

In Fury Triumphant

The War in Spain



by Edward M. Kann

Rocketship Empires 1936



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**“You see me
now
a
veteran
of
a
thousand
psychic
wars...”**

B.O.C.



STORYART



ROLEPLAYING GAMES
THAT TAKE **NO** PRISONERS

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Intro

Author's Note

It should be noted here that much of the fun of alternate history, particularly when it comes to science fiction is contained within the fiction. History buffs will immediately recognize the changes and variations both small and sweeping cast onto these pages through the broad strokes of the pen. Please understand that this was never meant to be a work based in any history other than that which can be found within the pulp pages of the Galactic Geographic Society; which as any seasoned rocketeer is aware, are available at news stands at most starports.

Assault in San Sebastian

08 February, 1936

The Galactic Geographic Magazine

By Jake Halloway

Since six o'clock in the morning I have watched the popular government troops based out of Guipuzcoa pound rebel positions with mortar and artillery fire in the once quiet and fertile crescent of the San Sebastian farm district. The attack seems aimed at securing the Corona road which runs through the heart of San Sebastian and serves the entire region as its major artery. Failure to occupy the only decent road through this wild and jungle choked countryside insures that nothing moves through it, aside from the civilians scurrying to avoid the hurtling shell fire and the occasional charge of an enraged dinosaur, driven mad by a bullet or the sound of the barrage. The appearance of such a beast sends fighters under any flag into a panic of rapid fire until the beast is dispatched.

This is the third such assault by Republican troops in as many days but it is the closest so far to the stone farm where my camera man and I have holed up.

An unusually cold wind from the North country blows the smoke and ash from burning farms and jungle back on us in great choking clouds for hours. Our guides joke that it is a curse thrown down the mountain side by the Royalists for bearing arms against the King.

From our vantage point at the peek before the descent into the worst of the San Sebastian killing fields we can make out government troops in their third valiant push for the road since dawn.

Just when it seemed that the fighting had finally turned in the favor of the Republic, the sky was filled with the whistling scream of engines and three of the ugly armored DO-17 assault transports made a descent out of the sky with a sound like a trio of New York subway trains. The beasts coughed out fountains of metal and death from powerful weapons mounted in their nose. Upon landing two Italian tanks and one of the German's new two legged walkers, the first we'd had a good look at in the conflict, rolled out to engage.

The arrival of enemy reinforcements pushed the government troops grudgingly back from the Via Corona and that was that. The rebels with their foreign allies seemed reluctant to move out of their positions for the day and fighting once again subsided into a lull broken only by the intermittent crack of a rifle.

About an hour later we were roused out of a late breakfast by the whine of rebel mortar rounds. This correspondent is not exaggerating that he and the dirt floor of the farm house became closely acquainted as six shells burst within a few yards of our farm. With a brave, "Let's get the hell out of here!" we heel and toed it out the back door diving for the concealment of the heavy jungle waiting to receive us...



The War in Spain

The King remains on the throne of Spain.

Popular enthusiasm behind a return to Spanish glory in space united the Spanish public during the early 1920's and attracted the migration of a great number of workers, engineers, scientists and military minds from throughout the Spanish speaking world.

In the early years investment capital from throughout the Latin world flowed to Spain to build a grand future that was wholly Latino, filled with the flower and the pride of the Spain that was and would rise again. Spain's massive gold reserve, the largest in the modern world was not squandered in those early years. It was carefully and expertly metered out into construction and public works projects which built modern industrialized cities where rough colonies and dirt roads had existed just a few years prior.

The situation might have remained stable if it had not been for the manipulations of the Carlist faction and their supporters both in Spain and abroad. From roughly 1925 through 1930 certain politically astute members within the Carlist faction provided funds for anarchist elements and the more radical of the labor unionists to mount sabotage and bombing campaigns within the Spanish colonies. Despite the great strides forward there were still those who remembered the poverty of the years prior to the arrival of the Hegemony. Certainly it was true that the new Spanish wealth seemed restrained to a very limited segment of the population. Perhaps fifteen percent of the total population settling in the Spanish colonies enjoyed the opulence of urban life while fully eighty five percent lived in poverty. The Carlists, seeking a path to the throne for Charles counted on the old scores still lingering in the disenfranchised population.

Two assassination attempts were made against the King directly but failed. The attempts encouraged Alphonso to conduct a hard line policy against the labor unions and protests against wages and poor conditions

in Spanish factories were met with the bullet and bayonet of the Spanish Legion.

The King was carefully isolated both politically and geographically from the reality of life for his subjects both on Earth and in space. In the later half of 1935 a chain of labor strikes and student protests spiraled out of control. Civic buildings were damaged. One of the newly built Spanish cathedrals was burned. Outraged at such an anti-church action by a movement which Alphonso perceived to be largely communist the Legion was directed to restore order. The Carlists influenced key members within the officer corps to make certain that the Legion came down heavy and hard on the protestors. Dozens of civilians were shot. Hundreds were arrested. Labor leaders began to vanish into the night. By December of 1935 the unions and various student movements had, enough.

On January 1st, 1936 a radio message was inserted into popular broadcasts in every corner of the colonies. At midnight a message of "The skies are clear throughout all of sleeping Spain." signaled the start of a general worker's revolution.

Republican forces seized national armories and secured the control of numerous cities and spaceports. Disgruntled divisions of troops whose pay had been cleverly diverted by the Carlists rose up in arms and joined the Republican cause. Soviet support of the unions was soon apparent in the overt operation of communist brigades within the Republican forces and the appearance of Soviet weapons in the fighting. When partisan troops armed with rifles began to feature the red scarves, stars of the communist party those involved in the plot new that the time was right to launch their own brand of revolution.

Thus the ground work for the coup was carefully set. Those at the center of the plot understood the reaction that Catholic Spain and its neighbors in Roma would have to the possibility of a communist government occupying the Spanish nationalized corridor. Rallying support from conservative leaders the Nationalists rallied to the cause of halting the Antichrist communists. The three way civil war in Spain was on.



1. .

How you win a war...

In *Fury Triumphant* introduces the actors as a direct influence in the outcome of the war both through the simple game mechanics presented here and in our first two adventures, The Madrid Run and For King and Country.

Perhaps the greatest influence the actors can have is upon the fate of the King. In *Rocketship Empires* the King of Spain is an individual worth saving both symbolically and personally. While the manipulations of his enemies has thrown mud over his reputation he truly has the most noble vision and intentions for his people and for the future of Spain.

With the actor's intervention it is possible that the King might be rescued from the present debacle. While the characters work to bring the King and his supporters out of the war with their lives intact they also have the opportunity to have a direct hand in forging the Kingdom in Exile. The Kingdom in Exile is not a defeat in the sense that it does not spell the end of the Kingdom. This newly carved territory can serve as a refuge both for the King and his noble supporters and those colonists loyal to him. It also makes for an incredible future base out of which the characters may launch their adventuring careers, but lets not get ahead of ourselves. The actors first need to survive a string of hair raising, balls to the wall encounters with everything from Mennonites turned cannibal to a half mad charging Decaceratops to Nazi zombies and worse... much, much worse.

Following this thread for the campaign helps to establish several villains as repeating foes for the future. It also keeps the plot blissfully clear of being specifically aligned with either the Axis or Allies and allows the actors to operate as free agents as adventures develop and turn into the sort of campaign you'll be retelling over beers ten years from now

Remember. *Rocketship Empires* is action heavy Tubepunk, yes. Political, no. If you decide to launch a campaign exploring one side or the other in the coming war then that is absolutely fine by me. This is a game for grown ups after all. There is certainly plenty of material now and coming down the pipes from StoryART to allow you to take *Rocketship* into a massive range of tales and themes. I see all that creative potential as a good thing. Still, the majority of our adventures approach a plot line that fires like your Colt .45 into the heart of mercenary work and neutrality. This design provides the players and game director's with the maximum potential for including all or some of the plots and ideas presented in their game no matter what side of the Axis or Allies or the Psi War they fall into.

That said. Playing a bunch of amoral thugs is going to earn you a lot of enemies and very few friends out there in the colonies. If you think you are tough enough to go it without any help then by all means, roll those dice. Characters with some depth and a sense of a cause, a reason for what they do and some moral framework will blaze into glorious life in this setting. The environment in the civil war is nothing if it is not a direct in your face challenge to actors to make sense of a dire situation and try to salvage something decent out of it while keeping a hold of some fragment of their own personal character.

This book is not a module. It is not written to be used as a logical start to finish series of adventures. In *Fury Triumphant* presents the stage upon which each of the coming modules and your own early adventures will unfold. Nothing more and certainly nothing less. Each of the modules available early in 2008 are split into three parts or game sessions. Success in a game session on the part of the player characters awards a repercussion bonus to the Royalist faction as resources and popular opinion towards the King are improved.

Ultimately this will not be sufficient to save the King or establish the Kingdom in Exile. The actors must also succeed in several game director created adventures to bring about what amounts to the best victory they can hope to achieve in the unfolding war.



The Press is Key

With Alphonso and his court almost a hundred light years from Earth out in the nationalized corridor and civil war engulfing the colonies in space the League of Nations has stepped in to organize national elections on Earth. At the heart of victory in the civil war is the results of the Earth elections slated for the Kingdom of Spain in the spring of 1937. Open fighting on Earth is out of the question. Any side which engages in organized combat on Earth faces the swift and brutal application of Hegemony military might. Large scale violence on Earth violates the strict ban on acts of aggression anywhere in the core star systems which is front and center of the League treaty with the Martians.

Politics and winning a popular election on Earth is an important goal for all sides of the war in space. The key to winning a popular election on Earth rests in the ability of one side or another to control popular opinion. To insure an honest election by the majority population, advisors from the League of Nations have set up temporary watchdog operations in most of the major Spanish cities on Earth. Local elections will begin in October of 1936 and run throughout the course of the year. Following the popular election of local representatives a national assembly is slated to organize in Madrid in the spring of 1937 to determine the future government of Spain. Of course an electoral defeat on Earth does not necessarily equal a military victory in space. Still, the population available in Spain to back the popular government far exceeds the population currently in the colonies. Only eight percent of the total population of Spain lives in space. A victory in the popular elections on Earth would quickly guarantee the victor a vast number of reinforcements for the war.

It is likely that a faction still in the fight which wins the election on Earth will also be able to count on the backing of both the League of Nations and member states willing to join the conflict as allies. While member states are currently happy to keep their distance and obey the embargo on Spain (with the exception of the Reich, Roma and the Soviet Union), formal recogni-

tion of say a Republican government in Spain on Earth might shake loose a commitment by Great Britain or Holland or even France to enter the war on behalf of the legitimate government.

Should the winner of the elections on Earth be already knocked out of the war it is unlikely that the League will sponsor an invasion of the colonies. In that scenario it is more likely that two governments will develop independent of one another. The Spanish government on Earth and in the core being one government and the victorious faction in the nationalized corridor being the other.

All parties involved in the war are therefore determined to swing the popular opinion of the international press over to their favor to generate more votes for their faction in the coming elections. Everyone is equally interested in winning this conflict as soon as possible. A clear victory in the colonies prior to the election might derail a popular election on Earth all together.

The simple chart below shows the state of faction morale in the first months of the war, specifically the months of January and February 1936. After that point the change in faction morale and their repercussion score rests in the hands of the game director, the actors and the outcome of the actor's adventures.

Current State of Affairs

Faction	Morale	Repercussion
Royalists	Moderate	-2
Republicans	High	+2
Nationalists	High	-1
Carlists	High	+1

Royalists

The Royalist faction is made up of conservative nobles, clergy and commoners loyal to King Alphonso and the traditional government of Spain. The Royalist reputation is currently hurting both from the manipu-



lations of the Carlists and early incompetent combat actions by their own commanders. Royalist morale is not abysmal but it is lower than the other factions after having lost territory while largely being forced onto the defensive. Royalist morale is shored up by the feeling that they are fighting for the true and rightful King of Spain and the decent level of fortifications, food and military supplies in stockpiles available to them.

For now the Royalists are fighting on their heels in most areas and labor to secure their holdings before taking the fight to the enemy. During the month of March, 1936 Royalist defensive positions will greatly stiffen as a handful of very aged and antiquated members of the general staff are forcibly retired by Alfonso and replaced by a still aged but much more savvy general staff.

In some respects it is fortunate that the Republicans and Nationalists currently see the defeat of the Royalists as a foregone conclusion and instead of finishing them off have focused their efforts and resources against one another. The decision to focus all of their efforts against one another and allow the Royalists to recover in their fortified positions may cost the Republicans and Nationalists significantly in the days to come.

The Royalists have the most to lose from a defeat and the most to gain from even a small victory. Anything they can do to drive down their repercussion score and drive up their own morale represents a significant stride in the right direction for them.

Republicans

The Republicans are riding high on the success of their military coup. They have held and soundly won a quick series of popular elections all over the Spanish colonies. While they have the poorest supplies as far as arms and equipment what they do possess at the moment is the popular support of the majority of urban laborers, union members and a great number of students, artists, writers, scientists and thinkers.

The Republicans clearly possess a high state of



morale, at least at the start of 1936 while supplies of ammunition and food are still plentiful. As the Reich blockade swings into effect in February, March and April and Republican supplies of weapons and other goods are cut the impact on morale is felt. Soviet blockade running and the occasional arrival of dropped supplies by Soviet FAST drones will provide brief spikes upward in Republican morale and arms. These will last so long as the new arms and personnel hold out. A string of Republican victories and seizures of enemy ammunition stockpiles or gear is required for any lasting Republican victory over a key area.

Ultimately the Republicans must first survive the war until the national elections on Earth and then win the elections. At the start of the war the Republicans are in the best position to win a popular election on Earth but the margin between their party and the Nationalists is thin.

One tremendous obstacle facing them is an almost absent presence of anything resembling a fleet. Soviet vessels occasionally organize a dramatic punch through the blockade but once they drop their supplies they exit just as swiftly. The Republican's greatest challenge is that have no means to challenge the supremacy of the Nationalist fleet. Any real slug fest in space will be between ships from Roma and the Reich against the Spanish royal navy under the command of the King. Without a political victory on Earth and the backing of the League of Nations the Republicans will not be able to hold major population centers for more than a year or so. The Republicans are doomed to splinter and



fade into a purely partisan and guerilla fighting force if the war drags on longer than eighteen to twenty four months.

Nationalists

The Nationalists possess an excellent morale at the start of the conflict. While they do not possess the number of boots on the ground that the Republicans or even the Royalists possess they are well trained, motivated and well supplied. In addition the Nationalists can count on a regular influx of fresh troops from Roma and Germany as well as mercenaries hired in from surrounding systems.

The Nationalists are not without a strong ground swell of support among the majority population as well. Their supporters largely come from farmers, rural laborers and urbanites who maintain a strong connection to their Roman Catholic faith; and their are a great many colonists which fall into this category. While they socialists might have a point with their protests over wages, poverty and the heavy hand of the monarchy the open anti-christian, anti-church antagonism demonstrated by certain members in the anarchist and communist movements push otherwise sympathetic civilians into the ranks of the Nationalists daily. Railing against the abuses of the church on a street corner is one thing. Hauling priests and nuns out in front of a firing squad is quite another and it has happened more than once in the early months of the revolution.

This plays right into the hands of those with the most to gain from a power play in Spain.

The real challenge the Nationalists face is in the frequently callous attitude and willingness to commit acts of violence against the civilian population within their own membership. Fascist actions mean to restore order and suppress Republican partisan activity can be just as brutal as anything unleashed by the left. Worse still the foreign troops entering Spain conduct their war in a very detached ends justifies the means approach which includes the bombing of civilian towns. This is a major issue as the specific targeting of civilians is not

something familiar to the general public in 1936. At the start of the war the Nationalists face a -1 repercussions penalty because of the presence of foreign troops and mercenaries in their divisions this is likely to continue to sour.

The Nationalists are more likely to attempt to win a military victory before the elections than to try and insure a victory in a popular vote back on Earth. As the war progresses they are likely to follow a whatever works to break the will of the enemy approach to winning the war.

Carlist Monarchists

With the declaration of war the cat is out of the bag as far as the Carlists involvement in creating an environment for their coup. It should be noted that from a certain perspective the Carlists view Alphonso as a very real part of the problem in Spain. Spain is on the way to becoming something innovative and great but the old world infrastructure and traditions still hang over the King like a fog. The Carlists want a more modern and dynamic monarch and they see their candidate as the only real option. At the same time the Carlists are absolutely appalled by the notion of a Spain fallen under the flag of communism, particularly since such a result would reduce the Kingdom to a puppet state of Stalin who the deeply loathe.

Roma as another Catholic nation despite her dictator seems a natural ally for the Carlists. The Germans they are somewhat more uneasy about but the old saying of the enemy of my enemy is my friend seems to apply.

The Carlists retain a few key spies in positions close to the King and if they can keep these cards in play long enough they should be able to neutralize any organized counter attack the Royalists plan to mount.

The Carlists hope for both a political and a military victory. In a very real sense they want their cake and they want to eat it too and this may be asking too much. The Carlists can not hope for a military victory



without the support of the Nationalists. Whether or not Roma and the Reich will support a move to place Charles on the throne when the smoke clears remains anyone's guess. Right now soldiers from Spain, Roma and the Third Reich fight side by side but negotiations about a clear direction following victory continue to be put off by the Fascists.

Nationalists and especially Fascist agendas in the colonies for a fast and complete victory may not serve the Carlist's political agenda well. Over time the Carlists may decide to distance themselves from the Legion Condor and groups like the Falange. This may create yet another break in the conflict and result either in the complete withdrawal of the Carlists from the war or the creation of a fourth front. It is hard to imagine a small force, even one as well equipped as the Carlists lasting long in the war utterly on their own and yet there are potential power players in the region with ships, fighters and potential resources to bring to bear. The Qin Shadow Empire comes to mind as one immediate power and the distant alien government of the Purvians represents another.

Repercussion Rolls

Once a game session (and probably prior to the game session) the game director should make a repercussion roll for each of the four factions involved in the war. A repercussion roll is a simple 1d10 dice roll. On a modified result of 8 or higher that faction gains a benefit from the road to victory table. An unmodified roll of a 10 always results in a benefit from the victory table. A modified roll of 2 or 1 indicates a roll on the repercussion table. A natural roll of a 1 always results in a roll on the repercussion table.

These tables create a means for generating events to share with the players in current newspaper articles or radio broadcasts or in direct encounters experienced by their actors. Not every result needs to be played out on screen. Many events may occur off camera and create the feel of an active environment surrounding the characters that responds to their character activities.

Repercussion Modifiers

Certain actions on the part of a faction will result in an addition or subtraction from their current repercussion modifier. These actions do not necessarily need to be actions the faction actually took...they could be something that another group did but set the enemy up to take the fall for. Getting caught or having your plot brought out into the daylight by the media or some other agency causes your faction to suffer double the normal ding to your repercussion score and not only returns the enemy score to normal levels it provides them with a one point bonus. This means that amoral spur of the moment atrocities by player characters hastily covered up are more than likely going to explode in their face, throwing mud not only all over the actors but also all over the side they support. It also means that subtle and carefully planned operations to smear the name of an enemy may very well have a lasting impact on the course of the war which fits into the dark and gritty nature of Rocketship Empires 1936 setting perfectly well.

Repercussion modifiers may either penalize or benefit a faction. See the lists below for details. These are only examples. Game directors are encouraged to expand on the list as necessary.

Important Note

No faction should move either up or down in their standings more than two points in a single game session.

The Good

Mount a successful defense of a civilian population center. +1
Secure the release of prisoners of war or political prisoners from the enemy. +1
Rescue and protect members of the International press from hostiles bent on harming them. +1
Go out of your way to protect a church, hospital, orphanage or school during a battle where destroying or



occupying it would be a more logical course to victory. +1

Uncover and convict in a public trial an enemy for espionage or war crimes. +1

Gain a major victory over an enemy unit whereby that unit must be retired from the enemy order of battle. +1

The Bad

Destroy a church, school, orphanage or important civic building when this was not especially necessary to achieve victory. -1

Public executions of “partisans” without a proper trial. -1

Executions of prisoners of war or political prisoner for any reason. -1

Targeting civilians instead of military personnel. -1

Suffer the total destruction of a major unit from the faction’s order of battle. -1

The Ugly

Unleash a commerce raiding campaign that results in the loss of the civilian passenger liner or hospital ship of a neutral nation. -2

Completely destroy a city rendering it more or less uninhabitable. -2

Use of gas or weapons of terror against civilian targets. -2

Attempt to use hostages and human shields to discourage enemy bombardments and air attacks. -2

A political bombing attack that accidentally results in the destruction of a church, school or hospital that is linked back to your faction. -2

Destruction or seizure of food stores from civilians. -2

The Road to Victory Table (Roll 1d10)

1. The faction experiences a short term gain in munitions and other needed supplies.

2. The faction secures a minor victory (off camera) on a front removed from the actors.

3. The faction reports the death of an officer in the enemy forces.

4. The faction reports a naval victory over an en-

emy vessel. This could be an air victory involving a dogfight or a victory over a single isolated enemy ship in space.

5. The faction reports a significant and useful reinforcement. The arrival of a new international brigade and supplies through the blockade in the case of the Republicans. The arrival of new volunteers in the case of the Nationalists.

6. The faction reports a reduction in partisan activity in a region or on a planet.

7. The faction reports a seizure of enemy munitions or arms.

8. The faction reports the successful negotiated release of prisoners of war in an area. This may have occurred via a prisoner exchange.

9. The faction reports the arrival of a new weapon in their arsenal. The fielding of a new piece of artillery, tank or even a major resupply which includes upgrades in the quality of rifles, the arrival of a stock of machine guns and ammunition or in very good situations the arrival of a mecha type or hover armored car or tank into the fighting.

10. The faction reports a major victory (off camera from the actors) which may be the capture of an important point in a major city or the capture of a key hill or other significant feature along the front. Keep in mind that it should take several of these events before a side can claim any sort of actual victory over a front or planet.

Repercussions Table (Roll 1d10)

1. A unit of troops the equivalent of several squads surrenders when their position is over run by partisans.

2. A supply vessel is destroyed under suspicious circumstances.

3. Civilian riots in a location pull troops needed for the front into behind the lines security.

4. The media reports a link concerning the presence of spies mounting successful operations within the factions leadership. So far intelligence has been unsuccessful in identifying who they are.

5. Sabotage of transports, roads, railways or spaceport facilities damage supply lines.

6. Partisans mount mortar attacks on faction posi-



tions causing havoc.

7. A key officer in the military is killed in action causing a shake up in the command structure in that area and halting offensives for several days.

8. The foreign press reports that popular opinion in Spain is progressing against the faction making a victory in the voting process less likely.

9. The enemy mounts a successful counter intelligence operation rounding up key partisan leaders and several spies. Following their executions partisan activity and sabotage in the region drops to nothing for several weeks.

10. Atrocities by your faction have earned the attention of a new potential addition to the war.

- Nationalists - The French Monarchists
- Republicans - The French Star Republic
- Royalists - The Kingdom of Holland
- Carlists - The French Monarchists

Your factions abysmal record in the war has begun to stir the patriotic concerns of a new potential enemy. The first time this result is rolled the enemy receives great praise in the press and in the government of their listed potential ally. The second time this is rolled the potential ally breaks off diplomatic relations with your nation or faction and issues a warning that you must cease your atrocities or there will be hell to pay. The third time this result is rolled the enemy receives official support from their new ally. This means that troops, equipment and a fleet are on the way to directly engage your forces on behalf of the enemy. This will increase the violence of the war and could prove a decisive blow against one side or another. This result will not develop an escalation of war in other areas. Germany and Roma are not ready to engage in a war outside of Spain. If things look to difficult for them or potentially explosive they are likely to withdraw rather than risk a full scale war at this juncture. The same goes for the Soviets.



Qin Shadow Empire Commander: Chris Pickrell



A significant stiffening of French resolve against German or Roma aggression this early may signal an early entry by France later when the Reich strikes out aggressively at one of its neighbors.

Feel free to expand, modify or alter these tables over time. For now they should provide you with sufficient ammunition for your smokin Chicago typewriter to throw coffin nails at your actors for months to come.

Plot Point

Consider how coming modules might fit hand in glove with a little actor background work and character development. What if one or several of the characters are blood relations, however distant, to King Alphonso or someone close to him within the Spanish court?

Here you have a seamless means to provide both freedom for character development and a significant reason for the actors to have an interest in getting involved in matters in this corner of space in the first place.

I will offer other less radical means to get the characters involved in the action in Spain but why not go for the epic plot line? Another option is to stand everything presented here on its ear and run with Charles as the character's connection into the plot. Maybe it is Charles and not Alphonso who would make the best



King. Maybe Alphonso is a petty tyrant that deserves what he gets and the characters become engaged by Charles first to try to salvage something of the monarchy by deposing Charles but later in distancing Charles from the Nationalists and moving forward with the Kingdom in Exile plot line but with Charles as the ultimate individual sitting on the throne.

Perhaps neither Charles nor Alphonso should wind up sitting on the throne of the Kingdom in Exile. Maybe it should be one of the player characters!

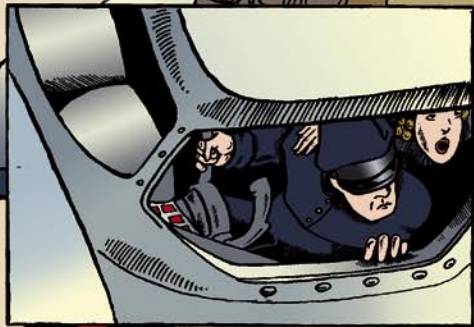
You see there are a dozen different ways you can reshuffle the basic concepts of white hat and black hat or gray hat among the different parties in the conflict to come up with all sorts of fun variations for the story.

This is what I mean when I say that this book is presented in a “no spoiler” style. Any player can pick up this volume and gain a solid knowledge of the region without necessarily knowing what you have cooked up for your adventures. Sure they may think they know but that is as good as any actor in the adventure assuming that they know all about a subject when they clearly do not have all of their facts straight.

Players this is your warning not to buy stock in every letter and dot in this region book. As you can see this is a nifty framework and background for running adventures in the Kingdom of Spain but it is not going to tell you everything you need to know to determine who exactly is a villain and who is a good guy.

That, my friends, you are going to have figure out on your own.

Young Charles sits in his aviator's uniform. Dashing, an accomplished pilot, fencer and hunter, Charles cuts a bold figure as the next potential monarch of Spain.





2

Blood, Guns and Money...

A multitude of careers, cappers and opportunities await the actors in the Kingdom of Spain. The civil war breaks open ventures that might otherwise be closed to our intrepid adventurers without serious risk to not only their persons but to their reputations as law abiding types.

With the law removed from half the planets in Spain now all the characters have to worry about is making it out alive.

Merchanting

Running goods into Spain is the most obvious means of making some fast money. One does not even have to violate the blockade ban on weapons and munitions. Everyone needs food, medical supplies are in high demand. Any basic necessity sells for a +10% bonus in Spain at the start of the war. This is an across the board, absolutely sure thing for any merchant stupid enough...whoops, what I meant to say was crafty enough to take their beloved tramp freighter into these troubled star systems.

What exactly constitutes a shipment of war materials though? Do horses count? Almost certainly if there is any chance they will wind up in the hands of a Republican cavalry regiment. What about medical supplies? Might that shipment of medicines fall into the hands of the communists, what then? Even food falls under the heading of aiding the enemy if a merchant does not have sufficient wheeling and dealing social skills to talk their way past a Reich or Roma inspector (more likely a Reich inspector and we all know how those guys can be).

The bottom line is this. The Nationalists need all of the things you are bringing into the war zone. So why should they pay you for it if they can simply seize it as a possible violation of the blockade? This puts

almost everyone entering Spanish space into the unenviable position of acting as a blockade runner.

Sure, sure. I know you meant to hail that Reich patrol vessel the moment you hopped into Spanish space. Of course it was just a simple mistake that caused you to spill your coffee and thus accidentally stomp your foot on the system engine activation peddle. I'm sure you'll fly right back and explain it all to them and set things straight.

Yup.

So now that its clear that we are all smugglers here lets get down to how you do it or at least what your chances are before you jump a star and wind up staring down the bullet end of an S-boat torpedo.

Casablanca

First you are going to tell me that Casablanca sits outside of Spanish space in League territory. Ok genius you are correct. Where do you think you are going to pick up a deal on shipments of weapons, medical supplies and other goods that just happen to be massively stockpiled on the edge of Spanish space but of course are tagged for transit to say New Chicago or the Manchuria colony?

Don't misunderstand me. Casablanca is under the control of the French and they do not welcome smugglers with open arms. Fortunately the local officials are greedy enough that a well placed bribe can get you, your bird and your crew a few days of space port hospitality no questions asked, so long as you don't get into any trouble. By trouble I'm talking about the Germans. They held a significant interest on Casablanca even prior to the war and this is a major refueling station for the Legion Condore on the way to the front. Avoid a fight with them if you can. If you do get in a scrap, make sure you win quickly. You don't want a radio message making your launch from Casablanca too interesting.

If you have not seen the film Casablanca, do so. Now.

LA SUI
CUI MARE

RS 5





Like its neighbors (see the descriptions for Toledo, New Madrid and New Galicia), Casablanca is built on a habitable planet whose environment mirrors that found on Earth approximately seventy to eighty million years ago.

In short, Casablanca is a jungle planet with vast areas of its continents completely covered in what amounts to a super tropical jungle. Settled areas must be hacked out of this growth every few years or it will be swallowed up, vanishing into the layers of vines, swift growing trees and the spine tingling calls of Jurassic age alien creatures.

Casablanca is covered in detail in our first module and so I will not labor on it in too great of detail here. Suffice to say that characters usually kick off their smuggling operations here. Not only does Casablanca feature the goods necessary to haul via the black market it is also the major destination for representatives of the Republicans, Royalists and Nationalists who are looking to attract a merchant contact. A good smuggler needs to know exactly what to haul but also where to haul it to. You do not want to get a shipment of weapons past the Nazis only to sit on it for weeks looking for a buyer once you arrive. You want all of that set up before you leave Casablanca and if you play your cards right chances are good that you will.

Toledo

At the very start of the war (between the months of January through March of 1936 the system of Toledo is a solid bet for hauling goods into Spain. Fighting is still somewhat under control on Toledo during those early months and the blockade is still forming up. The Legion Condore does not clamp down completely until the middle of March and by then fighting has shifted away from Toledo to the capital in New Madrid.

After March Toledo is a complete horror show. Most of the major factions have pulled out simply because any sense of military order and reason behind the war has unravelled. Sure you can probably find a buyer on the planet if you are careful but your chances of

arranging something ahead of time are just about zero. By March Toledo is a careful stop over for refueling as far from the fighting as you can manage (mind you avoid the pirates) before jumping to either New Galicia or New Madrid.

If you want to a low risk (I did not say no risk) run you can always investigate New Galicia. There are not many buyers there but even they need supplies and they are happy to receive them when they arrive. Be careful. New Galicia is quiet but perhaps a little too quiet. If bad things happen to you there the chances are good that nobody will ever hear about it or hear from you again.

New Madrid

New Madrid is where all the action is. Of course the blockade is also there. The good news is that four star systems connect to jump points leading into New Madrid. That makes for a bunch of immersion and jump points for the blockade to watch not to mention the orbits of the planets where the fighting is going on.

The blockade is spread thin. A smuggler has a solid fifty / fifty chance of popping out where no blockade vessel is around. Of course you might hop out on top of a destroyer or worse yet a stealthed S-boat. Early in the war, from March through June you are more likely to be hailed and a boarding attempt made. Later and after you get a reputation for popping your system drives and running, they are going to start shooting first and asking questions later.

Profits

Your opportunity for profit will raise over the course of the war. As you gain a reputation with one faction or another as a reliable supplier you may receive a little bit more for your trouble on top of the bonus for hauling into the war zone. After the month of March, 1936 you should realize at least a 15% profit on most war related supplies. By June this will bump up to a reliable 25%. Remember the black market you are buying from in Casablanca isn't exactly cheap but



even so, unless you are a complete novice you should realize a good profit over and above what you spent on your cargo. (Provided the Italians or Germans do not blow you out of space.)

Mercenary Careers

There are plenty of opportunities in the war for characters interested in mercenary work. Within the forces of the Republicans foreign troops both volunteer and mercenary are referred to as the International Brigades. A brigade can be any strength from a dozen individuals to several hundred.

Within the forces of the Nationalists mercenary troops are generally lumped in with the volunteer forces coming from Italy and Germany.

The Royalists organize their mercenary fighters under one or another of the command structures of the Spanish Legions. Mercenaries fighting with the Legion can expect to receive an offer of Spanish citizenship after they have served in the war for a year.

The most significant challenge facing any mercenary unit on any side is that of pay. Early in the war all sides involved will have sufficient supplies and funds to make the payroll for their mercenary fighters. This situation will certainly change over the course of the first six to nine months.

The first faction to face challenges in making its mercenary payrolls will be the Republicans. Foreign fighters may find that prior to receiving short checks they begin to receive sub-standard equipment and vehicles when compared to volunteer troops. In the case of the American Brigade the pilots found they were supplied with the most inferior bi-planes available while volunteer troops were flying the most modern soviet fighters. From a certain cut throat perspective this makes a certain amount of fiscal sense. You don't have to pay mercenary troops that are dead after all and if faced with the decision of putting mercenary troops in the

worst gear or a volunteer the choice seems fairly obvious from a command perspective.

The Royalists backing Alphonso will face payroll challenges at the nine to twelve month mark. This may be late enough in the war that the King offering the mercenary fighters Spanish citizenship and promises of rewards of titles, honors and lands should their side prevail may entice many to stay on board as loyal royal soldiers.

The Nationalists will not face fiscal challenges in paying their mercenary fighters but they may very well short change mercenary troops that do not fit the ideal of the proper fascist soldier. Black Muslim troops encouraged to fight the communists may find themselves placed in ridiculous situations and called upon again and again to conduct cavalry charges against en-





emy strong points. Any minority and most especially any Jewish fighters discovered in the Nationalist controlled territories will be in for poor treatment or worse. It should be no surprise that a very large contingent of Jewish fighters make up the International brigades; fighting not necessarily to support the communists but against the fascists.

rector. Some of these units are based on historic counterparts and so an enthusiastic game director can look them up either on the internet or in books to gather information about the actual unit should they desire to do so. Some units are completely fictional. The order of battle focuses on ground units and in this case should be considered to be units on the division level.

Trouble on both sides...

By Jake Halloway

I would like to report that the employment of firing squads to dispatch political prisoners caught behind the wrong side of the battle lines is limited to the rebels but it would be wrong of me to report such a falsehood.

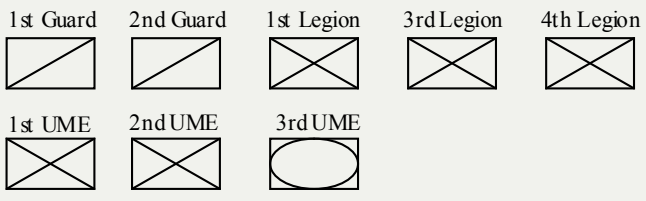
Something that disturbs one is coming upon the common graves into which all sides feed those marked as enemies, partisan leaders or spies. Old scores are settled on both sides of the war and they have little to do with the protection of the Republic or the cause of the Nationalist.

Order of Battle

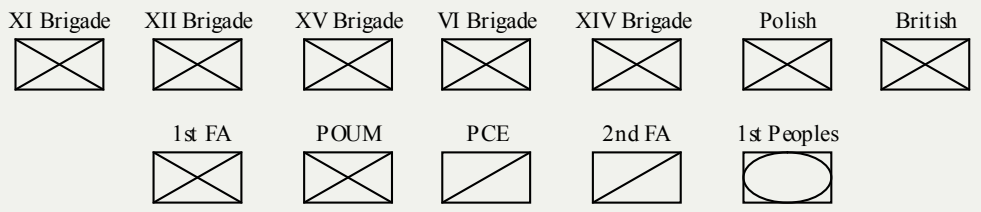
What follows is the order of battle for each of the four major factions involved in the war. This order of battle is very rough and leaves the specific details of the size and fighting capabilities of these units to the game di-

Order of Battle (ground)

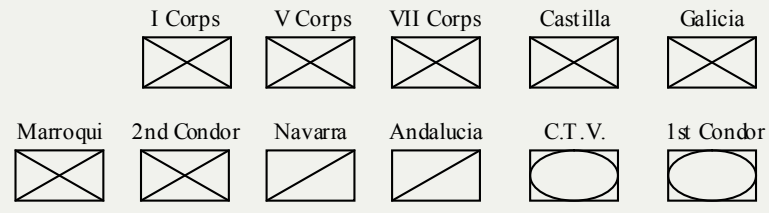
Royalists



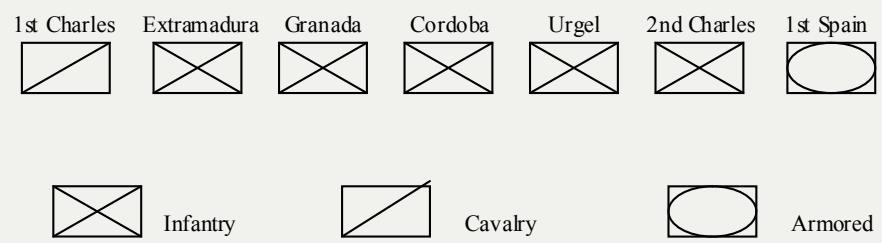
Republicans



Nationalists



Carlist Monarchists



The Hegemony

unexplored



2.0

Ebro



2.0



Valencia

2.5

5.0

Kingdom of Holland

Malaga



2.5

4.0

3.5

unexplored



New

2.9

Toledo



3.0

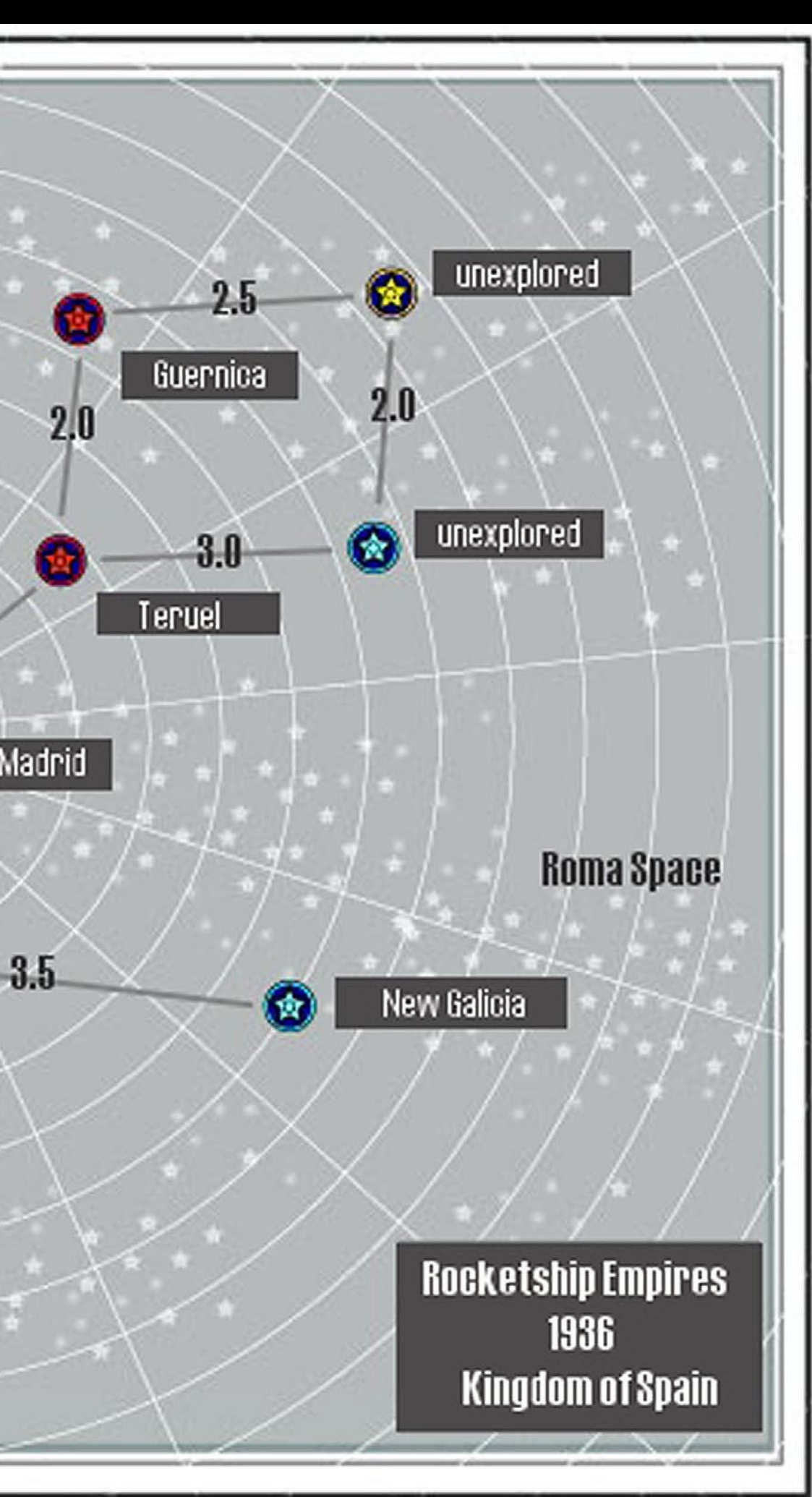
Trinidad

3.0

Kingsland



League Space



Super Scale Map Kingdom of Spain

Like most of the star maps produced locally this chart showing the jump routes and star systems within the Kingdom of Spain is centered on the capital.

Each space in the grid roughly represents one light year. General travel distances are noted between the star systems.

Star types are color coded. On this map the Trinidad star system, home of the Casablanca colony and the Kingsland system are situated outside of the borders of Kingdom space.







Star Systems Toledo

The Kingdom of Spain is made up of three primary star systems, two secondaries, and three untamed systems within the declared borders of the Kingdom.

The three primary star systems are located closest to the edge of League space. They are called (in order of population) Toledo, New Madrid and New Galicia. New Madrid remains the seat of the Kingdom despite heavy fighting shifting from Toledo to New Madrid in March and April. King Alphonso's royalists are making their most determined stand in the New Madrid system although they continue to shuttle civilian supporters and manufacturing bases off of New Madrid and into the secondary colonies whenever the opportunity affords itself.

The secondary colonies sit further out from League space. The settlements there are small and remote little more than outposts. Between the months of January and April 1936 the populations of these colonies will experience a population explosion as thousands of refugees from the war travel here under the protection of the Crown.

The Malaga star system only contains a science outpost. This secondary system possesses no habitable planets. The science station was constructed to conduct surveys of the system's asteroid belt. Significant deposits of Helium 3 and other valuable elements were discovered in the asteroid belt in 1935, just months before the start of the war. A mining colony was slated for construction in this system but that project has been postponed for the duration of the war. Meanwhile the science colony struggles to maintain itself by trading whatever ore its workers can gather from the surrounding asteroid belt.

Valencia is the location for the King's private lodge and retreat. The Valencia star system claims two

habitable worlds, a primary planet which is largely covered in oceans and its single moon. The moon possesses a cool temperate climate and is covered with forest and mountainous terrain. A temporary military base was established in Valencia as a supply and repair depot for what remains of the royalist fleet. The Kingdom's only large military vessels have been withdrawn into the Valencia system and are being held in reserve. At this time the political climate is not conducive to the Reich bringing the strength of its blockade against Spain's navy, the outcome of which is likely to go poorly for the royalists. Neither the native nationalist nor local republican troops have sufficient naval forces to mount anything resembling a successful attack against the Kingdom's navy.

The three unoccupied star systems within the borders of Spanish space include Teruel, Ebro and Guernica. Surveys into these three star systems have been brief and whatever information gathered there is in the possession of the crown. For all practical purposes characters traveling to these systems will face the challenge of entering an unsurveyed and largely unknown star system.

Director's Notes

All of the star systems within ten to fifteen light years of New Madrid possess a similar range of life forms. Most of these planets exhibit an environment, flora and fauna somewhere on the evolutionary progression between the late Jurassic period and the Paleocene.

In plain terms this translates to most of the habitable planets within this region of space resembling planet Earth between one hundred and fifty and fifty million years ago. The evolution of life on planet Earth appears to reflect a certain basic design for life everywhere in galaxy.

Just as crystal or mineral growth follows certain principles and achieves a certain common structure so to does the rise of life. The evolution of ocean life forms, plants, insects, birds and mammals follow a



more or less predictable pattern of evolutionary development and form on any Earth like planet. This pattern of development is witnessed over and over again throughout hundreds of planets observed in explored space.

Specific creatures dwelling on different worlds are clearly distinctive and alien to one another and yet it is not uncommon for humans to spot trees or birds or animals or varieties of ancient mammals and dinosaurs which possess a certain familiarity to those found on our own planet either today or in the fossil record.

A tour of the variety of habitable worlds located within Spanish space is said to be a paleontologists dream come true. Here settlers can dwell in a variety of environments which mirror the late Jurassic through the three ages of the Cretaceous right on into the Paleocene era.

There are a tremendous variety of alien life forms to be found in this region of space making it one of the most biologically and ecologically diverse locations under colonization by humans. As a background for adventure stories one could not ask for a more compelling collection of planets where alien jungles and deserts are inhabited by the dinosaurs of old, giant saber tooth tigers, man eating toads large as automobiles, sharks the size of killer whales and even certain varieties of insect and plants with a serious mean streak and a taste for meat.

Toledo System

The Toledo star system is the gateway to the national corridor of the Kingdom of Spain via the Trinidad star system.

Balboa

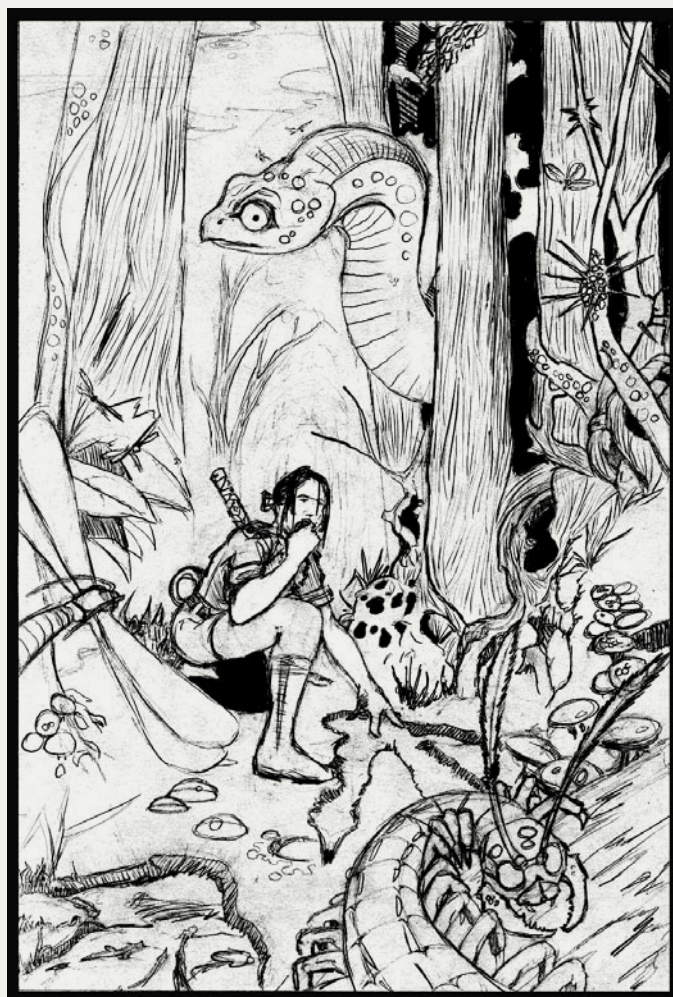
Balboa is the name granted to Toledo's GV main sequence star. Humans in the system enjoy the yellow glow of good natured Balboa which provides a warmth and luminosity only slightly less than that provided by our own sun. The position of the planet Toledo just

.06 AU closer to Balboa than the Earth and its location adjusts for this difference in the two stars. The seasons, daylight conditions and ecology on Toledo are as close as one could expect to find to that of Earth anywhere in space.

Cortez

Cortez is an uninhabited rock in an orbit approximately .55 AU from Balboa. Cortez travels in a slightly eccentric orbit and may vary between .48 AU and .61 AU from the star depending upon the time of year.

Outside of being fairly large for a planet so close in order in its system, Cortez is fairly unremarkable. Ships have passed the planet and photographed it to some extent but no detailed survey missions have





been conducted on this rock. A lack of atmosphere and day time surface temperatures that can melt steel do little to encourage explorers to stop for a visit.

Toledo

Toledo is one of three habitable planetoids in this star system. It orbits Balboa at a distance of .094 AU. The planet was the first to be colonized by the Kingdom of Spain and is the first jewel in the crown of the Kingdom's nationalized corridor.

With a day spanning a twenty six hour period and an axial tilt only a few degrees off from that of Earth, Toledo is as close as one might hope to get in the discovery of a truly Earth like world.

Science teams from every nation have congregated on Toledo to study the amazing parallels between the planet's biology and that found on planet Earth during the Paleocene age some sixty five million years ago.

Much of the surface of Toledo is warmer and more tropical than that found on Earth. The polar regions remain cold but are covered in a less pronounced layer of ice throughout the year and especially during the winter months. Northern latitudes in locations the equivalent of North America or Europe present a warm and temperate climate similar to that found on Earth in the regions of the Mediterranean or Mexico. Central latitudes on the surface of Toledo are engulfed in one vast and unbroken belt or super tropical rain forests.

No evidence of surviving dinosaur types of life have been discovered on Toledo as they have been on other nearby planes although most of the planet remains unexplored. Reptiles are found almost everywhere on the planet and specimens of enormous snapping turtle, variations similar to the Terran crocodile and numerous examples of large snake both venomous and nonvenomous exist. Toledo boasts a wide variety of creatures whose appearance is decidedly alien. These include a variety of snake like creature with numerous legs like a centipede, a web producing spider with insect like

wings and a gigantic variety of rodent which grows to the size of a horse. Finally Toledo is home to an aggressive giant toad whose relative may once have dwelled on Earth. This creature can grow to the size of a small car and its massive mouth is filled with razor sharp teeth. The beast has powerful jaws capable of easily biting through bone. The beasts are tough and are of a nasty disposition. They are collectively known as devil toads.

The oceans covering the planet are warm year around. The waters circulating in polar regions are warmer than those found in the same regions on Earth. The ocean contains abundant life. Most of the species of fish encountered in the waters are edible as are many of the animal life forms and some of the native plants. Colonists remain hesitant in exploring or hunting too far into the interior and most of the food supply on Toledo is generated by fishing and fleets of fishing boats.

Science teams have discovered no sign of intelligent life on the planet. Neither have they made public the discovery of any ruins from previous occupants. The Hegemony remains largely silent and aloof regarding the backgrounds of unoccupied star systems beyond the borders of League space. It seems likely that in many cases their own records contain only the most fragmentary histories of many of these worlds. Any records they might have possessed seem to have fallen victim to the ravages of time and political upheavals within the Empire.

Plot Point

Rumors of an alien ruin discovered deep in the equatorial rain forest circulate here and there among the native workers on Toledo. Those who seek out the ruin rarely return. It is said that some horrible fate awaits those who meddle with the place but the exact details of the curse or trouble remain a mystery.

Colony Statistics

Government: None

Law: None / Civil War

Population: 240,000



- European Spanish: 05%
- European Central American: 12%
- Indigenous Central American: 24%
- Indigenous South American: 22%
- Phillipino: 18%
- North African: 17%
- All Others: 02%

- Climate: Warm / Semi-Tropical
- Oceans: 72%
- Winters: Mild / 1-2 months of cold rain

Biology: Heavy to very heavy forest coverage. Mountains and some hills in areas. Abundant with animals and other life forms.

Toledo was first settled by a large Spanish expedition in 1924. Over the last twelve years it has served as the point of entry for all colonists entering the Kingdom's national corridor. Perhaps for this reason and owing to the mild climate and many opportunities for labor or farm work the human population on Toledo represents nearly fifty percent of the entire human population within Spanish space.

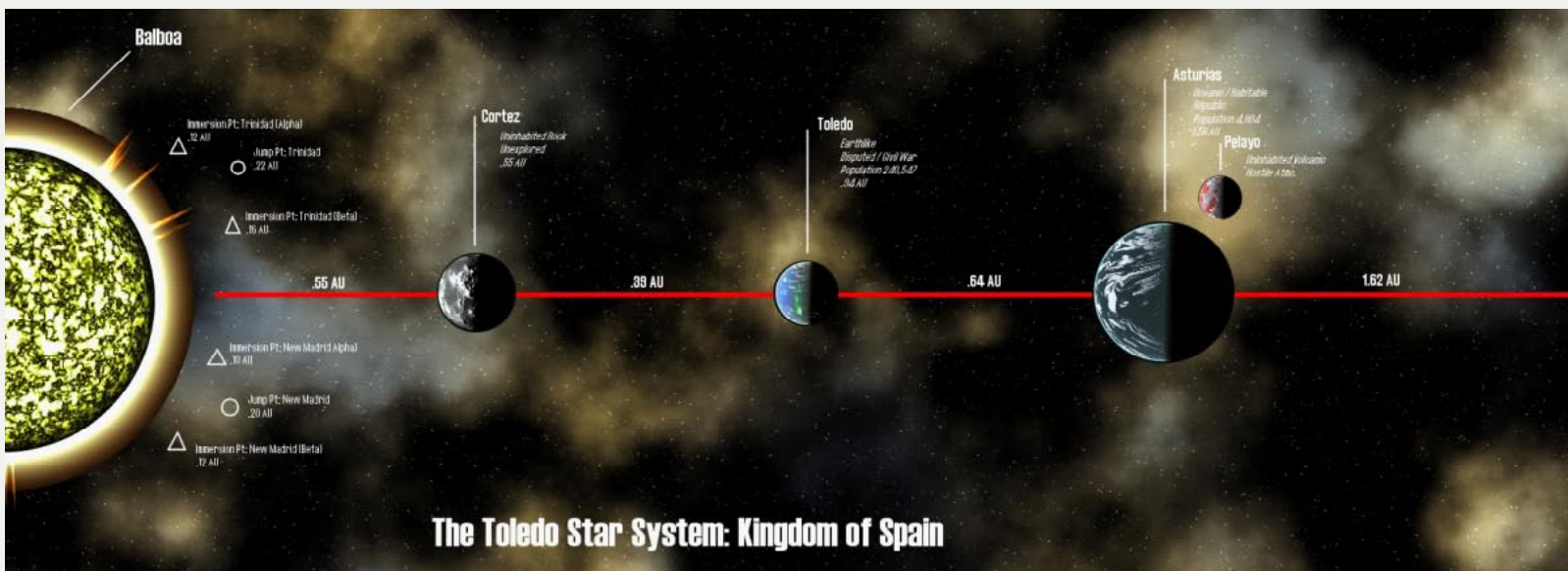
The transit from Earth to Toledo can take months all in uncomfortable and confined passage aboard a less than luxurious transport launched from Mexico City, Morocco or the British starbase at Gibraltar. Many arrivals reach Toledo and are so relieved that they kiss the ground and swear off space travel forever.

While the Toledo system enjoys more than half of the population resources of the Kingdom only five percent of the total population on the planet is from Europe. These are largely members of Spain's aristocratic elite and those household servants and troops who have traveled with them off world.

A small but present middle class of shopkeepers, factory owners, landlords and skilled crafts and tradesman also live on Toledo. Approximately eighty percent of the middle class population is made up entrepreneurs from Mexico and the Philippines and their families.

The vast majority of the population is poor farm labor, mine workers and factory workers and their families. Almost all of the under class population comes from indigenous communities in Central and South America who have been enticed to join the migration of labor into space through promises of land and a better standard of living.

What these migrant workers inevitably discover is more of the same division between an almost feudal minded landed aristocracy and an economy driven by workers dwelling in what amounts to little better than economic serfdom. Most of the workers in the cities of Toledo live in shanty towns little changed from their situation on Earth. Middle class businesses, shops and





small scale factory owners surprisingly, do not live significantly better than the rest of the urban population. Communities scattered in the jungles surrounding the larger cities on Toledo look no different from slums found in places like Peru or Argentina.

Parts of the major cities are much more urbane and in the case of the bank district surrounding the planet's single starport facility are as uptown as any part of London, Paris or New York City. This was the landscape of the colony just prior to the beginning of the riots in 1936.

Current Situation

Today the capital is little more than a bombed skeleton of its former self. The beautiful buildings and broad paved streets surrounding the starport are a crumbling heap pock marked with craters from artillery shells and bombs.

According to one foreign journalist, "The capital city of Puerto Estrella, once a feather in the cap of the Spanish Kingdom now bears more than a passing resemblance to the surface of the moon."

The fighting in the capital is only slightly less vicious and bloody than what occurs daily in the countryside. Armed groups of militia perpetrate acts of violence against civilians and against one another in the

name of a political credo, in attacks based on religious sectarian, ethnic and even racial hatred and sometimes out of a sheer interest in plunder.

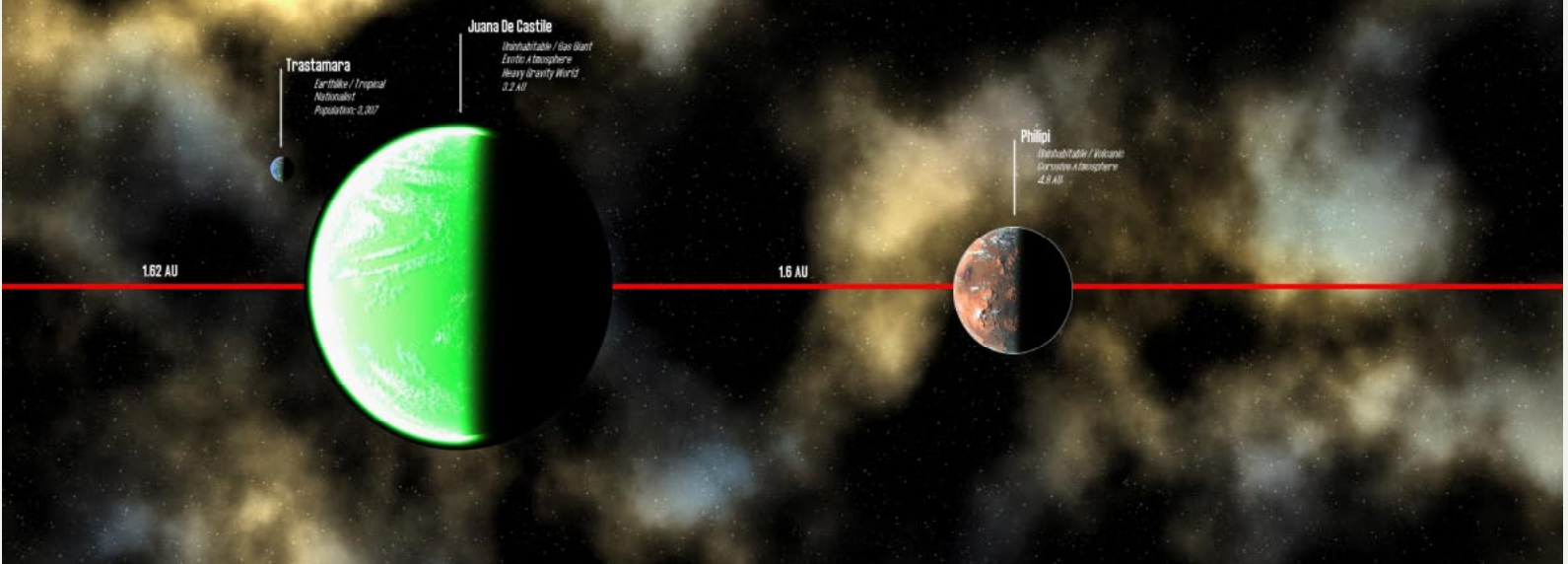
What began as an almost organized revolution on Toledo flowered into a civil war and now has spiraled out of all control and scope.

By April most of the major players involved in the war have washed their hands of the situation on Toledo. The royalists pulled out as early as February and concentrated their efforts on New Madrid. Four weeks later the largest and most organized battalions fighting for the Republic abandoned Toledo and most recently the Germans and Italians have pulled back to the few blocks surrounding the starport which they refuse to abandon completely to the bloodbath taking place throughout the rest of the colony.

Plot Points on Toledo

Mercenaries

The characters are hired to seek out a trio of journalists trapped somewhere outside of Puerto Estrella. The journalists work for a British newspaper which claims overall neutrality in the ongoing conflict. The newspaper has put up the money for the rescue. The characters receive a simple topographical map where rumors regarding the whereabouts of the journalist are





marked in the hopes that they are still at one of those sites.

Outcome: If the characters side with any particular faction (royalist, communist, anarchist, fascist) and they manage to complete the rescue the journalists write several stories with the character's shown in a favorable light. The faction supported by the characters gains an appropriate repercussion bonus,

Blockade Runners and Pirates

The chaotic situation on Toledo and the shift of the front away from this star system into New Madrid has opened the door for the creation of a temporary underworld base well away from the fighting.

At the present time only the Legion Condore maintains a detachment of ships in orbit around Toledo. This detachment does not possess sufficient strength to spread out to cover a wider area and for reasons of simple self defense the ships are kept as a unit.

This allows blockade runners, pirates and others with connections in the black market to approach the planet from the far side, opposite the fleet to effect a landing before Reich sensors can find them. To complicate matters the Qin base is located within a high mountain grotto where steep cliff faces form a box canyon approachable only by a narrow pass. The presence of the surrounding mountains and the rugged terrain masks the base. Low flying patrols by pirate snub fighters in the area are masked by the mountain range from the orbit based sensor sweeps of the Reich's fleet.

One of the goals of this criminal operation outside of smuggling weapons and personnel in and out of Toledo is the looting of valuables and assets abandoned on the planet because of the war.

As the Kingdom's largest colony prior to the war Toledo possessed a considerable sum of the Kingdom's wealth both in real money and in personal treasures or valuable goods. At best half of this sum was pulled off the planet by the retreating Royalists and the leadership

of the opposition several months ago.

Today at least a quarter of this treasure sits buried in the bank vaults of bombed out financial institutions or in the hidden vaults of the wealthy.

Toledo makes for a convenient base for pirates striking into League space for a quick victory. These small time pirates then retreat into the war zone where League law enforcement is hesitant to travel. A very few of these vessels are in fact Soviet privateers looking for a chance to isolate a Reich or Italian supply vessel for a quick strike while its guard is down traveling within the perceived safety of League space before making an immediate fade back to Toledo.

Bounty Hunters

Hunters in the Toledo system can count on steady work from Kapitanleutenant Wissman who commands the Legion Condore's naval detachment in orbit above the planet. Wissman has several thorns which he would like to pluck from his side through the employment of hunter characters. Wissman is an older, conservative officer whose trust must be earned over a string of successful missions.

Wissman's earliest missions will involve hunting down the organized looters operating inside the ruins of Puerta Estrella. He will pay a reasonable reward for each looter captured and a lesser fee for any dispatched. Wissman will take custody of any prisoners in the hopes of gaining information about the Qin base hidden on Toledo.

Several successful captures later Wissman will possess the coordinates of the base but will want additional information about the size of the base and its potential defenses. He does not want to assault the base only to discover that he is in for a significant fight.

Wissman will mount a covert information gathering operation against the base but to achieve that he will need to get a team inside. Wissman will hire the characters to ambush a pirate vessel / commerce raider



known to operate in the area by having them on board an older Reich supply vessel acting as bait. Once the commerce raider is captured, Wissman will instruct the characters to use it to land at the underworld base to gather the intelligence he requires.

Finally, Wissman will launch an assault against the underworld base. He will lead this assault personally and it will combine both air and ground forces. Wissman will utilize the characters as a strike team in the assault whose goal will be the destruction of a vital power source, weapon installation or the capture of the leaders behind the underworld base.

Asturias

Asturias was named for an ancient Kingdom located on the Iberian peninsula and its large volcanic moon Pelayo was named for its first King.

Asturias is home for both a Hegemony holding of the Fah'Zol Sept and a marine laboratory with an experimental thermal power station. The marine base is known as the Spanish colony of Atlantia,

Most of the Atlantia colony is based under the surface of Asturias' turbulent ocean surface. Asturias is one of a few habitable planets with no land masses. The entire surface of this world is one titanic ocean with waves cresting as tall as one hundred and fifty feet and hurricane storms which linger for weeks and even months.

Asturias is also the home for a underwater Martian city. The exact location of the city is unknown although scientists at Atlantia suspect that it is situated somewhere three to four hundred kilometers North East of Atlantia in a region known as Neptune's trench.

A towering column of Astrosteel rises up from the depths of the surging Asturian sea and is topped with a wide landing pad, a modest terminal and a light house. Starships arriving on the pad are secured to enormous elevators which then lower the ship through the interior of the colony tower down through the depths of the

ocean and into the domed settlement proper.

The violent surface weather demands that the vast majority of life for the colonists on Asturias is lived in the depths of the ocean. The colony supports a brigade of two hundred regular soldiers who act in the capacity of security personnel. Four hundred civilians make up the labor pool and their families, most of which are counted as semi-skilled or skilled workers. Approximately 300 colonists work as scientists with the International Marine Biology center at Atlantia (the largest such effort in space). Another 240 colonists provide the labor and management necessary for the operation of the colonies thermal reactors. This accounts for nearly a quarter of the total colony population of four thousand and eight hundred. The remaining colonists are undersea miners, professional divers, under sea construction labor, heating and air circulation specialists, mechanics to service in and out bound starships, administrative personnel, small shop keepers and workers engaged in any number of cottage industries which serves the general population of Atlantia.

Atlantia is built within the shell of an earlier alien construction which was turned over to the Crown by the Fah Zol Sept as a sort of welcome to this region of space in the hopes of firming up good relations. The Sept likewise occupies part of a previously abandoned underwater ruin long ago converted over to their own purposes.

Hegemony Activities

The Martians are quite active in and around their under sea community. They are known to regularly patrol and explore the ocean floor near the human colony and underwater encounters between divers or submarine commanders from both groups are relatively frequent.

Relations between the Martians and human colonists at Atlantia remain cordial if somewhat at arms length. Humans are not encouraged to approach too closely to the Neptune's trench area and the Martians do not press in too close to the human colony.



The Fah Zol Sept has made it clear that they will not tolerate any open hostilities on a large scale between the humans they have allowed onto their watery home world. The local colonists have voted among themselves to become a Republican government. While opposition members and both Nationalists and Royalists dwell in the colony of Atlantia open fighting has failed to manifest. Occasional arguments and lost tempers seem to be the extent of the war so far on Asturias. As far as the Fah Zol Sept is concerned the Atlantia colony has determined its government for now and they support that decision. If free elections result in a change in direction the Fah Zol Sept will support that decision as well.

Attempts to throw a military blockade around the planet or to land Nationalist troops at the landing pad for the city have failed. Hegemony light attack ships rocket skyward out of the ocean within minutes of a human approach to the planet.

While the Nationalists may monitor the traffic on and off world at Asturias they can hardly do anything about it until a vessel leaves orbit and moves off into the system. For their part the largely pacifist scientific community on Asturia is careful not to behave in a fashion which would warrant a response from the Nationalists. They keep to their own affairs and do not engage in running weapons to the Republicans fighting on Toledo.

Pelayo

Pelayo is large for a moon, around twice the size of our own satellite. Pelayo's large mass and somewhat eccentric orbit accounts for the extreme surface weather experienced on Asturias' oceans.



Pelayo was the site for a mining colony of close to two thousand workers until the Republican coup launched throughout all of the Kingdom of Spain in January of 1936. Escalating fighting between Nationalist sympathizers, labor unionists and Royalist managers resulted in a series of explosions which exposed the interior of the base to space destroying the entire colony.

In March the Nationalists scout the destruction on Pelayo and lay claim to the destroyed mining colony. In order to secure their claim from tampering the Nationalists anchor nearly fifty space mines in the area of the base.

On and off again earthquakes, volcanic activity, the presence of the space mines and the twisted wreckage which represents the old mining colony landing pad make access to the base a challenge.

Plot Point on Pelayo

The stories about worker fighting causing the destruction of the mining colony is a cover for something more sinister. The Nationalists have not explored the station since its destruction and no real transmission from the mining colony points to the real reason for its fate.

An opportunity for a creative GM to run something dark and sinister in the ruins of the Pelayo colony.

Juana De Castile

Juana De Castile is named for the ill fated Queen nicknamed Queen Juana the Mad. This large goblin green gas giant orbits at a distance of 3.2 AU



from Balboa. Juana is a lonely queen of the Toledo star system and possesses only a single moon. That moon is valuable however as it is the third habitable planetoid in the Toledo system.

Trastamara

Trastamara is a hot house of a moon with a thick oxygen nitrogen atmosphere and an almost impenetrable covering of rain forest. The moon's parent planet Juana De Castile acts as a sort of solar reflector, throwing onto the surface of Trastarmara the little warmth and light received from distant Balboa magnified by her titanic face many, times. This results in the moon exhibiting such a favorable atmosphere in a region where it should be by rights lifeless and locked in ice.

Trastamara is home for a small penal colony and garrison, a place for criminals and political prisoners of the Crown until the general revolt. The garrison on Trastamara had long complained about their shabby

treatment, neglected supplies and frequently missed payrolls. It was no surprise in late January of 1936 that the garrison mutinied and threw its fate in with the Nationalists. During the month of February political prisoners with communist or anarchist leanings were shot or released into the jungles to survive as best they could manage on their own. Nationalist prisoners were released and the prison colony converted itself into a Nationalist military outpost.

From March through June portions of the garrison are scheduled for transport off of Trastamara to join a larger army division fighting with the Nationalists on Toledo. By July more than half of the garrison will be reassigned and by October of 1936 only a fifty man brigade will remain behind to act as caretakers and guards for the facility.

The prison on Trastamara has an associated airfield and a couple of simple corrugated steel hangers. The prison proper is mostly stone and cement construction. The entire compound including the prison offices and hospital are surrounded by a forty foot tall stone wall topped with loops of barbed wire.

Plot Point on Trastamara

As Trastamara is emptied of personnel it presents a perfect opportunity for the capture of a base for a tough group of smugglers, mercenaries, pirates or military minded characters interested in long term operations in this region of space.



LA SUA
NEL SUO MARE

brave men die

CIGARS 5¢





4

New Galicia

Antonia is the name given to the F class, yellow white star at the center of this star system. Antonia is classified as a bright giant with a luminosity several times brighter than the sun.

New Galicia is quite unusual because of the evidence of massive cosmic destruction which appears to have occurred some time during the early history of the system. Originally featuring eight planetary bodies, New Galicia now features a single gas giant with six attending moons, one uninhabitable planet in the furthest orbital position and six asteroid belts. The asteroid belts are the remains of planets which were pulverized through some great cosmic disaster countless ages ago.

The system's lurid green gas giant is named Reccared after the ancient King of the Visigoths. Reccared has six moons, two of which are inhabitable. The largest is named Iberia and it is quite possibly the most unusual habitable planet in the entire Spanish nationalized corridor.

Iberia

Two hundred million years ago the habitable moon of Iberia was as abundant with life as any of the other habitable planets in Spanish space. It seemed to be developing more or less along the same course as the other planets and at the time had a very abundant range of life dwelling in the oceans as well as a decent variety of life on land.

Colony Statistics

Government: None
Law: None / Civil War
Population: 3 to roughly 150 at any time
European Spanish: Unknown
Mexican: Unknown

Indigenous Central American: Unknown
Indigenous South American: Unknown
Phillipino: Unknown
North African: Unknown
All Others: Unknown

Climate: Arid / Hostile
Oceans: 20%
Winters: 3 months of lower temperatures both day and night time. Surface temperatures during the winter drop an average of 10 degrees Celsius during the winter months.

Biology: Extremely limited. Some extremophiles in the oceans. Salt crab only known land life form.

Something happened nearly two hundred million years ago which encased the surface of Iberia's two land masses in several feet of salt. This encasing layer of salt appears to cover what must have been the destroyed all planet and creature life on the face of the land on Iberia.

Ocean life did not fair much better, despite the oceans being a concentrated soup of brine a very few simple organisms manage to survive. These are largely worms, evolved types of clams or muscles, an eyeless fish that feeds off of a bacteria which seems native to the water and a palm sized variety of crab.

The salty brine ocean environment carries a high count of microscopic life forms and bacterium which have adapted to the waters. These are carried into the atmosphere and dropped with the rain onto the surface of the land mass. The microscopic life forms remain preserved in the salt on the surface of the planet. This provides a ready if somewhat meager food supply for the incredibly sturdy salt crabs which range out of the seas and range throughout Iberia. They are the one and only life form found on land anywhere on the planet.

Perhaps because the system has little to attract settlements or colonists Iberia has been the backdrop for ages of isolated outposts and secret installations. There are ruins of camps, small settlements, secret bunkers



and science complexes scattered over the surface of the planet. It appears that none of these were operational at the same time and that they were built and used for a few short years before being abandoned. Decades to centuries have passed between the construction of each new outpost all of which remain little more than crumbling ruins.

Climate and Terrain

The surface of Iberia is primarily vast salt flats broken up here and there by an ancient stream bed or surviving outcrop of stone. Only the features of the landscape which were once the most extreme remain present at all, bare fragments to show that a mountain range or great river or deep canyon once occupied a site. Rain on Iberia is usually mild and the planet is given to long periods of draught. Waterfall is mostly absorbed into the crust of salt covering the surface.

Precious little shade or cover exists on Iberia. The wind blasts over the surface of the salt flats blowing up gigantic white dust storms comprised almost entirely of diamond sharp crystals of blowing salt. The dust storms on Iberia can cover a quarter of the moon's surface and last for days at a time. Creatures caught outside without protection are dead within an hour or two. When the dust storms are not present the surface of the salt flats are mercilessly hot during the day. Mol-

ten salt buried beneath the crust emits a steady heat at night which keeps the surface of the salt flats hot and dry although considerably more tolerable after sunset.

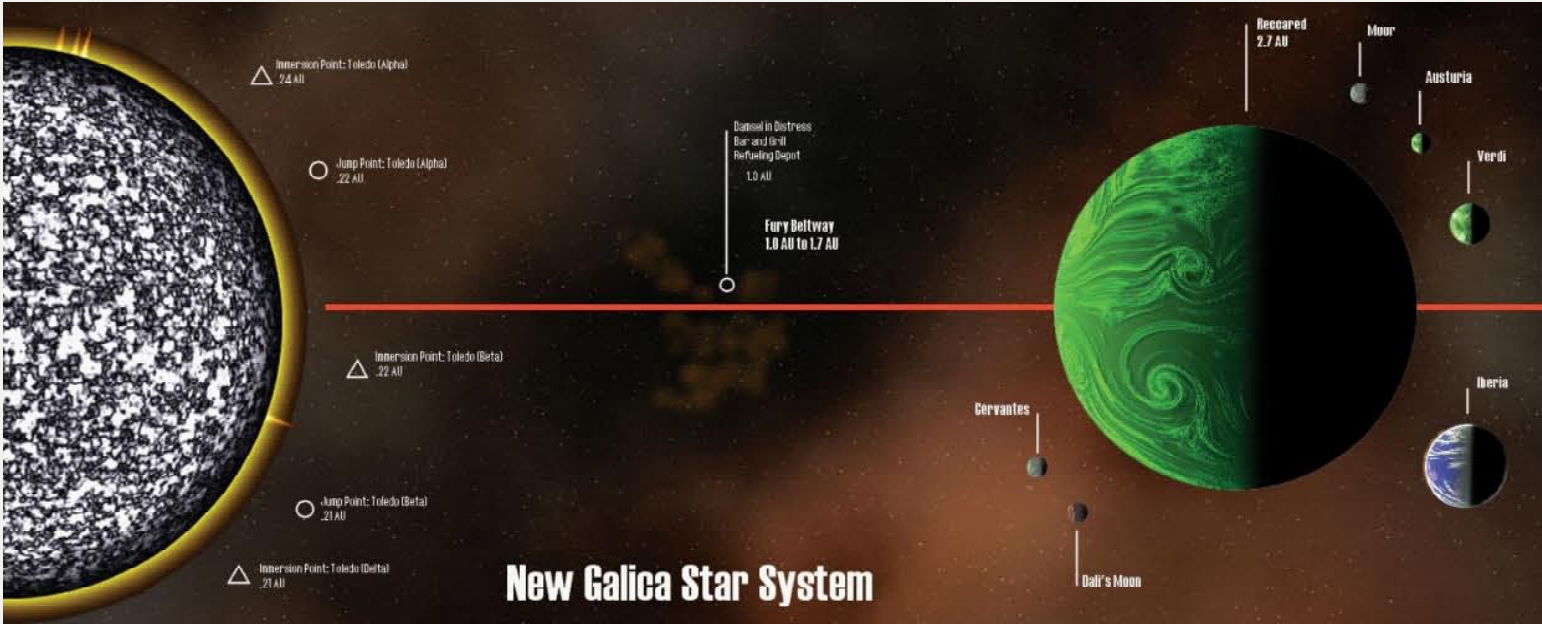
Partial environmental suits are required for work and survival on Iberia most of the time although the suits do not require an independent oxygen supply, merely a filter capable of removing the dust from the air to protect the lungs of the user and some measure of shielding from the heat and glare.

Mining

Mining on Iberia has been an on again off again venture going back through the arrival of different alien races over thousands of years. Expeditions typically mine for oil or valuable minerals on Iberia as both can be found here. Despite being lifeless and locked under the salt for millions of years prior the moon was covered in forests, jungles and creatures of all sorts.

The remains of alien mining operations on Iberia show that the miners do not remain here for long. The operations are either abandoned or come to a bad end and then sit on the exposed surface of the planet to be weathered down or buried like everything else on the surface.

The Kingdom has considered a mining opera-





tion on Iberia but so far the planet has proved to be to hostile and Kingdom resources stretched to thin to mount such an expedition.

Prison World

I would hesitate to call Iberia a prison colony. Aliens or humans condemned to the surface do not survive for very long. Even those granted shelter and a decent ration of water, food and an environmental suit are usually long dead before the next shuttle, if there ever is a next shuttle. The unpleasant conditions and its isolation have made Iberia a place to maroon individuals for centuries, a convenient rock for forgetting one's problems.

The planet has been the setting for at least one full scale prison operation. This Hegemony prison camp operated as both a mine and a prison for almost seventy solar years before it was emptied. The old Hegemony prison facility survived longer than most other structures because it was built deep into the surface of the planet and is mostly made up of underground facilities reachable only through a shaft that extends down the better part of a kilometer. The shaft entrance is now exposed to the surface, the enormous blast doors covering it have been eroded away into nothing and only a yawning barely reinforced portal remains.

The Kingdom of Spain has made use of Iberia as a destination for troublesome political prisoners they wished to make disappear. All of these have died with the exception of one.

Salt Crab Merchants

Salt crabs are edible. Their flesh is extremely salty and not unlike the most salty of fish eggs. In Soviet space where caviar remains a delicacy almost impossible to attain the Iberian salt crabs present a suitable, low cost replacement.

Iberian salt crabs have been gathered by a handful of merchants selling them on the market in Soviet space for the better part of the last decade. Crabbers land on the surface in badly battered ships and stake out raw meat to attract the salt crabs in droves. They haul the crabs into their holds until they cannot fit any more and leave.

The crabs are not especially lethal so long as someone can move away from them. They are very interested in tearing apart tiny bit by tiny bit anything edible within reach. The only exception to this seems to be other salt crabs. A human who is injured and unable to stand up and kick away the occasional salt crab...and especially one who is unable to move away...may fall victim to a particularly gruesome fate as crab after crab





wanders close enough to come after them and they are slowly but surely eaten bit by bit.

Salt crabs are not only sold for food. They also make handy disposal units. Dropped into a metal can or pit they will eat almost anything organic given enough time. A human corpse dropped into a pit of salt crabs would be cleaned to the bones within a few days and even the bones would be gone after a couple of weeks.

The S-109

The type VII S-109 under the command of Kapitänleutnant Rudolph Baur includes the New Galicia system and in particular the moon of Iberia in its patrols. Baur has become aware of merchantman activity in the region associated with the supply of oil, minerals and apparently crabs off of the surface of the moon to destinations in Soviet space.

Baur is under instructions to stop and search any merchant operating in Spanish space and to be on the lookout for any military supplies intended for the enemy. He is also aware of a directive in high command regarding the destruction of as many soviet vessels in the area as possible without generating waves in the foreign press.

Isolated Iberia seems to be the perfect hunting ground for such vessels.

Baur's S-Boat patrols the system as part of a larger area only for two weeks out of twelve. This limits the chance that characters might encounter him in the area unless it is by design or part of a GM adventure.

Baur is an honest and honorable commander prone to making radio contact with a merchant and ordering her to stop. He will search her and destroy her only if he finds she has a Soviet destination in her logs or a Soviet registry. If the vessel is in good shape he may instead decide to remove the crew and take her as a prize. Foreign vessels mining on Iberia unassociated with the Soviets he will allow to leave with a warning about not

returning until the war is over.

If anyone attempts to run or to fire upon his vessel, Baur will attempt to destroy them with torpedoes. If faced with a superior vessel he will merely remain hidden in jump space using his S-boat cloaking device.

Baur may maroon enemy crew members on Iberia at the abandoned Hegemony prison facility rather than killing them out of hand. He does not have room aboard his vessel to take prisoners on board. The Hegemony prison is known to be a handy base and it is used as a safe camp site for the occasional miners and salt crab merchants who come to land on Iberia from time to time. With some supplies and a little luck a marooned crew could survive in the old prison until someone else arrived to use it as a base camp.

Alien Visitors and Alien Structures

As mentioned previously Iberia is almost a graveyard of small failed bases and expeditions. The unusual nature of this isolated world is known to several alien races besides the martians. These aliens may come to Iberia looking to mine or to salvage a particular site for something which they deem to be valuable.

New Galicia Asteroid Belt

New Galicia has an extensive system of asteroid belts, more than what is typically encountered in a star system. These asteroid fields are the remains of the majority of the planets once found here. Scientists have dated the appearance of these fields as somewhere around two hundred million years ago, making the vast destruction of the entire system a phenomena which occurred around the same time that life on Iberia was destroyed.

Nobles within the royal household have organized a few dozen mining operations to the asteroid belts over the years. All have been temporary ops based out of a freighter fitted with a launch and a crew experienced in belter missions. Independent beltlers are more common. With a portable miner's shanty and a



ship of their own a rock rat can dig out a living just about anywhere. New Glacia is a more isolated system than most and for some that holds a certain appeal. Humans are not the only ones interested in mining in New Galicia. A handful of alien vessels come and go every year. The aliens that operate here are never pleased to see humans operating in what to them is open territory where anyone can mine without interference.

Aliens operating in New Galicia will isolate themselves from any human operation in the system. They will show immediate hostility towards anyone who attempts an approach. More than likely this will include warning shots before direct attack. There is only a small chance that aliens operating in New Galicia will speak Chinese and an ever smaller chance that they will know any other human language. In most cases the aliens will be annoyed by human attempts to hail them. Who in their right mind would assume that an alien species with almost no contact with your race would understand a word that you say? Apparently the answer to that question is human beings. While we are protected under Imperial mandate from outright attack an alien will not mess around with an interloper. One or at best two warning shots is the best a human can hope for most of the time before the alien miners start firing at them for real. The next weapon aimed in their direction will not be the tiny little mining laser used for the warning shot.

Dali's World

Few living individuals can claim to have an entire moon named after them. Dali is perhaps the only living human who can righteously claim that the moon he lives on bear his personal name.

Dali came to the Spanish corridor in 1930 looking for an isolated location for the construction of a home and art studio. He also considered the possibility of expanding his residence into a film studio. After months of visiting the available locations in the established colonies Dali caught wind of the small but habitable desert moon in orbit around the gas giant in the New Galicia system.

Little lives on this moon with three quarters the gravity on Earth. Scrubby desert plants, varieties of flowering cactus and a few types of small lizard is all that has been catalogued to date. The planet has barely enough water to sustain life and no natural resources to speak of. This small patch of nearly worthless real estate has largely been ignored.

Something resonated with Dali and he arranged to settle on the moon immediately. Over the last six years his residence, studio and surrounding compound was built. He lives on the planet to this day with his wife, the occasional visiting artist or writer friends and other notable guests and his many cats.

Plot Point

Living on your own moon is all fine until your runabout's system drive fails. Suddenly living on an isolated desert moon with limited supplies seems a little less appealing.

Frank Yamajiro has not seen Dali's wife, any of his friend or the artist for almost a month. That is twice as long as normal between visits to the Damsel to pick up supplies. Should the characters swing by it is likely that Frank will ask the characters to run a brief courier mission for him, delivering Dali's food, water and other items in exchange for some fuel and a favorable seat at the Damsel in the future. This is a great opportunity to make a friend out of both Frank and Dali.

With Dali's door opened to the characters and Frank acting friendly the system becomes a welcome rest spot between adventures.

Of course, Dali needs more than his shipment of food. He needs his runabout fixed and the replacement part required is a Hegemony module that is usually only found in common stocks on starports or orbital stations. Dali will pay the characters in a mixture of money and paintings to run down the part for him. This can lead into an interesting adventure on Toledo trying to sort through the bombed out space port under the nose of the Legion Condore or a visit into New Madrid.



When the characters return and manage to repair his ship Dali will gratefully offer to have them as guests for a few days. During that time he might insist on painting something amazing on the nose or the side of their starship.

A little artwork by Dali on a character ship might come in handy. Dali sometimes moves in a very respectable and highly positioned crowd in Spanish society. His art is so unique that it will be recognized immediately by someone who knows him. A friend of Dali will probably find new friends in a few unexpected places.

The Damsel In Distress

The Damsel is a twin engine private yacht owned by Frank Yamajiro. Frank picked the vessel up at auction in 1930 after it was discovered that her engine designs were flawed and likely to burn out with significant use. Frank has kept her running and keeps the strain on the ship to a minimum by using her as a sort of converted diner.

The Iberia system may not possess a real colony but it certainly sees its share of traffic. The occasional merchant vessel or even the Reich S-Boat that phantoms the space lanes in the area all need a place for rest and relaxation. Frank provides that location in a limited sense. The Damsel is large enough to accommodate several dozen customers comfortably. Frank handles all of the cooking and waiter duties personally.

Frank's entertainment for the diner features a singer named Scarlet. Scarlet is young, beautiful, talented seems to be fluent in dozens of languages and is exceptionally dangerous. She also happens to be a 1924 model Hegemony android. Frank picked up Scarlet when the idea of starting the diner came to him. He is uninterested in lengthy periods of human company being something of a hermit but understands the usefulness of a bodyguard. Scarlet provides him with someone to talk to in between customs and a guard should things turn ugly.

Frank can be an interesting contact for information, especially information about ships and crews operating in New Galicia. Gaining his trust will take a little doing. He does not just share information to anyone. He is not interested in bribes. Frank will look kindly upon ship captains willing to pick up supplies for the diner every now and again.

Repeat customers who interact fondly but respectfully towards Scarlet may discover one of the significant flaws in the early models of human android manufactured by the Hegemony. This flaw is that the Hegemony inability to clearly understand human emotions has created a deep flaw in certain models, particularly in female models. These constructs can develop simulated infatuations with humans so intense that they can become unstable...even homicidal.

Plot Point

Scarlet may eliminate Frank and come looking for the character with which she has "fallen in love". She is likely to attempt to murder anyone who gets in between her and the target of her affections, especially rival females.

...or the best friend that takes up far too much time from paying attention to her.

...or the plucky sidekick that is always hanging around and getting in the way of their having a good time together.

In true psycho killer fashion Scarlet will attempt to isolate her prey and then confront them with the reasoning behind her being forced to kill them. She doesn't really want to hurt anyone but things are the way they are and it can't be helped.

As usual nothing is set in stone. Scarlet may be a perfectly nice girl very much in love with one of the characters who just happens to come into the picture when things go wrong. It is a good idea to keep the actors guessing about the truth behind this and other plot points. Even a minor change can keep the adventure



fresh, unpredictable and interesting.

Merchanting

Successful import merchanting into New Galicia practically requires a connection with a mining, salt crab harvesting operation or with Frank aboard *The Damsel in Distress*.

Almost everyone operating within New Galicia during the war is on edge and encounters between starships or landing parties in remote locations are conducted with fingers on triggers.

Import merchanting can be quite a handy means of making income should a captain secure a contract for resupply with a short term mining operation or one of the soviet bound crabbers. Resupplies of fuel and food in particular are actively sought out by anyone coming to New Galicia.

Without an independent merchant bringing resupplies of fuel and food a crew operating in New Galicia is beholden to Frank to obtain what they need. As you might imagine Frank is well positioned to charge a high price for his services. He keeps his fees below outright robbery and negotiates discounts to regular or particularly dangerous customers to avoid making it easier to blow him out of space and take what a customer needs rather than dealing.

Along with his friends in the mining sector, connections with the Spanish royalists, soviet salt crabbers and reasonably amicable relations with the S-109; Frank maintains somewhat cordial relationships with the Qin Shadow Pirates. His underworld connections provide him with the extra protection to make trigger happy customers think twice about pulling a weapon and taking fuel or supplies by force.

Plot Point

Frank is of mixed British and Japanese descent. He tends to smoke a pipe and wears a battered bowler cap. He is the sort of fellow who seems to have a set

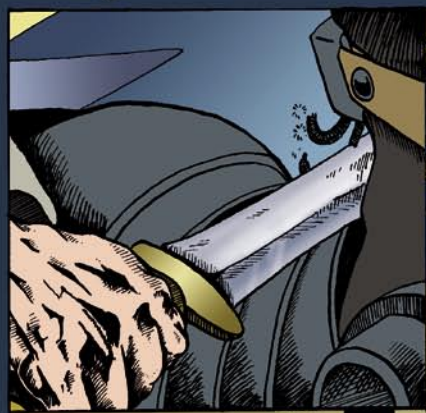
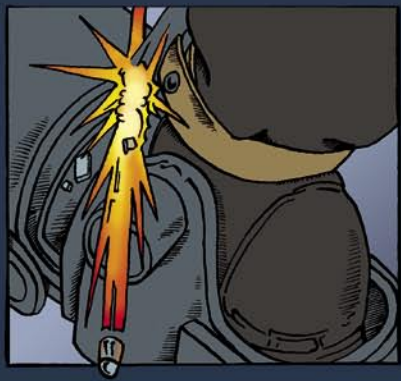
of skills for almost every challenge. This is no accident as Frank is a key operative of the British Star Empire's MI6 organization.

Frank is tasked with gathering intelligence regarding the movement of ships both human and alien through the New Galicia system. He also gathers what information he can regarding the S-Boat active in the system. Frank's connection with MI6 is an absolute secret. His dispatches are carried back to an intelligence safe house on Casablanca by an MI6 courier who fronts himself as an independent belter who sometimes swings through the system.

British policy on the current war is being played very close to their chest. The bottom line is that the British absolutely do not want a Communist regime expanding the power base of the Soviet Union. To that end they will support the Nationalists behind the scenes although they will in no way reveal this support to Roma or the Reich.

Britain hopes to score an end run in the current situation. By hooking their intelligence agency into whoever winds up in power in Spain they hope to drive a permanent wedge between Spain and any future alliance with Roma or the Reich.

The British have been involved in quiet overtures to General Franco who they see as a reasonable alternative to allowing the Communists to take control in Spain. Should they secure his commitment to pull his support away from the weakening King this could spell the end of any hope of a Royalist victory in Spain. At best the King will be forced to abdicate and let the remaining contenders slug it out. With the assistance of a band of adventurers one can hope that his fate will not follow in the steps of the Czar in Russia. Perhaps he will wind up in a reasonably decent state of affairs with a system or two under his command even if this means he is no longer a central figure in the unfolding politics in the nationalized corridors.





5

New Madrid

New Madrid is positioned squarely in the center of the unfolding civil war. The Kingdom's capital remains the focus for bloody fighting which crescendos into March and continues for the remainder of the war. At the start of the campaign the war appears to be escalating with no real end in sight.

The blockade's attempt to secure New Madrid is no simple matter. The system has three habitable planets and no less than four habitable moons. The Kingdom's colonies in the star system are built around two large cities on each planet with dozens and dozens of smaller surrounding rural villages.

The Legion Condore still attempts to enforce a military blockade of the New Madrid star system despite this massive territory to cover. The blockade is their mandate after all from German High Command. What seems to be a sound political policy almost immediately is apparent as a sham even on paper, the practical reality of performing a military blockade in a star system is even more ridiculous, but the commanders on the ground are making the best run possible at the situation. Patrols are dispatched regularly to each of the jump and immersion points both on the New Madrid side of the jump out Kingdom and on the Toledo system side of the jump into New Madrid.

Logistics, resupply and refueling challenges have made it impossible for the Legion, strong as it is, to cover every avenue of entry or exit at all times. Legion vessels involved in running fights with well armed blockade runners must be sent for repair and sometimes they are lost altogether. The attrition caused by occasional combats and more frequent mechanical issues keeps the Legion fleet capabilities at the blockade below full strength at all times.

In fact, with the rotation of ships in and out of service and on and off station fewer than half of the

vessels dedicated to blockade duties are on station at any given time and more often this figure is closer to a third.

Royalist supplies filter in through the Valencia system. The Valencia in bound jump points are completely beyond the control of the Legion blockade. The Royalist fleet, holed up in Valencia is in possession of the core of the Kingdom's battlefleet capabilities. In a toe to toe slug fest, even with all of its current vessels thrown into the fight, the Legion can not hope for more than a severe mauling by the big guns of the Kingdom. For its part the Kingdom has no ability to replace losses in its heavy ships and has chosen to withdraw them from New Madrid rather than see them destroyed in a slow war of attrition and through the torpedoes of German S-Boats.

Royalist blockade runners are largely private merchantmen working under contract from the Kingdom and carrying supplies to troops fighting on one of the habitable planets in the New Madrid system. Losses of private merchants while still important to the Kingdom do not present an immediate drain on the strength of the Royalist navy.

The Soviets have engineered an interesting method for distribution of supplies to their forces. Soviet intelligence operatives issue reports of where revolutionary troops hold centers of command and control in the region. The Soviets then dispatch unmanned modified FAST transports directly to New Madrid from base ships operating inside the safety of League space. These Fast Transports are small and difficult to detect but are stuffed to capacity with several dozen tons of ammunition and medical supplies. The Fast Transports cycle up their system drives, make a run for their nav locked destinations in system and then launch their payload in a trajectory for re-entry over their intended drop zone immediately upon leaving system travel.

After depositing its payload some of these FAST transports activate an on-board proximity mine before powering off their internals. This final act makes them only slightly easier to detect than a standard orbital



mine due to their greater mass.

The soviet FAST transports do not yet have sufficient targeting capabilities to act as military platforms for bombing of ground targets. Soviet supplies are dropped in a scattering of red parachute cargo pods each containing one ton of supplies and a radio beacon. The supplies might drop anywhere within fifty kilometers of their intended drop zone making this method hardly useful for bombing.

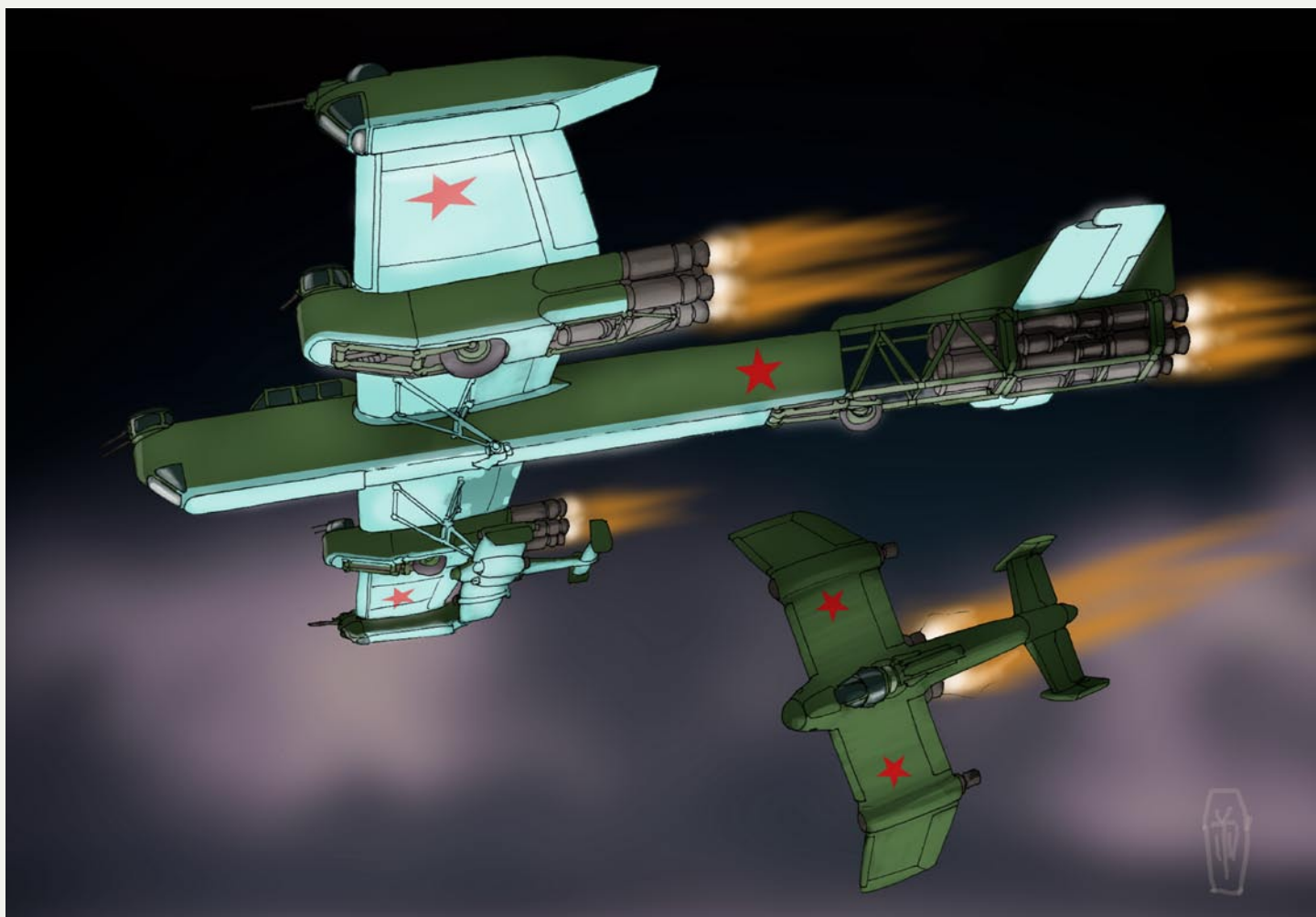
While this method of resupply is clever and fairly effective the cost of effectively throwing away a jump capable light transport is too expensive to be performed frequently. Soviet resupply comes once every few weeks and is sporadic in order to confuse blockade attempts at detection and interception.

Left wing troops fighting in the conflict still de-

pend heavily upon captured stores of weapons and food to keep on fighting. Only very occasionally will the Soviets attempt breakout through the blockade. These missions attempt to bring soviet tanks, mecha, military hardware and advisors directly into the combat. Such an assault includes multiple vessels with a spear point of a heavily armed and armored blockade runner escorted by a wing of fighters.

When these missions are successful the results usually go badly for the Legion Condore forces. When Reich and Roma intelligence gains wind of such a plan the Soviets jump into an ambush and are battered or destroyed. This situation points to the absolute importance of intelligence gathering by all sides in the conflict both within the Kingdom and in the star systems immediately surrounding her.

Soviet Blockade Runners Break Out! Mike Doscher





Campaigning in New Madrid

With four star systems connecting directly into New Madrid via jump route and eight planets, two gas giants, numerous moons an asteroid field and three space stations this location has massive potential for dozens of adventures.

Once your actors enter the fray in New Madrid you could run months of exciting space and ground based adventures with the characters never once leaving the system. This arrangement opens play for starting characters whose budget may limit them to operating a less expensive interstellar ship or for characters with no ship of their own. Characters whose primary vessels are in the snub and starfighter class have whole worlds to explore without ever having to face the prospect of a jump.

Location Names: New Madrid

Below is a list of important place names within the New Madrid star system for use as a general reference. As the intended capital of the Kingdom most names follow a convention for using the names of nobles, philosophers and ancient kings associated with Spanish history.

Sun:	Castile
Planet 1:	Athaulf Moon: Alfonso Moon: Ferdinand
Planet 2:	Sigeric Moon: Martin Starbase: Puerto Angeles
Planet 3:	New Madrid Moon: Pliny Moon: Strabo Moon: Tacitus Starbase: Midgard (Reich)

Planet 4:	Sancho Moon: Charles Moon: Joan
Planet 5:	Ferdinand Moon: Urraca Moon: Joanna
Planet 6:	Ramiro Moon: Fruela
Gas Giant 1:	Euric Moon: Agila
Asteroid Field Starbase:	Recesvinto
Gas Giant 2:	Witteric Moon: Gundemar Moon: Hermenegild Moon: Theudis
Planet 7:	Tulga Moon: Sisenand Moon: Chintila
Planet 8:	Segom

Castile

Castile is a class M star which gives off a reddish light. She provides only one tenth the illumination and warmth of the sun and thus habitable worlds are closer into her than they might be found in our own solar system.

Native plant life in the New Madrid star system is much more efficient at photosynthesis because of the nature of the system's star. Plant life compensates for the reduction in available light energy by growing massive broad leaf structures for collecting the available sunlight. These can easily be as broad or long as a man is tall and frequently are.

Daytime temperatures on habitable worlds within the New Madrid system remain temperate. The



planet's closer positions in system compensate somewhat for the lower luminosity provided by Castile. Light during the middle of the day is close to that found on Earth however the twilight hours are longer. More than sixty percent of an entire daylight period is spent in a late afternoon to early evening dusk.

During peace time the high point of the day was marked as a time for breaks and enjoyment. Shops close and workers spend a few hours out of doors when they can enjoy the full illumination and warmth of the day. Cities and villages compensate for the extended dusk with electrical lights and gas lamps which run during the morning and afternoon hours and late into the evenings.

Castile puts off a higher than normal emission of infrared light. The high background of infrared provides easy daylight level illumination for creatures who have evolved to see into the infrared spectrum. Many of the predator species native to the worlds in this system hunt during the dusk and evening hours. Hybrid technologies which allow infrared vision capabilities are well suited for use on the worlds in the New Madrid system.

Plot Point

The Hegemony has introduced an herbicide

called "Yellow" into the New Madrid system. This herbicide has been used to protect imported crops since the colonies were founded between 1924 and 1926. Humans who have dwelled in the colonies for ten or more years appear to be developing not only a more hardy constitution and higher resistance to disease they also seem to be developing a greater capacity for seeing in lower light conditions.

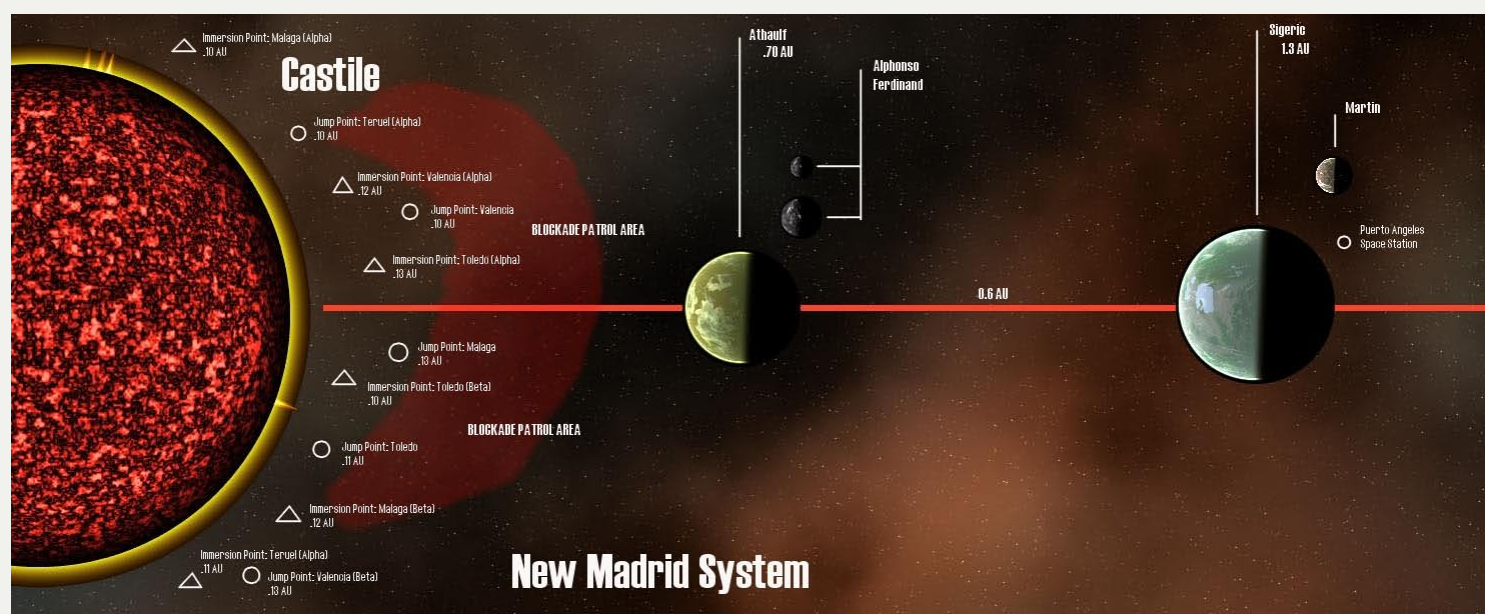
Many colonists in New Madrid can see under dusk lighting conditions as if it were normal daylight lighting. They do not possess night vision or infra red vision capabilities.

Athaulf

Athaulf is named for one of the first Visigoth Kings to rule over the Iberian peninsula. As one of the first in the long line of Kings of Spain it seems appropriate that this planet, which is the first planet in the New Madrid star system, bears his name.

Colony Statistics

- Government: Mixed
- Law: Limited
- Population: 62,470
- European Spanish: 12%
- Central American Spanish: 18%





Indigenous Central American: 14%
 Indigenous South American: 14%
 Phillipino: 10%
 North African: 19%
 All Others: 13%

Climate: Temperate
 Oceans: 64%
 Winters: Arctic / 4 months out of 9 months in a year.

Biology: Heavy forests mixed with regions of semi tundra and North latitude desert similar to the Gobi desert on Earth. Numerous animals, birds and ocean life. Limited dinosaur life forms found in the equatorial regions. Many species are semi nocturnal to nocturnal.

Ferrol

Ferrol is the largest and most strategically important city on Athaulf. With a population of 13,070 colonists the city of Ferrol was home for the Kingdom's main naval construction facility as well as the planet's largest starport. Between January and April of 1936 heavy fighting in the surrounding countryside and a labor revolt within the city proper led to the seizure of Ferrol by the Nationalists.

Note: This victory occurs despite General Franco re-

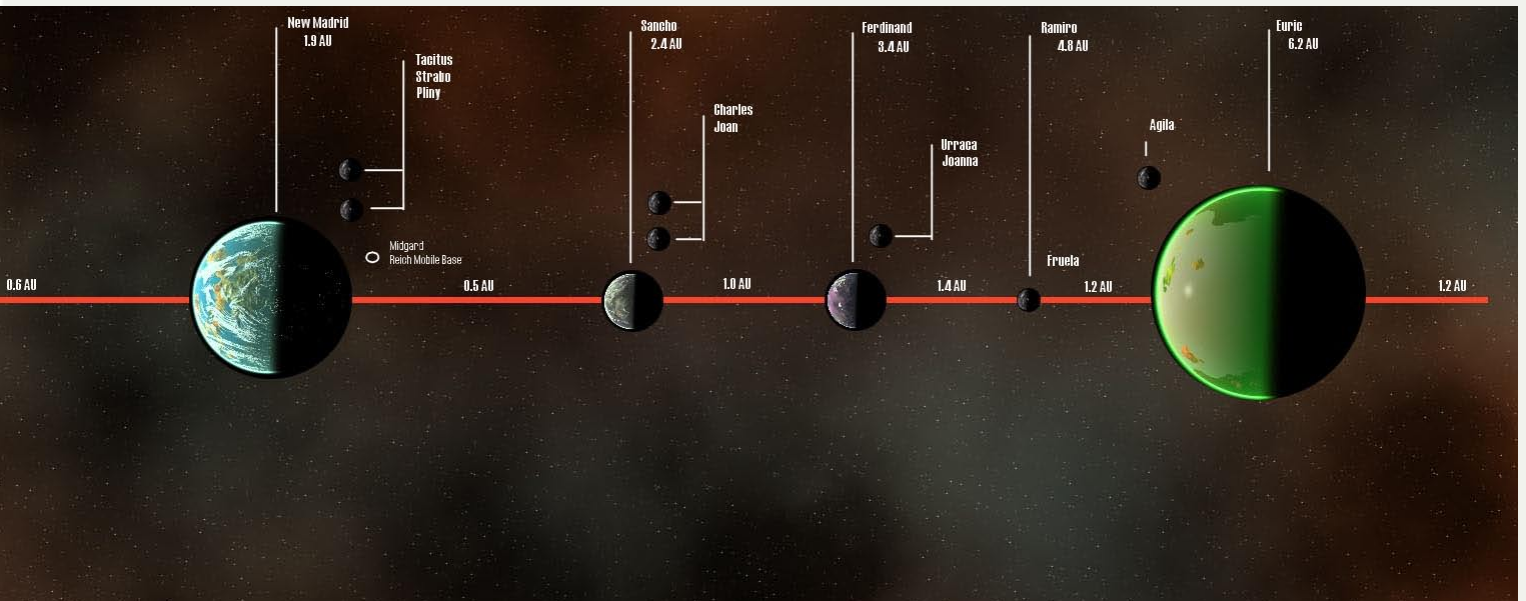
maining (for now) a loyal commander and key figure within the army of the Kingdom of Spain.

Nationalists victories surrounding Ferrol and the taking of Ferrol itself seems to have bolstered the confidence of the Reich and Roma governments in sending support to the conflict. With the capture of Ferrol both the Reich and Roma forces in the region experience a twenty percent boost between the months of May 1936 and July 1936.

Guipuzcoa

A successful labor revolt in this largely Basque controlled region has the second largest city of Guipuzcoa in the hands of the Republicans. A Nationalist column organized in Ferrol and under the command of Colonel Beorlegui Canet is attempting to advance on Guipuzcoa through the San Sebastian farm region.

Resistance against the Nationalists has been fierce and San Sebastian has been turned into a killing field. During the early months of the fighting political figures caught on the wrong side of the lines have been removed from their homes or prison facilities and shot, usually into mass graves or graves dug with their own hands. Assassinations of this nature have been conducted on all sides of the conflict.





Guipuzcoa has a population of 9,580 with a majority population of Indigenous Central, South Americans and North Africans transported to the Kingdom to work as poor laborers. Hatred of the ruling royalists and nationalist elements runs deep in the labor movement in Guipuzcoa. The city's starport is subjected to bombing raids by the Nationalists. Republican troops and workers have managed to keep the airfield operational although many of the hangers by March of 1936 have been completely destroyed.

In February of 1936 the Canadian brigade of the Republican's International contingent arrived at Guipuzcoa with five hundred well armed and well supplied troops. This Republican presence is further strengthened in March of 1936 with the successful landing of the Polish brigade accompanied by a wing of soviet built starfighters and a supply of soviet tanks and light artillery.

Political arguments amidst the Republican leadership derailed a move early in the war by the Republicans to mount an attack on Ferrol. By April of 1936 the Nationalists were in firm control of Ferrol and the battle lines for the conflict were more clearly drawn within the one hundred and fifty kilometers of developed farm land in the San Sebastian region between the two cities.

Bilbao

The lesser city of Bilbao remains under the banner of the Kingdom of Spain, at least for now. A Republican labor revolt staged in February to coincide with the revolt in Guipuzcoa was savagely put down by General Franco who commands two large divisions of Spain's Legion based in Bilbao.

While Ferrol and Guipuzcoa were developed to serve as large industrial colonies, Bilbao was built as a fortified merchant colony with a much higher presence of middle and upper class citizen. The city boasts a population of 4,200. Much of the city has been built to mirror something of the old world grandeur of a European capital.



Bilbao has three private airfields and a military airfield associated with the Legion military base at the edge of town. All of the regions airfields have been heavily fortified and are available to serve the needs of the Kingdom's starfighter and aircraft presence on the colony.

Bilbao is located in the mountains North of San Sebastian. Approaches to Bilbao are through high mountain passes which afford especially secure strongholds for the defenders. General Franco appears to be adopting a wait and see policy as the fighting continues between the Nationalist and Republican forces in the lowlands. The Royalists in the mountains appear to be well supplied with both munitions and food. They are dug in and seem determined to avoid entering the conflict directly until the rebel factions have weakened one another in a war of attrition.

Calls for assistance from tiny Royalist strong-



holds in the lowlands have met with little to no support. Most of these will fall between the months of February and July.

There are quiet rumors circulating here and there that Franco and his leadership is waiting for a significant Royalist victory elsewhere in the New Madrid system before throwing their lot in by assaulting the Nationalists in the South. Continued Royalist defeats and a general lack of pay for Royalist troops everywhere may encourage Franco to instead bring his command over on the side of the Nationalists. This turn of events would certainly spell disaster for the Republicans fighting on Athaulf and would be a huge blow against the Royalist hopes for turning the tide in the New Madrid system as a whole.

Sigeric

Significant thermal activity on Sigeric and a thick atmosphere laden with volcanic ash generates a greenhouse climate on the habitable planet of Sigeric. Much of the planet is covered in tropical and semi-tropical forests.

Sigeric is a model of the late Cretaceous period on Earth, the last age of the dinosaurs where the sheer numbers and varieties of the great beasts were at their peak.

The surface of Sigeric is largely rugged terrain

and mountains covered in a heavy canopy of tropical jungle. The mountain ranges of the planet possess dozens of large active volcanoes. Seismic activity in many areas is common presenting something of a challenge to builders on the planet.

Colony Statistics

Government: Republican
Law: Constitutional
Population: 20,470
European Spanish: 11%
Central American Spanish: 12%
Indigenous Central American: 13%
Indigenous South American: 14%
Phillipino: 10%
North African: 18%
All Others: 17%

Climate: Tropical

Oceans: 81%

Winters: Very Mild

Biology: Extremely humid tropical rain forests with an abundance of dinosaur life forms. The rise of numerous varieties of flowering plants and fruit bearing trees appears to be a contributing cause to the great increase in plant eating dinosaurs in the environment and thus predator dinosaurs as well.

Sigeric has two significant colonies Malaga and Guernica. Most of the human population on Sigeric (70%) is concentrated in these two urban areas. Preda-





tor dinosaurs represent a threat to humans traveling on Sigeric. Travelers do not go into wildness areas without being heavily armed and travel in groups. Big predator dinosaurs are not intimidated by the loud report of gunshots. Dispatching these beasts requires the application of an elephant gun, vehicle mounted machine gun or light artillery piece.

Malaga

In January of 1936 the colony of Sigeric experienced a general revolt which included the mutiny of a division of the Spanish Legion to the Republican cause. Royalist government figures were arrested or exiled. A brief and bloody fight with Nationalist sympathizers attempting to touch off a conflict similar to that found on Athaulf was put down.



Malaga, the largest of the two colonies on Sigeric has flown the Republican flag since the general revolt in January. Limited guerilla fighting still occurs outside of the city with occasional terrorist bombings or acts of sabotage in the capital proper.

Malaga boasts a population of 9,000. This population is secured behind a heavy wall which now surrounds a region of forty square kilometers. The walls are thick stone and have the appearance of a castle fortification out of the middle ages. The walls were an immediate priority for the colony after its foundation in 1925. Their primary purpose is to keep out the dinosaur population and protect the human and livestock population here as well as the harvest from the destruction easily wrought by dinosaurs.

Malaga has a moderate sized starport. Its primary export remains oil, natural gas and a form of natural rubber which is harvested on Sigeric from dozens of rubber plantations outside of the city proper.

Guernica

Guernica rests fifty kilometers to the North East of Malaga. It is connected to the capital city by both a simple road and a rail line. Two trains leave for Malaga from Guernica every other day, one in the evening and one in the morning hours. Both trains are armored and well armed. Trains traveling from Malaga to Guernica carry workers and supplies while returning trains haul shipments of rubber, gold and silver back to Malaga.

Guernica has a population of 5,000. Most of its population consists of plantation labor and mine workers. Since the Republican elections the mine and the plantations have been seized and nationalized. The mine workers and plantation laborers work hard to produce gold and rubber for export. Their standard of living has changed almost overnight from one of abject poverty to something rivaling a middle class existence. Children no longer labor in the mines and attend schools.



Exports out of Guernica through Malaga and off world via the starport bring a steady stream of supplies to the colony from January through March of 1936. By April of 1936 this flow of supplies has slowed in large part from the actions of the military blockade of the system. In March of 1936 the regional government begins a major campaign to shift production and mining over to steel and the production of simple firearms and fuel for vehicles.

Nationalist forces have put off widening the war to Sigeric for fear of creating greater sympathy for the Republican cause. The Nationalists hope to reach a victory on the other habitable worlds in the system prior to launching a direct campaign against the entrenched Republicans on Sigeric.

Starting in March and continuing through the end of 1936 the Republican forces on Sigeric train up to thirty percent of the males in their labor population as Republican militia. Caches of weapons are secured in areas throughout the colony and a half dozen guerrilla military bases are established in the jungles near Malaga and Guernica.

Puerto Angeles

Puerto Angeles is a heavily armed orbital space station and space port in orbit over the planet Sigeric. Commander Analisa Navaro continues to operate the station under the flag of the Kingdom of Spain. Her station is protected by two squadrons, one snubfighter squadron and one, two crew starfighter squadron. In addition the station supports one light destroyer which was commissioned by the British home office in 1935 out of the shipyard at Ferrol and was meant to carry a large number of British technicians working at the Spanish shipyards back to British space.

The HMS Witch was instead seized as it refueled at Puerto Angeles and its cargo of British citizens detained "under the protection of the crown". Protests by the British quieted somewhat in the face of a private meeting with the Kingdom's representative who brought forth damning evidence of British MI6 activities in encouraging the formation of the Nationalist

(Fascist) elements in the Kingdom as an anti-communist insurgency.

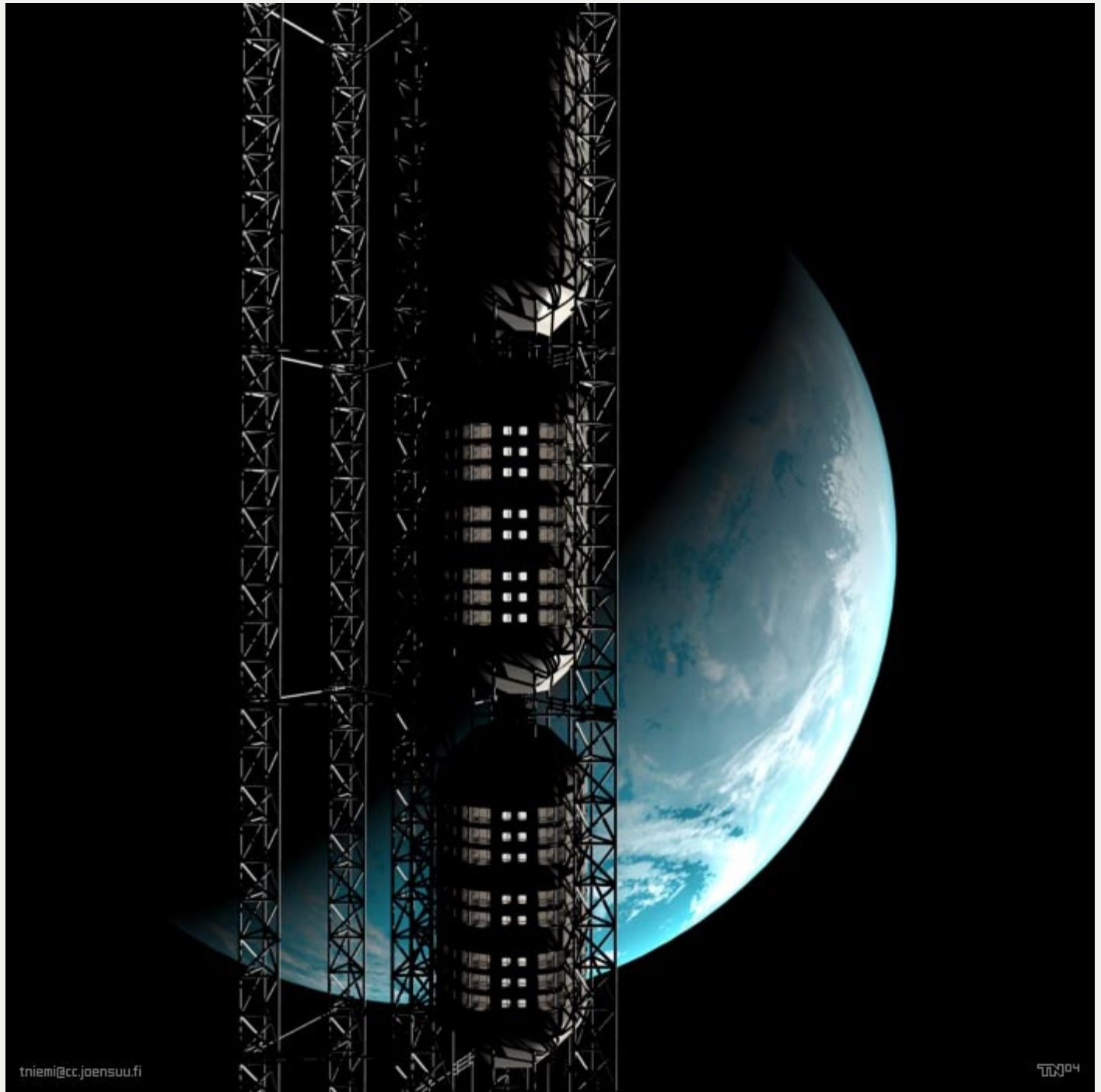
Commander Navaro has been placed in a difficult situation by the withdrawal of the bulk of the Kingdom fleet out of the New Madrid system. Hers is the strongest Kingdom naval stronghold remaining. The Commander craftily dispatches her fighters when an opportunity for victory presents itself but otherwise keeps her ships within range of the heavy guns of her station.

Puerto Angeles not only presents a tough nut to crack for the somewhat limited might of the Legion Condore, pressure from the British behind the scenes insures that the station will not be attacked (at least not from the Nationalist quarter) for fear of the one hundred and fourteen British technicians and their families being held there.

For now supply is the most immediate enemy threatening Puerto Angeles. Commander Navaro has addressed this threat by opening talks directly with The Vreed, one of three alien races known to operate mining vessels in this sector of space. Vreed supply ships run unmolested through Spanish space, their primary destination being the space station of Puerto Angeles. The Commander takes what she needs from these supplies and then passes the rest down to the surface to contacts amidst the Republicans in exchange for gold, fuel and other valuables which are in turn traded back to the Vreed.

In this manner Commander Navaro has managed to keep her station secure from attacks from both the Nationalist and the Republican sides of the conflict. Her station is perhaps the only truly neutral ground anywhere in the New Madrid system. Her straight dealings in trade have built her solid and fairly positive relations with the Republicans on Sigeric and the British "guests" on board the station keep the Nationalists at arms length (at least for now). No one in the conflict is willing to open hostilities by attacking the Vreed.

Privately Commander Navaro believes that it is



just a matter of time before the Vreed are attacked by a trigger happy S-Boat commander, strike a mine or are lost through some accident of their own which is blamed on the war. Navaro feels that in such circumstances it is likely that the Vreed will enter the war on the side of the Kingdom. Such an event (if it ever came to pass) would certainly turn the fortunes of the Royalists in a new direction in the New Madrid system. Certainly a

direct assault on the station while Vreed vessels are in port would result in those vessels entering the conflict to defend themselves. This is yet another reason for both Nationalist and Republican ships to steer clear of the station.

Plot Point



As you might imagine MI6 has been keen to save face with the Home Office by mounting a rescue of the British hostages held at Puerto Angeles, the recover of the HMS Witch and a clever maneuver that would throw a wrench in the carefully laid plans of Commander Navaro and her trade alliance with the Vreed.

This mission could easily span several game sessions. Security on the space station is very tight. Merchants can get on board but smuggling weapons onto the station is almost impossible. The British are kept in their own pod on the station which is under heavy security at all times. The Kingdom troops on the station are loyal with few potential traitors counted among them. Commander Navaro is also a clever and charismatic foe.

New Madrid

The planet of New Madrid is the capital of the Kingdom of Spain. Here against the backdrop of the beautiful rocky slopes of the Iberian Sea; the three way civil war churns forward.

New Madrid has a population of approximately 170,000 colonists which are scattered between the settlement of Rio Del Sol in the North through the El Capitan region and the main city of San Pedro where the planet's only large starport is located. The war extends from San Pedro, South into the desert country of La Mesa del Diablo.

Currently San Pedro is hotly contested in a block by block fight that has been dragging on for the last year. The starport has changed hands on a more or less weekly basis as rival factions launch attack and counter attack.

The fascists have established a series of military bases in the desert country of the South while the Communists have secured themselves a string of villages in the North along the coast. San Pedro experiences almost constant combat where control can be attributed to one faction or the other in a change of hands which

cycles monthly.

Midgard Orbital Base

Midgard is a heavy class capital ship on the order of a heavy cruiser within the fleet of the Third Reich. She was designed specifically to act as a mobile orbital base and arrived in the Kingdom of Spain in January of 1936 along with the bulk of the Legion Condore.

Once in orbit the technicians aboard the Midgard set about expanding her arrays of troop quarters, starfighter hanger decks, docking bays and cargo modules. Work will continue on the Midgard from January 1936 until October when she will be fully deployed.

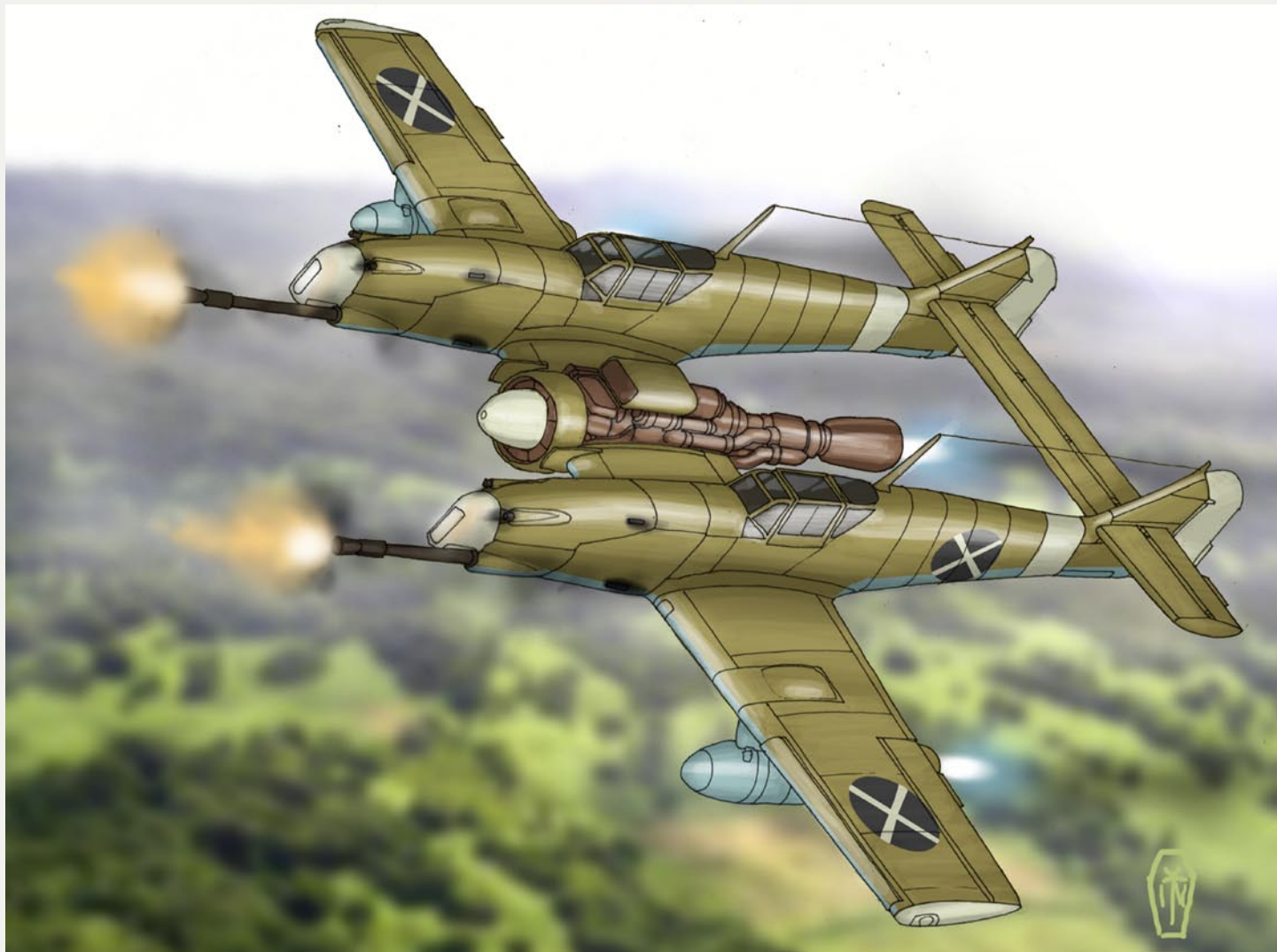
While construction continues a number of Reich and Roma military vessels remains with her at all times to provide protection. As early as March the Midgard has at least two squadrons of starfighters available to launch from her hanger decks. When she becomes fully deployed in October she will be able to maintain hanger decks for eight full squadrons of starfighters and one flight of Do-17 Assaults.

Midgard serves as the jumping off point for the bulk of Legion Condore military units arriving in the New Madrid system. By positioning the station strategically in orbit over the Kingdom capital the Reich insures a difficult blockade of the most heavily populated planet in the system.

While the full course of the war may not be decided by a victory on New Madrid alone, a victory here will likely foreshadow which faction will ultimately control the future of the Spanish nationalized corridor.

The Situation on New Madrid

New Madrid is a war zone. Pure and simple. Early in February the League of Nations and the Kingdom of Spain negotiated a three way cease fire in order to migrate as many children as possible off world. The children were collected by a cobbled together fleet of merchants and League vessels and carried to foster



homes in the British Star Empire, Kingdom of Holland, French Star Republic, Soviet space, Roma and the Reich.

It should come as no surprise that many ships arriving to load children, quietly off loaded military supplies, medical supplies and food to their faction of choice. Once the children were removed, the combatants on New Madrid returned to fighting with renewed vigor now readily supplied in war materials for months to come.

The Kingdom's capital at San Pedro with its population of 40,000 residents is the center of the most heated fighting. The front extends North from San Pedro to the settlement of Rio Del Sol and South into the desert country of La Mesa del Diablo. The entire front

Legion Condore 109V roars into action over New Madrid: Mike Doscher

covers an area of some one hundred and forty kilometers. The fighting lines shift back and forth almost daily.

During the early months of the war from January through July of 1936 the many small factions embroiled in the conflict control pockets scattered here and there up and down the front with no real overall organization. By August units have either been destroyed or have grouped together to the point where true concentrations of units under a united command structure begin to appear. By August the Nationalist forces are concentrated in the South and the Royalists hold positions in the North with the hotly contest capital of San Pedro largely under the control of the Republicans and



the International Brigades.

Colony Statistics

Government: Mixed

Law: Limited

Population: 170,000

European Spanish: 18%

Central American Spanish: 12%

Indigenous Central American: 13%

Indigenous South American: 12%

Phillipino: 13%

North African: 17%

All Others: 15%

Climate: Temperate

Oceans: 72%

Winters: Cold 3 months out of 11 months in a year.

Biology: Hill country with limited forestation along the coast. Arid land and deserts inland. New Madrid has a climate similar to that of California or the American South West. Varieties of deer, cat and bear like predators, birds, and creatures quite similar in most respects to those found on Earth are native to New Madrid. Unlike the surrounding habitable planets in the region trees and creatures mirror a more modern Earth environment. Dinosaurs are not present on New Madrid.

Tacitus

Tacitus is large moon, the furthest from New Madrid whose companionship seems almost circumstantial so distant is it from its parent. This moon has a fridge environment and a thin atmosphere. While it is habitable the cold conditions and thin atmosphere makes life here similar to life at high altitudes in mountainous country even at ocean levels. Colonists who ascend higher than a quarter mile above sea level usually require the aid of a breathing device.

Tacitus is the site for a small colony of Santa Maria. This colony was founded by independent entrepreneurs and foreign science teams. Santa Maria has always been a seat for progressive thought. Despite the challenges posed by its environment the colony is well

built and successful. Hundreds of independent miners work in the hills surrounding Santa Maria in search of deposits of silver and gold.

During the January revolt the colony leadership on Tacitus voted to join the Republican government. Little stood in the way of the Republican movement on the planet. No Royalist garrison was present and security details were strictly handled by volunteers from the resident population.

Colony leaders have listened to radio broadcasts of the fighting on New Madrid with growing concern. During the months of February through June Santa Maria remains independent. The settlement is not fortified. It has no starfighter protection or military equipment. Colonists have access to hunting rifles but little else. In July of 1936 the Legion Condore turns its attention in this direction to insure that the colony is not being used as a Republican supply base. A detachment of Reich and Roma troops are dispatched to the colony. They capture it with minimal resistance.

During the months of July through December and into 1937 the Reich occupies Santa Maria. Over the course of the winter months signs of an organized resistance continues to grow. This leads to round ups, the hanging of suspected collaborators and other heavy handed tactics by the occupying forces.

Colony Statistics

Government: Republican and later Occupied

Law: Lawful

Population: 1,400

European Spanish: 10%

Central American Spanish: 10%

Indigenous Central American: 13%

Indigenous South American: 12%

Phillipino: 13%

North African: 16%

All Others: 26%

Climate: Cold, Thin Atmosphere

Oceans: 40%

Winters: Arctic / 5 months out of 11 months in a



year.
Biology: Much of the year Tacitus is buried under eight to twelve feet of snowfall. Colonists must labor daily to clear roads, roof tops and pile the snow using tractors, shovels and whatever tools seem handy. Fuel oil is burned in drums along the streets to keep certain areas from being covered in layers of ice.

Hunting on Tacitus has always had a certain appeal. The life forms on the planet are reminiscent of the giant bison, mammoth and saber tooth cats of the ice age. Life is filled with hardship on this moon where elsewhere in the same star system it is relatively warm and appealing. The more difficult conditions here insures that many colonists will never have a reason for traveling here. It remains a sort of quiet, back woods sort of colony.

Agila

Agila is the single moon in orbit around the two ringed gas giant of Euric. The terrain on Agila is largely flat land and great open grass plains. Forests are small and scrubby. Ocean coverage is modest but many areas on the planet possess large lakes.

Cattle and sheep are both the major imports and exports from this planet. Agila is a favorable home for ranchers and those who seek the classic life of the Spanish cowboy or Cabillero. Regular rain falls and a rich layer of soil insures that farming here is productive.

Agila has the potential for becoming the bread basket not only for New Madrid but for several surround star systems. There is clear evidence in ruins and alien writing left behind on standing stones that the planet has been occupied in the past. Some colonists are convinced that the planet was once carefully designed to serve as a paradise for a settlement of alien farmers which never got off the ground.

Colony Statistics

Government: Republican and later Occupied

Law: Lawful

Population: 1,400

European Spanish: 10%

Central American Spanish: 10%

Indigenous Central American: 13%

Indigenous South American: 12%

Phillipino: 13%

North African: 16%

All Others: 26%

Climate: Cold, Thin Atmosphere

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Biology: Much of the year Tacitus is buried under eight to twelve feet of snowfall. Colonists must labor daily to clear roads, roof tops and pile the snow using tractors, shovels and whatever tools seem handy. Fuel oil is burned in drums along the streets to keep certain areas from being covered in layers of ice.

Director's Locations

I am leaving the game director two moons as additional locations which he or she can write up however they see fit. Just to make possible future module references consistent I am offering up Urraca and Fruela as the two additional habitable moons in the system.

You are certainly free to choose a different couple of moons, leave these undeveloped or write up one of the planets as habitable or the location of a domed colony.

Never be shy to use the setting as a helpful starting resource to flesh out your own locations and materials. While future adventures and modules may flesh out a few locations in this region there will probably not be an additional expansion on the Kingdom of Spain until after the war begins during the unfolding campaign timeline. The simple truth is that we have plenty of other regions of space, alien civilizations and scads of other stuff to write up. Most of the living details about these locations rests squarely in your hands.



Starbase Recesvinto (Shanty Beltway)

Recesvinto's description as a starbase is a little misleading because the name applies more accurately to a region in New Madrid's asteroid belt than a specific base.

Within this area covering some three hundred square kilometers of asteroid fields beltlers from every imaginable background and nation live and labor. The majority of the workers here purchase the necessary materials for constructing a small habitat which is anchored to the asteroid serving as their current claim. The kits for these mobile shelters are available in San Pedro, Puerto Angeles and the Tacitus colonies. They are fabricated from light weight but sturdy hybrid alloys, mostly Astrosteel with some Rocketanium reinforcements.

The beltlers call the structures mining shanties. A small shanty is little larger than a twelve foot by twelve foot cube with a glass steel window taking up part of one wall to provide a view and eliminate some of the feelings of claustrophobia. Larger structures include two or three such rooms secured together in a habitrail style construction. A simple but effective gravity shower and small life support generator are included with any such unit but the structures do not support a kitchen area or anything more complex. Solar power collectors provide energy for life support and oxygen scrubbers with just enough additional output to power a radio and recharge the belter's runabout.

A surprising number of beltlers do not earn a sufficient income to afford a ship of their own. Unless the worker strikes an unusually valuable deposit of ore the average belter earns around \$3.00 a day. This is just sufficient to keep the belter in supplies and food with a few quarters to count towards savings at the end of the day.

Whether a belter owns a ship or not they all own a runabout. A runabout looks a bit like a stripped down scooter. Its propulsion is obtained through a container of compressed carbon dioxide pulled out of a shanty's

life support waste products and charged into the runabout's cylinders over night. Using the runabout the belter can zip around the surrounding asteroid field at a fair speed applying bursts of compressed gas to change course, start or stop. In the weightless environment of the beltway a miner can hitch his entire shanty to his runabout and with a few extra bursts of gas tow his house from one claim to the next.

Shanties are anchored directly to the asteroid the belter is laying claim to. Solar powered blinking beacons are attached to the surface of the asteroid, one on each side, using a tall telescoping pole. Asteroids contain a high metal content even if most of it is fairly worthless iron and many simple tools used in mining along with the runabout can be secured simply by sticking a big magnet on it and then plunking the magnet down on the asteroid.

Claim beacons are called Christmas lights in the jargon of the beltway. The color of the strobe light can be changed from white to yellow to green and finally to red. A white Christmas light signals that the asteroid is under claim but that visitors are generally welcome so long as they remain polite and maybe bring something handy to trade with them during their visit.

A yellow light signals that the belter would rather not have visitors at the present time. The specifics are never shared and most workers living in the beltway have the good sense to mind their own potatoes.

A green light signals that the belter is actively looking to make a trade. Most of the time a flashing green light is found on asteroids where one of the larger shanty constructs is located. The construct might serve as a sort of limited general store or even as a beltway bar. A business name or sign affixed to the outside of the construct or to the side of the asteroid is usually a good indication of what awaits inside.

A belter can change the colors of his Christmas lights at any time using a series of switches usually carried on his belt. A red light is a request for assistance. The belter is in some sort of fix and is asking his neighbors or any good samaritan that happens to be passing



to stop and lend a hand. They may have experienced damage to their shanty from a micro meteor or a collision with one of the small but deadly fast moving asteroids constantly hurtling through the beltway. While these threats occur here it is really just dumb luck as to whether one hits you or your shanty. Most beltlers try to save for patch kits, extra supplies and some spare parts for vital pieces of equipment for just such an emergency but in the beltway just about everyone needs help for something at one time or the other.

The Sun Also Sets - Bar and Grill

The Sun Also Sets is a large cobbled together collection of more than a dozen cubes which serves as a gathering place, community center, bar, general store of sorts and underground printing press. The Sun is regularly broken down and moved to different locations within the beltway to keep it from being too easily discovered by any disgruntled military figures who take umbrage with the news articles of its owner.

The Sun Also Sets makes reference to one of the novels of the owner, Jake Halloway, a veteran of WWI who covers developments in the war as a journalist. He operates the establishment with his friend Britt Dunston, a female pilot, semi famous for setting a number of solo flight records in space during the 1920's.

Jake comes and goes at the bar every few weeks, spending a fair amount of his time covering events first hand as they unfold in the war. He frequently is interested in obtaining the next bigger or better story and may well hire a group of adventure seekers to help him in and out of one scrape after another. Britt runs the show when Jake is away but when he returns to spend a day or three writing Britt will take the opportunity to pursue interests of her own. The pair are close but do not seem to be actively involved in a romance. Britt certainly seems free spirited and willing to make friends with other men should an intelligent, well mannered and interesting one present himself in the right way.

Recesvinto Station

This station is in truth little more than a depot where beltlers deposit their minerals for purchase and shipping. The Kingdom built the station and officially operates it although the main terminal was hit with a snubfighter attack and destroyed early in the war. Most of the big bulk cargo units surrounding the station are empty. Few beltlers will go close to the place out of a concern that operating anywhere close to it will paint a big target on them.

Instead the beltlers organize pick-ups and trades for ore with private haulers trying to keep these activities under the radar of everyone's military. Most beltlers don't care one way or the other who buys their ore or trades with them for necessities so long as they are paying in a currency likely to hold its value.

More and more frequently a group of beltlers will organize together and send several of their number with a ship out of the war zone to negotiate a trade meeting with an independent merchant. A future date will be set and the miners will return, meeting the merchant at the





designated drop zone with their ore a few weeks later.

Noble Endeavor

The Noble Endeavor is a capital class freighter running under an American flag. As a neutral vessel she is supposed to be free of harassment by any party in the conflict but of course this is not reality.

The Noble Endeavor is under the command of Captain Freddie Mace. Mace is a quiet and introspective sort and he tends to pick up his cargoes of ore, food supplies or fuel without much dash or calling attention to himself. His crew is likewise quiet and well mannered. There is never any trouble from them when the ship puts in to port.

Occasionally one will spot the Noble Endeavor under boarding by a blockade patrol ship. Radio calls will be answered with a good natured Freddie explaining that the Italians just don't seem to believe that he's not carrying anything illegal or contraband. Its true that spot inspections where merchants are then released to go on their way are fairly routine in this region of space.

In truth Freddie is an agent of the Reich. His crew is made up of well trained Reich naval personnel and his innocent looking freighter is well armed to handle attacks by pirates or commerce raiders. Maybe even a little too well armed.

The Noble Endeavor is designed to serve as a refueling and resupply vessel for Reich S-Boats in action in the New Madrid system. The belly of the ship has been modified to open to allow an S-Boat entry into the ship's cargo compartment. There the S-Boat finds a fully equipped repair facility, fuel and stores of food and torpedoes awaiting her.

Only a single S-Boat can be serviced at a time within the hold of the Noble Endeavor but that does not mean that she is only serving as a supply base for one ship at a time. S-Boats largely travel in groups of two to four out on patrol and while one may be sitting

concealed in the hold another one or even a few may be resting with cloaks activated nearby.

S-Boats moving in escort fashion with the ship will likely be well aware of any incoming attack before it reaches the freighter. They will almost certainly radio for assistance and then engage any threat with torpedo's and deck guns if necessary.

The Noble Endeavor is a capital class merchant which means that it is impossible for her to effect an atmospheric landing. She will not put in to port at a space station with an S-Boat in her cargo hold. A rendezvous with a Reich destroyer is all that is necessary to fill enough of the hold to conceal the specialized cargo doors and any S-Boat repair equipment behind mundane stacks of machine parts and crates. None of the crew on board the ship wear German naval uniforms and no such uniforms are present at any time. The paperwork of everyone aboard identifies them as Americans but only the ship registry and the passport of the Captain will check out as authentic. Freddie Mace is in fact an American citizen, he is just one that identifies himself as a supporter of the Nationalists.

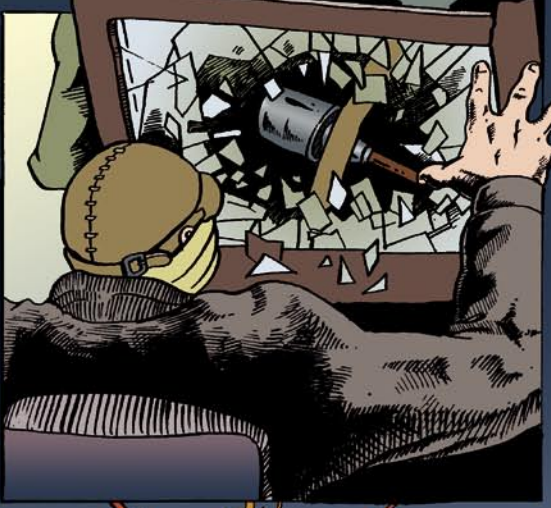
The only really telling indication of the Noble Endeavor's nature is that all concealed pop up turrets and hidden gun positions on the ship are outfitted with Reich manufactured weapons and supplied with Reich manufactured ammunition. The crew's arms locker is likewise filled with weapons which are more typically Reich military weapons than those of another nation.





LA SUA
NEL SUO MARE

brave men die





6

The Outer Systems

Valencia System

Valencia was once the retreat of the King, members of the royal family and a select group of servants and palace guards. There is only one habitable planet in the Valencia system, an ocean planet sprinkled with warm islands and beautiful beaches quite similar to the islands of the Caribbean on Earth.

When the war began the King and royal family were moved here for their own protection along with the bulk of the Spanish navy and a full Legion of troops. Prior to that the system not only served as a palace refuge it also served as an emergency supply base where stores of food, medical supplies, fuel and munitions were hidden away in the event of just such an emergency.

From Valencia the King dispatches his agents to spy out the situation in the rest of the Kingdom and to dispatch orders and support when and where it is likely to have the most significant impact. So long as his personal guard is free of traitors the King sits secure in the Valencia, at least for now.

Unfortunately the King's closest friends and advisors have been compromised by agents of his rival Charles for years. These spies report back when they can with vital information regarding the King's plans for turning the war in his favor. At every turn the King's operations are frustrated and he is by now certainly aware that his security on Valencia has been compromised. He can not be certain however who the traitors are. Over the course of the following months he will seek out a group of mercenaries to help him uncover the traitors in his midst. This is the subject of my second RE 1936 module entitled "For King and Country" coming available in the second quarter of 2008.

Fleet

Spain's fleet in Valencia is mostly made up of vessels built between 1924 and 1928. While not anywhere near retirement significant strides forward in de-



Valencia Star System



sign have occurred over the last eight to ten years. The King is concerned about fielding his fleet, especially in light of the very real possibility that such a move would be revealed to his enemies.

The King is certain that moving his fleet into New Madrid would likely walk it into a waiting ambush. Alphonso is also concerned with the best possible result of a victory over the Nationalist fleet would leave the Kingdom fleet damaged, perhaps even badly mauled. He is not at all confident that it could then withstand a second toe to toe brawl with a reinforced Legion Condore.

No matter what his final decision may be regarding the commitment of the fleet, Alphonso is not likely to make a move until he is certain the traitors among his circle are discovered and eliminated.

The Ruin

An alien ruin was discovered on Valencia last year, hidden deep within a system of caverns on an island neighboring the royal lodge.

So far, the King, who finds a certain relief from the weariness of court and the war in brief expeditions and explorations, has been unable to determine a means to access the ruin. It is locked away behind an ancient portal which appears to be nothing more than one huge stone gate. Neither blasting nor heavy weapons have made a dent in this portal and Alphonso is under the impression that some sort of key is required to open it.

Alphonso has sent three of his agents off looking for leads regarding a potential key for unlocking the ruin. His agents will seek potential fortune hunters as far into League space as Kingsland. His only lead so far is the carved script observed in the surface of the portal. This script appears to be an ancient form of Martian. It does not translate in any hybrid device and even Martians will have a difficult time making it out without direct access to the hall of records on Mars.

The search for the ruin's key will take the actors through a series of adventures as they investigate ancient Hegemony ruins scattered throughout this region of space.

Ultimately, unlocking the portal will present the characters with their greatest challenge in that particularly plot thread and their greatest reward. The exact nature of that reward must be left in the hands of the game director running the campaign.

Malaga

The Malaga star system contains no habitable planets. It is home for two gas giants and an asteroid belt. The Kingdom established a science habitat in the asteroid belt whose official task is the gathering of drilled samples from the surrounding beltway.

The science station is a domed construct built into the surface of one of the larger asteroids in the belt. It houses fifty three science team members, mostly Spanish scientists and a few International researchers from France and Great Britain.

The war has largely pulled support away from the Malaga science station and this has forced the inhabitants to find creative means to trade for supplies. During the early months of 1936 the team engages in trades of ore drilled from the surrounding beltway for food, fuel and other basics. In April the station opens trade with the wrong crowd of merchants. This unsavory crowd turns out to be gun runners acting as scouts for the Qin Shadow Empire.

Late in April the bogus merchant's supply ship arrives but instead of carrying supplies to the station it contains a cargo hold full of pirates. The pirates seize control of the science station, putting the team members to work or locking them into their quarters.

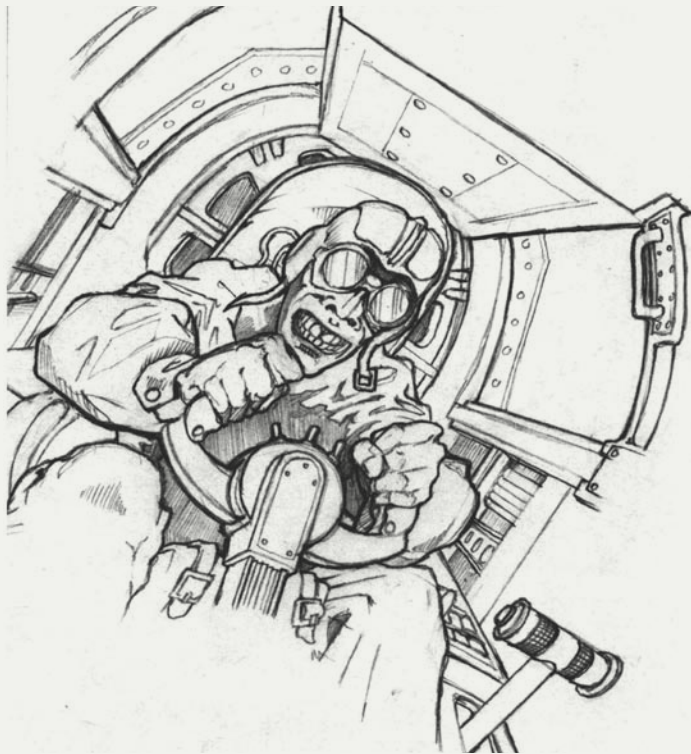
The Qin Shadow Pirates establish a primary base at the Malaga science station and use it as a center for refuel and repair for commerce raiding. The civil war presents juicy opportunities to engage in pirate activities which are typically blamed to one side or an-



other in the war.

In May the team's children are sold to bars and sweat shop labor operations scattered throughout the closest colonies. One of these children gets free of their captors long enough to make contact with the player characters and plead for help. If the actors step up to the plate they have a series of adventures rescuing the other children and then launching a raid to liberate the Malaga science station. Ultimately the actors will identify the primary base for the Qin in this sector which is located in the Teruel star system.

Teruel System



The Teruel system is the base for all Qin Shadow Empire operations within twenty four light years. The planet Teruel is habitable as are two moons in orbit around the gas giant Rocinante.

Ti-Sai is the name of the major Qin underworld boss running the show out of the Teruel system. Ti-Sai dwells in a well concealed fortified palace built largely by slave labor (both human and alien) to mirror the Dzongsar Monastery in Tibet. While other underworld

organizations may operate in the area behind every single one of these organizations is the hand of Ti-Sai.



Teruel Star System



Nothing moves or sells on the black market without his organization ultimately receiving a percentage.

Pirates and smugglers who migrate into the region will eventually receive a visit from a representative of the Qin. Refusal to offer up a ten percent share of any profits is sufficient reason for those involved to find a Qin contract on their head.

Ti-Sai's location is reasonably well hidden. Only ranking leaders within the Qin organization even know the name of the star system where Ti-Sai bases his operation. Most do not know anything beyond this. Perhaps Ti-Sai's greatest asset is his ability to move in public without drawing attention to himself.

With his mixed Chinese and American blood he can easily move in a variety of social circles without the appearance of a typical agent of the Qin.

Ti-Sai wields incredible wealth. He controls a mercenary and criminal army numbering in the thousands. He could easily tip the balance of the civil war in Spain to one side or the other should he have sufficient cause to get involved and the permission of his superiors. The Qin are not interested in getting tangled in the national politics of Spain and even if Ti-Sai finds an excellent reason to enter the war his masters will refuse him permission. This does not mean that he will

not go rogue and join the war despite his orders.

Fully seventy percent of Ti-Sai's power in the form of ships and men is scattered over his territory at any given time. He rarely has immediate or direct contact with subordinates in the field. Perhaps two to three hundred men are with him in Teruel at any given time. This includes a destroyer class capital vessel, Ti-Sai's personnel ship when engaging in combat directly and a small fleet of forty to sixty starfighters and fast transports of various shapes and designs.

Ti-Sai's primary interest at the moment is looting Spanish gold reserves and valuables lost in the chaos of the city fighting within the colonies. He is also interested in trading valuable minerals such as gold or silver for weapons and ammunition. Ti-Sai may be convinced to throw a few dozen men and ships into an isolated mission to assist one side or the other in the

war. This much he can do without risking the wrath of his masters.

As a side note. Ti-Sai is a Warlock and a powerful one at that. He keeps his psi abilities hidden the better to surprise an unsuspecting enemy. As a Warlock he takes an interest in any independent Witch or Warlock operating in his territory. He may never contact them but he will keep tabs on them as much as possible. Ti-Sai is interested in a variety of occult subjects. He has





an astounding personnel collection of occult and cult books and artifacts both human and alien. He treasures such items and will pay well for their recovery or sale. He will take what he can not buy.

Guernica

The Guernica system was included in the Kingdom's survey of its national corridor in 1926. Officially it is included in Spanish territory and basic details about its composition can be found in Kingdom libraries and in ship navigation computers.

Despite this the system is cut off from the rest of the Kingdom by the Teruel star system and the Qin underworld presence there has quietly snuffed out explorers and settlers alike traveling to the system.

Habitable systems far from the larger settlements seem to be a draw for groups looking to build a community free from the influences of the main stream. A half dozen ships managed to slip the pirates in Teruel and arrive in Guernica where there is only one habitable planet. They settled there and are for all practical purposes castaways. Unwilling to risk the pirates a second time and hoping that eventually some contact will be made with the Kingdom. Only recently did they discover the unfolding war.

The castaway colony on Guernica includes the cast and crew of the world famous producer Martin Delragaz, a transport of Catholic monks which are secret converts to a darkness between the stars worshipping cult all followers of a psi talented Witch tainted by the darkness during a jump transit. These two groups struggle to survive against the dangers of the dinosaur infested jungles on Guernica. The film cast and crew face the added danger of resisting efforts by the cultists to capture members of their group to offer as human sacrifices during their bizarre rituals.

Ti-Sai is more than aware of the deranged cabal active on Guernica. He may put on an amiable front with a group of adventurers who discover his base in the Teruel system, playing the part of a rich recluse who

has removed himself from mainstream society. Ti-Sai will happily "hire" adventure seekers to travel to the Guernica system on a "rescue" mission for the missing film crew. He will pay well to know that the cultists in Guernica and their dangerous rogue psi leader are no longer a threat. Of course when the characters return with the film crew Ti-Sai will attempt to take them all prisoners to sell to any enemies who may have an interest in paying for a chance at revenge.

Plot Point

Game directors should see if they can keep Ti-Sai from getting himself killed for a few adventures. Perhaps he experiences the first glimmerings of precognition. Not enough to make him a true master of psionics but enough to warn him when he needs to retreat to avoid capture or death.

Ultimately the characters should be able to corner and dispatch Ti-Sai. If the players really enjoyed him as a villain give it six or eight months in real time and at least that many game sessions before bringing him back as a resurrected part android or darkness tainted undead, stronger tougher, clearly insane and now with a lust for revenge against the actors.

Ebro

The Ebro star system is the last explored star system within Spanish space. A system survey was conducted here in 1927. The survey described in brief the presence of a habitable desert world and a barely habitable frozen moon in possession of a sub-arctic climate.

A return to Ebro either never occurred or the returning survey team was lost. No follow up survey is on record to describe either habitable world in detail. Only a rough outline of the star system exists and that is absent a fair amount of information.

If the actors successful interview at least two or three dozen independent merchants in the region they will come up with a surprising tidbit concerning hu-



mans trading with aliens in this system.

Ebro seems to sit on the edge of the usual haunts for an alien race known as the Purvyan. The Purvyan are wary of conducting trade relations with humans but have been known to do so in rare circumstances. The exact details of how trade is established and whether or not there is a small Purvyan outpost in this system remain unclear.

All accounts point towards the desert planet as the location where trade contacts are usually made. The ice planet in Ebro is mentioned as a place to avoid but the exact details are also a mystery. ● Actors may have a contact explain to them, “A talented pilot tells me to steer clear of a planet, I steer clear and I don’t pester them with any fool questions about the whys or how comes. I figure whatever trouble he ran into down there is his business, him warning me away from the place is just him doing me a favor.”

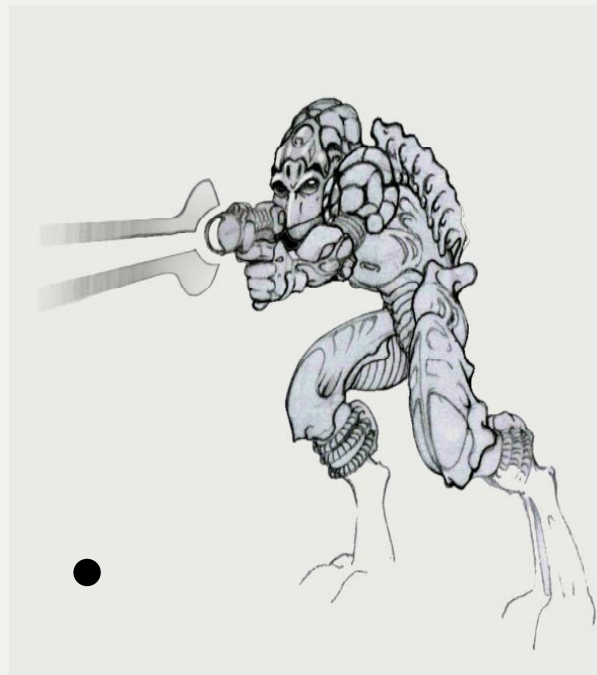
The Purvyan

The Purvyans are an ancient humanoid race who likely emerged from a reptilian ancestor, retaining many of that creature’s traits. Despite assumptions to the contrary they are not cold blooded.

The Purvyans are one of several races dwelling in Hegemony space whose race has been in decline for tens of thousands of years. Perhaps two to three million of their kind can be found anywhere in the galaxy where they once numbered in the billions.

The height of Purvyan culture and technology was crushed more than ten thousand years ago when a wave of blood thirsty barbarians pushed into the region destroying anyone and everyone in their path. This legendary horde out of the darkness, as famous but more infamous than our own legends of Genghis Khan and the Mongols was ; of course, mankind.

The Purvyan’s restrain themselves from opening fire on humans primarily because of the Imperial decree declaring them to be the guests and agents of



the Emperor. Hegemony might remains sufficient to discourage ignoring an Imperial mandate. Still, humans must be wary not to offend the Purvyans who view human beings as a curse and an enemy of every civilized race in the galaxy. The average Purvyan would be glad for an excuse to walk out on a human attempting to negotiate trade or better still and excuse to forever remove their stain from the galaxy with a well aimed disrupter bolt.

Unfortunately for the Puryans their religious tradition requires that they accept peaceful visits from any race, including humans. This concept of polite conduct towards outsiders is deeply ingrained among the Purvyans. This does not mean that they will stupidly allow a human known as an aggressor to approach them. Word seems to travel fast in the alien community and a human who engages in ambush tactics against one alien race will ultimately find that the aliens they encounter will begin to adopt a shoot first, ask questions later policy towards them.

Technology

The Purvyan’s utilize a mixture of medium to heavy damage energy weapons of both the ranged and melee varieties. They are also known to employ bolt



throwers similar to our own crossbow. These usually use darts coated with either a poison or a chemical paralytic.

Purvyan ships feature energy weapons with damage equivalent to that found on human ships. Their vessels travel through jump space a bit faster and they

depend on shield technology instead of armor but the power of the shields is fairly equivalent to human armor.

The Purvyan race and other aliens within the Hegemony have known about the human release and expansion for at least a decade. In any scout team one of them will speak a few words of “human”, meaning that they can gutter out a few words in Mandarin. More rarely a Purvyan scientist or priest will speak Mandarin reasonably well.

The Purvyans do not possess psi talents. They tend to be somewhat tougher and stronger than the average human but humans can exceed Purvyan maximum endurance, resistance and strength when they near their full potential.

Purvyans experience a life cycle of only twenty four solar years. A Purvyan reaches adulthood at the age of seven and is considered a teen at the age of five or six.

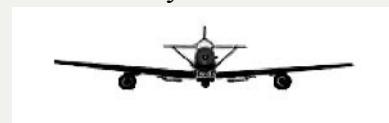
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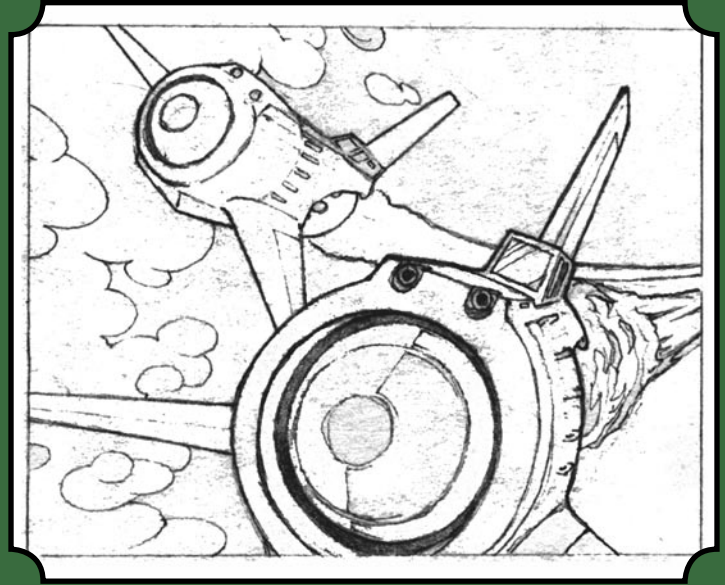
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