JUMPSPACE

AN ILLUSTRATED FANZINE FOR TRAVELLER™

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ISSUE 5

J3 KING

JUMPSPACE

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Notes from Jumpspace

As we begin a second year of Jumpspace, welcome! I hope you enjoy our continued improvements as we strive to make this publication as useful and entertaining as we can for Traveller referees and players alike.

In this issue Jumpspace will begin supporting the MegaTraveller rules edition, though, at least for a time, we will attempt to make included material usable with previous Traveller rules editions.

As promised, this issue is a special Vargr issue. Inside these pages you will find a lot of useful material about this notorious spacefaring race, including two starship deckplans (an item that has proven quite popular to Jumpspace readers of previous issues). Below is an extra bonus — a set of Vargr figures in 15mm scale. With them are ship silhouettes for the Vargr ships presented in this issue. Feel free to photocopy them for your personal use. Just color them in using fine point markers then mount them on card stock, and you'll really be ready for the upcoming Vargr campaigns.

In this issue we begin a new feature that will appear regularly, entitled Craft File. In it we will present all types of craft designs, from vehicles to starships, created using the MegaTraveller Craft Design rules. Their presentation will be similar to how craft are presented in the Imperial Encyclopedia. So, do you have some favorite designs you'd like to share with us? (Include an Illustration or a basic sketch for me to Illustrate from if you know how you want the craft to appear.) Before submitting an article for consideration, it would be a good idea to send a SASE for our new, updated contributor guideline sheet first.
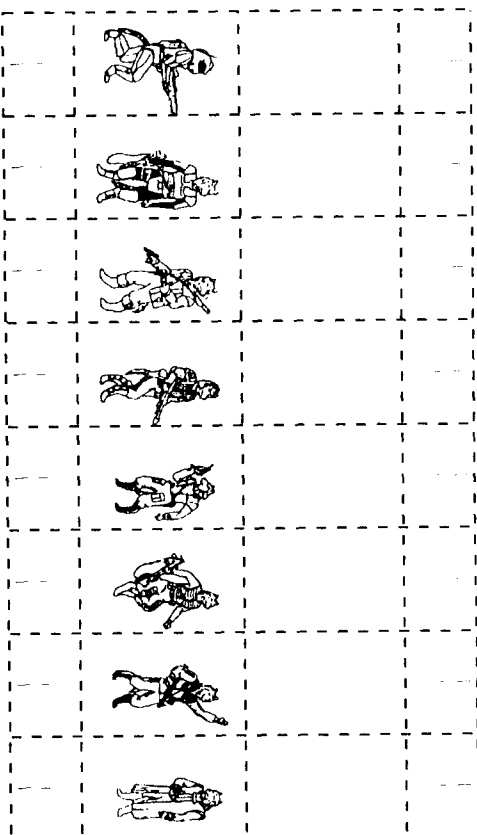
LOEGHVAEKH SCOUT   EVAEKSO COURIER   SHIP'S BOAT

Examples of
Vargr Combat Vehicles

by Anthony E. Ward

With the temporary disruption of Imperial order, various Vargr governments, raiding parties, and freebooters have taken advantage of state of emergency by conducting numerous raids and even invasions of Imperial systems along our coreward border. To provide Imperial armed forces with a better idea of what they will be facing on the battlefield, the following report/summary should be given wide distribution to our fighting units.

— Captain Arowlt hault-Vertaneli, Imperial Naval Intelligence, 131-1119, Regina/Regina.

* * *

VARGR ARMORED COMBAT VEHICLES
Imperial Military Review — 060-1105
Major Hans Shinoda, Imperial Army

While it is almost impossible to make any general statement about the Vargr civilization, one can give examples of their military technology. This article will give a quick overview of some of their best battlefield equipment. But first, a little background.

In 1057 a Vargr corsair by the name of Egzuegh Gaekhsdoung had both lower legs blown off while attempting to exit a burning armored personnel carrier during a raid on an Imperial border planet. Up to this point in his life, Egzuegh's charisma

had been near average for a Vargr. He came to feel that it was various manufacturers' incompetence and greed that put himself and other fighting Vargr in constant peril from their own equipment. His rage and his desire to do something to rectify this gave focus to his life. With this focus and his now driven personality, his charisma skyrocketed.

Egzuegh decided he must build the best-armored fighting vehicle in the Vargr Volume. By 1063, he had obtained the financial backing, hired an exceptionally skilled team of designers, built his factory, and produced his first prototypes - a truly impressive feat for anyone. For the next 23 standard years, the Gaekhsdoung armory (GA) produced some of the best AFVs in Vargr space. These AFVs consisted of a family of armored personnel carriers, both tracked and grav, a family of grav tanks, and a family of self-propelled artillery pieces. This changed in 1086, with the death of old Egzuegh in an "accident during field-testing."

The next decade was not good for the GA. The various Vargr that took control of the company were more interested in power trips and large profits than in producing good AFVs. First quality and then quantity fell off, and GA vehicles became the same kind of death traps that Egzuegh had hated. By 1100 the company was in receivership.

One of Egzuegh's granddaughters, Efekaengoull Gaekhsdoungo, bought the bankrupt company in 1101 with money she had made as a corsair leader of very great charisma. With this new funding and leadership, certain Imperial authorities expect that old style vehicles of the original quality, and possibly new families of vehicles, will soon be appearing on various battlefields in the near future.

Examples of Ja vehicles covered below are the Vuguetou (Fireflower) APC, the Prulodhe (Shinning Water) grav tank, and the Ozsueinges (Planewind, self-propelled artillery unit.
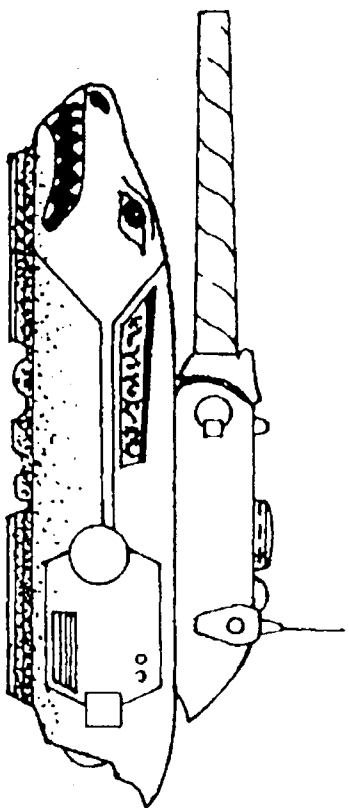
* * *
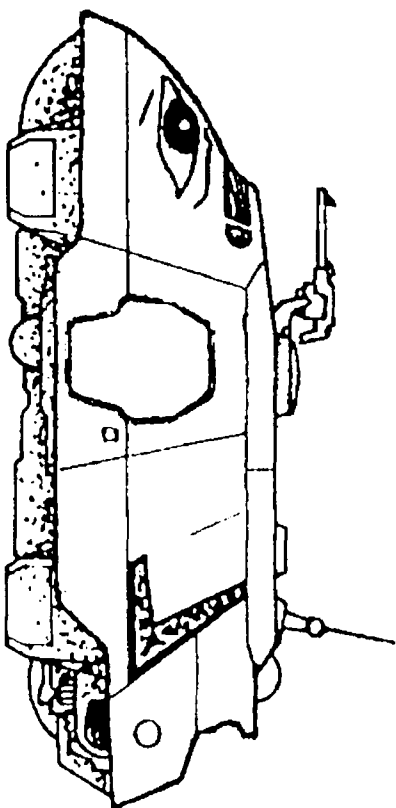
VUGUETOU Armored Personnel Carrier

CRAFT ID: APC, TL 12, wCrl.09, 4.7mW x 2.1mH x 8.2mL

HULL: 5/14, Disp=6, Config=4USL, armor=5P, Loaded=19.693tons

POWER: 1/2, Fusion=2mW, Duration=14/42

LOCO: 1/2, Thrust=0.25tons, NOE=75kph, Cruise=225kph, Top=300kph,

COMMO: Radio=VDistant, Waser=Regional

SENSORS: Laser Sensor, Synthetic Vision, Radiation Sensor

WEAPON: Beamlaser, Pen=5/2, Dmg=4, Rng=Dist, ROF=40, Sig=W

CONTROL: Computer=1, Panel=dynamic link, Environ=basic env, basic 1s

ACCOMM: Crew=3 (Commander, Driver, Gunner), Pac=12

OTHER: Cargo=26.13kliters, Fuel=1kliter ObjSize=small, EmLevel=iaint
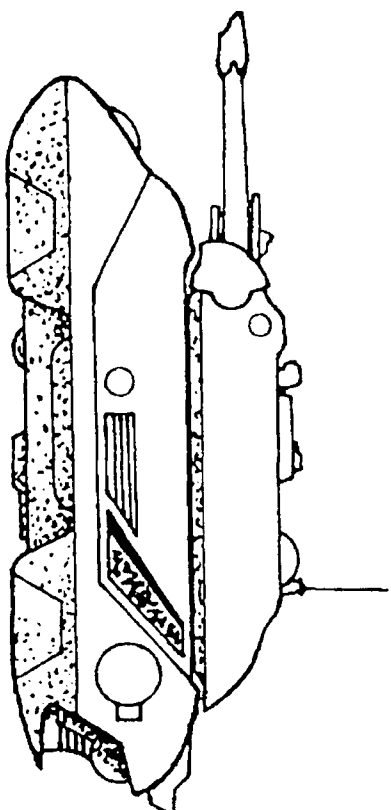
PRULODHE Grav Tank

CRAFT ID: Grav Tank, TL 13, wCrl1.65, Hull=4.1mW x 2.1mH x 6.3mL, Turret=4.1mW x 1.4mH

HULL: 6/13, Disp=6, Config=4SL, armor=15P, x 4.1mL Loaded=80tons

POWER: 1/2, Fusion=60mW, Duration=4.17/12.5(100hrs)

LOCO: 1/2, Thrust=1.5tons, NOE=120kph, Cruise(V)=1260kph, Top(V)=1680kph, Cruise(A)=750kph, Top(A)=1000kph

COMMO: Radio=Regional, Waser=Regional

SENSORS: Ladar=VDistant, Laser Sensor, Synth Vision, Radiation/Environment Sensor

WEAPON: FY-13 Fusion Gun, Pen=71/5, Dmg=30, Rng=Dist, ROF=40, Sig=H, Point Def Target Module

CONTROL: Computer=3, Panel=holographic link, Environ=basic env, basic 1s, extended 1s

ACCOMM: Crew=3 (Commander, Driver, Gunner), Pac=1

OTHER: Cargo=3.395kliters, Fuel=10kliters ObjSize=small, EmLevel=iaint

CRAFT ID: SP artillery, TL 12, MCr7.823, Hull=4.7mW
x 2.1mH x 8.2mL, Turret=4.7mW x 0.8mH
x 4.1mL

OZSUELNEG Self-Propelled artillery Unit

HULL: 6/15, Disp=7, Config=4SL, Armor=10F,
Loaded=76tons

POWER: 1/2, Fusion=6mW, Duration=24/72

LOCO: 1/2, Thrust=0.6tons, NOE=160kph,
Cruise=540kph, Top=720kph

COMMO: Radio=Regional, Laser=Regional

SENSORS: RadarD?, Ladar=Regional, Laser Sensor,
Synth Vision, Radiation/Environment
Sensor

WEAPON: 177mm.HiVel auto Cannon, Point Def Target
Mod, SetUp=100sec, Rng=Dist, ROF=165,
Sig=H

CONTROL: Computer=3, Panel=dynamic link,
Environ=basic env, basic 1s, extended 1s

ACCOMM: Crew=3 (Commander, Driver, Gunner)

OTHER: Cargo=2kliters, Fuel=4.312kliters,
Ammo=835rds, ObjSize=small, EMLevel=faint

Referee's Notes: Each Ga vehicle can be one
of three models. Model A units were built between
1063 and 1086; Model B units between 1086 and 1100;
Model C units between 1102 and the present. A
Model B units are the standard units. Any task involving B
models are resolved one task level down; i.e.
Simple becomes Routine, Routine becomes Difficult,
etc. Anytime a modification is made to a die roll,
subtract 1. Treat all C models in the opposite way;
Routine becomes Simple, etc., and add 1 to any die
rolls.

If your players happen to notice this and
start checking data plates for year of production,
remember that it is easy for a NPC salesbeing to
modify a data plate and a date of production.

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each one desired.

#3. The Human Spirit (fiction); Hornet
Class Battle Tank; The Modified
Scout/Courier; A Smuggler's Wish List; Pre-
Generated Characters: Merchant.

#4. A Moment With Naval Architect Tyler
Purcell (feature); Small Craft for System
Defense; Sentry Class SDB; Profile: Lave
Williamson; TRaVELLER Crosswords; WK XIV
Liquid Explosive; Pre-Generated Characters:
Marine.

Vargr Starships: Scout and Courier

Designs by James B. King

NOTE: These Vargr Starships are based on standard vessels presented in Alien Module 3: Vargr.

CRAFT ID: Vargr Courier, Type VX, TL 12, MCr129.0889

HULL: 180/450, Disp=200, Config=1SL, armor=40F, Unloaded=2772tons, Loaded=3781tons

POWER: 5/10, Fusion=1824mW, Duration=22/66

LOCO: 14.5/29, Maneuver=3, 7.2/14.4, Jump=3, NOE=160, Cruise=750kph, Top=1000kph, Agility=0

COMM: Radio=System

SENSORS: PassiveEMS=Interstellar, ActiveEMS=FarOrbit ActObjScan=Rout, ActObjPin=Rout, PasEngScan=Rout

OFF: BeamLaser=x01 Batt 2

DEF: DefDM=+3

CONTROL: Computer=2bis x 3, Panel=dynamic link x 685, Special=headsUp x 2, Environ=basic env, basic 1s, extend 1s, grav plates, inert comp

ACCOMM: Crew=5 (Bridge=2, Engineer=2, Gunnery=1), Staterooms=4, SubCraft=30-ton ship's boat

OTHER: Cargo=70kl, Fuel=1342.6kl; Refuel=Cr46,991, Scoops, ObjSize=average, EMLevel=moderate

---

NOTE: The price of the sub craft is not included. Loaded weight does include the sub craft. Cost Includes architect's fees, but is not reduced by a standard discount, though a discount may be applicable. A, medic may optionally be added to the standard crew.

* * *

CRAFT ID: Vargr Ship's Boat, TL 12, MCr27.93155

HULL: 27/67.5, Disp=30, Config=1SL, armor=40F, Unloaded=760.ltons, Loaded=844.6tons

POWER: 1.8/3.6, Fusion=642mW, Duration=14/42

LOCO: 4.6/9.2, Maneuver=6, Cruise=750kph, Top=1000kph, NOE=160kph, Agility=1

COMM: Radio=System

SENSORS: PassiveEMS=Interplanetary, ActiveEMS=Planet, ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Form

OFF/DEF: Hardpoints=1, DefDM=+5

CONTROL: Computer=2 x 3, Panel=dynamic link x 238, Special=headsUp, Environ=basic env, basic 1s, extend 1s, grav plates, inertial comp

ACCOMM: Crew=2 (Bridge/Engineer=1, Commander=1), Seats=adequate x 8

OTHER: Cargo=72kl, Fuel=180kl, Refuel=Cr6300, Scoops, ObjSize=average, EMLevel=faint

Note: The price of the ship's boat is discounted. Power plant and the control panel are sufficient for the installation of a single laser, if it is desired (with a reduction of agility and cargo capacity).

CRAFT ID: Vargr Scout, Type VS, TL 11, MCr46.7913
HULL: 90/225, Disp-100, Config=1SL, armor=40E,
  Unloaded=164tons, Loaded=1865tons
POWER: 7.9/15.8, Fusion=708MW, Duration=30/90
LOCO: 4.5/9, Maneuver=2, 2.7/5.4, Jump=2,
  NOE=150, Cruise=750kph, Top=1000kph,
  Agility=0
COMMO: Radio=System
SENSORS: PassiveEMS=Interstellar,
  activeEMS=FarOrbit
  actObjScan=Rout, actObjPin=Rout,
  PasEngScan=Rout
OFF: BeamLaser=x01
  Batt 1
CONTROL: Computer=2 x 3, Panel=dynamic link x 362,
  Special=headsUp, Environ=basic env,
  basic 1s, extend 1s, gray plates,
  inertial comp
ACCOMM: Crew=2 (Bridge=1, Engineer=1),
  Staterooms=2, SubCraft=gray speeder
OTHER: Cargo=145kl, Fuel=458kl, Refuel=Crl6,030,
  Purification Plant, Scoops,
  ObjSize=average, EMLevel=faint
Note: Price and weight of the sub craft
  are included. A gunner will likely be
  added to the crew.

* * *

CRAFT ID: Vargr Grav Speeder, TL 11, MCrl.2982
HULL: 5.4/13.5, Disp=6, Config=1SL, armor=4E,
  Unloaded=26tons, Loaded=47.2tons
POWER: 1/2, Fusion=10MW, Duration=90/270
LOCO: 1/2, StdGravThrust=80tons, NOE=150kph,
  Cruise=630kph, Top=840kph
COMMO: Radio=FarOrbit

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SENSORS: PassiveEMS=VDistant, activeEMS=VDistant,
  actObjScan=Dist, actObjPin=Dist,
  PasEngScan=Form
OFF/DEF: Hardpoints=1,
  BlaserGun, Pen=10/2, Dmg=5, Rng=Dist(5),
  Sig=H, Auto=2
CONTROL: Computer=0 x 2, Panel=dynamic link x 33,
  Special=headsUp, Environ=basic env,
  basic 1s, inertial comp
ACCOMM: Crew=1 (Operator/Gunner=1),
  Seats=roomy x 4
OTHER: Cargo=19kl, Fuel=32kl, Refuel=Crl120,
  ObjSize=small, EMLevel=faint
Note: This speeder model is ideal for long-
  term scouting operations and is armed
  with a fixed-mount, forward laser.

* * *

CROSSWORD ANSWER KEY

Across
1. KNENG
2. BLADE
7. INFIGHTING
9. RAID
13. ARRGHOUN
14. PARANOID
15. CORSAIR
18. EMPTYQUARTER
20. PEASANTS
21. CAVALRY
22. WANDERER
23. COMMODORE

Down
1. KHOUKTAE
3. LAIR
4. WINDHORNRIFT
5. DISCHARGE
6. VARGRQUARTER
8. GRENADIER
10. CANINE
11. PURPLEHEART
12. DEITRIC
15. CHARISMA
16. PROVENCE
17. VOUDZEUR
19. EXTENTS
20. PACKET

13

EVAEKSO CLASS
Vargr 200-ton Courier
(Type VX)

AV

UPPER DECK

LOWER DECK

FUEL

1

L

3

2

4

5

6

7

8

9

10

11

12

13

14
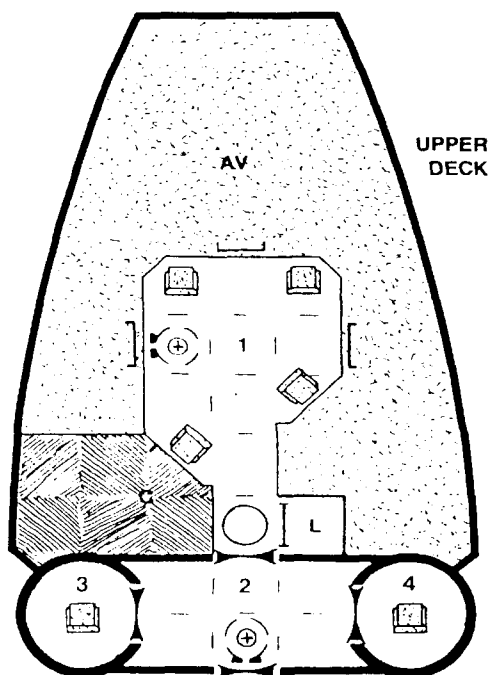
15
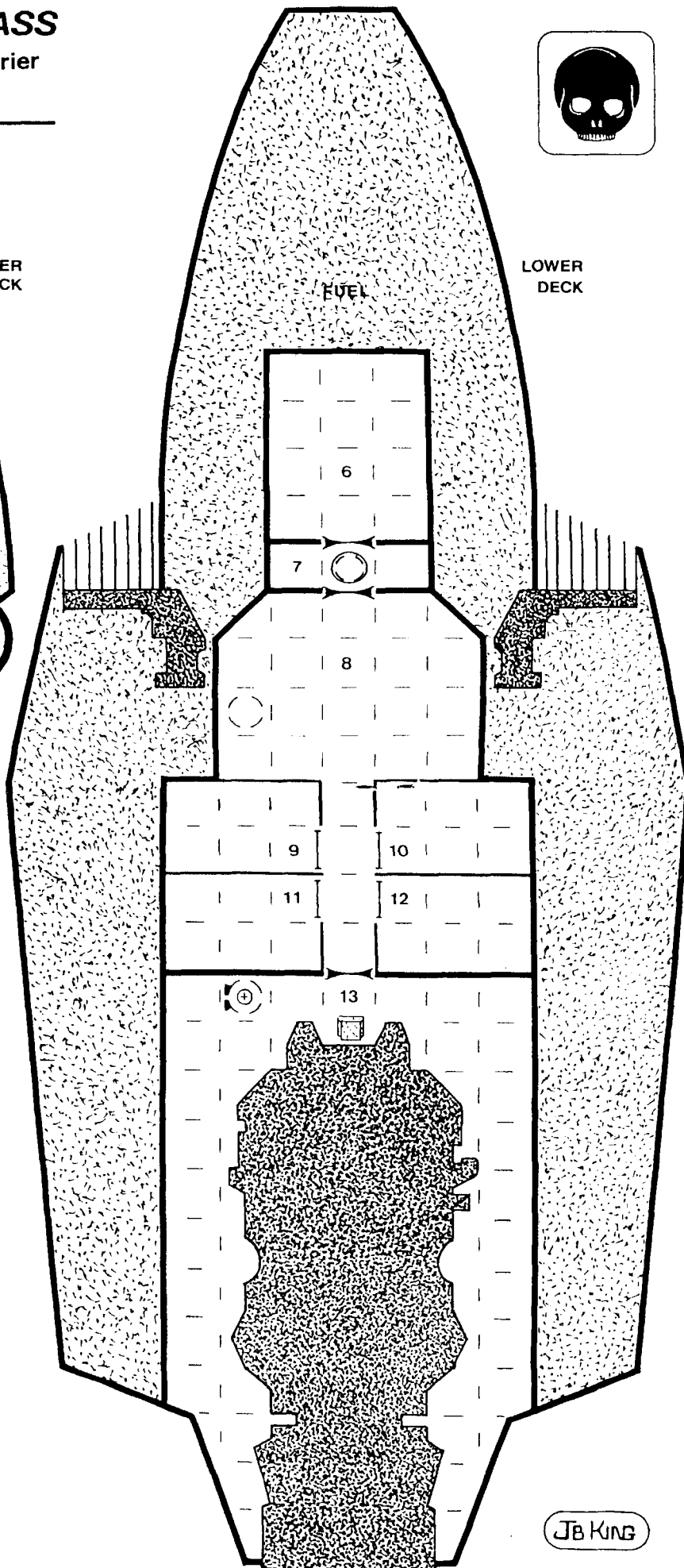
JB KING

LOEGHVAEKH CLASS
## 100-ton Vargr Scout
[Type VS]

IN 15MM SCALE

MAIN DECK

LOWER CARGO DECK
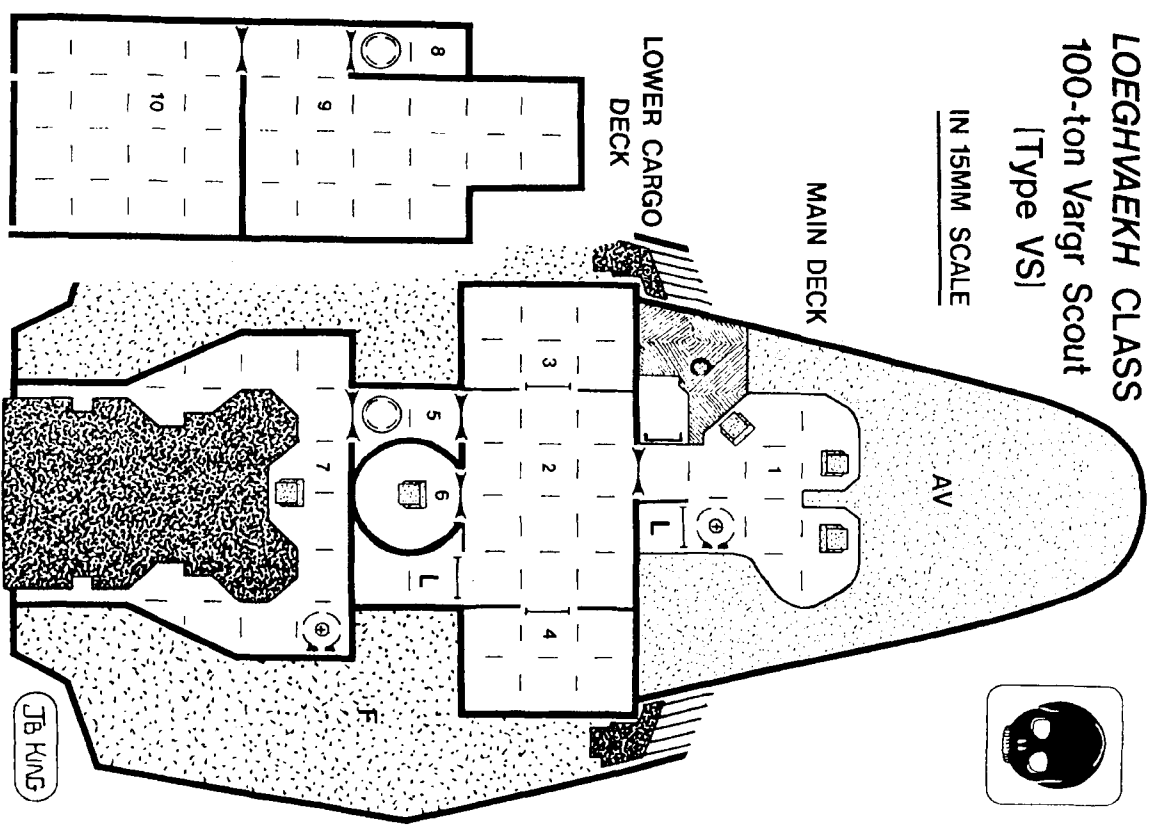
VARGR WORDS

Below is a list of words generated using the Vargr word generation tables in Alien Module 3-Vargr. This list is convenient for coming up with Vargr character names, ship names, city names, or whatever in a lot less time.

OEGHOGKO	DHOVA	VAEGHZTUERRGH
GOKPUERR	UEGHAKH	ZOGRANTHO
AIRRAERRAE	KHAEZZAE	ATHZAERRGH
THEG	SAEGH2SONG	LEGHSOUPRKAG
UNGVOGHZ	KHIRRAE	PRAEZO
ZENKSORRG	AZOE	ZIDHAEDZ
ERRTUEGOE	DHAEKSAEGZ	KHIKHSAE
DZARRTHANGA	KPUGU	OELZOUN
ITAEGVI	UEKHO	LETHKIGRAKHS
OELLURS	NAETHGHUGIR	LUZKHAGAE
UEGAESKAEG	RROKHS	SARRGHTANG
VAEG	THAZZHOURRUKHS	OUDZSANG
OEGZ	OURRKHEN	OURSAERRGHA
KPANGU	OZOENADZ	KPOUDZ
ROUNUDH	TOZUE	PAGAELA
AENGARZOU	GORSGHAEGZU	DHAPR
ODZGVONTUEKHO	UTHSUNUE	IZELLIDH.
SUERRGH	KPALLGVOGH	DHOE
TOTH	KHUERRG	DHAPRLUEKH
RRUZOGHZ	OGAKNUEZ	UNKAES
AEG	POURRGHEGI	ROGORZIKHSRA
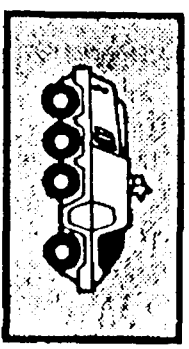
VARGR Crosswords

by Glen Allison
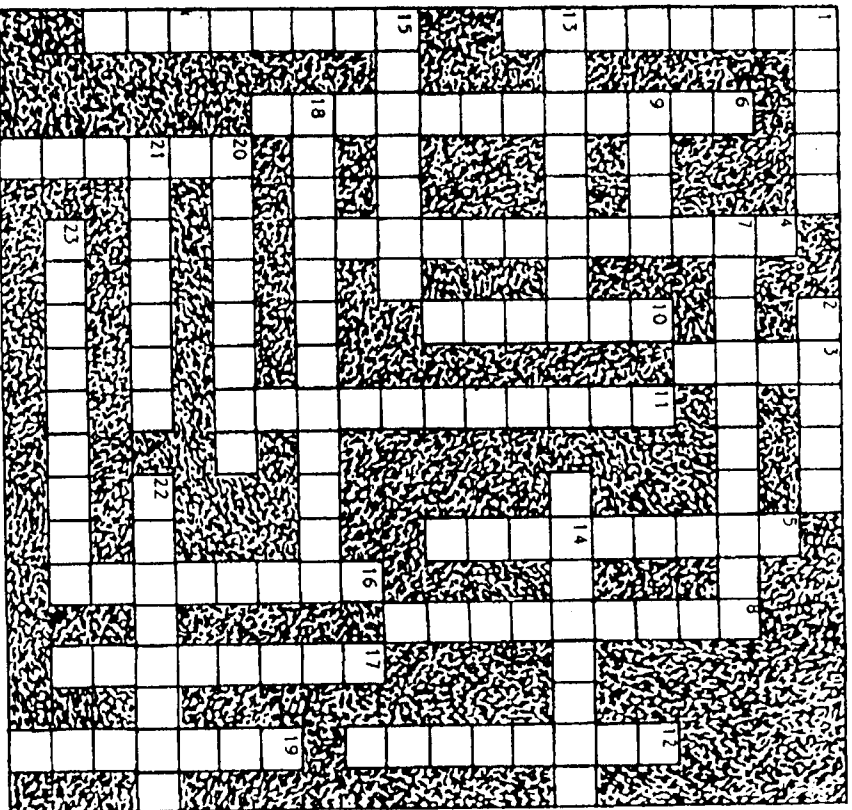
ACROSS

1. A star very important to the Vargr.
2. A mustering out benefit.
7. An Emissary's service skill.
9. Corsair unit assignment.
13. An anciently prominent, now obscure language.
14. A basic Vargr personality trait.
15. Typical Vargr occupation.
18. Null zone sector.
20. Likely encounter on a Vargr world.
21. Vargr Mercenary Branch.
22. Possible Vargr patron.
23. Rank 5 in the Corsairs.

* * *

DOWN

1. Early Vargr empire.
3. The purported Vargr homeworld.
4. Area to trailing where Vargr expansion was stopped.
5. One way to leave a service.
6. Area of a city where Vargr are usually found.
8. A heavy weapons skill.
10. Ancestor of the Vargr.
11. Awarded for injury in a police action.
12. Cover illustrator of the Vargr Alien module.
15. This characteristic is variable.
16. Vargr homeworld sector.
17. Arrghoun for challenge.
19. Regions of space controlled by Vargr governments.
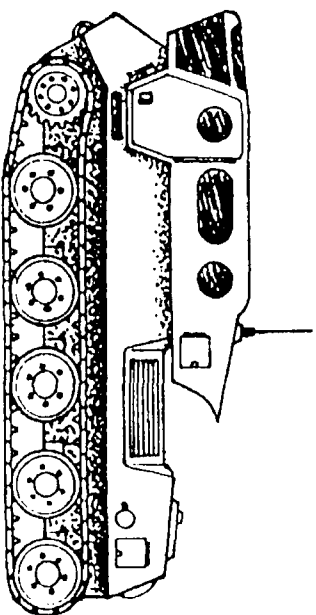20. A 600-ton merchant vessel.

(Answers on page 13)
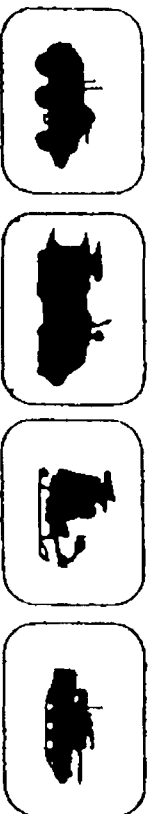
CRAFT FILE:
VARGR TRACKED ATV
Vehicle design by James B. King

CRAFT ID: Vargr Tracked ATV, TL 8, Cr61,802
HULL: 7.2/18, Disp=8, Config=4USL, Armor=60,
    Unloaded=41.2tons, Loaded=99.8tons
POWER: 1/2, MHDTurbine=0.79mw, Duration=2/6
LOCO: 1.5/3, Tracks Road=55kph, Offroad=22kph
COMMO: Radio=Regional
SENSORS: Light Amplification
OFF/DEF: Hardpoints=1
CONTROL: Panel=electronic, Environ=basicenv,
    basic ls
ACCOMM: Crew=1 (Operator=1), Seats=adequate x 8
OTHER: Cargo=24kliters, Fuel=34.6kliters,
    Refuel=Cr8650, ObjSize=small,
    EMLevel=faint

Note: Like most ATVs, this tracked example
    is intended for simple, varied use in
    rough, undeveloped areas.

Psi-Staff of the Ancients

by Jerry Campbell

*** THE FOLLOWING IS CLASSIFIED *** TO BE VIEWED
ONLY BY THOSE OF SECTOR COMMANDER RANK AND ABOVE
*** BURN OR OTHERWISE DESTROY AFTER READING ***
DISSEMINATION OF THIS MATERIAL IS PUNISHABLE BY
DEATH UNDER: ImpSecRge 1-22/098b (Treasonous acts
Imperiling the Security of the Imperium) ***

*** The message that follows was intercepted from
the Zhodani Consulate Embassy at Regina ***

* * *

From: Lt. Opreflat, Consulate Intel.
To: Lord Commander Bretenaqshav.

My Lord, per your instructions, I have been
following up possible leads about the pre-supposed
mythical device called the "psi-staff of the
Ancients." I am pleased to report I have the
information requested, plus an additional bonus. I
have in my possession what I believe to be an
actual example of one. It is presently in two
sections, as I found -it. I hesitate to join the
sections together in fear of the rumored power
blast that is supposed to occur when doing so.

To continue, there seems to have been only
six of these staffs ever made, assuming the legends
are accurate. They (again), according to the tales)
measured about 2.5 meters long by 5,cm in diameter.
Tipped with an alloy that appears to be something
akin to brass at both ends, they were also banded
with the same about one-third of the way in from
both ends. These bands are about 11cm wide. The
stairs themselves were made from

some type of hardwood, the actual species I have not been able to determine.

The artifact I have secured fits this description exactly. There are few anomalies with it, but despite the legends that surround the stairs, I don't believe there was any actual ancient involvement in their making. All indications we presently have (that I am aware of) portray the ancients as having a much shorter stature than that which could easily wield something of the size I have described. Is it possible these artifacts belong to another old race, which dates back to the time of the ancients? My artifact most resembles a quarter staff (an archaic weapon still used In some societies) made for a being roughly 2 meters tall.

Also, there is a low-level radioactive output emanating from one of the sections I have in my possession. My guess is the presence of a nuclear battery of some sort. This represents a far lower tech level than is commonly attributed to the ancients.

Lastly, my visual examination revealed the presence of some small, metallic contacts set in a circular pattern on the two inner surfaces, but indicated no manner of securing the pieces together (such as a central, magnetic contact or any mechanical means). Such seemingly sloppy workmanship isn't like the ancient artifacts I know of.

My Lord, I await your instructions as to the disposition of these items and the documentation that I have prepared for them. Advise me if I should forward them to an Intel laboratory for further investigation, and by what route, as Imperial Interference has stepped up in this area of late. (End of transmission.)

REFEREE'S NOTES

The psi-staff described above actually is an ancient artifact. (But that is no surprise to you, right?) it was created as part of an experiment to see if the latent psionic abilities in some humans and members of other races could be amplified. While the project was a success, interest in it was lost with the advent of the war that destroyed the ancients. It was built along TL 20 lines (in the electronics/computer parts) and disguised as a TL 0-1 weapon. Only six were constructed, all of which still exist, somewhere in "known space". They are powered by small, long-lived nuclear batteries, which will not run down in the near future. The staff is an item of Immense potential to someone who can handle the initial effects of starting one up (detailed later).

Should a character survive start-up of a staff, the following things occur:

1) Known psionic rating is boosted by 12 points. If the PC who activates a staff has no known psionic abilities, then these must be rolled for secretly by the referee. They might be introduced as "something strange is going on here" type events until someone in the group catches on.

2) Unknown (vs. already known), latent psi-abilities will also be enhanced. Latent abilities are those that, for whatever reason, a known psi wasn't able to make use of. Normally, these will be ones listed in the rules that the player missed the rolls to get. Roll 9+ on 2D6 for each latent ability to show up. PSR for these is 2D6-4.

3) Range is increased x3 without additional cost (i.e., doing something that would cost 2 PSP at med. rng. could be done at Dist. rng. for the same).

4) The time required to perform a certain act is divided by 10.

5) The PC gains a "friend" (detailed below). PSR and abilities revert to normal if the staff is broken. This is done by applying 50+ hit points to the center of the staff. Less, and the molecular-attraction bond holds together. More simply breaks the bond and shuts down the system. The staff is quite usable as a hand-to-hand weapon.

Now the bad news—the hazards of starting up the staff. There are 11 contacts on the inner (center) surface of each half-staff. It the staff Is whole (a rare event, roll 12 on 2D6 for this to be the case), there will be no apparent seam in the wood. Nothing at all will occur until the proper connection Is made (7+ on 2D6, Dm+ Elec. or Comp. skill), thus, there are no penalties for trying, just for success!

Upon "activation" of a staff there occurs a brilliant flash of light (roll 1D6 minutes temporary blindness to anyone not light shielded In a 50m area) and the PC holding the Intact staff receives the following: 3D6 physical damage (via psi-assault, no shielding) — and a co-personality! The damage is modified as follows: -Dm=PSR, -6 if CON 10+, -2 if END or I NT 10+. All Dms are cumulative. Again, there is NO SHIELDING for this! If the PC survives, the damage effects return to normal in 1D6 hours, as they primarily result from the rejection of the second personality.

Co-personality: The staff has, within its other workings, a psychometric computer. This little jewel records the memories and personality of the staff's owner. It also imprints the recording of the last owner into the new owner's brain. Unless the PC has both CON and I NT 10+, roll 9+ on 2D6 for the PC to be "taken over" by the co-personality. It's possible, whether the PC suffers a takeover or not, for a working arrangement to be made between the personalities.

at any rate, the referee will need to have a separate PC/NPC on hand. Just because one is dominant doesn't mean the other won't be putting in his/her/its two-cents worth, often at the most inopportune times! The "takeover" roll can be called upon at any time, but would most likely be during times of PC stress or mental relaxation. (Note: the gender, race, etc. of the co-personality aren't necessarily those of the PC.) If successful, the co-personality is in control until the player makes the same roll for success to regain control. How well they get along will be a guide for how often all this is needed.

The Zhodani Consulate has one staff in their possession and are actively searching for the others. Chasing after these artifacts (now relegated as only potential for a whole campaign. Consider, the Zhodani want the other staffs badly. Maybe badly enough to pay well or kill for them? the Imperium, with its presently messed up internal situation as well as its official position on psionics, probably wouldn't take to kindly to a group searching overtly (or otherwise) for psionic artifacts.

Note: The psi-staff was inspired by a similar device in "A Wizard in Bedlam," a novel by Christopher Stasheff, which, according to the article's author, is an excellent book.

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PRE-GENERATED CHARACTERS: VARGR

1 Corsair Force Leader 498567 Age 30 3 terms
Cr6000
Infighting-3, Laser Wpns-3, Electronics-2,
Vacc Suit-1, Ship's Boat-1, Computer-0,
Laser Rifle (TL9)
Starport B, Large, Standard, Wet World,
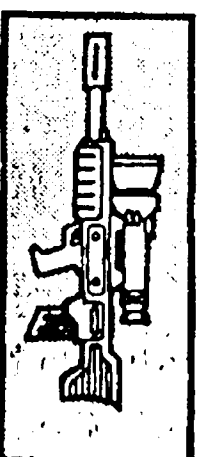Mod Pop,
Low Law, Early Stellar

JA KING

2 Emissary 4A7559 Age 38, 5 terms (2=Corsair,
3=Emmisary), Cr9000
Liaison-2, Streetwise-2, Ship's Boat-1,
Handgun-1, Small Blade-1, Leader-1,
Bribery-1, Carousing-1, Computer-1,
Vacc Suit-0
Body Pistol
Starport B, Medium, Thin, Wet World,
High Pop, High Law, High Stellar
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3 Corsair Lieutenant 896765 Age 26 2 terms
Cr12,000
Laser Wpns-2, Zero-G Env-1, Stealth-1,
Vacc Suit-1, Grav Vehicle-1, Bribery-1,
Ship's Boat-1, Computer-0
Laser Rifle (TL13)
Starport C, Medium, Standard, Wet World,
High Pop, Mod Law, High Stellar

4 Loner 7B8845 Age 30 3 terms (2=Corsair,
1=Loner), Cr3000
Zero-G Env-2, Grav Vehicle-2, Engineering-1,
Laser Wpns-1, Mechanical-1, Streetwise-1,
Bribery-1, Infighting-1, Small Blade-1,
Computer-0, Vacc Suit-0
Laser Pistol (TL9)
Starport B, Small, Standard, Dry World,
Mod Pop, Mod Law, Avg Stellar

5 Merchant 3rd Officer 677745 Age 26 2 terms
Cr2000
Sensor Ops-2, Steward-2, Vacc Suit-1,
Grav Vehicle-1, Mechanical-1, Handgun-0,
Computer-0
Snub Pistol
Starport A, Medium, Dense, Wet World,
High Pop, Mod Law, High Stellar

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