No.37

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CHALLENGE

The Magazine of Science-Fiction Gaming

For 2300 AD—
Three Blind Mice
by David Nilsen

For Twilight: 2000—
Tyger, Tyger, Burning Bright
by Capt. Thomas E. Mulkey

For Space: 1889
From Above and Below
by Kevin Stein

5401

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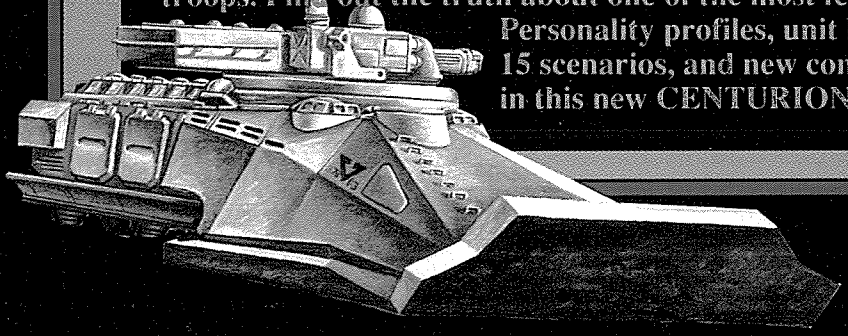

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No. 37

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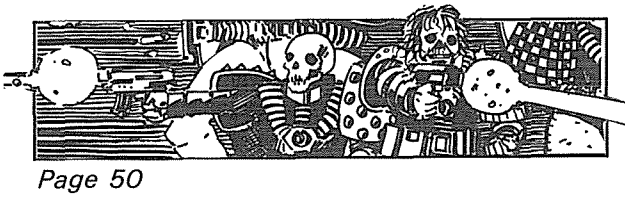

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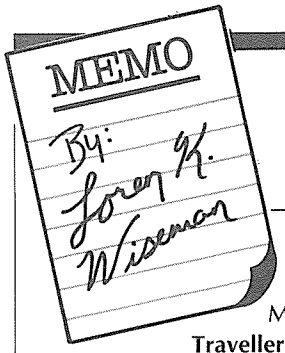
Submissions: We welcome articles and illustrations for **Challenge**. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Art portfolios should be addressed to the art director, c/o **Challenge**. Foreign inquiries (except APO/FPO) please include an International Reply Coupon.



From the Management

This issue is packed! The feature article is, of course, the "Three Blind Mice" scenario for **2300 AD**. **MegaTraveller** coverage is also impressive, with an adventure, Casual Encounter, Bestiary, and Ship's Locker.

This is the third issue of complete hobby coverage, and the response has been encouraging. There are those who panicked, seeing their **Traveller** coverage shrink again. In reality, **MegaTraveller** is getting fair support. There are plans to increase it by presenting a sector unique to **Challenge**, which will include lots of Rebellion-centered adventures and articles.

—*Timothy B. Brown*

CORRECTION

The cover and title page of our **Satellite Down** module incorrectly list Loren Wiseman as author. Blaine L. Pardoe wrote **Satellite Down**—Loren's contributions were limited to development (as noted on the credits page). We apologize to Mr. Pardoe and to any of our readers who were misled.

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JUST DETECTED

CONVENTIONS

BASHCON '89

March 3-5, 1989, Toledo, Ohio. Bashcon '89 is the seventh gaming convention to be held by the University of Toledo's Benevolent Adventures Strategic Headquarters (UT-BASH).

This year's convention features an auction, miniatures contest, movies, game exhibitors/dealers, an RPGA AD&D tournament and more than 130 other role-playing game, miniatures, and boardgaming events. The guest of honor will be Poul Anderson.

For more information, send an SASE to Student Activities Office, UT-BASH (BASHCON '89), 2801 W. Bancroft St, Toledo, OH 43606-3390.

OWLCON

March 17-19, Houston, Texas. Rice University's WARP and RSFAFA will host this convention on campus. The event will feature *Paranoia*, *Car Wars*, *Runequest*, **Traveller**, *Diplomacy*, *Illuminati*, *Civilization*, *Battletech*, *Star Fleet Battles*, *ASL*, and the *AD&D* tournament!

To register write to RSFAFA, OWLCON Preregistration, PO Box 1892, Houston, TX 77251.

CONNCON

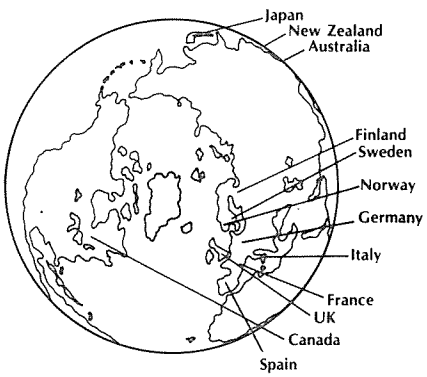
April 1-2, 1989, Danbury, Connecticut. Held at the Quality Inn in Danbury, this convention features role-playing games, boardgames, and miniatures.

An RPGA tournament will be held, and it will be open to all players. In addition, an RPGA event is planned, open to members only. A benefit event will also be held, with the proceeds going to the American Heart Association.

For more information, write to Hobby Center, 366 Main St, Danbury, CT 06810.

CONVENTION ORGANIZERS

Because of our publication schedule, we must have convention announcements at least five months in advance of the event.



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West Germany: Imported and distributed by *Fantasy Productions*, Konkordiastr. 61, Postfach: 3026, 4000 Dusseldorf 1, West Germany. Some titles are translated into German.

Japan: Printed and distributed by *Post Hobby Japan Co.*, Ltd, 26-5, 5-chome, Sendagaya, Shibuya-ku, Tokyo, Japan. Titles published are translated into Japanese.

United Kingdom: Imported and distributed by *Games of Liverpool*, 89 Victoria St, Liverpool, L1 6DG, UK; and by *Matthew Harvey & Co. Ltd.*, PO Box 38, Bath Street, Walsall, WS1 3BY, England; *Virgin Games*, 41-43 Standard Rd., London Nw10 6HF, England.

Italy: Imported and distributed by *Stratelibri* (formerly PEI), via R. di Lauria 15, 20149 Milano, Italy.

Sweden: Imported and distributed by *Hobbyhuset*, Box 2003, S-750 02, Uppsala, Sweden and by *Target Games*, Frihamnen S-100 56, Stockholm, Sweden.

New Zealand: Imported and distributed by *Blackwood Gayle*, PO Box 28358, Auckland, New Zealand.

Australia: Imported and distributed by *Jedko Games*, 134 Cochranes Rd., Moorabbin, Vic, 3198, Australia.

Finland: Imported and distributed by *Fantasiapelit Tudeer KY*, P Rastitie 6 B 22, 01360 Vantaa, Finland.

Norway: Imported and distributed by *AEH Hobby AS*, Pilestredet 7, 0180 Oslo 1, Norway.

Spain: Imported and distributed by *Jocs & Games*, c/. Muntaner, 193, Barcelona 08036 Spain.

Tyger, Tyger, Burning Bright

By Cpt. Thomas E. Mulkey

"Tyger, tyger, burning bright....In the forests of the night." I don't know any more of the poem than that, and I was the only one in the old platoon that had even heard that much. I think the rest of it goes something like "Up above the world so high, like a tea tray in the sky..." but don't quote me.

So anyway, this turnip-stomper down the coast hired us to kill a couple of tigers that had escaped from some zoo and were noshing down on the local livestock. I'd seen pictures of tigers, and they didn't look that bad to me. Big kitty cats. I saw a lion at the zoo when I was a kid, and a tiger is just a lioness with stripes, right? Wrong! A tiger is a lioness with stripes that's been through the xerox machine at the "×2.5" setting.

PLAYERS' INFORMATION

The mission is to hunt down a pair of Siberian snow tigers which have been taking livestock from the herds of local farmers and which have just killed a local 3-year-old child. For the delivery of the recognizable pelts of two adult black-and-white striped tigers, player characters will receive either 500 liters of methyl alcohol or one brood mare; for each additional pelt, mature or not, 250 liters of methyl alcohol. No equipment is supplied. A local guide will take you to the place (A) where the little girl's body was found and, if you wish, to the locations where the tigers left their kills from the local horse and cattle herds. (See B-H on players' map.)

Background: Four horses or colts and three calves have been killed within two kilometers of Lake Stafford within the past four weeks. The child vanished from her back yard three days ago and was discovered brutally mauled early yesterday morning. Several locals have seen the tigers over the last three weeks, but none could get a proper shot at them or track them to their lair.

The tigers are known to be fond of water and are believed to be holed up somewhere in the immediate area of the lake.

REFEREE'S INFORMATION

This adventure is set in north Florida but could occur almost anywhere provided the type of predator is adjusted to reflect the locale. Rural maps of any location will do—it is not necessary to possess a copy of this map, but the above information has been provided to assist the referee who might wish to use the actual adventure terrain map in his campaign.

MAPS FOR THE ADVENTURE

Although it is not vital to the adventure, referees may wish to avail themselves of the USGS map of the region in question: Florida, the Morriston quadrangle, 7.5 minute series (topographical) N2915-W8222.5/7.5 dated 1969, AMS 4542 IV SW-Series V847. (The map is for sale by the United States Geological Survey, Department of the Interior, Washington, DC 20242. I don't know the present price.) Check with the library of any local university—many universities have map libraries, and they may have a copy of this map or a similar one.

Referee's Map: This map shows the general area of Lake Stafford, Morriston, and the Williston Municipal Airport. It uses the following letter codes to identify areas of interest:

A. The murder scene.

B. Calf kill 12 hours prior to the child killing.

C. Colt kill three days prior.

D. Colt kill five to six days prior.

E. Calf kill 11 to 12 days prior.

F. Calf kill 17 days prior.

G. Colt kill 24 days prior.

H. Colt kill 29 days prior.

I. Virgil McCallum's farm: the location from where the child vanished.

J. Williston Municipal Airport: camp of the Tiger Lady.

K. Enoch Adams' farm: the hunt headquarters.

L. The north island: where the tigers' lair is located.

Players' Map: This map shows the general terrain in the vicinity of Lake Stafford.

REFEREE'S BACKGROUND NOTES

Two Siberian snow tigers have moved into this north Florida cattle- and horse-raising area. They are the offspring of the original group that escaped from the Busch Gardens African Theme Park in Tampa following the devastating nuclear attack on MacDill Air Force Base (south of that city on Tampa Bay) in November 1997. The tigers are a young mated pair and just had their first cubs about a month before the adventure begins. The lair is located by the letter L on the map, essentially a marshy hammock in Lake Stafford, a shallow, plant-choked body of water typical of the area.

In addition to the parents and three cubs, a third Siberian tiger is in the area—Evil Evelyn, an ancient, crippled, half-blind wreck of a cat, triply dangerous because of it. Too old and feeble to take the wild white tail deer that abound in this area and nearly too incapacitated to even be a danger to colts and calves, Evil Evelyn is the killer of the child and will kill other humans given the opportunity: They are slow and weak enough to be easy to kill, and Evelyn has gotten lazy in her old age.

The horror of the attack and the shocking condition of the remains were such that the locals were in no mood to hear about how harmless and inoffensive the big cats *really* are.

The old and crippled tiger will have to be hunted down and killed. The two adult tigers also represent a threat to the area, but they are much more likely to take small mammals and deer than calves and colts, and are not at all likely to attack men unless provoked or protecting their cubs.

Personalities

Referees may wish to generate other NPCs to complement the ones listed below.

ENOCH ADAMS

The leader of the local farming and ranching association is Enoch Adams, a wealthy horse rancher and a pillar of his community. Adams, who lives in the finest house in Morriston, is the one to whom the characters would be referred in regard to the proposed tiger hunt. He has put up the reward out of his own pocket and has been instrumental in promptly acting to nip the community's "tiger problem" in the bud.

In addition to providing guides to show the player characters the locations of the various previous livestock kills, Adams will advise the characters that while he doubts that this tiger hunting business should prove too tough, the rest of the community is utterly terrified by the thought of *tigers* lurking in every live oak tree and behind every palmetto patch. Adams will warn the characters not to let this problem get out of hand: The locals are already in a near panic over the "tiger problem" and could be provoked to lash out in fear at anyone or anything that might prove a lightning rod to release their ignorance and sense of helpless terror. He is particularly concerned (he will say) "over the safety of that hippie couple up to the airport." Adams will report that they have been seen frequently in the area around Lake Stafford, and people are beginning to talk about the attack on, and death of, the local child as though the tall, red-haired lady in buckskins and her dark, long-haired and bearded biker lover were somehow the cause.

Adams will point out that it is easy enough to blame the mysterious and flamboyant-looking redhead when it is known that she was in the area on the day the child was discovered to be missing and again on the day that the gory, half-consumed remains were discovered in a woods close to Lake Stafford. Adams can confirm this he says, because his brother-in-law, Pastor Wilber Mayfield, says he saw her nearby on the very day the child was taken from her parents' fenced-in backyard here in Morriston. Adams has absolute confidence in Mayfield's report because the minister is such a widely known and respected member of the community, in addition to being a relative.

Adams is prepared to support the hunters with the use of one of his barns as a headquarters. He will supply a bass boat, trailer, and 20 liters of alcohol to run it if the characters think it would be useful and will even put up a suckling pig as "bait" for the tigers if that will help. He is obviously eager to see this matter through to a swift conclusion (as witnessed by the offer of the edible piglet). He also has a powerful citizens band radio that he can use to help with the characters' communications. The radio is not compatible with any standard military FM radio the characters may have, but he can also provide a spare mobile transmitter/receiver to allow him to keep in touch with the progress of the hunt. Adams' regular radio electrician is off float fishing and is not available, but the players should not have much difficulty installing it in one of their vehicles if they wish (this is a task, ESY:ELC). The only stipulation he puts on the use of his equipment is that he get it back when the hunt has been successfully concluded.

Enoch Adams is an Experienced NPC.

NPC Motivation Results: *Heart 9:* Adams is a man deeply concerned about and personally involved in the welfare of his community. *Diamond Ace:* He is generous with his resources, eager to see this project brought to a speedy conclusion.

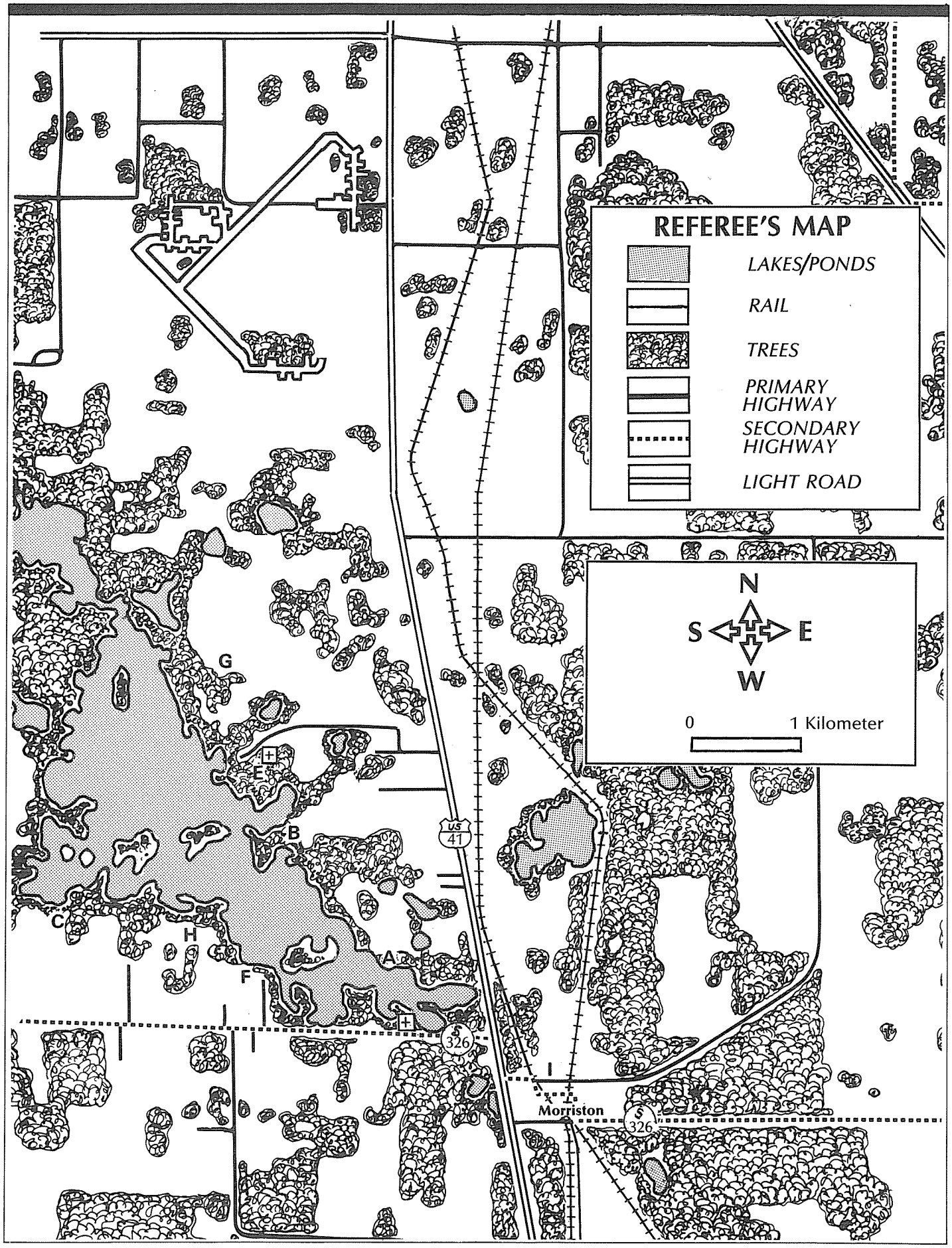
JOHN WAYNE BROWNE AND THE TIGER LADY

Further complicating the characters' lives are John Wayne Browne and the Tiger Lady. John Wayne, a war veteran, and his common-law wife, Nancy Kelly, have moved into the remains of the old Williston Municipal Airport. If approached in an open and nonhostile manner, they will prove to be a valuable source of information concerning the Siberian snow tigers and useful in other ways as well.

Nancy Kelly, The Tiger Lady

Nancy is a naturalist and before the war was working on a degree in wildlife management at the University of Florida at Gainesville, 30 kilometers northeast of Morriston. She has been through some rough times since the war began and has settled into a world of her own. Preferring to leave the past buried, she is now devoting her energies to the study of Biffy and Buffy (the names she has given to the pair of tigers she has been tracking for almost 15 months now). She has fitted radio tracking collars on both of them and has even entered the den at Lake Stafford (while Buffy was away) to measure, weigh, and determine the sex of the cubs.

Nancy will tell the player characters just about anything they could wish to know about Biffy and Buffy. Everything, that is, except where they have their lair. She wouldn't tell anyone that under normal circumstances in order to protect the cubs from the curiosity of those having no ill intentions toward her cats.


REFEREE'S MAP
LAKES/PONDS
RAIL
TREES
PRIMARY HIGHWAY
SECONDARY HIGHWAY
LIGHT ROAD
N
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Morriston
S 326

Given the present state of (in her opinion) hysteria over first the farmers' loss of some stock and then the death of the child, she wouldn't be prepared to reveal the cubs' whereabouts under torture, and she half suspects it might come to that. If Nancy thinks the players are planning to track her cats using the radio collars they wear, she will immediately send a radio signal that will shut down the transmitters. She also has a signal to reactivate the transmitters, but both shutting down and starting up the radio collars require the sender to be within line of sight of the collars (and tigers). The chance of stumbling onto either of the coded on/off signals is extremely remote.

Nancy has begun to suspect a third cat is in the area, probably an old, crippled, and therefore dangerous animal that should properly be culled—if not for the sake of the local farmers' livestock, then certainly before the poor old thing is forced to become a man-eater. Nancy has no idea where this third cat may be lurking. If she finds it, she herself is likely to put it out of its misery, just to safeguard the "good" reputations of her own tigers.

Nancy has a tranquilizer rifle, which she uses for research purposes, and a nonlethal electronic stun gun.

Nancy has visited the site where the little girl's body was discovered but did not have a chance to examine the child's body. The horror of the attack and the shocking condition of the remains were such that the locals are in no mood to hear about how harmless and inoffensive her big cats are. An autopsy has not been performed. Nancy, however, is not convinced that the child was killed by either Biffy or Buffy. Her suspicions about the presence of an old rogue cat are based on her experience with her two subjects and a gut feeling.

Nancy will use every nonviolent means at her disposal to prevent the player characters or anyone else from killing her cats. She has several loud, shrill whistles she can use to frighten away the tigers if she sees them being led into an ambush, and she will repeatedly move to frustrate would-be hunters, even to the point of endangering her own life, if need be.

Nancy Kelly is an Experienced NPC.

NPC Motivation Results: *Diamond King:* She is completely absorbed in her research and the pursuit of knowledge for its own sake to the point of near blindness to the rest of the world. Not even a nuclear war and the ensuing chaos was allowed to disturb her quest for knowledge. *Heart Queen:* She is in love with John Browne, and he is the one living person on this miserable planet she would give up her tigers' lives in order to save (but she wouldn't like it, if it came to that).

John Wayne Browne

Staff Sergeant John Wayne Browne can be a very dangerous man to cross. His exploits in the recent unpleasantness earned him two silver stars, but he is content enough to be left alone with his Harley Hog, his buckskin-clad bride, and his few souvenirs of the war. In response to questions about what he did, he will simply reply that he "killed people and blew things up in the name of the U.S. government" and leave it at that.

One of those souvenirs, incidentally, is an M2HB that he has "spinal mounted" on his big bike. The bike can serve as a stable mount for firing the heavy machinegun as long as it is only used in the single-shot mode and the bike is stationary. The weapon *cannot* be fired while the vehicle is in motion under any circumstances.

He claims he only uses it for hunting and then only on single shot. Naturally he is very good with the big gun. Browne also has a NHT and a .45 auto (which he prefers to the army's standard 9mm pistol).

In regard to the risks his lover takes on behalf of her beloved tigers, Browne just shakes his head and rolls his eyes skyward in appeal to the guardian angel of obsessed naturalists and other types of crazy fools. He is no one to be claiming any prizes for reasonable behavior and prudent discretion. Staff Sergeant Browne is, as he so quaintly puts it, "a hopeless adrenalin junkie." How the player characters react to being frustrated by these two primitives during the tiger hunt is, of course, up to them.

John Wayne Browne has the following skills: CRM90, RCN85, BC75 (damage 15 + 1D6, STR 20, SIZ 20; with just a little more training, this guy could be *trouble* in a fist fight), MC65, TW60, HB45, HW75, IF50, LCG50, PST80, DEM65, MED60, ELC75, INS75, INT50, PAR80, MTN65, SWM85, SCD80, LAP45, FOR75, WVD60, MCY85, SBH70, LNG (Russian):75, LNG (Chinese):45, MEC50, GS65, EQ40, BIO35. Browne is one of that sort of guys Frank Frey tried to warn you about in **RDF Sourcebook:** "Extremely powerful characters that are capable of wreaking havoc on many times their own number...." SSG Browne is an Elite NPC.

NPC Motivation Results: *Heart Queen:* After the surfeit of death and destruction Browne has seen (and committed), his love for Nancy Kelly is about the only decent thing this Green Beret has left to live for. *Club 10:* Nancy keeps John under control, and the excitement of stalking tigers on a daily basis satisfies Browne's craving for the excitement of close combat. But heaven have mercy on anyone laying hands on Nancy.

THE DEATH SITE

Located just inside a stand of densely overgrown yellow slash pine planted many years before the war, about 20 meters from the reed-choked shore of Lake Stafford, Leroy Tremble, a wrangler in the employ of Mr. Enoch Adams, came upon the grisly, half-eaten remains of Debbie Lee McCallum. The six-inch-wide prints of a large cat and some black and tawny-white hairs left snagged in nearby brambles have led all who examined the site to conclude the child was killed by a tiger.

Player characters attempting to glean additional intelligence from the death scene are in for some difficulty. The site has been heavily trampled by the initial investigators and the idle curious. No true information remains to be acquired there. If the characters insist upon a RCN roll, and the result is an outstanding success, tell them they found one single undisturbed paw print, some 150 millimeters in width and having an odd shape to one toe (Evil Evelyn suffers from arthritis in addition to all her other aches and pains, and the disease has distorted her left rear paw). The Tiger Lady will find this bit of information very interesting because neither of her cats have a damaged paw. No further tracks can be found, and it will be impossible, given the herd of sightseers who have passed this way, to track the cat any further. The print faces south, toward the lake.

Leroy Tremble happened onto the body while checking the livestock for Mr. Adams. The body was found in an area that had been checked previously by several of the parties searching for the McCallum girl. Pastor Mayfield was the second

one on the scene, having spent the night with his brother-in-law, Enoch Adams, following the previous day's search. Mayfield had been driving his sedan home to Williston when he saw Tremble in his pickup truck, racing onto US 41 from the dirt road that leads west, back to an abandoned farm house and some pasturage along the southeast shore of Lake Stafford. Realizing Tremble must have found little Debbie, Pastor Mayfield followed his tire tracks back to the scene and secured it for several minutes until the searchers from Adams' farms could arrive. Within half an hour, nearly everyone in Morriston had arrived, and within an hour and a half, local bloodhound teams had been brought in, but it was all for naught. No usable trail could be established, and the press of people and vehicles had thoroughly muddled any prints.

THE LIVESTOCK KILLS

As might be deduced from the child's death scene and the amount of time that has passed since each kill was discovered, none of these locations will produce any new revelations. An outstanding success on RCN may allow the discovery of a paw print that matches the one seen at the death scene, but no usable trail will be discovered.

THE VIRGIL MCCALLUM FARM

Virgil McCallum and his family of nine live in a comfortable but modest prewar brick house and a ranch of some 200 acres north of Morriston, across State Road 326 and east of US 41, 1.5 kilometers southeast of where the child's body was discovered.

THE TIGER LADY'S CAMP

Located 300 meters west of US 41 and 1.6 kilometers south of State Road 121, Williston Municipal Airport is an abandoned facility, two miles or 3.2 kilometers to a side, located 3 kilometers north of Lake Stafford. It is shaped like a T: A primary runway 2200 meters long runs from the northeast to southwest, where it intersects a 1.6 kilometer-long secondary runway, which runs northwest to southeast and forms the crossbar of the T. Three access roads lead to the airport from US 41 in the east, from State Road 121 and Williston in the north, and from two local roads from the west that meet the boundary line road paralleling the southeastern side of the two-mile square plot of land it sits on. These last two roads do not lead directly onto the airstrip but jog north then east to link with the northern access road.

Dense woods fill the northern angle of the runways in the immediate area of the US 41 entrance and all along the southwestern perimeter fence. A small spring-fed pond is nestled amid a dense stand of trees located due south from the intersection of the two runways, and a larger tract of woods lies east of the extreme southeastern runway. To the south the land opens up, with gently rolling grassy rises and dips providing occasional cover but no concealment for almost 20 kilometers. Beyond the southern woodline lies the marshy shore of Lake Stafford.

No buildings are at this location, not even a tower. One minor storage shed is visible in the southwest quadrant of the airport, and it will be upon this structure that the arriving vigilantes will initially vent their spleen and much of their firepower, letting the campers know in no uncertain terms that the mob is not there to chitchat but means to do them severe bodily harm at least—and probably lynch them if it has the opportunity.

Nancy Kelly towed her compact travel trailer into the small patch of woods due south of the runway intersection, where it is close to a water source, shaded, and not readily visible to the curious passers-by. From the small stand of trees is excellent visibility and clear fields of fire in every direction out to 400 to 700 meters and beyond. The campsite was selected with an eye for defensibility as well as privacy. An abandoned but still nasty three-strand barbed wire fence stands neglected amid the weeds to the west and south of the woods, ready to upset unwary intruders approaching from that direction.

In addition to Kelly's GM 5/4-ton pickup, Browne's beat-up-looking but surprisingly well maintained Harley is in camp when both are present. They very seldom go off without each other, although they may be some hundreds of meters apart in the bush while tracking the big cats.

ENOCH ADAMS' FARM

A successful local rancher, Enoch Adams, and his family of six live in a comfortable prewar ranch home just south of Morriston. Located on a rise of ground amid gently sloping Bahia grass fields, the house has a clear view (and line of sight) of all approaches. Adams has a powerful C.B. radio transmitter in the house, and uses it to keep tabs on his extensive and widely dispersed holdings. The tall antenna is part of the house and extremely hard to knock out. The Adams have a secure source of drinking water from an artesian well located in one of the few full-size basements in Florida. A 5000-liter alcohol tank is also located down there to fuel a 100-kilowatt emergency generator. Adams has the means to produce electricity but uses it sparingly, mainly to charge the storage batteries which power his transmitter.

Of more importance to the characters is the Adams' barn. As no farming is done on the premises, a barn would seem extraneous. This barn, however, is not a home for horses and

a storage place for hay (both of which Enoch Adams owns in plenty and houses elsewhere). Enoch's barn is a meeting place, a theater for summer stock, a rentable wedding banquet hall, a social gathering place for the community, and, now that the characters are going to be involved, a nerve center to coordinate, assist, and control the tiger hunt.

Located south of and downhill from the big house, the barn has running water, a septic tank, and working toilets. Best of all, it has solar-heated showers. The ground floor is hardwood, suitable for dancing—square or otherwise. The loft is reached by a stairway, not a ladder, and the roof includes skylights. The loft covers about two-thirds of the lower floor space.

Mr. Adams has run a CB radio repeater link out of his house to the barn, making it possible to communicate over his powerful receiver without being in the house. (*Note:* The controls for this second receiver are in his communications room up the hill in his house, and access can be instantly shut off from there.)

The characters may use the six horse stalls in the back end of the ground floor if they insist on stabling their horses in Enoch's nice clean barn. If so, he can also bring in hay and feed for the animals but will let the characters know in no uncertain terms that they are responsible for cleaning the place up again before they leave. In an attached shed is Enoch's prized bass boat and trailer. The boat has a five-horsepower engine, a quiet electric trolling motor, and a 20-liter fuel tank. It runs on alcohol, of course, and a storage battery. The boat will hold three armed men, but don't expect to fight from it as it is made of fiberglass and aluminum, and isn't very substantial. Top speed for the alcohol engine is five knots; the electric motor will not do over three knots. With three men on board, it draws .15 meters (six inches) of water. It is a task (ESY:MEC) to rig up a civilian-style trailer hitch for most military vehicles. Lake Stafford has no boat ramps, and the shores tend to dissolve into marsh as much as 50 meters "inland." Fortunately, the bass boat weighs only 50 kilograms and comes with six external lifting handles, just like a coffin!

THE TIGERS' LAIR

Only four "islands" of any size exist on Lake Stafford. They are unnamed but for purposes of discussion can be referred to as North, South, East, and West Islands. South Island is the largest, closest to the death scene and the most likely candidate for residency by Evil Evelyn, the tired rogue tiger and child killer. Where she actually hangs her hat is up to the referee; moving her around keeps the characters guessing and the players honest. East and West Islands are slightly smaller and quite close together. North Island is the smallest, least accessible and most difficult to search, owing to the density of the underbrush—in short, a perfect place to raise three rambunctious tiger cubs. Both the young adults will be on this island 50 percent of the time. One or the other will be here 90 percent of the time, and even when Buffy goes off to leave the cubs, she is never far away. On the island, the tigers (Buffy in particular) will never be surprised. Knowing intruders approach, Buffy will remove one, two, or all three cubs from her den before the characters arrive (1D6). Don't forget, the young tigers (but not Evil Evelyn) have an ally in Nancy Kelly, a woman who will do her utmost to prevent the characters from killing her tigers.

ENCOUNTERS

Die	*Result*
2	Evil Evelyn's spoor
3	Nontiger predator kill
4	Snake, nonpoisonous
5	Snake, poisonous
6	Small game
7	Deer (1D6 + 3)
8-10	Domestic livestock
11	Tiger kill
12	Biffy/Buffy

Evil Evelyn's Spoor: Broken birds nests, partly consumed small animals and reptiles, perhaps a freshly killed calf or foal. Evil Evelyn has arthritis, and it has deformed her left rear paw, giving her footprint a distinct shape. It is a task (ESY:RCN) to determine her print as belonging to the same cat that visited the death scene of Debbie McCallum.

Nontiger Predator Kill: In addition to Biffy, Buffy, Evelyn, and the three cubs, the characters may run into other critters. You have your lions and bears, also escaped from various zoos and amusement parks across the state, and your prewar indigenous and nonindigenous predators. One of the former is a powerful old Florida panther, tagged number 49 by Florida's Fish and Game Bureau, nicknamed Chief Billie, after a former Seminole leader who ran afoul of the environmentalists over his ancestral right to hunt the big cats. Use Biffy's stats if you wish; the old panther and young tiger are about the same size and weight.

Snake, Nonpoisonous: This is your opportunity as referee to scare the bejesus out of a randomly selected character. Snakes, being cold-blooded, like to snuggle up to people and things that give them that warm, cuddly, welcomed feeling. One of the more fun encounters to be had here in the Sunshine State is to wake up with company in your sleeping bag. These snakes are harmless, but most people do not have the biological training needed to distinguish between these and the dangerous varieties.

Snakes, Poisonous: The referee may choose from the following (percentages in parentheses are the chances of death if bitten): coral snake (70%), diamondback rattlesnake (60%), pigmy pine rattler (55%), water moccasin (60%, plus 95% blood poisoning or tetanus, even if the venom doesn't kill you—they feed on carrion); bushmaster (70%), cape cobra (75%), black mamba (80%), fer-de-lance (90%), Asian bamboo viper (99%). The chances of being bitten depend on the circumstances of the encounter and should be determined by the referee.

Small Game: Small game includes rabbits, rats, raccoons, possums, squirrels, armadillos, Florida gopher turtles, and the ever popular rabid skunks. If the encounter occurs while the characters are on the lake, substitute "Old Disgusting."

It seems every lake and pond in Florida has at least one big gator, and "Old Disgusting" has been hanging around this one since granddad was a boy (according to local legend). He weighs more than your fire support HMMWV and has decided you don't look like someone who ought to be at the top of your food chain. In August 1988, a mere 10-footer (three meters, 227 kilograms) nearly took off a would-be gator hunter's left arm. Police officers with .357 magnums at point-blank range put 16 rounds into the beast's torso and still had to use two

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12-gauge shotgun blasts to the gator's head before they could convince him he had a future as alligator luggage. Stick to tiger hunting—it's safer!

Small Herd of White Tail Deer: These are the main dietary staple of healthy, young Siberian snow tigers with cubs at home to feed. If the characters are in Lake Stafford, convert this encounter to one with an example of "Old Disgusting's" younger nieces and nephews.

Domestic Livestock: The most common type of cattle in Florida is the Brahman. You know, the large, ugly ones cowboys try to ride at rodeos. In the wrong mood, one of these beasties could wreck your HMMWV. If the characters are in Lake Stafford, this becomes no encounter.

Tiger Kill: Most likely a deer. See comments under Biffy and Buffy, below.

STATS FOR SELECTED FAUNA

The following statistics apply to area fauna.

Biffy: *Meat:* 1D6 × 15 *Move:* 10/20/60 *No. Appearing:* 1 *Hits:* 55 *Attack:* 55% *Hit No.:* 50 *Damage:* 4D6 *Stature:* 22.

Buffy: *Meat:* 1D6 × 13 *Move:* 10/20/60 *No. Appearing:* 1 *Hits:* 50 *Attack:* 70% *Hit No.:* 50 *Damage:* 4D6 *Stature:* 20.

Evil Evelyn: *Meat:* 1D6 × 17 *Move:* 3/7/10 *No. Appearing:* 1 *Hits:* 55 *Attack:* 35% *Hit No.:* 50 *Damage:* 3D6 *Stature:* 25.

Alligator: *Meat:* 1D6 × 12 *Move:* 3/7/10 *No. Appearing:* 1 *Hits:* 40 *Attack:* 40% *Hit No.:* 50 *Damage:* 4D6 *Stature:* 12.

Old Disgusting: *Meat:* 1D6 × 17 *Move:* 3/7/10 *No. Appearing:* 1 *Hits:* 55 *Attack:* 35% *Hit No.:* 50 *Damage:* 3D6 *Stature:* 25.

Brahman Bull *Meat:* 1D6 × 90 *Move:* 10/20/50 *No. Appearing:* 1 *Hits:* 45 *Attack:* 45% *Hit No.:* 65 *Damage:* 3D6 *Stature:* 18.

EQUIPMENT LIST

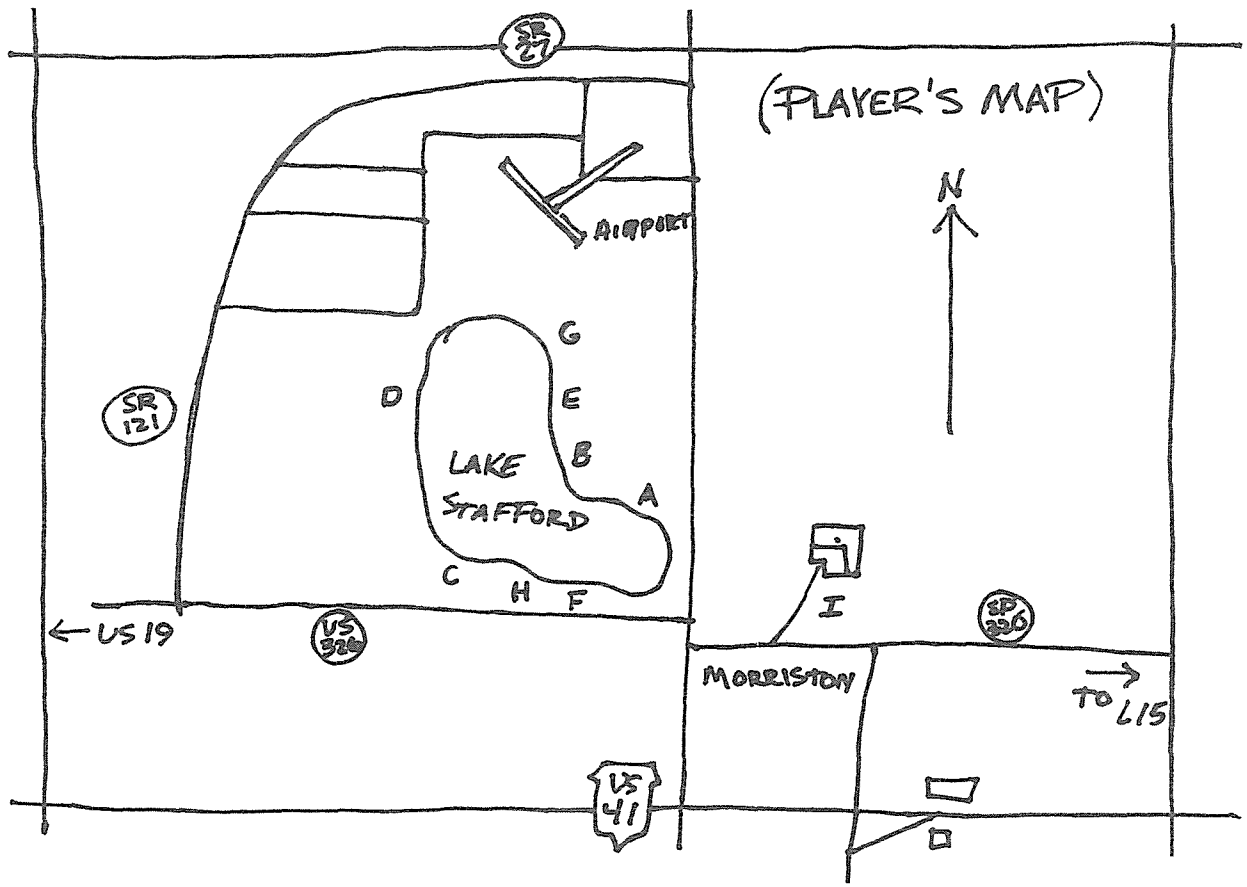
The section below describes equipment which may be used.

Tranquilizer, Veterinary: A powerful, extremely fast-acting serum. On the first combat round following a successful hit result, the victim must roll his CON or less (as a percentile roll), or suffer a 50-percent reduction in all skills (success means the victim suffers only a 25-percent reduction that round). On the next round the victim must roll ½CON as a percentile to avoid a 100-percent reduction in skills, a successful roll reducing the victim's skills by 75 percent. On the third combat round following a hit, the victim is effectively paralyzed but seldom loses consciousness (the large muscle groups will not work, but autonomic reflexes such as breathing continue).

The victim feels no pain but is disoriented and will only remember half of what happens while he is drugged. Hallucinations are common. The drug injects almost immediately—jerking the tranquilizer dart out after impact has no effect on the progress of the drug. There is no antidote for the effects except time for the serum to be purged from the victim's system. The drug lasts 10 minutes + (dosage − SIZ × 10 minutes).

If the dosage exceeds the victim's SIZ, the victim may receive an overdose and die. The chance of a fatal overdose is equal to the difference between the dose and the victim's SIZ expressed as a percentile. For example, a SIZ 10 victim of a dosage 25 injection has a 15-percent chance of dying. For purposes of this adventure, Nancy Kelly's hypos have a dosage of 22.

Furthermore, characters thinking this is the perfect means to silence sentries and others from a safe distance are in for a disappointment. A human victim (or a charging tiger for that



matter) will still be able to pull a trigger or shout a warning (or rip out an unwary character's liver and lights) before going under completely. For the inexperienced user, this stuff is a chancy proposition at best. In the interest of educating player characters and improving the role-playing breed, however, the designer recommends letting player characters find out for themselves the limitations of this drug. *Weight:* 1 kg (100 units) *Price:* $1000 (—/—).

Tranquilizer Rifle: This is a compressed-air weapon specially designed to fire tranquilizer darts (see below). CRM is the relevant skill for its use. It is a single-shot, bolt-action weapon and can easily be mistaken for a large-bore, big-game rifle. It has the following statistics: *ROF:* 1 *Mag:* 1 (one shot takes two combat rounds to reload and represents a single dart) *Rng:* 10 *Dam:* 0 *Arm:* ×8.

Tranquilizer Darts: These are reusable hypodermic darts designed to deliver liquid drugs to an unwilling victim at a (hopefully) safe distance. *Weight:* Negligible; available only in sets of three *Price:* $500 (Nancy Kelly won't sell them and has only 12). These darts, like the tranquilizer drug, are extremely rare.

Whether the device will actually stop a creature like Biffy, wired up to the ancient imperatives of his hunting instincts, is a matter for debate.

Taser Stunner: Originally sold as a nonlethal personal defense weapon, the stunner and several similar devices became popular due to the average American's perception of the crime situation in America in the late 20th century. As serious weapons for use in a combat environment, most of these devices proved not to fill the bill, being of somewhat questionable reliability and having an uneven record as a man-stopper. They were never adopted by the military, and most characters are unlikely to have come across them.

A Taser stunner works by shooting two small darts (connected to the weapon by fine wires) into the victim which either penetrate the skin slightly or stick in the clothing with their tips resting against the skin. The user then pulls a second trigger, sending a large but (usually) nonfatal dose of electricity (high voltage, low amperage) through the wires and into the darts. Electroconvulsion scrambles the major muscle groups, and the victim collapses—in theory. Limited experience with the device soon revealed that it had its inadequacies. The darts had to be solidly implanted into the victim's skin for maximum effect, and heavy clothing (such as a leather jacket) was a very effective armor. Also, the effect of the electrical charge varied from person to person—what stopped one person could have no effect on another. Most police departments experimented with them for a while, and returned to cheaper substitutes, like nightsticks.

Nancy Kelly carries hers (she has never had occasion to actually use it) as a last-resort attempt to avoid a lethal result (after all, she wants to study her cats, not eat them for supper). Whether the device will actually stop a creature like Biffy, wired up to the ancient imperatives of his hunting instincts, is a matter for debate.

The weapon has the following statistics: *ROF:* 1 *Mag:* 1 *Rng:* 1 *Dam:* 0 *Arm:* ×10. If the damage exceeds the target's hit points for the head and chest, the target is rendered helpless for one combat round plus combat rounds equal to the excessive damage points divided by 10. For example, Banzai Greer has 15 hit points in the head and 25 in the chest. He suffers 45 hits to the left arm and goes down for one combat round plus one additional combat round (45 − {15 + 25} = 5 points of excessive damage, divide this by 10, and round up to 1). Always figure damage least favorably toward the victim. Also, if the target is wet, disregard any armor protection; the electricity will flow with the water. If the dart assembly does not penetrate dry armor, no damage results. No permanent damage ever results. The Taser may not be reused until the attached dart assembly is recovered, and the whole unit repacked (this is a task DIF:ELC + MEC/2) and recharged (AVG:ELC). *Weight:* .5 kg *Magazine:* rechargeable single-shot assembly *Price:* $1000 (R/—).

CONCLUDING THE ADVENTURE

The local farmers did not know that Nancy and her research project were active in their community until the day that the child's body was discovered. Public opinion, however, is rapidly turning against "the Tiger Lady and that crazy biker." Unless the players succeed in blundering into some mess that would otherwise upset the timetable, a pack of about 40 outraged vigilantes will be paying a visit to the Tiger Lady at about midnight on the first day of the adventure. Again, unless the player characters are in the vicinity and choose to intervene, the farmers will turn into a lynch mob. The situation has the potential to turn ugly.

Some things in the wilderness of central Florida, however, are more dangerous than either tigers or lynch mobs, and one of them is an enraged ex-Green Beret whose lover is being threatened! Again, unless the characters are there to intervene, there is going to be a catastrophe at Williston Municipal Airport. Left to its own devices, the mob will attack the trailer the couple lives in and a nearby shed. When the gunsmoke finally lifts, there will be 25 very seriously wounded would-be lynch mob attendees and 1D10 most sincerely dead ones. John Wayne and the Tiger Lady will be on the run, and the characters will be offered all manner of interesting and lucrative rewards for bringing in the pair of "vicious killers." Any PCs who are foolish enough to actually consider pursuing these star-crossed lovers through the primeval swamps and pine forests of north central Florida deserve everything that is about to happen to them.

If the player characters can kill Evil Evelyn and show Adams that the old cat is the one responsible for the death of the child, the farmer will be able to stop the lynch mob. He will also pay the characters their promised fee, since they did bring in the child's killer as agreed. He will then help the Tiger Lady relocate Biffy and Buffy to a place which is farther away from his settlement, where they will no longer pose a threat to the local livestock. Ω

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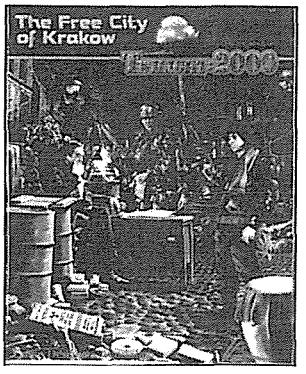

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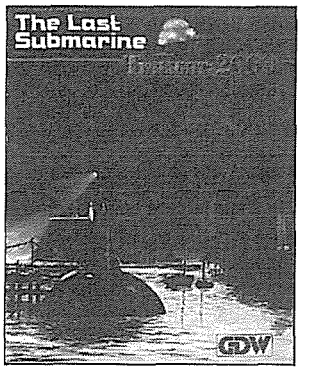

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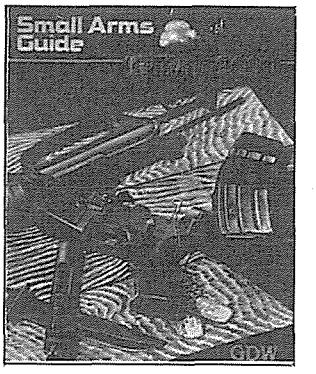

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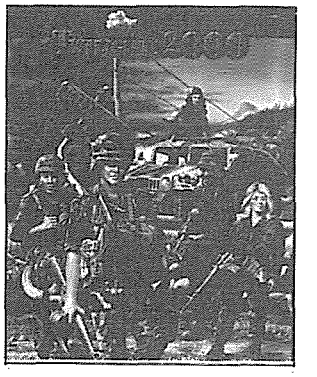

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From Above and Below

By Kevin Stein

Recent expansion of Earth's ruling powers onto the red, dusty plains of Mars has created more and more tension concerning colonization, possible warfare, and, most important of all, economics. There is a call for exported supplies to ship to Mars and a wealth of never-before-available import goods to send back to Earth.

The need for fresh merchandise on both worlds is the key to the resurrection of one of Earth's oldest professions—pirating. A single man with a well trained crew could wreak havoc on the supply lines of every nation covering the face of the Red Planet. Mars is still, for the most part, unexplored, giving pirates plenty of opportunity to attack convoys full of trade goods waiting to be sent back to Earth. The standard tactic is to perform quick smash-and-grab raids, then hastily retreat into one of Mars' many unmapped mountain ranges until the time comes to strike again. Many pirates have become wealthy from the riches of others.

The seven nations on Mars (not including the Martians) naturally don't like having their supply air-trains stolen. Escorts are sent if the merchant vessels travel through unfriendly, or at least neutral, territories. However, most of these ships do not have protection when moving in friendly zones.

Unfortunately, some pirates are daring enough to attack inside a nation's borders, especially inside the British territories. In order to gain back some of their supplies (as well as a good deal of their self-respect), the British enclave at Syrtis Major decided to do something about one of the pirates who had been raiding shipments for some time: Andre Guoi.

Andre was an extremely bright and intelligent Frenchman working for an unknown power back on Earth. He had the reputation of always being honorable, fair in a fight, and a ladies' man. The officers in the British Navy thought him a scoundrel and a thief. One man in particular, Commander Montgomery Lake, held a personal grudge, believing that Guoi was responsible for the death of his fiancee (this was never confirmed).

The British government gave Lake command of three *Vengeance*-class aerial gunboats, a vessel new to the British Navy. His mission: to find Guoi and destroy his fleet. Andre, however, had no intention of falling prey to Colonel Lake. He set up a line of defense before the British arrived, calling in debts owed to him by friends on Earth and other pirates in the area.

Three days later, Lake found Guoi's base.

The Map: Use the highland map for this scenario. Each dark brown terrain outline indicates an elevation boundary. The highest point on the map is at High altitude. The fortress is ignored (Guoi has his base *inside* the mountain, not on top of it).

Ships: The British player controls one *Vengeance*-class aerial gunboat. Colonel Lake's ship has a Crack crew.

The French player controls two *Pirouette*-class steam galleys. Guoi's ship has a Crack crew; the other ship has a Trained crew.

The statistics which pertain to these ships can be found on the ship status sheets.

Setup: The British enter at medium altitude from one edge of the map, determined by the French player. The French set up at the opposite edge.

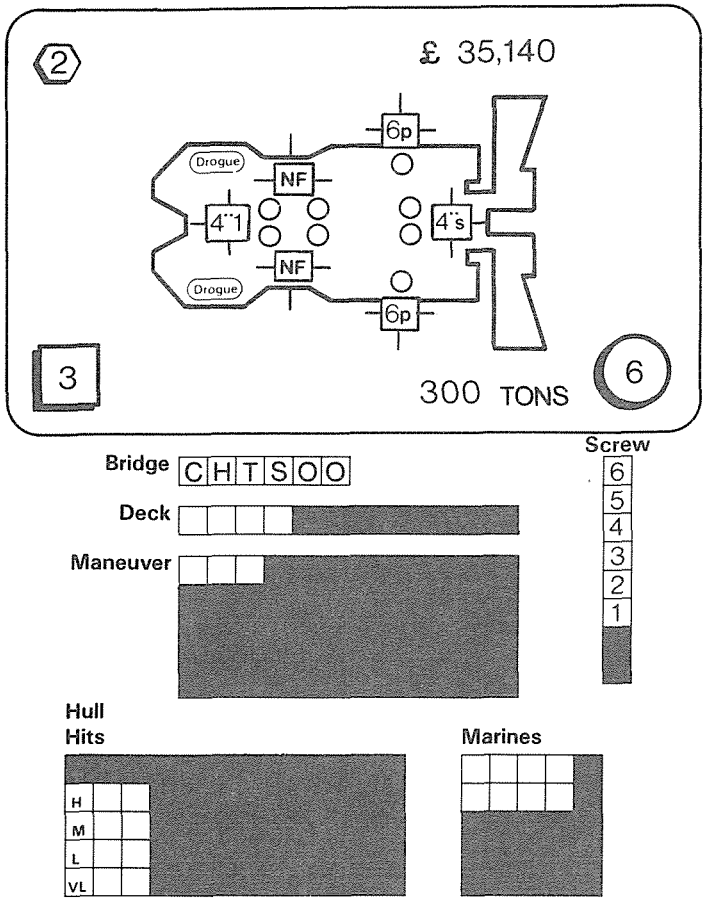
Special Rules: Guoi has littered the area around his base with 30 tether mines. All of the mines start out at Low altitude, and they may be raised one altitude level per turn.

The mines are to be placed on the board before play begins. Mines may not be placed any less than three hexes apart.

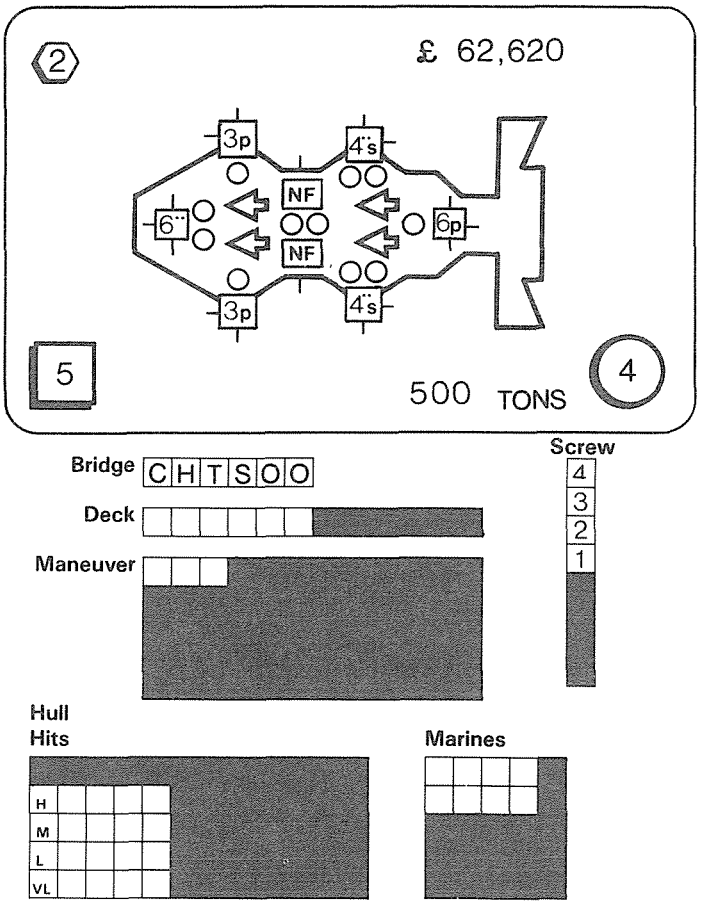
Victory: The British win if they can destroy or capture both the French ships. The French win if they can destroy or capture Lake's ship.

See the diagrams on the next page. Ω

PIROUETTE — Aerial Gunboat



VENGEANCE — Aerial Gunboat



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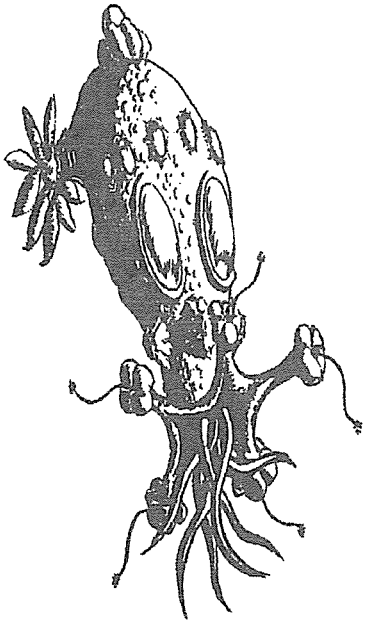

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TRAVELLER NEWS SERVICE

CATANIA/SOLOMANI RIM **Date: 125-1118**

¶The Battle of Catania has come to an end between forces of Lucan's Imperium and the Solomani.

¶In the action 20 warships were destroyed on each side. The three-day battle was characterized by quick raids against enemy ships shrouded in the system's unique dust cloud formations.

¶Both sides are proclaiming victory in this battle, although both have evacuated the system in search of reinforcements and repairs.

LODE/ZARUSHAGAR **Date: 128-1118**

¶A large portion of the 2nd and 4th Fleets was ambushed today as the fleets put in for frontier refueling at the large gas giant Muendor.

¶Enemy ships, apparently hidden in their lairs for days or even weeks, came out of hiding and attacked when many of the refueling ships were at their most vulnerable.

¶Dulinor's ships had apparently acted on a hunch, lying in wait in the extensive asteroid field and Muendor's ice ring for the right moment to strike.

¶Effective command by Fleet Admiral Nigel Rudel brought the high guard to bear against the assault, inflicting several critical blows with concentrated missile attacks against the larger vessels.

¶Further thrusts by the rebels, however, did manage to get through to damage four vessels, one so badly that it had to be scuttled a few hours later.

¶Despite this, Admiral Rudel will almost certainly be decorated for his valiant defense in an unpredictable situation.

DLAN/ILELISH **Date: 137-1118**

¶Fearful of his allegiance slipping in the border worlds between Cyril and Usdiki, where the false Strephon is gaining wide acceptance and the seal of legitimacy, Dulinor has for the past several months authorized reserve fleets to sortie into the area in a show of strength.

¶Local worlds undecided or loyal to the false Strephon have bucked under these displays, sometimes fighting back with local squadrons.

¶A war of attrition has begun in the area which is pitting out-of-date ships against each other in the absence of larger, state-sponsored, state-of-the-art fleets.

DLAN/ILELISH **Date: 143-1118**

¶Several ships of the 40th Reserve Fleet have been fatally ambushed by system defense boats in the to-date neutral Shupin system.

¶In a communique from that planet's High Kyefik the "huttmyen of the 17 tribes unite behind the true Emperor Strephon and accept his protection in the face of continued war among the most holy stars."

¶An ambassadorial party from Dulinor on Shupin was asked to depart with all haste before local custom forced the Kyefik to behead them all.

¶The Shupin incident emphasizes the willingness of worlds, especially less sophisticated ones, to flock to the banner of the false Strephon, despite his tenuous claim to the throne.

CAPITAL/CORE **Date: 149-1118**

¶Security troops today seized the family lands and assets of Duke Anthony of Guintaria, hustling the duke and his family off to maximum-security facilities in the palace.

¶Unofficial sources agree that the duke is being accused of high treason, having divulged troop and fleet movement information to agents of Dulinor.

¶In his position in the advisory commission to the admiralty, Anthony has had regular access to highly sensitive information, and if these rumors are true, the effect on the fleets in Zarushagar sector could be devastating.

KHANDI/DAGUDASHAAG **Date: 150-1118**

¶An extensive pacification campaign against unprotected industrial worlds in this sector has been dealt several blows in the past week.

¶Lucan's policy to replace hostile nobles and governments with military governors where possible is putting his ground forces to the test.

¶Landings against seven worlds—Shankida, Dashi, Ispumer, Medurma, Dipa, Ekhugush, and Nimluin—have placed the rest of the fleet in a serious shortage of marines.

¶"The pacification of these worlds is paramount to the successful completion of the fleet's mission and the eventual return of the sector to rightful Imperial administration," said a spokesperson in answer to negative reports from the worlds themselves.

¶It is reported that several divisions of marines which landed on Ekhugush haven't actually gotten off their island landing sites in the face of worldwide resistance to their presence.

¶On Nimluin, the most distant world invaded, the first military governor was assassinated days after his arrival. A shaky state of martial law imposed on the planet is being maintained only in the three larger cities where Lucan's troops are garrisoned.

¶The rest of the planet is mounting an effort to coordinate a war against the garrison, which some in the command structure fear will force a costly and embarrassing evacuation of the planet.

BANASDAN/SOLOMANI RIM **Date: 159-1118**

¶Several Solomani squadrons have been tracked and confronted by a large combined fleet of Lucan's Imperium.

¶Elements of the Diaspora Fleet, supported by the 22nd Fleet and 22nd Reserve Fleet, plus a number of Vegan ships attached at the squadron level, were involved in the action.

¶The Solomani were caught unprepared and were effectively surrounded.

¶Their dispersal spelled their destruction. In all, 44 Solomani ships were destroyed and three captured.

¶Unfortunately, a courier vessel with several Hiver diplomats and observers on the scene was destroyed in the battle. There were no survivors.

¶The Naval Intelligence Office, operating out of the flagship *Beatrice*, stated that "despite proper identification and markings, all commonly used by both Solomani and Imperial vessels, the courier ship was wantonly attacked and destroyed by a vastly superior Solomani vessel.

¶"We protest this action and apologize on behalf of the Solomani to the Hive Federation at large."

TERRA/SOL **Date: 164-1118**

¶Commerce raiding by renegade Imperial vessels continues to hamper efforts to rebuild the defenses of Terra and other vital war endeavors.

¶Temporary Governor General Sequieros has stated that "Solomani plans to deal with the problem have thus far failed" and that "proper administration of the war on the front lines would have prevented this problem."

¶In response to that statement, the Defense Department suggested that it is nearly impossible to stop commerce raiding altogether in times of war.

CAPITAL/CORE **Date: 166-1118**

¶In a sudden and rare move, the Palace announced a public execution, that of accused traitor Duke Anthony.

¶The execution took place in the security block, and minimal coverage was allowed.

¶Lucan then ordered the absolute destruction of Anthony's family estate and lands, carried out by the palace guards later in the day with plasma weapons fire.

¶The duke's family has been deported and shamed, allowed to travel to a second family home which is located in Ilelish sector.

¶Inside sources claim that Lucan went into his rage when the panel he appointed personally was about to find the defendant not guilty.

USHRA/CORE **Date: 168-1118**

¶The captured rebel vessel *Delorian*, escorted after being seized while commerce raiding in the coreward portion of the sector, was in starport for refueling and refitting when its captive crew staged a recapture of the ship today.

¶The prize crew was overcome by the captives still held on the ship during docking procedures at the starport.

¶The ship's escort vessel, the *Warren*, was also taken by captives held on that ship.

¶How the two events were so well coordinated is unknown—all of the prisoners were given thorough routine examinations prior to incarceration, according to a Navy spokesperson.

¶Its weapons largely repaired by the prize crew, the rebel crew extorted provisions and fuel from the starport workers; then both vessels moved away from the world and out of the system with multiple hostages.

NARQUEL/DIASPORA **Date: 175-1118**

¶Black Ralph, the privateer who claims allegiance to Strephon himself, has made his greatest raid yet, gaining two valuable cargoes and two new ships.

¶The popular hero is actually gaining momentum in the area in support for Strephon after two months of raiding which have taken him through three subsectors.

¶Originally a captain in the 66th Fleet, Black Ralph fled the ranks with his single ship three months ago.

¶This latest raid on shipping caught the merchant ships *Ravenna* and *Rosetta* with only two fighters for escort. Their cargoes were weapons and missiles intended for the Vengeance Fleet.

¶Presently Black Ralph has a total of five ships and perhaps 300 loyal followers. Ω

A Body Swayed to Music

AmberZone

By Charles E. Gannon

He was already waiting at a table, even though I got to the cafe a minute early. Looking at the pleasant lunchtime crowd all around us, you'd never have known there was an active revolt on Miskatonic (Harlequin Subsector/Solomani Rim).

"We can talk here," he said, nodding at the thick picture window we were sitting next to. High-grain notwithstanding, no parabolic microphone was going to be able to read us through that.

"I'm listening," I said, waving away the cocktail waiter.

The director leaned back. "Are you fond of dance?"

What was this, a trick question? Or some whacky new code they hadn't told us about? "Uh, sure, I like to go dancing."

He smiled patiently. "Not dancing, dance. *As in ballet."*

"Oh. Haven't been recently."

"No, I suppose not. Well, a major dance company arrived on planet today—premiering a brand-new piece by a very prestigious choreographer, something called 'Born Beneath Luna.' Supposed to be a major breakthrough—a very big deal."

"And?"

"And someone in the company is a courier for the Solomani. They're here to relay information to the rebels. With it, they might be able to win the conflict in the Southern Hemisphere."

"So we have to locate the courier. Well, that shouldn't be too hard."

The director just smiled. How was I to know that before this job was through, we'd be dancing harder than the performers?

"O body swayed to music,
O brightening glance,
How can we know the dancer
from the dance?"
From "Among School Children"
by William Butler Yeats, 1927
(as reckoned by the archaic
Terran "anno Domini" system)

PLAYER'S INFORMATION

The group has been contacted by one of the people they contract out to occasionally: an intelligence director from the Regency Concordiat. A major dance company, under the renowned Madame Eleanor Yeats Parker, has arrived on Miskatonic (Harlequin/Rim), ostensibly to premier her brand-new dance piece, "Born Beneath Luna." This ballet will supposedly herald a breakthrough in classical dance since it is the first work to integrate and contrast various classical Old Earth dance forms, including the "ballet" styles of the West, China, India, Thailand, and others.

However, it seems as though a courier is in the dance company reputed to have information that is vital to the pro-Solomani rebel cause on Miskatonic, a world right on the already-shaky edge of Confederation space. The only good news is that the data—a listing of secret access routes to critical Imperial installations—is quite lengthy. However, a painstaking tech-level-15 search of the dance company's belongings (and persons) turned up absolutely nothing. Apparently, the information is being carried in somebody's head—which means that they'll probably have to pass it off in person.

The courier has got about one week to accomplish that. During that week, the company will be involved in rehearsing various parts of the dance piece, making public appearances, and holding press conferences. On the sixth night on-planet, the company will hold a closed dress rehearsal, and on the seventh night, "Born Beneath Luna" will premier. On the morning of the eighth day, the company will leave.

The intelligence director from the Concordiat can provide the players with official identification, which means that they'll get a little extra assistance from local police units. But these IDs are not a carte blanche; the players have to obey the law just like everyone else. They can *push* the law a little further, and since they are charged with finding the courier, they may legally set up surveillance on whomever they choose. But that's the extent of their special permission.

Miskatonic is quite a garden world—gravity a little low, but plenty of water and lush undergrowth. It's a little backward technologically, but the planet's wealth is allowing it to steadily change that. The people are generally friendly, although they've been sitting just outside the Solomani border for almost two years now. They'd just as soon the war and all the things connected with it, including intelligence investigations, would go away. The law level is low here (3), but this does not mean that people tend to pack pistols openly on their belts. Quite the contrary—the law level reflects the fact that a great many people are large landowners and have real need of some heavy firepower in keeping their tracts clear of Miskatonic's larger, more deadly predators. Discreetly carried handguns are not as likely to cause fear as they are puzzlement: Who'd need a gun in a city?

REFEREE'S INFORMATION

The group could watch the dance company from now until doomsday, but nothing out of the ordinary would be observed because nothing out of the ordinary is going on. At least, nothing readily detectable. However, the characters will probably try to interview and/or shadow the various company members, five of whom are fairly important and move in circles that would facilitate information exchange. They have also been with the company the longest and are, therefore, prime suspects. They are described in the following sections.

Cassandra Lycombing

Of full Solomani blood, Cassie Lycombing is a surprisingly likable person for a prima donna ballerina. Growing up in a

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decidedly middle-class environment on Thorwald, she rose to the top of her art through dedication and a tremendous innate talent. She is attractive, witty, fun, and, in general, a very unpretentious individual, although she does have something of a mischievous streak.

Reaction to Investigation: Cassie will find it a little amusing that she's being considered a suspect: Her father was a retired Imperial Naval officer. But she is very good natured and will use the investigation as an excuse to go out into the public "where it will be easiest for you to keep an eye on me." She may make life a little difficult for the characters as she compels them to follow her to a restaurant, cafe, then a string of nightclubs. But she is enjoying herself and the group as well, and it would not be unusual for her to strike up strong friendships with the group members—which *could* prove to be *very* important later on.

Possibilities of Involvement: Cassie has constant contact with the press, which considers her its darling. She is also wont to slip away from her assigned security entourage in order to meet "normal people for a change" and have a pleasant evening on the town, away from the pomposity of the "ballet scene." She also receives a fair amount of fan mail and endeavors to respond to most of it—especially from children—herself. Any of these could offer her an avenue for the transmission of information.

Henri Chang-Fernandez

Henri Chang-Fernandez is as ardent a supporter of Solomani rights as he is arrogant. He is a good dancer, primarily because he is a hard worker. He also works hard at making a social splash everywhere he goes: excessively dramatic clothes, indulgent spending, capricious gestures of approval or disapproval. He is also less than fully admiring of Cassie. He suggests that this is because of her unprofessional (read "flamboyant") attitude. The real reason is that she will be remembered in the annals of ballet; he will be a footnote, at best. Henri may also be peevish about Cassie because, despite all his pontification about Solomani supremacy and his pure Terran lineage, he has a Vilani great-great-grandmother—a fact which he has mostly been able to hush up.

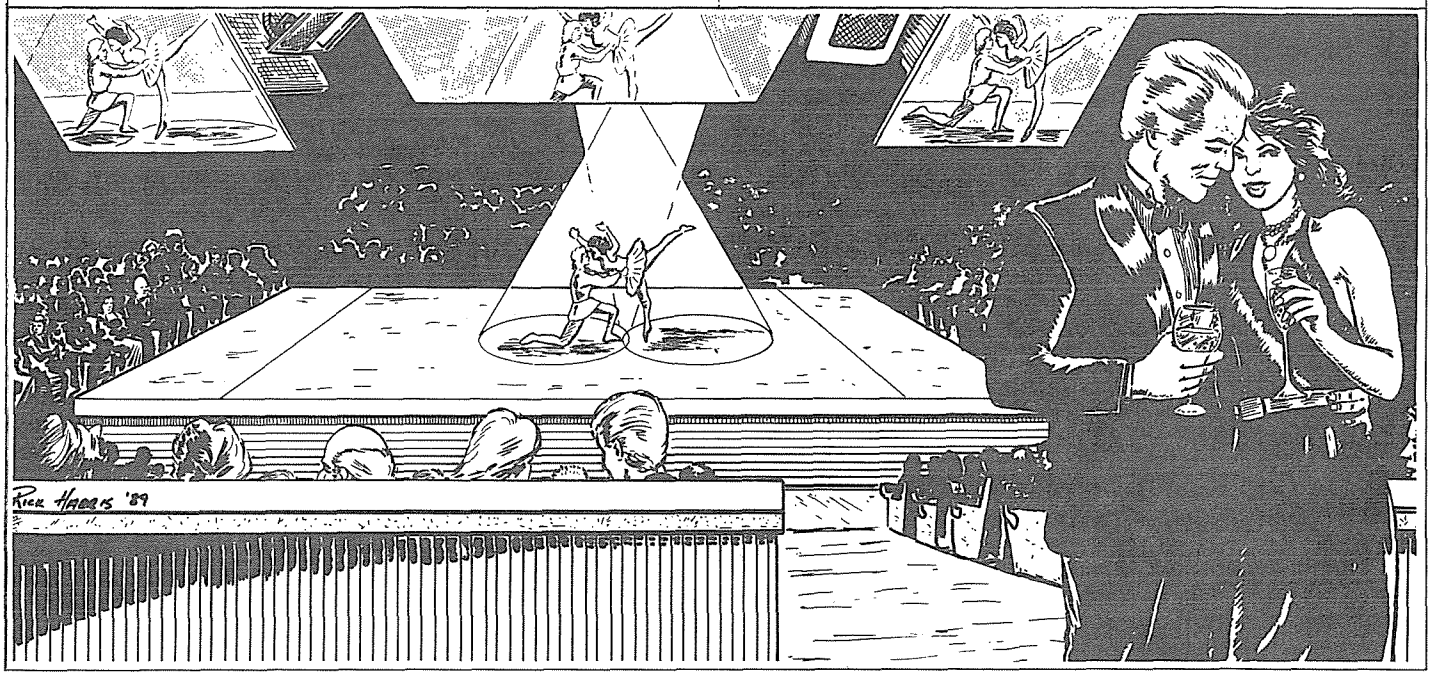
Reaction to Investigation: Henri will be incensed, but not for the reasons one might think: He will "face this Imperial persecution like a man" (he will strike an equally ludicrous pose as he announces this "fateful resolve"). In essence, this is the sort of overblown, romantic melodrama that Henri lives for, and he will play it to the hilt. He will point out the characters to his various sycophantic admirers as being "agents of Terran-hating barbarians." How these star-dazed fans will react is up to the referee.

Possibilities of Involvement: Henri is a rabid pro-Solomani demagogue when he gets on the topic (which is his favorite, right behind himself). His comings and goings—including affairs, secret meetings with the press, etc.—could easily be used as blinds for information drops. He is also frequently in public, and when he exits, he always manages to do so in dramatic fashion, being whisked away by his laconic security brutes through some back door. Keeping track of him should present the players with a *real* challenge.

Astrid Kullervo

The company's 41-year-old stage manager and associate choreographer, Astrid Kullervo, is quiet and efficient, and some digging will reveal that she has a criminal record inside the Imperium. The charge is aiding and abetting saboteurs. Apparently, in 1105 she was a rising star in Rim ballet circles, having elicited standing ovations from the demanding crowds of the Moscow Opera House twice within the same year. Then known as Astrid Leminkainen, she was implicated as a courier in a plot to kidnap an Imperial representative months later. A year in prison and parole restrictions kept her from ever dancing again. Instead, she has rejoined her mentor, Madame Eleanor Yeats Parker, in order to be as close to her art as she possibly can.

Reaction to Investigation: Astrid is a quiet, intensely personal individual, and any intrusions into her affairs will be rewarded with a cold shoulder and ice-dagger stares of outrage as well



as a great deal of resentment.

Possibilities of Involvement: Astrid's past does not speak well for her in this matter. She seems to be a compulsive letter writer to various friends from her old days as a performer, a great many of who now live in Confederation space. She is also fond of doing many things alone, and enjoys travelling, holopictures, going to museums, and dining—any of these could be covers for information drops.

Tommy Okasawa

The company's publicist and public relations agent, Tommy Okasawa, is genial to the point of obsequiousness. He is also the most active member of the entire company in terms of how many places he goes in the course of a day. He is involved in business or press meetings at every meal and promotional appearances in between, and he is along for every interview with Cassie and Henri. He was born on Scaramouche and is, therefore, fairly near his home. A brother is still imprisoned for subversive activities back there.

Reaction to Investigation: Frankly, Tommy seems to be too busy to notice or care, unless the characters make *real* nuisances of themselves. At that point, Tommy's security "associates" will take the group aside for a little "chat."

Possibilities of Involvement: Obviously, Tommy's day-to-day affairs are tailor-made for information drops. Most of his business meetings are closed affairs, a status that is enforced by his impressive and lethal-looking "associates," Mssrs. Knowles and Kazakh. Also, Tommy's family troubles with the Imperium give him no reason to love that regime.

Madame Eleanor Yeats Parker

One of the half-dozen living legends who can truly be called the "grande dames" of ballet, Madame Eleanor Yeats Parker is a former prima donna ballerina. She is now a master choreographer, with Cassie as her star pupil and virtual daughter—she is very fond of the outgoing young woman. The madame also claims to be a (very) distant descendant of the ancient Solomani poet William Butler Yeats.

Madame Eleanor Yeats Parker (you *always* address her by her full name) eschews such modern forms as zero-G and micro-G ballet, as well as the eye-defying intricacies of spin-ballet (a form which is performed upon rotating space habitats and incorporates the oddities of centrifugal force falls into this genre). She is a purist; Swan Lake, Chinese dance, and other classical Terran forms are her passions. Confined to a wheelchair since a tragic accident some 13 years ago, this 64-year-old grande dame is both an inspiration to her dancers and a veritable tyrant; she still has more presence in her wheelchair than most people ever do on their feet. She has riveting clear blue eyes and a tightly pulled bun of lightning silver hair. Her voice can be as soft as velvet one moment and crack like a bullwhip the next.

Reaction to Investigation: The madame, more than anyone else in the company, will resent any investigation because she feels it invades her own privacy and also because it distracts the company from perfecting its performance—and that is simply unforgivable. If pressed, she will ragefully accuse the party of having been sent to badger Astrid, who she will declare has "been through more than enough with you people—leave her alone."

Possibilities for Involvement: Many people come to pay court at any location that Madame Eleanor Yeats Parker decides to grace with her presence. These range from simpering fans to young hopefuls to the press and publicity hounds. As the most significant "celebrity" of her company, she also makes appearances at innumerable dinners, luncheons, galas, and benefits. While cantankerous in the extreme with adults, she has a soft spot for children, which she does her best to hide, but she frequently visits the children's ward of any nearby hospital. As a result, the madame is every bit as active as her company members, despite her confinement to a wheelchair.

The referee should stagger the schedules of these five so that the players have the opportunity to—just barely—keep all the suspects in sight most of the time. At least, it should seem impossible for any of them to have transmitted as much information as the Concordiat intelligence director says they must during the times that they were not under surveillance.

The night of their performance—the company's first and last on-planet—will arrive, and nothing will have been discovered.

A BODY SWAYED TO MUSIC

The reason that nothing will turn up is that there is nothing to discover thus far.

And that's because the message will not be spoken, will not be a sheaf of handwritten documents, penned over the last seven days. The message is the dance.

The dance program, "Born Beneath Luna," refers to the various native Terran dance forms that make it up; all are highly stylized, classical modes. Each of these dance traditions utilizes a wide selection of moves that are varied, repeated, varied again. "Born Beneath Luna" juxtaposes and integrates the moves of these different dance forms, offering a history and comparison of the way the various cultures of Old Earth put their feelings and perspectives into motion. It also creates a sophisticated code through which information can be transmitted, as long as a receiver knows what each discrete dance movement means. And dance movements are the province of

the choreographer, the grande dame Madame Eleanor Yeats Parker.

If a character should want to sit in on the rehearsals, the madame will raise the roof—unthinkable! An invasion of the precincts of great artists at work! However, she will eventually acquiesce on all but one occasion: the closed dress rehearsal. Here she will put her foot down, pointing out that she has never complained to the authorities thus far, but now she will if she has to. A dress rehearsal is both critical and sacred; it may not be violated by outsiders (it's also the only time before the actual performance that she's running through the whole thing, and she doesn't want any nosy investigators noticing any suspicious patterns within the work). If the authorities are contacted, they will in fact support Madame Eleanor Yeats Parker's prohibition on attending the dress rehearsal. They fear that if they permit the characters to intrude on the final rehearsal, she might call the whole thing off, leaving the local officials with a great deal of egg on their faces.

If they are so strongly prohibited from the dress rehearsal, the characters' suspicions should be running very high indeed. If they contact Cassie to ask about all this, they'll find out that the madame has never been so adamant about dress rehearsals before. In fact, she usually likes to have some spectators there to give the performers the sense of an audience.

There's only one way to keep the information from being transmitted: The characters will have to find some way to stop the performance. The surest way is to prevent one or more of the dancers from going on. It may be possible to talk Cassie into this if they tell her everything about their investigation, and she really likes one or more of the group. Henri would have to be kidnapped. Any of the other dancers have roles that are too minor and could probably be replaced.

OTHER POSSIBILITIES

Other possibilities include the following:

- Faking (or creating a real) disaster within the theater.
- Preventing the broadcast of the performance, while at the same time managing to detain the entire live audience (good luck).
- Trying to get the authorities to cancel the performance based on the scanty circumstantial evidence the characters possess (not likely).

If the characters still have no idea that the dance *is* the message by curtain time, then it may become evident as the performance progresses:

To note what could be a code-like pattern in the dance: Formidable, Intelligence, +1 per 30 minutes already watched, safe.

Referee: "Born Beneath Luna" is two hours and 30 minutes long. Therefore, after the first 30 minutes, the characters have a +1 DM. After the second 30, they have a +2 DM, and after the third 30, +3, etc.

Discovering the dance code at this late point will force the characters to act quickly. It is recommended that you let them know that you are timing them from the moment they make this discovery. They'd better move fast because as they talk, the coded message keeps getting transmitted, not only to any possible agents in the theater but also into homes all over the planet via live holofeed. They can either try to cut the live feed and detain the audience, or snatch either Cassie or Henri when they're waiting in the wings, thereby ending the performance.

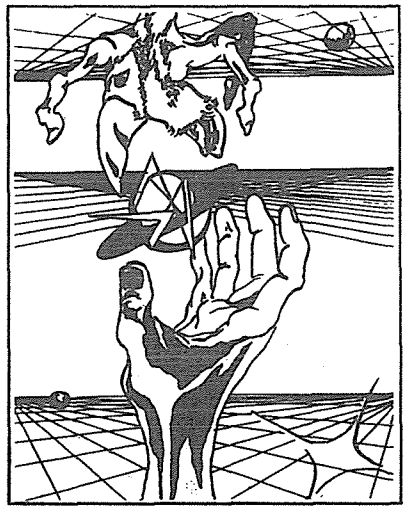
If the rebels get more than two hours worth of the message, they are almost sure to succeed. If they get more than 90 minutes, their chances are about 50 percent. Earlier interruptions make it increasingly unlikely that they have enough information to complete their mission successfully.

It should be obvious to the players that gunplay is not the answer to the challenges they'll face in this scenario. Thoroughness, tact, and creative problem solving will do the trick. Skills such as Liaison, Carousing, Interrogation, Persuasion, and Interview will be at a premium here (although if it becomes necessary to abduct one of the stars, it might be nice to have a few characters who are proficient in more "confrontational" skills).

THE SECOND COMING

Madame Eleanor Yeats Parker has been an agent for the Solomani Party since she was 15 years old. Her extensive travelling and access to all levels of society, combined with her high native intelligence and personal magnetism, made her an ideal courier. Perhaps her highest qualifications came via her parentage—specifically, her mother's father, a high-ranking Solomani Naval officer who was an ardent supporter of the move to retake Terra. His pride in the Yeats family name and legacy made him nearly mad with the desire to set foot on Earth in general and Ireland in particular. She inherited his fervor for what he called the Confederation's "Second Coming." Although he is long dead, she still reveres him and his dream—so much so that she even bent the art she loves to serve his ideals. Ω

GRAND ALLIANCE



"Grand Alliance" is a fully computer moderated play-by-mail game which involves the battle of survival between human and alien races. Players represent either a member of the human race or of the alien race with the universe as a setting. The game is played on a map of three parallel levels where each level is composed of 240 planetary systems. Each player must solve military and political problems within their own camp before war can be waged effectively against the opposing race. Each side is faced with the same situations and problems to overcome.

To order the rule book and take your first turn, please send $5.00 or $2.00 for book only with your name and address to

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Sir Daylenn Morridan

Casual Encounter

By William W. Connors and Robert W. Caswell

Daylenn Morridan was born to a middle-class family on the planet Irgurkar. This small world, which circles the companion star Darida in the Regina system, was destined to be his home for only a brief period of time, however. When he was seven years old, his parents signed a contract with Henderson Microtechnologies, and they moved across nine parsecs of space to the planet Ruby in the Jewell subsector. Despite the best efforts of his parents and older sister Jakalynn, Daylenn was never comfortable in their new environment. He had heard and seen much of the propaganda which was being circulated about the Zhodani Consulate at that time, and living so close to Zhodani borders filled him with fear and dread.

Less than a year after the family arrived at its new home, Daylenn's fears were realized when the Fourth Frontier War erupted and the Zhodani struck at the Ruby system. Although surface bombardment of the world was light, and the Zhodani did not use any form of nuclear or biological weapons in the assault, Daylenn's city was fired upon.

As he and his family hurried toward a shelter, the first wave of explosions swept across the town. Each shot was aimed with careful precision to inflict maximum damage to industrial and military sites while leaving the residential districts intact. Even the best of targeting systems, however, has a margin of error, and Daylenn saw his parent torn apart by a massive explosion. The force of the blast hurled Jakalynn and her brother several meters, and both of them awoke days later in a hospital.

When the war ended in 1084, Daylenn's sister had grown old enough to take legal custody of him, and the two lived a reasonably good life. Jakalynn was hard working and did her best to provide for them both while Daylenn went to school. All the while, however, he dwelled on the death of his parents. With each passing year, his moods became darker, and his hatred of the Zhodani grew. When he graduated from high school in 1092, he applied for admission to the Imperial Armed Forces Academy on Regina and was accepted. Jakalynn had become quite distraught at her inability to help her brother and, despite her affection for him and her sense of loyalty, felt a great relief when he announced that he was leaving Ruby.

MILITARY CAREER

Daylenn did well at the academy. His internal hatred of the Zhodani gave him a great desire for revenge which he was able to channel into a driving force for success in the service. In 1088, after four years of very hard work and dedication, he

Major (Army Commandos), Retired
BCABDA, Age 40 (34), 5 terms, Cr: Unlimited
Psi: (10), Special: 0, Combat Rifleman: 5, Handgun: 5, Blade: 4, Heavy Weapons: 3, Tactics: 2, Stealth: 1, Demolitions: 1, Forgery: 1, Bribery: 1, Interrogation: 1
Gauss Pistol, Gauss Rifle, Blade
Starport C, Small, Vacuum, Desert World, Mop Pop, Mod Law, Average Stellar

graduated from the academy with honors and was promoted to second lieutenant. At his request, he then entered service in the Commandos.

His first term after graduation saw him assigned to numerous small operations on worlds which, for one reason or another, were hostile to the Imperium. It later became obvious to him that the majority of the insurgent forces which he was called upon to act against were sponsored by the Zhodani Consulate. Due to his zeal and courage, Daylenn quickly earned the respect of his superiors. On two occasions he was wounded in the line of duty, receiving Purple Hearts. On the second of these instances, he was decorated for Meritorious Conduct Under Fire when he and one of his men infiltrated a hostile military base and destroyed the computer systems within.

Over the course of his second term, Daylenn saw action on several worlds and was awarded two Medals for Conspicuous Gallantry. During his third year, he took a 9mm round in the throat which, had it not missed the spine, could have killed or crippled him. Fortune was with him, though, and he suffered only minor physical damage. The only reminders of this injury today are the Purple Heart he was awarded for it and the extremely raspy voice it left him with. For reasons of his own, Daylenn has never had the damage to his vocal cords corrected.

Shortly after the start of his third term, the Fifth Frontier War broke out. For Daylenn, no news could have been more welcome. At last, he was going to be given a chance to take direct action against the people who had murdered his parents.

Daylenn's first assignment during the Fifth Frontier War was a deep penetration raid behind Zhodani lines. Because of his brave actions on this mission, he received a promotion and was awarded the first of two MCUF decorations which he was to receive for his contributions to the war effort.

During the closing weeks of the conflict, Daylenn found himself aboard a small naval transport which was captured by a Zhodani patrol cruiser when it misjumped and ended up on the wrong side of the hotly contested border. Once aboard the enemy craft, Daylenn turned matters to his own advantage and commanded the other captives (mostly inexperienced naval hands) in a lightning fast operation to seize control of the vessel. They jumped back into Imperial space shortly afterward and turned over both craft and crew to the first Imperial forces they encountered. For his actions in this effort, Daylenn was awarded the Starburst for Extreme Heroism, promoted to major, and knighted by Duke Norris shortly after the close of the war.

THE SEVEN

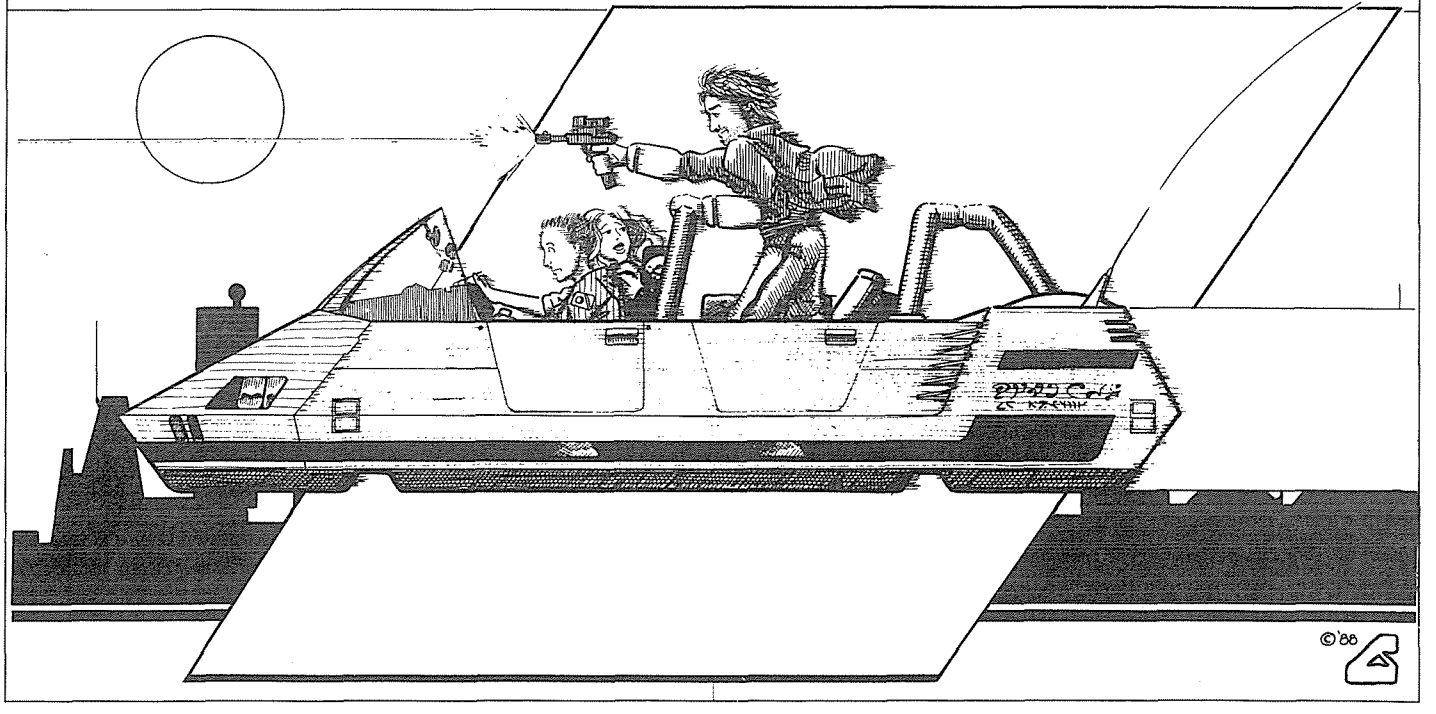
Less than a year after he was knighted, Daylenn found himself contacted by Duke Norris again. This time, he was asked to come to Regina as quietly as he could for a private meeting which would, he was told, "be of the greatest interest" to him. Of course, Daylenn did so.

On Regina, he was ushered into a private meeting with the duke, and an most unique offer was made to him. Norris explained that he had a select team of operatives whose identities were known only to him. These men and women, known as "The Seven," act as free agents in the Spinward Marches. They travel from world to world, investigating problems and acting quickly in the name of the Imperium when required. After explaining this, Norris asked Daylenn to become one of The Seven and, of course, he accepted on the spot.

Daylenn retired from the army, much to the surprise of his superiors, and returned to Regina for his first assignment. In the years since, he has continued to work as one of The Seven and has enjoyed his new career.

RESOURCES

Daylenn has documentation which identifies him both as a Knight of Deneb and as a member of Archduke Norris' private guard. In times of great need, he can also prove himself to be a member of The Seven, though this group is not publicly known to exist, and he will do everything in his power to maintain its invisibility.



Daylenn has an unlimited Letter of Credit which allows him to draw on the full resources of any and all Imperial facilities. For the most part, swift and complete cooperation is assured as he holds the local equivalent of an Imperial Warrant.

PERSONALITY

Daylenn is a very dangerous man to cross. What most people, including the now Archduke Norris, do not realize is that he is also quite insane. The shock of combat and the traumas of his early life have proven too much for his mind.

The two-fold nature of his madness is such that, for a man in his position, it is not readily apparent. The first aspect of his illness is simple paranoia. Daylenn not only hates the Zhodani with every fiber of his being, he believes that they are infiltrating the Imperial Society at every opportunity. As such, he is constantly on his guard for evidence of people with psionic talents (since all such are obviously Zhodani spies or, at the very least, traitors to the Imperium). Because of the scale of his madness, however, this evidence does not need to be overwhelming to earn his wrath. In some cases, a person who happens to simultaneously say the same thing he does in conversation will earn a tag as "probably a Zho" in his mind.

The second cornerstone of his insanity is a simple deathwish. Though not consciously aware of it, Daylenn feels much remorse over the deaths of his parents. He feels responsible for the tragedies and believes he should have been able to act to save them. Obviously, this is foolish—a small child can do little stop an orbital bombardment from a Zhodani warship.

Be that as it may, Daylenn is constantly hurling himself into situations which should have killed him long ago. The reason for his continued survival is simple: He is very skilled in combat and can almost always get himself out of any trouble he finds himself in. Since he is not aware of his internal desire to die, he never actually attempts suicide in the conventional manner. Furthermore, while pulling his gun and opening fire on a band of 12 armed thugs might be considered a suicidal action by many, it's all in a day's work for Daylenn.

PSIONICS

Daylenn hates and fears those possessing psionics every bit as much as he does Zhodani. To him, in fact, they are one and the same. The odd twist to this situation is that Daylenn is himself a psionic, though he does not know it. In actuality, it is this aspect of his personality that has led him to be a successful member of The Seven.

Daylenn's power is both simple and uncommon. He has a unique hybrid form of precognition and telepathy which enables him to detect the presence of other psionic individuals. Thus, his "hunches" have often lead him right to the front door of underground psionic institutes or groups sponsored by the Zhodani. Daylenn is able to detect the use of psionic talents at up to one kilometer by attempting the following task:

To detect the use of psionic powers within 1 km:
Difficult, Special, Int, Instant.

Referee: This power is always active, and Daylenn may attempt it whenever a psionicist first uses a talent in his range. Ongoing powers (such as Suspended Animation) are only checked for when the psionicist first activates them. Daylenn is not aware that he makes use of this or any psionic power.

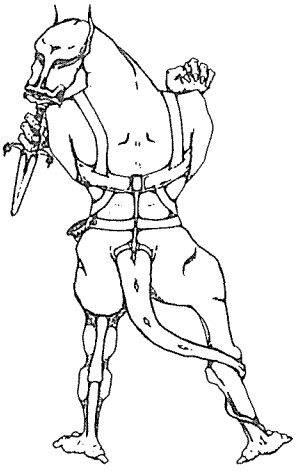
ADVENTURES

Daylenn can provide the referee with hours of fun—and players with hours of fear and uncertainty. He can be introduced into a campaign in numerous ways, but a few of the most interesting ones are listed below.

Hijacking: Daylenn leaps into their air/raft, flashes his gun, and yells, "Follow that speeder!" as another vehicle races away from the area at high speed. More often than not, a wild chase scene will follow this encounter, with the characters becoming caught up in Daylenn's latest quest to protect the Imperium.

Suspects: For one reason or another, rightly or wrongly, Daylenn becomes convinced that the player characters are either psionicists, Zhodani spies, or both. He will begin a single-handed crusade to annihilate every one of them at whatever the cost. This might include simply walking up and shooting them at point-blank range in a bar, or sneaking aboard their starship and planting a bomb under the pilot's seat.

Patron: From time to time, Daylenn is forced to hire assistants to help him out in his war against the Zhodani. For example, if he believes that a psionics institute is located in the midst of a steaming jungle, he will not attempt the trek to it without guides. Also, he routinely charters starships for voyages to other worlds when he is on the trail of something big. From here, it should be easy for the players to get dragged down into Daylenn's latest adventure. Ω



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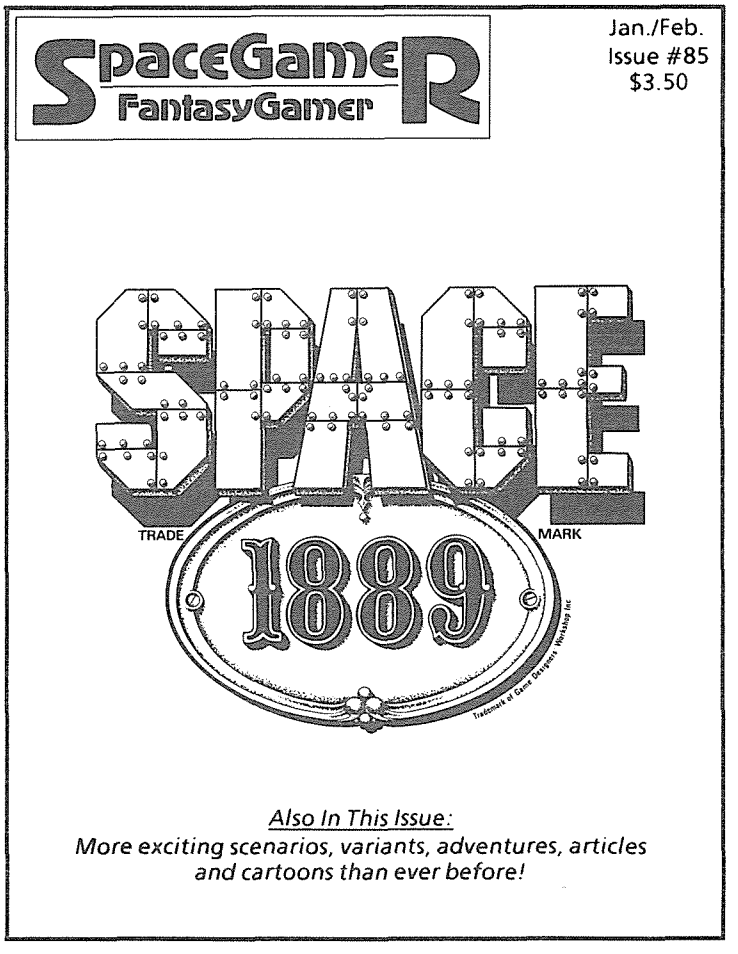


Issue #85, the January/February 1989 issue of **Space Gamer/Fantasy Gamer** marks the beginning of a new era. With a new publisher and staff, **Space Gamer/Fantasy Gamer** will burst forward starting with a preview of GDW's SPACE:1889 role-playing game. Expanding from 48 to 64 pages, **Space Gamer/Fantasy Gamer** will cover a wider variety of scenarios, variants, adventures, articles , and cartoons than ever before. With up to the last minute "Scanner" info and timely reviews, we complete the beginning of a new generation for **Space Gamer/Fantasy Gamer**. The changes have begun..., the ultimate magazine is here..., the choice is yours!

Lowalaa Columbaformis Curatis

BESTIARY

By Michael R. Mikesh

Margaret's emblem (properly known as the Flying Grace) depicts the Lowalaa, a bird traditionally symbolizing trust, caring, beauty, and loyalty. It earned this reputation for its many positive characteristics. Lowalaas are common pets, especially among nobility, in the regions of the Imperium stretching from Delphi to the thumb of the Great Rift.

The Lowalaa homeworld is Ituxi (Delphi 0722 AA79555-E). It was transplanted to Anaxias (Delphi 0724 A253A85-D) during the First Imperium to control the local equivalent of insects. Its ability to adapt to the new environment was underestimated. The Lowalaa population rapidly exceeded that on Ituxi, making it the most common aviform on Anaxias.

The most remarkable characteristic of the Lowalaa is its colorful plumage, for which the Lasias Lowalaa is particularly noted. Each bird will display different colors and patterns, a visual history of the food sources to which it was exposed. In the wild, birds with certain markings will be looked to as guides depending on the nutritional needs of the flock. In captivity, however, their diet is managed with extreme care so as to create the desired effects. Feeding the birds different off-world goods has yielded striking results. Special additives have even made such things as silver or luminous birds. But use of artificial chemicals in the diet is usually disallowed in formal competition.

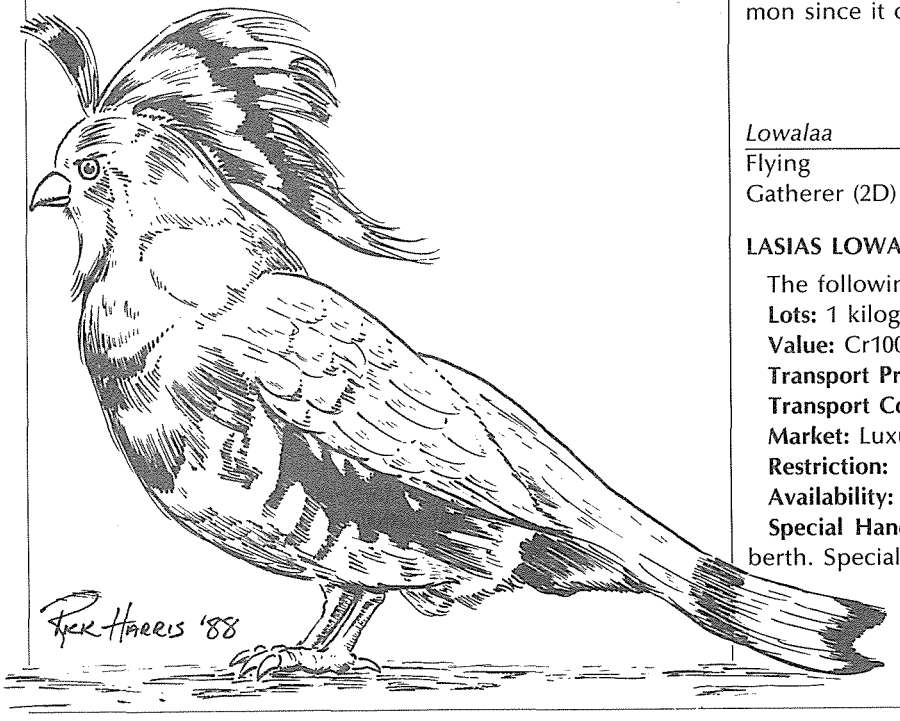
Another ability, most pronounced in the Thrumet Lowalaa, is mimicry. Lowalaas do not have the same vocal fidelity as some Terran birds. However, it is very receptive to learning short tunes. This talent also extends to learning somatic patterns— in effect, dancing. Using bird puppets as training aids, entertainment troops have devised some very impressive acts with Lowalaas.

Their intelligence and trainability are chiefly credited for the Lowalaa's popularity, both as pets and as working birds. On low tech worlds, they are often used as very dependable messengers and spotters. The Lowalaa is highly adaptable. It can adjust to environmental extremes very well, but not to solitude. Its health will soon fail if a Lowalaa is frequently left alone. For this reason, they are often kept in mated pairs.

Lowalaas mate for life and readily breed in captivity. Females will lay a clutch of two to five eggs every two to 12 months in the wild, varying with the world. Breeders, however, can hasten the mating cycle or halt it indefinitely. Lowalaas are very flexible in the construction of nests, even having been known to use electric wire and mylar tape to good effect. Once the eggs are laid, both the male and female become very defensive of their nest, with other Lowalaas joining in. It's a rare owner who is permitted to touch the eggs.

Eggs travel well in low berths. A standard low berth will carry 1500 eggs. Each egg has a base trade value of Cr1, although live Lowalaas are usually priced in the range of Cr200 to Cr1200 each. Lasias Lowalaas go for anywhere between Cr30 and Cr10,000 or higher, depending on the reputation of the breeder and the awards the bird has won. Lasias Lowalaas are never put in low berths, since the process often discolors the plumage. Lowalaas have a life expectancy of 12 to 15 years.

In the Rebellion era, blue and white Lowalaas, with some black markings (Margaret's colors), have become very popular in Massilia and Delphi. Popularity of Lowalaas is also on the rise elsewhere. The blue and white patterning is not as common since it could be viewed as politically antagonistic.



LOWALAA

Lowalaa	*Weight*	*Hits*	*Armor*	*Wounds, Weapons*
Flying	1 kg	1/0	None	1 claw—
Gatherer (2D)	1 kg	1/0	None	2 A8 F7 S3

LASIAS LOWALAA

The following statistics apply to Lasias Lowalaa as cargo.
Lots: 1 kilogram each
Value: Cr1000 each
Transport Price: Cr50 per week
Transport Cost: Cr5 each per week
Market: Luxury item
Restriction: +2
Availability: 7+
Special Handling: Live animal. Cannot be shipped in low berth. Special feeding requirements.

Referee's Information

The following may be of help to the referee.
1: The bird's value is different from expected.

Roll 1D6: If the result is 1-3, the breeder's reputation is better than previously thought, giving the bird a base value of Cr10,000. For a roll of 4-6, much of the bird's color and pattern resulted from artificial additives. Its true value is Cr100.

2: It bears the colors of a popular nobleman allied to Margaret. However, planetary authorities in this part of space commonly oppose that nobleman. The base value of the Lowalaa is raised to Cr3000, but authorities will cause problems (Restriction: -4).

3: The bird is about to lay eggs. It will make a nest out of materials very inconvenient to the characters.

4: Its food is spoiled. Although it can subsist on a great many foods, new markings will appear somewhere on the bird inconsistent with the established patterning. The value will decrease to Cr300.

5-6: No special problems occur.

THRUMET LOWALAA

The following statistics apply to Thrumet Lowalaa as cargo.
Lots: 1 kilogram each
Value: Cr1000 each
Transport Price: Cr50 per week
Transport Cost: Cr0.01 each per week
Market: Luxury item
Restriction: +2
Availability: 7+
Special Handling: Live animal. May be shipped in low berth.

Referee's Information

The following information is for use by the referee.

1: The characters did not purchase the bird's mate. This one will sicken even before they place it in low berth. Unless rejoined with its mate, it will die on a 9+, 7+ if taken offworld.

2: The bird is carrying a coded secret message to an underground group involved in the Rebellion. The message it was taught sounds much like a telephone touch tone sequence.

3-6: No special problems occur.

LOWALAA EGGS

The following information applies to Lowalaa eggs as cargo.
Lots: 10 kilograms each
Value: Cr300 per lot
Transport Price: Cr15 per week
Transport Cost: Cr0.1 per lot per week
Market: Standard item
Restriction: +2
Availability: 6+
Special Handling: Live animals. May be shipped in low berth.

Referee's Information

The information that follows is provided for the referee.

1: Inadequate incubation before entering the cold berth has killed 2D6 percent of the chicks.

2: The eggs were switched with those of a local poultry. They are valued at Cr30 per lot.

3: The eggs begin to hatch before they can be put in low berth. The chicks get loose and run about the ship. Some pick characters for parents.

4-6: No special problems occur. Ω

Portable Airlock

ship's locker

By Dale Hanych

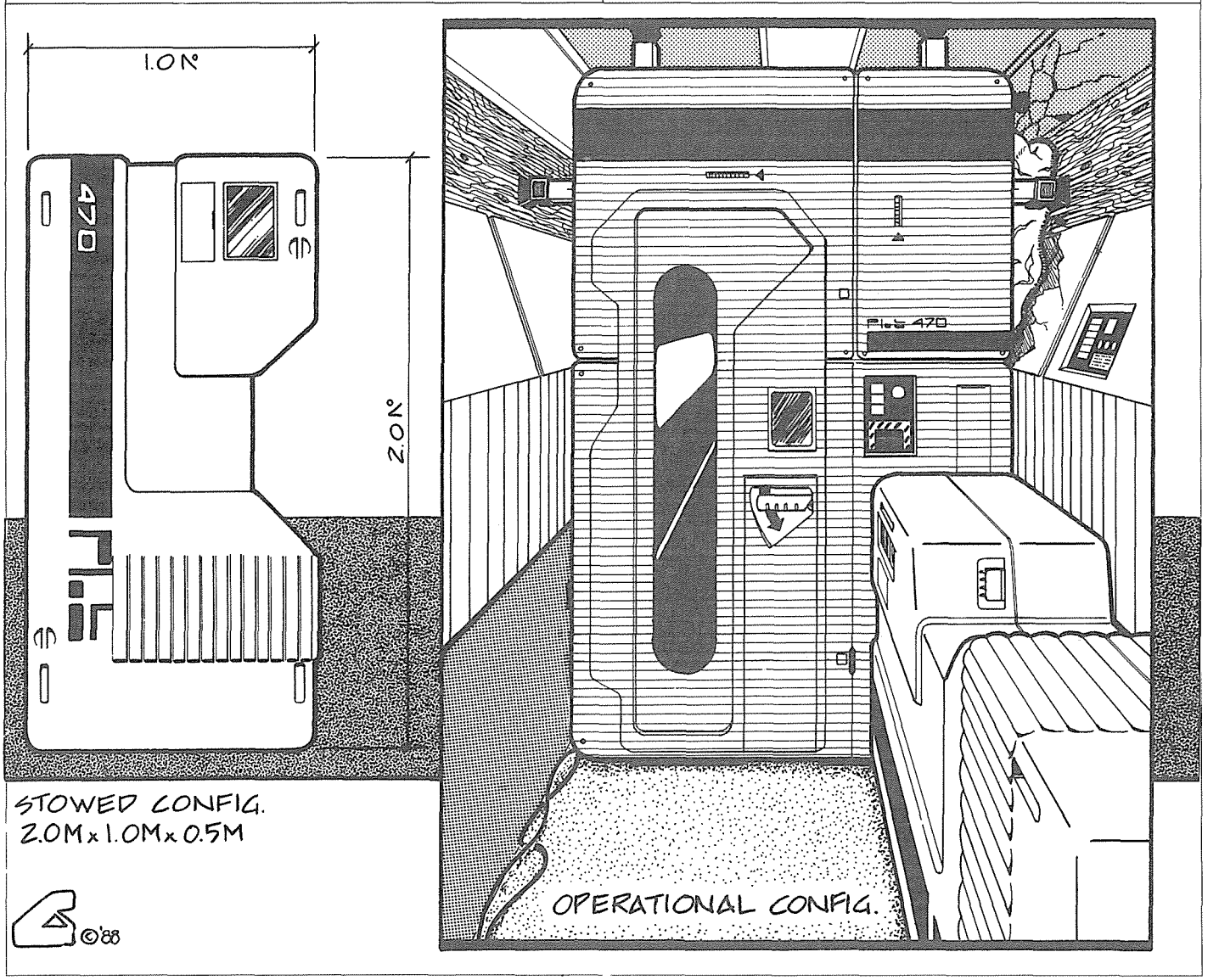
A portable airlock, or "portalock," is used to aid in restoring pressurization to a vessel when its air has been lost due to combat, accident, or other cause. It is a valuable rescue device, carried by any salvage vessel and some military vessels which are larger than destroyers, to help in claiming any captured vessels which have been damaged.

A portalock consists of a metal frame which supports clear reinforced plastic panels, as well as various connectors, supports, and seals. A portalock is designed to fit snugly when assembled into the standard ship's corridor, converting it into a 1.5 × 1.5-meter airlock (the same size as a ship design grid square). Assembly requires at least two people, and two to four hours. When completed, the basic portalock has two walls with airtight doors (the portalock walls can be either adjacent to or opposing one another).

Since the lock uses the ship's interior walls to provide some support, it cannot be attached to the exterior of a ship. Also, most interior walls of a ship are not airtight; therefore, a portalock is usually used immediately adjacent to the hull breach or damaged airlock. A portable airlock is intended to be temporary, and they need frequent inspection if they are to be used for any length of time. Due to the modular nature of portalocks, some minor leakage is almost inevitable; thus, attention to detail is required when assembling one of them.

Welding the frame of the portalock into place will give additional stability to the structure but negates the intended portable nature of the lock.

A basic portalock set costs Cr1250, with an extra door costing Cr300, and a floor or ceiling modular wall with a hatch costing Cr250. Disassembled, it fits into a container two meters × one meter × 0.7 meters. Ω



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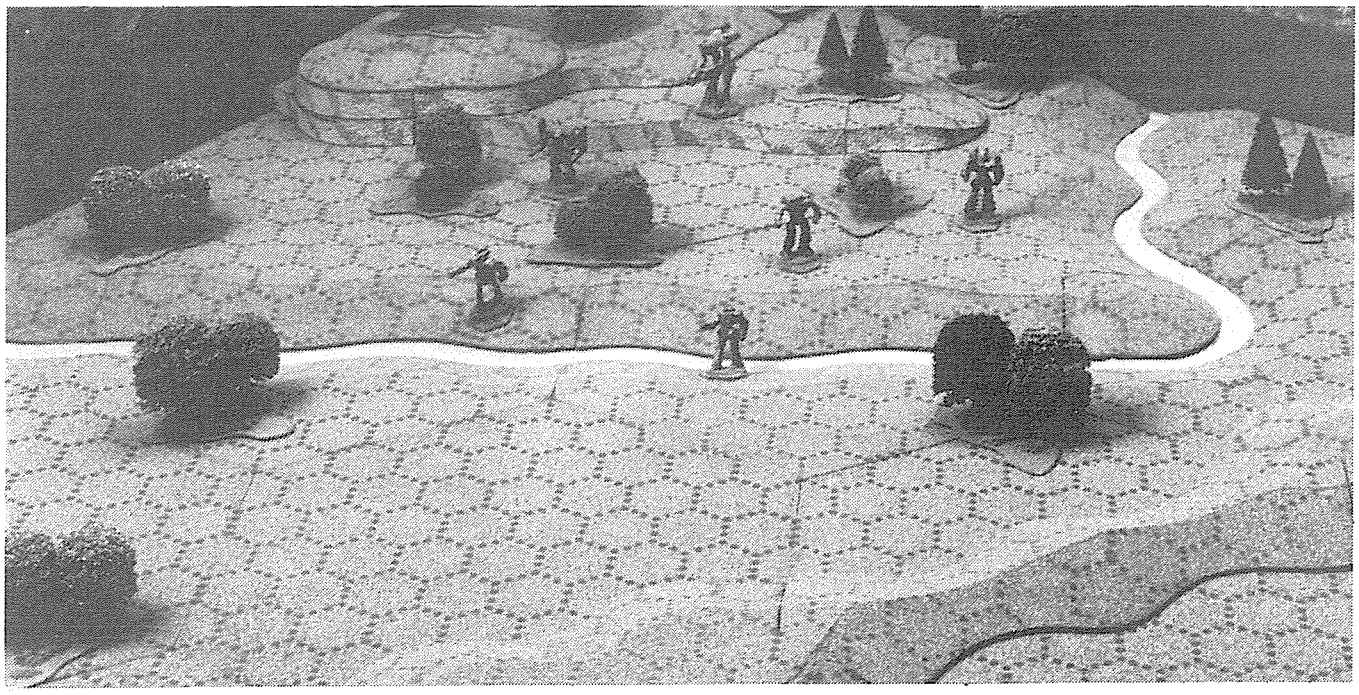

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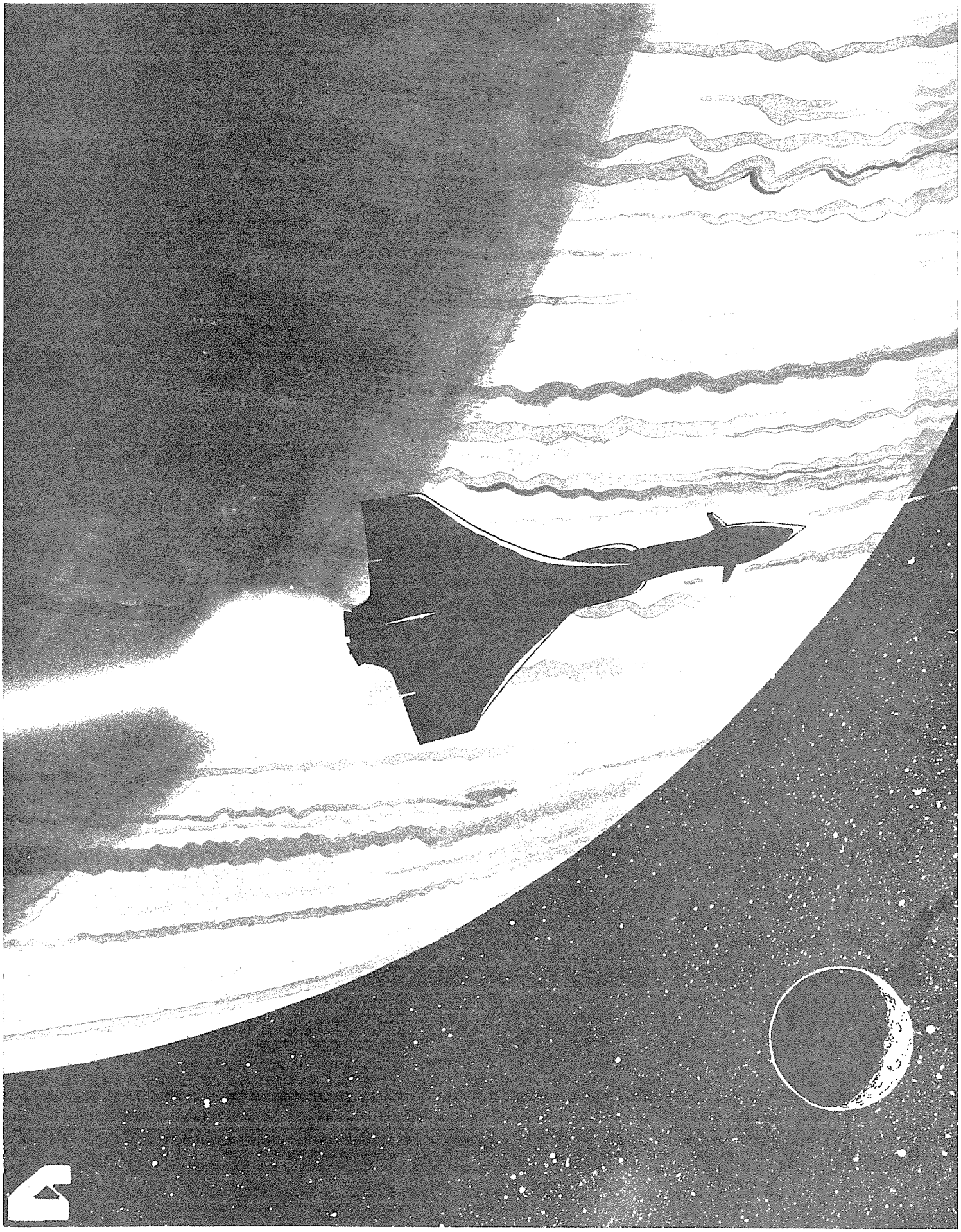

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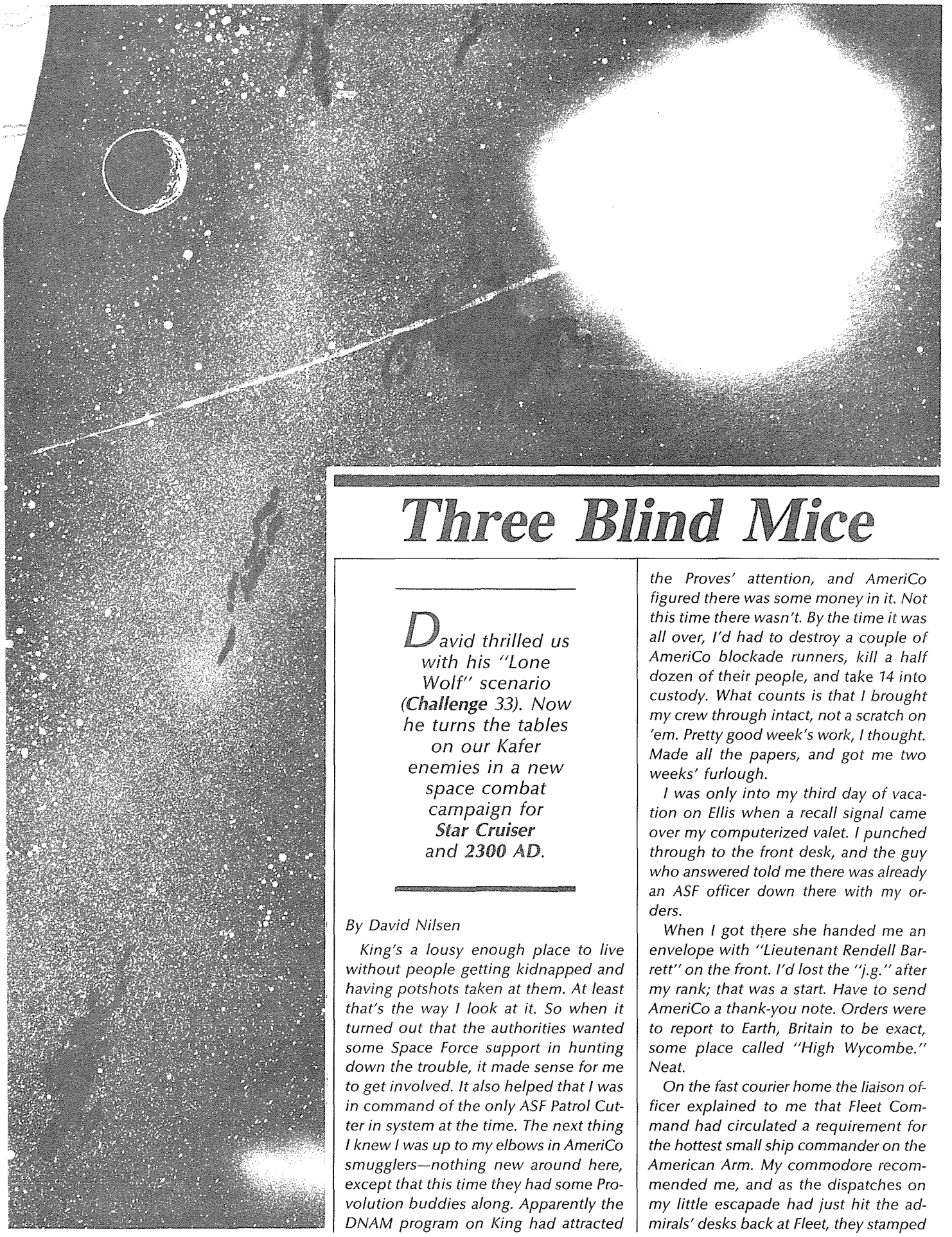


Three Blind Mice

*David thrilled us with his "Lone Wolf" scenario (**Challenge** 33). Now he turns the tables on our Kafer enemies in a new space combat campaign for **Star Cruiser** and **2300 AD**.*

By David Nilsen

King's a lousy enough place to live without people getting kidnapped and having potshots taken at them. At least that's the way I look at it. So when it turned out that the authorities wanted some Space Force support in hunting down the trouble, it made sense for me to get involved. It also helped that I was in command of the only ASF Patrol Cutter in system at the time. The next thing I knew I was up to my elbows in AmeriCo smugglers—nothing new around here, except that this time they had some Provolution buddies along. Apparently the DNAM program on King had attracted the Proves' attention, and AmeriCo figured there was some money in it. Not this time there wasn't. By the time it was all over, I'd had to destroy a couple of AmeriCo blockade runners, kill a half dozen of their people, and take 14 into custody. What counts is that I brought my crew through intact, not a scratch on 'em. Pretty good week's work, I thought. Made all the papers, and got me two weeks' furlough.

I was only into my third day of vacation on Ellis when a recall signal came over my computerized valet. I punched through to the front desk, and the guy who answered told me there was already an ASF officer down there with my orders.

When I got there she handed me an envelope with "Lieutenant Rendell Barrett" on the front. I'd lost the "j.g." after my rank; that was a start. Have to send AmeriCo a thank-you note. Orders were to report to Earth, Britain to be exact, some place called "High Wycombe." Neat.

On the fast courier home the liaison officer explained to me that Fleet Command had circulated a requirement for the hottest small ship commander on the American Arm. My commodore recommended me, and as the dispatches on my little escapade had just hit the admirals' desks back at Fleet, they stamped

me approved right away. Apparently I was off to the Frog Arm. I get the feeling that the higher levels are unhappy with the way things have been handled out there lately, pants gettin' caught down and things like that. So they're putting together a force of personnel with small-command experience, get some new blood out there I guess. Just hope they don't spill too much of it.

We didn't even go through Gateway. They just rammed me through the abbreviated and even more painful version of the disinfection procedures on one of the OQC satellites, shoved me into a space plane, and dropped me to the ground. Showed up at the British Exospace plant—I guess that's what's in High Wycombe.

Eventually I shake the hand of Angus Gordon, chief designer of BE's small ship division. I learn more from him than I've learned from anyone else so far. Since the Kafer invasion they've been looking for vessels to conduct clandestine operations behind the Kafer lines: hit and run, signals collection, recce. British Exo had been working on a small scouting vessel, but it was over a year away from completion. They found, though, that if they installed some off-the-shelf components like French engines and American guns and electronics, they could get the design up in only a couple months. Problem was if they did that they'd have to put French and American crews aboard a couple of them. That explained my being there. They've got three of them at the moment.

Killiecrankie, *Gordan said, making it sound Scottish, "is the lead craeft. Shae'll be yours." That got my attention. I figured they'd be giving me a new ship, but you know what they say about assuming. The same thing they say about volunteering—which I'd already done.*

He took me across some open green fields past some old medieval-looking buildings. Gordon said it used to be an abbey. We headed for a modern hangar, set off by itself. They led us through the security perimeter to the rolling door of the hangar. Gordon punched a button on the wall, and the door began to open.

"Nae inna she a piece o' work?"

I looked at him. Normally I'd've thought a remark like that from a ship's designer was nothing but absolute arrogance. But that didn't show on his face. Instead there was just this kind of wonder, like a father might get when he looks at a beautiful, graceful woman who happens to be his daughter. Then I turned back to look at the ship and I knew he was right.

It's funny, the thing I still remember most about that moment is the way the word "swan" fell into my mind. Killiecrankie *was the most beautiful thing I'd ever seen. She had a cockpit stuck way out on the end of a long neck that made it look like she was already flying, and big, broad, short-span wings that made the whole ship look like she was flaring out to land in some lake. She had a real fat aft fuselage, but that was pretty much concealed by the wings and the taper into the neck. They must have packed a lot of gear in there because the rest of the ship was surprisingly free of protrusions. Really smooth skin. The tail held three great big combustion bells, and I noticed a pair of forward vectored nozzles on her belly. Wow.*

And she was mine.

I was introduced to two other officers. Southby-Talyour, the Brit, had Bannockburn, *and the French officer, Lieutenant Lacombe, commanded* Aubaine. *Apparently my government declined the option to rename* Killiecrankie *with a more American flavor.*

Talyour grinned around his pipe at Lacombe and me.

"So, it looks like we're the three men in the tub."

Lacombe laughed politely. "Or perhaps the three musketeers."

They looked at me expectantly. "You know we don't even know what we're supposed to be doing, why, how, with what or whom. But I'll bet it involves a whole lot more Kafers than I'd ever like to have a beer with. The way things stand right now, what we look like is three blind mice."

What d'ya know? It stuck.

OVERVIEW

"Three Blind Mice" is a **2300 AD** and **Star Cruiser** scenario for three players and a referee. It is based on a campaign system first presented in "Lone Wolf" (**Challenge** 33). Necessary for play are copies of **2300 AD**, **Star Cruiser**, **Invasion**, **Kafer Sourcebook**, **Colonial Atlas**, and issue 33 of **Challenge**. Many new charts and tables are included in this article. Occasional references will be made to information appearing in "Lone Wolf," which cannot be reproduced here simply due to space requirements. Also of possible interest but not necessary for play is **Mission Arcturus**, which details an American Marine company.

Humanity is finally involved in a full-scale war with an alien opponent. Losses have been severe, and not just in casualties: Man has been completely thrown out of several star systems. Refugees trickle in almost daily to remaining human systems with their tales of the Kafer's ruthless efficiency and wanton violence. Listeners cannot deny that these stories touch upon a primal panic hidden deep within their soul: the instinct for racial survival. Men have killed men before, and the results were unspeakable and unthinkable evil. But the threat of destruction at the three-fingered hands of repulsive, incomprehensible creatures adds a dimension of terror that can turn understandable fear into shuddering, skin-crawling catatonia. This fear is not unknown at the headquarters of humanity's naval forces, but these officers have found that they are struggling with another form of nameless dread. While engaged in the classic task of any military force at the outset of a war—purging the deadwood that accumulates in the officer corps during peacetime—they are assembling data on their enemy and coming up with nothing. No creative, effective military operations are possible without accurate intelligence. But the Kafer War proper, as differentiated from the bloody skirmishes of the previous three years, began on 4 June 2301 with an attack by an unexpectedly large enemy force from a completely unforeseen direction. How many more of these surprises will the war hold? Will the Kafers continue to appear from supposedly safe quarters like bugs swarming from a crumbling wall? Or can their homeworlds, naval bases, and supply lines be discovered, exploited, and destroyed to preserve the future of humanity?

Three officers—Lieutenants Rendell Barrett ASF, Bruce St. John Southby-Talyour RN, and Raoul Lacombe IFN—have landed smack in the middle of this controversy. As commanders of the new *Killiecrankie*-class Intruder Scouts, specially constructed to answer these questions, they will find themselves on the sharp edge of intelligence-gathering in unknown space.

While "Lone Wolf" concentrated on the international rivalries that prevailed in the prewar period, this campaign takes place when these barriers are breaking down in the face of the outside threat. The players in this scenario, often finding themselves a very long way from home with no one to depend upon but each other, will see these barriers breaking down much more rapidly. Victory points for certain accomplishments will still be awarded individually to the players, but "Three Blind Mice" relies more on a sense of common cause.

The campaign begins in late August/early September 2301 with the players and their ships at the secret human base in DM+35 2436. They will remain based here for the duration of the campaign. It is here that they must return to receive supplies, repairs, and the operational orders that will create the framework of the campaign. The referee will want to pay close attention to the events related in **Invasion**, but key events of the war are reproduced here for handy reference.

4 June 2301: Hochbaden attacked; colony destroyed.

19-27 June 2301: DM+36 2393 attacked, taken, and occupied. Human resistance begins on Dunkelheim.

23 June 2301: Siege of Eta Bootis begins.

8 July 2301: Vogelheim raided; humans maintain control.

27 August 2301: Beta Comae attacked; humans keep control.

1 September 2301: Rochemont's fleet arrives at Vogelheim.

10 September 2301: Beta Comae attacked, occupied, and neutralized. "Watchpost" operations begin in system.

September 2301: Humans attack Hochbaden; driven off.

27 September 2301: Vogelheim raided; humans keep control.

November 2301: Humans attack Hochbaden; driven off.

18 November 2301: Vogelheim raided; humans keep control.

12 December 2301: Kimanjano attacked; humans resist.

December 2301: Humans attack Hochbaden; driven off.

12-15 January 2302: Siege of Eta Bootis lifted by destruction of enemy fleet, although system remains isolated.

28 January 2302: Human resistance in Kimanjano neutralized.

2 February 2302: "Triumphant Destiny" at Hochbaden.

15 February 2302: Vogelheim raided; humans keep control.

18 February 2302: Kafers take Beta Canum Venaticorum.

27 February 2302: Henry's Star attacked; Crater invaded and occupied; human guerrilla resistance begins.

Late February 2302: DM+35 2436 attacked; Kafers destroyed.

12 March 2302: Kafers attack and hold 61 Ursae Majoris.

20 March 2302: Rochemont retakes 61 Ursae Majoris.

4 April 2302: Humans retake Beta Canum Venaticorum.

10 April 2302: Kafers retake Beta Canum Venaticorum.

April to July 2302: Triumphant Destiny and fleet wait at Kimanjano for human attack.

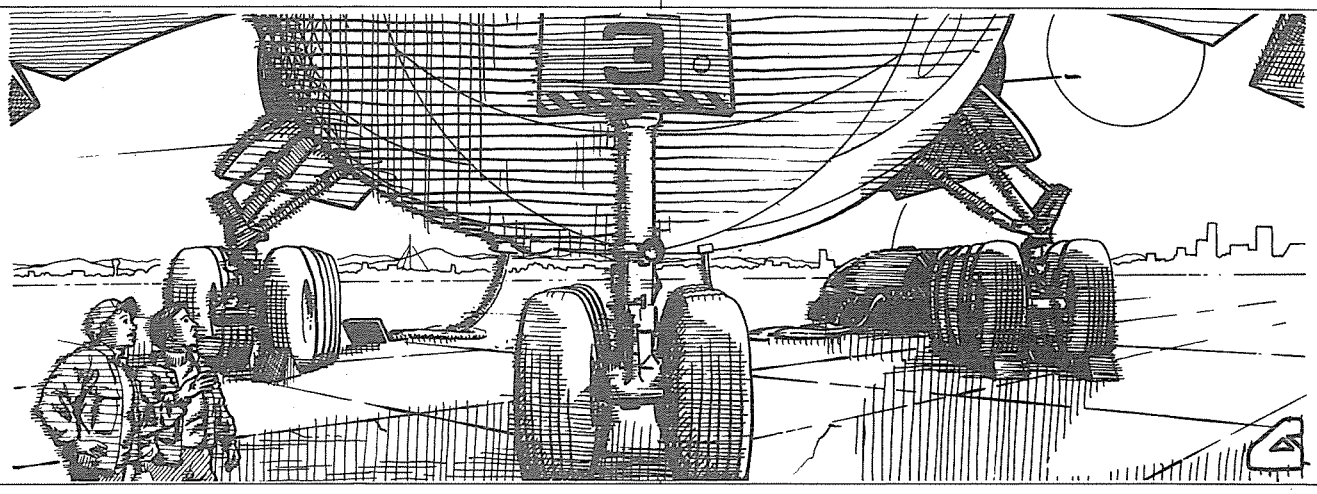
July 2302: Humans retake Beta Canum Venaticorum.

12 July 2302: Triumphant Destiny attacks Queen Alice's Star and is defeated by Graham's Combined Terran Reserve Fleet.

RUNNING THE CAMPAIGN

The Primary/Secondary and Tertiary Master Boards (figures 1 through 3 and 4, respectively) are still the heart of the game mechanics—controlling and displaying how the players move through space to discharge their assignments. The master boards (figures 3 and 4) from "Lone Wolf" will not be necessary for play of "Three Blind Mice," as the charts are revised and expanded for this article. Some slight errors and omissions are evident in the previous master boards. All of these errors are minor and can be easily rectified by observant players, but they can be a cause of confusion. For this reason, those who are intending to play "Lone Wolf" are advised to use the master boards which are presented in this article instead. As before, these boards are abstract representations of the connections between star systems, and they are not scale maps. While the attempt has been made to reflect actual positions as much as possible, these charts actually distort and reverse many spatial orientations to fit all the information into a small space.

As soon as a ship reaches a system, it is transferred to the System Tactical Display ("Lone Wolf" figure 5). Calculate the scale of each ring and square in au. Then consult **Colonial Atlas** or **Kafer Sourcebook** for the number of planets and their orbits, and place them and the relevant G gradients on the map. Table 3 of "Lone Wolf" will help with this. Once on the STD, ships will be vulnerable to detection by grav scanners. As defending vessels possibly respond to evaluate this threat, their deep-system scanners and tactical sensors come into the fore. Bear in mind that a stutterwarp trace can be masked by tucking in close to a planet or other large gravity source, but neutrino emissions and the like from a functional power plant cannot. Table 1 of this article is set up in the same way as tables 1 and 2 of "Lone Wolf" but is of less utility in the framework of this campaign. The referee already knows where the human ships are at any given time, so having the Kafer ships that he controls conduct searches on the STD for our heroes is a little ridiculous. Remember that Kafers have little enthusiasm for boring, repetitive search patterns and are much more likely



to leap at the last observed position of an unknown vessel. The signature values used to calculate the active and passive portions of the "Lone Wolf" tables were chosen for their particular value in simulating portions of that scenario. The same standards are retained here in order to allow direct comparisons of the sensors performance of the various craft.

Here we see that while the *Kennedy* is still the premier sensors platform in space, the *Beta* class is running a close second for active scanning, followed by the new *Delta* battleship. A look at the lower passive figures for these same Kafer ships shows them not performing as well, for their large search patterns are a result of brute sensor power and not decent speed. This chart also shows that fighters have the role of passive search in the Kafer fleet, as both *Foxtrot* and *Golf* surpass any Kafer ship and rival the human *Suffren*. For purposes of "Three Blind Mice," the passive signature of 2 used for table 1 corresponds to the *Killiecrankie*, and the reflective signature 3 is the same as the *Scout Junior* when her active systems are on. *Killiecrankie* is vulnerable to DSS for localization, if not fire control, at ranges much longer than these, however. The figures presented in the table, then, serve more to give an understanding of the proximity of vessels on the STD and also to indicate when it is time to move to the **Star Cruiser** map. The search vessels are more likely to engage in searches for unknown targets.

If the "Three Blind Mice" ever separate, allow the players to make arrangements for such things as stutterwarp recognition codes and standard doglegs. They will probably want to use the .272 light year minimum defensive dogleg as standard procedure. The MD Dogleg is so named because the mid-course deviation is mid-course separation of 150 au, the extreme range of a grav scanner, between courses only a degree apart along the surface of the double cone. The double cone describes the three-dimensional maneuver envelope of the MDD. It is impossible to detect a stutter trace at one au while stutterwarping, much less at 150. This separation also guarantees security at the narrow vertexes of the cones near the systems. Use of the MDD adds distance, therefore time, to passage over various distances according to the following pattern: over one light year, +14%; over two light years, +4%; over three light years, +2%; four light years, 1%; five light years, +.6%; six light years, +.4%; seven light years, +.3%.

Table 2, Departure Angles, is a continuation of table 4 from "Lone Wolf" which includes the data from Arcturus through the upper lobe of Kafer space to Gamma Serpenti, the choke-point of travel in the Kafer sphere. This is to assist human players in springing ambushes along departure angles of known Kafer communications routes.

Unlike in "Lone Wolf," players in "Three Blind Mice" will have little or no opportunity to command other ships. One chance alone exists, in which the players "rent" human cruisers for use on operations, as detailed in the Assignments and Victory section. The players are considered to be in command of (while actually just directing) these forces. They must always travel together and cannot split up except on the STD or in minor ways (like arriving in a given system from different directions or at slightly different times for tactical purposes). Naturally if one of these ships is disabled so it cannot move, the players can leave it behind to escape. The referee will allow them to receive information from human forces they meet up with (for example, news of the conduct of the war as noted in the chronology above, or notification of Kafer units that have just retreated or departed toward a certain system).

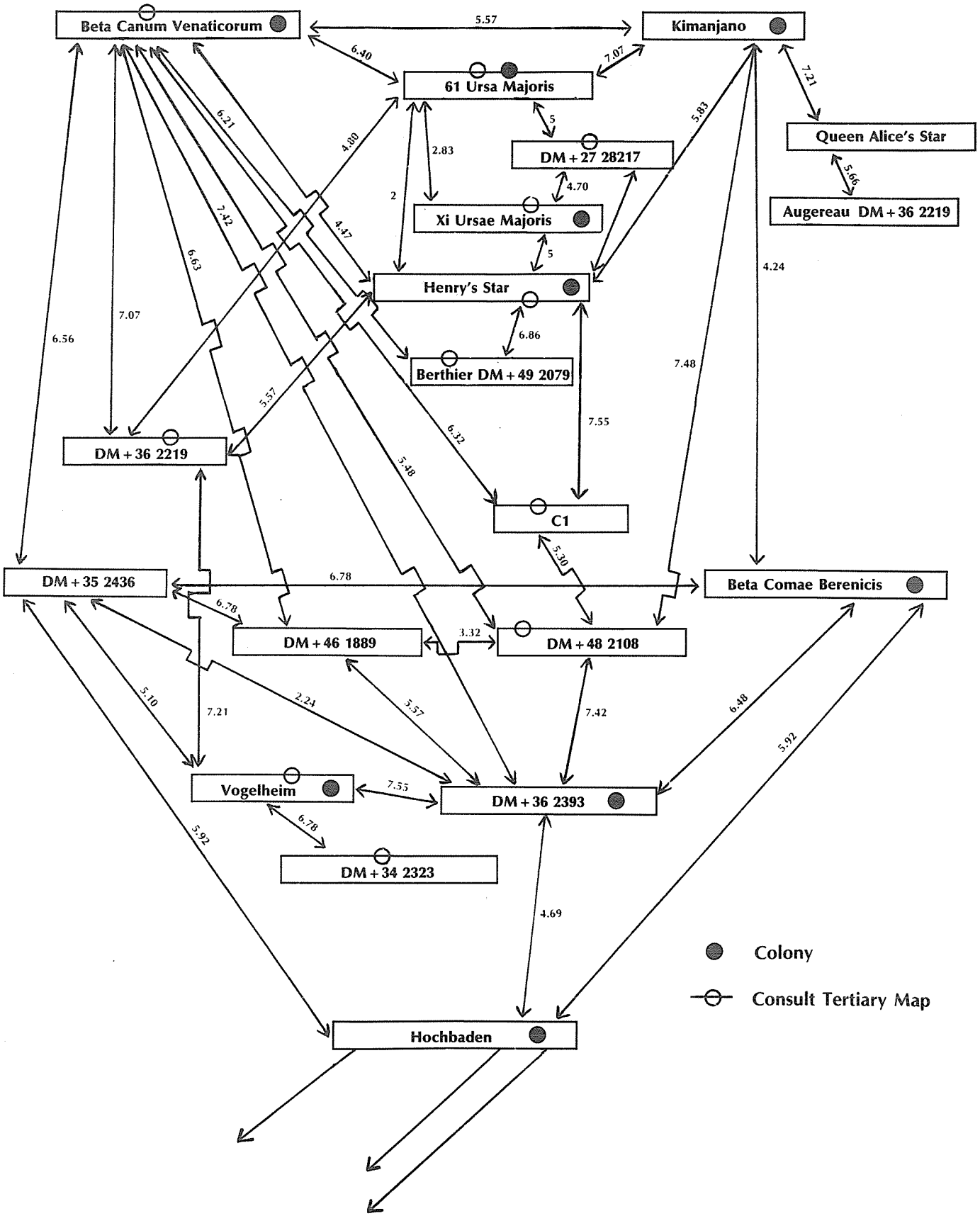
Supply and repairs are conducted at DM+35 2436. All routine items, such as life support and replenishment of expended missiles, submunitions, etc., will be free of charge. Repairs and crew replacements, including marines, will also be free. Certain items, such as missile packs or marine combat walkers, are considered additional to their standard outfitting. They must be purchased and replaced, if destroyed or damaged, with victory points at the rates listed in the Assignments and Victory section. It is also possible to draw "field supply" from other human units at other locations. Human commanders will be aware of the Blind Mice and the importance of their mission: They will be favorably disposed to handing over a missile, submunition, or crew replacement or two if these are available. Naturally cooperation will be higher if the officer happens to the American, British, or French. This interaction is handled by the referee and should be role played. Perhaps the Blind Mice have something of value to offer the officer—information, or captured Kafer personnel and technology?

Assignments are what make the campaign run. As rare and valuable fleet assets, the Blind Mice cannot be allowed to run around as they wish. They are instead committed to places and actions of their commanders' choosing, hence the term "blind." Each time the Mice return to DM+35 2436 and resupply and repair, they will be given another assignment. They will have little time to plan for their mission, load special-purpose cargoes and purchase items they feel will be useful, but they should depart in a timely manner. Victory points are also assessed and awarded when assignments are handed out. On occasion, optional assignments will be offered. As the name indicates, the choice is entirely up to the player, as it calls for one of the Mice to operate singly for a limited period of time. Under these circumstances, the other Mice will be given an assignment of similarly short duration so that they can soon be reunited for missions as a unit.

RUNNING THE KAFERS

The referee will find his hands full running the Kafer forces for "Three Blind Mice." Significant preparation is required before the beginning of the scenario in order to make Kafer space real. This article does not contain any random tables for the appearance of Kafer forces. Under that kind of circumstance, the players would quickly feel that they were flying their ships through a matrix of random numbers, encountering opposition for no convincing reason. If players return to their base to report a certain activity in system X, it should be for a valid reason, not simply because the dice happened to fall a certain way while they were there. Players will be able to find Kafer refuel/resupply posts in certain systems. With this they can infer things about Kafer supply routes and can also assume that the post will probably still be there when they get back, as long as their reconnaissance was undetected. Similarly, players should be able to discover if Kafer patrol forces follow certain reliable schedules that they can use to their advantage in future ambushes. The space behind the Kafer lines must be a living, functional system, not a series of random encounters. While this will place a certain work load on the referee, this system can be the basis of unlimited future

PRIMARY & SECONDARY--MASTER BOARD
PART ONE
Figure 1



campaigns not only until the defeat of Kafer invasion forces in 2302 but also on through the human counteroffensive that is sure to follow. Rest assured that the work will be well rewarded with player enjoyment as well as future utility.

While much of this article describes carefully considered intellectual responses to military exigencies, the referee must be careful to play the Kafers as Kafers. Only an extremely rare and talented Kafer like "Triumphant Destiny" is able to combine leadership and shrewd tactics over time. Almost any Kafer can do these things when aroused, but to carry complicated military reasoning through periods of boring, nonstimulating, operational routine is something that most Kafers cannot do. "Triumphant Destiny"'s offensive dogleg into Beowulf notwithstanding, most Kafers are unable to bring off such shrewd maneuvers when not in the heat of battle. It is to be expected that no Kafer will dogleg except when breaking off from combat, as at Arcturus in 2295.

In addition, Kafers do not take such rudimentary precautions as escorting supply convoys behind their own lines. Such duty would be boring, routine, and degrading to any Kafer military vessel, which would rather be in combat. Similarly, the numerous Kafer garrisons, refueling stations, and outposts left behind in the wake of their advance will only be staffed by the most incompetent of Kafer forces. These are second-class troops, the high-quality troops having been taken along with the battle fleets. Also, these already low-quality troops will be bored out of their feeble Kafer minds and, therefore, will be at the lowest ebb of their intelligence and resourcefulness. At best, these troops will be somewhat aroused due to mutiny, and will be engaged in destroying their own equipment and tearing down their command structure. Both make hospitable candidates for detailed human scouting. There is an even chance that a grav scan is not being conducted except intermittently, and any kind of aggressive patrolling is out of the question.

However, should the Blind Mice be noticed, it is a sure bet that the Kafers will fall all over themselves in their haste to get out there and annihilate the unknown contact.

Placement of forces in Kafer-occupied space is up to the referee but should always include at least six *Foxtrot*-, *Golf*-, or *Hotel*-class fighters and a refueling station. Larger forces are possible, especially in systems with planetary troop garrisons. These are indicated in **Invasion**. Larger ships are often damaged vessels left behind, and Kafer repair seems to be drastically slow as a rule.

The fighting at the front consumes large amounts of missiles, repair parts, fighters, personnel, troops, and life support equipment. All of this must be supplied by starships filing in from Kafer space. Standard supply routes are sure to be established, and scheduled departures are likely to be attempted, if not maintained in practice. The mainstay of these transports is the *Oscar* class, although the referee should feel free to experiment with hasty redresses of human designs to maintain variety, as with the ersatz *Shenyangs* of "Lone Wolf." **Invasion** lists these supplies as routed through Arcturus, but that's just the sort of thing the humans shouldn't be able to assume, isn't it?

The odd replacement *Epsilon*- or *Beta*-class should also wend its way from the Kafer shipyards and may even have orders to make a defensive sweep through the occupied systems on its way to the front. Permanently assigned patrol forces would probably consist of a fighter group with a modified *Oscar*-class mother ship, shuttling back and forth on an assigned route, carrying news and miscellaneous packages between the outposts.

In Kafer space proper, the situation should be a little different. Here Kafers with cargo freighter occupations who are not trained fighters will be responsible for tracking down unknown bogeys. As Kafer and human stutterwarp traces are completely indistinguishable, a busy Kafer system full of civilian trade will provide a good opportunity for the human ships to just blend in with the traffic.

A brief overview of the important points in Kafer space follows. This shouldn't replace a reading of the appropriate section in the **Kafer Sourcebook** but will be a checklist of the key areas on which to concentrate.

DM + 18 2776 and Arcturus each contain secret bases which wandering human vessels might encounter, and DM + 17 2611 is a planet which will see Kafer expansion, but not until they are able to bring the war to a conclusion.

Ross 52, DM + 16 2708, and DM + 19 2881 are homes to significant fleets, as they are the gateways to the Kafer sphere. They are all sites of military bases and refueling stations. DM + 19 2881 has a planet of great interest to humanity, visible to a complete life scan. Behind them are Ross 508 and AC + 18 1890-112, both extensively fortified as the choke-points of entry to Kafer space. Fleets are present at both these worlds. However, the needs of the war have resulted in stripping down the fleets in all five of these systems. But the reductions to the fleets-in-being at Ross 508 and AC + 18 are less severe than the others. All of these should be considered military systems for the purposes of handling an attempted human transit, and their readiness will be higher than the garrisons in captured human areas.

Lambda Serpenti is a major base and ship-building center, although home to a disenchanted Kafer leader.

The loop of DM + 19 2881, DM + 25 2874, DM + 24 2786, DM + 24 2733, and DM + 16 2658 belongs to "Triumphant Destiny," and one should expect that it has taken the vast majority of its fleet to war with it.

Gamma Serpenti, the home system, will be busy with trading traffic from the huge industrial centers. As it is the only path between the two lobes, it presents some danger to humans attempting to pass back and forth. The **Kafer Sourcebook** neglects to list the number of moons of the two outermost planets of the system; to give transmitting humans more of a chance to hide themselves, consider the number of moons to be 10 and 11.

BK + 00 2334 and HC − 24 1124 are two of the most important centers of the Kafer sphere; the former is a very popular colony and industrial center, and the latter is a large agricultural and manufacturing hub. BK − 8 8045, BK + 7 5675, and BK − 5 9201 are all major sources of minerals and should also have fairly high traffic levels.

The systems HC − 4 9701, HC + 3 1919, Oneil 723, HC − 24 1124, DK − 26 2485, BK − 5 9201, and HC + 25 1902 are involved in the lengthy conflict with the Ylii. They are more likely to contain military forces than other systems of the lower Kafer lobe but will also have some Ylii traffic to confuse the issue.

The Ylii themselves currently rule DK + 32 2390, DK − 33 1023, and SS − 27 6854, their homeworld. The systems BK − 1 1423,

BK−2 0075, HC−6 2111, BK+00 2334, HC+3 1919, Oneil 723, and HC+23 1902 will show signs of former Ylii habitation, in addition to the Ylii-controlled worlds. Any human ship that has already scanned typical Kafer cities and is able to do a complete cartographic analysis of these worlds will easily see that these dwellings were constructed by a different race. Furthermore, a complete life scan of the last three worlds listed above plus the Ylii worlds will reveal a new race. If any Ylii ships are observed from close up, they will also clearly be of different design than Kafer craft.

The possibility of contact with the Ylii and civilian Kafers inside the sphere will have to be role played. Players should be encouraged to realize the tremendous importance of the discovery of the Ylii as well as the discovery of the nuances of Kafer internal politics. The latter can be ascertained by eavesdropping on Kafer signals within a system. The players will not be able to fully analyze this material themselves, but upon return to their base they should have the gist of their discoveries explained to them. This will permit them to make decisions on how to concentrate their future intelligence-gathering efforts.

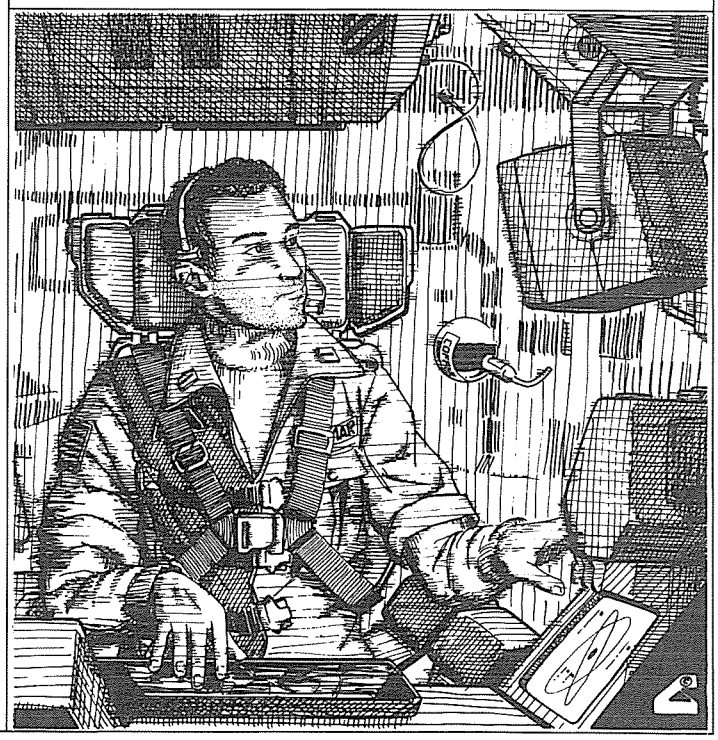
NOTES ON NAVAL DOCTRINE

Naval combat is characterized by ships slipping unobstructed through interstellar space to fight large battles over certain contested points or star systems within that vast space. It is not only axiomatic but is also true that it is impossible to go out into interstellar space searching for an enemy ship and expect to find anything. The distances are too great; the speeds (actually stutterwarp pseudovelocities) are too high; and the speed of light, at which all sensor information propagates, is too slow. However, it is not enough militarily to simply wait in the contested system for the enemy to arrive and do battle. The catastrophic curtain-raiser to the Kafer War at Hochbaden has buried any objections to that until a recently under-appreciated theorem. Data *must* be obtained for certain questions: Where is the enemy coming from? What paths does he use? Where does he go for repair? Replenishment? Can any of these paths be interdicted? The impossibility of finding an unknown ship in interstellar space is a given. But the impossibility of following a known ship in interstellar space is not.

Shadowing a starship through interstellar space is a very difficult and technologically demanding undertaking, particularly considering that it is almost always an enemy starship being shadowed. So many calculations need to be performed to make a starship follow in the wake of a target that is "moving" faster than light (actually disappearing and reappearing a little farther away many millions of times each second) that this task can only be accomplished by the onboard flight computer. Fortunately, as moving via stutterwarp at all is complicated enough to require truly remarkable electronics, these computers are generally up to task. While the practice of shadowing is complex in terms of the vast number of small acts that must be conducted, the actual mechanics of the phenomenon are fairly simple.

Space is strained by manifestations of gravity in a way that is quite evident to certain ship-mounted sensors. Gravity sources—such as planets, stars, and other large bodies—distort or "bulge" the otherwise "smooth" fabric of space. The stutterwarp process, being a gravitic phenomenon, also distorts this fabric in a fashion that appears as a line or crack on gravitic sensors. It is actually a series of sharply defined points, each corresponding to where the starship "dove through" the fabric of space to tunnel "around" it or reappeared after tunnelling. These points are linked by a line of strained space. The connecting lines have been compared to ripples in that they are a reaction by the spatial fabric to its violent, repeated piercing and seem to reflect elastic properties. Unlike ripples, they do not spread outward but instead vibrate or oscillate between the points of disturbance. Nevertheless, when viewed on a gravitic scanner from most likely distances, this phenomenon appears as a thin line, or "trace," on the otherwise unstrained or "flat" fabric of space. However, the stutterwarp, unlike a planet, does not remain to continue exerting this influence: The perturbation on space does not remain but instead "heals" in only a few moments, generally 280 to 320 seconds, depending upon the strain already on the area. Thus any ship wishing to detect a stutter trace had better find it quickly before it is wiped out by the elastic tendency of space to spring back to its previous state and "smooth out" any disturbances. The trick, then, of shadowing is to remain closely behind the target to pick up its stutter "wake" before it fades out. As noted in the "Lone Wolf" article, the key phase to any shadowing operation is the transition phase, when the shadower attempts to gain position immediately on the heels of the shadowee as it crosses over the .0001 G threshold and leaves the system proper. Once the shadower has achieved this position, its ability to maintain the shadow is facilitated by several conditions.

The first is known as the "baffles": the zone behind a stutterwarping ship that is not viewable by its own gravitic sensors. Any stutterwarping ship that attempts to look directly behind itself to see the stutterwarp trace of a pursuing ship cannot do so. Its sensor is distorted by looking through its own stutterwarp wake, which, because it is so close to the sensor, completely invalidates any but the largest and most unmistakable gravitic signatures. These signatures include stars



and planets, but certainly not stutterwarp traces. The effect can be compared to looking for something through the disturbed air around a hot fire or to a watercraft using sonar to probe the turbulent water of its own wake.

The second condition which facilitates a shadow is the fact that the shadower is flying directly up the enemy's stutterwarp trace. Detection is thwarted at FTL pseudovelocities by the fact that sensors rely on data propagated at the speed of light and are easily overwhelmed by a target travelling away at many times this speed. Also, the shadower is actually flying on the line of his opponent's wake, which makes confirmation of the enemy trail instantaneous with each reappearance of the shadower into normal space. This advantage is, unfortunately, lost if the shadower is unable to maintain position on the stutterwarp trace, which sets the stage for the third point.

The stutterwarp field is a linear directional field, coincident with a ship's lateral axis. This creates stutterwarp pseudoinertia by forcing a ship to change its heading in real space in order to change its direction of stutterwarp travel. Given the huge ratio of stutterwarp speed to the time taken to turn a ship, maneuvering under stutterwarp consists of stiff responses and wide-sweeping turns: "She steers like a boxcar, Cap'n!" This is to the advantage of the shadower, as the gradual alterations in course available to the target are easily detected and corrected for by the following vessel. A trace beginning to slide off to either side of the shadower's course is spotted quickly because of the differential intensity of the warp disturbance to either side of the vessel's centerline: The trace is not a line in the mathematical sense but has a width on the order of a few dozen meters, depending upon the mass of the warping ship and the power of its drive. Additionally, a starship operating in shadowing mode has a fail-safe feature: Its computer will only cycle the stutterwarp as long as the ship is driving over the trace. As soon as the sensors stop indicating the turbulent trace close by, the computer momentarily stops cycling the stutterwarp for the fraction of a second necessary for a stutterwarp signal to come in from another direction. (For this reason, military vessels built with the shadowing mission in mind, including the Anglo-French-American *Killiecrankie*-class, American *Retief*-class, and certain other warships, have their stutterwarp cycling circuits, flight control computers, and grav scanners located immediately next to each other, connected by parallel rather than sequential circuitry. This is to reduce the time for the speed-of-light electrical messages between these systems to an absolute minimum and thereby cut down the "light-speed lag" present even in the vessel's own electronics.) As it only takes one three-millionth of a second for light to arrive from 100 meters away—the distance of a single stutterwarp cycle—the shadower can rapidly find the new direction of its quarry and resume pursuit. While the enemy will have made 600 cycles and moved 60,000 meters in those 300 nanoseconds, the trail will still be fresh, and a shadower's speed advantage over the target can be helpful. However, only speed parity is essential for shadowing, as the trace does persist for five minutes, allowing the shadower to squander a few microseconds without losing the scent.

A speed advantage is desirable, however, and can be used in other ways as well. During the last few moments of the transition phase described above, the shadower will take advantage of the target's slower-than-light speed compared to its light speed sensors to analyze the pattern and frequency of the enemy's stutter cycles. This is similar in concept to the dynamic data bursts used in intership communication (see "Stutterwarp Technology in 2300" in **Challenge** 30). By knowing how frequently the opponent's drive is cycling, the shadower can set his drive to match the lower speed of the target and still have time left over each second. This tactic is called "sprint and stop." For example, if the target has a warp efficiency of 2 and the shadower has one of 3, it only takes the shadower two-thirds of a second to cover his target's per-second distance. He can then use the remaining third of a second to sit and watch the target's next moves. The light speed images that reach him in one-third of a second will show him his quarry's next million cycles, which he can easily cover when he resumes moving. But rather than this simple example, the shadower will actually sprint and stop several thousand times each second, allowing him to update his views of the target's next moves more often and thereby increase the efficiency of his pursuit.

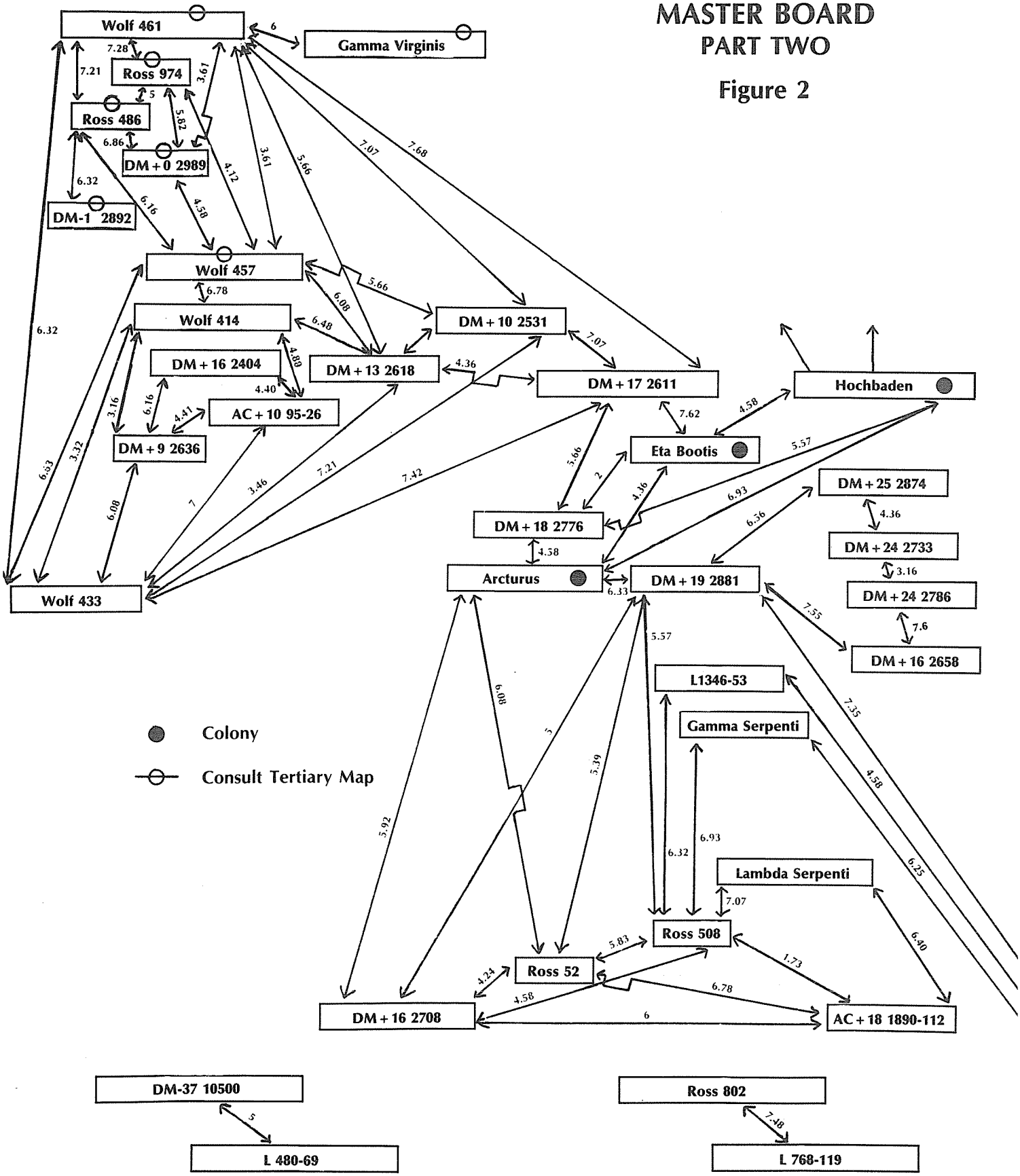
If, by some chance, he loses his quarry, the shadower can take advantage of the speed of light to find him again. By jumping away from the axis of pursuit for just a cycle or two, the vessel can overtake the image of the moment when he lost his target, then wait for the signal to reach him. When it does so, he can in effect watch a "movie" on his grav scanner of what transpired moments before, with his own and his opponent's courses shown. If he watches long enough, the image of his own stutter trace will approach and meet him. In any event, he can find his enemy's new course and follow it or, better yet, "cut off the corner" to reach the new enemy vector without backtracking. As the trace of a warp-efficiency 2 ship is 439 au long, there is no chance of losing the opponent, barring equipment failure.

Sometimes a shadow mission will reach "the point of no return." This is defined as the point where the shadowee has expended enough of his 7.7-light-year range that he cannot change course for another system but must continue toward the only system for which he has the range. See Figure 6, a hypothetical star system A which is less than 7.7 light-years from four other systems, B, C, D, and E. A ship departing from this system could, if it chose, seek to deceive its enemy by departing on an angle toward another star than its intended destination. If its opponent did not pursue it with a shadower, then the maneuver would be a successful deceptive dogleg as the enemy would have no way of knowing where it went. If, however, the opponent chose to shadow the departing ship, certain courses would force the vessel to commit itself to its real destination when it is only part way to its false destination. By looking at the table accompanying the figure, we see that a vessel seeking to arrive at system B could only head 3.8 light years toward system C or 2.58 light years toward system E before reaching the point of no return and having to change course for its real destination. If a shadower follows an enemy toward system C it would know that after .36 light years its quarry could no longer change course for system E. After 3.8 light years its quarry could no longer attempt to make system B, so it would be committed to either system D or C. Therefore, 3.87 light years marks the point where the vessels can only proceed to a single destination: system C.

Upon reaching this point the shadower has three choices. It can continue to follow the enemy as before. If it has a speed

PRIMARY & SECONDARY MASTER BOARD
PART TWO

Figure 2



advantage, it can now pass the enemy and arrive in the target system first, perhaps to set up an ambush or reconnoiter. Or, if the point of no return comes at less than 3.85 light years, it can return to system A to inform its superiors where the enemy has gone. This would be possible if the enemy were being shadowed to system E. This, however, would also allow the enemy to turn back at the same time. For this reason, two shadowing vessels are sometimes dispatched, one to follow the enemy all the way and one to turn back at 3.85 to inform the fleet.

Unfortunately, the point of no return does not always exist. Numbers on the table marked with an asterisk are those in which a ship can actually pass the given system with enough range left to turn for another system. These systems, of course, already have a stutterwarp route between them (in our example systems B and D). Note that systems C and D are not connected in this way: A ship could go to D and still have range to reach C but not the reverse.

Charts like Figure 6 can be made for all of the systems in **2300 AD.** (You can write this author care of GDW and get the formulas for calculating them if you want to add this level of detail to your campaign. But be warned, it's less fun than you think.) Such charts are highly complicated, and there is not room to include even a fraction of them in this article. For the purpose of play, however, this is not important. It is enough to remember that a shadower can successfully track a target to any destination (given speed parity) and, in many cases, can beat it there with a speed advantage. The figures above are only valid if the target vessel proceeds directly to a false destination. Any attempts at maneuver to throw off the pursuit will only waste precious stutterwarp range and bring the point of no return that much closer.

It should be noted that the art of shadowing is one that is effectively unknown among the Kafers. An unaroused Kafer does not have the patience to engage in nonstimulating and tiresome interstellar pursuit, and their Ylii computer experts are only carried aboard battleships—vessels singularly unsuited for these tactics. The Kafer genius comes about in a developing combat situation. The kind of long-term cleverness and tactical acuity required for shadowing operations is still a human preserve. Remember also that precious few Kafer warships have the kind of speed to make an effective shadow and that the *Killiecrankie*-class ships used in this scenario have a speed advantage over every Kafer vessel thus far constructed.

Countermeasures against shadowing are few and of limited utility. The most effective is to not let an enemy gain position during the transition phase. But, as noted in "Lone Wolf," the waiting would-be shadower holds the advantageous position higher in the well. It is also futile to refuse to leave the system as long as an enemy pursuer lurks at the .0001 G threshold—he can wait as long as you can; longer if he is in a friendly system and you are a raider in enemy territory. To prevent targets from attempting to wait him out, a shadower attempts to anticipate his quarry's departure angle and sit with his stutterwarp disengaged until the last moment, thereby preventing his enemy from detecting him with his grav scanner.

If a space force is present in strength (more often in a friendly system), it can use one or more light vessels to flush and screen away the pursuit from the departing main body. This is the best method, but it does split the fleet's forces. The best consolation is that very few vessels are available for shadowing. Most human couriers do not have the combination of speed, endurance, and sensors to make it possible, and the small number of ships like the *Killiecrankie* and *Retief* makes the threat more manageable.

Attempts have also been made to drop objects from the shadowed ship to hit the pursuer. This is made difficult by the tendency of the stutterwarp field, a "stupid" field, to carry along anything within the field as if it were part of the ship. It is also highly unlikely that the object will hit the pursuer as the pursuer is warping and not passing through the intervening space (a smart pursuer will synchronize his cycling to minimize being in phase with the target, thereby reducing the likelihood of running over some garbage). Even on the minute chance that dropped ordnance and the pursuer ended up next to each other for a few nanoseconds, this is not enough time for any weapon to fuse and detonate before the target disappears into warp again.

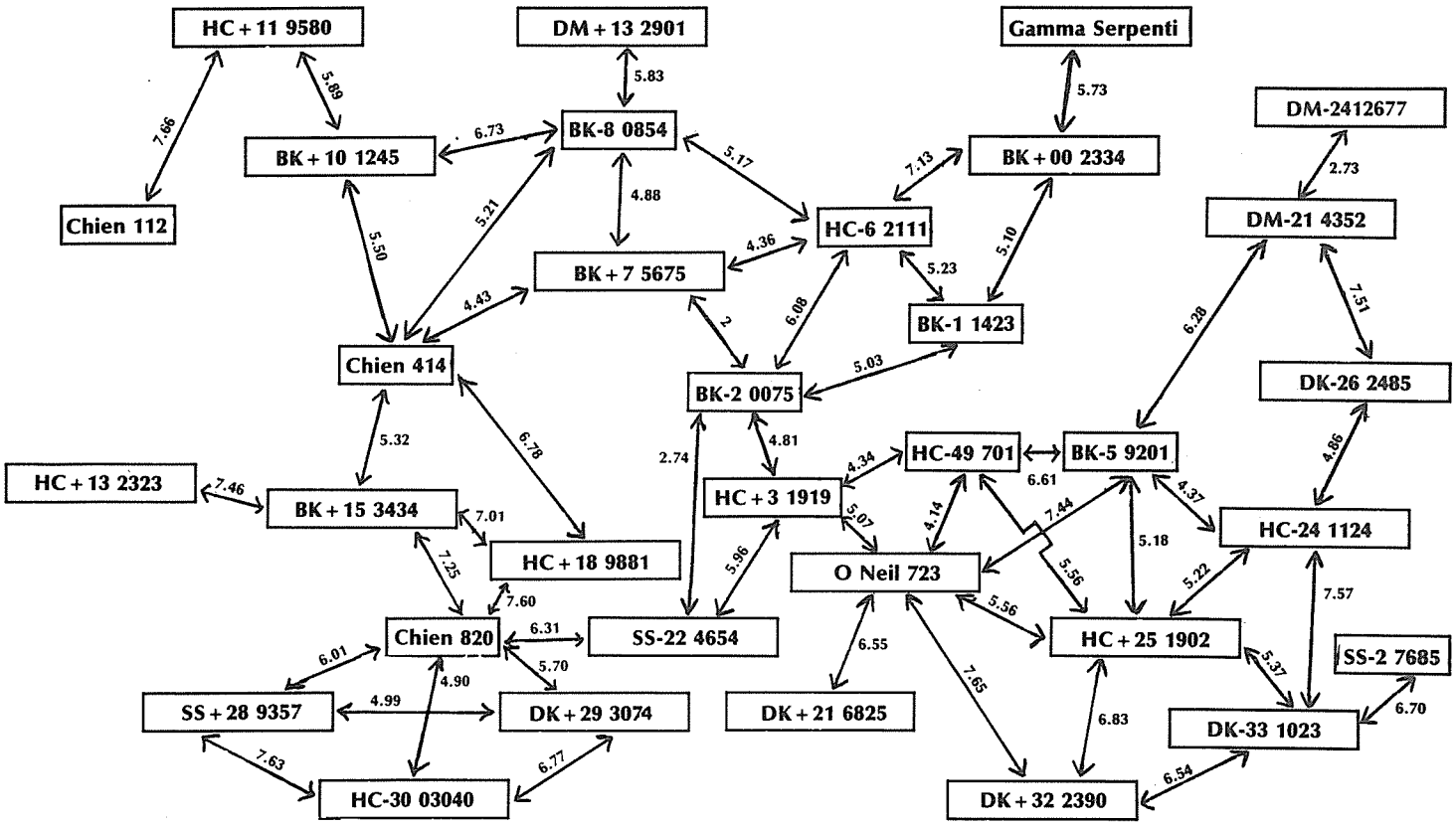
BRITISH *KILLIECRANKIE*-CLASS INTRUDER SCOUT

Original Date of Design: 20 June 2299
First Example Laid Down: 10 July 2299
First Example Completed: 15 August 2301

Originally envisioned as a new scout/courier for use with the British Fleet, the *Killiecrankie* design was suspended and recast as a result of increasing uncertainty about the Kafer threat. The danger of an all-out Kafer offensive made it imperative that the human battle force not be diminished by sending valuable fleet units off on dangerous scouting forays. At the same time, expendable couriers had neither the long legs to get behind Kafer lines nor the armament to survive there. British Admiralty officials evaluated a number of designs and found that the partially completed hulls of the *Killiecrankie* class would provide an excellent basis for conversion to a new type of unit, the armed deep scout, or intruder scout as they came to be called. After a several-month delay, work began again on 12 June 2301 according to the new design. Six days later, word reached Earth of the surprise Kafer invasion of Hochbaden. The fact that this attack came from an unknown direction without passing through human forces dramatically demonstrated the need for the kind of scouting for which the *Killiecrankie*-class was intended. British Exospace, the manufacturers, informed the Admiralty that it would be impossible to complete the first vessels in less than six months without outside help. In a move that would have been unthinkable only a few days before, the Admiralty contacted the American and French space forces to request assistance in outfitting the vessels. The answers received from the two nations were equally surprising: "Yes." French and American technicians were poring over the British blueprints and swarming over the incomplete hulls within hours of the exchange. Miraculously, French manufacturers were able to quickly modify a developmental fission plant to fit into the vessels and mate with the British stutterwarp system. At the same time the Americans were tearing up old wiring and laying the foundations for the sensor, fire control, and weapons systems that were being prepared for shipment across the Atlantic. It was only after the hybrid conversions were well underway that the three nations began to discuss compensation for the involved participants. As all three nations' high commands agreed on the necessity of the intruder scout type

PRIMARY & SECONDARY BOARD Figure 3

PART THREE



AMBUSH OR REAR GUARD ACTION Figure 5

(Not to Scale)

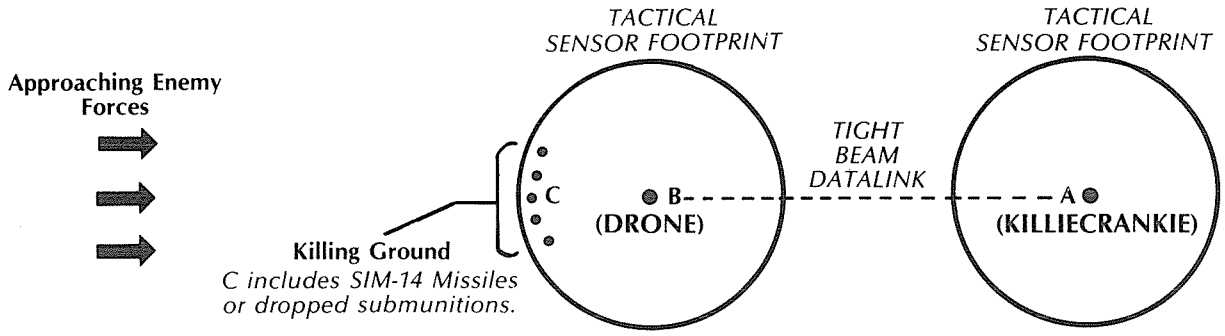
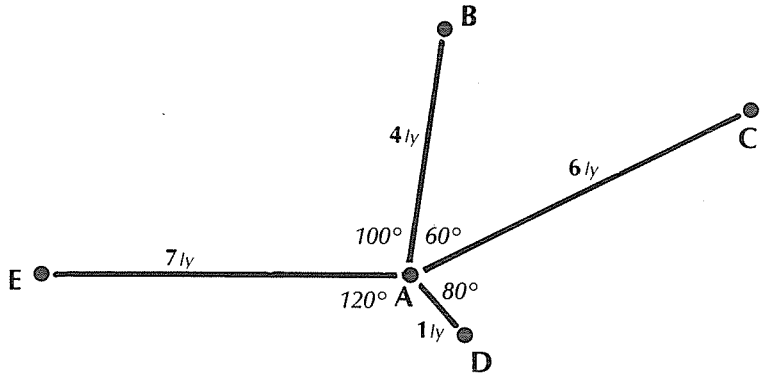


Figure 6

DEPART TOWARD:	CHANGE COURSE TOWARD:
B	C 2.48
	D 4.206
	E .58
C	B 3.80
	D 3.87
	E .36
D	B 2.01
	C 1.75
	E .46
E	B 2.58
	C .87
	D 3.55



in upcoming operations, it was decided that each nation's space force would receive one of the three vessels approaching completion. The French Command additionally requested that the third hull, originally named *Culloden*, be renamed to reflect her French manning.

Sensor Package: Gravitational scanner, deep-system scanner, advanced cartographic, advanced life, and passive sensors.

Crew: *Bridge:* 14 *Tactical Action Center:* 12 *Engineering:* 20 *Ship's Troops:* 27 *Medical:* 3

Performance Characteristics

Warp Efficiency: 3.58 (3.55 loaded) *Power Plant:* 25 MW new military fission *Fuel:* 260 tons reaction fuel sufficient for one round trip to surface of 1.09 G world plus 15 tons set aside for drone refuel (1.14 G landing if drone not refueled) *Range:* 7.7 *Mass:* 2925.24 tons (2985.74 tons loaded) *Cargo Capacity:* 99.89 m^3 (limited to 60.5 tons; see below) *Comfort:* 0 *Total Life Support:* 76 for 120 days *Ordnance Carried:* 4 SIM-14 missiles, 1 HD-9 sensor drone *Price: Lv91,006,000 (price includes sensor drone; does not include full load of missiles, Lv3,360,000, or submunitions, Lv3,570,000)*

AMERICAN HD-9 "SCOUT JUNIOR" SENSOR DRONE

Movement: 10 *Radiated Signature:* 1 *Radial Reflected Signature:* 3* (1)

Lateral Reflected Signature: 3* (2) *Radial Target Profile:* −3 *Lateral Target Profile:* −2 *Hull Hits:* 1/2/3 *Power Plant Hits:* 6/2 *Armament:* None *Active Sensors:* 7 (redundant array) *Passive Sensors:* 10 (redundant array)

*Signature used only when active sensors functioning; otherwise use parenthetical value.

Performance Characteristics

Warp Efficiency: 4.98 *Power Plant:* 3 MW new military MHD turbine *Propulsion:* 2 MW new military stutterwarp *Fuel:* 15 tons (for 8.33 hours) *Mass:* 86.8 tons *Length:* 6 meters *Diameter:* 6 meters *Volume: Internal Bay:* 170 m^3 *Surface Area, External Sling:* 72 m^3 *Price:* Lv24,105,000

NOTES ON DESIGN

The *Killiecrankie*-class ships reflect a number of compromises made necessary by the numerous roles they are expected to fill.

1. High speed was the primary requirement, its importance being twofold: operational and tactical. Operationally, high speed allows the ships to penetrate to the Kafer rear in a timely fashion and to reconnoiter large areas rapidly. Tactically, their speed is greater than any observed Kafer unit, the closest in performance being the *Golf*-type fighter with a warp efficiency of 3.28. The *Killiecrankies'* speed also allows them to easily outrun any of the Kafer missiles. They are thus able to refuse combat in almost all situations if not taken by surprise.

2. Small size serves the purpose of relatively lower visibility as well as reducing the commitment of resources to what is a very high-risk mission.

3. Long duration is required to allow clandestine missions in enemy-controlled areas, whether captured human systems or Kafer home systems.

4. Lowest possible passive signature to prevent "cheap detection."

5. Potent armament to allow opportunistic raiding and interdiction as circumstances permit.

6. Troop carriage to allow flexible operations in support of human resistance or ground operations at vulnerable Kafer targets.

7. Autonomous atmospheric reentry and surface landing without recourse to bulky and inefficient carried craft.

8. Significant cargo capacity to permit priority cargoes to be carried to besieged human garrisons or supplies to occupied resistance forces.

9. Comprehensive sensor suite to allow complete reconnaissance of newly discovered Kafer systems for future military operations.

10. Carriage of sensor drone to allow standoff intelligence gathering in high-threat areas, as well as for use with missiles to screen off enemy forces when withdrawing.

11. Habitability to allow crew to function at highest levels achievable.

12. Significant hull strength to sustain light damage without system failure.

The choice of power plant was dictated by the unacceptability of MHD drive in terms of endurance behind enemy lines. Autonomous fuel cracking technology is insufficient to support an MHD plant with any real performance. Fusion plants, however, are far too massive for a light vessel, leaving only a fission plant with its regrettably high crew requirements. A 25MW stutterwarp fit seemed the smallest drive the capabilities demanded for the class. Fortunately it proved possible to modify the new technology fission plant to double as an atmospheric re-entry thruster. Scramjet inlets allow high-speed air to be passed over the heat exchange coils, where they are heated and expanded to provide sufficient thrust at high altitudes. At low altitudes, when taking off or landing, additional reaction mass is needed. This is provided in the form of liquid hydrogen which is mixed with the air at the heating coils—they combine explosively and provide the additional thrust needed, leaving only water vapor as a waste product. The fission reactor requires no hydrogen fuel for simple functioning, while the MHD gulps fuel to continue operating in addition to needing extra reaction mass during atmospheric operations. This allows the *Killiecrankie* class to conduct planetary surface operations with only half the reaction fuel needed by the MHD thruster, using almost all of this allotment during the take-off and landing phases.

As befits their high-lift configuration, the *Killiecrankie*-class ships are equipped with all manner of aerodynamic control surfaces but are additionally outfitted as STOL craft with large flaps, spoilers, and leading-edge extensions. The three large thrust chamber bells are Gimbal-mounted to swing down to 45 degrees, and two additional forward-vectored thrust nozzles are fitted ventrally forward to shed velocity for short-field landings. Their landing gear is considerably beefed up over conventional courier types, the weight being spread over 22 large tires in three trucks. This low ground pressure allows operations from the rough, unprepared fields that the STOL fittings make possible.

The weapons fit is a compromise between lethality and the high tactical speeds required. While an armament of nothing but submunitions and remote objects is unusual for a craft this size, the more traditional fixed weapons would make unacceptable drains on available power, hence speed. The three Big

Clips are *Killiecrankie*'s heavy punch; the Grape Shot serves as her antimissile defense or last-ditch armament when the nine Big Clips are used up. Four SIM-14s, three of which can be controlled at a time, are a considerable reach weapon, allowing the light ship to keep her distance from an enemy, especially when the HD-9 Sensor Drone is deployed. The "Scout Junior" is a response to numerous complaints about the HD-5 "Scout." While America's big HD-5 is certainly the standard by which all other drones are measured, it is, unfortunately, "too much of a good thing." One of a family of three developed to rectify this difficulty (the others being the HD-7 "Mini Scout" and the HD-10 "Snooper"), "Scout Junior" retains the high-speed, passive sensors and much of the endurance of the original, while at a lower cost and much-reduced displacement, with slightly greater staying power.

The "Dash 9" (see game statistics above) can hold a position with a pair of SIM-14s several million kilometers forward of a *Killiecrankie* as its sensors inform the mother ship of its surroundings. The mother ship can then strike with the forward-deployed missiles. Successful holding actions and ambushes can be fought in this way, although the missiles are in too short a supply to be expended in ambushes when there is a cheaper way. When preparing an ambush across a known avenue of travel—such as toward a frequented gravity well, departure vector, or to slow down the attack of pursuing enemies—the *Killiecrankie* can drop several submunitions and leave them behind with the sensor drone. The *Killiecrankie* is then free to depart beyond sensor range from the submunitions: The drone will relay data from the ambush site, being at a point B intermediate between the *Killiecrankie* and the ambush with the edge of its sensor footprint just covering the "killing ground" (see Figure 5). This allows the valuable drone to minimize the chance of its being detected and gives it a head start to escape the ambush, its higher speed letting it catch up with the *Killiecrankie*.

As the enemy vessels approach and the drone achieves a firing solution, it relays this information to the *Killiecrankie*, which remote commands the firing of the submunitions. This ambush firing takes place during the detonation phase of the turn as a missile attack. It allows the defenders a pre-emptive fire to attempt destruction of the submunitions. This firing takes place at a −2 to hit, reflecting that the munitions are being fired via the drone's sensor information without a direct fix by the ship's time-lag (caused by the distance travelled by the fire command). Positive DMs for crew quality are allowed, reflecting greater proficiency at this difficult operation with more experience. Although the ambushees do receive a chance to fire first at the about-to-detonate submunitions, they are unlikely to see them in time to alter course to avoid them: The submunitions, with a radiated signature of 0, are immune to passive sensors, and unaroused Kafers are highly unlikely to wander around with active sensors going. Even more cautious humans would not do so. Detonation command telemetry and the submunitions' thrusters firing to bring them on target provide sufficient warning to allow the defensive fire.

One drawback to the *Killiecrankie*'s armament suite is the rather large resulting reflected signature. Submunitions dispensers are rather more reflective than gun turrets, and the TTAs required for maximum effectiveness also add considerable reflectivity. (UTES, aside from being more expensive, are limited to certain bearing aspects, while all-aspect TTAs are better able to utilize the ability of submunitions, dropped away from the ship and not masked by its hull, to fire in any direction.) This reflectivity was deemed acceptable in view of the high tactical speed thereby allowed, even though the final vessels have a rather higher reflected signature than their raw size might suggest.

Indeed, once the decision was made to thus compromise on reflected signature, a number of other trade-offs were made possible. It was reasoned that active sensors are generally only used once committed to combat (even by Kafers, owing to their lack of precautions when unaroused, rather than to a commitment to stealth). Therefore, the *Killiecrankie*-class ships, intended to avoid toe-to-toe combat with the enemy, would not be too handicapped by this shortcoming. The passive signature was intended to be low enough to minimize routine or accidental detection; if a *Killiecrankie*-class ship were in a position where the enemy was already taking active measures to detect her, then she had already failed in her mission. Therefore, while massive advanced hull masking systems were installed, she was fitted with an external mount for her American sensor drone and retained her more reflective but stronger advanced composite hull. It is actually the drone's berth that affects the ship's signature the most. The drone itself would rarely add to the ship's reflected signature as it is always deployed for impending combat and frequently used for routine patrolling. It is also always left in orbit when a *Killiecrankie* enters atmosphere, thereby allowing the ship to retain its streamlining and also maintain observaton of events within 100 quintillion cubic kilometers of space.

Each *Killiecrankie*'s crew includes 27 troops, which allows a group of three vessels to carry a complete company of 80 American marines for long periods. However, the marines' quarters on each ship are designed to carry a full company for a few hours, as long as it takes to enter a planetary atmosphere and land. This allows two ships to act as top cover while one brings the troops down. It also prevents more than one of the ships at a time from having to burn reaction fuel, the ships being limited to one round-trip to the surface each. This requires the ships to lay alongside each other for a moment before approaching the planet in order to transfer the marines to one vessel. They will often transfer fuel to the vessel about to land in order to top off its fuel load: Some of the fuel may have been used to refuel the sensor drone, or the fuel load may be insufficient to make planetfall on a body with greater than 1.09 G. For the latter case, one vessel of the trio can set aside a portion of its cargo space for use as an auxiliary fuel tank and thus become the designated landing vessel for the group. Fifty-four tons of fuel in cargo (displacing 89.1 m^3) allows two landings on worlds with 1.2 G, although this requirement is rare. Of the embattled human colonies on the French Arm, the average surface gravity is .86 G, while only one of these worlds has a gravity higher than 1.05 G. Landings on worlds with higher surface gravity will require planning, including possibly filling the missile bays with auxiliary fuel bladders, etc.

A *Killiecrankie* might find itself with no reaction fuel carried in the tanks, instead using this space for carrying extra marines. The antisurge baffles which are built into fuel tankage have been found to make excellent bulkheads to be used for temporary quarters. However, the lack of spin gravity in these areas

will house the troops at a comfort of −2. These troops can rotate their quarters with those of the regular marines in the spin habitats, resulting in both groups having a comfort level of −1, hence subtracting from their combat efficiency. A good compromise is to carry replacement troops at −2 in the fuel tanks and move them into the spin hab as needed when the marine company takes casualties. There they will quickly reacclimate to the better comfort and regain their efficiency.

The spin habs for the 75 permanent crewmembers are divided into two "hamster cage" systems which are counterspun in the 18-meter-diameter after-hull. All possible precautions are taken to ensure that their spins entirely cancel each other out (for example, the habs must be spun at different rates to allow for the fact that one is farther from the center of mass than the other). But it is impossible to do this completely on the *Killiecrankie* or on any other vessel with simulated spin gravity. The simple act of one crewmember entering his stateroom in one of the habs is enough to throw the system into minute imbalance, thus inflicting a small gyroscopic tendency on the ship's movement. As gyroscopic precession converts any force acting on a gyro into a force acting perpendicularly to it, this could create severe problems were the ships not controlled by sophisticated automation. As it is, the onboard computers are more than able to monitor the spin habs and their gyroscopic effect upon the ship. They thereby allow for it by offsetting by 90 degrees certain reaction thrust impulses. This is simply another example of the absolute impossibility of operating modern technology by hand. Not only the stutter-warp systems and fire control systems but even the basic steering of a starship cannot be handled by a pilot with a control column alone.

The cargo space provides 99.7 m^3 for storage but is limited to 61 tons in order to preserve performance. Various cargoes can be carried, including certain mission-related equipment (see following Assignments and Victory section). Extra SIM-14 missiles and submunitions are likely candidates, but these would all have to be manually reloaded following combat. Sixty-one tons can be exceeded, but warp efficiency would then need to be recalculated.

The *Killiecrankie*s' sensor suite is as comprehensive as any package installed aboard a survey ship. This allows the *Killiecrankie*s to adequately scan, categorize, and record any Kafer territory they penetrate. As they carry no scientific staff, this data is simply to be recorded for analysis by experts following their return to base. No active sensors are fitted as the ships are intended for clandestine operations, and active sensors only serve to broadcast the user's presence. An active sensor is present on the sensor drone for use in whatever unusual circumstances might require it.

INTERFACE AND GROUND COMBAT

"Three Blind Mice" is a framework for people to put their ships down on the **Star Cruiser** map and perforate some Kafer hulls. This fact should not dissuade anyone from landing marines and playing out the combat with the **2300 AD** personal combat system. However, there isn't room to detail ground encounters here, so the referee will need to flesh that out. For those who can't take that kind of time or simply prefer blasting through the vacuum to slogging through the mud, here's an abstract combat system which you can use to resolve the marine landings and boarding actions.

Divide each force into four groups:

1. Elite troops, which include the American marines carried by the Mice, as well as the Texas Rifles and French Foreign Legion, which can be found on Kimanjano.

2. Other troops, including Kafer soldiers and guerrillas.

3. Nontroop personnel, including naval personnel (for boarding actions) and other technical types (for attacks on outposts).

4. Armored units, including marine combat walkers and Kafer AFVs.

Calculate a total force die modifier as follows: +1 per group of five elite troops, +1 per group of other troops, +1 per group of 50 nontroops, and +2 per armored unit.

The human force will always get the first round free, with no return fire, to reflect Kafer initial sluggishness. In each round after this "zero round," both players roll 1D10 and add their DM. The number resulting is the number of casualties inflicted on the opposing force. The player with the higher die roll is allowed to decide how his opponent's casualties are distributed: One half of his roll (rounding down) can be applied to enemy forces as he sees fit. Casualties versus nontroops and guerrillas are one-for-one, but two points are required to neutralize an elite human or Kafer troop, and five points to destroy an AFV. Fractions of these figures cause no effect to these types. The remaining points are distributed by the owning player.

DMs will have to be recalculated each round with the following addition: To reflect arousal, the Kafer player will add +1 to his die roll for each turn after the first. Thus, on turn four the Kafer will have an automatic +3 before calculating numbers of personnel. This cumulative +1 is good as long as any non-casualty Kafer troops are in the force.

Guerrillas and nontroops will break off combat after reaching 50-percent casualties. They will melt away from around the Elite core (if any remain) and escape without firing a shot, or will make a hasty rear-guard if they are all that survive. Forces composed exclusively of Kafer troops and elite troops will not break, but the humans may elect to withdraw all or some of their force. The withdrawing forces may elect to take its casualties with it or leave them behind. If they take them along, they must allocate two men for each three casualties to carry the wounded. The DM for that round is calculated on the remaining troops. If not evacuating casualties, their DM is normal. Guerrillas and nontroops breaking off are assumed to be routing. They figure their DM at one-half value and still leave their casualties behind.

If the withdrawing force wins the combat die roll, it has broken off contact, and no pursuit is possible. If it loses, it is being pursued, and combat continues, although with the pursuit DM being reduced 30 percent each turn. At any point that the withdrawing (or routing) force wins the die roll, the pursuit is ended, and the survivors escape. If a force is left behind to cover the withdrawal of another group, its full DM is added to the DM of the withdrawing force. It will have to withdraw normally later, although if it does so immediately its handicap for carrying casualties will be lower.

Escaping marines make it to the ship; other forces are assumed to disperse across the countryside. If combat is taking place aboard ship, Kafer nontroop forces that take 50-percent casualties break and have their DM halved. As they have no

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TERTIARY MAP I

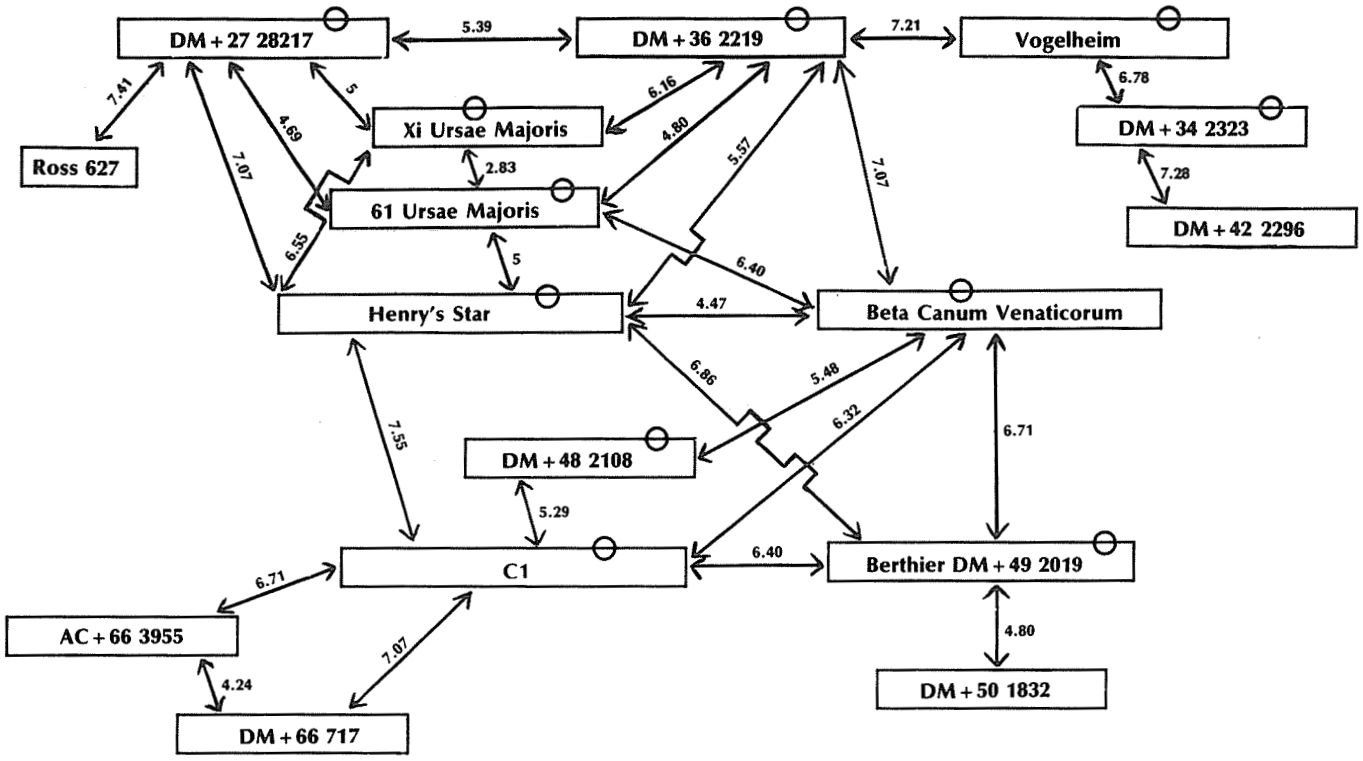
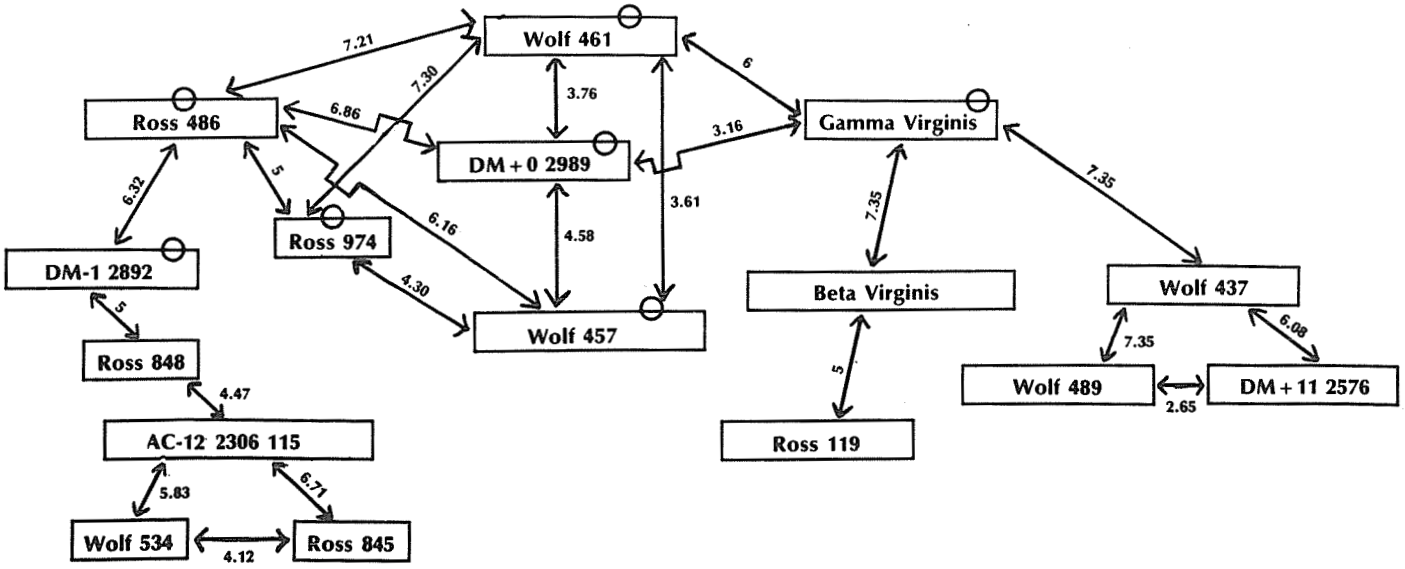


Figure 4

TERTIARY MAP II



place to run, they will be exterminated in detail. If Kafer crew abandon Kafer troops in this fashion, the human troops must first eliminate the troops before hunting down the crew (only human Elite troops will be aboard Kafer ships; they will, therefore, fight to the last man or withdraw to their ship).

The mission assignment will list the details of the Kafer force, as well as the defensive modifier of the Kafers' position. This number is subtracted from the human die roll each turn (*after* victory is determined; this is only to reduce numbers of casualties) and is in force for as long as a single Kafer survives. The modifier for boarding actions aboard ship is considered to be −1 in favor of the Kafers.

After combat is over casualties are tallied. One-third of all casualties are assumed to be dead (round up). The remainder are wounded. Marine casualties evacuated to the ship can be treated: Half can return to duty in a week, and the other half will have to be replaced upon return to base. Kafer casualties left on the battlefield for victorious humans can be taken prisoner, although half of those still living will die of their wounds because of their unfamiliar biology. For each Kafer prisoner aboard a human ship, there is a 1-percent chance that they will make an escape from their holding area. The marines will have to put this attack down, but there will be a +2 for all human rolls and a −2 for all Kafer rolls. Casualties to Kafers will be one-for-one, not the one-for-two points of combat-equipped troops. The referee will have to decide what happens if the Kafers win. Possibilities are that the other human vessels will have to recapture the lost human vessel, or that the crew will have to back up the failing marines (as nontroops).

If the players purchase pluses in quality for their marine company, this functions as a +(whatever level) on all combat rolls for the troops, even if only one marine remains. Any time the marines lose members due to death or replacement of wounded at the base, their quality will drop. This drop is equal to −1 per 20 percent of the unit lost. Quality will not drop below zero. These quality bonuses are cumulative (for example, if the three companies combine in combat and are each +1, the group gets a +3).

Troops in combat are under the control of the player whose ship transported them into combat. He makes the decisions about their employment. However, in the case of negative victory points for leaving marine casualties behind, all players split the penalty.

Ships attempting to land on or take off from a world take a number of minutes equal to the formula (ship tonnage x G of world/MW of power plant x lift value). Use current tonnage when figuring, and do not count the mass of fuel used (mass of ship divided by 12) in the current attempt. *Killiecrankie*s have a lift value of 1 when not encumbered by external stores. One-third of this time is considered to be in atmosphere. Atmospheric effects severely degrade the performance of weapons designed for use in space. **Star Cruiser** weapons fire at a ship in atmosphere at −5 to hit.

ASSIGNMENTS AND VICTORY

Each time the Blind Mice bring their ships home to DM+35 2436 they will receive a new assignment. These assignments create the flow of the campaign as well as control the awarding of victory points, which are the currency for players to assess their performance relative to each other and relative to that big, cruel universe out there.

While each player is nominally serving the navy or space force of his own nation, the cooperation that brought the *Killiecrankie*s into being lives on in the form of the Three Blind Mice Directors' Staff. The TBMDS is the means for the three nations involved to use the *Killiecrankie* assets as a group to their greatest benefit. As long as the arrangement remains productive and beneficial to the group as a whole it will be maintained. This does not rule out occasional requests by one member nation or another for the use of its vessel for a proprietary mission when the mission is not within the framework of the Blind Mice's primary mission. These occasional missions will be referred to here as optional missions. The player will be presented with the description of the solo mission and may accept it or reject it in favor of a standard assignment with the rest of the trio.

When assigning missions, the referee can decide whether to generate them randomly or to create a mission list beforehand. The former method, while reducing the temptation to make each mission a glory mission, can be troublesome in that a given mission might not always fit in with the historical chronology as presented in the Overview section. The premade list suffers from not allowing missions to seemingly build on and respond to recent developments. However, this is how bureaucracies realistically function. A good compromise is for the referee to assess the current historical situation along with the state of recent missions and discoveries, and make a short list of missions he can randomly choose from.

The following section describes the missions, including a listing of their likelihoods (Common, Uncommon, Rare, Very Rare, and Unique), a brief description, and victory point value. Unless otherwise noted, victory points are always split up evenly among the surviving vessels if the mission is accomplished successfully. If victory points are listed as "x VP each," then that number of VP are awarded to each vessel on the mission rather than the total being split by the number of vessels. It is left to the referee's discretion whether missions are considered successful when assessed against the descriptions below.

1. Signals Intelligence (Common): The group is despatched to a certain system to sit quietly for a week, recording all electromagnetic communications and returning them to base. This mission can also be assigned individually, each of the three ships to a separate system. This is often a default assignment when one member of the group has accepted an optional mission. 3 VP.

2. Blockade Running (Uncommon): The group will attempt passage through Kafer forces to make contact with the human force besieged at Eta Bootis. There they will exchange information, priority packages, parts, etc., and return. Success is indicated by entering the same square on STD as the human fleet. A stutterwarp recognition code is given for IFF with the human fleet. Kafer forces may be present on the outskirts of the system. 6 VP.

3. Emplace Listening Post (Rare): The group is tasked with transporting a prefab listening post to an enemy-controlled system and dropping it on an out-of-the-way moon, trojan point, asteroid belt, etc. It is assumed that the LP is self-emplacing once the vessels drop it. The post weighs 387 tons. It is carried externally, but in order to keep warp efficiency

up to normal values, only missiles or cargo are carried, and only one-half of a load of fuel (270 tons). Victory points are awarded 4 VP to the carrier and 2 each to the escorts.

4. Receive Report (Common): The group goes to a system with a human listening post, broadcasts the transmit signal over tight beam, and receives the squirt burst reply, also over tight beam. This LP could be one previously emplaced or the Watchpost operation at Beta Comae Berenices. 1 VP each if in captured human space; 2 VP each if in the Kafer sphere.

5. Scouting (Common): The group is assigned to a certain Kafer-occupied system where it is to take a long-range DSS and grav scanner reading (taking 10.5 to 21 hours, depending upon whether the reading is taken from the center or the edge of the ecliptic, respectively) and return the data. 1 VP each.

6. Recon (Common): The assignment is basically the same as in Scouting above, but the group must remain for a week and record all events in the system. 2 VP each.

7. Deep Scouting (Uncommon): Again, the assignment is the same as in Scouting, but the system is in the Kafer sphere. 6 VP.

8. Deep Recon (Uncommon): The assignment is the same as in Recon above, but the system is in the Kafer sphere. 9 VP.

9. Deep Survey (Rare): The group is making detailed cartographic and life scans of selected planets in a Kafer sphere system previously scouted or reconned as above. This requires 20 hours in orbit per planet. Only one ship or group need fulfill the scanning requirement. The others are along for security or diversion. 12 VP.

10. Shadow Warship (Rare): The group is assigned to find a Kafer warship and follow it for a designated length of time, recording its movement and activities. The referee may specify the length of the assignment. 3 VP per week.

11. Shadow Supply Ship (Uncommon): the group is assigned to follow a supply ship or group of ships to ascertain supply routes. Ships are not to be attacked under any circumstances. 3 VP per week.

12. Interdiction (Rare): The group is assigned to disrupt the flow of shipping along a previously scouted supply route. This act may also be added onto another mission by the players at their own discretion and opportunity. If added onto another mission, the same VP as listed are added to the VP for the assigned mission. Deep scouting, recon, and survey and shadowing operations cannot be combined with interdiction, except when the interdiction is conducted on the way back to base after the successful completion of the mission. 2 VP each per destroyed enemy ship.

13. Deep Sample (Very Rare): The group is assigned to enter a particular Kafer system previously scouted, reconned, or surveyed. One member of the group must land to acquire various physical data and samples. 15 VP.

14. Destroy Outpost (Rare): A previously detected Kafer outpost (refueling, listening, etc.) is to be destroyed by whatever means come in handy. 12 VP.

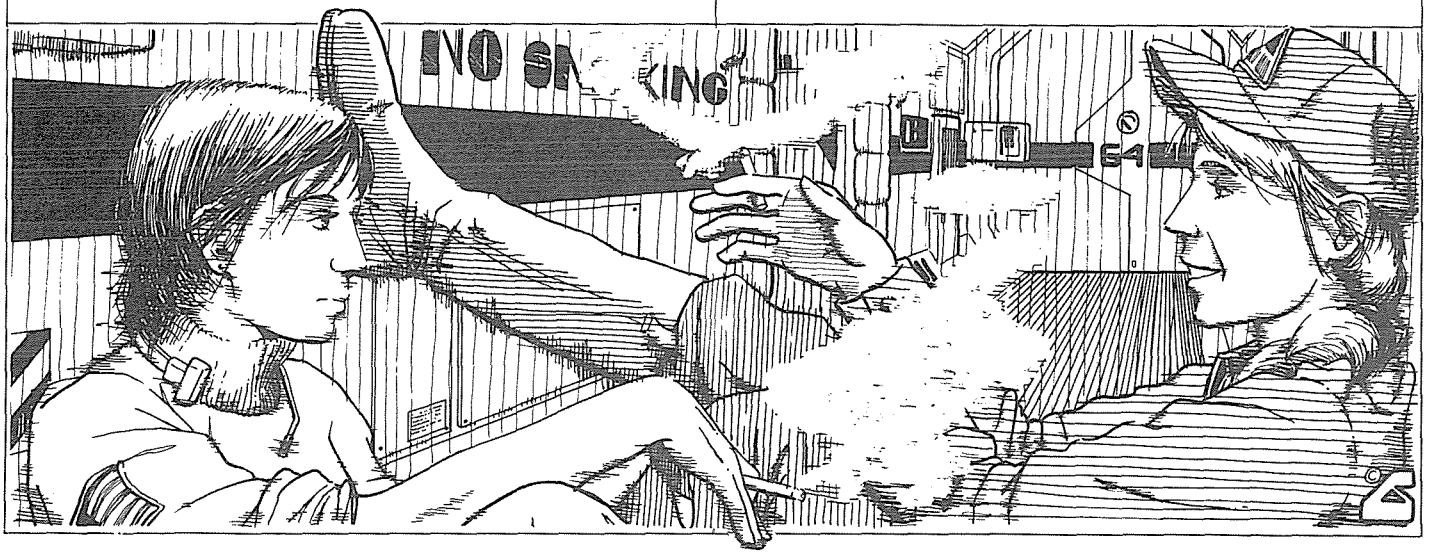
15. Raid Outpost (Very Rare): A previously detected Kafer outpost is to be destroyed by marine ground operations. This will allow the marines to recover Kafer prisoners and intelligence before destroying the base. Assume Grape Shot or Big Clip submunitions can be used as nuclear demolition charges and detonated from the ship. Kafer defenders will number 20 + D5x5 troops plus 1D5x50 nontroops in a −2 structure. 18 VP.

16. Capture Kafer Ship (Very Rare): Activities in a certain system are mysterious. The group is assigned to capture a Kafer ship in that system in hope of discovering a clue to Kafer activities. It is left to the referee's discretion as to what is going on. 18 VP.

17. Independent Operations (Rare): Use the group's discretion for this mission of moderate duration. This is the players' big chance to do that job they've been thinking about, hit that Kafer base they found, or do a little more scouting in a promising direction. Here is where they might want to rent a few cruisers. VP vary, depending on what they accomplish.

18. Combination Operations (Rare): The referee can use his discretion in this combination of two or more of the above operations in one deployment. It can also include an independent action. VP equal the total of the combined operations.

19. Supply Guerrillas (Uncommon): This optional mission is to be directed to only one player. His government has prevailed upon the TBMDS to request a ship to carry military supplies to human resistance fighters on an occupied or neutralized world (or in the case of the American, the German government has begged the Americans). The mission involves entering orbit around the planet and dropping supplies in a small dead glider weighing no more than 61 tons. The systems are Beta Canum and Henry's Star for the British; Beta Canum, Beta Comae, and Kimanjano for the French; DM + 36 2393 and Beta Canum for the Americans. 4 VP.



20. Assist Guerrillas (Rare): This assignment is the same as Supply guerrillas above, but the ship is to land on-world and offer support in ground operations with a marine unit. This often involves assaulting a strong point and using a submunition as nuclear demolition charge. Assisting will be 20+1D10x10 guerrillas. Opposition will be 50+1D5x5 Kafer troops in a −2 defensive structure and 1D3−1 AFVs. The assigned vessel may find upon entering the system that too many enemy ships are present to allow landing and will have to abort, gaining no VP. Assume that these assignments are generally given when headquarters feels enemy shipping will be low. 8 VP.

21. Rescue Mission (Unique): If a previous mission has succeeded in discovering the secret of DM+19 2881, a rescue mission is 50-percent likely to be mounted. Players can rent cruisers at half price for this operation only, with a limit of six. 51 VP.

BONUS VICTORY POINTS

The following are bonus VP that can be gained if certain conditions are fulfilled while conducting a mission. Discovery bonuses are only good if discovery occurred as part of an independent operation. If discovery came as part of assigned deep survey, no additional VP are awarded.

Capture Kafers*: 1 VP per Kafer, divided evenly.

Discover Ylii*: Either by scanning their population on a world or by capturing a Kafer capital ship (Ylii are present on all *Alpha* and *Delta* classes, 50-percent likely on *Beta*, and 10-percent on *Epsilon*). 30 VP.

Find More Ylii*: Only awarded for liberating/capturing them. 12 VP.

Discover Secret of DM+*19 2881:** Learning that it is suitable for human habitation and colonization: 9 VP. Sight human colony already there: 18 VP.

Destroying a Kafer Fighter*: 1 VP divided according to who deserves credit for destruction.

Destroying a Kafer Oscar *Class**: See Interdiction above.

Destroying a Kafer Warship*: *Epsilon:* 10 VP *Beta:* 15 VP *Alpha:* 25 VP *Improved Alpha:* 28 VP *Delta:* 30 VP. VP divided according to credit for destruction.

*If any marine casualties are left on a battlefield: −9 VP, divided among the group members.

Note that credit for ships destroyed by rented cruisers goes to the player whose VP was spent to rent the cruiser.

ITEMS AVAILABLE FOR PURCHASE BY ACCUMULATED VP

+1 Crew Quality for Starship*: 6 VP. Can be purchased once per completed mission maximum. At any point that the crew takes casualties exceeding 30 percent, this bonus is lost and reverts to zero. Casualties less than this may be sustained and replaced with no penalty.

+1 Quality to Marine Company*: 6 VP. May be purchased once per completed mission maximum. Details are in Ground Combat.

SIM-14 Missile Pack*: 4 VP. Up to two can be purchased at one time; as many extra as desired may be stored in cargo. When installed, warp efficiency and reflected signature must be recalculated. Lift value reduced to 0.5 as long as it is installed.

Extra SIM-14 Missiles to be Stored in Cargo Hold*: 1 VP per missile. (Refills of magazines are free.)

Marine Combat Walkers*: 1 VP each; no more than two per platoon. Store at one ton per 12 m^3 each.

Rent a Cruiser for Independent Operations*: 30 VP. This signifies that players have sold their superiors on a plan and have convinced them to assign fleet units to the task. While the players would not actually be in command of the operation, the fact that they are serving as guides and originated the plan allows them to receive credit for the operation and its results. After the cruiser has been purchased, roll for type on the following table.

CRUISER TYPE

Die Roll	*Type*
1-2	*Kennedy* class
3-5	*Suffren* class
6-8	*Hamburg* class
9-10	*Konstantine* class

There is an additional 15 penalty if a cruiser is lost.

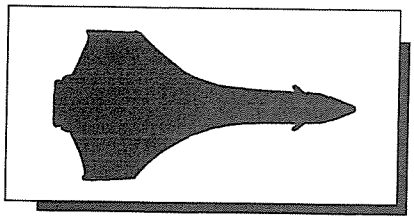
If at any time in the campaign a player loses his ship and crew, he will receive a new ship, crew, and character when the group next returns to DM+35 2436 and will start over with a 0 VP balance. If, however, his character can be rescued from a disabled ship by the other players, he takes a 10 VP penalty and receives a new ship upon the group's return to base.

Whenever players bring data from scouting, recon, or survey missions back to base they will be briefed on what they have discovered. (Finding out these things while in the system will require role playing, as questions need to be asked, hypotheses tested, etc. The briefing rule assumes intelligence experts at the base can help players learn what they might not have known.) The referee should tell them whatever can be reasonably inferred from the data. For example, if the week-long recording of grav scanner data shows a lot of enemy vessels going to and from a certain point, that is sufficient to assume some sort of outpost is there, although it is not necessarily enough to know what type.

DISCUSSION

As with "Lone Wolf," the "Three Blind Mice" campaign is not so much a play-balanced wargame as it is a framework for an extended role-playing adventure. Despite the fact that both contain victory points, the purpose of the games is to allow the players to enjoy themselves by playing out a really interesting, exciting story starring themselves. The victory points are only a way to try to get a handle on progress being made and to quantify the character's ability to get the things he needs as his reputation grows. Unlike the **Star Cruiser** scenarios available in **Invasion** which let the players replay some legendary commander's role in a historical event, "Three Blind Mice" is a vehicle to get them in on some history-making of their own. While the large events of the Kafer War are pretty much set in stone, small operations not tied to the plodding, glacial historicity of the battle fleets can take on a life all their own. The players cannot change the fact that Henry's Star will fall on 27 February 2302, but this campaign allows them to open up the Kafer frontier and put their own mark on it, exploiting the opportunities they've made. They have a stake in the developing events that they can't usually get when replaying

Ship Status Sheet



Killiecrankie
Ship Name

Intruder Scout
Ship Type

British/French/American
Owning Nation or World

Movement	7	Radial Reflected	6	Radial Profile	−1
Screens	0	Lateral Reflected	7	Lateral Profile	+1
Radiated Signature	2(5)	Targetting Computer	+2	Armor	0

Hull Hits

Minor
Major

Power Plant Hits

Inoperable

Surface Fixture Hits

—Weapons—

1. ____
2. ____
3. ____
4. ____
5. ____
6. ____
7. ____
8. ____
9. ____
10. ____
11. ____
12. ____
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____

—Active Sensors— —

Primary
Redundant

—Passive Sensors— 10

Primary
Redundant

—TTAs and Submunitions—

1. TTA
2. TTA
3. TTA
4. TTA
5. Big Clip
6. Big Clip
7. Big Clip
8. Grape Shot
9. Communicator
10. Communicator
11. Communicator
12. Communicator
13. ____
14. ____
15. ____
16. ____
17. ____
18. ____
19. ____
20. ____
21. ____
22. ____

Critical Hits

—Computer—

Primary

—Life Support—
—Drive—
—Hangar Deck—
—Missile Bay—
—Continuous—

—Tactical Action Center—

DSS Operator	Fire Control	Remote		
Passive Operator	Fire Control	Remote		
Grav Operator	Fire Control	Remote		
Fire Control	Remote			

—Bridge—

Captain	Engineer	Computer		
Navigator	Computer			
Communications	Communicatons			

Damage Control

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Ordnance

(record ordnance load and type)

4 x SIM-14 MISSILES
IN 2 BAYS
1 x HD-9 "SCOUT JR." DRONE
IN MAGNETIC SLING

Crew

Comfort: 0

Crew Quality:

STELLAR DISTANCES AND DEPARTURE ANGLES

Destination: Ross 508	Ross 52	L1346-53	Lambda Serpenti	Gamma Serpenti	Hochbaden	Eta Bootis	DM + 25 2874	DM + 24 2786	DM + 24 2773	DM + 19 2881	DM + 18 2776	DM + 17 2611	DM + 16 2700	AC + 18 1890-112	Arcturus	DM + 16 2658	Departing From:
			319.09° × 63.63°U 6			285.4° × 10.35°U 7.35						182.73° × 1.82°D 6.25	158.75° × 72.71°D 6.4	0° × 11.07°U 4.58	333.43° × 24.86°U 6.78	285.32° × 3.06°U 1.73	*AC + 18 1890-112*
			133.57° × 21.24°D 5.92			170.39° × 62.76°D 6.33				73.68° × 19.36°U 4.36	208.12° × 68.44°U 6.93				118.3° × 2.71°D 6.08		*Arcturus*
	313.57° × 21.24°U 5.92					83.25° × 5.23°D 7.55	191.89° × 75.5°D 7.68										*DM + 16 2658*
						49.09° × 39.73°D 5									225° × 69.17°U 4.24		*DM + 16 2700*
					119.78° × 8.93°D 5.66					111.25° × 6.64°D 7.62							*DM + 17 2611*
				294.78° × 8.93°U 5.66						101.31° × 5.6°D 2	251.57° × 43.5°U 5.57						*DM + 18 2776*
105.4° × 16.35°D 7.35	350.39° × 62.76°U 6.33	263.25° × 5.23°U 7.55	229.09° × 39.73°U 5						184.77° × 57.19°D 6.56						47.94° × 8.25°U 5.39	105.35° × 20.71°D 5.57	*DM + 19 2881*
		11.89° × 75.5°U 7.68						103.63° × 10.01°D 3.16									*DM + 24 2733*
							283.63° × 10.01°U 3.16		0° 7.77°U 4.36								*DM + 24 2786*
						4.77° × 57.19°U 6.56		0° × 7.77°D 4.36									*DM + 25 2874*
	253.68° × 19.36°D 4.36			291.25° × 6.64°U 7.62	281.31° × 5.60°U 2						48.18° × 58.12°U 4.58						*Eta Bootis*
	28.12° × 68.44°D 6.93				71.57° × 43.5°D 5.57					228.18° × 58.12°D 4.58							*Hochbaden*
2.73° × 1.82°U 6.25																347.56° × .82°U 6.93	*Gamma Serpenti*
338.75° × 72.71°U 6.4																312.61° × 61.65°U 7.07	*Lambda Serpenti*
0° × 11.07°D 4.58																274.47° × 7.10°U 6.32	*L13*
153.43° × 24.86°D 6.78	298.3° × 77.1°U 6.08		45° × 69.17°D 4.24			227.94° × 8.25°D 5.39										168.91° × 28.3°D 5.93	*Ross 52*
105.32° × 3.06°D 1.73						285.35° × 20.71°U 5.57						167.56° × .82°D 6.93	132.61° × 61.65°D 7.07	94.47° × 7.10°D 6.32	348.91° × 28.3°U 5.93		*Ross 508*

Note: First two figures (i.e. _____°×_____°D) are departure angles. U = up, D = down. Last figure is the distance between points in light-years.

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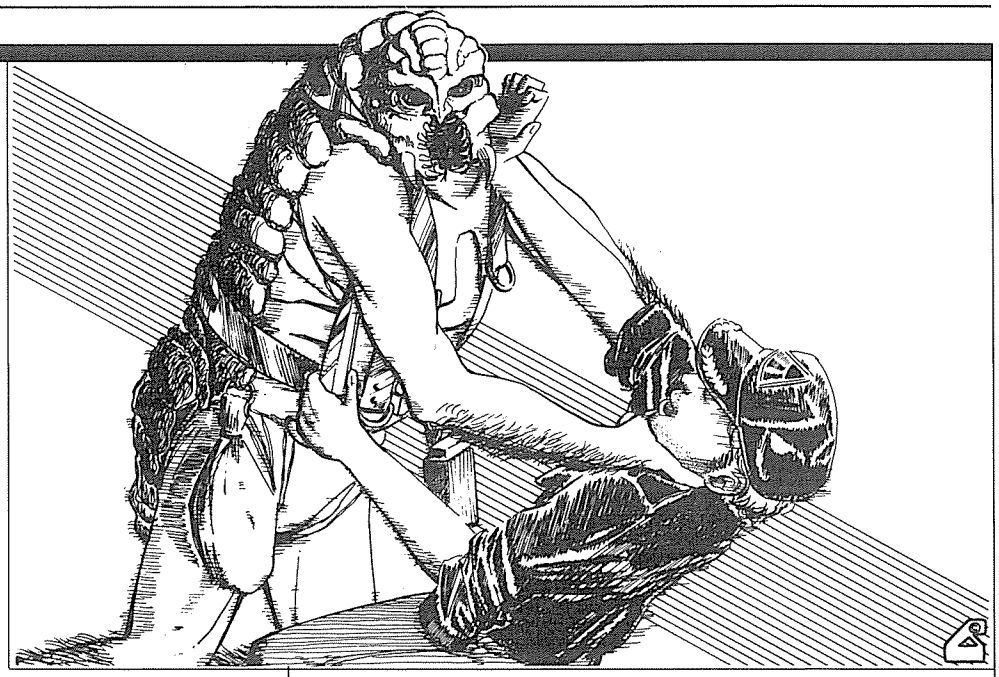
the historical scenarios.

What this article also does is create a hospitable environment in which role playing can grow. There is no reason why players cannot capture Kafer ships and masquerade their way into Gamma Serpenti, but such acts of initiative are far too numerous and variable to handle in an open-ended article like this one. The "Three Blind Mice" scenario nails down the basic who, what, where, when, and why, and leaves the players to run off in search of how. While the campaign is designed to function on its own with the material presented, it certainly should not be limited to what has been set forth here.



For those of you who are curious about what exactly it was that AmeriCo was up to on King before Lt. Barrett started flying *Killiecrankie*, stay tuned to **Challenge** for Barrett's adventure on the American Arm.

NOTES ON TABLE 1

The following notes apply to the Detection Ranges for Warships Table.

Passive: .048 au for *Delta* and *Improved Alpha*; .044 for *Killiecrankie*, *Scout Junior*, and *Golf*; .036 for *Alpha*, *Beta*, *Epsilon*, and *Hotel*; .028 for *Oscar*.

Active: .076 for *Delta*; .072 for *Alpha*, *Improved Alpha*, *Beta*; .048 for *Epsilon* and *Golf*; .04 for *Foxtrot*; .036 for *Scout Junior*; .032 for *Hotel*.

Scout Junior is listed per hour/per sortie of 4.17 hours, half of fuel capacity (half out and half back). If using active sensors on parallel course while refueling or while carried by *Killiecrankie*, figures are 4.15 au^2 active 2-D and .235 au^3 active 3-D per day.

Best available evidence indicates Kafer fighters carry no DSS and certainly do not carry grav scanners.

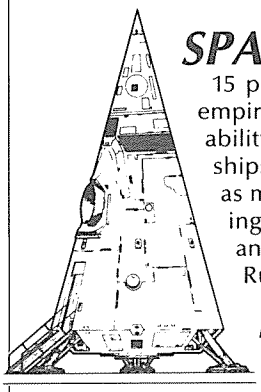
Speed is maximum linear in au per hour; DSS is in au^2 per hour; all others are in au^2 for 2-D and au^3 for 3-D searched per hour/per 24-hour day.

All figures assume movement at maximum speed. Signatures for Passive and Active figures are radiated signature 2 and reflected signature 3.

TABLE 1:
DETECTION RANGES FOR WARSHIPS
Area that can be searched in au^2 or au^3 per hour/per day.

Class	*Spd*	*DSS*	*Pssv 2D**	*Pssv 3D*	*Actv 2D**	*Actv 3D*
Killicr.	1.68	6.50	.154/3.55	.0106/.246	—	—
Scout Jr.	2.4	7.94	.217/.887@	.015/.0612@	.177/.725@	.00997/.0409@
Alpha	.96	5.06	.0732/1.66	.0041/.094	.155/3.33	.0172/.377
Imp. Alpha	.96	5.06	.0994/2.22	.00741/.167	.155/3.33	.0172/.377
Beta	1.44	6.02	.108/2.49	.00606/.141	.224/4.99	.025/.546
Delta	1.2	5.54	.122/2.77	.00915/.21	.201/4.4	.0236/.524
Epsilon	.96	5.06	.0732/1.66	.0041/.094	.0994/2.22	.00741/.167
Foxtrot	1.44	—	.133/3.05	.00912/.211	.12/2.77	.0075/.174
Golf	1.68	—	.154/3.55	.0106/.246	.169/3.88	.0126/.292
Hotel	1.44	—	.108/2.49	.00606/.141	.0954/2.22	.00477/.111
Oscar	.48	4.10	.0293/.648	.00127/.0285	—	—

*"Flat" searches on the ecliptic plane can be conducted if the target is known to be within a certain distance of the ecliptic plane. Ω



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Artwork courtesy of Rob Caswell *"Tell 'em Challenge sent you!"*

The Undead of Space

By Kevin Stein

Beyond the walls of history, in a time when even the Imperium was young, and the sacrifice of men and machines had just begun, the glorious and powerful Emperor created a legion of indestructible troops. They drew their powers from the psychic energies of the universe, stealing from the voids, the warps, the rifts, and even from the Emperor himself. Their bodies became powerful tools for the Imperium, their minds a web used to ensnare the opponents of the Imperium, their souls the pyre of hatred to cleanse and burn the enemies of the Imperium. Their limitless ranks filled the stars with blood; and their victories were uncountable. The Emperor called them the Undead.

Each Undead trooper gave up his right to life, humanity, and sanity outside the Legion. Soft flesh was altered with hard equipment: armor, sensors, weapons. The heart was taught to ignore the cries and wails of enemies, the mind trained to become cold and ruthless, fitting parallels to the cold depths of space the Imperium had conquered. Given the most advanced devices from a thousand worlds, the Undead Legions filled the heavens with righteous strife, scouring it of imperfection.

The Undead fought the Emperor's wars for more than 200 years, their stagnant ranks slowly diminishing as they reached out further into space, expanding the boundaries and borders of the Imperium. Eventually, the Undead had travelled so far out of the range of human space that they could not turn back. They lost all contact with their warrior-brothers, in addition to the last vestiges of humanity they had instinctively clung to for so long, their bodies railing and rejecting the doctrines of the Emperor. The Undead became little more than a memory, another legend among countless numbers told to frighten children in a terrifying galaxy.

The year is 40,000, and the Emperor has sat rotting for more than 100 centuries. He has not forgotten his wayward troops, and they have not forgotten him. He knows they are coming back. They bring the promise of an unkind death to the armies of the Imperium.

THE UNDEAD

When the Undead were first created, they looked like ordinary humans except for occasional mechanical alterations. However, each trooper had a small device implanted that augmented his normal abilities, making him more powerful than the average person. This device, inserted into the trooper's brain, drew psychic power from the universe and the Emperor, boosting strength and skill. However, the device had the long-term side effect of destroying the flesh of the bearer, compressing skin, organs, and tissue into bone until only a skeleton remained. The trooper no longer needed to eat or breathe, or worry about the common practices of humanity. He only lived to receive orders and destroy the enemies of the Imperium.

The Undead troopers have sacrificed both their lives and their deaths to the Emperor.

Recently, the Undead have returned from their long exile at the edges of existence, seeking the flesh of the living to create new armies of Undead. Revenge seethes in the hate-filled mind of every Undead Legionary.

An Undead Legionnaire's profile is: *M:* 4* *WS:* 5 *BS:* 5 *S:* 5 *T:* 4 *W:* 2 *I:* 2 *A:* 1 *Ld:* ** *Int:* 8 *Cl:* ** *WP:* 9

An Undead Champion has the following statistics: *M:* 4* *WS:* 6 *BS:* 6 *S:* 5 *T:* 4 *W:* 2 *I:* 3 *A:* 2 *Ld:* ** *Int:* 8 *Cl:* ** *WP:* 10

An Undead Minor Hero has the following statistics: *M:* 4* *WS:* 7 *BS:* 7 *S:* 5 *T:* 5 *W:* 2 *I:* 4 *A:* 3 *Ld:* ** *Int:* 9 *Cl:* ** *WP:* 10

An Undead Major Hero has these statistics: *M:* 4* *WS:* 8 *BS:* 8 *S:* 5 *T:* 5 *W:* 3 *I:* 5 *A:* 3 *Ld:* ** *Int:* 10 *Cl:* ** *WP:* 10

All Undead Heroes are Psychers, starting at Level 2.

*Undead move 4 over *all* terrain and are unaffected by terrain penalties. They may not move over impassable terrain.

**Undead troopers never fail leadership or Cool rolls. Undead ignore all command control rules.

Undead troopers are immune to the effects of any drug, gas, radiation, or blinding attacks. They see in bright light or total darkness equally well and do not need vision-enhancement devices.

Undead may communicate with one another as if they had communicators. These communications cannot be detected or scrambled.

The device implanted in the Undead gives the troopers a saving roll of 4, 5, or 6, as if wearing armor. There is no movement penalty.

All Undead count as Level 1 Psychers with 10 psi points. However, they do not have any psychic powers except for Psychic Sense and Psychic Awareness. They are immune to mind-affecting powers such as Telepathy, Cause Fear, and Change Allegiance. Powers that cause damage, such as Mental Blow, affect them normally. The Undead may use force-weapons as if they were Psychers.

ORGANIZATION AND EQUIPMENT

The Legions of the Undead are organized in the same way as Imperial troops. Use all charts for Imperial troopers regarding equipment.

HOW TO MAKE THE UNDEAD FIGURES

If you already play *Warhammer 40,000*, you probably have a set of the plastic marines which Games Workshop produces. They give you plenty of extra parts, such as heads, arms, and weapons. Don't throw them away! You'll need them to create your Undead Legions.

Games Workshop also produces a figure pack of plastic skeletons called Skeleton Horde. To make your Undead troops, replace the extra pieces from the Imperial Marine figure set with pieces from the plastic skeleton figures. Don't worry if you can't equip all your skeletons with equal numbers or types of equipment. There shouldn't be any balance between one figure and the next—it's okay if one skeleton has an armored head and carries a bolter while another has a power arm torso and a chainsword.

The more uneven the better.

THE UNDEAD AWAKEN

Many of the Undead are kept in crypts, small chambers designed to hold them in stasis until a release signal is received. These crypts are scattered throughout the Imperium on most worlds. Crypts are usually built underground, but they sometimes have markers or tombstones erected above them to mark their location.

On some worlds, the crypts have become places of worship, the inhabitants ignorantly worshipping the burial sites of these abhorrent creatures. During an Imperial scouting expedition, a group of marines foolishly destroyed one crypt's tomb stone, immediately wakening the Undead within.

The natives warned them not to mock the religion of their world.

The Marines

The Imperial Marine player gets 15 marines and one sergeant. Each marine has the following statistics: *M:* 4 *WS:* 4 *BS:* 4 *S:* 4 *T:* 3 *W:* 1 *I:* 4 *A:* 1 *Ld:* 8 *Int:* 8 *Cl:* 8 *WP:* 8

Also, each marine has the following equipment: powered armor; helmet with auto-senses, communicator, and respirators; bolter; bolt pistol; and knife.

The sergeant's statistics are as follows: *M:* 4 *WS:* 5 *BS:* 5 *S:* 4 *T:* 5 *W:* 1 *I:* 6 *A:* 2 *Ld:* 9 *Int:* 9 *Cl:* 9 *WP:* 9

For equipment, the sergeant has powered armor; helmet with auto-senses, communicator, and respirators; bolter; bolt pistol; chainsword; and refractor field armor.

Marine Setup

Three marines are placed on Hill 1, marked with the Ms. The rest are placed in two groups, marked G1, which has seven marines, and G2, which has five marines and the sergeant.

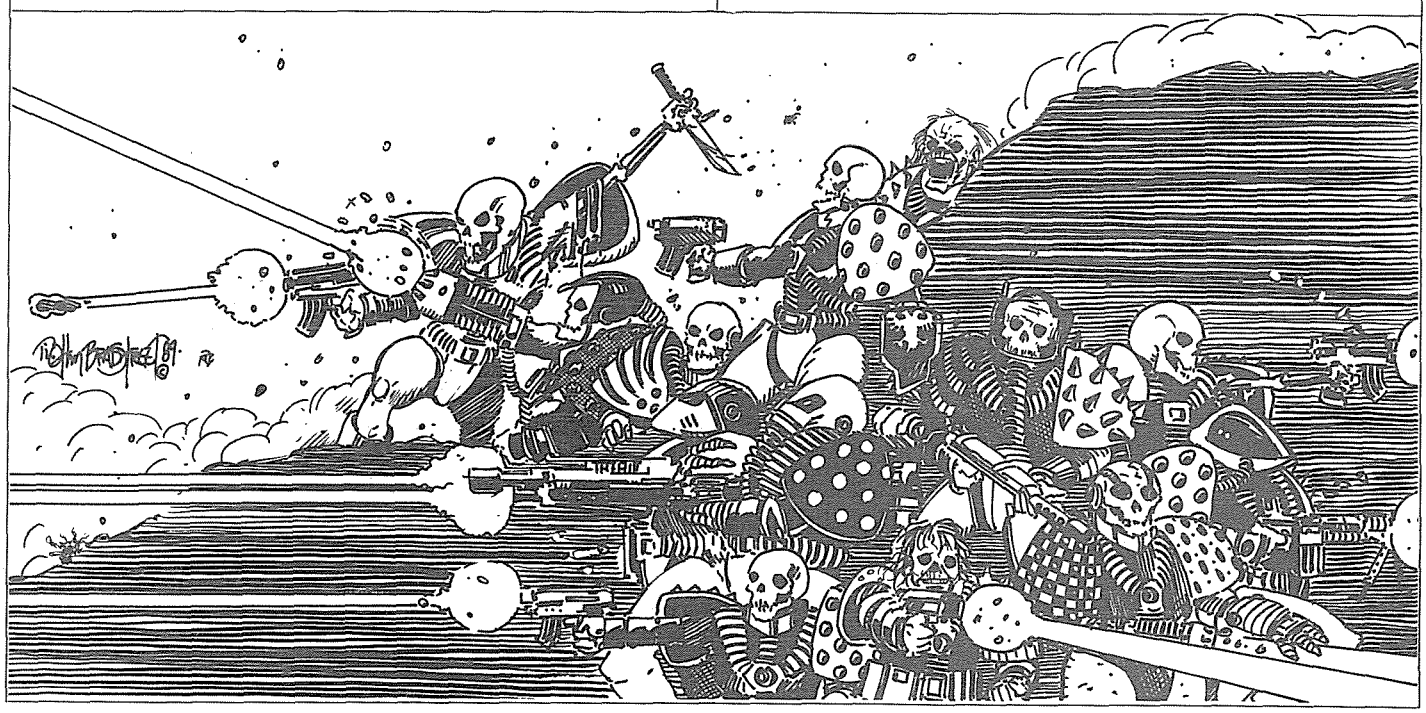
The Undead

The Undead Legions player gets a unit of seven Undead and one sergeant. All the Undead have the same statistics. They have varying equipment. *M:* 4* *WS:* 5 *BS:* 5 *S:* 5 *T:* 4 *W:* 2 *I:* 2 *A:* 1 *Ld:* ** *Int:* 8 *Cl:* ** *WP:* 9

Undead 1: Bolter and chainsword.
Undead 2: Bolter and chainsword.
Undead 3: Bolter.
Undead 4: Chainsword.
Undead 5: Autogun and bolt pistol.
Undead 6: Bolter and powersword.
Undead 7: Flamer and bolt pistol.
Sergeant: Bolter and force sword.

Undead Setup

The Undead may set up anywhere on Hill 1. They rise up out of the ground on Turn 1. The three marines on top of the hill get one free round of combat to attack the Undead before



the next turn. The Undead and marines fight normally on Turn 2.

Special Rules

The marines ignore all commands and control rules.

Victory Conditions

The player who has the last piece on the board wins the game.

FIGHT IN THE CRYPT

In many respects, humans of the Imperium and the Orks are no better than one another. Orks, however, take much more enjoyment from mass slaughter and destruction than humans ever could. During one of their raids on a helpless human settlement, the Orks accidentally uncovered an Undead crypt, bringing the Legions to life.

The Orks

The Ork player gets a force of 23 Orks and one sergeant. Each Ork has the following statistics: *M:* 4 *WS:* 3 *BS:* 3 *S:* 3 *T:* 4 *W:* 1 *I:* 2 *A:* 1 *Ld:* 7 *Int:* 6 *Cl:* 7 *WP:* 7

Each Ork also has the following equipment: bolt gun; bolt pistol; plasma pistol; knife; chainsword; mesh armor; and communicator.

The sergeant's statistics are: *M:* 4 *WS:* 4 *BS:* 4 *S:* 4 *T:* 4 *W:* 1 *I:* 6 *A:* 1 *Ld:* 7 *Int:* 6 *Cl:* 7 *WP:* 7

Equipment for the sergeant includes: a plasma gun; plasma pistol; powerglove; knife; mesh armor; refractor field; and communicator.

Ork Setup

The Orks are set up in six squads of four each. Squad S1 has the sergeant. They are set up on the board as indicated by markers S1 through S6.

The Undead

These Undead Legions are the same as in the last scenario. *M:* 4* *WS:* 5 *BS:* 5 *S:* 5 *T:* 4 *W:* 2 *I:* 2 *A:* 1 *Ld:* ** *Int:* 8 *Cl:* ** *WP:* 9

Undead 1: Bolter and chainsword.
Undead 2: Bolter and chainsword.
Undead 3: Bolter.
Undead 4: Chainsword.
Undead 5: Autogun and bolt pistol.
Undead 6: Bolter and powersword.
Undead 7: Flamer and bolt pistol.
Sergeant: Bolter and force sword.

Undead Setup

The Undead set up anywhere within three inches of the crypt site (marked "Crypt").

The Settlers

The Settlers live on the planet. They have the distinct pleasure of being attacked by Orks and watching the return of some of the most horrible creatures imaginable, all in the privacy and comfort of their own homes.

The 12 settlers are equipped with flak armor and lasguns. Each has the typical statistics for a human: *M:* 4 *WS:* 3 *BS:* 3 *S:* 3 *T:* 3 *W:* 1 *I:* 3 *A:* 1 *Ld:* 7 *Int:* 7 *Cl:* 7 *WP:* 7

Special Rules

The settlers may not move outside the perimeter of the blockade in the middle of the board. They will always try to fire two-thirds of their guns at the Undead and the rest at the Orks. The Undead player rolls against the Orks, and the Ork player rolls against the Undead.

Victory Conditions

Whoever has the last piece (not including any settlers) wins.

ANCIENT PRICE

Though the Undead's numbers were once great, spanning the galaxy, they have dwindled down to slightly less awesome numbers. The device that created the Undead can be transferred from person to person, creating limitless potential for armies if the equipment can be recovered. They now seek to recover the bodies of their fallen Legions, as well as pick up new hosts along the way.

One of these hosts is an Elder named Brok-Tal. Brok-Tal has been dead for more than 200 years, but his body lies perfectly preserved in a stasis coffin on the planet Baltonne. Though not well known, Brok-Tal is not dead but was, in fact, put into the coffin moments *before* he died of a terminal disease. The Undead seek to take his body, implant one of their infernal devices into his head, and have him lead the Legions to greater glories.

However, Brok-Tal's tomb is well guarded by a small group of Elders sworn to protect his body. When the Undead arrive, the Guardians are waiting.

The Elders

The Elder player gets 15 Elders broken down into three groups of five. Each Elder has the following statistics: *M:* 4 *WS:* 4 *BS:* 4 *S:* 4 *T:* 4 *W:* 1 *I:* 6 *A:* 1 *Ld:* 8 *Int:* 8 *Cl:* 8 *WP:* 8

Groups 1 and 2 both contain three troopers with Shoriken catapults, laspistols, and knife; one trooper with a melta-gun; and a leader carrying a shield with built-in laspistol, another laspistol, and a Shuriken catapult.

Group 3 is three troopers with Shuriken catapults and a laspistol; one trooper with a flamer; and a leader with a plasma gun and plasma pistol.

All the Elders are equipped with mesh armor and refractor fields.

Elder Setup

The Elders set up their squads in the locations marked S1, S2, and S3.

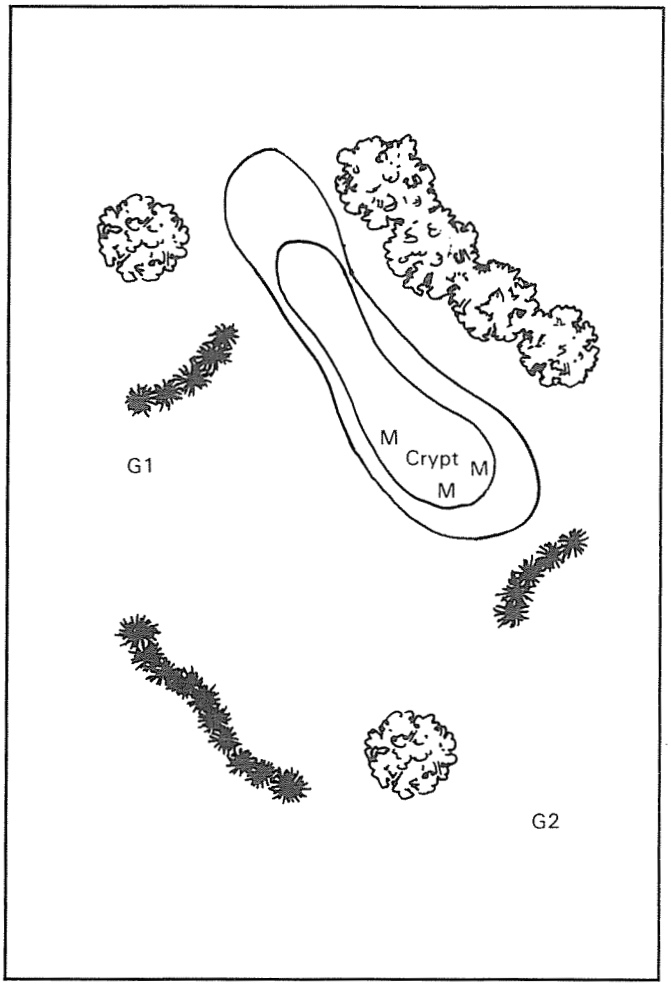
The Undead

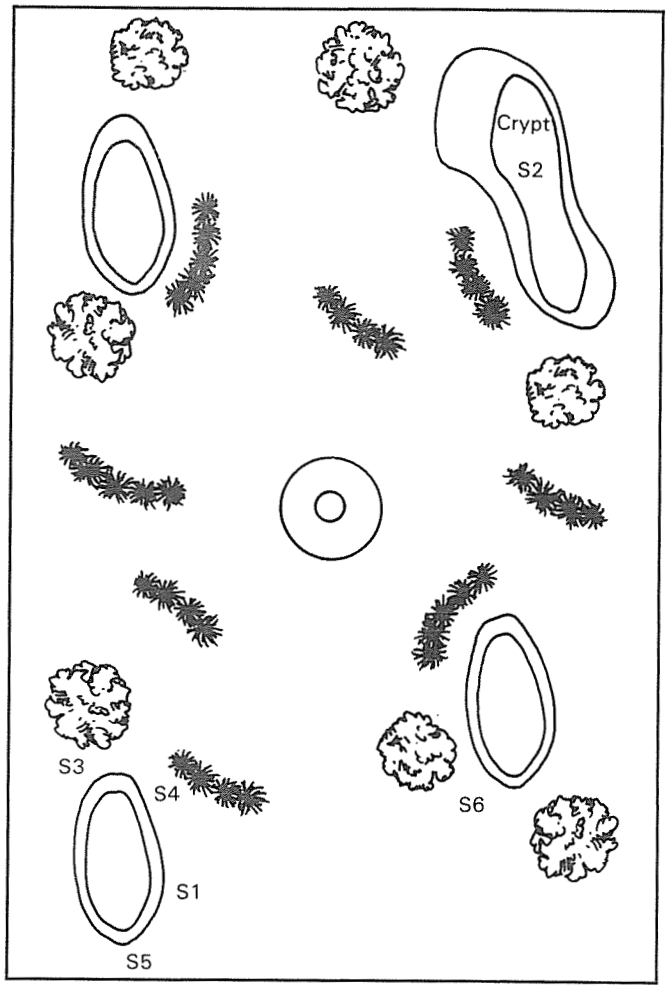
The Undead get seven troopers and one minor hero (marked hero on the map). The troopers' statistics are all the same: *M:* 4* *WS:* 5 *BS:* 5 *S:* 5 *T:* 4 *W:* 2 *I:* 2 *A:* 1 *Ld:* ** *Int:* 8 *Cl:* ** *WP:* 9

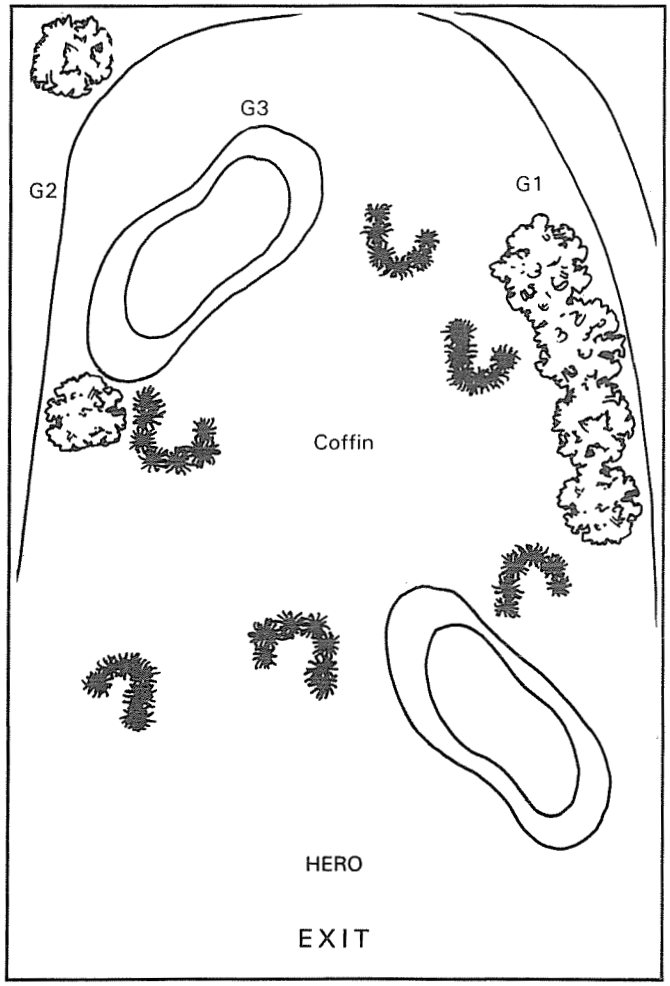
The hero's statistics are: *M:* 4* *WS:* 6 *BS:* 6 *S:* 5 *T:* 4 *W:* 2 *I:* 3 *A:* 2 *Ld:* ** *Int:* 8 *Cl:* ** *WP:* 10

Each trooper has a bolter, bolt pistol, chainsword, and flak armor. The hero has a plasma gun, bolt pistol, power sword, and flak armor. He has 20 psi points, as well as aura of resistance, mental bolt, sense presence, and teleport 1.

Continued on page 65





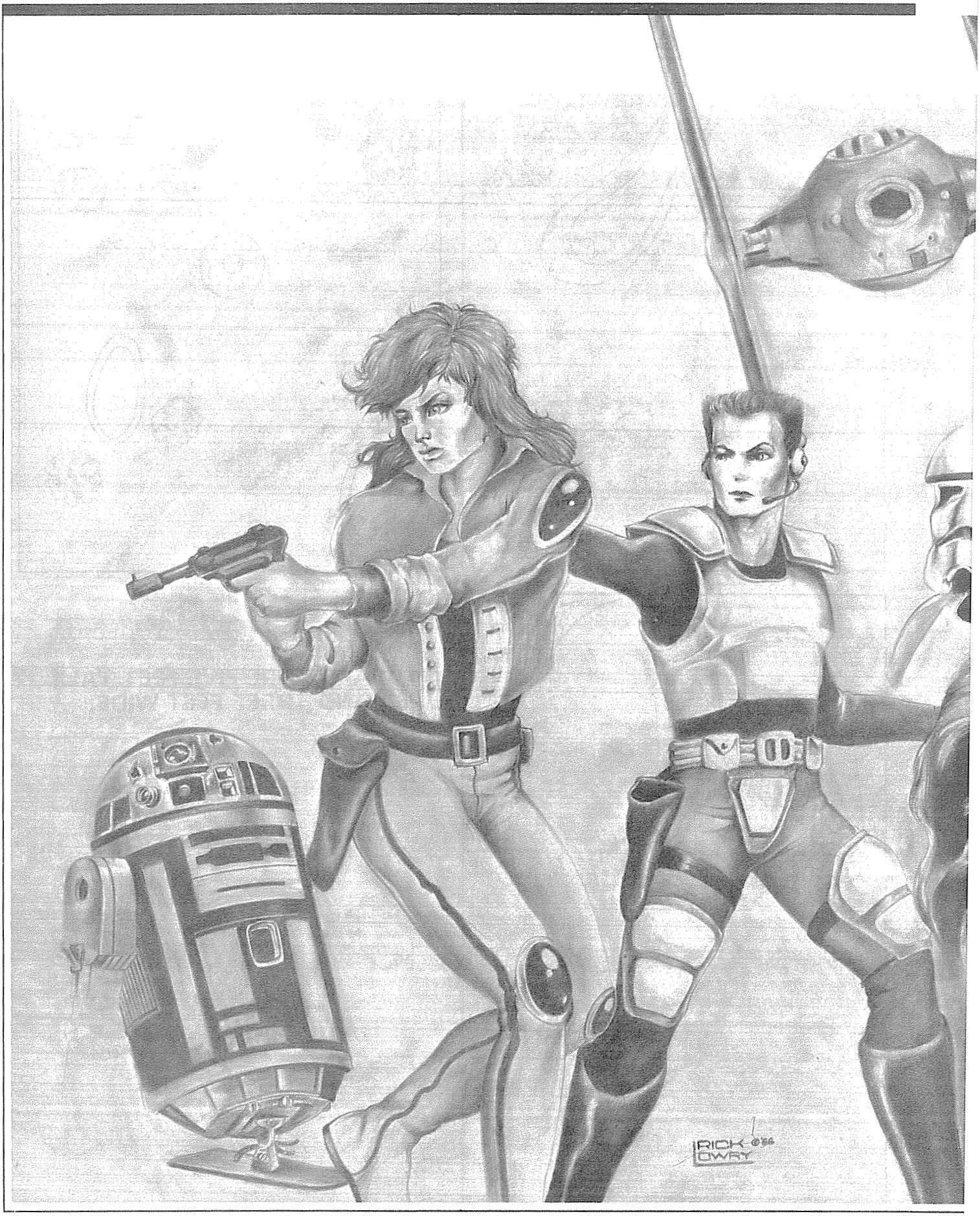


BOARDS ARE FIVE FEET TALL AND THREE FEET WIDE.

Moving Upslope or Downslope is difficult ground

The Forests are difficult ground

The Hedgerows are very difficult terrain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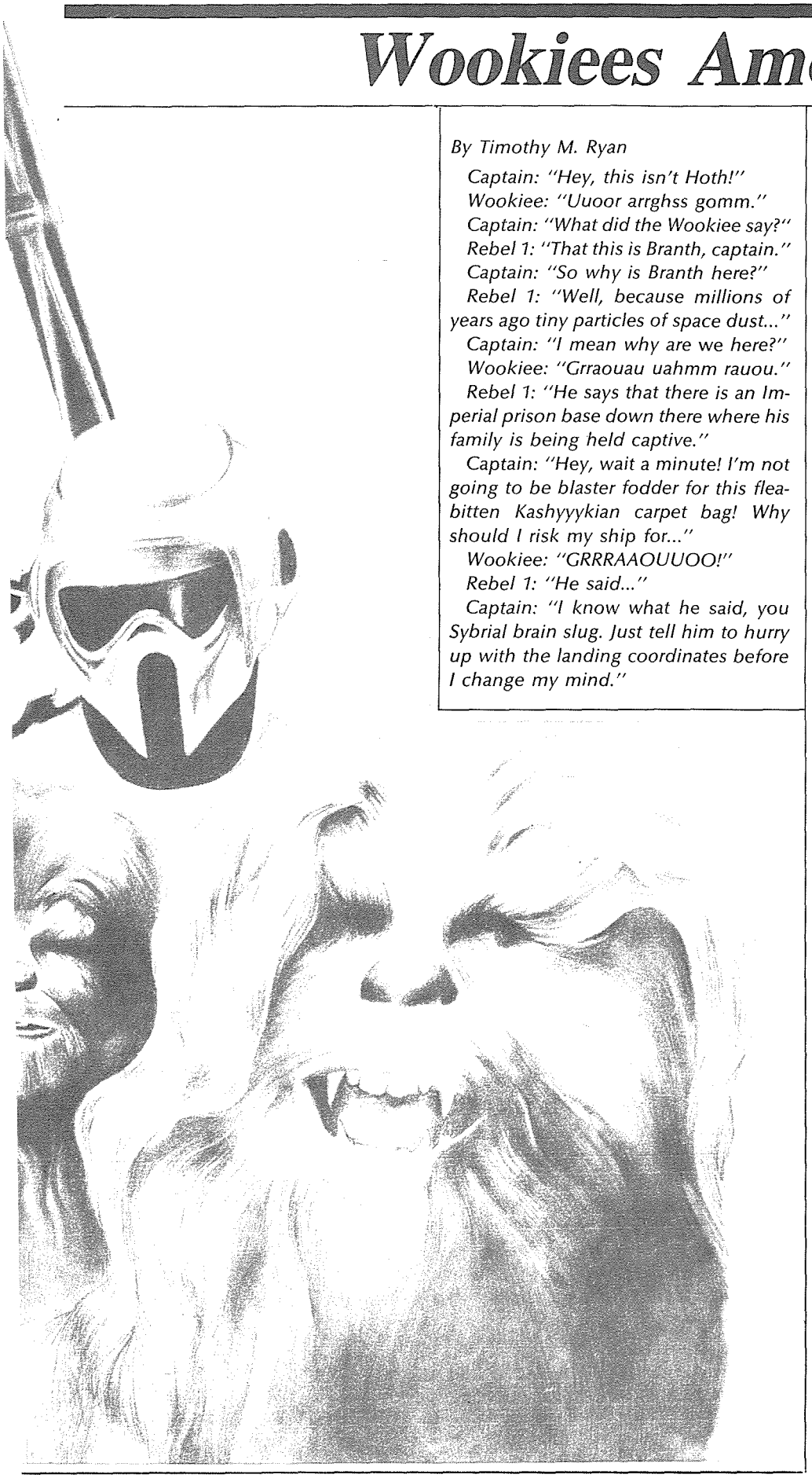
Wookiees Amok



By Timothy M. Ryan

Captain: "Hey, this isn't Hoth!"
Wookiee: "Uuoor arrghss gomm."
Captain: "What did the Wookiee say?"
Rebel 1: "That this is Branth, captain."
Captain: "So why is Branth here?"
Rebel 1: "Well, because millions of years ago tiny particles of space dust..."
Captain: "I mean why are we here?"
Wookiee: "Grraouau uahmm rauou."
Rebel 1: "He says that there is an Imperial prison base down there where his family is being held captive."
Captain: "Hey, wait a minute! I'm not going to be blaster fodder for this flea-bitten Kashyyykian carpet bag! Why should I risk my ship for..."
Wookiee: "GRRRAAOUUOO!"
Rebel 1: "He said..."
Captain: "I know what he said, you Sybrial brain slug. Just tell him to hurry up with the landing coordinates before I change my mind."

INTRODUCTION

The planet Kashyyyk, homeworld of the Wookiees, has been under Imperial marshal law for some time now. Some Wookiees have managed to escape the tyranny of the Empire and actually leave the planet, but because of the strong social bonding between Wookiee families and friends, they do not travel the galaxy seeking personal wealth or fame. Instead, they dedicate themselves to freeing their friends and fighting the Empire. Unfortunately, it doesn't take many mad Wookiees running amok for the Empire to sit up and take notice.

In an attempt to end the uprising, the Empire hunted down escaped and free Wookiees alike, arrested them and anyone found with them, then incarcerated them on a special high-security prison planet. The whereabouts of this planet are generally unknown (thought to be somewhere at the very dark heart of the Empire), but the horror of the place is hinted at often.

FOR GAMEMASTERS ONLY

If you are a *Star Wars* player and not a gamemaster, do not read any further. If you want to be a player but don't have a gamemaster yet, strap on your blaster and track one down quickly—the Rebellion is counting on you!

This adventure revolves around members of the Rebellion trying to free Wookiees (and a Mon Calamari or two) from the Imperial prison on Branth. You can get characters involved in this adventure in several ways:

1. If a Wookiee is in the party, let him "highjack" the other characters by performing the astrogation and setting the coordinates for Branth unbeknownst to the rest of the party.

2. The players may be approached by several Wookiees (a potentially frightening and comic thought) or contacted by a human representative for the Wookiees and asked for help (the Wookiees don't have a ship, can't be seen in the open, need a pilot, etc.).

Adventure Background

The dark minions of the Empire often exhibit an evil cunning which is surpassed only by their cruelty to the decent

people of the galaxy. Not long ago it was decided that all free Wookiees (and anyone found in their company) should be incarcerated as a warning to all who might fight the Empire. The nefarious Imperial secret agents let it be known that the treasonous subjects were being imprisoned near the heart of the glorious Empire, where the Emperor himself might decide their fate. In reality, the Empire wanted as much space between itself and these Wookiees and their supporters as possible, so the hapless prisoners were all deposited on Branth. The planet Branth is far from the center of the Empire. It is situated on the very edge of the galaxy, weeks' travel from practically anywhere else.

Many years ago, Branth was a booming industrial planet which produced an incredible variety of highly specialized droids. And in spite of its remote location, Branth was so rich in minerals and had such a mild climate that the industry there grew quickly. Too quickly. Soon the Imperial demands for droids outgrew the planet's ability to produce them—Branth quickly became polluted and unsuitable for supporting any kind of population.

To most subjects of the Empire, Branth is just one of numerous planets that the Empire has destroyed in its insatiable drive for power. The Empire has taken advantage of Branth's seclusion and has reactivated an old starbase on the planet's surface to use as a prison. The Wookiees and their friends have been incarcerated there.

Adventure Summary

The rebels find themselves orbiting Branth. Three TIE fighters chase them to the planet's surface, where the Rebels leave their crippled ship and proceed to the prison base on foot. Once there, the Rebels must infiltrate the base, release the prisoners, and provide for their safety. The Rebels also discover the Decimator 397 assassin droid which they accidentally activate in their escape attempt.

The characters must somehow evade or destroy the stormtroopers, deal with the assassin droid, and return to their ship. They must quickly plot astrogation coordinates so that the TIE fighters in orbit don't bring an unfortunate ending to the story.

EPISODE ONE: DO THESE THREE BLIPS HERE MEAN ANYTHING?

Direct the players to read aloud the script at the beginning of the this article (if they have a Wookiee in the party who hijacked them), and then read the following passage aloud.

The planet Branth hangs before you silent and alone—the only planet in the system. You cannot discern any land masses beneath the thick, sullen, grey smog of the planet's atmosphere. A quick scan of the instrument panel verifies that your ship came out of hyperspace safely—all ship systems have a green light. Suddenly three blips appear on the computer's battle screen. TIE fighters! And they're closing fast!

The Rebels must decide whether they should try to outgun or outrun the three TIE fighters. Stats for TIE fighter pilots are found below. In any case, use this opportunity to make the players think and react quickly and to get the adventure rolling. Punish them if they are slow to act (gee, that last shot seems to have shut the computer down), but don't turn their ship into a flaming hulk spinning off into the icy void of space.

Typical TIE fighter pilot: MECH 2D, Starship Piloting 3D + 1, Starship Gunnery 3D + 1; DEX 3D. These pilots have not been in combat since they were garrisoned here—their skills reflect this (you can only benefit so much from using asteroids for target practice).

Eventually the Rebels will come hurling toward the planet's surface (either to avoid the three TIE fighters above, or to avoid the five or six more that suddenly show up to check out all the fireworks). As they enter Branth's atmosphere, read the following passage aloud.

Seeking to hide yourself and avoid further trouble, you plummet toward the planet's nightside. The clear black of space is gone. A thick, dirty, grey blanket enwraps you and completely obscures your vision as you dive into the heavy cloud of smog. Greasy dark droplets of black dirt cling to the canopy of the cockpit until you can't even see the grey clouds. Everything is black. The instruments tell you that you are near the planet's surface, but you can't be certain. Suddenly you break through the clouds: Through the filthy streaked canopy you can see that the planet's surface is only seconds away!

The pilot must roll against his Starship Piloting skill to avoid plowing straight into the ground (this is Difficult, so he must roll a 20). If he makes his roll, the ship turns sharply and weaves in between several tall, dark buildings, scraping along the top of a low group of maintenance sheds before coming to a gut-wrenching halt. If the pilot fails the roll, the gamemaster must decide how extensive the damage to the ship and characters is. In either case, the sublight maneuver drives are damaged and will require extensive work (a character must successfully roll against his Starship Repair skill for a Difficult task—the repairs take about three hours) before the ship will be able to leave the ground.

The characters should not be allowed to repair the ship now—get them travelling toward the prison as soon as possible. If they are reluctant, here are two things to try. First, apply to their compassion: Remind them of the horrors that any prisoner of the Empire can expect to endure. If that doesn't work, have a few TIE fighters fly over the area and play their searchlights over the wrecked ship. If the Rebels try to hide inside the ship (unforgivable cowardice!), have the following message from the prison base to the TIEs come over the Rebel ship's radio: "Message confirmed, TIE Wing 2. Three AT-ATs are being dispatched to your coordinates." That should do the trick.

EPISODE TWO: CRAWLING THROUGH THE RUBBLE

The thick smog on Branth cuts out any view of the sky, but since it's dark on the surface, the characters will assume it is nighttime (they are correct, although this is how it looks in the daytime, too). The air is extremely warm and damp, and there is such a thick mist that it is difficult to tell whether it is actually raining or the fog is just very heavy. Everything they can see, and everything they will walk on and rub up against, is wet and dirty. In short, being on Branth is about as pleasant as watching Jabba the Hut eat spaghetti.

Adventuring On Branth

Because of the continuous mist, smog, and rubble, the characters will seldom be able to clearly see things which are more than 15 feet in front of them. Beyond this range things tend to dissolve into big, black, sinister shapes. For this reason,

anytime a character shoots at something, it is at one level higher in difficulty (e.g., Short range becomes Medium range). On the other hand, it is very easy to hear things because fog tends to carry sounds well; reduce by one level the difficulty of all general PER skill rolls which involve listening. Any Jedi employing the Magnify Senses power will reduce his difficulty by one level if he is trying to hear something but must increase the difficulty by one if he is trying to see something.

The gamemaster should emphasize the fact that the entire planet seems to be a wet, grimy mess—the air smells faintly greasy, and if any Wookiees are in the party, their fur is going to turn black and smell real bad before it's all over.

The Factory Complex

The characters' ship has landed in the middle of a decrepit factory complex—one of the thousands which almost completely cover the surface of Branth. Think of this complex as a colossal metal web of old walkways, broken pieces of machinery, dangling wires, assorted metal tubes, and occasional thin (impossible to see in this light), rubbery vines that hang down from unknown heights (and hit the characters in the face at appropriate moments). It is impossible to walk through the complex without constantly ducking, climbing, and weaving around unknown objects. Remember, too, that it is *very* dark (as in ouch, oops, excuse me, something just brushed up against me, that was me, what's that? get off my foot!, etc.).

After the Rebels check the ship and assess the damage, they will have to determine where they are in relation to the prison. The ship's computer will be useless in this endeavor, but any character who rolls a 10 or better against his general PER skill will notice that the low-hanging smog is reflecting light from some point on the ground less than an hour's walk through the dreary metal jungle of the complex from where they crashlanded.

Strange Noises

At an appropriate point during the Rebels' sojourn through the complex, they will hear faint scraping noises from somewhere far behind them. If the characters stop to listen, the noises will also stop. As soon as the characters begin walking again, they will hear what sounds like something rather heavy dragging its feet. But again, as soon as the characters stop, the sound does too. If a Jedi character attempts to use Receptive Telepathy at this point, it will fail.

Make the players roll against their general PER skill for a Very Difficult task in order to hear the scraping noise the first time. Every time the characters stop and then start walking again, lower the difficulty of hearing the noise by one level. This method accomplishes two things: First, it gives you, the gamemaster, an easy way to deal with the strange scraping noises that encroach upon the players, but more importantly, it will heighten the tension by making the most perceptive of the characters appear paranoid, especially if they hear the noise once (when they succeed with their roll) but don't hear it the next time (if they fail their roll).

The characters can dimly perceive what seems to be a small clearing just ahead. As soon as they move into the clearing, the desperate dragging noises become even louder and quicker! Something is lurching down the path that they just came from. They hear pieces of metal pipes falling over as the heavy scraping noise quickens. (The characters should have drawn every weapon they have by now.)

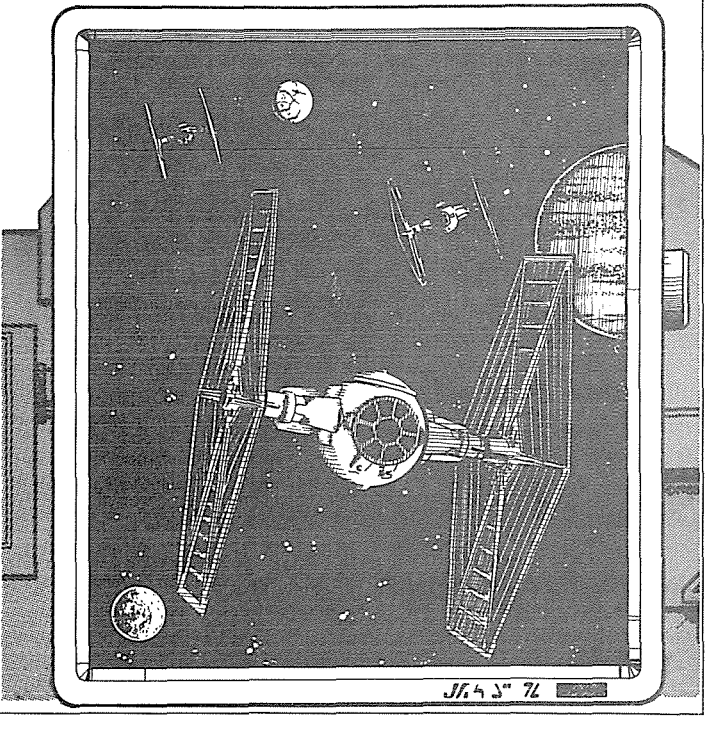
A dim, shifting shape begins to appear in the rubble of tubes and machinery. Suddenly a small droid comes hobbling into the clearing.

If the characters shoot at the droid or physically attack it, the droid will light up, whoop, try to turn around, and fall flat on its face. Any actual hits on the droid become glancing blows or shots which may leave ugly burn marks or big dents that heighten the characters' sympathy for the little droid but will not affect its ability to function.

The droid (or someone else) has fixed small metal plates there (kind of like runners on a sled) so that it is mobile. Watching this poor, crippled droid hobbling slowly along (especially through the cluttered factory complex) is enough to make even the hardest-hearted Jawa pause to choke back a few tears.

The Poor Crippled Droid

The droid looks somewhat like an R2 astromech droid, except that it is slightly larger (1.1 meters tall instead of 1 meter), is grey (although that may be dirt), and does not seem to have the small retractable leg of the R2s. This is, in fact, a precursor to the R2 series—it is very old. Most importantly, the wheel housings are completely gone from the bottom of this droid's two "legs." The droid (or someone else) has fixed small metal plates there (kind of like runners on a sled) so that it is mobile.



Watching this poor, crippled droid hobbling slowly along (especially through the cluttered factory complex) is enough to make even the hardest-hearted Jawa pause to choke back a few tears.

The droid communicates in a series of whistles and beeps reminiscent of the R2 units. The droid is very lonely and wants to follow the Rebels, no matter where they are going. It knows where the starbase (which has been converted into a prison base) is and long ago was part of an experimental fighter program which the Empire was conducting before Branth was deserted. The droid would like to help the characters. If asked about its damaged legs, the droid will relate in a series of low chirps and mournful whistles the story of how it was damaged during a test flight, and the workmen had to cut it out of the fighter. It was deemed useless by the Imperial Navy and tossed out on the garbage heap to rust. The droid repaired itself as best it could and has felt shunned by humans since.

All this should have the Rebels crying in their boots. If they decide to take the droid along, it will slow them down and make any sort of sneak attack all but impossible. If they absolutely refuse to take the droid with them, it will follow the Rebels and make plaintive bleeping sounds until they accept it as part of the group.

After picking their way through the debris with the little droid dragging itself comically and noisily along (remember the effects of fog mentioned earlier), the Rebels come upon the prison base.

The Prison Base Through The Mist

The prison is actually an old, nonmilitary starbase which has been partially converted (mostly on the inside) to house the Wookiees. The prison lies in a shallow valley below the characters. The mist and smog prevent the characters from seeing anything other than the huge dark shapes of the building. There seems to be a lot of flat open space between the characters and the main building. Several rather short, thin structures are in between the characters and the main prison complex. These small interposing buildings are guard towers, but some of them are not even manned (it is impossible to tell which are and which aren't without walking right up to one). Manned guard towers generally contain two stormtroopers with blaster rifles. See stats for typical stormtroopers below.

Twelve towers surround the prison base; the gamemaster may decide if the characters come across manned ones or not. A token chainlink fence (simply designed to slow an escapee for a few moments) connects all the guard towers. Three stormtroopers armed with blaster rifles patrol the fence. Even if the characters are quiet, the droid will present problems. In any case, you should probably fire a few shots at the characters and make them dive down on the wet, filthy ground.

Typical stormtroopers: DEX 2D (reduced to 1D), Blaster 4D (reduced to 3D), Brawling Parry 4D (reduced to 3D), Dodge 4D (reduced to 3D); STR 2D (increased to 3D), Brawling 3D; all other skills 2D. These stats are identical to those presented for standard stormtroopers in the *Star Wars Sourcebook* and are repeated here for your convenience.

EPISODE THREE: THOSE WOOKIEES BETTER BE GRATEFUL

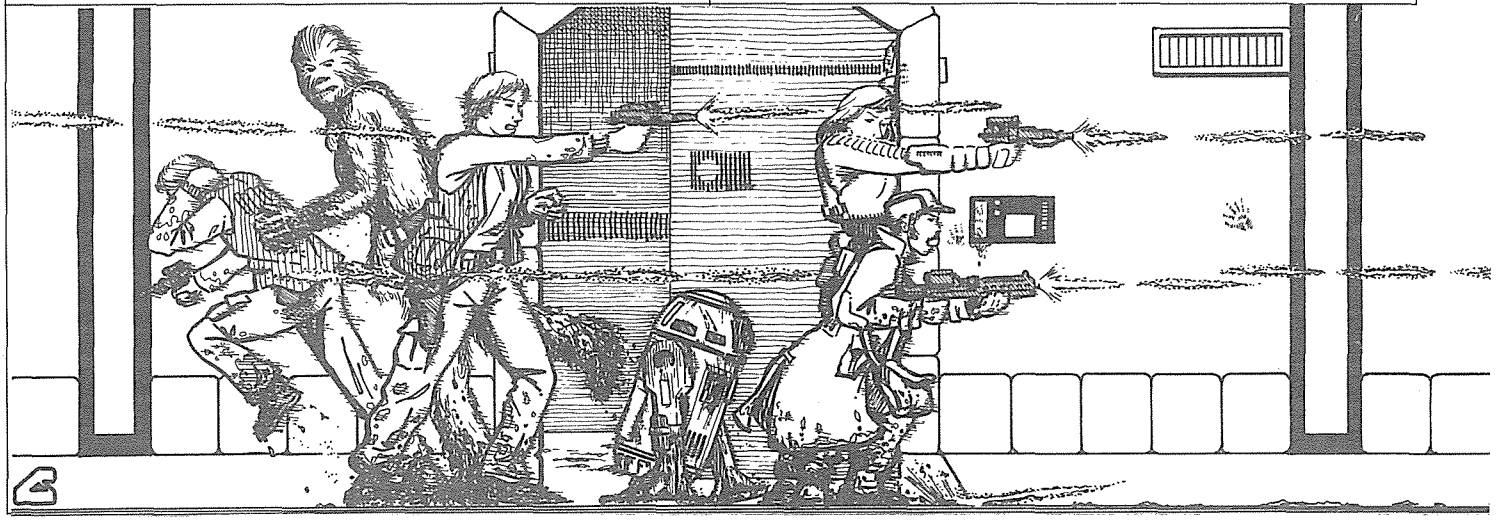
Once the players have reached the main prison complex (dripping with mud and smelling like the Dagobah swamp), they must find the Wookiees and free them. Of course nothing is really that simple.

The Prison Base: Up Close And Personal

The prison base is a four-story building (one level of which is underground); it is a huge, sprawling complex which provides ample opportunity for the characters to become lost, confused, cornered, make narrow escapes, and find lucky secret passages (even if these are garbage chutes and oily machinery shafts). If the characters were able to sneak past the guard towers unobserved, then there is a good chance that they will be able to enter the actual prison building without being seen. Roll against Hide/Sneak for an Easy task; since the base is so secluded, no one *really* expects any trouble.

If, however, the characters shot up a few guard towers, were shot at and hit by one of the stormtroopers, were seen by the stormtroopers who patrol the fence, or set off any alarms, the characters will find that the corridors of the base have small groups of stromtroopers and bounty hunters running in every direction. Roll against Hide/Sneak for a Difficult task; if the Rebels slip up just once, the base will assume the worst: It is being attacked by mad Wookiees!

Stormtroopers inside the base are under strict orders to have their blasters set at stun. The reason for this is simple: If the stormtroopers started dropping Wookiees like flies, there would be a wild, full-scale breakout attempt. It is very possible



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during this adventure that at least some of the characters will get cornered, knocked unconscious, and imprisoned with the Wookiees.

Adventuring in the Prison Base

At some point during the Rebels' adventure, they will notice that the droid is gone. If some of the characters were giving the droid a hard time because it was slow, loud, useless, or told it that it would be unable to follow them into the prison base, the droid will disappear before entering the base. If the characters have been kind to the droid, it will get lost somewhere inside the base (perhaps during a firefight or when the characters try to dodge a group of stormtroopers). In either case, the droid will go to the characters' ship.

The characters spent at least an hour or more walking, crawling, and climbing over the muddy, polluted, wet factory complex before they got to the prison base. They are not clean. They are not dirty—they are *filthy*. They are leaving tracks on the clean prison floors and wet handprints on the walls. Unless the Rebels clean themselves up (which is up to the gamemaster and the players' ingenuity), any stormtrooper using his Search skill need only roll against an Easy task. The first time the characters stop for a moment to rest, have them roll against the general PER skill (an Easy task) to notice that they are tracking mud all over the place.

If the characters are ever captured by the stormtroopers, they will be escorted to the nearest turbolift and taken to cells on the basement level. Once in the turbolift, have all the characters roll against their Spot Hidden skill (a Difficult task) to see if they are able to look over a stormtrooper's shoulder and learn the turbolift code for the basement level.

Level 2: The Ground Level

The ground level of the prison base has one main entrance and several maintenance entrances. The cavernous, fully enclosed flight hangar is also on this level.

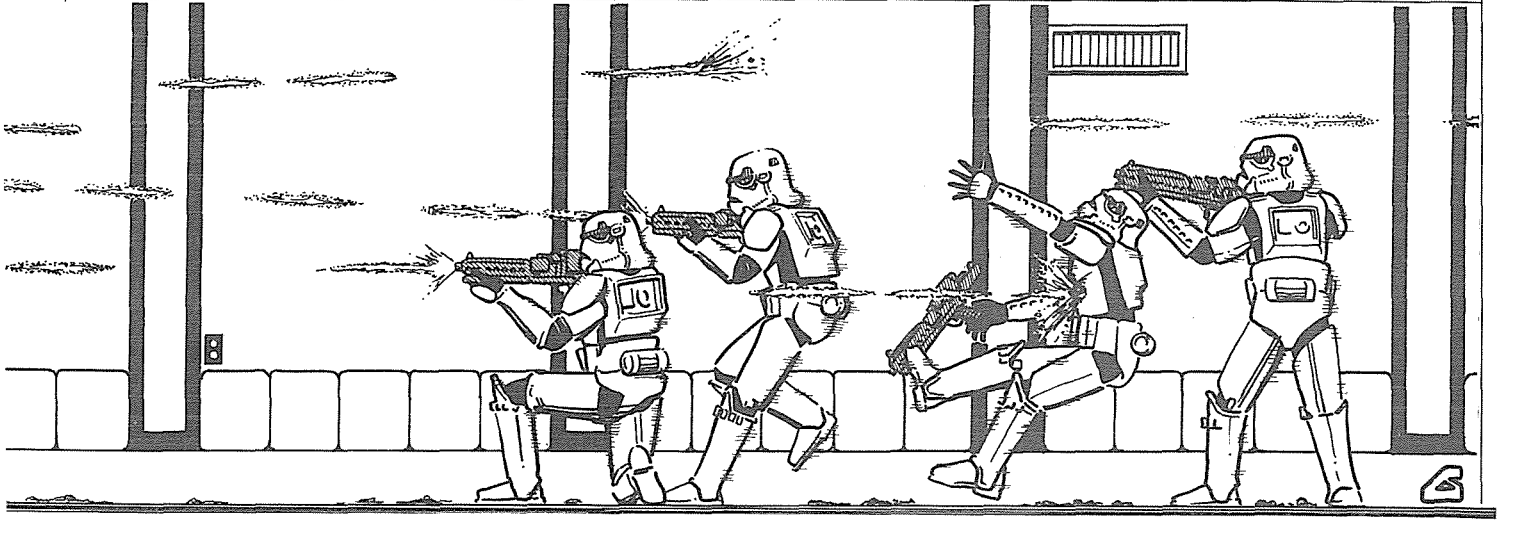
Entrances: Only one main entrance leads into the building at ground level. This is a wide, double doorway which opens into a fairly large lobby area. The room was formerly the registration area for the starbase—now it is a checkpoint for stormtroopers assigned to outside guard duty. Two stormtroopers will always be at the desk, and at least two more will be checking in or out. Doorways to the right and left sides of the lobby lead to corridors and (eventually) turbolifts.

In addition to the main entrance, several maintenance doorways and shipping docks are at ground level, but these are locked from the inside. A successful Search roll (an Easy task) will locate the electronic locking mechanism. Opening the door requires a successful Computer Prog./Repair roll (a Difficult task). If a character rolls a 20 or above, the door will open *without sounding the alarm*; if the character rolls a 15-19, the door will open, *and the alarm will sound*; if the character rolls a 11-14, the door will not open *but the alarm will sound*; any other roll means the door does not open, and no alarm is triggered.

Corridors: This level is a maze of hallways which leads to many small (mostly dusty and unused) offices; prisoners are never brought in on this floor (see The Basement Level: Prison Block W below).

Computer Consoles: Most of the offices on the ground level contain computer consoles, but many of these are not in working order. Furthermore, the consoles that do operate are only capable of retrieving information—they cannot be used to operate the turbolifts and security doors as can the console which is located in Commander deWolf's office on the fourth level. The consoles which are on the ground level may be used to obtain a layout of the base, although this will be a layout which, at the option of the gamemaster, could be considerably different than the present, altered, prison base. The characters may also choose to retrieve information concerning how many prisoners are being held (there are 390 Wookiees, 43 humans, 18 Mon Calamaris, and 17 Eewoks), and how many ships are currently docked here (see The Hangar Deck section below). Any other information which the gamemaster deems appropriate may be obtained through these computer consoles. In order to access this information, the character must successfully roll against his Computer Prog./Repair for a Moderate task.

Turbolifts: Distributed rather sporadically throughout the maze of hallways are turbolifts which connect all four floors of the base. Inside each turbolift is a small keyboard which is used to enter the desired floor number. To go to the basement level (where the prison cells are) a special code must be entered—a successful roll against Computer Prog./Repair (a Very Difficult task) will yield the code. The turbolifts may be overridden from a computer console on level four. After press-



ing the button next to the turbolift, it takes 5D+10 seconds to arrive—or whatever amount of time the gamemaster thinks is dramatically appropriate (the turbolift may not be empty when it arrives, either!).

The Dirty, Oily, Maintenance Ducts: Long forgotten by any cleaning crew, these dimly lit ducts wind their way above the ceiling of each level and can be used to climb or descend levels in the base. The ducts are fairly tight quarters—Wookiees will most likely rub against the walls. Various pieces of machinery can be accessed from these ducts, but it will be hit-and-miss for the most part (oops, I think you just turned off all the lights).

The Hangar Deck: A large door opens into a short, wide corridor which leads to the hangar. Another door at the end of the hallway opens into the hangar itself. Inside the hangar is a turbolift which goes only to the basement level and is used mainly to bring in prisoners (you must have the code to use this turbolift). Inside the hangar is a variety of ships, including 9 TIE, 2 standard Bulk Freighters, 3 standard Stock Light Freighters, 1 Imperial Corvette, a large number of speeder bikes, and countless small repair vehicles. (See below for special notes on these ships and vehicles.)

The inside of the hangar is cluttered with defunct machinery and the worthless shells of old experimental ships and vehicles. If the gamemaster wants to create an experimental starship that the characters can steal (that is, liberate from the tyrannical use of the evil Empire), this would be the perfect place to put it. All the ships and vehicles are fully functional and follow the statistics given in *Star Wars: The Roleplaying Game* unless otherwise noted.

Imperial Corvette

Length: 150 meters
Crew: 45-165, depending on function
Passengers: Up to 600
Hyperdrive Multiplier: [×2]
Sublight Speed: [3D]
Maneuverability: [2D]
Weapons:
Six Double Turbolaser Cannons (fire separately)
Fire Control: [3D]
Damage: [8D]

Note: One set of double turbolaser cannons has been taken off for repairs. This vehicle requires a very large crew to operate properly. The Corvette could successfully fly with a crew as small as 10, but problems would begin to accrue almost immediately (the characters would not be able to properly maintain or even monitor the equipment, not to mention the fact that they have probably never even seen the inside of one of these things before). The characters may be able to escape with the ship, but by the time they get to where they're going, it would be ruined beyond repair.

Bulk Freighter

Length: 100 meters
Crew: 8
Passengers: None
Cargo Capacity: 30,000 cubic meters
Hyperdrive Multiplier: [×3]
Nav Computer: [No]
Hyperdrive Backup: [No]
Sublight Speed: [1D]
Maneuverability: Zero
Weapons: None

Note: This ship is unsuitable for carrying more than its crew of eight; additional crew or passengers will overload the life support systems and endanger everyone onboard.

Level 3: The Armory and Stormtrooper Barracks

The third level of the prison base has many more open areas and fewer winding corridors than the second level.

The Armory: A long, well lit (dead-end) hallway leads to the armory. There is a desk in front of the armory door with two stormtroopers sitting there and 1D extra stormtroopers checking weapons in and out. A camera above the armory door is trained on the desk. A security guard on level four watches the monitor connected to this camera. This guard will sound a red alert and dispatch 10 stormtroopers to the armory if he sees any trouble and may activate the Decimator 397.

The armory is fairly well equipped and contains the following supplies: 83 blaster pistols, 95 blaster rifles, 54 repeating blasters, 12 heavy repeating blasters, 25 thermal detonators, and 120 grenades. There are no boxes in here: Everything is loose (hanging on wall racks or lined up on shelves). Also in the armory, standing up against the far wall, is a Decimator 397 series assassin droid (statistics for the droid are below). The droid is frighteningly tall (2.2 meters) and dull black with sharp angles and long, dagger-like fingers. Its head is vaguely humanoid, with thin eye slits and a heavy metal "brow" which makes it appear to be looking very hard for something. The Decimator 397 has a thin wire running from the base of its neck into the wall behind it (it is hooked into the computer on level four). It doesn't seem to be activated.

If the players shoot at it or cut the wire, two small red points of light will appear beneath its heavy brow, and the droid will become fully functional. The assassin droid will pursue the players relentlessly, but it is not stupid. If it thinks it is overpowered or is in danger of walking into a trap, it will break off its attack. The droid may simply follow the characters and try to get aboard their ship. The gamemaster should use the droid as a "wildcard" (that is, something unpredictable that can add suspense and complications if needed, or can be blown away in the name of the Rebellion).

Decimator 397

Height: 2.2 meters
Strength: [6D]
Skills:
Blaster: [5D]
Search: [6D]
Weapons:
Blaster Cannon
Damage: [5D]
Concussion Missle Launcher
Damage: [7D]
Armor: 3D

Stormtrooper Barracks: Several large connected rooms function as barracks for the 150 stormtroopers who are stationed here. No more than a third of these stormtroopers will be present at one time. Blundering into the barracks is a real good way to get captured.

Level 4: Commander deWolf's Headquarters

The forth level is not as large as the other floors. It contains all the security systems for the base, as well as the base commander's headquarters. There are essentially three important rooms here: the computer room, the security/communications room, and Commander deWolf's office.

The Computer Room: This room houses the computer which operates the base. The computer controls everything from the life support system to the turbolifts and the opening and closing of the prisoner doors on the basement level. The computer console here can be used to override any computer-controlled system.

The Security/Communications Room: Guards here monitor the cameras which are placed at key places in the base (e.g., the armory, the cell block, the entranceway on level 2, and anywhere else the gamemaster deems necessary). From here general announcements can also be made which are broadcast through the entire base. If the armory is attacked, the guards here will announce a "red alert" status for the base, meaning that all 150 stormtroopers are to ready themselves for combat, and that all doorways in and out of the base are to be secured.

Commander deWolf's Office: Two stormtroopers stand guard outside the commander's office at all times.

Commander deWolf is a fat man with a broad, generous face but tiny, darting eyes. He is unarmed and wears no armor. Regardless of what has happened, if the players enter deWolf's office, he will greet them kindly and ask them to sit down. He will explain (in a lavish and gracious backwoods drawl) that he is not so loyal to the Empire as they might think (a lie, of course) and that he would like to share with them some of the wealth which he has accumulated. Commander deWolf will offer them the Imperial Corvette which is docked in the hangar. He will suggest that they take this and give it to the Rebels, who need it worse than he does. He will explain that he only wants to be left alone here; he makes some money selling scrap metal to the droid companies (true) and simply likes to feel in control. This place makes him happy.

The commander would gladly escort the players personally to the Corvette (where they will be ambushed and imprisoned), but the prisoners, alas, must stay. Of course the players will not go for this (if they do, then they will gain a rather bad reputation for deserting all those prisoners). If the characters become hostile, deWolf will pull a blaster pistol from beneath his desk top and fire at the characters. Commander deWolf's statistics are below.

Commander deWolf: DEX 2D+1, Blaster 3D+2; PER 2D+2, Bargain 3D, Con 3D, Command 3D+2; STR 3D.

The computer console on deWolf's desk can be used in the same manner as the one in the computer room.

The Basement Level: Prison Block W

The first level is a sprawling labyrinth of tunnels and corridors much like the ground level (just as confusing and the same potential for hitting dead ends while being chased by stormtroopers). The entire level has very poor lighting, making it a very dank and dreary place. The prison cells are in the same general area, but there are many of them (approximately 45 with 18 prisoners each).

Two stormtroopers will be posted at each of the five turbolifts—these are the only exits out of the prison block. One of these turbolifts goes to the hangar deck. A central control column in the middle of the cell area has a computer console which controls the jail cell doors (roll against Computer Prog./Repair for a Moderate task to open the doors), and a communications console which is tied into the security room on the forth level. This communications console can also be used to make announcements to the entire base, as well as sound an alarm in case of trouble. Four stormtroopers are posted here at all times.

Remember that Wookiees always pay back their friends.

EPISODE FOUR: WOOKIEES AMOK

Most of the Wookiees and other prisoners will remember which turbolift leads to the hangar deck because that's the way they were brought in. *Some* have been here long enough that they won't remember. *All* the Wookiees want to bash stormtrooper heads. Trying to organize the Wookiees, once they are free, is like trying to direct a stampede of wild Banthas.

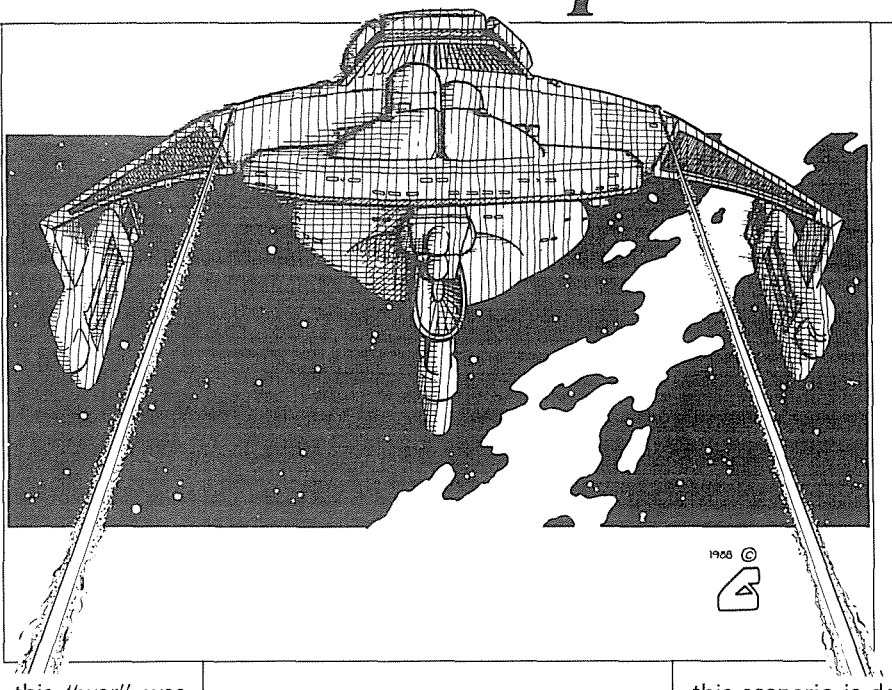
After the prisoners have been freed, the most sensible thing for the characters to do is steal the Corvette, or simply leave it for the crazed Wookiees (they are, after all, mechanically adept and would really have no trouble flying it) and head back to their own ship. A few of the more level-headed Wookiees (and out of 390, there would only be a few) may want to go back to the characters' ship with them. Perhaps an arrangement could be made for the Wookiees to provide firepower in the Corvette while the characters escape in their much smaller ship.

If the players go back to their own ship (which should be encouraged—aren't there some Rebel maps and plans onboard?), they will find it exactly as they left it. When they enter the ship, the little lame droid will be there. It has been "fixing" the sublight maeuver drive. It has a bunch of little pieces that used to be the magnetic drive coupler set neatly next to each other on the floor. It is humming softly to itself as it cleans the parts. It just wanted to help.

It will take 10 minutes to jury rig the drive: Have the character roll against Starship Repair for a Difficult task. Success means that the drive will function normally. Failure means that 2D pieces were left over—the referee may determine what effect this has on the ship's performance (e.g., the drives cut out with three TIE fighters closing in, the ship shakes dangerously and/or can't reach full speed), but the characters should be allowed to get off the ground.

Once in space, they could have as many as nine TIE fighters to deal with, depending on whether the Corvette got there first. For the sake of dramatics, have the player characters get there first, and just as the TIEs are swooping in to zap them, the Corvette can blow the rest away. Remember that Wookiees always pay back their friends. After that it's a quick astrogation calculation, and home is just a hop, skip, and a jump away. Ω

Border Dispute



By John A. Theisen and Chuck Wienand

The five following scenarios are meant to be played together as a mini-campaign for *Star Fleet Battles*, published by Task Force Games. However, each scenario can be played by itself. The mini-campaign depicts a brief but intense period of conflict as a relatively small force from the Klingon Empire attacked Federation space, then withdrew after suffering significant losses. Although this "war" was nothing more than a series of limited skirmishes, the destruction was as real and the casualties as dead as those suffered in any larger campaign.

The winner of each scenario will be determined by a victory point scale. If all five scenarios are played, the winner of the campaign will be determined by the overall victory point total. This overall victory total will be cross-indexed on a chart to determine who the winner of the campaign is (if anyone at all, for ties are possible). In order to determine who wins the campaign, all scenarios must be played out to the end—even if it looks like a lop-sided affair. In the end, victory points will be all that matters—not who wins the most scenarios.

Players may begin all scenarios with their ships travelling at any desired speed. All scenarios are designed for two players.

SCENARIO 1: SNEAK ATTACK

Commander Harry "Wild Hare" Hickok, CO of Federation Base Station KLa-91, stood directly behind his sensors operator and stared over the lieutenant's shoulder at the screen.

"Klingons?" Hickok muttered.

"Aye, Commander," the young woman answered quietly. "Two cruisers and a frigate."

"But where did they come from?" He paused. "Their bearing?"

> *"My only regret of fighting a war [in the vacuum of space] is knowing the moribund screams of my opponents cannot carry to my ears."*
> —Kilnast, Klingon Fleet Admiral (shortly before his death)

"They're headed right for us. And in a hurry."

Hickok wiped his glistening brow with a sleeve; yes, he knew it was a minor uniform infraction, but he didn't care anymore.

"Where are the *Abercrombie* and the *Topaz*?"

"In the opposite direction, just barely in sensor range. But we don't even have time to call them." She paused. "Do you think they know the Klingons are here?"

"Put in a call to them anyway," Hickok answered. A tic in his left eye twitched uncontrollably. "We'll know soon enough."

In the very first stage of the war with the Federation, the Klingons assaulted the Federation base stations that lie all along the Federation-Klingon neutral zone. The Klingons, depending upon surprise rather than numbers, invaded Federation space with small, fast raiding parties while the bulk of the Klingon Fleet awaited the outcome of these raids.

Initial Setup

The initial setup for this scenario is described below.

Federation: A base station is placed in the center of the map.

Klingons: D7 heavy cruisers in hexes 0626 and 0424, both with a heading of B. F5 frigate in hex 0426 with a heading of B.

Scenario Length

The scenario lasts until all Klingon ships are destroyed and/or captured, or two turns after the Federation base station is destroyed or captured.

Special Rules

Players should be aware of these special rules.

1. The Klingon ships are not allowed to retreat. However, they may self-destruct.

2. Two Federation ships will enter on game turn two, anywhere along hex row 42xx. These ships are a Federation frigate and a scout. (The scout's sensors detected the Klingons and their probable objectives, and they rushed in to help out the base station.) Once they enter the game, these two ships may not leave battle until the base station is destroyed or captured, or all Klingon ships are destroyed and/or captured.

Victory Conditions

The Klingon player receives the following victory points for achieving each of these objectives:

Destruction/capture of base station: 75.

GDW LIBRARY

Destruction of frigate: 7
Destruction of scout: 7
Capture of frigate: 14
Capture of scout: 28
The Federation player receives the following victory points:
Destruction of D7 cruiser: 11 (each)
Destruction of F5 frigate: 7
Capture of any ship: double its "destroyed" point value
If base station is still under Federation control at end of scenario: 50

At the end of the scenario, subtract the Federation victory point total from the Klingon victory point total and consult the following listing for the outcome of the scenario.

Klingon overwhelming victory: 96 to 117 pts.
Klingon tactical victory: 68 to 95 pts.
Klingon marginal victory: 50 to 67 pts.
Tie: 22 to 49 pts.
Federation marginal victory: −41 to 21 pts.
Federation tactical victory: −73 to −42 pts.
Federation overwhelming victory: −108 to −74 pts.

SCENARIO 2: FLEET ENGAGEMENT

Commodore David Lu shifted heavily in the command seat on the heavy cruiser Vancouver *and slowly stroked his salt-and-pepper beard with a forefinger. "Commander Ton, put me on intership."*

The communications officer responded instantly, as the viewing screens of five Federation vessels lit up with the Commodore's solemn face.

"Fellow Captains, we appear to be facing a numerically equal, but qualitatively superior, Klingon force. Headquarters does not expect us to stop their advance—simply hold them of as long as possible. Dreadnoughts are on the way, but they won't arrive to do us any good. I know we haven't worked together as a formation before, but you all remember what the Academy says to do. Good luck to each of you, and let's go get those Klingon apes."

After the destruction of several Federation base stations, the Klingons moved quickly to engage the task forces the Federation hastily assembled. Klingon Admirals knew the best time to destroy the Federation's fleet was before reinforcing dreadnoughts arrived from patrol duty deep within the Federation. Led by Fleet Admiral Kilnast in the C8 dreadnought *The Misery*, the Klingon task force tried for the utter destruction of the only task force between the Klingons and the Federation supply base on a small, lifeless world nearby.

Initial Setup

The following section details the initial setup of the Fleet Engagement scenario.

Federation: The Federation player sets up first. He may place any of his ships in the following hexes, with any heading: 4106, 4108, 4110, 4112, 4114, and 4116. The Federation player has the following ships at his disposal: 1 × heavy cruiser, 3 × destroyer, 1 × destroyer leader, 1 × galactic survey cruiser.

Klingons: The Klingon player sets up second. He may place any of his ships in the following hexes, with any heading: 0221, 0323, 0421, 0726, 0827, and 0926. The Klingon player has the following ships at his disposal: 1 × C8 dreadnought, 3 × D7 heavy cruiser, 2 × F5 frigate.

Scenario Length

The scenario lasts until all of one side's ships have been lost by being destroyed, being captured, exiting the map, or any combination of the above.

Special Rules

The following section outlines special rules.

1. No ship on the map may exit until one-half of its task force has been destroyed (captured ships do not count as destroyed ships in this case). Exiting ships may not return.

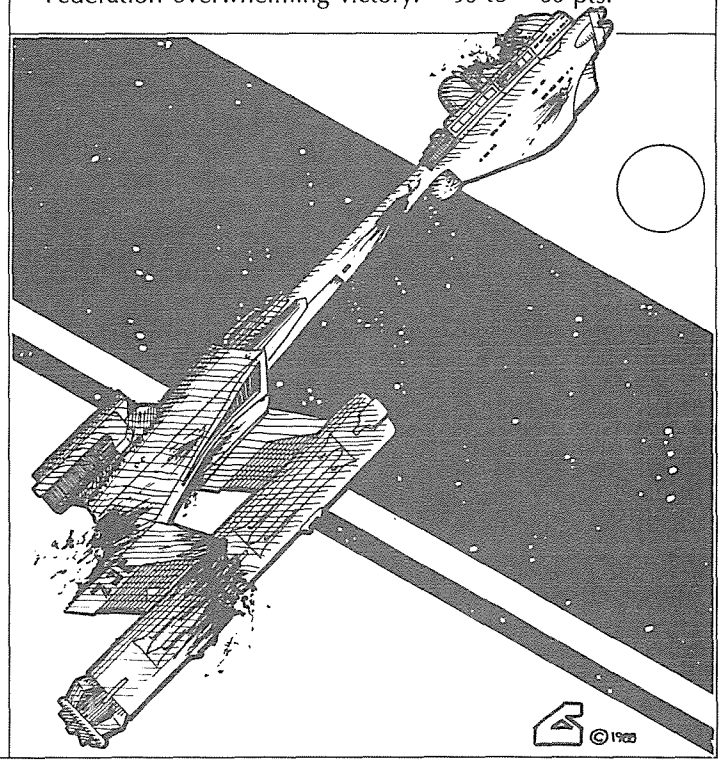
2. Federation ships may not self-destruct.

Victory Conditions

The Klingon player receives the following victory points:
Destruction of heavy cruiser: 12
Destruction of destroyer or destroyer leader: 9 (each)
Destruction of galactic survey cruiser: 13
Capture of any ship: Double its "destroyed" point value
The Federation player receives the following victory points:
Destruction or capture of C8 dreadnought: 21
Destruction or capture of D7 heavy cruiser: 11 (each)
Destruction or capture of F5 frigate: 7 (each)
If Federation heavy cruiser or galactic survey cruiser survives the scenario: 6 (each)
If Federation destroyer or destroyer leader survives the scenario: 4 (each)

Subtract the Federation total from the Klingon total and consult the following listing.

Klingon overwhelming victory: 99 to 122 pts.
Klingon tactical victory: 89 to 98 pts.
Klingon marginal victory: 81 to 88 pts.
Tie: 12 to 80 pts.
Federation marginal victory: −28 to 11 pts.
Federation tactical victory: −65 to −29 pts.
Federation overwhelming victory: −96 to −66 pts.



SCENARIO 3: PLANETARY STRIKE

"Well?" grumbled Kilnast. "What does the scout report?"

Captain Karugh, his second-in-command, kneeled, then stood with eyes downcast. "We have located a small Federation base, my Lord. It is thought to be the only one in the quadrant."

"Its defenses?"

"Nothing worthy of mention, Lord Admiral. Destroyers, a scout or two."

Kilnast rubbed his hands together. "Good, good! We shall attack this base immediately and reduce it to atoms." The Klingon flag officer slapped his subordinate on the back. "I will postpone your punishment so you may live to see this glorious victory."

A grateful Karugh sighed inaudibly. "Yes, my Lord."

After the Klingon success in driving back the Federation's forces, Fleet Admiral Kilnast aboard the Klingon C8 dreadnought *The Misery* planned to break through to the Federation supply bases. After learning the whereabouts of the Federation base-force from a Klingon scout ship that had penetrated deep into Federation territory, Admiral Kilnast decided to lead the attack on the Federation's supply base, hoping to force the Federation to give up this entire quadrant to the Klingon Empire.

Initial Setup

The initial setup is as follows.

Federation: Small planet in hex 2315. Destroyers in hexes 1927 and 2327, both with a heading of A. Scout in hex 2125 with a heading of A. Heavy cruisers in hexes 2127 and 2128, both with a heading of A.

Klingons: C8 dreadnought in hex 0716 with a heading of C. D7 heavy cruisers in hexes 0313 and 0317, both with a heading of C.

Scenario Length

The scenario lasts until all of one side's ships have been destroyed, or until the base-force on the planet has been destroyed and the Klingons retreat.

Special Rules

The following are special rules.

1. The Klingons may not retreat until the base-force on the planet has been destroyed. The base-force will be destroyed when it takes 100 points of damage. The base-force has no defenses (aside from the Federation ships).

2. Both of the Klingon D7s are damaged. The following boxes must marked off as follows:

D7 1 (hex 0313): Both wing phasers, 1 transporter, 4 hulls, 1 security station, 2 impulse engines

D7 2 (hex 0317): 1 bridge, 3 left warp engines, 1 left wing phaser, disruptor a, 2 left waist phasers

3. The destruction of a ship near the planet will do damage to the base-force and is allowable.

4. Self-destruction is permitted for both players.

Victory Conditions

The Klingon player receives one victory point for each point of damage done to the base-force.

The Federation player receives the following victory points:

Destruction of C8 dreadnought: 22

Destruction of D7 heavy cruiser: 9 (each)

Subtract the Federation total from the Klingon total and consult the following listing.

Klingon overwhelming victory: 90 to 100 pts.

Klingon tactical victory: 75 to 89 pts.

Klingon marginal victory: 66 to 74 pts.

Tie: 55 to 65 pts.

Federation marginal victory: 1 to 54 pts.

Federation tactical victory: −31 to 0 pts.

Federation overwhelming victory: −40 to −31 pts.

SCENARIO 4: REAR ACTION

Randall stabbed at the navigation controls. "I still say minesweeper escort duty is dull, dull, dull."

Henrik smiled good-naturedly from his helm station. "Even when we're behind enemy lines? We're not just escorting, you know. We're keeping an eye out for the entire Klingon fleet."

"Sure. And my great-grandmother was an admiral, too."

Before Henrik could reply, an automatic sensor-activated klaxon sounded. "What's going on?" Randall spoke aloud.

Henrik just stared, mouth agape, at the main viewer. "Look at that—a regulation Klingon dreadnought!"

Randall hit the intercom switch. "Captain Morris to the bridge! Captain Morris to the bridge! Battle stations! This is not a drill!"

After defeating the Klingons at the Federation base-force, the Federation decided to launch a counter-attack aimed at the Klingon's main force. With this major assault, a small task force was made up to harass the Klingon rear area and to keep any reinforcements from reaching the Klingon front lines. This task force was led by Fleet Captain Radley Morris, whose leadership helped defeat the Klingons at the base-force. Shortly after the battle on the front ensued, Captain Morris spotted a Klingon tug towing the injured C8, *The Misery*. With the opportunity to make *The Misery*'s defeat a complete one, he decided to attack.

Initial Setup

The following details the initial setup.

Federation: The Federation forces may be set up in any of the following hexes, with any heading: 0713, 0715, 0511, 0513, 0515, 0517, 0314.

The Federation player has the following ships: 2 × minesweeper, 4 × destroyer escort, 1 × destroyer leader.

Klingons: Battle tug in hex 3827 with a heading of A. C8 dreadnought in hex 3827 with a heading of A. F5 frigate in hexes 3421, 3423, 3425, 3619, and 3627, all with a heading of A.

Scenario Length

The scenario lasts until all of one side's ships have been destroyed and/or captured.

Special Rules

These special rules apply.

1. Hex rows 1900 through 2300, inclusive, are mined by the Klingons. Before the start of the game, the Klingon player may secretly place the following mines in any of these hexes: 15 large explosive, 40 small explosive, three large captor, and four sensor mines.

2. The Klingon C8 dreadnought has been badly damaged.

The following are the only systems on the dreadnought that *do* work: eight impulse engines, five hull, two batteries, one tow lf phaser II, disrupter c and d, lr and rr phaser II, two bridges, drones 5 and 6, r phaser I, six excess damage, three security stations, two auxiliary controls, two labs.

Victory Conditions

The Klingon player receives the following victory points:
Destruction of minesweeper, destroyer escort, or destroyer: 9 (each)
Exiting dreadnought off map: 9
Capture of any ship: Double its "destroyed" point value
The Federation player receives the following victory points:
Destruction of battle tug: 18
Destruction of C8 dreadnought: 8
Destruction of F5 frigate: 7 (each)
Capture of any ship: Double its "destroyed" point value
Subtract the Federation total from the Klingon total and consult the following listing.
Klingon overwhelming victory: 114 to 135 pts.
Klingon tactical victory: 59 to 113 pts.
Klingon marginal victory: 23 to 58 pts.
Tie: −11 to 22 pts.
Federation marginal victory: −47 to −12 pts.
Federation tactical victory: −102 to −48 pts.
Federation overwhelming victory: −122 to −103 pts.

SCENARIO 5: LAST HOPE

"All our ships are in position now, my Lord," Captain Karugh offered.

"Very good," Admiral Kagel said. "I like to be kept informed. Now we shall defeat this Federation battlefleet once and for all. You know my predecessor was an incompetent, bumbling fool."

"Yes, my Lord." Karugh had not told Kagel about his death sentence, yet unfulfilled by Kilnast's own untimely end. Karugh did not wish to burden his new superior with unnecessary details.

"But he was not so much a fool that he did not keep records. I know about your pending punishment, Captain Karugh."

"Yes, my Lord," Karugh said uncomfortably.

Kagel drew a pocket disruptor from his vest and fired point-blank at the officer. "I told you I like to be kept informed."

With major Klingons defeats, Fleet Admiral Kagel (replacing Kilnast, who died during the attack on the Federation base-force) launched an all-out assault in hope of having more bargaining power when the Federation and the Klingons would meet.

Initial Setup

The following section describes the initial setup.

Federation Dreadnoughts in hexes 3206 and 4010, both with a heading of E. Heavy cruisers in hexes 3407 and 3809, both with a heading of E. Command cruiser in hex 3608 with a heading of E.

Klingons: C9 dreadnought in hex 0524 wit a heading of A. C8 dreadnought in hex 0826 with a heading of B. D7 battle cruisers in hexes 0425 and 0625, both with a heading of A. D6 battle Cruisers in hexes 0627 and 0728, both with a heading of B.

Scenario Length

The scenario lasts until all of one side's ships have been destroyed and/or captured.

Special Rules

The following special rule applies in this scenario.
1. Scrolling map.

Victory Conditions

The Klingon player receives the following victory points:
Destruction of dreadnought: 18 (each)
Destruction of heavy cruiser: 12 (each)
Destruction of command cruiser: 14
Capture of any ship: Double its "destroyed" point value
The Federation player receives the following victory points:
Destruction of C8 or C9 dreadnought: 21 (each)
Destruction of D6 or D7 battle cruiser: 11 (each)
Capture of any ship: Double its "destroyed" point value
Subtract the Federation total from the Klingon total and consult the following list.
Klingon overwhelming victory: 118 to 148 pts.
Klingon tactical victory: 57 to 117 pts.
Klingon marginal victory: 10 to 56 pts.
Tie: −12 to 9 pts.
Federation marginal victory: −73 to −13 pts.
Federation tactical victory: −144 to −74 pts.
Federation overwhelming victory: −172 to −145 pts.

CAMPAIGN RESULTS

The "winning" player of each scenario receives campaign victory points for the following results:
Each overwhelming victory: 15
Each tactical victory: 10
Each marginal victory: 5
Each tie: 0
Subtract the Federation total from the Klingon total and use the following results to determine the outcome of the war.
45 to 75: Great gains made by the Klingon Empire; Federation is forced to abide by Klingon peace proposals.
25 to 40: Substantial gains made by Klingons; Federation must give up several key worlds to the Klingon Empire.
10 to 20: Little or no gains made by Klingons.
−5 to 5: Boundaries of the two powers do not change at all. War will continue indefinitely.
−25 to −10: Federation forces Klingons to make peace, but with no concessions.
−40 to −30: Federation forces peace with Klingons and substantial concessions are made to the Federation.
−75 to −45: Great gains made by the Federation with several key Klingon worlds transferred to the Federation. Ω

Continued from page 52

Undead Setup

The Undead set up at the edge of the board marked "Exit."

Victory Conditions

The Elders win if they destroy all the Undead. The Undead win if they can move the coffin (marked "Coffin" on the map) of Brok-Tal off the end of the board marked "Exit." The coffin requires one person to move and counts as a heavy item, with a movement penalty of 1.5 inches. Ω

Warp Factor Equivalency Tables

By John A. Theisen
Article concept by Josh W. Spencer

Anyone familiar with *Star Trek* or *Star Trek: The Roleplaying Game* knows that starships travel interstellar distances at high velocities called "warp factors." Warp factors are measured as an exponent of the value (i.e., the resulting warp speed is the warp factor multiplied by itself a certain number of times, with the value then expressed as a multiple of the speed of light). For example, assuming the value is raised to the third power, Warp Factor 1 would be 1 times 1 times 1, or 1 times the speed of light. Warp Factor 2 would be 2 times 2 times 2, or 8 times the speed of light. Warp Factor 3 would be 27 times the speed of light, and so forth. Starships existing during the time of *Star Trek: The Roleplaying Game* use an exponent of three to calculate all warp speeds.

The remarkable engines of the Star Trek *universe propel ships according to specific equations. Calculation of speed and distance travelled can be tedious—these tables should help referees and players alike.*

Star Trek's future starships would be capable of even greater speeds. One possibility briefly mentioned in the *Star Trek Spaceflight Chronology* is the so-called SuperWarp, in which all velocities are raised to the *fourth* power. However, in less than 100 years from the time of *Star Trek: The Roleplaying Game*, an even greater leap in technology will permit starships to travel at velocities raised to the *fifth* power. By this time, Warp Factor 2 becomes 32 times the speed of light, Warp Factor 3 equals 243 times the speed of light, and so forth. The fact that starships can reach these speeds is directly implied by notes contained in the *Writers'/Directors' Guide* for *Star Trek: The Next Generation*, written by Gene Roddenberry.

In the Warp Speed Table which follows, the first columns give the warp factor as raised to the third, fourth, and fifth powers, respectively. The fifth column shows the equivalent third-power warp speed based on the fifth-power speed. For example, using warp-to-the-fifth, Warp Factor 2 is 32 times the speed of light. To travel 32 times the speed of light using warp-to-the-third, the starship would have to attain Warp Factor 3.175. Thus, the "new" Warp Factor 5 is faster than the "old" Warp 14! All values in this table are rounded up to the nearest significant digit.

In the Warp Distance Table which follows, the distances travelled—as measured in light years—during a single year, day, and hour have been determined, based on warp-to-the-fifth. (For these calculations, a year consists of 365.25 standard days, with 24 hours to a standard day, of course.) Values are again rounded up to the nearest significant digit, except where values closely approach zero (such as light-years-per-day at very low Warp Factors).

WARP SPEED TABLE
Multiples of Speed of Light

Warp	*Warp³ "Old"*	*Warp⁴ "SW"*	*Warp⁵ "New"*	*Warp³ Equiv.*
1.0	1.000	1.000	1.000	1.000
1.1	1.331	1.464	1.611	1.172
1.2	1.728	2.074	2.488	1.355
1.3	2.197	2.856	3.713	1.548
1.4	2.744	3.842	5.378	1.752
1.5	3.375	5.063	7.594	1.966
1.6	4.096	6.554	10.486	2.189
1.7	4.913	8.352	14.199	2.421
1.8	5.832	10.498	18.896	2.664
1.9	6.859	13.032	24.761	2.915
2.0	8.000	16.000	32.000	3.175
2.1	9.261	19.448	40.841	3.444
2.2	10.648	23.426	51.536	3.721
2.3	12.167	27.984	64.363	4.008
2.4	13.824	33.178	79.626	4.302
2.5	15.625	39.062	97.656	4.605
2.6	17.576	45.698	118.814	4.916
2.7	19.683	53.144	143.489	5.235
2.8	21.952	61.466	172.104	5.562
2.9	24.389	70.728	205.111	5.897
3.0	27.000	81.000	243.000	6.240
3.1	29.791	92.352	286.291	6.591
3.2	32.768	104.857	335.544	6.949
3.3	35.937	118.592	391.353	7.315
3.4	39.304	133.633	454.354	7.688
3.5	42.875	150.062	525.218	8.068
3.6	46.656	167.961	604.661	8.456
3.7	50.653	187.416	693.438	8.815
3.8	54.872	208.513	792.351	9.253
3.9	59.319	231.344	902.241	9.663
4.0	64.000	256.000	1024.000	10.079
4.1	68.921	282.576	1158.560	10.503
4.2	74.088	311.169	1306.910	10.933
4.3	79.507	341.880	1470.080	11.370
4.4	85.184	374.809	1649.160	11.815
4.5	91.125	410.062	1845.280	12.266
4.6	97.336	447.745	2059.620	12.723
4.7	103.823	487.967	2293.450	13.187
4.8	110.592	530.841	2548.030	13.658
4.9	117.649	576.479	2824.750	14.136
5.0	125.000	625.000	3125.000	14.620
5.1	132.651	676.519	3450.240	15.111
5.2	140.608	731.160	3820.030	15.608
5.3	148.877	789.046	4181.940	16.111
5.4	157.464	850.304	4591.630	16.621
5.5	166.375	915.061	5032.830	17.137
5.6	175.616	983.447	5507.310	17.660
5.7	185.193	1055.600	6016.900	18.188
5.8	195.112	1131.650	6563.550	18.723
5.9	205.379	1211.730	7149.220	19.264

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Warp	Warp³ "Old"	Warp⁴ "SW"	Warp⁵ "New"	Warp³ Equiv.
6.0	216.000	1296.000	7776.000	19.811
6.1	226.981	1384.580	8445.940	20.365
6.2	238.328	1477.630	9161.310	20.924
6.3	250.046	1575.290	9924.340	21.490
6.4	262.144	1677.720	10,737.400	22.061
6.5	274.625	1785.060	11,602.900	22.639
6.6	287.496	1897.470	12,523.300	23.222
6.7	300.763	2015.110	13.501.200	23.812
6.8	314.432	2138.130	14,539.300	24.407
6.9	328.508	2266.710	15,640.300	25.008
7.0	343.000	2401.000	16,807.000	25.615
7.1	357.910	2541.160	18.042.200	26.228
7.2	373.247	2687.380	19,349.100	26.846
7.3	389.016	2839.820	20,730.700	27.471
7.4	405.223	2998.650	22,190.000	28.101
7.5	421.874	3164.050	23,730.400	28.736
7.6	438.975	3336.210	25,355.200	29.378
7.7	456.532	3515.300	27,067.800	30.025
7.8	474.551	3701.490	28,871.600	30.678
7.9	493.038	3895.000	30,770.500	31.336
8.0	512.000	4096.000	32,768.000	32.000
8.1	531.439	4304.660	34,867.700	32.669
8.2	551.367	4521.200	37,073.800	33.344
8.3	571.786	4745.820	39,390.300	34.024
8.4	592.703	4978.710	41,821.100	34.711
8.5	614.124	5220.050	44,370.400	35.402
8.6	636.055	5470.070	47,042.600	36.099
8.7	658.502	5728.970	49,842.000	36.801
8.8	681.472	5996.950	52,773.100	37.509
8.9	704.968	6274.220	55,840.500	38.222
9.0	729.000	6561.000	59,049.000	38.941
9.1	753.571	6857.490	62,403.100	39.664
9.2	778.688	7163.930	65,908.200	40.393
9.3	804.357	7480.520	69,568.800	41.128
9.4	830.584	7870.490	73,390.300	41.868
9.5	875.375	8145.060	77,378.100	42.613
9.6	884.736	8493.460	81,537.300	43.363
9.7	912.673	8852.930	85,873.500	44.118
9.8	941.192	9223.680	90,392.100	44.879
9.9	970.300	9605.970	95,099.100	45.645

WARP DISTANCE TABLE
Warp to the Fifth Power

Warp Factor	Ly/Year	Ly/Day	Ly/Hour
1.0	1.000	0.003	0.000
1.1	1.611	0.004	0.000
1.2	2.488	0.007	0.000
1.3	3.713	0.010	0.000
1.4	5.378	0.015	0.001
1.5	7.594	0.021	0.001
1.6	10.486	0.029	0.001
1.7	14.199	0.039	0.002
1.8	18.896	0.052	0.002
1.9	24.761	0.068	0.003
2.0	32.000	0.088	0.004
2.1	40.841	0.112	0.005
2.2	51.536	0.141	0.006
2.3	64.363	0.176	0.007
2.4	79.626	0.218	0.009
2.5	97.656	0.267	0.011
2.6	118.814	0.325	0.014
2.7	143.489	0.393	0.016
2.8	172.104	0.471	0.020
2.9	205.111	0.562	0.023
3.0	243.000	0.665	0.028
3.1	286.291	0.784	0.033
3.2	335.544	0.919	0.038
3.3	391.353	1.071	0.045
3.4	454.354	1.244	0.052
3.5	525.218	1.438	0.060
3.6	604.661	1.655	0.069
3.7	693.438	1.899	0.079
3.8	792.351	2.169	0.090
3.9	902.241	2.470	0.103
4.0	1024.000	2.804	0.117
4.1	1158.560	3.172	0.132
4.2	1306.910	3.578	0.149
4.3	1470.080	4.025	0.168
4.4	1649.160	4.515	1.188
4.5	1845.280	5.052	0.211
4.6	2059.620	5.639	0.235
4.7	2293.450	6.279	0.262
4.8	2548.030	6.976	0.291
4.9	2824.750	7.734	0.332
5.0	3125.000	8.556	0.356
5.1	3450.240	9.446	0.394
5.2	3802.030	10.409	0.434
5.3	4181.940	11.450	0.477
5.4	4591.630	12.571	0.524
5.5	5032.830	13.779	0.574
5.6	5507.310	15.078	0.628
5.7	6016.900	16.473	0.686
5.8	6563.550	17.970	0.749
5.9	7149.220	19.573	0.816
6.0	7776.000	21.189	0.887
6.1	8445.940	23.124	0.963
6.2	9161.310	25.082	1.045
6.3	9924.340	27.171	1.132
6.4	10,737.400	29.397	1.225
6.5	11,602.900	31.767	1.324
6.6	12,523.300	34.287	1.429
6.7	13,501.200	36.964	1.540
6.8	14,539.300	39.806	1.659
6.9	15,640.300	42.821	1.784
7.0	16,807.000	46.015	1.917
7.1	18,042.200	49.397	2.058
7.2	19,349.100	52.975	2.207
7.3	20,730.700	56.757	2.365
7.4	22,190.000	60.753	2.531
7.5	23,730.400	64.970	2.707
7.6	25,355.200	69.419	2.892
7.7	27,067.800	74.107	3.088
7.8	28,871.600	79.046	3.294
7.9	30,770.500	84.245	3.510
8.0	32,768.000	89.714	3.738
8.1	34,867.700	95.463	3.978

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982nd Commonwealth Pursuit Wing

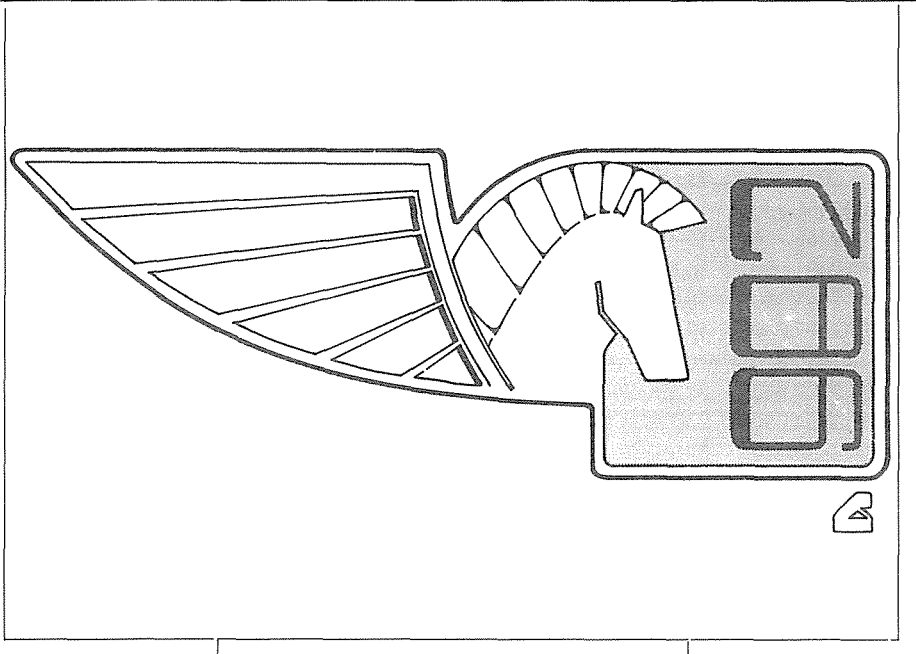
By John A. Theisen

Combat is certainly no stranger to the 982nd Commonwealth Pursuit Wing, a unit first formed more than a century ago. Since then, it has served well in support of Human, Naram, and Kess-Rith.

In the 6690s, shortly after the first Renegade Legions and naval groups had abandoned the TOG, the incumbent Commonwealth Regent realized that passive resistance and territorial defense would not be enough against an expanding empire. The Commonwealth would be forced to take an aggressive posture, and such a posture would require offensive formations such as the Pursuit Wing. This unit, among others, was created to bring the battle right to the enemy, wherever or whatever it might be. Over the next half-century, the Pegasus earned a reputation for going anywhere the need was great, and the official unit motto was changed accordingly.

In recent years, the 982nd was one of the first units to enter and one of the last to leave Keserdal Country when Ja Jasos fell to the TOG in 6809. The loss of Keserdal, though not the Wing's fault, was a severe setback to the morale of the unit, and several senior officers opted for immediate retirement. During the last 20 years, the Pegasus has been stationed deep within the Commonwealth and used as a training cadre regiment, with various expert pilots temporarily attached as instructors.

Then, standby instructions came in 6829. Key personnel, previously rotated through the Wing, received new orders giving them permanent assignments in the unit. Meanwhile, the trainees themselves continued to come and go until final notices were issued in early 6831. At that time, everyone temporarily assigned received new orders to complete integration training (learning how to work together as a cohesive fighting formation) and prepare to move out. Their destination: Shannedam County.



982nd
PURSUIT WING
PEGASUS
AIR CAVALRY
Slogan:
"We will fly anywhere in the Regent's service."
Unit Nicknames:
"Vacuum Stallion,"
"Sky Horse,"
"Niner-eighty-deuce."

Even though a number of pilots are not fully rated for combat, the Pegasus Air Cavalry possesses respectable offensive capability and staying power, due in large part to the models of fighters used. Admittedly, Commodore Manners is a little concerned about the quality of some pilots. Nevertheless, he knows that experience will toughen many of them. He is determined to prove the 982nd is still a Wing capable of adding to its earlier achievements.

The 982nd Pursuit Wing has not yet received a specific duty assignment in Shannedam County, and there is some talk that the unit might be used somehow in an offensive role.

DEPLOYMENT, ORGANIZATION, AND EQUIPMENT

The 982nd Wing is described as a "Pursuit Wing," which is distinct from the more common Interceptor Wings. In general, Interceptor Wings tend to perform escort duties, then engage the opposition until they are no longer in the vicinity or no longer present an immediate danger to the interceptors' area of defensive responsibility. To contrast, Pursuit Wings tend to go after their targets until the targets have been utterly eliminated (or until the Pursuit Wing has suffered enough casualties to warrant a withdrawal). This distinction is important to understand when realizing the tenacity of the 982nd Pursuit Wing's attacks.

Organizationally, the 982nd Pursuit Wing can be described as a "square" Wing. Instead of containing three Flights in a Group and five Groups in the Wing as most TOG Fighter Wings do, the 982nd has four Flights in a Group and four Groups in a Wing—though squadrons still have six planes each). Because it is equipped with 16 Flights instead of 15, this makes the 982nd Wing—with 384 fighters—slightly larger than the regulation TOG Wing. The square-wing formation is not uncommon among older Commonwealth Fighter Wings, as it is more closely patterned after military formations from the mid-20th century British Empire.

The 982nd Wing is comprised of the 2075th, 2327th, 3199th, and 4800th Fighter Groups, each containing 96 fighters. In common practice (at least for this wing), the Flights within each Group are uniformly designated "A," "B," "C," and "D." The Squadrons within each Flight

are called "Able," "Baker," "Charlie," and "Fox." (By ancient tradition, the fourth squadron should have been called "Dog" rather than "Fox." However, both the terms "Dog" and its logical successor "Easy" were avidly decried by pilots who resented such labeling. From the standpoint of morale, "Fox" was deemed an acceptable alternative.)

Throughout the centuries, the 982nd Wing has almost always been equipped with state-of-the-art fighters and support equipment. At the current time, the 982nd contains a mix of 10 different Commonwealth and KessRith fighters. (Four classes, the *Whirlwind*, *Starhawk*, *Gnome*, and *Cavalier*, are described in detail at the end of this article.) In the 982nd, fighter classes are grouped into Squadrons more on the basis of providing overlapping fields of fire than on speed alone. After some costly trial and error, senior Wing officers decided it was more important to mix ships with long-range and short-range combat capability, than to have every ship be of the same class, thus capable of the same speed but invariably with some tactical weakness. As a result, almost every Squadron contains pairs of three different fighter classes.

If unusual tactical needs arise, it is standard procedure to reorganize part of the Wing at the Flight level through a procedure formally called "cross-attachment" and informally known as "shuffling." Pairs of fighters from one or two other Squadrons in the Flight are temporarily "swapped around," or exchange Squadron assignments, to create one Squadron with special capabilities. This practice almost never goes beyond the Flight level, however, and the same 24 fighters (no matter which Squadron they are attached) continue to serve together as a more-or-less cohesive unit.

The quality of pilots in the 982nd Wing runs from the gamut half-trained recruits on loan to the unit at the time of mobilization, to a handful of the best fighter pilots anywhere in the galaxy.

Few Squadrons have more than three trainees mixed in with fully trained graduate pilots and gunners. The 982nd Pursuit Wing, at full complement, contains the following numbers of fighters, broken down by Group (H.T. stands for High Thrust).

982ND PURSUIT WING

	2075th	*2327th*	*3199th*	*48000th*	*Total*
Standard *Cheetah*	10	4	14	0	28
H.T. *Cheetah*	0	0	4	0	4
Standard *Guardian*	16	4	12	16	48
H.T. *Guardian*	8	0	10	8	26
Standard *Space Gull*	10	12	4	4	30
H.T. *Space Gull*	0	4	0	0	4
Standard *Penetrator*	2	4	10	6	22
H.T. *Penetrator*	0	2	2	0	4
Standard *Avenger*	4	4	4	2	14
H.T. *Avenger*	2	0	4	0	6
Standard *Petal*	2	4	0	8	14
H.T. *Petal*	2	0	0	2	4
Standard *Whirlwind*	8	2	4	6	20
H.T. *Whirlwind*	2	4	2	4	12
Standard *Starhawk*	8	12	6	8	34
Standard *Gnome*	18	34	18	30	100
Standard *Cavalier*	4	6	2	2	14
H.T. *Cavalier*	0	0	0	0	0
Total	96	96	96	96	384

RANKS

In general, Commonwealth Fighter Wings employ the Royal Navy system of ranks. A Wing is most often commanded by a Commodore First Class, a Group by a Commodore Second Class, a Flight by a Captain, and a Squadron by a Commander. The rank of individual fighter crewmembers may range from Sub-Lieutenant through Lieutenant-Commander, depending upon personal skill and combat experience.

SENIOR UNIT COMMANDERS

While Squadron and Flight Leaders are listed in the Wing Flight Roster below, it is extremely rare for Group Leaders and higher-ranking officers to enter battle. They generally remain behind instead and coordinate combat situations by remote control. First used widely during Terra's Second World War, this technique is once again an accepted doctrine, and surprisingly, has not led to any significant problems in crew morale. For reference purposes, the names of senior Wing officers (including Flight Leaders) and brief comments on each are provided here.

982nd Pursuit Wing Leader: Commodore First Class "Long" John Manners. Short and bookish with unruly white hair, John Manners looks more like a teacher or historian than a revered Commodore. A brilliant strategist and skilled tactician, John's greatest concerns (in order of priority) are his command and his two remaining sons, Ron and Thomas. Both are Squadron Leaders in the Wing, (Thomas is with Charlie Squadron, B Flight, 2327th Group; Ron is with Baker Squadron, D Flight, 3199th Group), positions they justly earned. A third son, Matthew, has already died in action against the TOG and John is concerned about losing another but goes out of his way not to show any favoritism toward his boys. He is a soft-spoken but decisive leader, well liked and respected by his subordinates.

982nd Pursuit Wing Deputy Wing Leader: Commodore Second Class Ian Blakely. In sharp contrast with his superior, Ian is tall, lantern-jawed, and has a reputation as a screamer. On duty, his combat orders are usually sarcastic or antagonistic and his abrasive personality does not set well with many in the Wing. Even so, he is a talented combatant who knows what he is doing, but simply believes that shouting is the best way to get everyone's attention. The few who know him off duty are surprised by his civility and grace.

2075th Fighter Group Leader: Commodore Second Class Faith Whinyates. Faith is a tall, very attractive blonde who looks like she could have been a holoshow actress. Possessing almost total recall and a phenomenal mind for detail, she always seems to know where every one of her pilots is at all times. Few officers can compare with Faith when it comes to managing limited resources. Twice she has been offered promotions, but she has turned them down, preferring combat assignments.

2075th Group A Flight Leader: Captain Maida Murray (Fox Squadron). Maida is the second-best combat pilot in the Wing. An aggressive woman, tall, red-haired, and slender, her temperament enhances her abilities in battle instead of hindering them.

2075th Group B Flight Leader: Captain John Lawrence (Charlie Squadron). John is a good pilot, yet utterly lacks imagination. He follows orders perfectly, but rarely shows creativity in

combat. (He's afraid to.) He is of medium height and wears a mustache.

2075th Group C Flight Leader: Captain Richard Morrison (Charlie Squadron). One of the best marksmen in the Commonwealth, Richard is the finest shot in the Wing. With skill that belies looks, he is of medium height and build, and average appearance.

2075th Group D Flight Leader: Captain Cameron Tryon (Baker Squadron). Cameron is something of a hothead, letting his temper overrule his judgement. He continues to improve with experience, though. He is of medium height and build, with longish brown hair.

2327th Fighter Group Leader: Commodore Second Class Eric Braimer. Eric is probably the most experienced of any Group Leader in the Wing, but he is suffering from a disadvantage. Several years ago, he was involved in a tragic accident which left him partially paralyzed and horribly disfigured. With mind still intact, Eric fought back and recovered enough to use a thought-controlled powered wheelchair. He continues to command his Group, which has turned his pilots' initial pity into admiration and awe.

2327th Group B Flight Leader: Captain Robert Stuart (Charlie Squadron). A man of few words, Robert prefers to let his actions speak. He actually dislikes flying, but knows it is the best way he can fight the TOG. He is tall, with short red hair and goatee.

2327th Group C Flight Leader: Captain Gilbert Sackville (Able Squadron). The youngest and least experienced Flight Leader in the Wing, Gilbert tries hard to prove his worth to the other Flight leaders sometimes too hard. He is tall, blonde, and good-looking.

2327th Group D Flight Leader: Captain James Barker (Fox Squadron). Barker has less experience with his current fighter than any Flight Leader in the Wing. With three fighters destroyed, he is still unwounded. He is short, dark-skinned, and energetic.

3199th Fighter Group Leader: Commodore Second Class Michael Arbuthnot. Painstakingly slow and ponderous are two terms that apply to Michael. A large, heavy-set man, he hates any wasted motion and prefers conservative combat tactics to flashy ones. He deliberately cultivates an old-fashioned impression, even wearing a monocle on occasion (for solely ornamental purposes). He is an avid historian of the Terran Second World War and quietly idolizes the tactics of the British Field Marshal, Sir Bernard Montgomery.

3199th Group A Flight Leader: Captain John Callaghan (Baker Squadron). A so-so pilot, John spends much of his time perfecting his marksmanship. He says he is a "lucky shot," and some wingmates agree. He is average in appearance, with curly, black hair.

3199th Group B Flight Leader: Captain Samuel Carne (Baker Squadron). A mediocre marksman, Samuel makes up by being a very good pilot. A character, he always has a joke to share or a tall tale to tell. He is of medium height with dark, craggy features.

3199th Group C Flight Leader: Captain Stuart Wilkins (Charlie Squadron). Stuart is the epitome of a "team player," always doing the right thing, and erring on the side of caution. He is short, prematurely bald, and has an unassuming personality.

3199th Group D Flight Leader: Captain Ron Erickson (Charlie Squadron). Ron is a typical holoshow pilot, with thick, wavy hair, athletic build, and an oversized ego. He is good, but not nearly as good as he thinks, and this continues to get him in trouble.

4800th Fighter Group Leader: Commodore Second Class Keith Cardew. Keith is a brilliant Group Leader and is likely to command his own Wing in the foreseeable future. Though undistinguishable in appearance, he nevertheless is a dynamic leader, inspiring by example. He is a hard-driving commander but never asks the impossible from his pilots. Rumor has it that he was once taken prisoner by the TOG, but he neither confirms nor denies this.

4300th Group A Flight Leader: Captain Barbara James (Baker Squadron). An excellent pilot, and the most enduring, Barbara has been with her current fighter longer than anyone else in the Wing. A short brunette, she has an upturned nose and a sharp wit.

4800th Group B Flight Leader: Captain Chris Green (Charlie squadron). Chris is a good pilot and a very good marksman, but she feels she has something to prove, an attitude that sometimes interferes in combat. She is of medium height with plain features.

4800th Group C Flight Leader: Captain Phil Knez (Fox Squadron). Phil is a perfectionist, always flying exactly "by the book." This unnerves subordinates and opponents alike, which is his exact intent. He is very tall, slender, and wears a crewcut.

4800th Group D Flight Leader: Captain Clark Gray (Charlie Squadron). Not exactly nervous, Clark is nevertheless an anxious man, more so on the ground than in flight. He is of medium height and build, with a pronounced facial tic when tense (which is often).

WING FLIGHT ROSTER NOTES

With more than 1300 flight officers and support personnel, the 982nd Pursuit Wing (as with most Wings) has "more pilots than planes." At any given time, a few are on leave or recuperating from combat incidents. Many others are on standby, however, waiting with mixed anticipation for injuries to their colleagues so that they might again fly. Too often, it is not a long wait.

The roster, breaking down the Wing into Group, Flight, and Squadron organization, contains the names of every crewmember currently on active assignment to the 2075th's A Flight. Use this as an example to complete the Wing. (*Whirlwinds* and *Fluttering Petals* have two-person crews). Other information also provided includes: the exact fighter model being flown, the Piloting and Gunnery skills of each crewmember, the number of combat missions for each crewmember *in that particular aircraft* and corresponding Familiarity combat bonus, and a notation indicating which pilot (and fighter) is the Squadron and/or Flight Leader. Whenever two names and sets of statistics appear, the second set are those of the gunner. (Individual pilots and gunners may or may not have far more expertise in combat than their number of combatmissions may reflect. The number presented here is for Familiarity bonus purposes only.)

All information contained in the roster is complete and accurate as of 10 October 6831 (Standard Calendar), the date on which the 982nd Pursuit Wing made its first appearance in Shannedam County.

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982ND PUSUIT WING FLIGHT ROSTER
(as of 10 October 6831—Standard Calendar)
2075TH FIGHTER GROUP, A FLIGHT

Able Squadron

Francis Little; Standard *Starhawk*—Squadron Leader
Piloting: 5 Gunnery: 6 5 combat missions (+2/+1)
Peter Truxton; Standard *Starhawk*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Philip Cuyler; Standard *Gnome*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Daisy Laferey; Standard *Gnome*
Piloting: 5 Gunnery: 5 3 combat missions (+2/+1)
Earlene Johnson; High Thrust *Guardian*
Piloting: 6 Gunnery: 4 5 combat missions (+2/+1)
Ben Proctor; High Thrust *Guardian*
Piloting: 4 Gunnery: 5 3 combat missions (+2/+1)

Baker Squadron

Jocelyn Chandler; Standard *Space gull*—Squadron Leader
Piloting: 7 Gunnery: 5 9 combat missions (+3/+2)
Ada Chauncey; Standard *Space Gull*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
William Vincent; Standard *Guardian*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Henry Grinfield; Standard *Guardian*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Harold Hood and Gerald Grey; High Thrust *Fluttering Petal*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
George Jervis and Alan Rogers; High Thrust *fluttering Petal*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Piloting: 5 Gunnery: 2 0 combat missions (+0/+0)

Charlie Squadron

John Brock; Standard *Guardian*—Squadron Leader
Piloting: 7 Gunnery: 4 6 combat missions (+2/+1)
Hugh Pitt; Standard *Guardian*
Piloting: 3 Gunnery: 4 0 combat missions (+0/+0)
Anthony Hope; Standard *Starhawk*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Anthony Decatur; Standard *Starhawk*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Charles Gladwyn; High Thrust *Avenger*
Piloting: 5 Gunnery: 4 2 combat missions (+0/+0)
Hugh Gage; High Thrust *Avenger*
Piloting: 6 Gunnery: 5 4 combat missions (+2/+1)

Fox Squadron

Maida Murray; Standard *Penetrator*—Flight/Squadron Leader
Piloting: 9 Gunnery: 5 13 combat missions (+4/+3)
Dale Saunders; Standard *Penetrator*
Piloting: 8 Gunnery: 4 5 combat missions (+2/+1)
Harold Holmes; Standard *Gnome*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Alec Warrington; Standard *Gnome*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Harold Wales and Denis Pakenham; Standard *Whirlwind*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Piloting: 5 Gunnery: 3 0 combat missions (+0/+0)
Colin Townshend and Earnest Braddock; Standard *Whirlwind*
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)
Piloting: 5 Gunnery: 4 0 combat missions (+0/+0)

Watch for the Whirlwind, Starhawk, Gnome, and Cavalier designs, which will be detailed in the next issue of **Challenge**, GDW's magazine of science-fiction gaming. Ω

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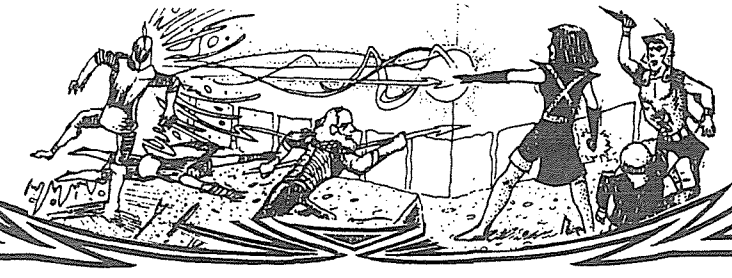
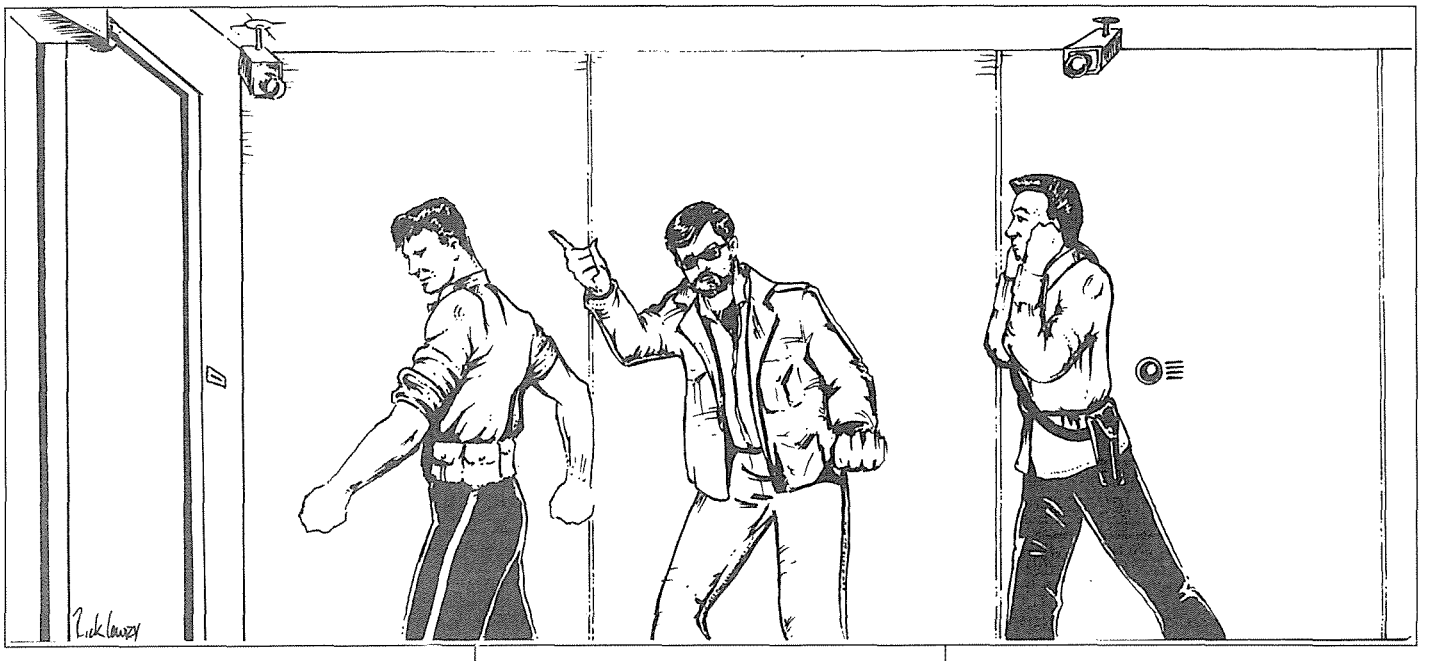


The Magnificent Three (and a Bit)



By Marcus L. Rowland

Do your players already know everything about all the secret societies? Do they just yawn when you bring out the latest piece of R&D silliness? If so, kill the traitors and get a new group of suckers instead. If that doesn't appeal, here are three secret societies, and yet another piece of silly gadgetry....

Q-DIVISION

The section below describes the Q-Division.

Objectives: Prove the superiority of R&D by using R&D technology to apprehend traitors. Serve The Computer as flamboyantly as possible.

Doctrines: R&D has long envied the status of Internal Security and wishes to prove that R&D deserves priority funding and support from The Computer. Trouble-shooters equipped with the latest R&D gadgetry, and trained to use it properly, should prove this point by being at the forefront of every mission.

Friends: Spies for R&D, Pro-Tech.

Enemies: All other service groups, especially Int-Sec.

General Description: All members are trouble-shooters belonging to R&D. The organization is tolerated by The Computer, since it's really no more than a specialization of normal service group activities. The trouble-shooter reports to a superior contact, who is always known as "Q" for some obscure reason. "Q," issues special equipment for the mission, which must be accepted. At third level and above, the character occasionally acts as "Q" and controls trouble-shooters of lower rank.

Advancement: Advance one to four points for every mission which successfully demonstrates the superiority of R&D. Members of Q-Division who try to model themselves on the film version of James Bond, Derek Flint, and other gadget-happy spies may get bonuses at the GM's discretion.

Special Rules: Since this isn't a conventional secret society, all members also belong to other societies, which should be chosen normally.

Q-Division members are usually easy to identify, and are notorious for carrying brilliantly designed but hideously unreliable gadgetry. Think of the nastiest R&D toys you've ever issued to trouble-shooters, then imagine them miniaturized, disguised as pens, boots, or wrist watches ("Hey, James-B-OND-6, why does your wrist watch need a backpack power supply?"), gold or chrome plated.

The one advantage of belonging to this group is that members are never issued the worst gadgets when the team go to visit R&D; R&D will have already equipped the trouble-shooter with something equally nasty, and may even include a few simple instructions ("Don't cross the streams..."). Instructions are available one security level below normal clearance.

FLAT EARTHERS

The section below applies to Flat Earthers.

Objectives: Prove that the Earth is flat. And disprove the silly spherical theory and also the hideous lie of space travel.

Doctrines: The Earth is flat. It's obvious, you can't see curves in corridor floors, or in the largest chambers of the Alpha Complex. There's plenty of evidence to support The Truth, but enemies are suppressing it. Members must learn as much as possible about the world, and bring back evidence to demonstrate The Truth!

Friends: Romantics, Sierra Club (to a point), Knights of the Circular Object*.

Enemies: Trekkies*, N3F*.

*See *Acute Paranoia*.

General Description: This organization is treasonous to a high degree, since members are told about the Outside and encouraged to learn more. Members must try to capture maps of the world and other data proving "The Truth," and

destroy anything that contradicts it. Space travel is obviously an evil lie, and all who support it must be eliminated. The society hoards caches of carefully doctored maps, and often negotiates with other groups to exchange information. The Sierra Club has learned to tolerate this organization, and sometimes resources are pooled; naturally the maps supplied by the Flat Earthers are a little biased toward their world view.

Advancement: Advance +1 to +3 for any act publicizing "The Truth." Plus 1 to +4 for any material "proving" the theory. Minus 1 to termination for any act which disproves "The Truth."

Special Rules: Members of this society have more information about the Outside than most citizens, though maps are progressively less accurate as trouble-shooters move further away from the Complex, and all information is thoroughly tainted by "The Truth." Members can purchase Spurious Logic and Forgery skills at one skill point per two skill levels.

DICE PEOPLE

The following applies to Dice People.

Objectives: Life is just a huge game; prove it by adding a true random element!

Doctrines: One day a member of the Mystics received a mind-blowing vision and realized that he and all the clones he knew were just characters in some vast land. At first he and his followers tried to learn the rules; later they realized that they must be cruel and arbitrary, and decided to forget understanding, and just play along by adding an additional random element. Each member of the society carries a few dice; whenever a decision must be made, the dice are rolled, and the member follows the dictates of a prearranged table. Dice people are especially attuned to the cosmic ebb and flow of The Game, and fate may smile on members who follow the doctrine of the society.

Friends: Death Leopard, Moo*.

Enemies: Communists, Illuminati.

*See *Acute Paranoia*.

General Description: Members of this society are either convinced that they are characters in a game, or are prepared to go along with the joke. The organization has no form of rank; what use is rank to a game piece? Members become famous (or notorious) for the complexity of their decision tables and the daring the tables involve. For example, someone whose table included "Choose Cold Fun for breakfast" as an 00 dice result would be a figure of scorn, but someone who put "Destroy a warbot" in this slot would gain some notoriety, especially if the attempt was made. The more flamboyant members of this society are on good terms with Death Leopard, frequently cooperating on fairly silly sabotage projects, and most Dice People will provide equipment for a member who has rolled to take on a major project. Award one to three society points for each daring decision; characters with large numbers of points are most likely to get help when they need it.

Special Rules: Each trouble-shooter in this society is assumed to carry a hideously complicated random decision table and a few dice. Optionally, have your players prepare such a table, then keep it for your own reference.

So far as the special workings of fate are concerned, forget it! Life is real and earnest, not a silly game. Dice People gain no advantages, apart from especially interesting but fairly short lives. The more outrageous the decisions they make, the messier their deaths will be. However, there is no special reason for players to be aware of this point. Whenever they say they are consulting their tables, ask them for their power levels, and roll a few dice. Ignore the result. If the player has prepared a table, choose the silliest and most lethal result you can find, otherwise invent something appropriately bizarre and say that it is the result the trouble-shooter has found on his or her table. This should eventually annoy players intensely.

Receptor Block 114

The exact source of Receptor Block 114 is uncertain; rumors suggest that it originates somewhere in R&D, but several intense security checks and purges have failed to find anyone who will admit it. Int-Sec believe that it was developed by the Death Leopard cult, and it is certain that members of several outlawed traitorous secret societies have used it for sabotage.

Normal gas weapons are designed to incapacitate their victims by poisoning, or by leaving them too ill or sleepy to move.

This devastatingly powerful gas (usually just called "Herbie") can be used in all appropriate projectors, from aerosol cans and gas guns to cone rifle shells. It affects anyone who fails to make a 4D10 attribute check against endurance; the effect lasts for 2D6 hours.

Normal gas weapons are designed to incapacitate their victims by poisoning, or by leaving them too ill or sleepy to move. RB114 is much more subtle; it leaves the victim in a condition that ensures disaster. RB114 blocks the cone receptor cells of the eyes, causing instant and complete color blindness.

There aren't really words adequate to describe the plight of a citizen who can't distinguish colors. There are all those corridors with security colored walls, not to mention passes, control panels, laser barrels, and uniforms. It isn't a pretty sight. In fact, why bother describing it, when the reader is already working out some really nasty ways to use it. Have fun.

Sources

Q-Division was suggested by the James Bond films, *The Man from U.N.C.L.E*, and *Our Man Flint*, and the scenario *Miami Laser* from *Acute Paranoia*.

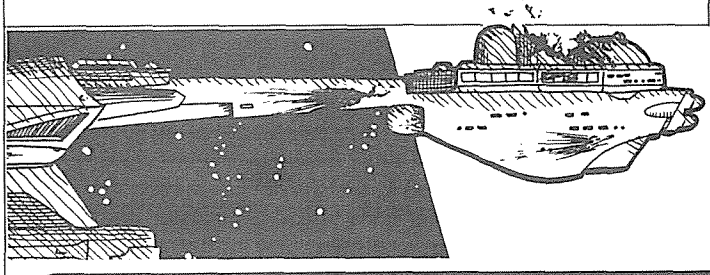
Flat Earthers were suggested by the story *The Village That Voted The Earth Was Flat* by Rudyard Kipling.

Dice People were suggested by the novels *The Dice Man* by Luke Rhinehart and *The Universal Baseball Association* by Robert Coover, and by the article "The Well-Tempered Plot Device" by Nick Lowe.

I can't remember the source of RB114; I think that a friend originally suggested it, but the identity of that friend is locked somewhere in the back of my memory. Whoever you are, thanks! Ω

Continued from page 67

Warp Factor	*Ly/Year*	*Ly/Day*	*Ly/Hour*
8.2	37,073.800	101.503	4.229
8.3	39,390.300	107.845	4.494
8.4	41,821.100	114.500	4.771
8.5	44,370.400	121.480	5.062
8.6	47,042.600	128.796	5.366
8.7	49,842.000	136.460	5.686
8.8	52,773.100	144.485	6.020
8.9	55,840.500	152.883	6.370
9.0	59,049.000	161.667	6.736
9.1	62,403.100	170.850	7.119
9.2	65,908.200	180.447	7.519
9.3	69,568.800	190.469	7.936
9.4	73,390.300	200.932	8.372
9.5	77,378.100	211.850	8.827
9.6	81,537.300	223.237	9.302
9.7	85,873.500	235.109	9.796
9.8	90,392.100	247.480	10.312
9.9	95,099.100	260.367	10.849 Ω



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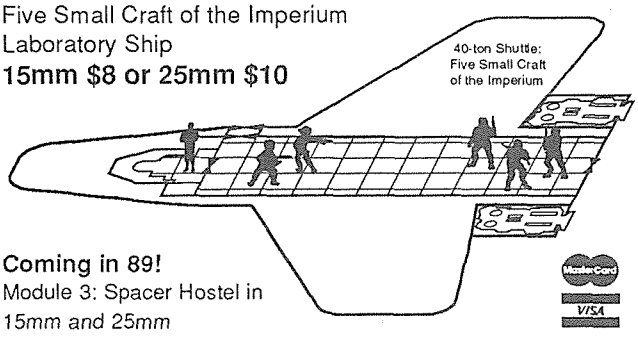

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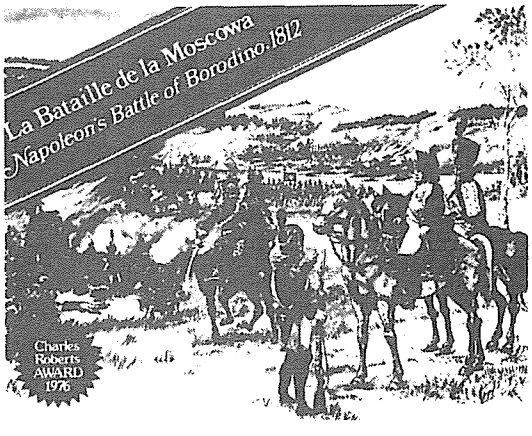

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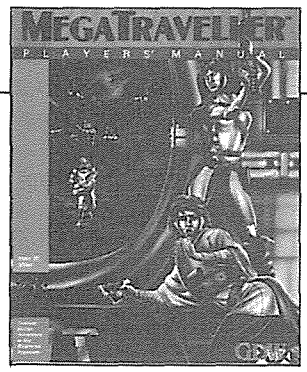

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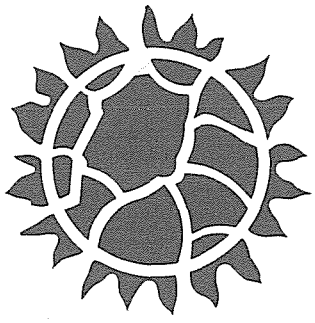

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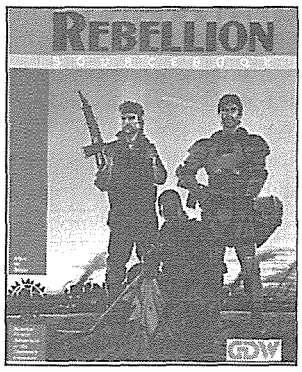

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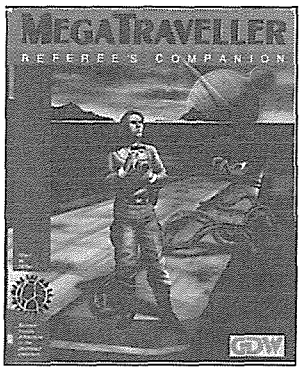

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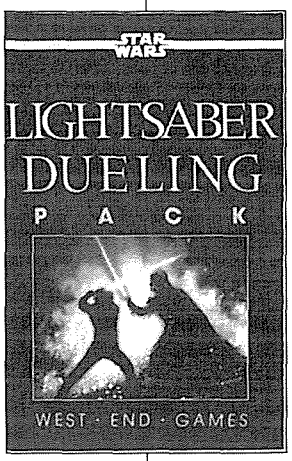
Review

Cyberpunk: The Roleplaying Game of the Dark Future.
R. Talsorian Games Inc. $20.00.
***Design:* Mike Pondsmith**
***Articles:* Mike Pondsmith, Colin Fisk, Dave Friedland, Will Moss**
***"Never Fade Away":* Mike Pondsmith**
***Illustrations:* Sam Liu, Scott Ruggels, T.K. Scott**
Boxed game. Includes three module-style booklets, one reference sheet, and dice.



Cyberpunk first caught my eye at this year's Gen Con/Origins where it seemed to be getting quite a bit of attention. When I finally got my hands on a copy, I greedily ripped open the shrink wrap and dug right in. I was struck right away by the illustrations, especially the woman on the back cover whose legs seem to go on forever. This illustration (and others like it in the game) exemplifies what I find most appealing about *Cyberpunk*—the game has style. While it is a game with some ragged edges, *Cyberpunk* recreates the atmosphere of the literature and movies from which it draws admirably. Let's put on our mirrorshades and investigate the beast.

CHARACTERS

Cyberpunk relies on a combination of character classes (which they call "roles"), nine basic statistics, and skills to create characters. By choosing a role, a player decides upon the special abilities and emphasis of his character. One of nine different roles, each with their own special ability, can be chosen: Rockerboy (girl), Solo, Netrunner, Techie, Media, Cop, Corporate, Fixer, or Nomad. After selecting a role, a player assigns a certain number of randomly generated points to each of the nine statistics which describe his character. Then comes the step which makes a *Cyberpunk* character come to life—running through the "Lifepath." In the Lifepath a character gains skills, depending on what type of life he chooses to pursue, then generates a background, including romantic interests, friends, enemies, and even past disasters and lucky breaks. The Lifepath gives a character a past from which a referee can pull contacts, entanglements, and enemies to create the stuff of adventures —the non-player characters who draw the players into a plot are built right into the initial character generation.

CYBERTECH AND STYLE

The next step is "putting the cyber into the punk" as *Cyberpunk* says. Here is where your imagination can run wild. Want designer eyes which change color and come equipped with infrared, low-light enhancement, and a microcamera? You've got them. Want a cyberarm which can crush light metals, woods, and plastics, feel pain or not at your choice, and come chromed, airbrushed, or in one of 21 designer colors? No problem. Want to boost your reflexes or know how to pilot an aircraft with only a few hours of practice? With cybertech you can do these things and more. Everyone has some cybertechnology built into him in *Cyberpunk*, even if it's just a skinwatch. You can literally build yourself a character to suit your desires with only two limits—money and your humanity. Every piece of cybertech which you add to your character costs him a little bit of his human empathy. And when his empathy reaches zero, he becomes an irrational, psychotic being, identifying more with machines than humans, gripped by cyberpsychosis.

The emphasis in cybertech is on style—it has to look good. Chrome it, airbrush it, get it in a designer color. Everyone has to have one (of whatever it is) because it is in—just like everyone who is cool has to have mirrorshades. People in *Cyberpunk* have to be stylish: "It doesn't matter how well you do something, as long as you look good doing it." And the key to living in *Cyberpunk* is attitude: "Think dangerous; be dangerous....Make sure you're where the party starts." Live on the Edge. "*Be* the action, start the rebellion, light the fire. Join big causes and fight for big issues....Never play it too safe." Style, attitude, the Edge—the three concepts behind *Cyberpunk*.

COMBAT

Combat in *Cybertech* is handled by one of the books found in the game—"Friday Night Firefight." It presents a combat system which is evidently supposed to be compatible with a number of other R. Talsorian games and was not specifically tailored to *Cyberpunk*. The system is simple; it revolves around two rolls—one by the attacker to hit the target and one by the defender to prevent himself from being hit. The higher roll succeeds; the defender is victorious in tied rolls. Various modifiers for different weapons, attacking positions, and skill levels of both attacker and defender are added to the rolls each participant makes in combat. Fields of fire, line of sight, obstacles, allowed actions, position and cover, aiming (called shots), attacking inanimate targets, and automatic fire are all covered. Hand-to-hand attacks, shotguns, grenades, and armor are also dealt with. The combat system is easy to grasp and easy to perform, although the concepts of types of wounds rather than hit points in each body location make take some people awhile to adjust to.

The problems I have with the combat system are threefold. First of all, the presentation is just not clear. The organization is such that I had to keep reviewing earlier material to recall what the author was referring to in later sections. Everything sort of ran together, perhaps as a result of the book's format, and I kept finding myself getting lost as to turn sequence. It would have been useful if a list of, say, steps involved in determining damage, its location, severity, and whether it causes unconsciousness were presented, then each element in the sequence was dealt with. Second, because the combat system is a partially generic one, some of the things mentioned in the "The Cyberpunk Handbook" are made unclear in "Friday Night Firefight." For instance, in "The Cyberpunk Handbook" something called Death States is referred to in the section on Trauma Teams; only after a character has reached Death State 10 (clinically dead for 10 minutes) is he unretrievably dead. But "Friday Night Firefight" confuses this with its differentiation of mortal wounds (which can lead to death if a Death Save is missed) and dead-instantly wounds. What I want to know is to which type of wounds does the Death State apply? And can

dead-instantly wounds be revived through the Death States rule, or does this apply only to mortal wounds which miss their Death Save? If my character misses his Death Save does he still get to make a Death States roll? Third, the weapon reference section of "Friday Night Firefight" was obviously designed for a modern combat simulation—weapons like Uzis and FN-FALs are listed. But *Cyberpunk* is a futuristic game. Technology has advanced to the point where people can now bioelectronically interface with computers, and cybernetics is commonplace. Why are there no advanced weapons? Not even a laser is listed. Surely weapons technology would have advanced to the point where lasers are possible. We have lasers now—they would only have to get smaller.

GRUMBLES AND GROUSES

Typos. Far too many typos. The readability of the average page of *Cyberpunk* is fairly good, although the desktop publishing word spacing varies widely and makes for some odd-looking lines, but the typos drive me mad. Quite frankly, I don't think I've seen this many apparently careless, minor errors since Judges Guild went defunct some years ago. And it's not just transposed letters or misspelled words. For instance, in the character generation Lifepath in the box for Military Education, the skill Brawling is listed twice, and in the section on cybertech, the Kevlar armor coating option on cyberlimbs is said to have the same Stopping Power as an 18 point armor jacket, while on the reference sheet for the game it is listed as having 20 points of Stopping Power. "Silly mistakes which any referee can resolve," I hear you saying. Yes, but this is supposed to be a complete role-playing game. The referee should not have to be spending his time making judgment calls on such trivialities already. They should have been cleaned up in editing. A product as good as *Cybertech* deserves a little more loving care in the editing and proofreading department than it evidently got in the rush to print. But please, don't not buy the game on account of them; they bother me, but they probably won't bother you.

A more serious grumble I have is about the netrunning system. It is far too general. In the literature which *Cybertech* is based on, netrunners—people who are able to travel the world-wide computer network (the Net) by direct electronic hook-up—are crazy about developing two things: their decks and new programs. The decks of cyberpunk literature have devolved into a simple modem which one buys as a generic piece of equipment. The decks of cyberpunk literature are pieces of hotrod hacker hardware which have been totally customized. There is no provision for this customization in *Cyberpunk*. The *Cyberpunk* game mechanic of the interface program, a computer program which allows the world of electronic impulses to be comprehended by a human brain, is one I can swallow, but the differentiation between interfaces in the game I find very feeble. The Dungeon interface seems silly—if I wanted to be playing AD&D™ then I would be. The Mega City interface, the most costly of the three interfaces offered, seems endlessly repetitive; the descriptions of how it "interprets" programs sent to attack the netrunner always seem to involve "a (fill in the blank) dressed in a (type of) suit which attacks with a (fill in a weapon)." The system for netrunning in *Cyberpunk* deserves credit in that it is the only attempt I have ever seen in a game system to cover the concept in some way by a set of rules. However, much more could have been done with the concept than to work up the equivalent of spells that apply to specific sections in a DM-generated "dungeon" of a part of the Net, which is for all the world what the current system resembles.

EVALUATION

I really like this game. It has lots of problems, as I can see looking back over what I've written, but it has a great many redeeming points also. If you don't like its combat system, that's not a big problem—dozens of futuristic combat systems exist. Pick one of those, and use it. The characters and the world view are the heart of *Cyberpunk*, and they are the best of it. The world setting for *Cyberpunk* is covered in its third book "Welcome to Night City" which includes a short story, "Never Fade Away," with the game stats to run it as a short adventure and much wonderful resource material for a referee of *Cyberpunk* (including a map of the Night City from the title). But an even better idea of the feel of *Cyberpunk* (and a mine of adventure ideas) can be found in the bibliography of films and books listed at the beginning of "Never Fade Away," which includes *Neuromancer*, *Count Zero*, and *Burning Chrome* by William Gibson and the movies *Blade Runner*, *Terminator*, *Max Headroom* and *Mad Max*, among others.

While this may not be an easy game to referee, and I would not recommend it as your first game to attempt refereeing on, it is a marvelous creature which can be molded into a tremendous campaign by a referee with experience. It is definitely worth the money (and you might even *like* the combat system). Go check it out.

Assault on Hoth: The Empire Strikes Back™.
West End Games. $25.00.
Design and Development: **Paul Murphy**
Design Assistance: **Douglas Kaufman**
Editing: **Jeffery L. Briggs**
Art Direction: **Stephen Crane**
Graphics: **Rosaria Baldari, Susan Kramer, Teri Micco, and Carl Skutsch**
Production: **Steve Porpora**
Boxed game. Includes rules book, counters with stands, counter tray, cards, dice, and game board.

Assault on Hoth is an easy board game for two players which excitingly recreates the battle for Hoth which takes place at the beginning of *The Empire Strikes Back*. The playing pieces are colorful, double-sided miniature paintings of walkers, snowspeeders, scout walkers, laser towers, snowtroopers, and rebel troopers which stand up in little plastic stands provided in the game. The board is a clear graphic depiction of the terrain over which the battle took place, the broken snow fields of Hoth, but also includes displays to keep track of damage to snowspeeders and walkers, and all the game charts (two) which players will need to refer to frequently. Action Cards and Event Cards are also included, along with special dice to resolve combat which have pictures of Darth Vader on some sides and pictures of a lightsaber on others.

After the game rules are read once, they really need not be referred to again because of the clear design of the game. The Action Cards dictate the flow of the action in the game; they

indicate when a certain type of unit can fire or move. They provide a randomized turn sequence which keeps an element of chance and surprise present in the strategies one takes to try to win. The Rebels win by getting five transports off the ground, represented by the drawing of five Transport Away! cards from the Event Card deck. The Imperial forces win by destroying the Rebel Shield Generator, represented on the game map, before the fifth Transport Away! card is drawn. Combat is resolved very simply in one or two dice rolls involving the special dice. The game moves fast and furious as each turn the Action Card deck is completely used up (requiring two Event Cards to be drawn), then reshuffled and drawn from again to begin a new turn.

EVALUATION

If you have someone on your Christmas gift list (or birthday or whatever) who is not a role-playing gamer but likes a good board game, this is the game to get. It is fun; an entire game can be learned and played through in three hours or less (only two hours to just play a *long* game); and the elements are graphically well designed and visually appealing. About all one could wish for would be a mounted board, but laminating the beautiful one included in the game will serve. The price is excellent for the value in fun that *Assault on Hoth* provides. I truly enjoyed this game.

Tatooine Manhunt
West End Games. $8.00.
***By:* Bill Slavicsek and Daniel Greenberg**
***Development and Editing:* Bill Slavicsek**
***Star Warriors Scenario:* Doug Kaufman**
***Art Director:* Stephen Crane**
***Graphics:* Rosaria Baldari, Vikki DiDonato, Susan Kramer**
***Cover:* Ralph McQuarrie**
***Map Art:* Paul Jaquays**
32-page module for *Star Wars: The Roleplaying Game*™.

Intrepid heroes (especially unsung heroes) of the Rebellion, grab your blasters and prepare to embark on West End Games' first module for their successful *Star Wars: The Roleplaying Game*. Included in the module are a complete *Star Warriors* scenario (even including counters), a double-sided, four-color map featuring downtown Mos Eisley on one side and the infamous Mos Eisley Cantina on the other, a four-page *Star Wars* Rules Upgrade, and the 32-page module itself, complete with a center section pullout of important NPC templates, an adventure script, and player handouts.

The adventure, which involves locating an old war hero of the Empire's who has retired to Tatooine in order to recruit him into the Rebellion (sounds like a twist on the Obi-Wan Kenobi subplot of *Star Wars IV: A New Hope* to me) has episodes which will please both land-based, people-interactive characters and hotshot star pilots alike. By the end of the adventure, characters will have experienced that "wretched hive of scum and villain" at close quarters and gotten to know more about different kinds of bounty hunters than they probably ever wanted to.

A balanced adventure for both thinking players and those who like to "blast 'em," *Tatooine Manhunt* is fast-paced, as befits the movie-like nature of *Star Wars*. The components are top-grade, and the Cantina map has a large enough ground scale that one could use it with the upcoming *Star Wars: The Roleplaying Game* miniatures to graphically depict for players any interaction (all right, or shootouts) which goes on in it. While it is a trifle annoying to have to glue together the counters, they are in color and double-sided to boot, once one is finished. The only complaint I had was that *Tatooine Manhunt* seemed oh-too-short. Give me more adventures like this, and either longer ones or collections of several of these.

Strike Force: Shantipole.
West End Games. $8.95.
***By:* Ken Rolston and Steve Gilbert**
***Development:* Steve Gilbert**
***Editing:* Bill Slavicsek**
***Star Warriors Scenarios:* Doug Kaufman**
***Art Direction:* Stephen Crane**
32-page module, map, and unassembled counters.
For *Star Wars: The Roleplaying Game*™.

This second module for *Star Wars: The Roleplaying Game* features more of the same elements which have so far made the *Star Wars* line so enjoyable and so useful to the referee. *Strike Force: Shantipole* is designed for six beginning characters and will put them through a series of episodes of breath-taking, nonstop adventure in the usual *Star Wars* style.

CONTENT

As in *Tatooine Manhunt* and the earlier referee's screen and campaign pack for *Star Wars*, the module concentrates on providing a good storyline and useful referee aids. Once more we have a map that we can actually use, and even cues to the referee in the text of the module as to the most opportune times to show it to the players. The map of Research Station Shantipole is colorful and graphically clear (something occasionally overlooked in player aids), and the people at West End have been clever enough to leave elements best not known by players off the color map, saving them and the map key for a reduced version of the map in the center pull-out section of the module. Aside from the map, the module features an adventure script (of course), NPC Character Templates of the important NPCs, and *two Star Warriors*™ scenarios and the counters to play them. The adventure itself will make Brash Young Pilots, Smugglers, and other space combat-oriented characters very happy, and it is a nice balance to *Tatooine Manhunt*, which featured a greater emphasis on planetside activities. Commander Ackbar, a familiar Mon Calimari *Star Wars* character, is a central NPC in this adventure, which also briefly presents the Verpine, a race of asteroid-dwelling builders of spacecraft (among other things).

EVALUATION

About the only complaint one could have is that although the module features, once again, many pieces of excellent artwork such as stills from the *Star Wars* movies and drawings from the *Star Wars* artists' sketchbooks, these pieces of art have now done triple or quadruple duty in some cases and are getting a little too familiar for my taste. Overall, the module is easily worth its price and will provide many evenings of enjoyment to referees and players of *Star Wars* alike.

Lightsaber Dueling Pack.
West End Games. $10.00.
Game Design: **Alfred Leonardi**
Character Book Design: **Dennis Greci**
Development: **Doug Kaufman**
Editing: **Bill Slavicsek**
Illustrations: **Michael Manley**
Two 40-page character books and two character cards. Complete diceless illustrated dueling game.

Now you can fight out a lightsaber duel one-on-one. You can play the part of Luke Skywalker or Darth Vader, and use the Force to your benefit or your enemy's detriment. As in the *Lost Worlds* books, you can see what actions your opponent is taking through the illustration of his actions on a page of one of the two books (you give him your character book; he gives you his). Your health and the types of actions you can take are delineated on a card which you keep. The two of you exchange numbers assigned to the actions you may take. These numbers are keyed to pages on which your opponent's action and its result are depicted. The combat game is clearly presented in an introductory section of both game books.

EVALUATION

This is your typical *Lost Worlds, Ace of Aces* kind of game book set. It is competently done, visually appealing, and presents the game in a much clearer manner than *Lost Worlds* ever did. It fulfills its goal of being a product which allows you to fight a lightsaber duel but does not really rise much above it. One annoyance I noted was that the character cards have boxes which a player is supposed to cross off as his character loses Force Points—the equivalent of health or hit points in this game. This necessitates writing on the cards, which is hard to do as they have a semi-glossy finish and which would also mar the cards after they have been used and erased once or twice. It is probably better just to use scratch paper to keep track. The *Lightsaber Dueling Pack* is a nice product, but it is not directly connected to the *Star Wars* role-playing game other than subject matter and was not intended to do so. It's a good game but contains no surprises, good or bad.

—*Julia Martin*

Warhammer Fantasy Battle.
Games Workshop. $34.95.
Original Game Design: **Bryan Ansell, Richard Halliwell, and Rick Priestley**
Editing and Development: **Jim Bambra and Richard Halliwell**
Graphic Design: **Charles Elliot and Brian George**
Hardbound book. 304 pages.
For two or more players.

What? Is this **Challenge**, the magazine of *futuristic* gaming? What's a *Warhammer Fantasy Battles* review doing here? Well, first off, I'm the editor, and I can do whatever I want. Second, read my editorial in **Challenge** 33. I admire miniatures use in role-playing games, and I feel *Warhammer Fantasy Battle*, though not futuristic, is a terrific set of rules. Here's why:

CONTENT

Warhammer Fantasy Battle is an imposing piece of reading material. It's big, no question. Part of its bulk, however, is attributable to its completeness. The introduction takes the reader on a trip through the world of miniatures, tables, painting, and terrain. If you've never seen a miniature before, this introduction will not only give you what you need to know, but will excite you into wanting to play—immediately, if not sooner. Oh, but be wary of the Citadel paints and miniatures bias—there are lots of other manufacturers out there, you know.

The rules are divided into three broad sections—the Basic Game, Advanced Rules, and Magic. In the Basic Game section, the very meat of the system is laid out—how to inflict casualties. Despite the game's imposing nature, combat is basically a matter of rolling a six-sided die per model attacking, rolling another six-sided die per enemy model hit to see if it "saves," and then removing the casualties. Obviously, this is an oversimplification (there are lots of modifiers, for instance), but the system hangs on these simple mechanics which let you (1) roll a bunch of dice and (2) seldom wonder what type of die to use for most combat. The Advanced Rules section goes on to cover such diverse elements as a points system for standardized games, characters in battles, aerial combat, engines of war, and other specialized aspects of battle.

Warhammer Fantasy Battle
accomplishes...what it sets out to do.

Warhammer Fantasy Battle's magic is divided into Battle magic, and Demonic, Elemental, Illusionist and Necromantic spells. Each spell is described in terms of the fantasy battle, and they are obviously not intended for retrofit into a role-playing environment without additional text.

Finally, *Warhammer Fantasy Battle* includes essays on the Warhammer world, the monsters and animals therein, and presents a complete battle, ready to play.

EVALUATION

Warhammer Fantasy Battle accomplishes handily what it sets out to do. These are rules for fantasy battles where you can hack and slash your way through hordes of nasty critters, in epic fantasy style. All the elements are there—monsters, magic, heroic characters—the works. I've never seen as complete a rules set as this one, which is one reason I wanted to review it. I would that there were some futuristic titles which could be so finished upon publication. Frankly, *Warhammer Fantasy Battle* needs no additional materials. Maybe the initial price is a bit high, but you won't need to buy anything else.

Can I recommend buying it? Well, yes I can, since I have an interest in all types of gaming. If you're a science-fiction gamer and that's it, *Warhammer Fantasy Battle* probably isn't for you. However, if you get the chance to look through it, you might change your mind. The pictures of miniatures in action and the artwork are superb—this is very inspirational stuff. You could be a convert with just one reading because *Warhammer Fantasy Battle* is as attractive as it is good.

—*Timothy B. Brown* Ω

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Classifieds

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Wanted: Atlas of the Imperium. Please send price and shipping costs to Robert Grob, 417 E. 4th, Newton, KS 67114. Also have a number of *Martian Metals* miniatures for sale. Make me an offer.

T-TECH Exchange: Exchange your **MegaTraveller** starship, vehicle, robot, etc., designs with other **MegaTraveller** players around the world. One-for-one exchange can expand your universe at Jump-6 speeds. For info, write T-TECH Exchange, 7783 Kensington Lane, Hanover Park, IL 60103, USA. Also, I need a Vargr WordGen program for Apple IIc, ASAP!

For Sale: Many **Traveller** and related products, send SASE for list of available items or send want list. $5.00 postpaid for miscellaneous **Traveller** grab bag. Wes Allison, 901 S. Boulder, Hwy 34, Henderson, NV 89015.

Voyages is taking off—broadly covering science fiction gaming, including **Traveller** and **2300 AD**, and doing so with a dual goal: to provide usable gaming material, and to be enjoyable and entertaining just to read. Four issue sub $9.00 U.S. Starlance Publications, 50 Basin Dr., Mesa WA 99343.

Wanted: Martian Metals 15mm **Traveller** sets 2901 Adventurers and 2903 Imperial Marines. Will pay well for complete sets. Al Adams Jr, Box 1328, Kealakekua, HI 96750.

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Traveller Spreadsheets: MegaTraveller starship design, **Grand Survey** world profile, **Grand Census** culture profile, **MegaTraveller** trade data. All of these are available in Macintosh Excel format. Send SASE, 3½" disk, and $2.00 copy fee (waived in exchange for interesting spreadsheets, craft designs, or worlds) to Rob Prior, C/O BNR, PO Box 3511 Stn "C" Ottowa, Ontario, CANADA K1Y 4H7.

Voyages: A quarterly adventure magazine covering popular science-fiction role playing and board games, including **MegaTraveller** and **2300 AD**. "Adding a little more excitement to your science fiction gaming." Subscriptions are $9.00, from: StarLance Publications, 50 Basin Drive, Mesa, WA 99343.

Wanted: 2300 AD players in the Toronto/North York/Willowdale area. Adults perferred, must be willing to teach me as I am new to RPGs. Contact B. Bernhardt, 421 Connaught Ave, Williowdale, ON M2R 2M4, CANADA.

Variant: Discontinued RPG magazine including **Traveller** deckplans, character classes, equipment. All 16 back issues $5.00 postpaid. Sample issue $1.00. Gary Reilly, 395 Wimbleton Rd, Rochester, NY 14617.

Help: MegaTraveller ref with very little time is desperately seeking military starship designs, TL 13 and below. All classes, transports through battleships needed. Any help will be greatly appreciated. Write to: T. Meierhoff, PO Box 103, Lake Zurich, IL 60047.

Wanted: Traveller alien modules 2, **K'kree** and 4, **Zhodani**, in good condition. Sean Carroll, 2821 105th Ave SE, Bellevue, WA 98004.

Tidewater Traveller Club: An organization of players and referees in the Hampton Roads area of Virginia dedicated to the playing and promotion of GDW's role-playing games. Contact Mark "Geo" Gelinas, 1302 Riverfront Ct., Suite 302, Virginia Beach, VA 23451.

For Sale: Traveller items, including supplements, adventures, Paranoia Press stuff, JTAS issues and more. Send SASE to Barry Osser, 1018 F St, No. 1, Eureka, CA 95501.

NCRP: An amateur fanzine covering FRPs, including lots of **Traveller, 2300 AD**, and more. Samples copies are $1.50. Subscriptions are $8 for six issues. Barry Osser, 1018 F St, No. 1, Eureka, CA 95501.

Wanted: Photocopies of "Traveller News Service" from **Journal of the Travellers' Aid Society** 1-24, **Traveller/MegaTraveller** starship stats for all kinds and sizes of ships (also deck plans if you have them)—will trade for mine. Also want *Striker* vehicle designs. Jeff Wharton, 3960 N. Monet Court, Allison Park, PA 15101

Players Wanted: Dallas **Traveller** group looking for select adult players for campaign game. Contact Alex Ingram, (214) 357-3216.

Wanted: Will players and/or referees of **2300 AD** in the Shenango Valley area please contact Robert L. Downs, 1065 Baldwin Ave, Sharon, PA, 16146. I've never played RPGs before, but I'm anxious to start.

Chief Tactical Officer: Starbase Two (Central/Southern United States) unit of Starfleet Command is looking for gamemasters and players for play-by-mail campaign using **Traveller**/*Star Trek* rules. Contact: Commodore David Johnson, 1417 Vanderbilt East 610, Fort Worth, TX 76112-8957.

Adventurers: Players wanted for existing play-by-mail campaign loosely based upon **The Traveller Adventure**. Contact: David of Tenelphi, 1417 Vanderbilt East 610, Fort Worth, TX 76112-8957. Ω

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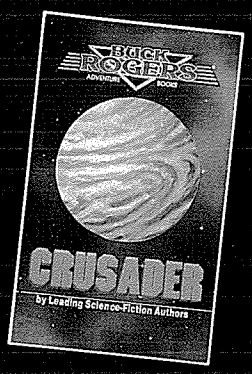

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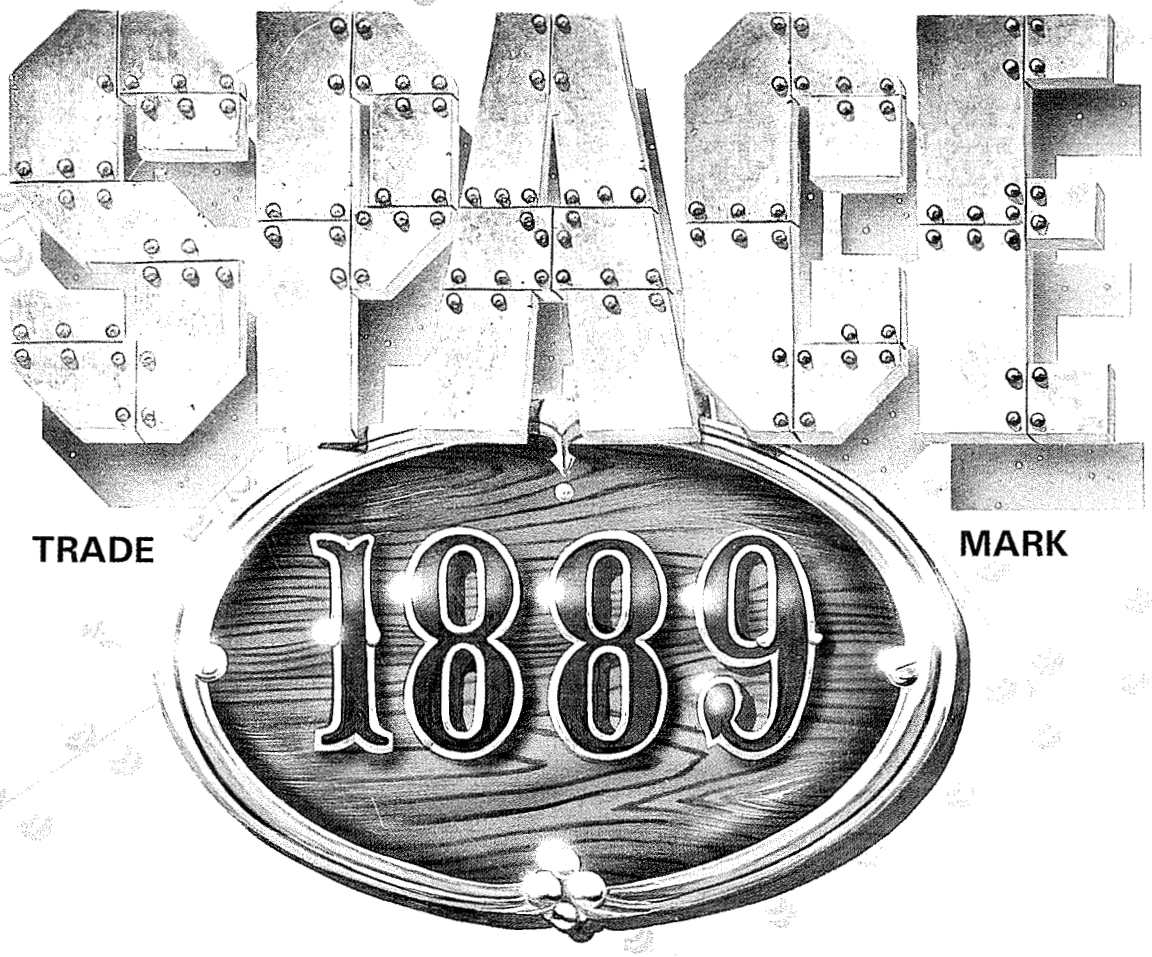

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