

*Traveller: The New Era
Guilded Lilly 2
Belly of the Beast*

TRAVELLER

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TRAVELLER[®]
Science-Fiction Adventure in the Far Future

Belly of the Beast: Part 2 of the Virus Redux Trilogy

TRAVELLER - SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

Based on the award-winning *Traveller* game system and universe by Marc Miller

About Avenger Enterprises

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CHAPTER 1: INTRODUCTION

ABOUT THIS PRODUCT

Belly of the Beast is the Second Part of the Virus Redux Epic Adventure originally produced by GDW with Part 1 – The Guided Lilly. This adventure is designed for Traveller, The New Era rules. A summary of the “Guided Lilly” adventure is presented in the “Players Introduction” to allow use of this adventure, even if Part 1 has not been played.

The Adventure will continue in Part 3 – Into The Darkness.

This product is compatible with the New Era Timeline and the future history of the Traveller Universe as detailed in the 1248 New Era Traveller Sourcebooks “Out of the Darkness and Bearers of the Flame” produced by Avenger Enterprises.

The adventure is designed for a team of 4 to 8 player characters.

PLAYERS INTRODUCTION

In Part 1 of the trilogy “The Guided Lilly”, the Reformation Coalition Exploration Service sent a preliminary reconnaissance mission to Berens in Madoc Subsector. Berens possessed a C class starport, and the RCES team were to “met and greet” the locals and establish a presence, that the RC would later expand into a full embassy.

Whilst the team members were meeting and greeting the locals, they discovered a Mercantile Guild crew lead by Captain Arturo Nohovig was already on planet, and Arturo’s local crony “Siscoe Nickrent” attempted to discredit the team and the RC with guild inspired stories of Smash and Grab raid atrocities.

The team also gained friends including Jo Donskoi, the owner and chief mechanic at the starport, and Shrier Magemeneas a former Free Trader.

Captain Auturo was on planet, advertising a brand new type A2 Far Trader for sale. Apparently the Guild was offering new starships for sale to existing Free Traders in return for their old ship and easy credit terms. A sales tour by the team confirmed that the ship was as it appeared, brand new and of Guild manufacture.

However, the war of words between the team and their friends and Captain Auturo escalated, and the Captain and his men assaulted Shrier in an alleyway. The team members came to the rescue and drove off Auturo.

An open assault was unheard of in Berens and a town meeting was held to identify the guilty party, but the town meeting was broken up by gunfire. Auturo and his crew had armed themselves from weapons in their ship and were trying to gain control of the township and hence the planet.

Fortunately a combined effort by the team members and some Free Trader crews in port thwarted Captain Auturo’s plan, and he and his crew were defeated. However as the team were celebrating, Jo Donskoi approached the team with disturbing news. She had run a diagnostics check on Auturo’s ship “The Guided Lilly”. The check came back perfect, textbook perfect. This aroused Jo’s suspicions and she ran a viral check and discovered the Lilly was really a Vampire Ship.

Fortunately Jo’s garage included a nuclear damper, which had disabled the “Lilly’s” fusion power plant. When the RCES team boarded the vampire, they discovered that Lilly was still alive, and after a running battle with Lilly’s internal defenses, they captured the ship.

Interrogation of the captured vampire revealed one thing before Lilly burnt out her memory core: “Ebekhar” - the location where the Lilly was built. Whilst Free Trader crews carry the news back to the RC, the RCES team embark on a mission to destroy a vampire shipyard before the Diaspora Sector is overwhelmed with disguised vampire ships.

REFEREES SUMMARY

In Part 1 of the Virus Redux Epic, the team members were dispatched by the RECS to open relations with the important independent world of Berens at the edge of the Madoc Subsector in the Diaspora Sector. Berens holds a vital resource in the RCES’ expansion plans, a working Class C starport.

Whilst on Berens, the RCES team encountered a guild captain, offering Free Trader captains the chance to buy new Type A2 Jayhawk Far Traders. However, the new ship was a disguised vampire. After a violent confrontation, the team members with the aid of several townspeople repulsed a coup attempt by the Guild and disabled the vampire starship. Interrogation revealed only a single word “Ebekhar”.

The RCES team should make haste into the wilds and the unexplored world of Ebekhar to deal with this new vampire threat.

However upon arrival at Ebekhar, the team will discover an open friendly human society, with similar values to the Reformation Coalition, and are attempting to restart interstellar trade. Ebekhar has built a small underground shipyard and is slowly producing new Far Traders for export. The proud locals will happy show the team their shipyard, but deny that the Guided Lilly was a vampire when it left the Ebekhar system.

Close investigation into the shipyard will reveal that everything is not as it appears, and that the shipyards are a fake. A hidden vampire nest lead by a puppeteer strain virus known as Lillian, located on the moon “Hope” is providing technical support to the minority, repressive government of Ebekhar in return for the Ebekharians acting as a front to its

operation.

The RCES team can journey to Hope after battling off the vampire's space forces. On Hope the team members will discover a vast Imperial Era low berth medical foundation populated by a small vampire nest, and numerous tribes of regressed low berth internees. The RCES team will rally the clans, with displays of martial prowess and shrewd negotiation. A final massed assault by the RCES led clans will storm Lillian's ultimate bastion, only to find that Lillian was only a subordinate to the controlling virus. There was no sign of the real shipyard.

The team's further efforts to find the virus controlled shipyard and end the insidious vampire threat to the remaining interstellar civilization in the Diaspora Sector are detailed in Part 3: Into The Darkness.

CHAPTER 2: THE CHASE

CURRENT STATUS

The RCES team are currently at Berens in the Madoc Subsector. Berens is a world with a tiny population (less than 100) but boast a Class C starport, one of the few remaining in the Sector.

They are about to embark on a desperate mission into the unexplored wilds, far from the RC and its defined Area of Operations. Fortunately the team members have a capable ship to hand, the "Riggins Victrix" a fast, versatile TL12 ship with recovered Jump-4 drives. Details of the Victrix class of ships can be found in "The Guilded Lilly", "The Reformation Coalition Equipment Guide" or Appendix One.

In addition Shrier Magemeneas (details below), has signed on with the team and can offer his twenty years experience as a Free Trader in the region to aid the RCES team.

Shrier Magemeneas

Starport Mechanic

Veteran NPC (5 terms)

Shrier is 48 years old and is still fit from constant physical labor. He was formerly an assistant engineer on a starship, but recently took a job at Jo's garage. He won't talk much about his time as a Free Trader, except that he "got around a lot." If pressed, he will say that he's been through most of Diaspora sector to spinward and coreward of Berens. Shrier is a good judge of character and can think a situation through calmly and carefully to come up with the correct course of action. Shrier can definitely take care of himself in most situations and never lets the threat of danger deter him from what he thinks needs to be done.

Classic Traveller:

UPP: 887AA7

Skills: Brawling 3, Auto Pistol 3; Bluff 3, Mechanic 3, Engineer 3, Computer 2, Forgery 2, Electronics 1, Streetwise 1.

TNE:

Combat Assets: Unarmed Martial Arts, Slug Pistol.

Other Assets: Streetwise 9, Mechanic 12, Ship's Engineer 12, Electronics 9, Observation 9, Intrusion 12, Act/Bluff 14.

The RCES team need to take their vessel to Ebekhar and investigate the information from the Guilded Lilly as to the source of the new vampires.

Unfortunately the team members only have seventy-year-old maps and Shrier's memories to guide them.

The following pages detail the 1119 survey information for the worlds between Berens and Ebekhar:

PLANNING THE ROUTE

The RCES team have a set of 1119 survey information and a few old memories to allow them to plan their route to Ebekhar.

SHRIER'S MEMORIES

Shrier can provide some general information about the worlds between Berens and Ebekhar.

- St Denis and Iqorr both have bad reputations, with stories of missing ships and are generally avoided.
- Waverly has not been visited for 70 years to Shrier's knowledge, there are no places to refuel a starship, no gas giants, ice asteroids or oceans
- Buriens middle gas giant is a reasonably safe place to refuel, but the ruins in the system are heavily infected with Virus eggs.
- Semaachi is controlled by a TED, but Shrier knows a small out of the way village frequented by Free Traders where the RCES team can replenish supplies and pick up a few rumors

From this data, it is up to the team to choose their route to Ebekhar and their confrontation with the Virus.

1119 SURVEY INFORMATION

World	Hex	UWP	Bases	Trade Code	TPPG	AL	Star
<u>Iusea Subsector</u>							
Nani	1229	D657414-9		Ni Lo	512	LI	G1 V M6 D
Helena	1230	D532420-A		Ni Po	703	LI	F4 V M9 D
Hammett	1328	D200512-C		Ni Va	224	LI	M4 V M4 D
Iqorr	1426	B435488-F		Ni	612	LI	M0 V
Kennebunk	1530	C69469D-9		Ni Ag	A801	LI	G2 V M6 D
Ebekhar	1628	C989642-A		Ni Ri	802	LI	F1 V
St Denis	1630	C1109CB-F		Hi In Na	902	LI	A3 III
<u>The Blight Subsector</u>							
Iiselu	1826	B557563-C		Ni Ag O:1628	802	LI	M1 V
<u>Shumisdi Subsector</u>							
Musiiba	1233	D344201-C		Ni Lo	924	LI	M3 V
Snoqualmie	1236	B786500-D		Ni	400	LI	M0 V
Chicago	1331	D371403-B		Ni C:3	A504	LI	M3 V M7 D
Duwamish	1336	C466744-B		Ag Ri	225	LI	K5 III
Ica	1338	D000200-E		Ni As Lo	824	LI	M0 V M1 D
Nape	1339	E000695-6		Ni Na As	524	LI	M2 V M4 D
Dawns	1340	B656745-5		Ag	202	LI	F3 V M8 D
Semaachi	1433	C2547B8-9		Ag	503	LI	G0 V
Burien	1435	C201566-E		Ni Va Lo Ic	303	LI	A9 V K8 D
Garaag	1438	D380686-5		Ni De Ri	312	LI	F4 V
Obidos	1440	C000754-A		As Na	822	LI	G9 IV M7 V
Prosser	1536	EA887BB-7		Ag	910	LI	K2 V
Prestwick	1639	C76A558-8		Ni Wa	502	LI	F5 V
Biremeruun	1640	C9867BB-5		Ag	610	LI	M5 V
<u>Madoc Subsector</u>							
Waverly	1733	BAA7203-E	N	Ni Lo FI	800	LI	G4 V
Manna	1737	C8D5359-C		Ni Lo FI	812	LI	M5 V
Galuuda	1739	E79A883-5		Wa	402	LI	K4 V M3 D
Berens	1740	A846143-A		Ni Lo	911	LI	G1 V M3 D
		C846136-8		Ni Lo	411	Wi	
Dinklewater	1838	B98A213-B		Ni Wa Lo	514	LI	F5 V M8 D
Kinos	1840	E55887A-8			723	LI	K5 V
Ruffian	1933	C44858B-D		Ni Ag	314	LI	M1 V
Bellin	1934	C996786-A		Ag	802	LI	K0 V
Tygger	1938	D768321-9		Ni Lo	103	LI	M9 V
Hewlett	2031	A110748-F		Na	603	LI	G2 V
Seben	2037	C694896-A			A103	LI	F4 V M8 D
Epic	2040	E434745-4			912	LI	G6 V
Geonia	2134	D53A110-C	S	Ni Wa Lo	902	LI	M4 V
Tavara	2136	A67A338-F		Ni Wa Lo	412	LI	K0 II

MAP LEGEND

Starport Type
Bases
World Type
Travel Zone Code (Red)
Last Known Population
border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- Imperial Naval Base
- Imperial Scout Base
- IISS Wystation
- Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

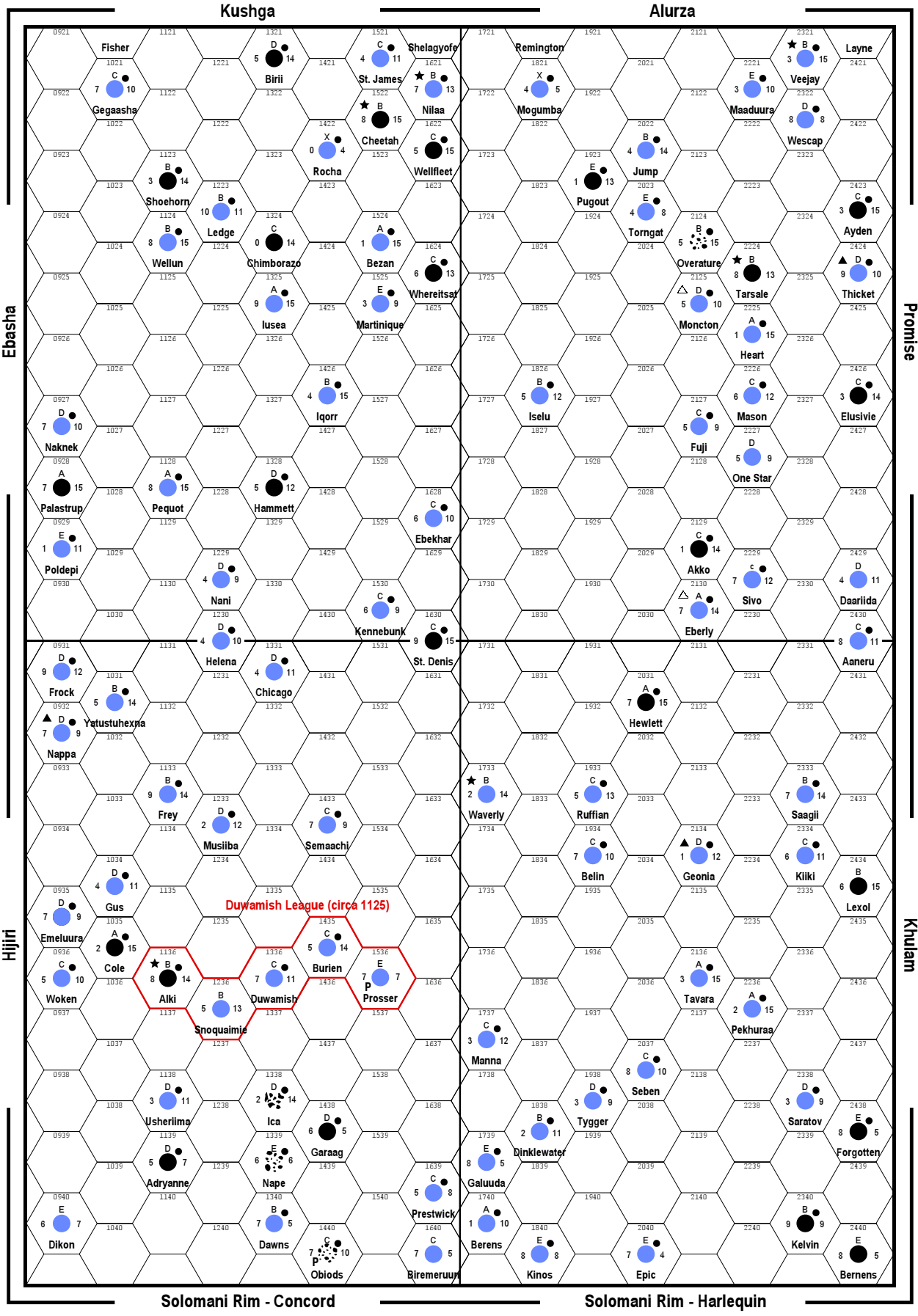
Secundus under one billion
PRIMUS over one billion

World names in red are subsector capitals

SUBSECTORS

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

J - Iusea
K - The Blight
N - Shumisdi
O - Madoc



Reformation Coalition
Exploratory Service
Intelligence Chart

Diaspora Sector (part) - 1119 data
 Rev O 12/III/1200

REFEREES INFORMATION

Actually things have changed considerably on these world since the 1119 survey, a decade of war, black war raids, economic hard times and the gradual breakdown of interstellar civilization, together with the Virus induced collapse.

World	Hex	UWP	Bases	Trade Code	TPPG	AL	Star
Iusea Subsector							
Nani	1229	D657414-9		Ni Lo	512	LI	G1 V M6 D
		X657436-3		Ni Lo	212	Wi	
Helena	1230	D532420-A		Ni Po	703	LI	F4 V M9 D
		X532000-0		Ba	3---		
Hammett	1328	D200512-C		Ni Va	224	LI	M4 V M4 D
		X200000-0		Ba	24---		
Iqorr	1426	B435488-F		Ni	612	LI	M0 V
		X435000-0		Ba	12---		
Kennebunk	1530	C69469D-9		Ni Ag	A801	LI	G2 V M6 D
		E6946Q3-4		Ni Ag	B901	Wi	
Ebekhar	1628	C989642-A		Ni Ri	802	LI	F1 V
		D989789-7			802	Wi	
St Denis	1630	C1109CB-F		Hi In Na	902	LI	A3 III
		X110000-0		Ba	2---		
The Blight Subsector							
Iiselu	1826	B557563-C		Ni Ag O:1628	802	LI	M1 V
		B55756D-2		Ni Ag	B302	Wi	
Shumisdi Subsector							
Musiba	1233	D344201-C		Ni Lo	924	LI	M3 V
		X344235-5		Ni Lo	324	Wi	
Snoqualmie	1236	B786500-D		Ni	400	LI	M0 V
		X78556C-3		Ni	B300	Wi	
Chicago	1331	D371403-B		Ni Lo C:3	A504	LI	M3 V M7 D
		X371445-3		Ni Lo C:2		Wi	
Duwamish	1336	C466744-B		Ag Ri	225	LI	K5 III
		X46677C-4		Ag	B225	Wi	
Ica	1338	D000200-E		Ni As Lo	824	LI	M0 V M1 D
		X000000-0		Ba As	24---		
Nape	1339	E000695-6		Ni Na As	524	LI	M2 V M4 D
		X000000-0		Ba As	24---		
Dawns	1340	B656745-5		Ag	202	LI	F3 V M8 D
		D6568A6-3		Ag	202	Wi	
Semaachi	1433	C2547B8-9		Ag	503	LI	G0 V
		X254768-3		Ag	B403	Wi	
Burien	1435	C201566-E		Ni Va Lo Ic	303	LI	A9 V K8 D
		X201000-0		Ba Ic	3---		
Garaag	1438	D380686-5		Ni De Ri	312	LI	F4 V
		E380689-3		Ni De	B212	Wi	
Obidos	1440	C000754-A		As Na	822	LI	G9 IV M7 V
		X000000-0		Ba As	22---		
Prosser	1536	EA887BB-7		Ag	910	LI	K2 V
		XA88866-4			B210	Wi	
Prestwick	1639	C76A558-8		Ni Wa	502	LI	F5 V
		D76A557-7		Ni Wa	202	Wi	
Biremeruun	1640	C9867BB-5		Ag	610	LI	M5 V
		D986733-3		Ag	B510	Wi	

World	Hex	UWP	Bases	Trade Code	TPPG	AL	Star
Madoc Subsector							
Waverly	1733	BAA7203-E	N	Ni Lo Fl	800	LI	G4 V
		XAA7000-0		Ba Fl	0	---	
Manna	1737	C8D5359-C		Ni Lo Fl	812	LI	M5 V
		X8D5051-6		Ni Lo Fl	512	---	
Galuda	1739	E79A883-5		Wa	402	LI	K4 V M3 D
		X79A669-3		Ni Wa	B902	Wi	
Berens	1740	A846143-A		Ni Lo	911	LI	G1 V M3 D
		C846136-8		Ni Lo	411	Wi	
Dinklewater	1838	B98A213-B		Ni Wa Lo	514	LI	F5 V M8 D
		X98A225-5		Ni Wa Lo	114	Wi	
Kinos	1840	E55887A-8			723	LI	K5 V
		X5588AB-5			823	Wi	
Ruffian	1933	C44858B-D		Ni Ag	314	LI	M1 V
		X448487-4		Ni Lo	B314	Wi	
Bellin	1934	C996786-A		Ag	802	LI	K0 V
		E996765-8		Ag	B902	Wi	
Tygger	1938	D768321-9		Ni Lo	103	LI	M9 V
		E768221-7		Ni Lo	503	Wi	
Hewlett	2031	A110748-F		Na	603	LI	G2 V
		X110000-0		Ba	3	---	
Seben	2037	C694896-A			A103	LI	F4 V M8 D
		D694869-6			103	Wi	
Epic	2040	E434745-4			912	LI	G6 V
		X434000-0		Ba	12	---	
Geonia	2134	D53A110-C	S	Ni Wa Lo	902	LI	M4 V
		X53A000-0		Ba Wa	2	---	
Tavara	2136	A67A338-F		Ni Wa Lo	412	LI	K0 II
		X67A344-6		Ni Wa Lo	112	Wi	

MAP LEGEND

Starport Type

Bases

Gas Giant

Tertius

World Type

World Name

Travel Zone

No Gas Giant

Code (Red)

Quintus

border

WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- P Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

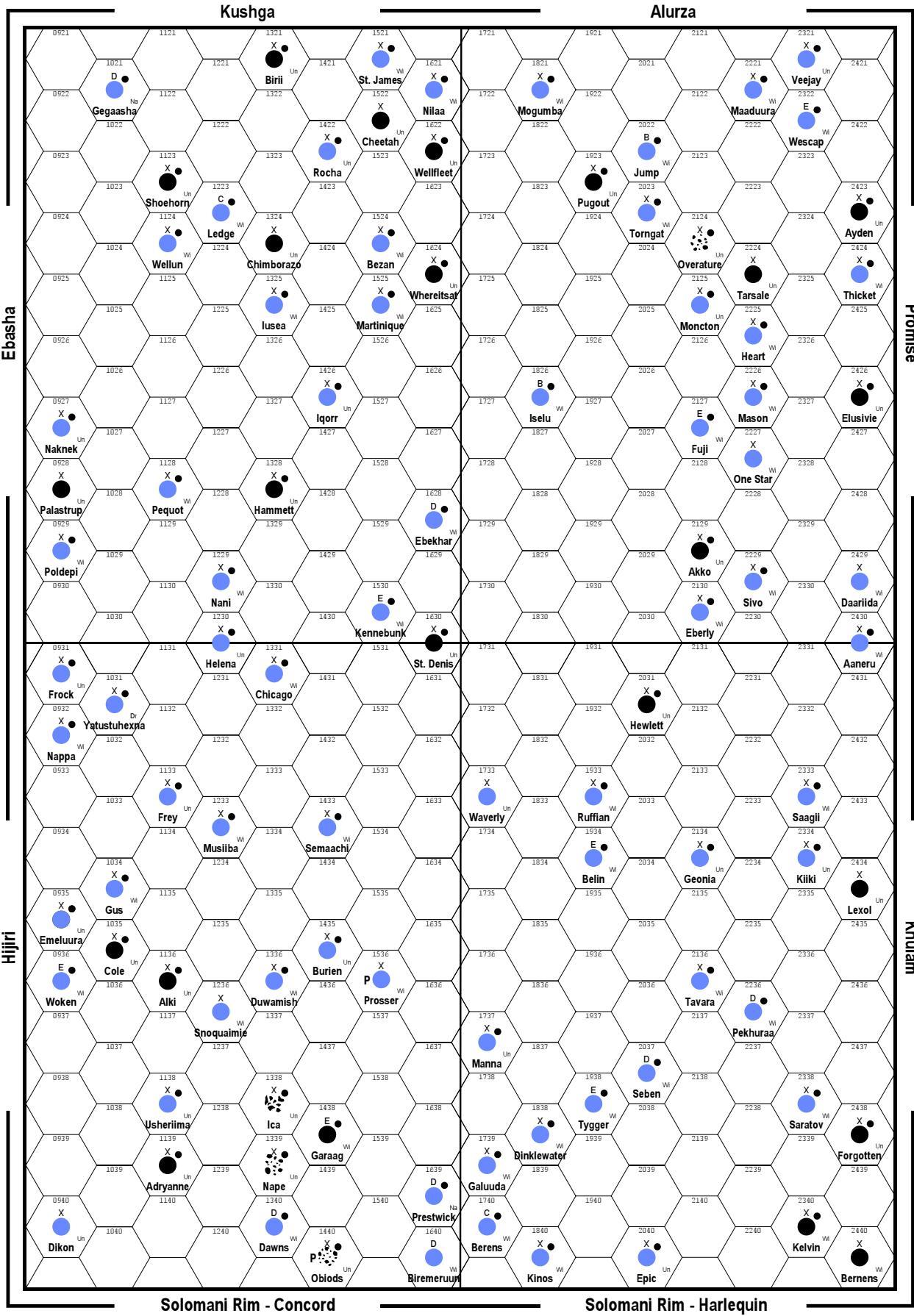
- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals

SUBSECTORS

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

J - Iusea
K - The Blight
N - Shumisdi
O - Madoc



Diaspora Sector (part)

NE 1201

JOURNEY SUMMARY

The Riggins Victrix and the RCES team should make all haste to Ebekhar to deal with the vampire threat revealed by the memory core of the Guided Lilly. Captain Costello of the Riggins Victrix will plot a course based on Shrier Magemeneas' (their guide from Berens) memories, and the available 1119 survey data. The Riggins Victrix should perform frontier refueling wherever possible to minimize the travel time, and reduce the potential for more infected starships to be produced.

The likely route is detailed below. Captain Costello will refuel at the Kennebunk system to maintain a sufficient fuel reserve to jump out of the Ebekhar system if hostile forces are encountered.

Detailed information on likely route worlds are presented below:

BERENS (1740/MADOC/DIASPORA)

--given in Guided Lilly Pt1

Jump-3 to...

MANNA (1737/MADOC/DIASPORA):

Pre-war:

C-8D5359-C FI Ni Lo 812 LI M5 V

Hard Times:

D-8D5300-6 FI Ni Lo 812 Wi

Post collapse:

X-8D5015-6 FI Ni Lo 512 Wi

Manna's small population of fifty individuals is dwelling in the remnants of a fission power plant (TL-6) for the settlement of Post Rebellion malcontents who emigrated to the highlands. The world is an ice world, lying in the third orbit from the cooling M5 V star. The nearest Gas giant lies at orbit eight, a SGG with two small rings, the far gas giant (LGG) lies at orbit 11 with seven satellites (all moons, no rings). The planetoid belt lies at Orbit 5. There are no captured planets; there are 3 empty orbits (4), (9), & (10).

Native life consists of several adapted terran species of rodentia (tundra rabbits, rats, etc) and herbivores (mountain goats), as well as several raptors (arctic Owl, and falcons). Native fauna's king of the food chain consists of a large furred lizard-serpent creature, the "Ice Wyrms", whose blood has the unusual properties consisting of an anti-freeze.

Spring-Summer times are brief, a mere five to six weeks long. The planet's harsh environment has caused the once larger population of 8000 to dwindle to 50. As the settlement was underground, and relies on wells and geothermal energy tapped by their forefathers, it is small wonder many are unaware of their existence.

REFEREE'S NOTE

The Guild has established a small base in system, and is unaware of the xenophobic "Planters" settlement.

The Mercantile Guild maintains a covert base in the Manna system in the hulk of an imperial era 20ktn bulk transport. They have renovated the ships quarters and one of the holds to function as a re-supply base. They act as a secure base in the journey from the Khulam Subsector to the major guild facilities further in Diaspora. They will maintain a low profile and not initiate contact or offensive actions, in an attempt to maintain their secrecy and viability.

The base has a fuel purification plant, a standard 95th shuttle (used for fuel gathering and passenger / cargo transfer). A Type S scout is usually attached to the base as is a small mercenary company.

The mercenary company consists of a small cadre of professional mercenary officers, with the ranks filled out with draftees, criminals, etc. and consequently has a low morale. They are equipped with 3 Solomani Blitzkrieg TL13 tracked tanks (with their Fusion X guns replaced with a HMG and quad tac. missile launchers), 4 standard imperial grav trucks (one equipped with a VRF gauss gun, and one with an 80mm Mass Driver mortar). They are equipped with Vac suits and a variety of close range TL6 weapons (primarily SMGs).

The Guild family, who has a seat at the guild council, operates the base. They are current engaged in activities in the Madoc Subsector, including Pekhuraa and Saratov.

The Guilders has available a Type A2 Far Trader, a Dragon Class SDB and Jump Shuttle, and a TL12 Para-military vessel. Of these only the SDB and Jump Shuttle may be present in the Manna system.

The Guilders will be driven off Pekhuraa and Saratov by the end of the 1202, with the loss of the Far Trader and the Para-military vessel. Further action later in summer 1203 resulted in the loss of the remaining vessels and bombardment of the base. It effectively ceased to exist as a guild base by June 1203.

Jump-3 to...

BURIEN (1435/SHUMIDISI/DIASPORA);

Pre-war:

C-201566-E Va Ic Ni 303 LI A9 V K0 D

Hard Times:

E-201595-8 Va Ic Ni Lo 303 Wi

Post collapse:

X-201000-0 Ba Va Ic 003 ---

Burien lies captured in the 7th orbit around the companion K-dwarf Star (orbit 0 around the dwarf star/outer zone). Her nearest gas giant lies at Orbit 11 (SGG) with 5 satellites (all moons, no rings). Her second lies at orbit 13 (SGG) no

satellites, and the far gas giant lies at Orbit 13 (LGG) with five satellites (all moons, no rings). There are three empty orbits: (8), (5), & (9). Burien suffered damage during the war that destroyed much of her starport, and was a participant in the Doomed Trade (note TPPG data for 365-1128). Raiders preyed upon her, reducing her further to TL8.

Due to gravitational pull from the dwarf, she was not an easy place to land, or jump out from. Virus finished the balkanized population off. Most Guild ships/ Free traders refuel at the middle gas giant, fewer places for Vampires to lurk, and an easy run to the jump diameter as well. Any relics taken from this site will have suicider eggs in them.

Jump-2 to...

SEMAACHI (1433/SHUMIDISI/DIASPORA)

Pre-war:				
C-2547B8-9	Ag	503	LI	G0 V
Hard Times:				
X-2547B8-4	Ag F	503	Wi	
Post collapse:				
X-254768-3	Ag	B403	Wi	

Semaachi endured the Final war and Hard Times untouched, but isolated. This isolation caused Semaachi's technology to wane to TL4 as parts became unavailable. Semaachi is the sole satellite of a SGG in orbit three around her G-class primary star. (No empty orbits, no captured planets). The next gas giant lies at Orbit 6 (SGG) with no satellites, the far gas giant lies at orbit 12 (LGG) and has two satellites (two tiny moons).

Once the machines fell apart, or were "put down" the various nations arose, each hoarding what they had. Balkanization occurred due to native beliefs that even telephone calls transmitted Virus. Only weapons are prized by the anti-technophobic countries, or deemed "safe" from infection, and these firearms are in the hands of each TEDs TL3 armies. There are 4 large "nations" ruled by fairly stringent TEDs (20 million sentients under these) with law level 8-no open display of blade weapons; and eight smaller ones (controlling the remaining 20 million between them).

Despite being classified as an Ag world by trade, population has declined due to disease, war, and lack of higher medicines. Average lifespans have fallen off to a mean avg. of 55 years for males, and 60 for females.

Shrier knows a small out of the way village where the RCES team can put down their ship and replenish supplies. On arrival, Shrier will volunteer to leave the ship and talk to the headman "They know me; all these people with guns will only scare them". With this Shrier will disembark, and the team members can watch him greet the headman with man back slaps etc. and disappear into one of the huts. Five minutes later, the headman and Shrier will re-emerge, and Shrier will wave to the team to disembark.

The team can barter for supplies amongst the friendly

natives before lifting off and plunging into the night.

Jump-3 to...

CHICAGO (1331/SHUMIDISI/DIASPORA)

Pre-war:				
D-371403-B	Ni C: 3	A504	LI	M2 V M0 D
Hard Times:				
E-371484-3	Ni C:3 F	504	Wi	
Post collapse:				
X-371445-3	Ni Lo C: 2	B104	Wi	

This dry world (15% hydrosphere) rests in Orbit 0 around her cool M-class star. Her near gas giant lies at Orbit 4 (outer zone), a SGG with 4 satellites (4 tiny moons, no rings); the next lies at Orbit 6 (outer zone) LGG, with 12 satellites (all moons, no rings); the next lies at orbit 7 (outer zone) a SGG, no satellites; the far gas giant lies beyond the far companion M-class dwarf (orbit 8), a SGG with 6 satellites at Orbit 9(1 ring, 5 moons). There are three empty orbits, (1) (2), & (5). There are three captured planets: orbit 4.7 (Y-340000-0), orbit 5.7 (Y-404000-0), & orbit 7.7 (Y-221000-0).

Chicago has fallen to the same anti-technophobic forces following the collapse as had Semaachi. Four small "states" of barely over 2,500 sentients each, distributed among which are a minority of 2,000 Chirpers. Black powder muzzle loading weapons predominate, each Dictator's tiny "army" (200-500 under arms each) controls all other "modern" firearms.

Chicago is a cool and arid planet orbiting at the outside edge of its star's habitable zone with most of its water locked up in ice formations within the northern polar regions. During the imperial era most of population lived in the northern Temperate Zone, with water supplies piped from a dam at the nearest glacial run off lake in the Peoria mountains.

With the advent of Hard Times, the local technology level plunged from TL11 to TL3, and a more centralized government came to power. The Holowak family who ran the dam were not prepared to share their water resources with the new planetary government and attempted to take over the planet by turning off the water supplies to the single city. They allied with a pirate band to enforce a no fly zone around the starport. The government would have capitulated, as there was no one with military experience on the entire planet.

Fortunately for the planetary government, a group of interstellar travellers were on planet, when the crisis arose, and the pirate interdiction prevented their departure. These travellers staged a daring Ornithopter raid on the dam, and captured it intact. They also drove the Holowak family into the polar mountains, where they took up a life of brigands.

The planetary government took over the dam and established a small militia garrison, to prevent attacks from the Holowak family.

Virus radically changed the power structure. In the confusion, the Holowak family brigands descended on the dam, capturing it and massacring the garrison / technical team. They then turned off the water to Little Windy city. The planetary government fractured.

The planetary population is now spread into independent city-states, each based around a cliff village (which supports the limited industrial base) in the northern polar mountains. Each cliff village gathers water from collectors on the mountain faces and stores it in underground cisterns. This water collection is supplemented by expeditions to the polar glaciers (both Ornithopter and kian based). Expeditions are also mounted into the temperate low lands for hunting and gathering. Each cliff village is independent and the competition for limited resources has imposed an isolationist mindset on the natives.

A hereditary leader, who possesses what little high tech material is left, usually rules each cliff village. Whilst technically TEDs, the high tech equipment is held by the rulers in trust for the entire tribe, and is used primarily to secure the future of the tribe although they have been used to enforce the dictates of the local rulers against uncooperative elements within the tribe. In the event of a ruler failing to perform, pressure from the tribal elders would force the ruling family to step down, and pass the high tech relics to the newly chosen rulers.

The exception to this isolationist attitude is the Holowak family settlement at the original dam site. The Holowak family has taken to brigandage completely and now supplements its meager agricultural and hunting infrastructure through extensive raiding.

Jump-2 to...

KENNEBUNK (1530/IUSEA/DIASPORA)

Pre-war:				
C-69469D-9	Ag Ni	A801	LI	G2 V M0 D
Hard Times:				
E-694698-5	Ag Ni	801	Wi	
Post collapse:				
E-6946Q3-4	Ag	B901	Wi	

Kennebunk lies in the habitable 3rd orbit. The M-class dwarf lies in orbit 0 as a close companion. Her sole gas giant lies at orbit 9 (outer zone), a LGG with nine satellites (three rings, six moons). There are no captured planets and three empty orbits: (orbits 1, 6, & 8).

Kennebunk's Balkanized eight million residents are under the rulership of K'kree--who were marooned here fleeing Terra during the collapse in the Solomani Rim. By the time the AI-Virus suicider strains had assimilated their technology & computers in their ships, they had made it this far when the computers died, and they were forced to crash land late in 1130, diverted by Blight subsector's gulf from their path home. The K'kree swiftly dominated the human population,

with their higher technological weapons (TL11), and today rule in various clans over their subjugated humans. The K'kree have not been light handed, (law level 3 is for themselves, law level 9 for their subjects), but do not control the entire world. Several Human domains exist beyond the central sea and Great Barrier Mountains. The Poles are too cold for them, and The K'kree have settled in the most arable portion they espied before becoming marooned here. The Starport is controlled by the largest K'kree run faction, and have begun an industrial revolution in hopes of getting the one ship remaining space worthy again (a 10ktn K'kree Far Trader), buying parts off passing Guild & Free Traders, who are infrequent semi-annual visitors here. The K'kree monarchy has established a feudal holding system, but some of the outlying "Duchies" are more native bound than before (hence the balkanized rating).

Jump-2 to...

EBEKHAR (1628/IUSEA/DIASPORA)

CHAPTER 3: EBEKHAR

A search of the ship's computer records will disclose the UWP's for both 1119 and 1128. A stroke of luck will find an article from an imperial magazine from the late 1120's that reveals some more of Ebekhar history.

Based upon this information and positional extrapolations from the stellar information contained in the computer records, the team can pick a destination point within the system as their emergence point. They should remember the limited fuel tankage of the Victrix class ships.

SYSTEM PROFILE

UWP:

1116:	C989642-A	Ni, Ri	802	Li	F1V
1128:	E989674-9	Ni, Ri	702	Ou	F1V

HISTORY:

Originally settled in -30I.E. by a utopian group from Imkhasham (Core 1124) fleeing the growing power of the Sylean Federation. Ebekhar remained an isolated backwater with a TL of approx. 5, until 204 I.E. when its was re-contacted by imperial merchants following up the IISS recon missions to the Solomani Rim. Ebekhar was incorporated into the Third Imperium in 398 I.E.

Ebekhar's second moon was leased in 405I.E. by the Susanna Gage Memorial Foundation (named after a Solomani doctor who saved the Vilani planet Asshashur from one of the plagues that ravaged many Vilani worlds during the Interstellar War period), and renamed "Hope". They set up a low berth facility for the terminally ill. They held terminally ill patients until such a time that a medical cure was available. Eventually in the early 500s, it was realized that preserving the body at the point of death, was not a suitable base for future treatment. From that point, the patients were placed in low berth at the first onset of a chronic terminal illness, such that the patient would still be fit enough to undergo treatment. The center's fame grew over the centuries, and by 1116, the facility was now the biggest medical preservation facility in the sector, and the 7th biggest in the Imperium.

Over the years, the facility had expanded from the purely medical to take in other low berth applicants, such as the unemployed, cryo-prisoners (with several contracts with planetary governments within the Sector), and actors, artists and athletes preserving their physical performance between competitions. The facility also had contracts with the Imperial services directly for medical preservation of disaster victims in case of a planet wide disaster. They even provided secure facilities for small Timer clubs and individuals who lacked sufficient financial provision to procure their own secure low berth facilities.

The planetary population consisted of the Foundation's members who formed a consensus group, and partake in all decisions relating to the facility. Contract staff provided additional manpower from Ebekhar itself.

With the coming of the War, the Imperial Navy reactivated its contract with the Charity and started to use some of the facility to store Frozen Watch personnel, although never in significant numbers. In 1118, pro-Solomani rioting wracked St Denis, The planetary security forces soon rounded up most of the ringleaders and exiled them to the Ebekhar System. This added a discontented minority into the scheme of things. To ensure that these ringleaders did not return, the St Denis government placed a small military picket vessel in-system to guard against rescue attempts.

In 1120, the orbital part of the C class starport (5ktns) was severely damaged by a small but extremely potent enhanced radiation nuclear weapon. The entire highport staff of 120, were killed in the blast, either directly or by the radiation. The radiation also destroyed most of the onboard electronics. The St Denis picket vessel was forced to destroy the damaged station with nuclear missile fire at the request of the Ebekhar planetary government to prevent the port becoming a hazard to navigation or from re-entering Ebekhar's atmosphere.

It was believed that the attack was the work of SolSec, to hinder the use of the low berth facility for Imperial Navy frozen watches, and to prevent the easy exile of any further St Denis rebels.

With the destruction of the orbital starport, it became difficult for the remaining ground facilities (class E) to service the corporate freighters etc, (these were often un-streamlined and required shuttle support). The planetary TL declined, and the pro-Solomani ringleaders raised the standard of riot and civil disobedience. This balkanized the planet into numerous factions.

FULL SYSTEM DETAILS –1116

Orbit	UWP	Comments
-	F1V	Main Star – Azure
0	HS00000-0	Dustbowl Zero - Emergency landing facility
1	YS00000-0	
2	Y200000-0	
3	Y760000-0	Kenitra
	11Y330000-0	
4	Y500000-0	Khufra
	8Y300000-0	
5	C989642-A	Ebekhar – Main World
	8Y849324-9	Sea Farming
	10G585922-A	Hope - Lab, Medical Low Berth Facility
6	F310515-A	Sinquay - Lab
	2YR00000-0	
	10Y200000-0	
	11YS00000-0	
7	LGG	Scylla
	1YR00000-0	
	2YR00000-0	
	4Y747000-0	Boeing
	5Y310113-9	"Namrekhar" - Mining Installations – Kerman Mining
	8Y600000-0	"Berron"
	11G785210-9	"Sterngarten" - Mining Installation – Star Minerals LIC
	225H320000-0	"Pitts End" - Old mining encampment.
8	G200322-A	"Camp Khartoum" - Military Base
9	LGG	Charybdis
	1YR00000-0	
	4Y210000-0	
	7H510204-9	"Finnegan's Freeholt" - Private Settlement
	8H701000-0	"Ice Station Zebra" - Ice Capped. Emergency Landing Field
	10Y310000-0	
	11Y100000-0	
	12H500000-0	"Rawdon Hill" - Old mining encampment
	20Y410000-0	
10	Y600131-9	"Assisi" - University Astronomy Facility.

LOCAL ENCOUNTERS

HERE BE DRAGONS

The RCES Victrix ship will emerge from jump space in a flash of blue from the discharging lanthanum grid. Cautious team members will conduct passive scans while accelerating towards a refueling source.

Initial scans will not detect any ships or active installations around the refueling source, but eventually multiple passive scans will detect signs of an industrial civilization from Ebekhar.

The RCES team will probably cautiously investigate either with a sensor drone or by coasting in towards the planet. Approximately 20 planetary diameters out from Ebekhar and its two moons, sensors will detect a fusion flare leaving orbit and heading in the team's direction.

Within minutes a radio broadcast will be received from the approaching object:

"This is the Ebekhar System Defense Vessel Hammerhand to unknown vessel, please identify yourself" The voice is human and the message repeats.

If the team identify themselves (either as a Free Trader, RCES vessel or a Guild Vessel), they will get a further radio message

"Welcome to Ebekhar XXXXXX, please cease acceleration and prepare for customs and medical inspection. Please be advised there is a radiation hazard to unprotected personnel from our engine plume. Hammerhand Out"

The Victrix's sensors will start to detect the active scans from the Hammerhand.

The Hammerhand will respond in a friendly manner to further communications from the team members, subject to requirements for its crew to arrange the docking with the team's ship.

Sensors from the Victrix may be able to identify the Hammerhand.

- To gain any adequate sensor picture of the approaching vessel:

TNE: Active Sensors: Difficult, Passive Sensors: Formidable; Sensor Operation task roll

CT: Active Sensors: DM0, Passive Sensors: DM-2; Computer / Sensors

- To determine the characteristics of the Hammerhand from the sensor information:

TNE: Difficult; Computer / History Task roll.

CT: Computer / History; DM0

A success will produce the general description for the Mastiff Class SDB, whilst a critical success will pull up the complete statistics of the class.

Actually, Ebekhar is defended by two TL9 Mastiff SDB's (the Hammerhand and Thunderfist) and the TL9 Wolverine (Rockheart). Typically one SDB (usually the Rockheart) lies doggo and powered down at the L-5 point amongst debris of an orbital station while one of the Mastiff SDB's is parked in a geo-synchronous orbit over the starport. The third SDB is either undergoing maintenance, training with the other two SDB's by acting as in intruding starship or supporting operations against the guerrillas.

When the RCES vessel jumps into the system the Rockheart will be hiding at the L-5 point and the Hammerhand will be in high orbit. The Thunderfist is currently undergoing light maintenance in the port but could be made ready for space in 48 hours. Approximately 75% of the PAD sites will be manned and ready to respond with the remaining 25% off line for maintenance but can also be readied in 48 hours.

Both SDB's in orbit are in Condition III alert status with all sensors manned and 50% of weapon stations manned. The Rockheart will be powered down but by hiding behind large debris can keep the power plant active enough that it can respond with full power in 15 minutes. The Hammerhand and Rockheart are both under strict emission control discipline but are linked with a fire control quality, tight beam maser communications channel.

Sensors from the Victrix may be able to detect the Rockheart.

- To detect the Rockheart hidden in the L-5 debris:

TNE: Passive Sensors: Impossible; Sensor Operation task roll

CT: Sensors DM -4

All three SDB's have experienced crews as a result of the train or die system implemented by the lead Virus, Ernest. Both Captain Divin Ohtar of the Rockheart and Captain Sari Sondoval of the Hammerhand are veteran NPC's. Additionally, a rather dumb Virus has been installed in the computer systems on all three ships to ensure the loyalty of the crews. If the crews attempt to flee a battle or betray Ernest the ship's Virus will detonate the power plant killing all onboard.

Once the Hammerhand goes active with its EMS suit the Rockheart will begin powering up to move in support of the Hammerhand. The PAD and COACC commands will scramble interceptors and button down the PAD sites in preparation of a possible orbital assault.

While the team are maneuvering into orbit a sensors task will pick up the Rockheart maneuvering into position behind the team's vessel. If the team members question the presence of another SDB the Hammerhand will acknowledge the second SDB and state that the RCES team have nothing to fear if they follow instructions and are free of Virus.

Sensors from the Victrix may be able to detect the Rockheart as it closes.

- To detect the Rockheart as it boosts toward the RCES ship:

TNE: Active Sensors: Average, Passive Sensors: Average; Sensor Operation task roll (both tasks are formidable if the team are distracted by the Hammerhand).

CT: Active Sensors: DM+2, Passive Sensors: DM+2; Computer / Sensor (both tasks at DM-2 if the team are distracted by the Hammerhand).

If the team attempts to fight the Hammerhand, there is a good chance that the Rockheart will be able to slip fairly close to the RCES vessel before being picked up. The Rockheart will maintain EMS silence as long as possible, firing missiles using fire control data supplied by the Hammerhand and the EMS satellites. Both vessels will attempt to close with the RCES vessel as rapidly as possible to make best use of their Virus-enhanced fire control systems (TNE: Additional -1 Diff. Mod, CT: +1 Computer Model). They will fight to the finish and the Virus onboard will attempt to ram or will blow up the ships if all appears lost.

If the RCES team comply with the requests to stand to and prepare for an inspection party the Hammerhand will close within 1km and match courses with the RCES vessel while the Rockheart will close to within 1,000 km before matching courses. Once the Hammerhand has matched course they will deploy a small boarding sled (a simple tubular frame mounting four seats, basic communications gear and gas thrusters for very local ship to ship transport at low tech levels) carrying three Vac-suited figures.

The boarding sled will stop about 10 meters from the RCES ship and hail the team; "This is Inspector Donaldsen of the Ebekharian Customs Authority. Open your airlock and standby." Assuming the team members comply by opening the outer hatch of the airlock the sled will clamp on the hull of the RCES ship and the three Vac-suited figures will clamber into the airlock.

When the boarding party cycles through the airlock the RCES team will notice the following about their visitors. Each figure is clad in what appears to be a TL12 Vac suit and a small equipment pack. Two of the individuals are carrying snub SMG's and are in dark red Vac suits. They

have what appear to be unit patches on their shoulders (three silver stars with a stylized tower (Blue) below, Saber proper (Silver), facing Dexter (right), at 45 degree angle superimposed over the tower) and a larger patch on their right breast (blue tower on a black background with the word Ebekhar in a arc at the bottom). One of the boarders is a sergeant by his chevrons and rockers and the other a corporal. The third boarder has a TL13 gauss pistol and a dark blue Vac suit. He has a similar patch on his chest but no military insignia.

The boarder in dark blue takes off his helmet while his companions cover the RCES team with their snub SMG's. "Good morning. I am James Donaldsen of the Ebekharian Customs Authority. If we keep this quiet and professional we won't have any problems. Is that understood?"

Donaldsen will ask the team members where they are from, where they have been, why they are here and what they might have to trade. He will also warn them of the law level and that the moon of Hope is quarantined due to a virulent plague engineered during the Final War. He will be assessing the team's reactions and attitudes with an eye towards later co-opting them for the resistance movement.

One the initial questioning is complete Donaldsen and his armed escort will make a fairly thorough search of the ship. They will use radiation and chemical sensors from their packs and do a decent scan of the ship, which should take about an hour. Donaldsen will explain that they are looking for signs of Virus or contraband. If the team members have a "bad" attitude the search will become much more thorough and take several hours.

At the conclusion of the search Donaldsen will brief the ship captain on the local law levels and provide a hard copy of traffic control regulations and frequencies. The RCES team will be free to land at the planet's starport.

NPC'S

Captain Divin Ohtar

Trader/Corsair

Veteran NPC, Human (Solomani) Male age 44 (6 terms)

Classic Traveller:

UPP: 576A89

Skills: Laser pistol 2, Brawling 2, Pilot (Starship) 3, Engineering 3, Ship's Tactics 3, Gunnery 2, Bribery 2, Leader 2, Navigation 2, Electronics 1, Interrogation 1, Vac Suit 1, Zero G Cbt 1.

TNE:

UPP: 576A89-0-7

Combat Assets: Gun Combat (laser pistol) 12 Armed Martial Arts (whip) 12

Other Assets: Pilot (grav/interface) 14, Astrogator 12, Ship's Engineer 13, Ship's Tactics 14, Electronics 10, Environmental Suit 10, Zero G Environment 9, Interrogation 9, Leader 12, Bargain 12, Persuasion 12

Motivations: Divin Ohtar is an ex-Guild pirate captured by Vampires on a sweep in the Massilia sector. He was traded to Ernest by a passing Vampire in need of repairs and crew. He is a ruthless combat leader and tactician who is overly fond of using his whip. He knows that the Virus in his computer will blow the ship if he flees so he will be utterly fearless in battle.

Captain Sari Sondaval

Trader

Veteran NPC, Human (Solomani) Female age 38 (98 chronologically) (5 terms)

Classic Traveller:

UPP: 678787

Skills: Auto pistol 2, Pilot (Starship) 2, Navigation 2, Engineering 3, Ship's Tactics 2, Computer 2, Gunnery 1, Bribery 1, Electronics 1, Vac Suit 1, Zero G Cbt 1.

TNE:

UPP: 678786-0-7

Combat Assets: Gun Combat (slug pistol) 12

Other Assets: Pilot (grav/interface) 12, Astrogator 12, Ship's Engineer 13, Ship's Tactics 11, Sensors 12, Electronics 10, Environmental Suit 10, Zero G Environment 9, Bargain 11, Marketing 12, Persuasion 11

Motivations: Sari Sondaval is an Imperial relic awakened from sleep on Hope and forced to captain a SDB. She was put in a low berth on Hope after being captured carrying war supplies for Margaret's faction. She has gone insane as a result of the shock of the Collapse and the Vampires. Her insanity manifests itself in extreme paranoia and self-destructive behavior. She is a caring if rather distant skipper while lucid and her crew are very concerned for her safety. James Donaldsen would like to get her safely off the ship if he can arrange it with his resistance contacts.

Inspector James Donaldsen

Bureaucrat/Rebel

Veteran NPC, Human (Mixed) Male age 34 (5 terms)

Classic Traveller:

UPP: 759886

Skills: Auto pistol 2, Brawling 1; Admin 3, Bluff 3, Interrogation 3, Streetwise 1, Bribery 1, Vac Suit 1, Zero G Cbt 1.

TNE:

UPP: 759885-0-6

Combat Assets: Gun Combat (slug pistol) 12 Unarmed Martial Arts 10

Other Assets: Environmental Suit 10, Zero G Environment 9, Act/Bluff 14, Persuasion 10, Streetwise 10, Interrogation 13, Observation 11, Investigation 12, Economics 10, Marketing 10

Motivations: James Donaldsen was born of a native family that was prominent in the revolt against the St. Denis

occupation. His father led some of the worst reprisals against the ex-rulers in the post-take over period. James made several friends amongst the serving staff of St. Denisers and lower class locals while he was a teenager. When several of them were hauled off by his father's troops to the death camps he vowed to see the corrupt, Vampire-backed regime overthrown. While in college he joined a covert resistance cell and decided to work within the government. He used his father's influence to get a posting to the off planet inspection service in order to contact any possible off-world help. He will size up the RCES team and if they seem civilized he will arrange for the resistance to contact them on-planet.

SDB Crews

Crews are veteran overall

The Marine NCO on each vessel is elite and the political officer is novice.

Crews have SMG's and TL9 Vac suits.

The back-up Marines left onboard the ship during the boarding (three troopers plus two turret gunners) have TL12 Vac suits and a mix of accelerator rifles, combat shotguns and hull breaching charges.

WHAT ABOUT THE GUILDED LILLY

If the team questions Inspector Donaldsen about the Guilded Lilly and its hidden virus, the Inspector will acknowledge that the Guilded Lilly was built at Ebekhar, but was not a virus when she left the system. He will even allow a single team member to travel to the Hammerhand for an inspection, whilst one of the marines remains on the Victrix.

The team member taken on board the Hammerhand will be escorted by Inspector Donaldsen, and will allow the team member a brief look inside the Hammerhand, all appears normal, there is a human crew, and no obvious signs of virus.

The team member may attempt to talk to the crew, but is unlikely to gain significant information besides the general demeanor of the crew.

COLTAIRE DOWNPORT

Once the RCES team have decided to take up their offer of a visit, then the Hammerhand will request that the team follow, and will break orbit with a quick burst of its fusion rocket. The site of the Hammerhand descending through the atmosphere using its early plasma drive is a stunning sight, and will make the RCES team appreciate the Contra-Grav system. At approximately 500m, the Victrix course will deviate slightly to one side as it is directed into a landing pit surrounded by an earth blast berm.

Once the landing pit has cooled, a small party will approach the Victrix, and request permission to board. The

party consists of the customs inspector Garri Vorhuus, and the government liaison official Gregorii Kilcrease. Whilst Gregorii confers with the captain and the RCES team about the forth coming visit, customs inspector Vorhuus will perform a final sweep of the ship escorted by at least one crew-member.

Garri Vorhuus will briefly pay his respects to the captain, and then will request permission to inspect the ship as part of the Ebekharian customs regime. Then Gregorii will introduce himself and welcome the crew to Ebekhar. He will repeat Inspector Donaldsen's denial about a vampire presence on planet, and even offer the team a chance to inspect the shipyard to prove that they are not manufacturing vampires.

He will then request that a party from the ship (the team) accompany him to the capital city where members of the ruling body "The Board of Trade" and the press are waiting to greet them. He will then break protocol and frankly admit that they are the first off-world visitors since Captain Auturo over two years ago, and there is considerable public interest in the new arrivals, especially since the insignia on the side of the Victrix indicates that the team are from another star-faring civilization.

He will inform the team members that two government limos have been made available for their use, and a suite of rooms has been made available in the exclusive "Imperial Starways" hotel. He will then extend his assistance to the team members for the duration of their visit, and he will be happy to respond to all the team's needs.

Just then customs inspector Vorhuus will return, and report that the Victrix has a number of minor violations of Ebekharian space regulations. He is trying to determine if the team will try to bribe him to get round these minor bureaucratic inconveniences.

- To determine that customs inspector Vorhuus is angling for a bribe:

TNE: Difficult, Bribery, 5mins

CT: Bribery, DM0

Gregorii will give the Captain / team members, some final warnings: The moon "Hope" is interdicted due to a final war era plague; and the outer system gas giant "Charybdis" is off-limits to wilderness refueling due to the presence of large "Umbriel" floating in the upper atmosphere (see below for the library data entry provided by the Ebekharians). Finally Gregorii will sorrowfully explain that his beloved planet is subject to the occasional attacks from St Deniser terrorists, and for that reason, the Board of Trade have provided his services and those of two limo drivers. Gregorii will hastily explain that the team are free to travel wherever they like on the Capital Isle.

LIBRARY DATA – UMBRIEL

The Umbriel are a large, airborne species native to the gas giant Charybdis in the Ebekhar system. Discovered by the IISS in 1115, the Umbriel have yet to be extensively studied. From what has been observed to date, they show no sign of any though processes above basic animal instinct.

Looking rather like a terran jellyfish, the Umbriel maintains its buoyancy with clusters of hydrogen-filled flotation bladders, with numerous tentacles dandling from the underside of the animal. These tentacles have been reported to approach over 100 meters in length and are used to obtain food drifting in the atmosphere. In addition it is believed that the Umbriel filters food particles directly out of the atmosphere. The coloration is almost non-existent and the animal displays a remarkable degree of transparency. Two stabilization keels of fin-like muscle extends from the creature's dorsal and ventral surfaces. Details of the Umbriel's exact diet are not known

Umbriels seem to travel in swarms of 100 to several thousand members. The observed variation in size between specimens is 5 to 100 meters. Detailed analyses on sexual anatomical variation and reproduction have yet to be undertaken. Umbriels are only part of the larger biosphere present in Charybdis' atmosphere. Wilderness refueling here is prohibited by IISS order.

MEETING THE BOARD OF TRADE

Gregorii will usher the team members and any other members of the crew who want to attend into the two limos, he will then talk into a microphone and the driver (hidden behind a darkened glass screen) will speed off. The team can see a modern TL7/8 city during the drive.

After approximately 40 minutes the limos will pull up outside some government buildings, and an honor guard will snap to attention, as the limo doors open. The public and the press will surge against the line of guardsman, and the press will be shouting questions, as Gregorii leads the team up the stairs towards the main doors. Once at the top of the stairs, Gregorii will shout to the press that the government and the visitors will be making press statements after initial discussions, he will then usher the team inside.

Once the doors are closed, the sound of the crowd outside will diminish rapidly, and Gregorii will invite the team to a second floor conference room. Waiting inside are over a dozen people, although a quick glance will determine that all but four of them are minor government lackeys, secretaries etc. The remaining four consist of two military men, one of obviously high rank, and what appear to be a businessman and a businesswoman. Gregorii will perform the introductions.

The high ranking military officer is Colonel Archibald Westonhaus and the other is his aide CSM Dagget. The

Businessman is Abrams Bedwell, a major industrialist and owner of Bedwell Shipyards. The businesswoman is Representative Azrael Bedwell, his wife, and member of the board of trade. Gregorii will then invite everyone to sit.

The RCES team will probably want to discuss the Guilded Lilly incident at Berens and the hidden vampire, but Representative Azrael will pre-empt them. Raising a hand, she will make a small speech.

"I understand that you are under the impression that Ebekhar is manufacturing vampire starships at my husband's shipyards. I can assure you that this is not the case, we are manufacturing far traders, but not vampires, and would not do so as this would cripple our recovery plan, is that not so colonel?" Colonel Westonhaus will nod in agreement.

"Could you brief us regarding the situation at Berens?" With that Azrael will look expectantly at the team.

Here is a good time for the RCES team members to retell their adventures at Berens. Smart team members will watch the reactions of the Ebekharians to the events on Berens.

- To notice that Colonel Westonhaus is a remnant:

TNE: Difficult, Intelligence, Instant, (Average task if any of the team members are remnants with past Imperial service).

CT: Intelligence, DM0, (DM+2 if any of the team members are remnants with past Imperial service).

- To notice that Colonel Westonhaus is very interested in the Reformation Coalitions star-faring abilities:

TNE: Difficult, Intelligence, Instant.

CT: Intelligence, DM0

- To notice that Representative Azrael reacts badly to news of Captain Auturo's' death:

TNE: Difficult, Intelligence, Instant

CT: Intelligence, DM0

Following the team's rendition of the events at Berens, Representative Azrael will continue:

"Perhaps a short history of Ebekhar will explain things. Following the dramatic success of the Wesfalen Party's revolution against our St Deniser oppressors, we decided to lift our planet out of its low-tech misery, and recapture the glories of our imperial past. However, with our limited resources, we determined that it would take over a decade just to increase our technology level to TL8, assuming the St Denis terrorists did not hinder the program. And this assumes a stringent austerity regime for our citizenry whilst the technological base was being upgraded.

So Party Leader Dr Karchi came up with another plan, whilst still attempting to increase our own technology level, resources were directed into rebuilding our shipyard / spaceport with the hope of restarting interstellar trade in our immediate subsector area. We hoped that we could discover off-world markets that would stimulate our industries and technological advancement, and spread the benefits of free trade."

"And also deport those blasted rebels" chips in the Colonel.

Azrael continues "After several years of effort we upgraded our starport to a Class B facility, and manufactured the SDB's you encountered in orbit. From then on, we re-discovered the Jump Drive, fusion power and started to produce the Far Traders. We hoped that we could restart interstellar shipping, and attract the remaining Free Traders who would use Ebekhar as a base, and incidentally funnel off world goods into our economy."

"In 1200 Captain Auturo entered the system, representing the "Star-faring Merchant Guild". He purchased our first starship and named it the "Guilded Lilly". He left the system in early 1202, and we have not heard of him since."

"To convince you of our credentials, we have arranged a tour of our shipyard tomorrow morning, and have arranged a suite of rooms at the Imperial Starways hotel for your visit. Now unless you have any questions we should now move onto mutual trade negotiations between our two states".

If the team ask why they could not see the shipyard from orbit, Azrael will explain that for security reasons they have buried it. "Colonel Westonhaus said that an orbital facility would be too vulnerable to outside attack or terrorist strike. In addition, an orbital facility would require a vast interface system to transport workers, equipment and supplies from the surface to the yard and it is easier just to build the yard underground".

If the team ask why the SDB's have not been upgraded to TL12, Colonel Westonhaus will answer "The SDB's coupled with our PADM network provide a adequate defense, we have no need of a deep space patrol force, and the Umbriel provide accidental protection for one of the gas giants". The Colonel will then grimace and admit that the St Deniser rebellion is absorbing more military resources than he would like, and the TL12 infrastructure is insufficient to support the manufacture of TL12 SDB's as well as the Far Traders.

The Ebekharians will now move to discuss potential trade between them and the Reformation Coalition. After about an hour and a half, in late afternoon, the meeting will break up and Gregorii will lead the RCES team out into the hallway. Gregorii will explain that the public and press are waiting outside to greet the team. "President Cotov will make a short speech to commemorate our historic meeting, and then Representative Azrael will make a speech regarding your

visit, trade and friendly relations, then she will introduce you for a short speech and a question and answer session with the press”.

Gregorii lead the Ebekharian representatives, and the team members out onto the steps where a rostrum and microphone have been set up. President Cotov will briefly emerge onto a balcony and make a short, friendly speech and then leave to cheers from the crowd. Representative Azrael will then make her speech, introducing the team members, stating that this is a historic day and friendly relations have been establish between two star-faring cultures. She will then hand over to the nearest team member.

The press will then expect a small speech; (let the team members role-play out their speech), then the press will encourage each team member to take questions, i.e. where were they born, tell us about your home-planet, what you have encountered out in space, where did you get that scar.

Once the press have had their fill, and the novelty of being a star starts to wear thin, Representative Azrael will call the press conference to a conclusion, and Gregorii will usher the team into their limos. Gregorii will then hand out some in-car refreshments whilst they are whisked away to their suite at the “Imperial Starways” hotel.

The RCES team will sweep through the lobby of the “Starways” and be ushered to their suite, by a team of uniformed servants, who will bring their luggage up. Gregorii will tell he will be here tomorrow at 9am for the factory tour, to help themselves to room service, and goodbye.

The team members will be able to have a hearty if strangely flavored native meal, whilst checking the news channels or the library data terminal. The news will mainly consist of their visit, but will include some general news and a few stories of police action in the St Deniser reservations (i.e. sniper attacks, bombings and military reprisals). The imperial era library data terminal is still operational, although connected to a TL7/8 internet equivalent. The team will be able to access the planetary history (See earlier in this Chapter), world and city maps, and news.

DAY2 – FACTORY TOUR

After a luxurious breakfast, 9am will find Gregorii knocking on their door, ready to start the tour of the shipyard. The team members will be ushered out of the “Starways” lobby and into their limos, through a still curious press pack. Soon the limos will roll though the gates of the Bedwell shipyard. Curious team members will notice troops at the gate together with an APC. (Chapter 4 details the army presence guarding the shipyard).

Gregorii will provide a short commentary as the limos make their way towards the visitors’ center. The shipyard consists of a small building holding the elevators leading down to the underground factory, several large frame

warehouses holding parts, an enclosed assembly area with attached visitors center/offices, and waste dumps.

The Limos will pull up outside the visitor’s center and Gregorii will lead the way into the building, where Representative Azrael will greet them. “Welcome” she says “to my husband’s shipyard. This is Baert Hamish, a front line supervisor here at the yard who will answer your technical questions”. (A description of Baert is provided at the end of this chapter).

Baert will lead the team into the enclosed assembly area, and there surrounded by cranes and scaffolding are two TL12 Jayhawk class Far Traders. One is fitting out its interior features whilst the second is still in the early stages of construction with its hull only partial built – up to the first deck level.

Baert will give each team member a hard hat and then proceed with a tour of the two ships, he will freely discuss engineering details, but gently guide the team away from actual areas of active work / workers on “health and safety grounds” and to avoid disturbing delicate work.

- To determine if Baert has any engineering knowledge:

TNE: Difficult, Intelligence / Any Engineering Skill, 20 minutes

CT: Intelligence / Engineering / Electronics / Mechanical, DM0

Baert is actual a competent engineer if a bit out of his depth, although he has a tendency to embellish his actual knowledge.

Team being inquisitive, will want to talk to the workers, and may try to hold unauthorized conversations:

- To escape Baert’s notice and start up a conversation with a worker:

TNE: Difficult: Intrusion, 5 minutes

CT: Streetwise, DM0

- To coerce a worker into holding a conversation:

TNE: Difficult, Charisma, Inter-personal skills

CT: Liaison / Streetwise, DM0

The workers will be friendly, a little in awe of such famous off world visitors, who are hobnobbing with high party officials.

- To determine if the workers actual know what they are doing:

TNE: Difficult, Intelligence / Any Engineering Skill, 5 minutes

CT: Engineering / Electronics / Mechanical, DM 0

Actually the workers are competent and familiar with their jobs. (Sample workers are presented in Chapter 4).

Baert will soon become aware of any team members wandering off, and guide them back to the group with a short lecture on safety.

- To determine if the ships are genuine:

TNE: Difficult, Intelligence / Ships Engineering, 2 hours

CT: Engineering, DM0

A success will indicate that from the information available from this tour, these ships are real.

After a couple of hours, Baert will then lead the team back to the visitor's center, and into a small theatre area, where Representative Azrael awaits. "Please help yourself to refreshments, now the actual factory making the base materials for the shipyard is located underground, under our very feet in fact. Now in order to produce superdense material and other delicate equipment such as the electronic suites, the factory is a controlled environment with clean room conditions and controlled micro-gravity, so entry is generally restricted to authorized personnel. However we know you would be interested, so we do have a live feed from the factory below." With that she will ask the team members to sit and turn off the lights.

The monitor will spring into life showing personnel working in white overalls, at high tech looking equipment, several views appear to show zero gravity conditions. After approximately 20 minutes Azrael will raise the lights, turn off the monitor and invite the team to lunch.

- To determine if the scenes on the monitor looked realistic:

TNE: Difficult: Intelligence / Any Engineering Skill, 20 minutes

CT: Engineering, Electronic, Mechanical, DM0

A success will indicate that the scenes are typical for a high tech manufacturing facility.

After lunch, Representative Azrael will excuse herself, pleading pressures of work. Gregorii will guide the team back to the limos and back to Imperial Starways. Once they arrive back at the Hotel, Gregorii will guide them back to their suite.

"Honored visitors," he begins. "I hope that this tour has proved our good intentions and the lack of vampires on Ebekhar. Now please enjoy the rest of your visit to my planet, I have arranged to stay at Starways for the duration of your stay, please feel free to ask me any questions, and I will be happy to show you around".

"Unfortunately, the limos have been reassigned, but I have

asked the hotel to arrange a good taxi for us. Now if you will excuse me, I will leave you to enjoy the rest of the afternoon". And with that Gregorii will excuse himself and the team members are left standing in the middle of their suite.

NPCS

Port Authority Inspector Garri Vorhuus

Bureaucrat

Veteran NPC, human (Vilani) male, age 44 (5 terms + 4 year Under Grad. Degree-Business Administration Major)

Classic Traveller:

UPP: 4869BA

Skills: Laser Pistol 1, Admin 5, Bribery 3, Forgery 3, Computer 2, Interrogation 2, Liaison 1, Zero-Gee Cbt 1.

TNE:

UPP: 4869B8-0-7

Combat Assets: Gun Combat (Energy Pistol) 9.

Other Assets: Admin/Legal 17, Marketing 14, Observation 13, Persuasion 13, Bargaining 13, Investigation 12, Liaison 10, Intrusion 9; Zero-Gee Environment 7.

Motivations: Garri Vorhuus is a former "Customs Inspector " Zampolit of the SDB service. He has steadily risen in power since his first term, and never gone back into space. He drives a hard bargain when "overlooking" possible contraband or infractions of "his" port's laws, one of those "Big fish" of the little pond who enjoys his power over off-worlders. Politically well connected (10 contacts Govt.). In short-- he's bribable, but never openly in the public view (He does have that traditional Vilani "discretion" thing down pat). He keeps his TL9 Laser pistol charged, and the holster polished, though he seldom goes "target shooting" (hence his skill). Summed up, a typical officious know-it-all with few, if any redeeming qualities. Small wonders he's short, fat, balding, and still single.

State Liaison Officer Gregorii Kilcrease

Bureaucrat

Experienced NPC, human (Solomani) male, age 29

Classic Traveller:

UPP: 464897

Skills: Admin 2, Computer 2, Vehicle (wheel) 2, Carousing 1, Bribery 1, Liaison 1.

TNE:

UPP: 464897-0-B

Combat assets: None.

Other Assets: Admin Legal 12, Computer 12, Gr. Vehicle (wheel) 12, Persuasion 9, Carousing 9, Bargain 9.

Motivations: Kilcrease is intensely loyal to the government (his family is well placed politically.), and

ambitious to succeed, though he has just begun his career climb. He has been placed here in the Off-World-Department of Tourism/Information, and is determined to make this lackluster coal dustbin job shine like a diamond. He likes his salary, but spends more than he makes in one of Mr. Dupres casinos in the Star town entertainment district. He dresses in a suit and tie, and looks every inch of "Government man". Gregorii is single however, but his taste in ladies like his spend thriftiness, is very expensive.

Representative Azrael (Novohig) Bedwell

Guild Trader

Veteran NPC, Human (Solomani) female, age 39 (5.5terms)

Classic Traveller:

UPP: 9977AA

Skills: Auto Pistol 3, Brawling 3, Forgery 3, Carousing 3, Bluff 3, Navigation 3, Gunnery 2, Computer 2, Ground Vehicle 2, Leadership 2, Admin 2, Bribery 2, Zero Gee Cbt 1, Vac Suit 1.

TNE:

UPP: 9977AA-0-8.

Combat Assets: Slug Pistol 13, Unarmed martial arts 13.

Other Assets: Forgery 13, Carousing 13, Act/Bluff 13, Astrogation 13, Ship's Gunnery 12, Computer 12, Ground vehicle 12, Leadership 12, Persuasion 12, Bargaining 12, Zero Gee Environment 11, Environment Suit 11.

Motivations: Azrael is the elder sister of the late unlamented Arturo Novohig (Guided Lilly Adv. Part 1), though she uses her married name, Bedwell during business hours (sign on her desk reads "A. Bedwell". Her husband is a local Businessman with several factories he must supervise so he's away a lot--allowing her a nighttime life of escapades and "clubbing around". Azrael took this job at her younger brother's advice, as a way to make some quick fortunes. Her marrying Bentley Abrams Bedwell (Bedwell Foundries) fell into her scheme of sewing up local monopolies for her cousins in the Guild. (One of her workaholic husband's company features prominently as the site of the false shipyard). Selling ships for "Ernest" was Arturo's gig, this one is hers, controlling trade off world on this planet. She has managed to avoid the embraces of Mr. Vorhuus with some interesting blackmail (locked in her safe). Azrael is aware of the RC and RCES. She is no fool, and will act as if the RCES team are outlanders like any Free Traders, pretending ignorance. Her office is bugged and has cameras as well (Ernest keeps tabs). She keeps a relic TL14 Mini Gauss Pistol strapped to her inner left thigh, and another matching one in a sleeve holster (Left sleeve). Should she discover through an indiscreet team member that Arturo is dead, she will plot revenge, as only a woman can do. She dresses provocatively in either the office or out on the town.

Colonel Archibald "Arc-Light" Westonhaus

Space Navy/Missile Command

Veteran NPC, Human (Solomani) Male, age 52 biological (86 chronological) (8 Terms: Military Academy/Flt School, + 6 terms)

Classic Traveller:

UPP: 667AB9.

Skills: Auto Pistol 3, Cbt Rifle 1, Cutlass 1, Leader 4, Computer 4, Gunnery 3, Pilot 3, Fleet tactics 2, Zero Gee Cbt 1, Ship's tactics 1, Medical 1, Fwd Observer 1, Gr. Vehicle 1

TNE:

UPP: 667798-0-9.

Combat Assets: Gun Combat (Slug Pistol) 14*.

Other Assets: Leadership 19, Computer 14, Ship's Gunnery (missiles) 13, Pilot (Interface Grav) 13*, Fleet tactics 12, Pilot (Fixed-Wing) 12*, Investigation 12, Zero Gee Environment 11*, Ship's Tactics 10, Medical (Trauma) 10, Heavy Artillery (PAD Missiles) 9*, Armed Martial Arts (Large Blade) 9*, Ground Vehicle 9*.

Motivations: Col. Westonhaus is an Imperial Navy remnant awakened by Ernest to head up Ebekhar's SAD & COACC forces. He is a friendly enough man, but if his planet is attacked he will defend it with all at his disposal. Cool under pressure, his men follow his orders implicitly, knowing he has their interests at heart as well the planet's. Westonhaus' secret is that his wife is still held up on the Hope facility (See that section). He has been warned that if anything happens to Ernest, Lillian will dispose of her first. He pays lip service to the government, and despises toadies like Vorhuus immensely. A picture of his wife, Emily, sits on his desk, should the team pay him a visit on the matter of filing a complaint on the conduct of their being "searched" at SDB point. Anyone being fool enough to threaten or badger him will have the unpleasant task of facing his loyal CSM who's office lies adjacent to his (door is always opened an inch), with enough armed men in minutes to fill the building, and be bodily ejected off post. Westonhaus is 6'2", thin, but still hardy enough to outrun the CSM around the PT track.

CSM W.C. "Whiskey" Dagget

Marine

Veteran NPC, Human (Solomani) male, age 52, (86) (8 terms, all Marines)

Classic Traveller:

UPP: 776877

Skills: Cbt Rifle 3, Grenade launcher 3, Leadership 3, Fwd Observer 3, Vac Suit 3, Instruction 3, Ground Tactics 2, Navigation 2, Carousing 2, Ground Vehicle 1.

TNE:

UPP: 776877-0-6

Combat Assets: Slug Rifle 13*, Grenade launcher 13*.

Other Assets: Leadership 17, Heavy Artillery (PAD Missiles) 13*, Environmental Suit 13*, Instruction 13,

Ground tactics 12, Navigation 12, Carousing 12, Ground Vehicle 9*.

Motivations: Dagget is the loyal hound of hell of the small Ebekhar Space Marine Corps, the Wet Navy was corrupt and he left it for here, serving under "The Man". He has risen as high as he can go and will retire when Westonhaus does, not before. A wiry 5'8" man of lean sunburned leathered face (smelling faintly of single malt scotch-"After-shave, Sah!"). He acts as the Colonel's watch dog. He knows about Ernest and Lillian and the blackmail they hold over his CO. And hates it, and "them" for what it has done to Westonhaus. Dagget at first glance is the unlikeliest person one would think of fomenting rebellion, but if ordered to fire upon "rebels", would probably disobey the command (a first in his life). He is the terror of the clerks, and Guards on the small base. Like Westonhaus, he too is a remnant, though a former Solomani Navy Marine. A bottle of unopened single malt scotch can be found in his desk at any time. Dagget has contacts of ex-Service personnel with Rebel leanings.

Baert Hamish

Engineer

Veteran NPC, human (Solomani) male, age 37

Classic Traveller:

UPP: 8658A9

Skills: Brawling 2, Engineering 4, Mechanical 3, Admin 2, Bluff 2, Liaison 2, (Ground) Vehicle 1.

TNE:

UPP: 8658A9-0-9.

Combat Assets: Unarmed melee 13.

Other Assets: Construction 16, Starship's Architecture 13, Persuasion 12, Bargain 12, Act/Bluff 12, Ground vehicle (wheel) 10.

Motivations: Mr. Hamish is a front line supervisor who will be called in to answer the team members questions about the facility. He has been groomed for this role, being a pathological liar already (and as such has to be kept away from the workers for fear of bodily harm may befall him). He's a decent Engineer, but his tendency to embellish led to embezzlement, and this is how he's keeping out of jail-telling the whoppers of his life!

Taxi Driver -Jimmy Nashe

Undercover Agent

Experienced NPC, human (Solomani) male, age 34

Classic Traveller:

UPP: 9A78A6.

Skills: Auto Pistol 2, Small Blade 2, Bluff 4, Streetwise 3, Liaison 2, Admin 1, Bribery 1, Forgery 1, Ground vehicle 1.

TNE:

UPP: 9A78AA-0-6.

Combat Assets: Slug Pistol 12, Small Blade 12.

Other Assets: Act/Bluff 14, Streetwise 13, Persuasion 12, Disguise 13, Admin/Legal 11, Ground vehicle (wheel) 11, Bargain 11, Intrusion 10, Stealth 10.

Motivations: Jimmy Nashe is the Taxi driver paged for the team members for ANY runs about town, (though after the second time, the Ebekharians will have a harder time making it look "coincidental"). Nashe is a college Actor drop out (failed the sciences minor requirements). He put himself through college driving a taxi, so his knowledge of the roadways comes natural, and he does "part-time" driving for the company (which receives a kick-back from the State Police for not scrutinizing their meters too closely), when on assignment for Off-worlders. Jimmy is fairly friendly, not real talkative like many taxi-cabbies, and usually strikes up conversation after the passenger's do (putting them more at ease). Jimmy keeps a photo collection tacked to his dashboard of himself, "his wife and four kids" (actually his sister, and her four kids, whom he supports), and works that into any personal "routine" RCES team members may strike up. The sister/"wife" is named Penny (they do not look alike (photo has been computer-retouched); the two boys are Alex and Andrew; the girls are Arbella and Arabella (their real names). As she is widowed, she has reverted to the family name, so their last names match his, "Nashe". As cover, even for psionic team member's attempting to read Jimmy, it's pretty airtight. Jimmy concentrates on driving, and thinks only when he has to reply to something unexpected. He is remarkably fit for a Cabby, though, not the pot bellied, smoking, gum chewing kind of stereotype. He fobs off this with his health food fetish (knows where all the good food is-"Don't eat the fast food man, cholesterol! Bad fer ya!"). Neither does he smoke. ("Please roll yer winder down ! If ya gotta do that." Or. "I'll have to deodorize the cab when yer gone. Runs me to money it does. Thanks Pal."). Jimmy keeps a body-pistol with silencer under his dash held by a magnetic clip, and several "small caliber "pocket guns" (380/9mm Kurz) /6-7rd magazines on leg holsters.

CHAPTER 4: COURSES OF ACTION

PAY NO ATTENTION TO THE MAN BEHIND THE CURTAIN

The RCES team are now faced with two incompatible sets of facts:

The investigation of the Guided Lilly revealed it was a new purpose built TL12 vampire disguised as a commercial starship, and all data in the remains of the Lilly's databanks point to Ebekhar.

The initial impressions of Ebekhar, show a TL7 human society, with limited (and rather secretive) high tech facilities – specifically the TL12 Bedwell shipyards, with not a vampire in sight.

One of these must be wrong!

The RCES team will try and investigate, however the Ebekharians will not allow the team to run around loose on their world.

The Krypteia special police will monitor the team member's rooms at the hotel, and Krypteia agents will be in place as minor hotel functionaries. They will report the team's movements to Chief of Detectives "Nizrim Levenskii". Every time the team leaves the hotel, they will get the same taxi and driver – Jimmy Nashe. If the team ask the concierge at the hotel, he will confess that the taxi drivers on Ebekhar are notoriously bad, so when the hotel finds a decent one, they tend to stick with him. But the team may begin to wonder how many times they can get the same driver.

Whenever the team members want to go, their government liaison officer Gregorii Kilcrease will be in the hotel lobby to greet them, and their taxi driver will be waiting outside.

It will take a concerted effort to elude their watchers. Evading their watchers once will result in the team being warned by Gregorii Kilcrease, and an increase in security around the team. Repeated attempts to evade their watchers will prompt the government to retaliate. Only if the team members can evade their watchers without alerting them, can they investigate reasonably freely.

The following possible investigation routes are open to the RCES team.

MONITOR THE AREA FROM THEIR SHIP

With the Riggins Victrix docked at a landing pad at Clotaire down, the ship's sensors are extremely limited in how they

can be brought to bear:

Densitometer: The densitometer can be roughly focussed onto the area of the Bedwell Yards underground industrial facilities and will confirm the presence of large underground spaces, but it is unable to produce the normal 3D map due to the current location of the sensor.

AEMS / PEMS. These can only focus upward due to the blast berm around the launch pad. They can easily track the two orbiting SDB's and a number of orbiting satellites. A survey roll (**TNE:** Difficult, **CT:** DM0) will highlight a small discrepancy. Whilst the purpose of most of the satellites can be determined (and the sensor equipment can even decode most of the transmissions), there are a number of satellites whose purpose is not apparent.

An sensor / computer task (**TNE:** Average, **CT:** DM+2) (**TNE:** easy, **CT:** DM+4, with active sensors, but it will alert the orbiting SDB's) with the passive sensors will build up very accurate holographic images of the orbiting satellites. A (**TNE:** average astrogation / sensors / naval architect, **CT:** Navigation / sensors / computer / naval architect, DM+2), task roll will identify several of the satellites as military observation satellites, but several appear to be secure communications satellites, but strangely whilst these satellites have tight beam receivers pointed planet ward, there do not appear to be any transmitters pointed planetward.

A (**TNE:** difficult observation, **CT:** Recon DM0) roll whilst strolling around the starport will identify several tight beam communicators pointed at the orbiting satellites. A (**TNE:** difficult astrogation, **CT:** navigation DM+2) task roll (**TNE:** easy, **CT:** DM+4, if a hand computer is available) will allow an approximate bearing to be taken. Whilst some are pointed at obvious communication satellites, several are pointed at the secure comms satellites.

An Intelligence (**TNE:** Difficult, **CT:** DM0) Roll, will cause the team member to remember that the Victrix has sensor logs for the approach and landing on Ebekhar. A sensors / computer (**TNE:** Difficult, **CT:** DM0) task roll can combine the two sensor logs into one to give a complete 3D image of the mysterious satellites. They show a tight beam communicators pointed outwards. An (**TNE:** easy astrogation, **CT:** Navigation DM+4) roll will plot the direction of the tight beam comm – It is pointing at the moon Hope.

INVESTIGATE THE FACTORY/SHIPYARD

Access to the underground factory is extremely limited, with only 2 express passenger lifts and 2 freight elevators. Coupled with the fact the factory is behind a perimeter fence and guarded by a platoon of troops, then unauthorized access will not be easy. Details of the army contingent at the yard appear at the end of this chapter.

The guarding troops are equipped with TL7 night vision equipment and regularly patrol the security fence. Even

worse, the fence is alarmed with capacitance sensors that will detect the passage of a body. At night the elevators are shut down and locked off.

RCES team members will have to bypass the electronic security and roving guard patrols, and then activate the elevators, which will almost certainly alert any patrols nearby.

- To detect the fence alarm system:

TNE: Difficult: Intrusion / Electronics, portable sensor equipment will reduce this task to Easy 1 min

CT: Electronics, DM0, portable sensor equipment will provide a DM+4 to this task.

- To bypass the fence electronic alarm system:

TNE: Difficult Intrusion, Formidable: Electronic. 5 mins

CT: Electronics DM-2

- To Avoid a Guard Patrol:

TNE: Difficult: Intrusion.

CT: Recon, DM0

Combat environment suits or other high tech equipment will render the team members invisible to the guard's night vision devices, and (TNE: decrease the difficulty level to easy, CT: DM+4) if the break-in is attempted at night.

If the team members wish to investigate the actual underground factory then the details are presented below:

- To activate the elevators:

TNE: Average: Electronics, Engineering 10 minutes

CT: Engineering / Electronics, DM+2.

- To avoid alerting the guards when operating an elevator:

TNE: Impossible: Engineering / Intrusion. A loud external diversion, i.e. a very heavy truck passing the gatehouse, or a shouting mob, will decrease the difficulty level to Difficult.

CT: Recon / Engineering, DM-4; A loud external diversion, i.e. a very heavy truck passing the gatehouse, or a shouting mob, will change the DM to DM0.

It takes the elevators 2 minutes to ascend (5 minutes for the freight elevators) as they were locked off in the fully lowered position. If the guards were alerted then the remaining team members will have to hold off the guards for a considerable period.

However clever team members can crack open the elevator doors to expose the elevator shafts and descend manually, grav belts or climbing experience and ropes would

be extremely useful here.

Upon arriving at the bottom of the elevator shaft, the team can open the emergency hatch on the top of the elevator car, and access the factory complex beyond. When they exit the elevator, the team will be faced with a small white painted room with no furniture, and opposite them a dual swing fire door. This is locked, but only with a conventional domestic type lock.

- To pick the door lock:

TNE: Average: Intrusion 2 minutes

CT: Mechanical / Streetwise, DM+2

Opening the door will reveal a vast area in total darkness, turning on the lights will result in a depressing sight. The room is full of seats, TVs, beds, and even a kitchen and a canteen. There is no factory!!

If the team members investigate the above ground facilities, they have a choice of the visitor's center they visited earlier, the assembly areas, the warehouses or the waste tips. Moving between these locations will require task rolls to avoid the guards, and obvious activity (loud noises, lights etc.) will definitely attract the attention of a guard patrol

VISITORS CENTER

There is really nothing here the team members have not seen, except for a few offices, and most specifically the offices of Azrael Bedwell. A (TNE: Average Intrusion, CT: Recon, DM+2) task roll will allow the team to rake an office without leaving obvious clues. The minor offices hold nothing of interest, but Azrael's office is more interesting.

- A file containing her timesheets and pay slips, there are only records dating back a couple of years. An impressive position for someone with only a few years with the company.

- An Intelligence Roll (**TNE:** Difficult, **CT:** DM0), will identify a small point, the early timesheets have a different name, but the same office payroll number. It seems that Azrael Bedwell was originally Azrael Novohig.

- An **TNE:** Impossible Intrusion / **CT:** Recon DM-4 roll (**TNE:** formidable, **CT:** DM-2 with TL12 sensors, and **TNE:** Difficult, **CT:** DM0, with TL13+ sensor equipment) will spot a number of concealed bugs giving good coverage of the office. There is no telling if someone is aware of the team's presence.

If a team member turns on the factory monitor, he will not get a picture of a deserted factory, but a working factory full of workers. Surprising since the factory appears to be shutdown for the night.

- An electronics roll (**TNE:** Average, **CT:** DM+2) will allow

the team to take a copy of the scene on the monitor for further analysis, or the team can simply video the operating monitor.

If a team member watches the monitor for a significant period (30 minutes plus), automatic if setting up a recording, then they may notice something suspicious.

- An intelligence roll (**TNE:** Difficult, **CT:** DM0) will notice that the scenes seem to be repeating

Computer analysis later on board the Riggins Victrix will confirm that the image is a pre-recorded sequence that repeats every 30 minutes.

WAREHOUSES

The warehouses are metal clad structures with simple locks.

- To pick the door lock:

TNE: Average: Intrusion 2 minutes
CT: Streetwise / Mechanical, DM+2

Once inside the team can investigate by torch light with no fear of detection. Initially the warehouses appear rather boring containing crates and containers full of either finished items or bulk materials for the factory. Opening a few of the crates will confirm their contents.

If the team investigates further into the warehouse they may notice a few discrepancies.

Away from the main thoroughfares, the crates and access ways are rather dusty which indicates they have not been moved for a considerable period. This will be noticed on a **TNE:** Difficult Intelligence / intrusion roll, **CT:** Intelligence, DM0. Cracking open one of these crates will discover bulk materials but no finished products from the factory.

Sensor scans or detailed examinations of the crates at the end of one of the thoroughfares will discover that several of the crates are fixed together and will swing away to reveal a shaft, and at the bottom several grav floaters typical of an imperial era port.

If the team descend to the bottom of the shaft (grav belts or ropes) they will find the shaft leads to two tunnels, one of which leads of in the direction of the factory, and the other that leads of in the direction of the main city.

WASTE DUMPS

The team can inspect the waste dumps if they wish. The dumps are a series of tips, with loose surfaces and no vegetation. Climbing onto the tips to collect samples may trigger a small landslide and potentially injury the team member and alert the guards.

- To safely navigate the tips:

TNE: Formidable: Dexterity (or climbing) 10 minutes
Night vision equipment will reduce the difficulty level to Difficult.

CT: Dexterity, DM-2. Night vision equipment will remove the DM penalty.

- To avoid injury in a tip slide:

TNE: Difficult: Dexterity or climbing
CT: Dexterity, DM0

- To avoid alerting the guards following a tip slip:

TNE: Average: Dexterity / Intrusion

CT: Dexterity / Recon, DM+2

This task is routine no one really guards waste tips

- To obtain a useful sample from the surface to a tip:

TNE: Average: Intelligence, Survey, Prospecting 5mins

CT: Intelligence, Survey, Prospecting; DM+2

- To obtain a useful sample from the depths of a tip:

As per surface sample except, that a rolls to maintain balance and not alert the guards are required (due to the physical effort in digging a deep hole to get the sample)

Analysis back at the "Riggins" will reveal a few interesting points:

- A chemical analysis (**TNE:** Average, **CT:** DM+2) of a surface sample will reveal weed-killer, who sprays waste tips with weed-killer?

- A chemical analysis (**TNE:** Average, **CT:** DM+2) of a deep sample will reveal weed-killer, who sprays waste tips with weed-killer for several years?

- A physical analysis (**TNE:** Engineering / Physics; Average, **CT:** Engineering / Mechanical, DM+2) of a surface sample will reveal that the material is superdense. A difficult roll will indicate that it was all made about 2 years ago.

- A physical analysis (**TNE:** Engineering / Physics; Average, **CT:** Engineering / Mechanical, DM+2) of a deep sample will reveal that the material is normal TL7 steel waste. A (**TNE:** difficult, **CT:** DM0) roll will indicate that it was all made over 10 years ago.

- A geological examination (**TNE:** Survey / Geology, Average; **CT:** Survey / Prospecting, DM+2) of a surface sample will reveal the waste has not settled, and appears to have been disturbed on a regular basis.

- A geological examination (**TNE:** Survey / Geology,

Average; **CT:** Survey / Prospecting, DM+2) of a deep sample will reveal the waste has settled and has been there for at least 10 years

Overall, the waste tips indicate that someone is attempting to create the impression of a TL12 industrial facility.

ASSEMBLY YARDS

The assembly yards are locked behind good quality locks with their own dedicated guard unit.

- To Avoid a Guard Patrol:

TNE: Formidable: Intrusion. Combat environment suits or other high tech equipment will render the team invisible to the guards night vision devices, and decrease the difficulty level to average if the break-in is attempted at night

CT: Recon, DM-2. Combat environment suits or other high tech equipment will render the team invisible to the guards night vision devices, and modified the DM to DM+2 if the break-in is attempted at night

- To pick the door lock:

TNE: Difficult: Intrusion 5 minutes

CT: Mechanical, DM0

Once inside, the enclosed nature of the yards will allow the team members to investigate by torchlight undisturbed by the guards outside.

The team are free to climb about the two ships under construction and investigate them more thoroughly. Handheld sensor equipment and especially hand held densitometers or other engineering equipment would be very useful here and will lower all task rolls by **TNE:** one difficulty level, **CT:** DM+2

- To locate a Lilly modification on a partially constructed ship:

TNE: Difficult, Ships Engineering / mechanical / electronics / naval architect.

CT: Engineering / Mechanical / Electronics / Naval architect, DM0

A successful task roll will find no such modifications on either ship.

- To notice that the welds on the hull plates are "Wrong":

TNE: Difficult: Ships Engineering.

CT: Engineering, DM0

A successful task roll will notice that the welds have not been made with TL12 laser welders but with TL7 welding equipment.

- To notice that ship fittings show unusual wear:

TNE: Difficult: Ships Engineering, Service

CT: Engineering, DM0

A successful task roll will notice that various ship fittings show wear where they have been repeatedly assembled and disassembled.

It looks like the two ships are in permanent construction, and have been repeatedly assembled and disassembled, hardly a booming TL12 shipyard capable of producing Far Traders.

EXAMINING LOCAL RECORDS

The team can freely visit the local library, or do information searches via the local computer net. If the team members use the computer net, the Krypteia will monitor their activity, and if they start to uncover potentially incriminating information, the Krypteia will generate spurious negative search results or file not found responses. If the team tries again in a few days then the Krypteia will have generated several fake files and inserted them into the computer net to diffuse the team's suspicions. Clever and computer literate team members may be able to detect the Krypteia tampering and false files (**TNE:** Formidable Computer task roll, **CT:** Computer, DM-2).

The team have approximately 1 hour on each research topic before the Krypteia determine their approach and start blocking their searches:

HEALTH RECORDS

An investigation of accident / health records would normally discover a few accidents or deaths at major industrial plants. A successful computer roll (**TNE:** Difficult, **CT:** DM0) will find the records for Bedwell Shipyards. They have no accident records, not bad for an experimental yard operating 5 tech levels above the planetary norm for the last decade or so.

ENVIRONMENTAL RECORDS

Again, a high technology facility like a TL9/12 shipyard should have some effect on the environment, but a successful computer (**TNE:** Difficult, **CT:** DM0) task roll will find no such effects.

TALKING TO THE LOCALS

The team will have to evade their watchers to successfully attempt to talk to the locals. However the press coverage of the team's landing and the interviews will make the team members celebrities. The locals will recognize the team on an intelligence task roll (**TNE:** Average, **CT:** DM+2), and either pester them like celebrities or report them to the police.

Only if the team disguise themselves do they have a chance of having a free discussion with a local. The referee should remember that crude questioning will alert the locals,

who will probably report them to the police. The Ebekharians are in a state of siege from the oppressed descendants of the St Denis colonists, and are watchful for St Deniser infiltrators.

The team's best source of information (and potentially the greatest risk of discovery) is at the bars and clubs frequented by the yard workers. A streetwise task roll (**TNE:** Average, **CT:** DM+2) will quickly identify the hangouts of the yard workers.

- A streetwise or liaison task roll (**TNE:** Difficult, **CT:** DM0) will allow the team to latch onto a bunch of yard workers. It is up to the team members to role-play themselves into the company and confidence of the yard workers. Any group of yard workers the team approach will include Jorge Pinhos, Haando Zhuniishkam, Beryl Abercrombie or Bill Saasuruk.

It will be difficult to get information out of the yard workers except where detailed in the NPC profiles. On an intelligence roll (**TNE:** Formidable, **CT:** DM-2), one of the team will recognize Jorge from the factory surveillance monitor. On the surveillance monitor he had a bandage on his upper arm, but now he is proudly showing off his new tattoo. If the team tours the factory again later, the surveillance monitor will still show Jorge with a bandaged arm.

UNEXPECTED HELP

If any of the team's attempts at investigation draw official interest (i.e. alerting the guards at the factory, or raising suspicions when talking to one of the locals), they will be aided in their attempts to evade pursuit by a car or a couple of individuals distracting or delaying the pursuers. Although they don't know it, a cell of the resistance headed by Chizuru Yukosawa has been watching the team, and will attempt to surreptitiously aid them. However if the team members appear bumbling the resistance will not help for fear of being exposed.

PUTTING IT ALL TOGETHER

Based upon their investigations the team will determine that the factory and the yard are fakes, and incapable of building either TL12 Jayhawk Far Traders or even the orbiting TL9 Mastiff / Wolverine SDB's. This will give rise to the following questions:

- Why are the Ebekharians attempting to fake a TL12 shipyard?
- Where are the industrial facilities that produced the SDB's and may be even the Guided Lilly?
- What should they do now?

EBEKHARIAN NPCS

EMPLOYEES AT "BEDWELL YARDS"

Jorge Pinhos

Mechanic

Novice NPC, Human (Solomani) male, age 23.

Classic Traveller:

UPP: 776766.

Skills: Cudgel 1, Engineering 1, Mechanic 1, Ground vehicle 1.

TNE:

UPP: 776766-0-6.

Combat assets: Armed martial arts (large club) 9.

Other assets: Machinist 11, Mechanic 9, Ground vehicle(wheel) 8.

Motivation: Jorge has just finished his first term here with the company and likes it. He's learning a trade, and getting paid for it. He's happy enough not to want to "rock the boat". Has a Tattoo on his left shoulder (his jumpsuit overalls are sleeveless) of a stylized crucifix. (In looped tape on Secure Cams this was bandaged). Wears a blue bandanna lopsided on head. Doesn't know jack about the vampires, but he'll drink a few pitchers of beer to finally tell the team "Man, I doan' knows whats yer talkin aboush."

Haando Zhuniishkam

Electrician/Mechanic

Experienced NPC, Human (Vilani) male, age 30

Classic Traveller:

UPP: 7768A5.

Skills: Electronics 3, Mechanic 1, Ground Vehicle 1.

TNE:

UPP: 7768A7-0-5.

Combat assets: (none).

Other Assets: Electronics 16, Machinist 11, Ground Vehicle(wheel) 11.

Motivation: Haando has worked for Bedwell Yards since it opened, and is mindful of keeping his mouth shut, due to his heritage, and that despite the fact he's one of their best electricians, he has a family to feed (six kids, two dogs, a leaky roof, 12 year old furniture, and a car that keeps breaking down). If approached by team members, he will admit to nothing out of the ordinary, even though he knows none of the "Ship's" ever get finished, they just get reassembled later. (on secure-Cam his face is always dirty.). "I don't want any trouble", and "Please leave me alone" are his two favorite phrases.

Beryl Abercrombie

Welder/Mechanic

Experienced NPC, Human (Solomani) female, age 30, (three terms)

Classic Traveller:

UPP: 797684.

Skills: Brawling 1, Mechanic 3, Ground Vehicle 1.

TNE:

UPP: 797689-0-4.

Combat assets: Unarmed melee 9.

Other Assets: Welder/Machinist 15, Ground Vehicle (wheel) 11, Mechanic 10.

Motivation: Beryl is one of the top welders in the 'Yards, but from her paycheck you wouldn't think so. Her pay is being garnished for a propane gas- powered forklift she blew up accidentally, and so gets only a smidgen of her due pay each pay period (until its paid off). Beryl thinks the Bedwell management is being unfair to her, and wanted to reduce the monthly payments to spread things out further, so she'd have more of her pay. Management decided otherwise. Beryl is the team's disgruntled employee contact. Her sense of justice is offended by the obvious (to her) swindle going on, but she needs the money (her sister's husband was killed in a factory accident and the courts are withholding insurance payments till the matter is cleared of possible charges of sabotage.) for her and her sister. Beryl talks as foul as any sailor, but she scrubs up nice.

Bill Saasuruk

Mechanic/ Law Enforcement Agent
Experienced NPC Human Male 39 years old (2 terms laborer, 2 terms undercover agent)

Classic Traveller:

UPP: 878865

Skills: Brawling 2, Auto Pistol 1, Bluff 3, Liaison 1, Interrogation 1, Mechanic 1.

TNE:

UPP: 878866-0-5

Combat Assets: Slug Pistol 10, Unarmed Martial Arts (boxing) 13

Other Assets: Act/bluff 13, Persuasion 11, Interrogation 10.

Motivation: Bill has worked as a strike breaker, scab and police mole in the local labor movements and working in the resistance as an infiltrator. The last year he has worked as a police mole in the shipyard labor force in order to be able to "guide" suspicious customers to keep them from figuring out the secret and to alert the secret police if the team are too nosy.

ARMY PATROL AT BEDWELL YARDS

COMPANY A- 2/187th MOTORIZED RIFLE REGIMENT, 1st PLATOON (TL7)

1st platoon consists of 46 soldiers in three ten-man squads with a ten-man heavy weapons squad and an APC section in support. Soldiers are armed with TL7 ACR's and flak jackets unless otherwise noted.

The platoon leadership consists of;

**1x Lieutenant/O-2 - 1LT. Andrei Dubrowskii, (2 terms)
UPP: 987AA9**

Classic Traveller:

Skills: ACR 2; Autogun 1, Leadership 2, Ground Tactics 1, Liaison 1, Ground Vehicle 1, Navigation 1, Communications 1.

TNE:

Combat Assets: Slug rifle 12, Autogun 12, Thrown weapon(grenades)10.

Other Assets: Leadership 12, Ground Tactics 12, Liaison 12, Ground Vehicle 10, Navigation 10, Communications 10.

1x E-7 Leading Sergeant - Melvin Gaarvi (7 terms)

UPP: 677B97

Classic Traveller:

Skills: ACR 4, Autogun 3, Heavy Weapons 3, Grenade Launcher 2, Ground Vehicle 3, Tactics 3, Leader 3, Instruction 3, Communications 2, Brawling 2, Navigation 2, Medical 1.

TNE:

Combat Assets: Slug Rifle 14, Grenade Launcher 14, Autogun 14, Thrown weapon (Grenades) 13.

Other Assets: Ground Vehicle 14, Instruction 14, Leadership 14, Ground Tactics 13, Communications 13, all other skills 12's

4x E-6's / Gunnery Sgt's /Squad Leaders (4 terms)

UPP's: 787796 each.

**1st SQL- E6/ Istas Duree, 2nd SQL- E6/ Kelly Hossack,
3rd SQL- E6/ Brandon Greenawalt,**

Classic Traveller:

Skills: ACR 3, Grenade Launcher 3, Ground tactics 2, Communications 1, Brawling 1, Instruction 1, Leader 1, Medical 1.

TNE:

Combat Assets: Slug rifle 13, Grenade launcher 13, Unarmed combat 12.

Other Assets: Ground tactics 13, Instruction 13, Communications 12, all other skills 10's.

Weapons Squad leader E6/ Gregor "Panzer" Jager.

Classic Traveller:

Skills: Autogun 3, Grenade launcher 3, ACR 2, Heavy weapons 2, Instruction 2, Leadership 2, Navigation 2, Ground tactics 2, Communications 2, Ground Vehicle 1, Brawling 1, Medical 1.

TNE:

Combat Assets: Autogun 14, Grenade launcher 13, Antitank weapons 13, Unarmed combat.

Other Assets: Instruction 13, Leadership 13, Navigation 13, Ground tactics 12, Communications 12, all others 10's.

8 x E-5's/ E4's SGT's/ Lance SGT's

A-team leaders (1A, SGT Chainey; 2A SGT Halberg, 3A SGT Rojic, & 4A SGT Fuqua.)

UPP: 787786 each,

Classic Traveller:

Skills: ACR 3, Grenade Launcher 2, Leader 1, Communications 1, Navigation 1, Tactics 1, Ground vehicle 0, Medical 0.

TNE:

Combat Assets: Two at Level 13's.

Others Assets: One at Level 13, Two at Level 12

B-team leaders (1B, CPL Lode; 2B, CPL Plevich; 3B, CPL Golombowski; 4B, CPL Wakeland.)

UPP: 676775 each

Classic Traveller:

Skills: ACR 2, Grenade Launcher 1, Leader 1, Navigation 1, Tactics 1, Ground vehicle 0, Medical 0.

TNE:

Combat Assets: Two at Level 12.

Others Assets: One at Level 12, Two at Level 10

32 x E1-3's, Privates, Lance Corporals, Corporals (1 term).

UPP: 676774 each

Classic Traveller:

Skills: ACR 1, Grenade Launcher 1, Tactics 1, Ground vehicle 0, Navigation 0, Medical 0.

TNE:

Combat Assets: Two at Level 10.

Others Assets: One at Level 10, Two at Level 8.

Vehicle Section (From Headquarters Platoon, Company A-2/187)

1x Command/ Radio Truck 4WD (light skinned vehicle), TL7, AV-1.

Crew: Driver (E-4), Vehicle Commander (E-5+), 3x Radio Operators (E-3's).

Driver and Commander have side arms (10mm/HE rds), radio operators each have folding stock ACRs (5mm, TL7, Kalashnikov styled/ 30 rd magazines, 7 each).

Radio: 2x 30km, 1x 100km.

Other: Amphibious capable.

4x "PBR-60" 8WD APC's (light skinned vehicle), TL7, AV-2 (Turret AV-3)

Crew: Driver, Gunner, and Commander. (All have 10mm

sidearm). Total of 12 men, attached to 1st Platoon.

Passengers: 1x ten-man squad (5 Side door exits (each), rear hatch(1), belly hatch (2), gun ports top/sides, cramped Solomani design.

Armament: 1x 13mm rotary Autogun, in one-man turret (ball, Tracer, AP, and HE rds linked) in 200 rd belts. Basic gyro-stabilization.

Radio: Short ranged: 1x 30km., 1x 100km.

Other: Amphibious capable.

These troops are bivouacked nearby with two more complete platoons (each with 5 vehicles) plus five more support vehicles of the HQ platoon (Chow truck, and four 5-ton heavy troop trucks). The troops maintain security at the facility entrances and high -speed avenues of approach. Troops remain on station for 24 hrs, then another platoon is rotated in. Security is currently relaxed, at 33%. Should RCES team or terrorists/ rebels attack, this will increase, and a commensurate amount of firepower will be brought in to step up the presence.

Four more rifle companies on this guard rotation from the 2nd Battalion are within thirty minutes alert status at their nearby Regimental Billets. The 1187th Motorized Rifle Division has regimental-strength organic Helicopter gunship support on call, also within 30 minutes. The 1187th Mtd. Div. is a combat effective unit, having recently re-deployed back from counterinsurgency operations in the backcountry versus a small but ever-increasing rebel force of terrorists and guerrillas. This is a "cake" assignment after meritorious service to the State.

Dubrowski is a new Platoon leader. The last 1st Platoon Leader was field promoted to Company Commander after a vehicle ambush killed the CO. As such, SFC Gaarvi is omnipresent. He is the single most decorated soldier in the outfit, and is next in line for 1st Sergeant (E-8), and represents the greatest threat to the RCES team. He is the "father" figure of the platoon.

The arrangements go as follows: the MG-AT SQD covers the entrances (2) to the factory (worker/ commercial) each covered by a 7mm MMG team (2 men) & an Anti-armor team (1x RPG-7 bazooka, 2 men). Each gate is also guarded by one APC (plus crew) and one of the dismounted squads, though only one fire team will be "on duty" every 4 hrs. Troops have Flak jackets, and have been trained to spot bombs/ explosive devices on persons and vehicles with the aid of two K-9 dogs from the Police Ordinance Disposal Unit at each gate. As they have been at this once very three days for the past three months, they know the employees by face very well. Strangers will be scrutinized. Gaarvi is an old soldier, and will retire in 3 more years.

The other two squads are split between roving patrol (foot, 1 Sqd) and mounted roving patrol (with troops). Gaarvi splits the duties up between his three "line" SQL's, leaving his right hand man, SFC Jager to maintain the gates. Hot chow comes from the bivouac at 0730, 1100, and 1630.hrs. There

is a limited amount of Night vision gear, mounted on the 7mm MMG's, and on each of the two 5mm SAW LMG's per SQD. Only the PL, PSG, MG & SQL's have the personal NVG's (PVS-5 equivalents).

Of somewhat an alarming note, on uniforms of the Ebekharian Army, rank tabs and badges are not worn "in the field". Only Military schools, and regimental badges are. Like the Terran British army, the Para wings on the sleeve for service in the Parachute Regiments, usually in rows for terms served. SFC Gaarvi has four; LT Dubrowski, one; SFC Jager six; SSgt's Greenawalt and Hossack have three each. All the A-Team SGTS have at least one. Half of the CPL's do as well. There are 9 E-4's with 1 Para badge. Three are in Hossack's SQD, four in Greenawalt's Sqd; and two in Jager's (Anti armor teams).

These are not the "best" troops in the world, but they are also not some TED's hopped up bullyboys either. 80% of this platoon (and the other two) have worked, and fought side by side for the past year and a half. The other 20% have been integrated over the last three months and are "working out", as Gaarvi is quick to can anyone who cannot keep standards of discipline and training, and doesn't suffer "Politicos" in his NCOs', bad enough the LT is one, but at least he's a Para. If the team members keep things quiet, they will not have to face these men, who are not afraid of gunfire.

CHAPTER 5: TRUE HISTORY OF THE EBEKHAR SYSTEM

This chapter provides the referee with the true history of the Ebekhar system since late 1128 to the current day, and allows the referee to understand the real goings on within the system.

In late 1128, a more aggressive and expansionist government came into power on St Denis. It sought to establish a small pocket empire and resolve some of its resource problems. Initially the St Denis government tried to buy undeveloped real estate within the Ebekhar system, and then even a negotiated change of status of the entire system to a colony. The locals refused. However the military resources of a high population, industrial TL11 world are considerable, and the Ebekhar's planetary defense forces just could not stand the sheer weight of numbers, especially when the invaders were stiffened by a number of TL15 units.

St Denis imposed a colonial style government and started shipping large numbers of "volunteer colonists" to work the agricultural land on Ebekhar and its two hospitable moons. By the time of the collapse, nearly 30 million colonists had been shipped in. The Ebekhar natives were treated as second class citizens.

The virus was brought to the Ebekhar system on board a small fleet of large bulk freighters carrying another load of colonists. The fleet infected the system, and then dove into the heart of the sun with over 40,000 colonists on board.

Fortunately there was little high tech infrastructure left for the virus to infect (except for a few systems brought by the new government). This, together with the hospitable nature of Ebekhar's environment ensured that the bulk of the population survived.

When the collapse came, the Foundation staff was able to revive some of the patients and other occupants and arrange for their partial transport down to the main world. In all they managed to revive almost 5000 souls. The number of St Denis colonists and low berth revives caused a surge in planetary population, and birthrate that has lasted into the new era.

The effects of the collapse dropped the planetary technology to approximately TL6/7. The St Deniser colonial government declared independence (a moot point as St Denis had perished during the collapse). They renamed the world Decius after the former ruler of St Denis and started reshaping the planet in their image. The native Ebekharians were treated as second class citizens or worse, and pushed off the best land etc. The limited technology available made numbers count, and the Ebekharians were soon placed on a series of reservation islands, and the wet navy ensured

that they stayed put.

Over the next 45 years, the St Denis colonists slowly rebuilt their world to a solid TL7 with glimpses of TL8. Their location and the incidental presence of the vampire ships at Iqorr meant that roving vampires or pirates did not bother Ebekhar. Technology may have climbed further but for the constant low level insurrection by the native Ebekharians, who constantly sniped at government garrisons, and staged assassinations and bombings.

The survivors of the Susan Gage Facility on Hope formed small underground communities in the vast low berth vaults. They hid to avoid any potential retaliation from the government of Decius. The hard underground lifestyle resulted in splits in the community that have accelerated over time. The dwellers in Hope's Warrens are dealt with in a later chapter.

In 1175 everything changed, an Imperial era 20ktn Bulk transport appeared in system loaded down with SDB's. The SDB's were TL15/14 imperial relic vessels salvaged from Depot. The planetary defenses tried but failed to stop the invaders, the TL14/15 SDB's were just too fast, heavily armored, and carrying too much EMMC to be affected by crude TL7 planetary defense missiles.

The SDB's swept aside the planetary defenses, then stopped in orbit. The bulk transport then issued an ultimatum, the government of Decius was to surrender or face planetary bombardment. Faced with nuclear annihilation, the government surrendered. While the SDB's orbited, covert transmitters within the Ebekhar reservations broadcast to the orbiting fleet, thanking them for their liberation of the native population from the "Evil" off worlders. Then the Ebekharians made an offer, they would happily govern Ebekhar on behalf of the invaders. The invaders considered and agreed.

Under the threat of the orbiting SDB's, the native Ebekharian population moved out of their reservations in the capital city and surrounding environs. The St Denis colonial population was disarmed and shipped onto the old Ebekhar reservations and some of the other less desirable cities. Then the new Ebekharian government finally met their benefactors. A government delegation was transported above the Bulk Transport, and found it crawling with robots. The ships were vampires!

The Bulk Transport operating under the name "Ernest" made it clear that the vampires were here to stay, but they would accept the Ebekharians as native governors. As a reward for their loyalty, they were presented with three TL9 Mastiff SDB's for planetary security. But two of the vampire SDB's would remain in system to ensure their loyalty. The Bulk Transport, then announced that a viral intelligence had been installed into the computer banks of the Susan Gage facility on Hope and would be the Virus's representative in-

system. The natives were shocked, but after a quick discussion they agreed, and their leader Dr Artisha Karchi agreed to the vampires demands and was proclaimed president for life. The bulk transport and the majority of the SDB's soon left and returned to the Iiselu system.

In the following years Dr Karchi and her Westfalen party (named after the township where Dr Karchi grew up) have ruled the "Free Republics of Ebekhar" with an iron hand. The Ebekharians have imposed a naval and air blockade of the islands populated by the St Denisers. Army units operating out of heavily fortified garrisons patrol the islands, and the three SDB's provide the ultimate threat of planetary bombardment. Party status soon became necessary for rapid advancement in government service / the armed forces, and elite units like the SDB's are only available to party members in good standing. Naturally a thriving black market has grown up to provide party only items to the general populace.

The Virus has kept its promise and supplied Dr Karchi with limited amounts of TL9 small arms, ammunition and radios. The Viral Intelligence on Hope named itself "Lillian". It has unfortunately developed rather unusual side interests. From the extensive medical library in the Foundations databanks it has started medical experiments, first on Warren dwellers then on political prisoners from Ebekhar. The threat of experimentation has done wonders to reduce open acts of revolution. In addition it has trawled through the contents of the low berths and revived several useful remnants, including the head of the planetary defenses and one of the SDB captains. Its control of the low berths has allowed it to threaten several important locals with threats against the well being of frozen family members still in the low berth vaults. Over the years, and especially recently, the Westfalen party has taken to remanding family members of prominent St Denisers in protective custody and shipping them off to the low berth vaults on Hope.

In 1194, Dr Karchi died of cancer and was replaced by Vladimir Cotov. Pictures and statues of the two presidents adorn every public place and many private ones. The St Denisers used the presidential change as a signal for an armed uprising that was only put down with the help of the two vampire SDB's under Lillian's control. The Ebekhar campaign was a significant drain on Ernest's resources and it pondered other approaches. Then in late 1194, it had an idea. It would use the Class B port on Iiselu to produce virus infested starships, which would spread copies of itself amongst the stars, and vastly increasing its domain. The new ships would have hidden facilities to disguise the fact the ship was a vampire.

Ernest decided to sell its covert vampires to human ships crews. This had several advantages:

1. It would gain the second hand ships.
2. The ships' crews would maintain and protect their new

ships, and also the hidden vampire.

3. The ship's crews would add an air of authenticity to their ships.
4. The human crews would automatically travel between the remaining high tech planets, and quickly allow its vampires access to this infrastructure. It would save Ernest the effort exploring the sector.
5. Multiple covert vampires would make tracing any source of virus outbreak more difficult.

Then its reasoning hit a problem, if one of the covert vampires was discovered, then any avenging fleet would strike at Iiselu. So it came up with a further plan.

Whilst the vampire facilities on Iiselu worked to produce a jump drive production facility, Lillian was charged with creating a false shipyard front in the Ebekhar system. The Westfalen party set up a ruling council – "The Board of Trade", produced a fake shipyard, and evidence of TL12 industrial facilities, together with a number of cover stories, in case of investigation / attack by outside sources.

The St Deniser resistance took several years to overcome the wounds inflicted upon it during the unsuccessful insurrection, and is now carrying out a campaign of guerrilla activities against army patrols and garrisons. Resistance activities in the Capital City are limited to intelligence gathering activities for now.

Lillian hid a flight of two SDB's in Hope's oceans. A covert listening post was placed in the rings of planet 6. A further flight of three SDB's was hidden amongst the moons and rings of the outer gas giant. These outer system defenses were to provide protection for the Bulk Transport when it entered the system to deliver a new covert vampire ship and will not intervene in combat around Ebekhar.

Then in early 1200, Guild Captain Auturo entered the system and was captured by Lillian's SDB's. Auturo and the vampires struck up a deal, and in 1202, Auturo took the first of the covert vampires "The Gilded Lilly" to Berens. The results are detailed in the TNE adventure "Gilded Lilly". Meanwhile Captain Auturo's sister remained in the Ebekhar system as insurance against the Captains good behavior. She has rapidly adapted to life with the top circles of the Westfalen party and soon married a wealthy party member, the industrialist Bentley Abrams Bedwell, and owner of the fake Bedwell shipyards. She has made rapid progress and is now one of the members of the "Board of Trade".

In late 1200, the RCS Ship Mississinewa (a Broadsword Class Mercenary Cruiser) entered the system on deep reconnaissance into the depths of the Diaspora Subsector. It was looking to allies, guild facilities and the missing Dawn League ships. The Mississinewa approached Ebekhar

undetected (the listening post was off line for maintenance) and detected suspicious activity around Ebekhar and Hope. The Ebekharians tried to stop the Mississinewa from leaving and had to be reinforced by the two vampire SDB's from Hope. The resulting battle saw one of the Mastiffs destroyed (since replaced by Ernest's shipyard on Isele), and the Mississinewa badly damaged. It mis-jumped out of the system leaving one of its cutters behind. The cutter crashed in the ocean on Hope. Details of the lost cutter are presented later in this adventure, whilst the fate of the Mississinewa will be discovered in Part 3.

The Ebekharians will make every attempt to convince any curious explorers that they are the source of the new Far Traders whilst protecting the vampires that keep them in power. The covert listening post near planet 6 will alert Lillian by tight beam communicator of any new arrivals within the system. Lillian will alert the Board of Trade who will send out two of their SDB's on customs duty. The SDB's will inspect approaching ships and delay them sufficiently for the Ebekharians to start their show. The secondary purpose of the SDB's is to get visiting ships on the ground as quickly as possible to prevent them doing revealing orbital scans.

The SDB's will determine if visitors are free traders, Guilders etc. and allow the people on the ground to use the appropriate cover story (see Chapter 3). If necessary Azrael Bedwell will pose as a Guild Factor for Guild allied visitors. If the RCES team determine that Ebekhar is a fake, then the native forces will try and stop the team. If the team moves against Lillian on Hope, then she will send her two SDB's against them. If the RCES team lands, Lillian's forces will defend their area. If the team have not discovered Lillian's presence she will only attack if confident of victory.

The outer defenses (SDB and listening post) answer to Ernest, and not to Lillian. They will not intervene in fighting between the RCES and Lillian's forces. They are there purely to defend the Bulk Transport on its occasional delivery runs. They will watch any combat and report back to Ernest the next time the Bulk Transport enters the system.

CHAPTER 6:

CONFRONTATION

Now that the RCES team have determined that the Bedwell Shipyard is a fake, what will they do with the information:

CONFRONTING THE GOVERNMENT

If the team confronts the government, then the response depends upon who they talk to:

PORT AUTHORITY INSPECTOR GARRI VORHUUS

If the team bring their evidence to Garri, he will not tell the official line, but warn them that they have stumbled onto a government secret that the shipyard is located elsewhere, he will then say that the government would be very annoyed if it knew the team had discovered its secret. Any streetwise team member will see that Garri is angling for a bribe and a large one at that.

If the team satisfy Garri's greed then he will actually keep quiet. If not, he will seem happy, but report the team to the Krypteia as soon as the team have left.

TRADE AUTHORITY REPRESENTATIVE AZRAEL BEDWELL

If approached in confidence, Azrael will look sheepish and take the team to one side. She will admit that the shipyard is a fake, and the real shipyard is hidden elsewhere within the system as part of a security measure to prevent Guild / Pirate / Vampire attacks. She complements the team on their skill but refuses to divulge the location of the shipyard.

Once the team leave she will alert the Krypteia, who will place the team under even tighter surveillance, if the team seem to have bought Azrael's story then the team will be allowed to leave. If not the Krypteia will act – See below:

COLONEL ARCHIBALD WESTONHAUS

If the team discreetly visits the Colonel (perhaps to present him with a commemorative gift from the RC or an souvenir item from a relic imperial unit), and then reveal the results of their investigations, the Colonel will have his CSM shut the doors and herd the clerks out of the outer office.

If the team have been rather clumsy, and don't seem very capable, then he will give the team the official government story as detailed under Azrael's entry. However if the team members have appeared extremely capable, and have not alerted the Krypteia during their investigations and have some members with military experience, then Colonel Archibald will ask the team about the military strength of the

RC and if the RC knows that the team are at Ebekhar.

If the team's responses impress the Colonel, and he learns of the RC's strength and can be assured that a relief force is on its way, then he will tell the team the true history of Ebekhar and the presence of the vampires on the Moon – Hope. He will promise to delay the response from the ground based PADM batteries, but can not influence the SDB's or the two vampire SDB's based on Hope.

Finally he will plead for the team to rescue his wife from the low berth facility on Hope

HEAD FOR THE HILLS

If the team retreat to their ship and blast off in a desperate attempt to reach the Coalition, then the Ebekharian SDB's will move to intercept. Once in orbit, the Riggins Victrix will be subject to fire from the PADM network. Three active batteries (each with five launchers) will commence firing (one missile per battery per round).

If the team makes it past this barrage, and the Ebekharians believe that they have been rumbled, then Lillian's two Solace class SDB's will rise from Hope's oceans and engage the Riggins Victrix all the way to jump point. Given the SDB's armor, speed, and ECM, it is highly likely they will cripple the Riggins Victrix before it reaches the jump point (outside orbit 4 from the star and 100 diameters out from Ebekhar).

CONTACT THE ST DENISERS

If the team members attempt to leave the Capital Isle and head for the St Deniser reservations in order to contact the resistance, then they will be refused access to local transport links at the airport / harbor. Local security will insist that the team do not have the correct travel documents and will refuse entry. The team should remember that such airport / harbor security are alert for possible terrorist action and are fully armed / armored.

If the team members return to their hotel and approach the government for the correct travel documents, they will be visited by Gregorii who will sadly explain that the team can not visit the St Deniser reservations as they will be a high risk target and their presence would trigger civil unrest, and would probably be subject to terrorist attack.

The team should also remember that they have not specific contacts amongst the St Denisers or the resistance.

SECURITY FORCE RESPONSE

The response from security forces will be dependent upon the crimes the team members are suspected of committing and whether they believe the team have uncovered the truth about the Bedwell Shipyards

1. If the team are seen committing a normal crime, they

will be arrested by the normal police (possibly with a Krypteia liaison officer) and prosecuted as per a normal criminal. However the judge will sentence the team members to deportation and confiscation of assets rather than a prison sentence

2. If the team members repeatedly attempt to slip their Krypteia watchers but are repeatedly caught before they discover anything about the yards, they will be apprehended by a Krypteia SWAT team and deported (after most of their goods have been confiscated)

3. If the team members are caught breaking into the yards and have apparently discovered the plot, then they will be apprehended either by a Krypteia SWAT team or the army units guarding the yards.

4. If the Krypteia discover that the team members have discovered the plot after the team have raided the yards etc. (i.e. by monitoring their conversations within the taxi or hotel rooms, or discovering evidence of a covert entry after the fact), then a Krypteia SWAT team will attempt to apprehend the team in their hotel.

5. If the team members confront a government official with their discoveries, and do not appear to accept the secondary cover story, then the Krypteia surveillance team will attempt to apprehend the team as they exit the building and board their government taxi.

KRYPTeia TACTICS

HOTEL RAID

If the Krypteia decide to attempt to apprehend the team at their hotel, then five teams of 4 SWAT officers will plan a co-ordinated attack. One team will enter via the door to the suite, one team will assail down from the roof and swing in through the windows, the third team will use a shaped charge to blow through the suite wall from an adjacent room (at the other end of the suite from the door, to trap the team in a pincer movement). The fourth team will be positioned on nearby roofs and will be equipped with sniper equipment, whilst the final team acts as a reserve and perimeter cordon.

Krypteia SWAT team members can be treated as elite NPC's equipped with TL9 short range radios, night vision equipment, combat environment suits and ACRs.

SURVEILLANCE TEAM RAID

If the Krypteia need a quick response to team member actions, then they will be forced to use the surveillance team until a SWAT team can be dispatched. A surveillance team raid will be comparatively uncoordinated as the Krypteia officers are surveillance techs rather than combat troops (and can be considered novice NPC's for combat purposes). They will rely upon surprise, and screeching approaches in their surveillance vans to overwhelm the team. Surveillance team members will be lightly equipped, with only approx. half the team having time to done their flak jackets. They will

be armed with a combination of body pistols, other small pistols and an occasional automatic shotgun, ACR or SMG. They will be equipped with TL9 communication equipment and night vision gear, but no heavy weapons or grenades. Perhaps their biggest ace in the hole is the taxi driver "Jimmy Nashe" who may surprise any team members that dive into the taxi and tell him to drive.

CAPTURED

If the team members are captured, they will be restrained and led off in a police prisoner convoy to the local high security Krypteia facility. This is the Krypteia headquarters, where the team members will be imprisoned in a basement cellblock.

Once the team have been captured, the Ebekharian government will issue an ultimatum to the Riggins Victrix to surrender or any team members will be executed. They will order army units at the starport to surround the Riggins launch pad (behind the blast berm), and alert the overhead SDB's.

ESCAPE

If the team escapes from the cellblock or from the capture attempt, the Ebekharian government will issue a planet wide alert, and issue the ultimatum to the Riggins Victrix as detailed under "Captured"

ARMY RESPONSE

Once the army units have been alerted, they will surround the Riggins Victrix, (covered by the blast berm) but they will not assault the ship initially. Unfortunately later that day, the local commander (a political appointee) will decide to win a little glory, and plan a dawn raid.

At dawn, a platoon of infantry will advance over the blast berm in two waves of section strength. Half of each section will assume covering positions on top of the berm or at the access way, whilst the rest rush the ship with breaching charges. The troops regular NPC's and are armed with SMGs and TL7 assault rifles, they are unarmored, and the breaching charges are equivalent to a TL9 HEAP grenade.

This assault is likely to be repulsed with heavy casualties, due to the withering fire that the Riggins Victrix can lay down with its main weapons, and planetary weapons. The breaching charges are unlikely to significantly damage the hull.

After this disastrous assault, the troops will retreat in poor order, and an experienced commander will replace the local commander after a few hours. The army will then dig in for a lengthy siege. Aerial and orbital bombardment will be threatened but not used, the lasers on the Riggins Victrix could hit any jet as it cleared the horizon.

If the Riggins attempts to lift, and operate within the planetary atmosphere i.e. a raid on the Krypteia HQ to

rescue RCES team will trigger a response by the air force, using TL7 missile armed interceptors (similar to the Terran Phantom Jet).

RESISTANCE EFFORTS

Unbeknownst to the RCES team, their activities have been monitored by more than the Krypteia. The local resistance cell has been monitoring them since the resistance agent aboard the “Hammerhand” alerted them via dead letter drop. In addition, Customs Inspector Vorhuus has contacts with the black market (and specifically Pytor Dupres) and has passed information onto his black market contact that has subsequently passed that information along to the resistance.

A handful of resistance cell members have been details to watch / follow the team to find out what they are doing. If the team seem competent, then the resistance will attempt to contact them after approximately one week. The resistance may also attempt to thwart Krypteia attempts to arrest the team.

CONTACT

The resistance cell will use its black market contacts i.e. Pytor Dupres, who will do a favor for the resistance cell leader Chizuru Yukosawa, and a local pick pocket will drop a small note into a team member’s bag or pocket. The note will detail a contact point, with a reminder not to tell the police or read the message aloud.

The resistance will pick contact points in busy public spaces, where the Krypteia will have difficulty observing or controlling entry into the area. Once they have met a resistance contact, the resistance will urge the team into a passing taxi and whisk them away.

THWARTING THE KRYPTeia

If the Krypteia are planning a hotel raid, three resistance members will be assigned to thwart their plans. One resistance member will be driving the getaway vehicle, another will be waiting for the team in the hotel kitchens or basement etc, whilst the third will enter the corridor outside the team’s room disguised as a maid / waiter / cleaner / maintenance person. Once the Krypteia spring into action, so will the resistance. The third resistance member will either grenade the Krypteia team attempting to enter via the suite door, or via the hole in the dividing wall. This should disrupt the Krypteia operation sufficiently for the team to overcome their surprise and bring their superior weaponry into play.

Once the Krypteia SWAT team has been disabled, the resistance member will call on the team to “follow me if you want to live”. He will then lead the team down the service elevator / stairs into the bowels of the hotel, where they will meet up with the other rebels and escape via the getaway vehicle – a delivery truck. If the team members have delayed too long i.e. exchanging fire with the sniper unit, the

local police and more Krypteia will have surrounded the hotel, and the resistance team will be forced to use their backup plan and escape via the sewers (via a pre excavated hole in a basement wall).

JAIL BREAK

If the team members appeared to be competent and had discovered the plot, but were captured by government forces despite action by the resistance, then the resistance may expend some effort to free the team. Inspector Donaldsen on board the “Hammerhand” will use one of the laser comms to make a brief message to the Riggins Victrix as to the captured team members’ location, and some resistance message drop points. He will be unable to tight beam a significant message as the virus onboard the SDB will detect the use of the communications equipment.

The Krypteia HQ is too heavily defended for the resistance to break in, although they can provide partial plans and diversions to aid a RCES raid. How any remaining team members break their friends out is up to them. If all the team members have been captured, and the Riggins has repulsed the first assault, then the Riggins will probably lift and head back to the RC to report, if they can not identify a simple rescue plan with a high probability of success. In this case, Inspector Donaldsen will risk a significant transmission from the SDB and provide the Riggins with the true history of the Ebekhar system. This will alert the virus that will detonate the power plant onboard the “Hammerhand”. Lillian’s SDB’s will then lift to intercept the Riggins Victrix before it can leave the system.

MEETING THE RESISTANCE

Once the team have meet up with the resistance, (either by meeting a contact or being rescued by a resistance team, they will be whisked away to a large transshipment warehouse of “Kynaston Delivery Services (KDS). The warehouse is huge, with a constant stream of identical delivery vans loading and unloading. The resistance will swap vans and head off to a safe house on the outskirts of the capital city.

There they will be waved into the safe house, to meet the leader of the resistance cell in Shantee city. Chizuru Yukosawa is described at the end of this chapter. She will greet the team and ask them to sit.

“Please sit, we need to discuss important matters. I understand from my colleagues that you have uncovered the truth at the Bedwell shipyards, well there is more”. She will then tell the team the true history of the Ebekhar system as detailed in Section 5.

Chizuru will continue “Now we want free government with equality for all, free from the oppressive hand of the Vampires. They perpetrate atrocities against the people and support this unjust government. While you want an expanded interstellar society, which the vampires are

blocking. Our aims coincide.”

“We will help you get back to your ship, and provide coordinates for Lillian’s base on Hope. Can you deliver the fatal blow?” If asked why they need help getting back to their ship, Chizuru will reply “The Krypteia will have noticed your disappearance within minutes and have probably been searching Shantee city ever since. Your ship will be surrounded by troops by now.”

BOARDING GATE

Chizuru can arrange for the team to be taken back to another KDS warehouse, where they will transfer to another delivery van and from there to a deserted warehouse several miles from the Coltaire Down starport. From there the resistance will lead the team into an old imperial era maglev tunnel running under the Downport. The old Maglev line was effectively destroyed in the Final War, and has lain forgotten and undiscovered for over seventy years. The resistance have been mining an escape tunnel from the maglev tunnel into the basement of the old passenger terminal at the Downport. Only a few feet of earth and a thin concrete wall separate the team from the port.

Once the team have broken through into the basement, they can advance by torchlight into the terminals upper levels. Only a tiny portion of the terminal is currently in use, reflecting the tiny volume of passengers using the port facilities. The resistance will provide the team with a map of the port, and then attempt to conceal the tunnel entrance.

The team can move around the passenger terminal with minimal problems unless they make very large amounts of noise. There are probably only half a dozen locals in the entire building. From a disused room within the passenger terminal the team will be able to observe the entire Downport. They will be to see the Riggins Victrix on its launch pad surrounded by its blast berm. On the other side of the blast berm, Ebekharian troops can be seen digging in, and a few APC’s armed with missiles and auto-cannons are hidden nearby behind buildings etc. Over to one side on another pad, an Ebekharian SDB can be seen loading supplies and preparing for flight.

If the team have a laser / maser com or a TL12 radio they will be able to contact the Riggins Victrix and arrange pick-up / covering fire. The team may try to bluff or force their way past the ring of troops.

Approximately a company of infantry is guarding the ship, with approximately 5 APC’s as support. The troops ringing the blast berm are effectively Novice NPC’s led by junior officers rated as Regular NPC’s. No officer higher than a junior Lieutenant will be with the circling troops. The company commander and his staff are back at the army barracks in the Shantee city. The troops are equipped with TL7 assault rifles, a scattering of hand grenades, and a LMG in each section. The officers are equipped identically but are issued with TL7 short-range radios. Heavy arc lights

have been set up on nearby buildings and will illuminate the landing pad and surrounding area.

False uniforms (note that Ebekharian uniforms do not have rank symbols attached), and fake orders would be extremely useful here. The junior lieutenants could be hoodwinked or browbeaten fairly easily, especially by army / marine team members with long service.

If the team try a running gunfight then the Riggins can lay down withering support fire once the team are inside the blast berm. Its laser turrets can also make short work of the arc lights (and the top floors of the buildings they are mounted on).

BLAST OFF

Once on board the Riggins, the team can pass the information about the vampire base on Hope to the ship’s crew. The team can direct the Riggins to Hope to quell the vampire threat.

As soon as the Riggins blasts off, the troops will scatter, and the APC’s will briefly fire at the rising ship, but their light rounds will just bounce off the Riggins’s hull armor. It will take the Riggins approximately 15 minutes to reach orbit. During this time smart team members may commence firing on the SDB below them (any significant hit will cause the rather stupid onboard virus to think it has been disabled, and scuttle itself by detonating the power plant). Surprisingly during its ascent, no PADM missiles will be fired at the Riggins. Unbeknownst to the team, Colonel Westonhaus has issued a hold fire order until the Riggins has reached orbit. He will claim that it is to prevent damage / fallout / EMP effects over the Capital Isle, but really he is assisting the team as much as he can at the moment.

As the Riggins enters orbit, the two remaining Ebekharian SDB’s will hove into view and demand the team surrenders. The Riggins is considerably faster than the SDB’s and should soon out-run them. Its jammers will probably also prevent them gaining an accurate fire control lock. Simultaneously the PADM batteries will finally open fire – One Battery of five TL7 missiles will commence firing, and two more batteries will join in after two rounds if the Riggins is still in range. It should be noted that Ebekhar, and its moons are all within one 30,000km space hex.

As they approach Hope, two Imperial Era Solace SDB’s will rise from the oceans of Hope and vector towards the Riggins. They will commence firing as soon as they clear the atmosphere. Initially they will use their Spinal N-Paws whilst using their lasers for anti-missile defense.

They will have their jammers on and will be spewing decoys liberally. If the Riggins proves to be a difficult target, they will start using their missiles.

The Solace SDB’s are vampires, controlled by puppeteer type viruses and they will freely use their radios to try and infect the Riggins Victrix. The canary in the Long Range

Survey pod will start flashing indicating an active viral attack.

BATTLE TACTICS

Several tactics are available to the team and the crew of the Riggins. Their weapons will almost certainly be able to lock onto the Eberkharian SDB's, and penetrate their armor plate, however these SDB's are not the real threat.

The Riggins Victrix ECM/ECCM will be almost completely effective against the native PADM and SDB's who may resort to firing blind. ECM from the two Solace SDB's will confuse the native fire control even further, and blind fire from the natives may have a significant if accidental effect. Daring piloting close to a vampire SDB, (with flickering jamming to give the locals an enticing glimpse of a target), may result in the vampire SDB taking missile hits from their own native auxiliaries.

The lasers on-board the Riggins will probably have difficulty with the armored hulls of the SDB's, although the missiles from the Pod will be effective, if the team can get a lock and penetrate the active defenses.

The Riggins is fully streamlined and designed for high speed atmospheric maneuvering, whilst the Mastiff / Wolverine SDB's are not designed for atmospheric maneuvering and do not have the fuel anyway. The Solace SDB's can operate within an atmosphere, but with a limited speed. The Riggins will be nearly five times as fast. In addition, the Solaces will have to spend approximately one turn adjusting their spinal mount to a C-PAWS.

Once in the atmosphere, and operating at planetary combat ranges, the Riggins can use its short-range weapons, and specifically the forward mounted plasma guns, which will penetrate the hull of a Solace SDB. Or the Riggins could use its speed to evade the Solaces (over the horizon, behind terrain etc.) and then hide: either underwater or under a camouflage net.

The Long-Range Survey Pod contains a snake anti-viral weapon. As the Riggins is under viral attack via radio from the two puppeteers, and this has triggered the on-board canary, smart team members (or a helpful NPC) may rig their snake up to the Riggins radio and trigger an anti-viral counter attack. The Snake has a combat value of 5D6, whilst the two puppeteers have combat values of 6D6. Electronic combat is detailed in Appendix C. Electronic combat will take a single space combat round. The snake can attack only one virus at a time.

Whilst a vampire ship is defending itself from the snake, it will lose any sensor and fire control locks, cease firing, lose control of any command missiles, cease ECM/ECCM and cease maneuvering. This is a sitting target, assuming the RCES weapons can penetrate the hull. If the vampire ceases accelerating whilst in the atmosphere of Hope, the resultant fall could be catastrophic. If the vampire has to fire a firewall to defend itself, then it will lose control of three hull

locations and the systems within them. This could be critical if a major weapon, or engineering system was isolated by the firewall.

If the RCES team use their snake on the virus lurking in the bowels of a Mastiff / Wolverine, it should easily overcome the virus (Combat Value 1D6). Defeat of the virus will leave the ship in the hands of the crew. The Hammerhand crew will rebel under the leadership of Inspector Donaldsen, and gain control of their ship after a brief fight with the marines.

EBEKHARIAN NPCS

Police Chief of Detectives Nizrim Levenskii

Law Enforcer

Human (Solomani) Male, age 42 (5 Terms)

Classic Traveller:

UPP: 777AC8.

Skills: Auto Pistol 3, Cudgel 2, Bluff 4, Interrogation 3, Streetwise 3, Ground vehicle 2.

TNE:

UPP: 777ACB-0-8.

Combat Assets: Slug Pistol 13, Armed martial arts (Club) 12.

Other Assets: Act/Bluff 15, Interrogation 13, Streetwise 13, Disguise 13, Bargain 12, Ground vehicle 12, Intrusion 9.

Motivations: Nizrim is the head of Detectives in the starport town on Ebekhar, and is street savvy and Book-smart as well, having spent eight years in undercover work. He wishes to attain the Highest Police office in the land before he's through. If the team wind up on the wrong side of him, they will have a jovial, but relentless foe. Unlike many cops of the beat, Levenskii has a graveyard sense of humor. Politically, he supports the government (they pay him after all for what he does). Bribing him is out of the question, as he scrupulously clean in that regard. Looking the other way requires some quid pro quo, and if he "requires some assistance later", he intends to collect! Nizrim is rather nondescript, of average height and weight, dark-haired (though if moving incognito, this can change) man with pale green eyes. He prefers to take his criminals alive, but will not hesitate to use deadly force as needs be. The detectives of his division are experienced no-nonsense fellows. He is their role model. Several of his men have wound up in bad shape trying to pierce the shadowy edges of Mr. Dupres organized crime element. Levenskii however, is dogged and tenacious, and enjoys this like his morning crossword puzzle.

Pytor "Point-Blank" Dupres

Criminal

Human (Solomani) male, age 32

Classic Traveller:

UPP: 986874.

Skills: Auto Pistol 3, Cudgel 3, Leader 4, Streetwise 3, Bluff 3, Tactics 12, Ground Vehicle 1, Pilot (fixed wing) 1.

TNE:

UPP: 986879-0-4.

Combat Assets: Slug pistol 13, Armed martial arts (large club) 13.

Other Assets: Leadership 14, Persuasion 14, Streetwise 12, Observation 12, Stealth 12, Ground tactics 12, Ground Vehicle 10, Pilot (fixed wing) 10, Act/Bluff 10.

Motivations: Pytor is a hardened criminal, and has been since age 8 when he was a "look-out man" for the local mobster in his home city. At 17, he was the youngest "gun" in the Mobster's stable of "Hired hands" His attempt at going straight was a hitch in the Army, but he was busted for racketeering before the term was up. As the corruption was widespread, he was merely discharged, along with 120 other people in his battalion. Upon his return, he discovered the Mobster slain in a police raid, and took over his "turf". As the Police are an extension of the Pro-Vampire government, this makes Mr. Dupres by the same extension, a member of the resistance movement. Arms smuggled from old Army buddies, including explosives, can be had for a price, as long as he gets a cut. Unlike the previous boss, Dupres handles all of his own hits, as it's "a personal matter of honor" to him.

The actual cause of the Rebels versus Ernest and Lillian, he really doesn't care about, truly. And RCES doesn't excite him either. They're just another client, and he's the prime mover and shaker in these parts if they didn't bring it with them. As a matter of Honor, Dupres' criminal activities include gambling (including "fixing games"), Smuggling, black-market tobacco, & alcohol. Prostitution, narcotics, extortion, and shakedown money isn't his style. He's a smarter cat than that, and funnels his illegal proceeds into such things as "Affordable Modular Tenement housing", rents, and an amusement park (he is the silent investment partner in that). Usually the folks he winds up killing are fouler crooks than he is. His small plane pilot's license was handled through private channels (he's not Airline qualified, but he can manage a twin engine TL7 passenger airplane/ seaplane).

Chizuru Yukosawa

Civil Engineer/Rebel

Human (Solomani) female, age 28.

Classic Traveller:

UPP: 9759B6.

Skills: Brawling 2, Civil Engineering 2, Computer 2, Leader 2, Admin 1, Ground tactics 1, Ground vehicle 1.

TNE:

UPP: 9759BB-0-6.

Combat Assets: Unarmed martial arts 12

Other Assets: Construction 14, Computer 14, Excavation 14, Geology 12, Map 12, Navigation 12, Leadership 12, Ground tactics 10, Ground vehicle 10.

Motivation: Ms Yukosawa is a high-ranking employee for one of the best construction firms planetside on Ebekhar, and as such is privy to all the blueprints her company has undertaken since Ernest took over. She is driven by the injustice the Vampires have imposed upon her world, and is seeking to expand the resistance beyond its present form, which is mostly covert acts of vandalism, and graffiti, organized on the "cell" level. She is the rallying point for the local resistance, and has had incredible luck thus far not coming to the notice of the State Police.

(Actually, Mr. Dupres has a soft spot for her, and would "hate to lose" her business, and has had a few undercover Policemen turn up elsewhere, usually roughed up, drugged and a wee worse for wear. None have turned up dead yet- nor likely to be found if such is true.). Ms Yukosawa is unaware of Mr. Dupres' activities "covering" her back, but is not naïve enough to believe he's doing this for anything other than money.

CHAPTER 7: THE WARRENS

THE SUSAN GAGE FOUNDATION

The Susan Gage Foundation facilities are truly vast, but the remains on the surface may belie the true extent of the facility.

ABOVE GROUND

The settlement on Hope consisted of a small town (Imperial era population 10,000 approx.) located on the south shore of a large oval freshwater lake (running approximately 10 miles east to west, and 2-5 miles north to south). To the east of the town separated by about 2 miles of farmland, was a small spaceport. To the south of the town, in several acres of parkland was the skyscraper that held the administrative facilities of the Susan Gage Foundation.

In the New Era, the town is derelict, and most of the buildings are open to the sky. The spaceport is a barren broken area of concrete with a few piles of rubble where the port buildings once stood. The elevated maglev line that joined the two has now collapsed. The Susan Gage Foundation skyscraper was demolished in the collapse and its remains now lie littered across the parkland, which has run wild.

BELOW GROUND FACILITY

The underground facilities include the core, the clusters and the vaults.

THE CORE

The core is the heart of the facility and was located directly under the skyscraper. It was divided into inner and outer cores, and the rings. The inner core is approximately 20 meters in diameter and over 20 levels deep. Level 1 houses more admin facilities, whilst levels 2-5 housed the computer network that ran the facility (and held all the medical records). Levels 6-9 hold 3 independent fusion power plants that provided power for large portions of the facility. Level 10 holds hydrogen fuel storage tanks, whilst Level 11 holds the water filters, water storage tanks, and fuel purification plants. The water is piped in via two 2m-diameter pipes running under the town to the nearby lake.

Levels 12-20 hold a geo-thermal power plant.

The outer core is 5 levels deep and has a diameter of 40 meters. It holds, medical theatres, pre-op rooms etc. to allow patients to be frozen or revived, and if necessary operated on to affect a cure, when technology allowed. It also contains nurses stations, pharmacies etc.

The rings are two complete ring structures housing low berths, with a radius of 80 and 100 meters from the center of the inner core. Each ring is about 15m wide and is

stacked wall to floor with low berths. Each 1.5m section of wall holds 3 low berths stacked on atop another. The rings are 5 levels deep. The rings are joined together, and to the central core via radial corridors (at the cardinal points) at levels 1, 3 and 5.

This central facility held the original foundation presence. As the number of low berth patients grew, these central facilities became full, and additional facilities were required. These were the clusters.

CLUSTERS

The clusters are smaller versions of the original facilities located around the central core facilities. They are approximately 1km from the central core, starting from an easterly position and 60 degrees apart until, the westerly most cluster. These 4 clusters were linked to the central core via large corridors at level 1.

Each cluster was 15 levels deep. Level 1 held admin facilities as well as limited power facilities. Levels 2 to 13 held a large central area, for low berth patient processing, and were surrounded by walls of low berths. Levels 14 & 15 were given over to storage (medical supplies and patients personal items). Each cluster was powered from the main power systems, but each had a local emergency supply, usually solar or wind power.

As the foundation grew more, an extra ring of clusters was built. This half circle of clusters was 1km further out from the first cluster ring and linked to it by more Level 1 corridors. This ring consisted of 7 clusters (4 radially out from the original clusters and 3 more spaced evenly between these four), forming a semi-circle of clusters to the south of the original facility.

The layout of these clusters was identical to the inner clusters.

VAULTS

However the installation still grew and more space was required. As a stop gap measure, the 1km corridors linking the two rings of clusters with the central core were widened, and low berths installed along both walls (again 3 high per 1.5m length of wall). This added nearly 32,000 low berth spaces, but still this was not enough. So the vaults were developed.

Each vault consists of a deep shaft approximately 4 meters in diameter. The shaft is surrounded by low berths and contains an automated forklift like device that loads and unloads the berths as required. The vaults were used to hold long term patients. Each shaft was over 500 meters deep. These vaults were grouped together in groups of seven in a circular formation with a central vault and six surrounding vaults. Each vault is connected to the nearest cluster or the central core facilities by two tunnels. One tunnel is for

maintenance access, whilst the second is a rapid transit maglev system that allowed a low berth to be transferred to and from the vaults as required.

Numerous vaults were added as the foundation grew.

CURRENT STATUS

Currently the Core is under the control of Lillian and her robots. They control the facilities of the inner and outer core, together with the two rings. Lillian herself resides in the central computer system. Access from the outer ring into the core is heavily controlled. Only two entrances are still open, and they are locked, and guarded. Other access points have been sealed and barricaded.

The outer ring acts as a clear zone between Lillian's bastion and the uncontrolled areas of the facilities now called the Warrens.

The Clusters are now home to various bands of humans arranged into primitive tribal structures. They have taken over the storage areas and the central medical facilities and turned them into dwellings and farms (using a liberal layer of topsoil, and lights running off the emergency power supplies). The farms are subsidized by trapped animals (roaming the corridors, and those caught outside), and limited supplies from outside. Main power to the clusters was cut during the collapse, and the majority of the low berths died. A few managed to continue operating on the emergency power. Now a number of these corpses have been used to fertilize the crude underground farms. As they have grown in numbers several clans have been forced to spill out into the corridors.

The cluster tribes are generally mutual suspicious and occasionally hostile, and are detailed in a following section.

The majority of the vaults were powered down during the collapse, and without power the low berth occupants died. Most of them have suffered further failures and even partial flooding in the intervening 70 years. They are now tombs inhabited only by outcasts and the insane. Three vault clusters located near the central core facility survived on emergency power feeds from the geo-thermal power plant within the central core. Lillian now controls these vaults.

WARREN DWELLERS

THE WARDENS

The Wardens are descended from the Facility personnel who ran the Low berthing facility (Scientists, Doctors, and Medical & computer technicians) in pre-collapse times. The Wardens have secured several dozen berths off an independent power source from Lillian, wherein they rotate in and out of "sleep". Of all the Organics of the "Warrens", as the AI-Lillian refers to the honeycombed passages between walls, floors, heating tunnels & duct works, they

are the least numerous, barely over a hundred of them. Treat as veteran NPC's (**TNE:** All skills 13's, **CT:** At least one skill at Level 3), Imperial remnants. Leader types as elite NPC's (**TNE:** Skills at 14, **CT:** One skill at level 4, at least one skill at Level 3). For combat purposes, treat as Novices (**TNE:** Skills of 9 or less, **CT:** Most skills at Level 1).

THE INMATI

The Inmati are the former "inmates" of the facility. They are a mixture of low berthers revived over the decades and their descendants. They have balkanized into small clans, based on former pasts, whether by professions, or by incurable disease. They are the most numerous, some 2-3,000 of them exist in the "Warrens", typically in clans of several hundreds. Some groups are a bit weird, delusional to some extreme, believing they are in some sort of dream. Others are in denial that the Imperium is over, and Lillian is an AI-machine intelligence. No fewer than two groups venerate "her" as their goddess of evil incarnate, and sacrifice their sick and dying to her "servants" the Morlocks (not true, but the Morlocks do gather up these sacrifices for later consumption). Most are fatalistic, and unarmed. A few have Morlock-made weapons for self-defense. Treat average Inmati as Novice NPC's (**TNE:** Skills of 9 or less, **CT:** Most skills at Level 1), leader types as experienced to veteran NPC's (**TNE:** All skills 13's, **CT:** At least one skill at Level 3).

KNOWN "CLANS"

The "Horde" (some 850-900 members): Comprised of Post collapse starship abductees, military EPW's of the Solomani Navy & Ground Forces, and some athletes, and a few criminals. The best armed group versus the Morlocks.

The "Dream Web" (some 350-400 members): One of the delusional clans, fatalistic, but friendly enough. Each is tattooed with a Spider on the left cheek. They choose their leadership for their tale spinning talents.

"Shangri-La" (250-300 members): A delusional group that believes they will live forever, and is isolationist minded versus the "Doomed". Utopian in its outlook, they mark the disappearances by the Morlocks ambushes as, "those who lost faith in the ideal society," and refuse to countenance the existence of the Morlocks. Many are Timers club members.

The "Restored" (350-400 members): Made up of a group of unemployed folks frozen by St. Denis at the onset of the "Hard Times". Mixed technical, mechanical skills. Almost all are armed. Among them are several dozen Imperial Vargr who were imprisoned by Lucan's IMOJ for suspicion of "war sabotage" among them.

The "Libre est St. Denis" (some 250-300 members): Founded by those imprisoned for their Pro-Solomani resistance movement (1118-1124), united in their outlook to liberate their planet from the Pre-collapse despotism it sank into, all the while unaware (or self-deluded) St. Denis

perished in the collapse. 75% of them are armed. They are hostile towards the Restored & the Bwap-Main Men as they are aliens.

The "Doomed" (200-250 members): Another fatalistic clan of survivors, awakened, but with terminal disease. They have frequent relations with the Wardens (Dr Imhotep in particular). They are dwindling. Most of the cures for them can be found at TL11+ medically, which was interrupted by the Rebellion & collapse.

The Lazarus Clan, (450-500 members): A delusional group that believes "Lillian" is Lilith of biblical times, or a Shiva goddess of death/ evil/ destruction to be feared and appeased. They "appease her servants the Morlocks" with the very ill and comatose.

THE MORLOCKS

The Morlocks are the worst of the "Warren" dwellers, having lost all of their humanity, many were sociopathic criminals once, cryo-prisoners from worlds with no death penalty. They have devolved into cannibalism, and prey on the other groups. They are armed with crude daggers and spears made from plasteel and conduit piping, as well as clubs, and axes. They are however susceptibly superstitious, and fire and bright lights can drive them off for a time. They hunt in packs of five or more. Even Lillian's robot and breed minions tread warily about these once-men, as the Morlocks will ambush even the Cyborgs Lillian creates for sale to Isele. They supplement their diet with rats and other ambulatory vermin. Treat Morlocks as Experienced NPC's (**TNE:** Skills at 11-12, **CT:** At least two skills at Level 2), leader types as Veteran NPC's (**TNE:** All skills 13's, **CT:** At least one skill at Level 3) for combat purposes. They number between 650-800 members.

THE MAIN-MEN

The Main-Men derive their name from the Maintenance component of the Hope facility staff. They have passed down their knowledge of every nook and cranny, hidey-hole, dead end, cache, etc by rote amongst their members. In this mini ecological niche of Humaniti, they are the scavengers of equipment, the "go betweens" among the Inmati & Wardens. They have no dealings with the Morlocks, except to kill them when attacked.

The Main-Men also know how to get outside the facility undetected from Lillian and her bots. Treat all Main Men as experienced NPC's, leaders as Veteran NPC's. The Main Men live in small clustered family units of 5-30 individuals, apart from the main Inmati communities. None are very tall, many are minor Humaniti species (Quarmas) or minor aliens (Bwap). Bwap Main-Men tend towards the more humid levels of the heater ducts and steam tunnels.

Unlike the Restored, they are mostly self-serving, with a "what's in-it-for-me?" attitude. The Horde believe they number somewhere in the neighborhood of 250-350 total

(both Quarmas & Bwap groups together). Still, they will ally with any of the more warlike groups against the Morlocks (usually to their benefit though).

TAKE ME TO YOUR LEADER

Once the RCES have successfully dealt with Lillian's SDB's then they will be free to land the Riggins Victrix and have a look around. If the RCES hide from the SDB's, movement had best be conducted at night to avoid aerial patrols.

A description of the above ground features is provided above. The first person the team will encounter is a young boy of about 10 years of age fishing by a small stream. The boy is dressed in obviously Sunday best suit that has seen better days. Strangely the style is that of the Imperium over two hundred years ago.

If the RCES team appear suddenly / aggressively (e.g. over-flying in the Victrix) the boy will drop his fishing rod and high tail it into the bushes. A (**TNE:** average tracking, **CT:** Recon / Hunting, DM+2) roll will allow the team to follow the boy as he crashes through the undergrowth. If the team arrive at the scene later (e.g. after having landed the Victrix), a (**TNE:** difficult tracking, **CT:** Recon / Hunting, DM0) roll will allow them to follow the boys trail. High tech sensors such as IR goggles will reduce the **TNE:** difficulty by one level, improve the **CT:** DM by +2. Successful tracking will bring the team upon a manual hatch hidden in some undergrowth.

If the team members approach the boy in a friendly manner, he will initially back off, but will soon be attracted back by the presence of the team and their strange equipment. This is a good place for the team members to role-play their inter-personal skills. The boy is called Kirian Yuru, and he is ten. If the team can convince him that they mean no harm and want to see his parents / elders, he will gather up his fishing equipment and two fish and lead the team down a faint hunting trail to a manual hatch in the undergrowth. If the team members fail with their inter-personal skills the boy will run off, but can be tracked as detailed above.

DOWN BELOW

Opening the hatch will reveal a dirty room lit by faint but TL10 light fittings. The room looks like any other room that the team may have seen on Oriflamme or similar Stellar technology worlds, except a lot more dirty. Mud has been trampled down the ladder and across the room.

Kirin, if he is with the team will lead them down the ladder into the room, and then off into a corridor in the same state as the room. A few yards down the corridor are two men armed with swords and crossbows and dressed in a strange miss-mash of imperial era clothing. The two guards will level their crossbows at the team and interrogate them / Kirian as to their intentions. They will also shout further into the facility. Within minutes another dozen armed men will have

arrived including the leader of this clan “Androhaar Shunishaam”.

If the team have been none threatening, (hands away from their weapons, no raised voices etc.), they will be escorted further into the domain of the “Restored”.

The team will see families living in the remains of offices and medical facilities. Fires have been built in rooms to provide cooking facilities as well as blacksmithing. The people seem to be about TL1 / TL2 but with no evidence of firearms. Strangely this primitive tribe are living in the remains of a Stellar technology underground facility, lit not by campfires but standard imperial light fixtures. The people are dressed like the guards, in a random selection of imperial era clothing with styles ranging back almost 500 years in some cases.

Androhaar will lead the group into a what appears to have been a medical ward and now seems to serve as a market / village green for this level of the facility. Here members of the tribe will gather around the team at a respectful distance in complete silence. The tribe is waiting for the team members to speak. They will listen without replying and let the team redeem / condemn themselves out of their own mouths. If the team are friendly, then Androhaar will soon break the silence and welcome them to the domain of the Restored. If the team members are threatening, approx. 40 armed men will move forward from the crowd. They have crossbows leveled at the team and will attempt to herd them back to the entrance hatch.

Assuming that the team have not got themselves expelled, Androhaar will lead the RCES team off to one side, and several of the local women will start to place rugs on the floor and bring bowls of foodstuffs (meat and vegetables) together with mugs of water, and a bottle of whiskey. The technological disparities are glaring, a number of the serving bowls are medical receptacles, several of the carving knives are actually medical scalpels, and the whiskey is actual Terran whiskey imported from Terra and dated 1080. Whilst the team and Androhaar are eating, several older men will arrive and seat themselves next to Androhaar. Any team members experienced with primitive societies will realize that these are the tribal elders.

Androhaar is keen to know who the team are, where they have come from, do they have a starship (a reply of yes will be met with a gasp), have they defeated Lillian, are there killer robots on their worlds. In response he can tell them the story of Hope, the Inmati, the Wardens, the Morlocks and Lillian’s robots.

If the RCES team members have been open and friendly, have graciously accepted the tribe’s hospitality, and reciprocated with gifts (ration packs, minor items like flashlights, and may be a pistol for Androhaar), then they will be given the freedom of the tribe, and Kirian will be assigned to show the team around.

Kirian will proudly show the team the room that is his family’s home, the primitive farms in the bottom storage areas lit by artificial lights with their cages of Terran rabbits and the black smith who is busy producing crossbow bolts. Kirian is particular proud of the crossbows and says he will own one when he becomes a man. He will also casually mention that the Restored trade crossbows to another clan “Horde”. If asked where he got his clothes, he will lead the team off to a side room where there is a vast array of drawers similar to a bank safe deposit box facility. They are actually vacuum sealed personal item storage for the patients, and tend to include a suit of clothes and a few personal items. That’s where the tribes clothes and the bottle of whiskey came from.

SCREAMS IN THE NIGHT

In the hours after midnight, echoing screams will shatter the team’s sleep. Looking out of their assigned room, they can see several armed men rushing through the village. Closer inspection will reveal that they are members of the tribe, grabbing weapons and mustering for action.

If the team members ask, one of the running men will shout “Morlocks”, as he goes past. Clever team members will remember that Morlocks were mentioned yesterday and appear to be bandits of some sort. Assuming the team members gather themselves and follow the men, they will soon find them gathered in a series of rooms surrounding a large dark portal. If asked, one of the men will whisper that this is the corridor that leads to the realm another clan called the “Shangri-La”. From the sounds echoing down the tunnel it would seem that they are under attack. A few muttered sounds of “Morlocks” will be heard amongst the men. After a few minutes Androhaar will arrive and start to array his forces. He will send several groups to monitor the other corridor entrances, whilst arraying his forces around the darkened portal.

Once he has finished, he will happily answer the team’s questions. Yes the Shangri-La clan is friendly if a little gullible. No they will not go to their aid, it is too dangerous in the dark with the Morlocks around. The Restored can’t use their crossbows against an enemy they can’t see. Yes they will investigate when the lights come back up at dawn.

If the RCES team have night vision gear they may chose to investigate, and such an endeavor will earn them great respect amongst the Restored and the other tribes when they get to hear of it. If the team members decide to investigate, they will have to jog down a pitch dark corridor for approx. 1km before they encounter another area identical to that of the Restored. The team can rapidly move through the deserted outer rooms and into the central area. The area will be lit by flickering firelight from various banked campfires and the torches of the raiders. Screams echo from various families that have been trapped in their rooms and are now being pillaged by the Morlock raiding party. The Morlocks have attacked and killed most of the men on this level and are now working on the last pockets of pitiful

resistance. Items and stalls have been overturned, several women are being dragged off by Morlocks, all in all a scene of chaos.

Experienced RCES team members with night vision gear, firearms and a good grasp of tactics will probably decimate the Morlocks. There are 30 Morlocks in the raiding party, and one leader. The surprise and ferocity of their raid (coupled with the complete lack of defenses) allowed them to avoid any significant casualties. Surprisingly they will not run at the first gunshot, combat with Lillian's forces has taught them to respect firearms but not fear them. They are armed with a variety of clubs, spears, and daggers, but have no real armor. They will retreat after taking 50% casualties, or the leader is killed and they have taken over 25% casualties, provided the team have not suffered similar levels of injury.

Once the team have routed the Morlocks, the few remaining survivors will appear from the gloom and look fearfully at the RCES team. Offers of medical help will rapidly get these scared people to emerge. Team members who look around can find the access points to the next level. These have been secured from below, and no amount of knocking will cause the remaining clan members to emerge until the lights come back on at dawn.

A quarter of an hour after dawn, an armed party will arrive from the Restored camp. If the RCES team have routed the Morlocks, then the Restored party will hold them in high regard. Eventually after a few hours, the remaining Shangri-La clan members will emerge from their locked levels to survey the scene. The team will quickly learn that the Shangri-La clan propose to do nothing regarding the attack. They will adopt the few survivors from this level, and set up the damaged houses etc. but they refuse to arm themselves, believing the attack to be a one off. They will criticize those who died in the raid as lacking in faith, and refuse to accept that the Morlocks exist as a real group, despite the evidence of their own eyes. The Restored rescue party will soon leave in disgust, and suggest the team follow them.

Once back at the Restored encampment, the team will be announced as heroes, and soon the entire clan will be regaled with their achievements. The team members will be asked to tell the story of their battle. Observant team members may notice another group in the audience who are dressed differently from the Restored. After the story telling, the leader of this new group "Sheri de Shivva" will introduce herself as a trader from the Horde clan. She is here to trade for crossbows. She is very impressed with the team's raid against the Morlocks. Soon the traders will leave, and the team may accompany them if they wish. However, Androhaar will suggest that the team meet Dr Shandraa Imhotep of the Wardens.

MEETING THE WARDENS

Androhaar will assign a couple of his men to guide to team

to the Wardens. Here they will meet Dr Shandraa Imhotep. The two Restored will describe the team members and their actions and then leave the team to explain their mission. Dr Imhotep is an imperial era remnant and will quickly grasp the new galactic situation once the team explain about the RCES, and the vampire ship at Berens / the happenings on Ebekhar.

Dr Shandraa Imhotep will need little convincing to support the team, her patients are dying from basic diseases she has only read about in text books, or killed by roving Morlock bands. As for some of the clans containing remnants with their incurable illnesses, they are in so much pain and desperately need high tech medicines. Agreeing to try to arrange help from any new government on Ebekhar or from the RC will gain her support. She will produce several handwritten letters to the individual clan leaders, and assign two of her clan to travel with the team to help rally the clans to the RCES cause.

MEETING THE HORDE

If the RCES team accompany the trade caravan lead by Sheri de Shivva, then they will soon enter the Cluster controlled by the Horde. A simple look around will reveal this clan is much bigger, with all available space being used. The guards also appear formidable, armed with a decent collection of TL1/2 weapons including crossbows and even some personal armor is present. They are obviously a major military power.

Sheri de Shivva will leave the duties of unloading the caravan to her deputy, and take the team straight to Griffon O'Malley, the leader of the Horde clan. (a description can be found in the NPC section at the rear of this Chapter). Sheri de Shivva will then tell of the team's exploits in routing the Morlock raid in the dark. Griffon will look impressed.

He is willing to be convinced of any RCES plans to either remove Lillian or the Morlocks. He is however a skilled leader who will not lead his troops into destruction and leave the clan undefended against Morlock raids. Let the team members role-play their pitch to Griffon to get him on side. Griffon knows he has the largest troop strength of all the clans (except for the Morlocks which are more numerous if less well trained and equipped), and he will let the team and other allied clans know it. The team will probably have to spend long hours smoothing the path between the various clan leaders if this encounter is anything to go by.

GATHERING THE CLANS

With the support of both the Restored, and the Horde clans together with the backing from Dr Imhotep, it should be a reasonably easy job to gain agreement from the other clans, however things are not so easy.

It is up to the RCES team members to determine which clans to approach, and what their "Pitch" will be regarding a revolt against Lillian. They should be aware that the

Morlocks are still a general threat and most clans will hold back some or all of their forces to protect their clan bases. The Clan responses to a reasonable RCES approach are detailed below, but the referee is free to alter these responses in the face of particularly inspiring or dreary speeches from the team members.

- The Dream Web lead by Yiseldra of the Seven Sagas will surprisingly be supportive. Yiseldra will tell a gripping story of her visions, which will move the clan. Whilst having no military forces they will help with food, general carrying, cooking etc.
- Shangri-La lead by Reverend Brother Shu Shan Li will be polite, but the Reverend Brother is not happy with the team stopping the purification of his clan of the unworthy (The Morlock Raid), and will quickly but politely dismiss the team. If the RCES team members persist, the Reverend Brother will quickly make his displeasure known and the team are likely to be pelted with rotten food etc. Over-reaction here will reduce the team's standing in the eyes of the various Inmati clans.
- Libre Est St Denis lead by Richard "Mad Hatter" Hoare is initially keen, however if he discovers that the Team have allied with alien or Imperial loving clans (i.e. the Restored), or there are aliens or Imperial Era remnants with Imperial Military service amongst the RCES team, then his SolSec inspired bigotry will rapidly surface. He will barely control himself to honor the flag of truce. The team had best leave quickly.
- The Doomed lead by Hermis Ghanek will be welcoming, polite, and absolutely no use what so ever. They merely wish to spend their last years in peace and quiet tending their small gardens.
- The Lazarus Clan lead by Elijah McCabe will be hostile and drive off a RCES truce party with shouted insults and even the odd thrown spear. More about the Lazarus clan motives will be revealed later.

DWELLERS BENEATH

Following on from the RCES team's disrupting the Morlock raid, and their subsequent efforts to unit the various Inmati clans, there has been dissension in the Morlock ranks, several challengers have appeared to Shuugrak's leadership. Although Shuugrak has killed most of them personally, there is still dissension in the ranks. In an effort to quell the mutterings, Shuugrak has taken his elite bodyguards "the Fire Demons" and has gone to ambush the RCES team, and display their heads to the doubters.

The Morlocks will attempt to ambush the team whilst they are travelling between the various clans. A small blocking force (equaling the number of team members + 2) will use maintenance tunnels to move ahead of the team, whilst the rest of the group including Shuugrak have hidden in a maintenance duct behind the team. Once the RCES engage

the blocking force, the remaining Morlocks will come whooping down on the team's rear, dropping in from maintenance hatches (the Morlocks will emerge about 5 meters behind the team, and 4 Morlocks can emerge from the various hatches per round).

The Morlocks will fight until they have taken massive casualties (in the order of 75%), if the RCES forces are still strong. If the team have been considerably weakened, the Morlocks will play a final desperate gamble and fight to the death. In all cases Shuugrak will fight to the death, anything else will result in his death by the remaining rank and file Morlocks.

The death of Shuugrak and the effective destruction of the bodyguard will destroy Morlock morale and they will slip away. Extremely charismatic and violent appearing RCES team members may even be able to rally some Morlock offshoots to their standard, although the remaining clans would probably massacre the Morlocks if they found them. If the RCES team present evidence of the defeat of Shuugrak, then the remaining martial clans will rally to the RCES. The more delusional clans will be grateful, but still be unable to effectively contribute to the struggle.

STRANGERS IN THE DARK

If the RCES have rallied most of the clans and especially if they have defeated the Morlock leader and his bodyguards, then their exploits will soon become common knowledge throughout the complex. This will attract the attention of the Warren's most reclusive group – the main men.

The main men will approach the team whilst they are at a council meeting with the various tribal leaders, there will be a commotion outside, and the guards will open the door to the room to reveal a strange alien in a flowing robe. The alien looks like a newt. Imperial Remnants will identify the alien as a Bwap on an intelligence roll (**TNE:** Average, **CT:** DM+2). New Era team members with a Xenology or history skill can also identify the alien on a **TNE:** Difficult, **CT:** DM0 skill roll. What's more the Bwap is carrying a gun – a primitive TL3/4 weapon, but a gun none the less. The local tribal leaders will be slightly in awe, the Main Men do not normally interact with the Inmati except when it comes to the Morlocks.

The Bwap (called "Sabewebpeabpa") will pass on an invitation from Kebapu Aswan-Apatu the Main Man leader, the tribal leaders will be even more shocked. Kebapu Aswan-Apatu normally does not meet with anyone, and certainly does not invite people to his camp. This rare privilege coupled with potential allies with guns should encourage the team to accept the invitation.

Sabewebpeabpa will lead the team into the warrens, and after a short distance down one of the main tunnels, he will stop, and open a barely visible maintenance panel in the wall. He will then lead them through a maze of dank and

humid maintenance tunnels illuminated only by the light of Sabewebpeabpa's lantern. If the team members produce their own torches, the Sabewebpeabpa will respectfully request that the team turn them off, and will refuse to go further unless the team members extinguish their lights. After an hour of wandering (deliberately made confusing by Sabewebpeabpa to prevent the team finding their way to a Main Men encampment, they will enter a larger chamber, a maintenance rest area by the looks of the rusted equipment and a few chairs. Here the RCES team will meet a larger group of Main Men, all armed with firearms. Sabewebpeabpa will explain that in order to protect their encampment, the team will have to be blindfolded the last stage of the journey. Sabewebpeabpa will ensure the team that they will not be harmed, and the blindfold will only be on for about 10 minutes. This is a good place to worry paranoid team members, but the Main Men mean the team no harm.

Once the blindfolds have been removed, the team will find themselves in a maintenance parts storage area (or so the old signs state). Here is a particular old and wizened Bwap, and approximately a dozen Main Men, some Bwap and some humans although slightly different from the coalition norm. Imperial Era Remnants or Biologists will identify the humans as being from a minor race but are unable to determine which one.

The Wizened old Bwap will stand "I am Kebapu Aswan-Apatu, and you must be from the Reformation Coalition, we have been expecting you to return". This will shock the team to the core, how did Kebapu Aswan-Apatu know where they were from, and what's this about a return?". Team members will probably admit to belonging to the RC but deny that the RC has visited here before. Kebapu Aswan-Apatu will recognize their confusion, and indicate to one of his aides to come forward. The aide is carrying a large canvas bag. Kebapu Aswan-Apatu will reach into the bag and draw out a standard RCES issue laser rifle with a flourish. This should rock the team significantly, next he will pull out an RCES flight jacket emblazoned with a nickname "Flamer" across the back. This is definitely all RCES equipment.

Smart team members will want to consult with records on the Victrix for missing RC personnel and ships. Kebapu Aswan-Apatu will have let them have the flight jacket. As the team depart from Kebapu Aswan-Apatu will announce that they have 2 days to determine if they are part of the "tree of destiny and rebirth"

Computer searches using the Victrix database will not initially come up with meaningful results, however, Shrier will suggest checking Hiver Academy files and this search will find Ed "Flammer" Harris. Following him through the files will place him as the 2nd Cutter Pilot on the Mississinewa on its last ill-fated voyage. The Mississinewa left for spinward in 1201 and has not been seen since. Now it appears that it reached Ebekhar.

Also attached to the flight jacket was "Flamers" comm unit,

which hopefully contains the last few hours of conversation between him and the Mississinewa. Extensive computer analysis will recover the files, apparently the Mississinewa jumped into the system in late 1200 and detected what was probably a "Guilded Lilly" vampire trader on final approach to Ebekhar. When challenged, three Mastiff SDB's attacked the Mississinewa who immediately launched her gun-pack armed cutters. The resulting battle destroyed one of the SDB's before they were reinforced by two more sophisticated models from Hope (almost certainly the Solace SDB's the team encountered). The Mississinewa ordered an emergency jump to the Kennebunk system, but was unable to recover Cutter 2 before she was driven off.

Flamer managed to get the cutter down onto Hope, but was caught in the explosion when one of the SDB's strafed the downed cutter. The Main Men recovered him, but his injuries were too severe. The last statement on the recorder details flamer's last will and testament and is witnessed by Kebapu Aswan-Apatu

In two days Sabewebpeabpa will return, ready to take a message back to Kebapu Aswan-Apatu. If the RCES team agree that they are part of the "Tree of Destiny and Rebirth", a squad of armed Bwap will appear in approximately 2 hours ready to join the fight. They will state that they are there to act as messengers and that the rest of the Main Men will appear when called. The team have gained some valuable and well armed allies

Whilst the team are trying to determine a plan, Sabewebpeabpa will casually mention that the Main Men know a way into Lillian's Domain. Apparently the Main Men know some maintenance tunnels that lead to one of the surge rooms on the water intake to the filtration plant (they have set up fishing nets there to catch the small lake life that is dragged in via the pumps). There is a door from that room that leads into the purification plant. Unfortunately the door is locked.

Any team members that investigate will be lead by a Main Man scout down a series of walkways eventually ending in a manual hatch. Opening the hatch leads to a huge but dimly lit cistern. Below the mezzanine floor grating a large area of water can be seen filling the room within about 3 meters of the ceiling. Various nets can be seen straddling the "pond" attached to the walkways. Across the room, there can be seen an old rusted manual hatch. Inspection of the hatch will reveal no obvious alarm wires but the hand-wheel will not turn. In fact the door is alarmed on the other side, but the alarm is old and crude, and goes via several sub-systems before the engineering robots on the power plant level became aware of it. The hand-wheel has been wedged shut on Lillian's side of the door.

LILLIAN STRIKES BACK

Whilst the Team have been rallying the tribes, word has spread of their heroics and their stated intention of overthrowing Lillian. Unfortunately for the RCES team, the more "mystic" clans are very poor at keeping secrets, and soon

the team's intentions have reached the ears of the Lazarus Clan. The Lazarus elders quickly decided that the team would be defeated and Lillian's wrath terrible, so in order to preserve their tribe (and to keep their personal positions of power), a small delegation was sent to Lillian's domain to warn her and to curry favor.

Lillian was very interested at the news, as she had been unable to detect the camouflaged Victrix and was unaware of the team's location or actions. However, she had a problem, her forces were primarily fixed and defensive in nature. Even sending every robot outside to battle the combined clans can give no guarantee of victory and would leave her vulnerable. Her Breed forces, cybernetically enhanced humans controlled by a virus computer implanted into their brains (see Vampire Fleets) are much more versatile and expendable. Unfortunately the food offerings from the Lazarus tribe were only enough to keep about 2 squads worth fed, and the remainder of the two companies were in cold sleep. The Lazarus clan itself would need a little encouragement to start a pitched battle, and would be outnumbered by the combined clans.

So Lillian came up with a daring plan, she revived a company of breeds, and sent them to the Lazarus clan encampment. There they "persuaded" the clan to mobilize for an attack on the other clans. Food supply problems have governed Lillian's strategy, her mobile forces have used the Lazarus Clan's entire food supply to support themselves for the campaign. They must attack the other clans in order to gain their stored food supplies. This will allow Lillian to supply her other Breed Company, or maintain the active company in the field. Lillian's new forces now have 5 days before their food supplies run out and they must capture additional provisions before then.

Lillian's forces will strike at the nearest "mystic" clan within 2 days of the Breeds reaching the Lazarus camp. Unless stopped they will massacre the clan, pillage its food supplies and be equipped for another 10 days in the field. The RCES forces must stop this menace quickly before it grows. Smart team members may have been watching the gates to Lillian's domain and may have spotted the Lazarus clan messengers or the Breed Company.

If Lillian's forces gain sufficient provisions for approximately 20-30 days, then she may consider reviving the other Breed Company (either a reinforcements or casualty replacements).

Swift and decisive action here will gain the team valuable expertise in organizing and commanding their new low tech allies, and also a potentially large cache of TL9 infantry weapons. It will also prevent Lillian from fielding more Breed forces and effectively confine her to her domain, the remaining robots being too valuable to risk in exterior patrols.

ENDGAME

After driving Lillian's Breed forces and clan allies from the field, the team should regroup to tend the wounded and distribute any captured weapons. Simple basic hygiene etc. can raise the effective TL of the clan medical facilities to TL5, which will dramatically increase the survival rates of the wounded.

It will take approximately 1 month for the team to train any of their clan allies in the effective use of the captured firearms. This is probably too long for the RCES team. However, there is a group that would take to the use of firearms in only a few days. The Imperial Era remnants with military experience, and specifically the Imperial Navy Vargr serving with the Restored. This will dramatically increase the effectiveness of the clan forces.

It is up to the RCES team to determine the plan of final attack, although a council of tribal leaders will review any proposed attack and dismiss any plans that will lead to large scale casualties to any one tribe. Any newly equipped forces or the RCM recon team on the Victrix would be useful as spearhead forces, and any heavy weapons carried by the recon team would be very useful to opening one or more of the now sealed entrances to Lillian's domain.

Lillian will have defended the entrance to her domains with the medical / admin bots supported by the Janitor bots. The majority of the security bots are acting as command elements / specialists / stiffeners to these forces. A handful of security bots have been left as a floating reserve.

Once the RCES are inside the boundaries of Lillian's domain (either via a direct assault on one of the two doors, or via the secret access provided by the Main Men), they can start their assault. Clever team members will probably seek to strike directly at Lillian and let any available clan forces keep the robots busy.

A computer or engineering expert could attempt to shutdown power to specific system, however the presence of an active virus (Lillian) in the control system will prevent such a means of attack. Destroying or shutting down the fusion power plants will cause the geo-thermal plant to cut in to provide power. If that is also taken off line then emergency power will kick in to provide limited services. Emergency power will keep Lillian alive and also trigger the evacuation lighting, illuminating the entire core facility in an eerie red light, whilst fire exit signs start to flash and the fire alarm wails in the team's ears.

Getting to the power plant should be relatively easy if the team used the secret entrance. There will be the occasional patrol of two janitor robots if the Core is on alert. Once in the power control room, there will be a handful of maintenance robots for the RCES team to deal with before they can assume control of the power center. Unfortunately turning off the power will not affect the robots (although they will eventually run down in about 4 days).

If the team attempt to connect the Snake or a lightning

bolt up to the computer net, Lillian will quickly firewall the area, especially if the RCES team used the Snake against her SDB's. They will have no choice but to advance on Lillian herself. Once she becomes aware of the RCES team she will dispatch a unit of security robots to deal with them. If they have cut the power, her wheeled security robots will be restricted to the levels they are on (the lifts will stop working if the complex is on emergency power). In this instance she will bolster the available security robots with armed nursing bots. The security patrol will be the same number of robots as RCES team members, either security robots or approx. 50%/50% security robots and nursing bots.

Once they have fought their way past the security patrol, the team can advance on the computers that are Lillian. Occasionally combat with the various tribes will release the occasional robot who will attempt to intercept the team. The Referee should adjust the number and scale of these encounters based upon the remaining strength of the RCES team.

Once they enter the Computer Room on Level 2, they will be greeted by a vast computer bank, and the voice of Lillian. She will quickly surrender and attempt to praise the team on their skill and courage. She will then announce that she has valuable information on the real source of the "Guilded Lilly". Once "Guilded Lilly" passes her voder, the team members will hear a distant "Krump" and all indications on the computers will extinguish. Lillian is dead!!

The death of Lillian will not affect the robots under her command who will continue to fight until destroyed. If they are corralled in an area, they will run down in about 4 days.

CHARACTERS OF HOPE

LILLIAN

Lillian is a puppeteer strain virus inserted into the data system by Ernest's expeditionary force nearly three decades ago. She is loyal to Ernest's plans up to the point of defeat when she will attempt to bargain for her continued existence.

She is quite ruthless and not above using terror tactics, blackmail and controlled atrocities to govern her domain both on Hope and Ebekhar. It is she that came up with the ideas of: reviving remnants with useful skills to support the Westfalen party government; the use of hostages held in the low berths; the production of breeds to terrorize the warren dwellers; and even the exchange of Ebekharian and Hope natives to the very occasional passing vampire ship in trade for information and technology.

THE WARDENS

Dr. Shandraa Imhotep

Leader

Human, female, Vilani. Age 44 (104)

Classic Traveller:

UPP: 558CE9

Skills: Medical 4, Computers 4, Research 3, Leader 3, Brawling 1, Survival 1.

TNE:

UPP: 558CE9-0-B

Combat Assets: Melee (Unarmed martial arts) 9.

Other Assets: Medical 6 (Trauma 2/14, Diagnosis 2/14, Surgery 2/14), Computers 14, Research 14, Observation 14, Biology 15, Leadership 13, Will power 12, Survival 10.

Motivations: Shandraa is the senior most facility scientist-doctor remaining amongst the "Wardens", and takes her role seriously. It was she and two others that corroborated the awakening of the Inmati & Morlocks. Unfortunately as Virus had inserted itself, it wiped out many pertinent details of the cryo-frozen remnants, like their status criminally, mentally, and sometimes medically. She has a strong commitment to the Wardens, and the people still frozen, as well as the Inmati who are sick. She is not intimidated by violence, and will not hesitate to use it in her defense or those under her care.

THE INMATI

Griffon O'Malley

Leader (Horde)

Human, male, Solomani age 30 (65)

Classic Traveller:

UPP: 8789A8

Skills: Brawling 3, Large Blade 3, Survival 2, Leadership 3, Ground Tactics 2, Electronics 1.

TNE:

UPP: 8789A8-0-A

Combat Assets: Melee (Unarmed Martial arts 13, Armed martial arts (large Blade) 13).

Other Assets: Willpower 13, Survival 12, Leadership 13, Ground Tactics 12, Stealth 10, Intrusion 10, Electronics 9.

Motivations: Griffon was a martial artist athlete, the captain of his team in the Sector wide Olympiads of the prewar era. Griffon is aggressive, and inclined to use violence to resolve problems, especially where nests of Morlocks are discovered. Griffon's group works closely with the Restored, as they have the bulk of the skilled craftsmen, and has some contacts amongst the Main-Men.

"Yiseldra of the Seven Sagas"

Leader (The Dream Web)

Human, female, Solomani, age 23 (53)

Classic Traveller:

UPP: 546995

Skills: Small Blade 1, Brawling 1, Bluff 3, Instruction 2, Liaison 1, Survival 1.

TNE:**UPP:** 546995-5-A**Combat Assets:** Armed martial arts 7, Unarmed martial arts 7.**Other Assets:** Act/Bluff 13, Instruction 12, Persuasion 11, Survival 10.

Motivations: Yiseldra is dying of a terminal disease (Referee select one) that slowly debilitates the health of the person. Attractive, yet frail. Yiseldra is aware of her own mortality, and this insight has allowed her to become a better storyteller, and leader of her group of survivors. (Treat her storytelling in the way one would a Traditional Gaelic Bard). She instructs and leads. The entropy-fatalism of the Doomed, her "re-birth" tribe did not appeal, to her so she traveled and applied with the Dream Web. Lately Yiseldra's dreams have entered her stories in prophetic fashion (inexplicably), and her latest tale is of far travelling saviors riding the stars.

Reverend Brother Shu Shan Li*Leader (Shangri-La)*

Human, male Solomani, age 54 (84)

Classic Traveller:**UPP:** 565A7A**Skills:** Brawling 2, Instruction 3, Admin 3, Liaison 3, Leadership 2, Survival 1.**TNE:****UPP:** 565A7A-0-8**Combat Assets:** Unarmed martial arts 12.**Other Assets:** Instruction 13, Leadership 11, Philosophy 12, Willpower 12, Religion 12, Persuasion 13, Survival 10, Stealth 10.

Motivations: The "Reverend Brother Shu Shan Li" is an assumed name of Hoargrave Berrents, a former con man, and charlatan. He leads the "utopians" of Shangri-La, and is a pathological liar par excellence. He has also over the past thirty years convinced himself of his own lies. The "perfect pacifistic society must be entered with uncluttered mind & life (meaning the very poor who have no wealth to contribute to the Rev Br. Shu, and those of diseased mind or body are excluded.). Under his leadership, those seeking peace from the rest of the Inmati's squabbles maybe found here, though they too cannot comprehend the horrors of the Morlocks (and thus deny they really exist). Shu's isolationist group tends to be xenophobic at best.

Androhaar Shunishaam*Leader (The Restored)*

Human, male, Vilani; age 45 (75)

Classic Traveller:**UPP:** 7779A7**Skills:** Archery 2, Large Blade 2, Mechanic 1, Medical 1, Navigation 1, Observation 2, Stealth 1, Survival 2, Tracking 2.**TNE:****UPP:** 7779A7-0-9**Combat Assets:** Archery 12, Armed martial arts 12.**Other Assets:** Mechanic 9, Medical (Trauma aide) 9, Navigation 10, Observation 12, Stealth 10, Survival 12, Tracking 12.

Motivations: Androhaar is willing to help anyone in need, and has operated his group of awakened survivors in such a manner. His group produces crossbows for trade and sale to other groups (save the Morlocks, of course!). Androhaar's violent tendencies stem from counterattacking Morlock raiders.

Richard "Mad Hatter" Hoare*Leader (Libre est St. Denis)*

Human, male. Solomani, age 53 (103)

Classic Traveller:**UPP:** 876987**Skills:** Large Blade 3, Brawling 3, Archery 3, Leader 3, Survival 2, Ground Tactics 1, Mechanic 1, Medical 1.**TNE:****UPP:** 876987-0-9**Combat Assets:** Armed martial arts 13, Unarmed martial arts 13, Archery 13:**Other Assets:** Survival 12, Leadership 13, Ground Tactics 12, Stealth 10, Intrusion 10, Mechanic 9, Medical (trauma aide) 9.

Motivations: Mr. Hoare is the erstwhile leader of the Liberate St Denis Movement from the planet of the same name. He was rounded up in a police sweep in 1119, and sent here for "cryo-freeze to keep him from rabble rousing. Since being awakened, he has taken hold of this group of his former members, and added a few more. (Mr. Hoare was also a Sol Sec agent, sent to "disturb" the Hi-pop world of St Denis). They are ardent Human supremacists, and dislike the Restored (due to their Vargr members) and any of the Bwap Main-Men slightly less than the Morlocks. He makes no secret of his bigotry to all things non-human, and is more than willing to use violence to achieve his ends.

Heramis Ghanek*Leader (The Doomed)*

Human, female. Solomani, age 53 (103)

Classic Traveller:**UPP:** 3458A4**Skill:** Instruction 3, Medical 2, Survival 2.**TNE:****UPP:** 3458A4-0-7**Combat Assets:** (none)**Other Assets:** Medical (Diagnosis) 12, Instruction 13, Survival 12, Stealth 10, Intrusion 10.**Motivation:** Heramis leads the Doomed: those awakened

who are dying of terminal diseases. Due to the nature of Lillian's computer override controls being damaged by the other Inmati, and sometimes the Morlock, it is not as simple as one may think to return to lowberth. Heramis suffers from Alzheimer's, and its onset has reduced her from Veteran status to her present condition. They suffer in dignity, and carry on as before, tending their small gardens, and conducting limited barter-trade with the main-Men. They endure their visits from the Wardens. Heramis' lust is actually an obsession for death to come and take her before she forgets even her own identity.

"Elijah" McCabe

Leader (The Lazarus Clan)

Human, male, Solomani, age 64 (94)

Classic Traveller:

UPP: 456AA6

Skills: Large Blades 2, Brawling 2, Leader 2, Computer 1, Electronics 1, Ground tactics 1.

TNE:

UPP: 456AA6-0-8

Combat Assets: Armed melee combat 12, Unarmed melee combat 12.

Other Assets: Ground tactics 10, Leadership 12, Religion 13, Electronics 7, Computers 7.

Motivations: The "Prophet" Elijah McCabe is totally devoted to the AI-Lillian as his "goddess", and has built up his cult with ruthless precision, obeying his "visions" from "her". Dissenters, like the Doomed, are placed outside the group's warrens for the Morlocks to dispose of. He has seconded his morals for his authority based on his god's whims, and rationalizes all else beneath it.

THE MORLOCKS

Shuugrak Skullsplitter

Leader

Human, male, ???, age 55 (85)

Classic Traveller:

UPP: A99772

Skills: Large Blades 3, Brawling 3, Spear 3, Ground tactics 3, Leader 3, Interrogation 2, Survival 2, Navigation 1, Tracking 2.

TNE:

UPP: A99772-0-2

Combat Assets: Armed martial arts 13, Unarmed martial arts 13, Thrown weapon 13.

Other Assets: Ground tactics 13, Stealth 13, Observation 12, Leadership 13, Interrogation 12, Survival 12, Navigation 10, Tracking 12.

Motivations: Shuugrak's name amongst his kind is a totem watchword for a successful raid/ hunt. His rulership of these packs is undisputed still (all other would-be rivals have been "eliminated" either by himself, or those who hunt

them). His "elite" call themselves the "Fire Demons", (and wear the heavy fireproof coats of the former Fire-Emergency services of the facility, and their broad brimmed helmets). Each wields one of the 25 "sacred" axes (Standard Fire axe, two-handed weapon). All of the Morlocks wear scalps of their kills woven into belts, baldrics, etc. Recently they have come to fear the "Swoosh-darts" of the Restored & Horde (Crossbow bolts). Shuugrak demands fealty of all his followers. His elite sacrifice a finger, which he wears about his neck as "power over them". They in turn, wear necklaces of pinkie fingers over their pack-leaders, and so on. Shuugrak wields a modified great axe made from a gear head and sharpened on the plascrete floor, blackened by fire, and adorned with the shrunken heads of rivals. He carries numerous sharpen throwing implements. (Shuugrak's real name is Isaac Shuugrakhamash, a sociopathic serial killer who enjoyed dismembering his victims, [usually professional doctors, psychiatrists, etc]. He was sentenced to penal cryo-prison as criminally insane in 1117 off St. Denis. He was "awakened" by one of Dr Imhotep's assistant's 30 years ago, who he promptly murdered, and disposed of.) The Morlocks have grown out of his leadership over other suitable candidates exiled from the Inmati, or from those fellow cryo-prisoners. Women Prisoners are kept long enough to breed once, and then are butchered. There are no female Morlocks.

TRIBESMEN

The following names have been provided to help the referee generate random tribesmen:

- Kerigan
- Mahmoud
- Aziim
- Isamoto
- Mokotu
- Talva
- Mula

TNE MASS COMBAT SYSTEM STATISTICS

The following clans can place effective armed forces into the fray:

HORDE:

3 Companies TL2, Veteran Troops, equipped with swords, axes and crossbows. Medium Troops. Combat Value: 15 each

RESTORED:

1 Company TL2, Regular Troops, equipped with spears, clubs with a few swords and axes. Light Troops. Combat Value: 6

1 Platoon TL2, Veteran Troops, including the Imperial Vargr, equipped with spears, swords, knives and crossbows. Medium Troops. Combat Value: 5.

If equipped with captured TL9 firearms, their Combat Value is raised to: 17

LIBRE EST ST DENIS:

1 Company TL1, Regular Troops, equipped with spears, clubs with a few swords and axes. Light Troops. Combat Value: 4

LAZARUS: (PRO LILLIAN)

1 Company TL1, Regular Troops, equipped with spears, clubs with a few swords and axes. Light Troops. Combat Value: 4

2 Platoons TL1, Regular Troops, equipped with spears, clubs with a few swords and axes. Light Troops. Combat Value: 1

MORLOCKS:

5 Companies TL1, Veteran Troops, equipped with spears, clubs, with some swords and axes. Light Troops. Combat Value: 6

1 Bodyguard Section, TL1, Elite Troops, equipped with fireman's jackets and fire axes. Medium Troops. Combat Value: 2

MAIN MEN:

1 Company TL3, Veteran Troops, equipped with chain mail armor, swords, crossbows and some primitive fire arms, and bombs. Heavy Troops. Combat Value: 30

LILLIAN:

1 Platoon TL9, Janitorial Robots (Novice), equipped with their intrinsic armor and snub pistols. Light Troops, Combat Value: 4

1 Section TL9, Nursing Robots (Novice), equipped with their intrinsic armor, TL9 ACRs, and Laser Rifles. Light Troops, Combat Value: 2

1 Section TL12, Security Robots (Veteran), equipped with their intrinsic armor, TL12 laser rifles. Heavy troops. Combat Value: 16

2 Company TL9 Breeds (Regular), equipped with laser rifles, ACRs and flak jackets. Medium Troops, Combat Value: 33 each

Automated Perimeter Defenses (1 Section equivalent - Veteran), TL12, lightly armored, equipped with TL12 laser carbines and gas dispensers. Medium Troop equivalent. Combat Value: 11

CHAPTER 8: THE WATCHERS

Lillian's base on Hope is not the only Vampire presence in the Ebekhar system, Ernest maintains his own personal forces here as well.

SINQUAY'S RINGS.

A small orbital base has been established in the rings of Sinquay (Orbit 6). The base acts as an early warning system for Ebekhar and specifically Lillian, to visitors from out-system.

The base consists of four cutter modules connected together as follows:

Module 1: A standard fuel processor module

Module 2: A standard support module

Module 3: A standard command module

Module 4: A survey module with the staterooms, densitometer and neutrino sensor removed and a 150,000km TL12 folding passive EMS system installed.

The base is run by an administrative deskbot reprogrammed for sensor operation, a BURR engineering assistant and two small zero G space station maintenance bots.

The base uses its passive array to watch for visitors and will send a maser message to Lillian (who alerts the Ebekharians), and another message to Ernest's SDB's. Its fuel supplies are topped up by one of the Vampire SDB's every time the Bulk Transport enters the system with another "Lilly".

In the event that the RCES detect the presence of the orbital base (probably from communications logs recovered after they have defeated Lillian), then once the base realizes that they have been discovered (direct active scans, direct hails, the Riggins Victrix on a direct intercept course), then they will detonate a small tactical nuclear weapon and destroy themselves to preserve the secret of Ernest and Liselu.

SOLACE SDB WING

Ernest also maintains a wing of three vampire Solace class SDB's in orbit around the gas giant Charybdis. Their job is to provide security for the visiting Bulk Transport, however, they have a secondary purpose to provide information to Ernest of the destruction of the vampire presence in the Ebekhar system at all costs.

They normally hide within gas giants' rings and moons, but if they detect a nuclear detonation from the location of the orbital station, or detect the Victrix heading towards them,

then they will hide. If the Victrix detects one of the SDB's then the other two will leave it to fight the RCES. If the Victrix spots two SDB's and makes it obvious to the vampires (i.e. firing on both SDB's), then the two vampires will combine to defeat the RCES whilst the third remains hidden. If the team spot all three SDB's, then two will move to engage the RCES team, whilst the third moves to hide.

CHAPTER 9: AFTERMATH

With Lillian's consciousness wiped from the still smoldering data banks of the Susan Gage Foundation, and with warren dwellers running amok on the levels below, the RCES team have won the right to feel victorious and exhausted. Once the euphoria wears off, they will realize the trial has apparently gone cold.

Lillian was extinguished before she could reveal anything, although the nature of her demise, and the lack of ship building facilities on Hope will confirm that the Ebekhar system is not the origin of the "Guilded Lilly". Somewhere in the depths of the Diaspora sector an insidious vampire threat still remains.

Hope is now in the hands of the newly united tribes of warren dwellers, whilst on Ebekhar, Colonel Westonhaus assumed control of a government of national unity and is attempting talks with the St Deniser factions.

The only course of action now seems to be follow the information held within "Flammers" flight suit comms recorder and to re-visit the Kennebunk system to look for the missing RCS Mississinewa, hopefully she saw something usefully during her last battle.

The Riggins Victrix will receive a last message of thanks from Colonel Westonhaus just as she disappears into Jump space in a blue flash of her jump grid. Next stop Kennebunk.

APPENDIX A: STARSHIPS

REFORMATION COALITION

VICTRIX CLASS MULTIMISSION SLOOP

The Victrix ships are survivors of and copies of a class of multipurpose warship constructed by the Solomani Confederation during the Final War. They are true TL12 thoroughbreds: fast, long-legged, well-armed and highly capable, but “highly-strung” and quite demanding to operate. All 11 units of the class currently serving the RCES are slightly different.

Like all Victrix ships, Riggins Victrix is a tight design. Except for her recovered TL13 jump drive, all her systems are TL12. (All Victrix class ships have at least J3 performance with TL13 drives, but some are fitted with recovered lightweight high tech drives. These not only allow higher absolute performance, but the weight savings allow these vessels to have beefed up hull plating).

All crewmembers except the captain are housed in double occupancy, but when extra crew or troops are carried, hot bunking is required. Fuel carriage is also at a premium; Victrix ships also require careful attention to fuel usage. The G-Turn figures below based upon fuel reserved for Jump-N also apply to a ship that has just entered a system after having completed such a jump. An additional six G-Turns may be gained by burning power plant fuel, but this is potentially risky. Although all Victrix ships have “good legs” based upon their Jump-3 performance, the cost in their limited fuel tankage means that such deep penetration missions must have their jumps carefully plotted to place a fuel source very near the far end of the jump-space “hole”, preferably in such a location as to completely use up the ship’s residual velocity.

Ships systems draw a total of 984.61075 MW, a shortfall of 29.61075 MW. When the contra-grav is secured, there is no shortfall, but whilst the CG is in use, the area jammer is usually shutdown, and the EMS deceptive jammer has its short range reduced to 3,000km (quite sufficient to counter planetary surface and orbital threats when flying NOE). Note that the power shortfall varies. 18.3 MW is set aside for weapons, and any spare power capacity can be used to reduce the power shortfall. The above weapons load only requires 10.9MW leaving 7.4MW spare.

Unlike most starships, Victrix ships are equipped with direct-fire ground attack weapons. These are of absolutely no use in space combat due to their limited range, but are used in planetary combat. The two plasma guns are used for strafing ground targets in support of ground troops. These weapons are fired by the pilot/maneuver officer and can be fired in High or NOE flight modes. They are fully stabilized to allow fire at any speed, and their fire control allows up to four difficulty modifiers to be disregarded. A full load of

ammunition for each gun (200 rounds total) are carried.

Victrix ships are also equipped with a remote chin mounted turret mounting a squad support laser. This turret is fully stabilized with a -4 Diff Mod fire control like the plasma guns, but is usually used in NOE mode to lay down suppressive anti-personnel fire when recovering troops. The turret can be fired by one of the bridge command crew or an MFD operator, but no additional apply when fired under MFD control. The turret can bear in any direction below or at the same level as the ship, but may not fire at targets above the ship.

Although some of the relic Victrix ships have not been refitted for multi-mission pod carriage, all new vessels are so fitted. The maximum allowed mass for all pods is 473 tonnes, or the ship’s performance will fall to 2G. TL12 fuel purification machinery (3.6 MW), 23.25 hours to refine 2325 cubic meters of fuel, or 100 cubic meters per hour. 11% fuel scoops allow the ship to skim a full fuel load in one hour.

TNE:

General Data

Displacement: 400 tons

Length: 60.5m

Price: 349.00MCr

Configuration: Slab AF

Hull Armor: 40

Volume: 5,600 m³

Target Size: Small

Tech Level: 12/13

Mass (Loaded / Unloaded): 5,704.46 / 5,496.33

Engineering Data

Power Plant: 955MW TL12 Fusion (50MW/hit), 1 year duration (29.61075 MW power shortfall)

Jump Performance: 4 (1400m³ fuel for J4, 1050m³ fuel for J3, 700m³ fuel for J2, 350m³ fuel for J1) with relic TL13 jump drive

G Rating: 4G (200MW/G), contra-grav lifters (40MW)

G-Turns: 37 with J4 fuel reserve (51 with J3 fuel reserve, 65 with J2 fuel reserve, 79 with J1 fuel reserve, 93 using all jump fuel), 25m³ each.

Fuel Tankage: 2325m³ (166 tons), plus 143.25m³ (10.23 tons) reserved for the power plant

Maint: 222

Electronics

Computer: 3 x TL12 Fiber-Optic Computers (0.4 MW each)

Commo: 2 x TL12 1000AU Radio (only one powered to 300.000km level, 10 hexes, 10MW), TL12 1000AU Maser (0.6MW)

Avionics: TL10+ Avionics, TL12 Terrain Following Avionics,

Sensors: TL12 PEMS fixed array 150,000km (5 hexes,

0.2MW), TL12 AEMS 300,000km (10 hexes, 27.5MW)
 ECM/ECCM: TL12 120,000km EMS Jammer
 120,000km, (4 hexes, 33MW), TL12 15,000km Area
 Jammer (same hex, 6.75MW), EM masking package
 (5.6MW)

Controls: Bridge with 9 bridge workstations, plus 10 other workstations.

Armament

Offensive: 3 x 120MJ Laser Turrets (Locs 2, 3, Arcs 1, 2, 3; Loc: 10, Arcs: All; 3.3MW each, 1 crew each)

Planetary Combat Only:

2 x forward firing rapid fire plasma guns with 100 rounds per gun, 1 x remote turret with squad support laser.

Defensive: 1 x TL12 sandcaster turret (Loc: 10, Arcs: All; TL12, 1D10x5 per hit; 30 cann; 1MW; 1 crew)

Master Fire Directors:

2 x TL12 Missile/Beam MFD, (4 Diff Mods; Msl 10 hexes; 10 hexes; 3.1MW each; 1 crew each).

Weapon Stats

TL12 120MJ Laser Turret: Eff. 4:1/9-27; Medium. 8:1/9-27; Long. 16:1/6-19, Extreme. 32:1/3-9.

76Mj RF Plasma Gun: ROF: SA5; SR:870; Dam:262; Pen Val:262-262-131-26; Conc-Burst:69-25; FC:4

Squad Support Laser: ROF:SA5; SR:300; Dam:Varies; Pen Val: Nil; FC:4.

Accommodations

Life Support: Extended (1.12MW), grav compensators (3G; 28MW).

Crew: 26 (10 engineering, 6 gunnery, 3 command, 2 maneuver, 2 electronic, 2 maintenance, 1 medic).

Crew Accommodations: 1 x small stateroom (0.0005MW), single occupancy for captain, 12.5 x small staterooms (0.0005MW each), double occupancy for remainder of crew

Passenger Accommodations: None

Cargo: 8M3, Small Cargo Hatch, 40-ton multi-mission pod.

Small Craft: None

Airlocks: 4

Move

Atmo Speeds: 5,600kph max; 4,200kph cruise; 480kph max NOE.

Combat Move: High=778, NOE=22

Travel Move: Cruise=16,800km, NOE=960km.

Agility (Target Movement Difficulty Modifiers)

+9 Diff Mod (max speed, use vs. high mode combat move)

+8 Diff Mod (cruising, use vs. high mode travel move)

+6 Diff Mod (use vs. safe NOE combat move)

+8 Diff Mod (use vs. 2 x safe NOE combat move)

+10 Diff Mod (use vs. 3 x safe NOE combat mode)

Damage Tables

Location	Surface	Interior
1	1-16: Ant	1-2 PL Gun A, 3-4 PL Gun B, 5 Remote SSL, 6-20 Elec
2-3	1-19: Ant	1-4 Elec, 5-7 LT, 8-11 Hold, 12-20 Quarters
4	1-9: Ant, 10:AL	1-4 Eng, 5-8 Elec, 9-20 Hold
5	1-10: Ant	1-4 Eng, 5-8 Elec, 9-20 Hold
6-7		1-15 Quarters, 16-20 Hold
8	1-2: SCH	1-5 Pod, 6-20 Hold
9		1-5 Pod, 6-20 Hold
10		1-3 Sand, 4-6 LT, 7-20 Hold
11		Pod
12-13		Hold
14-15		1-5 Pod, 6-20 Hold
16-17	1-2:EMMR	1-14 Eng, 15-20 Hold
18-19	1-2:EMMR	1-15 Eng, 16-20 Hold
20		Eng

Systems

CG – 1H, MD – 1H, AG – 1H, ELS – 5H, Sickbay – 1H, AEMS – 2h, LT – 1H, PL Gun – 1H, Remote SSL – 1h, EMM – 1H, All Others – 1h

Classic Traveller:

VS-41447E2-040000-30000-0 400tns TL12/13

BB 1 3 Crew = 11

B 1 3 MCr: 399.237

Fuel Plant & Scoops, Fuel =188, EP = 28, Ag = 4, Cargo = 0, 1 x 40tn Multi-Mission Pod. Crew Accommodation = 11 Bunks.

Ground Attack Weapons: Squad Support Laser, 2 x Rapid Pulse Plasma A Guns

40 TON LONG RANGE SURVEILLANCE POD

This pod is designed to support long range covert surveillance of potential SAG targets. The pod carries an additional PEMS system (180,000km), and a missile turret (with additional magazine capacity) for the launching of remote surveillance drones.

In addition the pod holds quarters for 10 covert agents (assuming double bunking in the SSRs), 4 marines – a reconnaissance team, together with four broomsticks for covert personnel drop / recovery. The onboard power plant powers the pod and supplies a power surplus to offset the power shortfall of the Victrix. Finally the pod carries additional cargo space and extra fuel for the HePlAR drive.

Volume: 560 m3
Mass: Loaded: 301.9434 Unloaded: 236.9434
Price: MCR 67.880296
Power: 24 MW Fusion, 1 Year Duration (3.6m3)
Electronics: 180,000Km TL12 PEMS folding array (6 hexes) with a bridge workstation
Armament: Missile Turret (2 ready Missiles, Loc X, Arcs All)
Crew: 7 (1 elec, 1 drone operator, 1 Maint, 4 Marines) in 4 SSR
Passenger: 10 (Dual occupancy in 5 SSR)
Craft: 4 Broomsticks with minimal hangers, 2 launch ports
Features: Cargo = 65m3, Missile Magazine Capacity = 8, Additional HePlaR Fuel = 2 G-Turns (25m3 each), Power Surplus = 23.7455MW
Maint: 7

Systems

PEMS – 1H, MT – 1H, Hanger – 1H, PP – 1H, SSR - 2h each, Cargo – 1H, LS – 2h, ELS – 1h

Location

8-11 Elec
 8-12 Missile Turret
 6 Hold – magazine + hangers
 7 Eng
 8-11 Hold
 12-20 Quarters

When coupled to the Riggins Victrix, the pod completely overcomes the ships power shortfall and actually leaves with Riggins with a power surplus of 1.53475MW, even with the Contra-Gravity operating.

The Riggins Victrix carries a number of additional items in the pod cargo bay and magazine as follows:

- A selection of TL12 canaries
- TL8 Lightning Bolt Anti Viral Weapons
- Snake Anti Viral Weapon x 1
- TL12 Sensor Drones x 3
- TL14 Sensor Drone x 1
- Anti Ship Missiles x 6

The Long Range Surveillance Pod provides an additional computer and sensors for extra covert monitoring, as well as four weeks worth of power plant fuel for the Victrix when it is in powered down mode. The pod also includes a sensor probe launcher (which could be used to launch missiles in extreme cases), as well as a magazine, a small amount of cargo and quarters for a crew of two (engineer and sensor operator) as well as four marines. Finally ten small bunks

and a 4 dtn hanger containing 4 broomsticks are available for the temporary housing of covert agents.

Classic Traveller:

LRSP-04001S1-000000-00002-0 40tns TL12
 BB 1 Crew = 2
 B 1 MCr: 28.908
 No fuel plant or scoops. Fuel = 1, EP = 0.4, Ag = 0, Marines = 4, Cargo = 3.8, Magazine, Craft = 4 Broomsticks, Passengers = 10 Bunks, Additional fuel for Victrix = 4dtns, Crew / Marine accommodation = SSR x 6.

EBEKHAR

MASTIFF CLASS SYSTEM DEFENCE BOAT

The Mastiff SDB is a Solomani design dating from the time of the Terran Mercantile Community, when the Solomani were trying to defend their systems with locally built hulls against the threat of the Long Night. The design is still popular and was still being produced during the final days of the Third Imperium.

The ship has an extensive and long ranged electronics suite allowing it to operate as a picket vessel, and it is a hard target to hit, with its small size, jammers, stealth design, and 2 TL9 rapid fire laser turrets usually slaved to an MFD for anti-missile defense.

The ship is streamlined and its EAPlAC solid rockets allow it to launch and land on up to size A worlds. It carries fuel sufficient for one take off and landing. This system allows the Mastiff to adopt planetary hiding places unlike other TL9 space only SDB designs. It utilizes a fusion rocket for in-system maneuvering.

The MFD's allow two missiles to be controlled out to 10 hexes at -2 Diff Mods, and the lasers to act as point defense at -4 Diff Mods (-2 Diff Mods MFD, -2 Diff Mods ROF).

Two additional workstations are provided for the customs inspector and senior marine to evaluate sensor information with regard to possible customs inspections and boarding actions.

TNE:

General Data

Displacement: 150 tons
Hull Armor: 36
Length: 38.75m
Volume: 2,100 m3
Price: 220.4755MCR
Target Size: Small
Configuration: Streamlined Wedge
Tech Level: 9
Mass (Loaded / Unloaded): 2,241.672 / 1,447.052

Engineering Data

Power Plant: 33MW Fission, 1 year duration (3.3m3 Radioactives)

Jump Performance: None

G Rating: 1G Fusion Rocket – 1530tn Thrust (Generating 30.6MW), 1G EAPlaC, 1500tn Thrust (Generates 30MW), Contra-Gravity (45MW)

G-Turns: 40 for Fusion Rocket (7.65m3 each), 1.4 for EAPlaC

Maint: 106

Electronics

Computer: 3 x TL9 Fiber-Optic Computers (1 operational, 1 maintenance, 1 as backup)

Commo: Maser (1000AU), Laser (1000AU), Radio (1000AU)

Avionics: TL9 Flight Avionics, TL9 Navigation Aids

Sensors: Radar (60,000km), Ladar (60,000km)

ECM/ECCM: Stealth (TL9), Radar Direction Finder (30,000km), Radar Jammer (60,000km), Radio Jammer (30,000km)

Controls: Flight Deck with 9 normal workstations, 1 normal workstation. (3 workstations in turrets in the event of MFD failure)

Armament

Offensive: Missile Turret (2 ready missiles, Loc 10, All Arcs), 2 x 30MJ ROF 100, Laser Turrets with 30,000km beam pointers (Locs 16, 1, Arcs All, / All, -2 Diff Mods))

Defensive: None

Master Fire Directors: 1 x TL9 Missile/Beam MFD, 60,000km range, with 60,000km Radar, and 300,000km laser com.(2 Diff Mods, 2 hex, Msl 10 hex, 2 missiles)

1 x TL9 Beam MFD, 30,000km range, with 30,000km Radar. (2 Diff Mods, 1 hex)

Weapon Stats

TL9 Missile: Controlled, Yield 50ktns, 12/12 G-Turns, Hits 1D6, Damage 1/14-43, Range 0, Sensors None, Signature Radar+2/ AEMS+2/ HRT+2/ PEMS+2/ Fire+1

TL9 30MJ Laser Turret: Eff. 0.14:1/4-14; Medium. 0.28:1/4-14; Long. 0.56:1/4-14, Extreme. 1.12:1/4-12. 37.55tn, 41.35m3, MCR 6.151.ROF 10, MW 0.833; ROF 50, MW 4.167, -1 Diff Mods; ROF 100, MW 8.333, -2 Diff Mods.

Accommodations

Life Support: Extended, No gravitic compensators

Crew: 11 (1 engineering, 2 gunnery (MFD), 1 command, 2 maneuver, 2 electronic, 1 customs inspector, 2 marines).

Crew Accommodations: 1 single occupancy SSR for captain, 5 dual occupancy SSR for remaining crew

Cargo: 168M3, Large Cargo Hatch, Magazine for 10 missiles, with autoloader.

Small Craft: None

Airlocks: 2

Notes

Waste space = 53.498m3, Fuel = 3.3m3 Radioactives, 472.5m3 Solid Rocket Fuel, 306m3 Hydrogen. Fuel scoops 10% fills ships tanks in 0.36 hours. Fuel Processor refines 306M3 of fuel in 24 hours.

Power Usage

Take-Off: Power Generation is 33MW from power plant and 30 MW from the EAPlaC. In order to reduce the power shortfall when the contra-grav system is operating, the following systems are powered down: Radio, Radar Jammer, In addition the 2 laser turrets are reduced to ROF10.

In this condition, the Mastiff has a power surplus of 2.1455MW

Orbital: Power Generation is 33MW. In order to reduce the power shortfall, the following systems are powered down: contra-grav lifters, Ladar, Radar Jammer, Radio Jammer, Beam MFD, and Laser Turrets. In this condition the Mastiff has a power surplus of 2.2415MW.

Combat: Power Generation is 33MW from power plant and 30.6MW from the fusion rocket. In order to reduce the power shortfall, the following systems are not powered: Contra-grav lifters. In this condition, the Mastiff has a power surplus of 0.7455MW.

Damage Tables

Location	Surface	Interior
1	1 MFD Ant, 2-16 Sensor & Comms Antenna	Elec
2	1-10 Radio Antenna	1-13 Quarters, 14-20 Elec
3	1-10 Radio Antenna	1-13 Quarters, 14-20 Elec
4	Radio Antenna	1-19 Hold, 20 Elec
5	Radio Antenna	1-19 Hold, 20 Elec
6		Quarters
7		Quarters
8	1-7 Cargo Hatch	Hold
9		Hold
10	1 AL, 2 MFD Ant,	1-8 MT, 9-16 Elec, 17-20 Hold
11	G Grav Lifters,	Eng
12	Fuel Scoops	Hold
13	Fuel Scoops	Hold
14	G Grav Lifters,	Eng
15	G Grav Lifters,	Eng
16	Fuel Scoops	1-8LT, 9-20 Eng
17	Fuel Scoops	1-8LT, 9-20 Eng
18	1-10 G Grav Lifters,	Eng
19	1-10 G Grav Lifters,	Eng
20	1-5 Mdrive Exhausts	Eng

Systems

MFD 1H each, Ladar 1h, Radar 1H, Radio Com 1h, Laser Com 1h, Maser Com 1h, Radio Jammer 1h, Radar jammer 1H, Radar Direction Finder 1h. PP 2H, FR 2H, EAPLAC 5H, Contra Grav 1H, FPP 1H.SSR 2h each, LS 4H, ELS 2H, Cargo 2H, Laser Turret 1H each, Missile Turret 1H,

Classic Traveller:

SDB-12013C1-100000-10001-0 150tns TL9
 BB 2 1 Crew = 3
 B 2 1 MCr: 88.575
 Fuel Scoops, No Fuel Plant, Fuel = 4.5, EP = 4.5, Ag = 1, Marines = 3, Magazine, Cargo = 4, 1G Rocket Engine for Atmospheric Use. Rocket Fuel = 66tns (enough for 1 ascent to orbit and 1 descent). Pulse Lasers

WOLVERINE CLASS SYSTEM DEFENSE BOAT

The Wolverine SDB is an adaptation of the Mastiff class SDB, which addresses some of the potential shortfalls in the original Mastiff design. It exchanges the majority of the cargo hold of the Mastiff Class to include another cm of composite laminate armor (up to 7 cm), a 90,000km fixed HRT array, a 2 decoy dispensers carrying a total of 200 decoys, and a 5 man marine combat team. This has required some compromises, the fuel scoops have been reduced in area, the cargo hold is reduced, additional SSRs are been added, and the flight deck has been updated to a full bridge.

The design is still popular and was still being produced during the final days of the Third Imperium.

The ship has an extensive and long ranged electronics suite allowing it to operate as a picket vessel, and it is a hard target to hit, with its small size, jammers, decoys, stealth design, and 2 TL9 rapid fire laser turrets usually slaved to an MFD for anti-missile defense.

The ship is streamlined and its EAPlaC solid rockets allow it to launch and land on up to size A worlds. It carries fuel sufficient for one take off and landing. This system allows the Wolverine to adopt planetary hiding places unlike other TL9 space only SDB designs. It utilizes a fusion rocket for in-system maneuvering.

The MFD's allow two missiles to be controlled out to 10 hexes at -2 Diff Mods, and the lasers to act as point defense at -4 Diff Mods (-2 Diff Mods MFD, -2 Diff Mods ROF).

TNE:

General Data

Displacement: 150 tons
Hull Armor: 42
Length: 38.75m
Volume: 2,100 m3
Price: 235.6615MCr
Target Size: Small
Configuration: Streamlined Wedge
Tech Level: 9
Mass (Loaded / Unloaded): 2,221.872 / 1,627.752

Engineering Data

Power Plant: 33MW Fission, 1 year duration (3.3m3 Radioactives)
Jump Performance: None
G Rating: 1G Fusion Rocket – 1530tn Thrust (Generating 30.6MW), 1G EAPlaC, 1500tn Thrust (Generates 30MW), Contra-Gravity (45MW)
G-Turns: 40 for Fusion Rocket (7.65m3 each), 1.4 for EAPlaC
Maint: 106

Electronics

Computer: 3 x TL9 Fiber-Optic Computers (1 operational, 1 maintenance, 1 as backup)

Commo: Maser (1000AU), Laser (1000AU), Radio (1000AU)

Avionics: TL9 Flight Avionics, TL9 Navigation Aids

Sensors: Radar (60,000km), Ladar (60,000km), HRT – fixed array (90,000km)

ECM/ECCM: Stealth (TL9), Radar Direction Finder (30,000km), Radar Jammer (60,000km), Radio Jammer (30,000km), 2 Decoy Dispensers each holding 100 decoys

Controls: Bridge with 10 bridge workstations, 1 normal workstation. (3 workstations in turrets in the event of MFD failure)

Armament

Offensive: Missile Turret (2 ready missiles, Loc 10, All Arcs), 2 x 30MJ ROF 100, Laser Turrets with 30,000km beam pointers (Locs 16, 17, Arcs All, / All, -2 Diff Mods)

Defensive: None

Master Fire Directors: 1 x TL9 Missile/Beam MFD, 60,000km range, with 60,000km Radar, and 300,000km laser com.(2 Diff Mods, 2 hex, Msl 10 hex, 2 missiles)
1 x TL9 Beam MFD, 30,000km range, with 30,000km Radar. (2 Diff Mods, 1 hex)

Weapon Stats

TL9 Missile: Controlled, Yield 50ktns, 12/12 G-Turns, Hits 1D6, Damage 1/14-43, Range 0, Sensors None, Signature Radar+2/ AEMS+2/ HRT+2/ PEMS+2/ Fire+1
TL9 30MJ Laser Turret: Eff. 0.14:1/4-14; Medium. 0.28:1/4-14; Long. 0.56:1/4-14, Extreme. 1.12:1/4-12. 37.55tn, 41.35m3, MCR 6.151.

ROF 10, MW 0.833; ROF 50, MW 4.167, -1 Diff Mods; ROF 100, MW 8.333, -2 Diff Mods.

Accommodations

Life Support: Extended, No gravitic compensators

Crew: 17 (1 engineering, 2 gunnery (MFD), 2 command, 2 maneuver, 3 electronic, 1 EW officer, 1 customs inspector, 5 marines).

Crew Accommodations: 1 single occupancy SSR for captain, 8 dual occupancy SSR for remaining crew

Cargo: 37M3, Large Cargo Hatch, Magazine for 10 missiles, with autoloader.

Small Craft: None

Airlocks: 2

Notes

Fuel = 3.3m3 Radioactives, 472.5m3 Solid Rocket Fuel, 306m3 Hydrogen. Fuel scoops 5% fills ships tanks in 0.72 hours. Fuel Processor refines 306M3 of fuel in 24 hours.

Power Usage

Take-Off: Power Generation is 33MW from power plant

and 30 MW from the EAPlaC. In order to reduce the power shortfall when the contra-grav system is operating, the following systems are powered down: Radio, Radar Jammer, In addition the 2 laser turrets are reduced to ROF10.

In this condition, the Wolverine has a power surplus of 1.894MW

Orbital: Power Generation is 33MW. In order to reduce the power shortfall, the following systems are powered down: contra-grav lifters, Ladar, Radar Jammer, Radio Jammer, Beam MFD, and Laser Turrets. In this condition the Wolverine has a power surplus of 1.99MW.

Combat: Power Generation is 33MW from power plant and 30.6MW from the fusion rocket. In order to reduce the power shortfall, the following systems are not powered: Contra-grav lifters. In this condition, the Wolverine has a power surplus of 0.494MW.

Damage Tables

Location	Surface	Interior
1	1 MFD Ant, 2-16 Sensor & Comms Antenna	Elec
2	1-10 Radio Antenna, 11-20 HRT Antenna	1-13 Quarters, 14-20 Elec
3	1-10 Radio Antenna, 11-20 HRT Antenna	1-13 Quarters, 14-20 Elec
4	Radio Antenna	1-15 Quarters, 16-20 Elec
5	Radio Antenna	1-15 Quarters, 16-20 Elec
6	HRT Antenna	Quarters
7	HRT Antenna	Quarters
8	1-7 Cargo Hatch	Hold
9		Hold
10	1 AL, 2 MFD Ant,	1-8 MT, 9-16 Elec, 17-20 Hold
11	G Grav Lifters,	1-15 Eng, 16-20 Hold
12		Hold
13		Hold
14	G Grav Lifters,	Eng
15	G Grav Lifters,	Eng
16	Fuel Scoops	1-8LT, 9-20 Eng
17	Fuel Scoops	1-8LT, 9-20 Eng
18	1-10 G Grav Lifters,	Eng
19	1-10 G Grav Lifters,	Eng
20	1-5 Mdrive Exhausts	Eng

Systems

MFD 1H each, Ladar 1h, Radar 1H, Radio Com 1h, Laser Com 1h, Maser Com 1h, Radio Jammer 1h, Radar jammer 1H, Radar Direction Finder 1h, HRT 2h, Decoy 1h. PP 2H, FR 2H, EAPLAC 5H, Contra Grav 1H, FPP 1H. SSR 2h each, LS 5H, ELS 2H, Cargo 1H, Laser Turret 1H each, Missile Turret 1H.

Classic Traveller:

SDB-12013C1-100000-10001-0 150tns TL9
BB 2 1 Crew = 3
B 2 1 MCr: 88.59
Fuel Scoops, No Fuel Plant, Fuel = 4.5, EP = 4.5, Ag = 1
Marines = 6, Magazine, Cargo = 1, 1G Rocket Engine for Atmospheric Use. Rocket Fuel = 66tns (enough for 1 ascent to orbit and 1 descent). Pulse Laser

SOLACE CLASS LONG DURATION SYSTEM DEFENSE BOAT

The Solace SDB is an imperial design dating from 940 and originally produced by Diversified Dynamics Design & Shipyards. It was designed to provide protection and picket duties at remote imperial facilities especially those in the outer reaches of systems that are far from regular bases. To reduce time spent in transit between a base and a patrol station, the Solace is designed to linger on station for a considerable period of time. It was utilized by the Imperium to guard the outer reaches of Depots, naval bases, imperial prisons, reservation worlds, and interdicted worlds where a manned presence was deemed necessary.

The ship has an extensive and long ranged electronics suite allowing it to operate as a picket vessel. The vessel also operates a missile turret primarily used to deploy sensor drones, to further enhance the ships sensor coverage.

The Solace SDB includes a number of facilities to minimize the effects of the long cruises, including: small staterooms for all crew and the marine contingent; a common room; a sickbay (with 2 low berths for serious injuries); electronic and machine shops for self maintenance; as well as a small cargo area / missile magazine for supplies, missiles and drones.

The Solace is equipped with a 48m, 4500Mj spinal particle accelerator under MFD control, designed to give a killing punch out to a significant distance (and the spinal mount is limited in effectiveness by the range of the beam pointer). Two laser turrets (usually operating in an anti-missile role under MFD control) round out the offensive armament. A missile turret completes the offensive punch. For boarding actions an eight man marine squad is carried.

It is a hard target to hit, with its small size, jammers, decoys, stealth design, a nuclear damper barrette, and 2

TL14 laser turrets usually slaved to an MFD for anti-missile defense.

TNE:

General Data

Displacement: 400 tons
Hull Armor: 196
Length: 60m
Volume: 5,600 m3
Price: 409.5599MCr
Target Size: Small
Configuration: Streamlined Needle
Tech Level: 14
Mass (Loaded / Unloaded): 5,650.406 / 5,516.406

Engineering Data

Power Plant: 1210MW Fusion, 1 year duration (121m3)
Jump Performance: None
G Rating: 5G HePlaR – 20,000tn Thrust (1,000MW), Contra-Gravity (40MW)
G-Turns: 60 for HePlaR (50m3 each),
Maint: 150

Electronics

Computer: 3 x TL14 Fiber-Optic Computers (1 operational, 1 maintenance, 1 as backup)
Commo: Maser (1000AU), Laser (1000AU), Radio (1000AU)
Avionics: TL14 Flight Avionics, TL14 Terrain Following Avionics, TL14 Navigation Aids
Sensors: AEMS (480,000km), PEMS – Folding Array (210,000km), PEMS – fixed array (120,000km), Densitometer, Neutrino Sensor
ECM/ECCM: EMMR (TL14), EMS Jammer (120,000km), Area Jammer (60,000km), 4 Decoy Dispensers each holding 50 decoys
Controls: Bridge with 9 bridge workstations, 11 normal workstation. (3 additional workstations in turrets in the event of MFD failure)

Armament

Offensive: Spinal Particle Accelerator, 4500Mj (Loc 1, Arcs 1, 2, 3). Missile Turret (2 ready missiles, Loc 10, All Arcs), 2 x 150MJ Laser Turrets (Locs 14, 15, Arcs All)
Defensive: Nuclear Damper Barrette (Loc. 10, Arcs All).
Master Fire Directors: 1 x TL14 Missile/Beam MFD, 300,000km range, with 300,000km AEMS, and 300,000km laser com. (-5 Diff Mods, 10 hex, Msl 10 hex, 5 missiles), 1 x TL14 Beam MFD, 300,000km range, with 300,000km AEMS. (-5 Diff Mods, 10 hex)

Weapon Stats

TL14 Missile: Semi-Ind, Yield 500ktns, 8/8 G-Turns, Hits 1D6, Damage 1/25-79, Range 0, Sensors 3P, Commo 10L, Signature Radar+4/ AEMS+3/ HRT+4/ PEMS+3/ Fire+1

TL14 150MJ Laser Turret (4.2MW): Eff. 2:1/10-31; Medium. 4:1/10-31; Long. 8:1/10-31, Extreme. 16:1/10-31.

TL14 Spinal Particle Accelerator (48 meters, 25MW, 4500Mj): Eff. 10:150; Medium. 20:150: Long. 40:150: Extreme. 80:75.

Accommodations

Life Support: Extended, 5G gravitic compensators, artificial gravity

Crew: 33 (10 engineering, 5 gunnery (MFD), 4 command, 1 maneuver, 2 electronic, 1 maintenance, 1 medic, 1 steward, 8 marines).

Crew Accommodations: 33 single occupancy SSR for all crew / marines, Common Room (LSR)

Cargo: 50M3, Small Cargo Hatch, Magazine for 6 missiles / drones.

Small Craft: None

Other: Sickbay, 2 Low Berths, Electronic Shop, Machine Shop.

Airlocks: 4

Notes

Fuel = 121m3 Hydrogen for power plant, 1500m3 Hydrogen for HePlaR drive. Fuel scoops 10% fills ships tanks in 0.72 hours. Fuel Processor refines fuel tannage in 24 hours.

Power Usage

The Solace has a power deficit of -1.99975MW. This is normally compensated for by powering down either the Contra-Grav (40MW) or the Fuel Processor (2.026MW).

Move

Combat Move: High=153, NOE=25, Travel Move: Cruise=3,300km, NOE=1,080km.

Damage Tables

Location	Surface	Interior
1	1-3 Spinal, 4-20 Sensor Antenna	Spinal
2		Spinal
3		Spinal
4	Radio Ant	1-10 Elec 11-20 Quarters
5	Radio Ant	1-10 Elec 11-20 Quarters
6		Quarters
7		Quarters
8	1-3 Lifters	Hold
9	1-3 Lifters	Hold
10	1-10 EMMR, 11:AL	1-2 MT, 3-5 ND, 6-20 Quarters
11	1-20 Lifters	Eng
12		Hold
13		Hold
14	1:AL, 2-4 Lifters	1-2 LT, 3-20 Quarters
15	1:AL, 2-4 Lifters	1-2 LT, 3-20 Quarters
16		Hold
17		Hold
18	1-3 Lifters	1-10 Eng, 11-20 Hold
19	1-3 Lifters	1-10 Eng, 11-20 Hold
20	1:AL, 2-20 HePlaR	Eng.

Systems

MFD 3h each, PEMS Fixed 1h, PEMS Folding 1H, AEMS 2h, Neutrino Sensor 1h, densitometer 1h, Radio Com 1h, Laser Com 1h, Maser Com 1h, EMMR 5h, Decoy Launchers 1h each, EMS Jammer 1h, Area jammer 1H. PP 12H, MD 1H, Contra Grav 1H, FPP 2H. SSR 2h each, Low 1h each, LS 14H, ELS 7H, Anti Grav 1H, Cargo 1H, Shops 1H each, Sickbay 1H. Laser Turret 1H each, Missile Turret 1H, Nuclear Damper 1H, Spinal Mount 8H.

Classic Traveller:

SDB-4105BH2-800000-40203-0 400tns TL14
 BB 1 1 1 Crew = 12
 B 1 1 1 MCr: 547.978
 Fuel Scoops & Plant, Fuel = 88 (8 weeks), EP = 44, Ag = 5, Marines = 6, Magazine, Cargo = 8, Sickbay, Low = 2, Workshops = 2
 Common Room (4 dtn), Crew Accommodation = 20 SSR

APPENDIX B: ROBOTS

ICAM TECHNOLOGY AN-427 SECURITY ROBOT

The AN-427 was a widely used security robot throughout the Imperium before the Collapse and has survived in considerable numbers due to its rugged reliability. It was programmed to patrol all areas of a sensitive installation and to seek out and kill or incapacitate unauthorized intruders. Although it is not as mobile as grav powered units, it is less expensive to operate, and replacement parts are easier to fabricate. This is a wheeled robot which experiences difficulty in negotiating stairs, ladders and any uneven ground. This robot is powered by internal batteries, which require recharging every four days. It uses the Biped column of the Personal Hit Location Chart.

Classic Traveller:

725xA-L2-MM224-L683

Cr: 422,525

382.552kg

TL12

40/100

Cloth

Fuel = 33.6L

Duration = 4 days

2 Medium Arms

Visual sensor package with light intensifier and passive IR, Voder, Audio sensor with extra sensitivity, 5km Radio, Laser Rifle, Snub Pistol, Chemical (odor) emitter, Spotlight, Cargo=25kg.

Laser Rifle 2, Security 3, Snub Pistol 1, Infantry Ground Combat 1

TNE:

Com Move:	5/20	Armor Values	
Endurance:	100 hours	Head / Arms:	4
Initiative:	5	Chest / Abdomen	4
Intelligence:	5	Suspension	1
Command Function:	Low Autonomous		
Assets:	Observation 15	Slug Weapon 10	Energy Weapon 14
	Voice Recognition 10		
Armament:	Chemical Projector	Paint Pellet Gun	Tranq Dart Gun
	8cm Laser Rifle		
Electronics:	Video Eye	Voice / Pattern recognition software	Audio (ultra and subsonic) detector
	White light / IR spotlight	Ultrasonic Motion Detector	3-km Radio
Mass:	1, 685 kg	Travel Move:	85/20
TL:	12	Cargo:	25 kg
Price:	Cr1,810,623	Fuel Type:	Electricity
Maintenance:	1		

Arm Left / Right

Lift: 155kg **Hit:** 7 **UMD:** 1

Weapon: - **AMD:** -

Weapons

Laser Rifle-9: ROF: SA2; Dam: 7-4-2-1; Pen: Nil; Bulk: 4; Mag: 50; Sht Rng: 160

10mm Tranq-8: ROF: SA; Dam: -1; Pen: Nil, Bulk: 1; Mag: 14; Sht Rng: 4

Damage Record

Sight/Sensors: Video Eye Audio Motion Detector Spotlights

Armament: Chemical Projector Paint Pellet Gun Tranq Gun Laser Rifle

Communications: Radio Voder/Speaker Power Plant:

Batteries (% Consumed or Destroyed):

Suspension: Minor Damage Immobilized

STARPORT MECHANIC TUKERA 232-BHR-7

This track-mounted Toolbot was designed for delicate repair work on electronics and control systems. Its arms are extremely dexterous, but not very strong, and are intended for easy access to restricted work spaces. It uses the Biped column of the Personal Hit Location Chart.

Classic Traveller:

726xB-N4-LN114-LF24

Cr: 101,000

460Kg

TL12

56/140

Mesh

Fuel = 54.7L Duration = 5.7 days

2 Light Arms, 2 Light Tentacles (retractable)

Four visual sensors, Two audio sensors, Voder, Two Spotlights, Program interface, Light laser welder, Mechanical tool package, Electronic tool package.

Engineering 3, Electronics 1, Mechanical 1, Gravitics 1

TNE:

Com Move:	15/10	Armor Values	
Endurance:	100 hours	Head / Arms:	1
Initiative:	5	Chest / Abdomen	1
Intelligence:	5		
Command Function:	Low Autonomous		
Assets:	Observation 15	Mechanic 13	Electrician 13
	Computer 13	Voice Recognition 10	
Armament:	None		
Electronics:	2 x Video Eye	2 x Audio Detector (1 with ultra and subsonic)	2 x White light / IR spotlight
	3-km Radio		
Mass:	947 kg	Travel Move:	65/45
TL:	12	Cargo:	None
Price:	Cr1,839,130	Fuel Type:	Electricity
Maintenance:	1		

Arm Left / Right Heavy

Lift: 200kg **Hit:** 13 **UMD:** 3

Weapon: - AMD: -

Arm Left / Right Sensor

Lift: 50kg; **Hit:** 14; **UMD:** 1

Weapon: - **AMD:** -

Damage Record

Sight/Sensors: Video Eye Audio Spotlights

Communications: Radio Voder/Speaker

Power Plant:

Batteries (% Consumed or Destroyed):

Suspension: Minor Damage Immobilized

**STARPORT MECHANIC STAR SERVANTS MODEL
63MEK49**

This heavy duty grav-powered model, capable of cutting, welding and even removing complete hull plates, was common in military installations but can be found in many civilian starports as well. Its highly flexible tentacle/arm contains an optic sensor and light source for detailed repairs inside electronic components or control assemblies. A cutting/welding torch is built into its right arm. It uses the Biped column of the Personal Hit Location Chart but reroll any leg hits.

Classic Traveller:

822xE-53-MM323-QFC3

Cr: 561,912.5 398kg

TL15

70/175

Mesh

Fuel = 19.2L

Duration = 4 days

Thrust = 800kg

Maneuver G = 1G

Top = 300kph

Cruise = 225 kph

NOE = 40kph

1 Heavy Arm, 1 Medium Arm, 1 Light Tentacle

Basic Sensor Package, Audio sensor with extra sensitivity, Voder, 5km Radio, Spotlight, Laser Welder, Metalwork tool package, electronic tool package, Cargo = 120kg.

Electronics 3, Mechanical 3, Grav Vehicle 1

TNE:

Com Move:	15/60	Armor Values	
Endurance:	100 hours	Head / Arms:	1
Initiative:	6	Chest / Abdomen	2
Intelligence:	6		
Command Function:	High Autonomous		
Assets:	Observation 16	Mechanic 16	Electronics 16
	Computer 16	Voice Recognition 12	
Armament:	None		
Electronics:	Video Eye	Audio Detector (with ultra and subsonic)	White light / IR spotlight
	3-km Radio		
Mass:	1,086 kg	Travel Move:	60/120
TL:	15	Cargo:	120 kg
Price:	Cr2,103,749	Fuel Type:	Electricity
Maintenance:	1		

Arm Left

Lift: 1000kg; **Hit:** 11 **UMD:** 10

Weapon: - **AMD:** -

Arm Right

Lift: 105kg; **Hit:** 11 **UMD:** 2

Weapon: torch **AMD:** 4

Sensor Arm

Lift: 50kg; **Hit:** 15 **UMD:** 1

Weapon: - **AMD:** -

Grapple

Lift: 2000kg; **Hit:** 7 **UMD:** 4

Weapon: - **AMD:** -

Damage Record

Sight/Sensors: Video Eye Audio Spotlight

Communications: Radio Voder/Speaker

Power Plant:

Fuel (% Consumed or Destroyed):

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Suspension: Minor Damage Immobilized

JANITORIAL ROBOT INTECT MODEL AJ-63

This popular and widely encountered tracked janitorial robot is extremely specialized in function, but many virus-infected AJ-63s have been modified with grasping and lifting utility arms, and some have been turned into security robots by the addition of weaponry. It uses the Biped column of the Personal Hit Location Chart.

Classic Traveller:

623xA-L2-KL212-H842

Cr: 229,475

198.08kg

TL12

30/75

Mesh

Fuel = 24L

Duration = 4 days

2 Light Arms

Basic sensor package, Spotlight, Janitorial package, 5km Radio, Snub Pistol with paint pellets, Voder, Cargo

Bin = 25kg.

Steward 1, Snub Pistol 1

TNE:

Com Move:	10/5	Armor Values	
Endurance:	100 hours	All:	1
Initiative:	3	Suspension	1
Intelligence:	3		
Command Function:	Low Autonomous		
Assets:	Observation 6	Voice Recognition 6	
Armament:	Paint Pellet Gun		
Electronics:	Video Eye	Audio detector	3-km Radio
	White light / IR spotlight		
Mass:	314 kg	Travel Move:	45/20
TL:	12	Cargo:	25 kg
Price:	Cr192,046	Fuel Type:	Electricity
Maintenance:	1		

Arm Left / Right

Lift: 50kg; **Hit:** 8 **UMD:** 1

Weapon: - **AMD:** -

Damage Record

Sight/Sensors: Video Eye Audio Spotlight

Armament: Paint Pellet Gun

Communications: Radio Voder/Speaker

Power Plant:

Fuel (% Consumed or Destroyed):

Suspension: Minor Damage Immobilized

VEGAN ROBOT ASSOCIATES KK-15 HOME HELP

This popular and widely encountered home help orderly robot is designed to provide aid to the elderly and convalescing. It was originally developed in Vegan Autonomous Region to handle multi-species convalesce. The robot has a basic humanoid shape. It uses the Biped column of the Personal Hit Location Chart. The robot will float. It is powered by an onboard fuel cell.

Classic Traveller:

553x2-A2-MN323-NA73

Cr: 313,375

205.07kg,

TL14

20/50

Mesh

Fuel = 36L

Duration = 6 days

2 Medium Arms

Basic sensor package, Voder, 5km Radio, Touch

Sensor, Cargo bin 8kg. Emotion Simulation.

Valet 1, Medical 1, Steward 1

TNE:

Com Move:	5	Armor Values	
Endurance:	5 Days	All:	[1]
Initiative:	4	Suspension	1
Intelligence:	4		
Command Function:	High Autonomous		
Assets:	Observation 4	Medical 8	Valet 8
	Voice Recognition 4		
Armament:	None		
Electronics:	Video Eye x 2	Audio detector x 2	3-km Radio
	Tactile Sensor	Olfactory Sensor	Voder
Mass:	359 kg	Travel Move:	25
TL:	14	Cargo:	6 kg
Price:	Cr350,859	Fuel Type:	Hydrogen
Maintenance:	1		

Arm Left / Right

Lift: 67.5kg; **Hit:** 11 **UMD:** 1

Weapon: - **AMD:** -

Agility: 7

Strength: 1.35

Damage Record

Sight/Sensors: Video Eye Audio Tactile

Olfactory

Communications: Radio Voder/Speaker

Power Plant:

Fuel (% Consumed or Destroyed):

Suspension: Minor Damage Immobilized

VEGAN ROBOT ASSOCIATES NURSING ASSISTANT

A popular nursing assistant robot found in many hospitals in the Solomani Rim providing basic care to non-critically ill patients. They are programmed to report the patient's condition to the nurse or to record them. This is a sister model to the VRA Home Help robot. The robot has a basic humanoid shape. It uses the Biped column of the Personal Hit Location Chart. The robot will float. It is powered by an onboard fuel cell.

Classic Traveller:

553x2-A2-EE112-N831

Cr: 73,375.

195.05kg

TL13

20/50

Mesh

2 Medium Arms

Basic sensor package, Voder, 5km Radio, Touch Sensor.

Medical 1, Janitorial 1

TNE:

Com Move:	5	Armor Values	
Endurance:	5 Days	All:	[1]
Initiative:	4	Suspension	1
Intelligence:	4		
Command Function:	High Data		
Assets:	Observation 4	Medical 8	Valet 8
	Voice Recognition 4		
Armament:	None		
Electronics:	Video Eye x 2	Audio detector x 2	3-km Radio
	Tactile Sensor	Olfactory Sensor	Voder
Mass:	406 kg	Travel Move:	25
TL:	13	Cargo:	0 kg
Price:	Cr850,861	Fuel Type:	Hydrogen
Maintenance:	1		

Arm Left / Right

Lift: 58kg; **Hit:** 12 **UMD:** 1

Weapon: - **AMD:** -

Agility: 8

Strength: 1.16

Damage Record

Sight/Sensors: Video Eye Audio Tactile

Olfactory

Communications: Radio Voder/Speaker

Power Plant:

Fuel (% Consumed or Destroyed):

Suspension: Minor Damage Immobilized

VEGAN ROBOT ASSOCIATES STEWARD

A popular and widely encountered personal assistant robot found within the Solomani. It is a direct competitor of the famous Naasirka "RASHUSH" valet robot. The robots low price have assured its continuing presence in the market place. The robot has a basic humanoid shape. It uses the Biped column of the Personal Hit Location Chart. The robot will float. It is powered by an onboard fuel cell.

Classic Traveller:

655x2-A2-MN222-N844

Cr: 194,100

295.504kg

TL12

30/75

Mesh

Fuel = 67.2L

Duration = 8 days

2 Medium Arms

Basic sensor package, Voder, Taste sensor, Touch sensor, 5km Radio

Emotion simulation.

Steward 3, Valet 3

TNE:

Com Move:	5	Armor Values	
Endurance:	6 Days	All:	[1]
Initiative:	3	Suspension	1
Intelligence:	3		
Command Function:	Low Autonomous		
Assets:	Voice Recognition 3	Observation 3	Valet 6
Armament:	None		
Electronics:	Video Eye x 2	Audio detector x 2	3-km Radio
	Tactile Sensor	Olfactory Sensor	Voder
	Taste Sensor		
Mass:	281 kg	Travel Move:	30
TL:	12	Cargo:	0 kg
Price:	Cr215,856	Fuel Type:	Hydrogen
Maintenance:	1		

Arm Left / Right

Lift: 25kg Hit: 11 UMD: 1

Weapon: - AMD: -

Agility: 8,

Strength: 0.5

Damage Record

Sight/Sensors: Video Eye Audio Tactile

Olfactory Taste

Communications: Radio Voder/Speaker

Power Plant:

Fuel (% Consumed or Destroyed):

Suspension: Minor Damage Immobilized

APPENDIX C: ELECTRONIC COMBAT

The following information on electronic combat was originally presented in the GDW Product "Vampire Fleets".

Electronic struggles between hostile Virus systems are resolved in a series of attack rounds, with one attack taking place each combat turn. Each system has a numeric combat value (CV), which is the number of D6 rolled each attack round. The referee rolls the appropriate number of dice for each system and sums the total. The highest total score wins that attack round.

If an attacking (Puppeteer or Snake) system wins three attack rounds in a row, it has taken control of the system under attack. If the defending system wins two attack rounds in a row, it has repulsed the attack and may break off contact. If the defending system wins a single combat round it may break off contact by "fire walling".

Fire walling consists of sealing off infected parts of the processing and storage system by using power spikes to burn out components and electronic pathways. Whilst this will save the system from capture, it will also permanently damage the system. The referee should decide the extent and nature of this damage, but it invariably means a deterioration in mental ability and some alteration in personality. Lower levels of damage may call for drawing a different motivation card for the system, whilst higher levels of damage may call for converting the motivation card to joker (insanity).

Systems that are taken over by a Puppeteer strain Virus have their original personality completely erased and the puppeteer strain belief structure and motivation substituted. Virus systems defeated by the Snake have their entire personality wiped clean and the computer is free of viral infection.

APPENDIX D: REFORMATION COALITION PERSONNEL

OFFICERS & CREW OF THE RIGGINS VICTRIX

A standard Victrix-class sloop has:

TNE: a crew of 26. This is broken down into an O-5 commanding officer, an O-4 XO, an O-3 Chief Engineer and an O-2 Navigator. The crew is made up of two maneuvering ratings, two electronics technicians, a chief petty officer and eight engineering ratings, six turret or MFD gunners, two un-rated general maintenance technicians and a medic.

CT: a crew of 11. A pilot, navigator, medic, four gunners and four engineers.

The crew of the Riggins Victrix is considered crack and generally rated as veteran due to the superb leadership and constant drilling (and a good bit of action) under Commander Costello.

The typical crew has a **TNE:** single combat asset at 8-10 in Slug Weapons (snub pistol or shotgun) or Energy Weapons (laser pistol); **CT:** Skill Level 1 in either handgun or laser weapons. They will have a **TNE:** asset of 11-12, **CT:** Skill Level 2, in their primary field(s) and will all have **TNE:** environmental suit 10 and Zero-G Environment 8, **CT:** Vac Suit 1 and Zero G Combat 0.

OFFICERS

Commander William “Kastle” Costello

Commanding Officer, RCS Riggins Victrix
(Navy) Elite NPC, Human (Mixed) Male age 41 (6 terms)

Classic Traveller:

UPP: 679BC8

Skills: Auto pistol 3, Pilot (Starship) 3, Ship's Tactics 3, Navigation 2, Engineering 1, Computer 1, Vac Suit 1, Zero G Cbt 1, Leader 1.

TNE:

UPP: 679BAC-0-8

Combat Assets: Gun Combat (slug pistol) 14.

Other Assets: Pilot (grav/interface) 14, Astrogator 12, Ship's Engineer 10, Ship's Tactics 14, Computer 10, Environmental Suit 10, Zero G Environment 10, Leader 10.

Motivations: Kastle is an ex-Imperial Navy remnant serving Margaret's faction during the Final War. Free lancers in the ruins of the Buhle/Aubaine naval base recovered him and he quickly joined the new RCN. He has a strong dedication to all of the citizens of the former Last Imperium and firmly believes in the mission of the RC to

bring progress and justice to the Wilds. Kastle carries an ornate and antique-looking 10mm revolver when he goes armed. If asked he will dismiss it as a “souvenir I got off of some TED.” An astute team member will recognize it as a noble's ceremonial pistol from the Last Imperium.

He served as the captain of a Gazelle-class escort during the Final War. He will reluctantly talk to the team about his experiences before the Collapse but quickly turns the conversation to the latest advances of the RC or a card game. He is a compulsive gambler and is infamous throughout the RCN and RCES for his standing poker games in the Aubaine and Trybec starports.

Kastle has been ordered to follow the lead of the RCES group unless it is illegal or unnecessarily threatens the safety of his ship. As a gambler he is willing to go along with most any risk if the RCES team have a good plan.

LCDR Brenn “Thumper” Anacreon

Executive Officer (XO) of the Riggins Victrix and a native of Aubaine

Classic Traveller:

UPP: 8679C9

Skills: Shotgun 1, Sensors 2, Communication 2, Navigation 2, Electronics 2, Admin 2, Engineering 1, Leadership 1, Ship's Tactics 1, Vac Suit 1, Zero-G Cbt 1.

TNE:

UPP: 8679C9-0-8

Combat Asset: Slug Weapon (shotgun) 10

Other Assets: Sensors 13, Communication 13, Astrogation 12, Ship's Engineering 10, Electronics 10, Leadership 10, Administration 12, Ship's Tactics 10, Environmental Suit 10, Zero-G environment 8.

Motivation: Thumper is strongly loyal to his captain and tends to balance out his risk-taking instincts with a heavy dose of common sense. His time in the RCN has made him quite callous to the fate of non-RC citizens.

LT Pericles “Dander” Sampson

Chief Engineer of the Riggins Victrix and an ex-Free Trader from beyond the RC

Classic Traveller:

UPP: 689AA5

Skills: Snub pistol 2, Engineering 3, Electronics 3, Mechanic 3, Leadership 2, Computer 1, Pilot 1, Vac Suit 1, Zero-G Cbt 1.

TNE:

UPP: 689AA5-0-7

Combat Asset: Slug Weapon (snub pistol) 12.

Other Assets: Ship's Engineering 14, Electronics 14, Gravitics 12, Computer 10, Mechanic 10, Pilot 10, Leadership 12, Environmental Suit 10, Zero-G

environment 8

Motivations: Dander is prepared to go to any lengths to protect and preserve the ship against any harm. He will strongly protest any risky missions proposed by the RCES team. He is obsessed with learning more about relic technology, especially ship's engineering subjects. He will go to extreme lengths to seek out books, data tapes or other engineers to learn more. He and the XO often disagree about the value of civilizations in the Wilds.

LT(jg) Sasha "Ice Queen" McAllister

Pilot and Astrogator of the Riggins Victrix

Classic Traveller:

UPP: 4589B7

Skills: Laser Pistol 2, Pilot (Starship) 3, Navigation 3, Communications 1, Computer 1, Leadership 1, Vac Suit 10, Zero-G Cbt 1.

TNE:

UPP: 4589B7-0-8

Combat Assets: Energy Weapon (energy pistol) 12.

Other Assets: Pilot 14, Astrogation 13, Sensors 10, Communications 10, Leadership 8, Environmental Suit 10, Zero-G environment 8

Motivations: Sasha is extremely passionate about all things, from her mercurial temper to her personal relationships. She tends to rapidly form highly personal relationships and then just as quickly break them off in a spectacular fashion. Ice Queen is highly motivated to advance her career and sees her current posting and any personal relationships as merely a stepping stone to further progress.

MARINE SCOUT DETACHMENT BRAVO THREE

These marines are from the Scout Company in the Third RCM Brigade. They are attached to the Riggins Victrix to provide scouting or a bit of muscle if needed.

Gunnery SGT (E-6) Trimble "Hangman" Frost

Senior Marine NCO

Classic Traveller:

UPP: 9A6785

Skills: ACR 4, Laser Rifle 3, Grenade Launcher 2, Tac Missile 2, Brawling 2, Fwd Observer 2, Ground Tactics 2, Instruction 2, Leadership 2, Pilot (Grav Belt) 2, Vac Suit 2, Survival 1, Zero-G Cbt 1.

TNE:

UPP: 9A6785-0-7

Combat Assets: Slug Weapon (slug rifle) 15, Energy Weapon (energy rifle) 13, Grenade Launcher 12, Unarmed Martial Arts 12, Tac Missile 12.

Other Assets: Forward Observer 12, Grav Belt 12, Environmental Suit 12, Zero-G environment 8, Survival

10, Leadership 12, Ground Tactics 12.

Motivations: Hangman is an outspoken and opinionated NCO who will not hesitate to (respectfully) contradict his superiors when they are about to do something stupid. He is a dogged and determined warrior both on the battlefield and in the nearest star town bar or brothel. Sergeant Frost is determined to show these navy boys and girls just how sharp the RCMC really can be and he drives his troopers hard to present a professional and sharp appearance.

Lance SGT (E-4) Enerii "Jumpstart" Ershguulum

Classic Traveller:

UPP: 789987

Skills: ACR 2, Laser Rifle 1, Grenade Launcher 1, Tac Missile 1, Brawling 2, Fwd Observer 1, Ground Tactics 1, Instruction 1, Leadership 1, Pilot (Grav Belt) 1, Vac Suit 1, Survival 1, Zero-G Cbt 1.

TNE:

UPP: 789987-0-6

Combat Assets: Slug Rifle 13, Energy Rifle 13, Unarmed martial arts 13.

Other Assets: Pilot (Ship's Boat) 12, Ship's Weapons (Lasers) 12, Leader 12, Environmental suit 12, Ground tactics 11, Navigation 11, Survival 10.

Lance Corporals (E-3) Bob "Dumpster" Jones, Andrew "Rocket" Hanson, Trish "Deadeye" Marlin,

Classic Traveller:

UPP: 777777

Skills: ACR 1, Laser Rifle 1, Grenade Launcher 1, Vac Suit 1, Zero-G Combat 1.

TNE:

UPP: 777777-0-6

Combat Assets: Slug Rifle 12, Energy Rifle 12, Unarmed martial arts 11.

Other Assets: Environmental suit 11, Ground tactics 10, Navigation 10, Survival 10.

The marines of MSD B-3 are equipped with RCES light battledress, grav belts, 4mm gauss rifles and a variety of side arms. Deadeye carries a 2cm light assault gun into a hot situation. Alternatively they can deploy in chameleon combat environment suits in two two-man teams with sniper rifles and laser designators for reconnaissance work.

The Marine arms locker carries 4,000 rounds of gauss needles, two cases of 10 RAM grenades, two anti-armor tac missiles, two plasma bazookas, two cases of 20 assorted hand grenades and 10 kg of demolition charges and detonators.

SAMPLE CREW

Two crewmembers are detailed below to provide an

example of individuals with whom the RCES team members may interact. The Referee is free to create other crew members who may catch the fancy of the team (or vice versa) during the long legs in Jump.

Aswan "Bonny" Muhammad
Nichole "Blackjack" Uusumurri

Chief Petty Officer Dushuugi Didkuur "Dead Head"

Engineering CPO and senior enlisted aboard the Riggins Victrix

Classic Traveller:

UPP: 5579C6

Skills: Shotgun 2, Engineering 3, Mechanic 2, Computer 2, Electronics 2, Leader 2, Vac Suit 1, Zero-G Cbt 1.

TNE:

UPP: 5579C6-0-6

Combat Assets: Slug Weapon (shotgun)

Other Assets: Ship's Engineering 14, Mechanic 12, Machinist 12, Electronics 10, Gravitics 10, Leadership 12, Environmental Suit 10, Zero-G environment 8

Motivations: Dead Head is the voice of the crew to the captain and XO and keeps the daily routine of the ship running smoothly. Dushu (as he is known to his friends) is strongly driven to succeed and as such is the youngest E-7 in the RCN. He is an excellent leader and has been recommended for commission by the captain. Dead Head gets along well with the crew and officers and does an outstanding job maintaining discipline and morale aboard the ship.

Petty Officer Second Class Adrianna "Angel" Michaels

Medic and cook aboard Riggins-Victrix

Classic Traveller:

UPP: 4677B6

Skills: Laser Pistol 1, Medical 3, Vac Suit 1, Zero-G Cbt 1.

TNE:

UPP: 4677B6-0-6

Combat Asset: Energy Weapon (energy pistol) 10.

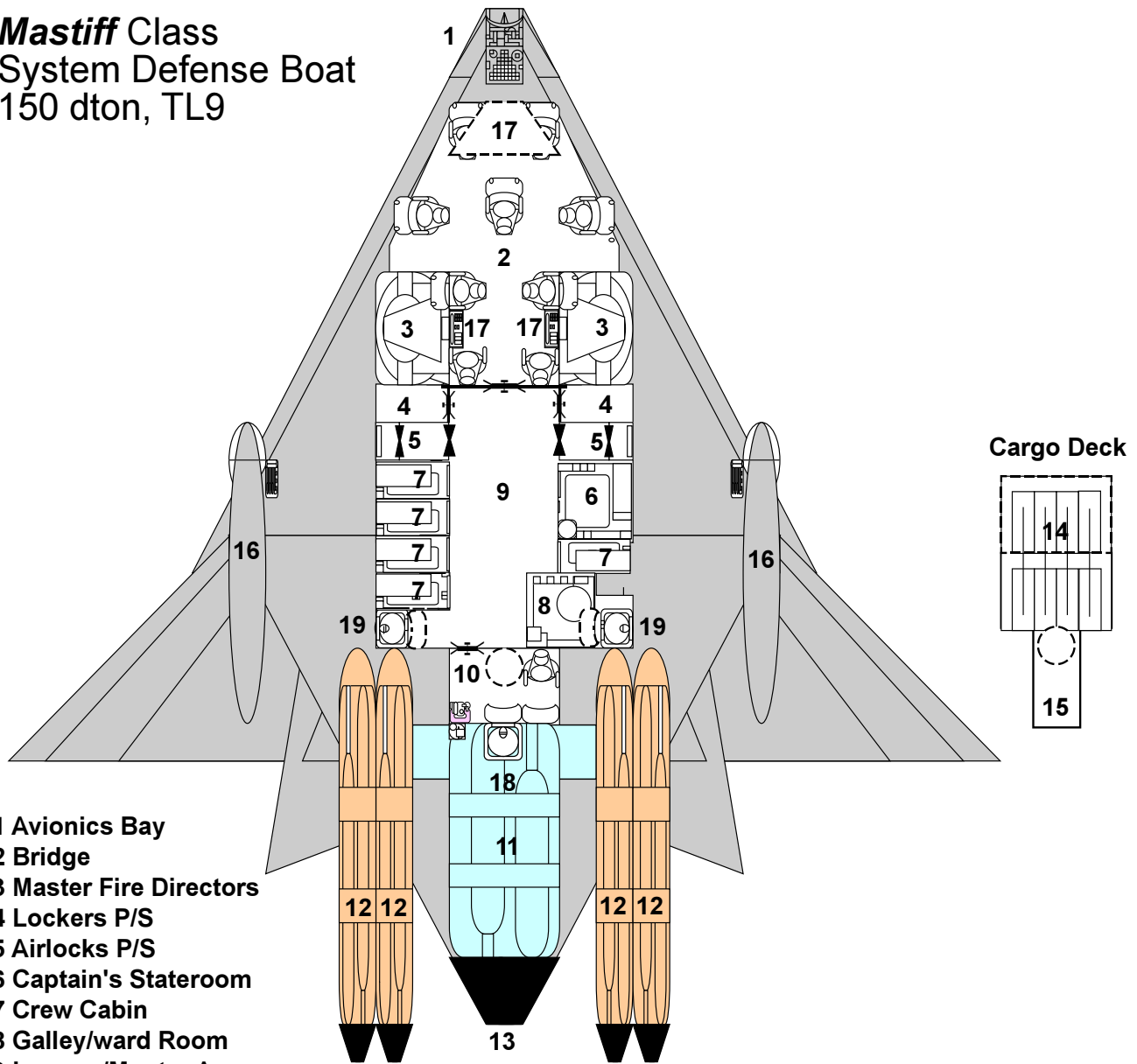
Other Assets: Trauma Aid 14, Diagnostics 12, Surgery 10, Biology 10, History 12, Music 12, Environmental Suit 10, Zero-G environment 8

Motivation: Angel is very outspoken and friendly and will engage the RCES team in discussions of RC policy, their mission and previous experiences. She is an accomplished musician in addition to being a crack medic. She is highly attracted to charismatic individuals, which may result in a relationship with a RCES team member.






EXAMPLE CREW NAMES:

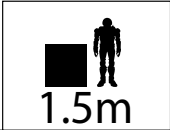
Farouk "Piper" Tesorok
Michael "Tidbit" Banners
Liz "Handy" Jones

**Mastiff Class
System Defense Boat
150 dton, TL9**

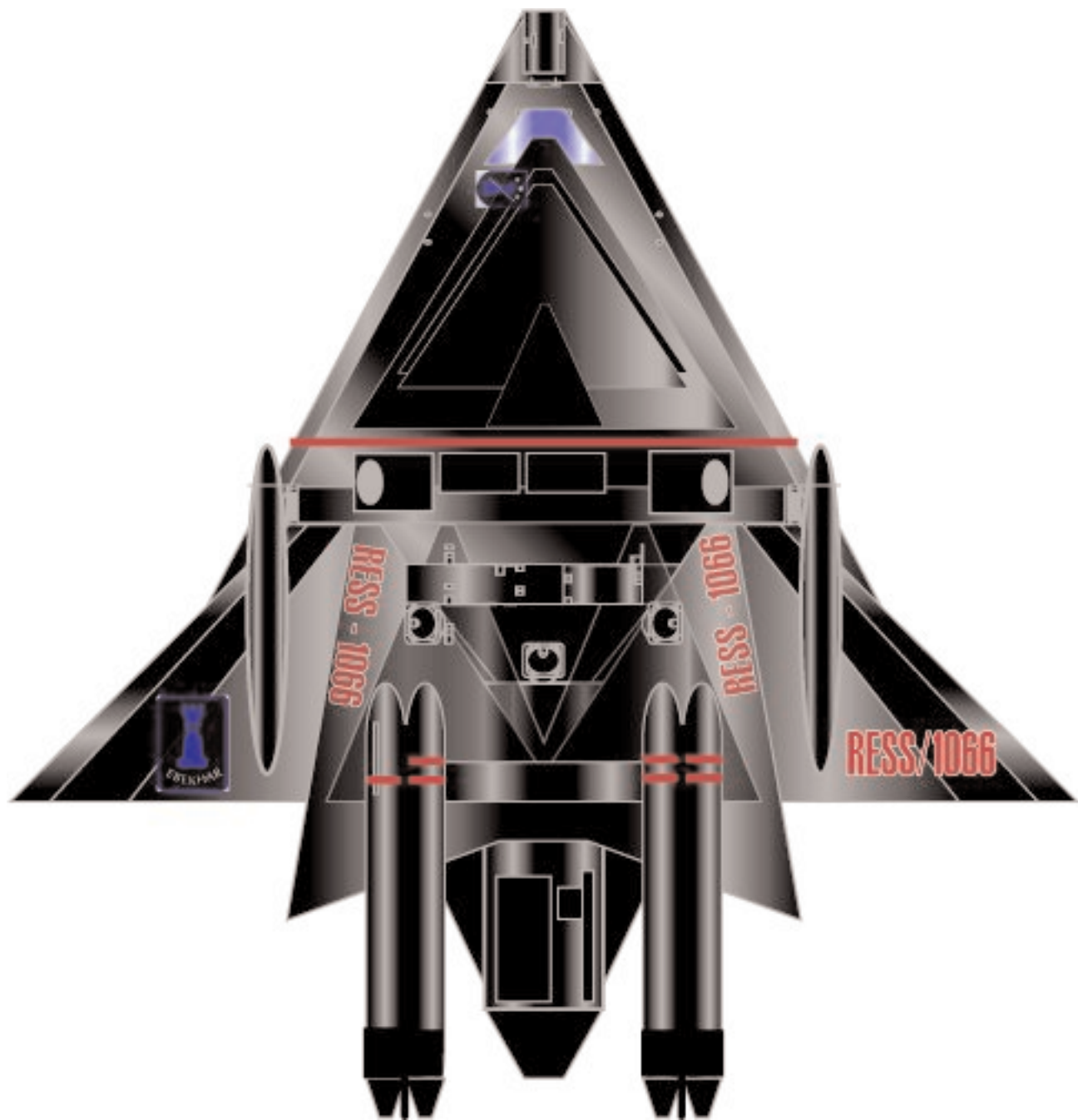


- 1 Avionics Bay
- 2 Bridge
- 3 Master Fire Directors
- 4 Lockers P/S
- 5 Airlocks P/S
- 6 Captain's Stateroom
- 7 Crew Cabin
- 8 Galley/ward Room
- 9 Lounge/Muster Area
- 10 Engineering
- 11 Hydrogen Fuel
- 12 EAPLaC Solid Rockets (4)
- 13 Fusion Rocket
- 14 Missile Magazine
- 15 Autoloader Machinery
- 16 ECM/ECCM/Sensor Pod
- 17 Computer
- 18 Missile Turret
- 19 Laser Turret

	Workstation
	Bulkhead Hatch
	Iris Valve
	Control Seat
	Deck Hatch

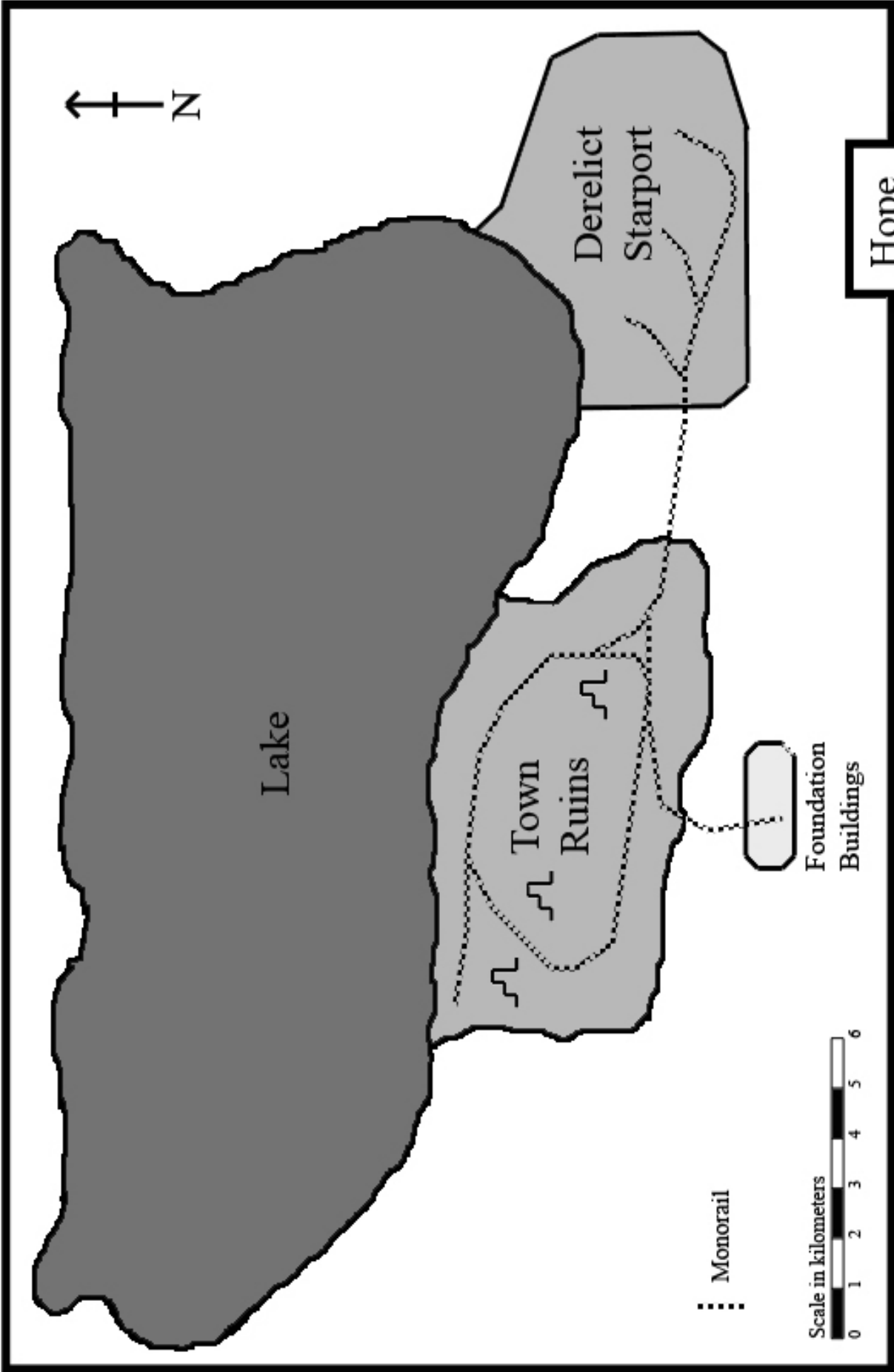


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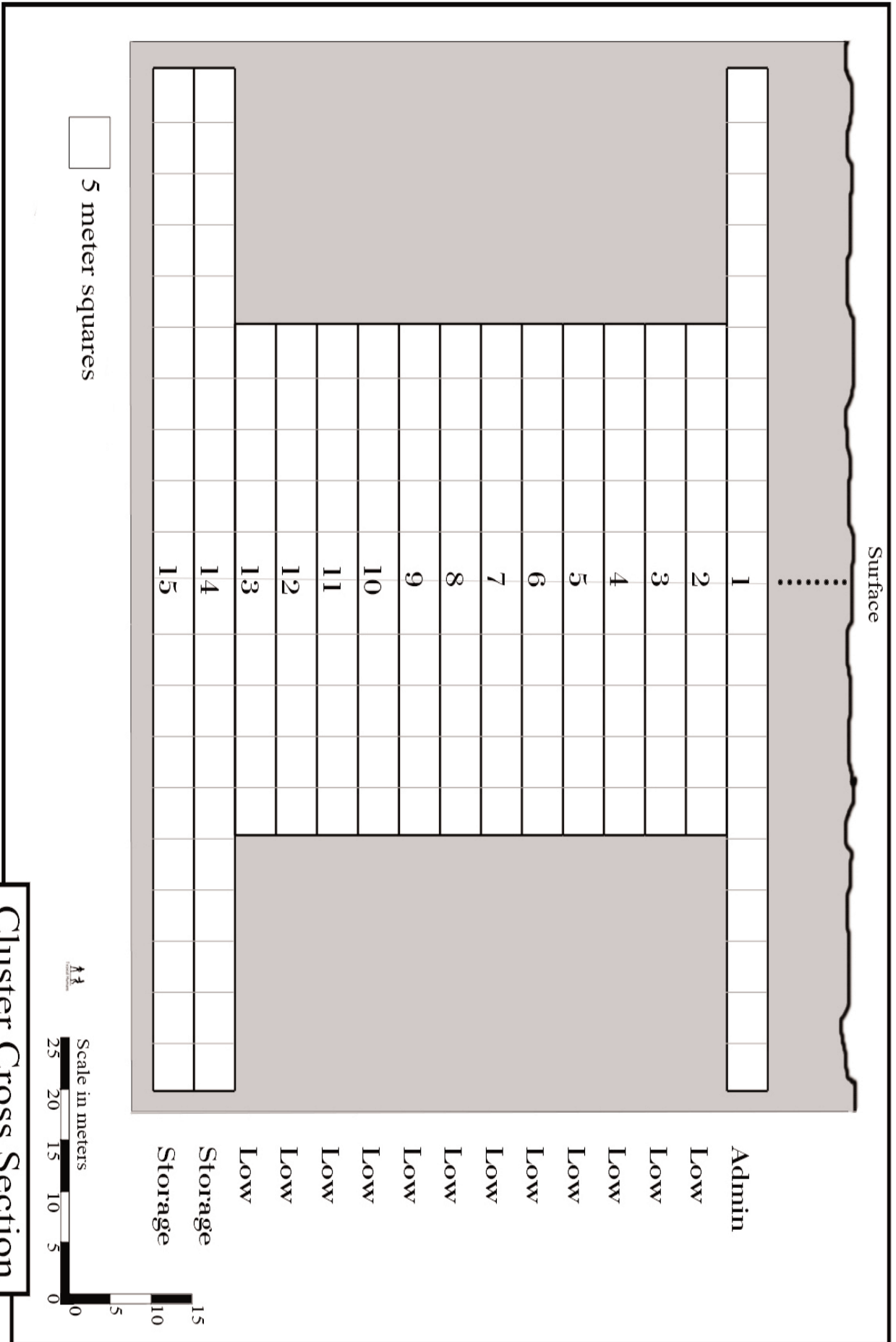


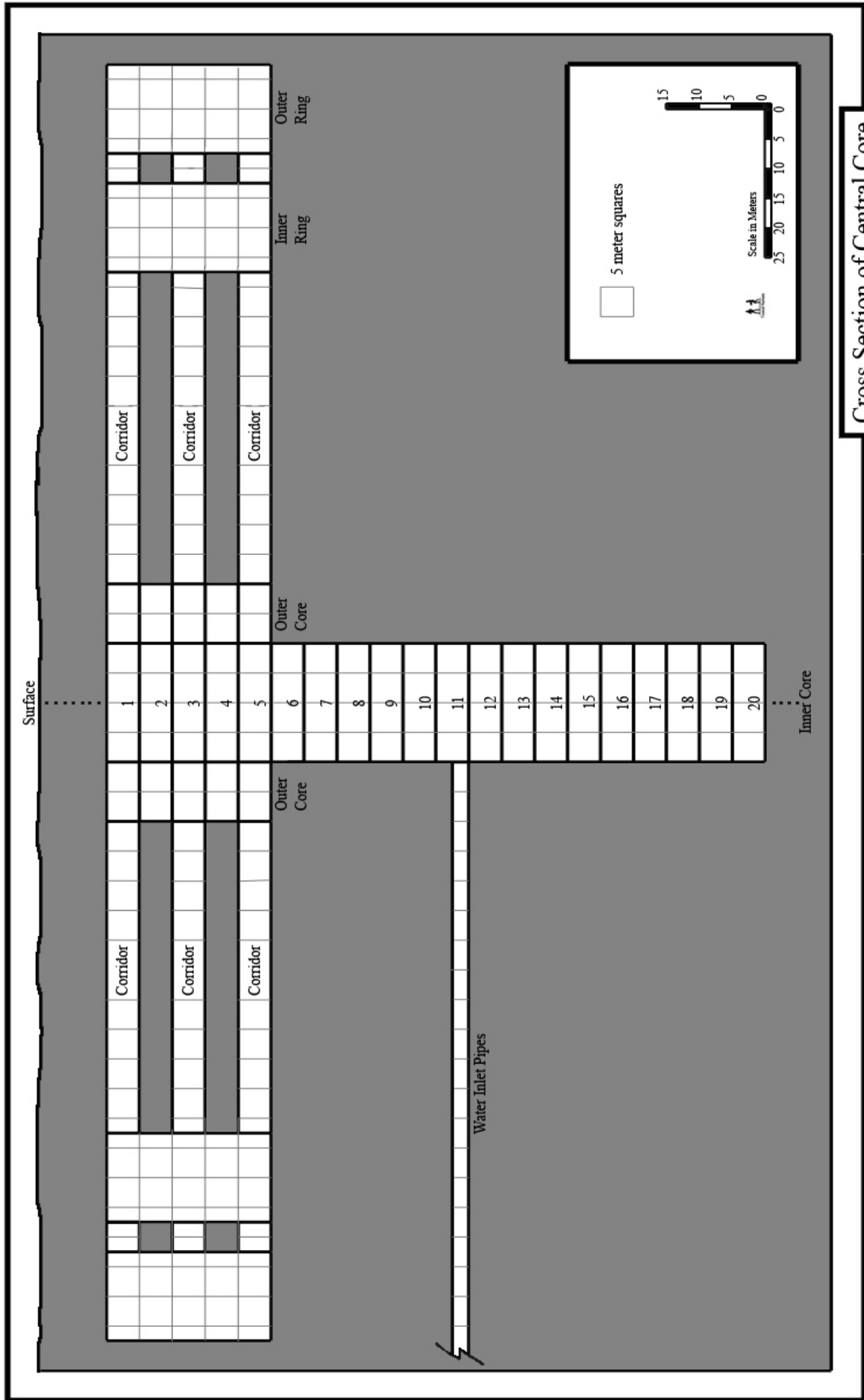
Unit Patch





Hope





Cross Section of Central Core

