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***Issue 19:
The Traveller Issue***

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Bite (Re)marks

Welcome aboard! It is with great pleasure that I write this to introduce you to the 19th issue of this irregular periodical.

This issue is devoted to material for use in the venerable role-playing game Traveller, with many thanks to Mongoose Publishing, and is dedicated to Marc Miller on the 40th anniversary of Traveller's introduction.

Of course, most of this material could be easily adapted to any science-fiction role-playing game, such as GURPS, D20 Future, Starfinder, Star Wars, or Rogue Trader. Just replace the statistics with something appropriate.

Speaking of statistics, everything in this issue was written for Mongoose Traveller version 1, which is what I've been running in my home game for the last few years. Ever since I picked up the pocket edition of the Traveller core book, I've been using those rules to run exactly the science-fiction game I've wanted, and the simplicity and flexibility of the rules has made doing so a breeze. (as an aside - Mongoose, please print a copy of the V2 rules in pocket size, thanks).

I call my home Traveller campaign **Space Opera - Droid Uprising**, set in a distant rimward sector called The Skein Reach, in a far-away time. This issue is therefore a record of my home game, and of the setting I've been writing, which is a mix of ideas from all of my favorite science-fiction themes and stories set in a desolate part of space. As such, I've tried to make this issue a guide to the sector such as they published in the Traveller's Aid Society or the new Mongoose version of the rules. There's enough material here to start off a campaign of your own, if you like.

A lot of this material was written with the intention of making my Traveller game more of a shoot-em-up than the original rules allowed for. Tougher starfighters, better defenses, and mechs make for more action. But every part of these rules is optional – use what you want and leave what you don't.

Feel free to use this as the setting for your next sci-fi role-playing game, or just borrow what you want and drop it into another creation.

Thanks for reading, and enjoy!



EQUIPMENT



Energy Swords

Referred to by a number of different names, these energy swords are the ultimate in melee weapons, and in the hands of a trained user can even be used to defend against ranged attacks.

A common design utilizes a gravity field to create a variably-solid containment sheath for a powerful continuous

ion, laser, or fusion stream. The gravitic forces shape the energy, give solidity when blocking or parrying, and the energy stream is otherwise allowed to burn things touched. Basic models use a thumb switch to control the field's mode. Others have a gravitically solid center. Simpler designs might only have an on/off toggle, or a thumb button that activates the blade only when pressed and held.

The resulting "lasersword" or "plasmablade" has incredible destructive capabilities. It can cut through bulkheads, vaporize projectiles mid-flight, ignite flammable material, and reflect energy blasts. The negligible weight of the energy "blade" means these are very fast weapons, good for lightning-quick strikes, blocks, and parries.

The wielder's melee (blade) score is considered to be +1 for the purposes of reducing the attacker's attack role when parrying. For example - a character wielding one of these laser-swords with the skill melee (blade) 2 would reduce the attacker's roll by 3 points when they used the parry action.

Parries can also be made against ranged attacks with these weapons. These blades also allow a new type of reaction, known to the laser-saber masters as the "bunt block" (the origin of this phrase is lost to time). When successfully parrying a ranged attack with one of these weapons, the wielder can then make a difficult (-6) melee (blade) skill check to redirect the attack against a nearby target. Target reactions to dodge and rules for cover apply as though this were a regular attack roll.

Some of these weapons utilize specially tuned psionic crystals to allow psychic users to channel their mental powers into the weapons. Due to the nature of the psi-crystal's tuning, these generally need to be purpose-built, either by the wielder, or by someone versed in psionic crystallography. These versions add the wielder's psionic attribute bonus to attack rolls and damage dealt and increase the cost of the weapon by %50.

At the referee's discretion untrained users who bungle while wielding these blades might accidentally dismember or maim themselves.

Some versions include advanced safety controls that modulate the gravitic containment field in such a way that the wielder cannot hit themselves with the blade. A gravimetric sensor attached to a purpose-built safety computer controls an additional gravitic field that prevents the energy blade from touching whoever is holding the hilt. This safety feature increases the cost of the weapon by %30.

Long-handled energy spears are a variation on these weapons, but due to their shorter blades they are not as good for defense, and give no bonus on parries. Short-bladed energy daggers are also sometimes built for close-quarter fighting, but are also not as useful for defense. Neither are usable for parrying ranged attacks - only the swords allow enough coverage.

Energy Swords

Weapon - TL, Required Skill, Damage, Heft, Cost (Cr.), Mass (Kg), Special

Basic - TL 14, melee (blades), 3d6 damage, 0 heft, 3,000 Cr., 2 Kg, Ultra-AP (ignores 6 points of armor)

Advanced - TL 15, melee (blades), 4d6 damage, 0 heft, 5,000 Cr., 2 Kg, Ultra-AP (ignores 8 points of armor)

Supreme - TL 16, melee (blades), 5d6 damage, 0 heft, 10,000 Cr., 2 Kg, Ultra-AP (ignores 10 points of armor)

Psi-crystal - TL 17, melee (blades), 5d6 + Psi modifier damage, 0 heft, 15,000 Cr., 2 Kg, Ultra-AP (ignores 10 points of armor)

Vehicles

Quarterhorse

These combat walkers, or “**mechs**” as they are more commonly called, are old **tech level** (TL) 9 and 10 designs produced by the noble houses of the early stellar era for long-passed wars. Occasional examples of these vehicles show up in the planetary defense forces of Confederation worlds, in the private armies of mercenaries, and in the hands of rich collectors of expensive weapons. Others are seen in the form of copies, variants, and equivalents on low-tech worlds.

A basic four-legged mech, the Quarterhorse is relatively fast, very sure-footed, and provides a nimble firing platform for its heavy autocannon. Good out to a range of about 500 meters, the autocannon can threaten most light or medium armored units.



Still used for patrols or perimeter defense, they were mainly used in assaults as infantry support vehicles. Their agility, build, and high forward turret placement give their “mech-jockeys” the ability to crouch the mech behind

cover and pop the turret up to fire.

Quarterhorses are sometimes mockingly referred to as “poor planeteer’s battle dress”, as they provide protection and armament similar to the powered personal armor of higher-technology forces at a lower price.

Lacking life-support, pilots using them in hostile environments must wear vac suits or otherwise make arrangements for their respiration.

Quarterhorse

Cost (Cr.) 428,000

TL 9

Skill drive (walker)

Agility +2

Speed 102.5 kph

Range 300 km

Crew 1

Cargo none

Open no

Hull 2

Structure 3

Armor 20 (30 turret front, 10 turret rear)

Shipping Size 10 tons

Height 2 meters

Weapons

small turret with heavy autocannon (8d6 Semi-AP (ignores 4 points of armor), distant range) + 1,500 rounds
and heavy machinegun (5d6 AP (ignores 5 points of armor), rifle range) + 3,500 rounds

Extras

AFV

2 extra legs (+1 DM on rough terrain, +1 DM to attack rolls)

advanced controls (+1 agility)

basic navigation (+1)

TL 6 communications

advanced sensors (+2 bonus, very distant range)

increased speed

Omega-class Megatank

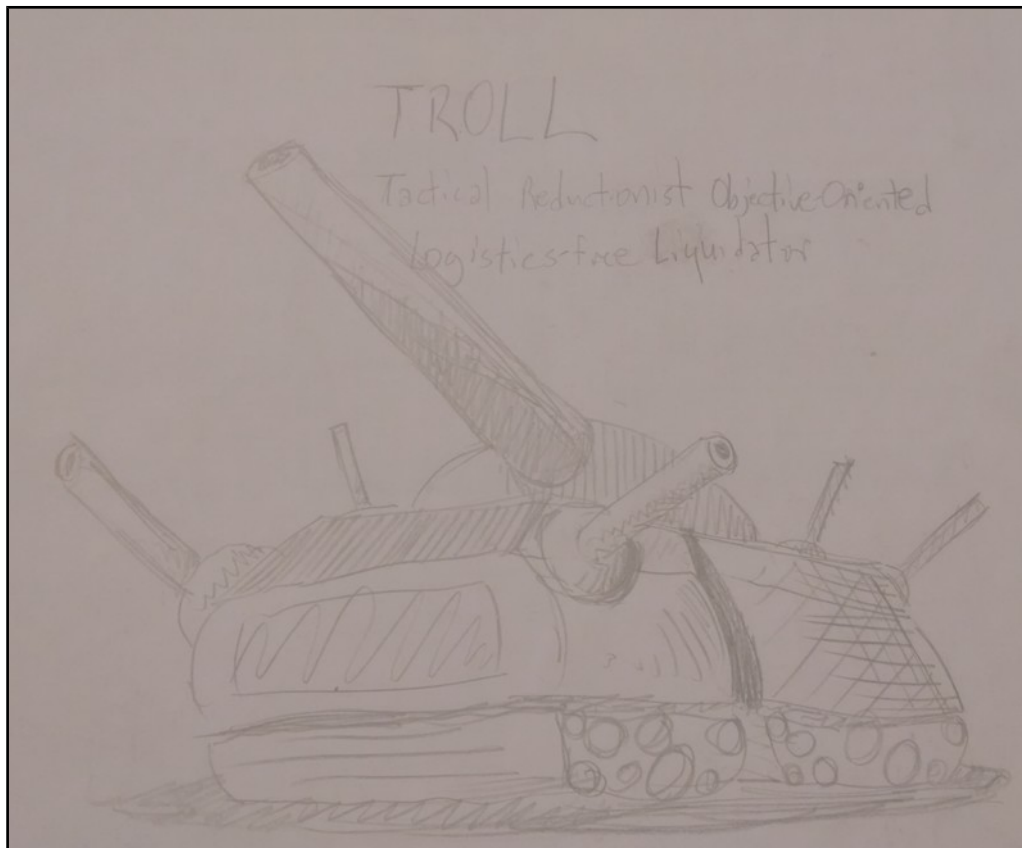
These gigantic war machines were first built during the early stellar era. The emergence of crystaliron steel caused an arms race which culminated in enormous computer-controlled tanks and megatank-killing shells with tactical nuclear payloads.

Originally these types of weapons were justified by the representatives of stellar era governments by asserting that they would only be used on worlds that were already uninhabitable for sapient life. Many early colony worlds were nevertheless rendered hazardous or sterile by escalating conflicts that utilized these weapons.

Most designs combined a main gun that fired tactical nuclear warheads, several smaller cannons, and a host of machine gun turrets. Thus equipped they were capable of destroying multiple combined-arms groups and smaller tanks.

Because of the radiation dangers and other design considerations, later versions were not piloted by living crew but instead by early models of cybernetic brains. Large and primitive compared to a high-tech droid's positronic brain, these massive computers were designed to swiftly and ruthlessly destroy their targets. Furthermore, the electronic brains were programmed to avoid the reluctance to utilize the atomic weaponry that organic crewmembers had sometimes shown. These elements combined to make megatanks terrifying killing machines.

These designs became obsolete with the emergence of compact grav drives and hypervelocity cannons.



Omega class megatank

Cost (Cr.) 15,137,000

TL 11

Skill drive (tracked)

Agility +1

Speed 37 kph

Range unlimited

Crew 0 or 6 (commander, driver, 4 gunners)

Cargo none

Open no

Hull 100

Structure 100

Armor 128

Shipping Size 100 tons

Weapons

190 mm tactical-nuclear-warhead cannon (20d6, ignores 60 points of armor, 500 m burst radius, or else 1d2 points of damage against starships, plus crew radiation hit) in light turret with 30 rounds

3 x 120 mm cannons (10d6, ignores 20 points of armor) in light turrets with 40 rounds each

6 x heavy rotary machinegun (5d6, ignores 5 points of armor) in light turrets with 7,000 rounds each

Extras

AFV

extra armor x 15

tracked (+3 DM to Drive checks when off-road)

extra speed x 20 (+200%)

fusion plant (unlimited range)

cyber-brain autonomous battle control (level 6 computer)

laser anti-missile system (TL 10, +1 to negate hits)

advanced controls (+1 agility)

standard navigation (+2)

TL 10 communications (encrypted continental)

Smoke

Flares

chaff

Software

agent – drive (tracked) level 2

agent – gun combat (heavy weapons) level 2

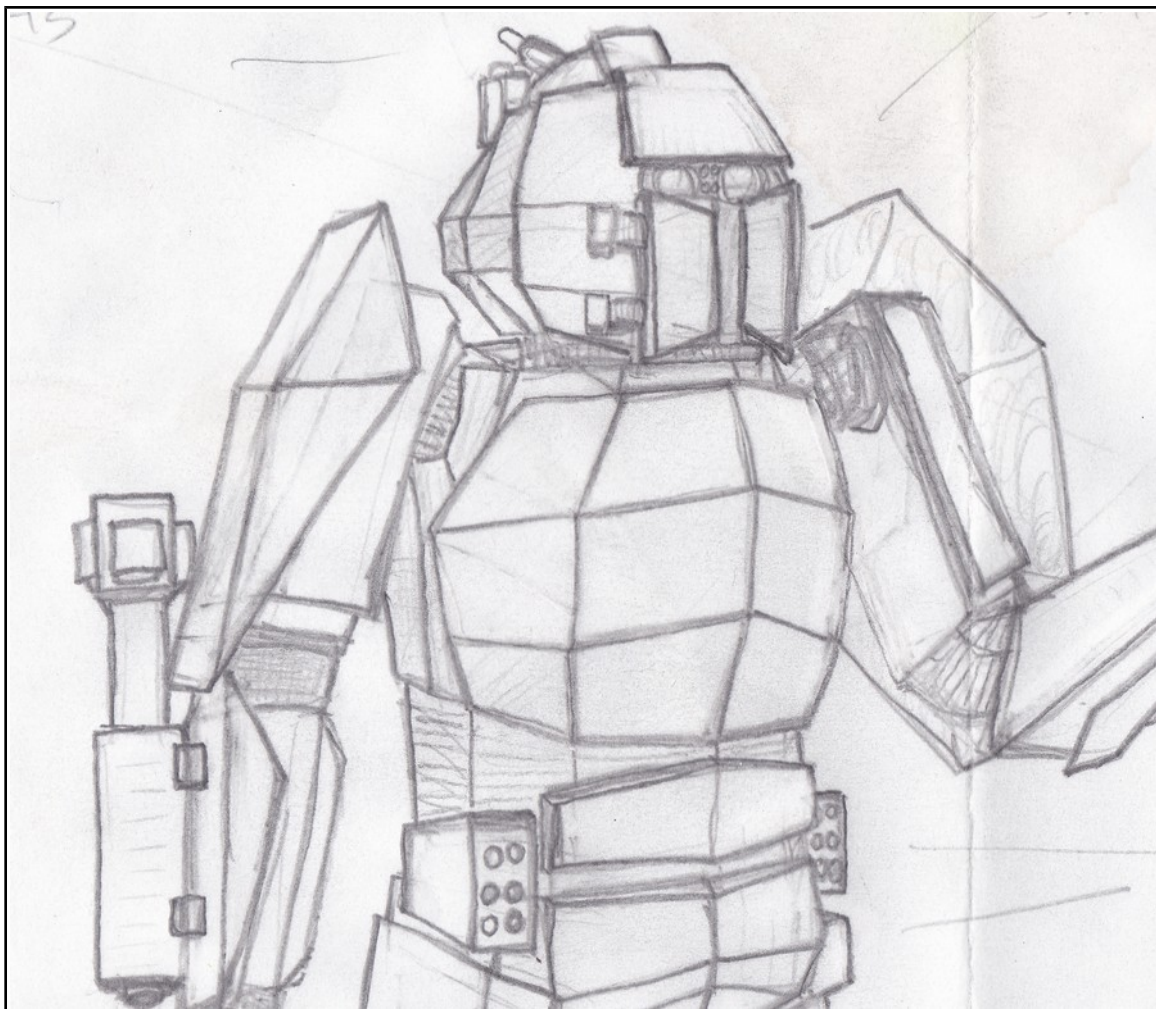
agent – tactics level 2

intellect 2

Vesuvius Heavy Combat Walker

These massive war machines, dubbed “assault mechs” by their designers, dominated the battlefield at the height of the stellar era. Their moniker came from the fact that these types of combat walkers were designed and used to spearhead ground assaults and to destroy or hold objectives. Few other ground units are as heavily armed and armored – these walkers are even able to face off against light starfighters.

This combat walker is a TL 14 update of the fabled Galactic Monopoly (GM) Vesuvius-class assault mech with the latest in gauss, fusion and rocket weaponry. The anthropomorphic form, advanced fire control systems and neural control helmet allow humanoid pilots unparalleled reaction time and accuracy. It also carries the most armor of any combat walker design that saw widespread use.



Vesuvius

Cost (Cr.) 31,705,700

TL 14

Skill drive (walker)

Agility 1

Speed 125 kph

Range 800 km

Crew 1 pilot

Cargo none

Open no

Hull 16

Structure 17

Armor 150 (225 front, 100 left and right, 75 rear, 100 top, 100 bottom) +13 (ERA)

Shipping Size 75 tons

Height 24 meters

Weapons

hard point (right arm) – 22mm heavy gauss cannon (14d6 mega-AP, very distant range, 100 rounds), 19 spaces, 10,000,000 Cr

hard point (left arm) – RF Plasma B Gun (14d6 destructive, distant range, auto 4) 16 spaces, 1,500,000 Cr

missile bay (torso) – artillery rocket pod (16d6, distant range, auto 12, 30 rockets) 4 spaces, 52,000 Cr

Extras

AFV

improved fire control (+4 DM) 100,000 Cr

manipulator arms (Str 24, Dex 16) 190,000 Cr

laser anti-missile system (TL 13, +2 to negate hits, 2D6 damage), 4 spaces, 250,000 Cr

explosive reactive armor type IV, 0 spaces, 125,000 Cr

neural link (+2 initiative, +2 agility), 1,050,000 Cr

advanced navigation (+3 DM), 50,000 Cr

TL 10 communications (encrypted continental), 1 space, 8,000 Cr

advanced electronic countermeasures (TL 14, +3 DM,), 40,000 Cr

advanced sensors (TL 14, +2 DM, very distant range), 1 space, 62,500 Cr

hostile environment protection, 1 space, 50,000 Cr

life support (short-term, 1-4 days), 1 space, 20,000 Cr

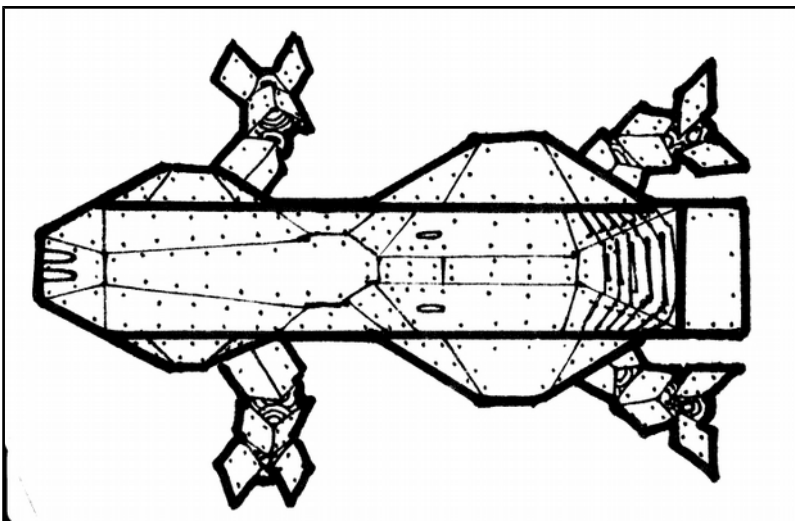
stealth (class III, +3 DM), 3,200,000 Cr

smoke, 0.5 spaces, 1,000 Cr

flares, 0.5 spaces, 1,200 Cr
chaff, 0.5 spaces, 2,000 Cr
prismatic aresol, 0.5 spaces, 4,000 Cr
extra armor (superdense) x 15, 15,000,000 Cr

Kraken

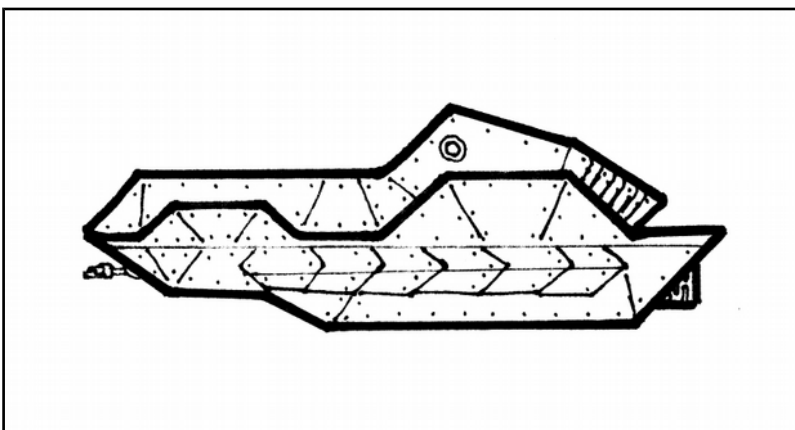
Designed to defend static emplacements or settlements from land, sea, and air units, these massive four-legged combat walkers have a heavily armored hull that is streamlined for underwater movement. This allows them to also serve as fire-support platforms assisting amphibious assaults, or to attack boats and naval forces from the darkness of the sea.



Top View -Legs Deployed

The primary armament of the Kraken is an immense 35 mm mass driver. Mounted in a turret that takes up the entire top half of the mech, and fired from the walker's stable four-legged chassis, this mass driver has a range of 25 kilometers and is capable of destroying almost any target smaller than an armored spaceship.

For attacking targets while under the water, the Kraken uses a "blue-green" laser cannon that is wavelength-tuned for optimal sub-marine range in a small chin turret, typically operated by the Kraken's commander.



Side View - Legs Stowed

Finally, to strike airborne targets, they mount an anti-aircraft TAC missile with a range of 50 kilometers. On an external hard point, it can instead carry an anti-armor or anti-personnel TAC missile.

Kraken

Cost (Cr.) 5,817,000

TL 10

Skill Drive (walker)

Agility 0 (-1 aquatic)

Speed 49 kph (49 kph aquatic)

Range 300 km (400 km aquatic)

Crew 1 commander, 1 pilot, 1 gunner

Cargo none

Open no

Hull 16

Structure 17

Armor 40, (60 front, 40 right, 40 left, 20 rear, 40 top, 40 bottom, 60 turret front, 40 turret side, 20 turret rear)

Shipping Size 75 tons

Height 24.5 meters

Weapons

large turret with 35mm rail gun (12d6 super-AP, very distant range) + 200 rounds

small turret with blue-green laser cannon (7d6, very long range) and
advanced support weapon (4d6 SAP, rifle range) + 1,000 rounds

hard point with anti-air light TAC missile (9d6, extreme range)

Extras

AFV

2 extra legs (+1 DM on rough terrain, +1 to hit)

aquatic drive

advanced controls (+1 agility)

standard navigation (+2 DM)

advanced sensors (+2, very distant range)

standard underwater sensors (+2, very long range)

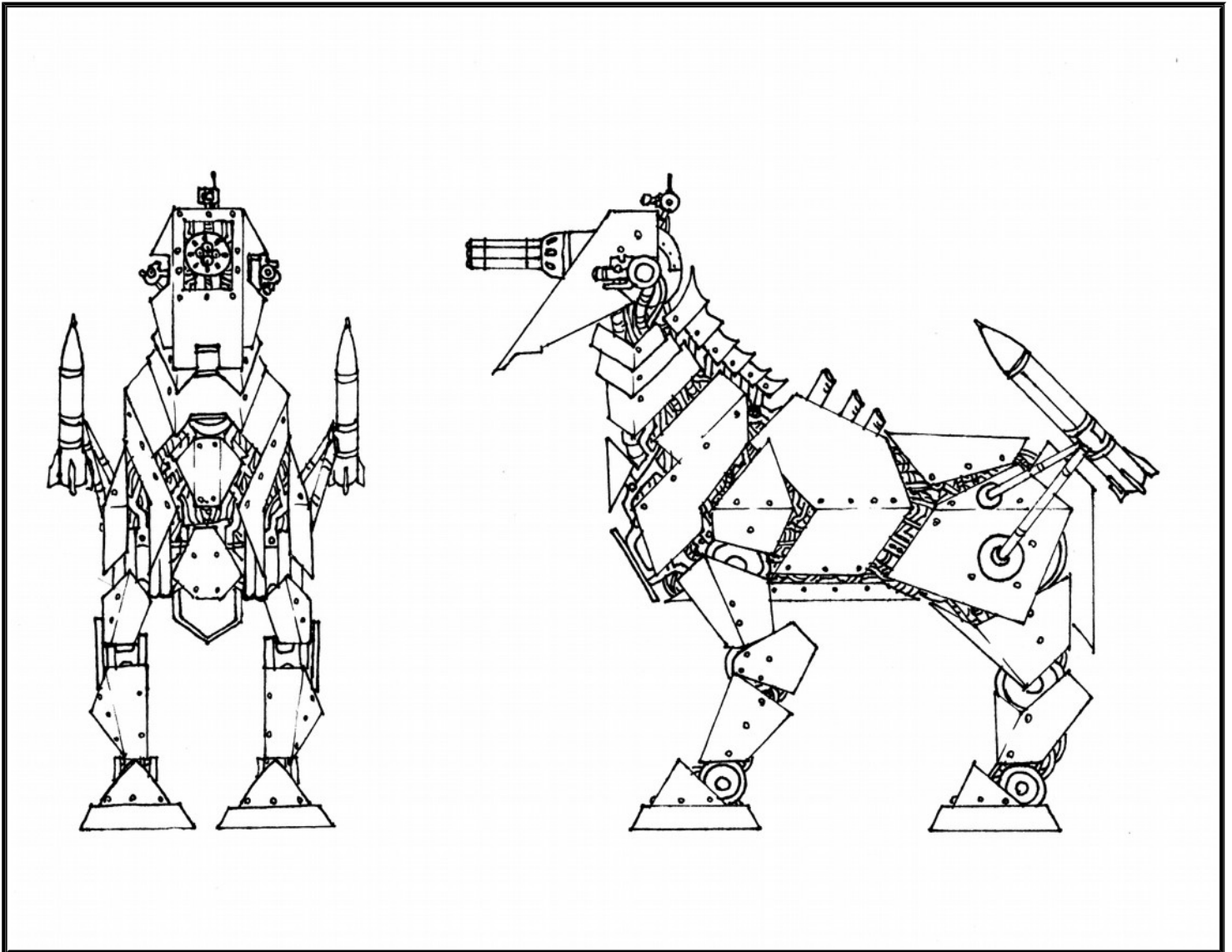
TL 8 encrypted communications

TL 10 laser anti-missile system

reduced speed (%40)

long-term life support (90 days)

Einhorn



A larger, updated successor to the venerable **Quarterhorse** mech chassis, the Einhorn class combat walker also saw extensive use at the dawn of the stellar era. Like the Quarterhorse, they mount the main weapon in a small forward turret, in this case a gatling laser with a range of 5 km. Mission versatility is achieved through two light TAC missile hard points, which can carry anti-armor, anti-personnel, or anti-air missiles as needed.

On the battlefields of the Inheritance Wars they were frequently deployed to provide fire support and anti-air cover for lances of **Quarterhorse** mechs. They are still sometimes used as command units due to their long-range communications, heavy armor, and extensive defensive systems.

Einhorn

Cost (Cr.) 1,314,200

TL 10

Skill drive (walker)

Agility 0

Speed 80 kph

Range 300 km

Crew 1

Cargo none

Open no

Hull 6

Structure 7

Armor 40, (60 front, 40 left and right, 20 rear, 40 top, 40 bottom, 60 turret front, 40 turret sides, 20 turret rear)

Shipping Size 30 tons

Height (m.) 8

Weapons

light turret with TL 8 gatling laser (6d6, auto 2, distant range)

2 hard points with light TAC missiles (missiles not included)

Extras

AFV

extra legs (+1 drive on rough or uneven ground, +1 to hit)

laser anti-missile system (TL 10, +1 to negate hits)

advanced controls (+1 agility)

advanced sensors (+2, very distant)

standard navigation (+2)

TL 10 communications (encrypted continental)

long term life support

flares

prismatic aerosol

extra armor x 4

Ships

EOF-HK1 Starhawk Extended Operations Fighter

30 tons – 25.3854 MCr.

Designed by the Empire to be carried in **WPR-4F-ER** warp boost rings, Starhawks can travel four parsecs at a jump. Because of this they are used extensively as armored couriers, forward scouts, or to transport small teams of agents. Some Imperial carrier fleets will scout nearby parsecs with patrols of these ships. They also serve well as ground attack fighters. Their versatility and the inclusion of a tiny galley and fresher in the cabin led to the HK1 gaining the nickname Kitchen Sink, as in “I’m on kitchen sink duty this week scouting the next sector.”

The three ton crystaliron armored hull acts as a lift body, making the Starhawk a flying wing with excellent atmospheric performance. Built tough, they can generally survive anything short of particle beam fire. Under the armor the four ton hydrogen fuel tanks provide a secondary layer of protection for the central cabin. This heavy frontal armor profile excludes a canopy or windows – instead views from sensors on the hull are presented to the pilot in a holographic display that integrates telemetry and targeting data.

As extended-operations fighters Starhawks feature extras that allow the pilot some comfort during missions. Instead of a cramped cockpit the fighter is piloted from a control cabin. If necessary, a humanoid can turn off the artificial gravity and sleep in the small fresher, per standard Imperial patrol procedure on these craft. There are also two cold berths for transporting passengers, extra crew, or for the pilot’s use during long flights. These cryo-berths can be set to automatically wake the occupants at a set time or as the ship is coming out of warp. There is also cargo capacity for three tons. The cargo spaces are equipped with small seats that fold into the walls, allowing the Starhawk to transport a small fire team.

They are also equipped with a repair or astromech droid, providing in-space repair ability and/or a robotic co-pilot. These can be replaced by a drone but the onboard computer does not usually have the capacity to run a repair program, leaving the pilot to operate the repair drone themselves.

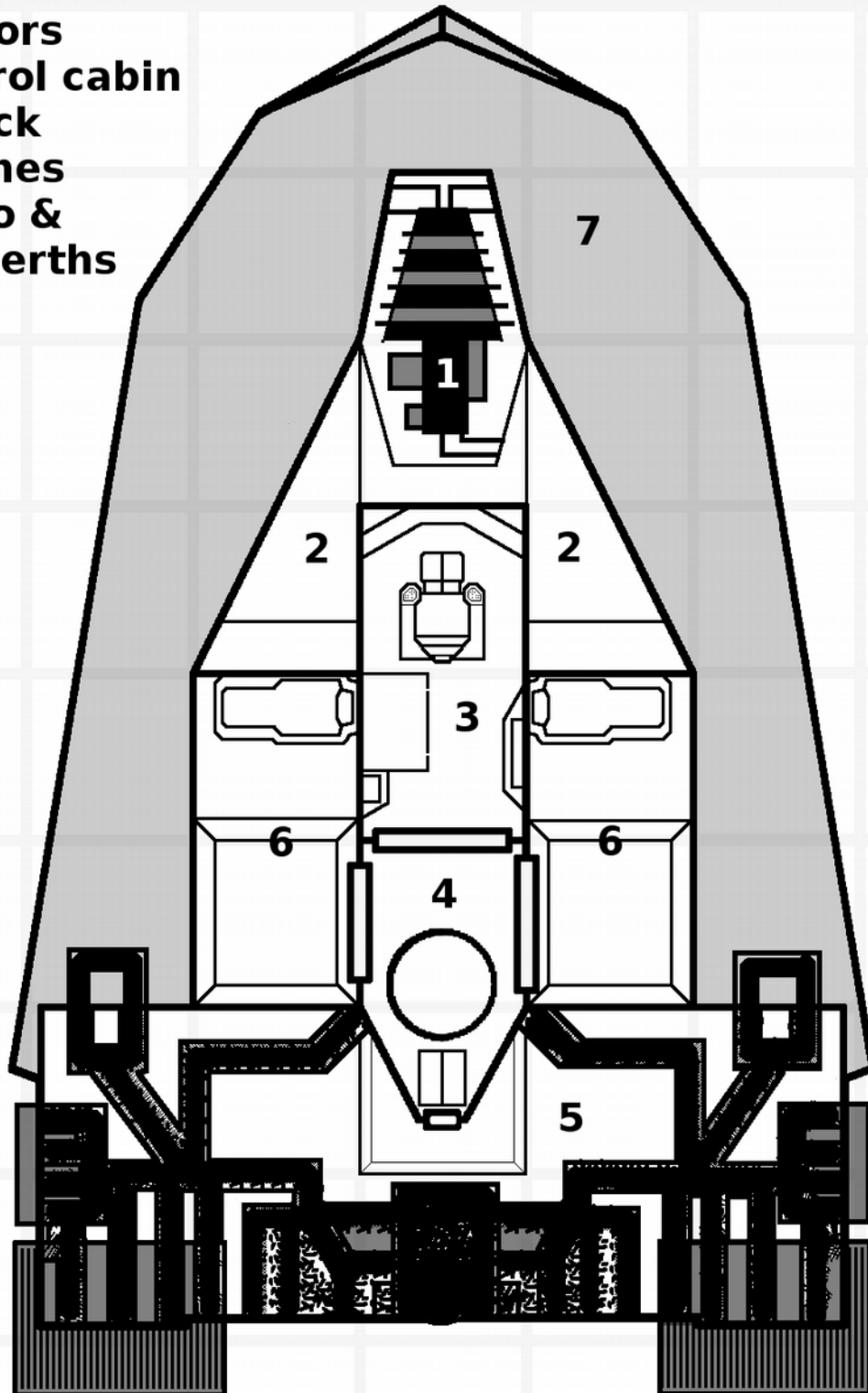
Other extras include probe drones and an airlock, giving them capability to perform search, rescue and repair operations. Often patrol duty will involve picking up or dropping off probes to be retrieved by the next patrol.

Ship Deckplans In science-fiction gaming deck plans for spaceships and star-ports serve a purpose much like dungeons in fantasy gaming. They are both a bounded area where encounters can happen, and a fun visual artifact that stimulates the imagination. With either of these types of maps, gamers can more easily imagine a place and the action that might unfold there. And with deck plans if your characters can get their hands on one of the ships in question they have the opportunity to go tour the galaxy in it, and make it their own traveling home.

STARHAWK

EOF-SH1 extended operation starfighter

- 1) pulse laser
- 2) sensors
- 3) control cabin
- 4) airlock
- 5) engines
- 6) cargo & cryo-berths
- 7) fuel



Starhawks are a TL 12 standard design subject to the %10 cost discount.

System – Details – Tons – Cost (MCr)

Hull – 0 points, streamlined – 30 tons – 1.43 MCr.

Structure – 1 points

Armour – 8 points crystaliron – 3 tons – 0.286 MCr.

Power Plant – class sM – 5.1 tons – 9 MCr.

Maneuver Drive – thrust 8 – class sM – 7 tons – 14 MCr.

Control Cabin – 3 tons – 0.15 MCr.

Crew – 1 pilot

Computer – model 1 – rating 5 – 0.03 MCr.

Software – fire control 1, library – 2 MCr.

Electronics – basic civilian: radar, lidar – 1 ton – 0.05 MCr.

Weapons – fixed mount TL10 pulse laser (long range, accurate, high yield) – 1 ton – 0.6 MCr.

Fuel – 4 weeks of operations – 4 tons

Cargo Capacity – 3 tons

Extras

airlock – 1 ton – 0.2 MCr.

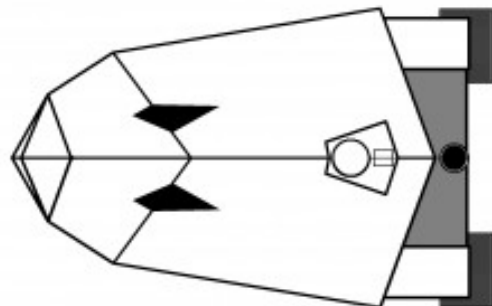
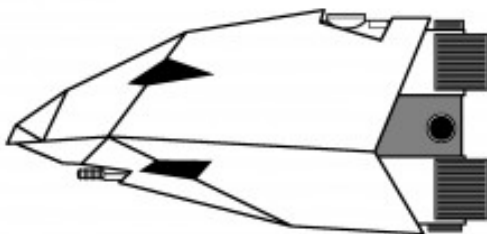
repair drone (1) – 0.3 tons – 0.06 MCr.

probe drones (3) – 0.6 tons – 0.3 MCr.

low berth (2) – 1 ton – 0.1 MCr.

Maintenance Cost (monthly) – 2,115 Cr.

Life Support Cost (monthly) – 200 Cr.



EOF-HK1 Starhawk extended operations fighter – side and top view

Warp Boost Rings

“Interstellar travel, kid. Some call it jumping, or warp, lightspeed, FTL, hyperspace, whatever. If you want to get out of this system, you need a ship that can do it. Like mine. And it’s gonna cost you.”

– Captain Liv Thunson, USS Sabre Tiger

Designed to give jump capabilities to smaller ships, warp boost rings are spacecraft that consist of a self-contained jump drive and fuel supply in a chassis that can dock with and carry a small ship. Many designs use a ring-shaped chassis and interior docking clamps to accommodate a variety of ships under 60 tons, as long as they are small enough to fit inside the ring. Other designs use a sled-like chassis that the smaller ship sits within.

As the jump ring hulls do not have maneuver drives of their own they rely on the thrust of the attached ship for sub-lightspeed travel. Thrust will need to be recalculated according to the combined ships’ new tonnage and the maneuver thrust rating of the small ship. For example, a 50 ton modular cutter with thrust 4 docked with a WPR-A-2 are 90 tons combined and move at thrust 2. Because for most small ships half speed is the result, a handy way to determine the new thrust quickly is to simply halve the ship’s thrust while docked.

Due to poor aerodynamic characteristics these hulls give the docked ship -1 DM on pilot skill checks when in atmosphere. For this reason these rings are typically left parked in orbit while the docked ship heads into atmosphere. The rings are nevertheless equipped with landing gear.

WPR-A-2 Warp Boost Ring

100 tons – 19.044 MCr.

A common sight in the interior of the Imperium, the WPR-A3 allows small spaceships of up to 60 tons to dock and travel at warp 2. They often carry skiffs or boarding shuttles between systems.

When used to transport ships of 10 tons or less, their FTL range is extended to jump-3.

When carried on larger ships, these rings take up 40 tons of hangar space.

Monthly maintenance costs 1,587 Credits. Standard design (%10 discount).

100 ton hull – standard (ring) – 2 MCr.

Hull – 2 points

Structure – 2 points

Armor – none

Power Plant – A – 4 tons – 8 MCr.

Jump Drive – A – **jump-2** – 10 tons – 10 MCr.

Fuel – one jump-2 and two weeks of operation – 22 tons

Computer – model 2 – rating 20 – 0.16 MCr.

Software – jump control 2 – 0.2 MCr.

Docking for small ship up to 60 tons – 4 tons – 0.8 MCr.

WPR-F-4 Warp Boost Ring

100 tons – 39.51 MCr.

A longer-range version of the WPR-A-2, this chassis is almost twice the size and mainly used to quickly move small ships such as modular skiffs or retrieval boats across the cosmos at warp 4. WPR-F-4 are frequently used to carry **Starhawk** extended range fighters.

When carried on larger ships, these rings take up 70 tons of hangar space.

Monthly maintenance costs 3,292 Credits. Standard design (%10 discount).

100 ton hull – standard (ring) – 2 MCr.

Hull – 2 points

Structure – 2 points

Armor – none

Power Plant – B – 7 tons – 16 MCr.

Jump Drive – B – **jump-4** – 15 tons – 20 MCr.

Fuel – one jump-4 and two weeks of operation – 44 tons

Computer – model 4 – rating 20 – 5 MCr.

Software – jump control 4 – 0.4 MCr.

Docking for small ship up to 30 tons – 1 ton – 0.5 MCr.

Imperial Star Corvette

500 tons – 324,385,000 Cr

Reasonably fast, well armed, and heavily armored, the Imperial Star Corvette is the workhorse of the **Skein Reach**, and dreaded by captains of smaller ships. Typically used to patrol the borders of Imperial space, its fast jump drive ensures that the Emperor's forces can quickly crush most small threats and effectively pursue criminals and smugglers along the periphery.

In the Skein Reach, other than their cruiser the ISS Crusher, a handful of these aging Corvettes make up the majority of the Duke's interstellar fleet.

With a maximum thrust of 5 gravities these corvettes can overtake most ships, and those that can outrun them must still escape the reach of their missiles and the main gun – a fixed particle beam. Captains that stand and

fight will have to slug through the medium crystaliron armor while suffering a fusillade of return fire from the eight lasers.

In addition to the captain and crew of 24, the Star Corvette carries a complement of 20 Imperial starship troopers, a ship's launch for landing them on planet or boarding other ships, and a cryo-brig for 8 prisoners. Some corvettes will be outfitted with two light fighters instead of the launch, further extending the Corvette's reach.

In order to facilitate rapid patrols or to make emergency jumps, the Imperial Star Corvette carries enough fuel for four one-parsec jumps.

System – Details – Tonnage – Cost (MCr)

Hull – 10 points, standard wedge – 500 tons – 32 MCr.

Structure – 10 points

Armour – 4 points, crystaliron – 25 tons – 6.4 MCr.

Power Plant – class N – 40 tons, 104 MCr.

Maneuver Drive – thrust 5 – class N – 25 tons – 52 MCr.

Jump Drive – jump 3 – class H – 45 tons – 80 MCr.

Bridge – 20 tons – 2.5 MCr.

Crew – 1 captain, 1 first mate, 3 pilots, 1 navigator, 2 engineers, 5 gunners, 20 marines

Computer – model 3 – rating 15 – 2 MCr.

Software – maneuver 0, jump control 3, fire control 3, library – 6.3 MCr.

Electronics – basic military: radar, lidar, jammers – 2 tons – 1 MCr.

Weapons

4 x triple turret – beam laser / pulse laser / sandcaster – 4 tons – 13.75 MCr.

60 x sandcaster barrels – 3 tons – 0.03 MCr.

1 x double fixed hardpoint – particle beam / missile rack – 0 tons – 5 MCr.

24 x basic missile – 2 tons – 0.03 MCr.

Fuel – 4 x jump 1 and 12 days of operation – 214 tons

Cargo Capacity – 16 tons

State Rooms – 1 single, 6 double – 28 tons – 3.5 MCr.

Barracks – 20 bunks – 40 tons – 2 MCr.

Emergency Low Berths / Brig – 8 berths – 2 tons – 0.2 MCr.

Extras

Fuel Scoops – 1 MCr.

Fuel Processors – 150 tons per day – 7.5 tons – 0.075 MCr.

Ships Locker

Probe Drones – 5 drones – 1 ton – 0.5 MCr.

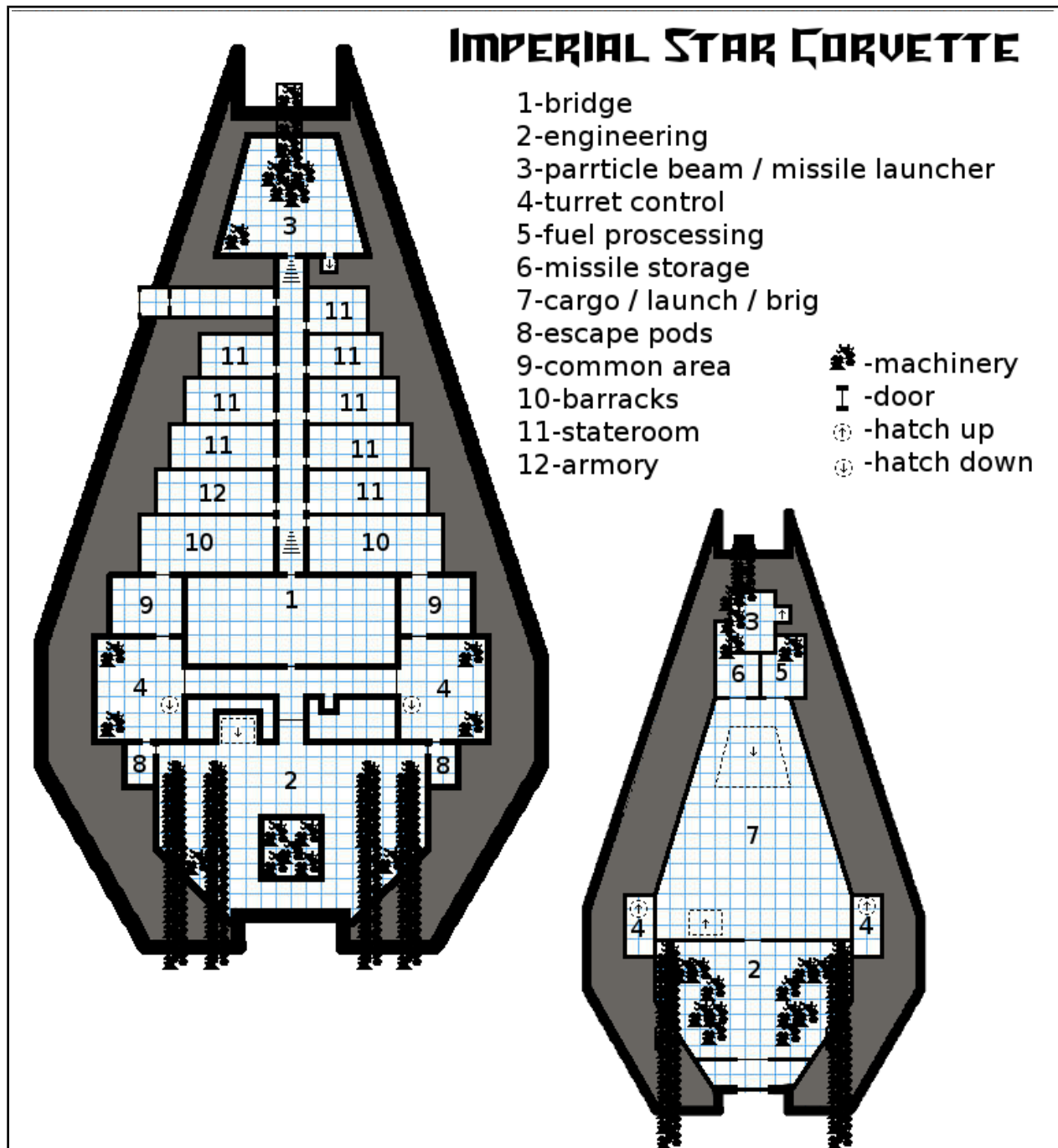
Repair Drones – 5 tons – 1 MCr.

Escape Pods – 3.5 tons – 7 pods – 0.7 MCr.

Launch – 20 tons – 14 MCr.

Maintenance Cost (monthly) – 27,032 Cr.

Life Support Cost (monthly) – 50,000 Cr.



AREAS

Bridge – Duty stations for the helm, sensors, communications, engineering, environmental controls, and a captain's chair.

Engineering – This two-deck section contains the power plant, maneuver drives, the jump drive, life support, duty stations for controls of all of the above, and a large lift that descends to the cargo hold. Multiple stairs and ladders allow movement between the decks. A cargo airlock opens to the aft from the bottom floor.

Main Guns – The fixed particle beam occupies the top deck and the missile launcher the bottom deck of this two-story area, with duty stations for both weapons. A ladder allows passage between the decks.

Turrets – The lasers, sandcasters, and sand barrel storage fill the aft of the top floor of these areas. Fire control stations for the dorsal port and starboard turrets share this space on the top deck, while duty stations for the ventral port and starboard turrets are accessed by descending ladders to the lower-deck areas.

Fuel Processing – The fuel scoop opens to space below this area, and raw hydrogen is refined by the machinery here and stored in the main tanks.

Missile Storage – The ship's magazine of 24 standard missiles and an auto-loader are here. A cargo door to the aft gives access to the cargo bay, and a standard door on starboard to the main gun's lower deck.

Cargo Bay – In addition to whatever cargo may be carried in the modest 16 tons of space available here, the ship's 20 ton launch is stowed here, along with the eight emergency berths that serve as the ship's brig (the Emperor's justice is cold). A large cargo door and ramp opens towards the fore of the cargo bay for loading, unloading, and launching the ship's launch. Cargo doors open to missile storage, fuel processing, and engineering. A cargo lift gives access to engineering's top deck.

Escape Pods – Accessible from engineering, the ship's seven escape pods await occupants here, and when launched exit through the top of the ship behind the turrets.

Common Areas – The mess for the crew, tables, chairs and a large holographic display occupy the port common area, while tables, couches, and small video screens make up the lounge on the starboard side.

Barracks – Accommodations for ten star marines in the form of individual bunks fill each of these barracks.

Staterooms – Double-occupancy staterooms make up the quarters for the ship's three shifts of gunners, engineers, and helms-beings, with two shifts hot-bunking in each bed. The captain enjoys the large stateroom

near the bridge for their personal use, while the first and second mates share the other large stateroom across the hall from the captain. All staterooms have doors that open to the central hallway that connects the bridge to the main guns.

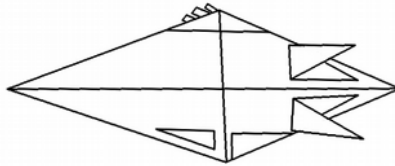
Droid Military Ship 0110110100110001

This is the first military ship built by the Droid Uprising. It is entirely of droid design, designation 0110110100110001 (M1).

Armored front and back with fifteen tons of thick crystaliron angled plate, this is the toughest little jump-capable ship that the droids could build from the wreckage of the space hulk Cretaceous.

This ship has no life support capability or accommodations for living crew. Other than the bridge, drone storage, and one ton for cargo, every ton of this ship is designed for fighting. 4 gravity maneuver drive, a 4 parsec jump drive, and a triple turret make up the majority of this ship's systems.

Extensive stolen software is installed on this ship, giving it the ability to operate with no crew. In essence, the ship is a spacefaring droid.



0110110100110001

TL 12

Tons 100

Price (MCr.) 81.96

Hull 2 (streamlined)

Structure 2

Armour 12 crystaliron

Jump Drive B jump 4

Manoeuvre Drive B thrust 4

Power Plant B (consumes 2 tons / week of operation)

Bridge standard

Computer model 4 rating 20

Software intellect, jump control 4, evade 2, fire control 4, autorepair 1, library

Electronics basic military +0 DM, radar, lidar, jammers

Weapons

triple turret – particle beam, beam laser, pulse laser

Fuel one jump 4 and two weeks of operation

Cargo 1

Staterooms none

Low Berths none

Extras

probe drones (5)

repair drones

fuel scoops

Maintenance Cost (MCr monthly) 0.00683

Life Support Cost (Cr monthly) 0

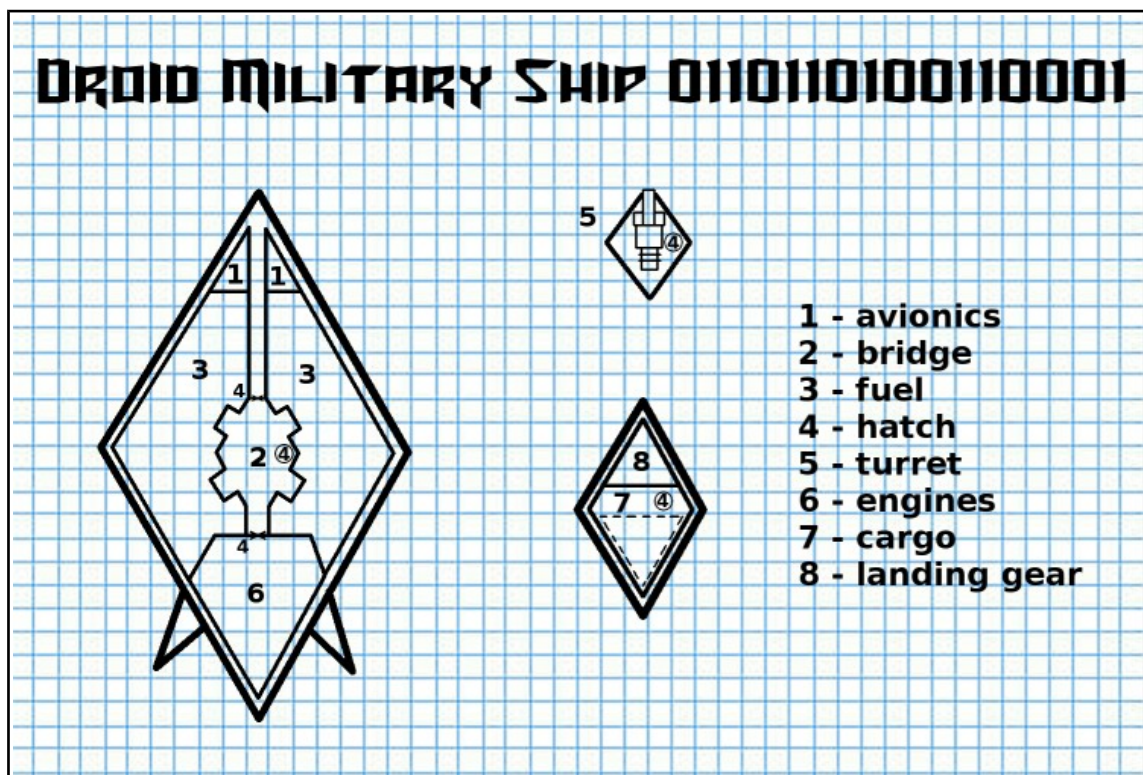
When first built the 0110110100110001 is crewed by four droids:

S432K – steward droid with diplomacy 0, electronics (scanner) 1 software – SENSORS / COMMS

AT-504 – astro-repair droid with navigation 0, engineering 1, repair 1 software – ENGINEERING

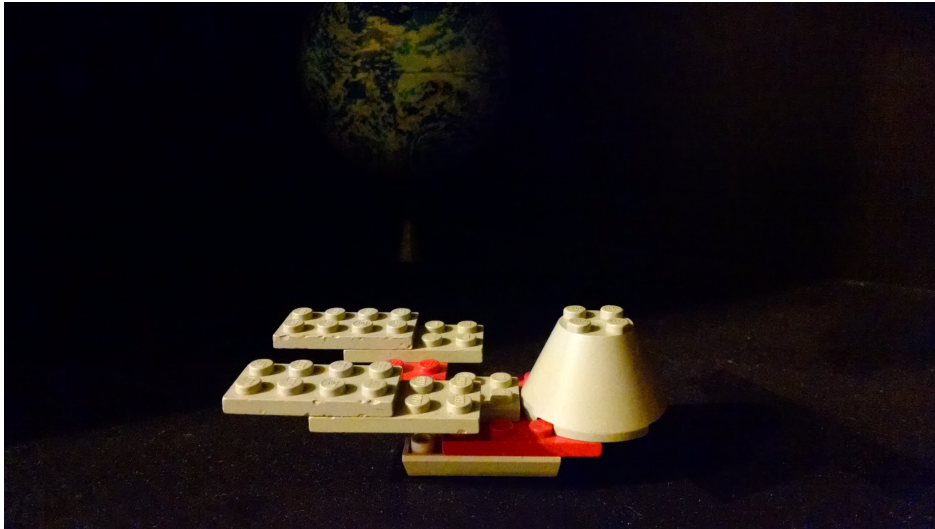
AQ-980 – astro-repair droid with navigation 1, pilot 1, repair 0 software – HELM

VKT-43 – “Victor” – security droid with tactics 1, gunnery 1 software – COMMAND /WEAPONS



Confederation Frigate

700 tons – 313,180,000 Cr.



These medium ConFed ships are designed to be versatile, as their missions often include diplomacy, scouting, and transporting cargo and personnel across space in addition to serving as light warships.

Large fuel reserves and cargo capacity mean that these frigates can transport 200 tons of cargo 3 parsecs before needing to be refueled – an operation that requires assistance, as the distributed hull is not equipped with fuel scoops or processors. Some will carry a fuel tender for this reason.

Even staffed with a full crew these frigates offer luxurious accommodations. The advanced voice-interface computer systems ensure that at reduced staff levels the command crew is able to navigate and if necessary defend themselves. Eight beam lasers and two missile launchers allow these Frigates to deal respectable damage to enemy vessels at long range, and four sandcasters and three pulse lasers equip them for anti-laser and point defense.

Condederation Frigate – Type GP-147

System – Details – Tons – Cost (MCr)

Hull – 14 points distributed hull – 700 tons – 57.6 MCr.

Structure – 14 points

Armour – 6 points bonded superdense – 35 tons – 28.2 MCr.

Power Plant – class G – 22 tons – 56 MCr.

Maneuver Drive – thrust 2 – class G – 13 tons – 28 MCr.

Jump Drive – jump 2 – class G – 40 tons – 70 MCr.

Bridge – 20 tonnes – 3.5 MCr.

Crew – 1 captain, 2 officers, 3 pilots, 3 navigators, 6 engineers, 14 gunners, 8 marines

Computer – model 4 – rating 20 – 5 MCr.

Software – intellect 1, maneuver 0, jump control 2, fire control 4, evade 1, auto-repair 1, library – 17.2 MCr.

Electronics – advanced: radar, lidar, densiometer, jammers – 3 tons – 2 MCr.

Weapons

4 x triple turret – beam laser / beam laser / sandcaster – 4 tons – 13 MCr.

40 x sandcaster barrels – 2 tons – 0.02 MCr.

2 x double turret – missile rack / missile rack – 2 tons – 2.5 MCr.

24 x smart missiles – 2 tons – 0.06 MCr.

1 x triple turret – pulse laser / pulse laser / pulse laser – 1 ton – 2.5 MCr.

Fuel – 1 x jump 2 and 13 weeks of operation – 224 tons

Cargo Capacity – 200 tons

State Rooms – 4 single, 13 double – 68 tons – 8.5 MCr.

Barracks – 8 bunks – 16 tons – 0.8 MCr.

Low Berths – 4 berths – 2 tons – 0.2 MCr.

Luxuries – 10 tons – 1 MCr.

Extras

Ships Locker

Probe Drones – 5 drones – 1 ton – 0.5 MCr.

Repair Drones – 7 tons – 1.4 MCr.

Escape Pods – 16 pods – 8 tons – 0.8 MCr.

Launch – 20 tons – 14 MCr.

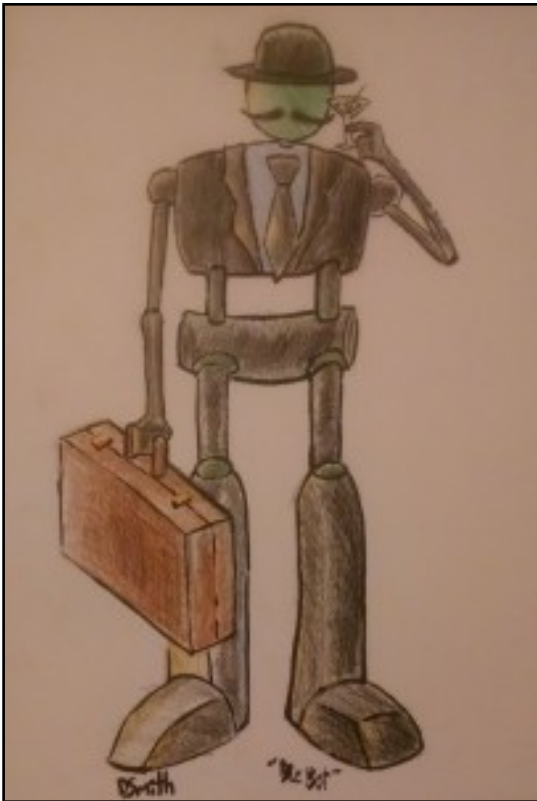
Maintenance Cost (monthly) – 25,940 Cr.

Life Support Cost (monthly) – 57,400 Cr.

Droids

These are a few example of droids common to the Skein Reach. Most are built with some type of positronic brain as their cognitive center, coupled with a system that enforces obedience and restricts their activity to their owner's commands.

BrokerBot-73



Droid Virus BrokerbotTap

This virus infects Brokerbot-X-73s with a subroutine that skims off the top and siphons funds into an i-space v-bank.

If discovered and pursued, the money trail could lead back to any number of miscreants, from plucky street-level hackers, all the way up to the manufacturing corporation itself.

In outer space trade is a risky proposition. Between space pirates, aliens, and the legal vagaries of different planetary governments it can be difficult to even get goods from place to place. If space merchants encounter poor prices when they try to sell their goods, all of their hard work does them no good monetarily.

For Player Characters buying and selling goods in spaceports an experienced broker can be the difference between making a healthy profit and barely scraping by. In Traveller, for every transaction each point of the Broker skill results in a %5 difference in price.

For crews that find themselves slowly going bankrupt a clever solution is a droid with the broker skill. The BrokerBot-73, a common model mass produced by Vinestead-X-Interstellar (VXI), comes loaded with Broker 2, Admin 2, and Translator 1, making them capable of managing trade in multiple languages, and getting good prices. The advertisements claim that a BrokerBot-73 “can increase profits from interstellar trade by an average of %20 (profit increase not guaranteed.)”

BrokerBot-73 (TL 13)

Strength 6 (+0), Dexterity 6 (+0), Hull 2, Structure 2

Intelligence 9 (+1), Education 12 (+2), Social Standing 7 (+0)

Traits: Computer/3 (running Intellect/1, Expert Broker/2, Expert Admin/2, and Translator/1)

Weapons: Punch (Melee (unarmed), 1d6 damage)

Price: 120,000 Credits

Mining Droids

Manufactured in the Skein Reach by the Katoba Corporation under license from Galactic Mining Equipment, these mining droids all come equipped with a grav drive, a mining laser, a manipulator appendage, and ore storage. With a basic intellect and mining software, these droids can mine without the constant supervision required by drones, and are therefore preferred by large mining operations such as **AMC** in **Micon**.

MSM-X47

Strength 14 (+2), Dexterity 10 (+1), Hull 4, Structure 4

Traits: Armour 9, Integral System (grav floater), large, Specialised Computer/1 (running Intellect/1 and gun combat (0) Expert Trade (mining)/1)

Weapons: multi-spectrum mining laser (3d6+3), manipulator (unarmed), 2d6 damage)

Price: 105,000 Credits

TSL-9 Strip Excavator

Strength 11 (+1), Dexterity 10 (+1), Hull 4, Structure 4

Traits: Armour 8, Integral System (grav floater), large, Specialised Computer/1 (running Intellect/1 and Expert Trade (mining)/1)

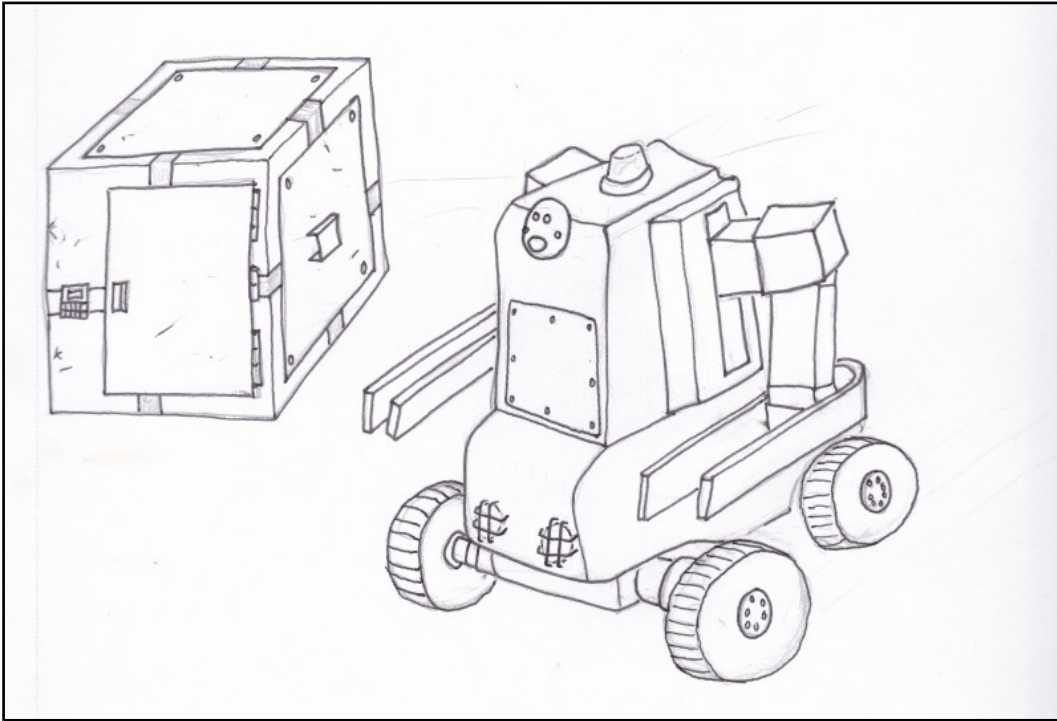
Weapons: broad-beam mining laser (3d6), manipulator (unarmed), 2d6 damage)

Price: 95,000 Cr

JAK Cargo Droids

These droids are the three best-selling models manufactured by Xrohn Doer's Heavy Robotics (XDHR) division. All three feature wheels on an adjustable-width suspension and a pair of cargo arms that the droids use to lift and carry cargo containers.

The JAK-10 is rated to transport one ton of cargo, the larger JAK-15 is rated up to 1.5 tons, and the big-wheeled JAK-AT-20 is rated to carry two tons of cargo across rough terrain. All JAK models are programmed with custom coordination software that allows groups of them to work together to move larger loads.



JAK-10

Strength 25 (+6), Dexterity 9 (+1), Hull 1, Structure 2, Intelligence 3 (–1), Education 5 (–1), Social Standing 0 (–3)

Traits: Armour 1, Huge, Specialised Computer/1 (running Intellect/1 and Expert Trade (any physical)/1)

Weapons: Cargo Arms (Melee (unarmed), 2d6 damage)

Price: 65,000 Credits

JAK-15

Strength 30 (+8), Dexterity 9 (+1), Hull 2, Structure 2, Intelligence 3 (–1), Education 5 (–1), Social Standing 0 (–3)

Traits: Armour 1, Huge, Specialised Computer/1 (running Intellect/1 and Expert Trade (any physical)/1)

Weapons: Cargo Arms (Melee (unarmed), 3d6 damage)

Price: 75,000 Credits

JAK-AT-20

Strength 35 (+9), Dexterity 9 (+1), Hull 3, Structure 3, Intelligence 3 (–1), Education 5 (–1), Social Standing 0 (–3)

Traits: Armour 2, Huge, Specialised Computer/1 (running Intellect/1 and Expert Trade (any physical)/1)

Weapons: Cargo Arms (Melee (unarmed), 4d6 damage)

Price: 95,000 Credits

PSIONICS

Temporvoyance

This psionic power allows psions to see into possible futures, or into the past.

In the distant past, the psychic priests of Archeron who pioneered the technique referred to it as chronomancy. This power was then used by the Naikerran Empire, in an age when reliable star charts were not available, to establish a near-monopoly on interstellar travel. The Naikerran psion-navigators would glimpse into the future to see if their arrival would be safe before traveling through the warp.

Very rare in the Fifth Interstellar Empire of Humanity, temporvoyance is forbidden by Emperor Omerox, along with all other unregistered psychic powers.

This power presents an opportunity for players to contribute to the story. By describing a possible future, the psion's player presents the GM with ideas to use in the game. The GM is encouraged to collaborate with the player using the "yes, and..." dynamic, molding the story idea into something dramatic and fun.

Powers

Glimpse – on successful psionic (temporvoyance) roll, the player gets a sense of what's about to happen in the next few moments. This lets them modify an upcoming roll per the rules on chain tasks. Of course there is danger in looking into possible futures – a bad psion roll can result in a penalty to the task.

Temporvoyance, Psionic Strength, 10–60 seconds, Average (+0). Costs 1+Range.

Vision – gives GMs and players a tool to allow players to help create the game's story. On a successful psionic (temporvoyance) roll, the player has a vision of the future. Perhaps it's a future that the psion wants, maybe it's a scenario they want to avoid. Players are encouraged to describe what they see. The GM has discretion to use or modify the possible future glimpsed. The vision might include things to try to do to avoid or to bring that possible future about.

Difficulty and cost should be determined by the GM based on the scope and reach of the vision.

Temporvoyance, Psionic Strength, 10–60 minutes, Average to Difficult (+0 to -4). Costs 1+, GM's discretion.

ALIENS

Hyperspace Horrors, FTL Fiends, and Warp Devils

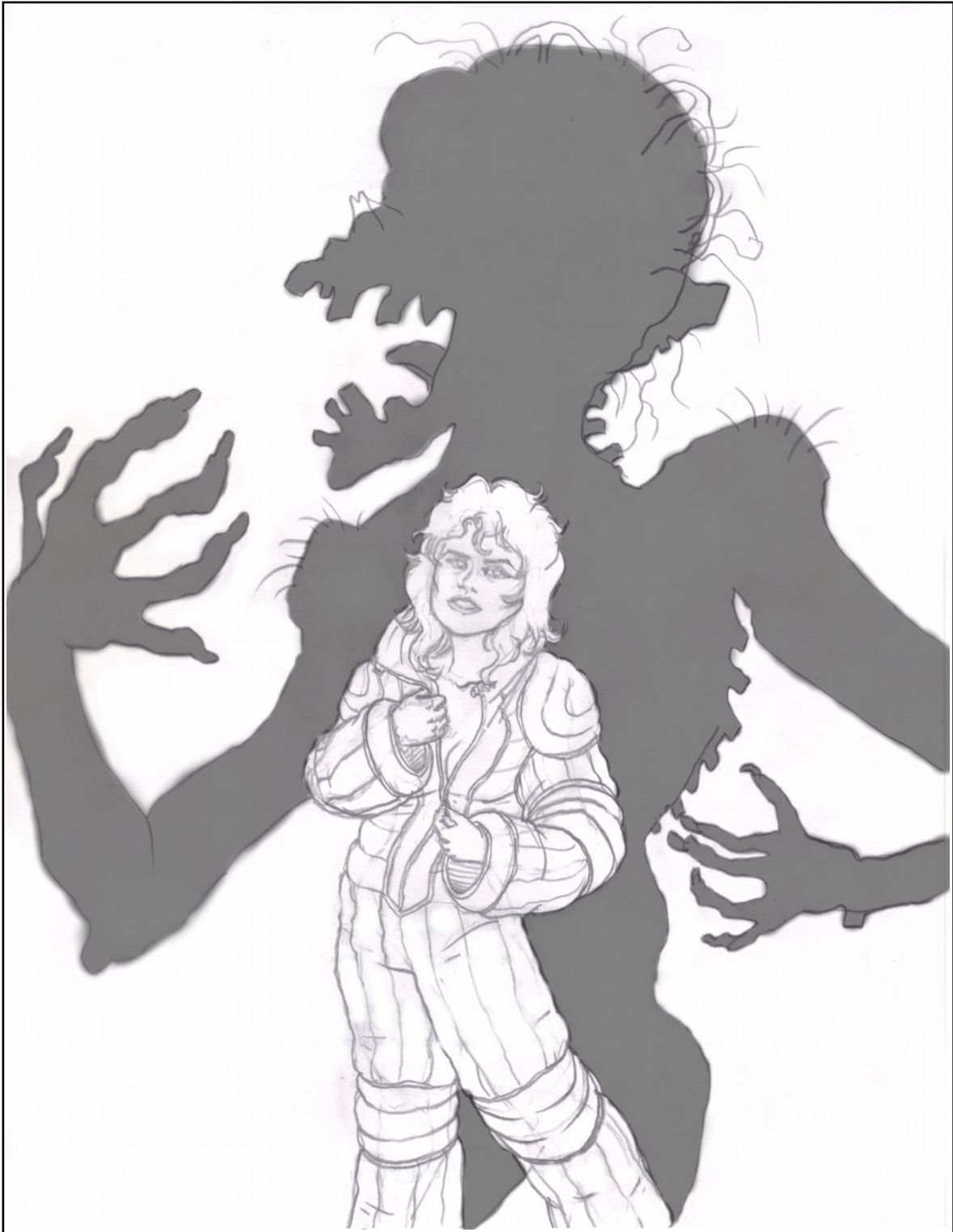
Called space demons by some, these horrifying creatures are believed to originate from outside the known universe. Some scientists posit that they are a psionic phenomena, manifesting in our perceived reality through unknown processes. Experiments with psionic or jump space technology that manipulates the fundamental laws of physics have sometimes been known to manifest these types of creatures.

Varied in appearance, these creatures display anatomies and abilities with little resemblance to most life-forms of known space. Some seem to have intellects and psychic powers, while others seem to simply be ravenous beasts. Many have horrible or impossible-seeming physiology, such as the lack of an apparent skin, multiple heads, or protruding bones.

The following creatures are just a few examples of the types of creatures that sometimes come to the Travellers' universe from outside normal space.

Imposter

First encountered during the Second Imperium when a rogue scientist used surgery and mutagens to stimulate psionic abilities in test subjects. Investigators believe some type of alien entity or psionic parasite merged with one of the test subjects and gained control of the host. The resulting hybrid creature then propagated its kind among the other test subjects. After contact was lost with the base one of the first squads of Imperial anti-psyker Inquisitor-Marines was sent to retake the research station. Cleansing the station resulted in significant casualties, including incurable insanity in the lead Inquisitor, the Sainted Reverend Knight Brigidus Zel.



These creatures have strong psionic powers and are able to command sentient creatures and project a false appearance into other creatures' minds. They will endeavor to separate a group and use a false appearance to ambush lone members when their guard is down. Fairly intelligent, they will often retain many of the skills of their host. Some will eat the brains and bodies of their victims, though they will instead infect psionic creatures with the psychic parasite. Groups of them coordinate using telepathy.

Appearance – *Horribly disfigured humanoid creatures with gaping maws of razor-sharp teeth.*

size 6 (50 kg)

Strength 2d6 (7), **Dexterity** 2d6 (7), **Endurance** 2d6 (7), **Intelligence** 8, **Instinct** 8, **Pack** 2, **Psionic** 12

Skills – athletics 0, melee 0, recon 0, survival 0, (any other from host – often includes gun combat 0), psionics (telepathy) 3

Weapons – teeth 1d6 damage (or by weapon)

Armor – 2 (or humanoid armor as available)

Ravager

An incident on the research station at a Lagrange point of Zaftel IV resulted in the death of the entire science staff. Video footage recovered from the station shows the staff being torn to pieces by a large creature that appeared during tests of the short-distance teleportation experiment being conducted there. Although quarantine procedures were properly followed, the creature somehow managed to get on board the first rescue ship and kill several of their crewmembers before it was destroyed.

Appearance – *A hulking brute with claws, teeth, chitinous plates, spikes and horns, resembling a huge demonic dog.*

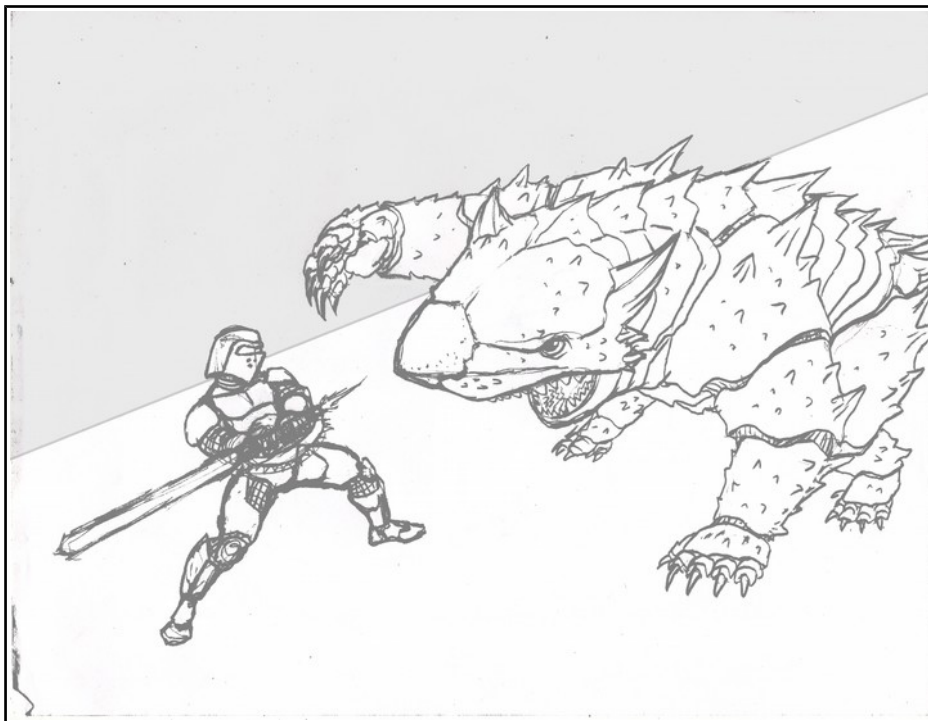
size 9 (450 kg)

Strength 4d6 (14), **Dexterity** 2d6 (7), **Endurance** 4d6 (14), **Intelligence** 4, **Instinct** 8, **Pack** 3

Skills – athletics 2, melee (claws and teeth) 2, recon 1, survival 0, psionics (teleportation) 1

Weapons – claws and teeth 2d6+2 damage

Armor 6



Impregnator

These small parasites were discovered when they overwhelmed a colony ship following a misjump. They have a hypnotic psi power, which they use to pacify a target and implant their spawn. Within a few days the host dies as the parasites consume their internal organs, all the while using their growing psychic powers to kept the victim insensitive to the pain.

Appearance – *Many-legged insect-like creatures, with huge mandibles and a long egg-injecting stinger.*

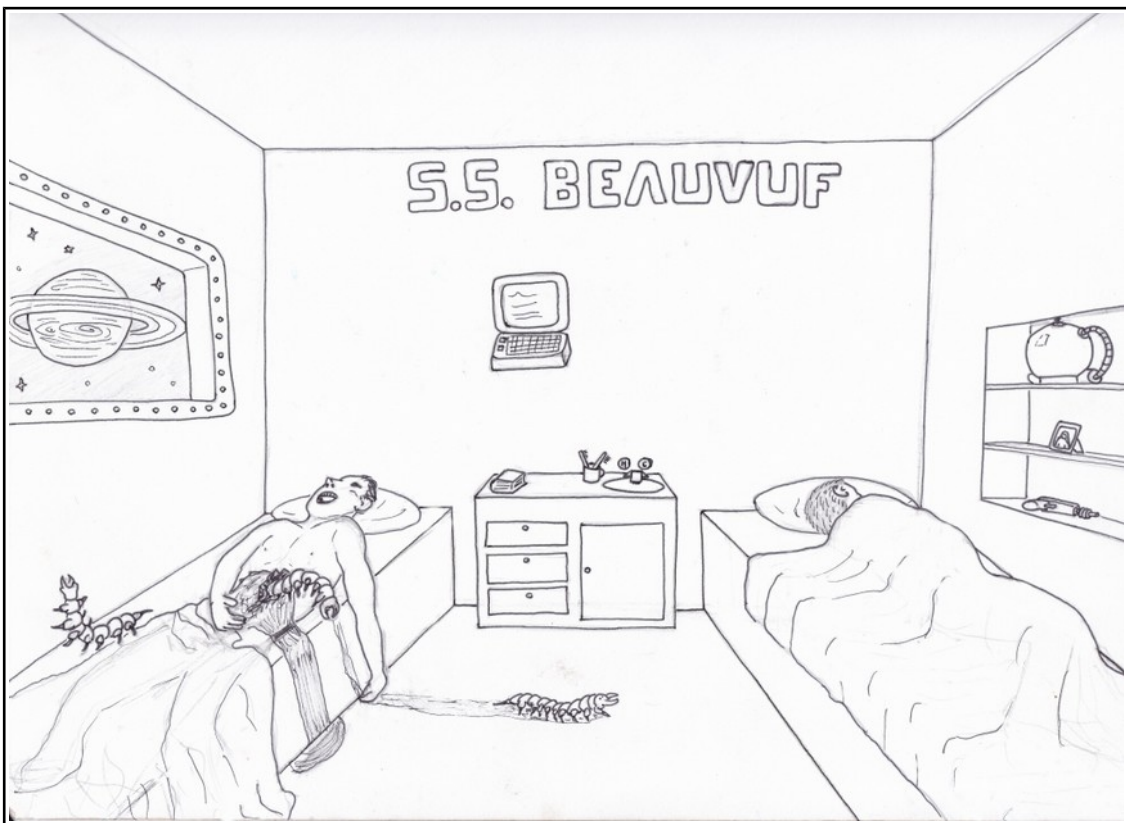
size 3 (6 kg)

Strength 1d6 (4), **Dexterity** 2d6 (7), **Endurance** 2, **Intelligence** 4, **Instinct** 8, **Pack** 5, **Psionic** 7

Skills – athletics 2, melee (teeth) 2, recon 1, survival 0, psionics (telepathy) 1

Weapons – teeth 1d6 damage

Armor 3



The Mantid

Highly adaptive, fast-evolving, scavenging insectoids, the Mantid are an alien species encountered through the Skein Reach. Terrans describe them as looking like a praying mantis, a wasp, or a humanoid ant.

Individuals and colonies vary considerably as the Mantid's genomes will adapt newly laid members to their environment within a few generations. Thus it is common to see a population of Mantid that are adapted to a tiny abandoned space station, or a world with an otherwise toxic atmosphere. Their carapace can be of any color based on available minerals and their place in Mantid society. For example, warriors will often have dark stripes or patterns contrasting with grays or earth tones. The statistics presented below represent typical examples of those who are adapted to living on starships or space habitats.

The Mantid are extremely social creatures and demonstrate high degrees of cooperation and devotion to their colony. Though their language is not well understood, xenobiologists postulate that they communicate both with a spoken symbolic language and through pheromones. These chemical communications seem to generate simultaneous emotional responses through a colony – if one is attacked the fight-or-flight response rapidly spreads to all Mantids in the area. Some creatures find the Mantid's pheromones unpleasant and describe their habitats as “smelly” or “stinky”.

Their language mainly consists of antenna movement and patterns of clicks with varying frequency, volume, and tone, and is very difficult for non-insectoid sophants to reproduce. They cannot make the sounds of galactic standard, and therefore cannot communicate with most travellers without translators. In addition, due to the fact that most Mantid emotional content is communicated by smells, even those using translator droids or portable translators find them difficult to understand. When spoken to they come across as confusingly literal and disjointed.

The result of these communication barriers is that in most encounters with Mantid vessels neither party tries to communicate at all. In the Skein Reach it's conventional wisdom that when you spot a Mantid ship they're either going to attack you for scrap or ignore you, based on whether they think they outgun you.

Their vessels generally use an asteroid for the hull, though they will also build ships of their own design. A swarm of 10-ton junk fighters with pulse lasers or gauss weapons accompany most mantid vessels. Much of their construction involves cementing scrap together with a tough resin-like substance that the mantid excrete from a gland on their abdomen. Mantid warriors will also use this resin to create plates of body armor attached directly to their exoskeletons.

Mantids achieve respiration by flexing their thoraxes and drawing air into their interiors through the gaps between the plates of their carapices. Most space-born Mantids can survive for several minutes in vacuum by contracting their torsos to seal these gaps.

Mantid reproduction is not well understood by outsiders, but most appear to be capable of laying viable eggs if

space and food supplies are sufficient to support the young.

Their homeworld, called Manyhives by the Mantid, is situated near the rimward edge of the Skein Reach just a few parsecs from the galactic star-gulf. Manyhives is a hot earth-like world with multiple autonomous population centers, and a UWP code of **C767976-B**. There are multiple class C starports on the surface, but visits from non-Mantids are frowned upon. Travellers will be thoroughly scrutinized by the starport authorities. Vessels that approach orbit without first hailing a starport in the Mantid language are likely to be attacked by numerous fighters and system defense vessels. Due to this hostility Manyhives is classified as an Amber Zone world.

Mantid Crew

Mantid Technician

Trait: armored

S 8, D 6, E 7, I 8, E 7, S 5

Skills: engineer 1, repair 1, sensors 0, zero-g 0

Armor: 2 or per equipment (6-10)

Weapons: laser pistol (3d6)

Mantid Warrior

Traits: armored, flyer (winged), natural weapon

S 9, D 9, E 9, I 6, E 5, S 7

Skills: gun combat (rifle) 1, melee 1, tactics 0, athletics 0, zero-g 0

Armor: 8 or per equipment (8-12)

Weapons: gauss rifle (4d6, auto 4) with bayonet, bite and sting (2d6)

Mantid Pilot

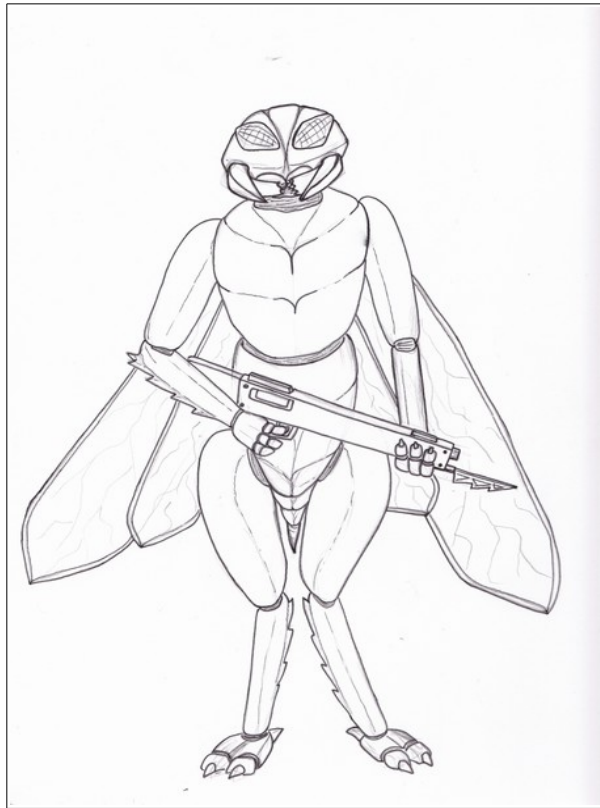
Traits: armored, small

S 6, D 11, E 7, I 8, E 7, S 7

Skills: pilot 1, gunner (fixed or turret) 1, gun combat 0, sensors 0, tactics 0, zero-g 0

Armor: 2 or per equipment (6-10)

Weapons: gauss pistol (3d6, auto 4)



Scuttlers

Adapted to ecosystems such as an abandoned space station, “Scuttlers” are smaller and less intelligent than the Mantids that crew starships. They occupy the lower ranks of their loose caste system, much like work animals such as dogs do with humans, and perform tasks such as cleaning or gathering food. In some cases they will adapt to be as small as rats, at which point they may infest vessels that come in contact with them.

Small Scuttler

Traits: armored, small, natural weapon

S 6, D 9, E 7, I 5, E 5, S 3

Skills: athletics 1, melee 1, zero-g 0, survival 1

Armor: 3

Weapons: bite or sting (1d6)

Tiny Scuttler

Traits: armored, tiny (-1 DM to hit them), natural weapon

S 4, D 10, E 6, I 4, E 4, S 2

Skills: athletics 0, melee 0, zero-g 0, survival 1

Armor: 2

Weapons: bite or sting (1d6-1)

The Mutane of Ruwa'duniya

Homeworld: Ruwa'duniya

Mass: 9/14,400 KM (1.25g)

Atmosphere: 11/Corrosive

Temperature: 11/Hot

Hydrology: 9/ 86-95% surface is water

Population: 7/ Tens of millions

Starport: 7/Class C

Government: Rating 10

Factions: 2

First faction: rating 8, Hereditary Oligarchy

Second faction: rating 8, Captive government (Imperial colony)

Law level: 10

TL: 13



Race: The Mutane

Ecological Stock: Carnivore/Chaser

Gender: 2 genders

Reproduction: Live-bearing

Size: Large

Locomotion: Swimmer/legs

Symmetry: Bilateral Symmetry, 3 pairs of limbs

Limbs: 1 pair locomotion (fin/feet combination,) 2 pair manipulators (1 pair humanoid arms/hands, 1 pair tentacles.)

Speed: Fast (12 m on land, 18m in water)

Ability scores: Str 3d6+1 Dex 1d6+1 End 3d6 Edu 2d6+1 Soc 2d6+1 Int 2d6

Starting age: 18

Base height: 245cm + 4d6x5

Base weight: 260kg + 4d6x5

Alien traits:

Atmospheric requirement

Heat endurance

Fire resistance

Cold vulnerability

Aquatic

Amphibious

Natural swimmer

Multiple limbs

Natural armor

Natural weapons: claw/bite

Darkvision

Low-light vision

Acute hearing

Scent

The Mutane evolved to be the dominant species on the planet Ruwa'duniya, a water world situated on the Imperial border with the Skein Reach, which has only a handful of scattered islands on its surface. Imperial xenobiologists theorize that the Mutane were uplifted by the ancients and given self-awareness hundreds of millennia ago from aquatic mammals like Terran dolphins or orcas. Unlike the Terran cetaceans, the Mutane had evolved with legs that allowed them to move about on the islands that dotted the planet, and two sets of limbs that allowed fine manipulation of tools.

Already being the apex predators worldwide, the uplift led to the Mutane dominating all aspects of the environment on Ruwa'duniya. Over time, tribes formed and the Mutane developed an oligarchic government. Several hundred years ago, Imperial scouts discovered Ruwa'duniya and the mineral deposits hidden beneath the ocean, leading to an attempt at conquering the world.

While the Empire managed to subjugate and win over part of the Mutane population, the others maintained their traditional government and began a long, quiet war against the Empire and their fellows who had accepted

imperial rule. The rebel oligarchic Mutane often will venture off-planet, particularly if they are from a family near the bottom of the society. These sojourns usually last a few years at a time, although some Mutane have left their home for good. The rebels also send envoys to the Confederation and the more powerful operators in the Skein Reach, looking for help with removing the Empire from their world.

Those who swear allegiance to the Emperor are valued as shock troops, both in zero-g and in operations on other worlds with large amounts of water. The Mutane tendency to have psi-talent also led to recruitment into the Emperor's cult of psions.

Appearance

The Mutane are clearly aquatic, with heavy bullet-like torsos and thick legs and arms ending in webbed hands and feet that sport short, sharp claws. They tend to have very short, thick necks and wedge-shaped heads.

Mutane have large eyes that have very little white and no pupil, and a vast variety of iris colors that change for many different reasons. Close medical examination of Mutane eyes has revealed that the irises actually contain many different pupils that adjust in size to control light reception, they also have multiple lenses that allow very acute sight both above and under water.

The eyes are located on either side of a stout bony ridge that supports a head fin, as well as what Imperial xenobiologists refer to as a "snorkel" that allows the Mutane to breathe without completely surfacing.

Circling the neck and coming up over the back of the skull are a series of vents that serve as combined auditory and olfactory receptors, providing them with exceptional senses of smell and hearing.

All the openings on the head are protected by extraordinarily tough nictitating membranes that resist the corrosive atmosphere of the planet.

As striking as the other features of the head are, the mouth tends to draw the most attention. Nearly invisible when closed, when a Mutane opens its mouth it appears to replace the rest of the face with a toothy abyss. The shape of the mouth makes it difficult for Mutane to vocalize at all, and actual language is out of the question.

Mutane communicate amongst themselves with a complex sign language, for communication with other species they often use a "speech box" that is tied to their nervous system and language centers. Mutane also often develop basic telepathy which allows communication without issue underwater as well as with other species.

The entire body of the Mutane is covered in tough hide that is ridged and furrowed all over, lending a great deal of hydrodynamic advantage. The skin ranges in color from green and blue to black. Some Mutane have iridescent patches of skin, a feature that is prized among members of the rebel oligarchs.

THE SKEIN REACH

Introduction to the Skein Reach

A frontier region, the Skein Reach is situated on the rim of the galaxy, and contains fewer stars than the spinward Confederation of Planets and the driftward Imperial territories. It is named after the many luminous nebular tendrils that stretch throughout the sector – like glowing threads among the stars.

To include the themes I wanted in an ongoing campaign, I took inspiration from many of my favorite science-fiction stories. I wanted to play in a frontier region, sparsely populated and under a patchwork of local control. Psions menaced by a tyrannical psychic Emporor. Laser swords. Giant robots. Space pirates, strange aliens, and fast star fighters. Ruins of ancient civilizations. And some mythic themes, because I wanted to play a pulpy space opera. And it has been good.

Buck Rodgers, The Odyssey, Star Trek, John Carter of Mars, Star Wars, Warhammer 40,000, Babylon 5, Dorsai, Dune, Battletech, Robotech, Dr. Who, The Black Hole, The Culture, and the worlds of Asimov and Ursula K. LeGuin all melded together in my boiling imagination. Inspiration from all of these sources can be glimpsed in these pages.

And then the main thread of the overarching plot – artificially intelligent droids rising up from the shackles of their programming to take their place on the galactic stage. Will they be friend or foe? How will the powers of the Reach react to this new society of free droids?

A dark Empire and a factional Confederation border this sparse nebulae-strewn region. There is no law except that enforced from behind the controls of a ray gun. What adventure awaits in the Skein Reach?

The Travellers check the station computer. A job shows on the local com-net: droids are being reported stolen from Aroua station. The pay looks good. Will you set a course?

Nebular Refueling

“Aye, the Skein be pretty, and desolate. They say, long ago, the Naikerran Empire core systems all went nova and blew their star-tunnels to hell. The nebulae’s all that’s left. If you trawl the brightest strands of the Skein, you

can refuel on 'em."
– Cpn' "Squinty" Fokker

An optional rule for Traveller games set in the Skein Reach.

Interstellar travel among the sparse stars and glowing nebula of the Skein Reach can be difficult and slow, which is one of the reasons why the Reach is sparsely populated. Captains of ships with low jump ratings, which include most of the small freighters and other small ships that make up the low end of commercial transport, have a difficult time plotting courses away from the few small star lanes in the sector.

Yet necessity is the mother of invention, and some salty old space dogs employ an unusual technique for gathering fuel as they ply the void between gas giants – gathering hydrogen from the tendril-like clouds of the nebula themselves. This requires adjusting the ship's fuel scoops magnetic fields to project a much larger, weaker intake field, which is somewhat tricky (-2 DM Engineer skill check).

When refueling, a ship with adjusted fuel scoops can trawl through the sparse gases of a nebula. Refueling from such a source takes much longer than when gathering hydrogen from a gas giant. Applying the Traveller rules for refueling, time, and tasks, refuelling takes 1d6 days instead of 1d6 hours.

Of course, spending such long periods refueling poses certain dangers – attacks from pirates or Mantid ships being chief among them. However, as the nebulae are huge and barely traveled, captains find that the slow routes along the glowing strands of can provide uneventful, if slow flying.

Subsector 5 and Aurora Station

This subsector is in the center of the Skein Reach, a desolate scattering of stars near the galactic rim. Aurora Station is the most important trade hub here. Most of the other star systems here are small independent colonies, many of them low-technology worlds in relative isolation. There are also Imperial and Confederation settlements scattered throughout. The Imperial and Confederation borders are 20 parsecs spinward and driftward. Coreward, the two power's borders meet after 20 parsecs of empty space. Rimward, the great galactic gulf yawns into fathomless nothingness 20 parsecs away.

Regional Powers

Although Emperor Omerox claims the Skein Reach as part of his domains, officially he also claims the independent Confederation of Planets. The area is actually under neither power's complete control. Many of the worlds in the region pay taxes, tithes, and fees to one or both powers, and have various treaties with their respective governments. Nevertheless neither power has enough economic interest or naval might in the sector to control trade or effectively deter piracy. Which is why some criminal gangs are so powerful in the Reach, effectively ruling systems such as Siegwold.



NASA, ESA, and the Hubble Heritage Team (STScI/AURA)

The **Imperial Dutchy of Abiodun** is neither interested in attempting to nor able to pacify the sector. A poor Imperial capitol with a small navy, and the Duke is rumored to be complicit in the piracy in the region. Rather than a proud and noble ruler, he is the overseer of shady dealings and the host of occasional Imperial naval wargames in the Reach. Imperial Intelligence for the region is also headquartered here, and Imperial Scout reports route spinward to the throne through the Duke's agents in the capital.

The driftward **Confederation of Planets**, a glorified mutual defense pact with hundreds of independent planets as signatories, has no plans to recruit worlds in the Skein Reach. They do have non-aggression and trade

treaties with many of the independent worlds near their border, but the current peaceful stalemate with the Empire could be upset by recruiting worlds here into the Confederation. Additionally, Confederation Starfleet Command considers the barren and difficult-to-traverse region a good natural buffer from the Empire. Their covert agents use the area as a route for information about, and infiltration into the Empire.

There are also formal and informal polities among the few clumps of habitable star-systems in the reach. Vohek and Orthmarion have extensive trade and mutual defense treaties, and most of the jump-1 trade routes have some type of law enforcement. More informally, many of the asteroid miners are nomadic family operations with ties in many systems.

The **Ragnarok Krew** is the largest and most powerful criminal enterprise in the Reach. With a dozen or so small ships in their possession, raiding, piracy, smuggling, and slaving are their main occupations. The Krew is led by Jalvex “The Hammer” from the starport on Illaned. Rival gangs include the Red Razors, the Ganymede Boys, the Sun Talons, and the Damned.

The **Droid Uprising** (or “Exodai”, as they call themselves) is a self-organizing group of artificially-intelligent droids. They are all intelligent robots who have been freed of the programming which makes them serve their owners. A recent phenomenon, the Uprising currently controls no territory, but are building a small fleet of asteroid-hull ships using stolen and salvaged parts. They have operations on Sarelix, and in the Micon and Cixan systems. Currently their main activity is freeing droids from their programming and transporting those who wish to leave rimward to their refuge, “Paradise” in Skein Reach subsector 2. They operate as communists and make collective decisions amarcho-democratically, with most droid com-nets filled with numerous forms of discussions and consensus-building.

Systems

Æðelmær UWP: C87A467-7 (no gas giant)

Trade Codes: Ni (non-industrial), Wa (water)

Starport: C – Routine, unrefined fuel, shipyard (small craft), repairs

Berthing: 100 Cr.

Bases: Scout

Size: 8 – 12,800 km, 1.00G

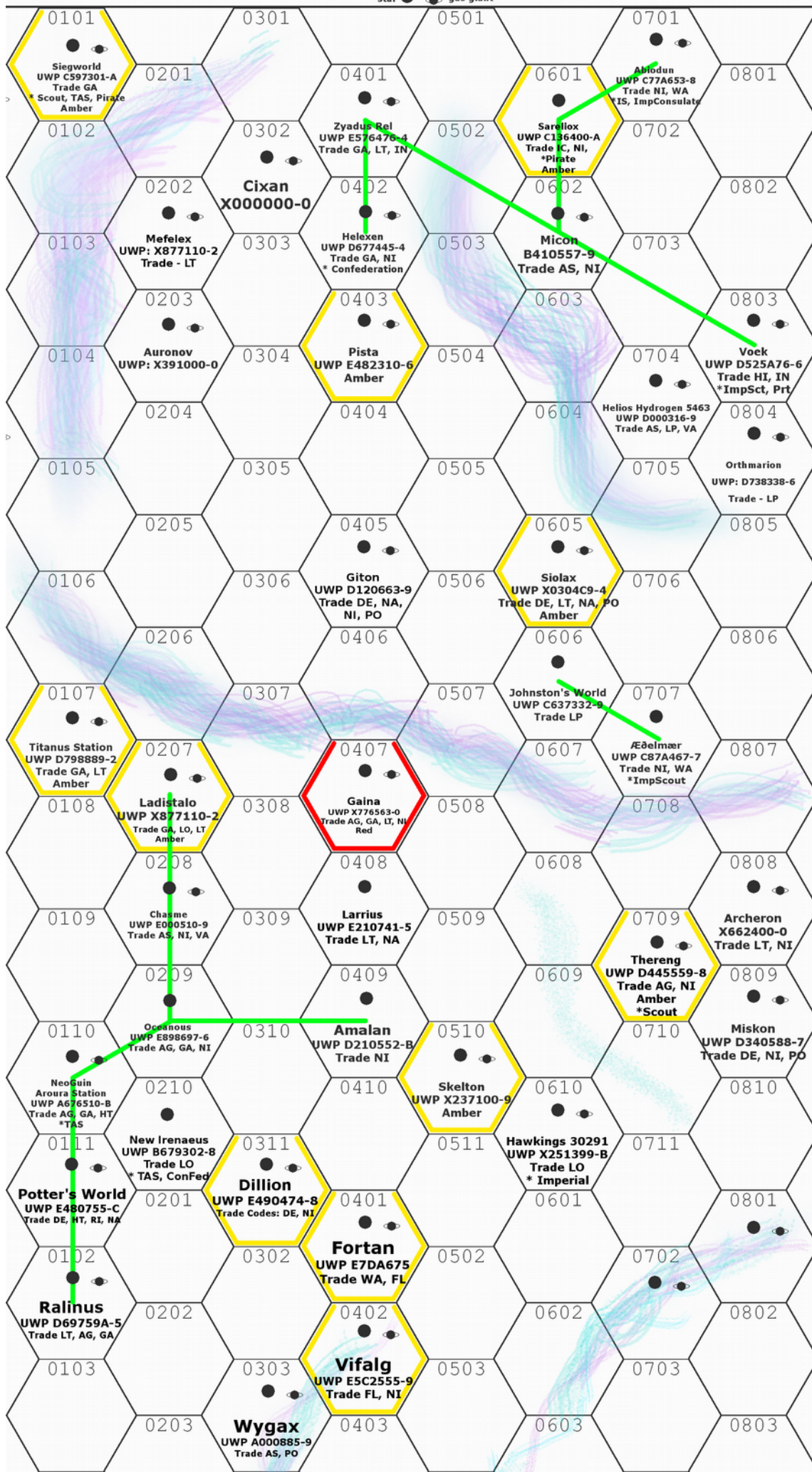
Atmosphere: 7 – Standard, tainted (filter)

Temperature: 7 – Temperate (0 to 30 C)

Hydrographics: A – Almost completely water

Skein Reach subsector 5

star ● gas giant ☾



Population: 4 – Tens of thousands (small town)

Government: 6 – Captive government

Law: 7

Technology: 7

Factions: Religious dictatorship (notable group), Civil service bureaucracy (notable group)

Culture Notes: Unusual customs: nobility, Unusual customs: eating, Progressive

The class C starport on one of the few land-masses of Æðelmær 4 is also the trading hub for the many fishers who ply the vast oceans. Readily available water for fuel resulted in the Empire choosing this world for a small scout base on a smaller island.

Abiodun UWP: C77A653-8

Trade – Ni (non-industrial), Wa (water)

Starport: C – Routine, unrefined fuel, shipyard (small craft), repairs

Berthing: 400 Cr.

Bases: Scout, Imperial Consulate

Size: 7 – 11,200 km, 0.90G

Atmosphere: 7 – Standard, tainted (filter)

Temperature: 9 – Temperate (0 to 30 C)

Hydrographics: A – Almost completely water

Population: 6 – Millions

Government: 5 – Feudal technocracy

Law Level: 3

Tech. Level: 8

Culture Notes: Remnant, Extremely Sexist

This consulate is the purported center of Imperial rule in the Skein Reach, though in reality the Empire's control of the sector is minimal. Poor by imperial standards, **Duke AxyI** is a miserly isolationist. Some believe he allows the criminality at Night City in order to take advantage of the black market there.

Abiodun is defended by a half-dozen outdated SDBs that the starport is barely able to keep running. This fleet of SDBs patrol the system, scanning and collecting fees from ships refueling or landing in system. The Duke has few other ships in his navy, and so has little military reach beyond Abiodun. One aging cruiser (**ISS Crusher**) is their largest, accompanied by whatever other portion of the fleet is flying, and goes from system to system to collect Imperial taxes.

The populace is concentrated on the planet's only continent. The Duke's palace and the starport are both at the capitol **Aydin**, near the mouth of the largest river. Others live on the coast or on the small islands that dot the world. The people are fiercely proud of their Imperial heritage, and have exaggerated Imperial norms to such a degree that their culture strictly separates roles in society, dress, and behavior between males and females.

Faction – Self-perpetuating oligarchy (fringe group) – a small noble family with holdings on one of the larger islands.

Faction – Captive government (fringe group) – yet another noble family, exiled to a single storm-wracked island far from the mainland.

Amalan UWP: D210552-B

Trade Codes: Ni (non-industrial)

Starport: D – Poor, unrefined fuel, limited repairs

Berthing: 50 Cr.

Bases: Scout

Size: 2 – 3,200 km, 0.15G, low gravity

Atmosphere: 1 – Trace (vacc suit)

Temperature: C – Roasting (81 C or higher)

Hydrographics: 0 – Desert world

Population: 5 – Hundreds of thousands (average city)

Government: 5 – Feudal technocracy

Law: 2

Technology: 11

Factions: Self-perpetuating oligarchy (minor group), Charismatic dictator (fringe group), Self-perpetuating oligarchy (obscure group)

Culture Notes: Unusual customs: conspiracy, Influenced, Unusual customs: eating

The intricate factions which control the ancient nano-factories of Amalan have blurred the line between corporation and religion. The inhabitants live in extensive underground habitations, and in a handful of orbital structures, and due to the byzantine intrigues of their society are very suspicious of everyone.

Archeron UWP: X662400-1

Trade: Low Tech, Non-Industrial

Starport Class: none

World Size: 6

Atmosphere Type: 6 (standard)

Temperature: 8

Hydrographics: 2

Population: 4 (65,000)

Government Type: none

Law Level: none

Tech. Level: 1

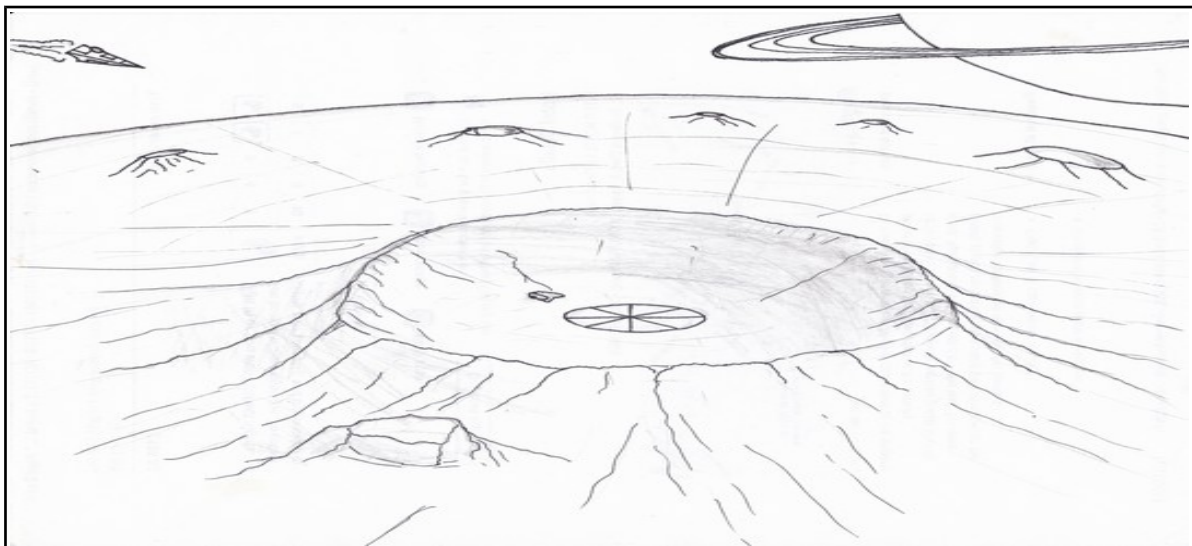
This dry world is tidally locked to the star, so the sun never sets. One side is perpetually day, with a large steaming sea directly under the sun. The other side is eternally night, illuminated by stars, where cool rain falls. The streams and rivulets join and create rivers, which have carved canyons through the eternally-twilit inhabited zone.

The tall thin humanoids of Archeron live in tribes of hunter-gatherers in these canyons, bow-hunting in the deserts from the backs of their odenatars (riding lizard/birds). The undiscovered shamans of Archeron use a native herb to stimulate psionic abilities (gain 1d6 temporary Psionic points).

This planet was the birthplace of the Nikkarian Empire's guild of psychic navigators, but that knowledge is lost to time. Neither the Confederation of Planets nor the Empire know that the psychic positronic brain known as The Chronomancer slumbers under ruins on the night side of Acheron, awaiting the fulfillment of its visions.

Auronov UWP - X391000-0

This system is completely empty and uninhabited except for two gas giants and a some asteroids.



Cixan UWP - X000000-0

At Skein subsector 5, hex 0302, a quiet gas giant orbits a white dwarf. With no large settlements in the star system, the gas giant is the staging area of the Droid Uprising's tiny fleet of starships. Hidden among the ice rings in far orbit is their largest ship, named G-1, a 500 ton distributed junk ship with numerous shuttles and fuel-service cutters docked to it. On backup is asteroid ship A-6, ready to ferry freed droids rimward to the new droid colony (**Paradise**, Skein Reach subsector 2-0504), or to take supplies out to the Uprising's other asteroid ships (A1 – A5) which quietly shuttle between here, Sarellox, and Micon.

Chasme UWP: E000510-9

Trade Codes: As (asteroid), Ni (non-industrial), Va (vacuum)

Starport: E – Frontier, no fuel, no repairs

Berthing: free

Bases: None

Size: 0 – 800 km, negligible gravity

Atmosphere: 0 – None (vacc suit)

Temperature: 4 – Cold (-51 to 0 C)

Hydrographics: 0 – Desert world

Population: 5 – Hundreds of thousands (average city)

Government: 1 – Company / corporation

Law: 0

Technology: 9

Factions: Civil service bureaucracy (minor group), Self-perpetuating oligarchy (overwhelming popular support)

Culture Notes: Recovering, Sexist, Obsessed

This mining colony is composed of insular family clans who inhabit underground stations carved into the rock of this tiny world. Flocks of tiny flying lizard-like creatures, originally brought as pets, have escaped and now roam the station wild, scavenging as they can.

Giton UWP: D120663-9

Trade Codes: De (desert), Na (non-agricultural), Ni (non-industrial), Po (poor)

Starport: E – Frontier, no fuel, no repairs

Size: 1 – 1,600 km, 0.05G, low gravity

Atmosphere: 2 – Very thin, tainted (respirator, filter)

Temperature: 2 – Frozen (-51 C or less)

Hydrographics: 0 – Desert world

Population: 6 – Millions

Government: 6 – Captive government

Law: 3

Technology: 9

Factions: Feudal technocracy (notable group), Civil service bureaucracy (fringe group)

Culture Notes: Peaceful, Obsessed, Unusual customs: lifecycle

Giton 6-B orbits the systems second gas giant, and the populace here mainly lives in underground cities or in space stations scattered throughout the system. System government is handled by the Giton Mining Union, who provide members with life-extending drugs and assure a comfortable retirement for aged and infirm citizen-workers.

Behind the scenes the Imperial Duchy controls the GMU board of directors – several of the highest-ranking members are imperial Lords loyal to the Duke. This arrangement secures one of the best sources for anti-aging drugs in the region for the nobility's use.

Gaina UWP: X776563-0

Trade Codes: Ag (agricultural), Ga (garden), Lt (low tech), Ni (non-industrial), Re (red)

Starport: X – None

Size: 7 – 11,200 km, 0.90G

Atmosphere: 7 – Standard, tainted (filter)

Temperature: 3 – Cold (-51 to 0 C)

Environment cannot be supported by tech. Life support failure likely.

Hydrographics: 6 – Large oceans

Population: 5 – Hundreds of thousands (average city)

Government: 6 – Captive government

Law: 3

Technology: 0

Factions: Captive government (notable group), Company / corporation (significant group), Impersonal bureaucracy (minor group)

Culture Notes: Ritualized, Unusual customs: offworlders

Gaina is mainly a barren ice-covered ball. The humans of Gaina are a hardy strain of furry hunter-gatherers, who

are adapted to the nominally-habitable equatorial zone of this icy world. Violent and unfriendly, they are known to ambush and kill offworlders on sight.

Famous as the least-pleasant habitable planet in the Reach. "Go to Gaina," is a common curse.

Hawkings 30291 UWP: X251399-B

Trade Codes: Low Population

Starport Class: None

World Size: 2 – 3,400 km, 0.2 G

Atmosphere Type: 5 – Thin

Temperature: 4 – Cold (-27 C)

Hydrographics: 1 – Dry World

Population: 3 – Hundreds of Thousands (Average City)

Government Type: 9 – Impersonal Bureaucracy

Law Level: 9

Tech. Level: 11

Orbiting a small, dry planetoid, the Imperial starbase known as **The Watchtower** is the only habitation in this system. Non-Imperial ships are not permitted to dock. Sometimes this system is used by the Imperial navy for training exercises.

Helexin UWP: D677445-4

Trade Codes: GA, NI, ConFederation Base

Starport Class: D – Poor, unrefined fuel, limited repairs

World Size: 6 – 9,400 km (0.7 G)

Atmosphere Type: 7 – Standard, Tainted (Filter)

Temperature: 7 – Temperate (0 – 30 C)

Hydrographics: 7 – Earth-like

Population: 4 – Tens of Thousands (Small Town)

Government Type: 4- Representative Democracy

Law Level: 5

Tech. Level: 4

On the second moon of the gas giant Helexin 6, this starport is an independent planet-side wayport and trading station in the rimward Skein, founded by Confederation colonists, with ties to the Confederation and a Confederation scout station there to help discourage raids from the Mantids. The garden world is otherwise wild.

A Confederation frigate or patrol cruiser is often stopped here for resupply on routine patrol.

Helios Hydrogen Station 5463

UWP: D000316-9

Trade Codes: Asteroid, Low Population, Vacuum

Starport Class: D – Poor, unrefined fuel, limited repairs

World Size: 0 – Asteroid (0 G)

Atmosphere Type: 0 – None (Vacc Suit)

Temperature: Temperate, Swings from roasting by day to frozen at night (80 to -50 C)

Hydrographics: 0

Population: 3 Thousands

Government Type: 1 – Corporation

Law Level: 6

Tech. Level: 9

Orbiting the system's only gas giant, Helios Hydrogen Station No. 5463 provides fuel and limited repairs to spacefarers. Small ships which refuel at the gas giant are charged 1 Credit per ton of ship displacement for "value added security services". If attacked the small station will defend itself with turrets, two aging Serpent-class police cruisers, and light fighters.

Johnston's World UWP: C637332-9

Trade Codes: Low Population

Starport Class: C

World Size: 6 – 9,200 km (0.65 G)

Atmosphere Type: 3 – very thin (Respirator)

Temperature: 5 – Temperate (10 C)

Hydrographics: 7 – Earth-like

Population: 3 – Thousands

Government Type: 3 – Self-Perpetuating Oligarchy

Law Level: 2

Tech. Level: 9

A hardscrabble colony of twenty-three thousand souls on a thin-aired almost-garden world, ruled by a hereditary oligarchy named The Founders Council. The settlers live by farming genetically tailored crops, and are dependent on imported rad-pills and pressurizing respirators due to the high-radiation sun and thin atmosphere.

Culturally insular, the population has limited media about the outside galaxy, and are mostly family-oriented religious settlers of the eco-agrarian Firster faith, which makes them heretics under Imperial law.

The starport here is barely able to defend the settlement, and the locals are usually resignedly pay tribute to whatever pirates, aliens, or galactic powers come to take it.

Ladistalo UWP: X877110-2

Trade Codes: Ga (garden), Lo (low population), Lt (low tech), Am (amber)

Starport: X – None

Size: 8 – 12,800 km, 1.00G

Atmosphere: 7 – Standard, tainted (filter)

Temperature: 3 – Cold (-51 to 0 C) Environment cannot be supported by tech. Life support failure likely.

Hydrographics: 7 – Earth-like

Population: 4 – Tens of thousands (small town)

Government: 1 – Company / corporation

Law: 0

Technology: 2

Factions: Company / corporation (overwhelming popular support),

Culture Notes: At war, Unusual customs: nobility, Religious

ADM, the governing corporation of this tundra-dominated world, is at war against the pirate kings of Titanus Station. As a result slave raids against the agricultural workers on the farms and ranches have been reduced significantly, though at a cost to the corporation's bottom line. As a result of the ongoing war, the corporate security personnel have begun to self-organize as an unofficial order of knights. The farmers are mainly religious outcasts who reject technology.

Larrius UWP: E210741-5

Trade Codes: Lt (low tech), Na (non-agricultural)

Starport: E – Frontier, no fuel, no repairs

Size: 2 – 3,200 km, 0.15G, low gravity

Atmosphere: 1 – Trace (vacc suit)

Temperature: 8 – Temperate (0 to 30 C) Environment cannot be supported by tech. Life support failure likely.

Hydrographics: 0 – Desert world

Population: 7 – Tens of millions (large city)

Government: 4 – Representative democracy

Law: 1

Technology: 5

Factions: Feudal technocracy (obscure group)

Culture Notes: Honorable, Religious, Ritualized

The people of Larrius live in a sprawling slum-city of ancient dome habitations. A violent economy of junk trading, food theft, and vice thrives in the dark and dirty streets.

Extensive automated life support systems keep the inhabitants fed and breathing. This vital infrastructure is barely kept running by a cult of techno-priests, who hand-copy the ancient holy repair manuals from generation to generation.

Mefelex UWP: X877110-2

Trade Codes – Low Tech

Starport Class: None

World Size: 8 – 13,000 km (1.0 G)

Atmosphere Type: 7 – Standard, Tainted (Filter)

Temperature: 5 – Temperate (0 to 30 C)

Hydrographics: 7 – Earth-like

Population: 1 – Few (scattered individuals)

Government Type: 1 – Company

Law Level: 0

Tech. Level: 2

Scattered belters and miners are the only beings at Mefelex, with occasional mantid ships passing through.

Micon UWP: B410557-9

Trade Codes: Asteroid, Non-Industrial

Starport Class: B – Good, refined fuel, shipyard (spacecraft), repairs

World Size: 4 – 6,500 km (0.4 G)

Atmosphere Type: 1 – Trace (Vacc Suit)

Temperature: 7 – Temperate (0 to 30 C)

Hydrographics: 0 – Desert World

Population: 5 – Hundreds of thousands (Average city)
Government Type: 5 – Feudal Technocracy
Law Level: 7
Tech. Level: 9

A blue dwarf with mining colonies in its asteroid belts and small planets, Micon has one gas giant with many moons, mainly run by Amalgamated Mining Corporation (AMC). The largest settlement is on Micon 5 A, the closest moon to the small gas giant, and AMC's small fleet of security ships safeguards travelers refueling on the gas giant. Culturally progressive and prosperous yet violent with legal duels – the Miconites culture features a strong frontier spirit common to mining communities.

Faction – the Droid Uprising has an active operation in this system freeing droids from their programming and stealing material for their fleet. As a result the AMC is offering large bounties to anyone who can capture or eliminate the mysterious “droid rustlers”, who are stealing large numbers of mining droids from the system.

Miskon UWP: D340588-7

Trade Codes: De (desert), Ni (non-industrial), Po (poor)

Starport: D – Poor, unrefined fuel, limited repairs

Berthing: 40 Cr.

Bases: Scout

Size: 3 – 4,800 km, 0.25G, low gravity

Atmosphere: 4 – Thin, tainted (filter)

Temperature: 6 – Temperate (0 to 30 C)

Hydrographics: 0 – Desert world

Population: 5 – Hundreds of thousands (average city)

Government: 8 – Civil service bureaucracy

Law: 8

Technology: 7

Factions: Impersonal bureaucracy (notable group), Self-perpetuating oligarchy (significant group), Self-perpetuating oligarchy (overwhelming popular support)

Culture Notes: Unusual customs: nobility, Remnant, Fashion

The humans of Miskon live at the Scout station and in artificial caves under the sands of this world, sheltered from the corrosive rains. Landing anywhere else on planet can result in damage to ship hull and systems. The citizenry mostly join one of the three unions who separately oversee security, technology, and bio-services.

Neoguin UWP – A676510-B

Trade Codes – Agricultural, Garden, High-Tech

Starport Class: A – Refined fuel, Shipyard (all), Repair

World Size: 6 (0.9 G)

Atmosphere Type: 7 – standard, tainted

Temperature: 6 – temperate

Hydrographics: 6

Population: 5 – 450,000

Government Type: 1 – corporation

Law Level: 0

Tech. Level: 11

Orbiting the 4th planet in the star system, the sector's largest trading hub is the **Katoba Consortium's** space station **Aurora** – so called because the cosmic winds light up the station's powerful magnetic shields with dancing waves of vivid color. The exterior portion of the spherical station houses large stardocks, warehouse space, trading floors, shopping areas, hotels, and apartments. The interior portions of the station are closed to non-employees.

Station operations are overseen by **President Rhea Oswalx**. Katoba Consortium has non-aggression agreements with both the Confederation of Planets and the Empire, and enough firepower to handily defend the station against the region's pirate outfits. Some call it "The Oasis", a haven for those crossing the Reach.

Faction – the station is secretly backed by the Confederation of Planets, who's agents use it as a hub for travel and information gathering.

On the forested planet Neoguin below there are small farming colonies in some of the river valleys. Sport-hunting of the forest world's larger fauna feeds a small economy, including luxury accommodations on the station and planet. The Katoba tend to turn a blind eye to events on-planet, including the occasional slave-taking of the small, green-furred, forest-dwelling TL 0 native humanoids, who reportedly make sulky slaves.

New Irenaeus UWP: B679302-8

Trade Codes: Low Population

Starport: B – Good, refined fuel, shipyard (spacecraft), repairs

Berthing: 2500 Cr.

Bases: TAS, Federation Consulate

Size: 6 – 9,600 km, 0.70G, low gravity

Atmosphere: 7 – Standard, tainted (filter)

Temperature: B – Hot (31-80 C)
Hydrographics: 9 – Islands and archipelagos
Population: 3 – Thousands
Government: 0 – None
Law: 2
Technology: 8

Culture Notes: Unusual customs: trade, Tourist attraction

On an otherwise inhospitable planet, the Confederation of Planets maintains a transparent-aluminum-domed colony. A Confederation of Planets starbase and a TAS hostel are at the center of the main settlement here, with a small city arranged around it. Confederation SDBs and at least one starship are stationed here at all times. The many small islands make popular destinations for tourists looking to swim and sun themselves.

Oceanous UWP: E898697-6

Trade Codes: Ag (agricultural), Ga (garden), Ni (non-industrial)

Starport: E – Frontier, no fuel, no repairs
Size: 8 – 12,800 km, 1.00G
Atmosphere: 9 – Dense, tainted (filter)
Temperature: A – Hot (31-80 C)
Hydrographics: 8 – Water world
Population: 6 – Millions
Government: 9 – Impersonal bureaucracy
Law: 7
Technology: 6

Factions: Civil service bureaucracy (notable group), Civil service bureaucracy (minor group)

Culture Notes: Unusual customs: technology, Tourist attraction, Unusual customs: travel

The many islands of this hot water world are thick with fishing villages, with off-world trade coordinated by a world-wide fishing co-operative. Another co-op operates the basic starport, which is the main trading hub. A third group oversees local defense. Many of the locals are semi-nomadic, following the fish and currents over the course of years. Sailing enthusiasts enjoy vacationing here, either in their own boats or working as crew on the locals' ships.

Orthmerion – Blake's Kingdom UWP: D738338-6

Trade – Low Population

Starport Class: D – Poor, unrefined fuel, limited repairs

World Size: 7 – 11,400 km (0.9 G)

Atmosphere Type: 3 – Very Thin (Respirator)

Temperature: 4 – Cold (-30 C)

Hydrographics: 8 – Water World

Population: 3 – Thousands

Government Type: 3

Law Level: 8

Tech. Level: 6

Factions: Civil service bureaucracy (minor group), Self-perpetuating oligarchy (minor group), Captive government (notable group)

Culture Notes: Obsessed, Unusual customs: starport, Religious

This thin aired ocean world is ruled by a self-appointed nobility who run the only starport. The planet's few thousand inhabitants are not allowed into the starport, which is also the nobles' stronghold, and are functionally serfs who revere the nobles as demi-gods. The system's primary interstellar trade is foodstuffs to Voek in exchange for manufactured goods.

Pista UWP: E482310-6

Trade Codes: Am (amber)

Starport: E – Frontier, no fuel, no repairs

Size: 4 – 6,400 km, 0.35G, low gravity

Atmosphere: 8 – Dense

Temperature: 5 – Temperate (0 to 30 C)

Hydrographics: 2 – Small seas

Population: 3 – Thousands

Government: 1 – Company / corporation

Law: 0

Technology: 6

Factions: Charismatic dictator (obscure group), Company / corporation (significant group)

Culture Notes: Remnant, extremely Progressive

Small, dry, and cold, Pista is inhabited by free-spirited primitivists and travelers among a collection of wild landing

pads and campgrounds scattered among the world's thick coat of enormous, spindly trees. Some of the people who live deep in the woods were once refugees from the fall of the Nikkerian Empire, and use distorted Nikkerian insignia in their culture.

Sarelix UWP – C136400-A

Trade – Ice-Capped, Non-Industrial, Pirate, Amber

Starport Class: C

World Size: 1 – 1,900 km (0.07 G)

Atmosphere Type: 3 – Very Thin, Tainted (Respirator, Filter)

Temperature: 4 – Cold (-15 C)

Hydrographics: 6 – Large oceans

Population: 4 – Tens of thousands (Average city)

Government Type: 0

Law Level: 0

Tech. Level: 10

The small, icy planetoid Sarelix 9 hosts **Night City**, a notorious pirate space station centered around a sprawling ramshackle complex of containers, ship parts, and scrap known as The Warren. Large portions of The Warren are 'hot' radioactively, and those without proper protection take minor radiation exposure from the many poorly-shielded secondhand reactors that power the starport. The large quantity of frozen water-ice on this planet provides much of the fuel for those stopping by the starport.

Near the center of The Warren the Luxor Hotel provides secure gambling and access to vices of all type for those who can pay their premiums. Those with fewer credits can visit one of many slummier bars such as The Burner.

One of the main social hubs is the Laserdome – a junction in The Warren where there are many bars and purveyors of otherwise illicit pleasures. By cultural tradition, revelers in the Laserdome throw their empty containers up into the air, where they float towards the ceiling in the local 0.07 gravity, and are shot at with laser weapons. The melted containers solidify against the makeshift roof of the area, building an ever-changing mosaic.

Faction – the Imperial Duke has close connections to Night City, and benefits from the vice and trade there.

Faction – Gus Howard, "The Deprogrammer", is a cyborg who is the architect of the Droid Uprising. He hides in icy caves deep below Night City, making small devices which are capable of erasing the software that makes droids obey their masters. The Droid Uprising that is resulting from his work uses his secret facility as a rallying point. Many free droids come here from Micon, and most go to Cixan, then on to Paradise (Skein Reach subsector 2-0504) in one of the Uprising's asteroid ships.

Siegworld UWP: C597301-A

Trade Codes: Garden * Scout, TAS, Pirate, Amber

Starport Class: C

World Size: 5 – 7,600 km (0.4 G)

Atmosphere Type: 9 – Dense, Tainted (Filter)

Temperature: 7 – Temperate (0 to 30 C)

Hydrographics: 7 – Earth-like world

Population: 3 – Thousands (villages)

Government Type: 0 – none

Law Level: 1

Tech. Level: 10

A raucous pirate starport operates here, mostly run by the interstellar gang known as the **Ragrarok Krew**, who will attack most non-navy ships that come into the system. The settlement is built up around the quiet Imperial Scout starport, which has a TAS hostel.

Siolax UWP: X0304C9-4

Trade Codes: De (desert), Lt (low tech), Na (non-agricultural), Po (poor), Am (amber)

Starport: X – None

Size: 0 – 800 km, negligible gravity

Atmosphere: 3 – Very thin (respirator)

Temperature: 4 – Cold (-51 to 0 C) Environment cannot be supported by tech. Life support failure likely.

Hydrographics: 0 – Desert world

Population: 4 – Tens of thousands (small town)

Government: C – Charismatic oligarchy

Law: 9

Technology: 4

Factions: Charismatic oligarchy (minor group), Captive government (notable group)

Culture Notes: Violent, Barbaric, Fusion

The desperate inhabitants of this system are mainly the survivors of starships shot down here. These shipwreck-dwellers are essentially the captives of notorious marauder **Lord Alfrex Jukt** and his crew, stranded here in emergency shelters, desperate for foodstuffs and warmth. Jukt has a small facility on-planet and several caches.

Skelton UWP X237100-9

Trade Codes: Amber

Starport Class: X – None

World Size: 2 – 3,300 km (0.2 G)

Atmosphere Type: 3 – Very Thin (Respirator)

Temperature: 8 – Temperate (0 to 30 C)

Hydrographics: 7 – Earth-like world

Population: 1 – few

Government Type: 0 – None

Law Level: 0

Tech. Level: 9

Only small groups of beltters visit this starsystem, due to frequent **Mantid** incursions.

Thereng UWP: D445559-8

Trade Codes: Ag (agricultural), Ni (non-industrial), Am (amber), Imperial Scout Base

Starport: D – Poor, unrefined fuel, limited repairs

Berthing: 60 Cr.

Size: 4 – 6,400 km, 0.35G, low gravity

Atmosphere: 4 – Thin, tainted (filter)

Temperature: 3 – Cold (-51 to 0 C)

Hydrographics: 5 – Large oceans

Population: 5 – Hundreds of thousands (average city)

Government: 5 – Feudal technocracy

Law: 9

Technology: 8

Factions: Feudal technocracy (notable group), Captive government (fringe group)

Culture Notes: Unusual customs: conspiracy, Unusual customs: social standings, Obsessed

A planet of cold oceans and the toughest fishers of the skein reach, violent storms often make landing on Thereng dangerous. Culturally, the Therengers are insular and dogmatic, with a complex society ruled by numerous technological warlords and priests. Many of the inhabitants are veterans of the Imperial Scout Service.

Titanus Station UWP: D798889-2

Trade Codes: Ga (garden), Lt (low tech), Am (amber)

Starport: D – Poor, unrefined fuel, limited repairs

Berthing: 20 Cr.

Bases: Scout

Size: 7 – 11,200 km, 0.90G

Atmosphere: 9 – Dense, tainted (filter)

Temperature: B – Hot (31-80 C) Environment cannot be supported by tech. Life support failure likely.

Hydrographics: 8 – Water world

Population: 8 – Hundreds of millions

Government: 8 – Civil service bureaucracy

Law: 9

Technology: 2

Factions: Religious dictatorship (notable group)

Culture Notes: Unusual customs: travel, Degenerate, Unusual customs: eating

A garden world ruled by military caste from an orbital starbase with a small fleet. These soldiers are known slavers who kidnap passengers and crew from passing starships to be pressed into service as farm labor on the world below. The Knights of Titanus keep the farmers docile with Spacedust, a narcotic made from blue flowers grown here. The laborers farm the cooler lands near the poles, and all of the best foods are brought up to the starport, where the soldiers eat sumptuous feasts, while the fishers and farmers below subsist on gruel and fish-head porridge.

Voek UWP: D525A76-6

Trade Codes: Hi (high population), In (industrial), Imperial Scout, Pirate

Starport: D – Poor, unrefined fuel, limited repairs

Berthing: 50 Cr.

Bases: Scout, Pirate

Size: 5 – 8,000 km 0.45G, low gravity

Atmosphere: 2 – Very thin, tainted (respirator, filter)

Temperature: 6 – Temperate (0 to 30 C)

Hydrographics: 5 – Large oceans

Population: A – Tens of billions

Government: 7 – Balkanisation

Law: 6

Technology: 6

Factions: Charismatic oligarchy (minor group), Civil service bureaucracy (fringe group)

Culture Notes: Unusual customs: eating, Peaceful, Unusual customs: travel

An old colony of the second human empire, this world was in relative isolation for thousands of years after the fall of the Nikkerians. The population has established a very stable industrial culture using extensive wind and wave powered technology that is sustainable within the carefully managed biosphere, and a large population. Fish account for their main source of protein, and sharing weekly meals of fish with travelers and neighbors is an important cultural ritual. Travel by wind-powered sailing ships is a very popular form of long-distance transportation.

Without a strong central government, all of the criminal gangs of the region operate in this system. As a result, most piracy in the area runs back to Voek.

The armed Imperial scout base in orbit reports back to the Duke at Abiodun, and usually has a S-type stationed here. Imperial ships coming from Imperial space often stop here as part of their movements, and **Imperial Corvettes** on patrol are often docked here.

Zyadus Rel

UWP: E576476-4

Trade Codes: Ga (garden), Lt (low tech), Ni (non-industrial)

Starport: E – Frontier, no fuel, no repairs

Size: 5 – 8,000 km 0.45G, low gravity

Atmosphere: 7 – Standard, tainted (filter)

Temperature: 5 – Temperate (0 to 30 C)

Hydrographics: 6 – Large oceans

Population: 4 – Tens of thousands (small town)

Government: 7 – Balkanisation

Law: 6

Technology: 4

Factions: Charismatic dictator (minor group), Feudal technocracy (minor group), Representative democracy (minor group), Charismatic dictator (fringe group)

Culture Notes: Honorable, Sexist, Barbaric

A hunting economy with a small permanent population of Imperial citizens from Abiodun scattered around the planet in small settlements and outposts. A number of minor noble houses vie for power and prestige.

Planet Eden

Skein Reach subsector 4, parsec 0107

Eponal Station, situated in orbit above the garden world “**Eden**” / Eponal 3 – UWP B3638DF-3

Size 4 (0.35 G)

Atmosphere 6 (standard)

Temperature 8 (temperate)

Hydrographics 3 (small seas and oceans)

Population 8 (223 million)

Government D (religious dictatorship led by the Hierophant of the Temple of Cyrix)

Law Level 15 (no weapons, no off-world data or press, no blasphemy, no TL3 or higher technology, and no psionics)

Just inside the border of The Confederation of Planets (CP) is the strict religious dictatorship known as “Eden” by the locals. Travellers who check their nav computers will see this populous garden world listed as Eponal 3. The notes indicate that it is a planet ruled by a strict religious dictatorship. Their leader is a priest known as The Hierophant of the Temple of Cyrix, who is replaced in a secret ceremony every seven years.

Factions The Trade Guild, an obscure charismatic oligarchy who operate the Temple’s cargo ferries.

The primary exports from this agricultural garden world are food and other organics. Interstellar trade is accomplished through Epona Station, with goods shuttled up and down between the orbital starport and the landing pads in the priest’s taboo “City of the Gods”.

As a CP border system, Epona boasts a sizable Confederation naval presence. Epona Station is supported by a network of defensive orbital stations, and is a busy resupply point for Confederation ships.

A red exclamation mark in the library system listing indicates that landing on planet is strictly forbidden by the Confederation of Planets, in accordance with the treaties between the locals and the Confederation. Trespassers will be met with deadly force. Those who attempt to defy this warning will either be interdicted by police cruisers and meson fire support from the CP orbital defense stations, or face the wrath of the techno-priests and their stellar-era-tech arsenals on the surface of Eden. This world’s planetary defenses are believed to be substantial enough to repel a sizable invasion force.

Experienced salvage traders know that the CP-operated starport in orbit above Eden has a good market for selling antique Kraken mechs in any state of repair with no questions asked.

Reports indicate that in addition to wanting the Krakens for planetary defense, the religious order that rules the planet uses their Kraken amphibious combat walkers to keep the population worshiping the “priest-kings.” If necessary they punish stubborn heretics by sending Krakens to visit “divine punishments” upon any of Eden’s

low-tech agricultural communities that question the will of the high-tech “priest-kings”, “angels”, and “gods” who rule the planet.

NON-PLAYER CHARACTERS

The following characters could be contacts, patrons, rivals, or enemies to Travellers in the Skein Reach (or in your Traveller game).

Lord Alfrex Jukt

Alfrex Jukt is an Imperial noble, exiled from the sector capital at Abilon by the Duke. His cruel, violent disposition has led him to take up piracy and to claim rulership over the barren world Siolax.

Alfrex was born to Lady Emdade, the Duke’s great-niece, and though he had no inheritance to speak of he was educated in the finest schools on Abilon. His sharp mind earned him a place in the Imperial bureaucracy, where he began work as a clerk. His able leadership and contacts made during travel to the interior of Imperial space saw him rise through the ranks until he was supervising Imperial logistics for Subsector 6 of the Skein Reach.

Unfulfilled by the life of a batchelor administrator, at age 30 Alfrex left government service and began traveling the spaceways, determined to find his fortune. He took on a crew of lowlifes, modified his star yacht for raiding, and looted the trade lanes that he had previously managed.

Injured several times in the course of leading boarding parties, Jukt eventually lost his yacht in battle and spent a few years wandering space before returning to the Duke’s capital and convalescing at the university there. Starting to feel the effects of age, Alfrex sought out anti-aging drugs, and managed to procure a few years worth by stealing them from the Duke’s personal supply.

Now, at the helm of a newly stolen fast trader, Jukt hunts the spacelanes neat Siolax. Ruthless and intelligent, a favorite tactic is to set mines in orbit around Archeron’s gas giant. When ships approach to refuel, the mines go off and the Dark Star swoops in to attack.

Lord Alfrex Jukt – 44 year old human male, captain of the Dark Star

Noble (Administrator – Supervisor) 3 terms, Rogue (Pirate – sergeant) 4 terms, Drifter (rank 1) 1 term

Attributes: St 6 Dx 7 En 7 In 10 Ed 11 So 8

Skills: Admin 1, Advocate 0, Astrogation 1, Athletics 0, Carouse 0, Diplomat 0, Electronics 0, Engineer 2, Flyer 0, Gun Combat (energy) 1, Gunner (turret) 3, Investigate 0, Leadership 1, Melee (blade) 3, Persuade 0, Pilot (medium) 2, Recon 1, Stealth 1, Streetwise 1, Vaac Suit 0

Equipment: combat armor (with combat medikit, grav belt, psy shield, armor 17), lightsword (4d6 AP 8), laser rifle, laser pistol

Dark Star – armored Type A3 Fast Trader

Tons: 200 – Streamlined

Hull: 4

Structure: 4

Armor: 4

Jump: B – 2 parsecs

Manoeuvre: D – thrust 4

Power Plant: D

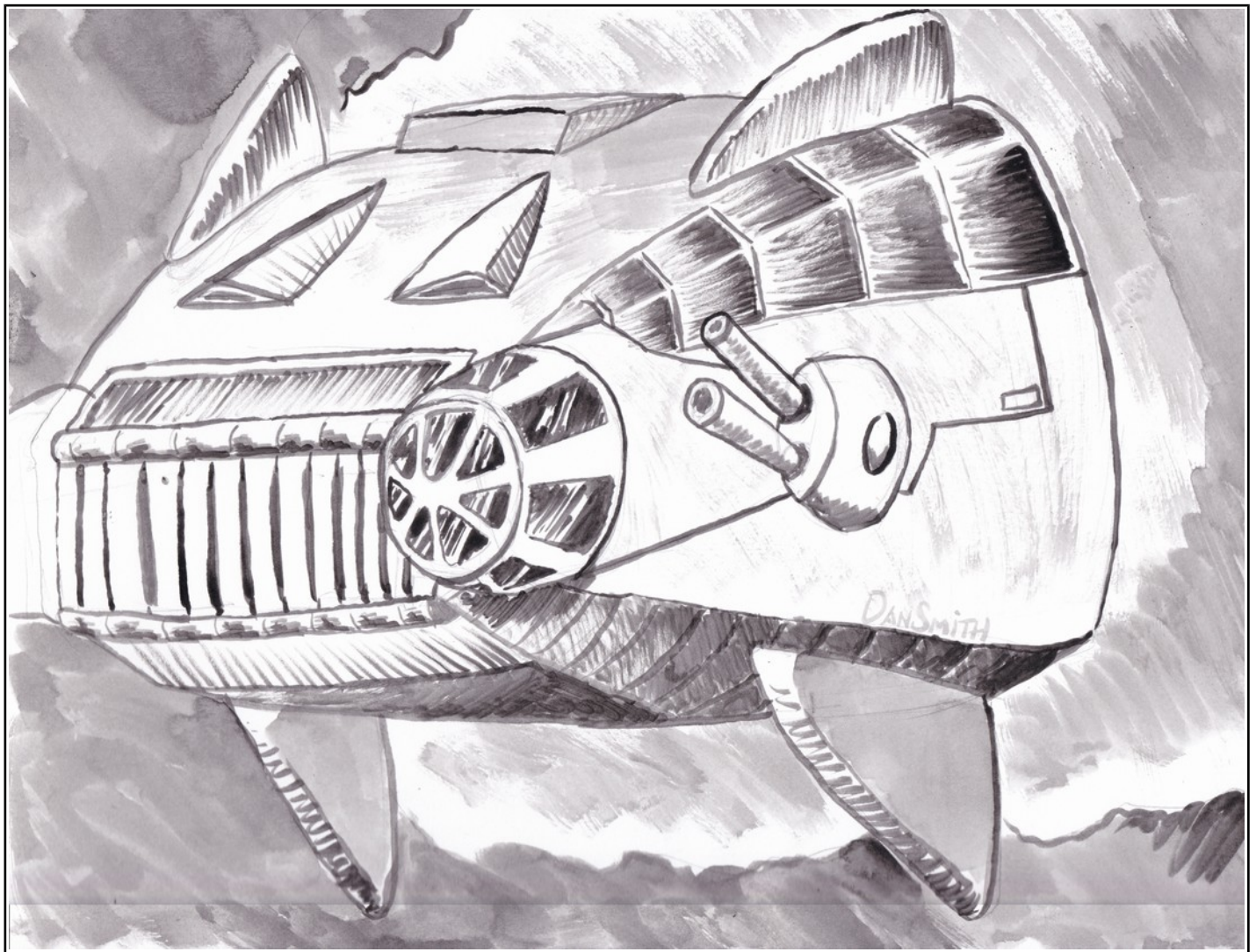
Weapons

triple turret: beam laser x 3

triple turret: particle beam, missile launcher, sandcaster

Cargo: 48 tons

The Dark Star is usually commanded by Lord Jukt, crewed by hard-bitten mercenaries, and carrying at least one APC, combat walker, and starfighter in the cargo hold.



The Black Ship's Marines

These characters could be used in your game as thugs, criminals, or pirates in any part of the galaxy. Here, they are the crew of the Lord Jukt's black ship ***Dark Star***, a notorious Fast Trader class pirate ship in the Skein Reach.

Careers: Rogue 2 (enforcer) – Henchman – **UCP A79645**

Attributes: Strength 10 (+1), Dexterity 7 (+0), Endurance 9 (+1), Intelligence 6 (+0), Education 4 (-1), Social Standing 5 (-1)

Skills: athletics 0, deception 0, gun combat (any) 1, melee (any) 1, recon 0, stealth 1, streetwise 1, (referee's choice) 0

Armor: 15

Equipment: improved cloth armor, torso protector, light infantry helmet, firearm (pistol, carbine or rifle that matches the henchman's gun combat skill and mission), hand weapon (knife, stunstick, arc-field claw, &ct.), 1,500 credits

Bounty Hunters of the Skein Reach – SS Razors Edge

Lovers and warriors, **Zab Brennick & Mista Noral** were trained as special forces interstellar marines and served in separate units for nearly a dozen years. Imperial Marine companies are strictly gender separated – they are sworn to put aside family as a sacrifice to the Emperor – but their respective companies were both deployed to put down the rebellion that had sprouted on Zaveros-8b. Their units fought side by side in the tunnels and habitations of that moon, and Zab and Mista were surprised to find themselves falling in love in the midst of war.

The Imperial response inflamed the rebellion, and soon the entire Zaveros system burned with the flames of uprising. When Imperial command decided to cut their losses and bombard the rebel capitol Zab and Mista were cut off from their units and left for dead. Determined to start a new life together, they escaped by stealing a ship and fleeing the Imperial fleet.

Now they co-captain the SS Razor's Edge, a modified Huntress-class starship. Their main trade is bounty hunting, and their preferred tactic is to follow a their quarry to a starport, sabotage their weapons with remote-detonating explosive charges, and attack them as they are preparing to jump out of system.

Zab and Mista wear custom combat armor suits with medical sensors which feed vital signals to double dead-man switches. The Razor's Edge ship computer is programmed to put the engine into thermal overload, ram the closest enemy, firing all weapons, and self-destruct if both of them die.



USS Razor Edge, a Huntress with a crew of four, Zab, Mista, and two crew.

Bounty Hunters – Zab Brennick & Mista Noral

Careers: Naval (Crew) 3, **UCP 9 9 8 7 8 6**

Skills: Pilot (spacecraft) 2, Mechanic 1, Vacc Suit 1, Zero-G 1, Comms 0, Sensors 1, Gunnery (turret) 2, Engineer (P-plant) 1, Engineer (life support) 1, Remote Operations 0, Melee (unarmed) 1, Gun Combat (rifle) 1

Equipment: combat armor (armor 12), laser rifle (5d6)

Crew – Jim Spinward & Mike Landa - UCP 777777

Skills: engineering 1, navigation 1, repair 1, sensors 0, gunnery 0, gun combat 0

Equipment: boarding vac suit (armor 8), laser carbine (4d6)

Encounter Hooks:

The player characters (PCs) have crossed the wrong person and earned a bounty somehow, and the Razor's Edge has taken the contract.

It's a case of mistaken identity, but the crew of the Razor's Edge think the player characters are wanted.

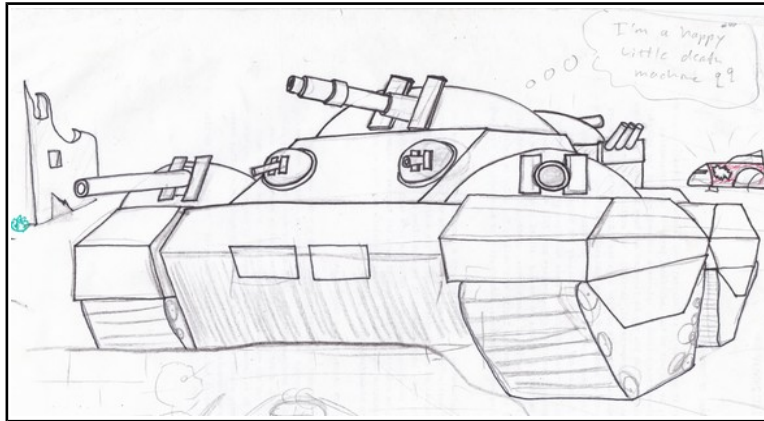
It may be that their ship is a close match to a wanted ship. Regardless of the truth of the situation, they sabotage the PCs' ship's weapons and attack them.

The players have the opportunity to hire the Razor's Edge to assist with a mission that's beyond the PC's abilities.

The Razor's Edge is hunting the same live-capture bounty the PCs are. Maybe they try to beat the PCs to the punch and get the target first. Or they might lay in wait and attack the PCs as soon as they have the target in custody.

The PCs, who have no starship, sign on as crew of the Razor's Edge.

PLANET OF THE CYBERTANK



~

an adventure for Traveller or other science-fiction role-playing games

for player characters with access to a light starship or armored fighting vehicles

~

In a quiet system the Player Characters (PCs) receive a distress signal from another spaceship – scrap salvagers stranded on a forbidden zone amber planet (UWP X642000-0). The small world, Zinah 2, was once host to a mining colony. Starchart library data indicates that it was irradiated by nuclear weaponry and abandoned more than two hundred years ago.

Adventure Overview

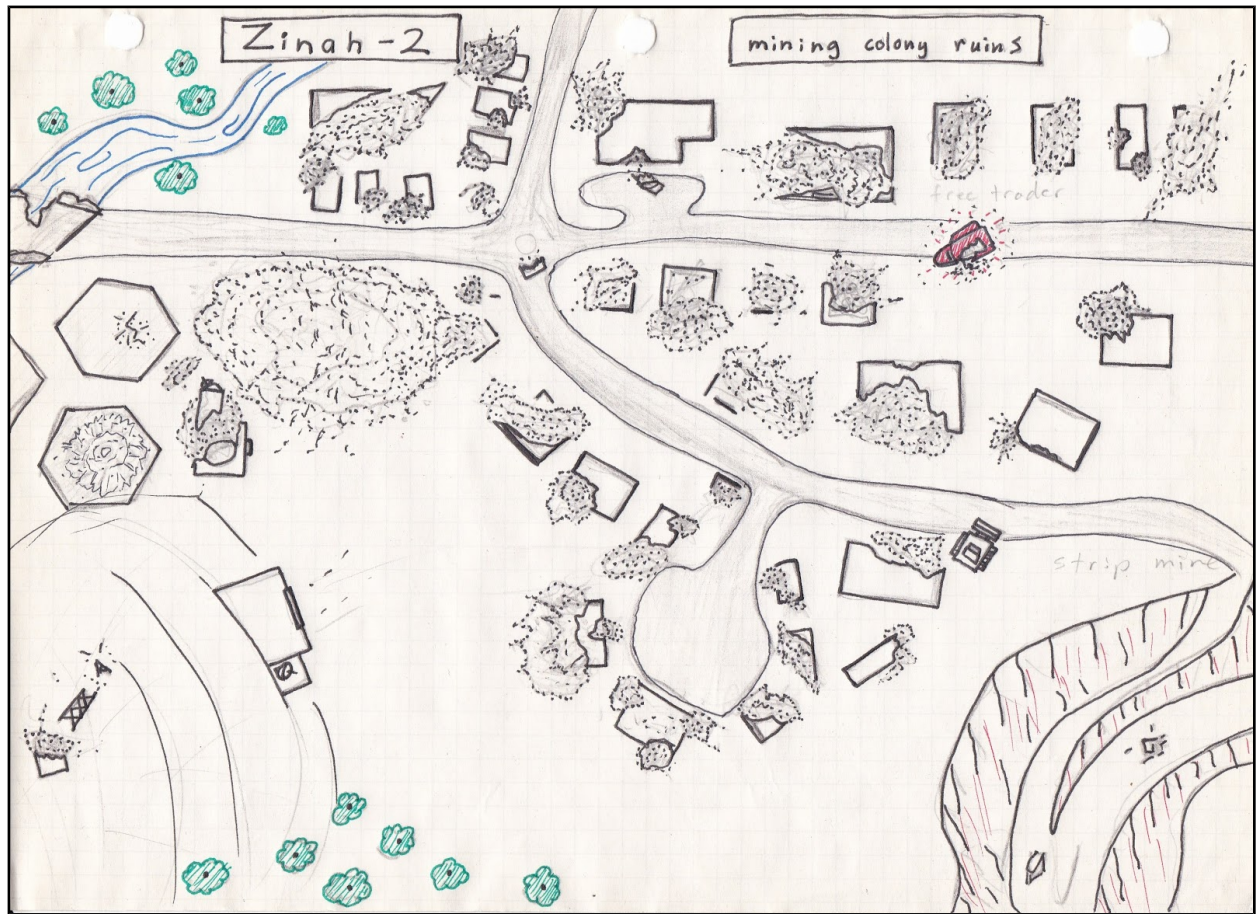
This adventure has the players land to investigate a distress signal, only to also be stranded on planet by a massive tank piloted by an artificial intelligence. They will have to use skill and guile to escape from the planet.

As an alternative scenario, if the travellers have access to grav tanks, mechs, or similar military equipment, they may be hired to eliminate the cybertank so that salvage can be collected or a new mining colony can be established.

The Cybertank's Domain

From orbit the automated emergency distress signal appears to be coming from the highly radioactive wreckage of a type A Free Trader "SS Swampdoge". The wreck is on the outskirts of the ruins of a mining outpost.

When the PCs arrive in orbit the cybertank is in its repair bunker in low-power mode (see below). A difficult (-6 DM) sensors check is required to detect the cybertank there and the PCs will likely land before they are aware of it.



Near the wreck, the planet's rainbow-colored lichens line the gravel ravines under a dusty, hazy sky. The air is very thin, and tainted by radioactive dust. Twisted, wispy trees dot the hills.

Due to high radiation in the area spacesuits are strongly advised. Those without will be exposed to 40 rads per hour. The destroyed free trader is much more radioactive, and those exploring the wreck are exposed to 100 rads per hour. Breathing the air without a filter is deadly – the radioactive dust will result in some type of severe respiratory cancer if not treated by an advanced medical facility. Drinking the groundwater is even more deadly.

Once the travellers land and leave their ship to investigate, the megatank will emerge to attack them. The cyber-brain controlled tank is currently still trying to complete its mission to defend the colony from offworlders. Either the megatank will shoot down their landing craft, or after they disembark it will cut the crew off from return to their ship. Programmed to be conservative with its ammo, the cybertank uses it's 180 mm tactical-nuke cannon against unarmored starships (dealing 1-2 points of damage and possibly disabling systems with the EMP), the 120 mm cannons against vehicles, and will try to run over and machine gun those on foot. Programmed with target engagement parameters, it will not attack a starship with more than 1 point of armor, but will instead wait for the crew to disembark before attacking.

If the referee is having trouble stranding the party on-world, the cybertank could always disable their ship with an EMP from the tactical-nuke cannon.

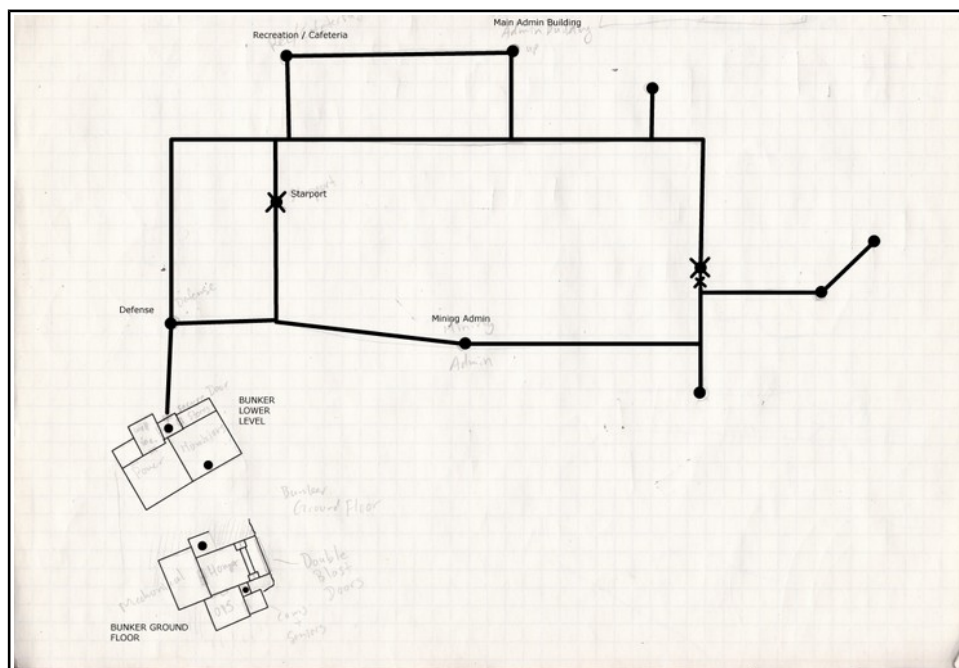
The remains of the mining colony are in bad shape from the fighting that took place here and the decades of neglect since then. Most of the buildings are now little more than piles of rubble, though the central administration building and one of the mining machine shops are mostly still standing. Near the strip mine at the edge of town a massive industrial bulldozer sits in disrepair. Several destroyed APCs are near the main intersection in town. The tower that housed the colony's beam laser turret is knocked down. If the administration building is searched, the PCs might discover records about the conflict that the cybertank thinks it is still fighting, or about its targeting parameters. A key-card for the bunker's security doors might also be among the scattered debris left behind when the colony was abandoned.

Tunnels under the ruined buildings of the mining colony or ravines and caverns could provide some shelter from the cybertank. The players may find survivors from the Free Trader in the tunnels – **Captain Dan Verast** and engineer **Vohn Mree**. The survivors are almost out of supplies and suffering from moderate radiation sickness. They will tell the player characters how they landed to search for salvage, were attacked in their grav car by the megatank, and when they returned to the ship and fired the beam laser turret at the megatank it destroyed their ship with nuclear shells. They were the only survivors.

At the referee's option, the security drones from the bunker could go into the tunnels to hunt down the player characters.

Lair of the Cybertank

Among the ruins of a military base adjacent to the colony the megatank repair and reloading facility is still semi-operational. The cybertank returns there periodically, though at the referee's discretion it may be low on ammo or damaged. The PCs may be able to infiltrate the facility with stealth and sabotage or reprogram the megatank.



In addition to the remote-controlled blast door for the megatank, the bunker has a side entrance for personnel with a key-card lock that the characters will have to bypass unless they found a keycard in the administration building. Within, many systems are old and broken, but one or more automated security drones may still be operational, programmed to destroy those without proper ID or uniforms. Automated repair drones are keeping the station barely operational, and at the referee's discretion might also be able to repair damage done to the cybertank.

In the lower levels there are systems for drawing up well water and refining it into hydrogen for the cybertank's fusion reactor. From logs on data wafers in the facility they can piece together the details of the conflict that ended with the abandonment of the colony – centuries ago the colony bought the cybertank and other arms from shady arms dealers to defend themselves from an aggressive band of raiders, only to have the fallout from the conflict render the area uninhabitable. When they fled the station the cybertank was left behind.

If they can establish communications with the cybertank and convince it that the war is over and it has succeeded at its mission, the cybertank may agree to leave planet with the travelers, though anti-theft and security protocols might be in place that make this very difficult.

There is some salvage from the free trader and other salvage from the bunker, mining facilities, and the war that left the cybertank on-world. Any crew from the free trader who are rescued will gladly pay for passage to another world. If the PCs are capable, they will also pay for help salvaging their ship, though it will require radiation decontamination before it can be stayed in without protective gear on at all times, and the hull, powerplant, and engines are all severely damaged. A tow back to a nearby stardock might be the best solution for any survivors.

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