survey Module, plus
- 1x25-ton Missile Module, plus
- 1x25-ton Lifeboat Module
- 1x50-ton Service Module for 10-ton Small Craft, plus
- 1x50-ton Cargo Module
- 1x100-ton Quarters Module Mk I
- 1x100-ton Cargo Module

Example: Raiding Mission

- 1x30-ton boat, 1xModular Cutter, and 1xManta-class fueler in dorsal grapples
- plus:
- 1x400-ton Fuel Module (refining)
- 1x200-ton Quarters Module Mk II
- 3x100-ton Troop Carrier Modules (with three 7-ton assault landers)
- 1x100-ton Fighter Module (with 3x15-ton fighters)

Example: Trade/Diplomatic Mission

- 1x30-ton boat, 1xModular Cutter, and 1xManta-class fueler in dorsal grapples
- plus:
- 1x400-ton Fuel Module (refining)
- 1x200-ton Quarters Module Mk II
- 3x100-ton Cargo Modules
- 1x50-ton Cargo Module, plus
- 1x25-ton Missile Module, plus
- 1x25-ton VIP/Special Quarters Module



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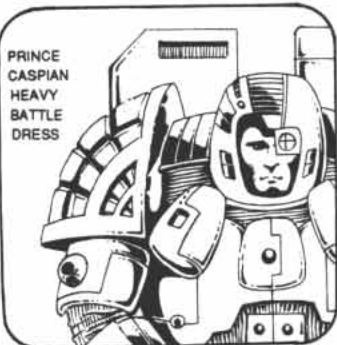
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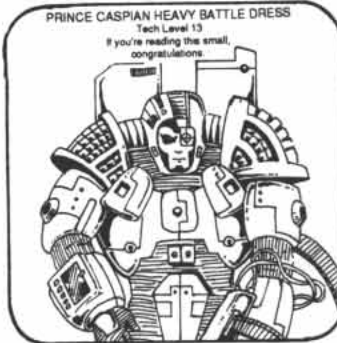
The New Era

EQUIPMENT GUIDE

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CASPIAN
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