

REIGN OF DISCORDIA

INTERSTELLAR ADVENTURE IN THE RUINS OF EMPIRE



TRAVELLER

REIGN OF DISCORDIA

INTERSTELLAR ADVENTURE IN THE RUINS OF EMPIRE

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Dedication: To Gary Gygax, the father of roleplaying games, illuminator of millions of imaginations. Without him this book would never have been possible and the lives of many of us would be much less wondrous. R.I.P.

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FLAMING COBRA

FOREWORD

By Darrin Drader

In 2004, I had an idea for a new roleplaying game product line. I've been a fan of science fiction from the time I was a very young child, which is really not that surprising, given all of the space opera themed science fiction that was floating around in the late 1970s. There was obviously one movie in particular that was released in 1977 that was so remarkable that it would forever define the standard of what I was looking for in a good science fiction. In addition to that, there were a couple of live-action TV series and at least one ongoing animated space opera series that I couldn't get enough of. As a child, when I wasn't in grade school being forced to learn the mundane things like addition and subtraction and how to read, my friends and I were on the playground, or in their backyards, or in my apple tree... shooting down enemy spaceships, or delivering an enormous explosive to an incoming battlestation before it destroyed our home planet. Ah to be young again.

As I grew older I found that many of those shows that I loved so much as a child didn't age very well. While the characters were as compelling as ever, the writing was riddled with blatant scientific errors. Often times the script writers obviously couldn't tell the difference between a planet, an asteroid, a solar system, and a galaxy. I can think of one show in particular where they made a big deal about the fact that they were entering a new galaxy and yet it was a huge deal for them to get the fleet up to light speed. Yes, light speed. Not faster than light speed, not hyperspace... light speed. If you

have any notion of what the distances are between galaxies, you would know that this was absolutely ludicrous! It's clear to me that in so many cases the writers and producers were more concerned with appealing to uneducated kids who liked the wahoo elements of space opera than they were interested in getting it right. I mean how hard would it be to open up a reference book to learn a few things about the realities of space? Granted, the internet didn't exist back then and the public education system wasn't overly concerned with making sure that kids our age knew the difference between a comet and a meteor, but they could have at least put forth a little bit of effort! And so there I was in 2004, remembering how much I used to love these absolutely flawed space opera shows because of the stories, the visual elements, and yes, the flashy wahoo parts. As someone who had designed several roleplaying game products, I knew that roleplaying could stimulate the same parts of the brain that a good science fiction show could. It was all about the imagination. Yes, there are several science fiction games and settings on the market, but to me they all lacked a certain something that I couldn't put my finger on. The more I thought about it, the more I realized that while mass-marketed science fiction had become more technically correct over time, it had also become a lot more safe. The characters no longer felt like space cowboys and the storylines rarely included plots where the bad guys were really bad and the good guys were undeniably good. Worlds were more

often threatened with diplomatic disputes than they were with superior technology in the hands of an enemy bent on destroying it and everyone who lived there. In short, most science fiction had become a bit bland, though far more accurate from a technical point of view.

So I wanted to write a game setting that would inject the excitement and the adventure back into space opera, but I wanted to do so in a way that not only embraced factual science, but actually showcased it. I wanted a setting where you needed special technology to fly into the atmosphere of a gas giant to keep from getting crushed, and you certainly couldn't breathe outside of the ship unless you were breathing your own air reserve since the atmosphere would be completely toxic. I wanted habitable planets to not all be these perfect worlds like Earth; sometimes they would be a little too hot, a little too cold, or a little too large. Maybe the gravity was a little higher than Earth standard, or maybe water wasn't in abundance. This is not to say that someone with a degree in astronomy wouldn't be able to poke a few holes in the setting. It's still supposed to be fun, right? The main thing I wanted was a science fiction universe where the errors weren't so glaring that me, a guy who has taken a few science courses and regularly watches documentaries on space, wouldn't find glaring problems that a simple consultation with an encyclopedia could fix.

But despite the fact that I had some good ideas, this was not to happen in 2004. In fact, it wasn't until four years later that I found Reality Deviant Publications, which was a willing partner in such an undertaking. I started writing once I got the green light, and it was like a pressure valve was released. All of this cool space-opera-style imagery took root in the setting, such as

space stations, domed cities, orbital mining platforms, and homicidal lizard people bent on the destruction of all life as we know it.... *Reign of Discordia* was written for that inner five year old that lives within each of us, but it was made to also appeal to the adult in all of us who wants complexity and detail.

Reign of Discordia was originally released as a PDF for another rules system, and it immediately became a huge seller within the category. So why are we now doing a Traveller version? Because Traveller is possibly the best science fiction roleplaying game system ever designed, and because the more we thought about it, the more we saw ways that the system would bring something new to the *Reign of Discordia* universe while the universe could bring something new to Traveller. This means that if you're a veteran player of the Traveller system, some of the assumptions that you've always held may work differently in this setting. We try to present this as a setting that gives you a vehicle with which to create new and compelling stories while adding to the tools that you have at your disposal. The new rules and equipment are mostly optional and additive. In other words, you could play a *Reign of Discordia* setting just fine without importing anything new from this book, and the setting will still be money well spent. Very few elements from the core Traveller book have been taken away.

If you've just picked this up but you weren't around in the '70s, don't panic. Characters don't run around in silver jumpsuits spouting cheesy lines to the tune of disco... unless you want them to. I've done what I can to make this an interesting, compelling, action-packed setting, so now it's up to you. I hope you enjoy it!

Darrin Drader

LIFE AFTER THE STELLAR IMPERIUM

Five years. ... It has been five years since the Imperium transports delivering food and supplies stopped coming to Yseth. What was once considered the most successful colony world in the Frontier systems with over a billion people was now little more than the galactic ghetto. While the planet struggled to increase the production of its agrofarms so that it might support the population of the planet, starvation took its toll on the people. Kabe looked back at his family's small house for the last time, as he boarded the freighter that would bring him back to the core worlds. He might have to take a job he disliked at first, but at least he would be able to find food now. Hopefully...

Introduction

The Stellar Imperium has fallen. No sooner had the triumphant cheers died down on hundreds of worlds than the harsh realities of their desperate new situation became clear. Their cold, lizard-like enemy, the R'Tillek, may have played a significant role in the fall of the Stellar Imperium, but the collapse did not stop thier campaign of aggression against the former member-worlds. Initially there was hope, as the leaders of the minor rebellions assumed that some new and better form of government would step in to fill the vacuum. At the very least, they thought the various alien races would align along species lines. They were wrong. Instead, the exact opposite occurred as most worlds opted to embrace their own local governments rather than take the chance of having one imposed upon them again.

During the reign of the Stellar Imperium, technology had been freely shared between the races. Most races focused on manufacturing and developing the technologies that most suited them. This resulted in many key technological industries centering on the few worlds that specialized in them. As a result, the prices of many items skyrocketed as soon as the Imperium fell, because the knowledge for producing them did not exist on the many worlds where they were needed. Now there are many who seek to obtain the schematics and technical knowledge behind these proprietary technologies from those who jealously guard them, hoping to produce their own versions at a cut-rate, thus reducing their dependence upon other worlds.

In addition, the governments of the many systems did not follow the expected trends towards capitalistic democracies. In some cases the liberated worlds adopted Democratic or Socialist governments so they could take care of the needs of the people. However, many of the local leaders who led their people against the Stellar Imperium were not interested in handing over their new-found power, instead claiming these worlds for themselves, setting up petty dictatorships.

As interstellar trade struggles to reach some sort of sustainable equilibrium, many wonder what became of the riches accumulated by the Stellar Imperium. Gone are the enormous warships that once patrolled the member worlds. Much of the military hardware that was once commonplace has been destroyed and the replacement equipment that has found its way to the open market is rapidly produced and of inferior quality.

The former Imperium's Core worlds now lie in ruins, completely uninhabited because of the horrific weapons the R'Tillek used against them. Scavengers and adventurers now frequent these worlds, hoping to find technology that will fetch a high price on the market. Still others search the vast systems marked as empty on all the star charts in hopes of finding partially completed, mothballed, or salvageable ships at one of the fabled secret shipyards of the Imperium. Such ships would surely be built to the superior specifications of the Stellar Imperium, and therefore be superior to the currently produced models, both in terms of performance and the price they would fetch from the right buyers.

In this new era of decay, many have become frustrated with the crumbling infrastructure of the settled worlds, and have instead left for the Frontier Worlds. The planets in this sector of space were newly discovered during the final days of the Stellar Imperium and some of them are home to small upstart colonies. Many consider these worlds unspoiled places of opportunity, where they can forge their own way and survive the instability of the current age.

Welcome to the age known as *The Reign of Discordia*.

History

The history of the rise and fall of the Stellar Imperium begins on Earth, in the late twenty-first century, when mankind acquires the capability to move more easily off of the planet and into the solar system.

Conquest of the Solar System

Mankind's first significant steps off Earth occurred when faster and more fuel-efficient means of exploring the solar system were discovered. Three high-speed space elevators were constructed, and these greatly reduced the extraordinary cost of escaping the Earth's gravity well. At the same time, compact, yet increasingly safe, reactors created less expensive means of moving rapidly through the solar system. The colonization of the local planets occurred soon thereafter. The latter half of the twenty-first century saw the return of manned missions to the moon as well as the first trips to Mars and Jupiter. The first permanent lunar base was established in 2180, and then a permanent domed Martian base was established fifty years later. Contrary to more than a hundred years of science fiction, however, there was no chance of terraforming Mars due to the high salinity of the Martian soil. Colonization served merely to prove that permanent settlements could be established, and that they could be cost-effective. Twenty years later additional bases were constructed on Jupiter's moons Europa and Ganymede. The last great stride forward was the establishment of a small self-sustaining space station in orbit around Uranus. Years later, after Humans encountered other space faring races from other worlds, these early bases were converted into top secret research facilities or were expanded and converted into defense platforms, supporting several heavy combat starships.

The Tachyon Quantum Field Drive

Prior to 2230, the extent to which Humanity could explore the cosmos was limited by the constraints of the traditional Einsteinian universe, and by what could be achieved with conventional chemical and particle propulsion systems. Despite great advances in efficiency and energy production in the twenty-first and twenty-second centuries, the fact remained that travel at the speed of light and faster still existed only in the realm of science fiction. Mankind had almost convinced itself that it would never achieve the dream of traveling to the stars.

This mentality began to change in 2192 when tachyon particles were proven as scientific fact. Originally proposed in the twentieth century as a thought experiment, the tachyon was thought to be a subatomic particle that always exceeds the speed of light. Breakthroughs in the understanding of the dark energy that continually pulls the galaxies away from each other led to the serious study of tachyon particles, and proof of their existence.

What was found was that all of the matter that Humans come into contact with was of a mundane nature. It behaved according to the laws of relativity; it could not move faster than the speed of light and the faster it traveled through space, the slower it moved through time. Tachyons were a different type of particle entirely. Although present in the observable universe, they were very difficult to study due to the fact that they behaved according to completely different laws. While the origin of tachyon particles is still a matter of much conjecture, many suspect that they spill over from another universe where the laws of physics work differently.

Once tachyons were proven, physicists began observing and interacting with them in earnest. They envisioned a tachyon field that could potentially carry Humans to the stars. They theorized that if a spacecraft could be fully enveloped in a tachyon field, everything inside of that field would begin to behave like a tachyon, accelerating to nearly unimaginable speeds. The theory held up as they began to test it on unmanned spacecraft in the 2210s, moving objects as far as the nearest star, Alpha Centauri, and back.

In 2219, this technology was tested on a small vessel crewed by a yellow tabby kitten called Sputnik, which was named in honor of the first man-made object launched into space. The craft was designed to travel to Alpha Centauri, snap a series of pictures, and then return to Earth. A week later Sputnik not only returned intact, but his age was unaffected by faster-than-light travel. Safe faster than light travel had been established, and Sputnik went on to become an international celebrity as the first living thing from Earth to travel to another solar system.

In 2230, the first tachyon quantum field drive spacecraft with a Human crew left Earth's solar system and began exploring the stars. When the craft encountered the first terrestrial planet that was capable of sustaining Human life, numerous additional ships were commissioned, and upon completion, they were assigned to locate suitable worlds for Human expansion in hopes of easing Earth's overpopulation problem. The worlds of Aruim, Upagra, and Lato were soon discovered, and intrepid individuals left Earth to become the first colonists on alien worlds.

Early Alien Contact

Up until 2250, the debate still waged as to whether or not there was any intelligent life on in the universe. Although Humanity had encountered plant and animal life on some of the planets they had discovered, they had not yet found any species that used technology or possessed language. Humanity was beginning to believe that they were the only rightful inheritors of the universe; then they met the Tallinites.

These aliens were first encountered in their hive ships, and the Human military deemed them to be too great of a threat to challenge militarily, so they initiated trade and pursued diplomatic relations. The Tallinites proved to have genuinely peaceful intentions but they maintained a strong military to protect against threats. They also warned that not every spacefaring race was as welcoming as they were.

A year later, the first major innovation of the Tachyon Quantum Field Drive was created. Tachyon field technology already allowed ships to jump from one point in space to another; however, the ability to do this safely was dependent upon accurate astrogation. Because ships still moved through normal space while inside the tachyon field, it was important that the space in between the jump point and the destination was free of obstacles. The quantum field repelled small solid objects, but the field was no match for larger objects, such as stars, planets, and asteroids. Up until this point, space travel consisted of small jumps forward, scanning the space ahead, and then jumping again once it was deemed safe.

The mark II Tachyon Quantum Field Drive was released at the same time as vastly improved sensors. The two worked in conjunction and were able to detect large bodies in space and make course corrections accordingly, thus removing some of the danger inherent in faster-than-light travel. Jump calculations were automatically adjusted while moving at faster-than-light speeds and as a result, the effective range of starships increased, while the length of time needed to get to a destination decreased.

Shortly after the advent of the new drive, a survey expedition on the mostly aquatic world of Relar very nearly led to the first interstellar war. An underwater team engaged in sport fishing found numerous species that were not only edible, but also quite palatable. One of the creatures they hunted had an exoskeleton, and at first glance, reminded the team of a large shellfish on Earth. The creature escaped the hunters, but it turned out to be an intelligent creature belonging to a water-breathing spacefaring race called the Relarrans.

The Relarrans had allowed the Human ships to approach the planet, assuming that they would check for valuable metals, find none in easy-to-access locations for gas-breathing beings, and then move on, just as others had. It had never occurred to them that the newcomers would hunt their seas, or them for that matter. In a display of force, a fleet of Relarran ships entered the system and opened fire on the Humans. Only some desperate diplomacy on the part of the Human captain defused the situation. The humans issued an apology and recalled all of their people to the ship, then established official diplomatic relations once first contact tensions had died down. Several months later, the Relarrans entered into a trading agreement with the Humans and Tallinites.

The Lamogos Threat

The relatively productive nature of alien relations underwent a monumental shift in 2260. While engaged in a system survey, the Human starship *Lincoln* encountered a ship of unknown configuration orbiting a gas giant. The two races agreed to meet aboard the Human vessel, and were shocked to discover that their similarities went beyond having similar humanoid builds; all of their physical characteristics were identical in every way except for skin and eye color. Humans skin tones range from pale white to dark brown while the Lamogos skin tone was primarily dark blue, though there was some variation including bluish-green and green skin. Their hair was consistently black except among older members of the species, and the irises of their eyes varied between blue, green, gray, and pink.

Once the initial shock of their physical similarities wore off, it became clear that the Lamogos were more militaristic than the Humans. While the Humans tried to ascertain whether the Lamogos were related in some way, the Lamogos guests hacked into secure computer systems aboard the Human vessel to learn its weapon and shield capabilities. The Human captain took immediate offense to this breach of security and sent them back to their ship. While diplomatic efforts were breaking down, the *Lincoln's* geneticists determined that the Lamogos were not of Human stock and would definitely not be capable of producing offspring together.

The Human ship left the planet's orbit, unable to establish any form of diplomatic relations with the Lamogos government. Several more encounters occurred over the following months, all of which were tense, with the Lamogos threatening to fire upon the Human ships if they did not withdraw from their space. The Human military, still untested in



space combat, opted to avoid open conflict. Ten years after their initial contact, communication was finally established with the Lamogos homeworld, however, this exchange of information revealed that there were deep philosophical issues dividing the two species, and relations quickly devolved into a cold war.

The Human generals suspected that they were at a disadvantage in terms of the shield strength, firepower, and the size of their fleet. As they received intelligence reports from Lamogos space, it soon became apparent that the Human military would be overwhelmed by Lamogos forces if war were to erupt at that time. Worried that the Lamogos would soon obtain the same intelligence and initiate a war, the order was given to trade for and steal the most advanced starship military gear employed by other species. As an additional measure, the Humans formed a stronger alliance with the Relarrans and the Tallinites, expanding trade to include military equipment while agreeing to provide for one another's defense in the event of a war. This measure helped close the gap with the Lamogos.

Little more than a footnote to the history of this period, the Humans had their first encounter with the Gaieti. This new race appeared to be plant based and its technology was both superior and more destructive than anything the other races had in their arsenal. Much to the relief of Human leadership, the Gaieti appeared uninterested in the affairs of the other races, though

they were concerned that such an advanced race could wipe them out on a whim. Although diplomatic relations were established, the Gaieti have not yet contributed anything useful aside from small bits of mundane information. Many believe that the Gaieti's influence among the stars may predate all other races by several thousand years, and still others are convinced that this enigmatic race has information about the rest of the galaxy, and possibly other galaxies as well.

The First Interstellar War

War came in 2277 when the Lamogos claimed ownership of the world Hagenti, which had already been colonized by Humans. The Human colonists were unaware that the Lamogos had claimed the resource-rich world ten years prior to that. The Lamogos instigated the conflict when they arrived at the planet and threatened planetary bombardment if the Humans failed to vacate. The Humans responded to this with a sudden and unexpected display of force, attacking the Lamogos ships and destroying them.

During the years that had passed between the beginning of the Human – Lamogos cold war, the Humans had managed to close the technological gap between the two species. The Lamogos quickly recovered from their unexpected defeat and responded by escalating the conflict by sending more ships. Numerous battles played out in the space

surrounding Hagenti, along with several colony worlds belonging to both sides.

Much to the relief of Humanity, the military capabilities of the Earth Defense Force were an adequate match for the Lamogogs fleet. For three years the battles waged across a hundred worlds, even spilling over into space dominated by other races. Despite inspired leadership, expert tactics, and powerful military technology on both sides, it became clear that this would be a war of attrition since neither side was gaining the upper hand. As resources were expended, shipments of food, fuel, and basic supplies began to wane to the numerous planetary colonies, creating a public outcry to end the war. In frustration, the Humans and Lamogogs came to the negotiating table together and agreed that the only way to settle the dispute was to finish the fight on Hagenti soil. Two years later, when neither side had gained an advantage over the other, and as the casualties mounted, both sides agreed to jointly colonize the world.

The Interstellar Concord

One of the unexpected side effects of the Earth-Lamog war was the discovery of hundreds of new worlds, some of which were rich in natural resources and home to alien species. Both sides in the conflict had sent an unprecedented number of scouting missions out into uncharted worlds, looking for worlds that would serve as bases for research and development or construction that would aid in the war effort, while remaining hidden from the enemy. Some of the new species they encountered were primitive, but there were also many that had made the first tenuous steps into space.

Twenty years after the end of the war, Hagenti was prospering and both Humans and Lamogogs were settling there in by the tens of thousands every year. Many expected that the end of the war would give way to sectarian violence, but over the course of two decades, as new generations were born to this world, the two groups began to work together, share resources, and even find companionship with one another. The two governments acknowledged this and they set up a state-sponsored cultural exchange twenty years after the end of the war. Several high-ranking Humans and Lamogogs visited each other's homeworlds and were allowed to go out among the people, explore the arts, sample the foods, and develop an understanding of the other people. The president of Earth, Raphael Callas, is said to have fallen in love with the culture of Lamog while visiting. When he returned, he made a famous plea for peace to those he referred to as "Humanity's brothers among the stars."

This plea did not go unheard. The Lamogogs proposed a new governing organization that incorporated

Humans, Lamogogs, Tallinites, and many of the minor spacefaring races that they had recently discovered. The organization was intended to establish a military alliance between these worlds to protect against any outside forces, open up free trade, and share resources. The governments involved cautiously agreed to this arrangement, and called the new organization The Interstellar Concord (or the IC for short).

Thirty-five years passed, during which time the member worlds of the IC became closer. The advantages of the organization became clear as prosperity began to spread throughout the member worlds. Food shortages were easily solved; processed hydrogen based fuel was more evenly distributed, as was medical care. Physicians from the various races came together for the purpose of advancing the science of xenobiology, making it possible for species to receive medical care on worlds primarily inhabited by other species. By this time the veterans of the previous war, many of whom held strong anti-alien sentiment, had grown old and no longer dominated the political discourses on their worlds. The horrors of the war that brought two cultures to the brink of extinction were reduced to a historical fact, while peace and prosperity seemed infectious as it swept from world after world.

In 2251, Hagenti was named the capitol world of the IC. Unlike many terrestrial worlds, very few locations on Hagenti were prone to extremely cold or warm temperatures. Most scientists attributed this to the fact that the planet orbited a star that was larger than Earth's sun, and the planet had less of a wobble than Earth, causing smaller fluctuations in seasonal temperatures. Because of the almost uniformly pleasant climate, along with the wide-spread and expanding availability of goods and services, the various known races began to gravitate towards the planet *en masse*. In very little time, Hagenti became the cultural and political center of the Interstellar Concord, eclipsing Earth, Lamog, and the homeworlds of other member races.

The Second Interstellar War

The peace and prosperity of the IC was suddenly challenged by a series of massive and unexpected attacks. In one day, three nuclear devices detonated in Ral-Nantir, one of the most heavily-populated cities of Hagenti, and five stellar navy ships belonging to the Lamogogs likewise exploded during routine patrol missions, killing all aboard.

Shock and outrage among the Lamogogs was immediate, with most assigning blame to Earth. Tensions between the two races increased, particularly among those who

were living side-by-side on Hagenti, while investigators raced to uncover the guilty party. Many believe that the IC would have been torn apart by the crisis had it not been for one individual who was apprehended just outside of the nuclear blast zones on Hagenti.

Nabbed by planetary security for no reason other than that security felt he looked suspicious, satellite surveillance confirmed that he had entered the blast zone about an hour before the attacks and then exited just in time to watch the blast from a safe distance. A search of his belongings turned up goggles with extra dark lenses, which a person could use to view a nuclear explosion without causing eye damage. The individual appeared to be Human, but upon returning him to a high security interrogation facility, it became apparent that he was a shapechanger; a species unknown to the IC at that time. He stated that he belonged to a race called the Farradin, which was intent on conquering this region of space. Before interrogators could extract any more information from the being, it activated the nanites that had been dormant in its body. The resulting explosion killed all of the investigators in the immediate area.

Following the attacks, enemy warships engaged IC forces. Although they appeared to be evenly matched, the attacking warships seemed to have intelligence on the weak points of the various IC ships, allowing them to eliminate them more easily than should have been possible. Additionally, Farradin saboteurs carried out several more operations against civilian targets within the IC. Throughout these tense times, the IC military was able to capture Farradin agents and soldiers, but the enemy invariably committed suicide before any useful information (such as the location of their homeworld, or the deployment of their military) could be extracted.

The first four years of the Second Interstellar War were marked by one Farradin victory after another. Generals within the IC were beginning to seriously consider the notion that they would not be able to achieve victory under the present conditions. Not only were their civilian populations at risk, but their military craft were not as effective as they should have been due to the tactical knowledge that the enemy possessed. To suppress the free movement of Farradin saboteurs throughout IC territories, interplanetary travel was restricted to all but those able to obtain special passports, all communications were monitored, and the government became very interested in all people who voiced the opinion that suspending their freedoms was unconstitutional.

A year later, the IC created a stealth craft that was undetectable to Farradin sensors. This vessel managed to track a Farradin warship as it returned

to its homeworld after a battle. Several more covert missions ensued and several other worlds under the enemy's control were located. Findings indicated that their worlds were poor in resources and organization and required a constant influx of supplies to keep the civilization from collapsing. The Farradin had established a pattern of taking these resources by force and then subjugating conquered worlds afterward. The war against the IC was the most ambitious campaign they had yet attempted and would have more than doubled their subject worlds if successful.

With this new information, the IC gathered every ship it could spare into a massive armada and attacked the Farradin homeworld, hitting it with the most powerful weapons designed by its member worlds. Billions on the planet were killed in minutes. The few on the planet who held political power and managed to survive signaled the Farradin's surrender. Colony worlds similarly fell in line. Some military craft continued the fight for a few months, but ultimately, cut off from supplies and food, they too were forced to surrender or perish.

In what is still viewed by historians as an extremely heavy-handed approach solution to the problem, the IC plundered all of the surviving military craft for technology that would be useful—then they dismantled the fleet and extracted or destroyed all planetary resources that would have allowed the Farradin to re-attain spaceflight. The IC then abandoned the Farradin worlds for the most part, sending a patrol through every few months to ensure that they were still planet-bound. In the years since the end of the war, the colony worlds have suffered greatly, being completely cut off from food and other commodities that had been supplied by the homeworld.

Following the war, the IC constructed shipyards in orbit around the planet of Dorang to create a new and upgraded fleet of warships that belonged to the IC, as opposed to relying on the military assets of the member worlds. The new ship designs incorporated some of the advanced technologies taken from the Farradin ships.

At this time the IC was beginning to enjoy its newfound power over member worlds. Some of the freedoms stripped from citizens during the Second Interstellar War were returned, but the government refused to give back unrestricted freedom of speech and the ability to move from world to world without jumping through a series of bureaucratic hoops. Rumors surfacing from Hagenti suggested that the leadership was interested in transforming the IC into a full-blown empire. This seemed to be confirmed fifteen years after the construction of the shipyards on Dorang when the navy unveiled the *Imperium* class destroyer. This new class of ship was nearly 1500 meters in length and was



more advanced than any other ship that had ever been produced. In fact, it made the warships used by the other member races minor obstacles in confrontations. It was believed that only the Gaeti possessed ships with greater capabilities.

Rise of the Stellar Imperium

In 2417, President Kalun Hooren of Hagenti, a Lamogos, rallied the member worlds, declaring that the Concord had strengthened to the point where they had become the first Stellar Imperium. With the blessing of the senate, he was named the first Emperor. Many scholars had misgivings about this move, but the public (hence the majority of the politicians) were supportive. The Senate, which was made up of representatives from all of the member worlds, passed the initiative to rename the organization.

Under Hooren's leadership, the new Stellar Imperium began to focus on expansion through force, seeking out new worlds and races, making some members while enslaving others. The change occurred gradually, and due to the secrecy of the military and the absence of the civilian press in these newly discovered regions, the

general populations of the member worlds remained blissfully unaware of the atrocities being carried out in their names.

In 2545, Stellar Imperium scientists announced the second major improvement upon the Tachyon Quantum Field Drive. While the first innovation of the drive made it much more possible to reach far off places, the latest improvement made it possible to travel at a speed greater than light while traveling slow enough that sensors could warn them of the dangers in the ship's path. The new drive was simply called the FTL Drive. While jumping remained the fastest way to cover great distances quickly, the newest innovation of the drive was capable of making thirty short "microjumps" every second. This allowed a ship to move at faster-than-light speeds while going slow enough to survey the systems the ships passed through. The passengers in a ship moving in this way felt as though they were smoothly moving through space at a speed faster than light. Patrolling huge tracts of space became possible, and ship no longer needed to move from planet-to-planet within any given system at sublight speeds. This did not eliminate the need for sublight capabilities entirely, which meant that hydrogen was still required, but the amount of hydrogen needed was greatly reduced.

Nearly eighty years later, in what many considered at the time to be a matter of little importance, the Stellar Imperium discovered the homeworld of an intelligent species called the Sangor. The Sangor were one of the strangest creatures they had laid eyes on, with a warm blooded fleshy body that was very flat and had multiple spindly arms and legs. As was standard with all newly discovered worlds, the Imperium offered them the choice to surrender or be destroyed. The Sangor, a race of extreme pacifists, were more than willing to surrender to this conqueror. They then even volunteered to help their conquerors to mine the surface of their planet, stripping it of most of its valuable resources.

Despite their willingness to appease their new masters, the Imperium found that they were neither efficient nor motivated workers, and no amount of training or coercion would make these creatures into better workers. The metals and other substances on the world of Sangorlai were so scarce that the costs of the endeavor outweighed the benefits. Fifteen years after its discovery, Sangorlai was abandoned and promptly forgotten about by everyone except for those who considered themselves unfortunate enough to have served there.

It came as a shock fifteen years later when an unknown spacecraft in another system twenty light years away was discovered to be a Sangor craft. Prior to colonization, the Sangor had been a preindustrial race, and their technological level hadn't measurably changed during the occupation of their world. After the Stellar Imperium withdrew from their world, they found some FTL drives that no longer functioned, some shuttlecrafts that were in poor repair, computers, and a few other pieces of technology. They reverse-engineered all of these devices with a level of skill that the Imperium had not previously been aware was possible, and they created their own versions of these technologies. More surprising was the fact that the Sangor had already managed to discover and colonize five worlds during the fifteen years since the Imperium's departure.

Soon after their re-discovery, the Sangor petitioned the Stellar Imperium for member status, which was granted. While this new arrangement offered their worlds military protection, it also opened up several new worlds to the massive empire that was obsessed with expansions. Also of note was that the Sangor had claimed ownership over a large cluster of stars that contained several habitable worlds. The Imperium began surveying those worlds in hopes of finding suitable places to establish new colonies and military outposts.

Barbarians at the Gate

The clash that would prove so catastrophic that it would bring the Stellar Imperium to its knees began in 2562 when a massive armada was dispatched to a far-off star system the Sangor had recently discovered. Upon their arrival they found that the system was occupied by a warm-blooded lizard-like race known as the R'Tillek. It became apparent that the R'Tillek lacked a central authority, instead consisting of numerous nomadic spacefaring tribes. As was typical with newly discovered races, the Imperium warships offered the R'Tillek the choice of surrendering or being destroyed. The R'Tillek chose the latter option rather, leading to immediate hostilities with an enemy they had greatly underestimated. The armada suffered massive losses and was forced to retreat back to Imperium space.

Battle after battle ensued over the next three years. The Stellar Imperium discovered other systems occupied by the R'Tillek, and they dispatched warship after warship to conquer their new foes. The generals leading the new war effort assumed that the tribal organization of the R'Tillek would work against them, but they instead found that when one group was attacked, R'Tillek reinforcements would come from nearby systems to reinforce them. The Imperium generals also vastly underestimated the sheer number of undiscovered worlds that were occupied by the R'Tillek. Many remarked that it was mere coincidence that they had never encountered them before.

The war waged on, and many estimate that more Imperium soldiers were killed in this conflict than the first two interstellar wars combined. The R'Tillek casualties were also great, but the number of ships they had at their disposal was staggering and the soldiers never seemed to tire from the fight. Ultimately, three years into the conflict, the Stellar Imperium opted to withdraw from R'Tillek space and seek expansion in other areas.

With their retreat, the Stellar Imperium diplomats attempted to establish a dialogue with the R'Tillek, but they found the vast majority of the enemy tribes unwilling to discuss anything short of unconditional surrender of all of the Imperium worlds. Worse yet for the Imperium, the few that were willing to consider a peaceful solution seemed to be poorly regarded by the other tribes, making any peace offers hollow at best. The Imperium opted to break off negotiations with the R'Tillek entirely, increased planetary defenses around their own worlds, and made sure to avoid systems where they suspected they would find the R'Tillek.

One of the developments of this conflict was that the Imperium began to explore a new sector of space. In a few short years, they found a number of terrestrial

worlds with no native intelligent species. Ripe for exploration, they dubbed these the Frontier Systems and offered grants for anyone willing to settle these worlds in the name of the Imperium.

The Fall of the Stellar Imperium

Weakened by their conflict with the R'Tillek, information about the full extent of the Imperium's exploitation of the alien races on colonized worlds was being spread throughout the member worlds by a newly-emboldened media. Worse, the once-mighty armadas of the empire were in ruins and the news of this weakness was also finding its way back to member worlds. Debates erupted on numerous worlds about whether the Stellar Imperium was an organization that they should remain with. Nearly half, many among the Relarra and the Tallinite worlds, decided to secede from the Imperium.

The Human emperor, Maddox of Earth, upon learning of the secession plans, became angered and declared that he would not allow these worlds to leave. Imperium ships were pulled from numerous assignments so that they could put down rebellions on these worlds. In some cases they resorted to orbital bombardment to bully these worlds into submission. At first this was passed off as a series of minor police actions, but the fighting spread until it became a full-scale civil war.

Battles waged on hundreds of worlds. Small colonies were beaten into submission but the larger ones, many of which still possessed their own warships from the days of the Interstellar Concord, were able to meet the Imperium ships in the skies and fight the troops on the ground.

As the civil war waged on, the R'Tillek reasserted their military dominance. They appeared in Imperium space and laid waste to the Imperium core world of Piresega. Unlike the Imperium, which fought to disable the opposition and bring the planet back into the fold, the R'Tillek were only happy with complete and total annihilation of the world's population. After bombarding the planet with nuclear missiles, they infected the atmosphere with biological agents that killed all remaining inhabitants. In the space of a few hours, the entire world of Piresega was a graveyard. The R'Tillek then disappeared from Imperium space, leaving the ruins of the devastated world behind them. The Imperium realized that they needed to prepare for a full-scale invasion, while still trying to put down the rebellions on dozens of member worlds.

Seven years passed. The civil war waged on, but the R'Tillek remained quiet, not attacking any further

Imperium worlds. Many within the Imperium believed that the previous attack had been payback for the Human incursion into R'Tillek space but would not lead to a full-scale invasion. Defense readiness was stepped-back and forces were once again committed to putting down the numerous rebellions that continued to wage throughout the Imperium.

In 2682, the Imperium was running out of resources. Even the Lamogogs and the Humans, the main backers of the Stellar Imperium, were giving up hope that this would end well, so they agreed to pool their resources and focus on their homeworlds. Most of the rebellions against the Imperium thus succeeded, and these worlds finally won their independence. What remained of the Stellar Imperium pulled back and sought to establish peaceful relations with the worlds that had rejected them. Progress was being made when the R'Tillek once again returned, this time attacking many worlds that were no longer with the Stellar Imperium. Again, they stayed only a few hours — just long enough to devastate major population centers and then destroy the remaining survivors with biological agents.

Three years later, the R'Tillek returned. This time they destroyed Hangeti and Dorang, the remaining core Imperium worlds, and decapitated what remained of the Stellar Imperium. The few worlds that had stayed with the organization reorganized into a loose alliance, but it quickly became clear the rule of the day was that every world was on its own. What remained of the Stellar Imperium collapsed, leaving many people very worried about what the R'Tillek would do next.

Two years after the collapse of the Stellar Imperium, the R'Tillek laid waste to a pair of minor Sangor worlds.

Five Years After the Fall

In the years since the fall of the Stellar Imperium, the former member worlds have failed to ally themselves with one another. The vast majority have chosen to remain fiercely independent, even eschewing the notion of banding together with other worlds primarily inhabited by the same species. A number of worlds have sought to expand their influence and power by conquering their neighbors. In some cases they have been successful, but the lessons of the recent past have taught the inhabitants of most of the would-be conquered worlds that their autonomy is worth struggling for.

Most of the capitol ships now are smaller and less powerful than the ones that used to serve as the primary work-horses of the Imperium fleet. Very few worlds have the resources or the technical knowledge to build such powerful and massive ships and the surviving shipyards lack the capacity. Many believe

the Imperium kept shipyards in secret locations that were not even known to the former member worlds of the Imperium. Many speculate that several abandoned ships, complete, or nearly complete, still exist, docked at various lost outposts and forgotten. Several world governments would be very interested in retrieving these ships, if they indeed exist.

The new age is one of great danger, as many fear that the R'Tillek have not concluded their predations on the former Imperium worlds. The biological agents the R'Tillek used on several worlds seem to have disappeared, leaving the ruins of entire worlds open for exploration. There are so many secrets and so much advanced technology lying dormant on those dead worlds that many individuals who fancy themselves adventurers journey to these blasted desolate places to see what they can salvage. One surprise that has come to light is that the biological agents used on these worlds appear to have left most plant and animal species unharmed, which means that the R'Tillek managed to target very specific species with their engineered virus. The wildlife that once stayed away from the cities has become their only living masters, and many of these naimals pose a threat to those who seek to explore the ruins.

In this less civilized age, some find hope in the fact that the R'Tillek do not seem to have taken an interest in the Frontier Systems. Consequently, recent years have seen a large migration of members of all races out to these worlds. Unlike most regions of space, none of these worlds are not dominated by any single species, but instead have populations composed of a mix of most - if not all - of the major alien races. Because these were developing worlds when the Imperium fell, they lack many of the trappings of civilization. The people who live on the frontier worlds often find that survival is a difficult prospect.

Consumer goods that are plentiful in the core worlds are not as easy to obtain on the frontier. Things as simple as name brand clothing, processed foods, and personal gadgets are few and far between. Community sizes tend to be small and make their own clothing and grow their own food; generally living without many of the common luxuries that others take for granted. This gives these worlds a wild and unsettled feel, reminding some of ages past. The romantic notions of life in the Frontier Systems has captured the imaginations of many writers, artists, and philosophers from the core worlds who fail to realize how dirty, dangerous, and harsh they really are. Newcomers who live long enough to realize this often return to their homeworlds.

In most areas the technology level has regressed since the days of the Stellar Imperium. Corporations were responsible for the vast majority of the technological

advances during those days, but most corporations only spanned one world or one race. The research, development, and production of many items became specialized to one race or one world. After the Imperium fell, the space lanes became the domain of traders and raiders. Without capitol ships to protect the shipping lanes, transporting goods from one world to the next became a risky endeavor, driving costs up as the corporations were forced to choose between absorbing losses or hiring privately held armed escorts. Many species now wish to produce technological items traditionally made by other species, but are finding that they lack the technical expertise to produce them. In this day and age, many unscrupulous individuals can find employment in the shadowy yet lucrative realm of corporate espionage. Indeed, these people are often paid extremely well to infiltrate other corporations, steal technical data, and then return them to their employers.

Many worlds find that they are in danger of invasion by more populous worlds. Particularly in danger are the gas mine colonies located in the upper atmospheres of numerous gas giants. These worlds are often under-armed and have small populations with which to mount adequate defenses. Most wish to remain independent so they can reap the profits from the sale of the gases they mine while other worlds are interested in acquiring them so they can gain the cheap fuel (and other chemicals) produced by these facilities. These worlds often employ mercenary companies to keep them safe from those who would attempt to take over their operations by force, yet there are always doubts about how far these outsiders can be trusted.

The greatest threat facing the former worlds of the Stellar Imperium is the R'Tillek. Nobody knows if they are interested in revenge, if they wish to conquer more worlds, or if they want something else entirely. Many worry that it is only a matter of time before they have conquered or destroyed all of the civilizations in known space. The Stellar Imperium lost to this species and the nonaligned worlds now find themselves even less prepared to defend against this threat than the Imperium was. Some hope that the R'Tillek can be reasoned with; made to understand that the government responsible for the destruction of the past no longer exists. Others believe that the only way to keep their worlds safe is to resort to guerrilla tactics and undergo dangerous missions to R'Tillek space with the intent to destroy their offensive capabilities. Still others are convinced that the creation of large space navies stationed around their worlds will be enough to defend them when the inevitable attack comes.

Five years after the fall of the Stellar Imperium, it is a time fraught with danger, suffering, and strife. It is a time when heroes are needed like never before, and a

time when people fight to preserve the one thing many believe lost: Hope. As Earth's Nietzschean philosopher, Hal Niemfreed, has declared, "This is the age of chaos, loss, and despair. Discordia reigns supreme;" or put simply, it is the *Reign of Discordia*.

Timeline

2080 – First colony on the Moon established

2130 – Mars colonized

2150 – Bases established on Jupiter's moons Ganymede and Europa.

2155 – Space station established in orbit of Uranus.

2230 – Humans invent the first tachyon quantum field drive, which allowed them to travel distances previously only dreamed of.

2245 – Humans begin colonizing the nearby systems.

2250 – Humans make contact with the Tallinites and trade begins.

2251 – The first major innovation of the tachyon quantum field drive is successfully tested. Ships throughout the Human fleet are refitted with these drives, allowing them to more reliably reach locations at greater distances.

2253 – The Relarra are discovered in their natural aquatic environment. Despite an unfortunate first contact situation where the Humans mistook the other intelligent race as a potential source of food, the two become trading partners.

2260 – Humans have their first encounter with a Lamogos ship. Despite physical similarities, the two races take an immediate dislike to one another.

2270 – Attempts at establishing positive diplomatic relations between the Humans and the Lamogos break down and a cold war begins.

2273 – The Humans, Relarra, and Tallinites agree to a formal trade alliance, leading to the exchange of numerous technological advances that benefit all species involved.

2275 – Humans encounter a Gaieti craft a mere light year from Earth. Communication is established between the two races, though the Gaieti provide Humans with very little information about themselves.

2277 – The Lamogos lay claim to Hagenti, which the

Humans had already claimed for colonization. The cold war becomes a real war as Earth and Lamog launch massive armadas against one another.

2280 – The massively destructive major battles thus far in the war have resulted in a stalemate. Both sides sign a treaty stating that all future battles will take place only on Hagenti soil.

2282 – After proving evenly matched, the Humans and the Lamogos agree to settle their dispute by co-colonizing Hagenti.

2300 – Having peacefully colonized Hagenti, the Humans and the Lamogos embark upon an official cultural exchange, their goal to put behind the war that nearly crippled both races.

2335 – The major races of the known galaxy, Humans, Lamogos, and the Tallinites agree to form an alliance called the Interstellar Concord (IC).

1251 – Hagenti is named the capitol of the IC.

2372 – The IC is challenged by outsiders, a shapeshifting race called the Farradin. None of the allied races are able to determine where the Farradin originated.

2375 – After several successful covert-op victories on the part of the Farradin, the IC is forced to limit personal freedoms in favor of greater security.

2376 – A successful operation determines the location of the Farradin homeworld. The IC attacks the planet with its most destructive weapons, resulting in the death of billions. The Farradin surrender and the Interstellar Concord removes their ability to create ships that travel faster than light. They do this by stripping the planet of the materials needed to create tachyon quantum fields.

2390 – The planet of Dorang is settled by the IC and a major shipyard is constructed.

2405 – The first *Imperium* class ships, nearly 1500 meters in length, are commissioned from the shipyards in Dorang.

2417 – President Kalun Hooren of Hagenti, a Lamogos, rallies the member worlds, declaring the first Stellar Imperium. With the blessing of the senate, he is named the first emperor.

2545 – Stellar Imperium scientists unveil the second great advancement in the tachyon quantum field drive. This time simply named the FTL drive, the latest advance allows ships to micro-jump through space at faster-than-

light speeds as opposed to jumping directly from one location to another. While near-instantaneous travel is still the primary function of the FTL drive, the advantage of this new innovation is that they are now able to survey systems while moving at faster than light speeds rather than being forced to rely on sublight speeds.

2620 – The Stellar Imperium, eager to conquer new worlds for colonization, happens upon the Sangor and offers them the option of surrender or destruction. The primitive species surrenders. The Stellar Imperium enslaves them and puts them to work cultivating the few usable resources from their homeworld.

2635 – The Stellar Imperium deems the Sangor and their homeworld, Sangorlai, to be costing them more than it was worth, so they pull out.

2650 – Several years after abandoning the world of Sangorlai, unknown spacecraft are spotted in nearby systems. It soon becomes apparent that the Sangor were able to reverse engineer the FTL drives from the few mothballed vehicles left on their planet when the Stellar Imperium pulled out. Much to the chagrin of the Imperium, the Sangor had already discovered and colonized several other worlds.

2660 – The Sangor petitioned to join the Stellar Imperium as equals. The Imperium accepts and shares their colonies as well as a cluster of stars that are as yet unexplored, but they believe contain several habitable worlds.

2662 – The Stellar Imperium launches a long-range armada of ships to the systems discovered by the Sangor. Upon their arrival, they discover a species of nomadic tribal spacefaring creatures called the R'Tillek. Hostilities erupt as the Stellar Imperium ships are forced to retreat.

2665 – The Stellar Imperium is beaten out of the cluster of stars occupied by the R'Tillek. Attempts to arrange a formal truce end with no accords.

2669 – Following their defeat at the hands of the R'Tillek, several member worlds lose confidence in the Stellar Imperium and attempt to secede. This is met with stern opposition from the emperor and conflict ensues on several worlds.

2675 – The R'Tillek invade Stellar Imperium space and utterly decimate the entire population of Piresega. The Stellar Imperium prepares for an invasion.

2682 – Several worlds succeed in winning their independence from the Stellar Imperium. The R'Tillek attack several minor worlds, again completely eliminating those worlds' entire populations.

2685 – The R'Tillek launch one major offensive, laying waste to the Imperium's core worlds of Hagenti and Dorang. The Stellar Imperium collapses.

2687 – In the wake of the fall of the Stellar Imperium, it becomes clear that the former member worlds are refusing to align according to racial lines, as expected.

2688 – The R'Tillek destroy two more worlds belonging to the Sangor.

2690 – The current year. A Human philosopher named Hal Niemfreed declares this age the *Reign of Discordia*.

Commerce

The fall of the Stellar Imperium has thrown almost all former member worlds into an economic depression (the only major exceptions being the Tallinite core worlds). The price of almost all goods has tripled over the past five years, while the average worker's wage has stagnated or decreased, leading to a situation where homelessness and starvation are far more common than they once were. Many people who were once honest citizens with jobs and normal lives have turned to crime to support themselves and their families. Other worlds have instituted socialism to ensure that all citizens are provided for at the most basic level.

Consequently, piracy has made a comeback in recent years. Before the falloff the Imperium, the space lanes were well-patrolled and unharried. However, the depressed economic conditions, the lack of protection, and the ability to prey upon weaker cargo ships has proven too great a temptation for many to resist and piracy has become a problem in most systems.

Another major concern in the current economy is that many corporate-produced technologies have become difficult to obtain at reasonable prices, and competition is virtually nonexistent. Many companies would be interested in making their own versions of numerous different products. However, they are limited by the fact that most technologies were intentionally designed to be difficult to reverse-engineer. The corporations that are making money, with few exceptions, aggressively protect the research and development credits they have invested, and typically refuse to license their designs out to other companies. More often than not, the manufacturers won't even license the rights to produce compatible technologies in markets that they find difficult to penetrate. This has led to a deadly serious game of corporate espionage where agents are assigned the task of stealing the corporate secrets of others.

The types of items currently in high demand are life-support systems for all sizes of spacecraft, navigation systems that are hard coded with all of the latest astronomical data, terraforming equipment, reverse-

gravity generators, top-end artificial intelligence units, immersive holographic emitters, atmospheric suits, and a great number of personal electronic devices too numerous to list. The Sangor have a special knack for reverse-engineering many complex devices (which was how they achieved space travel in the first place). That said, it is a well-known fact that their knock-off devices are not the highest quality and are prone to failure.

Transportation of manufactured goods is normally carried out by the corporations that produce them, though smaller companies and individual entrepreneurs often employ private freighters. Raiders usually prefer to target private freighters over corporate ships, as they are typically easier marks, with fewer defenses.

The sale of illicit goods remains lucrative for those who can live with the risks. Banned substances and weapons are in greater demand than ever and most planetary governments have long lists of items that are not supposed to be sold to the general public. This line of work comes with a high degree of risk since being caught can result in imprisonment, mind wipes, or even death.

The currency used throughout the former Stellar Imperium worlds is the Standard Credit. It was called the Imperial Credit before the fall, but the name was changed to reflect the fact that the Imperium is a thing of the past. Its value is now dictated by actual market conditions. The Standard Credit is backed by the entire banking industry, which, though battered, is one of the few stabilizing forces leftover from the Imperium.

Communication

Communication between worlds is accomplished using tachyon communications devices. This method involves creating a direct beam from a point in space to the intended recipient. Its limitation is that it does not broadcast in all directions in the same way radio waves do, making distress signals that span light years next to impossible. Most ships that need to make a distress call from deep space do so by using their tachyon radio to contact the nearest planet. Real-time conversations can take place across light years if the exact location of both recipients are known and locked in by the radio operators.

Communication within a local system is done via digital carrier signals. These allow for broadcasting, but the range is extremely limited. Communications can take anywhere from minutes to hours to reach anyone, depending on distance, even if they are within the same solar system. Real-time conversations are only possible at very short distances.

Comm-net: Entertainment is broadcast in holographic form via commsat arrays around the inhabited worlds belonging to a number of species. These broadcasts are made from a number of providers who offer

programming that ranges from educational to dramatic. As has been the case for hundreds of years, this is paid for with advertising from corporate sponsors.

The Exonet: The Exonet is the outgrowth of the Internet into space. Because of the distance and the length of time it takes for information to arrive, the entire contents of the Exonet are stored on one super-computer on each planet and then it updates new information daily so that people can find information from all of the worlds in real-time. E-mail still exists and can be sent to individuals on other planets, though this goes out on a daily basis, so real-time conversations only occur if all parties of the conversation happen to reside on the same world. The Exonet is used for everything from researching information, to playing games, to making purchases.

Dead Worlds

In addition to the wreckage of the Imperium core planets, dead worlds abound. It is estimated that sixty percent of all intelligent species in the universe do not survive long enough to establish a permanent presence in space. Every dead planet has its own story. Some civilizations died out because of the outbreak of some deadly incurable diseases, some died because of a massive asteroid impact, some destroyed themselves through nuclear annihilation, some polluted their planet to the point where they were no longer was able to support life, and some died because the technology they created turned on them and massacred their entire species before going dormant.

While the ultimate fate of these civilizations varies, the one constant is that they all leave something of value behind. In some cases it is their art, in other cases it is technology, and still in others it is elements of culture, such as a recipe, a style, or a new philosophy. Many of these dead worlds lie in unexplored backwater systems, and many scavengers have made their livings by searching for and exploring worlds that might have once sustained life and could hold valuable secrets. Sometimes they discover groups comprised of known races that have left the various settled worlds in favor of privacy or shelter, many of which are not pleased to receive visitors. Other times the worlds are uninhabited, with a wealth of undiscovered objects and technology, as well as dangers, that were left behind.

Faster-Than-Light Travel

The major scientific discovery that made faster-than-light travel possible was the understanding of how to manipulate tachyon particles to create quantum fields. No race (with the possible exception of the Gaieti) is able to artificially produce a tachyon. Tachyon particles always move at a speed greater than light.

Once they could detect tachyon particles, they realized that the sheer number of them existing at every known location was truly staggering. Tachyon particles could be attracted via a tachyon collector. Manipulating tachyon particles requires a great degree of energy, but once accomplished, scientists discovered that a tachyon field surrounding an object caused that object to behave as though it is a tachyon itself.

Once a tachyon field surrounds an object, it is hurled forward at speeds greatly exceeding the speed of light. Navigation is then accomplished by making subtle variations to the tachyon field. Because travel occurs so quickly, faster-than-light jumps seem instantaneous for short to mid-length voyages. Longer jumps take place at a rate of forty light-years per hour.

Despite the speed of travel, the actual amount of the galaxy that has been explored remains at less than ten percent. The reason for this is that courses must be precisely laid in before a jump occurs to avoid hitting stellar objects. This requires charting out navigational courses first. Exploration vessels must make a jump of only a few light years, survey all of the astronomical data provided by an advanced sensor array, and then make another short jump. When they arrive at a new location, this data is then made available to other vessels so they can program safe, reliable jumps from one location to another. It sounds easy but the reality is that it typically takes weeks to plot something as minor as a course between two stars.

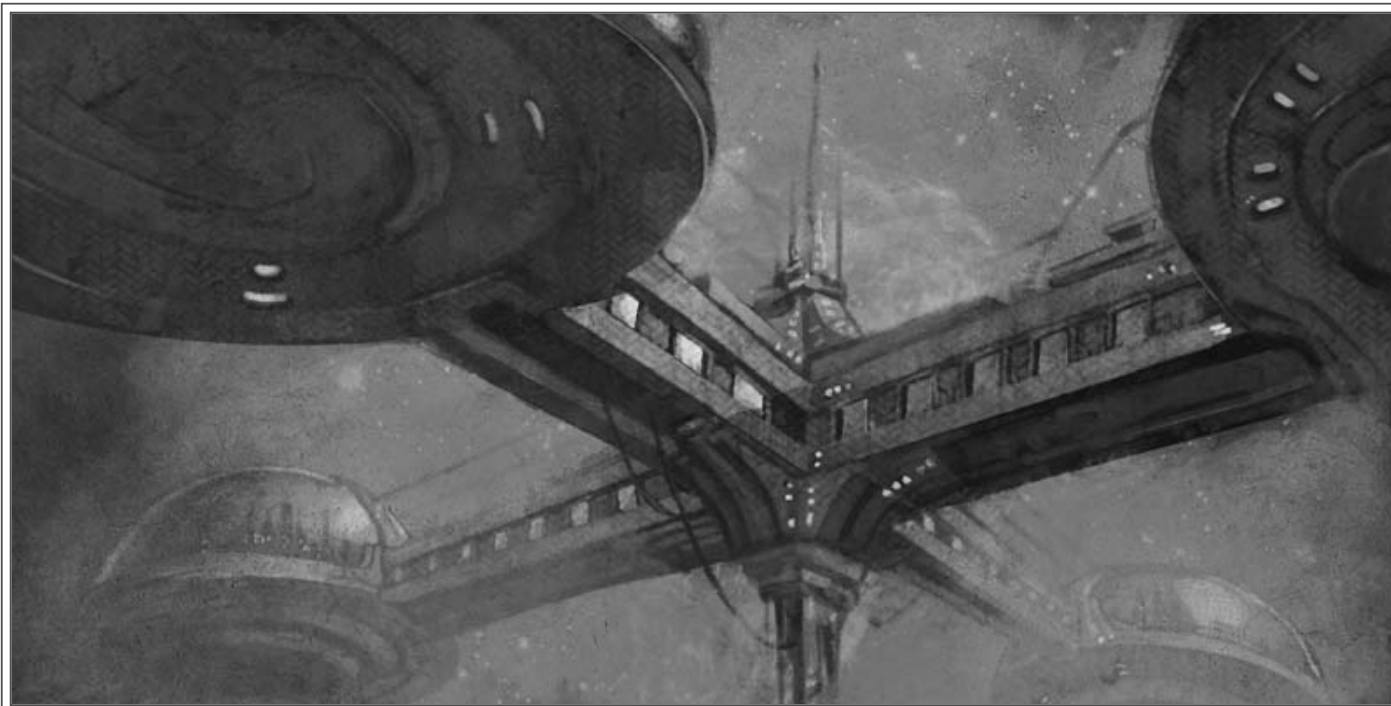
In the early days of faster-than-light travel, some daredevils attempted to cover great distances in a single jump by simply setting their computers with a distance

and engaging the drives, some going so far as to plot a course for the opposite side of the galaxy. They would take the latest astronomical data into account, and then rely on the emptiness of space in hopes of avoiding a collision with an uncharted object along the way. What they did not take into account was that much of the data from never before visited locations was derived from measurements based on starlight, which is often warped by gravitations fields such as black holes, neutron stars, and dark matter. None were ever heard from again, although the wreckages of a few of these craft have been found pulverized by asteroids, or crashed on planetary bodies.

The invention of the FTL drive has sped up the process of charting space through the use of microjumps. These jumps allow a craft to make several tiny faster than light jumps per second. It is a slower method of travel, but it still allows a ship to move faster-than-light while using sensors to detect objects in their path well before reaching them, thus allowing exploration ships to map out systems at a rate approximately three times faster than previous drive types. New systems are opening up to travelers at an amazing rate, though most predict that it will still take close to a thousand years to map out a reliable path from one end of the galaxy to the other, let alone all of the places in between.

Gas Mining

Processed hydrogen is the single most useful fuel for interstellar travel and is used both for propulsion and for the fusion reactors which power all known spacecraft. The most plentiful sources are found in the atmospheres of many gas giants. To get the amount of gas needed to keep up with demand, it must be mined from these enormous planets.



To accomplish this, enormous mining platforms that house thousands are placed in the upper atmospheres of some gas giants and are kept in place using powerful anti-gravity fields. These platforms suck massive quantities of gas in from the atmosphere, then extract the hydrogen, methane, and other useful gases before ejecting the rest back into the planet's atmospheres.

The living and working areas of these platforms are completely enclosed. Because unprotected exposure to the atmosphere of a gas giant is fatal, people rarely leave the confines of the mining platforms. That said, when they must leave, workers wear environmental suits that provide them with a breathable atmosphere, protect them from the pressure, and negate the powerful pull of gravity.

Gas mining is considered the most dangerous profession in existence because a catastrophic failure aboard a mining platform could lead to the deaths of the entire complement of workers. A simple power outage, followed by the outage of a backup generator, is all it would take for the entire facility to become a death trap for everyone there. In addition to this, the workers who must perform maintenance outside of the platform enclosure have a seven percent chance of death per annum. No matter how rare accidents are, it is common for a mining platform to accidentally lose one or two workers per month, and nobody can forget the first mining platform accident Humans suffered on Jupiter when an early prototype platform lost power and plunged to its destruction, losing all hands.

Powers of the Mind

Telepathy and other mind-control powers are a reality in the *Reign of Discordia* setting; however they are limited in scope. All Human and alien characters can roll for Psionic Strength and pursue the Psion career if they have the aptitude for it. However, the Teleportation talent is not available to characters in this setting.

Religion

The truth, or lack thereof, of religion is not obvious in the *Reign of Discordia* campaign. With the exception of the Tallinites, every spacefaring culture has their own religious views, to which they cling with varying degrees. At the time this takes place, there are very few Humans who still consider themselves extremely religious. Some people are strong believers and attend their respective church services regularly, while the majority pays lip service to their deity of choice while taking no religiously motivated actions in their normal lives. A good number of Humans cling to no religion at all. There are a few extremist groups who use religion as a means to control others, and there are other less sinister groups who hold sway over small clusters of civilization, but those are the exceptions.

The major religions of Earth followed them into the stars and remain mostly unchanged from a few hundred years ago. Christianity, Islam, Judaism, and Buddhism are still the most popular religions among Humans and have caught on to a minor extent with some of the other races. Despite the fact that Tallinites are notoriously atheist, some notable members have caused a stir with their own people by embracing Buddhism, while Islam has proven popular with some groups of Lamogogs.

The primary religion of the Relarra is the worship of Shaarlaa, the Great Eye of the Deep. It is an incomprehensible being that draws strength from the tides, but it is cruel and destructive when awoke. The Relarra do their best to avoid drawing the attention of their deity, but believe that upon death they all become one within the great dream of Shaarlaa and exist as thoughts forever more.

A minority of Relarra believe that all life within the universe is connected in ways that are imperceptible from the point of view of the living. They believe that the illusion of life is the expression of the universe attempting to experience itself. Upon death, their essences rejoin the fabric of the universe and they bring their experiences back with them to make the universe more complete.

The Sangor religion, much like themselves, can only be described by outsiders as ... odd. Pacifism is a strong component in their racial outlook, and it is crucial to their religion as well. They believe that to fully experience life, one should surrender oneself to the will of the universe as it will direct them and inform them how to live their lives. They welcome outsiders and believe that invaders and conquerors are an expression of the will of the universe, pushing them to grow in ways they would not normally consider. They believe that to defy the will of the universe is to tarnish one's own spirituality, so there is a complex set of guidelines that dictate under what circumstances they are allowed to take action.

The Lamogogs are largely split between belief and atheism. A full half of the Lamogogs believe in no higher power at all, and some of the more controlling socialist governments on Lamogogs worlds sanction atheism as the only true path. Other Lamogogs cultures are polytheistic, some belong to a religion called Pharlagnism which is very similar in nature to Buddhism, and some subscribe to Exinorism, which is the belief in a single creator deity that will one day favor another race if the Lamogogs people do not strictly follow the laws Exin laid out for them. Exinorists tend to be elitist and fanatical, and they pose a danger to many different groups, both Lamogogs and non-Lamogogs.

The belief system of the R'Tillek and the Gaieti are completely unknown at this time.

MAJOR WORLDS

"Once proud and mighty, the Stellar Imperium stood alone against the rest of the galaxy, imposing its will upon all it encountered. History should have told them that they were doomed." – Hal Niemfreed, philosopher

Most of the worlds of the *Reign of Discordia* setting are non-aligned, even those within regions that are primarily inhabited by a single species. During the building of the Stellar Imperium, most of the major races were able to exert their influence over their nearby systems. However, following the collapse of the Imperium and its centralized government, very few of the worlds actually chose to band together under a common authority regardless of their racial composition. Although the primary systems are mostly inhabited by one of the major races, they are usually also home to a variety of alien races.

The planets of Dorang, Hagenti, and Piresega comprise the ruins of the core worlds of the Stellar Imperium. Bombarded from space and subjected to lethal biological agents, they are now ruins, completely

devoid of living inhabitants. They now lie unclaimed, though many find lucrative careers exploring the wreckage for items of value, and selling them on the open market.

The outer portion of former Imperium space is made up of a region of space known as the Frontier Systems, which were just beginning to develop at the collapse of the Stellar Imperium. Although all of the major races have a presence in most of these systems, none of them have gained enough of a foothold to actually assert dominance. Planetary governments are often on even shakier ground than they are in the core systems, the populations far are less stable, and the notion of peace is fleeting at best. Great riches are to be found for those who are brave enough to explore these worlds and take what they want, but so is a quick death for the unlucky.

The primary worlds listed below are grouped according to the species that dominates the region of space they lie within. This is not an exhaustive list of systems and does not include additional planets,



moons, or asteroids. What it does provide is a brief description of the major planets of interest within the setting, as well as a brief overview of the major planetary features. The stars they orbit have scientific names that are a rather uninteresting mixture of letters and numbers, therefore, planets are listed by name. Many of these systems have planets or moons that are of secondary importance. Most of these are left unnamed and undeveloped so that the GM may generate them for her own campaign without having to worry about breaking continuity.

The assumption is that the Human-settled planets are the most likely to be used, so greater detail is provided for them than the worlds of other races. It is possible that a sourcebook on all the major worlds as well as many of the minor ones is forthcoming.

Human Systems

When Humanity reached out into space, its initial instinct was to colonize as many Earth-like planets as possible to ease the overpopulation problem on Earth and conquer new frontiers. Along the way, they could often solve specific problems, such as food production shortfalls and remedy the scarcity of rare metals used in spacecraft construction. Since Earth's home system already had planets that were rich in valuable gasses, gas mining in other systems was established as an afterthought so that the cost of fuel was more affordable for long-range vessels.

Following the disintegration of the Stellar Imperium, most Human worlds have become distrustful of one another. Many stand on the brink of war, either due to the scarcity of resources or because of perceived slights. Some argue that it would benefit all of Humanity for the Earth to become the political center of these worlds again, however most of the former colony and resource worlds insist on independence and are willing to defend it if necessary.

Recently, tensions have been increasing between Earth and Lamog once again and many predict that this will lead to a conflict at some point in the near future.

Aruim

UWP: Arium A667648-F Ht Ri

Planetary Diameter: 10,392 km

Major Industry: Research and development

Government Type: Democracy

Population: 3,046,300

Rotation: 28 hours

Orbit: Approximately 1 Earth year

Notes: Relatively close to Earth, but discovered after Upagra, Aruim is an Earth-like world that began as a typical colony. Over time it became a popular location



to base the headquarters of thousands of mega-corporations, largely due to the pleasant climate, unpolluted atmosphere, and the fact that it didn't fall under Earth's extensive regulatory bureaucracy.

Unlike Earth, strong measures are in place to prevent the pollution and overpopulation of the planet. Strict regulations require everyone to recycle at least 96% of their pollutants so that they can be reprocessed or fired into the system's star. Because of the mandated stewardship and the strong corporate presence of this planet, they have thus far managed to avoid the problems of poverty and crime that plague so many other worlds. The poor simply do not exist because of several factors. Everyone is offered fair compensation for work, jobs are plentiful, and a strong ethic of civic responsibility prevents people from abandoning those who are not physically or mentally capable of work.

The downside of such an idyllic and unspoiled world is that immigrating to Arium is difficult at best. The only way any being is allowed to settle in Arium is if they already have immediate family living on the planet or they are offered corporate employment. Anyone who becomes unemployed or is convicted of a crime is shuttled to the spacedock in orbit and then deported to whichever world they inhabited prior to their arrival on Arium. Those undesirables and petty criminals who were born on the planet are forced into government service until they have either found new employment, paid their debt to society, or are executed by the judicial system.

Aruim's government is ostensibly a representative democracy that boasts transparency in government, a strong judicial system, and equality among citizens. In practice, it is governed by the will of the corporations who finance campaigns and lobby public officials to advocate their causes. Many argue that this is the same corrupt system that led to the despoiling of Earth, though such critics are routinely dismissed as fringe lunatics and typically soon find themselves without employment and are deported. The current world-president is Derek Santiago, a popular figure who is known for employing his charisma when publicly mocking and manipulating his political rivals.

Recently, a relatively small but violent conflict has begun between Aruim and Dodor, over nothing more than quality of life. Many living on Dodor seek to immigrate to Aruim because of its comfortable climate and pristine environment. Unfortunately, they have been rejected due to the assumption that the desert dwellers do not offer anything of value to the world; an assumption that has become policy despite all evidence to the contrary. In response, Dodor has instigated numerous instances where its small fleet of military ships has jumped to the planet and engaged its defenses long enough to transport saboteurs tasked with terrorizing citizen and government targets. They intend to continue these actions until Aruim reforms their immigration policies.

Corrya

UWP: Corrya Orbital Colony B1614A8-E Ht Na Lo

Planet Type: Gas giant

Color: Yellow and white striped with swirling storms

Equatorial Circumference: 245,600 kilometers

Planetary Diameter: 78,190 kilometers

Major Industry: Gas mining

Government Type: Fascist dictatorship

Population: 47,550

Rotation: 11 hours

Orbit: Approximately 30 Earth years

Notes: Corrya was established as a hydrogen-mining colony by Earth in early days of the Interstellar Concord. Prior to the creation of this colony the primary source for hydrogen was Jupiter, which remains the primary fuel used in sublight travel. As Earth settled more and more systems farther and farther away from Earth, it became clear that more hydrogen-producing worlds would need to be established if the price of hydrogen were to remain inexpensive.

A gas mining platform the size of a medium city floats in Corrya's upper atmosphere. Following the fall of the Stellar Imperium, control of Corrya has fallen to the former governor, Eli Majur, who has taken to running the operation with an iron fist. Efficient workers are rewarded while those who displease him occasionally find themselves tossed into the planet's dense atmosphere without a protective suit.



To remain an independent world, Eli spent several years worth of profits to purchase five capital ships and numerous smaller ships for defense. Despite these safeguards, this system has become a hotbed of activity for raiders who prey on the ships transporting the massive tanks of liquid hydrogen. To combat this, Eli has made it known that anyone who can help rid them of this problem will be richly rewarded, which has attracted several mercenaries to the system.

Dodor

UWP: Dodor BA50644-D De

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 51,640 kilometers

Planetary Diameter: 16,440 kilometers

Major Industry: Colony

Government Type: Democracy

Population: 5,591,500

Rotation: 28 hours

Orbit: Approximately 3 Earth years

Notes: This relatively small terrestrial world was originally colonized during the height of tensions between the Humans and Lamogos. Despite the uncomfortably warm climate, Dodor was chosen because it provided a strategic location from which to build up military assets and launch incursions into Lamogos space. Military buildup declined when the Interstellar Concord was created and the inhabitants of Dodor began to focus on simply making this a viable colony.

Dodor is a place of wide, sweeping deserts with seas that go on for hundreds of kilometers, but are otherwise completely enclosed within the landmasses. Massive irrigation makes food production possible. The vast majority of the people here make their homes within one of three great cities while roughly a quarter engage in food production in the countryside.

Some of the remarkable features of this world are the wondrous feats of architecture built amid the desert sands, many of which have religious significance. Dodor is sometimes referred to as the world of religions because it contains major centers not only for the primary faiths that originated on Earth, but many prominent ones that began on other worlds as well. All religions are welcome, and many people of strong faith have taken up residence here, though the planetary government has a strong policy of removing any groups that try to propagate religious intolerance or aggressive recruitment practices that target other churches.

Many living on Dodor seek to leave the planet and immigrate to a world that is more hospitable. The government has agreed that it is important that their people be allowed to leave if they wish, partially because they fear the uprising that would occur if



people decided to blame them for the planet's relative lack of resources. The primary world of choice for a great many people is Aruim, though that world has made it clear that they do not want them. Diplomacy has broken down and Dodor has begun military exercises where they forcibly insert saboteurs onto the other world. Many expect this to escalate into a full-scale war soon.

Earth

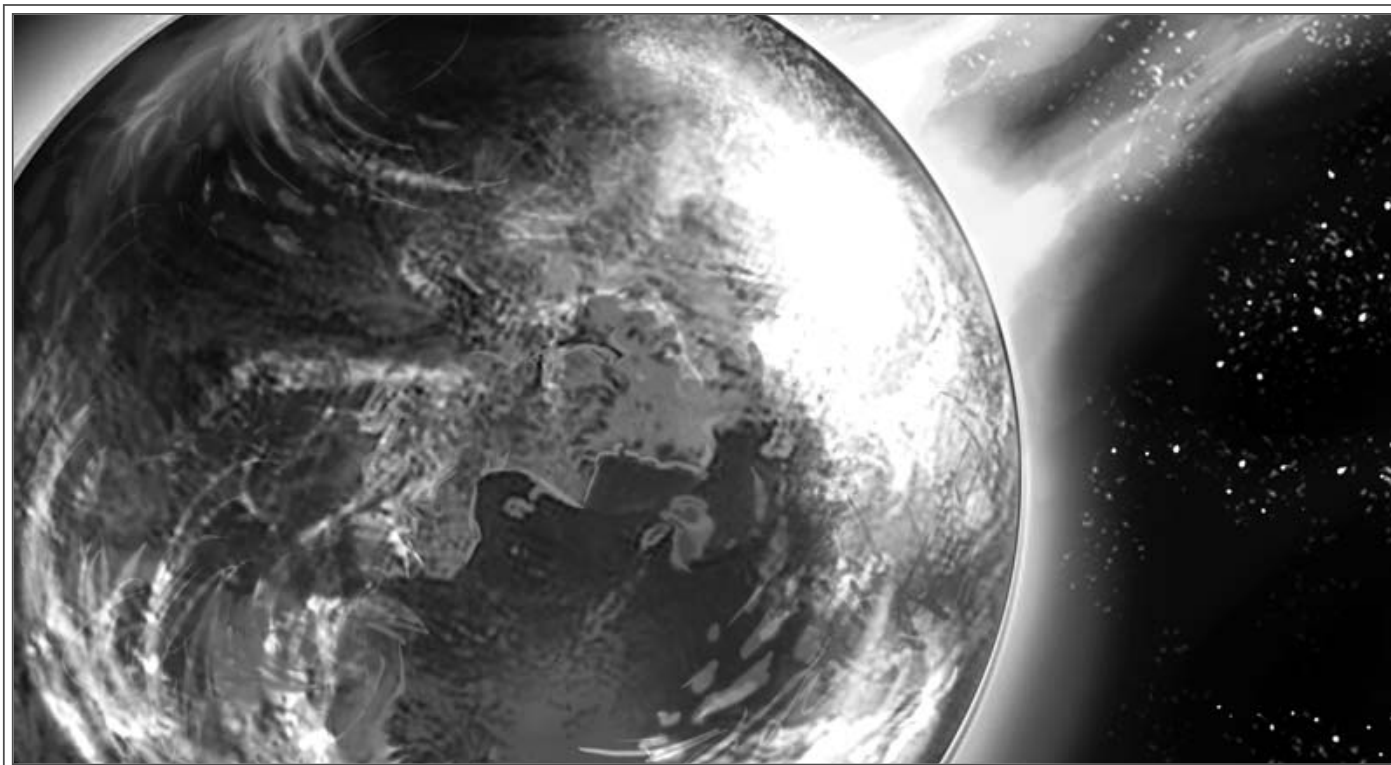
UWP: Earth A867744-E Ht In Na
Planet Type: Terrestrial
Climate: Earth Normal
Equatorial Circumference: 40,080 kilometers
Planetary Diameter: 12,760 kilometers
Major Industry: Homeworld
Government Type: Democracy
Population: 11,792,600
Rotation: 24 hours
Orbit: 1 Earth year

Notes: Earth is the Human homeworld and remains the center of culture, despite the problems that have plagued it for the past several hundred years. The population explosion of the twentieth and twenty-first centuries did not stop until there were nearly twenty billion Humans on the planet. At that point the tipping point had been reached, as the environment began to rapidly degrade. Food production slowed and nearly half of the population starved over the course of a decade. Those who remained belonged primarily to the nations that had solved their population problems long ago and were wealthy enough to provide for their own people. Europe and the Americas did particularly well, while the rest of the world suffered major losses.

In the present day, the world remains densely populated and the environment has a long way to go before it has recovered. The air remains choked with pollutants, the streets in every major city are crowded, and there are still large portions of the world just barely scraping by. Many would leave this planet for others if they could simply afford the ticket off.

While the poor struggle, the rich have reached new heights of excess. They seal themselves off from the common people in mighty towers and expansive estates. They breathe only top-quality filtered air, and they have access to the best technologies, foods, and finery available from throughout the known galaxy.

Humans existed on Earth long before the discovery of faster-than-light travel, and it would continue to exist without it, though it could very easily face



another massive die-off if some way to ramp up food production were not found. Few people from other planets desire a trip to Earth; those who do come are usually here on business.

The government of Earth is a representative democracy with Senators that are elected from every national (or ethnic) region throughout the world. The distribution of representatives is dictated by the one-world government constitutional draft that was ratified centuries ago. The regions that were originally allotted a disproportionate number of Senators have contested redistribution according to population density. While this has led to a great deal of resentment, the over-represented districts hold not only political power, but military power, which has the end result of keeping the poorer nations poor.

The current president of Earth is Muhammed Abdul-Fataah of Palestine, who serves as the Commander In-Chief of the Earth Defense Force, which is based in New York City. This new president is the third to come to power from the once deeply-troubled region of the Middle East, and he has proven to be a popular reformer in the Post-Imperium era.

Igand

UWP: Igland Asteroid City B161485-D As

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Socialist

Population: 47,300

Orbit: Approximately 1.5 Earth years

Notes: Igand is rich in rare and precious metals that are needed for the construction of starships and other high-tech devices. Igand declared itself a free colony upon the collapse of the Stellar Imperium and it has hired a number of mercenary groups to defend it. The planet Lato, which operated the mining facilities during the reign of the Stellar Imperium, has also claimed the asteroid belt as its own and it periodically invades the system with the intent of annexing it.

The government of Igand is a socialist republic. Officials are elected from the various districts within the city serve in parliament. According to the constitution, taxes are heavy and used to ensure that every citizen enjoys a livable lifestyle, regardless of their position within the mining company. Currently presiding over the government is Prime Minister Rachel Rochent. Described by many as authoritarian, she makes an honest effort to shield the people of Igand from harmful societal movements, including unauthorized propaganda. Many dislike their lack of freedoms, and a number of underground revolutionary groups have formed.

The bulk of the asteroid's population is concentrated on Igand City, which was built in the tunnels and chambers of one of the larger rocks. Away from the city, some highly paid contractors live in their own ships and mine asteroids that orbit the sun at great distances away from the city.

Jillara

UWP: Jillara C763420-D Po

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 34,360 kilometers

Planetary Diameter: 10,940 kilometers

Major Industry: Colony

Government Type: Socialist

Population: 46,700

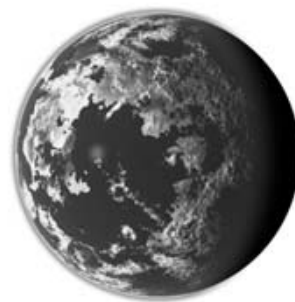
Rotation: 20 hours

Orbit: Approximately 1 Earth year

Notes: Jillara was never intended to be a wondrous land of opportunity for the people who settled there. When the planet was discovered, Earth had decided that it was too arid and would require too much effort to settle. Others knew that it could be done, but what would be the point when there were already more suitable worlds? And so the idea was officially scrapped and Jillara remained untouched until the mid-twenty-sixth century.

Then a disenfranchised family of mostly out-of-work manufacturing employees on Earth won the lottery and purchased a starship. They disliked the corporate exploitation of the people of Earth, so they decided to start a socialist colony on the one world where nobody would care. They informed the Stellar Imperium that they intended to settle Jillara and were rewarded with meager financial backing to try and develop something there. Many people have since decided that they too wanted a way out of the society of the core worlds without having to face the extreme uncertainties of the Frontier Worlds, and settled there.

Every person who lives on Jillara is expected to work in food and housing production unless they happen to be too young, infirm, or old. Education is of paramount importance, and the people are considered white-



collar laborers. They work because they choose to even though they could find a far more comfortable job with one of the corporations elsewhere.

The people of Jillara hardly notice the absence of the Stellar Imperium. They were accustomed to fending for themselves before the collapse, so it was natural to keep doing the same afterwards. The one thing that worries them is that the planet used to rely on Imperium forces to protect it from invaders. They are unable to afford to hire mercenaries for protection, which leaves them in a precarious situation. They must simply hope that no aggressor will decide that their world is worth bothering with. While this strategy has worked so far, many believe that it is just a matter of time before some hostile force takes an interest in them.

Jillara is ruled by a council that is charged with protecting their way of life. Council members are appointed by their predecessors. There are nine seats on the council, and to ensure that councilors act in accordance with their mandate, they can be removed from their positions with a majority vote. This is an important check on power and act as a deterrent to prevent members of the council from modernizing or introducing sweeping changes to the culture of Jillara.

Lato

UWP: Lato C8524D7-D IC In

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 36,730 kilometers

Planetary Diameter: 11,690 kilometers

Major Industry: Precious metals/minerals

Government Type: Theocracy

Population: 50,900

Rotation: 24 hours

Orbit: Approximately 0.5 Earth years

Notes: If it weren't for the precious metals and minerals buried beneath the ice of Lato, this harsh planet would most likely not be worth the time or effort to colonize. As it stands, only those hearty individuals who know how to thrive in the extreme cold choose to stay here for any length of time. Mine work takes place underground, so those workers can mostly avoid the cold, but even they are forced into the hostile climate any time they come and go from work, or wish to travel to other settlements on the planet.

The inhabitants of Lato produce food in enormous subterranean vaults, which are brightly lit during the daytime hours and have heat continually pumped in. Plants and animals are both harvested for food, however, meat sells for a premium price due to the amount of resources needed to raise them.



When the Stellar Imperium fell, a group of religious zealots, who already occupied high managerial positions on Lato, vied for political power. Upon election, they declared that the planet would be run in strict accordance with the teachings of their version of Christianity. As one of the few places in the galaxy where religious law holds sway, many people settled here based on their beliefs alone, regardless of the nature of the work or the harsh climate. Non-Christians are tolerated as long as they refrain from trying to steer people away from "the one true religion" or engage in acts the religious leaders believe are spiritually unclean. Those accused of engaging in a sinful lifestyle are brought in for psychic interrogations and those found guilty are usually either imprisoned or sentenced to death.

The rulers of Lato are a group of senior pastors who create laws based on strict interpretations of Christian scripture. Many view their social decrees as regressive and sometimes ethically repulsive when compared to other worlds. This criticism is often propagandized on Lato as a means of showing how blatantly sinful the rest of galactic civilization is.

Lato seeks to conquer Igand due to the long history they had of managing the asteroid mining in that system.

Sanyth

UWP: Sanyth B233487-C Na

Planet Type: Rocky planet

Equatorial Circumference: 6346 kilometers

Planetary Diameter: 2020 kilometers

Major Industry: Metal/mineral mining

Government Type: Socialist

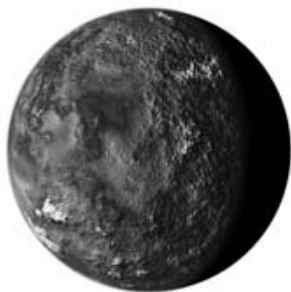
Population: 52,000

Rotation: 32 hours

Orbit: Approximately 3 Earth years

Notes: Sanyth is the outermost of all of the colonies originally settled by Earth. Despite its location, the planet is abundant in precious and exotic metals and most people consider it a wildly successful, even

desirable world. Now that the Stellar Imperium is gone, Sanyth has formed a new government that provides a modest living for the people who live and work there. Because metals have become more difficult to find on the open market over the past five years, Sanyth has tripled its prices and found that their customers remain plentiful. Despite the fact that the planet is now earning a great deal more money than they were before the fall of the Stellar Imperium, this has not translated into an increase in the quality of life for the people who live there. Many have noticed this but are afraid to speak against the government.



Some of the extra money generated by Sanyth is used to employ privateers. As with many planets that mainly produce products for others, Sanyth has a raider problem, which is based at the space station Rover's Beacon in orbit around nearby Teron. Rather than spend the extra money on hiring mercenaries to protect them, they instead decided to turn piracy against itself by allowing raiders to make better money preying upon those who would steal their goods than they would by stealing the goods. The rate they pay for authenticated raider kills varies from privateer to privateer, but the program has been successful to the point where the space around Sanyth has garnered the reputation of being the death of raiders but unusually safe for legitimate business.

Teron

UWP: Teron and Rover's Beacon B067500-B
As Va

Planet Type: Gas giant

Color: Orange and white striped with swirling storms

Equatorial Circumference: 1,177,000 kilometers

Planetary Diameter: 379,700 kilometers

Major Industry: Gas mining

Government Type: Anarchy

Population: 139,800

Rotation: 8 hours

Orbit: Approximately 11 Earth years

Notes: The gas mining on this massive world occurs on nearly a hundred small mining platforms that float

in the upper atmosphere, most of which are owned by different corporations. There is no official government of this world, so it naturally follows that there are no restrictions on who can place mining platforms here.

The people of Teron have an almost tribal culture. Each platform considers itself a small community, and while there is some cooperation between communities, there are also violent disagreements. When diplomacy fails, the preferred method for settling disagreements is tying two individuals together at the wrist and then providing them with knives in their off-hands. Combats sometimes go to the death, but they can also be settled when one of the combatants draws first blood. Many other, less deadly customs are rigidly defined and honored by all natives of the planet, such as bowing and offering a small gift when requesting permission to board a mining platform.

The space station, Rover's Beacon, orbits Teron, and accounts for one hundred thousand members of the planet's present population. This station serves as Teron's spaceport, though it is also an enormously popular trading destination. The station's inhabitants come from nearly every species despite the fact that it is located in Human space. In addition to commerce, this is also a popular location for diplomatic negotiations and it is one of the few great places in known space where people can quietly make themselves disappear, for whatever reasons.



Rover's Beacon is also a known haven for raiders. They feel so safe that they operate openly and many don't even bother attempting to maintain the appearance of having a legitimate line of work. The downside of staying here for any length of time is that their enemies and rivals know where to look for them, and more than one notorious captain has met his demise within the confines of this facility.

See chapter 6 for more information about Rover's Beacon.

Unnir

UWP: C772499-B NI

Planet Type: Terrestrial

Climate: Cold and arid

Equatorial Circumference: 33,900 kilometers

Planetary Diameter: 10,800 kilometers

Major Industry: Penal colony

Government Type: Socialist

Population: 49,550

Rotation: 22 hours

Orbit: Approximately 3 Earth years

Notes: Unnir was settled near the beginning of the Interstellar Concord period as a penal colony. Most planets tried to rehabilitate people, but this approach was found to only work with approximately half of the criminals studied. Those whose crimes were so severe that they would have been executed in bygone ages were unceremoniously dumped onto the main continent of Unnir and left to their own devices. Many died, some became hermits and lived the remainder of their lives alone, but many did eventually come together to create less than harmonious communities.

These days criminals are still brought here when they are deemed unfit to rehabilitate. Now however, the planet's has a functional government that charges a hefty fee for every criminal it accepts. Generations have passed since the planet was originally founded and there are families now who are in as much need of protection as the societies the original inhabitants came from. As a result, the criminals now brought to Unnir are housed in a facility resembling a walled off city-sized apartment complex that is patrolled by a small army of peacekeepers. Weapons are not allowed among the inmate population.

Although hostile forces have never been a problem, escapes have been; a problem that's compounded by the fact there is no longer a governing body patrolling the world. In the past three years there have been twelve escape attempts, half of which have been successful.



Upagra

UWP: Upagra A788547-D Ga Ri

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 33,600 kilometers

Planetary Diameter: 10,690 kilometers

Major Industry: Colony

Government Type: Democracy

Population: 447,200

Rotation: 24 hours

Orbit: Approximately 0.5 Earth years

Notes: Upagra lies a mere fifteen light years from Earth. It was the first terrestrial planet discovered by Humans that could support life, so it was an easy decision to colonize it. Despite the vast range of animal and plant life, Upagra is, on average thirty-five degrees Celsius, making most Earth natives uncomfortable in the heat, particularly near the equatorial regions. This world is known for vast deserts, dense jungles, shallow warm oceans, and a complete lack of icecaps. Snowfall occurs only on the highest mountain peaks.

The coastal regions are popular vacation spots, responsible for generating nearly half of the planet's revenue. Vast air-conditioned facilities that manufacture electronic equipment dot the landscape, and provide most of the rest of the planet's income. Because Upagra is a trendy vacation spot, it is also a popular with criminals and other unsavory elements. The trafficking of illicit substances is big business here, as is the trade of arms. Many crimes that begin on Earth are traced back to Upagra.



The government of Upagra is a democracy, though it is often considered to be such in name only. The leading party is called the Fianids and the remaining political parties are too numerous and small to be serious political competition. The Fianids themselves are notoriously corrupt, keeping much of the wealth generated by the planet for themselves while engaging in lavish lifestyles. The current ruler is President Doldavin, who has served in this capacity for the past twenty-five years despite elections that are held every six years. The president approves all competing candidates, and if one of them were to unexpectedly win the election, he is not in any way opposed to changing election results in his favor.

Relarra Systems

As aquatic beings, the Relarra would have preferred to settle worlds that were mostly ocean so that they could live in their native habitat; however their capitalist tendencies and their ability to create comfortable, functional, and durable environmental suits have made it possible to colonize worlds where they could not otherwise survive. The world of Illamod, in particular, is so hostile that simply not being incinerated there is a testament to Relarran innovation.

During the later days of the Stellar Imperium, the Relarra were one of the first races to rebel. They had, therefore, prepared for the sudden lack of support that would be inevitable once they regained their independence. While some worlds throughout the former Imperium are finding planetary protection difficult, the Relarrans have managed to keep a number of warships in mothballs and, more importantly, out of the civil war against the Stellar Imperium. As a result of their prudence, the Relarrans had resources in reserve that they could use after the fighting had ended and they had to fend for themselves.

The Relarran worlds are non-aligned, though they have made a point to avoid hostility with one another. This agreement leaves them on better footing should some other alien race decide to test their defenses, and it also leaves the door open to possible multi-system alliances, should the need arise. Despite this, they compete against each other economically to a greater degree than the other races.

Etajur

UWP: Etajur C8D9424-D Wa

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 24,335 kilometers

Planetary Diameter: 7,746 kilometers

Major Industry: Colony

Government Type: Democracy

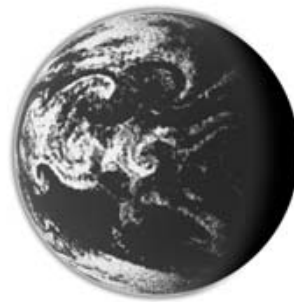
Population: 50,500

Rotation: 30 hours

Orbit: Approximately .5 Earth years

Notes: Slightly cooler than their home planet of Relar, Etajur is a terrestrial planet that, much like their homeworld, is mostly covered in water. Three small continents exist on the planet, upon which some resources are mined, but the majority of the Relarrans live in one of two major cities on the ocean floor. Having claimed independence from their home world of Relar three years ago, the inhabitants of Etajur are notoriously independent and are borderline hostile towards visitors from other worlds.

The Etajur government serves three primary roles: commanding the planetary defense forces,



administering trade — both domestically and abroad — and maintaining a courts system to resolve trade disputes. While these are fairly common functions of most governments, it is notable that Etajur lacks a criminal punishment system. Relarra are reasonably peaceful, but crimes against other Relarra are handled as though they were property disputes. A Relarra who kills another Relarra might be forced to give all of her possessions to the victim's family, or she might be forced to serve that family as a slave. Property crimes are resolved by surrendering an appropriate number of credits or items to the victims. Perpetrators who are unable to pay for damages are usually forced to work off their debt.

Illamod

UWP: Illamod Gas Mining Cluster B0AA470-B Va

Planet Type: Gas giant

Color: Solid orange

Equatorial Circumference: 551,732 kilometers

Planetary Diameter: 175,621 kilometers

Major Industry: Gas mining

Government Type: Anarchy

Population: 50,400

Rotation: 22 hours

Orbit: Approximately .5 Earth year

Notes: Almost a brown dwarf star in its own right, Illamod is what's known as a "Hot Jupiter;" a massive gas giant that orbits its star so close that its clouds glow a deep red color and radiate heat. All gas-processing platforms on this planet must be heat-shielded. Workers rarely leave the confines of their living space, instead the platform employs a small army of worker robots to tend to the maintenance work outside.



Illamod is run by a clan of Relarra called the Ixtlinnin, which originally came to this system as workers. When an industrial accident took the lives of the original command crew, the Ixtlinnin assumed control until the Stellar Imperium could send replacements. Civil war broke out within the Imperium and the Relarran war occupied so many resources that this processing platform was overlooked. Years later, when the Imperium lost control of the Relarran worlds, the family announced that they were the permanent government. Most Relarrans appreciate the work they do, though the truth of the matter is that they do little in terms of administration aside from helping themselves to a large percentage of the profits. Workers and civilians onboard the platform enjoy a condition of lawlessness that would frighten many species, but it is a natural and mostly peaceful existence for the Relarrans.

Pramillo

UWP: Pramillo C721488-D

Planet Type: Terrestrial

Climate: Cold and arid

Equatorial Circumference: 19,642 kilometers

Planetary Diameter: 6,252 kilometers

Major Industry: Precious metals/minerals

Government Type: Socialist

Population: 50,200

Rotation: 24 hours

Orbit: Approximately .5 Earth years

Notes: Pramillo is an uninviting place for Relarrans, who are forced to work in environmental suits in most locations. Because it is far richer in iron and other valuable metals than any other world in their sphere, it is worth the inconvenience and discomfort to populate this world. This planet maintains its own population and government, much like most colony worlds. However, because its primary purpose was originally trade, Pramillo maintains good relations with the other Relarran worlds, sometimes sacrificing its own best interest to do so by offering extremely good rates on the resources they produce. The socialist government ensures that all inhabitants are provided for so that they can maintain a productive, if complacent, work force.



Relar

UWP: Relar A889927-F Hi Ht Ri Wa

Planet Type: Terrestrial

Climate: Warm and humid

Equatorial Circumference: 24,940 kilometers

Planetary Diameter: 7,939 kilometers

Major Industry: Colony

Government Type: Democracy

Population: 2,448,805,000

Rotation: 18 hours

Orbit: Approximately 3 Earth years

Aside from a few small islands, the vast majority of the Relarran's homeworld is a vast ocean. Because of the warm climate and the endless sea full of mostly unintelligent life, this is a popular vacation planet for those seeking rest, waterborne activities and sport fishing. The Relarrans issue fishing permits, allow no dumping of waste into their oceans, and randomly inspect the catches from the visitors to ensure no poaching of off-limits species fish has taken place.



The Relarrans live on the ocean floor in great coral homes. Their settlements are typically found in the more shallow waters, although there are some subspecies that make their home in deeper waters. Subspecies of Relarrans are similar in terms of physical and mental capabilities, though their carapaces sport different shades, sometimes including brightly colored patterns.

Five water-filled space stations orbit Relar and act as planetary defense, starship docking, and trade centers. Guests belonging to other species who visit these stations may request air or methane atmospheres in their quarters for an additional charge when staying here. Guests are actively encouraged to keep an emergency breather with them at all times, but despite these warnings, several deaths occur annually when guests accidentally wander into a water-filled habitat and are not able to escape in time.

Relar's government is a representative democracy, where several clusters of underwater cities elect representatives who meet regularly in a famous underwater structure called the Vron Hittesh. The exterior of this massive structure takes the shape of a

seashell, with one enormous tower sprouting from the center, which breaks the ocean's surface and provides the main council chambers with a view of the sky above.

Tallinite Systems

True to their insectoid nature, Tallinites slowly and methodically, and peacefully, conquered one world after another, building large colonies while taking care not to settle on worlds that were already inhabited by intelligent species. Tallinites tend to cluster in enormous hive-like cities on their colonized worlds, while sending individuals who are uniquely adapted outside of their cities to achieve certain goals. Despite the large number of Tallinites on most of their colonized worlds, evidence of their presence is usually confined to one or two extremely large cities. The obvious exception is their home planet.

Tallinite exoskeletons make them resistant to heat and pressure changes, allowing them to survive in the vacuum of space or the pressure of the upper atmosphere of a gas giant for several minutes before being forced to return to their native environment. This makes Tallinites particularly useful as asteroid and gas miners. The Imperium used to use this species as a source of cheap labor in hydrogen and metals production. They now employ their natural talents to produce these materials for the benefit of themselves.

Tallinites seldom act aggressively against other species, though they often find themselves in conflict with their own kind. Wars between worlds have become common in the past five years; rapid, bloody affairs with massive body counts. Rather than reach peace accords, they fight until one side proves victorious and demands fealty from the defeated world. This situation persists until a strong leader rises on the planet and overthrows their conquerors, or another Tallinite world conquers it. To date, no single world has managed to unify all of the Tallinite worlds; the largest conglomeration consisted of three worlds before falling apart.

All Tallinite worlds are matriarchies that bear some resemblance to bee or ant colonies. Because Tallinites are individuals as well as dedicated colony members, learning, art, music, and writing are all valued. Schools, museums, and concert halls are all part of each Tallinite community.

Although they were part of the Stellar Imperium, many have observed that the fall of the Imperium seems to have had little effect on the Tallinites. They patrol their own space much as they did before the Imperium fell. Their queen provides equally for all members of the society regardless of what task they were bred to perform.

The destabilization of interplanetary trade has primarily manifested in the higher prices they charge for goods and technology. Unlike many other species, Tallinites do not form corporations since all commerce is dictated by the ruling queen.

Akat

UWP: Akat B878831-E Ht In

Planet Type: Terrestrial

Climate: Cold and humid

Equatorial Circumference: 42,920 kilometers

Planetary Diameter: 12,640 kilometers

Major Industry: Manufacturing

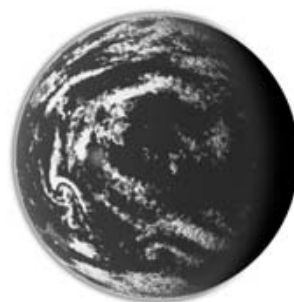
Government Type: Matriarchy

Population: 382,222,400

Rotation: 16 hours

Orbit: Approximately .75 Earth Years

Notes: Akat is a cold, wet world. Its citizens specialize in manufacturing navigational components and life support systems for starships. While most races discovered how to construct these components themselves, the Tallinites produce the most efficient and highest quality systems, which, in turn, generate an amazing amount of commerce for Akat. Two massive colony cities exist in Akat, one located on each of the two Northern continents. The entire world has a reputation for being home to predators that are both large and deadly.



Dantoga

UWP: Dantoga C967831-D

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 40,290 kilometers

Planetary Diameter: 12,840 kilometers

Major Industry: Colony

Government Type: Matriarchy

Population: 451,435,800

Rotation: 40 hours

Orbit: Approximately 3 Earth years

Notes: Dantoga is located farther away from their homeworld than any of the other major Tallinite worlds, and therefore has a larger number of non-Tallinite citizens. The presence of so many other

species creates a number of issues that simply are not major considerations on other Tallinite worlds, such as maintaining order, importing large quantities of food that other species can eat, and making lodging available for species with non-Tallinite biologies. This creates a great deal of business with off-worlders.

Dantoga space is well patrolled, but a great deal of political intrigue takes place as competitors vie to gain lucrative contracts with the queen. This has been known to escalate beyond competition to full-on hostility from time to time, and the queen usually regards such violence as a curiosity rather than a crime. Because Tallinites only kill others within their own communities if they have been born defective, the queen frames these occurrences in much the same way when attempting to understand them; in her mind the slain were deemed by their own species' as defective and were thus eliminated. Several groups have called on her for justice, but this confuses her and often leads her to the conclusion that said groups wish to break off relations with her community, which is something that rarely bothers her because she can usually find other suppliers. Despite these occasional cultural misunderstandings, this remains a lucrative world for off-world traders and most organizations have learned to simply live with the lawlessness that occurs here.



Kanor

UWP: Kanor Mining Cluster C077433-C Va

Planet Type: Gas giant

Color: Brown and white, smoothly banded

Equatorial Circumference: 1,357,000 kilometers

Planetary Diameter: 431,800 kilometers

Major Industry: Gas mining

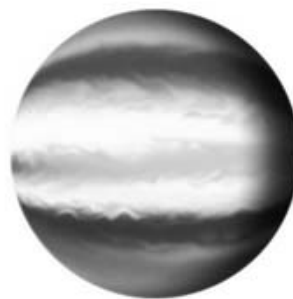
Government Type: Matriarchy

Population: 50,300

Rotation: 20 hours

Orbit: Approximately 22 Earth years

Notes: Like most gas giants, this planet is the site of a dozen gas mining platforms, which suck the hydrogen from the atmosphere and process the hydrogen gas into starship fuel. The population here is small compared to most Tallinite worlds, and all of the individuals here are bred strong so that they can operate heavy equipment.



This world is large for a gas giant, in fact the planet's mass is just under what would be needed to start nuclear fusion and create a star. Numerous habitable moons orbit the planet, though Kanor's queen hasn't yet authorized colonization of these worlds. Some individuals from other races secretly use these moons despite the Queen's objections.

Krazof

UWP: Krazof CA86631-E Ht

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 48,360 kilometers

Planetary Diameter: 15,390 kilometers

Major Industry: Colony

Government Type: Matriarchy

Population: 4,850,600

Rotation: 20 hours

Orbit: Approximately .75 Earth Years

Notes: Krazof was the first world the Tallinites settled purely for the purpose of spreading their species throughout the cosmos. They attempted to duplicate the structure of their homeworld by creating several queens and moving them to different regions of the world. Because it initially did not have the population to support so many communities, the various new queens went to war with one another for control over the offspring the others had created. All but three of the queens were slain in these brutal wars of attrition. The survivors drafted several accords and now rarely experience strife, each running their colonies from different continents. Consequently, Krazof remains fractured, lacking any unifying policies governing offworld visitors, trade levies, and several other minor issues.



Shakhett

UWP: Shakhett Asteroid Colony and Midnight Station
B077433-D As Va

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Matriarchy

Population: 52,100

Rotation: 28 hours

Orbit: Approximately 3 Earth years

Notes: Shakhett is an asteroid mining colony where the Tallinites extract and process several of the durable metals used in starship construction. Shakhett boasts a large space station, which serves as a rest stop for travelers migrating to other parts of the galaxy. Taking it's name for the darkness of this system (the system primary appears as little more than a distant blue jewel), Midnight Station offers a place to disembark, relax, refuel, or even stay for days or weeks at a time.

Sossonu

UWP: Sossonu B553633-D

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 22,190 kilometers

Planetary Diameter: 7,063 kilometers

Major Industry: Colony

Government Type: Matriarchy

Population: 4,920,530

Rotation: 16 hours

Orbit: Approximately .5 Earth years

Notes: One enormous city lies where three rivers intersect on the central continent on Sossonu. The Tallinites settled this planet in order to expand the reach of their species. Since the discovery of the Sangor, it has become a popular stopover world for those coming to and going from that region of space.



Tallin

UWP: Tallin A877931-E Hi Ht

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 36,590 kilometers

Planetary Diameter: 11,650 kilometers

Major Industry: Manufacturing

Government Type: Matriarchy

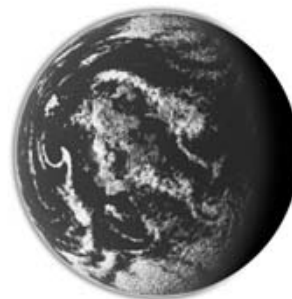
Population: 5,804,314,200

Rotation: 26 hours

Orbit: Approximately .75 Earth Years

Notes: The homeworld of the Tallinites, thirty-two queens rule an estimated five billion individuals. This perpetually cloudy world is a harsh, dangerous place where large vicious predators are commonplace in nearly every rural area. Even the plants are barbed and cause allergic reactions in most species.

Life seems to move at an accelerated pace on Tallin. Old species disappear rapidly, only to be replaced by new species just as quickly. This phenomenon fascinates and attracts geneticists of all races, providing them with an opportunity to watch evolution occur over the course of decades rather than millennia. Many suspect that the need for stability is what drove the Tallinites to take control of their environment and drove technological advancement so quickly.



Welinne

UWP: Welinne Experimental Gas Mining Station
B077431-E Ht

Planet Type: Gas giant

Color: Green and white striped with swirling storms

Equatorial Circumference: 553,200 kilometers

Planetary Diameter: 176,100 kilometers

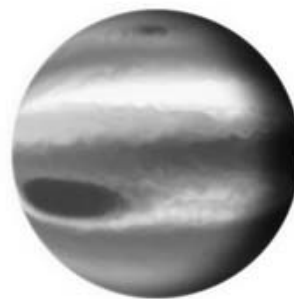
Major Industry: Gas mining

Government Type: Matriarchy

Population: 47,500

Rotation: 16 hours

Orbit: Approximately 8 Earth years



Notes: The storms on Welinne are intense, even for a gas giant. Rather than mine gases from platforms in the upper atmosphere, they use a single orbital platform with an intake apparatus that descends five hundred kilometers down into the planet's atmosphere. Once per year the intake is reeled in and serviced. This method of gas mining is more expensive than using hovering platforms in the upper atmosphere, but it is considerably safer for the workers. The platform on this planet is a prototype, and the Tallinites are trying to find ways to make this technology more affordable so they can sell it on the open market.

Giaeti Systems

Little is known about the Giaeti and even less is known about the planets they call home. The only things the other races do know about the Giaeti is the information they themselves release. The three worlds that are known to belong to them are all gas giants, which many find unusual since most assume that their home planet is terrestrial. On the few occasions that outsiders have been allowed to visit their worlds, ships have been seen taking off and entering the atmospheres of these gas giants but no settlements could be detected. Some have surmised that they do not truly live on these worlds, but instead use some sort of gate technology that lies so deep within the atmospheres of these planets that they are invisible to even the most sensitive scanners. Whatever the truth is, this simply serves to deepen the mystery of the Giaeti.

Codar

UWP: Unknown
Planet Type: Gas giant
Color: Solid purple
Equatorial Circumference: 253,500 kilometers
Planetary Diameter: 80,690 kilometers
Major Industry: Unknown
Government Type: Unknown
Population: Unknown
Rotation: 28 hours
Orbit: Approximately 85 Earth years



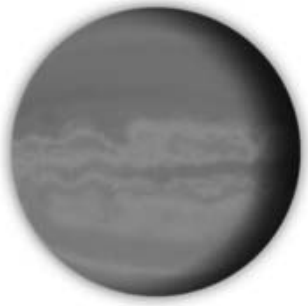
Gia

UWP: Unknown
Planet Type: Gas giant
Color: Solid brown
Equatorial Circumference: 871,600 kilometers
Planetary Diameter: 277,400 kilometers
Major Industry: Unknown
Government Type: Unknown
Population: Unknown
Rotation: 32 hours
Orbit: Approximately 25 Earth years



Hegan

UWP: Unknown
Planet Type: Gas giant
Color: Solid orange
Equatorial Circumference: 718,100 kilometers
Planetary Diameter: 228,600 kilometers
Major Industry: Unknown
Government Type: Unknown
Population: Unknown
Rotation: 40 hours
Orbit: Approximately 9 Earth Years



Sangor Systems

The fall of the Stellar Imperium proved more damaging to the Sangor than the other races. The Imperium had discovered them during their first great push for expansion, and later helped them advance to such an extent that Sangor worlds became wholly dependent upon Imperium assistance. The majority of Sangor

worlds now lie in a state of squalor. Their planets are barely defended, their inhabitants are either out of work or earning such poor wages that it is common to see several families clustered together in small communal dwellings.

Governments vary considerably from one world to the next; most blaming each other for their own poor living conditions. There are frequent calls to unite under a single government, but lacking a mutually agreeable political system, negotiations have been unsuccessful.

Manufacturing and commerce continue despite generally poor conditions. While the Sangor knack for reverse-engineering technology generates some income, their reputation for producing items of poor quality and high rates of failure mean that people only buy their goods when they can afford nothing else. That said, the call for thrift in recent years has brought them a great deal of business, but profit margins are too low to effect an increase in the quality of life for beings living on Sangor worlds.

Many outsiders visit Sangorian space, particularly when conducting business that is illegal on most other worlds. The slave trade, trafficking of illicit substances, and debt avoidance are popular reasons that individuals find their way to these worlds. When someone asks what another person has been doing and that person replies that they've spent time in Sangor space, this is usually the polite way of saying that they've been causing or running from some sort of trouble. The Sangor have laws against such activities, however their extreme pacifist nature creates conditions where the authorities are easily bribed or simply eluded.

Codred

UWP: Codred DF00433-9 De Va

Planet Type: Rocky planet

Equatorial Circumference: 72,840 kilometers

Planetary Diameter: 23,190 kilometers

Major Industry: Metal/mineral mining

Government Type: Monarchy

Population: 52,844

Rotation: 20 hours

Orbit: Approximately .75 Earth Years

Notes: A large, rocky husk with no atmosphere, Codred orbits a white dwarf star. The presence of ancient ruins suggests the world had native life millions of years before the star became a red giant and burned off the atmosphere. It is now an excellent resource for metals of all sorts.

This world is larger than most that species choose to colonize. Codred's gravity is twice that of Earth. When the world was first settled, the Sangor had yet to develop effective anti-gravity technology, so they created a



space elevator to lift the metal they produced into space. Although the Sangor have been producing their own anti-gravity technology for some time now, the space elevator remains in use because it is cheap to maintain.

Codred is ruled by the Grand Almayush of the main city of Terkaanan. He was born into his position and relies on his advisors to make important decisions since he has proven mostly incapable of comprehending complex problems and implementing wise solutions. As a result, advisors are competitive since whichever one can argue the longest and the loudest is normally the one the Almayush sides with. This has led to resentment and plots to eliminate favored advisors. These eliminations have taken the form of both political and literal assassinations. The inhabitants of Codred see the frequent turnover in the Almayush's staff and know that their interests are not being represented, but they choose not to rise up against their leadership because of their passive nature.

Corem

UWP: Corem Gas Mining Platforms D07623-A Va

Planet Type: Gas giant

Color: Orange and white striped

Equatorial Circumference: 1,539,000 kilometers

Planetary Diameter: 489,800 kilometers

Major Industry: Gas mining

Government Type: Democracy

Population: 67,295

Rotation: 20 hours

Orbit: Approximately 35 Earth years

Notes: Two gas-mining platforms exist in Corem's upper atmosphere. These platforms have been in service for a number of years and are notorious for their outdated equipment that keeps breaking down and their high worker mortality rates. Most engineers recommend solving this problem by replacing their pumping equipment, but doing so would cut too deeply into the profits that allow them to continue operations, so they tolerate the situation.

Corem is ruled by a council of eleven, five of which are selected from each mining platform and then one serves as the spokesperson and casts tie-

breaking votes. Most Sangor know that this council is self-serving, even if it rarely crosses the line into corruption. There is frequently talk of reform, but most acknowledge that it will be difficult to overcome the fact that only those who can afford to run a campaign will be elected, ensuring that only the elite will hold office. Others have proposed a new populist form of government, but without exception, the current sitting elected officials have spoken against such a move.



Cuibre

UWP: Cuibre F853593-9 De Po

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 38,740 kilometers

Planetary Diameter: 12,330 kilometers

Major Industry: Precious metals/minerals

Government Type: Socialist

Population: 500,323

Rotation: 36 hours

Orbit: Approximately 3 Earth years

Notes: With its long days and desert climate, it takes a special breed to make a living on this world. Since the major trade here is metal and mineral mining, most find their way here if they cannot tolerate the bleak conditions and lack of atmosphere on Codred.



The government on this world was initially established through a popular vote, but the ruling party has appointed every official since then. To its credit, every

citizen of Cuibre is allotted exactly the same resources by the government, including government officials. Unfortunately, this means that every citizen lives in apartment dwellings that house six Sangor. The only exceptions to this are the ones who have off-world interests. Although they are taxed heavily on their income, many can afford to own their own dwellings.

Sangorlai

UWP: Sangorlai C866971-B Hi Po

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 39,060 kilometers

Planetary Diameter: 12,430 kilometers

Major Industry: Research and development

Government Type: Anarchy

Population: 5,226,367,497

Rotation: 26 hours

Orbit: Approximately 1.5 Earth years

Notes: Sangorlai is the Sangor homeworld. Like most of the Sangor worlds, the economy on Sangorlai is severely depressed. Due to the sheer number of Sangor on the planet, estimates are that nearly a billion are currently homeless. Worse, the Sangor government fell along with the Stellar Imperium, so there is nobody in charge to take care of all the homeless. Fortunately, the Sangor are charitable, almost to a fault, so basic needs such as food and health care are often met.

The lack of central authority makes it especially easy for anyone to hide on this planet. Numerous individuals of all different races come here for exactly that reason. Many take jobs here, and most of the employers make a point of not asking about an individual's past, so long as they show up for work and don't steal from them.



Sangorlai's defenses are effectively nonexistent, which has many worried about the R'Tillek. The few wealthy corporations here are rumored to have warships hidden away somewhere in case of an attack, but many dismiss that as wishful thinking and misplaced trust in big businesses, which have routinely proven themselves untrustworthy.

Yalara

UWP: Yalara Gas Mining Platforms and Station
C067448-B Va

Planet Type: Gas giant

Color: Solid blue

Equatorial Circumference: 374,000 kilometers

Planetary Diameter: 119,100 kilometers

Major Industry: Gas mining

Government Type: Socialist Republic

Population: 17,800

Rotation: 14 hours

Orbit: Approximately 15 Earth years

Notes: Yalara is one of the few worlds that still actually has a relatively high standard of living and hospitable working conditions. The government takes all of the money generated from the sale of gases and reinvests much of it in warships to defend the planet and worker compensation. The two gas mining platforms in the atmosphere here are supported by a space station that lies at the gravitational halfway point between Yalara and its largest moon, Santari. Many of the workers have quarters on the station, working on the mining platform for two or three days and then spending the remainder of their time in the more comfortable quarters aboard the station.

Pakfiquet station is one of the most well-patrolled locations in all of Sangor space. Established laws dictate acceptable conduct, how many outsiders are allowed in, and how long they can stay. Pakfiquet station is a popular stopover point for travelers going to the Frontier Systems and generates a great deal of revenue for the system.

The government of Yalara is socialist republic that is composed of elected officials who make all administrative decisions for the people. The current chief administrator is Yinfarash, a popular Sangor politician who ran on a platform of attracting more outside traders and raising the existing visitor caps. This is expected to increase revenue by billions of credits every year, although it is also expected to increase the crowding and crime.



Zilon

UWP: Zilon C643844-A IC

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 28,720 kilometers

Planetary Diameter: 9,143 kilometers

Major Industry: Colony

Government Type: Socialist

Population: 469,272,709

Rotation: 32 hours

Orbit: Approximately 5 Earth years

Notes: This small frozen world represents the Sangor's attempt to terraform an otherwise hostile world. The five cities on the planet are domed, sitting one hundred and thirty meters above Zilon's frozen surface. Great atmospheric processors have been placed throughout the planet, dumping massive amounts of carbon dioxide into the air in an effort to raise temperatures to the point where the world outside of the domes is hospitable. Temperatures are up by ten degrees, to minus twelve degrees Celsius, which has caused melting along the equator, but the colony has a great deal of work left to do before atmospheric conditions are within a tolerable range. Zilon is the leading importer of liquid CO₂, providing many planets that have pollution problems a guilt-free place to offload the harmful gases that they remove from their atmospheres.



Each of the five cities is densely populated, and the vast majority of the population work in the terraforming industries, or in the service industries that support the numerous departments that are conducting this massive undertaking. This is one world that currently costs more to inhabit than what it generates in revenue, but they overcome this limitation through the donations of thousands of scientific organizations throughout known space. Sangorlai had funded it prior to the collapse of the Imperium, but since the homeworld no longer has a functioning government, Zilon was forced to turn to others for continued funding. The contributing organizations are contractually obligated to continue funding until the expected completion date twenty-five years from now.



Lamogos Systems

The Lamogos are a strict, militaristic people, and their worlds are a testament to this. Symbolism is an important aspect of Lamogos culture. Throughout all of the worlds under their control are impressive monuments, some of which are massive buildings; others are statues of leaders that can be seen from kilometers away.

The Lamogos were one of the two driving powers in the Stellar Imperium, so the fall of the great organization has left them somewhat diminished, though their pride still shines through. Rather than leave any of their worlds unprotected, they allocate funds to ensure that capitol ships are still built, the space lanes are still patrolled, and order is still maintained. Sometimes this strong military protection comes at the cost of the social welfare of the people, but the leadership believes that the people share their priorities and accept it. Nobody dares tell the Lamogos leadership that they are out of touch with what the people truly want.

Much like the Humans, the Lamogos worlds have refused to ally with one another for the simple fact that each believes that they are better off not spending their resources supporting the others unless the allied

worlds agree to their control. Despite the lack of unity, the culture normally remains quite similar from one world to the next even if the governments are different. Some worlds have attempted to coerce other worlds into accepting their leadership, but so far these tactics have simply led to brinksmanship with the aggressor ultimately backing down.

Dramont

UWP: Dramont Asteroid Stations B0674B8-C
As Va

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Fascist dictatorship

Population: 47,400

Orbit: Approximately 3 Earth Years

Notes: Dramont is a major source of metals in the Lamogos worlds. Four medium sized space stations are set up as a bases, each spaced evenly throughout the asteroid belt. The Lamogos oversee the operations, though they have “enlisted” the aid of some of the other species to do the actual work. Their workforce is paid, though not well, and they may return to their homeworlds after they have served for a year or become too injured to continue working; whichever comes first. Two small habitable worlds exist in this

system, and though the Lamogos have not yet fully settled them, they do have bases on each to ensure that no other groups attempt to claim them.

Dramont is ruled by General Kataar, who commands this planet's small fleet of ships. Most of the planet's population serves the military in active or reserve forces, so the majority of the social services are dispensed through the military. Kataar has very little compassion for the weak or ailing, so if they cannot be found jobs, he tries to find the most painless and least costly way to end their lives.

Gantir

UWP: Gantir Gas Mining Station C0674A9-D
Va

Planet Type: Gas giant

Color: Yellow and white striped with swirling storms

Equatorial Circumference: 1,378,000 kilometers

Planetary Diameter: 438,500 kilometers

Major Industry: Gas mining

Government Type: Fascist dictatorship

Population: 50,400

Rotation: 12 hours

Orbit: Approximately 11 Earth years

Notes: This gas mining facility is run with an iron fist by a former Imperium general, Sek Mallorn, who was reassigned here during the ill-fated wars against the R'Tillek. Mallorn still believes that had he been allowed to continue the war as he had been running it, they would have ultimately been successful. Instead, he was placed in charge of a mining facility he cared little about. When the Imperium fell, he was unable to return to his homeworld of Dorang, and he could not leave this place without also leaving behind any amount of authority he still possessed, so he continues to run this facility in spite of the fact that he despises every day he remains. His dislike of his situation has not stopped him from decorating his quarters with massive paintings and murals while posting his visage in every possible location throughout the gas-mining platform.



Lamog

UWP: Lamog A766997-E Ca Hi Ht

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 31,450 kilometers

Planetary Diameter: 10,020 kilometers

Major Industry: Homeworld

Government Type: Socialist

Population: 3,990,330,500

Rotation: 26 hours

Orbit: Approximately 1 Earth year

Notes: The brilliant blue orb hangs in the sky as it always has for the Lamogos, yet they know the limitations of the life cycle of their star. They know that the same factor that gave them their blue skin will one day in the not-too-distant future be the very agent that cleanses life from their entire world. Many pin the hope of their survival as a species on the colonization of other worlds, yet the vast majority of the total Lamogos population remains on Lamog. Worse, the worlds they did settle have since declared independence from them.



Lamog is the homeworld of the Lamogos. Unlike Earth, Lamog is neither polluted nor overpopulated. This planet is able to comfortably provide for its nearly four billion people. The air, rivers, and oceans are pristine; a feat that required a great deal of cleanup a mere two hundred years ago. Before that, it was nearly as polluted as the Earth.

The government of Lamog is socialist. Although every citizen's basic needs are provided for, there is an enormous gulf between the lifestyles of those who are in power and the commoners. Those in power live in lavish estates or at the top of massive towers while ordinary workers might own small homes or live crammed together in apartments. The current Premier of Lamog is Makkil Forrent.

Lamog's primary military organization is the Lamogos Star Navy, which provides for planetary defense as well as serving its interests abroad. While remaining loyal to the planet's government, military commanders



and starship captains frequently pursue their own interests on remote worlds, sometimes going so far as to establish small military fiefdoms that are maintained with the Star Navy's budget. For the inhabitants of many worlds, the sight of Lamog's distinctive black armored soldiers patrolling the streets and conducting raids against resistance cells is an unwelcome reality that they must live with.

Some of the great monuments of this world include the massive statue of the Shillock Fillkirk, the first President of Lamog; the city of New Hurin, which was rebuilt after the war with Earth to be a marvel of architecture that includes the tallest buildings on the planet; the pinnacle of Montos, which is a stone column that starts on the ground and comes to a point outside of the planet's atmosphere.

Many scientists marvel at the fact that life has had the opportunity to become as complex as the Lamogos in the time that evolution has had to work there. Then scientists found one fossil that carbon dated several

billion years older than the blue giant it orbited, creating a perplexing mystery for those trying to understand how life developed here. Blue giant stars are among the least likely to harbor life. The theory that many now accept as fact suggests life originally evolved on this planet when it was in orbit around a smaller yellow star. Eventually the yellow star ran out of fuel and died. Evolution halted in its tracks and the dead world drifted out of the star's orbit. Perhaps a roving black hole passed by and threw the planet away from the system, or perhaps the blue giant Lamog now orbits swallowed the remains of the old sun whole. Whatever way have happened, life restarted from the most basic organisms that remained alive at the bottom of the planet's frozen oceans and restarted the evolutionary process. Fortunately the planet is far enough away from the blue star that the overwhelming heat it produces is not yet life-threatening. Yet The Lamogos believe that if they don't find a new home soon, the vast majority of their people will die when the star goes supernova.

Lanti

UWP: Lanti C8E4587-C IC

Planet Type: Terrestrial

Climate: Cold and arid

Equatorial Circumference: 39,940 kilometers

Planetary Diameter: 12,710 kilometers

Major Industry: Colony

Government Type: Socialist

Population: 497,000

Rotation: 24 hours

Orbit: Approximately 1.5 Earth years

Notes: Lanti was one of the first habitable terrestrial worlds the Lamogos discovered, and the people insisted that they colonize it immediately despite the planet's harsh climate. Although the planet does have a green zone at the equator, the majority of the planet is locked in ice. Life survives in the green belt despite the sub-freezing temperatures that persist for half of the year. The Lamogos are able to use these species for food and the plant life makes good building material, but working for prolonged periods in these conditions is a difficult prospect at best.

A hardy and proud people, the Lamogos have remained on this planet through sheer force of will. Most volunteer for military service as soon as they are of suitable age (sixteen Earth years) in hopes that they will be assigned to starship duty, which places them in a more comfortable environment.

He Lanti government consists of a cabinet of elected officials who are appointed by their Premier. Their current leader is an elder politician named Fallin Pel, who is one of the most civic-minded Lamogos politicians serving in any office on any world. He is sincere and always seeks the most peaceful and pragmatic solution to any problems that arise. Pel will likely hold his position until he becomes too old and infirm to continue serving, at which time the need for a replacement will cause a power struggle among the current advisors.



Netalla

UWP: Netalla B866846-D Ga

Planet Type: Terrestrial

Climate: Earth Normal

Equatorial Circumference: 39,940 kilometers

Planetary Diameter: 12,330 kilometers

Major Industry: Manufacturing

Government Type: Democracy

Population: 512,237,500

Rotation: 22 hours

Orbit: Approximately .5 Earth years

Notes: Many consider Netalla the best possible world for the population of Lamog to migrate once the need arises. The citizens of Netalla have other ideas, however. Having colonized and developed this world, the last thing they want is billions of refugees seeking shelter and despoiling their world. Both the governments of Netalla and Lamog have come to the agreement that because there is no indication that the blue giant star Lamog orbits will undergo drastic changes at any time in the immediate future, there is no reason to rush the process of relocation. Despite this, the scientists of Lamog warn that their star could become unstable at any time, whether that happens to be in two million years, a few hundred years, or a couple days. They feel that plans should be made to leave the system well before time runs out.



Since settling this world approximately a hundred years ago, care has been taken to keep it in the same pristine condition in which they found it. The welfare of the plant and animal species are meticulously monitored to ensure that Lamogos presence on this world does not eliminate or endanger any indigenous species, despite their presence.

Architecture tends to reflect more of a functional approach rather than the traditional Lamogos symbolic approach. They do have a number of impressive monuments, but state-approved artistic expression is not a driving motivator behind their designs like it is on other Lamogos worlds. Many criticize that this approach is due to the greater Human influence during the days of the Stellar Imperium.

Netalla's government is a democratic republic consisting of elected officials who serve for terms of varying lengths. At the head of the government is the president, who acts as the primary statesman, signs bills into law, and holds the power to declare war. The Lamogos currently holding this position is Etella Gkant, the heiress to a large fortune accumulated during the heady days of the Imperium. She has proven to be a wise and shrewd leader, though many of the middle-class feel that she has no interest in helping anybody other than the elite.

Ramod

UWP: Ramod D642426-C IC

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 27,220 kilometers

Planetary Diameter: 8,663 kilometers

Major Industry: Colony

Government Type: Democracy

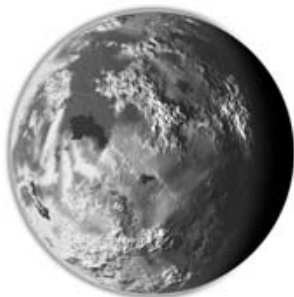
Population: 49,620

Rotation: 20 hours

Orbit: Approximately .5 Earth years

Notes: Ramod is similar to Lanti except that the environment is even more hostile to life and they discovered it much later than the other world. Much like Lanti, there was an outcry among the people that it must be colonized because they don't know how long their homeworld has before their star goes supernova, yet, upon their arrival at Ramod, they found life difficult at best.

One key factor that has kept the Lamogos at Ramod despite the discovery of more habitable worlds is the fact that it is rich in gems and other precious minerals. Much of the population spends a great deal of their time underground, but it has led to a lifestyle that exceeds what can usually be expected from such bleak surroundings. The destruction of the Stellar Imperium has had an impact on exports of minerals as other worlds have scaled back on their luxury. Despite these economic setbacks, they sell enough to continue importing a modest amount of food, fuel, and other goods. Additionally, the government provides enough financial relief for people to keep the heat on and their stomachs full.



Due to the relatively low population of Ramod, the government is rather informal. The people still vote on their leaders, but they have no constitution dictating the rights of the people or the responsibility of government. Elected officials travel to the various settlements of the planet quite often so that they can meet with the people who live there and get an accurate feel for their concerns. Also due to the small number of people, the planet has only a small fleet of fighters that can be launched from the ground to defend it.

Sarodar

UWP: Sarodar Gas Mining Platforms C0675D9-D Va

Planet Type: Gas giant

Color: Blue and white striped with swirling storms

Equatorial Circumference: 733,900 kilometers

Planetary Diameter: 233,600 kilometers

Major Industry: Gas mining

Government Type: Theocracy

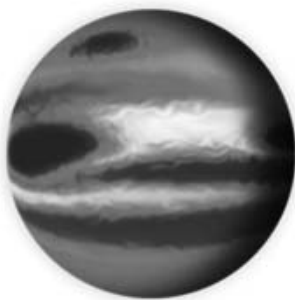
Population: 600,103

Rotation: 16 hours

Orbit: Approximately 3 Earth years

Notes: Sarodar is a key gas-mining world in Lamogos space; however, it was settled by a group of religious zealots who leverage their standing as the only fuel-producing world in Lamogos space for the political gain of their order. Their religion, Exinorism, is one of several mainstream religions that originated on Lamog; however, they have always been associated with their politically motivated strong-arm tactics and sometimes-outright terrorism. Recently they have taken credit for the destruction of a destroyer that was operated by the Guardians of the Light after one of the Lamogos leaders of that organization commented publicly on the fact that he saw the religion as false, exclusionary, and evil at its core.

The Exinorists believe in an all-powerful deity named Exin who created the universe and all life within it. Exin's holy texts warn that the Lamogos will only be the favored people if they follow his teachings precisely. This religion predates faster-than-light travel and the discovery of alien life, so many believe that this validates the religion's core tenets. Consequently, the faithful have become even more committed to their beliefs and more hostile against those who speak out against it. Hydrogen sells for special discounted rates to representatives of groups that support the Exinorist religion, either financially or through public statements of support, while those who take a more neutral stance are charged a premium rate that exceeds market value by twenty to thirty percent. Those affiliated with groups that oppose Exinorism are denied the ability to buy directly from them.



The mining platforms in Sarodar's upper atmosphere have been expanded to accommodate all of the followers who have flocked to this location. They are allowed to stay, though they are required to prove that they have wealth so that they can pay for their lodging, food, and the other resources that they will require.

The head of this Exinorist community is a charismatic speaker named Faughn Rukt, who has increased the rhetoric of condemnation against every faith other than their own. Rukt believes that the Exinorists will one day win the popular support of the people of Lamog, who will one day welcome them as righteous leaders. The establishment of the theocracy is the only final solution that Rukt considers acceptable, and he is supported by roughly twenty percent of the Lamogos living on Lamog. Many consider him extremely dangerous because of the amount of political clout he has managed to establish on other worlds.

Ziолond

UWP: Ziолond C885447-C

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 38,390 kilometers

Planetary Diameter: 12,220 kilometers

Major Industry: Precious metals/minerals

Government Type: Democracy

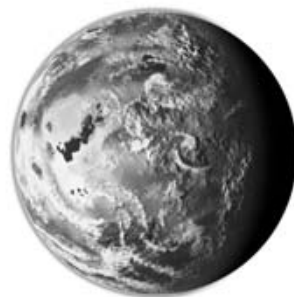
Population: 54,129

Rotation: 22 hours

Orbit: Approximately 1 Earth year

Notes: This mining world is best known for heat that pushes the boundaries of what an individual can reasonably tolerate. Violent storms are a near-daily occurrence all across Ziолond. Like many of the other worlds in Lamogos space, the people of Ziолond pride themselves for their toughness. Unlike the colder worlds, no one on Lamog has ever been under the illusion that this world would be a good candidate for relocation. Most people live on Ziолond either because they were born on the planet or need the work bad enough that they are willing to tolerate the heat. Other settlers come here because they have found themselves in trouble on other worlds and came here to get away without leaving Lamogos space entirely.

The government on Ziолond is a true democracy. There are no elected officials, though there are a few low-level administrators. Every issue is put to a vote and a fifty-five percent majority is required for any measure to pass.



Former Stellar Imperium Core Systems

The Stellar Imperium core worlds consisted of three planets, all of which were once heavily populated but now lie in ruins. What was once a hub of activity is now only visited by scavengers, who pick at the carcasses of these dead worlds.

Dorang

UWP: X654000-0

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 29,610 kilometers

Planetary Diameter: 9510 kilometers

Major Industry: Ruins

Government Type: Anarchy

Population: 0

Rotation: 18 hours

Orbit: Approximately 2 Earth years

Notes: Once the site of the Imperium's shipyards, Dorang is known for a ring of industrial debris encircling the planet. Initially scavengers came to this world looking for salvageable wreckage of Imperium class capitol ships, but the destruction was complete. The same cannot be said of the remains of the cities on the surface. While the world was depopulated, many structures remain more or less intact and there is a wealth of goods to be recovered. The largest obstacle to would-be treasure hunters is that the planet's wildlife has overrun the cities and dangerous predators now control the ruins. An abundance of lethal security systems also remain in place at research and development facilities, vaults, and military storage areas. These active systems still protect these facilities with lethal force.



The same wildlife that poses a danger is also responsible for a recently discovered threat. Among the heavy vegetation of the forests was a virus that had lain dormant and undiscovered by the planet's inhabitants. When the R'Tillek infected the planet with the same viral biological agents that killed all intelligent life on the other planets, the native virus combined with it and created a mutant hybrid strain. Most of those infected by the R'Tillek's attack died, but a small number of individuals in most communities survived, becoming mutated mentally and physically to such an extent that they no longer behave rationally. These mutants live in subterranean caves and bunkers surviving off of the fresh carcasses of wildlife and the remains of the civilization that once prospered there. The mutants savagely attack anyone they encounter.

Hagenti

UWP: X769000-0

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 38,390 kilometers

Planetary Diameter: 12,220 kilometers

Major Industry: Ruins

Government Type: Anarchy

Population: 0

Rotation: 20 hours

Orbit: Approximately .75 Earth Years

Notes: The one-time capital of the Stellar Imperium, Hagenti boasted a population of over eight billion people. Now, much like Dorang, the planet lies in ruins, which are mostly intact due to the use of biological weapons. Unlike the other planet, however, the wildlife was never a real threat to the populace. Instead, a hazard just as dangerous lurks. The inhabitants of the planet were once pampered by an army of robotic servants; their numbers greater than on any other civilized world. The biological agents had no effect upon the robots, however, isolation and a lack of maintenance has caused many of these machines to malfunction in ways that have proven dangerous to those who explore the wreckage. Many of the people who visit Hagenti are haunted by the sheer number of desiccated corpses that lie scattered in the streets throughout the planet. Some of the malfunctioning robots have arranged the bodies in chairs or other

places where they would have been in life, and then surrounded them with objects that they might have found useful such as glasses full of various beverages, food that has long since molded and decayed, books, and gadgets. Those family pets that managed to escape the houses after the owners died have since gone wild and formed packs; their rapidly increasing numbers creating a minor hazard for those who come to Hagenti in search of easy money.



Piresega

UWP: X757300-0

Planet Type: Terrestrial

Climate: Uncomfortably hot

Equatorial Circumference: 41,040 kilometers

Planetary Diameter: 11,530 kilometers

Major Industry: Ruins

Government Type: Anarchy

Population: 0

Rotation: 24 hours

Orbit: Approximately 1.5 Earth years

Notes: The first world to fall to the R'Tillek, Piresega was the least populated of the three Imperium Core wWrlds. Regardless of the limited potential for plunder, some venture to Piresega to pick through the ruins anyway. Recently, however, the planet has begun to serve another purpose. Since very few groups are taking an active interest in this world, Piresega has become attractive to individuals and organizations that would prefer to remain hidden. The actual number of people inhabiting this world is presently unknown since none of the inhabitants are interested in reporting their whereabouts.



Frontier Systems

Many come to the frontier because their untamed reputation, which has become romanticized on many of the core worlds. What they find here are rugged, barely developed worlds where survival can be a struggle. Other worlds that were colonized by the Stellar Imperium had government resources to help cope with the dangers, but the Frontier Systems were only beginning the process of development when the Stellar Imperium fell. Resources are scarce and the ability to deal with threats is practically nonexistent. Entire settlements are sometimes wiped out with little warning because of previously unforeseen dangers, like disease, previously unknown lifeforms, or hazards from space. Those who live on the frontier must rely on their own wits and ingenuity.

Many who relocate here do so because they belong to organizations that are not widely accepted in the core worlds and they seek to find places where they can operate without interference. Many militant organizations find safe harbors here where they can run training camps without notice.

Despite the harsh conditions, most races are interested in settling this region of space. The Lamogos still seek a new world to settle. Humans are interested in expanding commerce into this area. The Tallinites seek to maintain a presence out here for no reason other than that they wish to maintain their status as a major power. Other races are not as focused with their interests, but many individuals have made their way out here nonetheless.

Since most of the Frontier Systems have relatively small populations and an even smaller corporate presence, there is a great deal of work for privately-owned freighters. A man, a ship, and some hired hands could make a lucrative living transporting passengers and supplies from one world to the next. Establishing a good reputation among the various people one has dealings with is vital; a cargo hauler who starts cheating their clients would soon not only find themselves hard pressed for jobs, but also hunted by assassins and bounty hunters.

Chersi

UWP: Chersi Gas Mining Platforms C067425-9
Va

Planet Type: Gas giant

Color: Purple and white striped with swirling storms

Equatorial Circumference: 116,900 kilometers

Planetary Diameter: 37,220 kilometers

Major Industry: Gas mining

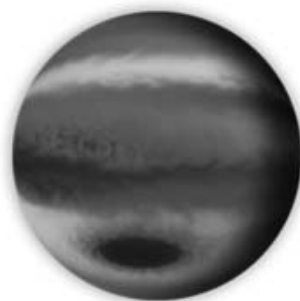
Government Type: Democracy

Population: 46,900

Rotation: 16 hours

Orbit: Approximately 1 Earth year

Notes: While Chersi is inhabited by a variety of people, the primary cultures are Human and Lamogos. A small but growing population of Tallinites also call this world home. Chersi is relatively small compared to many of the worlds chosen for gas-mining. It is rich in hydrogen and it is extremely efficient — the smaller size requires the anti-gravity generators supporting the mining platforms to expend less energy. Many gas miners consider this an easy world to work, so it is a popular destination for those who don't mind being so far away from the core worlds.



Due to the greater efficiency and the most modern equipment in use on this world, it is one of the more profitable fuel-producing worlds in known space. The wealth of credits are largely absorbed by the shareholders of the Frontier Hydrogen Corporation, but the workers here enjoy higher wages than those on most other gas-mining worlds. The government, likewise, faces few challenges, though this system is a popular target for raiders. Chersi employs mercenaries to provide for their defense.

Dranya

UWP: Dranya D622449-E Ht Na

Planet Type: Terrestrial

Climate: Mostly frozen

Equatorial Circumference: 28,970 kilometers

Planetary Diameter: 9,222 kilometers

Major Industry: Research and development

Government Type: Democracy

Population: 52,038

Rotation: 16 hours

Orbit: Approximately 1 Earth year

Notes: Dranya is a world of snow and ice, which seems immune to melt-offs, or seasons of any kind. The atmosphere is breathable, but barely tolerable to most species because of the extreme cold. The most complex life on this planet is bacteria, which is what produced the oxygen — nitrogen atmosphere millions of years ago. The vast majority of the population of Dranya is located in the domed city of Hope, where the most common industry is the research and development of new and more devastating energy weapons for a variety of purposes.



Dranya's government is a democracy in name only. The Wintic Corporation owns the industry on this planet and it funds only candidates that share their goals and priorities. In fact, the corporation would likely take direct control over the entire world if not for the fact that it considers providing for the populace to be a total waste of resources. They feel that it is better to have people fund such things with the money they are paid in wages.

Eisui

UWP: Eisui D659483-A Wa

Planet Type: Terrestrial

Climate: Warm and humid

Equatorial Circumference: 30,120 kilometers

Planetary Diameter: 9,588 kilometers

Major Industry: Manufacturing

Government Type: Socialist

Population: 48,628

Rotation: 26 hours

Orbit: Approximately 1 Earth year

Notes: Inhabited almost entirely by Humans and Relarrans, this world is mostly water, with land-masses making up approximately ten percent of the planet's total surface. Relarrans live in the oceans and manufacture several items that are useful to the other Frontier Systems, such as agricultural equipment, small and medium ground transport vehicles, and personal electronic devices. Most Humans fish as their primary occupation; the vast majority of their catch is then exported to other worlds. An uneasy peace exists between the Relarra and the Humans, though it is well known that the Relarra feel that the oceans are being overfished. Some suspect that these tensions will rise as the Humans attempt to increase their harvest sizes in an effort to be more profitable.



The government on this planet is small and ineffectual. It is composed of a council of twenty and has an equal number of Humans and Relarrans. Despite their attempt at government, only the most rudimentary legal system has been established and it is rife with corruption. Taxes are only two percent, which leaves the government with so little funding that it is unable to provide for the welfare of the people, though it does try. Most money collected is redistributed to provide food for the impoverished.

Faula

UWP: Faula B766743-C Ga In

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 31,930 kilometers

Planetary Diameter: 10,160 kilometers

Major Industry: Colony

Government Type: Democracy

Population: 46,960,432

Rotation: 26 hours

Orbit: Approximately 1.5 Earth years

Notes: Faula is one of the two worlds in the Frontier Systems large enough to support multiple industries and manufacture numerous different types of items that are used by that planet and exported throughout this region of space. It is inhabited primarily by Lamogos and Tallinites, though a good racial mix of the other major and minor species also exists here. Most groups coexist peacefully.



The Faula spaceport is located on the surface, and it has a rough-and-tumble reputation. Merchants and fugitives are commonplace, and it is said that there are just as many shady business dealings taking place as there are legitimate ones. Docking is available for small and medium size ships, though there is a small port-controlled space station in orbit for larger ships. Shuttles are readily available to ferry passengers back and forth between the planet and the station.

The government of Faula is a corrupt democracy that has had the same political party in power for the past thirty years. The Foundationist party is dominant and the sitting officials funnel tax money into it to

ensure that they can out-spend their opponents during elections. They also conduct the election process, which means that they have the power to simply ignore any results that would leave them out of power. The citizens are aware of this corruption but have been met with overwhelming force when they attempt to push for reform.

Jiora

UWP: Jiora F863585-B Ag

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 35,440 kilometers

Planetary Diameter: 11,280 kilometers

Major Industry: Research and development

Government Type: Socialist

Population: 585,065

Rotation: 36 hours

Orbit: Approximately .5 Earth years

Notes: This world is occupied primarily by Tallinites who research and develop new crops that grow in desert climates. They hope to make breakthroughs here that will benefit not only Jiora, but also other desert worlds in the core systems as well. The agro-research has had an ancillary benefit; a massive surplus of food that they are constantly selling to other worlds. They typically employ private freighters to move this product off world.



In addition to agriculture, Jiora is also attempting to break into other industries. Several companies are attempting to reproduce existing technologies by taking products that had originally been reverse-engineered by the Sangor, and then improving upon their designs to increase overall quality and reliability. Their efforts are beginning to produce positive results, which in turn is starting to produce alternate-branded devices onto the market, usually for lower prices than the original products.

Jiran

UWP: Jiran FA874B3-9 Ga Ag

Planet Type: Terrestrial

Climate: Earth normal

Equatorial Circumference: 46,660 kilometers

Planetary Diameter: 14,850 kilometers

Major Industry: Colony

Government Type: Fascist dictatorship

Population: 54,248

Rotation: 40 hours

Orbit: Approximately 1 Earth year

Notes: This world is primarily inhabited by Humans and is devoted to food production via traditional agrofarms. There is one small trading town called Dusty Maines, which lies on the Southern continent. Otherwise, the majority of the people here own massive farms where they grow crops and raise livestock. The rural nature of this world makes it fairly unruly, with no shortage of shady characters taking advantage of farm owners, stealing livestock, and engaging in outright theft. There are those who seek to restore order and bring criminals to justice, but they are few and far between, and most of them have earned a number of enemies.



Jiran is led by a Human former Imperium military commander named Kyle Lander. He makes all decisions pertaining to the governing of the planet unilaterally and he surrounds himself with people who agree with him and help keep him in power. Some of the population of Jiran considers Lander to be a protector, but there are a number of others who see him as uncaring and ideologically motivated, repressing anyone who holds different beliefs than he does. There have been a few attempts to overthrow him, but they have ended when Lander employed brutal force against the people involved and those close to them.

Miakar

UWP: Miakar Asteroid Mining Colonies

D067400-A As Va

Planet Type: Asteroid Belt

Major Industry: Metal/mineral mining

Government Type: Anarchy

Population: 47,320

Orbit: Approximately 1 Earth year

Notes: Unlike many asteroid belts in the core worlds, Miakar is primarily mined by individuals who are in business for themselves. A small space station, referred to as Metalsmeet, serves as a trading post where

miners sell their goods. Because of the complete lack of government, it is a dangerous place to do business, where miners must frequently defend themselves against those who would take their cargo by force. To defend themselves, one group of miners has formed a conglomerate called the Miner's Defense Organization (MDO), which ensures that all members are well-armed. It hires mercenary forces to deal with larger threats.

Nyara

UWP: Nyara Gas Mining Platform D0674A9-9
Va

Planet Type: Gas giant

Color: Purple and white striped with swirling storms

Equatorial Circumference: 260,700 kilometers

Planetary Diameter: 83,000 kilometers

Major Industry: Gas mining

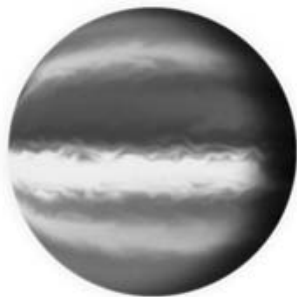
Government Type: Fascist dictatorship

Population: 28,121

Rotation: 26 hours

Orbit: Approximately 1 Earth year

Notes: This gas giant orbits an enormous giant star that looms red in the distance. The gas-mining platform is run by a ruthless Human dictator, Randall Kim, who operates this facility with a minimal staff that he overworks and underpays. The platform is privately owned, and because there is no higher authority in this system than Randall, he serves as both boss and system administrator. Many wish to leave his "employ" but find it impossible to do so. Randall periodically makes examples out of dissenters by tossing them from the platform without protective gear. These executions are carried out in front of his frightened workforce and he usually ends them by asking if anyone else wants to quit before sending them back to work. A secret, organized resistance seeks to overthrow Randall Kim, but they move slowly for fear of being exposed.



Ocara

UWP: Ocara F8784A7-9 Po

Planet Type: Terrestrial

Climate: Cold and humid

Equatorial Circumference: 36,310 kilometers

Planetary Diameter: 11,560 kilometers

Major Industry: Colony

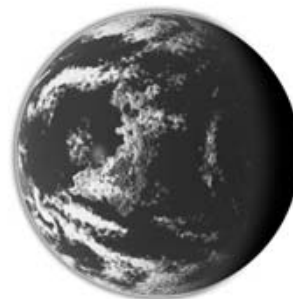
Government Type: Fascist dictatorship

Population: 45,891

Rotation: 34 hours

Orbit: Approximately 1 Earth year

Notes: The Lamogos "sheriff" Hallag Mun considers himself a kind benefactor of this frontier world, and compared to many, he is exactly that. He doesn't invoke larger than life symbols to make sure everyone knows who is in charge, nor does he work people to death or create a lot of restrictive or invasive laws. His folly is that he is the single source of law on this world, serving as judge, jury, and executioner. Nobody can accuse him of not carefully weighing a case before carrying out a sentence, but new facts have come to light in a few cases, proving that people have been put to death despite the fact that they were innocent of the crimes for which they were charged.



The primary settlement is a small city called Shallamin, which is populated equally by Humans and Lamogos, with a few individuals from other species present but not comprising a large portion of the population. Ocara imports a great deal of food and goods but exports very little, so the trade deficit is a major concern of many living there.

Pratilla

UWP: Pratilla Mining Platform B067401-B Va

Planet Type: Gas giant

Color: Brown and white, smoothly banded

Equatorial Circumference: 413,400 kilometers

Planetary Diameter: 131,600 kilometers

Major Industry: Gas mining

Government Type: Anarchy

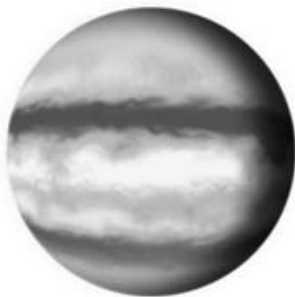
Population: 47,300

Rotation: 20 hours

Orbit: Approximately .5 Earth years

Notes: This large gas-mining platform's population is made up of roughly equal numbers of all the major races. It was under the control of a ruthless Earth-based corporation immediately following the collapse of the Stellar Imperium, but the workers rose up, overthrew their bosses and took control. Open hostility between the former owners and the workers has erupted, leading to a series of battles in this system.

By all rights the planet should have been overpowered long ago, but a Human mercenary company called The Valkyries, under the command of Captain Joel Shinter, has taken a personal interest in protecting the freedom of this world. Many know that the truth of the matter is that Joel is a disgruntled former employee of the corporation, and enjoys his opportunity to wreak havoc on their business interests. They have been offering their protection for a nominal fee and all of the liquid hydrogen they can carry.



There is still no government or organization in place to replace their corporate masters and order has been rapidly breaking down. Many workers have decided to set their own shifts while others have fled, making it difficult for the workers to accomplish their tasks efficiently. Some worry that the entire platform is in danger of catastrophic failure since safety protocols are not being followed. Petty crime and violence is also on the rise and there is no law enforcement here to keep the peace.

Yseth

UWP: Yseth B865985-B Hi

Planet Type: Terrestrial

Climate: Warm and arid

Equatorial Circumference: 38,070 kilometers

Planetary Diameter: 12,120 kilometers

Major Industry: Colony

Government Type: Socialist

Population: 1,500,831,069

Rotation: 22 hours

Orbit: Approximately .5 Earth years

Notes: This colony was once considered the single most successful world among the Frontier Systems because of its large population alone. When it was supported by the Stellar Imperium, it was able to produce a large variety of consumer goods cheaply, which were then exported to the core worlds. After the fall of the Imperium, the costs associated with supplying them with raw materials, coupled with the costs of transportation have caused the failure of many of the industries producing these items. This has led to a great deal of unemployment. What started out as a free market society was forced to embrace socialism simply to keep massive numbers of people from starving to death. As it stands, the population of this world is shrinking rapidly as people leave here in hopes of finding a better life elsewhere.



CHARACTER OPTIONS

"When the legend becomes fact, print the legend."
— Old Earth Adage

Backgrounds

The available backgrounds in the *Reign of Discordia* setting are the alien races that are available for play. Note that there are other lesser alien races and subspecies of the primary races in the setting that are not detailed in this book. Because those races have little effect on the big picture of the setting, they are mentioned only in passing and not fully developed here. If a player wishes to run a character of this type, future setting books may detail them, but the Narrator is encouraged to allow alien beings from other sources. This setting is intended to be open enough to allow the adoption of other races from other compatible gaming books and setting. One suggestion of this would be to start with *Traveller* races, but since *Reign of Discordia* is a completely different setting, modify their appearance somewhat and change their backgrounds, setting specific information, and homeworlds.

Human

The presentation of the history and background information in this book is Human-centric, providing an easily accessible baseline for the overview of this setting. The presence of Humans in the interstellar society has shaped events just as much or more than the other major races, and their impact is felt on every inhabited world of every known system.

Physical Appearance: Humans have two legs, two arms, a torso containing most of their vital organs, and a head that contains their greatest concentration of sensory organs as well as the brain. Skin tone ranges from light with blond or brown hair, to brown, and dark brown, usually with dark, sometimes curly or wavy hair.

Communication: Humans communicate with each other primarily through vocalization, though the less obvious means play a lesser factor, such as body language, and dress. Humans also communicate via written language, which they often find more useful than



spoken language to convey complex processes, lengthy background information, documentation, and narrative.

Society: Human society has a great deal of variety from one culture to the next; however, almost all Human groups focus on the family unit as the most basic societal unit. One to two biological parents usually raise offspring. When the offspring have reached adulthood, it is customary for the family unit to remain intact, though it usually becomes spread out and accumulates new members, such as spouses and the next generation of offspring.

Planetary cultures vary greatly from world to world, though most fit the classic definitions of authoritarianism, socialism, or democracy. Group behavior varies a great deal depending on the type of government, social background, and religion. For example, individuals in authoritarian societies tend to be more guarded about the topics they speak about to avoid saying anything that will offend those in power. Speech in socialist societies tends to be freer than in their authoritarian counterparts, though some caution is still needed because some socialist societies police personal expression, as they would not want malcontents to taint the well-being of the rest of society. Truly democratic societies promote freedom of expression the most because free and open communication is the most basic way for people to decide whom to elect to represent their interests.

History: Recorded Human history spans nearly seven thousand years. The species started out as a hunter-gatherer society that became more complex as new technologies were discovered and individuals acquired the luxury of pursuing goals beyond simple survival. Human life is believed to have originated on the African continent and then spread to the other continents. The African, Asian, and European continents are where early technological advances took place and the earliest great civilizations were Egypt, Mesopotamia, and the Greek civilizations. These early civilizations changed and disappeared over time, but their influence is still felt, even in space age civilizations. Over the course of recorded history, a number of cultures rose and fell, sometimes progressing, and other times regressing. War was often the catalyst for major changes that transformed the world. The two world wars of the twentieth century defined just how horrific the art of war could become, and it was after these conflicts that they began to back away from the ancient art of conquest and start work more towards nationalism and eventually a stable global society.

It was the Industrial Revolution and later the Information Age that led to the technological breakthroughs that made the space age possible. Early space exploration began in the twentieth century, and was followed to a

greater degree in the twenty-first century. Advanced versions of computers that were developed during the Information Age became the primary means of communication, production, and played an enormous role in research. Computers are absolutely essential for the operations and navigation of starships. Robots became household items during the twenty-first century and, due to a healthy dose of science fiction inspired paranoia, were prevented from becoming anything other than Human controlled tools.

Humans made their great leap into the Space Age in 2230 when they discovered how to manipulate tachyons to exceed the speed of light. This led to the creation of tachyon quantum field drives. Once they were able to achieve faster-than-light travel, galactic exploration became a major focus for Humanity. They soon discovered several terrestrial worlds that were ripe for settlement and they introduced themselves to several starfaring races. This ultimately led to cooperation between alien races, the establishment of the Interstellar Concord, and eventually the Stellar Imperium.

Gaieti

The Gaieti are an enigmatic race that clearly possess advanced technology. They have opened up diplomatic relations with all of the major spacefaring alien races, though they rarely take a position on any issue that does not directly pertain to them. The Gaieti have made the location of what they say are their major planets known, but they warn other races not to enter their space uninvited. Individuals who have chosen not to heed their warnings are typically found unconscious aboard their ships with their autopilot set to return them to their own worlds, with no memory of what might have happened. There are no known cases of the Gaieti actively engaging in hostilities with other beings. Some have tried to test their ship's capabilities by attacking them, but advanced technology equipped aboard the Gaieti vessels quickly render their attackers helpless.

Game Masters should be careful about allowing the Gaieti as player backgrounds in the game. Individuals who choose to keep the company of other races do so for their own reasons and are extremely secretive about their race, their culture, and their technology. They disdain violence, always preferring peaceful solutions to confrontations whenever possible.

Physical Appearance: Gaieti are highly-advanced beings that evolved from plants. They stand upright on four legs, their torsos are long and skinny, and they have three arms. Their heads are vaguely humanoid, though a close examination reveals that their eyes are ornamental only. Their mouths are fully functional and they can communicate vocally; their teeth are long and

thin, similar in appearance to thorns, though much harder. Antennae sprout from just behind their small ears, which send out and acutely sense vibrations, approximating sight. Tiny hair-like leaves cover their arms, legs, and torsos, providing nourishment through photosynthesis. Their hands have three tapered fingers that end in short, sharp barbs.

Communication: Gaieti communicate telepathically with other telepathic creatures, though they are also capable of communicating verbally. Their antenna are sensitive enough to register color, allowing the Gaieti to read printed writing and computer displays. Their own computers are friendlier to their anatomy by using an interface that employs a system of rapid faint vibrations.

Society: Little is known about Gaieti society. It is known that they do not use any form of standard family unit. Fertilized seeds are deposited into the ground and watered like other plants, and they hatch with the full set of memories from their parents. They then immediately begin communicating with those around them. They are also tested for their natural aptitudes within hours of their "birth." They claim that their society has outgrown the need for barbaric concepts like economies and government types.

History: The Gaieti have revealed very little of their history to outsiders, and the information they have provided seems to contradict itself. For example, their first ambassador claimed that they had been a spacefaring race for a thousand years and then a week later stated that their homeworld was destroyed when the ancestors of the Human race were crawling out of the oceans. Similarly misleading responses suggested that they abhor violence, but that they have caused the extinction of several intelligent species.

Behavior: Gaieti are always cordial when spoken to, but they keep their responses clipped and speak about themselves as seldom as possible. Attempts to provoke an angry response from a Gaieti typically result in mild laughter. They never appear rushed, preferring to walk along casually, even when observed during stressful situations.

Gaieti have Notable Psionic Strength (+2), Intelligence (+1) and Endurance (+1), have Weak Strength (-2), have a Slow Metabolism, and are Psionic. Gaieti have no Social Standing, nor do they have an equivalent statistic used amongst themselves. All Gaieti begin play with Telepathy 0 and suffer a -1 to tests to develop further psionic talents as though they had learned Telepathy normally.

Lamogos

The Lamogos are the people of a dying world. Their sun is a blue giant, just as it has been since the first creatures capable of breathing an oxygen atmosphere crawled out of the ocean. They know that their world will end in a supernova at some point in the future, but they do not know exactly when it will occur. Life on their world dates back seventy-five million years, suggesting that their sun has already outlasted many other blue giant stars in existence. Scientists have made it known that their star could go tomorrow or it could go in another hundred and fifty million years. Nobody is certain how long they have left, but they do intend to move their population to a world that orbits a more stable star. This imperative seemed to be well under way during the reign of the Stellar Imperium, but since then, the inhabitants of the former colony worlds have become possessive, throwing obstacle after obstacle up to prevent mass migration to their worlds. They now struggle with finding a habitable world that fits a number of important conditions: the climate must be stable and comfortable, it must have enough natural resources to support a population of billions, and it must be relatively close to their current sphere of influence. The search has thus far failed to produce suitable candidates.

Physical Appearance: The Lamogos could be mistaken for Humans if not for their blue skin, which ranges from dark blue to light blue and greenish-blue. Hair color is almost always black, though some light blue individuals have a similar genetic defect as Humans with fair skin, giving them red hair.

Communication: Lamogos vocalize much like Humans do, and use body language to a lesser extent. Written and electronic communications are also used daily in Lamogos society.

Society: Lamogos society craves strong leadership and thrives on symbolism. They erect monuments to their greatness everywhere they settle; great feats of engineering that push their expertise to the very edge of scientific possibility. Many believe that they do this because their homeworld could be destroyed at any moment, and the landmarks that they create could ultimately be the only things they are remembered for.

The vast majority of Lamogos are almost fanatically loyal to their leadership and to the other citizens of their worlds. Crime is low on Lamogos worlds because they follow the laws as though such behavior is instinctual. When away from their various homeworlds, this discipline often translates to a policy of putting their own needs above the other species they

encounter, to the point where a number of acts normally condemned by enlightened cultures are accepted, such as forcing other races into slavery, occupying worlds by force, and going to war with little provocation.

Many assume that these actions make them an *evil* race when in fact their attitude is characteristically imperialistic. They do not subject conquered races to needless cruelty or impossible work conditions, and they usually allow slaves to work their way to freedom after proving themselves trustworthy. Some conquered races actually credit Lamogos slavery for bringing them into the interstellar age.

History: War between conquerors and visionaries is a recurring theme throughout the annals of Lamogos pre-Space-Age history. Mighty personalities rose and fell like the tides, taking great nations along with them. The individuals' charisma was just as important as the philosophies they espoused. The governments followed a zigzag progression with one government type rising, eventually leading to another, then regressing, and eventually progressing back again and then the next great philosophy emerged.

Democracy and feudalism waged a constant battle until the Lamogos reached the industrial age, at which point the excess wealth afforded to everybody caused a widespread rejection of feudalism. In the next period, totalitarianism competed with democracy during the first technological wars. Ultimately totalitarianism proved victorious. Feeling the weight of the yoke of slavery, the Lamogos began to advocate socialism with strong leadership. A hundred years of wars followed, during which time it was uncertain which side would win, but ultimately the military might of the socialists destroyed the totalitarian armies and reigned supreme.

The rise of socialism occurred immediately after the discovery that their blue sun was doomed. The government tried to keep this information from the people, and succeeded for eight years, but eventually scientists broke their silence. The preeminent government decided that rather than make these scientists disappear, they instead acknowledged the doom of their planet and began promoting the race to space. As the various governments slowly began to merge into a single socialist world government, enormous amounts of resources were poured into researching faster-than-light travel. What many worlds do over the course of centuries, the Lamogos achieved in fifty years.

Space travel was developed slightly ahead of their computer technology, which caused a delay in exploring the galaxy; they simply did not have the

technology to compute astronomical data and calculate routes through space. Ultimately their computer technology caught up and they began exploring the galaxy, looking for the next world to call home.

Their need for a new home, along with the fact that they simply could not defeat the Humans in war, ultimately led to their greatest achievement and their greatest folly: the Stellar Imperium. Although the Humans were the other major founding species, the Lamogos leadership often succeeded in setting policy, which accounts for the aggressive expansionism of the Imperium. When the Stellar Imperium fell, the Lamogos worlds splintered and fell under the control of several different governments, none of which wished to work toward the same goals as the others. All of the settled Lamogos worlds have rejected the notion of relocating the homeworld's population to their own.

Lamogos have Notable Endurance (+1) and Weak Social Standing (-1).

Relarra

The Relarra are an intelligent species that originated in the oceans of their world. They achieved faster-than-light travel before many other species, yet aside from colonizing a few worlds, they initially failed explore far enough to discover other intelligent life. Ultimately they encountered the Humans, though the new race mistook them for food, which very nearly started a war. Despite this initial misunderstanding, Humans and Relarrans have since conducted trade and entered into long-term alliances together.

Physical Appearance: To most Human observers, the Relarra first remind them of shellfish, like a lobster or a crayfish. They have an exoskeleton, a head, four arms, and two powerful legs. Their abdomen and thorax are separate, much like many insects on Earth. The Relarran head is shaped similarly to a Human's, however there are some differences. Their mouths contain sharp teeth and a number of small appendages on both sides aid in the hunt by tearing into prey and help guide food into the mouth. Their eyes are small and black and a pair of small holes set into the face marks their noses.

Communication: The Relarra communicate with one another through vibrations produced by their throat and mouth. These vibrations carry well through water, however they are not audible to Human ears, even when underwater. Relarra live in water, and must wear water-filled environment suits in any other atmospheres. While in their suits, the vibrations of their speech are transmitted electronically from one Relarra to another. The Relarra employ specialized

translator equipment to communicate verbally with other species. Because the Relarra design these communication devices themselves and they have a hard time distinguishing between the subtle nuances of Human speech, the voice emerges sounding somewhat metallic and monotone. While Relarrans use electronic communication devices in the same ways as most other spacefaring races, they must adapt their computer and display technology to function underwater.

Society: Relarra are the evolved descendants of sea creatures that are similar in nature to the crabs and lobsters of Earth. They evolved from a species that preferred to live in isolation from one another, coupling only briefly for the purpose of procreation. While the majority of the species have outgrown this need for isolation, about one percent still feel the urge to leave the underwater cities for the open oceans as young adults. Many remain out there, living as hunters for the rest of their lives while others discover an inner strength and conviction and return to their people to become leaders and other individuals of importance. The vast majority of the Relarrans who leave their worlds and find themselves in the company of other species are the same ones who left their homes for the ocean at a young age.

Relarran cities are very similar to those of other species with the exception that they are built on the ocean floor. Individuals form emotional bonds that often last for life, and pairs raise their young until they reach young adulthood (the rough equivalent of fourteen years of age in Human development), at which time they are expected to move out of their parent's dwellings but continue to further their education. Once their education is complete, just under half of them go into the military, half go into traditional jobs for various commercial and public employers, while the remaining few seek travel in other systems.

Relarrans attempt to form peaceful relations among themselves and alien species whenever possible. Some species interpret this as a sign of weakness, though they are absolutely ruthless in the defense of their people. The Stellar Imperium recruited numerous Relarrans into their ranks, and their enemies feared them above all other others.

Relarrans are also greedy capitalists who place the acquisition of money above the welfare of their own people. They often resort to dishonest means to make money, so long as they believe they can avoid detection, and they always bargain to drive prices to ridiculous extremes when buying or selling. Despite these tendencies, they have proven to be worthy trade partners for the former Imperium races.

History: Early Relarran history is relatively unremarkable. They were not a warlike race and seldom needed to resort to violence to resolve the differences they had among themselves. Despite their generally peaceful nature, Relarrans were forced to defend themselves against ocean predators, many of which were much larger than them and so, out of necessity, they became competent warriors; a trait that proved valuable to the interstellar community much later.

The first Relarran explorers donned water-filled atmosphere suits and climbed out of the oceans and onto the islands of their homeworld. Amidst their fascination with the surface world, they saw the stars shining down on them from the darkness at night. Decades passed during which time their scientists studied that mysterious place beyond the sky and they soon realized that there was another frontier to discover.

Once their scientific hypotheses became working theories, it took little time for them to construct vehicles that would carry them to space. Within two years they launched their first rocket from the ocean into space, and then five years after that they discovered how to manipulate tachyon fields to achieve faster-than-light speeds. They searched for new worlds to inhabit, eventually finding some with compatible aquatic habitat, though it never occurred to them to seek out other intelligent life. They logged a few chance encounters with some of the minor species, but did not pursue diplomatic relations with them. Ultimately, their encounter with the Humans convinced them that it was in their best interests to establish relations with other species. They soon established a trade alliance with the Humans, followed by membership in the Interstellar Concord, and eventually membership in the Stellar Imperium.

Relarrans have Notable Strength (+1), Weak Dexterity (-1) and are Aquatic.

R'Tillek

The R'Tillek are a species the Stellar Imperium encountered and attempted to subjugate, an action that, ultimately, greatly aided its own fall. The R'Tillek have proven to be deadly adversaries, and the danger they pose has not diminished now that the Imperium is no more. They continue to wreak vengeance upon the worlds that wronged them, even though those worlds have a great deal fewer resources to work with than they did during the war.

The R'Tillek are intended as a common enemy to the core races in the *Reign of Discordia* setting, so it is recommended that Referees consider carefully before allowing them for character backgrounds. While they

are mechanically balanced with the other races, they should have a good reason for accompanying a party comprised of individuals from enemy species.

Physical Appearance: The R'Tillek are an intelligent breed of upright warm-blooded lizards. They have two arms, two legs, and a tail. Their bodies are balanced so that their heads and arms appear slightly hunched forward. Their heads are approximately comparable to a Human's in size, though longer and narrower. The R'Tillek's mouths are large and filled with razor-sharp teeth. Their eyes are front-facing and their noses are a pair of holes directly above their mouths. Many Humans refer to them as raptors because of their reptilian heritage and their fierce countenance. Most R'Tillek encountered are just less than 2 meters tall.

Communication: The R'Tillek communicate through chirps and whistles. Humans and R'Tillek have never spoken in person and the existing translating devices are inaccurate at best. Both sides mangle the syntax of the other's language, so the most effective messages tend to be simple two to three word sentences, such as "We surrender," or "Please withdraw now."

Society: The R'Tillek are organized into tribes, each of which inhabits their own tribal ships. Some of the larger tribes consist of multiple vessels. Tribes are warlike and are prone towards infighting almost as often as they fight against others. Tribal alliances were rare when they were first encountered, but they united against the Stellar Imperium after the war began. This became especially frustrating for military commanders who would plan a battle against a single tribe ship, only to have two or three more tribe ships drop in from elsewhere and join the fight.

Little is known about R'Tillek society other than that they hatch from eggs and are raised by an appointed group within a tribe. Biological parents are almost never involved in raising their own offspring. Many xenosociologists believe that rearing their young in this way is intentional and prevents their young from becoming emotionally traumatized when their parents die in battle, which is a common occurrence. Raids of R'Tillek ships have also brought to light evidence that R'Tillek young are separated out from one another based on their natural attributes. For example, those with higher intelligence are raised separately from those with great strength. They are placed into their roles according to their natural talents and then serve in that capacity for the remainder of their lives.

It is unknown where the R'Tillek homeworld might be, or even if it's still inhabited. They appeared to have conquered the worlds where they were first encountered, and there were often slave races living on

those worlds. They are believed to efficiently remove the natural resources of these worlds and then move on once the job is complete, leaving the planets in ruins behind them.

R'Tillek have Notable Strength (+1) and Dexterity (+1) and Weak Intelligence (-1), Education (-2). R'Tillek replace Social Standing with Aptitude, which is equal to the R'Tillek's highest characteristic.

Sangor

Pacifists who treat each other as equals and try not to disturb the natural world around them, the Sangor were originally a species conquered by the Stellar Imperium. Initially encountered as a pre-industrial society, lacking many of the scientific advancements required to propel it forward into an age of production, the Sangor proved extremely capable of reverse-engineering technologies brought to their homeworld by other species. It was this skill that ultimately thrust them into the space age and made them a valuable addition to the Imperium. After the Imperium fell, however, their worlds were devastated by poverty because their infrastructure was so heavily dependant upon Imperium support.

Physical Appearance: The Sangor are one of the more odd creatures thus far encountered. They have flat S-shaped torsos that are light to dark brown in color. Six thin spindly legs and four thin arms protrude from their bodies. Their heads lack necks, and appear as little more than lumps at the topmost portion of their strange bodies, with two slits four nostrils in front, two holes that serve as audio sensory organs on the sides, and two beaked mouths that sit next to each other just under the nostrils. Six clusters of tiny eyes sprout from the body, two from the head, two from just above the arms, and two facing the rear in the back. They have a fork-like tail that runs for approximately a 30 cm and then splits into three, which continues for about another 30 cm.

Communication: Sangor communicate through a series of clicks that they make from an organ in their upper torso. They are capable of understanding the languages of most other species, but they cannot mimic the sounds without the aid of a translating device, which they wear whenever they are among species other than their own kind. As with most other creatures, they also communicate through written language.

Society: The Sangor are pacifists to their very core. Their religions all preach the merits of nonviolence. They go to extremes to avoid insulting others, and they spend as many resources as they have at their disposal to keep one class of individuals from rising above another. Sangor never join the military, however they have been moved to violence from time to time when fighting for something that they believe is important.

Despite their unusual physical appearance, Sangor have family lives that are similar to Humans'. They mate for life, have live birth, and raise their offspring in traditional family units. Unlike Humans, divorce is unheard of among the Sangor, and they typically only take another partner if their first one has dies.

History: The Sangor's recorded history goes back thirty thousand years, yet they were still a preindustrial society when first encountered. Rather than focusing on science and technology, they instead focused on philosophy, religion, medicine and psychology. Their historical references were marked by population growth, scientific discoveries, and numerous philosophical publications.

The Sangor underwent a fundamental change when the Stellar Imperium discovered their homeworld of Sangorlai. When the Imperium arrived, the Lamogos viewed the Sangor as inferior beings and subjugated them. They happily surrendered and viewed the situation as an opportunity to learn from their conquerors. The Imperium, happy with their good fortune, set the Sangor to work in various capacities such as mining, factory production, and various other jobs that the Lamogos considered undesirable. The Sangor gladly went about their assigned tasks without causing problems.

The arrangement became problematic early on when the Sangor were unable to maintain the efficiency that the Stellar Imperium expected. Heavy-handed attempts to get them to improve proved futile, and they soon came to realize that their cruelty only lead to depressed Sangor. Ultimately the Stellar Imperium came to the conclusion that there was no way to make this world meet even their minimum expectations, so they left.

That should have been the end of the Sangor's involvement in the interstellar society, but it wasn't. When the Stellar Imperium abandoned Sangorlai, they left behind a large amount of junk, including the remains of computers, vehicles, and even a few starships that were no longer capable of flight. A great deal of written technical information was abandoned as well. The Sangor chose to study these items rather than simply discarding them and they quickly realized that they had a talent for disassembling items, reverse-engineering them, and creating their own versions. Over the course of just two decades they skipped past the industrial and information ages and went straight to the space age, building their own computers, spacecraft, and faster-than-light drives.

The Sangor explored the nearby systems, colonizing the habitable worlds they discovered. Shortly thereafter the Sangor encountered the Stellar Imperium again, this

time in orbit around a planet they were both interested in. The Imperium was impressed that the Sangor were able to do so much with discarded technology so quickly, so they offered them a position within the alliance. The Sangor accepted and thereafter sought a great deal of assistance from the Stellar Imperium, growing to rely on them for protection and supplies. The Imperium likewise benefited from reincorporating the Sangor into the Imperium by putting many of them to work in labs and technology firms that studied alien technology that had been recovered.

The Sangor became a prosperous people who benefited greatly by their new arrangement, though this changed after the Stellar Imperium collapsed. Suddenly they found themselves without support while trying to hold together several worlds, all of which needed more leadership and expertise than they were able to provide. Their worlds splintered from one another, most capitalizing on their talent of de-constructing technology, then building and releasing their own versions. In the failing economy of the post-Imperium era, this provided a boost to their worlds, but it was not enough to lift all members of society to a standard of living that approached what they had become accustomed to. Today the Sangor are struggling to keep their populations fed, though they are a major supplier of technological and mechanical goods.

Sangor have Notable Intelligence (+1) and Weak Endurance (-1).

Tallinites

Tallinites originated on a hot and humid world that lies shrouded in dense clouds. Evolutionary conditions were harsh, making it necessary for almost all animal life to develop protective armor and fierce natural weapons. Even the plants on this world are unusually durable and often covered with poisonous barbs. Tallinites became a spacefaring race a mere fifteen hundred years after the start of their recorded history. Their intelligence has made them natural scientists and before the Imperium fell, they enjoyed placement in top positions, many working on experimental projects designed to tap the destructive power of black holes to produce energy and create a nearly infinite amount of power from a tiny point of vacuum in space. These technologies would have been highly prized by every world in the known galaxy had they come to fruition. Many suspect that the research was completed but the Tallinites hid the technology so they could maintain an advantage, but most attribute these as rumors started by crackpot conspiracy theorists.

Physical Appearance: Tallinites are intelligent insects that are similar in height and size to Humans.

They are entirely covered by an exoskeleton, which is particularly thick around the midsection, where it resembles armored plates. The creatures stand upright, have two legs and two arms, both of which have spiked forearms and forelegs and end in claw-like appendages capable of manipulating objects with fine motor control. Their heads have a nearly three hundred sixty degree range of movement and their eyes are large and on the sides of their heads, giving them a much larger range of eyesight than most species possess. Tallinite exoskeletons may be red or black.

Communication: Tallinites communicate vocally in a language consisting of chitters, shrills, and clicks. They can learn the spoken language of most other intelligent species but are unable to speak them, so they wear interpretation devices when in the company of non-Tallinites. Their acute vision allows them to communicate electronically, however, their computer displays must be of the highest resolution possible due to the fact that the displays that are in common use, while clear to Human eyes, are uncomfortable for them to look at.

Society: Tallinites almost always live in hives. Their cities and their starships are all densely populated, their leadership provided by the hive queen. Individuals are bred to perform specific duties, although they all possess at least an average degree of intelligence. Workers have greater strength and endurance, scientists are born with greater intelligence and wisdom, but these bumps in natural aptitude come at the cost of some other attribute.

All of the individuals in Tallinite society hatch from eggs that are laid by the queen. After hatching, they are then raised by Tallinite nursemaids who ensure proper nourishment, socialization, and education. The childhood phase of their life lasts approximately six years, after which they take up their predetermined place in society.

Despite the fact that they are bred for specific purposes, Tallinites are individuals with their own personalities, likes, dislikes, and free will. Some choose to overrule the career that was picked for them and do something different with their lives. Many of them fail in their efforts, but some are successful. Unlike many hive insects, individuals can live away from the hive. Some travel to other worlds for study, others become traders, while still others embrace the path of the mercenary and join with beings from other races.

Despite their imposing physical presence, Tallinites have genuinely peaceful motivations. They do not seek

conflict with other species, though they are more than willing to defend themselves should they become threatened.

History: The Tallinites are the first alien race Humans encountered in space, and one of the oldest known spacefaring species. The Tallinites claim to have watched the Gaieti when they were a young spacefaring race, though if this is true, the Gaieti's level of technology surpassed the Tallinite's at some point. Details of Tallinite history that exceeds a thousand years have been archived and they refuse to allow access to outsiders, though many suspect that their development may have been hampered by losing a major war. This is strictly conjecture, however, because none of the older species are forthcoming about ancient history.

Tallinites do not control any planets that host other indigenous intelligent life. They felt that the intrusion would be detrimental to the development of the native culture, and that would be an ethical crime. When they did encounter minor races, they tried to set an example of peace, but they backed it with power. The fact that there were billions of Tallinites, all of which were willing to fight was a deterrent, as was the fact that any given queen could immediately boost its egg production to create additional troops if needed.

Despite the fact that they are peaceful with other races, Tallinites are disturbingly violent towards their own kind. Throughout known Tallinite history, records show one war after another between competing hives. In these conflicts the Tallinites fight ruthlessly and to the death until one of the queens has been destroyed. The ownership of Tallinite worlds often changes hands due to these conflicts.

When the Stellar Imperium became embroiled with their war against the R'Tillek, the Tallinites became aware that the conflict was caused by Imperium aggressions and decided that the Imperium did not represent their values, so Tallinite worlds attempted to withdraw. The Imperium found the loss of Tallinite territory and resources unacceptable so they fought to prevent the Tallinites from seceding. Many believe that if the Tallinites would have supported the Imperium at this crucial junction, the Imperium would have crushed the R'Tillek. Many Humans, Lamogors, and Sangors carry a grudge against them for their lack of support. More than one Tallinite has been murdered on foreign worlds for their species' role in the fall of the Imperium.

Tallinites have Armor 2. When dealing with non-Tallinites, a Tallinite's Social Standing is treated as if it were two lower.

Equipment

The following equipment is commonly found in the Reign of Discordia setting.

Weapons

Weapon	TL	Range	Damage	Auto	Recoil	Mass	Magazine	Cost (Cr.)	Ammo/ Power Cost (Cr.)
Blaster	12	Ranged (assault weapon)	4d6	No	1	3	50	5,000	100
	14		4d6+2	No	0	2	50	7,000	75
	16		4d6+3	No	0	2	60	9,000	70
Heavy Blaster		As above	+2		+1	+1		+2,000	
Blaster Rifle	12	Ranged (rifle)	4d6+1	No	1	5	50	10,000	100
	14		4d6+3	No	1	4	50	13,000	75
	16		4d6+4	No	0	2	50	17,000	50
Submachine Blaster	14	Ranged (assault weapon)	4d6+2	4	0	5	100	15,000	200
	16		4d6+3	5	0	3	100	22,000	100
Sniper Blaster	13	Ranged (rifle)	5d6+3*	No	0	6	5	15,000	50
Holdout Laser Pistol	10	Ranged (pistol)	3d6	No	-	0	10	1,000	100
Submachine Laser	13	Ranged (rifle)	4d6+3	4	0	3	500	14,000	4,000
Pulse Blaster	13	Ranged (rifle)	5d6	4	2	9	100	20,000	200
	15		5d6	5	1	8		32,000	100
Plasma Rifle	16	Ranged (rifle)	8d6	No	3	9	10	100,000	2000
Projectile Weapons									
Rail Gun	12	Ranged (rifle)	4d6+1	4	0	5	80	1,000	45
	14		4d6+2			4		1,250	35
	16		4d6+3			4		1,400	30
Sonic Pistol	14	Ranged (pistol)	3d6+3	No	1	2	20	3,000	100
Zip Gun	7	Ranged (pistol)	2d6	No	1	-1	-	15	-

Modified Rule: Recoil

Combat in the *Reign of Discordia* setting works nearly identically to the standard *Traveller* rules. One major difference, however, is recoil. While pure energy weapons, like lasers, would have no recoil, blasters and plasma weapons do not use pure energy. What they launch towards their targets is highly ionized particles. To the Human eye it appears the same as energy, but there is actual mass being fired from the weapon, and as such there is recoil.

Unlike standard *Traveller* rules, Recoil in this setting is used as a balancing factor to account for why characters do not equip themselves with the largest firearm they can afford. Characters with higher Strength have an advantage when shooting weapons with larger Recoil ratings. It therefore makes more sense for characters with lower Strength scores to select weapons with lower Recoil ratings. All characters should be able to use a holdout laser pistol without penalty while only the strongest characters in the game can use something remarkably powerful, like the plasma rifle, without suffering a penalty to hit.

When you make an attack, compare your Strength DM to the Recoil rating of the weapon you are using. If your Strength DM is higher, no further effects apply. If your Strength DM is lower, the difference is treated as a negative DM for the attack roll.

Weapon	Damage	Heft	Mass (kg)	Cost (Cr.)
Concussion Rod	2d6+3	0	1	500 Cr
Pain Gauntlet	1d6 + special	-	-	300 Cr
Stun Baton	2d6 + special	0	1	120 Cr
Vibro Blade	3d6 + 4	-1	1	50 Cr
Vibro Sword	4d6 + 4	2	3	200 Cr
Explosives				

Weapon	TL	Range	Damage	Mass (kg)	Blast Radius	Cost
Anti-Gluon Pulse Grenade	15	Ranged (thrown)	10d6	0.5	10 meters	4,000 Cr
Plasma Grenade	16	Ranged (thrown)	6d6	0.5	10 meters	800 Cr
Plastic Explosives	7	Ranged (thrown)	3d6/5d6/8d6	0.5	35 meters	500 Cr

Ranged Weapons

Ranged energy weapons are the most commonly used weapons in the *Reign of Discordia* campaign setting. The energy weapons listed here replace the ones in the core Traveller book.

Blasters

Blasters come in a variety of sizes and shoot bursts of charged particles at the target. They come with a rechargeable battery that can fire 50 rounds, as well as a recharger that can be plugged into any standard power source.

Heavy Blaster

Heavy blasters are nearly identical to ordinary blasters except that they are slightly larger, heavier, and deal more damage than their standard counterparts. The statistics listed are adjustments to the standard blaster and are applied the same way for every tech level.

Lasers

Lasers fire a beam of highly focused beam of light that causes severe burns to targeted creatures and objects. They are less powerful than blasters, but more affordable. They come with a rechargeable battery that can fire 40 rounds, as well as a recharger that can be plugged into any standard power source.

Plasma Rifle

Plasma rifles are the most powerful energy weapons ever produced for personal combat. They are large and unwieldy even for strong characters, but they deal an exceptional amount of damage. They come with a dedicated backpack that holds a containment device

that keeps the special ammunition it uses in a plasma state while protecting the character wielding it. Most characters who have managed to obtain one of these weapons are selective about shooting it since it costs 150 credits every time they pull the trigger.

Pulse Blaster

Like the standard blaster, the Pulse Blaster fires a burst of charged particles at the target. It must be mounted on a tripod, and it only operates in autofire mode. It is capable of firing for 10 rounds before the rechargeable battery must be replaced.

Sniper Blaster

The sniper blaster is effectively the same the same as a blaster rifle (TL 12) except that it does more damage at range. When firing at short range, reduce the damage by 2d6.

Sonic Pistol

The sonic pistol fires a pulse of destructive sound at the target. The character wielding this weapon may either deal lethal or non-lethal damage. If the weapon is set for non-lethal damage, a character struck must make an Endurance check with a negative DM equal to the damage (after armor is subtracted). If this Endurance check is failed, the character is knocked unconscious. If the Endurance check is successful, the character is unaffected by the weapon and the stun damage is ignored.

Rail Gun

A rail gun is a slug-throwing device that uses magnetized rails to propel ammunition faster than what would be possible with chemical propulsion only.

Specialty ammunition is available for rail guns that add different effects.

Zip Gun

Zip guns are primitive firearms that are jury rigged from a metal tube that acts like a barrel, and a makeshift firing mechanism. It uses rocks or debris as the projectile. When fired, the black powder behind the projectile is ignited, forcing the projectile out of the barrel. These are dangerous and unpredictable devices. If the attacker with this weapon rolls a natural 2 on the attack roll, the zip gun explodes causing 2d6 damage to the wielder.

Melee Weapons

Melee weapon use is a dying art in the *Reign of Discordia* setting, although there are still a few holdouts who prefer taking down their opponents personally and artfully rather than at a distance. All melee weapons from the core Traveller rules are available, though the more technologically advanced versions found here are more common.

Stun Baton

The stun baton is a long heavy rod that emits a pulse of energy when it strikes a target, stunning them. A struck character takes normal lethal damage. In addition to this, he must make an Endurance check with a negative DM equal to the damage (after armor is subtracted). If this Endurance check is failed, the character is knocked unconscious. If the Endurance check is successful, the character is unaffected by the weapon and the stun damage is ignored.

Vibro Blade

This blade is approximately twenty centimeters long and is made of a durable metal alloy. Microscopic machines cause the blade to vibrate at high speeds, giving the blade extra cutting power.

Vibro Sword

This sword is made of a durable metal alloy. Microscopic machines cause the blade to vibrate at high speeds, giving the blade extra cutting power.

Concussion Rod

This mace-like weapon has a miniature artificial gravity generator embedded in its alloy head, which increases in mass at the instant of impact.

Pain Gauntlet

This metal-plated glove has energy coursing through it. While the wearer is protected, it is designed to cause extreme pain to the victim, stunning them. A struck

character takes normal lethal damage. In addition to this, he must make an Endurance check with a negative DM equal to the damage (after armor is subtracted). If this Endurance check is failed, the character is knocked unconscious. If the Endurance check is successful, the character is unaffected by the weapon and the stun damage is ignored.

Explosives

All of the explosives listed in core Traveller rules are still in use in this setting, as well as a few higher tech versions.

Anti-Gluon Pulse Grenade

The anti-gluon pulse grenade (commonly referred to as the AGP grenade) frees a given area of the subatomic particles known as gluons, which has the effect of disintegrating everything within its affected area. Characters that are affected but not slain are assumed to lose an arm or a leg.

Plasma Grenade

The plasma grenade fills an area with superheated plasma gas, which causes severe burns to anyone caught inside its area of effect as well as setting fire to flammable objects.

Plastic Explosives

Commonly employed in the field, plastic explosives can be worked into different shapes. The damage listed is for a 1-lb. block. The different values listed vary by tech level, starting at 7, then 9, then 11 and up. Each doubling of the amount of explosive increases damage by 1d6.

Armor

Flight Suit And Helmet

The flight suit and helmet combination worn by combat pilots doubles as body armor that protects grounded pilots. The flight suit contains pouches lined with strong synthetic fibers on the chest, back, arms, legs, and abdomen, into which armor plates are inserted. The helmet protects the head.

Land Warrior Armor

The primary benefits of Land Warrior armor are found in its communications and sensor gear; every suit of Land Warrior armor has a built-in computer that is capable of sending and receiving text and image transmissions (via a display built into the armor), including images captured from the scope of a linked sniper rifle. Additionally, the display can be linked to the scopes on those weapons to provide real-time representations of what the scope can see,

Armor	Protection	Required Skill	Purchase Price	Mass (kg)
Flight Suit and helmet	5	None	500 Cr	2
Light combat armor	8	None	1450 Cr	3
Scout armor	6	None	700 Cr	2
Survival suit	4	None	1200 Cr	3
Silent suit	8	Vacc Suit 0	80,000 Cr	7
Land warrior armor	16	Vacc Suit 0	750,000 Cr	12
Space combat suit	22	Battle Dress 1	5,000,000 Cr	20 (0)

allowing the wearer to fire around corners with ease. In addition to the communications and data equipment, the armor functions as standard infantry battle armor complete with projectile-resistant protective plating. The armor allows for instantaneous transmission of coordinates and targeting information, allowing teams of Land Warrior-capable soldiers to communicate and coordinate with ease and efficiency.

Light Combat Armor

Light combat armor provides less protection than heavier types, but also allows increased mobility. Most light combat armors consist of a reinforced blast vest, shoulder and upper arm pads, thigh and abdomen pads, and kneepads. Some light combat armors also include helmets and visors, though not all incorporate this aspect of the armor.

Scout Armor

Scout armor is similar in many ways to light combat armor, but with a few notable exceptions. Scout armor is painted with camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, the armor grants a +2 DM on Stealth checks. Additionally, scout armor lacks the kneepads and legwear of the light combat armor, increasing mobility but decreasing protection to the lower body. Scout armor more often incorporates survival equipment as fits the terrain for which it is designed.

Silent Suit

The silent suit uses cutting-edge sonic dampening technology to increase the stealth of the user. Silent suits resemble form-fitting bodysuits with padding on the shoulders, elbows, and knees. Sonic dampening field generators are built into the suit, reducing to a minimum the noise made by movement. A character wearing a silent suit gains a +3 equipment bonus on all Stealth checks.

Space Combat Armor

Space combat armor consists of heavy body armor with an environmental seal and built-in communications gear. Like traditional Battle Dress, this is a type of powered armor that uses servomotors, increasing the wearer's Strength and Dexterity by +4. It is designed to protect the wearer from severe damage while fighting in a zero-G space environment, though it is barely able to move when in the presence of gravity greater than .5 G. Space combat armor boasts a jetpack specifically designed to function in space, allowing the user to maneuver in zero-G conditions. Space combat armor can be difficult and unwieldy, but makes even individual soldiers a threat in ship-to-ship combat.

Survival Suit

The survival suit is the natural evolution of wilderness survival gear popularized on Earth several hundred years ago. Thanks to the continued miniaturization of technology, along with advancements in chemical engineering, the survival suit allows its wearer to function for days or even weeks without a source of water or rations. The basic premise of the survival suit is that in order to continue living in harsh environments, the Human body must conserve and recycle resources. As a result, the survival suit, which looks much like a modern-day wetsuit covered with matte-black pads, is able to control the intake and waste of the human body in an efficient manner.

Water is stored in small pouches all over the survival suit and can be drawn through a small tube that protrudes from the collar; the suit recycles sweat and urine (which it chemically purifies) and then refills those pouches as needed. The outside of the survival suit bears a number of partially reflective black pads, which absorb solar energy and heat and store that energy in tiny heat cells throughout the suit. If the temperature begins to drop, these heat cells can release energy and sustain a comfortable temperature for the human body for up to 8 hours without needing to recharge. If these cells are empty, the suit also has chemical pouches that can be activated one time for

another 8 hours of heat. A tiny intravenous feeding system provides nourishment when rations and food run out for up to six days. Tiny fans and vents built into the suit cool the body in temperatures of extreme heat without losing any body moisture.

Personal Equipment

The following items are commonly used by characters in the *Reign of Discordia* setting.

Aquaconverter

Also known as “mechanical gills,” the aquaconverter is a simple device that takes in water, separates its molecules into hydrogen and oxygen atoms, and then feeds the oxygen into a breather tube and the hydrogen into power-generating mechanisms. Worn as a backpack with a breather tube placed in the mouth, the aquaconverter is a limitless and self-powering way to breathe safely underwater.

Name	Size	Mass (kg)	Cost (Cr.)
Chemical and Medical Equipment			
Chemical, antitox	Diminutive	—	45 Cr
Chemical, biocort	Diminutive	—	45 Cr
Chemical, boost	Diminutive	—	45 Cr
Chemical, neutrad	Diminutive	—	45 Cr
Chemical, solvaway	Diminutive	—	35 Cr
Chemical, sporekill	Diminutive	—	45 Cr
Medkit, advanced	Small	3 lb.	75 Cr
Medkit, fast use	Small	3 lb.	75 Cr
Plastic surgery kit, personal	Tiny	1 lb.	155 Cr
Computer Equipment			
Display contacts	Fine	—	815 Cr
Miscellaneous Equipment			
Disguise kit, morphic	Tiny	1 lb.	250 Cr
Flash-seal	Tiny	1 lb.	90 Cr
GalPos device	Small	3 lb.	65 Cr
Grappling tether	Small	2 lb.	115 Cr
Intellipicks	Small	1 lb.	350 Cr
Jetpack	Large	22 lb.	815 Cr
Neural scrambler	Small	1 lb.	150 Cr
Piercing visor	Small	1 lb.	625 Cr
Power backpack	Medium	3 lb.	90 Cr
Projectile deflector	Small	0.5 lb.	625 Cr
Universal communicator	Tiny	0.5 lb.	50 Cr
Sensor Equipment			
Sensor, armacomp	Small	1 lb.	1,500 Cr
Sensor, chemicomp	Small	1 lb.	1,500 Cr
Sensor, democomp	Small	1 lb.	1,500 Cr
Sensor, electricomp	Small	1 lb.	1,500 Cr
Sensor, geocomp	Small	1 lb.	1,500 Cr
Sensor, mechanicomp	Small	1 lb.	1,500 Cr
Sensor, medicomp	Small	1 lb.	1,500 Cr
Sensor, motion	Tiny	0.5 lb.	1,500 Cr
Survival Equipment			
Aquaconverter	Medium	4 lb.	345 Cr
Violet rations	Fine	—	40 Cr

Chemical, Antitox

A chemical found in many first aid kits, antitox is a special hypodermic injection that can be used to save the life of any character infected with a poison. Each antitox injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the poison and generates an antidote from stored chemical compounds. Once the antitox delivers its specially formulated chemicals, the target character is completely cured of the poison and its effects in 1d6 rounds.

Chemical, Biocort

Biocort is a unique chemical compound that enhances the Human body's natural ability to heal. Biocort pushes the immune system into overdrive, and can cause the character to heal from grievous wounds at a greatly increased rate. A biocort injection acts as natural healing except that it takes place twice daily.

Chemical, Boost

A drug that is both beneficial and highly dangerous, boost functions as a temporary adrenaline-enhancer. Boost was originally conceived for military purposes in an attempt to make the soldiers stronger, faster, and more combat-capable. A single injection of boost grants the character a +2 Modifier to Strength and Dexterity, and increases the character's movement speed by 3 meters. These effects last for 10 rounds.

Unfortunately, the side effects of boost almost outweigh the benefits. For one, the chemical is addictive and can alter the perceptions of a character so that she thinks she cannot live without a dose of the drug. Additionally, repeated use of boost has debilitating effects on the body's immune and nervous systems.

A character risks addiction each she uses a dose of boost. A role of 2 on 2d6 indicates that the character has become addicted. At that point she begins to suffer a -1 penalty to her Dexterity and Strength when not affected by the drug. Once addicted, the character remains addicted for 1d6 days after she takes the last dose.

If the character uses the drug again while addicted, the penalties disappear during the duration of the drug's effect, but they increase by 1 and the recovery time extends for an additional 24 hours after it has worn off. For example, if a character uses another dose of boost while still under the effect of the penalties, the character suffers a -2 penalty to Strength and Dexterity, and the addiction time increases from 24 to 48 hours.

Chemical, Neutrad

A chemical found in many first aid kits, neutrad is a special hypodermic injection that can be used to neutralize the effects of radiation poisoning. Each neutrad injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the radiation sickness and generates an antidote from stored chemical compounds. Once the neutrad delivers its specially formulated chemicals, the target character reduces his current rad count by 1d6.

Chemical, Sporekill

A chemical found in many first aid kits, sporekill is a special hypodermic injection that can be used to neutralize the effects of most diseases. Each sporekill injector contains a specialized analyzer linked to chemical generators. When the needle penetrates the skin of the target, it samples the target's blood and sends the data back to the analyzer, which determines the nature of the disease and generates an antidote from stored chemical compounds. Once the sporekill delivers its specially formulated chemicals, the target character is completely cured of the disease and its effects in 2d6 hours. Some exotic and genetically engineered diseases circumvent sporekill chemical, and are unaffected by it.

Disguise Kit, Morphic

Most people forced to work undercover for extended periods rely on the morphic disguise kit. The kit features a pair of contact lenses that change color, a hair prosthetic that changes color, length, and texture, a paint-on LCD injector for instant tattoos that transform, and a vocal encoder (vocoder) that is attached to the throat to alter the user's voice. Each component can be altered on command. The morphic disguise kit grants a +6 DM on all Deception checks while in use.

Display Contacts

Display contacts are part of the continuing miniaturization of computers. These contact lenses fit perfectly over the eye and project a semitransparent image that appears to be roughly one meter from the user and comparable to a 140 cm monitor. This can be used to show the character any computer display it is linked to, and is also frequently implemented into the heads-up display device (using the multiple use item gadget) to provide real-time data on objects and people in the character's field of vision.



Medkit, Advanced

The advanced medkit functions as a combined first aid kit, medical kit, and surgery kit. It also grants its user an additional 2 points of natural healing per 24 hours.

Medkit, Fast-Use

The fast-use medkit functions as both a first aid kit and a medical kit. In addition, specialized computers and sensors prepare exactly what is needed to restore a character to health as well as treat a disease, stabilize a dying character, or revive a dazed, stunned, or unconscious character. In addition to the effects of an advanced medkit, the fast-use medkit restores 3 characteristic points immediately. This can only be used once every 24 hours; additional uses cause no additional benefit to the character.

Flash-Seal

Flash-seal looks like a block of metal roughly the size of a thin brick. It attaches to any doorframe. When activated, chemical compounds inside the block of metal burn fast and hot enough to melt the metal into a liquid form. Almost instantaneously, a second chemical compound freezes the molten metal back into its solid state. The result is that the metal melts, sinks into the space between the door and its frame, and then solidifies again, essentially welding the door shut. A

door that has been flash-sealed may not be opened by normal means and must be destroyed or cut through as though it were a wall.

GalPos Device

The GalPos device is the equivalent of the GPS system of the 21st century. Equipped with star charts and a link to the galactic satellite network, the GalPos device (known also as a GPD) triangulates its own position based on distance between satellite relays and its knowledge of stellar cartography. If the GalPos is taken to a region of space where it cannot contact the galactic satellite network, or to a region of space not included in its star charts, it does not function. Otherwise, the GPD can be used to indicate what planet the character is on, or what star system she is in (if not on a planet). A GalPos device with the satellite uplink gadget can function as a GPS receiver on worlds where such systems are available.

Grappling Tether

The grappling tether is another application of gravity technology put to practical use. The grappling tether is a beam of pure gravity energy, up to 75 meters in length, fired from a metal tube. At the end of the tether is an anchor of intense gravity. When the anchor touches a solid object, it latches on with a grip that can

only be broken by an equally strong anti-gravity force. While the tube is held with the anchor attached to an object, the user can retract the tether to either pull the object to her (if the object is smaller in mass than the character), or pull herself to the object (if the object is greater in mass than the user, or the anchor is attached to a wall, ceiling, or other fixed surface). The anchor is released with a simple push of a button.

Intellipicks

Though not technically an actual set of lock picks, intellipicks are a cluster of several tiny machines (though not quite small enough to be called nanites) that can pick almost any lock and open almost any door. Intellipicks come in a small box that, when placed on the lock to be opened, releases the minuscule robots to do their work. Once the intellipicks penetrate the lock, they move tumblers and shift bolts in an efficient and rapid manner, opening the lock in way that no person could. Intellipicks have an effective DM of +6 on all Engineering checks that are made to disable mechanical devices and open locks. Intellipicks cannot open electronic or computerized locks, though they can open magnetic locks by generating a magnetic field of opposite polarity.

Jetpack

A jetpack consists of a backpack and fuel cells capable of producing powered flight for up to 2 hours. A character equipped with a jetpack can fly at a speed of 20 meters per round. Replacement fuel cells cost 300 credits.

Neural Scrambler

The neural scrambler is a restraint device used by many law enforcement agencies in the place of physical restraints such as handcuffs. The neural scrambler consists of a six-pronged device that, when placed over the head, interrupts brainwave activity. A character wearing a neural scrambler may not take any actions whatsoever, though she moves her normal speed under the command of another individual. When the neural scrambler is removed, the character has no knowledge of events that took place while she was restrained.

Piercing Visor

The piercing visor allows a person to see through solid objects. Through a combination of motion-sensor data, gravity fluctuations, ambient light penetration, X-rays and ultraviolet light, heat and infrared signatures, sound waves and sonar, and other sensory inputs, the visor creates an accurate computer-rendered image of what lies beyond intervening objects. Any character wearing

a piercing visor may, as a significant action, activate the visor's sensors and see through a wall, floor, object, or creature at a range of up to 30 meters.

The visor can penetrate 15 centimeters of metal (except lead, which it cannot see through) and 30 centimeters of other materials, including concrete, wood, and plaster.

Plastic Surgery Kit, Personal

The personal plastic surgery kit is fashionable with society's elite—and its criminal underworld. Consisting of a mask that fits neatly over any Human face, the personal plastic surgery kit is a one-use item that completely and permanently changes a character's facial appearance.

The personal plastic surgery kit is first linked to a special imaging computer that programs the kit with the desired outcome. The kit is then placed on the face and activated. The kit sedates the person using it and then proceeds to alter his face according to the specifications, and can even go so far as to permanently alter eye and hair color. Using the kit takes one hour, during which the character is unconscious.

Power Backpack

The power backpack is essentially a portable generator. While worn, the power backpack can replace the power packs used by laser and plasma weapons, granting an infinite supply of ammunition while attached. Additionally, the power backpack can provide energy to almost any device requiring electrical power.

Projectile Deflector

A defensive item that is in many ways the predecessor to the personal shield, the projectile deflector generates a field of gravity-altering energy around its user. Often worn as a belt or other piece of jewelry, the device actually bends the path of incoming high-speed projectiles, making the target harder to hit. The projectile deflector grants a -2 DM to ranged attacks against the character who wears it. Melee attacks are unaffected by this device.

Sensor, Armacomp

The armacomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate weapons of all types. It grants a +2 DM bonus on Investigate checks when searching for weapons. Additionally, the armacomp sensor's advanced data on weapons of all types makes it a valuable resource when repairing weapons, granting a +2 DM on all Engineering or Mechanic checks made on weapons. This does not include explosives and other demolitions devices, which are covered under the democomp sensor.

Sensor, Chemicomp

The chemicomp sensor computer is a handheld computer or computerized gauntlet designed to find individual chemical compounds. Chemicomps can locate a specific chemical, providing a +4 DM on Investigate checks when attempting to find chemical compounds.

Sensor, Democomp

The democomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate explosives of all types. It grants a +2 DM on Investigate checks when searching for explosives. Additionally, the democomp sensor's advanced data on explosives of all types makes it a valuable resource when planting them, granting a +2 equipment bonus on all Explosives checks.

Sensor, Electricomp

The electricomp sensor is a hand-held computer or computerized gauntlet designed to detect and locate electronic devices of all types, including computers. It grants a +2 DM on Investigate checks when searching for electronics of a specific type. Additionally, the electricomp sensor's advanced data on electronics of all types makes it a valuable resource when repairing computers and other electronics, granting a +2 equipment bonus on all Engineering or mechanics checks made to repair them. Additionally, the electricomp can be used to identify any flaws in cybernetics.

Sensor, Geocomp

The geocomp sensor computer is a hand-held computer or computerized gauntlet designed to find individual minerals. Geocomps can locate a specific mineral, providing a +4 DM on Investigate checks when attempting to find minerals.

Sensor, Mechanicomp

The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and repairs of mechanical devices. The mechanicomp can identify a vehicle's, or starship's current status on the damage track. Additionally, thanks to the mechanicomp's extensive library of mechanical blueprints, any repairs made using the mechanicomp as a reference are more efficient, granting a +2 DM on

all Engineering or Mechanics checks to repair vehicles and starships.

Sensor, Medicomp

The mechanicomp sensor is a hand-held computer or computerized gauntlet designed to assist in the evaluation and healing of the Human body. The medicomp can identify how seriously a being has been injured. Additionally, thanks to the medicomp's extensive library of medical records and biological knowledge, any treatments administered using the medicomp as a reference are more efficient, granting a +2 DM on all Medic checks.

Sensor, Motion

The motion sensor is capable of not only detecting motion but also of plotting it on a display screen in relation to other objects. The motion sensor plots motion relative to its own position, but can sense motion through walls and solid surfaces, indicating the location of any moving object within 30 meters.

Universal Communicator (Unicom)

The unicom is an all-in-one piece of equipment that handles the communication needs of a single person. Each unicom has its own frequency and can send transmissions both directly to another individual unicom as well as to an entire group of unicoms. The unicom also has a data port so that it can be linked to a computer system and receive data as well as audio and visual communications.

Violet Rations

The standard rations of most militaries, violet rations are entire meals that come in pill form. The pill is placed under the tongue and dissolves, releasing not only the flavors of various foods but also the consumer's daily supply of nutrients and vitamins. Each violet ration is the equivalent of a single meal and is nutritious, filling, and relatively appetizing. In a move that has alarmed some political analysts, Lamog's Premier Makkil Forrent publicly condemned the construction of the new large ship construction yards near Mars, calling it a clear sign of hostile intentions. Many worry that this may be a sign that our former allies may be preparing for war. In other news, six Dodor fighters were shot down over Corrya as their conflict continues to escalate. – Mary Landern, HNC Network News

POLITICS AND ORGANISATIONS

The frequent conflicts between Human worlds sometimes obscure the larger tensions that exist between the greatest powers. As before the dawn of the Stellar Imperium, the planets with the largest populations are typically the most powerful. This primarily includes Earth, Lamog, and Tallin. Sangorlai is currently in a state of total anarchy, while the Relarrans aren't interested in making enemies out of any of their neighbors, preferring instead to profit from the sale of weapons to any warring groups.

Since the collapse of the Stellar Imperium, the governments of both Earth and Lamog have been increasingly critical of the role the other played. Lamog charges that Humans were too reluctant to bring the full force of their military against the R'Tillek and they ultimately impeded the war effort, while Earth blames the Lamog officials of being reckless with their tactics and resources during the war. Regardless of the truth, the Earth and Lamog governments once again find themselves at odds.

Earth has criticized the Lamog military of taking actions on dozens of worlds without bothering to first obtain Imperium authorization. They charge that unchecked behavior of this type is exactly what led to the mishandling of their first contact with the R'Tillek. Because the ships that encountered them, which were under Lamog's command, never assessed the true military capabilities of the R'Tillek or sought to establish any form of diplomatic relations with them before attempting to subjugate them, they needlessly brought war upon everyone.

In response to their resurgent differences, Earth has increased production of military vessels so that they can handle a possible Lamog offensive. One of the projects Earth has committed to is the development of a new starship with the same size and raw power as the lost *Imperium-Class* Destroyers. Unfortunately, building such ships will require the construction of new shipyards that are capable of building such large ships, since the current ones are simply not up to the task. A new shipyard is under construction in orbit around Mars, but it will not be complete for another five years.

While the Earth government seeks to right the wrongs they committed during the days of the Stellar Imperium, the Lamog government is interested in re-establishing its own superiority. It is not simply content with putting defensive capabilities in place, but wants to recreate the Stellar Imperium without other species sharing power. To this end, it has essentially turned its fleet of ships loose on the known galaxy with simple instructions: protect Lamog's interests. Each captain is left to interpret this directive as he or she sees fit, sometimes substituting Lamog's interests with their own, and further reinforcing the claims that Earth has made against them.

Lamog has also used a small army of infiltrators to keep an eye on Earth's military movements and it has already become aware of the massive new shipyards under construction around Mars. This concerns Lamog's leaders because they presently lack the resources to build such massive military ships and there is a great deal of debate about how they should deal with this. Many support the notion of going to war with Earth so they can destroy the shipyards, while others believe that the failure of the *Imperium-Class* destroyers proves that such large ships are not as valuable as earlier thought. Some say the best approach is to build ten ships for every one enormous one Earth can construct. Still others in the Lamog government feel that the best way to handle the threat is to upgrade their own shipyards and build their own "super-ships."

At this point, the Earth and Lamog governments are on a war footing against one another. No one is certain if this is simply a case of brinkmanship and rhetoric or a sincere buildup to another major conflict. At present both sides consider this a cold war.

While these two powers are intent on re-establishing their centuries old conflicts, the Tallinite queens call for peace, urging them to try to work together. Their primary reasoning is that the R'Tillek are a real threat and they could take advantage of this conflict to continue their bloody onslaught in former Imperium space. They reason that it is merely a matter of time before they reappear, and if they follow form they could

eradicate the entire population of Earth or Lamog. The Tallinites have even suggested that should such a war occur, they would consider committing their collective forces in an effort to enforce the peace.

Referee's Note

The purpose of a chapter on politics and organizations is to focus the setting and set it in motion. This setting is full of worlds, only a few of which are detailed in Chapter 2. More will be detailed later, but in the mean time, feel free to create new worlds with varying population levels and put them into conflict with other worlds, either from this book or of your own creation.

There are a number of ongoing wars occurring at any given time between and there are several worlds in the midst of civil wars as well. Conflicts involving the smaller worlds are usually short since their resources are also small. Such conflicts may easily lead to a change in government. In short, feel free to build campaigns around wars and political struggles that do not appear in this setting book, and feel free to overthrow published regimes as your game progresses.

Organizations

The following groups are powerful in their own right and often influence the political scene.

Archaeological Expedition Corps

The Archaeological Expedition Corps (AEC) is the most well-known group that explores the ruins of dead worlds and sifts through the wreckage of other civilizations.

History: The AEC was originally founded in 2374 by the Interstellar Concord as an exploratory organization. It was tasked at the time with finding the Farradin homeworld. After fifteen months, they found the world and the military destroyed the Farradin. Following the end of the war, the AEC was reassigned the task of



exploring dead worlds for lost technology that might prove beneficial. The organization survived through the rise and fall of the Stellar Imperium, although it was forced to become self-sufficient when government funding disappeared. It is now financed through private donors that have a vested interest in the fruits of the organization's labor.

Agenda: The AEC publicly acknowledges its existence, though it does not publicize its members. To this day it retains the goal set forth by the IC after the end of the war, which is to find technology that would serve to better the former species of the Imperium. Since the fall of the Stellar Imperium, the AEC has turned its attention to recovering the technologies that were presumably under development on the former core worlds.

Leadership: The AEC was funded and managed by a military committee before the Imperium's fall, but the leadership has since changed hands to a board of investors who make sure that their companies are the first to examine recovered technology and artifacts. Many of the field operatives despise the fact that it has fallen into the hands of the corporations, but most are willing to acknowledge that the continuation of their work would not be possible without private funding, and they would not receive that if new financiers and management had not been found.

Members: The AEC inducts members based on recommendations from other members, though they shy away from individuals with a criminal past because the risk of theft is a concern.

Benefits of Membership: Many members of the AEC feel that membership is its own benefit. Others say that they are paid in sunsets and starlight. While the pay is never very good, there are other benefits, such as obtaining a loaned fast freighter through the organization, which they can use for whatever purposes they wish for as long as they remain members. Many use their ships to haul cargo to create additional income.

Relations: The AEC has gained a reputation as a group of do-gooders and meddlers. While they are under no obligation or directive to right the wrongs they encounter, they typically do not back down from injustice, particularly when it stands in the way of their research. Crane Dargen's criminal organization in particular dislikes them because the AEC beat them to a dig that led to the recovery of an advanced energy weapon. Rather than sell the weapon, the AEC ensured that it was locked away at a safe location so it could not be replicated.



Aruim Technologies

Based on the planet Aruim, this corporation maintains profitability by skipping the research and development of its products, instead sending operatives into other organizations to steal their designs and beat them to the market.



History: Aruim Technologies was the brainchild of ex-Interstellar Intelligence operative Miles Wendt, who realized that in this day and age, when there are literally no laws restricting fair trade practices, there was nothing in place forcing companies to behave ethically. While there is nothing new about the strategy he devised, it had never before been a viable way of doing business because such practices were illegal under interplanetary law. Without the Stellar Imperium, the only law that he needed to worry about was local planetary laws, and they generally only punished the agent who stole the secrets; the company that assigned them was beyond their ability to control.

Agenda: Aruim Technologies' prime objective is to rapidly earn credits while investing as little as possible in the design and development of their products. They have managed to avoid conflicts with other companies on Aruim by only targeting those based offworld. This strategy has built them into a successful company while creating numerous enemies abroad. Anyone known to have had any affiliation with Aruim Technologies is usually not trusted by other companies and often has difficulty finding other work. This is one reason why their employees tend to remain loyal.

Because of the contentious nature of their business model, they have been targeted by a number of attacks that sought to damage their facilities and injure or kill the employees. Wendt himself has been targeted for execution, but has been able to rely on his training as an intelligence operative to survive these attempts.

Because much of the technology it steals is at some mid-point in development, the company keeps Sangor and Tallinites on staff. The Sangor reverse engineer any undocumented technology brought to them while the Tallinites finish engineering projects that are half-completed. The Sangor have no moral issues working for a company that operates in this manner and the Tallinites do not understand the nature of non-mortal competition, so hostility arising from the theft of intellectual property does not make sense to them.

Leadership: Miles Wendt remains the Chief Executive Officer. As with most companies, there are always plots to overthrow the CEO and replace him with someone who is more malleable to the wishes of the board of directors, but Wendt has enough personal spies planted within his own organization that he has so far been able to survive these plots.

Members: Aruim Technologies employs numerous characters for support positions, such as customer service, shipping, accounting and other mundane tasks. But Aruim also employs player characters. Agents, rogues, nobility, and citizens can all be skilled infiltrators. The company also recruits from the armed forced to act as corporate security.

Benefits of Membership: Because the company does not spend a great deal of money on research and development, the employees they do have are paid well. The company provides them with cost-free health care, a gym located at the offices, and a 30 percent discount on travel. Executives receive their own personal ship, which can be their choice of a personal fighter or a fast freighter.

Relations: Most organizations have little interaction with Aruim Technologies. Occasionally an operative will utilize a criminal organization to quickly and quietly move a parcel to corporate headquarters. Otherwise, they mainly affect other technology firms by costing them millions of credits in profit. Those who would steal technology for them understand that other corporations deal harshly with those caught stealing their work. More than half of them would have the infiltrators killed rather than surrendering them to the local authorities.

Basts Syndicate

The Basts syndicate is one of the largest organized crime organizations that operates out of Upagra, which is notorious for its criminal activity.



History: The Basts syndicate is named after a Lamogos family with the last name Basts, which moved their organization from Lamog to Upagra. The family was butchered by an ambitious group of criminals that they had hired shortly after they moved, and their sizable operation was taken over by the Human Lina Crel, who felt that the organization would remain successful if she kept the family's name. She was assassinated a short time after that and her successor was the Human Kecia Dialno, who has retained leadership for the past fifteen years.

Agenda: The Basts Syndicate has only one priority: to earn money through illicit dealings. Generally speaking, this means that they make their money by trafficking banned substances and weapons on other worlds. Many worlds have become so lax with their laws that these items are easy to buy and sell, so the main challenge is smuggling them onto the planets where they intend to sell them and then finding buyers. The Basts Syndicate is also notorious for their violent acts, carrying out hits against those who have betrayed them, or against those who have bounties posted against them.

Leadership: Kecia Dialno is in charge of the Basts Syndicate. She is now approximately forty-five years old with red hair, green eyes, and a well-maintained physique, leading most people to assume she is ten to fifteen years younger than she truly is. She spends a great deal of time and money maintaining her image, which she continually uses to seduce new conquests and enemies alike; the latter are usually dealt with soon thereafter, either cast out of the organization or simply killed. She does not tolerate betrayal, going out of her way to ensure that those who cross the organization are killed or maimed. She deals with those she distrusts quietly, leaving many to question what happened to those who disappear.

Members: The vast majority of the members of the Basts Syndicate are rogues or agents. A small percentage of those working with this crime syndicate are ex-military who are there to provide Dialno with protection, collect bounties, or deal with members who have betrayed the organization.

Benefits of Membership: There are a variety of benefits to working for the crime syndicate. The organization provides fast freighters or occasionally larger cargo ships for the captains who wish to carry out smuggling jobs. In exchange for the ship, they must turn over 50 percent of their profits until the ship is paid off. The organization also connects smugglers with each other so they can trade banned items more easily. Finally, they make every effort to liberate incarcerated members that run afoul of local law enforcement while working on their behalf.

Relations: The Basts Syndicate's main rival is Craine Dargen's organization, which enjoys the benefits of being hidden away at a secret location. They also have had numerous run-ins with Frontier Law, which insists on enforcing the laws of worlds they are not even affiliated with. Every major world with an organized government dislikes the Basts Syndicate, though when caught, their operatives can usually get away with their activities through a combination of intimidation and bribery.

Brotherhood of Eternity's Salvation

The Brotherhood of Eternity's Salvation is a religious extremist group that is trying to spread salvation through the use of force. They believe that their methods are consistent with their

religion, partially because of their group's dogma, but also because the original book they base their religion on was compiled nearly two hundred years before the current generation of fanatics were born.



History: Originating as a fundamentalist church on Earth two hundred years ago, the sect that became the Brotherhood of Eternity's Salvation reinterpreted their holy text and concluded that extreme measures and violence were needed to save the universe before God's wrath struck Humanity down. They initially perpetrated a series of unexpected violent acts, which enraged the population of the Earth and resulted in their exile in 2484. They left the system and found a world, which remains uncharted. Little is known of their activities during the last two hundred years, but it is believed that they forcibly indoctrinate their children into the religion and slaughter the ones who refuse to commit to their ideology. They emerged from exile when the R'Tillek war reached its height, believing that they were the physical incarnation of God's will and they would fulfill their destiny by saving the Earth.

Upon their emergence from exile, they murdered five well-known individuals: a writer, an actor, a philosopher, a politician, and a scientist. After capturing these individuals, they forced them to announce their acceptance of God and reject their previous "propaganda" before putting them to death on camera. While this move infuriated groups throughout a number of worlds, it also appealed to a certain segment of the population who felt that society had been moving away from religion and needed to be saved.

Since their emergence from exile, the Brotherhood of Eternity's Salvation has remained veiled behind a shroud of secrecy, meeting quietly and in private, then striking hard and fleeing. Their organization has become active on almost every world and starport that welcomes Humans. They always leave a copy of their holy book with the bodies of the slain.

Agenda: The stated agenda of this organization is to lead the galaxy to salvation through brutal forced conversion. Only through pain can a person

be redeemed for their wickedness. They primarily target the non-religious, though they have hit some individuals who belong to competing religions. Ultimately they believe that by instilling the fear of God into the populace, the truth of their beliefs will become apparent and the other religious groups will merge with their own.

Leadership: One of the things the Brotherhood of Eternity's Salvation did in an attempt to ensure their survival was to decentralize the leadership of the organization. There is no figurehead of the church. Their dogma states that God's will is what will keep their religion from changing from its current form. Pastors lead their flocks, but large organizational or theological changes must come from an annual convocation of pastors.

Members: The vast majority of the organization's members are either those who were indoctrinated into it upon birth or those who have willingly converted. Members include scholars, drifters, citizens, and entertainers.

Benefits of Membership: The greatest benefits of membership are belief and a sense of belonging. The organization pays to transport members to other star systems and provide food and housing for them, assuming that they believe there is missionary work to be done there.

Relations: The Brotherhood of Eternity's Salvation is almost universally reviled. The religions that teach peace and tolerance are shocked and outraged at their actions, law enforcement agencies fear what they will do next, while criminal organizations worry about becoming their next target.

Craine Dargen (Criminal organization)

Craine Dargen is an elderly crime lord who has built an empire around himself over the course of his lifetime. His organization specializes in anything and everything that violates the laws of any system if it stands a chance at generating profit.

History: A Human native to Hagenti, Craine Dargen was born into a wealthy family with a small amount of political power. When he was in his early twenties he began a relationship with a Lamogos woman,

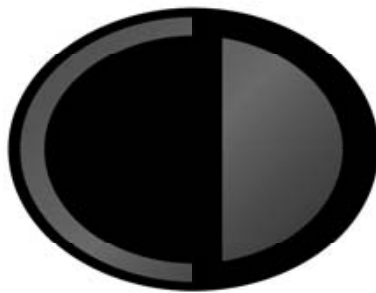
drawing the ire of his family. When he refused to end the relationship, he was cast out of the family, but not before liquidating his assets and taking them with him. A year later he married Kiltain, his Lamogos fiancée, and began a series of attacks against his own family's holdings. He gathered a group of thugs loyal to him and shortly thereafter broke into the smuggling trade. Five years after marrying, he sought out a geneticist who managed to combine the Human and Lamogos DNA of he and his wife, creating a son, one of a very few half-breeds in existence.

The organization remained on Hagenti for twenty years, during which time it grew drastically in size and power. Eventually the law identified him as a serious threat and attempted to apprehend him. Dargen, his wife, and most of their organization lost themselves on the various Sangor worlds where they grew their organization. Two years ago, the group moved to the remains of Piresega where they could operate without interference from any local authorities. Upon arrival, however, they found that they were not the only criminal organization with this idea, so they quickly established dominance by destroying one of the competing organizations near their headquarters. Since then, the only time they have been contacted by other criminal organizations was when they had something in mind that would be mutually beneficial.

Agenda: Craine Dargen has two agendas. The first is the one that is publicly known, which is to earn an obscene number of credits by having his thugs carry out every conceivable criminal action, provided that they are lucrative. The second is that he has employed a number of bioengineers on Aruim to research viruses that would rewrite Human and Lamogos DNA to make reproduction between Humans and Lamogos possible without medical assistance. The physical and biological similarities between the two species are remarkable enough that a large number of inter-species couples exist and he believes he would be doing both species a favor by allowing them to mix at will. He believes that accomplishing this would overcome the societal stigmas attached to such couples. So far the scientists have failed to produce results, but the research continues.

Leadership: Two people in charge of this organization are Craine Dargen and his wife, Kiltain. Both look remarkably young for their age due to a series of genetic and dermal treatments that they undergo every year in an effort to prolong their lives.

Members: This organization draws a pretty equal number of drifters and rogues, and they have a few psionic characters working for them as well, detecting and weeding out potential traitors. This is an organization that anyone can join, provided that they are competent in a fight and are able to stay loyal.



Benefits of Membership: Craine Dargen provides members who are actively working for him with a good lifestyle that includes luxuriously large homes, their own personal vehicles, and a nearly endless supply of credits that they can spend as they wish.

Relations: Most criminal organizations have a healthy fear of Craine Dargen, though the Basts Syndicate is on equal footing. Almost all planetary governments dislike them, but like the Basts Syndicate, they use bribery and intimidation to try and keep their operatives out of trouble, though their methods are not always successful. A number of planets have smaller organizations that actively oppose them, while other groups have formed beneficial relationships with them.

Earth Defense Force

The Earth Defense Force is Earth's primary military force. They inserted the word "Defense" into their name in an effort to distance themselves from the Lamog's military following the fall of the Stellar Imperium. Earth is trying to change its reputation away from the conquests of the past to one that promotes peace, even while the Lamog's are doing almost the exact opposite.



History: The Earth Defense Force (EDF) was named the Earth Military Force before the Interstellar Concord. When the Imperium formed, a small percentage of Earth's forces remained at the planet for defense purposes, but the majority was transferred to the control of the Imperium. When the Stellar Imperium finally fell, a number of ships that had been constructed and funded primarily by Earth returned to the home system and became the Earth Defense Force.

Agenda: The primary objective of the Earth Defense Force is to keep the Earth safe in the event that the R'Tillek target the planet. Past battles have shown that the R'Tillek are not indestructible, provided that there is a sizable force opposing them. Earth Defense Force ships are often sent to other systems to protect Earth's interests. The fact that they leave Earth, primarily on combat missions against other worlds brings into questions whether or not the force is truly defensive in nature.

There is a great deal of corruption within the ranks, which is why some commanders who are stationed away from Earth pursue private agendas without any form of accountability. Earth is careful to investigate these

issues when they arise and distance themselves from such lawlessness due to the fact that Earth's leadership frequently criticizes Lamog's military for the same issues. Ships from other worlds encountering EDF ships have learned to treat them with suspicion since they tend to be aggressive just as often as they offer aid.

Leadership: The EDF is ruled by the joint chiefs of staff, which report to the president of Earth. Military action is only allowed if the president authorizes it or there is a danger facing a ship in another system. Altercations are subject to review and inquiry, so it is rare (although not unheard of) for a ship captain to be the aggressor in a conflict.

Members: The EDF is comprised of a variety of character roles, including army, navy, agents, marines, and scouts. The EDF enlists a variety of others who operate outside of their established ranks and act to advance Earth's interests.

Benefits of Membership: The EDF provides members with structure, moderate pay, and a higher purpose: the defense of their homeworld. They are never allowed to forget that their actions might one day save the planet.

Relations: The EDF has repaired relations with the Tallinite Collective Forces, though tensions have risen with the Lamog's Star Navy since the fall of the Stellar Imperium. Many Lamog's view the EDF as weak and blame Humans for losing the war against the R'Tillek. A number of minor battles have taken place between the two military organizations since the split, and it is becoming increasingly likely that the two powers will go to war soon. Despite the hostilities, there have been a few incidents where ships from both sides have worked together towards common goals during crises.

Exinorists

The Exinorists are a religious organization from Lamog that has vied for political power, recently taking control of the gas-producing world of Sarodar.

History: Exinorism is one of the oldest religions on Lamog but its membership has never surpassed 10 percent of the population. The religion worships the deity Exin, which they believe will provide spiritual salvation for all who he deems worthy. Many reject the religion because they consider the teachings of the religion too elitist, while others simply have a difficult time finding faith. Despite its relatively low popularity, it enjoys the favor of many



of the political elite. One does not simply convert to Exinorism unless born into it or invited in. Their religious texts are freely distributed to members, but are so expensive to purchase for anyone outside the church that only scholarly institutions typically justify the expense. They are not interested in secrecy as much as they are maintaining Exinorism as the religion of the upper class.

Agenda: The agenda of the Exinorists is to bring salvation and wealth to those who fit their preferred profile and wish to believe in Exin. They do not believe that there will be spiritual salvation for all; in fact, they believe they can handpick those who will accompany them into the afterlife and keep them on the 'right' path throughout life's journey. Their primary strategy for accomplishing this is to accumulate as much financial wealth and political power as possible and then carefully exercise it to further their goals. Sarodar, the primary gas-producing world in Lamogos space, is controlled by them and serves as a major point of power. It allows them to greatly influence the price of hydrogen in Lamogos space, granting special price breaks to those they deem worthy while overcharging those they don't.

One of their central teachings is that if the Lamogos people do not hold with Exin's teachings, they will no longer be the chosen. The revelation hundreds of years ago that there was alien life was proof to them that there was a very real chance that this prophecy would come to pass. Many fear, however, that their time spent allied with the Humans was enough of a break with his teachings that he has turned his back on them.

Leadership: The central figure of the Exinorist religion is the Veliff. He is elected by the Council of Seren, an organization comprised of high priests. The Veliff's main job is to interpret their holy text, the Sillzin Vah, and apply its teachings to the modern age. In practice, the Veliff's job is to oversee that the church is functioning as laid out by his predecessors, ensuring that they continue to amass more power. The identity of the Veliff is a closely guarded secret, as he appears to his followers clad from head to toe in black robes. He wears a ceremonial mask that reveals only his eyes and he typically goes before them only two to three times per year.

Members: Exinorists are individuals who have been invited into the ranks. They are primarily nobility, scholars, and entertainers, though there are also a large number of merchants and citizens in their ranks. While many Lamogos hide the fact that they are members from outsiders, others flaunt it in an effort to increase its popularity. Most who outside of the religion consider the exuberant vocal minority to be brainwashed or simply foolish.

Benefits of Membership: The primary thing that most members gain from joining this religion, other than spiritual payoff, is an increase in status among the elite as well as an open door to some of the better opportunities within Lamogos society. Many have also flocked to Sarodar, seeing it as a beacon for the faithful where they can be surrounded only by Exinorists.

Relations: Even on Lamog many people dislike the Exinorists. Some call them the world's largest cult while others are simply jealous that they do not have the same opportunities available to them as Exinorists do. A number of corporations also dislike the Exinorists because their hydrogen prices are inflated simply for refusing to give the organization lip service. This resentment has led to a number of attacks carried out by saboteurs to interfere with their production.

Frontier Haulers

The Frontier Haulers are a group of loosely affiliated cargo runners who primarily operate in the Frontier Systems. They share tips and job leads with other cargo ship owners and they also help each out when members become caught up in local troubles.



History: The Frontier Haulers formed in response to the upsurge in raiders throughout known space. A group of them met at The Quaraaca on Rover's Beacon and made an agreement to look out for one another. Over time, they added new members, each informing the others when they learned of jobs they could not take and advised the others about areas of space that was becoming overly dangerous. They also began to exact vengeance for those who fall to the depredations of raiders, often times hunting them down on Rover's Beacon while posing as raiders themselves.

Agenda: Ultimately, the Frontier Haulers try to make the Frontier Systems a safer place for cargo runners to do business. They try to help each other complete their deliveries, they help each other find jobs and they also help their fellows collect payment when an employer tries to cheat them after the job is complete.

Leadership: The recognized leader of the Frontier Haulers is Tella Brode, the only one of the original five who met that fateful day on Rover's Beacon and is still actively hauling cargo; the others have since either retired or become too injured to continue in this line of work. Tella is a tall Human woman with blond hair, striking blue eyes, and such a foul mouth that she

sometimes makes seasoned veterans blush with the way she can creatively string expletives together.

Members: The vast majority of the members of this organization are merchants and rogues. The Frontier Haulers don't worry about whether any of their members are wanted by the authorities, though if they find out about a bounty hunter on the tail of one of the other members, they usually make sure that member is informed.

Benefits of Membership: The primary benefit of belonging to the Frontier Haulers is that they tend to be more successful than those who are in it strictly for themselves. Raiders also tend to shy away from a ship if they know that the captain is a member of this organization since that increases the chances of later repercussions for their actions.

Relations: The Frontier Haulers are disliked by most raiders, and they have also made enemies out of a number of cheap businesspeople who try to swindle others out of payment after services have been delivered. Another problem occurs frequently is when cargo runners take on fugitives as passengers. The ship owners are labeled as accomplices, which makes it difficult to return to those systems without facing arrest. Despite the trouble, hauling fugitives is sought after by many because they pay considerably better than transporting ordinary cargo.

Guardians of the Light

The fate of the known galaxy may hinge upon winning a war that has already been lost, and the Guardians of the Light are one of the few organizations that concern themselves with that.



History: During the war against the R'Tillek, the war was going poorly, so an elite group of troubleshooters was called in to figure out how best to defeat them. Their ultimate answer was to build ships with more powerful weaponry or find some sort of technology that would have the power to destroy several R'Tillek tribe ships more quickly. In other words, they needed to find better weapons or some sort of a super-weapon. The organization was funded by the Earth government after the Stellar Imperium collapsed, and they continued their search for anything that they could use against their foe.

Agenda: The Guardians of the Light have a number of objectives, mainly finding technology that will boost the destructive power of their weapons, discover some

fabled lost shipyard with Imperium Class Destroyers, or find some way to negotiate a peace accord with the other race. The Guardians of Light has its share of critics. Many have argued that they have an impossible goal, or that Earth needs to admit that it is simply outclassed, and still others are content to sit back and hope that the R'Tillek will simply go away on their own eventually. The Guardians of the Light have tried to impress upon these people that the R'Tillek will not simply go away, and they will strike world after world after world until there is nothing left of their various civilizations unless something is done about them.

Leadership: The figurehead of the Guardians of the Light is a former general in the war against the R'Tillek, a Lamogos named Hirto Lajin. The blue-skinned leader, with his close-cropped white hair, sits in his office running endless simulations involving the ships at Earth's disposal against the Tribe ships to try to come up with some strategy that would effectively defend the planet. He uses the data on the enemy ships that was collected during the war. While he's engaged in those activities, he sends agents to known dead worlds and has them pick through the wreckage to see if there is any previously unknown technology that might be of use. Another thing they are searching for are wrecks of R'Tillek tribe ships from the war. After all, the best way to find weaknesses in these ships is by studying actual samples.

Members: Primary membership consists of scholars, although they also employ a fair number of ground-assault forces to act as guards for those doing field work. Roughly half of the scientists are in charge of weapons research while the other half are actively exploring dead worlds. The species composition is nearly equal parts Lamogos, Human, and Tallinite. Some Sangor consultants are available in the event that they find some alien technology that they need to reverse engineer.

Benefits of Membership: Most of the members of the Guardians of the Light are doing it for the completely altruistic purpose of saving civilization as it currently exists. The organization barely has funding, let alone enough to pay its members what they're worth. Some members, even at the highest levels, choose to work with almost no pay, living in quarters that are provided by the organization. Every time extra funding has been allocated, the membership has agreed to spend it on more research rather than improving their financial comfort level. They know they are the one hope civilization has of surviving the R'Tillek.

Relations: The Guardians of the Light has very few enemies within the known galaxy. They try to avoid direct contact with the R'Tillek and they routinely tap contacts from a number of organizations for favors and leads. The Frontier Haulers are frequently used

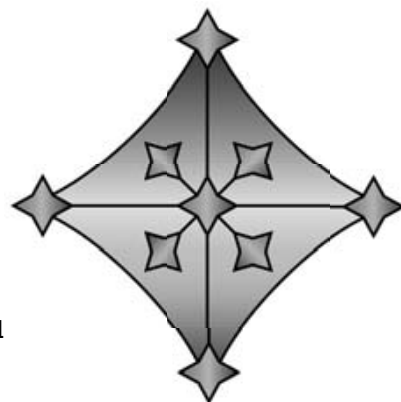
to transport them to the systems on the outer range of known space, the Archaeological Expedition Corps has been known to provide them with information that might lead to the discoveries they're looking for, and the military organizations belonging to the Humans, Lamogos, and the Tallinites often help them reach their destinations and provide military support when they need to go into a hostile region. Criminal organizations are also useful for the information that they sometimes freely share. These organizations may work against each other's interests quite a bit of the time, but they do realize that they could all be extinct soon enough if something isn't done about the R'Tillek.

One organization that The Guardians of the Light is not on good terms with is the Exinorists. Recently Hirto Lajin made a flippant remark about the religious group that provoked derisive laughter at one of his speeches. Faughn Rukt, the Exinorist leader, took offense to these remarks and issued a statement of condemnation against the organization and then followed it up by destroying a destroyer-sized military vessel that was owned and operated by the Guardians of the Light. Sources believe

that saboteurs managed to sneak more than one nuclear device aboard the vessel while it was docked at Rover's Beacon and then detonated them after the ship left the station, killing all crew aboard. The Exinorists publicly took credit for the destruction of the ship. The ship's Human captain, Bradley Ribbs, had disappeared a week before the ship's destruction during a classified mission. The whereabouts of the captain are unknown, though he is not suspected of complicity in his ship's destruction.

Integrated Astrodynamics

Integrated
Astrodynamics is the single most successful corporation on any Tallinite world. They own the starship navigation market and they have accumulated a great deal of political power on other worlds as a result.



History: Integrated Astrodynamics predates the Stellar Imperium by one hundred solar years. The company was created because the Tallinite navigation systems proved far more reliable than those developed by other races. Because their data was more accurate, accidental collisions between starships and space-born objects during FTL jumps have been nearly eliminated. In addition to this, the system had an interface that was much easier to use, reducing the amount of time it takes to calculate an FTL jump.

Agenda: Tallinites typically avoid organizations outside of their own colonies unless belonging to them directly benefits their colony. While the typical agenda for any corporation is greed, the Tallinites set up this corporation so that they could widely distribute their navigation systems to other races and areas of space. The profits generated are reinvested by the hive owners into research and development to fine-tune and improve the system even further.

Leadership: Queen K'L'Ktch of Talin is the head of the Integrated Astrodynamics Corporation. She ensures that the company continues producing navigation systems, but takes almost no risks with the business. She only releases new models when they can offer significant upgrades that simple software updates could not accomplish. All new navigational courses reported to them by the numerous explorers are double checked by a group of Tallinites and then loaded into the central computer. This information is then loaded onto all new navigational systems, and anyone already owning one of their systems is able to download this information for free.

Members: Most members of the Integrated Astrodynamics corporation are Tallinites that were specifically bred to perform their jobs within the company. Like all Tallinite workers, they are compensated for their time, but since their housing and cost of living is already provided for, this money is strictly for travel and leisure.

Benefits of Membership: The only tangible benefit of working for the Integrated Astrodynamics Corporation is that they can do what they were bred for. Since all Tallinites are considered equal within the colony, there is no individual prestige to be had.

Relations: This organization has a few competitors, namely one technology firm that sprang up on Aruim called Navigation Incorporated and a Sangor company called Prime Navigation. Both are cloned systems that were designed by reverse-engineering the Tallinite navigation system. The Human one has a few extra features that make it easier to use, but does not offer the free navigational updates from the Tallinite central computer. The one produced by the Sangor is less expensive, also lacks the ability to update from the

Tallinite central computer, and has a reputation for making deadly mistakes.

Interstellar Intelligence

Interstellar Intelligence (or the II as they are commonly referred to) is the largest information gathering service in the known galaxy. Most of the information they accumulate is for sale to almost any client.



History: The II started with the Interstellar Concord as their primary information gathering agency and then carried forward to the Stellar Imperium, where it served until the Imperium disintegrated. Five years ago most of the agency decided to remain intact, but rather than accept funding from (and thus be beholden to) a specific world, they decided instead to investigate matters that interested them and then put this information up for sale to the highest bidder. They have since become the bane of several governments and organizations, having influenced the results of elections, toppled crime lords, and brought notorious criminals to justice.

Agenda: The primary agenda of the II is to provide information to the highest bidder. They do have a slight sense of justice, however, as they will seek out the right buyers if it means interfering with individuals who are abusing their power or committing atrocities. They have sold information to many governments, though all know that the II could sell information about them to one of their enemies one day. The II likes to think that fear of them helps prevent some amount of corruption within the various governments.

Leadership: The II's leadership is primarily the directors who were in charge when the Stellar Imperium collapsed. The four highest ranking directors are Faye Savage (Human female), Ramon Franco (Human male), Tanner Bentley (Human male), and Bline Dodget (Lamogos male).

Members: Most members of the II are agents who mostly rely on stealth and avoid conflicts whenever possible, however, there are a fair number of them who are skilled in combat and take on more dangerous assignments. Despite the soured relations between Earth and Lamog, the II still uses large numbers of Humans, Lamogos, and some Tallinites and Sangor. Sangor in particular are especially capable of infiltrating corporations since a large number of technology firms like to keep Sangor for their engineering skills.

Benefits of Membership: The greatest benefit of belonging to this organization is that it pays extremely well. Members are expected to travel in privileged circles and the only way to do that is to be privileged themselves. They always have private spacecraft, usually fighters, which are decked out with the greatest creature comforts; they stay in upscale hotels, and are encouraged to casually throw their credits around. Agents try to promote the perception that their credits come from personal wealth, or they masquerade as a corporate executive or politician. More than one cover has been blown in the field when the agent posed as someone that the subject of their investigation knew personally.

Relations: Many organizations have a love/hate relationship with the II. Organizations often want information that the II possesses, but the II has no loyalty and will provide information to their enemies. There have been cases where groups that knew the II had information on them have paid a great deal to make that information *become forgotten*. They rarely agree to do this unless the amount of credits they are being offered is staggering, or they have some personal reason to want that information retired. Recently the Earth Defense Force and the Lamog Star Navy have been employing the II to spy on each other and the II, in turn, has been happily playing both sides of the conflict.

Lamog Star Navy

The Lamog Star Navy is the military arm of the Lamog government, and one of the largest causes of small-scale conflicts in the known galaxy.

History: The Lamog Star Navy was similar to its present form prior to contact with Humans. It has always had a reputation for jumping into systems, taking what it wanted by force (if the local government did not surrender it willingly), and then jumping away. Normally their objectives would be shared by their government, such as apprehending an individual, or obtaining newly developed technology or important information. The Lamog Star Navy has also been known to occupy worlds for years at a time for a variety of reasons. Starship captains held the authority to act as they saw fit.

When the Lamog formed the Stellar Imperium, their actions were tempered by the political will



of the governing body that they served. Many Lamogs disliked the arrangement, though this was compensated by the fact that, with the combined power of several governments, they were prominent members of the largest, most powerful military ever built, and they expanding the Imperium, regardless of whether the natives were in favor or not. Now that the Imperium has fallen, they are not on as strong of footing as they once were, but they are rebuilding quickly and their methods have returned to what they originally were. Many are suspicious when they see an Earth cruiser, but most are fearful when they encounter a group of Lamog ships.

For the time being, the Lamog Star Navy uses the same types of warships that were left over from the Stellar Imperium. However, they have opened up new shipyards to create a new fleet, and most analysts expect that there will be new ship designs developed that will likely be more advanced than the ones currently in service.

Lamog Star Navy soldiers are clad in distinctive black armor that covers the body from head to toe. Their helmets contain a heads-up display that monitors surrounding temperature, atmospheric makeup, and known friendly and enemy positions. These are some of the most highly trained and well-equipped soldiers in the galaxy and the mere sight of them inspires fear in the hearts of most who see them.

Agenda: Many suspect that the Lamog military follows the individual agendas of their captains. They are obviously there for the protection of Lamog and its interests, but they often become entangled in affairs that have little to do with planetary defense. Aside from the ships that are strictly used for planetary defense, most of their other ships are far from their home system on a wide variety of missions, some of which have dubious value to Lamog.

Leadership: The Lamog Star Navy is officially led by a trio of generals who are appointed by the planetary Chancellor. These generals mainly decide how many forces to keep in the system for defense and how many to send abroad. They typically don't become very interested in the actions of their fleet outside of the system unless there is a very realistic chance that they provoke a war they cannot win. Since their military is on par with that of Earth and Tallin, that seems like a remote possibility. It is worth noting that the former Stellar Imperium is just a small section of a largely undiscovered galaxy, and there is a definite chance that other powerful groups exist beyond frontier space.

Members: Lamog's long-standing propaganda among its own people is that there is no honor greater than serving in the Star Navy. Members come from all

sorts of backgrounds, though the military is selective about who they accept. They mainly look for intelligent individuals for officers while they want tough people who can follow orders without question for the various branches of trained warriors.

Benefits of Membership: Since Lamogog is a socialist government, their only status is determined by rank and achievement. As there is no greater honor than to serve Lamogog's interests, veterans of the Stellar Navy are given a great deal of respect and status, second only to their political leadership.

Relations: To say that the Lamogog Star Navy isn't well regarded by other organizations would be an understatement. However, since they possess more raw power than most others, the best anyone can hope for is to simply stay out of their way. The Interstellar Intelligence sometimes manages to use some leverage against them due to the sheer amount of information it possesses. However, they rarely play this card since the Lamogogs have information on a number of their agents that are in the field and could jeopardize several of their critical missions.

Native Atmospheric Solutions

Because Relarrans are the only major spacefaring race that requires a water atmosphere, they have become the foremost experts on creating protective suits for species that must venture out of their native environment.



History: The Relarrans are an intelligent aquatic species that found their way to the stars long before Humans did. Their special atmospheric needs gave rise to the creation of Native Atmospheric Solutions, which is a company that manufactures suits for a number of different environments. Originally, they had a different suit for oxygen atmospheres than they did for the vacuum of space, but they soon combined the two and made them compatible with atmospheres composed of other gasses.

When the Relarrans encountered the Humans, they believed that they could make lighter-weight space suits for the Humans. After this became a highly successful endeavor for them, they began making environmental suits for other species. Now, hundreds of years later, they are now the single-successful manufacturer of atmospheric suits in the known galaxy.

Agenda: The Relarrans are strongly motivated by profit, and this endeavor is no different. To maximize profits, their suits have a maximum lifespan of approximately six years and include a complex alarm system to let the owner know that they need to replace theirs before a major failure occurs. They also release new upgraded models of all lines they sell every solar year. Since the rate of failure with non-Relarran produced suits is higher, they maintain the appearance of manufacturing premium quality environment suits, even though they know that they could manufacture suits that last five times as long.

Leadership: As with all corporations, Native Atmospheric Solutions is run by a board of directors. The current Chief Executive Officer is a Relarran with a great deal of past business successes whose name roughly translates to CH'Klittkik. The company has been quite profitable in the post-Imperium galaxy under his guidance.

Members: The vast majority of the members of this corporation are citizens and scientists who either work in research and development, manufacturing, or corporate administration. This is one of the primary Relarran-employing companies, so embarking upon a career here is highly competitive and they always hire the most-talented individuals.

Benefits of Membership: The greatest benefit of working for Native Atmospheric Solutions is that it pays better than most other companies by an order of magnitude. Any Relarran, no matter what part of the business it works for, has achieved a level of status that is higher than most others in the community. The company also provides superior health benefits, a quality retirement plan, and six weeks of vacation per solar year.

Relations: Most other organizations are on excellent terms with this corporation. They have included autodestruct programming in their suits for those who attempt to reverse engineer the suits, which has sparked annoyance with some companies. Aside from learning their basic material components, no company has managed to reverse-engineer their suits.

Psi-Assembly

The Psi-Assembly began as a Relarran organization, though it has since spread to the remaining races of the known galaxy.

History: The Psi-Assembly was originally created because the Relarrans



discriminated against the members of their society that showed signs of possessing psionic powers. In time, a large group of Psionicists formed an organization and began pushing for political change. They achieved their goal of equality many generations ago, but the organization remained intact to ensure that they do not slide back after making so many gains.

When the Relarrans joined the galactic society, they found that they were not the only race to possess psionic powers. Many other species either feared their psionic members or their governments exploited their powers for their own gain. Many of them decided to join the Psi-Assembly when they became aware of it. Over time, the organization left behind its roots on Relar and became a true interstellar organization.

Agenda: The Psi-Assembly's primary stated goal is to protect the rights of psionicists on all worlds. When they see an injustice taking place against psionic-capable individuals, they bring the weight of the organization down on that world until changes are made to end the discrimination. They normally work within the legal realm to accomplish their goals, however, they have employed mercenary companies in the past to go to war with the governments that refused to comply with their wishes. Many believe that the Psi-Assembly is not simply interested in equality, but are more interested in establishing their superiority over others and using it to place them in positions of leadership and power.

Leadership: The Psi-Assembly is run by a complex bureaucracy that is intended to be difficult for non-members to navigate while being completely irrelevant to members. The decision to take action in any given case comes from a consensus among members, not the so-called leadership. The primary role of the leadership is to issue statements, allocate funds, and maintain records. Very few of them have strong psionic talent.

Members: The members of the Psi-Assembly come from a myriad worlds and species. Most species, both major and minor, have some members in the organization. The two notable exceptions are the Gaieti, and the R'Tillek.

Benefits of Membership: The Psi-Assembly provides legal representation to any of its members that they perceive are being unfairly treated due to their psionic abilities. They have a large, well-funded lobbying arm, which is quite effective in most of their efforts. Another, less obvious benefit is that as they become better connected, they are more likely to land prestigious positions. The Psi-Assembly likes to see their members in positions of power, so they help this along whenever an opportunity presents itself. The disadvantage to this is that many psionic politicians feel that they are beholden to the organization that placed them in power.

The few psionic capable individuals who have been elected and then decide to distance themselves from the organization for political reasons have a tendency to suffer unforeseen "accidents."

Relations: Most worlds and organizations are somewhat afraid of the Psi-Assembly. There is a lot of misinformation about psionic-capable individuals, such as the notion that they can automatically scan a person's mind by simply being in their presence and then proceed to probe for weaknesses, or unearth regrettable actions from their past that they can exploit. Often, when governments discover that the Psi-Assembly has taken an interest in their world, they skip the legal proceedings and simply go to the organization to find out how to resolve the situation. Criminal organizations employ few (if any) known psionicists because they fear that such individuals could discover secrets that could harm them. The Archaeological Expedition Corps and the Guardians of the Light not only like to employ psionicists, but go so far as to consult the organization for a recommendations on the best candidates.

Tallinite Collective Forces

The Tallinite Collective Forces are the military organization that protects the world of Tallin. This organization is strictly on a defensive footing, so it does not send ships outside of its territory unless invited or provoked. There have been cases in the past where non-Tallinites have attacked Tallinite worlds that in-turn asked them for help, and the homeworld has responded by extending Tallinite protection to those worlds until the crisis has passed.

History: Tallin had always maintained a relatively small military, however this changed when Earth first when to war against Lamog. At that time, they felt that the conflict could spill into their region of space and that they should be prepared to deal with any threats that arose. To this end they constructed a fleet of military ships that maintained a defensive posture around the planet. When the Stellar Imperium formed, Tallin joined the Earth and Lamog as the largest financial contributors to the government. This contribution includes an enormous number of credits that were dumped into the military. When the Imperium fell, the Tallinites claimed roughly thirty percent of the ships that were still in working order and added them to their local forces. Today they have the third largest military, and stand ready to defend against nearly every



imaginable threat. Like the others, however, their main concern is a R'Tillek incursion.

Agenda: The Tallinite Collective Forces exist to defend Tallin and occasionally, other Tallinite worlds. During times of conflict with other Tallinite colonies, they also employ their military to defeat their Tallinite enemies. They do not use the threat of military action as a means of persuading the species from other worlds to bend to their demands unless those demands are to simply leave their space.

Leadership: Each of the queens on Tallin has a stake in controlling the Tallinite Collective Forces. They agree on the primary function of their military, so the main thing that they must deal with is how much funding comes from each of their colonies. The amount changes from year to year as the colony sizes increase or decrease, but these changes are rarely drastic.

Members: Almost all members of the Tallinite Collective forces are Tallinites. There are a few members of other species who served aboard Tallinite ships during the Stellar Imperium, and a few of them have remained with them, but their numbers are small. Tallinites that go into the military were bred to do so, so they normally serve for life or until they have become too injured to continue with this line of work.

Benefits of Membership: As with all Tallinite vocations, the benefits of membership are simply that they are doing the career they were born to do. The general population does not give them any more or less respect than they do any other profession.

Relations: The Tallinite Collective Forces are on good terms with most other governments and organizations, although the queens have issued statements that they may step in and act as peace-keepers should Earth and Lamog go to war against one another. They also aggressively patrol their space for raiders and destroy them when necessary. Despite their hard line, many raiders take their chances anyway.

Tribes of the R'Tillek

The Tribes of the R'Tillek represent the single largest threat facing the known galaxy. Neither the Interstellar Intelligence or the Guardians of the Light have been able to determine where the R'Tillek originate from, or even if they still have a homeworld.



History: The Tribes of the R'Tillek were first encountered by the Stellar Imperium in 2662 when the Imperium investigated a previously unexplored cluster of stars. In their arrogance, they assumed that the R'Tillek possessed weaker technology and attempted to enslave them, just as they had so many other minor races. Over time, they found that not only were the R'Tillek more technologically advanced than they had anticipated, but that they were also a cold, vengeful race that would not be satisfied until their enemies were not just defeated, but destroyed.

Agenda: One of the few facts about the R'Tillek that has recently come to light is that they go from system to system, find inhabited worlds, strip them of their resources, then move on to do this to other worlds, leaving the native populations to cope after their worlds have been devastated. Many have guessed that they do this because they must consume massive quantities of resources to keep their civilization going. However, others have suggested that this is a method of keeping the populations of other worlds from becoming threats, by effectively halting their progress. Many scholars point to the way the IC treated the Farradin after they had defeated them as an example of how this works.

Leadership: Each of the massive tribe-ships functions as its own political entity. During the war, some of these ships were disabled, their crews captured, and they were subjected to physical, chemical, and mental torture in an effort to obtain more information about their species and their leadership structure. These efforts proved futile, as the R'Tillek refused to give up any information and had high pain thresholds, holding out until they passed out from the pain or died from the stress to their systems. Likewise, their brains appeared not to function in the same way as most other species because attempts to psionically probe their minds proved futile.

Members: The best theory is that all R'Tillek live on one tribe ship or another since attempts to find their homeworld have met with failure. All members of this lizard-like race that have ever been encountered were fierce combatants, so many assume that they are either born with a natural competency for combat, or all tribal members are put through training.

Benefits of Membership: It would appear that all R'Tillek are tribal members, and the only tangible benefit is that they fit into their spaceborne society.

Relations: All organizations of the known galaxy consider the R'Tillek to be enemies, though only the most powerful governments stand a chance of repelling them.

Enemies and Allies

The following statistics are pre-generated enemies or allies that the characters might encounter in their adventures. The referee may use them to flesh-out random locations, provide challenges on the fly, or add backup for the party. There is no way that a book of this size can cover all of the possible combinations and levels, so the attempt was made to provide the referee with the ones that will be the most valuable. These can be fine-tuned by adjusting their abilities, skills, or equipment.

Character

Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
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Earth Defense Force Soldier

Army (infantry)

2	9	7	7	6	8	9
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Drive 1, Melee (bludgeon) 1, Athletics (co-ordination) 1, Gun Combat (energy rifle) 1, Recon 1

Light Combat Armor (8), blaster (4d6), hand computer, vibroblade (3d6+4)

Experienced Earth Defense Force Soldier

Army (infantry)

4	9	9	8	6	8	9
---	---	---	---	---	---	---

Athletics (endurance) 1, Athletics (co-ordination) 1, Gun Combat (energy rifle) 2, Melee (unarmed) 1, Leadership 2, Recon 2, Sensors 1, Vacc Suit 1 Land warrior armor (16), submachine blaster (4d6+2), hand computer, vibroblade (3d6+4)

Earth Defense Force Officer

Naval (flight)

2	6	8	7	8	10	10
---	---	---	---	---	----	----

Astrogation 2, Computers 1, Diplomat 1, Pilot (spacecraft) 2, Leadership 1, Vacc Suit 0, Comms 2, Sensors 2, Gun Combat (energy pistol) 1, Melee (small blade) 1, Tactics (naval) 2, Holdout laser (3d6), dagger (1d6+2), flak jacket (6), hand computer

Experienced Earth Defense Force Officer

Naval (flight)

4	8	8	7	9	11	12
---	---	---	---	---	----	----

Astrogation 2, Computers 1, Diplomat 1, Pilot (spacecraft) 2, Leadership 1, Vacc Suit 0, Comms 2, Sensors 2, Gun Combat (energy pistol) 1, Melee (small blade) 1, Tactics (naval) 2, Land warrior armor (16), blaster (4d6+2), dagger (4d6+2), hand computer

Low-Level Raider

Rogue (pirate)

2	7	8	7	7	6	5
---	---	---	---	---	---	---

Stealth 2, Melee (unarmed) 1, Gun Combat (energy pistol) 1, Pilot (spacecraft) 1, Astrogation 1 blaster (4d6), Cosh (1d6), flak jacket (6)

Experienced Raider

Rogue (pirate)

4 9 8 7 8 6 5

Stealth 2, Melee (unarmed) 3, Gun Combat (energy pistol) 3, Pilot (spacecraft) 3, Astrogation 3, Vacc Suit 2 blaster (4d6+2), Cosh (1d6), flak jacket (6)

Lamogos Star Navy Soldier

Naval (flight)

1 6 9 8 6 8 8

Pilot (spacecraft) 1, Vacc Suit 1, Sensors 1, Gun Combat (energy rifle) 2, Gunner (turret) 2, Melee (bludgeon) 1, Tactics (naval) 1, Land Warrior Armor (16), gas mask and helmet, submachine blaster (4d6+3), Concussion Rod (2d6+3)

Experienced Lamogos Star Navy Soldier

Naval (flight)

3 8 10 8 6 8 8

Pilot (spacecraft) 3, Vacc Suit 2, Sensors 3, Comms 2, Gun Combat (energy rifle) 4, Gunner (turret) 2, Melee (bludgeon) 2, Tactics (naval) 3, Land Warrior Armor (16), submachine blaster (4d6+3), Concussion Rod (2d6+3)

Interstellar Intelligence Agent

Agent (intelligence)

3 7 12 9 10 8 13

Investigate 2, Recon 2, Gun Combat (energy pistol) 3, Comms 2, Stealth 2, Persuade 1, Deception 2 Blaster (4d6+3), dagger (1d6+2), Silent Suit (8)

Smuggler

Merchant (trader)

2 6 7 7 8 9 7

Admin 0, Broker 2, Gun Combat (energy pistol) 1, Pilot (spacecraft) 3, Persuade 2, Streetwise 2.

Comm, Free Trader

Blaster (4d6+2), dagger (1d6+2), mesh (2)

Experienced Smuggler

Merchant (trader)

2 6 9 7 10 9 8

Admin 1, Athletics 1, Broker 4, Gun Combat (energy pistol) 3, Melee 2, Pilot (spacecraft) 4, Persuade 3, Stealth 1, Streetwise 3., Comm, Free Trader, Heavy Blaster (4d6+4), dagger (1d6+2), flak jacket (6)

STARSHIPS

Lamogos Captain Anteus Silinovic stood on the bridge nervously, trying to keep from pacing. The battle on the view screen was not going well against the three Human battle cruisers and he was considering giving the order to jump out of the battle so they could repair their damage. Cowardice! He chided himself. With the support ships they had at their disposal, it was only a matter of time before their enemies were crushed. "Bring the ship around and fire all meson cannons at the nearest cruiser!"

"Sir, we have fires on four decks and damage control hasn't had a chance to repair the hull," one of his lieutenants complained.

"You have your orders," Anteus snapped.

The lieutenant began to carry out his order when the forward sensors operator interrupted, "Sir, there's a fighter coming in towards the bridge, collision course!"

Anteus was about to order the gunner to ensure that the point defense systems were online when the bridge suddenly exploded and became engulfed in flame, which was quickly extinguished by the vacuum of space.

The following starships were the most commonly produced designs during the reign of the Stellar Imperium, and are still in widespread use. At the fall of the Stellar Imperium, there were military ships scattered throughout known space. In most cases, the governments of their assigned star systems appropriated these ships. There were some cases where captains chose to break free of their assigned systems and join the governments of their home species, but this was a fairly unusual event. There are also a number of military vessels that went rogue when the Stellar Imperium fell, and have since been pursuing their own agendas.

Note that the statistics and images associated with these starships are baseline only. While military vessels rarely



stray from the baseline, it is normal for smaller civilian ships to swap out equipment and make additions and subtractions. For this reason, most civilian ships have their own distinctive appearances and markings. It is also worth noting that the ships in this section are a sampling of the most popular craft. There are thousands of other ship designs in circulation throughout known space and referees are encouraged to import ships from other sources.

FAST FREIGHTER

Fast freighters are commercial starships generally employed in frequent runs, such as delivering supplies to small outposts and bases, or occasional runs of high-bulk cargo, such as heavy machinery or vehicles. Fast freighters often carry some minor defensive armament.

Fast Freighter			Tons	Price (Mcr)
Hull	500	Hull 10		32
	Streamlined	Structure 10		3.2
Armour	None			
Jump Drive	E	Jump 2	30	50
Manoeuvre Drive	H	Thrust 3	15	32
Power Plant	H		25	64
Bridge			20	2.5
Computer	Model 1 bis	Rating 5 (10 for jump control)		0.045
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Double Turret (pulse laser / sandcaster)	1	1.25
	Hardpoint #2	Double Turret (pulse laser / sandcaster)	1	1.25
Fuel	116 tons	One Jump-2, two weeks of operation	116	
Cargo	248 tons		248	
8 Staterooms			32	4
10 Low Berths			5	1
Extras	Grappling Arm		2	1
	8 Escape Pods		4	0.8
Software	Manoeuvre/0			
	Jump Control/2	Rating 10		0.2
	Library			
Maintenance Cost (monthly)				0.01
Life Support Cost (monthly)				0.019
Total Tonnage & Cost			500	173.97

Crew:

Pilot

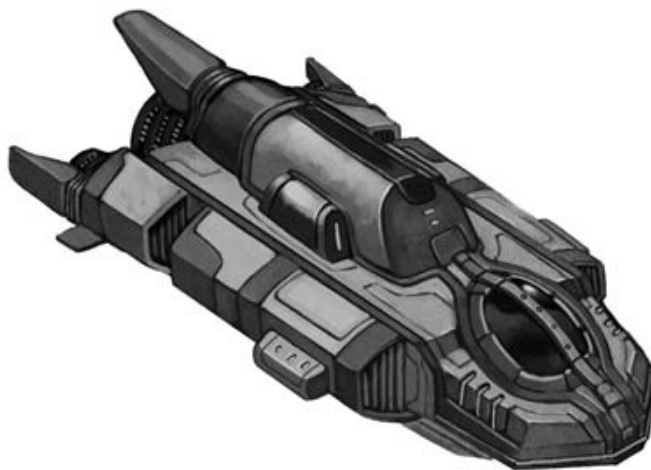
Navigator

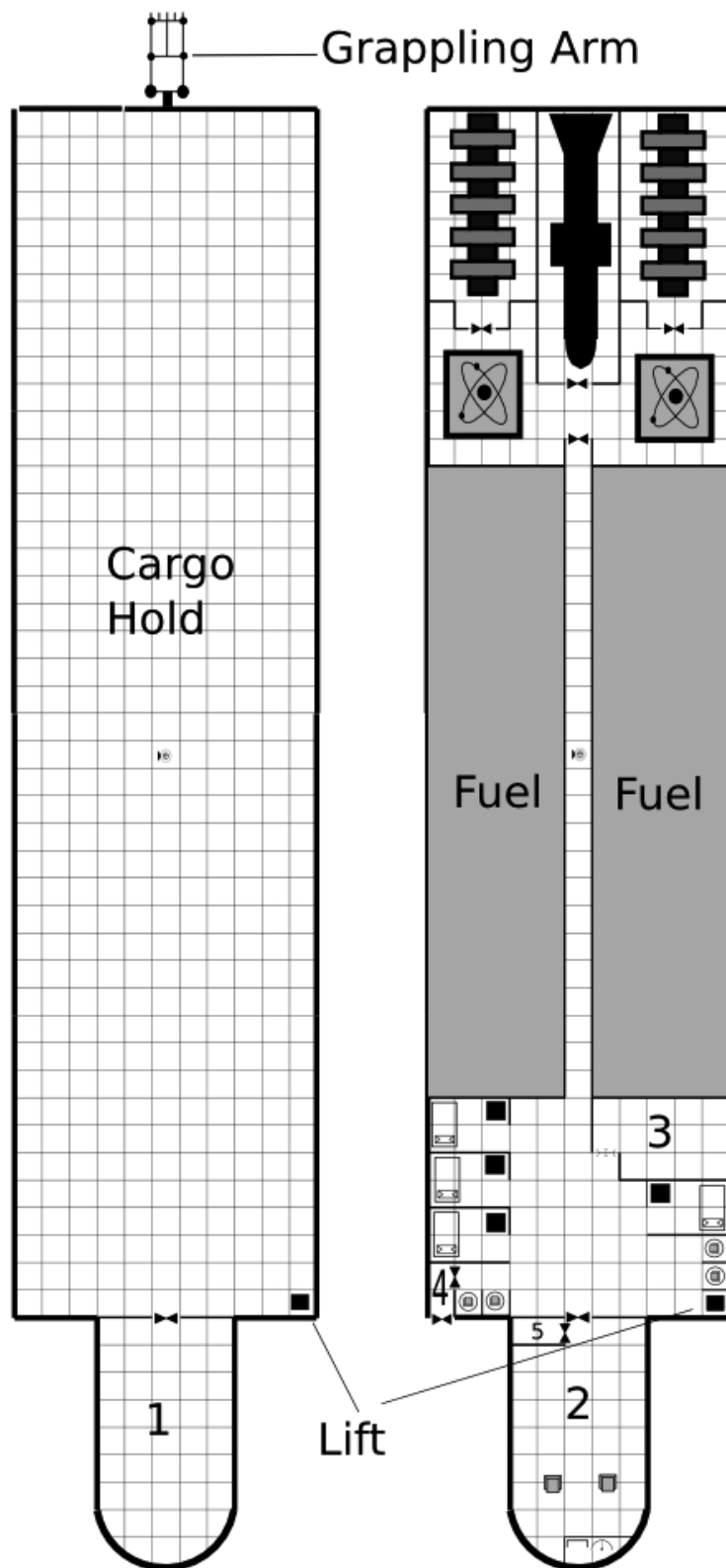
Engineer

Medic

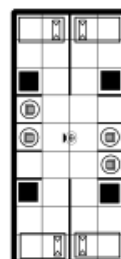
Steward

2 Gunners (optional)





Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access Hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Spinal Mount	



1. Secure Cargo Hold
2. Bridge
3. Upper Cargo Hold
4. Airlock
5. Ship's Locker

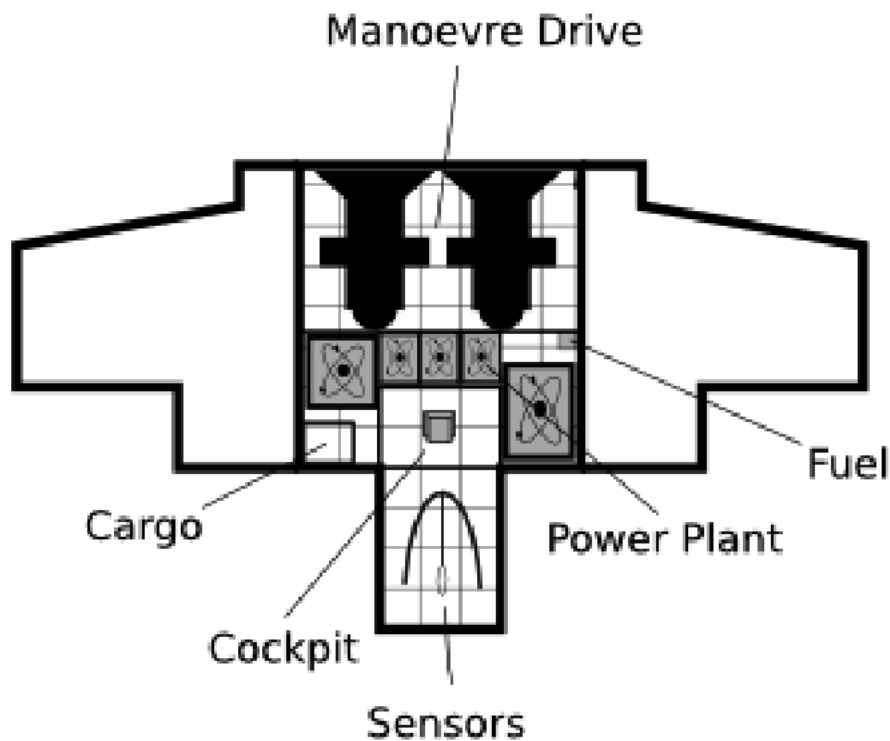
ASSAULT FIGHTER

The assault fighter is the smallest ship built to stand up in a fight, and is commonly used to get close to larger capital ships, hit them hard, and then escape quickly. They are small, maneuverable, comparatively inexpensive, and if necessary, expendable. In these days, after the fall of the Stellar Imperium, many prefer to travel aboard a personal assault fighter as opposed to taking a shuttle or transport craft.

Assault Fighter			Tons	Price (Mcr)
Hull	20 tons	Hull 0		1.2
Streamlined		Structure 1		0.12
Armour	Crystaliron	8	2	0.48
Manoeuvre Drive	sM	Thrust 12	7	4
Power Plant	sM	Rating 12	5.1	5
Bridge	Cockpit for 1		1.5	0.1
Computer	Model/2	Rating 10		0.16
Electronics	Advanced	DM+1	3	0.05
Weapons	Single Turret	Particle Beam	1	4
Fuel	0.1	6 hours of operation	0.1	
Cargo			0.3	
Software	Manoeuvre/0			
	Library/0			
	Evade/1	Rating 10		1
	Fire Control/2	Rating 10		4
Total Tonnage & Cost			20	18.1



Assault Fighter 20 dtons



Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access Hatch		Manoeuver Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	

CORVETTE

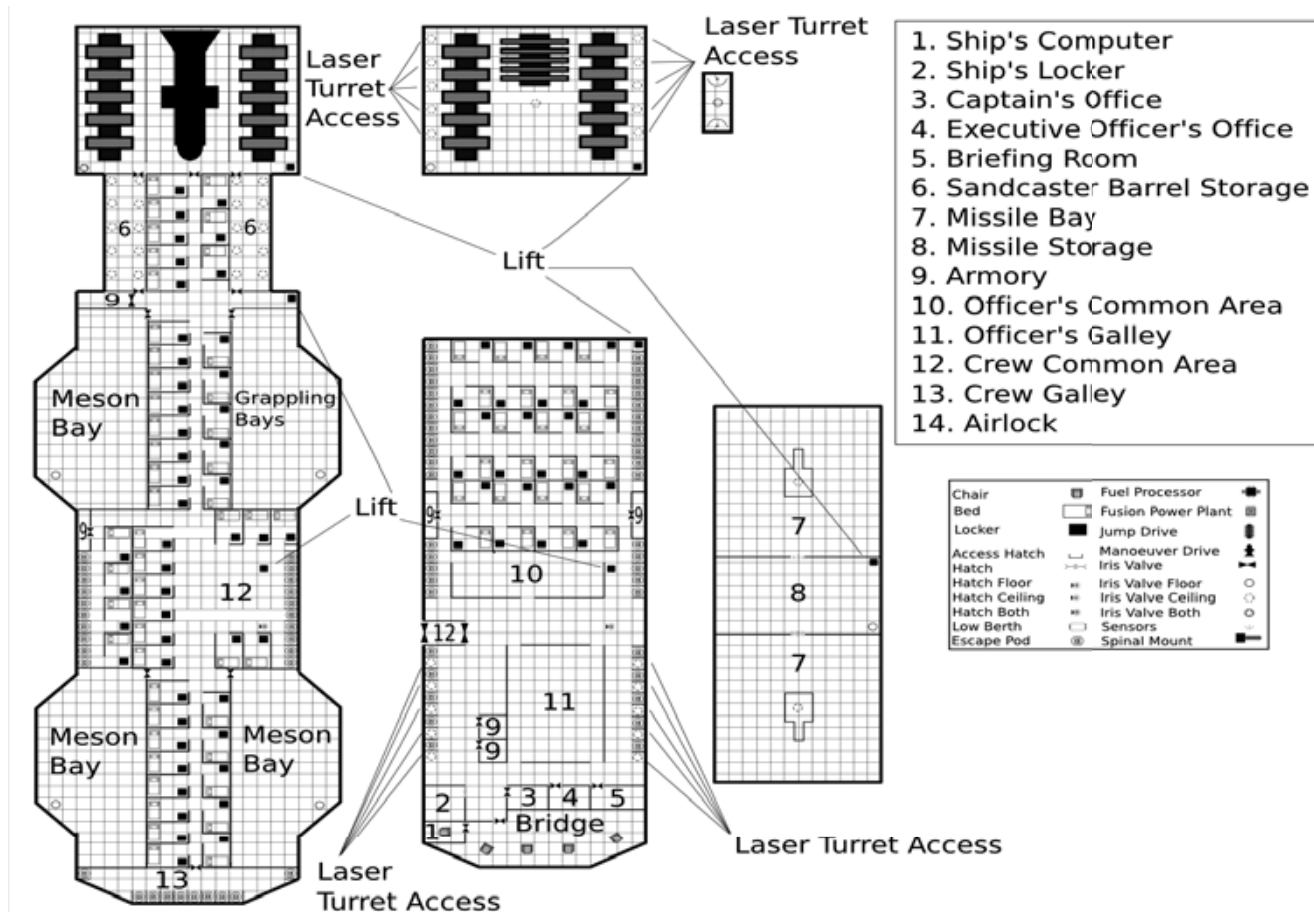
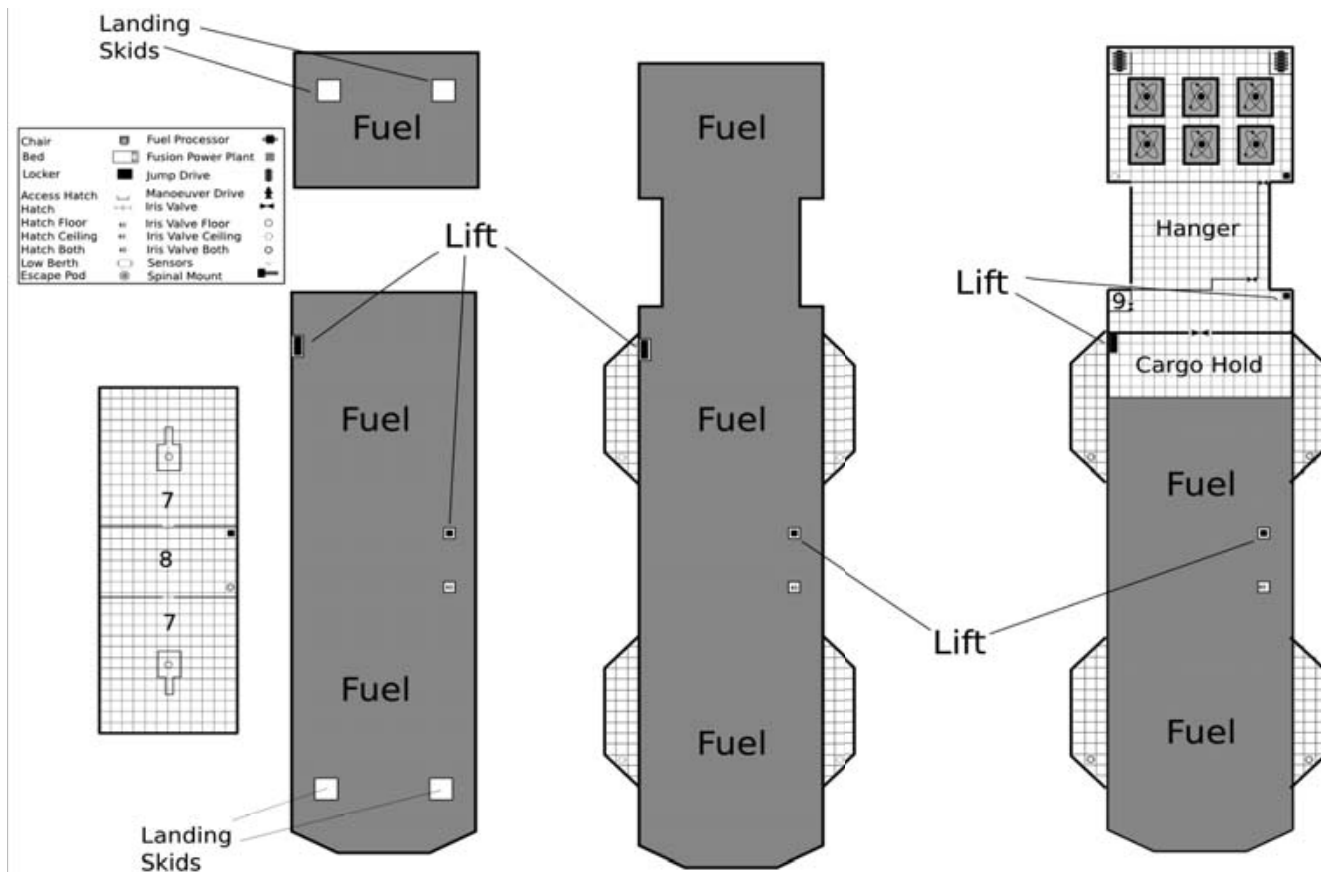
The corvette serves as both a gunship and fleet escort. Of all the military vessels designed to operate independently in wartime, corvettes are the smallest.

Corvette				Tons	Price (Mcr)
Hull	3,200	Needle / Wedge TL13 hull			422
	2 sections each	Hull 40			
		Structure 40			
Armour	Crystaliron	4 points		160	84
Jump Drive	Jump-4			160	320
Manoeuvre Drive	Thrust 3	TL10 drive		43.2	27
Power Plant	Rating-4			96	240
Bridge				32	32
Computer	Core/6	Rating 70			50
Electronics	Advanced	Enhanced Signal Processing		5	10
Weapons	Bays	4 x Large Meson Gun TL13	Long Range	364	500
		4 x Large Missile TL8		304	120
	Turrets	20 x Triple Beam Laser TL11	Very High Yield	20	150
		20 x Triple Sandcaster		20	53
	Ammunition	960 missiles		80	
		600 sandcaster barrels		30	
Fuel	1,408 tons	One Jump-4, four weeks of operation		1,408	
Cargo	47 tons			47	
73 Staterooms				292	36.5
0 Low Berths					
Extras	Briefing Room			4	1
	Repair Drones			32	6
	7 armouries			14	3.5
	73 Escape Pods			36.5	7.3
Craft	Pinnacle	full scale hanger		52	22.511
Software	Manoeuvre/0				
	Intellect	Rating 10			1
	Jump Control/4	Rating 20			
	Evade/3	Rating 25			3
	Fire Control/5	Rating 25			10
	Auto-Repair/1	Rating 10			5
	Library				
Maintenance Cost (monthly)					0.16
Life Support Cost (monthly)					0.21
Total Tonnage & Cost				3,200	1,893.61

Department	Crew	Crew Damage Track
Command	13	Dead (-)
Engineering	3	Survivors (-4)
Gunnery	56	Skeleton (-2)
Flight	3	Half (-1_
Troops	50	Weakened
Service	7	Full - Starting Position
Frozen Watch		Battle
Total	132	Overstrength
Passenger Staterooms	5	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Forward	
Hull	40		40	
Structure	40		40	
Roll	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew
3	Hull	Jump Drive	Hull	Hanger
4	Manoeuvre Drive	Power Plant	Sensors	Spinal Mount
5	10 x Beam Laser Turrets	4 x Large Meson Gun Bays	10 x Beam Laser Turrets	4 x Large Missile Bays
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	10 x Sandcaster Turrets	Fuel	10 x Sandcaster Turrets	Fuel
10	Manoeuvre Drive	Jump Drive	Hull	Computer
11	Hull	Power Plant	Hull	Bridge
12	Hull	Critical	Hull	Critical





1. Ship's Computer
2. Ship's Locker
3. Captain's Office
4. Executive Officer's Office
5. Briefing Room
6. Sandcaster Barrel Storage
7. Missile Bay
8. Missile Storage
9. Armory
10. Officer's Common Area
11. Officer's Galley
12. Crew Common Area
13. Crew Galley
14. Airlock

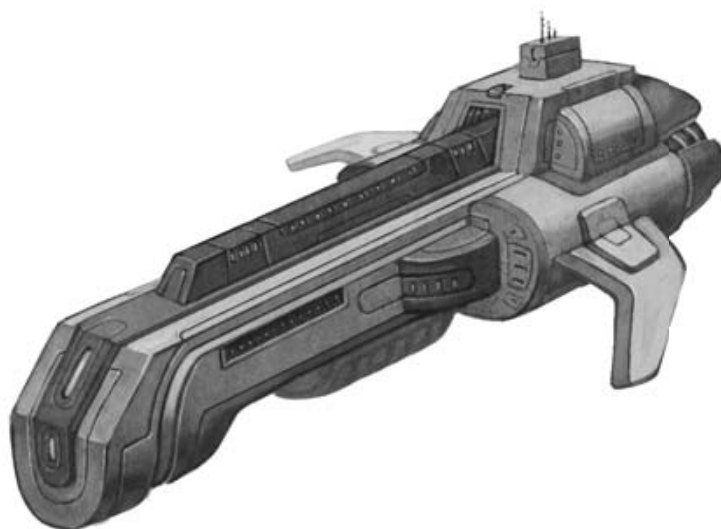
DESTROYER

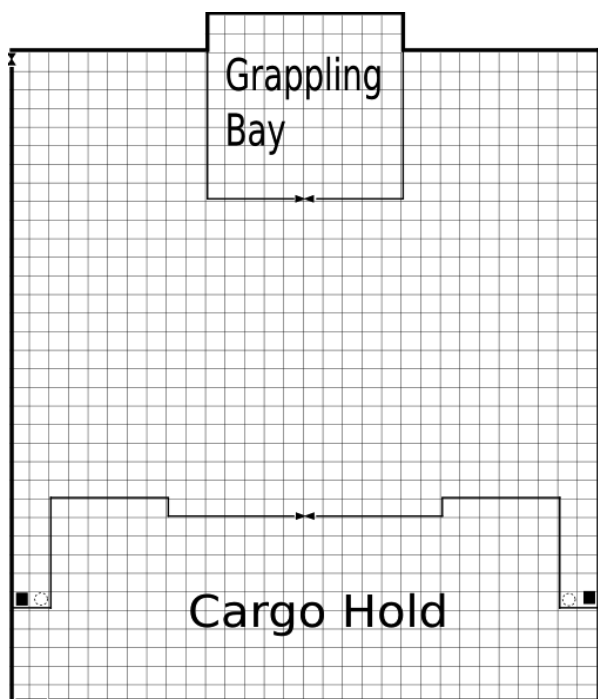
Destroyers take their name from the torpedo-boat destroyers of the late 19th century Earth. They are integral to the defense of a task force, screening it against small craft and attack ships. Destroyers are often armed with missiles useful against much larger ships. A destroyer is usually about 150 to 200 meters long and displaces about 8,000 tons. It carries a crew of 450.

Destroyer			Tons	Price (Mcr)
Hull	8,000	Needle / Wedge TL13 hull		1,056
	3 sections each	Hull 59		
		Structure 59		
Armour	Crystaliron	4 points	400	211.2
Jump Drive	Jump-4		400	800
Manoeuvre Drive	Thrust 2	TL9 drive	90	56
Power Plant	Rating-4		240	600
Bridge			80	80
Computer	Core/6	Rating 70		50
Electronics	Advanced	Enhanced Signal Processing	5	10
Weapons	Bays	10 x Large Particle Beam TL10	1,010	500
		5 x Large Missile Bay TL9	380	150
		Grappling Bay	51	
		40 x Triple Beam Laser	40	160
		40 x Triple Sandcaster	40	70
	Screens	Level 2 Nuclear Damper TL13	54	88
		Level 2 Meson Screen TL13	108	176
	Ammunition	1,200 missiles	100	
		1,200 sandcaster barrels	60	
Fuel	3,520 tons	One Jump-4, four weeks of operation	3,520	
Cargo	146 tons		146	
223 Staterooms			892	112
0 Low Berths				
Extras	Briefing Room		4	0.5
	Repair Drones		80	16
	29 armouries		58	14.5
	223 Escape Pods		111.5	22.3
Craft	Boarding Craft	Full-scale hanger	78	70.09
	Pinnacle		52	22.511
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto-Repair/1	Rating 10		
Library				
Maintenance Cost (monthly)				0.3209
Life Support Cost (monthly)				0.654
Total Tonnage & Cost			8,000	3,850.97

Department	Crew	Crew Damage Track
Command	11	Dead (-)
Engineering	8	Survivors (-4)
Gunnery	130	Skeleton (-2)
Flight	6	Half (-1)
Troops	250	Weakened
Service	16	Full - Starting Position
Frozen Watch		Battle
Total	421	Overstrength
Passenger Staterooms	10	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Main		Forward	
Hull	59		59		59	
Structure	59		59		59	
Roll	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew
3	Hull	Jump Drive	Hull	Nuclear Damper	Hull	Meson Screen
4	Manoeuvre Drive	Power Plant	Sensors	Spinal Mount	Boarding Craft	Spinal Mount
5	20 x Beam Laser Turrets	Fuel	20 x Beam Laser Turrets	5 x Large Particle Beam Bays	20 x Sandcaster turrets	5 x Large Particle Beam Bays
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	20 x Sandcaster Turrets	Fuel	Hull	5 x Large Missile Bays	Hull	Grappling Bay
10	Manoeuvre Drive	Jump Drive	Hull	Hanger	Hull	Computer
11	Hull	Power Plant	Hull	Bridge	Hull	Structure
12	Hull	Critical	Hull	Critical	Hull	Critical

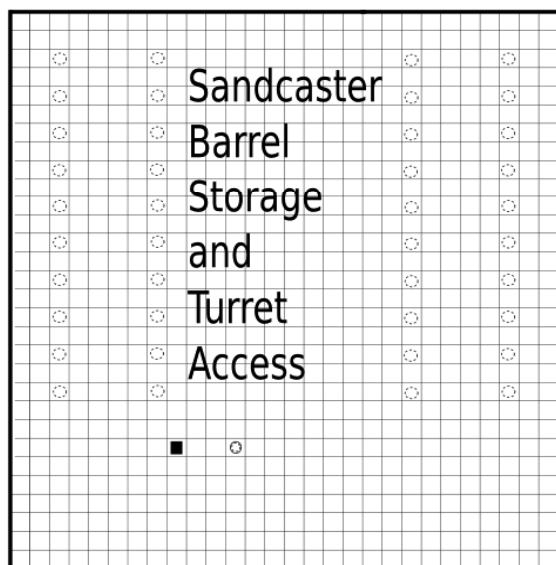




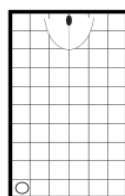
Deck 1

1. Armoury
2. Missile Storage
3. Briefing Room
4. Captain's Office
5. Executive Officer's Office
6. Ship's Computer

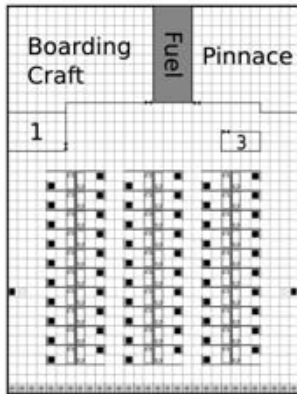
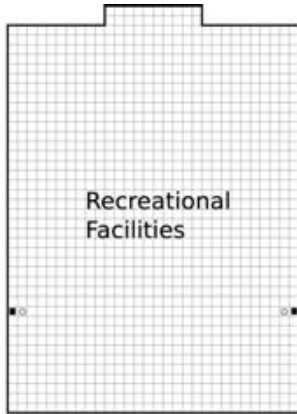
Chair		Fuel Processor	
Bed		Fusion Power Plant	
Locker		Jump Drive	
Access Hatch		Manoeuvre Drive	
Hatch		Iris Valve	
Hatch Floor		Iris Valve Floor	
Hatch Ceiling		Iris Valve Ceiling	
Hatch Both		Iris Valve Both	
Low Berth		Sensors	
Escape Pod		Spinal Mount	



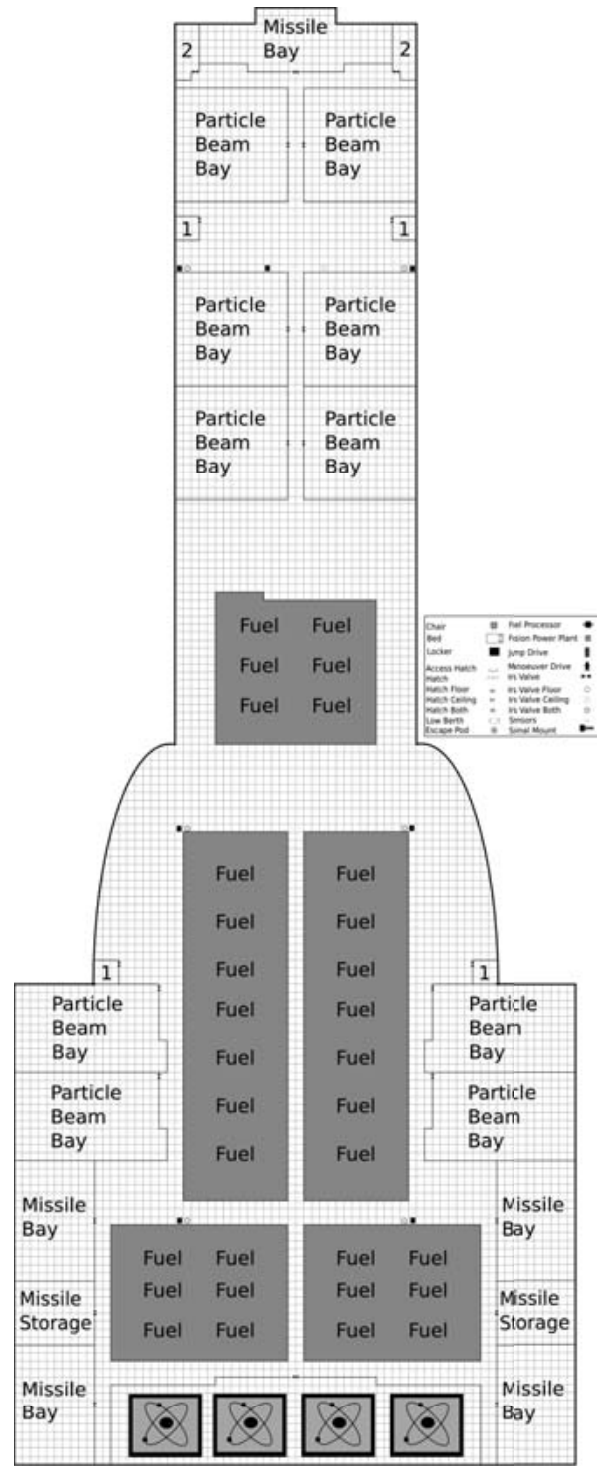
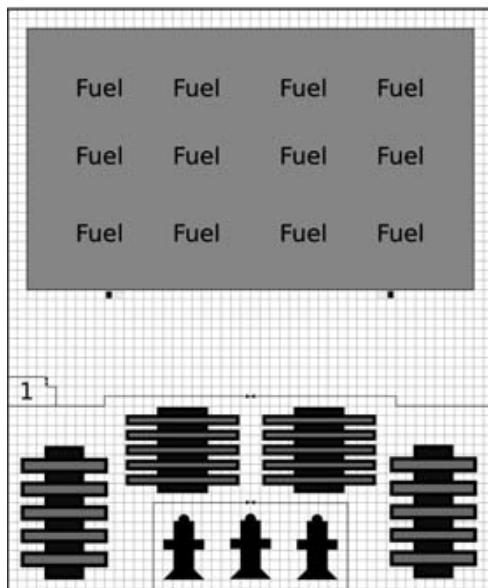
Deck 6



Deck 7



- Chair
- Bed
- Locker
- Access Hatch
- Hatch
- Hatch Floor
- Hatch Ceiling
- Hatch Bulk
- Low Berth
- Escape Pod
- Fuel Processor
- Fusion Power Plant
- Jump Drive
- Maneuver Drive
- Int Valve
- Int Valve Floor
- Int Valve Ceiling
- Int Valve Bulk
- Sensors
- Special Mount



- Fuel Processor
- Fusion Power Plant
- Jump Drive
- Maneuver Drive
- Int Valve
- Int Valve Floor
- Int Valve Ceiling
- Int Valve Bulk
- Sensors
- Special Mount

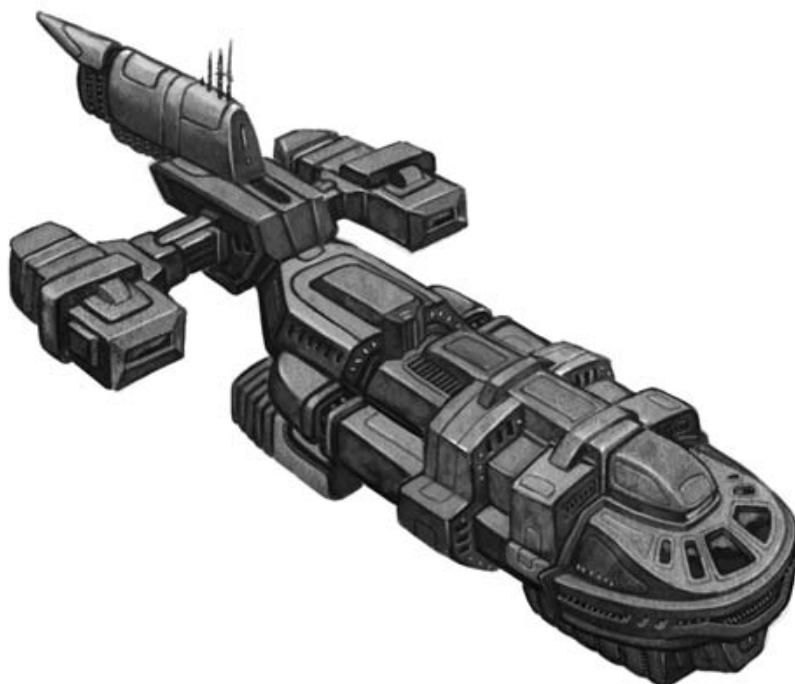
HAULER

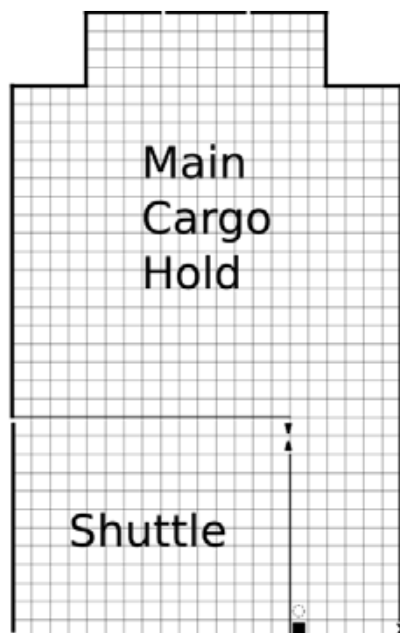
The hauler is a space-going tug that drags heavy, non-powered loads and modular cargo containers, though they have precious little cargo space of their own. Haulers are fitted with big power plants and huge engines, at the expense of crew quarters and armaments.

Hauler			Tons	Price (Mcr)
Hull	6,000 tons	Close Structure		540
	2 sections each	Hull 60		
		Structure 60		
Armour	None			
Jump Drive	Jump-3		240	480
Manoeuvre Drive	Thrust 1		60	30
Power Plant	Rating-3		150	300
Bridge			30	30
Computer	Core/5	Rating 60		30
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Turrets	10 x Triple Beam Laser	10	40
		10 x Triple Pulse Laser	10	25
Fuel	1,900 tons	One Jump-3, four weeks of operation	1,900	
Cargo	Modular Cargo Hold	3,000 tons	3,000	225
	Cargo		343.5	
22 Staterooms			88	11
0 Low Berths				
Extras	Grappling Arm		2	1
	Repair Drones		60	12
	Armoury		2	0.5
	27 Escape Pods		13.5	2.7
Craft	1 90 ton Shuttle		90	28.827
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/3	Rating 15		
	Evade/2	Rating 15		2
	Fire Control/2	Rating 10		4
	Auto-Repair/1	Rating 10		5
	Library			
Maintenance Cost (monthly)				13.26
Life Support Cost (monthly)				0.056
Total Tonnage & Cost			6,000	1,591.27

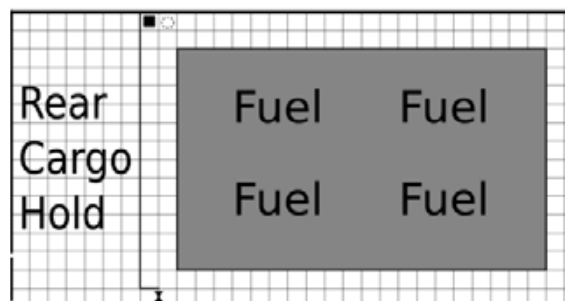
Department	Crew	Crew Damage Track
Command	6	Dead (-)
Engineering	3	Survivors (-4)
Gunnery	4	Skeleton (-2)
Flight	3	Half (-1_
Troops	0	Weakened - Starting Position
Service	10	Full
Frozen Watch		Battle
Total	26	Overstrength
Passenger Staterooms	8	Massively Overstrength
Low Berth Passengers	0	

Engineering			Forward	
Hull				
Structure				
Roll	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew
3	Hull	Jump Drive	Hull	Crew
4	Manoeuvre Drive	Power Plant	Sensors	Computer
5	10 x Beam Laser Turrets	Fuel	10 x Pulse Laser Turrets	Fuel
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	10 x Beam Laser Turrets	Structure	10 x Pulse Laser Turrets	Structure
10	Manoeuvre Drive	Jump Drive	Hull	Structure
11	Hull	Power Plant	Hull	Crew
12	Hull	Critical	Hull	Critical



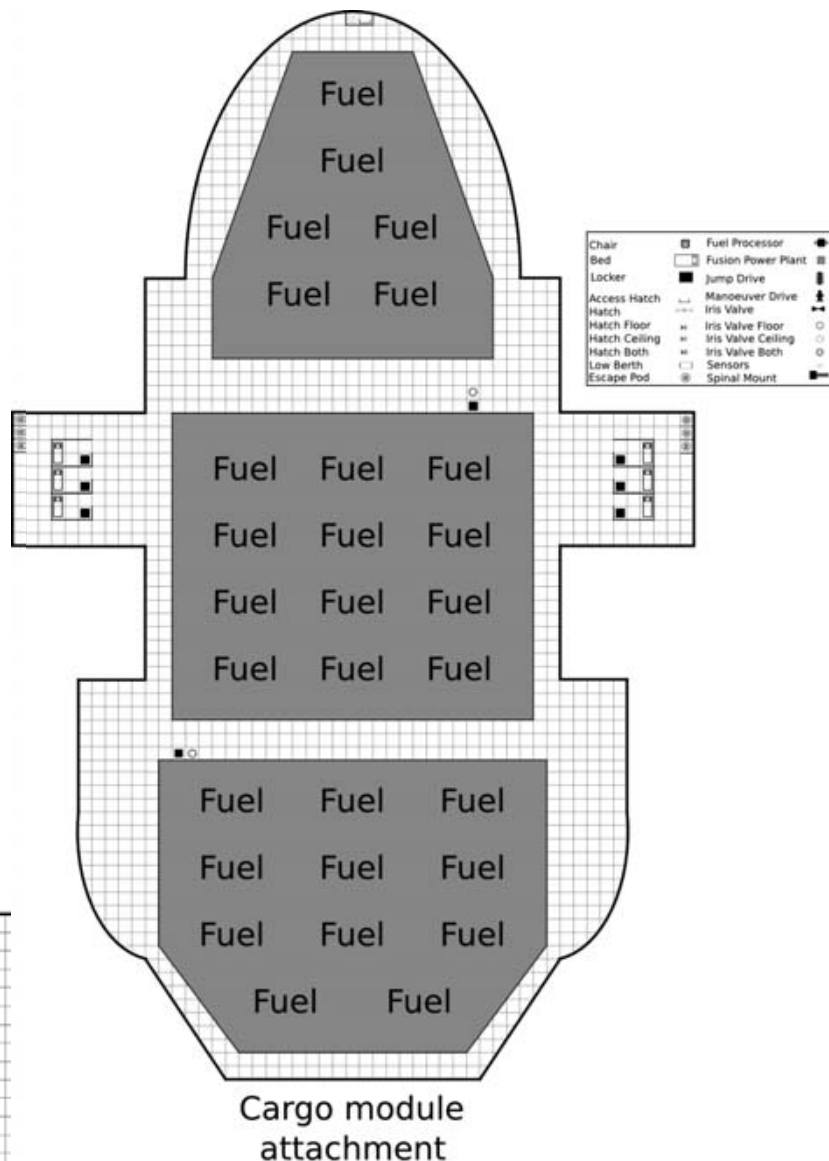


Chair	Fuel Processor	
Bed	Fusion Power Plant	
Locker	Jump Drive	
Access Hatch	Manoeuvre Drive	
Hatch	Iris Valve	
Hatch Floor	Iris Valve Floor	
Hatch Ceiling	Iris Valve Ceiling	
Hatch Both	Iris Valve Both	
Low Berth	Sensors	
Escape Pod	Spinal Mount	



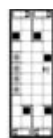
Cargo module attachment

Deck 1



Cargo module attachment

Deck 2



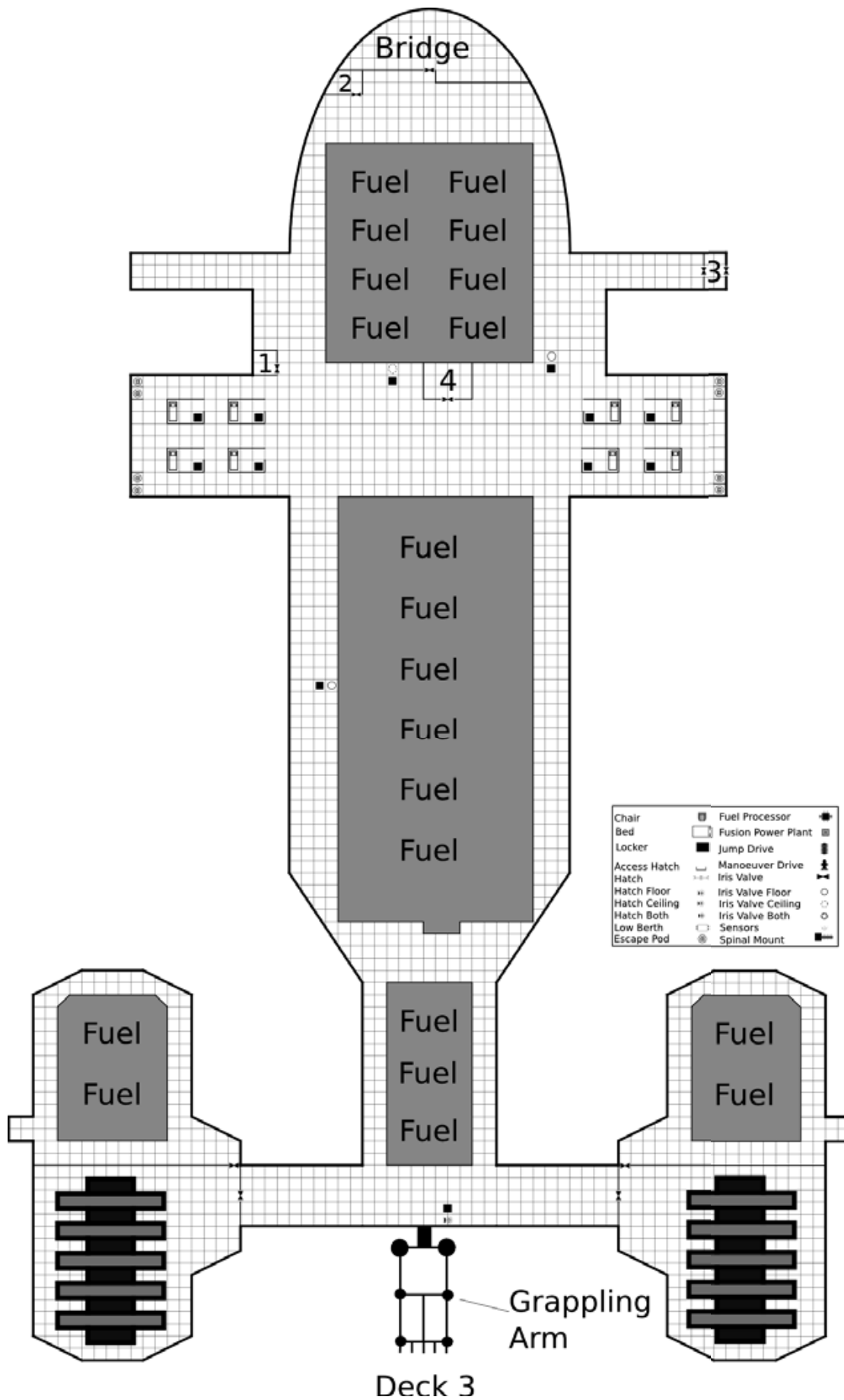
Deck 5

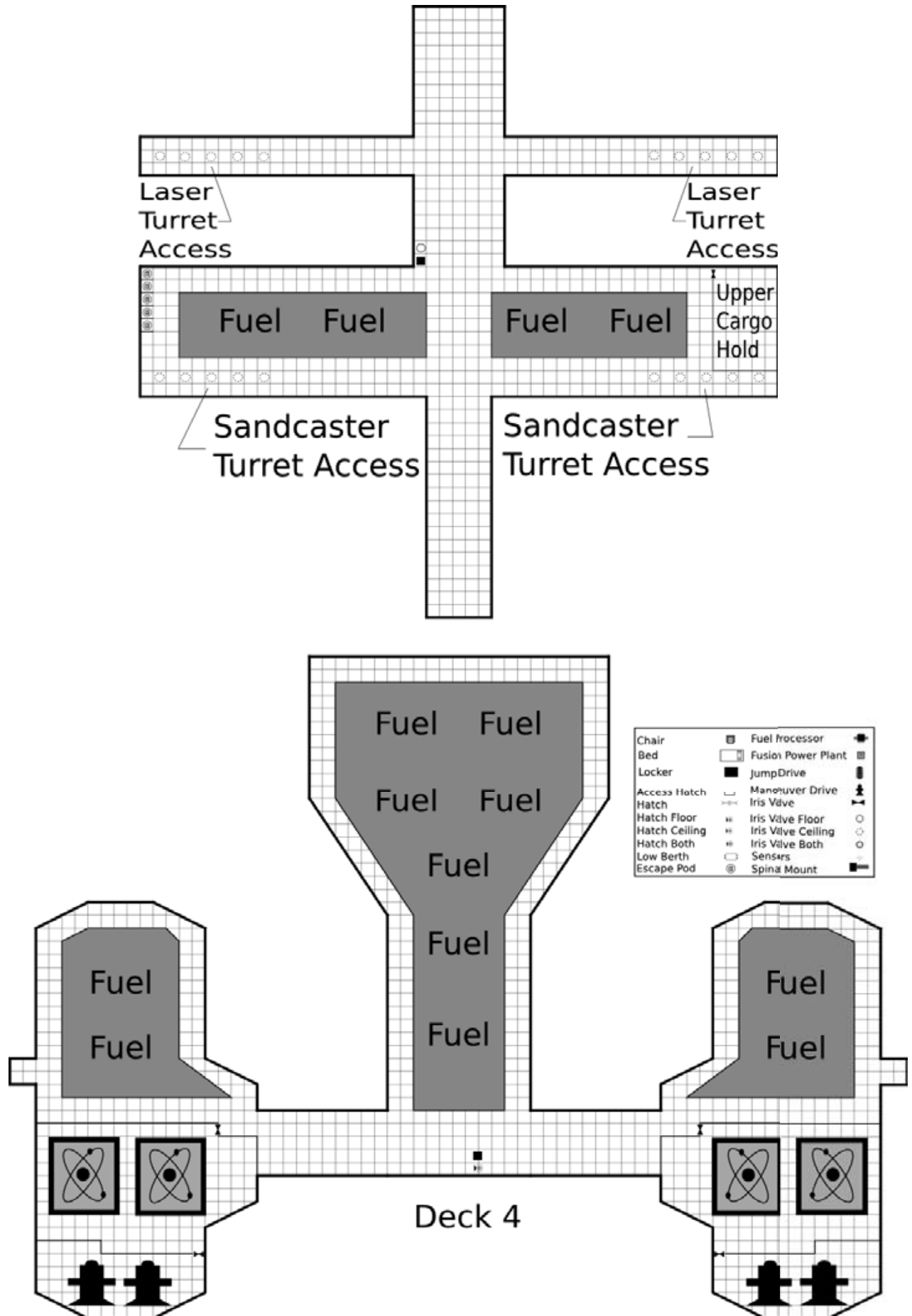


Deck 6

Chair	Fuel Processor	
Bed	Fusion Power Plant	
Locker	Jump Drive	
Access Hatch	Manoeuvre Drive	
Hatch	Iris Valve	
Hatch Floor	Iris Valve Floor	
Hatch Ceiling	Iris Valve Ceiling	
Hatch Both	Iris Valve Both	
Low Berth	Sensors	
Escape Pod	Spinal Mount	

500 dton
Cargo Module
(6 metres high)





CRUISER

The cruiser is a warship that serves several roles. It may be part of a task force, escorting capital ships or laying mines. It may operate independently as a scout and raider. Conversely, it may serve in diplomatic and scientific tasks. Light cruisers frequently have outstanding endurance and can operate with little or no resupply for months on end. A cruiser hull could serve equally well as an escort carrier or assault transport.

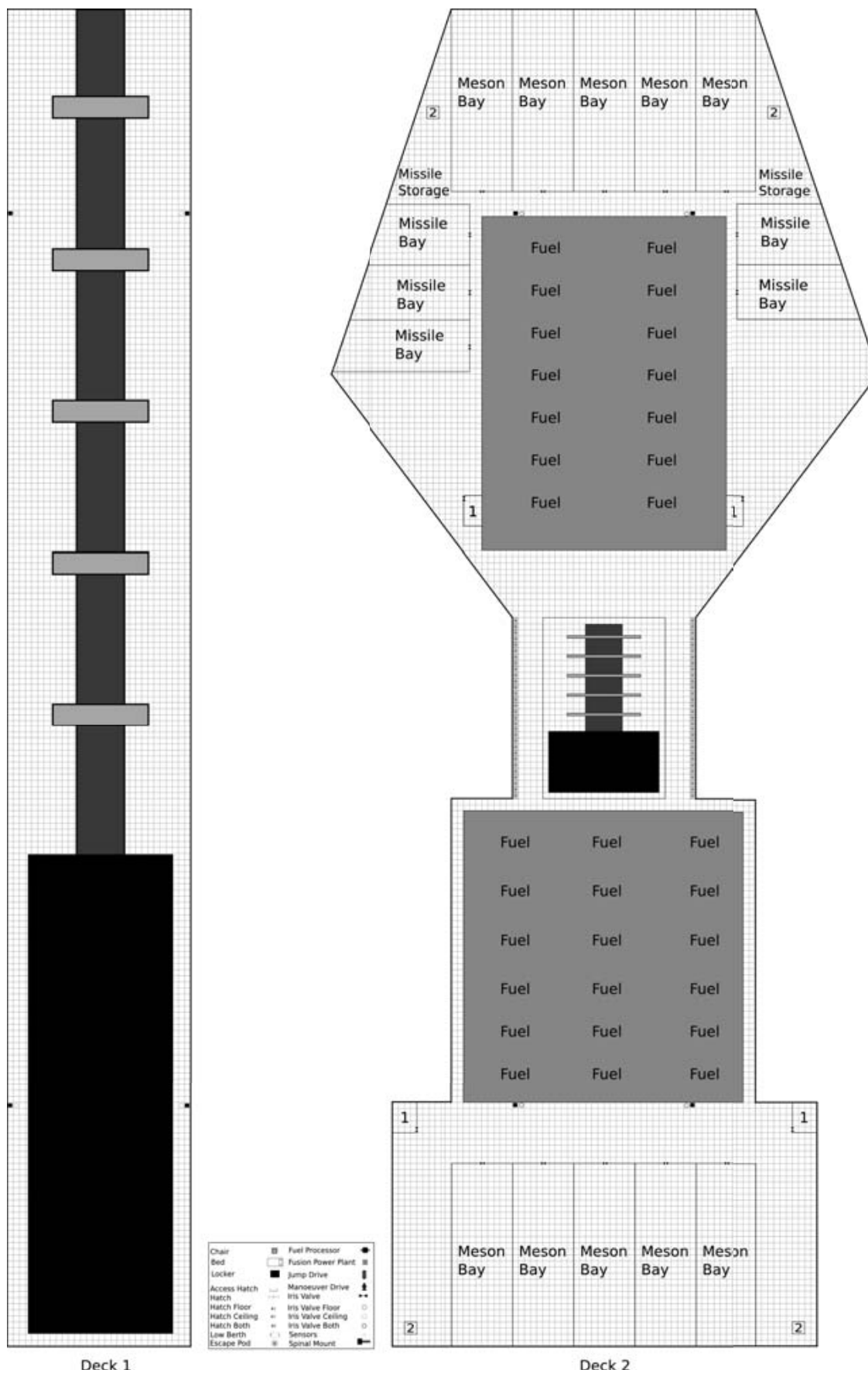
Cruiser			Tons	Price (Mcr)
Hull	28,800	Standard		2,880
	3 sections each	Hull 192		
		Structure 192		
Armour	Crystaliron	8 points	2,880	576
	Radiation Shielding	+6 armour against radiation		7,200
Jump Drive	Jump-4		1,440	2,880
Manoeuvre Drive	Thrust 2	TL9	324	203
Power Plant	Rating-4		864	2,160
Bridge			432	432
Computer	Core/6 fib x2	Rating 70 (hardened versus EMP)		150
Electronics	Advanced	DM +1		2
Weapons	Spinal Mount	Particle type E 420 Damage TL13	3,600	2,520
		Penetration rating IV		
	Bays	10 x Large Meson Gun TL13	760	1,250
	11520	5 x Large Missile Bay TL10	380	150
		5 x Large Fusion Bay TL13	455	88
		10 x Ortilery Railgun Bay TL11	375	375
		1 Grappling Bay	51	
	Turrets	80 x Triple Pulse Laser	80	320
		80 x Triple Sandcaster	80	140
		10 x Torpedo Barbette TL11	46	37.5
	Screens	Level 2 Nuclear Damper TL13	54	88
		Level 2 Meson Screen TL13	108	176
	Ammunition	1,200 missiles	100	
		50 torpedoes	125	
		2,400 sandcaster barrels	120	
Fuel	13,248 tons	One Jump-4, six weeks of operation	13,248	
Cargo	Modular Cargo Hold	100 tons	100	10
	Cargo	262 tons	262	
454 Staterooms			1,816	227
0 Low Berths				

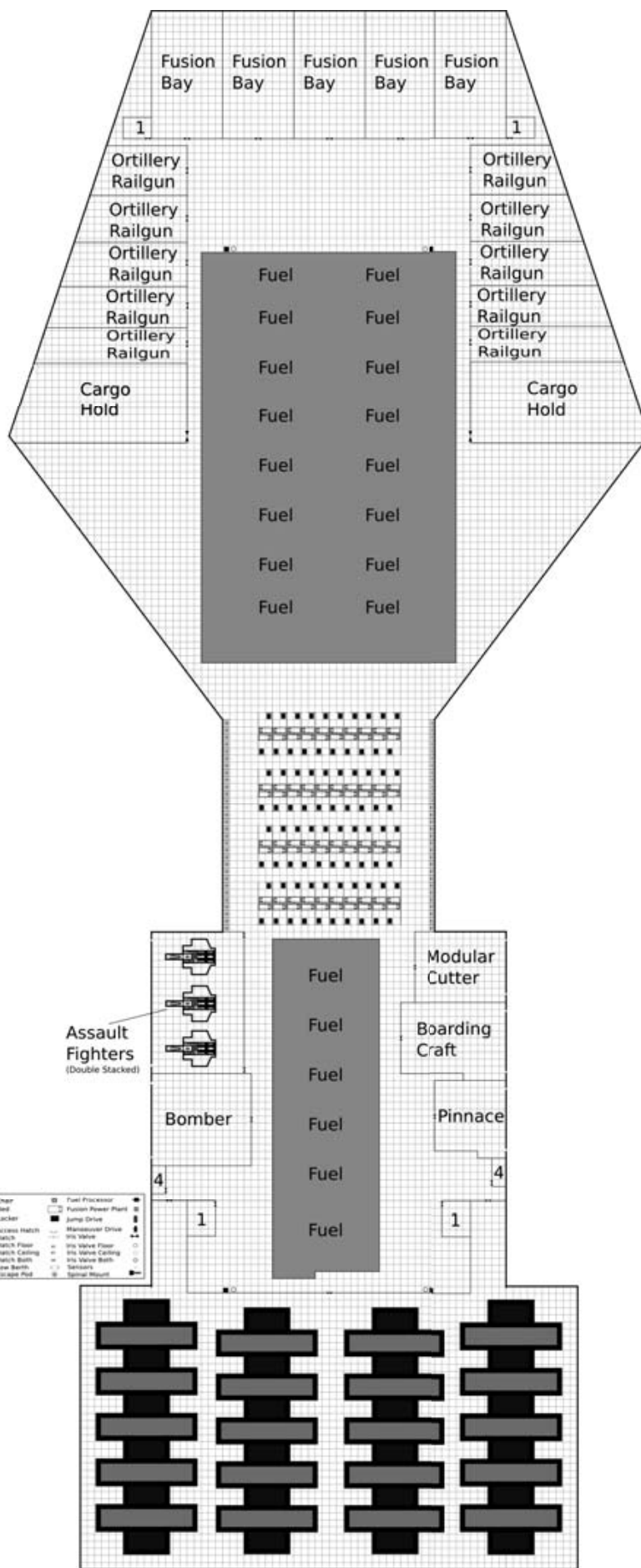
Cruiser			Tons	Price (Mcr)
Extras	Probe Drones (10)		2	1
	Repair Drones		288	58
	57 armouries		114	28.5
	8 briefing rooms		32	4
	4 laboratories		16	4
	454 escape pods		227	45.4
	Luxuries		5	0.5
Craft	Pinnacle	full scale hangar	52	22.511
	Boarding Craft	full scale hangar	78	71.89
	Modular Cutter	full scale hangar	65	22.458
	5 Assault Fighter	full scale hangar	130	96.5
	Bomber	full scale hangar	91	93.45
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto-Repair/2	Rating 20		10
	Library			
Maintenance Cost (monthly)				167.52
Life Support Cost (monthly)				1.337
Total Tonnage & Cost			28,800	20,102.23

Department	Crew	Crew Damage Track
Command	14	Dead (-)
Engineering	27	Survivors (-4)
Gunnery	276	Skeleton (-2)
Flight	17	Half (-1_
Troops	500	Weakened
Service	29	Full - Starting Position
Frozen Watch		Battle
Total	863	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Main		Forward	
Hull	192		192		192	
Structure	192		192		192	
Roll	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew
3	Hull	Jump Drive	Hull	Spinal Mount	Hull	Spinal Mount
4	Manoeuvre Drive	Power Plant	Sensors	Computer	Boarding Craft	Hanger
5	40 x Pulse Laser Turrets	10 x Large Meson Gun Bays	40 x Pulse Laser Turrets	5 x Large Missile Bays	40 x Sandcaster Turrets	5 x Large Fusion Bays
6	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure
9	40 x Sandcaster Turrets	Fuel	Hull	10 x Orillery Railgun Bays	Hull	Grappling Bay
10	Manoeuvre Drive	Jump Drive	5 x Assault Fighters	Bridge	Bomber	Structure
11	Hull	Power Plant	Hull	Meson Screen	Hull	Nuclear Damper
12	Hull	Critical	Hull	Critical	Hull	Critical

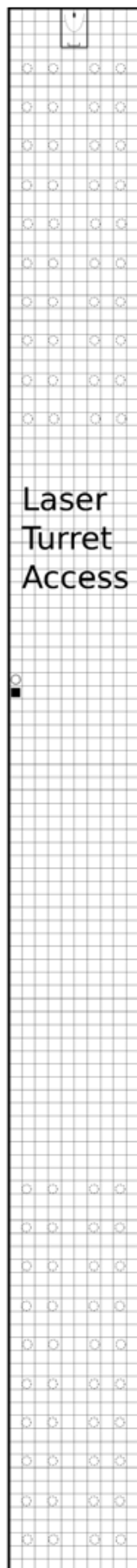






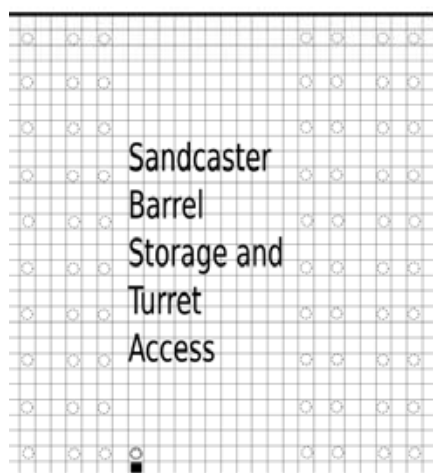
Deck 3



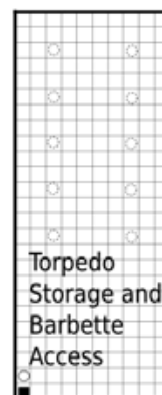


1. Amoury
2. Landing Strut
3. Laboratory
4. Briefing Room
5. Airlock
6. Ship's Computer
7. Captain's Office
8. First Officer's Office

Chair	Fuel Processor	
Bed	Fusion Power Plant	
Locker	Jump Drive	
Access Hatch	Manoeuver Drive	
Hatch	Iris Valve	
Hatch Floor	Iris Valve Floor	
Hatch Ceiling	Iris Valve Ceiling	
Hatch Both	Iris Valve Both	
Low Berth	Sensors	
Escape Pod	Spinal Mount	



Deck 7



Deck 8

STRIKE CRUISER

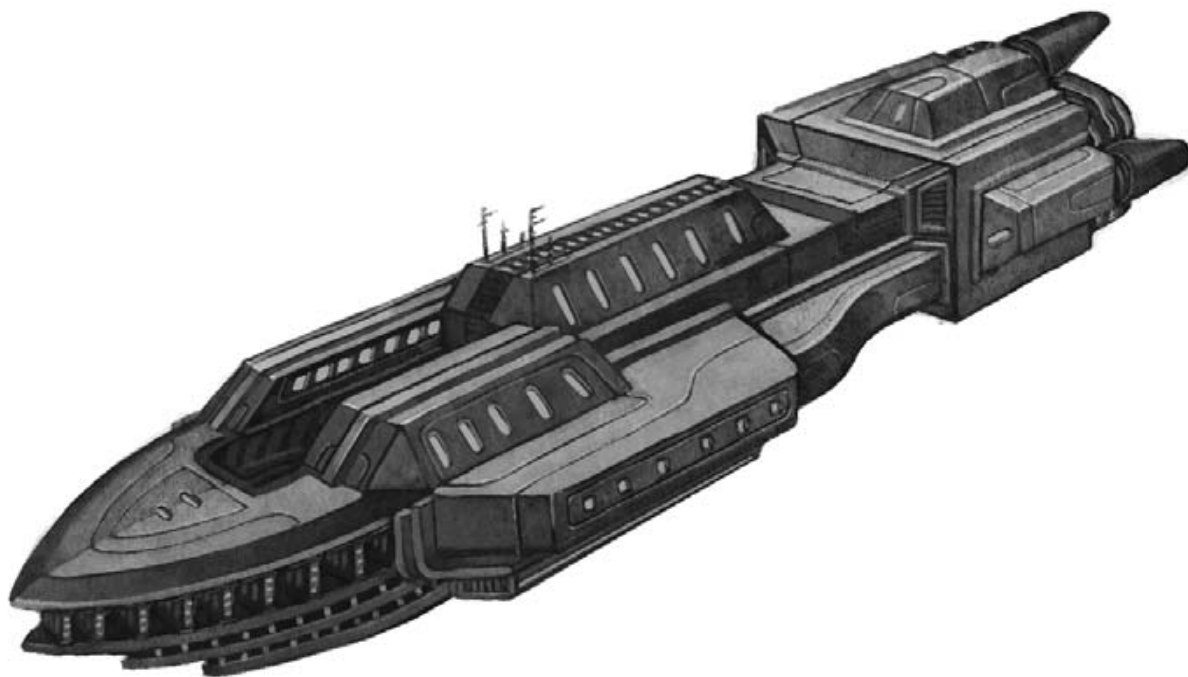
These armored cruisers often serve as the centerpiece of raiding or patrolling task forces, especially if heavier warships are unavailable. Many strike cruisers are configured for task force command functions; the command cruiser is a common variant of this hull type. A strike cruiser hull could easily serve as a light carrier or assault carrier.

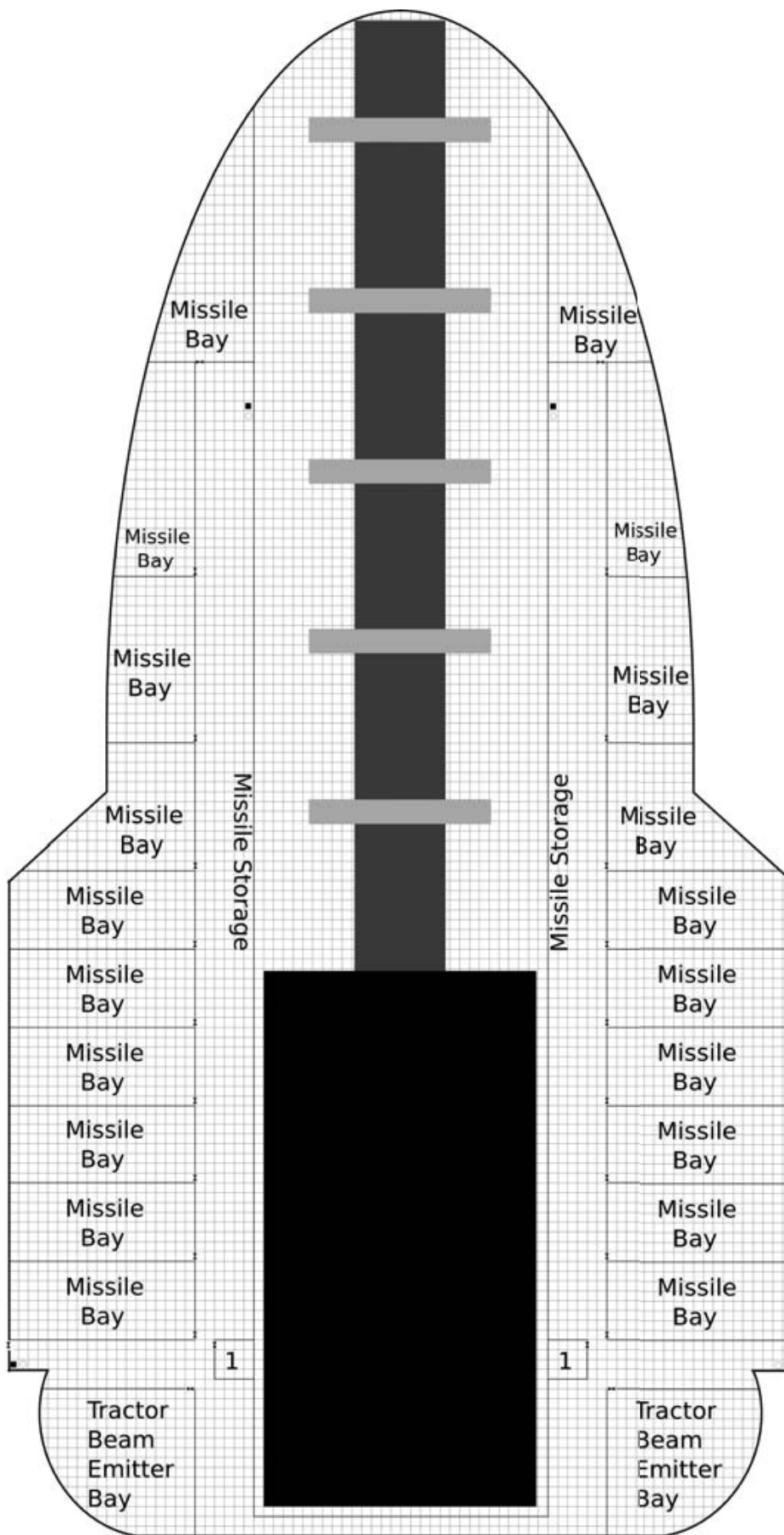
Strike Cruiser			Tons	Price (Mcr)
Hull	38,000	Standard		3,800
	4 sections each	Hull 190		
		Structure 190		
Armour	Crystaliron	8 points	3,800	1,520
Jump Drive	Jump-4		1,900	3,800
Manoeuvre Drive	Thrust 3	TL 10 drive	513	320.625
Power Plant	Rating-4		1,140	2,850
Bridge			760	760
	Command Bridge		320	480
Computer	Core/6 fib	Rating 70 (hardened versus EMP)		75
Electronics	Very Advanced	Enhanced Signal Processing	7	12
Weapons	Spinal Mount	Meson type: B TL 13 300 Damage	4,800	4,800
		Penetration Rating II		
	Bays	20 x Large Particle Bay TL10	Long Range 1,820	1,000
		20 x Large Missile Bay TL8	1,520	600
		2 x Large Tractor Beam Bay	202	
		Grappling Bay	51	
	Turrets	180 x Triple Beam Laser	180	720
		180 x Triple Sandcaster	180	315
	Screens	Level 2 Nuclear Damper	80	100
		Level 2 Meson Screen	140	180
	Ammunition	4,800 missiles	400	
		5,400 sandcaster barrels	270	
Fuel	16,720 tons	One Jump-4, four weeks of operation	16,720	
Cargo	532 tons		532	
459 Staterooms			1,836	229.5
0 Low Berths				

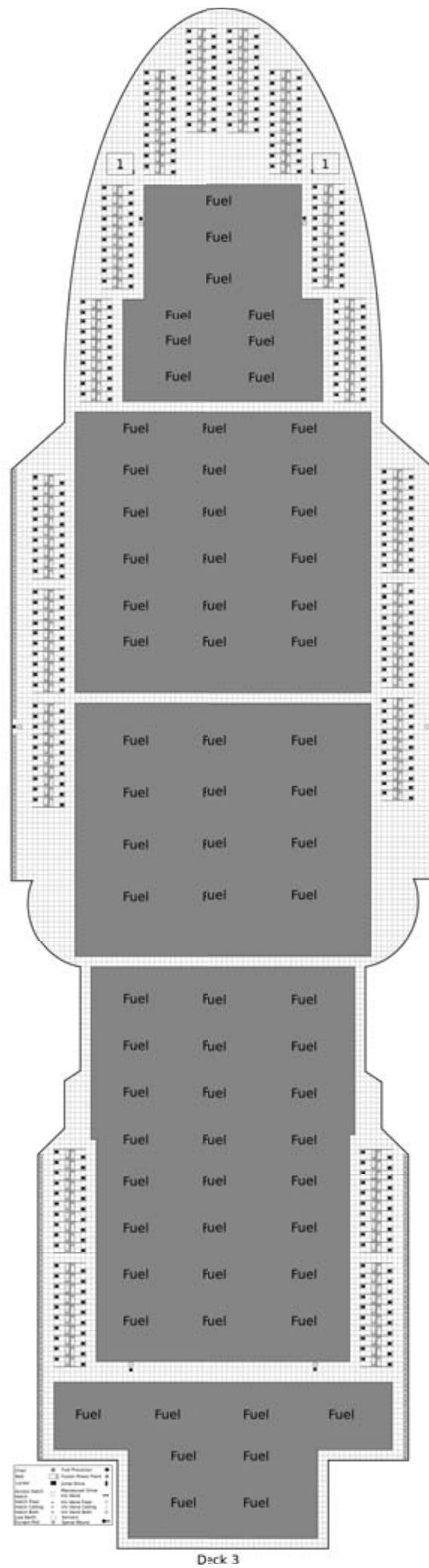
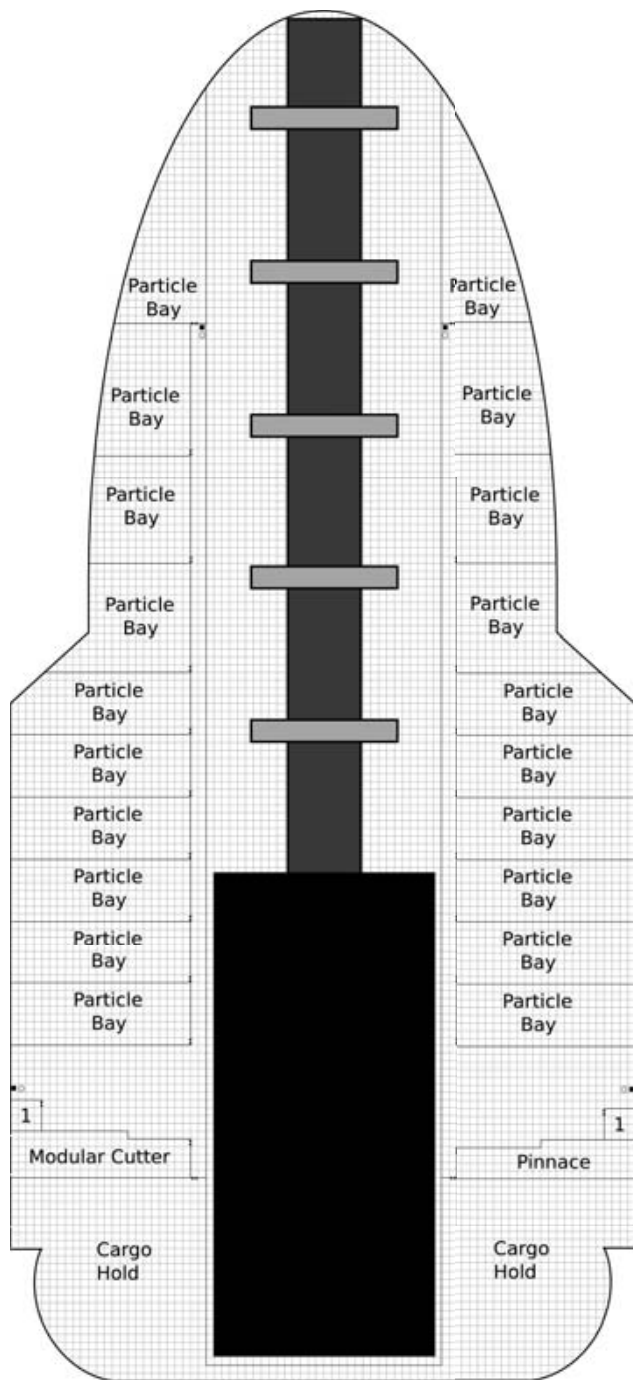
Strike Cruiser			Tons	Price (Mcr)
Extras	5 x Briefing Room		20	3
	Probe Drones (5)		1	0.5
	Repair Drones		380	76
	38 armouries		76	19
	Luxuries		5	0.5
	459 Escape Pods		229.5	45.9
Craft	Modular Cutter	Full hanger	65	22.458
	Pinnacle	Full hanger	52	22.511
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/2	Rating 15		2
	Fire Control/4	Rating 20		8
	Auto-Repair/1	Rating 10		5
Library				
Maintenance Cost (monthly)				1.63
Life Support Cost (monthly)				1.36
Total Tonnage & Cost			38,000	19,590.74

Department	Crew	Crew Damage Track
Command	20	Dead (-)
Engineering	37	Survivors (-4)
Gunnery	502	Skeleton (-2)
Flight	6	Half (-1_
Troops	250	Weakened
Service	76	Full - Starting Position
Frozen Watch		Battle
Total	891	Overstrength
Passenger Staterooms	10	Massively Overstrength
Low Berth Passengers	0	

	Engineering		Amidships		Main		Forward	
Hull								
Structure								
Roll	External	Internal	External	Internal	External	Internal	External	Internal
2	Hull	Crew	Hull	Crew	Hull	Crew	Hull	Crew
3	Hull	Jump Drive	Hull	Meson Screen	Hull	Nuclear Damper	Hull	Bridge
4	Manoeuvre Drive	Power Plant	Sensors	Spinal Mount	Hull	Spinal Mount	Hull	Spinal Mount
5	45 x Beam Laser Turrets	10 x Large Particle Bays	45 x Beam Laser Turrets	10 x Large Particle Bays	45 x Beam Laser Turrets	10 x Large Missile Bays	45 x Beam Laser Turrets	10 x Large Missile Bays
6	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure	Hull	Structure	Hull	Structure
9	45 x Sandcaster Turrets	2 x Large Tractor Beam Bay	45 x Sandcaster Turrets	Grappling Bay	45 x Sandcaster Turrets	Fuel	45 x Sandcaster Turrets	Fuel
10	Manoeuvre Drive	Jump Drive	Hull	Computer	Hull	Hanger	Hull	Structure
11	Hull	Power Plant	Hull	Command Bridge	Hull	Structure	Hull	Structure
12	Hull	Critical	Hull	Critical	Hull	Critical		

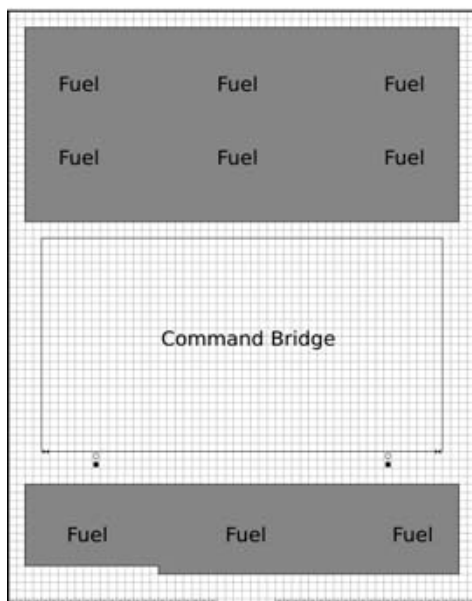
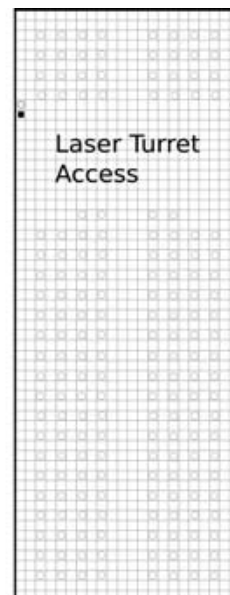
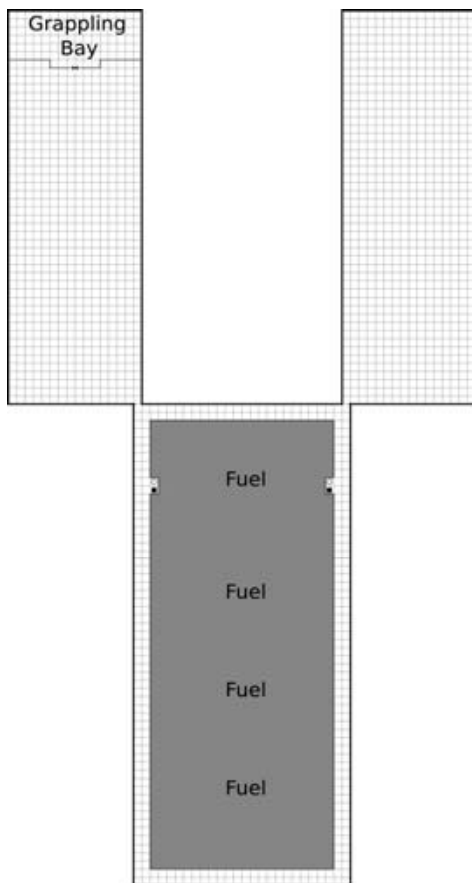






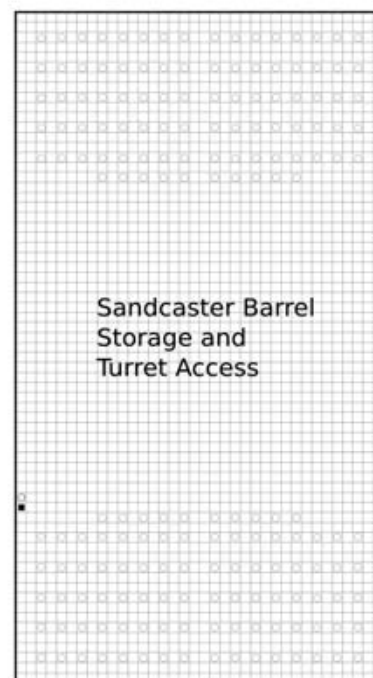
Deck 3





Chair	Fuel Processor
Bed	Fusion Power Plant
Locker	Jump Drive
Access Hatch	Maneuver Drive
Hatch	IRIS Valve
Hatch Floor	IRIS Valve Floor
Hatch Ceiling	IRIS Valve Ceiling
Hatch Both	IRIS Valve Both
Low Berth	Sensor
Storage Pod	Spinal Mount

Deck 6



Chair	Fuel Processor
Bed	Fusion Power Plant
Locker	Jump Drive
Access Hatch	Maneuver Drive
Hatch	IRIS Valve
Hatch Floor	IRIS Valve Floor
Hatch Ceiling	IRIS Valve Ceiling
Hatch Both	IRIS Valve Both
Low Berth	Sensor
Storage Pod	Spinal Mount

Deck 7

1. Armoury
2. Ship's Computer
3. Captain's Office
4. Executive Officer's Office
5. Briefing Room
6. Airlock

BATTLESHIP

The mainstay of many spacefaring navies, the battleship is heavily armed and armored, although not very maneuverable. Battleships serve as the backbone of any battle fleet.

Battleship			Tons	Price (Mcr)
Hull	125,000	Standard TL14 hull		15625
	5 sections each	Hull 625		
		Structure 625		
Armour	Bonded Superdense	12 points	6250	15625
Jump Drive	Jump-4		6250	12500
Manoeuvre Drive	Thrust 2		1562.5	781.25
Power Plant	Rating-4		3750	9375
Bridge			3125	3125
	Command Bridge		400	600
Computer	Core/ 8 fib x2	Rating 90		300
Electronics	Very Advanced	Distributed Arrays	15	12
Weapons	Spinal Mount	Meson type: D TL 14 495 Damage	11200	11200
		Penetration Rating V		
	Bays	180 x Large Meson Gun Bay TL14	Variable Range	16380
		80 x Large Missile Bay TL9		36000
		2 x Large Tractor Beam Bay		4880
				202
	Turrets	400 x Triple Beam Laser	400	1600
		350 x Triple Sandcaster	350	962.5
	Screens	Level 4 Nuclear Damper	200	240
		Level 4 Meson Screen	320	400
	Ammuniton	19,200 missiles	1600	
		10,500 Sandcaster Barrels	525	
Fuel	55,000 tons	One Jump-4, four weeks of operation	55000	
Cargo	618.6 tons		618.6	
1,191 Staterooms			4764	595.5
0 Low Berths				
Extras	Armoured Bulkheads	for Bridges	352.5	70.5
		Drives	1156.2	231.24
		Bays	2146.2	429.24
		Spinal Mount	1120	224
		Screens	52	10.4
		Turrets	75	15
	6 x Briefing Rooms		24	3
	Repair Drones		1250	250
	Probe Drones (10)		2	1
	87 armouries		174	43.5

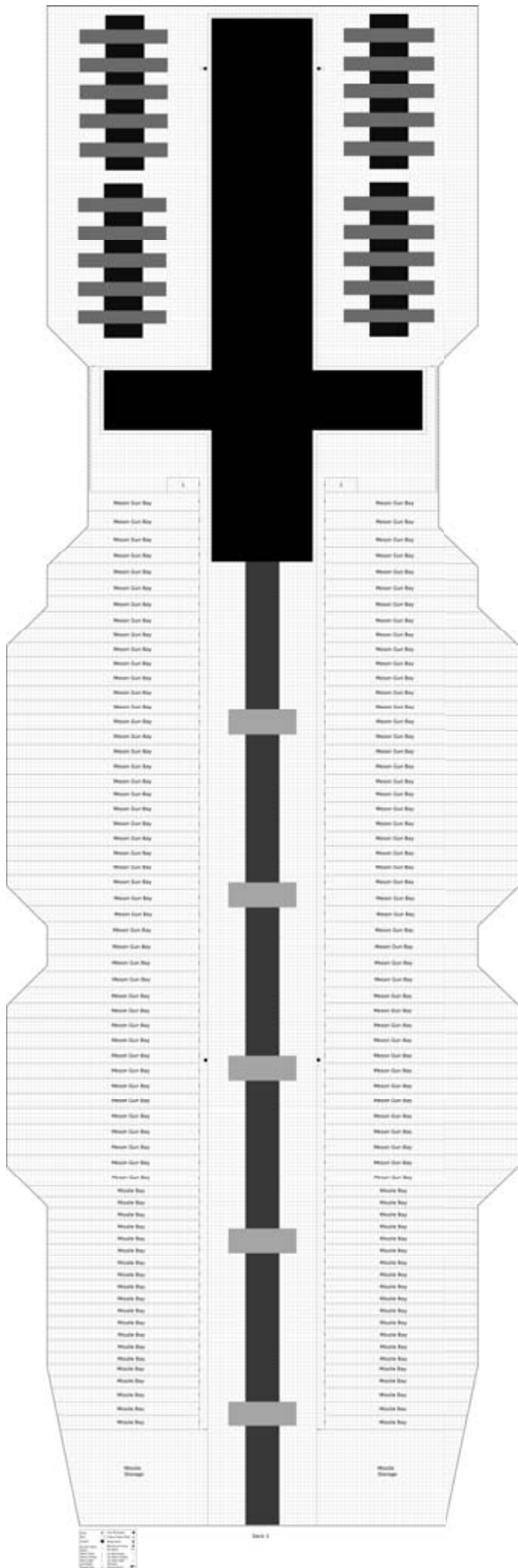
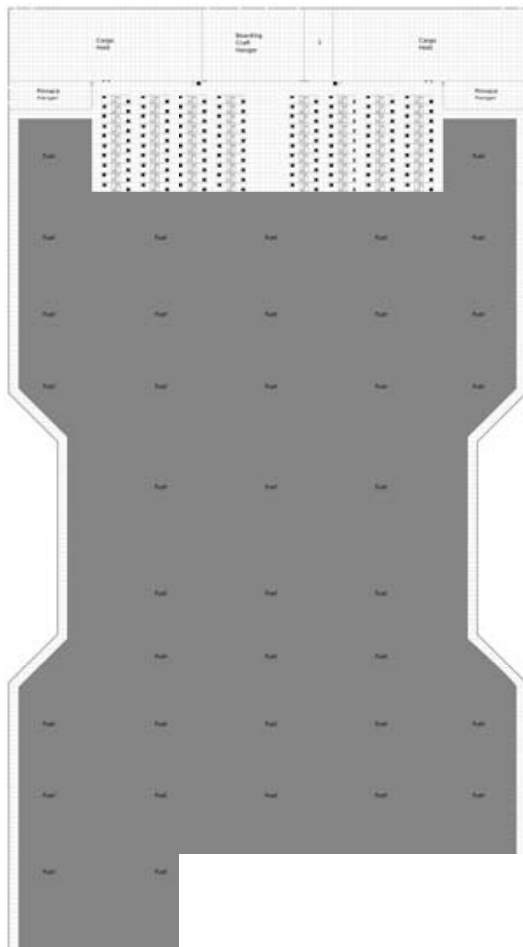
Battleship			Tons	Price (Mcr)
	1,191 Escape Pods		595.5	119.1
Craft	2 x Boarding Craft	full scale hanger	156	140.18
	2 x Pinnacle	full scale hanger	104	45.022
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto-Repair/2	Rating 20		10
	Library			
Maintenance Cost (monthly)				8.58
Life Support Cost (monthly)				3.55
Total Tonnage & Cost			125,000	#####

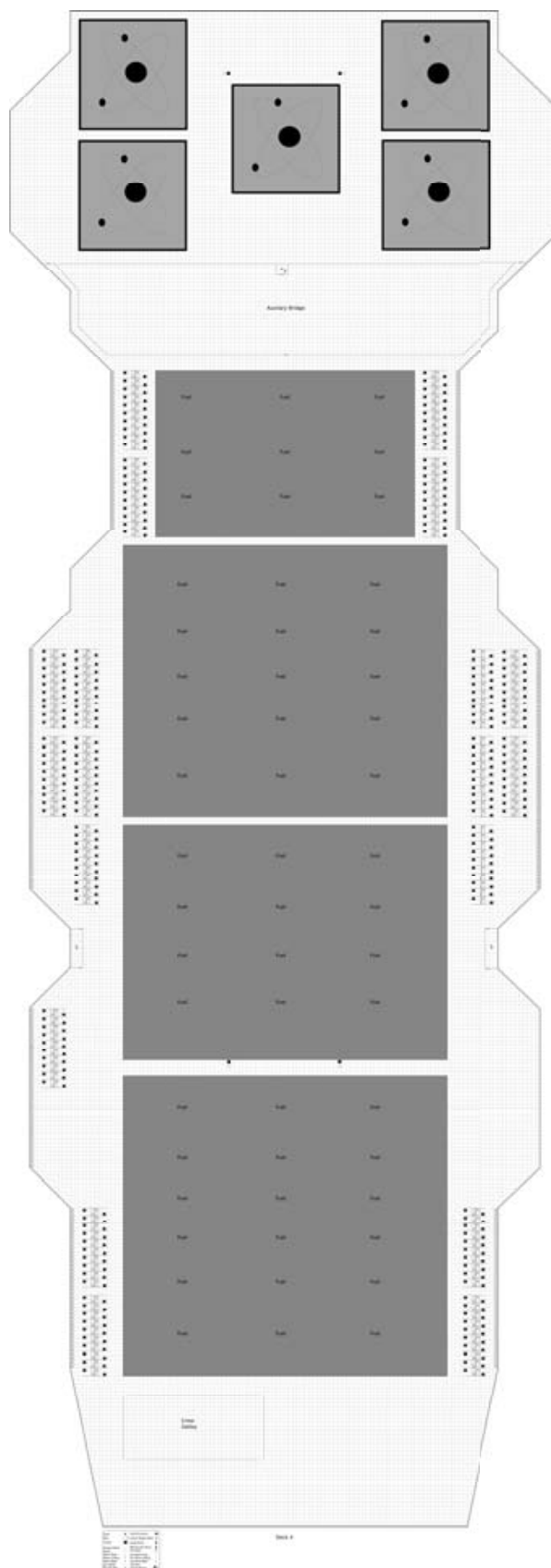
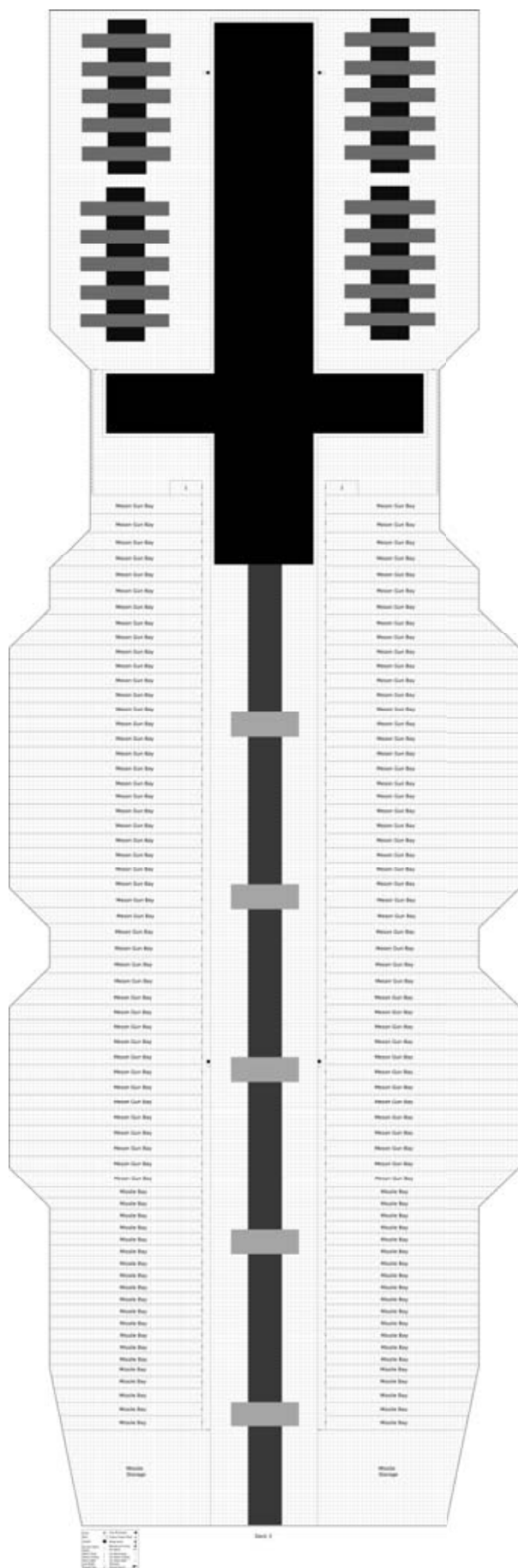
Department	Crew	Crew Damage Track
Command	63	Dead (-)
Engineering	116	Survivors (-4)
Gunnery	1394	Skeleton (-2)
Flight	12	Half (-1_
Troops	500	Weakened
Service	250	Full - Starting Position
Frozen Watch		Battle
Total	2335	Overstrength
Passenger Staterooms	20	Massively Overstrength
Low Berth Passengers	0	

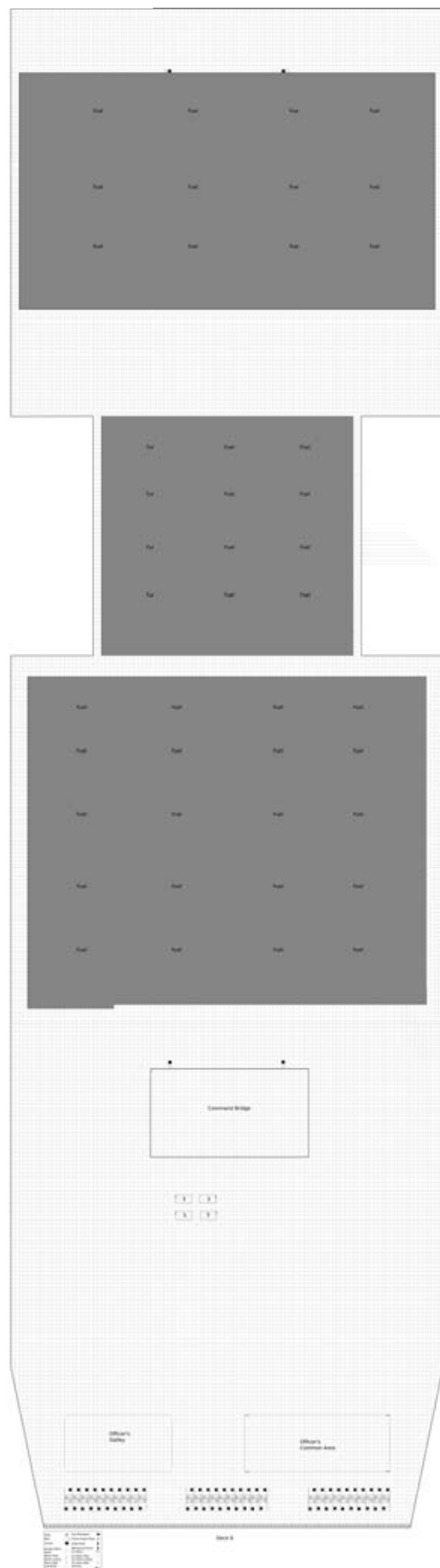
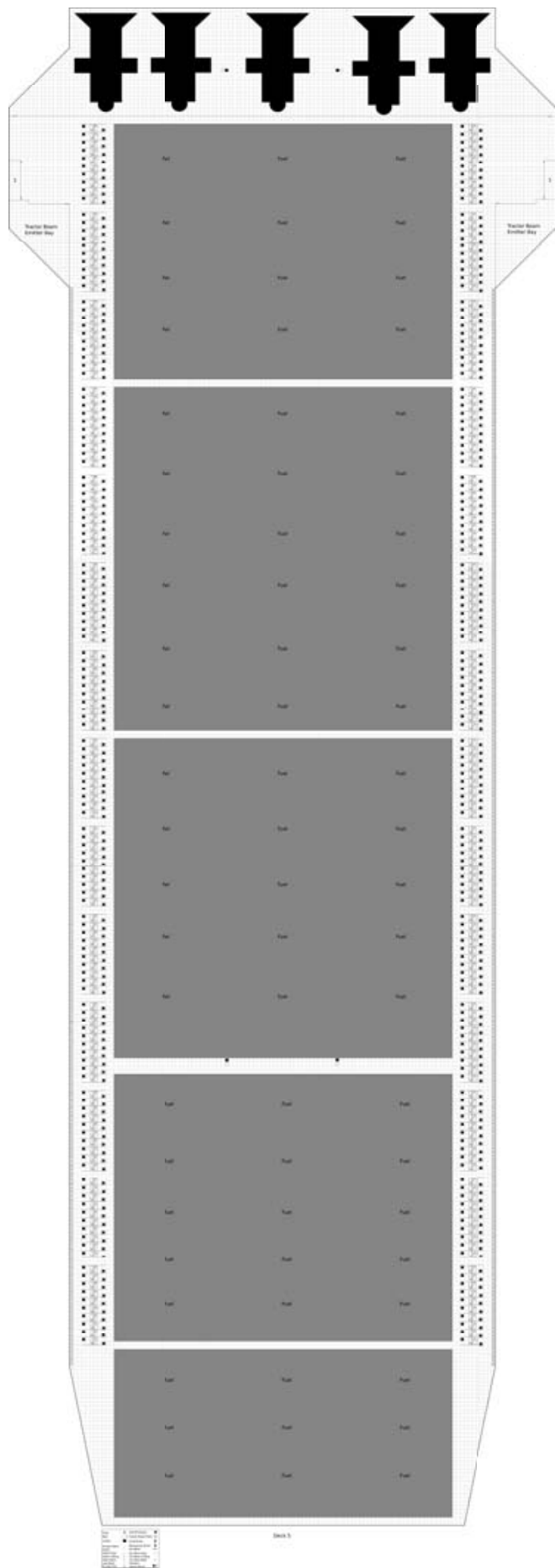


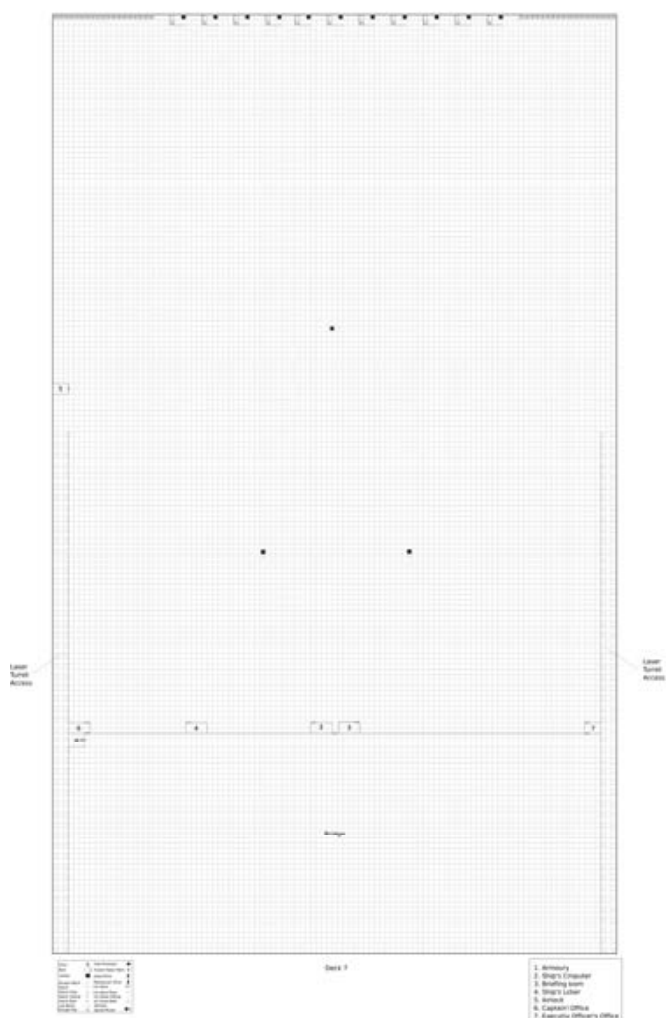
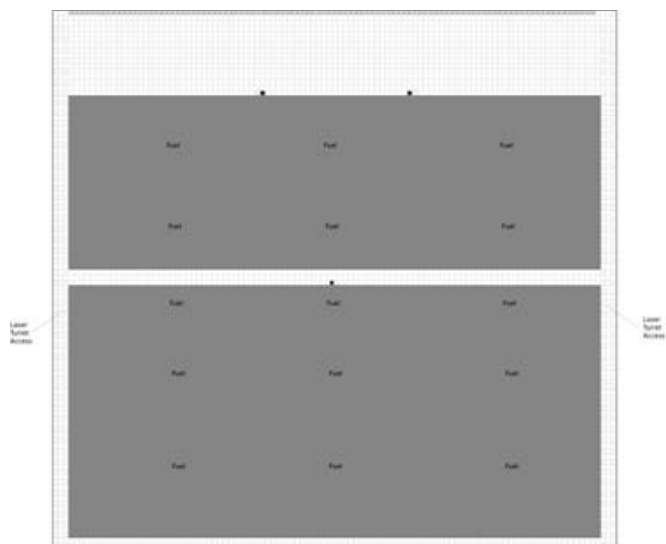
Engineering			Aft	
Hull	625		625	
Structure	625		625	
Roll	External	Internal	External	Internal
2	Hull	Crew	Hull	Nuclear Damper
3	Hull	Jump Drive	Hull	Crew
4	Manoeuvre Drive	Power Plant	Sensors	Spinal Mount
5	100 x Pulse Laser Turrets	30 x Large Meson Gun Bays	100 x Pulse Laser Turrets	30 x Large Meson Gun Bays
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	100 x Sandcaster Turrets	30 Large Meson Gun Bays	100 x Sandcaster Turrets	40 x Large Missile Bay
10	Manoeuvre Drive	Jump Drive	Hull	Computer
11	Hull	Power Plant	Hull	Structure
12	Hull	Critical	Hull	Critical

Amidships		Main		Forward	
625		625		625	
625		625		625	
External	Internal	External	Internal	External	Internal
Hull	Meson Screen	Hull	Command Bridge	Hull	Bridge
Hull	Crew	Hull	Crew	Hull	Crew
Boarding Craft	Spinal Mount	Boarding Craft	Spinal Mount	Hull	Spinal Mount
100 x Pulse Laser Turrets	30 x Large Meson Gun Bays	100 x Pulse Laser Turrets	30 x Large Meson Gun Bays	100 x Sandcaster Turrests	30 x Large meson Gun Bays
Hull	Structure	Hull	Structure	Hull	Structure
Armour	Hold	Armour	Hold	Armour	Hold
Hull	Structure	Hull	Structure	Hull	Structure
Hull	40 x Large Missile Bay	Hull	2 x Large Tractor Beam Bay	Hull	Fuel
Hull	Computer	Hull	Hanger	Hull	Hanger
Hull	Structure	Hull	Structure	Hull	Crew
Hull	Critical	Hull	Critical	Hull	Critical









Deck 9
Ship's computer, brief room
and tunnel access

BATTLE CRUISER

The battle cruiser is a formidable warship that sacrifices weight of armor in exchange for speed. Its heavy weapons can make short work of any smaller vessel, and it can usually outrun anything big enough to stand up to it in a fair fight.

Battle Cruiser			Tons	Price (Mcr)
Hull	140,000	Standard		14,000
	5 sections each	Hull 560		
		Structure 560		
Armour	Crystaliron	8 points	14,000	5,600
Jump Drive	Jump-4		7,000	14,000
Manoeuvre Drive	Thrust 4		2,450	1,225
Power Plant	Rating-4		4,200	10,500
Bridge			3,500	3,500
Computer	Core/7 fib x2	Rating 80 (hardened versus EMP)		210
Electronics	Very Advanced	Distributed Arrays	15	12
Weapons	Spinal Mount	Meson type: D 450 Damage	14,000	14,000
		Penetration Rating IV		
	Bays	180 x Large Particle Beam Bay TL11	Very High Yield	16,380
		30 x Large Missile Bay TL9	Very High Yield	1,440
		2 x Large Tractor Beam Bay		202
	Turrets	400 x Tripple Pulse Laser	400	1,000
		300 x Tripple Sandcaster	300	525
	Ammunition	7,200 missiles	600	
		9,000 sandcaster barrels	450	
		Level 2: Nuclear Damper	100	120
		Level 2: Meson Screen	160	200
Fuel	61,600 tons	One Jump-4, four weeks of operation	61,600	
Cargo	668 tons		668	
993 Staterooms			3,972	496.5
0 Low Berths				
Extras	Armoured Bulkheads	For Bridge	350	70
		Drives	1,365	273
		Bays	1,931.20	386.24
		Spinal Mount	1,400	280
		Screens	26	5.2
		Turrets	70	14

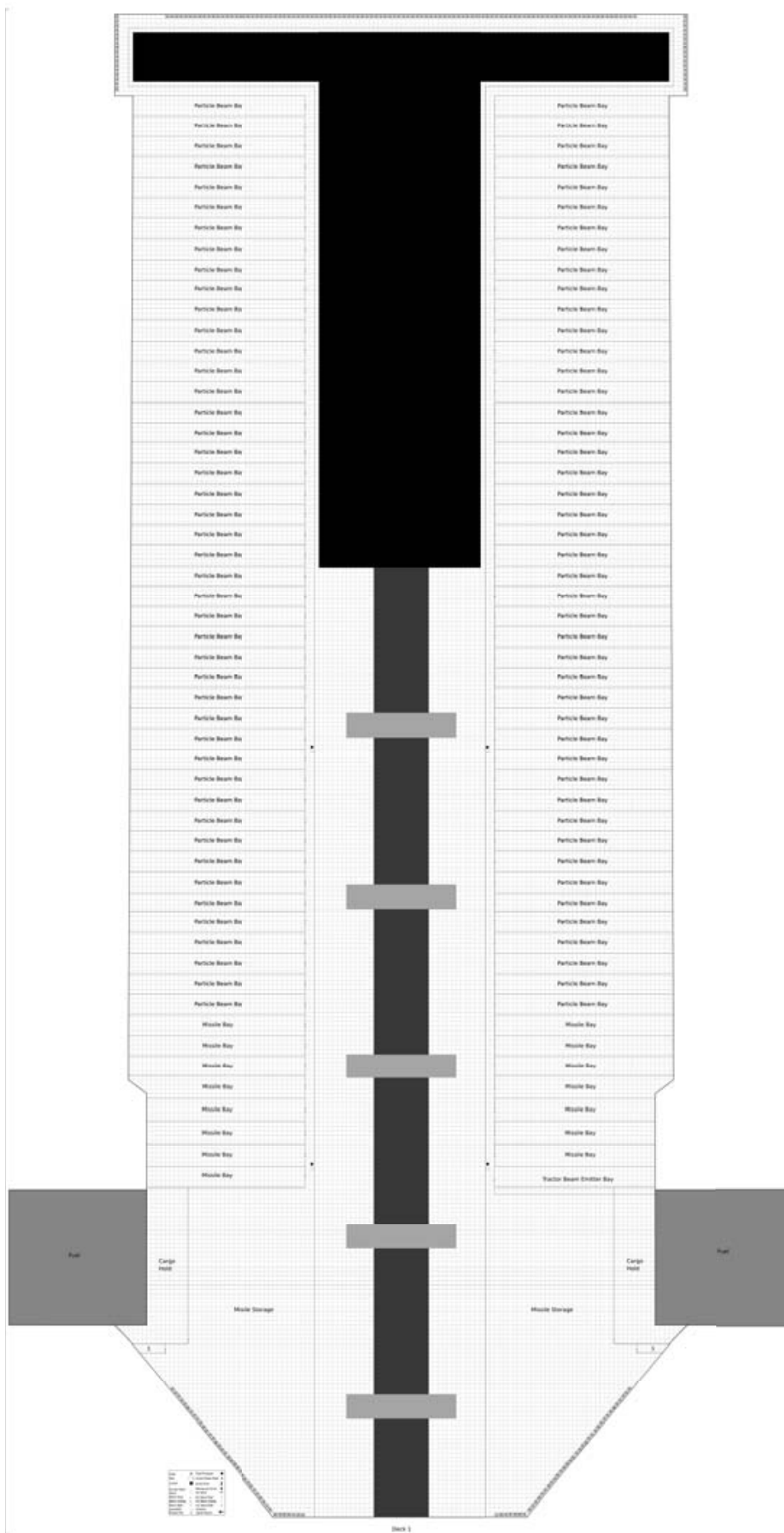
Battle Cruiser			Tons	Price (Mcr)
	2 x Briefing Rooms		8	1
	Repair Drones		1,400	280
	59 armouries		118	30
	Luxuries		4.5	0.45
	993 Escape Pods		496.5	99.3
Craft	2 x Pinnacle	full scale hanger	104	47.422
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/3	Rating 15		6
	Auto-Repair/1	Rating 10		5
	Library			
Maintenance Cost (monthly)				6.2
Life Support Cost (monthly)				2.962
Total Tonnage & Cost			140,000	74,456.65

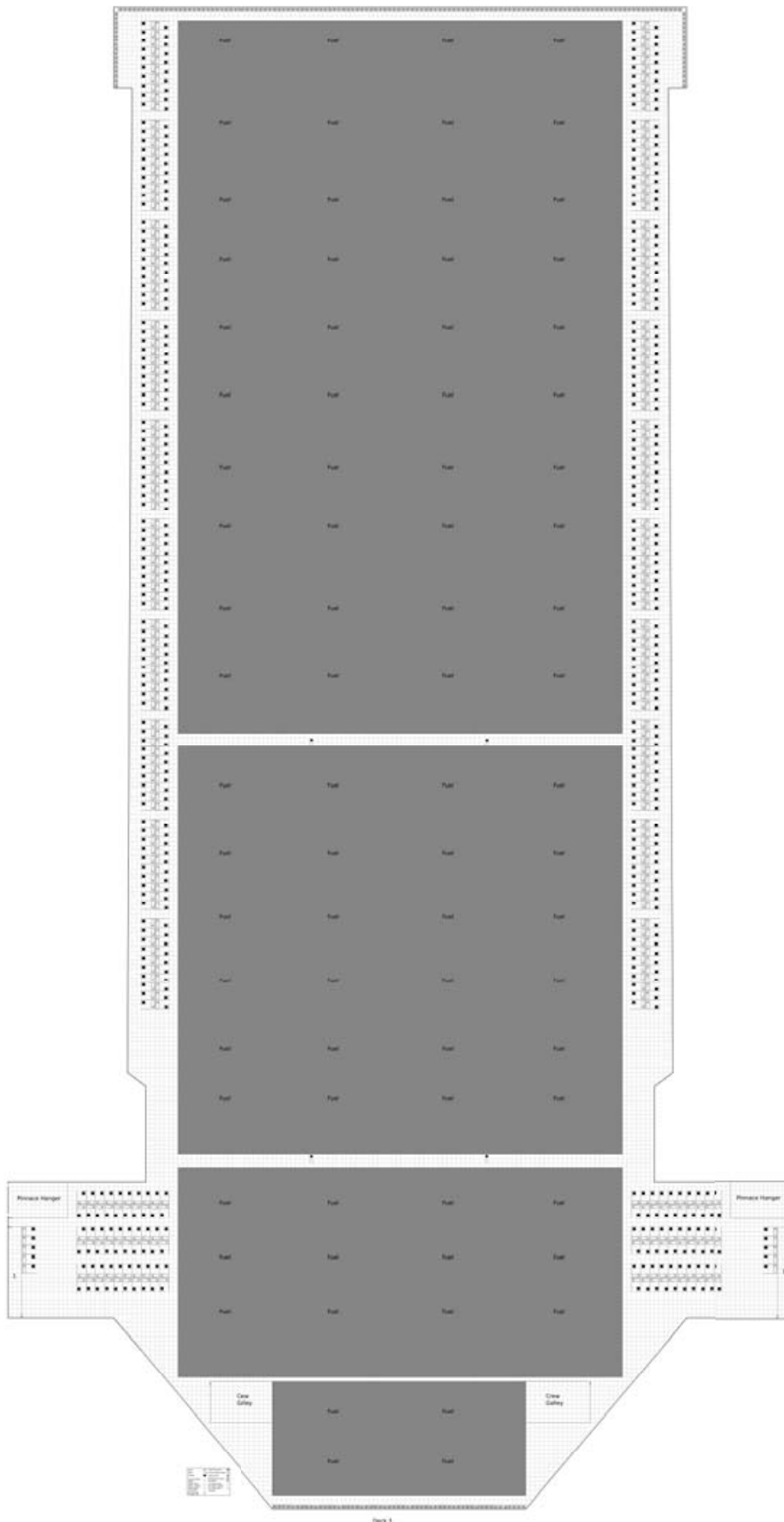
Department	Crew	Crew Damage Track
Command	14	Dead (-)
Engineering	137	Survivors (-4)
Gunnery	1272	Skeleton (-2)
Flight	6	Half (-1)
Troops	250	Weakened
Service	280	Full - Starting Position
Frozen Watch		Battle
Total	1959	Overstrength
Passenger Staterooms	10	Massively Overstrength
Low Berth Passengers	0	

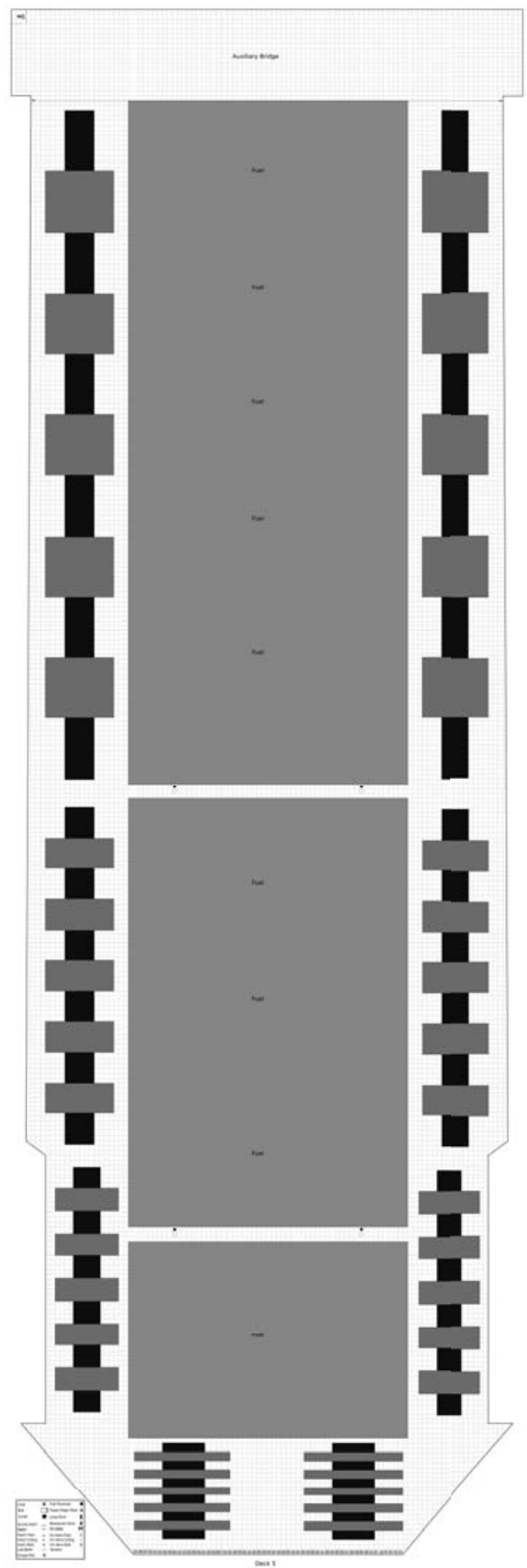
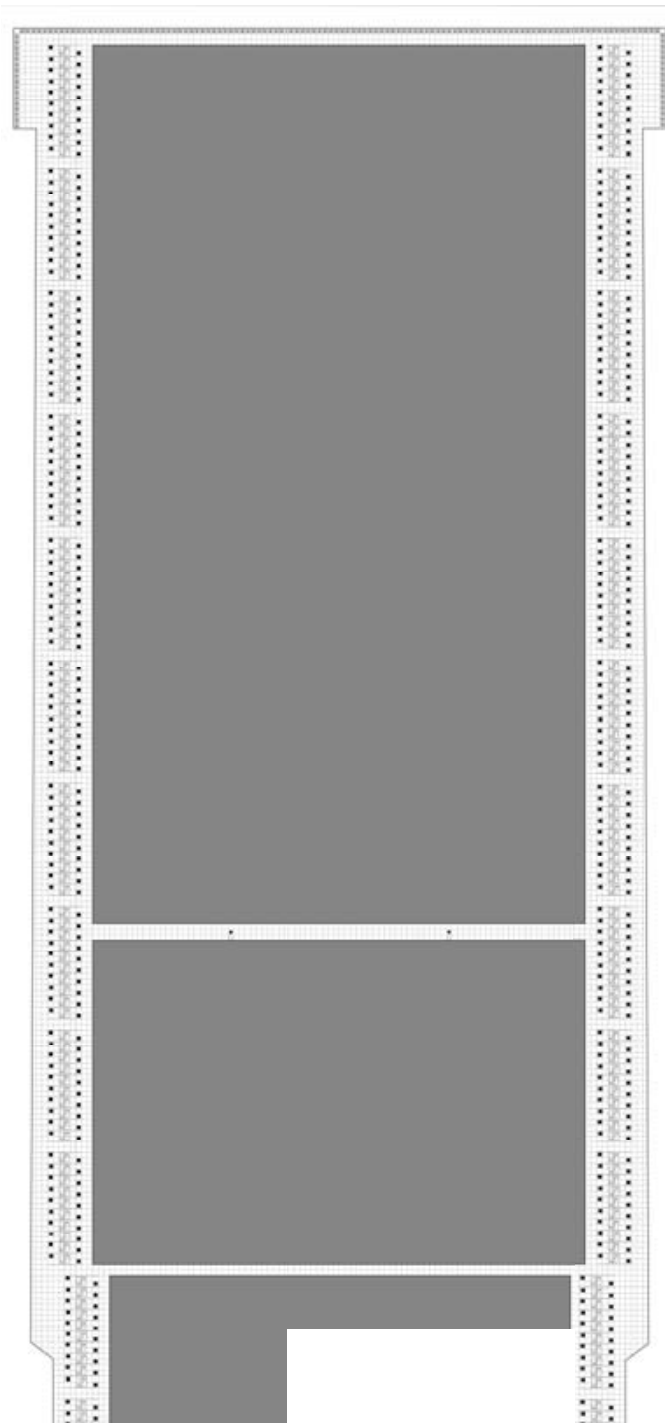


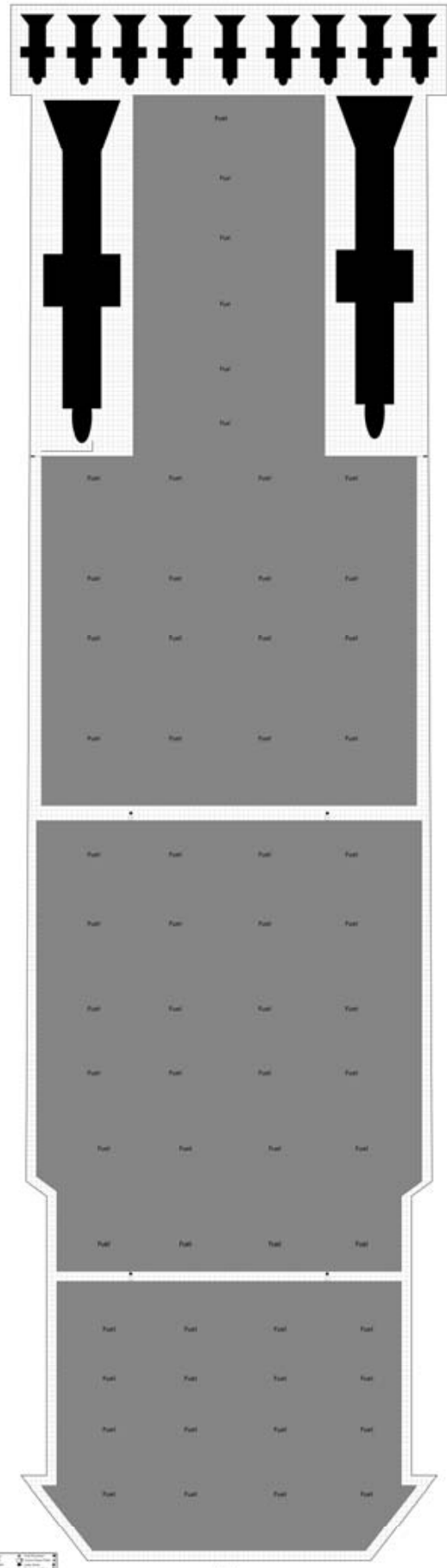
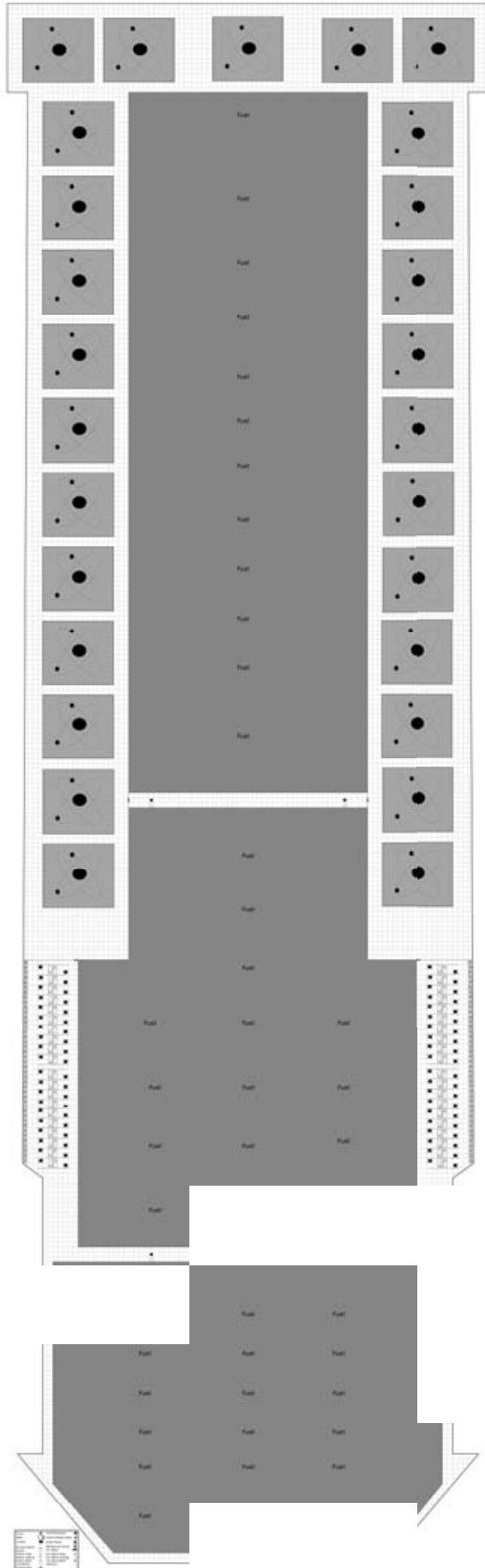
Engineering			Aft	
Hull	560		560	
Structure	560		560	
Roll	External	Internal	External	Internal
2	Hull	Crew	Hull	Nuclear Damper
3	Hull	Jump Drive	Hull	Crew
4	Manoeuvre Drive	Power Plant	Sensors	Spinal Weapon
5	100 x Pulse Laser Turrets	30 x Large Particle Beam Bays	100 x Pulse Laser Turrets	30 x Large Particle Beam Bays
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	100 x Sandcaster Turrets	Fuel	100 x Sandcaster Turrets	30 x Large Particle Beam Bays
10	Manoeuvre Drive	Jump Drive	Hull	Computer
11	Hull	Power Plant	Hull	Structure
12	Hull	Critical	Hull	Critical

Amidships		Main		Forward	
560		560		560	
560		560		560	
External	Internal	External	Internal	External	Internal
Hull	Meson Screen	Hull	Bridge	Hull	Crew
Hull	Crew	Hull	Crew	Hull	Crew
Hull	Spinal Weapon	Hull	Spinal Weapon	Hull	Spinal Weapon
100 x Pulse Laser Turrets	30 x Large Particle Beam Bays	100 x Pulse Laser Turrets	30 x Large Particle Beam Bays	100 x Sandcaster Turrets	30 x Large Particle Beam Bays
Hull	Structure	Hull	Structure	Hull	Structure
Armour	Hold	Armour	Hold	Armour	Hold
Hull	Structure	Hull	Structure	Hull	Structure
Large Tractor Beam Bays	30 x Large Missile Bays	Hull	Fuel	Hull	Fuel
Hull	Structure	Hull	Computer	Hull	Structure
Hull	Structure	Hull	Structure	Hull	Crew
Hull	Critical	Hull	Critical	Hull	Critical

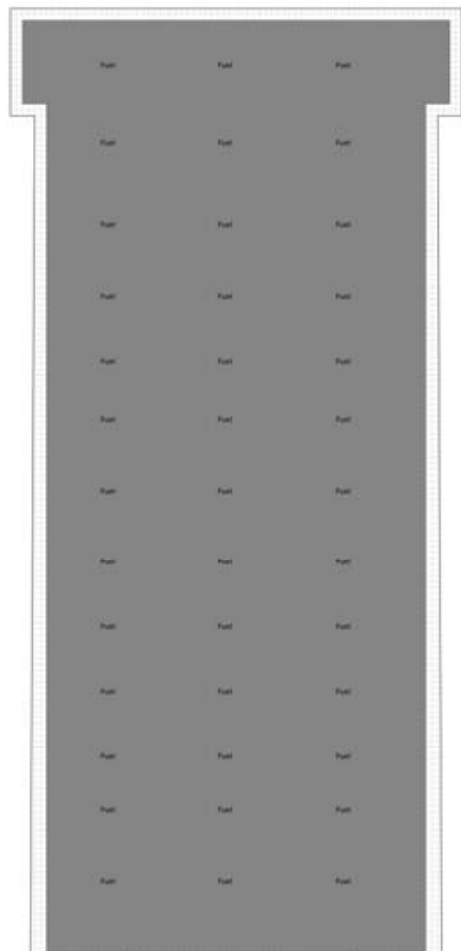






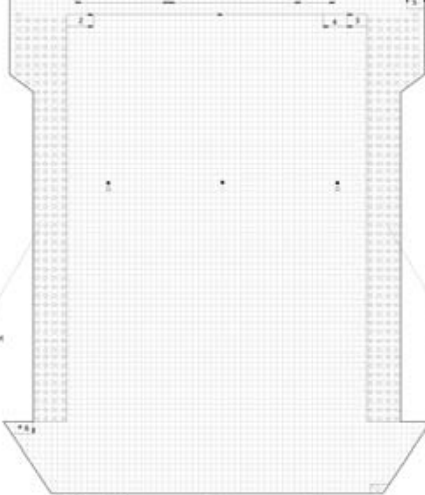


Deck 2



Officer's
Sally's

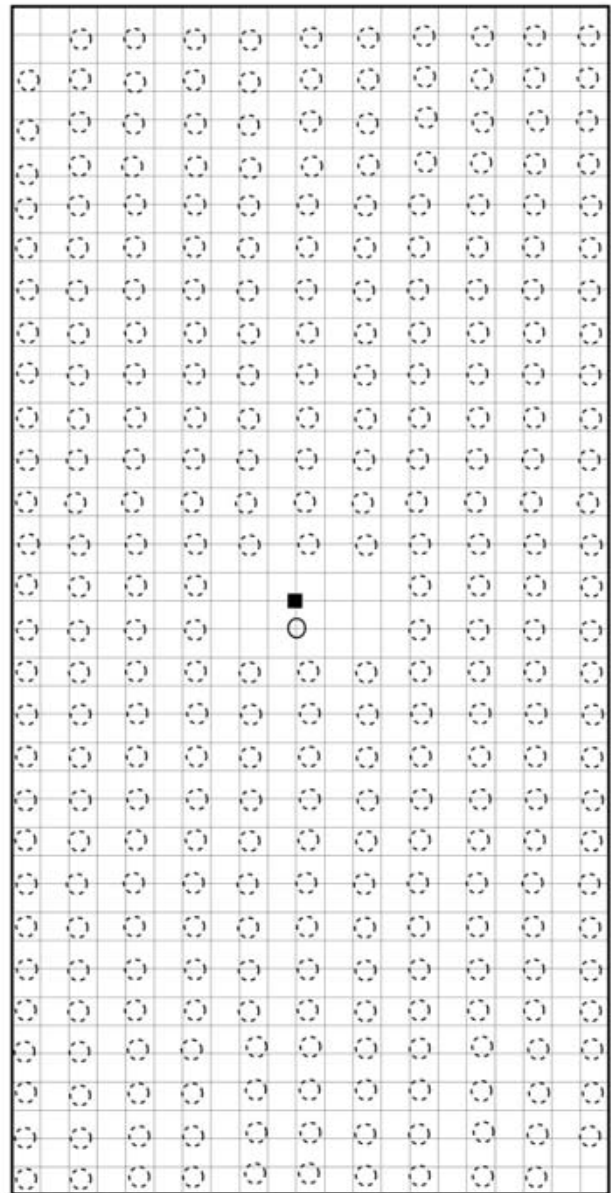
Officer's
Common Area



Deck 9

Deck 8

Deck 7



Chair	Fuel Processor
Bed	Fusion Power Plant
Locker	Jump Drive
Access Hatch	Maneuver Drive
Hatch	Iris Valve
Hatch Floor	Iris Valve Floor
Hatch Ceiling	Iris Valve Ceiling
Hatch Both	Iris Valve Both
Low Berth	Sensors
Escape Pod	Spinal Mount

Deck 9
Sandcaster barrel
storage and turret
access

Imperium-Class Battlecruiser

The mightiest ships found in the battle lines of the former Stellar Imperum, they were titanic vessels armed with awesome firepower and virtually impregnable defenses. It is believed that all of these ships were destroyed.

Imperium-Class Battlecruiser			Tons	Price (Mcr)
Hull	540,000	Standard TL15 hull		81,000
	5 sections each	Hull 3,085		
		Structure 3,085		
Armour	Bonded Superdense	18 points	108,000	162,000
	Radiation Shielding	+6 armour against radiation		135,000
Jump Drive	Jump-4	TL 15 drive	24,300	60,750
Manoeuvre Drive	Thrust 3	TL 11 drive	6,075	6,075
Power Plant	Rating-6	TL 15 power plant	20,250	101,250
Bridge		Holographic Controls	13,500	16,875
	Command Bridge	Holographic Controls	400	750
Computer	Core/9 fib x2	Rating 100 (hardened versus EMP)		390
Electronics	Military Countermeasures Suite x2	Enhanced Signal Processing / Distributed Arrays	132	198
Weapons	Spinal Mount	Meson type: D TL 15 540 Damage	8,400	8,400
		Penetration Rating V		
	Bays	200 x Large Torpedo Bay TL12	Very High Yield 18,200	9,600
		200 x Large Particle Beam Bay TL11	Very High Yield 18,200	16,000
		160 x Large Missile Bay TL 9	Very High Yield 14,560	7,680
		10 x Large Tractor Beam Bay	1,010	
	Turrets	1800 x Tripple Beam Laser TL12	Variable Range, High Yield 1,800	14,400
		1200 x Tripple Sandcaster	1,200	2,100
	Screens	Level 6 Nuclear Damper TL15	180	720
		Level 6 Meson Screen TL15	288	1,200
		Level 3 Black Globe	75	750
	Ammunition	38,400 missiles	3,200	
		12,000 sandcaster barrels	600	
		6,000 torpedoes	15,000	
Fuel	243,000 tons	One Jump-4, four weeks of operation	243,000	
Cargo	3,264 tons		3,264	
4236 Staterooms			16,944	2118
0 Low Berths				

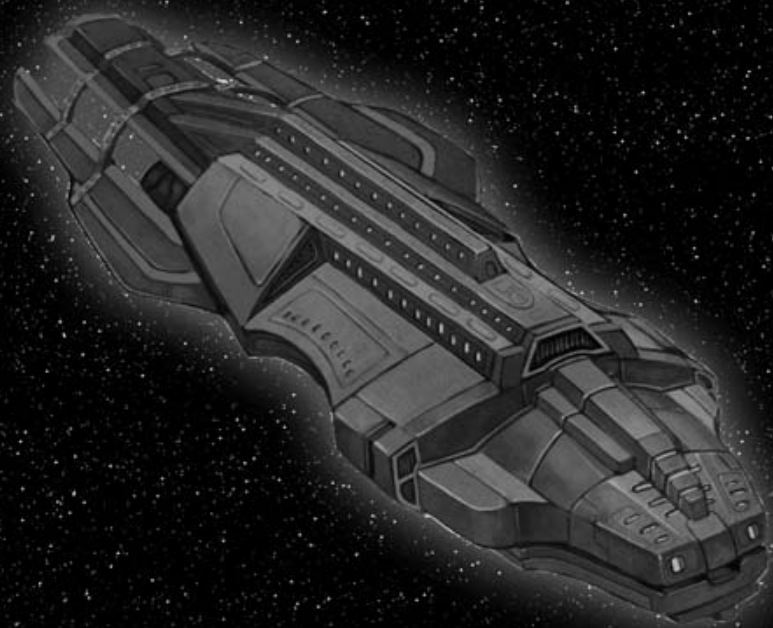
Imperium-Class Battlecruiser			Tons	Price (Mcr)
Extras	Armoured Bulkheads	for Bridges	1,390	278
		Drives	5,062	1,013
		Bays	5,197	1,039.40
		Spinal Mount	840	168
		Screens	54.3	10.9
		Turrets	300	60
	8 x Briefing Rooms		32	4
	Repair Drones		5,400	1,080.00
	Probe Drones (10)		2	1
	Luxuries		10	1
	248 armouries		496	124
	4,236 escape pods		2,118	423.6
Craft	4 x Boarding Craft	full scale hanger	312	287.56
	4 x Pinnacle	full scale hanger	208	94.844
Software	Manoeuvre/0			
	Intellect	Rating 10		1
	Jump Control/4	Rating 20		
	Evade/3	Rating 25		3
	Fire Control/5	Rating 25		10
	Auto-Repair/2	Rating 20		10
	Library			
	Maintenance Cost (monthly)			47.39
	Life Support Cost (monthly)			12.67
Total Tonnage & Cost		12594000	540,000	#####

Department	Crew	Crew Damage Track
Command	327	Dead (-)
Engineering	613	Survivors (-4)
Gunnery	5126	Skeleton (-2)
Flight	31	Half (-1)
Troops	1000	Weakened
Service	1307	Full
Frozen Watch		Battle
Total	8404	Overstrength - Starting Position
Passenger Staterooms	30	Massively Overstrength
Low Berth Passengers	0	

Engineering			Aft	
Hull				
Structure				
Roll	External	Internal	External	Internal
2	Hull	Crew	Hull	Nuclear Damper
3	Hull	Jump Drive	Hull	Crew
4	Manoeuvre Drive	Power Plant	Sensors	Spinal Mount
5	360 x Beam Laser Turrets	100 x Large Torpedo Bays	360 x Beam Laser Turrets	100 x Large Torpedo Bays
6	Hull	Structure	Hull	Structure
7	Armour	Hold	Armour	Hold
8	Hull	Structure	Hull	Structure
9	240 x Sandcaster Turrets	80 x Large Missile Bays	240 x Sandcaster Turrets	10 x Large Tractor Beam Bays
10	Manoeuvre Drive	Jump Drive	Boarding Craft	Computer
11	Hull	Power Plant	Hull	Command Bridge
12	Hull	Critical	Hull	Critical



STARSHIP SIZE COMPARISON



IMPERIUM-CLASS BATTLE CRUISER

LENGTH: 4,750 FT.
MASS: 540,000 TONS
CREW: 2,000



BATTLE CRUISER

LENGTH: 1,360 FT.
MASS: 140,000 TONS
CREW: 320



BATTLESHIP

LENGTH: 1,250 FT.
MASS: 125,000 TONS
CREW: 400



STRIKE CRUISER

LENGTH: 950 FT.
MASS: 38,000 TONS
CREW: 160



CRUISER

LENGTH: 720 FT.
MASS: 28,800 TONS
CREW: 120



DESTROYER

LENGTH: 450 FT.
MASS: 8,000 TONS
CREW: 80



HAULER

LENGTH: 450 FT.
MASS: 6,000 TONS
CREW: 8



CORVETTE

LENGTH: 320 FT.
MASS: 3,200 TONS
CREW: 16

FAST FREIGHTER

LENGTH: 110 FT.
MASS: 450 TONS
CREW: 4

ASSAULT FIGHTER

LENGTH: 32 FT.
MASS: 18 TONS
CREW: 1

Grappling Systems

Grappling systems exist in the *Reign of Discordia* setting, though they are not found in the standard Traveller rules. When importing ships from other Traveller books, the referee may want to consider adding a grappling system to the ship, particularly if it is involved in raiding or military operations.

GRAPPLERS

Grapplers consist of two or more heavy robotic arms fitted with magnetic grips or pads capable of latching onto a single target, usually another ship. These are distinct from, and far heavier than, the grappling arms found on page 46 of High Guard. Grapplers can also be used to grab any object bigger than 0.1 displacement tons adrift in space.

Using grapplers against another ship or an unattended object is an attack action. To successfully grab the target, the starship must first move alongside the target; then the gunner must make a successful attack. If successful, the target's pilot may make a DM -2 Pilot roll to avoid becoming grappled. If the check succeeds, the starship successfully latches onto the target, and the two ships occupy the same space until the grapplers release their hold. The grappling ship cannot move as long as it wishes to remain latched and moves in concert with the grappled ship. Neither ship can attack the other as long as the grapplers maintain their hold.

A grappled starship can free itself from a grabbing ship by forcing the grappling ship to disengage. This typically involves sending combatants into the enemy ship to release the hold, or attacking the grapplers themselves from the exterior of the ship, either with fighters or other small craft, or with combatants in zero-G vacc suits.

Performing a jump while clamped is usually a bad idea. Use the combined tonnage of the two ships, and cross reference this size with the grappling vessel's Jump Drive rating to determine the jump number. Jumping with a grappled vessel involves a penalty of DM -2 to all jump and astrogation rolls.

Grapplers: (50 ton bay)

TL: 8

Range: Short

Damage: Special

Cost (MCR): 12

Tractor Beam Emitter

A tractor beam emitter projects a short-range gravitational "tether" that latches onto or immobilizes a single target, usually a ship or unattended object. The target must be at short range or closer.

Using a tractor beam against a starship or an unattended object is an attack. To grab a target with its tractor beam, a starship must make a successful attack. If the attack succeeds, the smaller ship is immediately pulled into the larger ship's space (if it isn't already adjacent); if both ships are the same size, the target is pulled into the tractorship's space. In any case, being pulled into another ship's space by a tractor beam does not count against a ship's movement. If the tractorship is a third larger by tonnage than the target, the target is effectively immobilized, and tractorship drags the target with it when it moves. If the tractorship is the same size as the target or smaller, both the tractorship and the target are effectively immobilized.

A tractored starship can free itself from the tractorship by succeeding at a Difficult Piloting Task. An additional DM -1 is added to this roll if the tractorship is for every third larger the tractorship is than the tractored ship. For example, a ship that is two hundred tons that is attempting to escape the tractor beam of a six hundred ton ship suffers a -2 DM on the Pilot check; pretty slim odds indeed! A ship held by multiple tractor beams may attempt a single grapple check to escape all of the beams, but must beat the grapple check results of all opponents.

A starship using a tractor beam to grab another ship can terminate the beam (thereby releasing its hold on the other ship) as a free action.

Tractor Beam Emitter: (Large Bay)

TL: 13

Range: Short

Damage: Special

Cost (MCR): 30



RUNNING REIGN OF DISCORDIA

Reign of Discordia is a setting that operates on a macro scale. That is to say that there is no single over-arching struggle that the characters must become involved with. Instead, there are a number of different approaches to running a game in this setting, beginning on a small scale where the characters do not own any form of space transport and must rely on others to provide them with their motivation and means for adventuring, all the way to commanding a large starship that may or may not be assigned to a specific mission. This is not to say that there are not any major plots or themes that span the setting, however, the setting operates on such a grand scale that the referee should be able to take even the smallest plot hook mentioned in this book and craft an entire campaign around it. The purpose of this chapter is to provide the referee with ideas and modes upon which to design a game in this setting.

One important factor to keep in mind about this setting is that it is space opera, in the purest form of the word. In other words, it is intended to be action oriented with numerous confrontations against enemies, whether they happen to be aliens, robots, Humans, or something else entirely. Characters almost always use energy weapons. Most of the action happens in space, whether it is aboard a starship, a space station, a planet or other astronomical body. When the characters look out their viewports or leave their ships, the view that awaits them should be impressive and detailed, whether it happens to be a massive gas giant with its multi-colored banded clouds, massive nearby starships engaged in a pitched battle with one another, space stations that are so large that one must wonder how such a large object could be assembled in space, or even just the emptiness of space stretching out infinitely in all directions.

This setting is also intended to be as open-ended as possible. If there are aliens from other settings or roleplaying game products that you feel would fit within the setting, you are encouraged to drop them in. In fact, one good way to do this is to introduce them as a species that is new to this region of space and then upgrade their status to that of a major player. Maybe they are looking for new worlds to conquer, maybe they have a previous grievance with one of the regular species from this setting and they're back for revenge,

or maybe they have been here all along but have only recently developed the technology to become a threat.

The following are suggested campaign models that work well with this setting. Few campaigns will use only one of these models while most will combine elements from many. The important thing to remember is that there is not one single mode that is *right* for *Reign of Discordia*, although it bears mentioning that the default campaign for which existing adventures are written start with the *Cargo Haulers* campaign and progress into other modes. Virtually any published adventure can be easily modified to fit other campaign models.

Starting Small: Even though there are enormous plot lines set within the *Reign of Discordia* setting, the referee is not required to operate on such a grand scale. Many traditional roleplaying games are centered around a single location, within which the characters can encounter the various powerful individuals, get caught up in the local intrigue, and rise to heroics through necessity. This setting is no different. Alien species from throughout the known galaxy are found in most worlds, space stations, and settlements, so it is entirely possible for any of the power groups mentioned in chapter 4 to maintain a presence on any world, no matter how small. By keeping things confined to a small area, the referee has the option to develop a campaign where the effects of the character's actions can be measured by the gradual change in the setting.

This approach can apply to any world detailed in chapter 2. The space station, Rover's Beacon, would function perfectly as a base for this type of campaign. The station is home to raiders, who can function as enemies or allies, and they might become entangled in the affairs of competing raiders who are seeking dominance over one another. They might also be recognized for their combat skills and hired into a mercenary group that is headed to the nearest gas mining world to protect it against would-be conquerors. They might stumble upon a number of individuals who have been murdered and have to learn the identity of the killer(s) before they themselves are implicated.

The reason a referee would keep a campaign confined to a relatively small area is simply that it allows her to

create a story and maintain a consistent atmosphere without the complications of having the characters autonomously deciding which direction they might want to explore. The referee keeps control over the direction of the campaign, pre-determining which directions the characters will explore, while constructing the various over-arching storylines that the party will experience. This makes it easier to prepare for while developing a location into a memorable place over time.

Independant Cargo Haulers: A campaign built around characters who get into the cargo hauling trade can be a fun and exciting option for a Reign of Discordia campaign. The model is simple: find a job, do the job (often at great risk), get paid. Of course things can go wrong at any step in this process. Sometimes the only people willing to offer a job are disreputable, sometimes there are local complications that make it difficult to carry out the job, and still other times the people who offered the job have no intention of paying the cargo hauler (occasionally they send them into situations that are so dangerous that they do not expect them to return). The primary motivation of the characters is usually the accumulation of wealth, though under the right circumstances, it can also become one of simple survival as they are attacked by raiders and accumulate enemies.

Building a campaign around this model can be intriguing. Perhaps one of the player characters is wanted by one of the major systems. Perhaps through their dealings the haulers run afoul of one of the major powers, which then vows to capture them or find a way to get even. Perhaps the characters come into possession of a technological artifact from an advanced species and others wish to take it from them. The number of complications that the referee can throw at the characters in this campaign model are nearly endless and they can make for excellent roleplaying.

There are two main features that make this an attractive campaign model for the referee. First, it allows the characters to explore the galaxy. Rather than focusing on one single location, the characters are allowed to experience numerous exotic locations and cultures, so the campaign does not bog down in one area. The second feature is that since the referee decides who is offering the jobs and what they entail, the characters have little choice but to stick to the material that was prepared. This makes preparing for the game a relatively easy matter while giving the players the sense that they are acting autonomously.

Agents: Characters in this campaign model work for one of the major players in the setting; either one of the



world powers, or one of the organizations. They tend to be usually assigned to missions, but they are given a great deal of latitude in how to carry out their objectives. They are also provided with the money and equipment they need to be successful. They may or may not have their own starship, depending upon whether the organization or government can afford to provide them with one, and also depending upon how deep their cover is. The groups they infiltrate might be corporations, powerful organizations, criminal groups, or governments. Their mission might be to capture a person, steal an item or schematics, sabotage and impending attack, or discreetly deliver a message to another operative.

As the campaign progresses the characters will be sent on additional missions. Unlike the cargo hauler campaign, agents are likely to accumulate enemies by virtue of the services they provide. Old enemies who manage to survive may be primarily interested in advancing their own schemes, but they are also motivated by exacting revenge upon those who disrupted their operations in the past. In addition to memorable lasting enemies, another staple of this related genre is that every new situation should come complete with memorable unique adversaries.

Like the cargo haulers campaign model, this tends to be rewarding for the players because they are able to operate autonomously while sometimes making important differences in the galaxy. Meanwhile, the referee can predict what directions the game sessions will take and can prepare for them accordingly.

Exploration: Even in the troubled times after the Imperium, there is still a great deal of exploration to do, much of it in areas that are already considered settled. The truth of the matter is that while the former Imperium space is divided up between the various starfaring species, only about thirty percent of those areas have actually been surveyed. In addition to this, the “known galaxy,” which consists of all of the area mapped out, is only 640 X 440 light years while the Milky Way Galaxy is approximately 100,000 light years in diameter. In other words, characters need not explore the systems in their own backyard when most of the galaxy remains unknown.

Numerous intelligent species lie on worlds waiting to be discovered, and there is reason that the major powers want to find them. On one hand, all of the major races are interested in finding technology that would give them an advantage against the R'Tillek and against each other. On the other hand, they are all looking for new worlds that they can align themselves with so that they are not as vulnerable. To advance these ends, most major worlds have dedicated more multiple large ships from their fleets towards the purpose of exploration.

This subgenre can be exciting for the characters because they are in search of the unknown. They are going to come into contact with new species that they were previously unaware of and potentially make major discoveries that could tip the balance of power in the galaxy. There is one difficulty, which is that the referee is forced to create a great deal of new material for this type of campaign. This includes new alien races, new starships, and new worlds. Also, the material in this book is only marginally helpful since it deals only with what is known. If the referee has the time and imagination to generate this much material whole-cloth, then this is an exciting and fulfilling campaign to embark upon, and it can, over time, drastically change the power dynamic of the former Imperium worlds.

Military Campaign: Characters in a military campaign are in one of the armed forces within the military. They may be with the space marines and become involved mostly in ground assaults, they may fly fighters in defense of the ship, planet, or facility they are stationed on, or they may serve as officers aboard a starship. In all cases they are expected to follow orders, put the needs of their comrades above their own, and engage the enemy, whoever it might happen to be.

This campaign style promises action and lots of it. Their mission might be to command a starship into hostile territory and destroy a starship of interest, or land on a planet to take an important enemy base, defend friendly spacecraft from raiders, or any number of other missions. Not all adventures need revolve around direct combat with the usual enemies; there is some potential for creating stories that operate within the military structure or while the characters are on leave.

This is an attractive campaign type for many players, particularly the type who prefer action, as well as referees because it tends to be fairly easy to prepare for. Its downside is that the referee needs to be creative in order to keep it from seeming repetitive, and players who prefer playing roles to combat might feel that this style does not cater to their preferences.

The Quest: A common trope in fantasy literature and gaming, the quest is where a group of individuals or larger group focus their efforts on a single enormous undertaking. This focus may be relevant only to an individual, or its outcome might have planetary or interplanetary consequences. The focus of a quest is usually very easy to define, for example: find out what happened to my little sister, get home, find a cure to an incurable virus, or overthrow an evil empire. The undertaking usually involves long odds, highly organized oppositions, and quite often, secrets that must be uncovered before the quest can be successful.

Resolving a quest is rarely linear in nature. Characters are often faced with setbacks, red-herrings, and

complications that are not directly related to the quest but serve as obstacles. The characters might stop at some location to gather information or resupply and become implicated in a crime they didn't commit. They might befriend someone who is in trouble with the authorities or with a criminal organization and needs help. They might come upon an individual who offers them vital information needed for solving the quest, only to find out that the person is a con and is using the information obtained about them to manipulate them into doing something for them. The important thing to remember about a quest is that the journey is far more important than the destination. Also, if there are some important underlying secrets, it is vital that the referee figure out what it is before the start of the campaign and then reveal little bits at a time, as opposed to making it up as she goes along and hoping that the pieces will fit together by the end.

The advantage of a quest is that it gives the characters a reason for their adventures and it allows the referee to lead them from one adventure to the next by offering up key bits of information pointing them in the direction she wishes to explore next. The disadvantage of a quest is that the non-linear nature often becomes frustrating for players, who sometimes begin to sense that their quest is unsolvable, too large for them to ultimately do anything about, or that the information they have is too fragmented or convoluted to make sense of.

MAJOR CONFLICTS

While *Reign of Discordia* is a wide open space opera setting, it is worth noting the specific conflicts that challenge everyone within the setting.

R'Tillek vs. Everyone: The largest enemy to the former Imperium worlds is the R'Tillek. The Referee is free to make them as large or small of a threat as they would like without drastically altering the nature of the setting. At the fall of the Stellar Imperium, the R'Tillek proved their military advantage. Despite the fact that the war has ended, they remain aggressive and dangerous. Armed with tribe ships that rival the *Imperium-Class Battlecruisers*, they can enter most star systems uncontested and they have used a deadly viral agent to eliminate the populations of entire worlds.

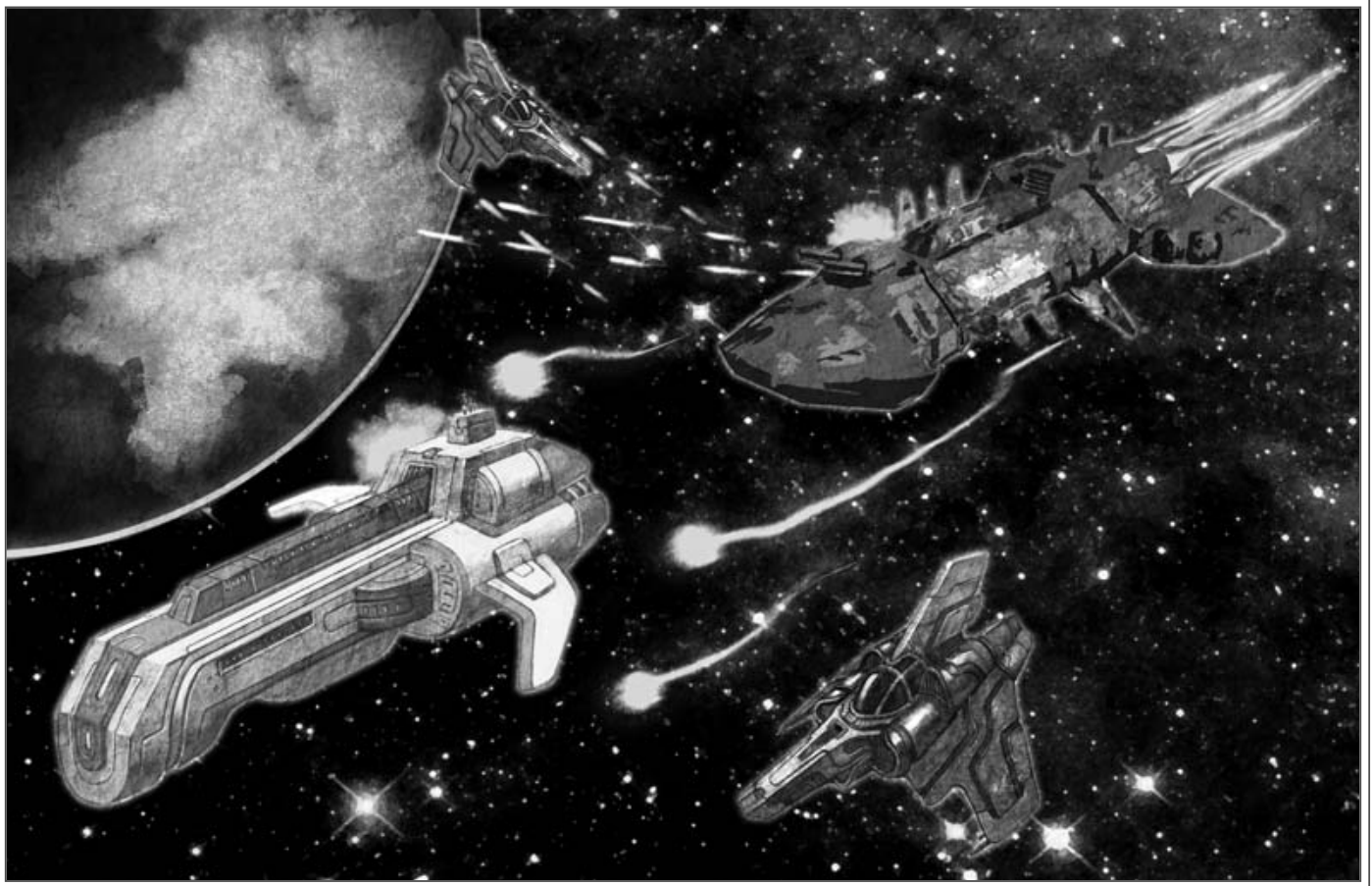
The R'Tillek can be a daunting species to use because if their presence is too strong, you risk overwhelming the shattered worlds of the former Imperium. On the other hand, if they are used and easily defeated, they run the risk of becoming a predictable and overrated foe. There are three ways to make stories using the R'Tillek work: run into them by happenstance, have the player characters work against them on their own terms, or build up to a climactic encounter.

Running into the R'Tillek allows them to enter the campaign in a way that they can more easily be defeated. Perhaps the characters encounter them aboard a small reconnaissance vessel that has run afoul of some special hazard that has crippled their ship. When the characters find their small ship, they must first overcome the R'Tillek threat and then try to figure out what happened to their ship so that they can avoid the same fate. Alternatively, the characters might be charting a world when they land, only to discover that this is a world that the R'Tillek have colonized. At that point, they might try to rid the place of the R'Tillek influence if it is small enough, or they might simply conduct their business and attempt to leave after they have made their discovery, only to have the R'Tillek learn of their presence in time for an altercation to occur.

Characters actively working against the R'Tillek have a better chance of success for the simple reason that they are engaging them on their own terms and are better prepared. Eliminating the threat of the viral agent that the R'Tillek have been using against them is a vital first step in protecting themselves from their aggression. The adventure that appears in this book has the player characters protecting a scientist who is attempting to find a cure or a vaccine. Another approach the characters might take is to try to destroy the virus or find a vaccine at their production facilities. Another way that the characters might take a proactive approach towards the R'Tillek would be for them to attempt to infiltrate and sabotage a key military facility or tribe ship.

Using a slow buildup to a conflict with the R'Tillek is another possible way to use them effectively. For instance, perhaps the player characters learn a month in advance that the R'Tillek plan to attack a planet. When this information becomes known, the characters might lead the push to prepare for the invasion. Preparation might involve diplomatic missions to other worlds where they must convince those worlds to lend their military resources towards the defense of the threatened planet. Another approach would be to travel to worlds where advanced societies once existed to see if they have any weapons that can be recovered and used to repel the invaders.

Some other factors come into play regarding the R'Tillek. First, they are not a unified group. While they supported one another during the war, that was largely due to the fact that their species was being threatened by outside species. Some factions might no longer sanction attacks on their former enemies. Others might have longstanding enmity towards the tribes that are making these attacks. With a little carefully-executed diplomacy, the characters might be able to avert an attack before it begins while exploring the R'Tillek society and answering some of the questions about the R'Tillek that this book leaves intentionally vague.



The Earth – Lamog Cold War: Relations between Earth and Lamog began with conflict and, due to the apparent need to find blame for the fall of the Stellar Imperium, they have soured once again. The Lamogogs enjoy a complicated relationship with Humans. Not every Lamogogs world stands opposed to every Human world. In addition to this, the two species have become heavily integrated on many worlds and spaceports. Primarily Human ships might have Lamogogs captains and vice versa, members of the two species might have become partners in a business venture, or a love affair; despite the fact that their governments have told them that they are enemies, the people from both species largely ignore this fact and go on with their lives with each other as companions.

Many who are not loyal to Earth or Lamog consider both sides to be nearly equally aggressive and difficult to deal with. The Lamogogs typically expand their influence through military action by force. They typically give little warning before dropping into the orbit of a weaker planet and threaten to surrender to them or face destruction. Planets without a defense capable of combating the invaders typically surrender

without a fight. In such cases, the Lamogogs usually leave the existing government structures in place while instituting a fifteen percent tax on trade or goods. The few worlds that resist find that they must put up a good fight or their government and, often, much of their citizenry, are destroyed as the Lamogogs assert their dominance. Thus far the Lamogogs have stayed away from worlds aligned with Earth, though many suspect that it is only a matter of time before they start moving on those worlds.

On the other end of the spectrum is Earth, which emphasizes aggressive diplomacy and engaging in battle only when necessary when trying to win allies. Rather than follow the Lamogogs' strategy of using force to gain allies, they instead try to negotiate alien governments into making capitulations that place it at an advantage, both militarily and in trade. If Earth is obviously more powerful militarily than the world, they offer protection against the Lamogogs threat. In exchange for raw goods or a tax on transactions, they promise to defend the world should the Lamogogs invade. Planets equally powerful as Earth typically decline the offer, preferring to retain their independence.

This strategy has effectively caused many of the known lesser worlds and spacefaring races along the border between Lamog and Earth space, to be divided between the two major powers. Other systems, occupied by the other major species, represent fair game for either side. Their plan is not only to gain allies in the event that another war breaks, but also to act as proxies against the other in the event that one of them goes after a region of space the other wants. The goal on both sides is to contain the other's influence.

In addition to the battle for allies, Earth and Lamog are involved in an ongoing game of espionage. Since Humans and Lamog are so mixed on a social level, this provides countless opportunities for each government to place spies close the other. Both governments have implemented rules keeping members of the other species away from their most valuable secrets. However, there are Lamogs serving aboard Earth Defense Force vessels, as well as Humans serving aboard Lamog Star Navy vessels, and both sides have members from the other species serving at various levels throughout government. While Lamog enforces these restrictions, a public debate rages on Earth about how a supposedly enlightened government can enforce such obviously xenophobic policies.

Despite the restrictions, both sides have spies committed against the other, as well as long-range listening posts hidden in the other's space, which use low-grade tachyon pulse equipment to study what the other side might be building. They engage in frequent fly-by missions in secret stealth craft to check out any potential threats they learn about from their spy network, and they occasionally send saboteurs in to interfere with programs the other is working on. In any event, both sides remain committed to not engaging the other directly at this time, though both sides worry that this could change if either side is able to break their military stalemate.

While *Reign of Discordia* is a space opera that is geared towards science fiction and action, becoming involved in the Earth/Lamog cold war allows narrators to take the game in a less combat-oriented struggle that focuses on skills, stealth, and taking risks. It is ideal for a party

containing agents, drifters, citizens, entertainers, scholars, and nobility. The referee can also change this campaign mode over time, either by having the characters become involved in a shooting war between the two sides, either through allied proxies or directly between each other.

USING EXISTING TRAVELLER PRODUCTS

Reign of Discordia has no connection with the Official (or Original) Traveller Universe (The OTU). That said, every effort has been made to make this setting compatible with the rules that are already Open Game Content. What this means is that you should be able to use the starships and equipment in this setting in your standard Traveller games, or you should be able to easily adapt similar elements to the *Reign of Discordia* universe. Starships, equipment, and aliens can easily be brought over to *Reign of Discordia* with very little modification needed. This is an intentional design decision. With all of the lesser alien worlds and races that have yet to be detailed, this allows the referee to quickly fill existing places with unusual aliens or introduce new starships into the setting. Most career paths from the various Traveller books are usable in this setting.

There are only a couple minor things that the referee needs to consider when importing things into *Reign of Discordia*. First, starships do not have fuel scoops, nor can unrefined fuel be used. Fuel is sold at a rate of 100 credits per ton in most areas (higher in Lamog space because of the chokehold the Exinorists have on the starship-fuel market). Second, additional aliens introduced from other sources are secondary in power and influence, regardless of the role they play in any other Traveller universe. Third, many *Reign of Discordia* ships possess grapple tethers or tractor beams, which do not exist in the standard game at normal Tech levels.

ROVERS BEACON

Angella gasped as the station came into view, hanging like a jewel between the roiling gas giant below and the moons spread out in the distance. There was a quiet serenity about its rotating gray and gold form, with ships hanging from its circular docking rings like remoras from a shark.

"Aye, she's a beauty, but she'll be the death of you if you don't watch your step," the captain remarked.

On the surface, Rover's Beacon appears to be an ordinary, if large spaceport. Visitors are often lured into a sense of safety by the polished and freshly painted corridors, the masses of people milling around, and the signs advertising corporate products. However, there is a dark side to the station, one that extends from the humblist urchin barely surviving in the lower regions, all the way up to the command staff. One does not need to look for trouble on Rover's Beacon, it has a way of finding people whether they're prepared for it or not. For those who seek it, or are at least not afraid of it, there is always work for individuals who can handle themselves well in a stressful situation.

Rover's Beacon serves as Teron's spaceport, but it also serves an important function in Human space. Rover's Beacon is an armored five-kilometer-long space station that has a permanent population of nearly one hundred thousand sapient beings. Its population is comprised of 64% Humans, 20% Lamogors, 9% Tallinites, 5% Relarra, and 2% Sangor. Visiting ships may take up orbit nearby or attach to the three docking rings, the largest ships are assigned to Docking Ring A, the mid-sized ones are assigned to Docking Ring B, and the smallest ones are assigned to Docking Ring C. The station is awesome in size and it is well armed and capable of dealing with most potential threats.

Rover's Beacon is powered by a massive fusion generator located in the lower portion of the station. Although artificial gravity existed when they built the station, they instead chose to emulate gravity through centripetal force. This decision was made because multiple strong artificial gravity fields colliding in space tend to cause minor navigational problems and sometimes contribute to accidents that could damage the station or its visitors. Small pockets of artificial

gravity do exist throughout the station, such as the Observation Lounge, which sits at the "top" of the station, the reactor control room, which is at the center of the station, and the trams that run the length of the station through the hollow center.

Rover's Beacon was established before the founding of the Interstellar Concord, though its original purpose was both as Teron's starport and as a major base for trade between the Humans, Tallinites, and the Relarra. During the wars, it became a major resupply area and it was the site of several battles. One major battle took place here in 2278 when the Lamogors sought to cut off the supply of hydrogen to Earth's forces. Although the battle was won, nearly a quarter of the station was blasted away and major reconstruction was required in order to get it back to operational order.

Upon the founding of the Stellar Imperium, the station became a much quieter, more subdued place. The focus of commerce moved to Imperium worlds, though the station remained an active cultural center for the nearby species. Those living in the Frontier Worlds also sometimes visited Rover's Beacon to acquire the supplies needed to continue colonization in that region of space.

This quiet peace changed with the fall of the Stellar Imperium. As the planetary alliances dissolved, the station once again became an important trade nexus for many worlds. In addition, with the loss of central authority came a sharp rise in the number of lawless bands conducting petty raids in all sectors of space. While drastic cuts to defense suddenly prevented many worlds from mounting significant responses to raiders, most tried to prevent disreputable individuals from selling stolen goods on their worlds. Rover's Beacon was different.

At first, the command staff of Rover's Beacon tried to fight the trend of illicit trade on their station, but over time they realized that there were not enough credits coming in from legitimate trade and the service fees they charged the Teron gas mining station. However, the additional credits brought in by the raiders added enough to not only balance their books, but also allow them to indulge in an even higher standard of

living than they had enjoyed under the Stellar Imperium. They decided to look the other way in regard to raider activity on the station.

This move had little initial effect as the raiders quietly conducted business in the shadows. However, with a few whispered conversations between station security and some of the more notorious raider captains, the raiders were informed that they were actually allowed to conduct their business at Rover's Beacon, provided that they did not attack any ships within the system. The raiders immediately realized that station command had all but invited them to use the station, so many of them cautiously set up their operations here.

In the years that have passed, the number of raiders operating from Rover's Beacon has increased, while the station continues to enjoy a great deal of legitimate trade as well. However, several planetary governments have expressed concern and outrage at what they consider an unacceptable policy on piracy. At one point a joint invasion was launched from the worlds of Corrya and Lato, but they were met with opposition not only from the scant remaining fleet that was left over from the Imperium, but also a force of independent raiders. In a rare moment of unity, they defended the station because they knew that keeping the station open to them was in their best interest.

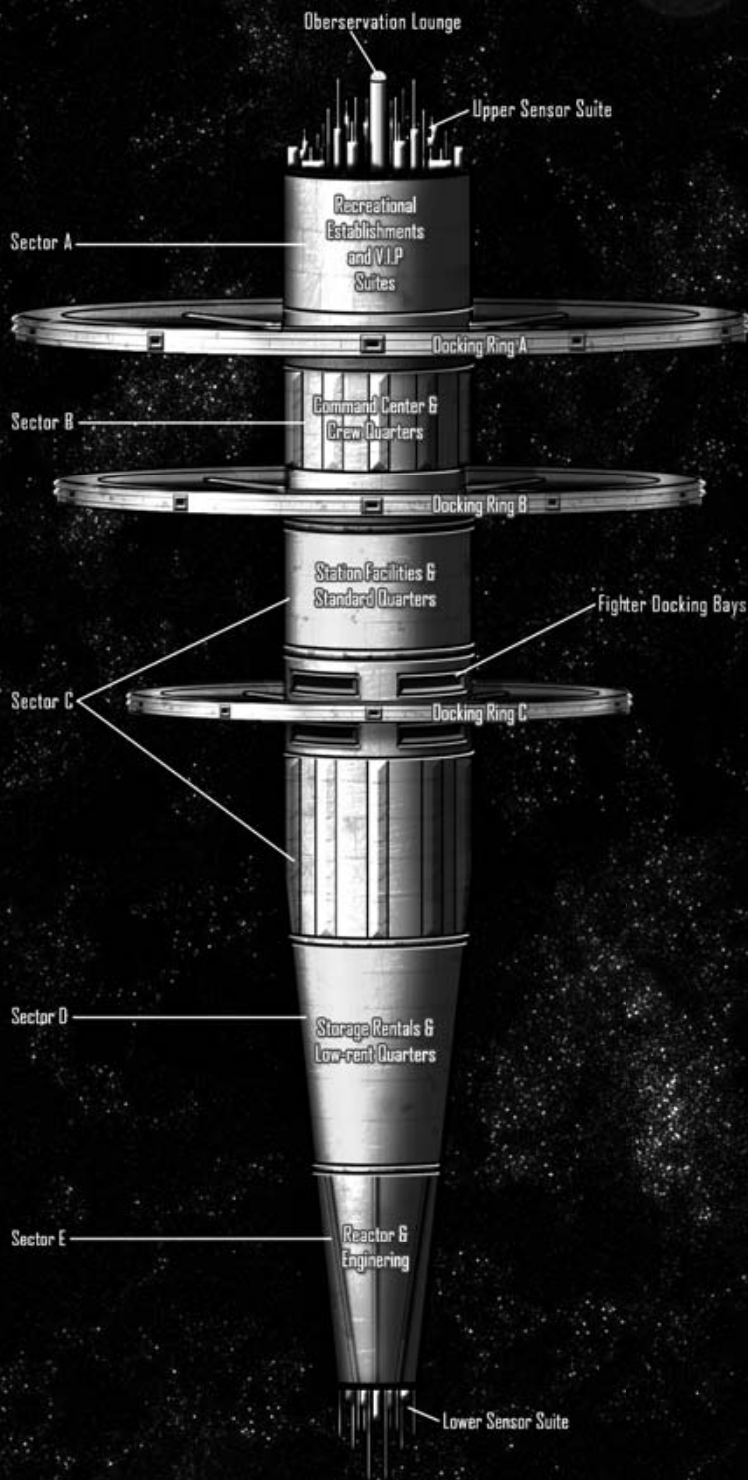
Rover's Beacon is now a place where anything is for sale. Illicit substances and banned cargo move rapidly through the supply chain here. The one notable exception is the slave trade, which remains outlawed. Many bypass this ban by conducting the trade quietly behind closed doors and then arranging for the transfer of living cargo in nearby neutral territory.

The following lists the various sectors of Rover's Beacon and also presents some of the more prominent personalities and groups that frequent this space station.

Sector A

The top section of Rover's Beacon is primarily used for recreational establishments and the VIP suites. Everyone aboard the station has access to the recreational facilities, however, the VIP suites are closed to everyone except those who pay 1,000 credits simply for the privilege of walking the halls (patrons often cover this cost so they can meet with agents in their employ). It costs 2,000 credits per person to spend a single night

Rover's Beacon



in one of these rooms. Despite the exorbitant rate, the station is usually able to keep these rooms filled. The entrances to Docking Ring A mark the barrier between Sectors A and B.

Docking Ring A

Docking Ring A is the top one of three wheel-like structures connected to Rover's Beacon via spoke-like corridors. The exterior of these rings contain a variety of docking mechanisms to accommodate the various types of ships that frequent the station. Only the largest visiting ships are assigned to dock at Ring A. The interior of the great wheel is filled with cargo belts that move belongings from one ship to another or into the station's storage.

Each of the docking mechanisms are blocked by a gate and manned by servitor robots that function as security. They check incoming and outgoing passengers to ensure that known enemies are not passing into the station and they can alert security if a problem arises. The remainder of the space in this area is filled with retail establishments, sales kiosks, and advertising. A variety of corporate-sponsored food establishments, clothing stores, gift shops, and recreational substance lounges greet the arriving traveler as they enter the station.

Observation Lounge

The observation lounge is a large upscale restaurant that sits at the top of a spire at the top of the station. It protrudes beyond the station itself and is enclosed within a dome made of reinforced glass, providing patrons with an amazing view of the gas giant below and the moons in orbit around it. The meals here are not cheap, costing an average of two hundred credits for a single plate. While the food here is widely touted as the best the station has to offer, the true attraction is the clear view from all tables of the gas giant Teron with its orange and white bands and enormous circular storms that are several times the size of most terrestrial planets.

Recreational Establishments

The area directly above Docking Ring A is dedicated exclusively to recreational establishments. These include padded play areas where parents can bring their children, a vast arboretum that doubles as a garden and secondary air purifying system, gyms, holo-arcades, upscale restaurants and several lounges.

The most notorious gathering place in the entire station is called the Quaraca, named after the now long deceased Tallinite who founded this famous watering hole. The place is now run by a tall Lamogog named Linift Ors, who always dresses in expensive suits and

surrounds himself with attractive Lamogogs and Human women and security at all times. This is a popular place for the visitors to Rover's Beacon to begin trade negotiations. Linift keeps the place dimly lit and employs enough servers that patrons rarely need to wait to order drinks. A stage sits at the front of the establishment, which is used for a variety of purposes, typically showcasing musicians or dancers.

Upper Sensor Suites

The upper sensor suites constantly monitor the space outside of the station, supplying the Command Center with critical information, such as new ships jumping in, data on Teron's weather conditions, radio signals, changes in radiation levels, and the presence of any unusual subatomic particles. It also includes a powerful Drivesat comm array that allows up to one thousand people to use the system simultaneously.

VIP Suites

The VIP suites are the best the station has to offer. A total of forty of these rooms exist, and the station typically has to turn people without reservations away. Of course those who have an established relationship with the station commander may bump those with a reservation if they arrive unexpectedly and need a room.

The 2,000 credits spent on a room per night buys one hundred square meters, and includes a comfortable bed, meals brought to the door at no additional charge, unlimited use of the Comm array, a pair of servitor robots assigned to each hallway accessing these rooms, and a holo-vid display with unlimited access to the Commnet – one of the most popular faster than light network broadcasters and Exonet providers.

Sector B

Sector B is where the station's command staff operates. Crew quarters are located near the Command Station so that staff can be summoned at a moment's notice in an emergency. This entire area is restricted from visitors unless they are given special clearance and escorted by security.

Command Center

The Command Center includes a number of areas that are vital to the station's operations, including the Command Station, the Detention Facility, the Medical Laboratories, the offices of the command staff, and other areas.

Command Station: The Command Station is the nerve center of Rover's Beacon. Here they monitor ship movements outside the station, give docking orders, respond to emergencies, organize defenses, monitor

security, and monitor sensors reporting in from both inside and outside the station. One top ranking member of the command staff is always either present at all times or is linked in with a live audio feed.

The station commander is David Meadows, a Human who was originally assigned to this station by the Stellar Imperium. He was the one who originally solved the station's financial problems by allowing raiders to use the station freely, so many throughout the known galaxy consider him corrupt at best. Despite this, he maintains a buttoned-up image and is one of the few command officers on any world who still wears the Imperium uniform. Meadows stands just under 2 meters tall with tanned skin and medium-length black hair, which he combs back.

Also among the command staff is the Lamogos Tier Modivini, the second in command. Like the commander, he was once with the Stellar Imperium navy and was assigned here. Unlike the commander, he is less formal and his demeanor tends to be more approachable. He is in favor of the move to allow raiders to use this facility, though there are limits to what he is willing to tolerate, and he works closely with the chief of security to ensure that civility is the rule aboard the station. Modivini stands 1.8 meters tall and has angular features and red hair, which he keeps extremely short and styled back.

Rounding out the command staff is Christine Williams, a Human woman who stands just over 1.5 meters tall with dark skin and brown eyes. Williams was originally a civilian appointee to Rover's Beacon, but was formally brought into the command staff after their original third-in-charge was killed in battle upon the collapse of the Stellar Imperium. She does not like the idea that the station has become a base of operations for individuals she considers reprobates, but she tolerates it and tries to keep the place as orderly as possibly under the circumstances.

Detention Facility: The detention facilities are typical, consisting of reinforced concrete walls, a magnetically sealed door, and sensors that monitor each cell, which feed to the Command Station. The most common inmates are disorderly drunks who usually only stay long enough to sober up, raiders who cause trouble with rival groups, and a handful of legitimate criminals who have been caught committing crimes aboard the station. The old Imperium laws against personal crime, such as theft and violence, are still enforced.

Medical Laboratories: The medical laboratories are the only authorized medical facilities on the station. Due to the variety of species that pass through, the command staff felt it important that every physician here have a strong background in xenobiology and



practice under the watchful eye of the chief medical officers. There are others who run unregistered clinics, and during the days of the Stellar Imperium, they would have been shut down. But these days they are simply ignored unless they prove incompetent enough to routinely harm their patients.

The Medical Laboratories include a general clinic where individuals come to receive treatment for trivial illnesses, an emergency room where serious conditions are triaged, a surgery ward, quarantine rooms, and recovery areas. Medical treatment costs individuals nothing and is paid for by the credits Teron spends to keep the station operational and by some of the docking fees collected from visiting ships.

The chief medical officer is a xenobiologist named Samuel Griffin. At the age of fifty-five, his short, formerly-brown hair has turned mostly white. He is tall, almost a full 2 meters and thin; most consider him gaunt. He has piercing blue eyes with bushy eyebrows. He generally avoids speaking with patients, which is perfectly fine with his medical staff since he tends to be blunt and un-empathetic with them about their condition, no matter how serious it may be.

Crew Quarters

Crew quarters are among the smallest on the station, rivaling those in the low-rent areas. Each room contains only a single occupant; married officers are allowed to room together and receive slightly larger rooms than individuals. Each quarters consists of a bed, a comm station with access to the Exonet and the Commnet, a dresser, a small closet, and a small desk. The command staff were originally assigned to the same quarters as everyone else, but upon the fall of the Stellar Imperium, they knocked out some walls, combined several quarters, and remodeled them to match the quality of living found in the VIP suites.

Docking Ring B

Docking Ring B is smaller than Docking Ring A and it is where the mid-range starships dock. Like Docking Ring A, it contains cargo belts to move cargo and luggage items from ships to various locations within the station. Also like Docking Ring A, there are some commercial establishments, but Ring B lacks the sheer numbers that are found there. There is extra space here that does not exist in the other docking rings, which was converted to quarters that are inexpensively rented out for short periods of time. Originally intended to be used by tired crew to disembark and catch short naps before going back to work on their ships, (and they are often used for this purpose), they inevitably became popular hangouts for paid escorts who found them conveniently located for their line of work.

Sector C

Sector C is where the majority of the station's permanent inhabitants live, and it is also where most visitors choose to stay. Many raiders use Rover's Beacon as a permanent base of operations, and most of them choose to live here rather than spend the credits to stay in the VIP suites. The fact that there are a large number of raiders who call this sector of the station home, and many of them happen to be from competing groups, often creates a tense environment. While they are under a general agreement while on the station to treat each other with respect, fights that began between ships, usually in other systems, often escalate into hostility aboard the station. Sometimes this takes the form of open fighting in the corridors, other times brawls erupt in the numerous taverns, and still other times station security happens across a dead body and they must then investigate the murder.

Aside from the raiders, there are a number of individuals who are actual employees here and perform what were once defined as civil service jobs, such as janitorial, maintenance, and administrative. Others are corporate representatives who are here to purchase the gas mined at Teron. A small minority simply live here because they can afford to and they prefer it here to other places in the galaxy. Some were born and raised here on the station and have chosen not to leave.

Culturally, this sector is the heart of Rover's Beacon. This is where the majority of the inhabitants are, it is where a number of entrepreneurs have set up shop, and it is where most of the station's noteworthy events occur. Security maintains a presence here, although, given the large number of disreputable individuals inhabiting the station, there is a great deal of lawlessness. Petty theft is relatively common, and this is where the dead bodies of slain raiders frequently turn up. Although murders are investigated, security usually doesn't spend a great deal of effort trying to solve them if the victims were raiders. Long-standing residents or visitors who come here on legitimate business are another story, and raiders who are found to have committed murder against non-raiders are thrown into the vacuum of space.

Docking Ring C

Docking Ring C is where the smallest ships dock. Unlike the other two docking rings, there is no conveyor for unloading items; visitors are expected to handle their goods themselves. If they are small freighters transferring goods, they can either move their merchandise themselves or they can pay the station staff to move it for them at a rate of 10 credits per ton. There are no commercial establishments here. Aside from the docking gates, the only other



thing found here is the robotic staff, which tracks those coming in and leaving.

Fighter Docking Bays

Above and below Docking Ring C are the station's fighter docking bays. There are bays for 100 fighters, which were once full. However, due to the occasional battles outside the station, a number of accidents, and a few cases of sabotage, there are currently only sixty-three assault fighters aboard. The command staff intends to purchase replacements when the funds become available. They currently project that they can afford to purchase ten more in two years. Many worry that they will be depleted before they can be replaced, which will create a vulnerability in the station's defense.

Standard Quarters

Quarters here range from 80 to 150 credits per night for temporary lodging in relatively small quarters, while rent on more permanent, larger lodging costs between 800 and 1,500 credits per solar month, with floor plans of up to 150 square meters.

Station Facilities

This sector is home to most general facilities that are open to the public. These include the courts, public gathering places, schools, open comm stations, and other minor services provided by the station.

Commercial Establishments

A great deal of space is set aside in this sector for commercial establishments, including retailers, restaurants, accountants, and services for hire. Commercial areas are clustered into the same corridors so that individuals can go to a few distinct areas and see much of what is for sale.

Sector D

This sector is divided between the low-rent quarters and storage facilities. There is a lot of activity here from people moving cargo around, but there is also a fair amount of violence and crime as well. Also, numerous storage areas lie unused at any given time and occasionally serve as dumping areas for the bodies of those who have been murdered aboard the station.

Low-Rent Quarters

The low-rent quarters are the only portions of the station where a person can spend a night for 30 credits or less. Many of the rooms were never finished, so exposed pipes and wires are typical. They are also poorly-maintained, so the ones that were finished often have water damage to the walls and ceiling, threadbare carpets, water that either doesn't run or won't stop running, and stains of all sorts on the walls, ceiling, and floors. These rooms do not have access to the Exonet or Commnet, though some are equipped so that a person with their own computer equipment can plug into these networks.

Storage Rentals

Storage space is available for rent in this area with sizes ranging from just larger than a standard closet to a half-acre warehouse. The larger ones require a crew to operate efficiently, and there are some companies represented in sector C that provide full warehousing services, which includes crews and merchandise hauling. Rates are usually 1,000 credits a day for such services. Small spaces rented directly from the station charge according to the following pricing structure:

Size	Price
Very Small (closet size)	10 Cr/day
Small (100 to 300 sq. ft.)	20 Cr/day
Medium (500 to 1,000 sq. ft.)	50 Cr/day
Large (1,200 to 3,000 sq. ft.)	600 Cr/day
Extra Large (3,500 to 10,000 sq. ft.)	1,000 Cr/day
Enormous (15,000 to 22,000 sq. ft.)	2,000 Cr/day

Sector E

Sector E is rarely visited by non-staff members. It contains the station's main reactor, water storage and pumps, atmosphere scrubbers, and thrusters, which are only activated to start or stop the station spinning or make minor adjustments to the station's orbit.

Engineering

Engineering is the nerve center for all of the station's mechanical functions. It contains monitoring stations, control stations, and manual controls that can override commands from the station's main command center. The main engineering rooms connect to corridors that lead to the mechanical devices so that staff may perform maintenance.

Main Reactor

The main reactor is a nuclear fusion reactor which takes up half of this sector. Although the current one has been operating safely for over 100 years, it can be

ejected into space should it go critical and endanger the station. There is a two day power reserve to keep primary life support systems online should this occur, hopefully allowing the station personnel to locate and install a replacement reactor before the air begins to foul. One of the major concerns they are faced with is that their current financial situation would not allow for the purchase of a reliable replacement reactor. They have received assurances from the gas mining platform on Theron that they would help purchase one should that eventuality occur, though the arrangement is far from a guarantee.

Organizations

What follows is a list of some of the organizations that are attempting to exert some influence over the station. Some of them are larger groups that exist beyond the confines of the station while others are small and operate from these facilities. Characters may be invited to take on missions from these organizations or they may find themselves at odds with them.

Brotherhood of Eternity's Salvation: One of the groups trying to "save" Rover's Beacon is the Brotherhood of Eternity's Salvation. They are a group of religious fanatics who believe in the age-old method of using violence to force conversion, and the 'godless' nature of the inhabitants of this station are the perfect example of a people who need to find their faith, whether they want to or not. The group leaves behind a copy of their reinterpreted holy book as their signature when they dispose of someone that they deem unforgivable and unworthy.

The Brotherhood of Eternity's Salvation's organization and goals are detailed in Chapter 4.

Aboard Rover's Beacon, the Brotherhood of Eternity's Salvation looks for the most ruthless raider scum to walk the corridors, and attempts to deal with them with their special brand of religious zealotry. Their efforts have been successful in disbanding more than one raider operation but their methods have infuriated the command staff, which has vowed to root out the organization and eliminate their presence from the station. The group does not have central leadership, which is one of the things that makes it difficult to effectively deal with them, but they do have some charismatic members who suggest targets for their wrath. Among them are Pastor Kevin Gadd, Ramon Woods, Judy McMaster, George Suarez, and Jerrell Rutledge, all of whom are in different economic brackets and live in different parts of the station. While station security keeps a list of suspects that includes the above individuals, they have not yet accumulated enough evidence to narrow the list down and make arrests.

Cosmoccompany: The Cosmoccompany is the tongue-in-cheek name for the most flamboyant group of raiders who use Rover's Beacon as their home base. Harkening back to the pirates of literature from Earth's history, they wear loose fitting shirts and adorn their body armor with colorful scarves. They promise "service with a smile," though they do not allow their victims to forget that they are invading their ship to steal their cargo, and they won't take *no* for an answer. They have no compunctions with killing those who resist them, and in some cases they have left bloodbaths in their wake.

The Cosmoccompany consists of five mid-size ships, which primarily prey upon freighters. Captain Gary Edmonds, a Human, happily leads his band into danger time and time again, and has so far managed to come back victorious (or at least not dead) from every encounter. Most raider organizations consider the Cosmoccompany eccentric, but nevertheless, competition. Most systems where they operate want them dead, and there are several bounties on Captain Edmonds' head from different governments and organizations.

The Cosmoccompany is primarily comprised of Humans, though they also have a few Lamogogs, as well as a Tallinite chief engineer on their flagship, *Poseidon's Blade*.

Fraternity of Stars: The largest raider organization on the station is called the Fraternity of Stars. It is a loosely organized group of captains and their crews that have agreed not to engage in hostilities towards one another, but instead offer support when one of them gets into a fight with another group. Because of their large numbers, crossing them is usually avoided whenever possible.

The leadership of the Fraternity of Stars is made up of a council of ten of the most senior raider captains. The actual members tend to vary over time as some captains and their ships retire, and others are destroyed or captured. Their job is to mediate any disputes between members and they vote to decide upon prospective new members.

The Fraternity of Stars has run afoul of the Frontier Haulers on multiple occasions. Each lists the other as a threat to their organization. Although initially formed here, the Frontier Haulers does not have a large permanent presence on the station, and most conflicts between the two groups occur elsewhere.

League of Distant Lamog: The League of Distant Lamog is a group consisting primarily of Lamogogs who believe that the Lamogogs people need to make it a priority to get off of their planet as quickly as possible.

Signs are that their blue giant star will go supernova sooner rather than later and most of their membership believe that they wasted an enormous opportunity by not transforming Hagenti into their new home world. Most also believe that while the Stellar Imperium was busy building its own power, it should have been using its resources to find a suitable new world for the Lamogogs people.

In light of these perceived wasted opportunities, the League of Distant Lamog seeks to finally do something about this problem by exploring previously undiscovered worlds and proposing plans to the Lamog government regarding relocation. The Lamog government would be interested in what this group has to offer, except for some significant ideological differences that make working with them politically inconvenient. The League of Distant Lamog likes to draw attention to the cause by making regular statements that are extremely critical of the current Lamog government. The organization also infuriates Lamog's government by distributing their message through advertisements that contain harsh imagery depicting the effects of supernovas on habituated planets while calling for the people of the planet to rise up against "their oppressors." While none dispute that if Lamog's star goes supernova it would mean the end of life on Lamog, but the government argues that there is no reason to rush the process as there are no signs that this will occur in the near future. Some government officials refer to the League of Distant Lamog a terrorist organization.

The League maintains a presence at Rover's Beacon because it is a popular harbor for raiders and explorers. Raiders can provide them with whatever they need, including weapons (some believe that the group is building up to stage a coup on Lamog), while they often pay explorers to survey distant systems. Many within this group dislike Humans and some members have been responsible for hate crimes against them. They also once made an attempt on the life of a Lamogogs official who passed through the station in an attempt to draw attention to the cause.

Liberty Brigade of Night: The Liberty Brigade of Night is a group of raiders that is primarily interested in laying their hands on advanced technology from other worlds, which they can then sell to the various technology corporations for ridiculous prices. Unlike many other raider organizations, the Liberty Brigade of Night keeps a low profile and uses their connections to discover ships carrying cargo that is potentially valuable to them. Once they have this information, they then try to learn the flight plan of the ships they're interested in and attack them somewhere in between the station and their destinations.

The leadership of the Liberty Brigade of Night is unknown. The individuals running the organization make appearances to its members on occasion, though they make certain to distort their voices, conceal their faces, and always appear behind a wall of bodyguards. They do not make any assumptions that the membership is naturally loyal, instead choosing to pay them by giving them a healthy cut of the sales of any acquired technologies. Membership is evenly split between Humans and Lamogors.

Psi-Assembly: The Psi-Assembly is an organization that is active on Rover's Beacon and spans most of the known worlds and is comprised primarily of psionics. Information about the organization can be found in Chapter 4..

The Psi-Assembly once enjoyed a prominent spot in the hierarchy of Rover's Beacon, but the demise of the Stellar Imperium and the rise of the influence of raiders has brought about conditions that have not only marginalized their influence, but left their organization feared and rejected by many of the station's inhabitants. The organization has become concerned with the

attitudes towards them here on the Beacon, which has led to an influx of psionics moving here in an attempt to influence the station's leadership to do something about the problem. This increase in numbers has fueled suspicion and intolerance, which has led to numerous violent incidents.

Troopers of Order: The Troopers of Order is an organization comprised of people who despise the acceptance of raiders aboard Rover's Beacon and are determined to do something to bring an end to it. Agents operating aboard the station try to infiltrate the various raider organizations and inflict heavy casualties through sabotage. Often, after they have infiltrated a crew, they plant a powerful explosive in the cargo hold and then leave the ship before the bomb detonates.

Most of the members of this organization are from other worlds that are suffering raider attacks, many of whom have lost friends, family, or entire crews to raider attacks. Many are extremists who seek to destroy the station because it harbors raiders. Station security considers these individuals criminals and they go so far as to warn raiders if they discover that a member of the organization has infiltrated a crew.



SAMPLE ADVENTURE: VIRUS

Introduction

Virus is a Traveller adventure for the *Reign of Discordia* campaign setting. The adventure begins in Rover's Beacon, a space station that orbits the gas giant Teron and serves as a major trading post. It is a popular stopover point, and a major base of operations for raiders. This adventure is designed for four to six characters, and it serves as the launching point for the first major campaign in this setting. It introduces the raiders, the Lamogogs, and the desperate search for a cure against the R'Tillek virus which has already eradicated entire planetary populations.

Background

During the final days of the Stellar Imperium, while several worlds rebelled against a government rife with corruption and decadence, the Imperium was fighting a far-off war against the lizard-like R'Tillek. The Imperium initially thought the R'Tillek were just another race they could exploit for slave labor, technology, and resources; however, as time went by, they learned that the R'Tillek were far more powerful and far more widespread than they had first suspected. The war eventually turned against the Imperium and they ultimately lost the conflict. During the final days of the war, all of the most massive and powerful starships produced by the core worlds, the Imperium class destroyers, were activated in one final attempt to overwhelm their opponents. This offensive failed and all of these mighty ships were lost.

Despite the Imperium's loss, the R'Tillek ruthlessly eschewed peace. The R'Tillek refused to engage in end-of-war diplomatic talks, and went on the offensive a few years later, long after the Imperium forces fell back to their core worlds. Over the course of years, the R'Tillek attacked the core Imperium worlds of Hagenti, Dorang, and Piresega, smashed planetary defenses and utterly eliminated the entire populations of these worlds with a viral biological agent. No species, no matter their physiology, were spared. More recently, the R'Tillek have returned and destroyed a few more worlds, some of which were never a part of the Stellar Imperium in the first place. The one thing those in the former

Imperium core worlds are certain of is that the R'Tillek will be back, and no world is safe from their fury.

In the aftermath of the attacks, many groups had attempted to obtain living samples of the virus; however, the virus kills so quickly that, to the best of anyone's knowledge, there were no samples left to study. This changed when the R'Tillek attacked the Sangor world of Natillon. Certain Sangor scientists understood that, though they were doomed, they had the responsibility to help other worlds by freezing a sample for later study by whoever might eventually find it. Teams of aliens of all types combed through the remains of the planet, eventually discovering this one preserved sample. This was then given to Doctor Leif Noreck, who began researching a cure or a vaccine. He was beginning to make some meaningful progress when the news of his work leaked to Commodore Renin Prett of the Lamogogs Star Navy.

The Lamogogs government decided to capture the virus for their own use, a sort of super weapon that they could use, should they need it; and they believed that they could obtain better results with the vaccine research than doctor Noreck could on his own. Commodore Prett led a strike force to blockade Eisiu space while his troops searched for the doctor's lab on the ground. Despite their efforts, they failed to locate the doctor or his research, so the Lamogogs established a blockade in orbit while they played a cat and mouse game on the surface. Eventually the *Guardians of the Light* coordinated a rescue effort and managed to sneak Noreck and his assistant off the planet and past the blockade.

Their victory was short-lived, however. A group of raiders laid in wait along a popular navigational route with a device that creates an artificial gravity well. When the doctor's transport passed through the area they occupied, the ship dropped out of faster-than-light speed travel and was confronted by the raider's corvette. The battle was quick, resulting in the crippling of the transport. The raiders kidnapped the doctor and his assistant, leaving the ship in shambles. Upon the return to their base, they put the doctor into stasis and contacted the Lamogogs, hoping to make a lucrative

deal for turning the doctor over to them. One important fact that the raiders are unaware of is that the doctor's assistant is a very Human-looking android who carries the live sample in a storage container within her body.

The single surviving crew member of the transport managed to get the transport ship as far as Rover's Beacon, which is where the adventure begins.

Adventure Synopsis

The adventure begins when the surviving Guardians of the Light agent aboard the transport arrives at Rover's Beacon. The characters will be the first individuals to arrive on the scene and the agent gives a data cube to them, asking them to get it to the organization's agent posted to the station. His mission accomplished, he will quietly expire.

The characters may decide to honor his request, or they may decide to rescue the doctor without additional consultation. In either case, they will first have to use their underworld connections to discover the location of the raider's base of operations, and then they will be asked to undertake a daring rescue.

The raiders' base of operations is a small outpost that was carved out of an asteroid during the first interstellar war. The characters will need to learn the location of the base, find a way aboard, and then find a way to liberate the doctor. Their most likely course of action will be to eliminate the opposition; however, there are ways to accomplish their mission with a minimum loss of life, possibly posing as friendly smugglers with a payload to deliver until they reach the command station, at which time they will have to force their way to the special storage area where the doctor is being kept on ice.

Once they have freed the doctor and his assistant, the characters will need to leave the area; however, the Lamogogs will arrive at the outpost at that moment to collect Noreck. The characters will need to fend off the Lamogogs, get the doctor aboard their ship, and flee the area. Once outside the station, they will need to evade the Lamogogs ship long enough to make an FTL jump back to the station.

This adventure is designed to challenge four to six characters.

Part 1: A Desperate Plea

The following encounters are run as the characters attempt to discover where the doctor might be held. If the characters fail to get the needed information from an encounter, miss one of the planned encounters, or simply cannot figure out their next move, Rinoll Hajni,

the Sangor operative of the Guardians of the Light aboard Rover's Beacon, can give them a nudge in the right direction. He does not have all of the answers; he would provide them if he had them, but he can help point them towards the people they need to speak to.

The easiest way to involve the characters is to run the first encounter as the they are returning from a successful mission of some sort. They should be in the docking bay as the battered transport arrives at the station. If the characters are stationed aboard a larger ship that would not normally dock at Docking Ring A, the PCs can be there on other business, perhaps to check out a recently salvaged ship, or meet with another individual who owns a ship docked there.

1. Docking Ring A Encounter

The characters should be attending to some business in Docking Ring A. While there, a small transport ship arrives. Read or paraphrase the following to the players once the ship has docked:

You hear the mechanical whine of one of the docking gates nearby open and your nostrils are suddenly assailed by the smell of acrid smoke that carries with it the unmistakable odor of burned flesh. As you look over, you notice smoke escaping from the hatch. A moment later, a single badly burned man stumbles from the gate. The man raises a hand towards you and weakly utters, "Help me...."

The man who falls out of the transport is a Human named Robert Merchant, who is fatally wounded and is about a minute from death. He was severely burned when several devices within his ship exploded while he was trying to fend off the raiders while making his escape.

He pulls a data cube from his pocket and hands it to whichever character approaches him first. He says, "It is of vital importance that you take this to Rinoll Hajni." He lives long enough to answer up to two questions before he dies. The additional information he is able to provide includes the following:

* Rinoll Hajni is a Sangor aboard this station who is the only Guardians of the Light operative on Rover's Beacon.

* He was transporting the Leif Noreck, a gifted researcher from the planet of Eisiu when they were hit by raiders.

* Leif Noreck was had the only live sample of the R'Tillek virus known to exist.

* The data cube carries the ship's sensor readings from the attack. Robert hopes that there is something in the sensor readings that might point them to the location of the raiders who kidnapped the doctor.

If the characters wish to look at the data on the cube before taking it to Ranoll, they must succeed at a DM -3 *Computers* check. Stored within are the ship's flight plan, which includes a jump from Eisiu to the empty space between Teron and Dantoga. The sensors detected three Lamogos battle cruisers and a battleship before the ship was able to jump out. It appears that the ship was forced out of FTL, which meant that whoever attacked them was using an anti-tachyon field device (ATFD). The sensor readings then show a corvette that appeared shortly after the jump, which attacked them.

Most ships are customized fairly early on in their operative life, either due to repair work or upgrades. Because of this, even ships that do not identify themselves with a digital signal can be identified by matching the exterior shape and markings with other known ships. Often, ships become so customized that it is easy to recognize the owner/pilot by the ship's appearance.

2. Ranoll Hajni

Ranoll Hajni is easy to find, given that the location of his quarters, which are located between Docking Rings B and C, are openly available through the station's central computer, and his communication code is set so that anyone may contact him. When the characters make contact, he agrees to meet with them immediately. When the characters meet him, read or paraphrase the following to the players:

Before you is a Sangor. They are a rather odd but fairly commonly found alien species which looks like a strange combination of an overgrown flat worm which is held up by six spindly legs. It likewise has four equally thin, chitinous arms that end in fine fingers that can easily manipulate items in the same fashion a Human hand can. It scurries towards you and begins to speak in its native, warbling, incomprehensible language. As it does so, an electronic translation device mounted to its neck emits the following message in a language and tone that you can understand, "Greetings. I am Ranoll Hajni of the Guardians of the Light. What brings you here?"

Assuming that the characters show Ranoll the data cube they recovered, he quickly relates his concern over this development. He goes on to explain that the Guardians

of the Light have been the ones funding his research, and they wanted it done on one of the Frontier Worlds because there are usually fewer people taking an interest in the affairs of that portion of space.

Ranoll further states that if the characters haven't figured it out yet, the way to find out who is behind the kidnapping, and where they might be holding Noreck is to track the ship by its markings. Station security keeps information of this nature on file, assuming that the ship has come through here. Of course they won't be willing to divulge this information, so the characters will need to be resourceful to find a way to access this information. Once the owner of the ship is found, it should be a simple matter of getting some of their associates to volunteer their whereabouts.

Finally, Ranoll admits that the Guardians of the Light simply do not have the resources on the station to mount a rescue, and interstellar communications being what they are, he probably can't get word to other operatives before the raiders have done something with the doctor, such as sell him and his research to the highest bidder. Worse than the fate of one man, Noreck has the only known sample of the live R'Tillek virus, and he fears allowing that to fall into the wrong hands.

Ranoll says that he knows of the characters' reputations as capable operatives and would like to know if they would be willing to undertake the critical mission of rescuing the doctor. If the characters ask about a reward, he says that he can offer 10,000 credits upon the doctor's safe return. If pressed for more, he can go as high as 12,500 credits, but no more.

3. Identifying the Ship

The first piece of information the characters will need is the identity of the corvette that attacked the transport carrying the doctor. Going straight to security for this information results in failure; they do not provide the identities of ship owners to anyone outside station personnel. However, if the characters go to an individual security officer and make a successful DM -1 *Diplomat* check, he is willing to provide them with this information, provided that they do not reveal the source of their information.

A second option would be to hack the station's computer. All of the station's security files are on the same network as the rest of the computers; however, they are locked away and protected by a firewall. If the characters make a successful DM -1 *Computers* check, they can obtain this information, though they will give away their identities in the process, which will alert security and they will be arrested for hacking the system. If they make a DM -2 *Computers* check, they are able to retrieve the information and do it without detection.

A third option is to hire a hacker to obtain the information for them. A quality hacker can be found with a successful *Streetwise* check, and the information costs 1,000 credits.

The end result of this search is that they learn that the corvette that attacked the transport belongs to Panum Grier, a Human raider who occasionally visits this station to sell his ill-gotten gains.

4. Fracas at the Quaraca

Some of the associates of the raiders who have kidnapped the doctor have learned of the characters' interest in them. As allies, they take it upon themselves to try and protect Panum Grier's raider syndicate and feel that the characters should be heavily dissuaded from their current line of investigation. They send an anonymous email message to the characters through the station's central computer which reads as follows:

I have heard of your current line of investigation and I believe I can help. Meet me at the Quaraca as soon as you receive this message. I'll introduce myself after you arrive.

This group intends to assault the characters at the Quaraca. If they see through the charade, they wait until later and attack them in the corridors. When the characters have entered the Quaraca, read or paraphrase the following to the players:

Before you is the familiar scene of the famous tavern known as the Quaraca. The majority of the establishment is a very large room filled with tables and chairs. A stage sits along the opposite wall and to the right, and there is currently a jazz band up there playing a meandering tune for the sparse crowd. Directly across from you is the bar where you can order from one of the largest alcohol collections in the galaxy. Bottles of various types of alcohol have been brought here from over a hundred worlds, offering the very best to the very worst drinks in existence. Along the left wall to your left are the restrooms, and beyond those, the offices. Above you is the balcony, where the V.I.P. guests (and those who pay exorbitant rates to the establishment) are seated.

When the characters enter, the nearest waitress recognizes them from their description and offers to take them to the table that has been reserved to them on the balcony. If they agree to go with her, she escorts them up the stairs and to a corner table closest to the

stage. She offers them a drink, then quickly disappears to fill their orders or wait on other customers. They are the only group up there at the time.

The characters are left to wonder what is happening for a few minutes before the raiders make their move. A party of five rough looking men dressed in leather is seated near them. One of them stands up, walks over to the characters, and asks if they're enjoying the music. He quickly moves from small talk to confirming that they are the ones who contacted them about meeting them here. He then proceeds to suddenly and unexpectedly punch one of the characters. When he does this, the others rise from their chairs to descend upon the party.

The raiders want to keep non-lethal because they would like to be allowed back here at some point in the future. At the same time, they reciprocate if one of the characters pulls a knife or some other lethal weapon. They fight until they have been defeated or they have emerged victorious. They do not carry firearms, and the characters will be reported to security by the other tavern patrons if they use lethal force against the raiders. If the raiders win the fight, they leave the characters alive, but warn them that they are playing a very dangerous game and to simply walk away while they have the chance.

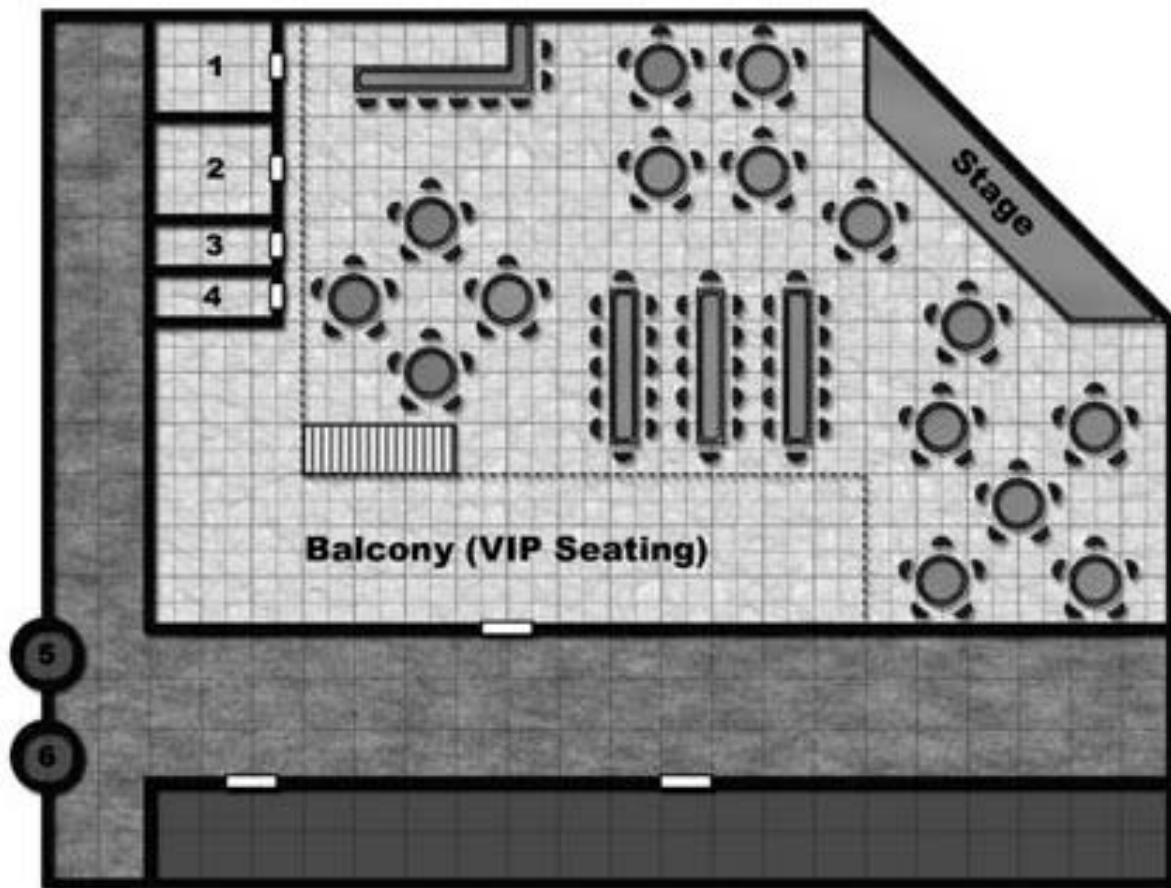
Additional Information: The owner of the establishment, a Lamogos named Linift Ors is aware that this confrontation is likely to take place here and has left the establishment until after it occurs so that events can play out without interference. If the characters win the fight, they can make DM +1 *Persuade* check to force them to tell them where they might find the raiders responsible for the kidnapping. If successful, the raiders tell them about the old outpost built into the asteroid where they are stationed, and provide them with the coordinates. If the characters take them to security, they can have them arrested, which will prevent them from alerting Panum Grier. If they let them go, they will let the raiders know to expect company soon.

5. Gathering Needed Information

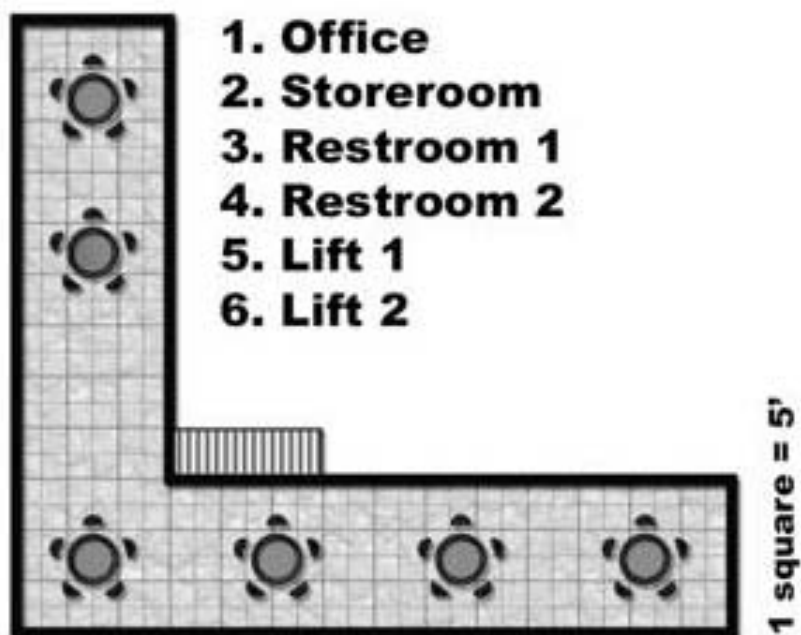
If the characters fail to take the bait that leads them to the Quaraca, they lose the fight, or they simply wish to gain more information about their destination, they can make a *Streetwise* check. Their best roll determines the amount of information they can gather.

DM +2 – The name of the raider who owns the ships with the markings from the transport's logs is Panum Grier.
DM +1 – Panum Grier operates out of an old outpost used in the Lamogos war. The coordinates of the asteroid is provided to the characters.

QUARACA



QUARACA (BALCONY)



DM +0 – The raiders frequently return stolen cargo to the outpost and then disembark for more raiding, leaving it largely unprotected for long periods at a time.

DM -1 – It is not unusual for cargo carriers to meet them at the outpost and smaller ships are usually not considered a threat.

DM -2 – If they give the code word “Firelight,” in their initial transmission, they will be assumed friendly.

Once the characters have the coordinates to the outpost, they are able to leave the station and attempt to rescue the kidnapped researcher.

Part 2: The Raider Outpost

The raider corvette responsible for the hit on the transport carrying Dr. Noreck is currently off in another region of space searching for more ships to prey on. This means that the outpost is defended only with the weapons systems installed in the outpost itself, which is a double-turret pulse laser, two particle beams, and two missile banks.

If the party claims that they are there to drop off cargo, the raiders allow them to land if they succeed at a *Persuade* check. If they fail the check, they are warned to leave before they are fired upon. If the characters insert the word “Firelight” into their initial conversation, they are allowed to dock without further questions.

If the characters fail their *Persuade* check, refuse to back off, and are defeated by the station’s defense systems, their mission is still not necessarily a failure. The raiders view their blasted ship as potentially salvageable, so they haul it into the cargo hold. They then board the ship, expecting the characters to ambush them, so they have their blasters out and cannot be surprised. From that point, the characters can either fight or go with them peacefully. Fighting is the best option since the raiders will be inclined to cast out into the vacuum of space if they go peaceably.

The outpost is heavily wired with a security system that includes cameras and a general alarm. Defenders can activate the alarm from a number of different locations, including the main docking bay, all control rooms, and all security checkpoints. Activating the alarm involves moving to the nearest control panel and spending a minor action to punch a series of buttons.

1. Docking Bay

This level is the most likely point where the characters will enter the outpost. There is also smaller door that opens into space on level 2 which is designed specifically for cargo ships to dock and create an airtight seal between the ship and the outpost to prevent atmosphere from leaking out. Once docked, cargo can be unloaded from the ship to the outpost’s

main cargo bay. This opening is too large for a fast freighter or similar small craft unless they are specially outfitted with oversize docking seals.

The docking bay is normally quiet, though it becomes a bustling hive of activity when ships arrive with cargo. Ships dock in the bay itself, but to do so, the room must be depressurized for a full minute, during which time the workers evacuate to room 2. They re-enter and begin unloading cargo once the ship has landed and the bay is re-pressurized.

When the characters have exited their craft, read or paraphrase the following to the players:

Although this docking bay was hewn from the solid rock of the asteroid, the interior is completely contained and reinforced with steel. The floor is covered with a dull gray tile that appears to be fairly old, as evidenced by the fact that many of them appear to be crumbling, or have chipped edges. Towards the end of the bay is a corner that has been walled off, with one door set into it.

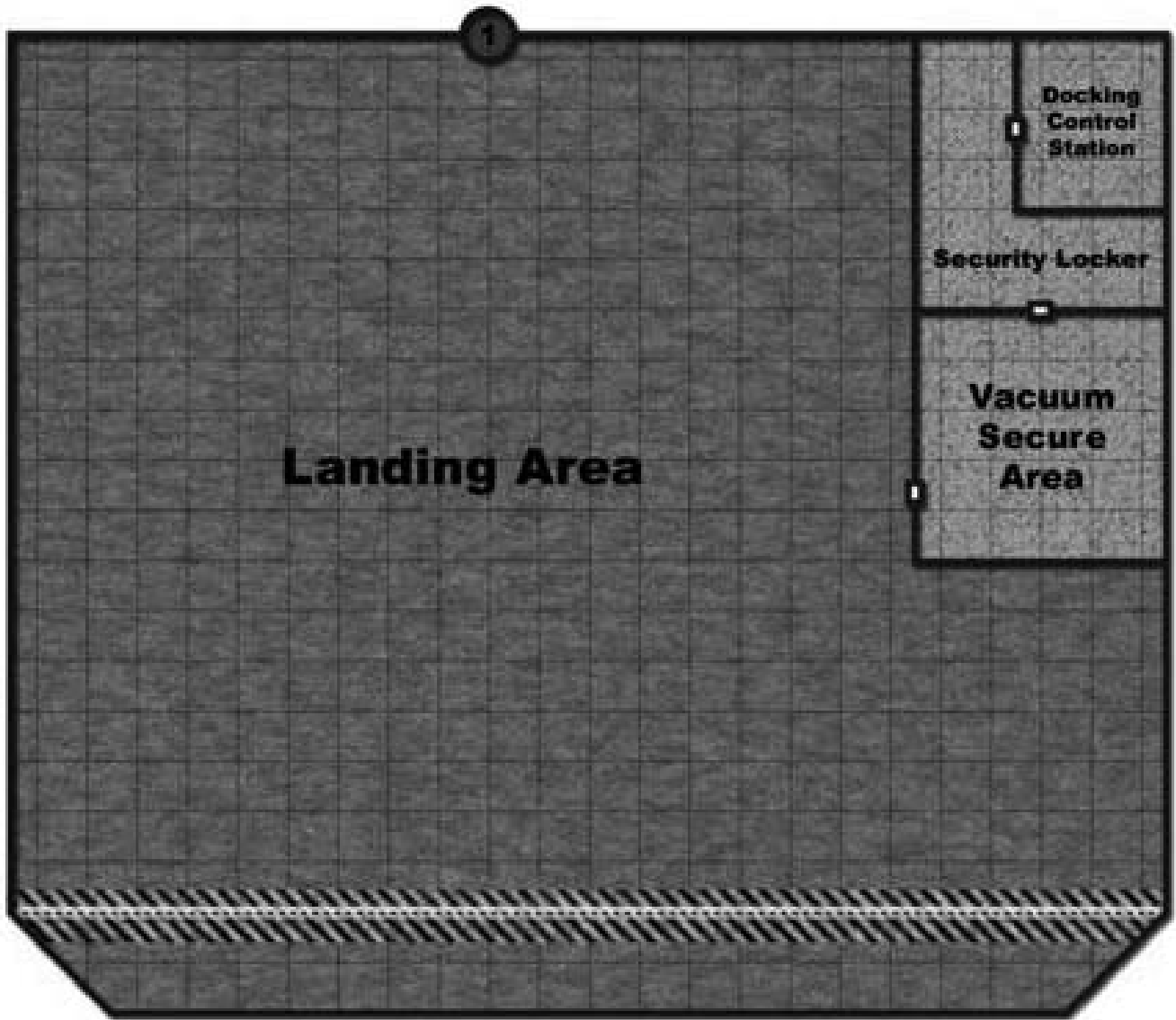
While the room is depressurized, the flashing red lights and loud buzzing sound indicate that it is not safe to be in an unprotected area. The dotted line on the map indicates where the reinforced blast door lies. After the characters’ ship has landed and the cargo bay re-pressurizes, the workers from area 2 enter the room and begin offering assistance. Assuming that the characters managed to fool them into thinking that they are here on friendly business when they docked, with a successful *Persuade* or *Diplomat* check, the raiders are friendly and even offer to let them go up to the common area above.

Should the characters fail their check, or come out shooting, the docking bay erupts in blaster fire.

The raiders in this area are of much lower level than the characters, and are clearly outclassed in combat since it is their primary job to load and unload cargo. Their primary strategy is to take cover behind part of the characters’ ship and rely on their blasters. If the battle goes poorly for them, they fall back to area 2.

If they are clearly losing to the characters, they surrender. If pressed for information, they are willing to provide the characters with a rough idea of the outpost’s interior, as well as reveal the location of Doctor Noreck. Simply knowing his location will not make reaching him any easier since they still need to go through the entire station to get to the lift leading to the area where he is being held.

DOCKING BAY



1. Lift 1

1 square = 10'

Additional Information: The sides of the bay are lined with crates full of cargo that the raiders can sell quickly. Among them are 500 credits worth in grains, 1,250 credits worth in machinery parts, and 1,500 credits worth of raw metals.

The controls that open and close the docking bay doors are located in area 4. There are cameras trained on this area, so if a firefight erupts, the entire station will be on alert from this point. In addition, reinforcements in the form of 8 raiders descend into the bay room from room 6 above, entering from the lift.

The lift connects this to area 5 in the Primary Facilities above.

2. Vacuum Secure Area

The room to this room is locked if hostilities have already erupted and require a successful DM -1 *Mechanic* check to open. When the characters enter this area, read or paraphrase the following to the players:

This large room is clearly designed as a pressurized hold to be used while the docking bay goes through a de-pressurization sequence. The door between the bay and this room is heavy while the door between here and the next room is a standard metal door that you commonly encounter on space stations or starships. Two monitors observing the docking bay are built into the wall next to the pressure door, one of which is fixed on the ship in the hold while the other one is fixed on the lift doors.

This room is empty unless the raiders from the docking bay have fallen back here. If they have, the fight continues.

If the characters play with the controls, they can take the following actions: they can lock the doors to the docking bay, requiring those on the other side to make a successful DM -1 *Mechanic* check to enter.

The characters can change the view of the cameras in the bay so they can see areas not currently on screen, such as immediately in front of the door to this room, the main blast door to open space, or any of the other corners. This could become important if reinforcements arrive from the Primary Facilities level.

The characters can also get a live video feed from areas 8, 9, and 11 on the screens.

3. Security Locker

When the characters enter this room, read or paraphrase the following to the players:

This L shaped room appears to serve as a locker room of sorts. Showers are built into the far wall and black colored personal lockers line the outer wall.

Four raiders stand guard in this room and they are prepared for the characters if hostilities have broken out in other areas. These raiders attack the characters as soon as they enter the room.

These raiders are more committed to the security of the outpost than the ones working the Docking Bay, so they will not surrender, even when wounded nearly to the point of unconsciousness and they will not be coerced into revealing secrets about the rest of the outpost. Their primary goal is to take the characters down as well as to protect the door to area 4. As the fight continues, they move to occupy the area just outside area 4 and then they employ their blasters against the characters. There are no obstacles they can hide behind, and they have nowhere to fall back to, so this combat is a simple matter of standing and defending.

The lockers are locked, requiring a DM -1 *Mechanic* check to open. All but four lockers contains a blaster, a sonic pistol, medium combat armor, and a helmet.

4. Docking Control Station

When the characters enter this room, read or paraphrase the following to the players:

A massive control panel lines the far wall, and four chairs sit in front of it. Aside from that, two monitors lie on the wall to your right.

This room is occupied by two techs who operate the pressurization/de-pressurization of area 1 as well as the primary door that leads to open space. These techs are not combat oriented and surrender immediately when the characters enter.

One of the techs is Jeffrey Hallen, a tall blond Human with a heavy frame and a beard. He is at this facility because he was offered good pay and reasonably safe working conditions, though he is in no way loyal to the raiders who run the place. In fact, during his time here, he has seen more than his share of things he objects

to and he sees the arrival of the characters as his ticket out. He offers to share information about the outpost, including the fact that the outer door in area 1 can be activated remotely, with or without de-pressurizing the Docking Bay. He offers them a data cube that contains the information they would need to do this.

The other tech is the Sangor Vissouee Nissin. Like Jeffry, he has no love for the raiders, though he is uncertain whether he should take his chances with the characters or remain loyal to the raiders. If threatened, he leaves this room and otherwise obeys the characters' orders, though he will not accompany them through the outpost. If they allow him access to the Primary Facilities, he goes Panum Grier's quarters and alerts him to the fact that Jeffry has given the characters the information necessary to trigger their main door remotely. Panum will then instruct the remainder of his forces to shoot for Jeffry when they see him. If Vissouee is left on this level, he tries to find a quiet area where he can stay out of the fight until the matter has been resolved. If, at the end of the adventure, things have calmed down and the characters are in control, he will ask to accompany them so he can leave this place behind.

Level 2: Primary Facilities

Level 2 serves as the primary facilities for the raiders. This level contains the outpost's primary living quarters, the communication station, the primary storage area, as well as other less important areas. Normally there would be a greater number of raiders than those that are currently present, but the vast majority of them are onboard the corvette that attacked the doctor's transport, lying in wait for their next victims.

5. Security Checkpoint

When the characters enter this room, read or paraphrase the following to the players:

This rectangular room acts as a security checkpoint and doubles as a kitchen. A refrigerator stands in the corner to the left, which sits next to a heat ray cooker. A long counter, and cupboards above, lies along the wall to the left.

Four guards man this security checkpoint. If the characters have managed to establish friendly relations with the raiders up until this point and have been escorted up by one of the raiders from level 1, security allows them to pass without incident. If the characters have not set off an alarm, but are unescorted, the security officers begin drilling them with questions, asking who they are and why they're here without an

escort. If the characters make a successful *Persuade* check, they can convince the guards that they simply took a wrong turn. If successful, the guards insist that the characters return to their ship. If the characters have set off an alarm, or are openly defiant of the guards, they attack the party.

The guards attack the party with their blasters, attempting to take them down as quickly and efficiently as possible. If the alarm has not yet been activated, one of the guards attempts to activate the alarm before engaging in combat.

If two or more of the security guards are eliminated before they can inflict the same casualties upon the characters, the remaining one or two attempt to talk to the characters, asking them what they want here. If they talk and reveal their true intentions, the guard thanks them, then attempts to run out of the room and proceeds to room 10 where he grabs the guards stationed there while communicating the character's objectives with Panum Grier in area 12. Panum will react by alerting his personal guards to the danger, preventing them from being surprised when they reach his quarters.

6. Crew Quarters

When the characters enter this area, read or paraphrase the following to the players:

This room is clearly the sleeping area for a number of the raiders who call this outpost home. Bunks, three high and two long, line the walls to either side of the door. A locker is built into the wall between the two rows of bunks.

These six rooms are identical with the exception of the number of potential occupants. If the alarm was sounded somewhere on level one, these rooms are empty because the raiders have already left to deal with the characters. If the characters have managed to avoid setting off the alarm so far, they find raiders in these rooms (the exact number per room is determined by the referee, as long as there are a total of eight).

If encountered in these rooms, there is a 33% chance (roll of 1-2 on a d6) per occupant that he is asleep. Any occupants that are awake attempt to alert the others to the presence of the characters rather than attempting to fight them alone. If the raiders can manage to alert three or more of their comrades, they mount a defense against the characters. If they cannot at least manage to get three together in this region, they surrender to the party.

The raiders attempt to use the hallway to their benefit. They duck into the rooms and use the doorways for cover while they take quick shots at the characters and then disappear back into the rooms. If the characters manage to reduce them down to the last man, the remaining raider attempts to flee the area and alert the guards in area 10 to the danger.

There are a total of six lockers between the rooms, and each contains the following items (mostly extra equipment owned by the raiders): 1 blaster, 6 rebreathers, 2 undercover shirts, a knife, a comlink, and 120 credits.

7. Common Area

When the characters enter this room, read or paraphrase the following to the players:

This triangular room is clearly the recreation room. Sofas line all but the opposite wall. To the left is a pool table, and straight ahead is a holo-emitter which is currently showing an action movie that looks like it was imported from Earth.

This room is occupied by three raiders and the second in command, a Lamogos named Iin Bandis. If Iin is aware that the characters are not supposed to be here, he attempts to strike a deal with them and forego any hostilities. Though he is the direct underling of Panum Grier, he doesn't much like his boss and he sees the presence of the party as an opportunity to take control of the raiders without having to confront Panum himself. If the characters agree to not attack when they enter, Iin orders the other three raiders to go to the docking bay and secure the area. Afraid to question his orders, they comply, leaving Iin alone with the characters.

Once he has them alone, Iin wants to know why the characters are here, though he already suspects that they are here to rescue Doctor Noreck. Assuming that they're honest with him, he makes them an offer: take out Panum Grier and leave him in command and he will help the party in any way he can. Among the useful information he can provide them are the command codes to activate the communications array, how to cancel the outpost's alarm, and the location of doctor Noreck. If the characters decide not to take the deal, Iin surrenders to the party and throws himself at their mercy rather than allow himself to be killed.

If the characters refuse to talk, Iin uses the raiders to mount a defense while he himself does everything in his power to stay out of the fight.

The first thing the raiders do is overturn one of the couches and crouch behind it, gaining cover. They then pop up to squeeze off a shot, and then disappear back behind it. While this is going on Iin uses his personal comlink to alert room 10. The occupants of room 10 take two minor actions, both moving their full speed, arriving 2 rounds later. Iin remains behind the overturned couch and does not move unless the characters have him cornered, at which time he surrenders.

Iin Bandis: Appendix 1

Raiders: Appendix 1

8. Communications Station

When the characters enter this room, read or paraphrase the following to the players:

This relatively small room contains a long control panel to the left and a smaller control panel to the right. The polished black surfaces have a number of small buttons, blinking lights of various colors, levers, and small screens. At the far end of the room is a window that looks out into the emptiness of space. Out the window to the left, you can see the unmistakable form of a communications dish.

This room is occupied by three raiders who mount a defense against the characters if the alarm has been sounded. If the alarm has not been sounded, they demand to know the meaning of this intrusion. Make a -1 DM Diplomat check. If the check is failed, they use the comlink to alert Panum Grier to their presence.

The raiders dive under the control panels behind their chairs, providing them with cover. They then employ their blasters against the characters. Once two of them have fallen, the final one attempts to flee the room to area 10 where they can obtain reinforcements.

Additional Information: If the characters make a DM 0 Computers check, they learn that the communication system was recently used to inform the Lamogos that they have captured Doctor Noreck. The Lamogos returned their communication, informing them that they were en-route and should arrive within the hour (this was approximately forty-five minutes ago. This should alert the characters to the fact that the Lamogos are on their way and they will likely have to deal with them after they arrive.

The characters can also use this equipment to communicate with another party. This is a Drivesat

Comm Array, so they can speak with anyone within 50 light years in real-time. The array is locked down, requiring the password “thinkey” to operate. If the characters did not get this information from Iin in room 7, they must make a successful DM -2 Computers check to override the security protocol and gain access to the array. Once they have done this, they must make another successful DM -2 Computers check to communicate with a moving starship or a DM -1 Computers check to communicate with a fixed point in space such as a planet or space station. The communications equipment also contains a radio transceiver that allows the characters to communicate with any ships outside of the station. This device is not locked down and does require only a DM +1 Computers check to successfully operate.

Raiders: Appendix 1

9. Primary Storage

When the characters enter this area, read or paraphrase the following to the players:

This large rectangular room is filled with piles of crates and clusters of barrels. Against the far wall are two very large double doors.

The large double doors on the East side of the primary storage area are locked (DM -2 Mechanic to open, or via control in area 13). These open up to a fifteen-foot wide hallway; at the end of the hallway is a double-door as wide as the hallway. This door is secured via a control mounted at the end of the hallway on the north side. This is essentially a loading dock that is designed to allow a cargo ship to dock with the outpost. Once the seal is established, the door can be opened. If there is no ship on the opposite side of the door, this door can still be opened, but it functions as an airlock. Once the controls are activated, the doors to the primary storage area slam shut and lock, after which the air is eliminated from this room. Two rounds later, a vacuum exists and the outer door opens. If the characters set this off accidentally, they have two rounds to open the doors to the primary storage area before the door to space opens.

This room is staffed by five armed workers, and unlike the ones in the docking bay, these ones are reasonably convinced that there is armed backup just outside the door. If the characters have not yet set off the alarm, the workers point out to the party that they are not supposed to be in here, but they otherwise return to work unless the characters initiate hostilities. If they do, the workers defend themselves and attempt to set off the alarm. If the characters have set off the alarm, the workers attack.

The workers duck behind cover and move out from behind cover on their turns to fire at the characters. The crates in this room are filled with liquid hydrogen and take 10 points of damage before exploding, causing 3d6 points of damage to any character within two meters. The workers surrender if reduced to two or fewer combatants.

In total, there are 11 drums full of liquid hydrogen, which are worth approximately 1,000 credits per drum. The crates are full of a variety of starship parts that can be used to repair damaged or malfunctioning equipment aboard a ship. These parts are worth a total of 1,500 credits per crate.

With a successful Average Investigate check, the characters notice that there is an air duct on the West wall near the ceiling, five meters above their heads. If the characters investigate this, they find that the duct is just barely large enough for them to climb into. The duct leads to every major room on the level; however, the openings into the other rooms are not large enough for characters to fit through. The one area with a duct opening large enough to fit through deposits them near lift 2.

Within the lift, the characters find rungs that run alongside the path of the car. The shaft ascends fifty meters straight up, at which point it intersects with the main corridor on the command level.

Raiders (5): Appendix 1

10. Guard Room

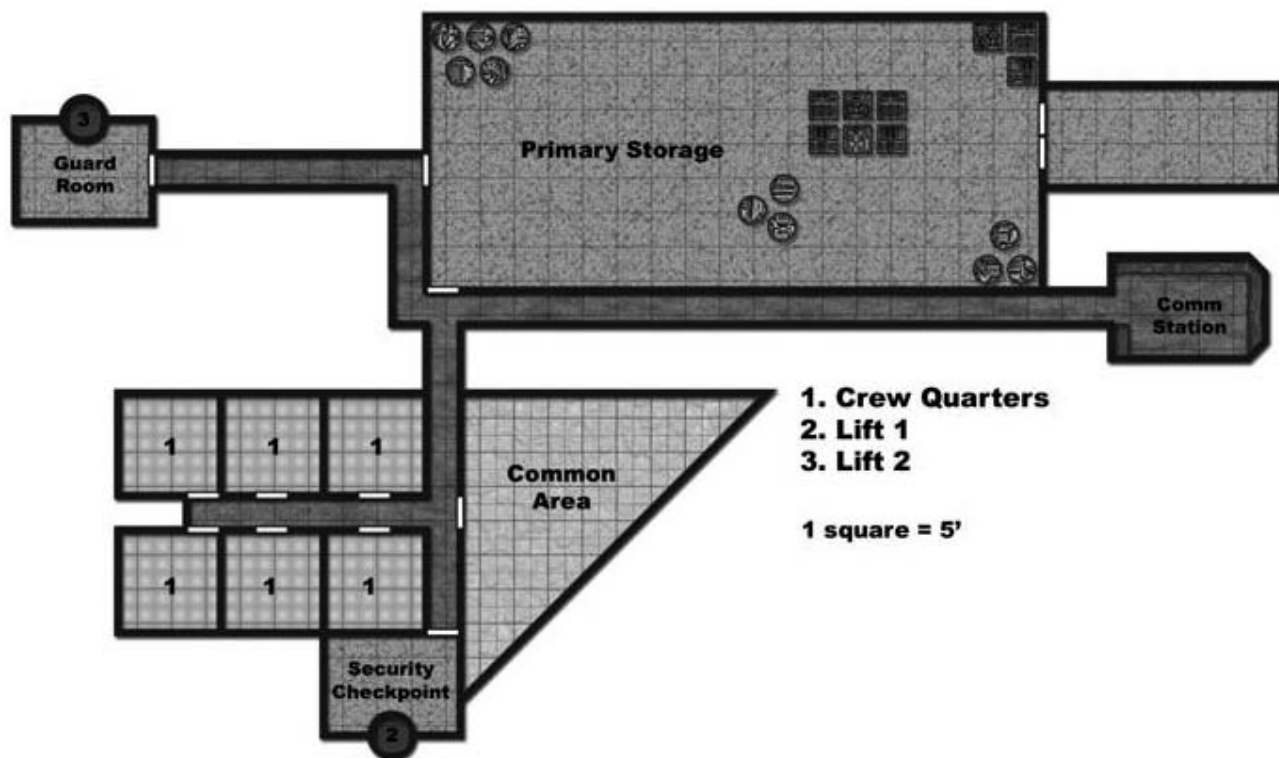
This room is locked, requiring a DM -1 Mechanic check to open.

When the characters enter this room, read or paraphrase the following to the players:

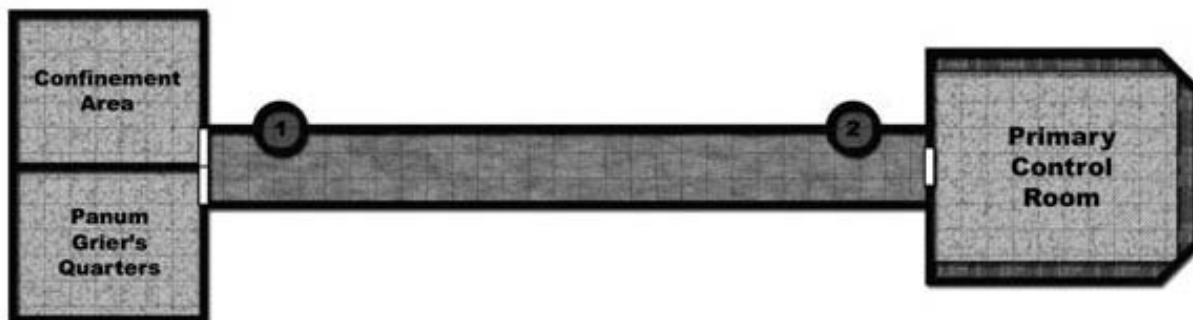
This room contains ten lockers against the far wall and a small round table surrounded by light metal chairs in the center of the room. To the right is the half-circle of a lift door.

If the security raiders have not been called away already, they are here, ready to defend this lift from the characters' incursion. No amount of diplomacy or intimidation will convince security to allow the characters access to the lift since it leads to the command level. The only way they would move aside is if the characters are accompanied by Iin Bandis, or they have somehow managed to get Panum Grier to accompany them.

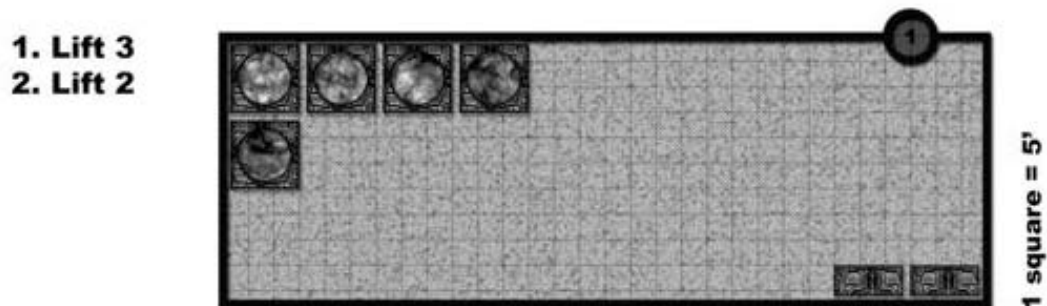
PRIMARY FACILITIES



COMMAND STATION



SPECIAL STORAGE



There is a small security console next to the lift, which includes a direct communications link to areas 1, 4, 5, 8, 9, 13, and 12. If the characters are brazen enough to use the comm system to buzz Panum Grier, he not only refuses to be intimidated, but assures them that their progress thus far has been sheer luck, as well as the incompetence of his hired underlings. Further, he states that they will not be so lucky when they find him. If the characters simply request that he turn Doctor Noreck over to him, he laughs and flatly refuses, stating that he would never give away such a valuable commodity, though he would be willing to entertain an offer to purchase him. Any amount less than 50,000 credits is not worth his time and he terminates the conversation. If the characters offer more than that amount, he is willing to work with them, provided that they can prove that they actually have that many credits at their disposal. If they do, he agrees to meet with them in his quarters.

In the event of a fight, the security raiders attempt to push the characters out the doors and then hold the room by focusing their attacks on one character at a time. If the alarm has not yet been sounded, they do so now.

Additional Information: The total content of the 10 lockers includes: 1 blaster, 6 rebreathers, 2 undercover shirts, a knife, a comlink, and 120 credits. Each guard carries a ring of keys which open the cell doors in area 11.

Raiders (6): Appendix 1

Level 3: Command Station

The command station is one of two pivotal points in this adventure because it is here that the characters face their greatest challenge, in the form of Panum Grier and his guards, as well as potentially gain access to area 14, which is where Doctor Noreck is being held in stasis.

The only way to the special storage area is by taking lift 3. This lift is locked and requires Panum Grier's personal security card or a DM -2 Computers check to enter and activate.

11. Confinement Area

The door to this room is locked and requires a DM -2 Mechanic check to open.

When the characters enter this room, read or paraphrase the following to the players:

The walls of this room are lined with five-foot by ten-foot cells. Each cell is separated by heavy iron bars. The doors to each cell are constructed from the same materials. The floors in this room are dirty, and there are eight individuals being held within this area.

The ten occupants of these cells are male and female citizens. Three of them are Human, two of them are Lamogors, two are Tallinites, one is a Sangor, and two are Relarran. If the characters decide to free these individuals, they will do little to help them, though they will slow them down considerably as some begin to wander away from the party, others begin panicking, and still others simply complain about their lot in life. Each of these individuals were captured during one raid or another and they were kept because the raiders (often erroneously) believed that they could negotiate a ransom for their return.

One Human female in particular, the blond teenage girl named Terece Hodges, is the daughter of Buckham Hodges, the CEO of Transceracorp back on Earth. She is spoiled, and quickly convinces herself that the characters are there for the specific purpose of rescuing her. She will second guess the characters' actions throughout the remainder of the adventure, and generally make a nuisance of herself. If she is still with them when the Lamogors arrive in the final portion of the adventure, she will be fed up with the characters' efforts and will appeal to the Lamogors Commandant to rescue her from their incompetence. Despite the trouble that she causes, she is worth a reward of 10,000 credits if they manage to get her back safely to one of the core worlds.

12. Panum Grier's Quarters

When the characters enter this room, read or paraphrase the following to the players:

This room is clearly somebody's private chamber. Within is a bed, a chest of drawers, a throw rug, a fully stocked wine rack, a miniature sized refrigerator, a computer console, a small table, and four chairs.

This is Panum Grier's personal quarters. He normally keeps three security officers posted at his door, but during crises, such as he now faces, the officers accompany him wherever he goes. If the characters have set off the alarm, they are with him inside the room. If they have somehow managed to avoid setting off the alarm, the security officers are still stationed outside the door. In either case, security has no intention of allowing the characters to enter lift 3. If they have set off the alarm, they monitor the security camera in the hallway from within the room and move to intercept the characters if they become interested in lift. Grier accompanies security because he has no desire to put anything from his special storage area at risk. Grier initially refuses to deal with the characters, instead telling his security officers to attack.

Panum very much wants to look like the strong leader for his troops, but he is unwilling to needlessly put his life on the line, so he pulls his security officers behind the bed, providing cover for them all. The security officers move out from behind the bed if they can get into a flanking position and then use their melee weapons, focusing on one character at a time.

Grier is no fool and does not have a death wish. If he is still up after two or more of the security officers have been disabled or worse, he offers to surrender and negotiate. If the characters reveal that they are here to recover Doctor Noreck, he offers to accompany them to the cryo-chamber where he will release the doctor himself. Of course he is very much aware that the Lamogors are en-route and wish to pay handsomely to turn the doctor over to them, so his primary objective is to stall the party long enough for them to arrive. When they do arrive, he turns on them and joins the Lamogors against the characters.

Additional Information: This room contains the following items of value: 6,024 credits, a collection of personal weapons including a hold-out laser, three blasters, a sniper blaster, a sonic pistol and a vibro blade, 2 suits of light combat armor, 2 advanced medkits, antitox, biocort, and sporekill chemicals, and 10 violet rations.

The characters can also tap into all of the major outpost systems with Panum's computer. With a successful DM -2 Computers check, they can overcome his personal security settings and open any of the doors, eavesdrop on the communications systems, and look at the feed being provided by the security cameras throughout the outpost.

There is also a panel that grants access to the ventilation system in this room. The panel is too small for a medium sized creature to enter, but characters can widen the panel if they have a personal torch, or some other equipment capable of cutting through metal.

Panum Grier: Appendix 1

Raiders (3): Appendix 1

13. Primary Control Room

When the characters enter this room, read or paraphrase the following to the players:

The walls of this room are lined with panels that are equipped with all manner of buttons, levers, and view screens.

When this station was fully operational back during the Earth – Lamog war, up to three commanders would oversee ten technicians who would maintain and operate the weapons systems, life support, and coordinate ships defending the outpost. Raiders do not have the same needs, so they make due with a fraction of that number. Currently there are a total of four raiders at the controls. If the alarm has not been sounded, the raiders ask what the characters are doing here and instruct them to leave. If the alarm has been set off, the raiders immediately attack the intruders.

Tactics: Two of the raiders lay down fire against the characters while the other two pull out their vibro blades and attempt to flank them. Since this room is critical to the operations of the station, the raiders here fight until disabled or killed.

Additional Information: The controls in this room monitor internal communications, serve as backup for the communications room and the docking bay control room, control life support, control the security system, and control power management.

There is also a panel that grants access to the ventilation system in this room. The panel is too small for a character to enter, but they can widen the panel if they have a personal torch, or some other equipment capable of cutting through metal.

Level 4: Special Storage

This level is where the truly valuable items are taken. It can only be reached by taking lift 3. The characters can either use Panum Grier's security card and take the lift, or they can climb into the ventilation shaft and climb down. The ventilation does not actually enter the car, instead using the shaft as an extension of the ventilation system. Above the car's entrance is a panel that can be removed, but is too small for a character to move through. The characters can widen the panel if they have a personal torch, or some other equipment capable of cutting through metal.

14. Cryo-freeze Storage

Currently the only items in this room are five cryo-chambers, two of which are currently occupied, and a pair of crates.

The cryo-chambers are easy to use, requiring a DM +3 Computers check to put somebody into or extract somebody from the device. Once inside, their biological functions brought down to the lowest temperature that supports life (taking into account the physiologies of most different alien species), leaving them in suspended animation. The freezing and unfreezing process takes one full minute.

The two cryo-chambers that are in use are occupied by Doctor Noreck and his assistant Sheila. Sheila is an android with a metal skeletal system, robotic brain, and mechanical internal components, but she possesses a biological exterior that is able to fool all but the most high-end scanners into reading her as fully Human. Sheila is awake and functional in her cryo-chamber, but she has opted to remain in standby mode until she can ascertain more about their current situation.

Assuming that the characters revive the occupants of the two chambers, Noreck at first assumes that they are raiders. He expresses a great deal of gratitude once he learns that they are here to rescue him and his assistant. If there is any question about whether or not to bring Sheila with them, he reveals her true nature to them and explains that without her, all of his existing research and the living sample of the virus would be wasted. Noreck suspects that the raiders put them on ice so that they could sell them to the Lamogos, so he recommends that they leave as quickly as possible.

The other two crates contain starship parts. One contains a fusion reactor core. This is not a full reactor, but it is the most expensive portion of one. The other crate contains a gravity well generation device that forces ships out of faster-than-light travel.

Arrival of the Lamogos

Shortly after Doctor Noreck and his assistant have been freed from the cry-chambers, the Lamogos arrive at the outpost. The pirates had already provided them with the ability to remotely open the outer door, so all they need to do is land, pick up the doctor and leave. The Lamogos arrive in a shuttle, which they land in the docking bay. At this point they notice bodies or signs of destruction (assuming that the characters have fought their way in). If the characters took a more stealthy approach and left the raiders intact along the way, the Lamogos do not suspect that there is anything amiss.

In either case, they have already made arrangements to have doctor Noreck and his assistant brought to the docking bay, so unless the place is a mess, they are content to wait in the docking bay. If the place shows obvious signs of a battle, Commodore Prett and the two Lamogos soldiers who accompany him call back to their destroyer for backup and wait for them to arrive.

In either case, the Lamogos do not attempt to explore the outpost and are in the docking bay when the characters return to their ship. Backup will arrive within ten rounds of the characters arriving in this room, giving them that long before the chamber is

depressurized. Prett and his soldiers first attempt to bargain with the characters to turn over the doctor and his assistant. If the characters refuse to work with him, he pulls his submachine blaster and threatens them with it. If the characters still refuse to cooperate, they initiate combat.

The Lamogos realize that they are outnumbered, but they are not outgunned. They take cover behind the nearest object and fire their blasters at the characters. If the soldiers are eliminated and the characters are still relatively healthy, Prett tries to save himself by hiding aboard his ship and locking the access hatch behind him while he waits for his backup to arrive. If at all possible, the referee should try to preserve Commodore Prett since he will be a recurring villain in future adventures.

Commodore Renin Prett: Appendix 1

Lamogos Soldiers (2): Page 83

Concluding the Adventure

Once the characters have left the station, they still have the Lamogos destroyer to contend with. Chances are that their ship is no threat to a destroyer, so their best bet is to flee. Although there is no planetary gravity well to escape from, they are surrounded by asteroids, and it will require a minimum of five rounds (and a DM -1 Piloting check) to escape the asteroid cluster and engage their FTL drive. The smartest strategy for escaping the situation is to fly as close to the asteroids as possible and keep themselves out of the destroyer's line of fire. If the characters thought ahead and took Commodore Prett hostage, they can offer to return him to the Lamogos in exchange for safe passage from the system. Finally, if the characters' ship is badly damaged, the Lamogos would prefer to capture them and take them aboard as prisoners rather than simply destroying them. This can lead to an exciting follow-up adventure where the characters have to escape the Lamogos destroyer with Noreck and his assistant.

Once the characters are away from the system, they can either drop Noreck off with Ranoll Hajni on Rover's Beacon, or they can take him all the way to the new research facility on Aruim. In either case, the characters are thanked and provided with the reward promised at the start of the adventure.

Assuming that Commodore Prett survives his encounter with the characters, he remembers them and decides to make a point of dealing with them at some point in the future.

APPENDIX 1:

NON PLAYER CHARACTERS

Character

Career Path	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
-------------	----------	-----------	-----------	--------------	-----------	-----------------

Commodore Rennin Prett

Naval Officer (flight)

4	8	12	10	7	10	10
---	---	----	----	---	----	----

Admin 3, Pilot (spacecraft) 3, Vacc Suit 2, Comms 2, Sensors 2, Gunner (turrett) 1, Tactics (naval) 3, Leadership 3, Gun Combat (energy rifle) 2, Submachine blaster (4d6+2), tailored Vacc Suit (4), vibro blade (3d6+4), 5,000 credits

Doctor Leif Noreck

Scholar (physician)

4	6	8	10	12	13	10
---	---	---	----	----	----	----

Admin 2, Advocate 1, Computers 2, Diplomat 3, Investigate 2, Medic 1, Science (life) 5, Science (chemistry) 2, Science (electronics) 1, 1,500 credits, virus sample, servitor robot

Iin Bandis

Lamogus Rogue (pirate)

2	8	11	9	8	8	6
---	---	----	---	---	---	---

Astrogation 2, Carouse 1, Deception 2, Gun Combat (energy pistol) 1, pilot (spacecraft) 2, Stealth 1, Streetwise 1, Blaster (4d6), Vibroblade (3d6+4), Light Combat Armor (8), 1460 credits

Panum Grier

Marine (Star Marine)

3	9	12	7	8	8	6
---	---	----	---	---	---	---

Battle Dress 0, Tactics (naval) 2, Gun Combat (energy pistol), Leadership 1, Vacc Suit 0, Zero-G 1

Blaster (4d6), Combat Armor (14), Vibroblade (3d6+4), 3,000 credits

Jeffrey Hallen

Agent (intelligence)

1	8	11	8	9	8	8
---	---	----	---	---	---	---

Investigate 0, Computers 1, Gun Combat (energy pistol) 0, Stealth 1, Blaster (4d6), Vibro Blade (3d6+4), Light Combat Armor (8), 200 credits

Raiders

Rogue (pirate)

1	8	10	7	6	6	7
---	---	----	---	---	---	---

Stealth 0, Gun Combat (energy pistol) 1, Engineer (maneuver drive) 0, Pilot (spacecraft) 1

Ranoll Hajnee

Sangor Nobility (diplomat)

2	8	10	6	8	9	10
---	---	----	---	---	---	----

Admin 1, Advocate 1, Carouse 0, Diplomat 2, Leader 1, Persuade 2, Blaster (4d6), Flak Jacket (6)

Vissouee Nissin

Sangor Rogue (thief)

2	7	10	9	8	7	6
---	---	----	---	---	---	---

Athletics 0, Deception 2, Gambler 1, Gun Combat (energy pistol) 2, Stealth 1, Streetwise 2

Holdout Laser Pistol (3d6), Light Combat Armor (8), 300 credits



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