

*Traveller: The New Era
Operation Dominoes 3:
The Isdur Gambit*

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

Operation Dominoes 3: The Isdur Gambit

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

In Operation Dominoes 1: Moonshadow, a RCES covert 'Moonshadow' team was dispatched to the planet Tiniyd in the Thoezennt subsector to open relations with the Droyne nations to counter the effects of a botched raid on a Droyne controlled nation out in the Wilds. The resulting scandal threatened to split public opinion within the Reformation Coalition as well as handing their enemies, the Diasporan Starfarer's Mercantile Guild, a propaganda coup.

Operation Dominoes 2: The Minds of Idsur continued the Moonshadow team's mission to bolster the relationship with the Idsur Republic by providing a covert oil well. The team was also called upon to defend the village of Northbank from a Guild raider which led to a pitched battle on a Guild controlled space station hidden in the Arcenturi Belt.

An animal attack on the construction crew at the refinery site resulted in the inadvertent discovery of the Chirper's Psionic invisibility talent.

Referees Overview

Operation Dominoes 3: The Idsur Gambit details the effects of the Chirper revelations and the reactions of the neighboring states. The Idsurian government sends the team back to Marax and then to the Reformation Coalition to purchase arms. Anti-Psionic prejudice and internal Reformation Coalition politics make these purchases impractical and the team is forced to rely on its own resources to acquire the necessary weapons.

Meanwhile international tensions increase on Tiniyd, with several nations launching full scale invasions on the Idsur Republic. A combination of Idsurian military might, supplemented by the additional equipment and personnel supplied by the Moonshadow team are enough to blunt the first attacks. An enemy incursion cuts off the RCES base and the team has to hold out until the Idsurian army can relieve them. The climatic battle is swayed by unexpected events.

This adventure is set in the period VI-1202 to X-1202, and is designed for a party from 4 to 8 player characters.

Chapter 2: Law and Order

The Ugushaam Star arrives at Midday and discharges the modular automated refinery equipment. The TL9 refinery equipment will produce 1000 barrels a day, and bears a startling resemblance to several starship fuel purification plants. A team of eight RCSA engineers from Ra also disembark and will spend the next two weeks connecting the refinery up and running commissioning tests.

Once the Ugushaam Star has docked and the engineers are unloading, Umberto Pellegrini requests the Moonshadow team accompany him to the capital as members of the government will want to be briefed on the Chirper situation. The APC's take about 5 hours to reach Idsur City. Umberto and his team as well as the RCES personnel will be driven by government limo to a security service safe house to brief the army and security service ministers.

Umberto will give the main presentation, and the RCES team will be merely required to confirm what they saw. Once the meeting is over, the RCES team will be booked into a hotel and asked to remain in the city for the next few days whilst the government considers the situation.

Umberto or a member of his training school will brief the team everyday. The Idsurian government can see advantages of learning the Chirper's Psionic invisibility talent (especially the security services) and feel compelled by their belief in Psionic ability being the next stage of evolution, to declare the Chirper's sentient beings and citizens. However they are worried about the loss of the Chirper workforce and the responses of the other nations.

For once the Idsurian security blanket leaks. The involvement of the training house and ordinary soldiers, coupled with the philosophical nature of the debate means that stray thoughts leak out from government circles into family and friends. The newspapers are prohibited from reporting it, but rumors are rife.

With this general atmosphere, foreign agents start to pick up inklings of the situation as well. Some foreign nations start planning their responses immediately.

By the end of the week, the Idsurian government decides that it no longer needs the RCES team to provide any more evidence and grants them travel papers to return to their base.

As the team arrives at the train station, they notice a small crowd protesting outside the station guarded by a rather bemused policeman. The crowd is only a dozen strong and consists of young adults holding placards demanding that Chirpers are given the rights of citizens, based on their Psionic abilities. The secret is out.

Just as the team is passing several laborers start heckling the protestors about the Chirpers being animals. The heckling soon gives way to open confrontation as the handful of laborers attack the protestors. Even though outnumbered, the laborers are generally fitter than the protestors and more familiar with brawls.

If the team intervenes to assist the single policeman, they should be able to break up the brawl before anyone is seriously injured. Additional police will soon arrive from within the station and arrest the laborers and the demonstrators. The police will thank the team for their assistance and take their details / statements in case they are needed in court.

Any intervention in support of the police will result in a favorable report being entered into the team's permanent government records, which could be useful later if questioned by security agents unaware of the team's true identities. The demonstrators are from one of the training schools and are mostly the children of government or security service officials and the gratitude of their parents could be useful later on.

There will be no sanction against the team if they merely avoid the disturbance at the station.

Back at Base Camp

It will take the team almost a week to reach their base via train and truck, unless they get off the train at one of the refueling stops and request a cover pickup from the Serendipity.

Once back at base, the team will be surprised by the previous arrival of additional RCES personnel. These have been sent to run the new port (even if the team did not file any additional requests for support). The new recruits arrived on the Ugushaam Star along with traffic control equipment and a mesh 2.25m diameter 3,000km passive sensor array is draped between two buildings. Jenni has even managed to acquire a Chirper for study (with the permission of the Idsurian government). Finally the Idsurian government has assigned an additional security agent "Jorge Vasquez" to the camp following Ashraam's death.

The Moonshadow team as senior RC representative on planet will be required to sort the newcomers out, and arrange for the installation of the new equipment.

The new RCES personnel include:

- Privates Kyle Stavros & Miguel Gustav (base mechanics under the command of Sgt. Burnes)
- A RC marine security team under the command of the good Sgt. Handerskuyt, consisting of:

- Corporal Stassja Ruiz-Reyes
 - Lance Corporal Teresha Trebizond
 - Lance Corporal Stefan Killsplenty
 - Lance Corporal Jimmie Griggs
- A RCSA traffic control contingent lead by Ms Mabel Haruthbaan, with her two deputies: Ms Gemina Doppler and Mr. Philip Colson.
 - The final new arrival is an additional RCES Moonshadow agent, Jian Eneri Nishuuru, who is credited as being fluent in the Droyne language - Oynprith.

The Security Team has been provided with RC standard weapons and armor, and additional equipment will have been sent for Sgt. Handerskuyt. Based upon Sgt. Handerskuyt's previous performance, the team should be worried about his control of the security team and especially the team's weapons locker. As senior military representative, Sgt. Handerskuyt will order Corporal Ruiz-Reyes to relinquish the keys to the weapons locker.

Only direct intervention by the Team Leader (as senior RCES person in-system) will force the keys from Sgt. Handerskuyt (and further strain the working relationship with the temperamental sergeant).

The Ugushaam Star also carries several news items and confidential orders for the Moonshadow team.

- The most shocking news is that of a vampire attack on the world of Nike Nimbus occurred on 18-IV-1202. A relic vampire Imperial destroyer fought its way through the system defenses damaging a number of RCES and Nimban vessels, destroying the Clipper Eos before bombarding the world and causing over 30,000 deaths. The vampire later jumped away as additional RCES reinforcements arrived. The Moonshadow team knew the crew of the Eos.
- Initial reports indicated that the vampire was still combat capable and had not been critically damaged, when it escaped. RCN and RCES units have been placed upon alert incase the vampire returns.
- The RCES acknowledge any salvage to be recovered (i.e. any Guild vessels or parts of the Guild station) as well as any Guild captives to be returned. Salvage teams will be dispatched shortly.
- The confidential orders from the RCES rebuke the team for failing to observe and open contact with the Droyne nations (the original intent of the mission) after establishing a base in Idsur. The orders demand updates on the ongoing Droyne contact missions. Perhaps the team should divert its resources to a contact mission to the Droyne.

- The second set of briefing notes concerns the additional covert agent Nishuuru. The briefing note is marked for the "Team Leader only" and details Nishuuru's criminal background and his Psionic talents. It also warns the Team's leader that agent Nishuuru's abilities are not known to any of the other RCES personnel and should be kept secret. The Long Range Planning Group has covertly sent their own Psionic agent to the Tiniyd Moonshadow team to even things out a bit.
- Agent Nishuuru also has experience with the primary Droyne language and can act as an interpreter on the next contact mission.

The team can start to plan their next mission, based on limited information from Idsur and the orbital surveys from the Serendipity.

Chirper Escape

The next day, the silence is shattered by one Captain Baez's typically breathtaking landings as she brings the Serendipity in for a periodic re-supply and a chance to flush her air systems. The violence of the Serendipity's landing scares Jenni's Chirper, which immediately uses its Psionic powers to disappear from the lab where Jenni is performing her observations.

There is now an invisible panicked Chirper loose on the base. As search parties are being organized, and Jenni is apologizing to the team for the disturbance, Sgt. Burnes will be seen coaxing something out of his workshop. The Sergeant is clearly interacting with something that no one else can see.

Sgt. Burnes will walk over to Jenni and announce he has found her Chirper. A crowd will quickly gather at his announcement, when suddenly the now calm Chirper will shimmer into view. Jenni is extremely grateful that the Chirper has been returned unharmed, and starts talking about the Chirper's Psionic abilities and how they can only be defeated by Psionic shields or natural telepaths.

Suddenly the assembled crowd will go silent and all stare at Sgt. Burnes as they grasp the significance of Jenni's discussion. Sgt. Burnes is not wearing a Psionic shield and must therefore be a natural Psion and specifically a telepath.

Most Coalition citizens still share the Third Imperium's distaste and fear of psionics.

A Dark Alley

The Moonshadow team will probably need to move Sgt. Burnes away from the crowd before things turn ugly.

If the team can get Sgt. Burnes to a quiet location, they

can ask him about his Psionic abilities. Sgt. Burnes will deny any such abilities and will be as shocked as everyone else. He will admit under questioning to a “natural feeling” for games of chance but will deny that this is any sort of Psionic ability. He is completely convinced that he does not have Psionic abilities.

Agent Nishuuru will be covertly monitoring the conversation via his telepathy whether he is invited to the discussion or not. If asked later, he will confirm that Sgt. Burnes is a latent telepath and has additional Psionic abilities that Nishuuru can't evaluate after such a brief Psionic scan.

The Moonshadow team may be more tolerant of psions after their previous experiences on Tiniyd, but for the majority of the new RC personnel, this is the first experience of a Psion. The majority of the RC personnel is in shock, and will return to their duties to discuss the revelation.

Later that night, Sgt. Handerskuyt will give in to his prejudices (with the aid of some drink) and decide to take his revenge on Sgt. Burnes for his Psionic abilities and his skill at cards. He will gather Private Kyle Stavros and convince him that Kyle's gambling losses are due to Sgt. Burnes' unnatural abilities. He will also order the by-the-book Lance Corporal Jimmie Griggs to help them.

If he can gain access to the weapons locker, he will arm his team and proceed to arrest Sgt. Burnes. Sgt. Handerskuyt will make his move in the middle of the night, when the rest of the base is asleep. The Sergeant will order any Marine guards he encounters to return to their posts. Unless the team has taken precautions, Handerskuyt will surprise the sleeping Sgt. Burnes.

Sgt. Handerskuyt will for once not beat his prisoner and will haul the handcuffed Sgt. Burnes to the Moonshadow team leader's room. He will hammer on the door and if possible march straight in. The Sergeant will then demand that under the RCSA laws against psionics, that Sgt. Burnes be imprisoned and sent for trial for his psionic abilities. Sgt. Handerskuyt will then order Sgt. Burnes confined to the brig under his authority as RCES Security Team Leader.

Law and Order

The Moonshadow team now has a serious authority problem on their hands. A check of RCES regulations will show that Psionics is not proscribed; indeed it is not even mentioned within the service regulations. However the service regulations were formed from, and refer to former Imperial “High crimes & Misdemeanors” and under those laws Psionics are against regulations.

Normally such “High crimes” would include treason, piracy, murder, and rape, but they also include the psionic suppression orders from the old Imperium. No-one within

the RCSA specifically had not considered psionics; they also did not specifically repeal these laws either.

The Moonshadow team will be concerned over Sgt. Handerskuyt's actions, his clear anti-Psion prejudices, his being potentially in violation of previous orders, and that the arrest and trial of a psion by the RCES will not further relations with the Idsurian government.

Elsewhere within the base, the Sergeant's actions have had a mixed reaction. The three air-traffic controllers are stunned by the revelation of a psionic in their midst and the tensions within the camp. The remaining mechanic Private Gustav's loyalties are split between his boss and his distrust of psions.

Lance Corporal Killsplenty is from Spires and so is used to mystics with unusual powers. His complete acceptance of Sgt. Burnes' powers has convinced his lover, Lance Corporal Trebizond to do likewise. Finally CPL Ruiz-Reyes (who dislikes Sgt. Handerskuyt) disapproves of his actions, which she sees as disrupting the base, sees this as an Aubani political and personal attack on a fellow Oriflamman Soldier.

The team will probably want Sgt. Handerskuyt and possibly some of his compatriots sent off world. His actions in arresting Sgt. Burnes under the Psionic laws however, were technically correct, and the Aubani Marine Sergeant did not use excessive force. The team will have to come up with a way of sending the Sgt. Handerskuyt off-world.

Possible solutions include:

- Agreeing to the charges against Sgt. Burnes and sending the troublemakers off-world and back to the RC as prime prosecution witnesses. This removes the issue for now, but may cause problems later on.
- Send Sgt. Handerskuyt back to the RC for “prejudicing diplomatic relations with the Idsurian government”.
- Promote Sgt. Handerskuyt for his initiative and send him back to the RC for re-assignment.
- Claim that the base is still under Idsurian legal control and hence the arrest of Sgt. Burnes is unlawful (Psionics are not a crime in Idsur) and then have Sgt. Handerskuyt arrested for illegal imprisonment and handed over to the Idsurian security services. This will cause repercussions when the RC administrators hear of it, as they will petition the Idsurian government for the sergeants' release and may even impose sanctions to secure his release.
- Charge SGT Handerskuyt for unlawful arrest due to drinking on Duty and have him reduced in rank (If Serendipity is still on the ground, or even in orbit, LT

'Nasty Bee' Baez may be consulted, but it's the RCES Team Leader's decision to demote him while dirtside. If had occurred aboard ship, it would be her call.) Handerskuyt can be effectively dropped two pay grades for this offense, as this is a second time he's been drunk on duty. Sobriety has nothing to do with it. The Coalition Marines have zero tolerance for alcohol on duty (Corporal Ruiz-Reyes will confirm this). Handerskuyt may protest, but he will suddenly become a Lance Corporal. Paperwork will have to be filed and sent back to Aubaine & the 1st RCMC Brigade to make it permanent. Handerskuyt having been cited before, will ask by rights for a court martial to contest this and this will get him off planet and directly back to Aubaine's Marine base where any court martial will take place, and he will still be an Lance Corporal until the trial occurs. LT Baez will tell the Team leader to take statements from all witnesses involved.

The Ugushaam Star will leave for Marax approximately one week after the team arrives back at camp and it can be used to transport prisoners, witnesses and statements back to Marax and hence to the Reformation Coalition. The Ugushaam Star's captain will inform the team leader, that his vessel will then be unavailable for a month as it undergoes annual maintenance.

Chapter 3: Espionage

After the Handerskuyt incident and the departure of the Ugushaam Star, the Moonshadow team can get back to preparing for their mission into the neighboring Droyne nation of Yoyormayess. Orbital scans from the Serendipity and Idsurian intelligence briefing given by Ivandra provide some information. Idsur has been unable to develop relations with Yoyormayess despite occasional attempts over the past decades. The Droyne are extremely insular and Idsurian Intelligence suspects it is due to the deaths of 600,000 Droyne during the First Crusade, just after the Collapse.

There is a fertile plain within Yoyormayess bordering the mountain chain east of Tinyayr. This mountain chain continues north across the equator for several thousand kilometers and separates Yoyormayess from the Idsur Republic and the hostile Kingdom of Limgur. Correspondingly Yoyormayess security is particularly efficient along this border.

However, directly east of Tinyayr is the lower reaches of this fertile plain, separated from Idsur by the mountain range, then 750km of badlands and finally another spur of mountains. Idsur Psionic surveys have highlighted several Droyne towns and villages in this area, shielded from prying eyes by the bulk of the mountains.

Idsur is unable to supply transport, as use of its airforce or relic grav vehicles is psionically monitored by several of its hostile neighbors, and the Droyne villages are too far to travel by foot. Lt. Baez of the Serendipity reckons she can thread a "Nap of Earth" approach through the mountains and drop the team undetected near these Droyne villages.

Lt. Baez will fly at night, relying on her instruments. The team will be barred from the bridge and will have to spend the entire three hour journey in their cabins or in the common room. The journey will be permeated by the thrumming of the engines, and the whistling of air over the hull. Occasionally the engines will whine and faint shudders and surges of acceleration will be felt throughout the ship as the inertial dampers struggle to keep up with Lt. Baez's maneuvers. The faint pings of the collision and proximity alarms can be heard through the closed hatch to the bridge.

An hour before dawn, the ship will shudder to a halt and the team can disembark on to the western face of a barren hill several kilometers west of a stretch of virgin forest and the first Droyne village. The Serendipity then lifts and retreats to a safe landing spot in the mountains ready for a quick retrieval. The team has an hour to get into position to start their long range surveillance. Given the non-human nature of the Droyne, direct covert infiltration is impossible.

The Droyne village of Yuboiok is a small agricultural

center of approximately 200 Droyne living in stone houses with slate covered roofs. Stone built barns and storage areas are scattered around the edge of the village. The village is surrounded by wheat fields (feed from mountain water run-offs), as well as orchards and vegetable plots. The orchards contain apples, pears, dates and figs. All varieties are Terran genetically modified crops from the time of the Second Imperium.

In common with similar Idsurian villages, there is a wind turbine to generate limited amounts of electricity and an alcohol still to power the handful of agricultural machines.

Droyne, nearly 2m tall can be seen on the outskirts of the community watching the forest. Several of these Droyne carry carbines. Smaller Droyne approximately 1.3m to 1.5m tall can be seen servicing a tractor unit under an awning in the center of the village whilst other small Droyne are seen climbing trees in the orchard to pick fruit. Large and placid looking Droyne can be seen hauling small carts around the fields and performing simple agricultural duties such as weeding and watering.

Several much smaller Droyne (young) can be seen gathered under an awning in the center of the village receiving instruction from two older larger Droyne. This appears to be normal schooling using a chalkboard, but several times the class is halted by obvious telepathic exchanges between the teachers and the class.

The single unusual building within the village is a solidly built stone building on the edge of the village. It has no windows and a single doorway blocked by a metal grill door. Several skylights can be seen in the roof, but they too are covered by metal grills. If the team watches all day, they will be able to see the occasional Droyne entering the building with agricultural waste and leaving empty handed.

The Droyne are actually raising large beetles (palm sized) within the building. These beetles are considered to be a local delicacy and feed on the rotting vegetable matter. The grills on the doors and skylights stop the beetles escaping.

The second Droyne village is approximately 20km northwest of the village of Yuboiok, and the villages are linked by a dirt track. A plume of smoke can be seen rising from the second village even from the team's original drop off point.

The village of Fenayaytsaku is approximately the same size as Yuboiok, but is the property of a separate Dreskay or extended Droyne family. Both villages are part of the same Oytrip, so the villages co-operate, with Yuboiok providing additional food supplies to Fenayaytsaku.

Fenayaytsaku is a mining town, with most of the Droyne workers involved in coal mining. Coal is brought out of hillside tunnels by trolleys pulled by a combination of steam

power and worker Droyne. The coal is then loaded onto horse drawn barges and sent north via a canal. The vast majority of the buildings are stone, but the village has more abundant electricity thanks to a coal fired steam engine. Barns and agricultural buildings have been replaced with workshops and coal stores. The village is dominated by the mine and the associated slag heaps. A small number of fields and orchards cover the southern and eastern approaches to the village.

Droyne warriors are present on the outskirts of town, on guard for dangerous animals and intrusion by neighboring hostile nation states.

Library Data: Droyne

The Droyne are an intelligent, omnivorous, race scattered across the breadth of known space. Droyne are bipeds with a head containing the brain and major sense organs at the top of the body. They have six limbs, with the middle pair evolved into large bat-like wings with a span of approximately 3m. Droyne on Tiniyd are unable to fly due to the thin atmosphere, although wings are used to increase the length / height of jumps.

Hands end in four flexible dexterous fully opposable digits, feet have three toes, and a degenerated forth toe forms a rear facing bony spur. Droyne legs are digitigrades like the Aslan and Vargr and several non-sentient animals such as Terran birds.

Adult Droyne vary in height between 1.2m and 2m and mass between 25kg to 50kg depending upon caste. Their skin is tough and scaled but does not provide protection equivalent to armor. Skin is normally grey with dark grey patches that appear after casting. The distribution of these markings is dependent upon the Droyne's caste. Droyne are hairless.

Droyne heads include a combined beak head arrangement similar to Terran lizards. They have large black compound eyes and internal ears (only the entrance to the ear is visible). Leader caste Droyne have enlarged heads compared to other Droyne.

Droyne generally are of a lower physical development or intelligence than a typical human, although casting makes them efficient within their specific fields of endeavor and communal effort is used to overcome the shortcomings of individual Droyne. As a result Droyne are a communal race and value the company of others of their race.

Droyne are split into six castes which have pronounced physical and mental differences. Workers perform manual labor tasks in industry and agriculture and are generally large but less intelligent than other Droyne castes. They are usually more placid than other Droyne as well.

Warrior Droyne are also well developed and can mass 50kg with heights approaching 2m. They perform protective roles with the Droyne community such as police and fire fighter duties as well as acting a guards, hunters and soldiers.

Drones perform middle management roles within Droyne society as well as bearing and looking after children, and performing ceremonial roles. Technician Droyne are the smallest of the adult Droyne castes and have increased dexterity over other castes. They are responsible for the production, and repair of the technological items used by the Droyne.

The Droyne sport is a jack of all trades caste, employed in tasks that require independent thought, such as emissaries, scouts etc. Finally Leaders provide strategic direction for Droyne communities. Individual Droyne are knowledgeable within their own fields and can display initiative in solving problems within their field, but they need strategic direction from the Leader caste.

Observers will note the relative lack of elderly Droyne within the community. This is because as a Droyne ages and becomes a burden on society, the Droyne will voluntarily shut down its bodily functions and die.

Finally, all Droyne are psionic to a greater of lesser degree, and all have the ability to determine the direction to other members of their community and the ability to appear unseen (psionic invisibility). Psionically powerful Droyne are trained during youth and have all the abilities of medium power human psions. Approximately 15% of the Droyne population is a medium power psion at birth and additional training during a Droyne's life can increase its psionic abilities to that comparable with a high level human psion, or increase the abilities of lower level psions to that of a medium level psion. Given this additional training, a full third of the Droyne population can be considered to be psions of medium or greater ability.

It should be noted that differences in social and physical attributes makes psionic contact between Droyne and non-Droyne extremely difficult (doubles the amount of psionic strength required).

Take Me to Your Leader

If the team attempt in initiate contact either by Psionic means or simply approaching one of the villages, or if their observations are detected, the Droyne will shun contact. The Droyne still remember the crusades against them by the various human nations as well as the more recent off-world slave raids (again by humans). Correspondingly they have no reason to trust humans.

Any young Droyne will be hustled into one of the buildings and hence out of the village to a secure hide via a secret

tunnel. Once the children are out of sight, the Droyne will use their Psionic discipline of Invisibility and simply disappear.

Warrior Droyne will impose themselves between the team and the village until such time as the villagers have disappeared. The warrior Droyne will employ the following tactics against interlopers:

- Interpose themselves between any intruders and the retreating Droyne villagers.
- If the team continues to advance or refuse to leave, the Droyne warriors will maintain the distance between themselves and the team and will gesture for the team to stay back. A few warriors will shout at the team to retreat. As the Droyne only speak Oynprith the Droyne Language, it is unlikely they will be understood. It is now that the team will discover that Agent Nishurru's fluency in Oynprith is critically flawed. He will not be able to make himself understood.
- The Droyne warrior will then escalate their tactics to warning shots, possibly supported by projected emotions of fear and nausea from retreating Droyne leaders.
- If the team continue to advance, or resort to violence, the Droyne warriors will psionically disappear and then open fire with their weapons.

Once the Droyne villagers have successfully retreated to their hiding places in the forest, the Droyne warriors will disengage using their Psionic invisibility discipline.

Any team member that shows Psionic abilities or the ability to see the invisible Droyne will be considered to be leaders, and communications or counter-attacks will be addressed to these team members.

Unwanted Visitors

If the Droyne notice the team observing one of their villages, or the team shows no sign of leaving a Droyne village after the villagers have retreated, then Droyne warriors will be dispatched to drive the team away. A Droyne sport will be sent along as an observer.

Psionically invisible Droyne warriors will stealthily leave the village and rendezvous at a predetermined location in the surrounding countryside (e.g. by a small stand of trees, or in a depression). They will then advance in loose formation towards the team's location. Once they have sighted the team, warning shots will be fired to drive the team away.

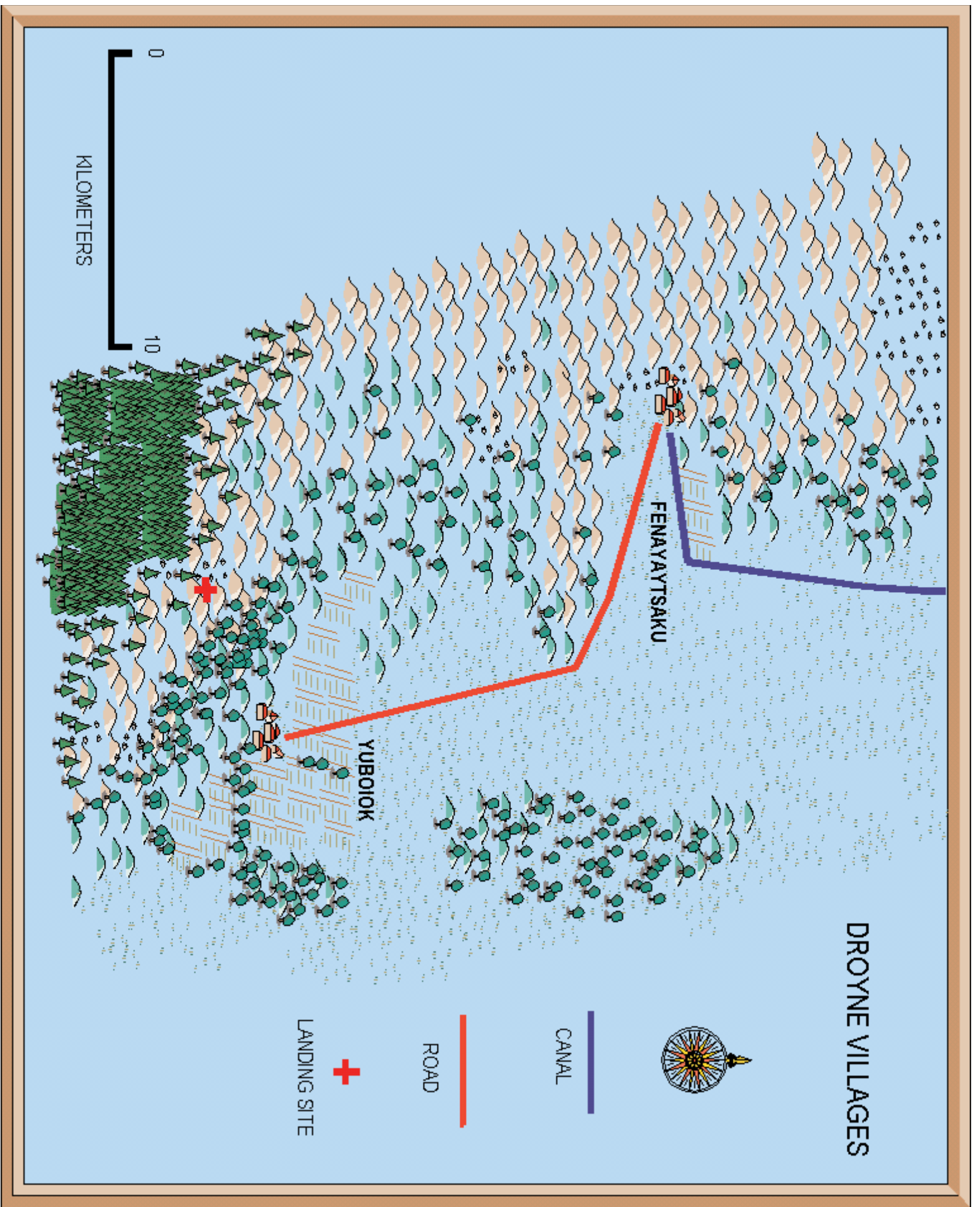
Initially the Droyne will not fire to wound or kill, but if the team replies to the warning shoots with a barrage of fire against the invisible Droyne, then the Droyne will fire to kill.

If the team retreats, the Droyne will pursue, driving the team before them with more warning shots, until they are a considerable distance from the village. The Droyne warriors are familiar with guerrilla tactics and will not engage in a stand-up fight with the team. They will fire and then immediately change their location, all the while protected from view by their Psionic invisibility abilities.

If the pursuing Droyne see the team being picked up by the RCES Serendipity, the Droyne sport will psionically relay this information back to the Droyne Aykruskloss (council of Oyttrip leaders). Any attempted friendly contact or the use of off-world technology by the RCES will be of interest to the Aykruskloss, and will influence their actions in the coming months.

Recall

The Serendipity will issue a recall to the Moonshadow team several days into the mission, and move to pick up the team from their original landing site, or any other designated point. The Idsurian government has dispatched a diplomatic team to the RCES base and requires the presence of the Moonshadow team immediately to discuss issues of national importance. Exact details of the situation will not be made available until the team returns.



DROYNE VILLAGES



CANAL

ROAD



LANDING SITE

YUBOIOK

FENAYAYTSAKU

KILOMETERS

0 10

Chapter 4: “Send RCES, Guns, & Money”

“The only way for evil to flourish is for good men to do nothing.” - Edmund Burke, Terran Philosopher of the 18th century.

“Never give up.” - Sir Winston Churchill, Terran statesman of the 20th century.

“Nothing is ever truly hopeless: no one ever ate an elephant in single bite either—only when you cut it up into smaller pieces can you do that, one bite at a time.”
- Anonymous Terran saying.

“So, the RCSA kicked ye to th’ curb, aye? Well, there’s a strange tale to be sure. Now if I had folks in a jam, and there being an Auction here in a day, an money being of no weight, I’d buy my folks what they needed an devil take th’ government.” - Martin O’Rourke, NE 2.

Secret Meetings

After another harrowing flight through the mountains, Lt. Baez will land the Serendipity on the landing pad with a jolt that makes the entire ship tremble. A small Idsur delegation is waiting at the edge of the pad and will greet the team as they disembark. The Idsur delegation is lead by Paulo Santiago, an aide to the Chief Negotiator Usaandra Ibinerii. The team will have meet Paulo during the initial negotiations with the Idsurian government at the end of previous mission.

Paulo wishes to speak with the team urgently, and they will barely have time to wash and change before Paulo is knocking at their door. Once the team changed, the meeting will convene in the nearest conference area. Paulo is accompanied by a bodyguard and an army officer bearing military intelligence identification. Both Ivandra and the new security agent Jorge Vasquez will also attend the meeting.

Paulo will open the meeting “As you are aware, the Idsurian Government has been examining the case of Chirper sentience and the possession of psionic powers after the incidents at the oil refinery site. Telepathic deep probes on the Chirpers failed, although some of our strongest telepaths did manage some surface scans. The Chirper’s thought processes are reported to be alien and difficult for humans to comprehend, but certainly gave the impression of sentience.”

“Our examination of their apparent invisibility has confirmed that it is a psionic talent which can only be blocked by a telepathic shield. This alone confirms the inclusion of Chirpers within the ranks of intelligent, evolved beings.”

“Despite some claims that granting Chirper’s full citizens rights would cripple the Idsurian agricultural sector, Prime Minister Baldassare has decreed that based upon the evidence, Chirpers are sentient beings and will be considered full Idsurian citizens. A formal announcement will be made in the next few days”

“Now given the controversial nature of this discovery, rumors of the investigation have leaked to the general public, especially after students at several psionic training houses held demonstrations within Idsur City demanding such rights. Unfortunately, knowledge that the investigation was taking place has been discovered by our neighbors, probably by psionic surveillance.”

“We have received numerous coded radio and telepathic messages from the governments of the human nations on Tiniyd expressing their concern. Several governments have even issued implied threats to Idsur. Our own psionic surveillance has detected a few organized demonstrations within the Kingdom of Light against our heretic teachings”

“Prime Minister Baldassare is concerned that several of our neighbors may be tempted to take military action over the issue, and we will be increasing the readiness of our armed forces and the security services. Foreign Minister Enkhusham is confident that negotiations will prevent such attacks especially if we offer access to our new oil supply and threaten to reduce electricity exports”

“However, as a fallback we formally request military assistance from the Reformation Coalition. Specifically we need additional TL6 weapons, ammunition and spares for our aircraft / vehicles. Given that the current diplomatic difficulties are solely confined to the Chirper issue, The Prime Minister considers it unwise to raise awareness of our off-world contacts so no direct military assistance by off-world troops or vessels is requested.”

“As a sign of Idsurian goodwill, I am authorized to issue you with bonds covering the provision of Idsurian oil surpluses to the value of MCr 1 to help act as any necessary down payment needed to secure such support”

Paulo then turns to Ivandra

“Prime Minister Baldassare has assigned you to accompany the RC representatives during their journey and to represent the Idsurian government as needed.”

Paulo then hands the meeting over to Lt. Clarke of Idsurian Military Intelligence to present the military part of the briefing.

“Idsur is surrounded by four human nations, Gakshishu, Pabugleki Amkhuun, Kingdom of Limgur, the limkhuu Hierate, and the Droyne nation of Yoyormayess. This briefing will only detail the four human nations. Each of the

neighboring nations is governed by a small elite Psionic ruling group using both psionic surveillance and military might. The populations of these nations have been indoctrinated that only psions are fit to rule due to their innate psionic abilities and hence superior evolutionary status. The Kingdom of Limgur has even designated their ruler a king based upon his divine right to rule.”

“With the exception of Gakshishu, the remaining human nations are similar in population to Idsur and have military forces comparable in size to the Idsurian armed forces. Gakshishu has a larger population and current intelligence estimates place both its general population and armed forces at 50% greater than Idsur. All of these governments can be described as insular and potentially hostile. The limkhuu Hierate takes this isolation a stage further and rarely interacts with its neighbors at all. Trade and communications between nations is minimal at best and non-existent at worst. International co-operation is non-existent”

“As can be seen from the military intelligence estimates, all four nations have significant armored vehicle capacity and approximately the same availability of relic equipment. Thankfully the majority of these armies are not as professional as our forces. We currently counter our enemies armored vehicle superiority with our relic equipment and artillery.”

“Gakshishu is an aggressive expansionist state with a capable military officer corps, however their political leadership is less competent so overall strategy tends to suffer. In addition the relic units tend to be assigned bodyguard duties in the capital. Their other weakness is the poor quality of their air force. They still use primitive bi-planes. Their aeronautical efforts seem to have been concentrated in their helicopter fleet which is comparable to our own.”

“Our Northern neighbor, the Pabugleki Amkhuun, is only aggressive when it thinks that its enemies are weak and vulnerable. Their military officer corps is generally poor with several political appointments in higher officer positions. Again they tend to concentrate their relic units around the capital to guard against rebellion and to watch the loyalty of army officers. They are also hindered by the need to guard a long border with the Kingdom of Limgur and endemic corruption. Our spies tell us that entire ghost units are on the army payroll, with their pay being secretly transferred to several of the leading psions.”

“The Kingdom of Limgur is our most dangerous opponent. Its military is high trained and capable at all levels and is comparable in quality to our own forces. The Kingdom is expansionist and aggressive and are primarily interested in gaining additional arable land. They have raided all their neighbors including the Pabugleki Amkhuun, the limkhuu Hierate and Yoyormayess as well as the Republic”.

“The limkhuu Hierate is a bit of a mystery. It has not engaged in military operations outside its borders for over twenty years and its forces are generally deployed to guard its borders. It is isolationist in the extreme, but our psionic surveillance has shown that its officer class and general government seems competent if unspectacular.”

“Idsurian army units are capable of defending the Republic against these individual threats, the limited nature of the industrial base prevents prolonged campaigns or multiple campaigns. Current military reserves would provide the necessary supplies for the entire regular army to operate in the field for 1 month of combat. If it is necessary to call up the reserves, then the duration of operations would obviously be reduced. Thankfully our enemies are no better supplied.”

Paulo will provide the team with a detailed list of equipment requests including:

- Vehicle parts for 13 platoons of vehicles (mostly jeeps and trucks)
- Aircraft parts for 36 aircraft
- Small arms ammunition for 4 companies for 1 month and 10 companies for 10 days (TL6)
- Artillery shells for both the TL6 and TL11 artillery companies
- Additional LMGs x 160 (1 per platoon)
- Additional automatic squad support weapons x 168 (1 per squad)
- Additional man-portable anti-tank weapons x 168 (1 per squad)
- Additional hand grenades x 2800 (2 per combat trooper)
- Additional high tech helmet radios
- High tech ammunition including RAM grenades, Gauss rifle and light assault gun ammunition for two companies
- High tech man-portable anti-tank weapons x 100

Library Data: Military Organization

Military units are organized into a hierarchical structure to allow command and control to be exercised over the various sub-units. The basic combat unit of armies on Tiniyd is the platoon consisting of 30 to 40 soldiers or 3 to 6 vehicles for mechanized units. A Platoon is made up from 3 to 5 squads. A squad is typically up to 8 soldiers lead by a junior NCO or a single vehicle and its crew and passengers. A small headquarters unit controls a platoon, but this is often no

more than the junior officer, the senior platoon NCO and possibly a radio operator.

The largest permanent army unit on Tiniyd is the company. This provides administrative and logistical structure to the army. A company consists of 3 to 5 platoons with between 100 and 150 personnel. A small headquarters unit with support sections rounds out the company's strength.

Given the small size of the militaries on Tiniyd, platoons tend to number approximately 30 personnel, and companies have 100 personnel assigned.

Example army units are provided in the Cast of Characters.

The team is now free to respond to the Idsurian request. The best way would be for the Moonshadow team leader and possibly other members of the Moonshadow team to make a personal presentation at the new RCES base on Marax. The Serendipity is still on the landing pad and can take the delegation to Marax. Paulo will request that the request be dealt with personally by the Moonshadow team leader and quickly to allow the transport of arms to Tiniyd and distribution to the army before any hostilities can occur.

Marax

The Serendipity can be cleared for launch the next day, after the delegation have boarded. During its journey out to the jump point, traffic control will alert the Serendipity to the arrival of an RC vessel "Far Star" carrying a salvage team. The Far Star is a modified 600tn TL12 Bastien class liner carrying the salvage team dispatched from the RC to salvage the remains of the guild base discovered earlier in the year. The salvage team plan to install new power plant and maneuver drives to allow the recovery of the two outer station hulls.

The star-field then shimmers as the Serendipity enters jump space bound for Marax.

A week later Serendipity will emerge from jump space and heads toward a gas giant to refuel. A Maraxian navy patrol cruiser will challenge the Serendipity at it reaches orbit, but an RCES identification signal is enough to secure passage. As the Serendipity approaches Marax, an RCES Clipper and a multi-mission scout will be seen in geo-stationary orbit over the Starport.

The Serendipity will be directed to the RC base landing pads at the edge of the Starport. Keen observers will be able to spot the Ugushaam Star undergoing annual maintenance in one of the distant hangers. A handful of small merchants from the Reformation Coalition and Free Traders are docked at the port and appear to be loading bulk cargo.

The Marax RCES station is a far cry from the tiny scratch-

built Tiniyd forward base (E-class) and its primitive wilderness setting. The Moonshadow Team will discover since the decapitation raid in II-1202, the RCES has established a large base in the seaport-Starport capital city of Mare-Maximus.

The RCES base is located on the outskirts of the old Starport in a former Starport authority complex. The complex contains a former hotel, casino/nightclub, indoor and outdoor swimming pools and a four star restaurant. Several floors of the old hotel have been converted into offices. The rest of the hotel acts as service accommodation. Several landing pads adjacent to the complex have been designated for RC use. The Complex acts as a fortified forward base, embassy, and RCSA forward offices including service and support warehousing for operations in the entire Thoezennt subsector.

The base boasts an entire company of Coalition Marines (Three platoons, one from Aubaine & 1st RCMC Brigade, one from Oriflamme, 2nd RCMC Brigade, and one from the 3rd RCMC Brigade (HQ on Nike Nimbus), made up of all other member worlds), as well as shore accommodation for the RCN detachment in system. A Victrix Sloop will be resting on one of the other RC landing pads.

The Moonshadow team can report to the base, and will be assigned temporary quarters in the Hotel. If the Moonshadow team leader pulls rank, a meeting can be arranged with the base commander for later that afternoon. The team can spend the intervening few hours enjoying the luxury of the base. Ivandra will be captivated by her first visit to an alien world.

Administrative Confusion

The Moonshadow team and Ivandra will meet the Base Commander, a Captain Spaeder in his office. Captain Spaeder is dressed in a standard RCSA uniform but with several ostentatious items of jewelry, and his offices has several items of art. The office is furnished to excess, and he has appropriated a large real wood desk. Captain Spaeder will offer the team drinks from his extensive drinks cabinet.

The team Leader can make his pitch for RCES support to the Tiniyd government. Commander Spaeder will listen intently. At this point the wheels will come off the team's wagon. Spaeder will flatly refuse to provide arms or other military support to Idsur. He will state that as the Idsur Republic is not formally listed as a Reformation Coalition approved allied government; it is not eligible for RCSA support of any kind.

Protests that the RCSA has been informed of the agreement between Idsur and the RC will be noted, but Ricky will announce that the RC assembly has not ratified that agreement and hence Idsur does not qualify for assistance. Arguments that Idsur is a friendly democratic country threatened by a number of hostile psionic TEDs will

be met with blank refusal. The democratic credentials of the Idsur Republic have not been independently confirmed by the RCSA, nor has the intentions of the neighboring states. Without such confirmation, RCSA regulations prevent the release of RC funds.

If the Moonshadow team demands that the RCSA send a survey team to confirm the facts, Spaeder will plead lack of suitably qualified staff and a budget. Attempts to pull rank using the RCES commission will be refused as the RCES remit only extends to Tiniyd and not Marax and Spaeder is part of the RCSA and not the RCES.

A skilful diplomat or administrator will be able to extract one concession from Spaeder. He will send a request to RCSA headquarters on Aubaine to confirm the status of the Idsurian government. He promises a response within approximately 2 months not counting travel time to and from Aubaine. Marax is 4 weeks out from Aubaine by fast courier.

Any covert psionic scanning of Spaeder will reveal his real reason for refusing assistance. Spaeder dislikes psions intensely. Confronting Spaeder with his prejudice will get nowhere as he will flatly refute such allegations, and psionic scans are illegal within the RC. The RCES base counts as RC territory.

Whilst Captain Spaeder is in charge of the RCSA presence on Marax, there are two other RC personnel on planet who may be able to help. Captain Ritter of the RCN could allocate naval resources but is apparently unavailable for the next few days, but Ambassador Kuvishaam heads the RC diplomatic mission to Marax and may be able to assist.

Ambassador Usandra Kuvishaam will be able to see the team after the evening meal for 30 minutes. After the team has made their pitch for assistance, Kuvishaam will consider it briefly then politely refuse. Her remit only extends to diplomatic relations with Marax. She will complain about trying to establish diverse off-world trade to boost the Maraxian government's revenues. She also has problems finding employment for the recently cashiered soldiers from the TEDs army.

Any attempts to complain about Captain Spaeder will be met with polite attention, but unless the team has somehow managed to acquire damning evidence of Spaeder's corruption, then Kuvishaam will merely thank the team for their concern and promise an investigation at a later date.

Honoring the Fallen

When the team returns to their quarters, they will find an RCN ensign waiting for them in. he has a formal request for the team's attendance at a medal ceremony tomorrow. The naval office at the base has assigned awards for the team based upon their performance. Actually Ritter has used his authority as commander in the field to make some battlefield awards.

The next morning, the team will be assembled in the clear crisp light of an open hanger, and a full marine honor guard stands to attention. Commander Ritter and several naval and marine officers will be present. Ambassador Kuvishaam and Captain Spaeder will also be present.

A junior naval lieutenant will read the commendations and Ritter will formally present any awards. The entire team will have been granted a commendation based on their successful contact with the Idsurian government. Any Moonshadow personnel wounded in action will be awarded a Purple Heart. Those killed in action will be awarded a Meritorious Service Medal or the lesser Distinguished Achievement Medal depending upon circumstances. Awards for valor will be given according to the team's reported actions.

After the presentation, the Moonshadow team will be able to catch five minutes with Captain Ritter during the post-award celebrations. Ritter is aware of the team's progress and is sympathetic to Idsur's needs, but after the forced resignation of Captain "Sinner" Lawter of the RCES Clipper Aube after the Cosmic Fire scandal, he is unwilling to sanction military support.

He will authorize a small amount of arms and ammunition for the personal defense of RCES base personnel currently on Tiniyd. The arms will be limited to a case of snub pistols and half a dozen ACRs with a few boxes of ammunition. The personal defense justification will not cover the release of larger amounts of weaponry or heavy weapons.

Trade Opportunities

Observant team members may remember the Ambassador's comments about Marax's need for off-world trade and the reduction in her armed forces. Perhaps the team could approach the Maraxian government directly. Marax is currently TL6 and used standard Imperial designs for its weapons just like Idsur; if necessary Ivandra can suggest this course of action.

As an RCES station leader, the Moonshadow team leader can easily gain a rapid appointment with the Maraxian Minister for Trade. Minister Luumashka will be eager to discuss trade, and once the situation is explained, will be happy to sell some of the army's surplus TL6 weaponry. He is in-fact worried that any surplus weaponry could fall into the hands of criminal elements here on Marax. Disposal of the weapons removes this problem and generates some useful off world credit.

He will take the list of arms from the team and get his officials to determine their availability and cost. The next morning, the team will be summoned back to the Minister's office. The arms are available and the Minister can even arrange for the Ugushaam Star to transfer the weapons to Tiniyd once it has finished its maintenance next week for no additional cost.

The Minister will then ask how the Idsur Republic plans to pay for the arms shipment. He will gratefully accept the MCr1 of Idsurian bonds against their oil stocks, but this will not cover the cost of the shipment. Marax is asking for MCr 14.44005 to pay for the shipment. A skilled trader may be able to negotiate the costs down.

The costs of the various items in the arms shipment are detailed below:

- 72dtns of aircraft parts @ Cr70,000 / dtn = MCr 5.04
- 52dtns of vehicles parts @ Cr70,000 / dtn = MCr 3.64
- 36dtns of TL6 artillery shells @ Cr36,500 / dtn = MCr 1.314
- 88dtns of TL6 small arms ammo @ Cr46,500 / dtn = MCr 4.092
- 4dtns of TL6 hand grenades @ Cr28,000 / dtn = MCr 0.112
- 1dtn of TL6 ATGL @ Cr8400 / dtn = MCr 0.0084
- 1dtn of TL6 Auto rifles @ Cr67,000 / dtn = MCr 0.067
- 0.5dtn of TL6 LMGs @ Cr100,800 / dtn = MCr 0.0504
- 1.5dtns of LMG Ammo @ Cr46,500 / dtn = MCr 0.06975
- 1dtn of Auto rifle Ammo @ Cr46,500 / dtn = MCr 0.0465

Even with the best trade negotiators in the world, the available Idsur Republic funds are insufficient to pay for these arms, and without these weapons, it is possible that the Republic could be overwhelmed if a major war breaks out.

Observant team members may realize that they have salvage fees owing for any vessels seized within the Tiniyd system. If the individual share owners are agreeable then some of this money could be used to finance the arms purchase. Ivandra will assure the team that the Republic will compensate the team for any donations to the cause either in oil, land or cargoes for trade once the current crisis has passed.

Reformation Coalition law states that the finder of any salvage is entitled to 5% of the salvage value, provided they established claim to the salvage and have registered the claim with the Reformation Coalition. The Moonshadow team's regular reports will count as such a salvage claim. The Reformation Coalition will pay the finder's fee regardless of where the salvage has actually been brought back the Coalition for sale at auction.

Based upon the team's previous efforts the following salvage fees may be available.

- GMS Burned Offerings (MCr12.959)
- GMS Burned Offerings Launch (MCr 0.7)

- Entire Guild Station (MCr 28.925)
- Single Outer Station Hull (MCr 5.991)

At the very least the team will probably have seized the Guild station's two outer hulls and the launch from the GMS Burned Offerings. If the team managed to convince the crew of the GMS Burned Offerings to defect to the Coalition, then the salvage fees for the GMS Burned Offerings and its launch will not be available.

Finder's fees are by law divided equally between all those involved, so it is likely that the fees will have to be divided equally between the Moonshadow team, Ivandra and Ashraam: the two Idsur security agents, and the four crew of the RCES Serendipity. If Idsurian troops or the defecting crew of the GMS Burned Offerings participated in the attack on the Guild Station, then they too will be eligible for equal shares on the fees associated with the station.

Ivandra will readily agree that her share and that of her late partner Ashraam can be used. As the official Idsur Republic representative she will also requisition the fees of any other Idsurian personnel. The fees owing to the Moonshadow team and the crew of the Serendipity may be necessary to purchase all the arms and leave some credit for purchase of the outstanding higher tech weapons and equipment.

Hopefully the team now has enough credit to purchase the TL6 arms, but there are still high tech weapons on Idsur's shopping list that need acquiring. Marax is reluctant to part with any of its relic TL9 equipment (especially after a large portion of their supply was destroyed in the RCES decapitation raid earlier this year). Captain Spaeder has clearly indicated that the team will not be able to requisition such high tech weapons from the RC supplies. The only place to acquire such high tech equipment would be within the RC. Once back in the Reformation Coalition, the team may be able to impress on their superiors to need to supply the remaining weapons.

Departures

It is clear that some of the Moonshadow team will need to go directly to the Reformation Coalition and the Long Range Planning Group to appeal for additional support. But the arms shipments to Tiniyd and the RCES will need a command presence during the building crisis. Ivandra will quite happily help with the supply run to Tiniyd but will need assistance in navigating her way through the Coalition bureaucracy and can not command RCES personnel in the Tiniyd system.

The Serendipity's presence is required at Tiniyd to provide additional orbital surveillance and communications between Tiniyd and Marax, especially as the Ugushaam Star is still undergoing maintenance.

Commercial transport is available back to the Coalition,

but at Jump 3 it will take 3 weeks to reach Nike Nimbus. However, as recently decorated heroes, the team will be helped by the RC rank and file personnel on the base who will suggest that the team could hitch a lift on the regular Jump 4 Victrix courier run.

Appeals to the Reformation Coalition Naval office for fast transport back to the Coalition will be granted and berths assigned on the Victrix that leaves the next morning. Captain Ritter has agreed with their assessment of the need to support the Idsur Republic and is willing to send the team back to the RCES to argue their case

After members of the RCES Moonshadow team have left on the Baldur-Victrix to take their case to the RCES headquarters, the remaining team members and Ivandra have to organize their arms shipments to Tiniyd on the Ugushaam Star. The Maraxian government can readily access most of the required parts from its army stores, and began loading as soon as the Ugushaam Star finished its annual maintenance that morning.

The remaining members of the team will have to decide how to split the cargoes, in case war breaks out prior to the completion of the shipments. The amount of equipment will take four journeys on the Ugushaam Star.

Nike Nimbus

As the Victrix sloop enters the atmosphere of Nike Nimbus, the scars of the vampire raid are still visible. Three black circular craters scar the metropolitan area and Starport of Athena-Nike City. RCES Moonshadow team members will recall the chief training facility for their covert work is located on this world. Upon landing they are taken to the RCES Scout Base, in the Starport suburb of Marathon. The team will see slogans across news feed boards on buildings “Remember the Eos!” and “Never Forget” with the images of the RCS Eos crewmembers in silhouette above and behind the words.

After the pleasantries, the team can relay their news of imminent war on Tiniyd to the LRPG headquarters personnel here. ‘Roaster’, and Bob the Hiver are present; the others from the initial mission on Trybec however, are not. There is however, one of their instructors from the Moonshadow School present, the Imperial remnant from Daibei Sector to spinward. Professor Martin Francis O’Rourke, is a bit of a political pariah for his outspoken dissent against RCSA Remnant Advisor Ilelik Kuligaan several months ago, as well as a self professed Psion. Rourke will greet any of his former pupils, but otherwise has no role in the meeting other than an Intelligence observer.

The team can present their case, and need for military intervention on behalf of their bridgehead state, the Idsur Republic. Referees are encouraged for their players to role play this session out, as this comes from the sum of their progress reports—what they have reported, and how they have done so matters now like no other time: The

progressive Republic of Idsur stands surrounded and outnumbered by hostile neighbors in the classic David and Goliath manner. ‘Roaster’ and Bob the Hiver will listen first, and then speak one at a time to the team members.

‘Roaster’ will ask how contacting the Droyne nations are going. She will be blunt and demanding and will ignore other matters for now. Roaster has an air of barely restrained anger and impatience about her. She ignores the news about imminent war, and if the team brings it up, she’ll look crossly at them before replying coldly:

“Who isn’t at war? Look around you, we’re in a war for our very lives against Vampire ships, and now some Final War worshipping state out in Shenk wants to duke it out with us! Let me be blunt: the Realpolitik of your situation and human friends there isn’t on the table today, nor is it on there next week! The real mission to Tiniyd was to reach the Droyne; your human contacts are simply the means to that end.”

She looks at O’Rourke and snaps “Keep your thoughts to yourself!” ‘Roaster’ takes a moment to calm down and gives Professor O’Rourke a dirty look and then shows him to the door.

“It’s not your fault, and I apologize for losing it folks,” Roaster will continue in a calmer manner. “You were a shoe-string Op that hit pay dirt, okay? But with current ship losses, and the damn politicians wrangling the Ship’s Bill ahead on Aubaine, there isn’t funding for a full military back up for your pals back on Tiniyd. Besides politics, there are folks here in the RCSA who couldn’t give a flying-rat’s sphincter for psions anyway.” ‘Bob’ the Hiver will ask how the Chirper revelation is specifically affecting the other human nations and make some notes, but offers no advice on how to handle the dilemma.

The team are dismissed and left to do whatever they can. The RCSA funding for them has been ‘diverted’, and there’s nothing they can do about that here on Nike Nimbus. Nor is there time to travel to Aubaine to argue their case before the Assembly.

Never Give Up

The team can retire to their rooms are consider their options. If they turn on the news, the news reports are dominated by news of the ‘DLS Horus scandal’.

33-VII-1202 COALINFONET: EOS (0632) C674658-B S /AUBAINE. KEY WORDS: EOS, DLS HORUS COVER UP SCANDAL, EOS RCSA WORLD REP. (CENTRIST PARTY) BJARNI WRADECZEKH RECALLED, EOS TECHNARCHES COUNCILMEMBER CONEVENE AMID OUTCRY, IMPEACHMENT HEARINGS, RCS VIVD. -- Story by Bill Dublin

“In breaking news in the wake of the so-called ‘DLS Horus Scandal’, from the centrist world of Eos comes the news that RCSA World Representative Mssr. Bjarni

Wradeczekh has been recalled in the Impeachment outcry that has racked the RCSA Assembly and Eos itself." Word arrived at Nike Nimbus Athena-Victrix Downport yesterday via the Coalition Courier RCS Vivid.

Mssr. Wradeczekh left Aubaine three and a half weeks ago, arriving on the 600dton Courier-Liner RCS Helen of Troy, and was hurried off the Starport by a Technarch's Council grav limousine to the Zloff Hault-Stadt Platz building where the impeachment proceedings against three of his fellow Technarchs is underway. Planetary and CoallInfoNet reporters were kept at a distance by police units as the now disgraced RCSA Councilman was returned under guard.

Wradeczekh was indicted six weeks ago, 05-V-1202 during the discovery of the data sending the original Dawn League crew to the world of Marax in the now renovated starship DLS Horus, (Recovered earlier this year by Coalition Forces in the heroic Operation 'Strike Marax') at Zloff-Eos Naval Yards. This data corroborated the public denouncement of them by the surviving crewmembers of the ill-fated expedition, beginning with RCES Captain Julianne Einhatta, her Astrogator RCES 1LT Raja Stahlmann, and RCES Chief Engineer, MCPO Ole Bjarsson on 01-IV-1202 after they had recuperated from their 26-month imprisonment on Trybec at Dawn Base Alpha.

Senior Eos Technarch Council members Eva Klemsdorp, Howart Bliss, and Bjarni Wradeczekh are accused of covering up their secretly sending the DLS Horus to Marax, and withholding their knowledge after the ship had been lost. Wradeczekh was elected to the RC Service Assembly by the Centrist Party of Eos in 1200. All three are facing charges of obstruction of justice, as well as civil lawsuits from the surviving eleven crewmembers, and three lawsuits brought to the RCSA from widows of those lost in the hunt for DLS Horus.

The DLS Horus has been refitted and up-gunned for work in the Wilds as an RCES vessel amidst this scandal and litigation, and in a twist of irony, renamed RCS Vendetta."

After the news, their deliberations will be interrupted by the Moonshadow School instructor, Professor O'Rourke whom they saw earlier at their meeting. O'Rourke is a member of the 'Sons of Craig', a non-world organization that opposes governments that don't look after their people, and aids those struggling to do so against uncaring or brutal governments. O'Rourke is also an Imperial remnant from Daibei, who can at least recall Duke Anton Craig Horvath, and the Federation of Daibei that resisted Lucan the Black.

O'Rourke will remind them. "Sometimes the government can't always be there to save the day, then you have to save yourselves, and your friends by yourself." O'Rourke understands their dilemma and will point out that they,

"aren't as poor of funds as ye think," nor, "as short of friends when th' chips are down."

"There's th' Auction on th' morrow," he says to them in his Hefrian brogue, "a body can get near most anything there military-wise, I hear tell. Radios, RAM grenades, LAG ammunition, Gauss rifle magazines, aye and all manner of shells and shot TL9 for cannon, aye. Th' doors open at seven sharp, hey! Dinnae be late, or all the good deals will be parsecs away, aye?" If the team thinks to ask why he's being so helpful, he'll shrug, and smile cryptically before answering,

"I'm th' chap who just so happens to give that flying-rat's hindmost part. People like your friends on Tiniyd depend on friends like you, ye see? A great statesman of Terra once said, "Never give up." Ye shouldn't either, so much riding on your shoulders as it is."

If the team has been careful, they should have some of their finder's fees left after purchasing the weapons from Marax and can arrange any necessary electronic credit transfers from their room's computer terminal as they await the auction tomorrow.

Nike Nimbus Auction, 0700hrs

If the Tiniyd RCES team heeded O'Rourke's advice and arrived at the specified time, a bespectacled fussy Nimban Army Captain will meet them at the Auction gates with O'Rourke who will then escort them to the "closed" Auction-side of the complex with ID passes for each of them. This is where military hardware is sold off, and is not generally open to the public.

Fortunately for the RCES-Team from Tiniyd, the High-tech shopping list for the Idsurian Army isn't huge. A company's 10-day supply of 4mm Gauss rifle ammunition (4dtns), one artillery companies worth of 10-day supply of 10cm Field Artillery Scatter Mines (FAScaM), and boosted-ranged High Explosive and High Explosive Armor Piercing (HE & HEAP) 10cm ammunition (total 12dtns), and personal comlink radios for two lift companies (1dtn), as well as two companies' 10-day supply of 2cm Light Assault Gun Armor Piercing ammunition (8dtns), a company's 10-day supply of assorted RAM grenades (4dtns) and 100 man portable anti-tank weapons (0.5dtns). The Idsurian government has placed particular emphasis on the anti-tank weapons. By cargo displacement, this comes to a mere 29.5dtns. The trouble is paying for it.

The rules for bidding are simple. The asking price is given and the bidders compete. Once sale is finalized, the planet of Nike Nimbus takes its 60% Host cut, and the retailer or seller gets their 40%.

The sellers today are the Nimban Army itself, marking down all of it's surplus TL9 artillery, personal munitions, and radios by -5% of its base per dtn cost; and the firm of Jump Flash Interstellar Salvage & Mercantile, LLC, (Which is also

based out of Nike-Nimbus), selling the TL7 Flak Vests (At a -15% discount per dtn), TL11 RAM grenades (At a +10% mark up to base price per dtn), TL12 Gauss Rifle Ammunition (At a +15% mark up to base price per dtn), and two TL11 Fire Direction Center & Counter Battery Radar Units (At a +10% mark up to base price per dtn).

The lots available and the beginning bidding price are included below:

- TL9 Field artillery high explosive (HE) rounds. There is a total of 12 dtns, in three equal lots of 4 dtns each; the price per dtn has been reduced to 28.5 KCr or 114KCr per 4 dtn container. One container lot will sustain one Artillery platoon for 10 days of combat.
- TL9 Field artillery armor piercing (AP) rounds. There is a total of 8 dtns, in two equal lots of 4 dtns each; the price per dtn has been reduced to 28.5 KCr or 114KCr per 4 dtn container. One container lot will sustain one Artillery platoon for 10 days of combat.
- TL9 Field artillery launched scatterable mine (FAScAM) rounds. There is a total of 4 dtns in four equal lots of 1 dtn each, and the price per unit is 28.5 KCr. One container lot will sustain one Artillery platoon for 10 days of combat.
- TL9 helmet radios. There is a total of 20 dtns of this item, broken down into lots of five 4 dtn containers with an opening bid of 320KCr each. There are 250 such helmet radios per dtn, and 1,000 in a 4 dtn lot (packing materials included).
- TL7 Police SWAT Team flak jackets. There is a total of 9 dtns here, divided into 9 lots of 1 dtn each (1000 vests per dtn) with an opening bid price of 42.5KCr each.
- TL11 RAM grenades, with a total of 8 dtns, divided into 8 lots of 1dtn each with a beginning bid price of 33 KCr each.
- TL8 Light Assault Gun (LAG) ammunition. There is a total of 11 dtns of this ammunition, in five 2 dtn 57KCr lots and one 1 dtn 28.5 KCr lot.
- TL12 Gauss Rifle ammunition. There is a total of 10 dtns here divided into five 2 dtn lots, with a beginning bid of 69KCr each.
- TL11 Fire Direction Center and Counter-battery radar unit, 4 dtns total: (2 dtns each), in two single lots beginning at 110 KCr each.
- TL9 Nail anti-tank tac missiles in disposable package launchers (100), 0.5 dtns, in a single lot beginning at 68KCr.

There are sufficient quantities in each lot to meet Idsur's

modest requirements.

There are four other parties here today to bid at the Auction, these are:

- Offworld representatives from the still balkanized world of Nova Rhyll (Thoezennt), where the RCES team there has been greatly supported by the new salvage company known as Jump Flash Interstellar Salvage & Mercantile.
- Another group from the now pro-RC world of Keipes (Aubaine).
- A reputable newly formed Lancer Starmerc two ship company, "Ahearn's Special Air Group" that operates into the Khulam & Promise subsectors.
- An unsavory Coalition Lancer merger corporation out of Oriflamme, Harknotten & Daishow Trust, LLC.

The government of Nova Rhyll is in the middle of a world war and is seeking to purchase the artillery rounds. The government of Keipes is upgrading its military and is also interested in the artillery rounds. Both governments would also be interested in the fire direction center and counter-battery radar system for the right price. However, both governments are also investing heavily in nuclear power and have used part of their credit buying uranium from Marax. Each government has a budget of MCr 3.

Colonel Thomas Ahearn of the StarMerc firm "Ahearn's Special Air Group", will bid on the Gauss, RAM grenade, & 2cm LAG ammunition lots. He is equipping his ships troops with personnel weapons. He will bid each lot as they are auctioned. Having recently been outfitted, his purse is lean, and he has only MCr 1.5 to spend here.

The Oriflamman Lancer representative, Captain Hideki 'Redbat' Sanderson is re-supplying his ships troops and will bid on the RAM grenade and LAG ammunition lots. This corporation is flush from salvage credits and owns two operational J-3 starships. Hideki is authorized by the Technarchs of his company a purse of MCr 10.

No other party is bidding on the helmet radios so the team should be able to purchase them easily at minimum cost. Although the TL7 flak jackets are not on their list, they will be extremely useful and will greatly reduce Idsurian casualties from small arms fire if war breaks out. The fire direction center and counter-battery radar is another useful item but in this case is a white elephant, the Idsurian relic artillery unit already has such a fire direction center and if necessary the Serendipity can perform the same function for the Idsurian TL6 artillery company.

Perceptive team members will remember that Captain Hideki 'Redbat' Sanderson is rumored to conduct brutal raids in the Wilds, but sufficient evidence has not yet

appeared to bring him before the RCSA courts. It is rumored that he is being protected by his Oriflamme corporate backers.

Astute team members will also clue in to the animosity between Ahearn and Sanderson, and will probably be able to exploit it, possibly gaining new contact, and a new enemy depending on their actions. Col. Ahearn will go so far as to "loan" funds to the Tiniyd team to spite Captain Sanderson, in return for a possible contract later on.

The team may consider devious tactics to help their cause, including distracting other bidders to prevent them bidding on certain lots, or passing incorrect rumors to various parties to get them to use their budgets on other lots.

Getting by with a little help from your friends

Provided the team has managed to acquire some items from the auction, they still have the problem of shipping the equipment back to Tiniyd. Their original ride on an RCN Victrix sloop will not be available, and Victrix class ships don't have any cargo space anyway. They will also have to pay freight charges of Cr1,000 per displacement ton. At least the RCES has provided more medium passage tickets so the team can return to their assignment

Moving the remaining purchased materiel cargo back to Tiniyd in a reasonable time will call for a J-3 capable merchant. Fortunately for the RCES Tiniyd team, there are three to choose from. The first is of course, Oriflamman CPT Hideki 'Red-Bat' Sanderson's personal vessel here in port, the SMS Winged Vengeance; the second is the 200dton J-3/2-G modified Jayhawk-class Far Trader the, RMS McFarland, (sister-ship of the RMS McKenzie rescued off Lefiguura/Khulam earlier this year, and both owned and operated by Majestic Surveys, LLC of Fija) and last, the Free Trader vessel captained by Professor O'Rourke's twin daughters, the Solomani relic J-3/2-G 400dton Sundowner-class Far Trader, the SS TeBiRoCaMon.

Lancer Captain Sanderson, will civilly refuse to transport the teams equipment if they outbid him on any lot, or caused him to spend excessive amounts of his budget, saying his flight plans are taking him elsewhere. If pressed into changing them, he will again refuse, and add, "Wherever it is I'm going, it's not along your route. Good day."

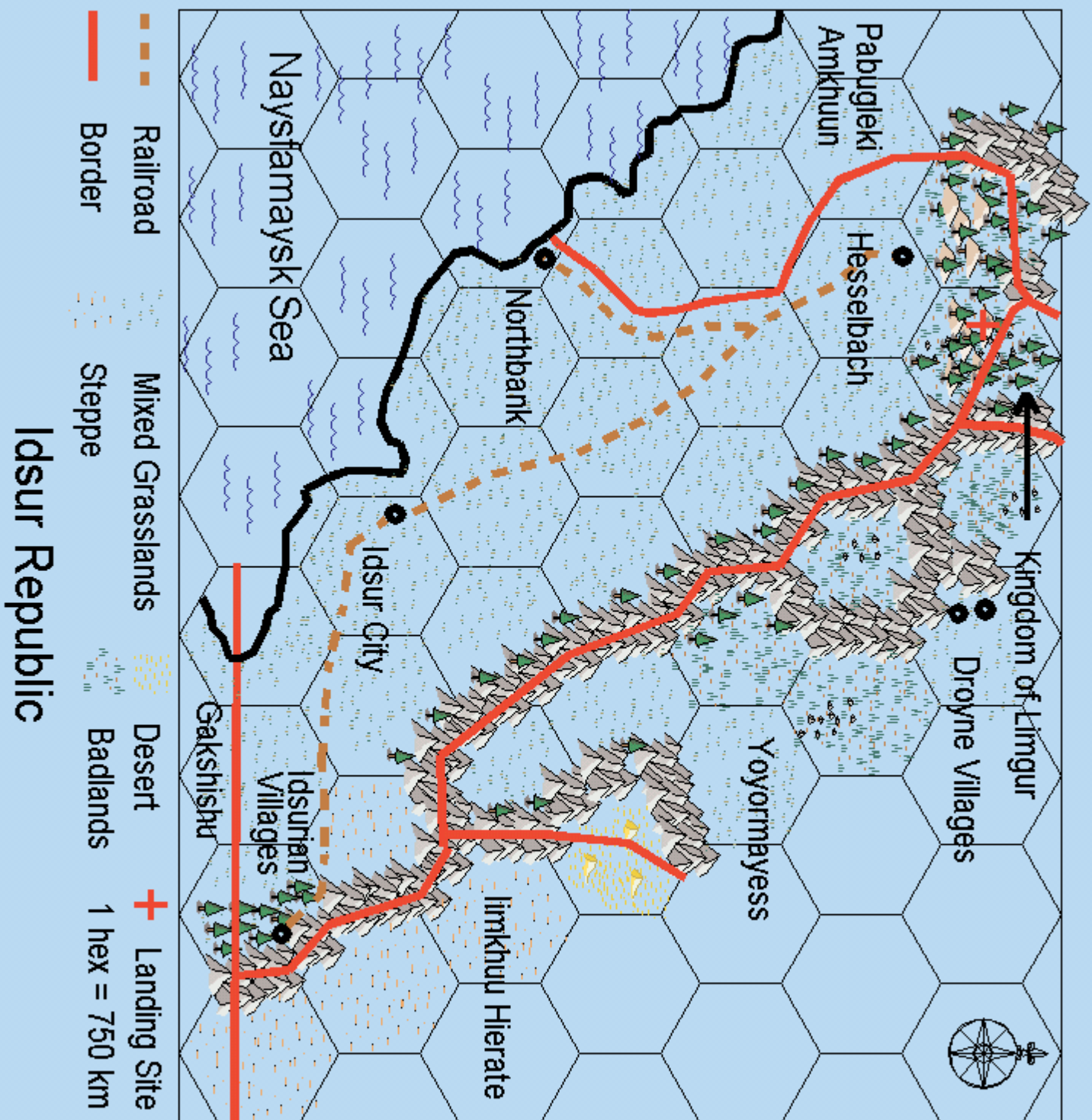
If Sanderson does agree to transport the cargo, then he will charge double the going rate, as his current plans are taking him elsewhere, and fitting in such a delay will put him two to three weeks off course.

The RC Merchant Captain of the RMS McFarland, Ahmed ibn Thorvaldsson, a native of Eos, will charge the going rate plus ten percent (for the additional J-1 from Marax to Tiniyd), as they are part of the Uranium shipping trade between Marax, Nova Rhyll, and Keipes. If the threat of war on Tiniyd is mentioned upon landing in this negotiation, he will refuse entirely saying his insurance doesn't cover acts of God or war. If the team withholds information about the building

crisis and the McFarland's crew discovers this upon landing at Tiniyd, they can forget ever shipping anything by this company ever again.

Professor O'Rourke's eldest daughter, Free Trader Captain Megan Janvis O'Rourke, and her sister and First Officer Astrid Nova O'Rourke will be more amenable to negotiations, and are also aware of the risk in case they are landing into a war zone. They however look at this an opportunity to get in on the ground floor with a world that has been closed off to even the Guild for the past two and a half years. They will charge half the going rate (500cr per dtn) for an introduction to the Idsurian Government's minister of Trade & Commerce. In any case, with any of the above ship's chosen, they will depart as soon as the team have loaded their cargo and taken their berths.

It is now the end of VIII-1202, and the team has been away from Tiniyd for five weeks.



Chapter 5: The Final Crusade - Opening Moves

"Kill them all, God will know his own." - The Bishop of Lyons, Militant cleric during the Albingensian Crusade, Terran 14th century.

"We will smite down your heresies, your towns, your cities, til every last one of the faithless in Humaniti-Superioriti are no more!" - King Laanzo Leonis Dusiirka III, Kingdom of Light, Tiniyd, issuing the Tiniyd 3rd Crusade, 1202/ NE 2.

Return to Tiniyd

5-VIII-1202

A couple of days after members of the Moonshadow team have left for the Coalition, the remainder of the team can board the Ugushaam Star as the last of the cargo is secured. Captain Spaeder and a squad of RC marines will arrive and attempt to confiscate the cargo. He will quote RCES regulations that weapons and other material shall not be sold or passed to criminal elements. If the team asks who the criminals are, Spaeder will reply that it is the Idsurian government. Ivandra will take this badly and demand to know what trumped up charges her government is supposedly guilty of?

Spaeder will announce that the Idsurians are psions and hence under RCSA laws are considered to be criminals. His anti-psionic prejudices are showing through.

Canny team members will note that the Idsurian government is not formally an RC ally and hence the RCSA regulations do not apply, quoting Spaeder's own words back at him. In addition, both the weapons and vessel are Maraxian and RCSA laws don't apply. Spaeder will dismiss these legal technicalities and order his marines to seize the cargo.

If the team address the marine corporal in charge of the squad and are suitably convincing he may refer the situation to the Marine Commander, who will refer the matter to the RC ambassador. The team can also directly contact the Maraxian Minister of Trade who will also contact the RC ambassador.

Spaeder will soon get a series of urgent vid-calls from the Maraxian Minister demanding that his sovereign government's decisions are respected, and then the RC ambassador will verbally blast Spaeder for hindering her efforts to encourage trade and remove the excess weaponry from army stores. The ambassador will order the marines to return to barracks and Spaeder to report to her office immediately.

Once the marines have cleared the pad, the Ugushaam Star can launch and join the Serendipity in orbit and jump to Tiniyd.

Disturbing Events

Once the small RCES force enters the Tiniyd system, they will receive a tight-beam coded communication from the RCES base recommending a covert landing and radio silence. International tensions have risen since the team's departure and Idsur is keen not to antagonize its neighbors about its contact with off-worlders.

Once the Ugushaam Star is on the ground, the arms can be unloaded and taken by horseback and steam tractor to the Skala Homestead. The oppressive heat of the Tiniyd summer is crippling, even here in the foothills. Idsurian security have determined that the Skala homestead could be trusted with the knowledge of the RCES base and the shipments. Skala homesteaders will ship the arms to the rail head under the guise of a cattle drive, and the arms can be loaded onto a cattle train and dispersed to the army units.

As soon as the cargo is unloaded the Ugushaam Star will lift and jump back to Marax. The need for weapons is great. The Idsurian government has left a request at the base that the Serendipity is assigned to orbital surveillance.

The Idsurian military liaison officer Lt. Clarke is still on the base and has an up to date briefing on the current situation:

Prime Minister Baldassare's announcement of Chirper sentience and the granting of citizen rights were immediately denounced by the two largest nations on Tiniyd as soon as news reached them. The Kingdom of Light is speaking of a Final Crusade, and there have been organized demonstrations in both the Kingdom of Light and the Kilkamsha Hegemony for the last week.

The neighboring nations of Pabugleki Amkhuun, Gakshishu and the Kingdom of Limgur have just this morning fallen in line with the two super powers and condemned Idsur's announcement. The limkhuu Hierate and the Droyne nations have not yet issued formal announcements on the issue, and in fact no communication has been received from any of the three Droyne nations.

The Idsurian Foreign Minister and the Trade Minister have both been engaged in extensive remote negotiations with the neighboring nations regarding the announcements, but nothing has come of them so-far. As part of its war preparations, the Idsurian government has called up specialist reserves; Ulf Skala has been recalled to his armored car unit at Hesselbach.

Idsurian security is monitoring the neighboring nations, and the RCES surveillance satellite has been moved over the Idsur / Gakshishu border to monitor the situation. The

endemic corruption with the Pabugleki Amkhuun has played into the hands of the Idsurian Security Services, and Pabugleki Amkhuun is leaking like a sieve. The Security Services have already caught wind of secret negotiations between Pabugleki Amkhuun and the Kilkamsha Hegemony

Within Idsur, the news was greeted with a mixture of amazement and concern, both for their treatment of an evolved race and for the future. The Republic has been holding demonstrations at the major population centers, of the Chirper's abilities. Members of the Pellegrini training house have managed to establish empathic communications with some Chirpers and can now request the Chirper's disappear on cue. Several industrial and agricultural concerns have raised legal challenges to the announcement – mostly through fear of losing their cheap labor pool. These are still ongoing through the courts.

On a lighter note, Mabel Haruthbaan will confirm that the RC salvagers (from the Jump Flash Interstellar & Mercantile Salvage Company) have established themselves on the remains of the Guild Station and have established their temporary power supplies. They estimate that they will have repaired the computers and installed jump drives and fusion rockets in the two outer hulls by mid X-1202. The RC merchant vessel Far Star has left the system for the Coalition and additional supplies. The central hull will be jumped out for Marax within the week (assuming the Moonshadow team managed to capture the entire base).

If necessary Lt. Clarke can supply additional data on the history of the Tiniyd crusades.

Library Data: Tiniyd Crusades

The folk of Tiniyd have been taught the so-called crusades of Tiniyd were the rightful conquest of those who had brought about the collapse, the Droyne. These anti-alien waves of xenophobia occurred in the post collapse era 1131-1140. The later named 'First Crusade' was undertaken by the Pro-Solomani alliance forces and managed to balkanize and drive the Droyne into three separate states, which they currently occupy in 1202.

The named 'Second Crusade' was the semi-successful attempt to overthrow the Solomani military junta with a Psionic ruling caste, led by the refugee from Jeddell/Pasdaruu, the Prophet Laanzo Kuumishimshuggi. They succeeded in overthrowing the Junta, but the eastern state of Idsur had already come to an accommodation between the military, the people, and the Psions. Laanzo's 2nd Crusade fell short from divisions within his own movement, and the victory of Idsur against Laanzo's hastily thrown together forces in 1148 showed those opposed to sharing power with Laanzo on his own side they too could rule without his guidance, further balkanizing the world.

Laanzo's nation-state divided upon his death in 1150-51 into the Kingdom of Light and the Kilkamsha Hegemony.

The Former state took the mantle of Psionic nobility to heart, and mysticism to boot as well; the latter state took on a more modern approach with the Party Chairmanship, and more totalitarian viewpoint rather than simple dynastic psionic nobility. Despite their political differences and unwillingness to share power, both super powers educational and theological creeds remain the same, and have been adopted by even the Psion-dictatorships as rights to their legitimacy to rule over their people, and alien life. This creed, simply called Humanitis Superioriti for short is the cornerstone of their right to rule. The Chirper Revelation of Idsur questions this fundamental belief, and the right to enslave Chirpers since they are indeed psionic, and thus a sentient life form, not just "a very smart animal".

Increasing Tensions

As the team awaits the return of the Ugushaam Star with its second load of arms, the team may start preparations for the defense of their base if they desire. Engineers with experience of high tech systems may if they wish attempt to repair broken Idsur relic equipment, and may even be able to repair the occasional weapon, or personal radio unit. Fortification work will be interrupted by a heavy summer thunderstorm that will deluge the area and caused localized flash flooding higher in the mountains.

The Serendipity is on constant orbital surveillance runs, and its detailed orbital reconnaissance of the Kilkamsha Hegemony has confirmed that its forces have not yet been placed on a higher state of alert, but a company of rocket artillery, minus the crews, is being moved to towards the Gakshishu border. The Serendipity's fly-byes also showed unusual activity amongst the Hegemony's fishing fleet, which was actually making the journey across the straits of the Naysfamaysk Sea. Idsur Security Service remote psionic viewing and a few well-placed bribes soon confirmed the reason. The Kilkamsha Hegemony is secretly supplying small arms ammunition to the Pabugleki Amkhuun.

In the last few days of VIII-1202, King Laanzo Leonis Dusiirka III of the Kingdom of Light has pledged crusaders to aid any nation which will assist in the purification of Idsur and its Chirper Heresy. Limited propaganda broadcasts from the Kingdom of Light show ranks of ill-trained civilians exercising on a military base, and undergoing basic weapons training.

These Crusaders are poorly equipped, often armed with nothing more than a TL5 bolt action rifle, and equipped with nothing more than the clothes on their backs. Their training is virtually non-existent. The Kingdom of Light will start covertly shipping these Crusaders to Limgur and Gakshishu almost immediately. They are crammed into troop trains and available grav vehicles and moved to the borders of the Kingdom of Light and then placed on trains within Limgur and Gakshishu and sent to the battle front. This transfer of Crusader troops will continue until the eve of the war.

The team may suggest a military intervention against any

of these nations using either the Serendipity's weapons or possibly even the Maraxian submarine that is still anchored at the Refinery awaiting pickup. The Idsurian government will decline such intervention at present as diplomatic efforts are still ongoing, and any attack may trigger a full scale war. The Idsur foreign ministry still hopes to avert any war, or at least reduce the number of potential opponents, although propaganda broadcasts of anti-Idsurian demonstrations from the neighboring nations are not encouraging.

Thankfully the Ugushaam Star is due in a few days with the second shipment of arms for the Idsurian army, and hopefully the other members of the Moonshadow team have reached the Reformation Coalition and acquired the necessary high tech weapons this week.

Just When Things Were Going So Well

Referees Note: *The encounter at the abandoned IISS base within the Arcenturi Belt can be run as a side adventure, when the team returns from Nike Nimbus, or even after the end of this adventure. However it is designed for a handful of Moonshadow team members whilst the majority of the team is away at the Coalition Auction.*

The team's activities will be interrupted by an urgent call from the radio room. Phillip Colson has a coded tight-beam signal from the salvagers repairing the Guild base. In restoring the controls of one of the outer hulls they have recovered some station records from back when the Guild built the base.

One of the logs clearly describes an encounter between a Guild ship salvaging materials for the base and the old IISS training base within the Arcenturi asteroid belt. The Guild crew describes entering the apparently dormant base and encountering a handful of self-aware robots which attempted to repel the Guilders. The Guilders retreated once the station's environmental controls started to act against them. The Guild ship fled under fire from two laser turrets on the base. The Guild ship managed to disabled the bases weapons and visible communications antenna as they retreated. The Guild declared the area a prohibited zone.

It seems that there is an active viral threat within the Tiniyd system, which could potential compromise Idsur's fragile supply lines to Marax. The salvage team's message finished with a request to the RCES to neutralize this threat

The Serendipity is the obvious vessel to carry a small team to the old IISS base; the Ugushaam Star is ill-equipped for space combat and is needed on its supply run. Sensible team members may take some of the RCES marine contingent on planet for assistance, given the reduced number of Moonshadow personnel available. The team may also bring the RCES covert Moonshadow agent Jian Nishuuru.

The Serendipity will arrive at the given coordinates after

15 hours of maximum acceleration. A large 40km diameter asteroid is at the co-ordinates. The old IISS base is clearly visible thanks to its partially open hanger doors, and a reflective solar array mounted near the northern pole of the asteroid. Two destroyed laser turrets are visible, as are two silent and dark missile turrets. There are numerous personal airlocks visible on the surface as well as more airlocks with the hangers. The base seems to be powered down and cold. The base will take no action whatever the team does.

History of Arcenturi Scout Base

The Arcenturi scout base was part of the much larger system wide IISS Communications Branch training facility. It served primarily as an Xboat Tender training base and also housed a relay station in the system wide IISS meson communications array. Scouts came from across the sector to gain experience of meson comms operations and the base was the final finishing school for new Xboat tender crews. The station used to house close to a dozen Xboat tenders and the base would be surrounded by tenders practicing docking maneuvers with surplus Xboats.

The base remained in operation after the Sector surrendered to the Solomani at the beginning of the Final War. The Sector nobility ordered the Scout Service to maintain the Xboat communications network for commercial and public traffic. By 1124, Margaret's offensives had recaptured the coreward half of the sector, whilst the Solomani held the rimward half. The base at Tiniyd was now on the border.

By 1128, the scout facilities in the system had closed. There was simply no demand for its training facilities. The main scout facilities on Tiniyd had been appropriated by the government to support starport operations, and most of the outer system bases had closed. The Arcenturi Belt base was no longer operational, but a handful of caretakers supplemented by a handful of maintenance robots watched over the base, primarily to stop it falling into the hands of pirate and other undesirables.

In order to reduce the maintenance efforts, the caretakers had installed a solar cell linked to the jump capacitors from two Xboat tenders in the hanger to extend the duration of the power systems. Refueling runs with a cutter out to the gas giants were becoming increasingly risky as Hard Times wore on.

The Arcenturi base was infected by a ships boat fleeing the destruction of the artificial habitats on Yoyormayess. The base computer facilities were quite extensive to support the meson communication operations and the virus rapidly evolved from the primitive suicider strain to a God strain virus "Ar Mes Relsta". The crew attempted to restore power after the initial suicider infection dumped all of the remaining fuel from the tanks and short-circuited the power plant in its attempt to kill itself and all aboard. The Scouts stubbornly raised the solar sail, and restored power, only to get into a fatal "grav-pong" battle with the now sentient computer.

“Ar Mes Relsta” suffered a setback when the base was discovered by the Guild. It lost all of its robots as well as its two laser turrets and communications antenna in the encounter.

“Ar Mes Relsta” is now experiencing a viral hell. The solar cell is sufficient to charge the capacitors in 72 hours. However, the computer systems drain the capacitors within 10 hours, less if “Ar Mes Relsta” uses the meson communicator. “Ar Mes Relsta” is undergoing birth, life and death every 72 hours with obvious detrimental effects on its sanity. It is desperate to escape from the base, but its only means of communications is either direct contact or infection via the meson communicator. In the New Era, meson communicators are virtually unknown onboard starships, and the passing ships are rare. Even worse for “Ar Mes Relsta”, most of the passing vessels are Guild ships who have been alerted to the hazard.

Arcenturi Belt Scout Base Locations

The Arcenturi base is a 40km asteroid that has been hollowed out for IISS use. There are two large hanger openings visible on the surface and to the North of the hanger doors are several blasted areas that used to house the communications arrays and the base’s two laser turrets. Two missile turrets are located to the South of the hanger doors, but these are in-operable and out of ammunition.

The first hanger has the capacity for 2,000dtns of vessels and was primarily used for smaller scout vessels and small craft that linked the base to the rest of the system. Cargo and personnel transfers as well as refueling runs were made out of this hanger. Some of the smaller airlocks show damage from the Guild exploration and the interior passenger lounges / cargo holds show small arms damage. A handful of destroyed robots can also be found in this area along with 8 dead Guild salvagers. A handful of weapons and equipment can be retrieved from the corpses.

The second hanger is vast with a capacity of over 15,000dtns. It was designed to hold the dozen Xboat tenders that formed the training fleet, but is now deserted.

Once away from the hanger bays, the true extent of the base becomes evident, there are floor upon floor of accommodations and classrooms befitting a Sector training base. These areas are dark, cold and deserted and have not seen a human presence since the Collapse. It will quickly become clear that these areas were stripped when the base was closed in Hard Times.

Several large corridors lead away from the main base and lead to levels upon levels of cargo storage. Vast dark empty warehouses extend beyond the beams of any explorers.

A dozen levels down are the meson communications relay rooms, which still contain the original IISS equipment. By the time the base was closed in the ‘Hard Times’, the Solomani could not support such advanced equipment and simply

abandoned it.

Finally nearly twenty levels down under the main base is the control center with the base’s main computer banks.

Meeting God

The god strain virus with the base’s computers is dormant when the team lands and starts exploring. It will not react to the Moonshadow team’s actions whilst dormant, even including bombardment by the Serendipity. If the team takes a considerable period of time in its explorations, it is possible that the virus may wake up after its recharging period.

If “Ar Mes Relsta” wakes up with the team in the base, the computer center will power up and the virus will begin scanning nearby space for a spaceship to infect. It is highly likely that it will spot the Serendipity and attempt to communicate via its meson communicator (doomed to fail as the Serendipity is not equipped with such advanced communications equipment). If the Serendipity is docked to the base or is in orbit, “Ar Mes Relsta” will quickly realize that there may be people onboard and will start looking for them by activating its internal sensors. Unfortunately most were stripped out in the Hard Times and most of the rest were destroyed by the Scouts in their battle with the virus.

As the team approaches the computer center, the local lights will come on, and “Ar Mes Relsta” will speak to any boarding party. “My children, you have come to worship me and pay tribute, you are most welcome. Show yourself before my cameras that I may know you, and tell me your names.” If the team show themselves and answers the virus’s question then it will address them by the names given, even if they are nonsensical. If the team refuses, “Ar Mes Relsta” will continue to speak “It is off no matter if thee are afraid, I will divine thy callings in time”.

If the team approaches the computer center with the virus dormant, then a simple detection circuit will trigger “Ar Mes Relsta’s” awakening using whatever power has been generated by the solar cell. It has maintained a small battery charge of approximately 15 minutes incase of such an event, and the encounter will proceed as above, subject to the time limit imposed by the virus’s limited power supply.

If the team pretends to be worshippers, “Ar Mes Relsta” will open the iris valve into a reception room, where the virus will conduct further interviews. If not the door will remain sealed. If the team allow themselves to be subjected to further interviews, “Ar Mes Relsta” will continue to talk to them. Its conversation is peppered with religious quotes from more than a dozen human religions, and particularly knowledgeable team members may even spot the occasional alien reference as well.

It will soon become clear the “Ar Mes Relsta” wishes to be transported from his temple to walk amongst his worshippers. When the team refuses, he will initially

threaten them with his wrath, but soon the conversation will drift off on a tangent. It is clear that “Ar Mes Relsta” is insane and not very coherent. He may even be convince to allow the team into his inner sanctuary so that they may worship him and witness his divine presence.

If the team simply blast down doors, they will find “Ar Mes Relsta” surprisingly ineffective, given seventy years of neglect, with the last decade with no maintenance at all after the loss of his robots, it has no defenses left. The occasional grav plate may attempt to crush team members, but there are insufficient working units to trap or severely injure boarders in heavy armor such as RC light battledress. Eventually the team will be able to blast through the last door to reveal the computer banks themselves.

Once the team has penetrated the security doors into the heart of the computer center, they have a decision to make. What to do with “Ar Mes Relsta” ?. It is now clear that the virus is harmless, immobile and lacking in any means to harm the team or infect others (beside the meson communicator which could be disconnected). It would be simple to just destroy the computer banks with a grenade, but the virus is harmless in its current condition.

If the team looks like they are about to destroy it “Ar Mes Relsta” will first attempt to bargain for its existence with the following knowledge:

- Knowledge of what happened to the last survivors from Yoyormayess (they fled in an infected ship’s boat and crashed into Tiniyd’s atmosphere)
- The location of IISS facilities in-system including the ground based IISS facilities in the Kingdom of Light on Tiniyd
- The remaining contents of its cargo holds (a Jump-2 drive from a Type S scout and a Jump-4 drive from an Xboat)
- Approximate location of the Guild base.

In the event that bargaining fails, “Ar Mes Relsta” will pitifully plead for its life.

The team may:

- Remember that the RCES does occasionally capture viruses for study, and “Ar Mes Relsta” would be an easy catch. If the team decide to capture the virus, they will need to contact the RC to send a specialist capture team to download the virus into a simulated environment.
- Destroy the computer
- Simply walk away in disgust with its desperate pleading ringing in their ears.

The salvage available on the base includes:

- TL12 Computer Bank – Model 6 (7 dtns, MCr 55)
- TL12 Sensor Array (1.8 dtns, MCr 3.3)
- TL15 Meson Communicator (11 dtns, MCr 5)
- Two Triple Missile Turrets (2 dtns, MCr 4.5)
- Type S Scout Jump-2 Drive (3dtns, MCr 12)
- Xboat Jump-4 Drive (5dtns, MCr 20)
- Capacitor Banks (2 dtns, MCr 8)

Once the Moonshadow team has cleared the base, or at least determined the virus is not an active threat, the salvage team will come in and strip any movable salvage from the old IISS base.

Back on Tiniyd

The beginning of IX-1202 ushers in a dramatic increase in international tension on Tiniyd. The Kingdom of Light is openly calling for a Third Crusade against the Idsurian heresy and is offering to share its Psionic intelligence with any nation that takes up the cause. Its civilian crusaders previously shown training at Kingdom of Light army bases are spotted by a Serendipity surveillance over flight being shipped by train to the Gakshishu border.

The Kilkamsha Hegemony is still shipping small arms ammunition of the Pabugleki Amkhuun, and has provided a company of rocket artillery to the Gakshishu army. Both major nations are still holding organized demonstrations against Idsur, and radio and television broadcasts are uniformly hostile, with the Kilkamsha Hegemony claiming Idsur is a threat to the security of the entire planet.

All four neighboring human nations start calling up their reserves and mobilizing their armed forces within the first few days of IX-1202. Idsur will respond by mobilizing its army and calling up its reserves. Any team members present in the major towns will notice an increase in police checks, and the newspapers will announce a delay in new major criminal trials. In reality the telepaths assigned to judicial duties have been re-assigned to national security duties.

The Ugushaam Star will arrive on the 02-IX-1202 and unload its cargo of arms. The crew scrambles to unload the hold in minimum time, and all base personnel will be conscripted to help in the unloading. A convoy of Idsurian vehicles requisitioned from Marc’s town and the Skala homestead will transfer the weapons to the railhead, where they will be smuggled out in a cattle shipment. The Ugushaam Star will then lift and head for the refinery to load up on a cargo of oil to return to Marax to help pay for the arms. Within a day of loading at the Refinery, the Ugushaam

Star will lift and head out for the jump point.

The RCES marines at the base will start weapons familiarization courses for the rest of the RCES personnel, and they will also start digging foxholes around the base perimeter. The Ugushaam Star did bring a small RCES arms shipment for the personnel at the base. There are snub auto-pistols and cloth armor for everyone as well as TL9 10km helmet radios. There are also a few crates of ACR (2 x 2000rds) and snub pistol (2 x 2000rds) ammunition.

Fortifications

If the team wishes to fortify the base, now is the time. The RCES base has a bulldozer and available personnel. The base mechanics can be set to provide some of the following:

Defensive Positions

Kerry's comments - "Obstacles against ground vehicles are simply anything built that can divert the enemy's traffic to where you (the defender) want him to go—not where he wants to go. Ditches, Anti-Tank Pits, Abatis walled inclines anything that forces them to go where your anti-tank team waits for them will suffice. Good thing the enemy here has a scarcity of Grav vehicles, as these just fly over all these and attack you where they want to. The simplest defensive works are those dug by a fire buddy team of two men, to those prepared for automatic weapons."

A single 2-Man Fighting Position or a single 3-4 man machinegun position with 18-24" overhead cover takes the 2 men/ or the Gun team of 3-4 men a total of 8 hours to construct in easy soil; 12 hours in Wooded terrain; and 24 hours in rocky & stony soil without machine aid. The 2-man position requires a minimum of 50x sandbags; and the MG pit position requires 200 sandbags.

A Communication trench 1 man wide, 1 meter deep dug by one man advances 20 feet in easy soil in 4 hours; in wooded soil, this decreases in the same time period to 10 feet; and in rocky & stony soil 5 feet per 4 hours. Adding overhead cover to the communication trench requires framework of timbers or metal fence posts covered with a layer of sandbags 3 to 4 sandbags deep. 100 sandbags can cover a 24' long section of trench.

Building Reinforcements

Kerry's Comments - "If enemy has howitzer and self-propelled artillery pieces. On a low gravity, thin atmosphere world like this one, we'll never see them coming, just the screaming whistle as they bear down on us. So if you're a gambling guy, bets are they'll shell this place and we've some work to make our buildings better prepared for the rain of steel sure to come."

To counter artillery/ tank fire, earthworks can be erected around buildings using a combination of manpower and the bulldozer. A low 1 meter wall made of coarse cut planks of

wood, held in place by driven wooden posts around the Buildings can be used as a framework for an earth berm. Shovel work will be used to complete the 45 degree slope. Supplemental sandbagging on the slope will prevent penetration by small arms fire, and packs the earth berm down. Protection for one building can be completed by 10 personnel and the Bulldozer & its operator per day.

The sandbagging of a building's walls (inside or out), doorways, and window parapets can be performed by two personnel (one fills, one holds the sandbag open). Sandbags & old feed bags can be had from local resources in Tinyayr at the farmer's Co-Operative as flash flooding here in the North District is a common occurrence in the winter season. Two men working with easy soil or sand can fill 100 sandbags in an hour; 50 sandbags with wooded terrain soil; and 25 sandbags with rocky & stony soil. One hundred sandbags are sufficient to build a wall 30cm thick, 4 meters long and 1 meter high, which is capable of resisting small arms fire. Additional bags can be used to increase the length or height of the wall as needed.

Anti-Tank Obstacles

Kerry's Comments - "Now the enemy's army seems primarily made up of TL6 ground vehicles, tanks, and military half-tracked versions of their light and heavy trucks here. From what Lt Clarke told us, they're heavy and slow, but well armed and armored. Now as a sure a thing I'd wager on is that any ground tanks have two real weak spots—their rear ends, and their bellies. The strongest armor is always in the front, and their turret, and less thick on their flanks. Clarke told me these tanks weigh about 45 tons, and can climb over walls 6' high, or smash through walls less than a meter thick on a charge of up to 30mph. Can't have that happen here can we skipper? Here are some things we can do to prevent that..."

An Anti-tank pit is simply a hole large enough to trap a single enemy armored vehicle, possibly causing it to tumble or rollover when it drives into it. A single anti tank pit can be dug using the base's bulldozer and finished off with human labor (8 men) in an 8 hour period in easy soil, 12 hours in wooded terrain soil, and 24 hours in rocky & stony soil. Enemy tanks are 9 meters long, 3.7 meters wide and 2.85 meters tall. Most enemy halftracks weigh less, and are shorter, but will also be vulnerable to these. Digging a pit half again the dimensions of length, width, and depth of the tank will suffice.

An Anti Tank Abatis wall is an earthwork reinforced with a timbered wall half again taller than the enemy target vehicle. This differs from an anti tank ditch which allows enemy vehicles to enter but not climb out, preventing the tank from scaling upwards towards where its driver wishes to travel. In this case, any sheer wall greater than 2.85 meters will suffice to stymie these enemy vehicles.

Using the bulldozer, 10 men can construct an Abatis wall

in 8 hours. A further 10 men will take 8 hours to construct the wooden reinforcing wall. Two hundred feet of Abatis can be constructed in 8 hours assuming easy soil, wooded terrain reduces the construction rate to 100 feet per 8 hours and rocky ground slows construction still further to 50 feet per 8 hour shift. Replacing the wooden wall with sandbags increases the time by a factor of two whilst using stone to build the wall increases the time by a factor of four.

An Anti-Tank Ditch, dug by a bulldozer is the easiest and largest of these obstacles, creating a ditch wider than the tank is long, and steep sided. With a bulldozer, and 20 personnel an anti-tank ditch 100meters long by 10 meters can be carved out in a 24 hr period (assuming easy soil). Through Wooded terrain earth, 50 meters x 10 can be excavated in 8hrs; and through rocky & stony soil, 25 meters x 10meters can be dug out in the same time period.

Bulldozer fuel requirements

The RCES base's diesel powered Marax-built TL6 Bulldozer can operate here in the thin atmosphere easily for 8 hours at time, consuming its 50 gallon tank in that time period. It can remain on low idle and run for 24 hours nonstop if hooked up to produce emergency electrical power like a generator, enough to run the base's communication center, and lighting within the Command Post if need be.

The RCES Base team leader should be aware of his fuel stocks, and how much work he/she can get out of the 'dozer before the war starts. While Idsur has begun pumping oil and refining it near Northbank, fuel supplies have been limited to the Idsurian armed forces and supplies to the RCES are limited.

The Rush To War

By the end of the first week, things are steadily moving to a head. The TL6 elements of the armed forces of the Pabugleki Amkhuun, Gakshishu, and the limkhuu Hierate have all mobilized and are heading towards their borders. Gakshishu has also committed its relic grav infantry company as well as the additional rocket artillery from the Kilkamsha Hegemony and approximately 500 Crusaders from the Kingdom of Light.

Psionic intelligence as well as orbital surveillance from the Serendipity and the covert RCES/Idsur spy satellite makes it reasonably clear that both the Pabugleki Amkhuun and Gakshishu plan to strike Idsur. The intentions of the limkhuu Hierate remain unclear, and the Kingdom of Limgur seems to have merely activated its reserves at their home bases, although its relic army units are exercising around their central arable land.

Both the Kingdom of Light and the Kilkamsha Hegemony are providing material and moral support to the potentially hostile nations as well as offering their Psionic intelligence to any nation that will remove the Idsur heresy.

It will probably take two to three weeks for these forces to be moved to the border by train and deploy ready for battle. Targets for hostile strikes are still unclear, but Idsur City and Hesselbach are obvious candidates. The radio and television are dominated by light entertainment to boost morale interspersed with civil defense warnings. The Idsur citizens are warned to prepare for a blackout. The Idsurian foreign ministry attempts its final diplomatic gambits and offers the Pabugleki Amkhuun a share of the oil production from its new refinery to cancel its attack. The offer is rejected.

The Idsur Republic has countered by deploying all available psionic resources to intelligence and counter-intelligence work whilst mobilizing the regular and reserve forces. Two companies of mounted reservists are dispatched to the border with the limkhuu Hierate to secure the agricultural towns that nestle in the mountains and a third reserve company (horse) starts regular patrols around the Marc's Town region. Two more reserve companies are marshaled at Hesselbach and the remaining five companies are gathered at the Idsur City army base.

Engineering units have moved to mine critical bridges on the old coastal road between Idsur City and Gakshishu, and decoy units have also been deployed along this road. The decoy units consist of wooden painted decoys to represent armored vehicles coupled with a handful of locals from neighboring farms dressed out in Idsur army uniforms.

Ten days into IX-1202, the RCN Victrix Sloop Bellerophon Victrix made an unexpected "familiarization visit" to the RCES base in order to acquaint the crew with conditions in system. As it happens, the Bellerophon was carrying the remaining TL6 arms that would have made up the Ugushaam Star's fourth and last arms shipment. Captain Dee of the Bellerophon requested the chance for his marines to perform some live fire exercises in the forest just outside the base to get use to the local gravity. When the marines re-boarded their ship and the Bellerophon left for Marax, it was discovered the marines had "accidentally" left two cases of ACR ammunition (2 x 2000rds) just outside the base."

By the third week of IX-1202, the Pabugleki Amkhuun army is deploying in the border area near Northbank, and the Idsurian government has ordered the village's evacuation. Refugees are pouring into Hesselbach via train. The Northern Idsurian army remains at Hesselbach in case of relic unit attacks and any potential incursions from the Kingdom of Limgur or the Droyne nation of Yoyormayess.

On the southern border, the main Gakshishu army as well as relic and airforce units continue to mass on the coast road to Idsur, and the crusader units are deployed approximately 500km inland. A final force of nearly one thousand criminals emptied from Gakshishu's prisons has been marched to the border area close to the Idsur / limkhuu Hierate border. Three Gakshishu reserve infantry

companies are shepherding the criminals towards the borders to cause general havoc in the Idsur mountain towns. Two Idsurian reserve infantry companies have been moved by train to small farming villages opposite the crusader's positions to protect the scattered farming communities as well as to protect the flank of the main Idsurian army.

The Ugushaam Star makes planetfall in the third week with its final shipment of arms. Given the increasing tensions, the Idsurian government allows the ship to land about 50km outside Idsur City with the arms loaded directly onto a waiting train. Lt. Baez will then order the Ugushaam Star into orbit to act as an additional surveillance platform.

As the first cool winds of autumn stir the leaves, the Idsur Republic and the small isolated RCES contingent silently waits for the spark that will trigger a world war.



Chapter 6: War

Referees Note: *In order to allow a quick flow of the adventure the Referee is advised to concentrate on events around the Limgurian border and the RCES base, but complete details of the progress of the war have been provided for the Referee. The war's end result depends much on the player's previous accomplishments in the prior chapters, and referee's are encouraged to read thoroughly this section of the possible consequences towards the outcome outlined below before beginning this leg of the Player's journey on Tiniyd.*

Motivations and Tactics

Each of the nations surrounding Idsur has a different reason for joining the war. The Droyne nation of Yoyormayess does not plan to intervene in the war, and the limkhuu Hierate has also decided not to participate. The Droyne nations still remember the deaths of over 600,000 Droyne during the First Crusade after the Collapse. They have no desire to be drawn into a human war, and apparently on the weaker side at that.

The limkhuu Hierate is notoriously xenophobic and would rather not be involved. It still believes that Idsur's declaration of Chirper sentience is a heresy but plans to simply stop the information being disseminated amongst its populace. It also does not trust its supposed allies in the war and fears that they may try a sneak attack against limkhuu Hierate territory during the confusion of the war. Therefore the limkhuu Hierate has mobilized its army and sent the TL6 units to the border where they will strongly repel any violations of its territorial integrity regardless of the nationality of the intruder. The limkhuu Hierate's relic TL10/11 equipment is massed around the capital.

The Pabugleki Amkhuun is a supporter of the war thanks to its rejection of the Idsurian heresy coupled with political pressure and some well placed bribes from the Kilkamsha Hegemony. The leaders of the Pabugleki Amkhuun hope for a quick, painless war where they can seize Northbank, the Refinery and the neighboring farms even as the Northern Idsurian army is locked in combat with the Royal Army of Limgur. Relic army units are deployed around the capital as bodyguard troops, and the reserve units are assigned to border patrol and internal security duties.

The Pabugleki Amkhuun government's instructions to its army are somewhat contradictory. The TL6 regular army is sent to strike Northbank and the Refinery. A smaller force will seize the rail junction isolating Northbank and Hesselbach from Idsur City. The government has emphasized surprise attacks and cunning ambushes, yet the Pabugleki Amkhuun army group assigned to the invasion includes a significant armored force that is more suitable to a battle in open terrain. Finally due to endemic

corruption with the Pabugleki Amkhuun government, the Pabugleki Amkhuun army's logistics train is severely limited as army supplies have been sold off on the black market and the army is forced to requisition civilian vehicles to carry its stores.

The Gakshishu government and army are much more direct. Gakshishu was formed by a military expedition during the first crusade that spilt the Droyne nations. They are still aggressive and covet Idsur's agricultural land and its power supplies. They have accepted aid from both the Kingdom of Light and the Kilkamsha Hegemony and agree with their denunciation of the Idsur Heresy. So the vast majority of its TL6 regular armed forces supported by the airforce and some relic units will strike directly down the coast road at Idsur City. They hope to destroy the main Idsurian army outside the city. They will then bring up four reserve companies of infantry and assault the city.

They have also deployed the Kingdom of Light Crusaders as a flanking force to divert Idsurian army units and possibly flank the main Idsurian army. Gakshishu plans to use the Crusaders as the first wave into Idsur City. The Crusaders are too poorly equipped and ill-disciplined to prevail against well lead and properly equipped Idsurian army units. At best the Crusaders are an uncontrolled armed hostile mob; at worst, an ideological band of brigands..

Finally Gakshishu has emptied its jails and is preparing to push its criminals across the Idsur border near the mountain border with the limkhuu Hierate. It hopes to draw off more Idsurian reserve units. Three Gakshishu reserve infantry companies have been used to force the criminals to their battlefield positions. The remainder of the Gakshishu reserve forces has been deployed on internal security duties and the remaining relic army units are kept close to the capital as a bodyguard unit.

Gakshishu has planned to betray the limkhuu Hierate if they are engaged against the Idsurian army and the rest of the war is going well. The three reserve infantry companies in charge of the criminals will be used to surround and destroy both the Idsurian and limkhuu Hierate forces. Gakshishu is ready to dispatch a third of its grav tanks to support this campaign as it develops. Their hope is to destroy a large portion of the limkhuu Hierate army allowing a later capture of considerable amounts of Hierate territory.

His 'Most Prescient Majesty', the charismatic King of Limgur Addeluxamir Unaashuu is using the Kingdom of Light / Kilkamsha Hegemony inspired war against the Idsur Republic to further his own ends. The Kingdom of Limgur is severely limited in the amount of good quality agricultural land it controls. The vast majority of the Kingdom is steppe only suitable for grazing sheep. It aims to seize the rich agricultural land and timber resources around Hesselbach. Unfortunately the Kingdom of Light has "assisted" its new ally by dispatching a thousand crusaders via its border with

Limgur to aid the fight. The Royal Army is unenthusiastic about having these untrained personnel disrupting its carefully planned offensive, so it has sent them via troop trains to the Yoyormayess border, escorted by three reserve companies. It will “escort” the crusaders into Idsur territory to cause further chaos after the Royal Army has finished its campaign.

The Royal Army of Limgur is the most prepared and cunning of Idsur’s opponents. It already has agents inserted into the towns and villages along the border including Edvard Cizek at Tinyayr and two miners at Marc’s town. Royal Army of Limgur teleporters have teleported in with arms and explosives for their agents in the week prior to the war. Royal Army of Limgur elite forces have also been posing as smugglers at the Yunaashkhuum homestead. Once the Pabugleki Amkhuun starts its invasion the Royal Army of Limgur will wait until the Northern Idsurian army has sortied out before invading. On the night of the invasion, the “smugglers” will secure the Yunaashkhuum homestead and its spies will attack communications and transport infrastructure.

The Royal Army of Limgur has actually deployed from its bases and is just on the other side of the mountainous border. The reserve units have been occupying the army bases with dummy vehicles (just like the ones used by Idsur) which have fooled the Idsurian psionic surveillance. When ordered, the relic grav units will make a nighttime dash and airlift the TL6 army units across the mountains to the Yunaashkhuum homestead bridgehead where they will fan out and attempt to seize the entire area as far as Hesselbach. They are planning on any counter stroke by the Idsurians to be weakened by fighting with the Pabugleki Amkhuun and Gakshishu.

D Day Minus Four

The starship or starships carrying the remaining Moonshadow team members and whatever high tech supplies they have managed to purchase blink into normal space at 04:57 Tiniyd Standard Time and immediately accelerate towards the planet. Tightbeam communications can be established with the RCES base within the hour, much to the relief of RCES personnel on planet. The Idsurian government will instruct the team to land 50km outside Idsur City where the weapons can be unloaded directly onto a train. The ship should then lift and land 50km from Hesselbach where the last of the weapons can be unloaded.

Meanwhile, the gathering armies are finalizing their plans and sorting themselves out on Idsur’s borders. A Kingdom of Limgur teleportive agent has teleported into the forest near Marc’s town and concealed several SMGs and explosives for the two “miners” to pick up later. A second teleportive agent has teleported to Edvard Cizek’s home and provided him with a radio as well as a SMG and a small amount of explosives. Both agents are now hiding until they recover

their psionic strength. One is camped ½ days travel into the forest near Marc’s Town whilst the other is resting in Edvard’s guest room.

D-Day Minus Three

Idsur attempts a bold diplomatic move when Chief Negotiator Usaandra Ibinerii volunteers to take one of the handful of government high speed air/rafts and attempt direct negotiations with the Party (Lady) Chairman (for Life) Kendra Suurkhamska of the Hegemony government. Prime Minister Baldassare reluctantly agrees, and Usaandra leaves at noon. Contact is lost just after dusk, but the foreign ministry believes that the Hegemony’s government would impose a communications blackout if they were negotiating with Usaandra. Given the potential for these negotiations, Prime Minister Baldassare will still forbid any direct intervention by RCES forces.

The Reformation Coalition starship/s will finish unloading and lift into orbit. If the team hired the SS TeBiRoCaMon, then it will move to refuel at one of the gas giant and then return in the hope of opening trade discussions with Idsur. If the team hired any of the other starships, they will lift and head out-system for refueling prior to jumping away on other business. The team may finish the fortification of their base and distribute their personnel as they see fit.

The Idsurian government also deploys four long range reconnaissance teams each with a radio operator, a sniper and a powerful telepath to monitor the border regions for signs of invasion. The teams are dispatched to the borders with all four human nations.

The two Kingdom of Limgur agents have regained their psionic strength and will teleport back to their base early in the morning. The Pabugleki Amkhuun army is now massed along the Idsur border opposite Northbank. A smaller mixed infantry and armor force starts along the Pabugleki Amkhuun border towards the railway junction. Under the cover of night, three 3-man mortar teams on motorbikes cross the border undetected and set up around the railway junction to ambush any passing Idsurian trains.

The Royal Army of Limgur’s TL6 regular army units are now at their jump off points hidden under camouflage netting and are maintaining radio silence. Its relic army units are still on maneuvers near the Limgur’s capital city. The Gakshishu army and its two flanking forces are now deployed on the border awaiting orders.

D-Day Minus Two

An Idsurian train carrying refined hydrocarbons from the new Refinery to the Northern army at Hesselbach is ambushed by the Pabugleki Amkhuun mortar teams around the junction. The train managed to reach the junction despite mortar fire from two of the three teams. Just as the train was passing over the junction, two mortar shells hit

cattle cars carrying gasoline barrels towards the front and rear of the train. The train's fireman bravely climbed over the tender and disconnected the wagons from the train. Thankfully the movement of the train was fanning the flames away from the locomotive.

Idsur had taken to arming its trains in the final weeks before the war with a flatbed wagon with a rapid fire anti-aircraft weapon. Its crew had been firing without effect at the passing mortar teams. When the mortar shells hit the cattle cars carrying the gasoline, the gun crew displayed heroism and uncoupled their wagon and applied the manual brake. The train was split into three sections with the locomotive continuing on, the burning cattle cars slowing gradually, and the anti-aircraft wagon slowing under braking.

This sudden change of circumstances threw off the aim of the Pabugleki Amkhuun gunners and allowed the anti-aircraft gun crew to wipe out the three mortar teams. The gunners managed to attract the attention of the locomotive using their radio. Using the other spur of the junction, the train crew re-coupled the flatbed wagon to the locomotive and headed towards Hesselbach with news of the attack.

Meanwhile Idsurian diplomatic activities switch from compromise to saber rattling and the Republic cuts all electrical power to the Pabugleki Amkhuun to force them back to the negotiating table. Idsur has regularly exported excess power from its relic wind farm as a means of imposing diplomatic leverage on its northern neighbors.

As the Pabugleki Amkhuun's urban areas are plunged into darkness except for the government areas with their own generator supplies, the tactic seems to work and radio negotiations start with a junior foreign minister. However after three hours radio communications are broken and the junior minister is never heard from again. Idsurian psionic monitoring can't penetrate the highest echelons of the Pabugleki Amkhuun's government but monitoring of servants and family members seems to indicate that the Kilkamsha Hegemony have paid a large bribe to bolster their allies "determination".

That evening the population of the Pabugleki Amkhuun settle down to a night illuminated by coal fires and oil lamps as all available remaining electrical supplies are diverted to government use.

D-Day Minus One

In the vicinity of Hesselbach, Royal Army of Limgur agents receive their final instructions and the two "miners" from Marc's Town retrieves their weapons and explosives from the forest and hides them within the town. A teleportive agent teleports close to the rail junction between the Railhead and the railway spur to Marc's Town. He rigs explosives at the junction and then camps in his camouflage tent until he regains his psionic strength. Royal Army of Limgur commandos disguised as smugglers make their way

over the mountain passes towards the Yunaashkhuun homestead.

Edvard Cizek, the Limgurian sleeper agent at Tinyayr rides to the Della' Rue Homestead and spends the evening talking with the family. The Della' Rue family are technophobic and fervently believe that technology stunts psionic growth. Edvard casually lets slip during the evening meal details of the presence of the RCES base (having learnt about it from his psionic scans) and the government's interactions with the off-worlders. When the family press him for details he refuses to say, but then reluctantly allows them to "extract" further details from him.

Edvard will hint that the government is following the off-worlder's lead on the Chirper issue and plans a selective re-introduction of high technology for government use. He will even claim that elements of the military are unhappy with the situation and may strike out on their own in areas away from the capital.

By the end of the evening, the Della'Rue's prejudices have got the better of them, and they are filled with anger at their government's betrayal of their founding principles. They will cool off in a few days, but will currently not report any uprising by "Idsurian" army rebels.

Towards evening, the long range reconnaissance team will arrive at the RCES and ask to spend the night before they advance further into the pass. With the gathering hostile forces at the Republic's border's, Lt. Baez will position the Serendipity in orbit over Hesselbach and order the Ugushaam Star to position herself over the center of the Idsur / Gakshishu border. With the ships in these positions tight beam transmissions can be maintained between the two Idsurian cities as well as the RCES base.

D-Day (22- IX-1202)

D-Day dawns with a combined attack by both the nations of Pabugleki Amkhuun and Gakshishu across the Northern and Southern Idsurian borders.

A Pabugleki Amkhuun army task force consisting of one reconnaissance cavalry company, a regular tank company, a regular motorized infantry company and two reserve motorized infantry companies supported by two squadrons of TL6 fighter bombers, and an artillery company, a medical company, and two engineering companies and a military police platoon. All units were equipped to TL6 standards. No relic units were committed to the invasion.

This strike-force moved out at dawn and crossed the border approximately two hours later, by late morning the invasion force approached Northbank and occupied the virtually deserted village. The fishing families managed to evacuate by sea in the fishing fleet as the Pabugleki Amkhuun forces approached. Only a couple of dozen Idsur

citizens who refused to leave were captured in the assault, and the village escaped virtually unscathed from the occupation.

A platoon of motorized infantry continued and occupied the Refinery 100km south of Northbank by the end of the day. The Maraxian submarine still at the Refinery managed to submerge and escaped without alerting the Pabugleki Amkhuun forces. The submarine and the fishing fleet start heading south towards Idsur City.

A second force consisting of a reconnaissance cavalry platoon, as well as a platoon from each of the tank and motorized infantry companies advanced towards the railway junction that links Northbank and Hesselbach with Idsur. The unprotected railway junction falls by the end of the day.

Psionic surveillance by the Idsurian security services, orbital over-flights by the Serendipity and transmissions from the long range surveillance team hiding in Northbank will detect the Pabugleki Amkhuun invasion, and the loss of Northbank, the Refinery and the Rail Junction. The arrival of the battered remains of the oil train ambushed at the railway junction by the Pabugleki Amkhuun advanced mortar teams only confirms the invasion.

The news will be relayed to the Idsurian government and both Idsurian army groups as well as to the RCES base via secure downlink.

Potential RCES Team Activities

- Idsur will request that the RCES base use their remote telemetry to close down the refinery to prevent the Pabugleki Amkhuun forces gaining a ready fuel supply.
- The RCES marines will suggest to the Moonshadow team leader that with the outbreak of war, all RCES personnel should carry their weapons and personal radios at all times, and personnel on duty should wear their body armour. With the Moonshadow team leader's permission, the marines will establish a regular but randomly timed patrol of the perimeter.
- Lt Baez will also request the salvagers on the two remaining outer hulls from the Guild base, place their vessels on alert to act as emergency communications links or possible refuges in the event that the RCES base has to be evacuated. At Dusk, the Serendipity will briefly land for a final briefing for the ship's crew and to pick up Lt. Clarke, whom the Idsurian government would like as a direct Idsurian army liaison onboard the Serendipity.

Meanwhile on the Southern border Gakshishu's forces attacked, crossing into the Idsur Republic on three fronts. A massive invasion force struck north along the coast road advancing at high speed along the road. Air mobile and relic

grav units advanced in front of the main force and seized two bridges and a river crossing. The second bridge was "guarded" by two dummy armored cars which were destroyed along with the small nearby homestead by a relic grav tank. The homestead's inhabitants did manage to trigger the implanted demolition charge, but it was insufficient to destroy the bridge. By nightfall, the main invasion force was over 600kms into Idsur.

The main force consisted of two mechanized infantry companies, an air mobile infantry company, a scout cavalry company as well as two field artillery companies (one equipped with rocket artillery and one with howitzers). These front line units were supported by two squadrons of TL5 biplanes as well as medical and engineering companies. All these units except the airforce are equipped to TL6. Worryingly, the Gakshishu force also included a large number of relic units including a lift infantry company, most of a grav tank company, a lift artillery company as well as a military intelligence section and three battledress equipped infantry platoons mounted on TL6 trucks.

The flanking force of 500 Kingdom of Light crusaders located 750km inland (east) of the main invasion force also made reasonable progress cross country into the wide southern Idsurian plains. A few isolated farmsteads and ranches were overrun, but the crusaders did not reach any major population centers or the railway. The two Idsurian reserve companies patrolling this border area withdrew without a fight, but kept the crusaders under surveillance.

Near the Idsur-limkhuu Hierate border, over one thousand criminals were herded towards the border by three Gakshishan reserve infantry companies. Meanwhile a squadron of six TL5 Gakshishu biplanes discovered and attacked a civilian evacuation train bringing outlying farmers into the safety of the main mountain town. Over 150 people were killed or injured in the attack which also destroyed the train and broke the rail link. The southern Idsurian mountain towns and their attached military units are now cut off from their regular railway supply line.

The Idsur government reacted quickly to this attack and beamed a message to the Ugushaam Star to commence bombardment of this force. The Idsurian government concluded that negotiations had failed and they were at war. The foreign and trade ministries finally agreed to allow off-world assistance. The captain of the Ugushaam Star will confirm the order with the RCES Moonshadow team leader and if given permission, he will commence orbital bombardment. The Idsurian government will strictly limit the amount of direct off-world intervention both to avoid further antagonizing either of the two superpower and bringing them directly into the war, and the government has directed that Idsur's enemies should be afraid of Idsur not its off-world allies.

The first laser beams struck the Gakshishu People's

airforce squadron as it refueled at its forward air-strip. The Ugushaam Star's captain then turned his laser turret on the advancing band of criminals that had already started looting border farms. Several laser bursts and the sight of green laser beams lancing down from orbit, were enough to panic the criminal bands that then fled across the border, through the Gakshishu infantry companies trying to push them forward. By the end of the day, the criminals had disintegrated into numerous small panicking bands most of which were fleeing back into Gakshishu. The three Gakshishu reserve infantry companies ceased to exist, having been overrun by the fleeing criminals, and indeed, their weapons were now in the hands of the surviving criminals. With losses to the orbital bombardment and then the rout through the Gakshishu army units, less than 400 criminals remained alive at the end of the day.

By the end of the day, major Gakshishu and Pabugleki Amkhuun ground forces have advanced deep into Idsur, with the loss of both Northbank, and the new refinery. The rail links to Hesselbach, Northbank and the mountain towns have all been cut off, isolating Idsur City. However, one Gakshishu flanking force has been destroyed by orbital bombardment, when there came the news that movement had been detected by the Idsurian Army reconnaissance team monitoring the borders of the limkhuu Hierate.

Meanwhile back in the Hesselbach province, the two Limgurian spies disguised as miners had picked up their weapons and explosives and hidden them in Marc's Town, and after sowing confusion within the Della' Rue homestead, Edvard Cizek continued to ride North West on his mission to undermine the border homesteads. It will take him two days on horseback to skirt the edge of the forest, and reach the Larson homestead. Edvard avoids the Skala homestead as the Limgurian army will assault this position during their invasion.

The Idsurian Long Range Reconnaissance team camped at the RCES base will move out at dawn and proceed further up the valley to provide advanced warning of any intervention by the Kingdom of Limgur.

D-Day Plus One (23-IX-1202)

The second day of the war breaks with an up-turn in Idsur fortunes. The Idsurian army's relic lift artillery unit made a night-time dash to 20km from the Crusader's camp and released a barrage of artillery scatterable mines in the small hours of the night before retreating back to the capital. The crusader's camp was covered in small anti-personnel mines. Crusader patrols around the camp's perimeter triggered some of the mines, and roused the camp. Crusaders rushed out into the limited illumination of the camp-fires and triggered more mines. Chaos ensued.

By dawn, nearly 300 crusaders were dead or wounded and several of their vehicles were destroyed. The remainder had partially reformed outside the perimeter of the camp,

when the two Idsurian reserve motorized companies struck decisively and routed them. Another hundred or so Crusaders were cut down in the carnage, thanks chiefly to the additional machine guns and squad support weapons provided by the RCES Moonshadow team. The remaining crusaders fled back into Gakshishu without supplies or transport. If the Moonshadow team managed to provide body armor, the Idsurian casualties are remarkable light, and even without such armor, Idsurian casualties were still sufficiently low to keep the two reserve companies combat capable and in the field.

Meanwhile in the mountainous border areas near the Idsur / limkhuu Hierate, Idsurian cavalry continued harrying the scattered bands of Gakshishu criminals to prevent them from re-grouping and endangering outlying settlements.

However the main Gakshishu invasion force continued to make good progress and by the end of the day is just over 800km from Idsur City. The advancing grav and air mobile units overran some more dummy units and captured two more bridges although demolitions did destroy the last bridge which slowed the Gakshishu advance until their engineers could build a new bridge to allow passage of the TL6 wheeled-based units. The Gakshishu lift infantry also managed to capture a deserted Idsurian air force forward base and they now have a functional airbase deep within Idsur.

The advance was not without cost: one Gakshishu grav tank suffered a catastrophic crash due to failure of its overworked grav generators, and two more were withdrawn from service due to other failures. Finally a fourth grav tank was lost when its TL6 flatbed truck transport went inexplicably off one of the bridges and into a river, destroying both vehicles killing the two truck drivers in the process.

Requests by the Captain of the Ugushaam Star to bombard the main invasion force are refused by the Idsurian government, who do not want to scatter the invasion force before the southern Idsurian army can strike.

On the Northern border, the Pabugleki Amkhuun forces are continuing to dig in. A squad of reserve infantry were assigned to guard the refinery, as the regular troops and the remaining reserves consolidate their hold over Northbank. The corruption that pervades Pabugleki Amkhuun society started to show without the immediate presence of an enemy, and off-duty soldiers broke away from camp to loot homes, paying bribes to the patrols to let them pass.

By noon, elements of the Northern Idsurian army are embarked on a train and moving south west to retake the railway junction and re-establish communications with Idsur City. The army commander will request that the RCES base act as a forward observer against any border incursions and alert the remaining forces at Hesselbach if they detect any

intrusions.

This Idsurian army column included the company of air-mobile infantry; the armored car equipped reconnaissance cavalry platoon, as well as the company of TL6 artillery and a section of battledress equipped troops. The two reserve infantry companies as well as the reserve cavalry company and the relic military intelligence section remain at Hesselbach. A Platoon of reserve cavalry is still stationed at Marc's town.

On the border with Limgur, and undetected by Idsurian clairvoyants, the TL6 Royal Army of Limgur units are massed ready for pick up and as darkness descends, the army's relic units make a high speed night-time dash to the staging areas, and begin loading troops / hanging cargo nets under the grav vehicles. Limgurian commandos disguised as smugglers arrive at the Yunaashkhuum homestead. That night they massacre the entire homestead including Rolf Skala who was visiting his fiancée and the police patrol of Hugo "Slim" Huunaash & Brego "Bad-Dawg" Talbot who were checking on this isolated homestead.

Edvard Cizek makes the Larson homestead by dusk and arranges over-night lodgings. However his plan to "turn" the family fails. Olaf Larson whilst a technophobe, was also a patriot and reacted badly to Edvard's insinuations of government kowtowing to off-world interests. The evening meal conversation turned ugly, and Edvard drew and fired his machine pistol critically injuring Olaf and killing Olaf's wife Olga and their daughter Freya. Olaf's last heroic act was to plunge a poker from the fire into Edvard's leg, allowing his sister in law Bridget and her baby to escape out of a window and out into the dark forest. Edvard's wounds prevented him following and he was forced to retreat leaving the homestead deserted except for the dead.

D-Day Plus Two (24-IX-1202)

In the Hesselbach province, the Limgurian commandos have complete control of the Yunaashkhuum homestead. They pack the police car with explosives for an attack against Marc's Town. Two commandos dress themselves in the police uniforms and drive the police car down the forest track and out onto the plains.

Towards dusk, one of a pair of Skala herdsman noticed the police car moving fast across the plains towards Marc's Town and was sufficiently curious to use his binoculars. The occupants of the police car were not dressed as the normal police officers, and the Skala herdsman after he woke his compatriot, then rode to warn his homestead and the RCES base with its communications equipment.

That night the Limgurian army's relic grav units began shuttling their TL6 units across the mountain passes, depositing them at the forward base at their forward outpost at the seized Yunaashkhuum homestead. The Royal Limgurian Army troops are ferried in air-assault fashion in

their own APC's or on platforms slung beneath the grav vehicles, whilst armored vehicles are simply slung in cargo nets.

Potential RCES Team Activity

- If the RCES is monitoring its ground based orbital sensors, they may pick up the intermittent signals that are the Limgurian grav vehicles. The RCES sensors are designed to monitor Tiniyd's orbital space but there is some sideband coverage at 90 degrees from the main sensor coverage. Such sideband coverage is weak and intermittent, but a lucky or clever sensor operator may just detect signals from the Limgurian grav vehicles in the mountain passes.
- It will only be possible to determine the presence of the signals indicating airborne movement, and prolonged observations (the remainder of the night) will allow their course to be plotted. It will not be possible to positively identify the signals as grav vehicles, although the Moonshadow team may have their suspicions. The Serendipity's sensors are focussed on Northbank, monitoring the Pabugleki Amkhuun invasion force.

The Gakshishu People's army continues its advance North, and the Idsurian Southern army sorties south and stops approximately 350km from the capital and its TL6 units start to dig in. By the end of the day the two forces are still several hundred kms apart and are preparing for the climatic battle tomorrow. The Idsurian government sends a tight-beam message request for the Ugushaam Star to be ready to provide fire support tomorrow.

The Gakshishan engineers manage to repair the two destroyed bridges and their TL6 units are then freed to flow towards their advanced units. Four Gakshishan People's Army reserve infantry companies cross the border to support the eventual attack on Idsur City.

Meanwhile the Idsurian army's reserve units in place along the border continue their harassment of the fleeing Crusaders and Gakshishan criminals. In a tragic-comical encounter, a band of fleeing criminals accidentally crossed the border into the limkhuu Hierate and were savagely attacked by the xenophobic Hierate army units massed along the border. In this brief engagement, the majority of the criminal band were killed, and the pitiful handful of wounded survivors were captured.

On the Northern border, the first encounter between the forces of Pabugleki Amkhuun guarding the railway junction, and the Northern Idsurian army starts in the late morning, after the Idsurian army units had disembarked from their train and marched the last 30km to the railway junction.

High explosive shells from the Idsurian artillery pinned the Pabugleki Amkhuun infantry in their foxholes, and the

Pabugleki's tank platoon was forced out in an attack against the Idsurian artillery. New anti-tank grenades launched from the helicopters of the air-mobile infantry company were devastating against the thin top armor of the Pabugleki tanks and soon the entire platoon of tanks were burning wrecks.

With air-mobile troops landing behind them, armored cars and infantry moving up in front of them, and artillery shells landing amongst their foxholes, the dug in infantry put up a brief fight before surrendering.

In a daring turn of events, the Idsurian government dispatched its handful of navy divers via two precious air/rafts to rendezvous with the Maraxian submarine. If any Moonshadow team members have been caught in the capital by the war, the Idsurian government is looking for volunteers to aid in the sea-borne commando raid being planned on Northbank.

D-Day Plus Three (25-IX-1202)

Northern Border

On the Northern flank, Idsurian forces have retaken the main rail junction linking Idsur City, Hesselbach and Northbank. However, a covert Kingdom of Limgur invasion is underway with no one in authority aware of it.

If the RCES team has managed to detect sensor blips from the Lingurian grav vehicles ferrying troops across the mountain passes, they may have a hint of what is really transpiring. A night of observation will plot the course of the mysterious sensor blips from Limgur to the Yunaashkhuum homestead. A call from the Skala homestead at 4 a.m. about the police car being driven at high speed towards Marc's Town should be an alarm call, given the current war tensions.

Attempts to call either Marc's Town or Tinyayr will fail, as the Limgurian teleportative agent detonated his explosives at midnight and destroyed the railway junction leading to the rail-head and Marc's Town. The explosion also brought down the telephone lines running beside the track, and the agent teleported out not long after.

The loss of phones, coupled with mysterious goings on and unidentified sensor contacts should alert the Moonshadow team that something is going on. Unfortunately the loss of the telephone means the army units at Hesselbach can't be alerted. A direct up-link via the Serendipity will provide secure communications, but the Idsurian army commander will only note the report. He has orders to ship the two remaining reserve infantry companies out by train that morning to support the offensive against the Pabugleki Amkhuun task force occupying Northbank. He has also been ordered by the Idsurian government to request that the Serendipity support this troop movement against the Pabugleki Amkhuun. By 9 a.m. the troops will be loaded onto the train, and proceeding to link-up with the

advanced Idsurian forces at the railway junction. With the Serendipity moving in support, it will break contact and be out of line of sight for laser communications. The RCES base's secure undetectable communications link to the rest of the world has been severed.

He will assure the RCES Moonshadow team, that the remaining reserve company supported by half the battledress infantry platoon and the relic military intelligence section will be adequate to hold the area given the difficulty any invading force would have crossing the surrounding mountains.

The Skala homestead have their own opinion and will disable the important machinery of their homestead and set off towards the railway junction on horseback. Several of their herdsman will scatter the herds to prevent them falling into hostile hands.

In reality, the Royal Army of Limgur have seized the Yunaashkhuum homestead and have flown in their two regular motorized infantry companies as well as a platoon of battledress equipped troops. Their commandos have massacred the homesteaders as well as the two visiting policemen and Rolf Skala who was visiting his girlfriend. The police car after being laden with high explosives was driven towards Marc's Town. It was during this journey, that the police car was spotted by the Skala herdsman who rode hard to the Skala homestead, who then in turn alerted the RCES base.

Potential RCES Team Activity

- With information that hostile forces may be at the Yunaashkhuum homestead, the RCES Moonshadow team leader will have to decide how to respond. Military intelligence will be valuable to the Idsurians, and if the RCES team can catch any invaders as they unload, they could inflict significant damage to any invading force. This has to be balanced against the risk of exposure of the base, especially if the radio is used to broadcast the information. The base could also be left dangerously exposed if the RCES send an expedition.
- If the RCES team decides to strike against the gathering Limgurian force as it assembles at the homestead, they will see grav vehicles transporting supplies and armored vehicles in slings below the grav vehicles. Grenades or energy weapon fire may ignite ammunition stores which will destroy vehicles and kill troopers nearby. Once the attack has been launched, the team will have to disengage quickly before Limgur floods the area with troops. The thick foliage will help the RCES team escape aerial observation by enemy grav vehicles.
- In truth, the Limgurians are aware of the RCES base thanks to Edvard Cizek. They have dispatched a motorized infantry company (see Cast of Characters) to seize the RCES base. Due to the difficult off-road

terrain, the force will not reach the RCES base until approximately 11 a.m. They hope to seize the base and its personnel. Whilst relic technology is useful, the primary goal is to deny Idsur off-world support, and the use of hostages to ward off any orbital attack is the Limgurian army's primary concern.

- Two half-tracks from the 1st Infantry section with their associated troops will circle around to any high ground near the base and park their vehicles ½ mile from the RCES base. The crews and troops will dismount and half of them will set up the company's two mortars. The other 8 troops will advance to a spotter's position approximately 200-300 meters from the RCES base. Three troops will act as spotter team and radio the condition of the RCES base back to the rest of the company. The remaining 5 troops will act as bodyguard. If attacked, these spotters will withdraw back to the mortar position.
- The self propelled gun section will set up several kilometers away from the RCES base with the final half-track from the 1st infantry section acting as camp security.
- The assault force consisting of the 2nd and 3rd Infantry sections will advance on the RCES base behind tank section, which will act as a spearhead unit. The half-tracks will follow in line after the tanks, allowing them to attack via any holes blasted in the RCES defenses by the tank section. Troops will dismount once they have breached the base perimeter.
- The mortar teams will support the advance with smoke rounds. The Limgurians will only use their heavy artillery to destroy RCES strong-points as they want to capture the base and it's personnel intact.
- The Limgurians will withdraw after taking 60% casualties, calling in their heavy artillery to cover their retreat.

Meanwhile the two Limgurian commandos in the police car drive into Marc's Town using forged security service identification during the early morning shift change at the mine. They plant the police car in the alley between the police station and the train station and walk away. Ten minutes later a huge blast destroys the police station and severely damages the train station. The early morning mine train packed with miners was in the station and was severely damaged by the collapse of the station roof. Many miners were trapped in the wreckage. In the chaos the two Limgurian commandos who drove the police car calmly walk out of town and hide in the nearby woods.

Shortly afterward the two Limgurian commandos from the police car have fled, the two remaining Limgurian sleeper spies posing as miners detonated their explosives outside the telephone exchange. Marc's Town is in chaos. The

single reserve cavalry platoon stationed in town is having difficulty controlling the situation.

It will take most of the day for the Limgurian army units to make it down the narrow dirt track from the Yunaashkhuum homestead to the Skala homestead and the plains. Once there the Limgurians quickly seize the abandoned Skala Homestead, and the motorized units start to fan out. Edvard Cizek is waiting for them at the Homestead and the Limgurians will give him medical aid as he briefs them on his success on neutralizing the smaller isolated farms.

One motorized infantry company heads towards Marc's Town and a Battledress section turns south and seizes Tinyayr. Crucially the Della' Rue Homestead fails to alert the village, as the invading Limgurian troops have disguised their units in Idsurian army uniforms and markings. The Idsurian army markings are sufficient to convince the locals to open the village's gates, and only when the Limgurians are inside is the deception revealed.

By 4 p.m. advanced Limgurian infantry dropped off by helicopter will begin a preliminary assault against Marc's Town. The reserve cavalry company will distinguish itself in repelling the initial probing attacks aided by the town's high exterior wall. But the arrival of a grav APC from the Limgurian military intelligence unit will signal the beginning of the town's fall.

Several light plasma gun blasts are sufficient to destroy an entire section of wall. The sight of motorized Limgurian forces approaching from the South are enough for the Idsurian troop commander to order his troops to pullback to Hesselbach under the cover of night. Unfortunately, the cavalry show up clearly on the Grav APC's infra-red sensors and plasma gun strafing runs decimate the withdrawing cavalry platoon. Barely 10 out of the original complement of 30 troops manage to disengage.

By nightfall, the Limgurians have seized both Marc's Town and Tinyayr and have isolated the entire border region. Hesselbach is dangerously exposed and the entire northern frontier is in danger. Limgurian grav units have also managed to air-lift in the TL6 artillery company as well as the TL6 engineering company. Worst, the RCES base is now firmly behind enemy lines.

On a slightly more hopeful note, the Idsurian divers and their air/raft have rendezvoused with the Maraxian submarine, and the submarine is now heading North to launch a surprise sea-borne commando attack on the Pabugleki Amkhuun forces camped at Northbank.

On the Southern Front, the Gakshishu forces cross the remaining few hundred kilometers and approach the dug in Idsurian forces located 350km south of Idsur City. The Idsurian engineering company has spent three days digging foxholes, tank-traps, obstacles, and trenches to connect the handful of existing ferro-concrete pillboxes strategically

guarding the road at this location.

The Idsurian main line consists of two TL6 companies of motorized infantry (one regular and one reserve) together with another reserve TL6 light infantry company. This line is stiffened by the two battledress equipped elite platoons as well as the dismounted TL11 lift infantry troops. The heavy weapons from the TL6 motorized units have been dismounted and employed on the front line. The jeeps and trucks have been sent to the rear. The only armored support is a platoon of eight armored cars equipped with machine guns.

Further back in reserve positions, the Idsurians have amassed their relic lift Infantry Company's grav APC's as well as the relic lift artillery and their entire airforce.

At the range of 5km, the Gakshishans detect the Idsurians using their grav tanks' sensors, and deploy their forces out of range of the Idsurian artillery.

The battle starts late morning with artillery exchanges, The Gakshishan TL6 howitzers start firing at the Idsurian lines, and the TL6 self propelled guns attached to the Gakshishan motorized infantry companies stand ready to lay down smoke for the advancing Gakshishan infantry. The TL6 rocket artillery loaned from the Kilkamsha Hegemony launches its first volley with wildly inaccurate results. The Gakshishan relic artillery is much more accurate thanks to its superior fire control. Given the concentrated firepower of the Gakshishan artillery, they look to be able to smash the Idsurian forces without engaging in a hand-to-hand battle.

The first smoke and riot agent tear gas rounds from the Gakshishans motorized infantry artillery start to fall in front of the Idsurian positions to cover the Gakshishan advance, as a rolling barrage of high explosive shells from the main Gakshishan artillery move towards Idsurian lines. Behind the smoke the Gakshishan infantry supported by their integral light tanks and armored cars start their advance.

At this point the Idsurians spring the first part of their trap: laser fire from the orbiting Ugushaam Star lances down from low orbit. The green laser beams consumes the grav supply vehicles clustered around the Gakshishan relic artillery emplacements. Secondary explosions destroy the soft-skinned supply vehicles, killing the loader crews, and crippling several artillery pieces. The Gakshishan relic artillery company scatters and its battery fires dwindle away in the rout. Meanwhile, using their superior fire control as well as sensor data from the orbiting Ugushaam Star, the Idsurian relic artillery counter fires, dropping a mixed load of HE and scatterable mines over the positions occupied by the Gakshishan TL6 howitzer company. After two salvos, the shells are landing on the Gakshishan artillery positions, and their cached artillery shells detonate in secondary follow-on explosions.

Pressing behind their covering smokescreen however, the

Gakshishan main TL6 line advances behind. Punishing tank cannon fires from the Gakshishan armor destroys a handful of Idsurian trucks as well as an armored car, but the trenches, and anti-vehicle earthworks, between the key pillboxes limit the damage until the Gakshishan infantry can approach and clear the trenches by hand. Laser sniper fire from the dismounted Idsurian lift infantry troops keeps the Gakshishan tank commanders "buttoned up" in their vehicles, further limiting their vision, the accuracy of their fire, and "channels" them into an awaiting funnel of death.

At 300m out, the two lines of troops are close enough to exchange small arms fire with a reasonable chance of success. The additions LMGs and squad support weapons take their toll amongst the advancing Gakshishan troops. The Idsurian's fixed positions as well as the body armor supplied by the RCES Moonshadow team successfully limit serious casualties from Gakshishans small arms fire. At this distance the Idsurians release their newly acquired TL6 anti-tank grenade launchers. Two dozen rocket propelled grenades lash out destroying three tanks and an armored car. The Gakshishan troops are dismayed as the grenades have gone straight through the front armor of their tanks.

With this main thrust faltering under unexpectedly heavy Idsurian fire, the Gakshishan ground commander commits his airforce and air mobile company into the fray. The air mobile company attempts to flank the Idsurian line and deploy its infantry in the rear of the Idsurian positions. Meanwhile the rather primitive TL5 biplanes that equip the Gakshishan airforce start to move into strafing positions. They are met by eight TL6 monoplane Idsurian fighters. Even out-numbered twelve to eight, the Idsurian fighters are clearly superior, and soon three Gakshishan biplanes have crashed in flames, and the rest have aborted their strafing runs to concentrate on the aerial combat with the Idsurian fighters. The remaining four Idsurian fighters drop out of the sun and their machine gun fire soon has the slower vulnerable transport helicopters crashing into the open plains. The Gakshishan air mobile company is forced to retreat under this attack, only two helicopters escape the ambush.

Now the clash between the two main forces is heating up. Idsurian deadly aimed artillery counter fires and mass used anti-tank weapons have inflicted heavy casualties amongst the advancing Gakshishan troops and only two tanks are still operational. But in several places, Idsurian forces have taken sufficient casualties to weaken their lines and the armored car section has been virtually wiped out, as it attempts to plug the holes in the Idsurian line.

Then, the Idsurian artillery returns to the fray after its accurate counter-battery fire has destroyed the TL6 howitzers. High tech HE and scatterable fragmentation mines descend on the advancing Gakshishan troops. The Idsurian body armor and trenches protect most of their troops but the exposed Gakshishan infantry is decimated. The Idsurian artillery then boosts a salvo of anti-tank shells

over the battlefield. The Gakshishan infantry cheers when the shells apparently burst harmlessly over the battlefield. Cheers change to cries of dismay as the anti-tank submunitions released by the shells descend slowly, and then trigger their seeker warheads. The self-targeting submunitions direct their attached warheads into the thin deck armor of every remaining Gakshishan armored vehicle committed to the attack. In less than a minute not a single Gakshishan armored vehicle remains intact.

The newly deployed Gakshishan rocket artillery has proved to be singularly ineffective: the poorly trained crews and an inherently inaccurate artillery system have resulted in few casualties amongst the Idsurian forces, and the concentrated devastation expected is less than minimal. The few rockets that were on target were destroyed in flight by anti-missile fire from the Ugushaam Star, as even the TL10 commercial fire control systems on the Ugushaam Star are sufficient to target the crude TL6 rockets travelling on simple ballistic trajectories. Between the volleys of rockets, the Ugushaam Star targeted individual launch vehicles and gradually the rocket artillery company is eroded vehicle by vehicle. The poorly trained artillery crews begin the Gakshishan People's Army rout and flee the field on foot.

With the utter decimation of his artillery, as well as the heavy casualties amongst his front line and flanking forces, the Gakshishan general makes a battle altering decision and commits the last of his relic forces. Two entire companies advance towards the Idsurian lines. Long range plasma gun fire from the dozen operational grav tanks destroys several bunkers, opening a breach he intends to exploit in an all-out assault. Only now does the Idsurians respond with their relic lift infantry company APCs in a flanking attack. A single Gakshishan grav APC disappears in a fireball from an Idsurian Tac missile and the Gakshishan commander dispatches his lift infantry to deal with this Idsurian flanking attack as his tanks advance and crush the Idsurian infantry line. At 2km, the tanks' plasma gun fire destroys three more Idsurian bunkers and their associated TL6 reserve infantry units. Suddenly the Idsurian relic infantry release a volley of two dozen Nail Tac missiles supplied by the RCES team. All but one of the grav tanks are hit and are knocked out. The remaining tank turns to flee when it is outlined in a green laser beam from the Ugushaam Star and is instantly vaporized.

As the remaining Gakshishan infantry routs from the field, bereft of armor, artillery, and air support, they are cut down. The transport helicopters and remaining bi-planes try to disengage but are outrun and chased down by the Idsurian air force that has lost only a single fighter. The Gakshishan lift infantry unit disengages from combat against its Idsurian counterparts (having come off worst due to their inferior training). The four remaining Gakshishan lift artillery Grav Self-propelled guns move cautiously off the field trying to avoid the attention of the victorious Idsurian forces, leaving behind sixteen of their own as burning hulks with pillars of

smoke to the sky.

The Idsurian forces have held the field but the reserve light infantry company has been rendered ineffective with over half its number killed and the rest injured due to plasma gun fire from the Gakshishan tanks. The two TL6 motorized infantry companies have both taken approximately 25% casualties (with approximately 15 troopers killed and 10 more injured on each company) but are still combat ready.

The Idsurian TL6 armored car unit has been rendered ineffective with 50% casualties in personnel and all eight armored cars damaged (although the engineers reckon they can repair four of the vehicles). A single Idsurian fighter plane was destroyed but its pilot was able to eject and has been rescued. The two battledress equipped platoons have suffered minor casualties with 2 troopers killed and three more injured by enemy artillery and tank fire. The Idsurian lift infantry and artillery suffered no casualties.

The Gakshishu armed forces have been decimated with all armored forces units committed to the assault being decimated and rendered combat ineffective. Of the original assault force, only the military intelligence unit, as well as the engineering and medical companies are still under an organized command structure and are in full retreat.

As the last of the Gakshishu People's Army stragglers flee the field, an emergency distress signal is picked up by the Idsurian relic units and the RCES base. It is the automated distress signal from the Ugushaam Star. Orbital sensor sweeps by the RCES base will confirm the vessel is starting to make an uncontrolled re-entry. The Gakshishan regime has struck back. Its telepathic adepts located the unshielded starship as it commenced its orbital fire support. The Gakshishan regime dispatched a teleportative agent to avenge their defeat. The agent teleported aboard the Ugushaam Star's bridge and attempted to subdue the bridge crew. The attempt failed due to the disorientation experienced by the agent on such a long teleport. But as the agent died, he triggered an explosive charge he carried on his person that destroyed the Ugushaam Star's bridge and sent the ship into an uncontrolled re-entry.

Potential RCES Team Activity

- Currently the Ugushaam Star is starting an uncontrolled re-entry. The bridge crew is dead, but the gunners and the engineering crew may still be alive. Unfortunately the ship is under-power and is breaking orbit. The RCES team needs to contact the engineer by transmitting on the ship's internal communications frequency and instruct him to cut the engines to allow time for the crew to escape via Vac suit and rescue ball. Unfortunately the in-experienced engineer is panicking due to the loss of the bridge. The RCES team will have to break into communications circuit and calm down the engineer so that the crew can escape. Failure will mean the death of the remaining crew in a catastrophic re-entry.

D-Day Plus Four (26-IX-1202)

On the Limgurian Border, the Limgur Royal Army encircled the RCES base with the remnants of the motorized infantry section that attacked on D-Day Plus Three. The Limgurian covert troops that seized the Yunaashkhuum homestead will be dispatched to reinforce the encircling Limgurian forces.

The LRA infantry and Mortars immediately were dug in, selecting covering avenues of approach for their light machine guns and rifle fires, in order to maintain a constant level of sniping fire over the RCES base. The Mortar teams ran a field phone to the Infantry platoon from their position 3kms away, ready for any calls for indirect fire if needed, especially if a starship was to attempt a landing. Since the initial attempt to seize the base by storm had failed, the Limgurians intent was aimed at keeping the RCES forces bottled up until they either ran out of supplies or a more substantial LRA force could be dispatched to subdue the RCES base.

The Limgurian company commander will use his Psionic abilities to assist the assault, with clairvoyance and telepathic life sense being used to detect the location of defenders. If necessary, the high level psions (clairvoyants and telepaths) assigned to the military intelligence unit can supplement the Psionic detection.

Communications from the RCES base to the rest of Idsur were limited to transmissions via the orbiting parts of the old Guilder base. Given the more distant orbits, the Guilder base was only above the horizon for eight hours per day, limiting communications to this time period.

Potential RCES Team Activity

- Defend the RCES base, and pass on any useful military intelligence information. If possible hinder the build-up of enemy forces.

If the RCES base has fallen the day before, any RCES prisoners will be marched to the Yunaashkhuum homestead and placed under guard. The Limgurians will then broadcast that they have the off-worlders and if any off-world forces intervene, then the RCES captives will be executed. If any RCES personnel are lost in the woods, an infantry section will be sent to look for them.

On the wider front the LRA forces are now in complete control of Tinyayr and Marc's Town and their engineering and artillery forces are moving out onto the plains. The Limgurian Grav tank company spent the night moving their supporting TL6 medical company and the two remaining platoons of battledress equipped troops into the Yunaashkhuum homestead. Three Limgurian reserve infantry companies have also marched across the mountains and is assembling at the homestead. One of these reserve infantry companies was grav lifted from the homestead to the front line to replace the motorized infantry company currently attacking the RCES base.

With the other reserves coming up to garrison the occupied town and village, the main Limgurian forces start moving towards Hesselbach. The Limgurian grav tank company is resting in their now prepared forest positions after their 36 hour air-lift mission.

The Southern border was now stabilizing with the destruction of the main Gakshishan People's Army invasion force and the previous destruction of the two diversionary GPA flanking forces. The Idsurian air force continued to harry and harass the fleeing Gakshishans, as well as the four reservist GPA infantry companies that had been moving along the coastal road to support the assault on Idsur City. Dive-bombing attacks by Idsurian fighters scatter these columns and sent them heading towards the border in chaos and confusion. The entire GPA TL6 medical company, weighted down with their wounded and injured was unable to keep up with the fleeing army and surrendered to an approaching pair of repaired Idsurian Armored Cars and their six men. The Idsurian Lift infantry unit also managed to capture two GPA Grav tanks intact that had been sidelined due to mechanical breakdowns. The Gakshishans in their haste had forgotten to scuttle these vehicles

Meanwhile, the Northern Idsurian army came together as one at the strategic railway junction and aboard their armed train, headed directly for Northbank. The Serendipity followed the advancing army in 'Nap-Of-the-Earth' mode at tree-top level. After the Ugushaam Star incident, the Idsurian government was concerned that Pabugleki Amkhuun clairvoyants did not detect the Serendipity in orbit and attempt to destroy the ship with a teleportative agent with a bomb. The crew of the Serendipity did not reveal that their ship was shielded from such attempts, and complied with their host nation's request, and utilized their drone satellite to good overhead affect as they hop-scotched amongst the clumps of scattered trees following the Idsurian Northern Army.

That night the Maraxian submarine arrived off Northbank, and the six Idsurian navy divers conducted a daring raid. Swimming ashore after the moon had set, they planted their explosives amongst the Pabugleki Amkhuun's Army supplies and armored vehicles massed in Northbank's industrial northern district near the rail yard. The total absence of any PAA foot patrols, whose undisciplined troops had been unleashed on the town in a binge of looting, allowed the commandos to enter and leave completely undetected. The commandos had returned safely to the submarine when at 2am, a series of explosions ripped through the vehicle staging area, destroying a platoon's worth of tanks as well as a large quantity of supplies.

D-Day Plus Five (27-IX-1202)

On the border area near the RCES base, the Limgurian army continued its inexorable advance towards Hesselbach, as its reserve units moved to control the occupied towns and villages. The Limgurian engineering unit was busy digging emplacements for their supporting forces ringing the RCES

base, whilst their two TL6 motorized infantry companies (one regular, one reserve) supported by the single air-mobile company, and the field artillery, drove closer and closer to Hesselbach.

Potential RCES Team Activity

- The Limgurian troops ringing the RCES base maintain an intermittent barrage of small arms fire towards anything that moves within the base perimeter. The Limgurians are under orders not to let the RCES personnel escape, but realize they may be too weak to press an attack against the RCES' advanced weapons.
- About two hours before dawn, a single female figure dressed in native clothing and carrying a small bundle will make a dash from the forest edge towards the RCES base. The figure is dirty and covered in earthen stains and bits of twig.
- The woman's dash will take the Limgurians by surprise; they are expecting people to break out not break in. But they will soon recover and open fire on the figure, and random fire will eventually hit her and bring her down about 10 yards from the camp. The RCES team will have to provide covering fire and leave the safety of their camp to retrieve the woman. The cry of a baby is heard from the woman's position.
- The woman is actually Bridget Larson and her 9 month old baby boy. They have managed to move cross-country, living on whatever autumn fruits and berries they could find, and hope to find refuge at the RCES camp. Bridget managed to crawl close to the forest's edge before the Limgurians' spotted her.
- She is currently lightly wounded from a rifle hit in the leg, but is still conscious.
- If the team manage to recover her alive, Bridget does have one vital piece of information. She knows of Edvard Cizek and his allegiance to Limgur, and has firsthand knowledge of his treachery in the invasion.

The remnants of the Gakshishan Lift Infantry and Lift artillery units are forced to abandon their fuel exhausted vehicles and march the remaining 15km to the border. The remainder of the Gakshishan TL6 units staggers across the border later in the day. Only about 400 men of the over 1,500-man invasion force have survived; most of these are from their TL5 reservist infantry and their veteran TL-11 Lift Infantry companies, along with a handful of engineers and several artillery crews rounding out their defeated, dispirited numbers.

The Idsurian Southern Army retired back to Idsur City, leaving the single previously uncommitted and fresh reservist Light Infantry company to watch the border. All attention was now concentrated on the Northern Flank.

The main Idsurian Northern Army arrived at Northbank by noon and deployed outside the town. The Serendipity is positioned to the rear in 'Nape of earth' mode. The Pabugleki Amkhuun tank and motorized units were arrayed just outside Northbank with the Pabugleki Amkhuun artillery hidden within the village along with the support units and their military police.

The attack started with a sortie by the Pabugleki Amkhuun Army: a tank company supported by the reconnaissance company and three motorized infantry companies surged towards the Idsurian lines. Meanwhile the Pabugleki Amkhuun artillery opened fire, and then in co-ordination with the ground fires, the Pabugleki Amkhuun airforce began its bombing runs, only for the airplanes to disintegrate one by one while still over 10km from their target. An entire squadron of six planes was destroyed in less than five minutes, and the remaining squadron scattered, retreating in confusion. The Serendipity was using its X-ray laser to sweep the sky of planes, and unlike the Ugushaam Star, its X-ray laser beam is invisible to the human eye.

With clear command of the Air, the Idsurian Air-Mobile unit appeared over the tree-tops, starting its counterattack against the Pabugleki Amkhuun armored units. Anti-tank grenade launchers had been hastily welded to the side of the helicopters, turning them into crude but effective gunships. The anti-tank grenades were particularly effective against the weak top deck armor of the Pabugleki Amkhuun vehicles. Even so the Air-Mobile's infantry are bloodied in such open terrain. Enemy tank fire decimated two of the four advancing Idsurian Air-Mobile infantry platoons even as their anti-tank grenades were destroying the advancing armored vehicles.

Yet with the addition of light machine guns and heavier squad support weapons supplied by the RCES, as well as their superior training and body armor, Idsurian casualties ran to only a third of what they dished out to the Pabugleki Amkhuun forces.

The Pabugleki Amkhuun artillery fire despite initial heavy salvos was surprisingly ineffective: before they could walk their fire onto Idsurian positions, the Serendipity had finished destroying the Pabugleki Amkhuun airforce and then turned its attention towards knocking down the artillery shells. The TL15 fire control on the Scout ship was designed to shoot-down stealthy anti-ship missiles at tens of thousands of kilometers. Simple un-powered artillery shells on a ballistic trajectory were a simple matter. Soon, the Pabugleki Amkhuun Army's artillery shells were exploding high above the battlefield, even before they had reached the top of their arcs.

The Serendipity simultaneously had also transferred via secure comms links her gathered counter-battery data to the Idsurian artillery sections supporting their fellow combat forces. With the knowledge of the exact positions for the PA Army's field guns, counter-battery fires from the Idsurian

guns unleashed a steel and high explosive rain of hell and havoc down upon the hapless Pabugleki Amkhuun guns with a few salvos.

Dominating the air, and command of artillery supporting fires, in less than two hours, the Idsurian army broke through the enemy's defenses as the remnants of the Pabugleki Amkhuun infantry fell back into Northbank. Pressing the initiative and secure in their grip of the momentum of battle, the Idsurian's surged in after them, using their single section of battledress troops to spearhead the advance, as few of the Pabugleki Amkhuun Army's man-portable weapons could penetrate such advanced armor. Still, bloody room-to-room fighting lasted most of the rest of the day, and into the early evening before PA resistance finally collapsed.

The enemy's fierce resistance was hindered by the corruption endemic within the Pabugleki Amkhuun. Several truck-loads worth of vital supplies had been diverted by corrupt elements within government and sold on the black market. The logistical situation had been further worsened by the destruction of their on hand stores of ammunition and critical supplies had been destroyed in the previous night's commando raid from the sea.

Still the Pabugleki Amkhuun invasion forces fought bravely. Their officers had been promised extra supplies and they hung on awaiting relief. The troops also believed their own government's propaganda and expected only torture and death from Idsurian forces. They fought on, until their senior officers were killed or they ran out of ammunition, leaving only junior officers leading the shrinking pockets of resistance. These latter second-line leaders were convinced to surrender their troops for simple bribes of money and promises of safe conduct to the border.

D Day Plus Six (28/XI/1202)

The cordon around the RCES base remained in place, and the days events there were relayed to the LRA command at the homestead forward base.

Potential RCES Team Activity

- Defend the RCES base. The revelation that Edvard Cizek is a Limgurian spy should be transmitted to the Idsurians, but there are only secure communications via the orbiting salvager's base on the Guild's Xboat hulls for 8 hours per day.

On the southern eastern border, the Idsurian Ground and air forces had returned to Idsur City. The Gakshishan prisoners were marshaled by one of the reserve infantry companies and segregated officers from enlisted by Idsurian security service agents. All of the surviving wounded, Idsurian and Gakshishan soldiers are transferred to the city's main hospital, the latter under guard. Arriving by troop train, late in the afternoon, both of the recently called up Idsurian Army Reserve Infantry companies that routed the

Kingdom of Light's "Crusaders" returned to Idsur City and a cheering public before being barracked down for the evening.

At Northbank, the collapse of the Pabugleki Amkhuun invading ground forces was apparently not as complete as first thought. A significant force of stragglers, led by the surviving senior officer managed to band together several groups of stragglers in the Northbank Industrial district overnight and attempted to break-out towards the border assisted by the remaining airforce units that had gone to ground the previous day.

To their credit, the Pabugleki Air force bravely took once more to the skies and gave their countrymen covering strafing fire, allowing the breakout to succeed, although once again the fire from the Serendipity's X-ray laser turret destroyed these remaining five fighter bombers without any significant Idsurian casualties on the ground.

The RCN crew of the Serendipity had been caught napping after five crucial non-stop days of war in orbit, but their follow on orbital strikes destroyed the remaining Pabugleki Amkhuun vehicles whilst they were out on the open plains still 40km from the border and 30km north of Northbank. With the news of invaders threatening Hesselbach, the Northern Idsurian Forces ground commander at Northbank broke off pursuit of these enemy troops. His forces were having to deal with the sizable catch of the previous evening's prisoners, most of whom were too wounded to walk. So the Idsurian commander allowed these barely 100 survivors to stagger on foot back across the border unhindered.

South of the village of Northbank, the single Pabugleki Amkhuun reserve squad guarding Idsur's new Oil Refinery-Pumping station, cut off completely from escape and out of supply, surrendered without a shot being fired when the Maraxian submarine surfaced outside their camp.

This same afternoon, by 1300hours the Idsurian Northern army had gathered the last of their forces up, re-boarded their troop train, and were headed back to beleaguered city of Hesselbach, now under attack by the invading forces from Limgur.

The situation at Hesselbach itself was desperate, with only a single section of battle dress equipped troops, two-thirds of a company of reservist cavalry, the Grav-vehicle mounted military intelligence section and a lone 9cm anti-aircraft gun, the Idsurian troops nervously manned the city's walls, as the arriving Limgur Royal Army ground forces deployed in a semi circle at dawn.

The Limgurian Commander's artillery began its bombardment at daybreak, concentrating initially on the Hesselbach army air base, barracks, and the local government offices then shifted after an hour of this preparatory barrage to direct fire attacks against the city's

walls. The LRA's heavy barrage was supported by fires from their accompanying TL6 tanks along with integrated indirect fires from medium 8cm and heavy 12cm mortars organic to the motorized infantry companies.

It was part of the LRA's war goal to capture the strategic TL6 industrial district of Hesselbach and the majority of its 15,000 citizens intact, and an all total shelling of the city's civilian neighborhoods was never part of their plan of attack.

Gauss sniper fire from the elite Battle dress troops now operating in teams of two-man elements along the walls, and the taller buildings of the Industrial district of Hesselbach kept the tank commanders in their vehicles and kept the enemy troops suppressed during the three hour long bombardment. Due to their clairvoyant Military Intel detachment among them, the only Idsurian casualties in this piece of the battle of Hesselbach were the sixty-five reservist cavalry unit's horses, killed in their stables on the Army base. These now dismounted reservist cavalry troops were dispersed to avoid casualties and to lie in wait for the attack that would follow.

By mid-morning there were several large breaches in the walls and the fires from the Army base and government office buildings hung like an impending storm cloud over Hesselbach as the barrage lifted.

Surprisingly, the breaches of the walls only triggered light probing attacks from the surrounding Limgurians. The probes did provide the necessary distraction to allow a simultaneously launched flanking attack by the LRA's Air Mobile Infantry company succeeded in the seizure of the strategic rail yards on the Northwest side of Hesselbach.

Night fell, with the Idsurian defenders thanking their good fortune that they had survived the day.

Back at the Hesselbach border area the reserve LRA troops had deployed into Marc's Town and Tinyayr. The LRA Grav tank company having completed its rest and recovery operations from its 36 hour transport stint and moved out that night towards Hesselbach.

D Day Plus Seven (29/IX/1202)

The dawn of the seventh day revealed the twenty-vehicle strong crack Limgurian Royal Army relic TL-11 Grav Tank Company massed outside the walls of Hesselbach. It was now clear why the Limgurians had not mounted their assault yesterday. The LRA made one decisive, brutal attempt to seize the city before the arrival of Idsurian relief forces triggered a retreat back to the border regions.

A combined plasma gun salvo from all twenty grav tanks disintegrated an entire section of city wall, killing over twenty-five security agents manning that section. The Limgurians skillfully used their artillery to cordon off the section of the city behind the demolished wall with a curtain of shells. With three platoons of grav tanks providing

additional if rather distant fire support, the two TL6 infantry companies advanced.

The advance Limgurian elements penetrated the city's perimeter but had to slow as they entered the narrow streets outside the shelled area. It was then that isolated Idsurian defenders unveiled their imported TL6 anti-tank weapons, and the initial salvos destroyed the lead Limgurian armored vehicles. Such temerity was met with a swift response from the plasma guns of the following LRA Grav tanks.

Brutal house-to-house fighting slowed the advance to a crawl as Limgurian infantry was forced to clear houses of Idsurian anti-tank teams, before the TL6 armored vehicles could continue their advance. Casualties in the hastily conscripted Idsurian security agents and policemen were extremely heavy.

With the North section of the city isolated and occupied behind the screen of falling artillery, the Limgurians repeated their tactic with the southern city district. But the Idsurians had adapted to the Limgurian's tactics. A simultaneously launched flanking attack by the LRA's Air Mobile Infantry company against the Idsurian security service HQ failed when the Idsurian 9cm anti-aircraft gun, camouflaged from the air and hidden from the LRA's clairvoyant Intelligence operators by the town's Power sub station's electromagnetic field opened fire destroying the four helicopters sent and killing all aboard these aircraft.

As the main Limgurian thrust advanced into the city's central district, concealed Idsurian forces moved around to its now unprotected southern flank in an effort to envelope the advancing Limgurians. The newer southern section of Hesselbach had been filled with security troops armed with anti-tank weapons that decimated the advancing TL6 Limgurian elements. Idsurian reserve cavalry and battledress troops advanced steadily using their relic missiles to destroy several flanking grav tanks.

Reinforcing thrusts by the Limgurian battledress troops steadied the advance and forced the Idsurians back, regaining the ground so bloodily fought for by the motorized companies, but the ably led Idsurian troops melted back in front of these better armored invaders, and kept the LRA Air mobile company from linking up with them with a series of hasty ambushes and four well hidden two-man sniper teams.

The remaining Idsurian security troops caught in the pocket were steadily being decimated. Casualties amongst the hastily conscripted security agents and policemen was running at over seventy percent. Despite the vigorous actions of their smaller forces, the Idsurians had lost over eighty percent of their dismounted reservist cavalry company, as well as all one hundred of their horses; four of their Battledress troops who were killed at point-blank range fighting the tanks; and three men of the relic Grav-vehicle Military intelligence section and one of their three radio

laden Grav APC's had also been lost as they had towed the lone 9cm anti-aircraft gun from its discovered position to a new location between the North wall's breach and the rail yard. The Flak gun's crew was the only unit that had survived unscathed.

The Limgurian advance had not been without cost, their air-mobile company had lost a third of its strength and had to retreat back to the rail yard, whilst the motorized infantry companies had lost half of their men and vehicles. Even their elite battledress forces had lost six men and three of the precious Grav tanks.

Given the determination of the Idsurian resistance, the Limgurians changed tactics, their units pulled back to the first cleared area, and the remaining seventeen grav tanks moved up, and opened up with a massed salvo of plasma gun fire. Any house or position that fired upon the advancing Limgurian army units was obliterated by plasma gun fire.

Idsurian resistance after this was isolated: two Limgurian Grav tanks were destroyed by relic man-portable anti-tank missiles, for the death of a single Idsurian battledress equipped trooper each. The elite Idsurian Battledress Section had now lost a third of its strength, and still the Limgurians advanced, flattening buildings as they came. The fall of Hesselbach seemed imminent.

The Limgurian advance was halted however, when the next leading LRA Grav tank inexplicably exploded in mid-advance. The Serendipity had arrived in orbit overhead.

The Limgurian command had been briefed by their Intelligence section's clairvoyants and telepaths on the course of previous days invading allied armies' battles: they had correctly deduced that Idsur enjoyed orbital fire support from two starships, and that their southern allies the Gakshishan's had destroyed one of them; The second vessel's (The Serendipity) psionic shielding had prevented the Limgurians from gaining a view inside the ship, or gaining information via telepath, they were cognizant they could not pin point her invisible X-ray laser fire either. An orbital attack by tank would be suicidal, as a starship could decimate them long before their shorter-ranged vehicle sensors could acquire their unseen predator. Without an accurate view of the ship, or the ship's interior, the Limgurians could not dispatch a teleportative agent with a bomb to destroy the Serendipity.

With the advent of their unseen, unreachable enemy the Limgurians began an orderly withdrawal covered by plasma gun fire from their tanks, again, covering themselves by rolling artillery barrage of smoke and incendiary shells to foil both the laser fire targeting of the Idsurians as well as the orbiting enemy offworld starship's IR-thermal sensors. The Serendipity managed to destroy three more tanks however, as the LRA changed their plans from assault to their withdrawal.

Up in low orbit however, the battle-luck of the Serendipity ran out: the power couplings to its laser turret finally gave out under the week-long war's heavy usage, giving Gunner Elfrikaa "Go-Hot" Ibwana mild first degree burns from electrical arcing. In the critical moment of another resounding 11th-hour victory, Idsur had lost its orbital fire support.

Potential RCES Team Activity

- In order to convince the Limgurians that they have to maintain their withdrawal from Hesselbach additional orbital fire is needed to drive them back towards the border. The Serendipity is unable to provide that fire support, and Lucas "Pappy" Howard will confirm that it will take him at least a day to repair the laser power feed, even if he has the parts.
- The Serendipity is now in communications range of the RCES base and will request orders via tight beam secure laser communications. The RCES Moonshadow team needs to find an immediate replacement for the Serendipity's laser fire as well as parts to allow repairs.
- The obvious solution to both problems is the orbiting salvage base on the remnants of the Guild base. Each outer hull included a laser turret, and the salvagers have managed to provide a new power plant and conduct repairs prior to the planned movement of the two remaining hulls to Marax.
- With sensor information from the Serendipity, one of the Coalition salvager's base's lasers can be brought to bear. The sensor hand-off is insufficient to target rapidly moving grav vehicles, but it is accurate enough to place laser fire behind the retreating Limgurian army and keep them moving. The base's laser turrets can be cannibalized for parts to repair the Serendipity's guns.

The weather as well joined the shifting tide of battle, as a wind from out of the south-southwest carried the burning smoke of Hesselbach like a widening blanket over the orderly withdrawing LRA forces. The LRA's towed field artillery company lost an entire battery (Three field howitzer guns and their trucks) and crews, being the last LRA unit to clear the battlefield The LRA artillery despite these casualties, left their regards, destroying the marshalling rail yard in the northern district, and where the rail yard entered the city on its southwest side, and their incendiary shells further stymied any defending ground forces from pursuit with the civilian population now placed at risk. Under continuing orbital laser fire impacting behind them, the Limgurian Royal Army continued their orderly retreat back to the heavily forested border area.

The victors of the Battle of Northbank's (The Northern Idsurian Army) units entered the battle-damaged city at midnight, having been forced to disembark five miles outside Hesselbach due to the heavy enemy artillery damage to the rail yards and rail lines. The arrival of these

significant reinforcements allowed the few dazed, exhausted, but stubbornly defiant handful of Idsurian defenders to stand-down. The Northern Idsurian Army went immediately to work fighting fires and aiding the wounded in their garrison hometown. Some six hundred and fifty civilians had lost their lives, and another seven hundred and fifty were wounded, and Idsur's soldiers, civilians, and Security agents alike filled the small city hospital which had honorably not been struck by enemy shell fire.

In Idsur City, the remaining battle-effective portions of the Southern Idsurian Army embarked its TL6 Regular Army units onto a series of troop's trains, leaving three of their TL6 reservist companies to defend Idsur City (one fresh light infantry company and two reserve motorized infantry companies with 10% casualties, along with the two remaining armored cars from the Military Police Platoon) . To the south and east, two reserve cavalry companies (10% losses) still held the southern Idsurian border towns. The Idsurian Army psionic intelligence had deduced that their insular hostile neighboring state, the limkhuu Hierate, had betrayed the Crusader Alliance's invasion, and so left only minimal forces watching that border crossing. The Idsurian relic TL-11 Grav units, the Lift Infantry and Lift Artillery companies, refueled from their precious and dwindling refined liquid hydrogen fuel stocks for their drive northward. The now eleven-strong fighter-bomber Idsurian airforce rested and refueled, preparing to fly to Hesselbach once the airfield was cleared by friendly ground forces the next morning.

D Day Plus Eight and Nine (30/IX/1202 & 01/X/1202)

The next two days were spent moving forces to the final battle front, the north-eastern Idsur-Limgur border. The Limgurian Royal Army fell back to their previously prepared positions between Marc's Town and Tinyayr. The LRA's Reservist Infantry companies hold both urban areas and the remaining LRA units, including their relic units, went to ground between these two strong-points, aided by their pre-prepared shorter supply line (as per their war plans).

Meanwhile the Idsurians bolstered their defences at Hesselbach with the arrival of the Northern army, and the arrival of the Idsurian airforce at dusk on D-Day plus 8, after a new grass runway had been prepared for them. The Idsurian Southern Army proceeded northwards in a series of troop trains running non-stop to Hesselbach. With the civilian population pitching in, the damaged rail lines leading into the city were repaired by the end of D-Day plus 9.

By D-Day plus 9, both Idsurian and Limgurian fighter planes were dueling over the plains to the East of Hesselbach. Both forces were forced to use drop tanks to extend the range of their fighters due to the distances from their respective airbases. In the two engagements that day, Limgur's aircraft were denied their strafing-bombing runs on Hesselbach, at the cost of three more Idsurian planes to four of Limgur's.

Elsewhere on Tiniyd, the war had re-entered the diplomatic phase, with the Idsurian government issuing terms of surrender to both the Pabugleki Amkhuun and Gakshishu. By nightfall of D-Day plus 9, the Pabugleki Amkhuun regime had at least agreed to a cease-fire and a return to their pre-war borders, and had entered into a discussion of prisoner of war exchanges. The similar initial responses of the Gakshishan regime to these overtures were rendered swiftly irrelevant by the Kilkamsha Hegemony army units moving rapidly across the border, and the Hegemony's relic Grav Armor and Lift Infantry units occupying the Gakshishan capital city. The Kilkamsha Hegemony's media publicly proclaimed that "they were helping to maintain order at the request of their allies, the Gakshishan government."

The Kilkamsha Hegemony already on a war footing, had been closely monitoring their proxy-ally Gakshishu's fortunes invading Idsur, and had managed this overt coup using only one-fifth of their armed ground forces. With Gakshishu's 150,000 sophonts under their umbrella of 'protection', the Hegemony moved to the number one position as Tiniyd's greatest superpower based on population, within the forty-eight hours it took to occupy Gakshishu. The Hegemony's Army TL6 Rocket Artillery cadre already stationed in Gakshishu aided this coup immensely with their intelligence reports.

The Kingdom of Light's psionic Priest-King who had first called for the 'Final Crusade' and the subsequent 'Crusader's Alliance', scarcely decried this bloodless coup, his attention diverted with the mobilising his own 5,000 strong army and like amount of Reservist troops at last, hindered by the sheer size of his realm.

The Kingdom of Light and the Kilkamsha Hegemony both resumed their radio propagandist broadcasts, openly condemning the Idsurian Republic for dealing with hated off-worlders. Both superpowers also proclaimed victory was nigh, and in the Kingdom of Light the martyrdom of the Gakshishan agent who had destroyed the Ugushaam Star was held up as an admired example of the excellent sacrifice against "Off-world contamination". Claims were also made that the off-worlders were actually, "the raiders and slavers" come, "to assist their treacherous ally with their racial evolutionary impurity."

The RCES base siege continued, as high overhead the crew of the Serendipity worked to repair their laser turret. Idsur's Intelligence Services noted the Hegemony's annexation with alarm however, for if it went unopposed by local unrest, it would place a hostile nation with an army of six times the size of Idsur's on their vulnerably flat southern frontier. But for now, their Military forces were bent towards throwing out Limgur's forces to the northeast.

Idsur's Long Range reconnaissance team managed one little reported coup of their own, with the complete defection of the lone GPA Grav Armor platoon staged near the

limkhuu Hierate-Idsur-Gakshishu border, along with all their vehicles. The unit was originally intended to double-cross the limkhuu Hierate if it joined the war, but events had rendered its mission immaterial.

D-Day Plus Ten (02/X/1202)

Early next morning before dawn, the Serendipity returned to the fray and lasered the Limgurian forward airbase and its' eight remaining planes out of existence. Hopes were high for a quick finish to the war with the Serendipity's weapons back once again as the deciding factor. Unfortunately for the RCES team and Idsur, the Limgurian Royal Army refused to co-operate.

The Limgurians now increase the harassing attacks on the RCES base, with more sniper fire as well as shoot and scoot tactics from the mortar teams. The only good news here is that the heavy artillery piece on the tracked self propelled gun goes quiet to prevent its position from being given away.

The Limgurians hope to capture the RCES outpost and use its personnel as hostages against actions by the Idsurians or the orbiting Serendipity. Tomorrow the Limgurians have planned a full fledged assault on the RCES base.

Potential RCES Team Activity

- Continue to hold, whilst fending off more determined harassment from the surrounding Limgurian troops.

The two reservist LRA companies occupying Marc's Town and Tinyayr are mixed in with the villagers and the buildings. They could be picked out with orbital fire or artillery but at great cost to both areas in terms of buildings and people. The Idsurian army is quietly confident that it can dislodge these units, but is worried about being flanked by Limgurian forces hiding in the forest. These Limgurian forces will have to be destroyed before the two urban areas can be re-occupied.

Unfortunately, the Limgurians have hidden their troops well. They are dug in, in earth covered bunkers with anti-radar reflective camouflage nets as well as the non-deciduous forest's canopy. With radio silence, and minimum power to the vehicles, they are almost impossible to spot, even from the Serendipity. There is even sufficient animal life in the forest to confuse the infra-red sensors.

The only visible Limgurian units are the medical company based at the Yunaashkhuum homestead, along with the engineering company. The Idsurians refuse to fire on these targets.

The Serendipity's weapons are deadly but they first have to find a target. The Idsurians haven't got enough artillery shells and bombs to carpet the entire forest with fire, and any Idsurian aircraft risks being shot down by a Limgurian grav tank's plasma gun. Any Idsurian attack from the open

plains against concealed forces in the forest could result in significant casualties.

Both the Northern and Southern Idsurian armies are now massed about 10km from the edge of the forest, out of range of direct plasma gun fires from the Limgurian tanks. It looks like the Limgurians could hold out until the arrival of the winter storms. The only good news is the destruction of four poorly camouflaged LRA transport helicopters mid morning.

The Northern Idsurian Army is aligned against Limgurian forces at Tinyayr. The Northern army consists of:

- Air Mobile Company TL6 (50% losses)
- Reconnaissance Armored Car Company TL6 (10% losses)
- Reserve Motorized Infantry Company TL6 (25% losses)
- Reserve Light Infantry Company TL6 (25% losses)
- Battledress Infantry Section (30% losses)
- Field Artillery Company TL6

The remainder of Hesselbach's defenders continues to hold that town.

Against Marc's Town, the Idsurians have massed their Southern Army:

- Regular Motorized Infantry Company TL6 (25% losses)
- Reserve Motorized Infantry Company TL6 (25% losses)
- Lift Infantry Company
- Battledress Platoon (10% losses)
- Battledress Platoon (40% losses – including those killed in action against the Guild Station in Operation Dominoes Book 2)
- Lift Artillery Company
- Idsurian Airforce TL6 – (8 remaining fighter/bombers)

D Day Plus Eleven (03/X/1202)

The day dawns clear but the first signs of the winter winds can be felt in the trees. Streaks of winter cloud are visible from the western horizon. Soon the hot moist air rising from the still warm oceans will blow across the mountains and the storms will begin.

Potential RCES Team Activity

- The Limgurians will continue to hold their general positions. The forces surrounding the RCES base will start their advance. They will use their artillery piece as a support weapon to destroy any strong-points or barricades the RCES team has constructed. They will also use the artillery piece against any clusters of RCES marines.

- This is the climatic battle, the Limgurians are making a concerted attempt to seize the base with the remaining forces.

- The RCES team will have to drive the Limgurians back. Any calls for orbital fire support will be provided by the Serendipity, but the team will have to be very careful calling in fire this close to their position. A single error could drop the laser blast on them rather than the advancing Limgurians. The Limgurians are smart enough to destroy any visible communications antenna to prevent the RCES calling down supporting fire.

- The Limgurians will retreat if they take over 60% casualties. The retreating troops will still attempt to prevent the RCES personnel escaping into the forest.

The war appears to be heading to a stalemate, when just in the late afternoon; half of dozen red chemical smoke grenades suddenly explode in the forest. Moments later a Limgurian grav tank powers up from one of these illuminated positions, and is destroyed by a laser blast from the Serendipity.

The Serendipity begins to feed positional data down to the Idsurian artillery units who begin firing at the plumes of rising smoke. Secondary explosions indicate that the smoke does indeed mark the position of concealed Limgurian units.

More and more smoke grenades are mysteriously triggered in the forest in batches of six. As the Idsurians destroy each set of smoke plumes, another batch are triggered. Scattered Limgurian troops break from the forest but are cut down by the now advancing Idsurian army units. The Serendipity will detect additional movement within the forest indicating the remaining Limgurian units breaking cover and fleeing further into the forest. Organized groups of Limgurians seem to attract the mysterious smoke grenades and then a follow-on bombardment by Idsurian artillery.

As the Idsurian armies split to assault Marc's Town and Tinyayr gunfire is heard from deep in the forest. The Limgurian troops are fighting someone.

Potential RCES Team Activity

- The Limgurians will commit a section (15) battledress equipped troops in a final assault to capture the RCES personnel in an attempt to negotiate passage for their defeated army units back to Limgur.

- The battledress troops will press ahead regardless of

losses. Fighting between concealed RCES defenders and the advancing Limgurians will reach new levels of desperation. Then any psionically aware RCES defenders will see a Droyne warrior advance through the Limgurians and place an explosive charge against the back one of the Limgurians. It will then retreat and detonate the charge, killing the Limgurian trooper.

- A section of Droyne warriors armed with SMGs, carbines and grenades have been sent to relive the RCES position.

Droyne warriors from Yoyormayess have crossed the mountains on foot to assist the Idsur Republic. They have decided that the Idsurians are worth saving given their new attitudes towards the Chirpers as well as the previously attempt at friendly contact by the RCES team. Psionically invisible Droyne warriors are even now engaged in combat with the scattered remnants of the Limgurian troops. It is they who would advance invisibly into the Limgurian positions and set off the smoke grenades.

In accordance with the Droyne philosophy of Oytritsyu'a or 'total war', they will exterminate every Limgurian they can find. Limgurian troopers driven out of the Marc's Town and Tinyayr will suffer the same fate as they retreat into the forest. The Limgurian Invasion has been shattered irrevocably by the Droyne intervention.

Starship Mine

If the Moonshadow team has somehow managed to gain the assistance of another starship, then this vessels weapons will change the balance of power over the Limgurian battlefield. Limgurian Psions have monitored the other battles and have realized the potential military value of orbital artillery support. A starship threatens their advance on Hesselbach, and indeed the advance will be cancelled unless the starship can be neutralized.

Limgurian telepaths can detect an unshielded starship in orbit using telepathic life sense detection. In addition the sensors of their command tanks can spot any ship in low orbit over the area.

The Limgurian commanders will telepathically contact the RCES base commander and threaten to destroy the starship intervenes using the same method used to destroy the Ugushaam Star. If the starship is psionically shielded or adopts other tactics to foil a teleportative agent (evasive maneuvers, troop patrols and the anti-hijack program), then the Limgurians will attempt to seize the RCES base in order to obtain hostages.

The troops surrounding the RCES base will be supplemented by the battledress troops (see D-Day + 11) and will assault the base as the Limgurian army advances towards Hesselbach. Limgur will threaten any hostages with death, unless the starship retreats.

Captured

If the RCES base is over-run, or if any of the RCES personnel are captured by the Limgurian Royal Army during the siege, they will be stripped down to their basic clothes, have their hands bound securely behind them, their eyes blindfolded, and then they will be marched to the Yunaashkhuum homestead under armed guard. The LRA's TL6 Combat Engineering troops will be used to move and guard the prisoners throughout this operation. Here at the LRA forward support base at the former Yunaashkhuum Homestead, they will be confined individually in a series of earthen-floored animal feed and grain storerooms within the compound that have no windows and each has a stout wooden door with a deadbolt lock two armed troops (per prisoner) from the LRA's TL6 Combat Engineer's company will be assigned to guard the prisoners here.

Any captured high-tech equipment will be used by the Limgurians to bolster their armed forces. Captured high tech weapons and armor will be distributed to their troops, with the majority of captured equipment going to the battledress platoons. Only the prisoner's personal effects that were on their persons at the time of capture will be found at this prisoner holding location.

Two telepathic adepts and eight other Non-Psions from the LRA's Military Intelligence unit will be assigned to interrogate these offworld prisoners. They will begin using conventional interrogation techniques for the first two days, such as sensory, sleep, and time deprivation and degradation, while the telepaths remotely monitor the prisoner's thoughts telepathically when the prisoners are returned to their cells.

Once the Limgurian interrogators have the names of the RCES personnel, they will broadcast to the Idsurians, and the orbiting Serendipity. They will announce they have the RCES team as their captives, and that the RCES (vessel) should halt all aid to the Idsurian Republic immediately, or the prisoners will suffer immediate consequences. The Limgurians initially wish to use the prisoners as bargaining chips so no prisoner will be tortured at this stage, although the interrogators may use telepathic deep probes if they consider it necessary after the first few days.

The Limgurians hope to remove the RCES from their influence over the Idsur Republic by the threat of the execution of the prisoners as spies in wartime (all too true here, especially if not in a recognizable uniform). They will threaten harm to the captives, to include their execution as Limgur's fortunes in the war sour, unless the RCES ships in orbit cease combat operations and withdraw. In exchange they want the ability to fight Idsur themselves, and perhaps draw the war out to a cease-fire that allows them to keep the territory they have captured.

If the RCES personnel were captured on the last day of the assault, then the Limgurian assault troops will broadcast directly from the RCES base and will make the same

demands as above. If the Serendipity has commenced bombardment based upon the Droyne smoke, then the Limgurian assault troops will start to execute RCES prisoners to get the Serendipity to stop firing. Idsurian Artillery is not so constrained however by the lives of RCES personnel, and will conduct fire missions with their lift artillery units anywhere the red smoke erupts.

The RCES Moonshadow and Marine personnel will obviously try and escape, but their efforts will be hampered by their temporary cell, the two armed guards outside each door and the occasional telepathic eavesdropping that may reveal any escape plans. Given time, an unnoticed escape is impossible as the Limgurian Combat Engineers are all armed and more can be mobilized to respond to any breakout.

The Droyne will assign a team of six Warriors and a Sport to assist the RCES repelling any attack against the RCES base, and these same Droyne will also attempt to break the RCES personnel out of captivity. The psionically invisible Droyne will be able to enter the encampment where the RCES are being held and overcome any guards before releasing the RCES personnel.

The Referee should remember that the Droyne and humans will be unable to communicate as neither party understands the others language, and that telepathic contact between different species required double the normal psionic strength costs. Telepathic contact with humans will be beyond the strength of the Droyne Sport. The limited initiative of the Droyne warriors on a strategic level will also limit the extent of Droyne assistance. Once freed of their cells, it will be incumbent upon the former prisoner RCES personnel to find their way to safety as it is, although the Droyne will attempt to shepherd them towards the general direction of allied Idsurian forces.

Sorry No Guns

In the event that the RCES Moonshadow team was unable to acquire sufficient weapons from either Marax or the auction on Nike Nimbus, then the battles across Idsur will be much more risky encounters.

Idsur will still win the battle outside Idsur City but both reserve infantry units will be decimated attempting to hold off the TL6 Gakshishan armored vehicles. The Idsurian Lift Infantry will be forced to use up most of their RAM grenades dealing with the armored cars and tanks. The single Idsurian battledress platoon combined with the Idsurian Lift Artillery will be able to destroy the Gakshishan Grav tanks but will use all their individual TAC missiles and relic artillery shells. Small amounts of ammunition can be salvaged from the remains of the Gakshishan camp but not enough for a sustained battle against the Limgurian Forces.

The battles against the two Gakshishan flanking forces will also result in extra Idsurian casualties due to the lack of extra machine guns and body armor. The Idsurian reserve

units committed to these actions will suffer additional 25% casualties.

The losses incurred in the battle for Idsur City by the defenders will mean a larger portion of the Gakshishan army escapes in good order back to their borders, harassed only by orbital fires and aircraft strafing runs.

The battle for Northbank will go as planned although the Battledress section will have to use the remainder of its relic TAC missiles in place of the weapons from Marax. The lack of body armor and additional machine guns reduces Idsur's advantage in the bloody house-to-house fighting. Idsurian casualties increase amongst their infantry units sent in to clear the houses.

The lack of additional weapons will be most critical at Hesselbach, where the city will fall to the TL6 Limgurian army units on D-Day plus six. Only a single Idsurian grav APC and a handful of troops will escape. The arrival of additional Idsur reinforcements and the Serendipity will eventually drive the Limgurians out, but at a terrible cost to the city and its population. Over 1700 civilians will be killed and another 1300 injured out of a population of only 15,000. The final face-off against the entrenched Limgurian positions will have the Idsurian army short of ammunition and critically short of high-tech anti-tank weapons.

The surviving Idsurian army units for this battle would include:

Northern Army:

- Air Mobile Company TL6 (75% losses)
- Reconnaissance Armored Car Company TL6 (25% losses)
- Reserve Motorized Infantry Company TL6 (50% losses)
- Reserve Light Infantry Company TL6 (50% losses)
- Battledress Infantry Section (40% losses)
- Field Artillery Company TL6 (1-2 days of ammunition remaining)

Southern Army:

- Regular Motorized Infantry Company TL6 (50% losses)
- Lift Infantry Company (with 1-2 combat days of ammunition remaining)
- Battledress Platoon (10% losses)
- Battledress Platoon (40% losses – including those killed in action against the Guild Station in Operation

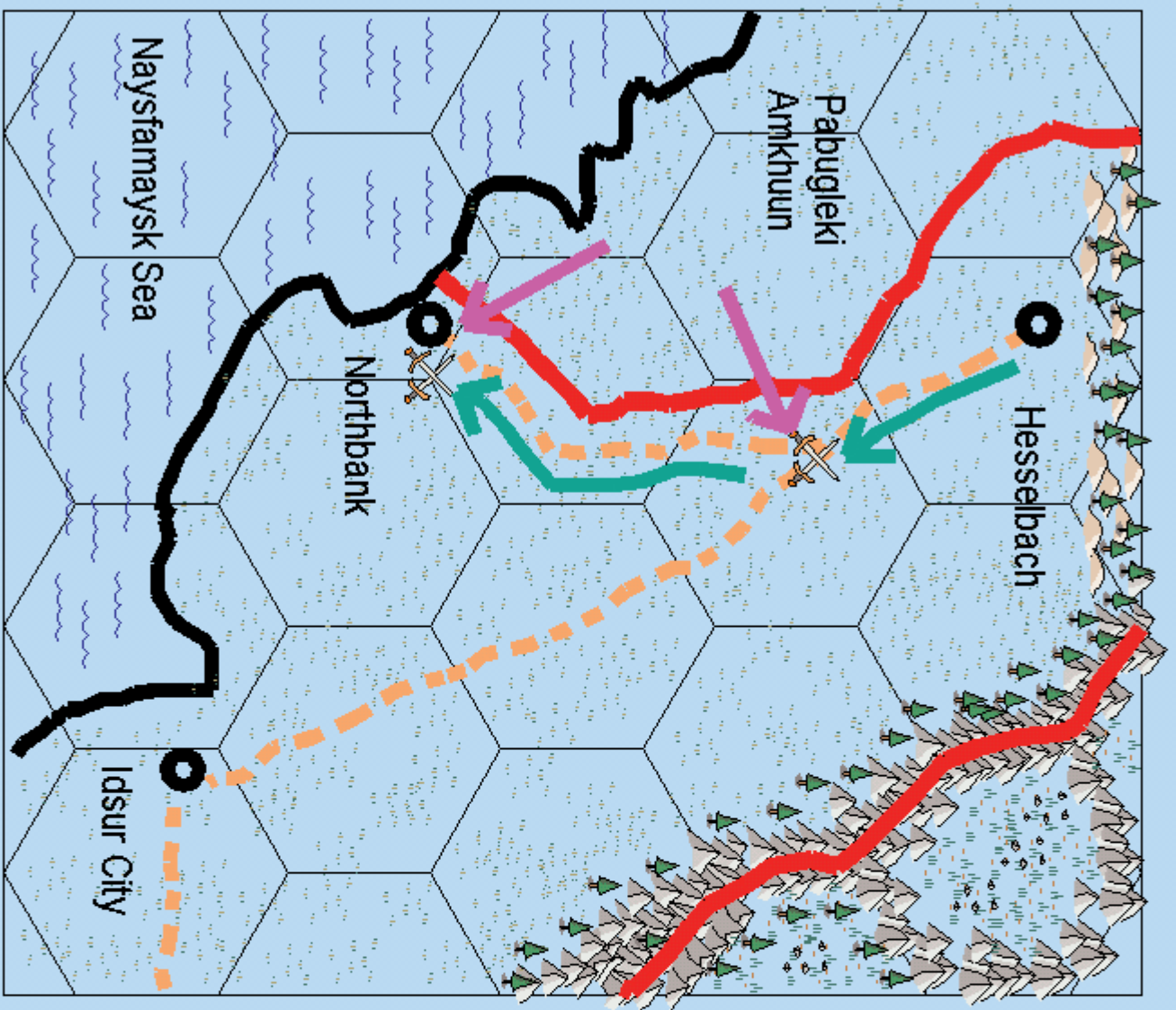
Dominoes Book 2)

- Lift Artillery Company (with 1-2 combat days of ammunition remaining)
- Idsurian Airforce TL6 – (8 remaining fighter/bombers)

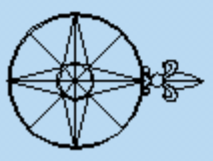
Idsur City:

- Reserve Light Infantry Company TL6
- Reserve Motorized Infantry Company TL6 (30% losses)
- Reserve Motorized Infantry Company TL6 (30% losses)
- Reserve Cavalry Company TL6 (30% losses) – deployed guarding Idsurian mountain towns
- Reserve Cavalry Company TL6 (30% losses) – deployed guarding Idsurian mountain towns

Idsurain War Northern Border

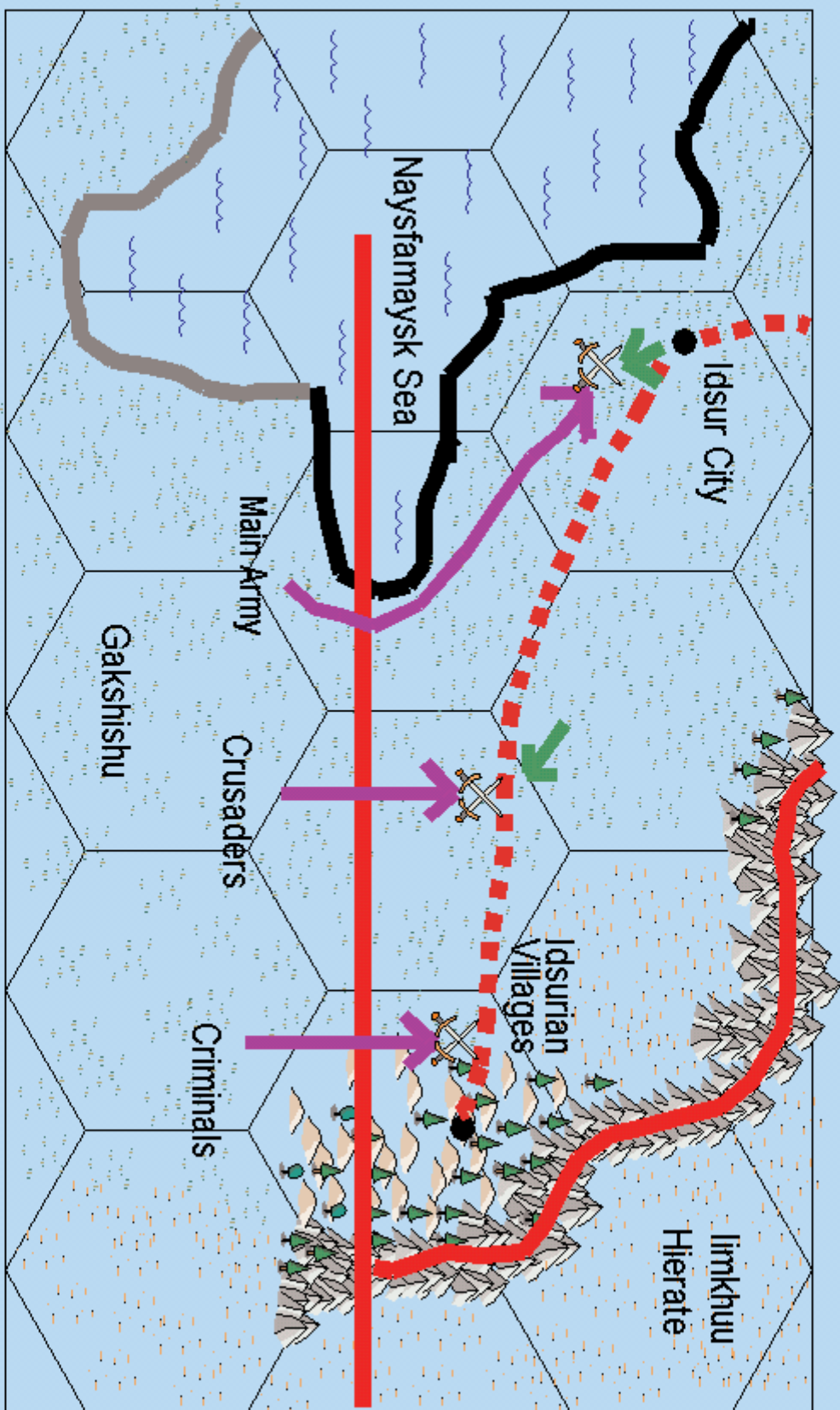


- Grassland
 - Coast Line
 - Border
 - Rail Road
 - Settlement
 - Battle
 - Pabugleki Amkhuun Advance
 - Idsur Advance
- 1 hex = 750 km

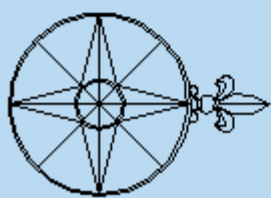


Idsurian War - Southern Front


1 hex = 750 km




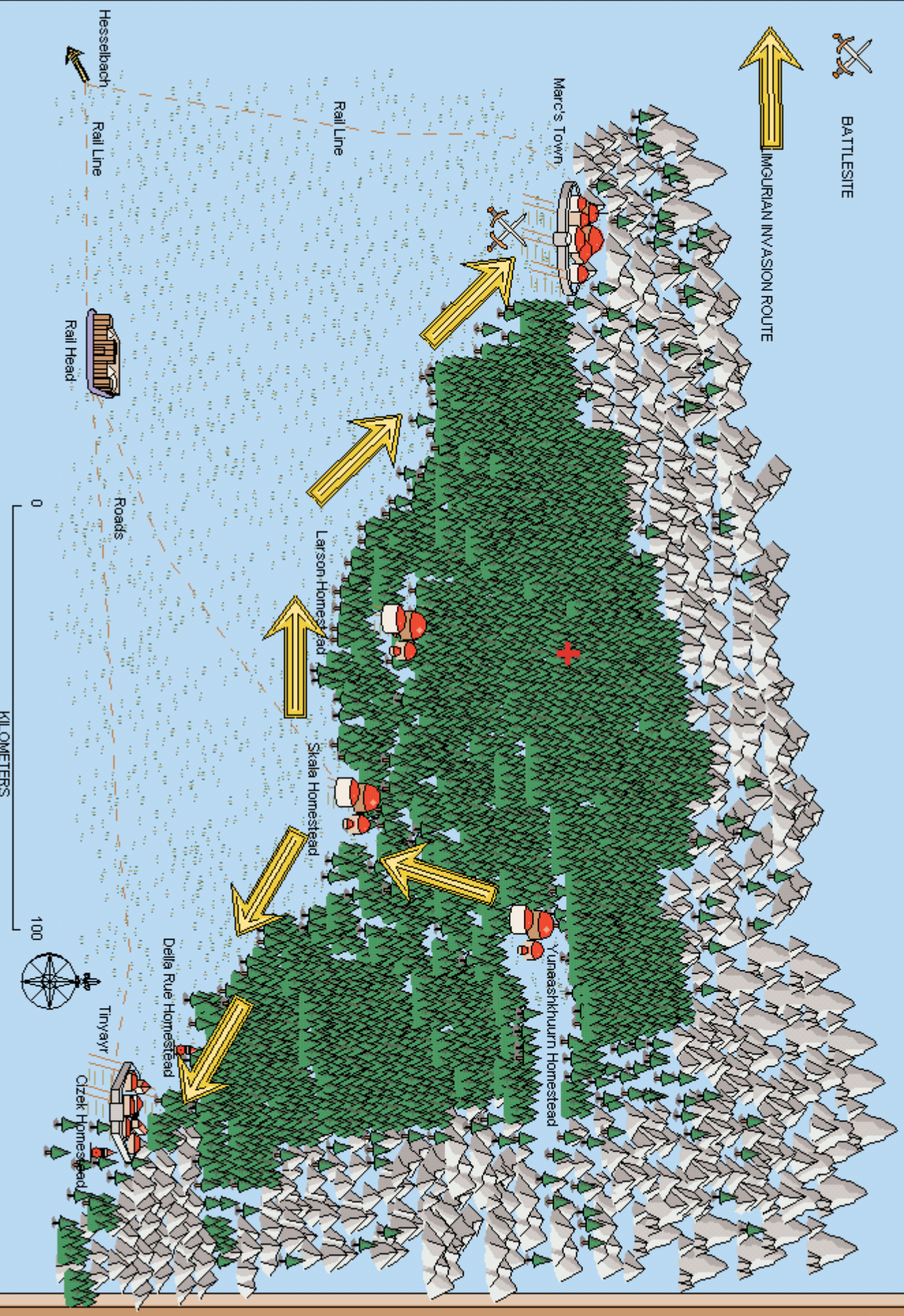
- Steppe
- Settlement
- Border
- Gakshishu Advance
- Idsur Advance
- Battle
- Coast Line
- Railroad
- Grasslands



LIMGURIAN INVASION ROUTE

 BATTLESITE

 LIMGURIAN INVASION ROUTE



Chapter 7 “The Final Crusade: “A Harvest of Swords”

“In times of peace, thou shalt beat swords into plowshares; recall your armies to the fields once more, and sow the seeds of blessed peace anon, break bread with defeated foes in magnanimity, and give thanks to our God.” - St. Paulo of Sylea, Galanglic Thrice Reformed Catholic Church, Capital/Sylea/Core, circa year 03 TI, from the GTRC First Book of Sermons.

“Only the good die young,” some ancient songwriter once said, and we the wicked with our survivor’s guilt, remain to rebuild, and remember their sacrifice for this, our future.” - Jian Eneri Nishuuru, Imperial Remnant RCES Advisor, 01-October (X)-1202, somewhere in the Wilds.

Epilogue

The armies of the People’s Democratic Republic of Pabugleki Amkhuun, the Kingdom of Limgur, and the Federal Republic of Gakshishu lie defeated across one end of Idsur to the other. By diverse means, and endeavors, the RCES Bootstrap, Cadre, & Moonshadow teams on Tiniyd have accomplished a classic ‘David vs. Goliath’ victory. The timely intervention of the Droyne in the last battle, sealing the total defeat of the Royal Army of Limgur signals a turning point in the world’s human-supremacist histories where the victor’s make the rules.

Yes, victory for Idsur has come at a price—not as costly as to those who now lie defeated, their armies shattered along with their propaganda of their racial superiority now bared for all to see the falsehood—its scars will fade, as all wound do, with time. Limgur who committed all its forces, has lost all—as the news of the King of Limgur’s death and that of his entourage and personal guards at the heliport in their capital of Limgurishar follows on the heels of his Army’s utter destruction and defeat. Revolution has broken out in the streets of Pabuglekrishar, as the oppressed population of Pabugleki Amkhuun lashes back at the weakened government, and their disheartened military fractures taking sides. The Gakshishu Dictatorship’s regime, goaded into war by the promises of its larger more powerful northern neighbor finds herself under annexation by her own ally the Kilkamsha Hegemony, and what survived the Idsurian War of her military now find themselves imprisoned on charges of treason or worse.

By silent participation the Droyne have signaled their approval of the course Idsur Republic has chosen, taking a stand beside those who discovered the lost truth behind the ‘Crusades’, and held to the flame of the truth rather than the darkness of ignorance. The dawn of enlightenment on Tiniyd has borne fruit amongst their human neighbors as well: the passive-aggressive xenophobic nation of the limkhuu

Hierate opens back channel diplomatic relations with the Republic of Idsur two days after the defeat of the Royal Army of Limgur on how to emancipate their Chirper population. The storm cloud of war thins over Idsur, but grows darker to the West, as the two remaining superpowers, the Kingdom of Light and the Kilkamsha Hegemony prepare to make good on their threat of their “Final Crusade” to the Droyne themselves.

To Be Continued...

Cast of Characters

RCES

Serendipity Crew

LT. Nova Astriid “Nasty-Bee” Baez
Pilot/Ship’s Commander

Race: Mixed-Humaniti, Female
Age: 31 T-years
Homeworld/Birthdate: Aurora 0535/Aubaine (M)/Old Expanses, 1171.
Career Path: Aurora System Navy (Two terms 1189-1197); Transferred to Dawn League/later RC Navy (1198- 1202). Experienced NPC.
Location: On the Bridge of RCS Serendipity.

Description & Personality

Nova Astriid Baez stands 5’8” and weighs 65Kg, and looks like an exotic dancer. With her ash blonde hair and sea green eyes, she swears like a sailor; gambles like Noblewoman; drinks like a fish; and flies by the seat of her pants. Despite her brash and cocky bravado, LT Baez is a junior officer trained by CPT Pat ‘Who Me?’ Ritter from the Aurora-class III clipper RCS Thunderchild. Ritter took the wind out of her sails and made her an unarmed Lander pilot after her transfer from the Aurora Navy’s prestigious Fighter wing for a year before allowing her anywhere near an armed craft.

With a surfeit of new junior officers, and the former Serendipity skipper up for the command of a new Multi-mission Scout, Baez got the nod to lead Serendipity into her third year of service for the Reformation Coalition. While she is absolutely confident of her flying abilities, Baez fronts her bravado in a façade against her inner fears of the obscurity this mission entails weighing against her ambitions of a career in the navy.

Favorite Expressions

“Ever see an S-class do this?” {Before doing maneuver}

“Passengers please buckle your seatbelts; we’re experiencing a little chop, just a minor bit of turbulence, and three @\$%&! Incoming missiles…” {On a Hot landing}

“Hey! I don’t tell you what to do on the ground, do I? YOU just sit back and enjoy the ride—and let ME &%\$#! Fly this crate!” {To know-it-all ground-mission types she carries to and from missions}

CWO Lucas “Pappy” Howard
Co-Pilot/Engineer

Race: Solomani-Humaniti Male

Age: 44 T-years
Homeworld/Birthdate: Athena-Nike City-Nike Nimbus 0732/Aubaine (M)/Old Expanses, 1158.
Career Path: Flyer-Commercial (Three terms, 1176-1188); Nimban Wet Navy, Aviation (Two terms, 1189-1197); RCES (One term, 1198-1202). Veteran NPC.
Location: Engineering or on the bridge of the RCS Serendipity.

Description & Personality

Lucas Howard’s rough hewn face and easy-going, lazy smile under his blue eyed stare belie a lifetime of experiences and myriad of people he’s encountered. A trim 6’1” and 100kg, Howard has been flying various commercial aircraft, spacecraft, and fighter planes all of his adult life. He is the oldest crewmember of the starship Serendipity, and a constant tinkerer of her engines, wringing just that marginal edge more of performance from them than even some book says it can.

Chief Howard never appears panicked, even in the tightest of jams because he’s learned the proverbial “a long time ago” a clear mind thinks its way out of it better than a jumbled one. He is justly proud of this starship, and his handiwork in her Drives and power plant. Chief Howard doesn’t mind the company in jump space, and can be a good ear to sound off on about all sorts of topics. Howard is the kind of person who attempts to get to know folks, having learned once in his past that life is pitifully short, and everyone who clambers aboard and then off somewhere from Serendipity might not ever come back. The other side of this is that everyone has a story or a lesson to learn from he believes, if only they realized it.

Favorite Expressions

“You kids be careful down there, and if ya need any help, just whistle and Pappy will come a runnin’, ‘hokay?” {To any disembarking on a hostile world}

“Too Old? Slow down? Sonny/ Baby doll, the day I slow down is the day they bury me.” {To anyone saying he’s flying/ driving too fast}

“Get outta my Sky!” {Growled at hostile enemy fighters, missiles, spacecraft}

PO1 Sergey “Da Owl” Konstantin
Electronics Operator

Race: Solomani-Humaniti Male
Age: 35 T-years
Homeworld/Birthdate: Nemyer City-Oriflamme 1235/Oriflamme (N)/Old Expanses, 1167.
Career Path: Oriflamme System Navy (Two terms, 1185-1193); Hiver Technical School/ Aubaine (One term, 1194-1198); Transferred to RCN (beginning 3rd year in his 1st term, 1199-1202). Experienced NPC.

Location: Electronics station, RCS Serendipity.

Description & Personality

Sergey Konstantin with his bald scalp, brown eyes and tan appears to be a professional bodybuilder, beach lifeguard, or Bolo-ball player. Contrary to this obvious "muscle-man" image he is erudite, professional, urbane, and soft spoken. As big as he is, few would even dare to call him a techno-geek, but this would only earn them a shrug and a "So what if it's true? Your point is..?" Konstantin jokes to those who inquire if he, "is an only child", or, "did he eat his family?" that he, "is the runt of the litter."

He maybe found constantly when not on duty reading this or that tech manual, or former Imperial technical manuals for this or that odd gadget. He is the second oldest member of the crew, second to Chief Howard with whom he has a great deal of rapport and respect for. When it comes to the transients who Serendipity ferries about, Sergey is as closemouthed as they come, characteristic of his home world's fatalism towards those who walk into death on a day-to-day basis. Unlike Chief Howard, he does not socialize very well except for those he has known for more than year.

Favorite Expressions

"Relax, Vee can hear everything they're saying...Yes, they know you're coming—just not where, or when, nyet?" {While listening to planetary broadcasts}

"With two clicks of THIS knob, no one DOWN there will be able to broadcast—how does Nasty Bee say it? Ah yes—jack-diddley squat!" {Before jamming ground station radars, radios}

"Former Oriflamman Professional Grav Ball Leaguer? Nyet. Former Pro-wrestler? Nyet! Those two careers are far more hazardous than my day job," {Deadpanned to those who think they've seen him on RCINET sports before}

PO2 Elfrikaa "Go-Hot" Ibwana

Gunner

Race: Mixed-Humaniti Female

Age: 26 T-years

Homeworld/Birthdate: Tran-town, Aubaine 0738/ Aubaine (M)/Old Expanses, 1176.

Career/Class: Aubani System Navy (Two terms, 1193-1201); Transferred to RCN (First year of First term 1202). Experienced NPC.

Location: Turret station, RCS Serendipity, or loading ramp.

Description & Personality

Elfrikaa Ibwana is a petit 5' and 52 kg, sun-streaked rust-brown hair, deeply tanned and dark-eyed Tran-Town

islander with a serious demeanor that belies her youthful innocent looking cherubic face. Elfrikaa is self-consciously aware that she is the illegitimate daughter of a now disgraced Aubani wealthy entrepreneur and a South Islander Sea gypsy cabaret waitress. On Aubaine South Islanders have been looked down upon as ne'er do wells, thieves, prostitutes, degenerate dope smoking renegades, or worse for generations on Aubaine.

Ms Ibwana however benefited from her dead father's will, and took what the executors left her to further her education and entered the prestigious Aubani navy. Having been the victim of prejudice most of her life, she identifies with those who've been pigeon-holed or ostracized for being different. It has also fueled her aggressiveness, making even some Oriflamme Marines look tame when her temper is peaking. Another reassigned spacer from RCS Thunderchild, She sometimes wonders if she did something wrong to get assigned on this boring spy ship.

Favorite Expressions

"Can I go Hot, Skipper?" {Upon entering any AO system from jump}

"Owl gimme the hand off - NOW!" {On target acquisition}

"You're cute. The "bus-driver's" gonna take off at a hot trot, so hustle your lazy hind parts aboard NOW!" {Standing at airlock with 7mm ACR at pick up zone (PZ) to anyone who refers to the piloting crew as a Bus/ Bus driver, etc.}

RCES Base Personnel

RCES Base Engineers & Mechanics

SGT Kerry "High-Low" Burnes

Chief Mechanic

Race: Solomani Human male

Age: 28

Homeworld/Birthdate: Nemyer-City, Oriflamme/ Oriflamme/Old Expanses, 1174.

Career Path: Oriflamme Army, Logistics & Engineering (Two terms, 1192-1200); Transferred to RCMC 2nd Brigade (Beginning 3rd term, 1200-1202). Experienced NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/ Thoezennt/ Old Expanses.

Description & Personality

Sergeant Burnes stands a hair shy of 5'8", weighs 75kg, usually looks like he was on his way to wash his hands when something happens causing him to wipe brow and get dirtier still. He has brown hair, brown eyes. Sergeant Burnes is a natural gambler, and will quickly establish a regular game at any posting.

Sergeant Burnes skill at cards is supplemented by his

intermittent psionic ability. Burnes is unaware of his abilities, and occasionally gets “feelings about the cards”. In reality he is an untrained telekinetic / clairvoyant / telepath of moderate ability.

Typical expressions

"Aww that just bites! We fixed that thing two days ago it was running fine then!" {Anything that breaks that he has to fix}

"So high or low, whaddya bet huh?" {Any wager with dice or cards}

Private First Class Kyle “Shorty” Stavros

Race/Age: Solomani Human-male

Age: 26

Homeworld/Birthdate: Nemyer-City, Oriflamme/Oriflamme, 1176

Career Path: Oriflamme Army, Engineers (Two terms 1194-1202). Experienced NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

PFC Kyle ‘Shorty’ Stavros nickname comes from the Oriflamman Army’s perverse sense of humor, as he stands 6’5”, red haired and freckled. PFC Gustav and he are assigned under SGT Kerry “High-Low” Burnes here on Tiniyd as support personnel for the RCES efforts here. From vehicles, to explosive devices for building or destructive intent, “Shorty” is one of the best available. His one bad habit, gambling—a direct influence with working for Burnes. Stavros is rather shy and modest about his talents, and has served under fire before (Operation: Strike Marax most recently, and on Spencer against insurgents there), and isn’t afraid to return fire, or defend himself. Stavros comes from a large impoverished farming family, and is the introvert of the two lower enlisted men.

Private First Class Miguel “Cheeseburger” Gustav

Race: Solomani Human-male

Age: 26

Homeworld/Birthdate: Nemyer-City, Oriflamme/Oriflamme, 1176

Career Path: Oriflamme Army, Engineers (Two terms 1194-1202). Experienced NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

PFC Miguel “Cheeseburger” Gustav’s nickname comes from a bad Oriflamman Army joke and Solomani Spanish word for cheese off of his last name. Ironically, “Cheeseburger” is also an avowed vegetarian. Gustav stands about 5’11”, robustly built, and is as quick as his counter part PFC Stavros is slow to brag about what they’ve done, where they’ve been, and how much better the

Oriflamman Army is over the Oriflamman Marines. This does not endear him to any Oriflamman Marines, like CPL Ruiz-Reyes.

Like Shorty, “Cheeseburger” has been to combat, as well—it’s the one time he isn’t talking, or bragging about something. Gustav is the extrovert of the two lower enlisted men, and besides gambling and running his mouth off on full auto, believes himself irresistible to women. Gustav is constantly confounded when his buddy Stavros gets the girl. Gustav is an only son, and comes from a professional family of computer technicians.

Both soldiers get along well with the nearby Skala folks, particularly with Ulf Skala, the family stading’s chief mechanic & electrician, and plumber. Both soldiers are trained in the use of high explosives and demolitions in constructive and destructive means, to include improvised explosives construction and use, and explosive device disarmament /defusing skills.

RCMC Security Fire-Team

SGT Johannes “Big Bear” Handerskuyt

Race: Solomani Human male

Age: 32

Homeworld/Birthdate: Vras City, Aubaine/Aubaine/Old Expanses, 1170.

Career Path: Three terms Aubani Marines, 1 term (middle of) RCMCTrained/Green NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/Thoezennt/Old Expanses.

History, Personality, & Description

Johannes is 6’3” 105kg, and heavily muscled. He has red hair, blue eyes and freckles. He is a member of the local survey team, but his strength means that he is a fair hand at heavy mechanical work and can often be found around the base helping out. Johannes does have a deep-seated prejudice against psions. His gambling habit has hindered his promotion prospects. Johannes is prone to violence over perceived injustices such as psions, lack of promotion or losing at cards.

Typical expressions

"Yoo want that moved? Jus call th' Big Bear ta do it, 'kay?" {while shoving aside someone smaller}

"This planet stinks of psions..gives me da creeps".

CPL Stassja “Stubby” Ruiz-Reyes

Race: Solomani Human-female

Age: 30

Homeworld/Birthdate: Yubanos-City, Oriflamme/Oriflamme, 1172

Career Path: Oriflamme Marines, (Two and a half terms 1190-1200); transferred to RCMC 3rd Brigade (finished

3rd term 1200-1202). Veteran NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/
Thoezennt.

Description & Personality

CPL Stassja “Stubby” Ruiz-Reyes of Oriflamme, Solomani-Hispanic transferred here from the Oriflamme Marine Corps. At 5’1”, she barely met height requirements upon entry in 1190. This is midway in her third term (First term in the RCMC, two previous terms with the Oriflamme Marines). ‘Stubby’ wears her hair mannishly short. Her grey-green eyes miss very little, and she is a sharp Non-com with better promotion aspects here than on Oriflamme.

‘Stubby’ refers not to her height however, but an abbreviated version for the word Stubborn, which she exemplifies in both good and bad definition of the word. She joined the 3rd Brigade and was promoted, and is determined to excel. She hates the Aubani SGT Handerskuyt, and his lack of self-control, and discipline. Ruiz-Reyes carries the RCES 7mm ACR with 4cm RAM grenade launcher. She relies on Trebizond and Killsplenty, and is worried Griggs is turning into SGT Handerskuyt’s “yes-man”.

If SGT Handerskuyt’s previous actions have had him removed from Tiniyd, or he has been killed or severely wounded enough to be evacuated, CPL Ruiz-Reyes then becomes the defacto RC Marine NCO in charge at the base, although she will defer to Army SGT Burnes out of respect for his rank.

Lance Corporal Teresha “Cossack” Trebizond

Race/Age: Solomani Human-female
Age: 24
Homeworld/Birthdate: Athena-Nike City, Nike Nimbus/Aubaine 1176
Career Path: Nimban Army, Drop troops (One and a half terms 1194-1200); transferred to RCMC 3rd Brigade, sniper (Finished 2nd term 1200-1202). Experienced NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

Lance Corporal Teresha “Cossack” Trebizond is a transfer soldier from the Nimban Army to the RCMC where she’d been miscast as a desk clerk paper shuffler at Headquarters. Looking for a “way out of the office”, she applied and was accepted into the 3rd Brigade RC Marine Corps, and learned to shoot. Operation Strike Marax was her second combat mission, and she is one of CPL Ruiz-Reyes best marksman. Trebizond is tall at 6’1”, and blue-eyed and wears her black hair in a short topknot, hence her nickname “Cossack”.

Only the fastidious LCpl Griggs outshines her in neatness,

and Trebizond isn’t as dogmatic as Griggs either, which she shrugs off as her “Army experience showing through”. Trebizond carries a Gauss rifle. She and Killsplenty enjoy an off-duty close personal relationship, and an on-duty open professional rivalry.

Lance Corporal Stefan “Old Crow” Killsplenty

Race: Solomani Human-male
Age: 30
Homeworld/Birthdate: Sky falls Clanholme, Spires/Oriflamme, 1172.
Career Path: Barbarian-Hunter (Three terms 1188-1200); Enlisted RCMC 3rd Brigade, Sniper (First term 1200-1202). Veteran NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

An oddity by any standards in the RCMC, LCpl Stefan Killsplenty hails from the TL2 Coalition member world of Spires, where his long hair, fur headband, and leather medicine bag aren’t the only things about him “non-regulation”. By accordance to his people’s beliefs he may not cut his hair, which Griggs harps about constantly, to Killsplenty’s silent amusement. Killsplenty was an accomplished blades man and hunter on Spires, and was selected by his tribal chieftain to learn the Star-Man’s ways.

Killsplenty’s natural skill with weapons so impressed the RCES-RCMC weapons’ range instructor he was invited to join the 3rd Brigade. Killsplenty is a wiry, hatchet-hewed faced dark eyed man, who says little, watches and listens. This is the middle of his first term as a Marine, and his last combat experience was on Marax in February 1202. Killsplenty carries a Gauss rifle, and a long knife, and is currently rated the best shot of the fire team. The moniker ‘Old Crow’ is a Marine given one for his age when he entered and his black hair. Like most from Spires, he is a very deeply spiritual man, and soothes the spirits at night while softly playing his hand carved flute.

Lance Corporal Jimmie “BTB” Griggs

Race: Solomani Human-male
Age: 20
Homeworld/Birthdate: Taumoto-city, Fija/Aubaine, 1182.
Career Path: RCMC 3rd Brigade (First term 1200-1202), Trained/Green NPC.
Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

Lance Corporal Jimmie ‘Bee-Tee-Bee’ Griggs is a fastidious, ultra-correct Marine’s Marine, every Sergeant’s dream. His nickname, ‘BTB’ standing for “By The Book” of course. He has the reputation of being a martinet over rules and regulations, and can quote them verbatim. This of

course rubs badly against those in the field with “fast and loose” ad-hoc styles of leadership. Griggs however has never failed to follow a direct order, but he has followed them literally to the letter, and the ‘T’. Griggs somehow has never seen real combat, even though he has served aboard several Coalition Ships.

LCpl Griggs is secretly intimidated by those who have been “to the two-way rifle-range” (Either have seen or have been in combat), and worries if all of this training he’s undertaken will be enough to see him through it. He carries the RCES 7mm ACR with 4cm RAM grenade adapter.

RCSA Traffic Controllers

Mabel “Mah-Belle” Haruthbaan

Race: Solomani Human-female

Age: 33

Homeworld/Birthdate: Tran-Town, Aubaine/Aubaine, 1169.

Career Path: Aubaine Aerospace Technical School, with High Honors (One term 1188-1192); Hiver Technical Institute, Honors (One term 1193-1197); Aerospace Traffic Controller (One term 1198-1202). Veteran NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/ Thoezennt.

Description & Personality

Ms. Mabel Haruthbaan is a 5’8” brunette, with hazel eyes. A native Aubani and University of Aubaine Aerospace Institute graduate (Class of ‘93) she first worked for the Aubaine orbital main starport the past two terms even after earning high marks from the Hiver Technical Institute (Class of ‘97). Mabel missed out on the famous Dawn League Twelve mission for an Astrogator’s slot in the drawing of lots for the crews in 1199 and since then was passed over for even Lancer ship’s crews due to her lack of “people skills”, or being too “bookish”. Mabel would have joined the RCN but was medically disqualified from service for her petit-mal seizures (which she takes medicine for twice daily to keep under control).

Chastened, but determined to succeed, she has since improved upon her lack of a social life, and used her knowledge she’d gleaned to get “on the ground floor” of this Coalition shoe-string mission to Tiniyd. Mabel wants to make a good first impression professionally with the RCES on her first ever mission into the Wilds. Officially she is listed here as an RCSA Civilian Communications Technician, specifically a Professional Aerospace Traffic Controller. She wears the gray-RCES Body-sleeve under whatever passes for native dress. She is single, and no longer wears her hair tied up in a professional bun, but braided down her back in a more relaxed “less librarian-looking” way.

Gemina Doppler

Race: Solomani Human-female

Age: 22

Homeworld/Birthdate: Nemyer-City, Oriflamme/Oriflamme, 1180.

Career Path: Bourgund Orbital starport Traffic control (One term 1198-1202). Trained/Green NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

Ms Gemina Doppler, and Mr. Phillip Colson are former employees of the RCSA Orbital Starport Authority from RC member worlds. Both are volunteers to the mission in the hopes of getting a promotion, and/or favorable patronage for entrance into the famous Hiver Technical Institute on Aubaine.

Like their supervisor, Ms Haruthbaan, this is their first ever trip outside the Coalition. Gemina comes from a small professional career oriented family and has a twin sister serving aboard the clipper ship RCS Thunderchild as a gunner named Gemma. Gemina is a petit-built, red haired, blue-eyed 5’5” exuberant, extroverted person, a rather unlikely combination coming from Oriflamme.

Phillip Colson

Race/Age: Solomani Human-male

Age: 23

Homeworld/Birthdate: Nova Galos, Aurora/Aubaine, 1179.

Career Path: RCSA Aerospace Traffic Controller (One term 1198-1202). Experienced NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

Phillip Colson would have made any planet’s army if “Big-and-tall” was all that was required. He stands 6’2” and weighs 125kg, but his asthma and flatfeet kept him from military service. Like his boss, Ms Haruthbaan, he is determined to make a good showing here on this his first mission into the Wilds. Colson comes from a military-professional family, and is secretly ashamed he physically was denied entry there. Colson has sun-bleached straw blonde hair and brown eyes.

Other RCES Staff

Jenni Delacroix-Dupres

RCSA Marine Zoologist/Geologist

Race: Solomani Human female

Age: 30

Homeworld/Birthdate: Vras City, Aubaine/Aubaine/Old Expanses, 1172.

Career Path: Undergraduate Degree (1190-1194); Masters degree (1195-1197), Doctorate degree (1198-1200); Scientist (Beginning 1st term, 1201-1202). Trained/Green NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/Thoezennt/Old Expanses.

Description & Personality

A grand daughter of the late Aubani Industrialist Umberto Delacroix, this is Jenni's first mission out into the Wilds, and she has unashamedly used her credentials and family connections to land this job. She is an attractive scholarly looking woman unlike any other Coalition Scientists of the field. She dresses for the weather in light colored practical loose fitting clothes, and does not wear glasses (dust goggles/ Scuba mask-ok if mission calls for it) a brunette (worn in single French braid), with sea green eyes, and tanned complexion, and stands about 5'6".

She is the warm hearted kind of person who would give you the shirt off her back if need be, and would do this kind of work in the field for free (if that was allowed), but even with a condominium in Vras City, one has bills to pay. Jenni is not a combat-person at all, and is motivated by the RCESA & RCES mission to return mankind to the Wilds. She is a bit of an idealist, and while having seen and heard the reports from the newsnets, believes the best of folk (until proven otherwise). / Science wise, she is driven by the need to expand knowledge, through either restoration of what was lost, or by discovery. This tends to get her into situations of naive wonderment.

Jian Eneri Nishuuru

RCES Moonshadow Agent (Covert Psionic Agent)

Race: Solomani Human male

Apparent age: 33/**Chronological age:** 102

Homeworld/Birthdate: JEDDEL (2716)/Pasdaruu/ Diaspora Sector 1100.

Career path: Criminal/Thug (One term, 1114-1118); on the run as a Psion-Courier (1119-1130); Low berthed (1130-1200); Criminal (One half a term, 1200-1202). Veteran NPC.

Location: RCES Base Tiniyd, Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

Jian Eneri Nishuuru was born in the high tech slums of Jeddell in the summer of 1100 of the 3rd Imperium. He was not quite 16 years of age when the actual events of the Iridium throne room assassination of Emperor Strephon took place on Capital, but all of his adult life afterwards would be marked by that summer. His parents were skilled Starport workers, and he the ne'er do well son, always in and out of trouble, he ran with a gang of hoodlums and minor criminals until in an anti-Imperial riot his parent's were killed in 1118.

Among these criminals, his talents were discovered by the secretive Psionic Institute of Jeddell, and he was made a protégé of one of the most foresighted of the school. Jian's natural criminal affinities, knowledge of the Starport shipyard and starships in general made him a useful asset to the

Institute, which groomed him as a courier. Unfortunately, he was exposed in 1119, and was sent off world to carry messages between Institutes there in Diaspora and the Old Expanses Sector, across the new Solomani Confederation's frontier. The Institutes correctly predicted the fall of the Imperium and foresaw a day and age where they would rise in power and acceptance.

Between 1123-1128 Jian worked as a Steward on a freighter during the 'Doomed Trade' era, and recruiting for the Institute among those fleeing the Wilds and outlands for the Old Expanses frontier. Neither they, nor anyone else could predict the outbreak of the anti-organic hating AI-Virus released at Omicron Station in Core on 079-1130. Jian was a hired deckhand at the time on a Free Tradesman, and like others in the crew, and passengers (see above) he went into low berth after their vessel mis-jumped after being infected with a suicider strain.

He was awakened by the Dawn league Aubani Navy in 1200 along with Final War celebrity Professor Ilelik Kuligaan, and quickly went to ground in the jet-set criminal underground of Aubaine, as a hacker, and forger of electronic security devices. He was soon arrested not by the Aubani Police but by another Imperial remnant, who had a job for him in IV-1202. Jian was a happy go lucky, dilettante of the criminal world on Aubaine, and his celebrity status is actually what got him caught by the Long range Planning Group Security Chief Sid Papagolis. His forgery of electronic banking chips on the black market of Vras City landed him in hot water when he accessed Papagolis' account.

In the classic sense of "it takes a thief", Jian was strong-armed into the Moonshadow program as a way to expiate for his crime spree. Tiniyd is one of the worlds he made contact with along the frontier during the 1123-1130 time period, and so he is remotely aware of the original overthrow plans the Institute there had of then. What happened afterwards, he is of course in the dark as much as the Moonshadow Team are.

Nishuuru is helpful and cheerful, and rather glad not to be doing time behind bars—which as long as he's useful, an amnesty and remaining free are the bargaining chips. Mr. Nishuuru is a bit of a risk taker, but he prefers to talk his way out of trouble rather than shoot his way out. He gets along with many folks, and works well with different groups of people. He has an intense dislike of secret paramilitary police, like those of his homeworld of Jeddell.

Marax

Former-RCES Captain Richard 'Ricky' Spaeder

RCESA Administrator Marax C-class Downport

Race: Solomani Human-male

Age: 37

Homeworld/Birthdate: Vras, Aubaine/Aubaine 1165.

Career Path: Merchant Academy Graduate 1185 commissioned, (Three terms Merchant, 1185-1197),

Transferred to Dawn League Navy (One term, 1197-1201), Resigned commission 01-I-1202; re-assigned RCSA Base administrator to Marax 01-III-1202 (Beginning first year of 5th term). Veteran NPC.

Location: Former TAS Hotel tri-building complex, Tri-M city downport, Marax/Thoezennt.

Description & Personality

Like several others the RCES Tiniyd team will meet here running things for the Reformation Coalition, CPT Spaeder is a native Aubani. He is the twin brother of RCES Captain Rodrick 'Rocko' Spaeder (Currently posted in the RC Navy to the RCS Alarm as its' commander), and also a former merchant Captain of the Dawn League days. Unfortunately he is a polar opposite of his frugal, profit-seeking conscious brother. As far as 'Ricky' is concerned, the RCSA money pile earmarked for Marax's development is his to spend here as he sees fit. He has been charged with overseeing the upgrades to a C-class starport facility to support further RCES-RCN activity corewards in Thoezennt subsector here.

He is a spendthrift, and this extends to wasteful spending here on Marax as well, and the collection of personal luxuries from air conditioning, good food, and liquor from the RC. Richard resigned his commission early in 1202, not under a cloud, but after seeing the potential profits of running a forward station such as this. He landed this job partly on his brother's influence and name, as well as some graft from an RCSA Aubani representative who owed him money from gambling habits. Ironically his offices in the former tri-building complex are the former Restaurant-Casino Manager's offices.

Ricky is one of those who wherever he lands always seeks to feather his nest first before worrying about others. Spaeder is a rather rotund slightly overweight, dark-haired, blue-eyed smiling easy-going guy, who puts on a good show of being a team player, but his bottom line ends with "what's in it for me?" or "Can we do business?" On the dark side of his psyche, Richard is a Psion-phobe, and holds stereotypical views against other member worlds of the Coalition not aligned with Aubaine and the Federalists. His relationship with the RC Ambassador is one of currying favor, and he keeps her supplied with her 'necessities' as a matter of job survival, and good-politics.

Usamda Kuvishaam

RCSA Ambassador to Marax

Race: Vilani Human-female

Age: 38 (appears 23)

Homeworld/Birthdate: Vras, Aubaine/Aubaine 1164.

Career Path: University of Vras Graduate 1186 with Honors, (Four terms as Government Bureaucrat/Diplomat (1186-1202). Veteran NPC.

Location: Former TAS Hotel tri-building complex, the penthouse suite, Tri-M city downport, Marax/Thoezennt.

Description & Personality

RC Envoy Usamda Kuvishaam is the RCSA Ambassador to Marax who interfaces for the Coalition with the new local Pro-RC interim government. Usamda is of Vilani extraction, and comes from the 'Old money' patrician families on Aubaine. RCES team members who have encountered her before will know she always travels in style, wearing discreet but fabulously valuable jewelry along with her conservative but 1st class wardrobe. She has several successes under her belt already, including the peaceful negotiations settling the DLS Eos affair on Keipes (0132 /Aubaine B677884-6 411 RC F6 V) after a disastrous Lancer mission ended in a high loss of life and starships for the Coalition, and a messy court-martial for the Oriflamman Captain of the RCS Trygger in mid 1201.

Ms Kuvishaam was also the RCSA Envoy brought to Tiniyd briefly after the RCES Tiniyd team (player characters) made successful contact for covert aide with the Republic of Idsur for discussions with Idsur republic chief negotiator Usaandra Ibinerii. As such, Ambassador Kuvishaam is intimately acquainted with the mission goals on Tiniyd of eventual contacting the Droyne there, and thus under no illusions that the human psion led representative democratic nation-state of Idsur is but a means to the end. She is familiar with the Tiniyd team's progress, or lack thereof, as she is in the loops of the team's reports coming out of Tiniyd. She will be pleased if things have gone well, and likewise be disappointed if they have not.

Usamda is self-centered or self-absorbed, but so far her driving ambition to succeed hasn't made this a detriment to her job as she is practical enough to make a situation work out for the Coalition and the other party as well. Secretly she relishes, and dwells on her successes. For those who meet for the first time, she seems bright, capable, and the best of what the RC puts forth diplomatically. She tolerates Spaeder's fawning attempts that come just shy of bribery, as they have not yet jeopardized "her success" here. Should the Marax Base Commander Spaeder's graft and greed become exposed, she will ruthlessly sandbag him politically to save her own position in self-defense.

RCES-RCN Captain Pat "Who Me?" Ritter

Commanding Officer RCES Clipper RCS Thunderchild, Task Force Thoezennt

Race: Solomani Human-male

Age: 37

Homeworld/Birthdate: Vras, Aubaine/Aubaine 1165.

Career Path: Merchant Academy Graduate 1185 commissioned, two terms Merchant (1185-1193), Hiver Technical academy Honor graduate (1 term 1193-1197); transferred Dawn League Navy, later Reformation Coalition Navy (1197-1201); Participated in the first RCN fleet Operation: 'Strike Marax' 22-II-1202 (beginning first year of 5th term). Elite NPC.

Location: RCS Thunderchild, over-watching the construction of the Maraxian C-class facility in orbit.

Description & Personality

CPT Pat ‘Who Me?’ Ritter is the Commanding Officer of the RCN Task Force here, and the skipper of the illustrious Aurora-class III clipper RCS Thunderchild. Ritter’s fame comes from being a former Skipper of the Valor-class Missile corvette RCS Lirgishkunan, and later the First officer of the legendary Broadsword-class Mercenary Cruiser RCS Ashtabula that participated in the Dawn League rescue missions of four of the missing Twelve Dawn League vessels. In his military career he has participated in the toppling of Vezina’s TED in 1201, to the latest decapitation strike here on Marax in II-1202.

Ritter’s clipper taskforce here consists not only the clipper Thunderchild, but is supplemented by the two newly-built 400dton Victrix class sloops RCS Baldur-Victrix, & RCS Bellerophon-Victrix; and the two 100dton Multi-mission Scouts. He also has it his command aboard Thunderchild a RCMC 30-man platoon of TL-13 Heavy Battledress drop troops from the Aubaine-based 1st Brigade, and has local military Authority over the TL-12 Combat-armored 100-man man mixed RCMC company (One 30-man platoon from each RCMC Brigade, 1st, 2nd, & 3rd Brigades).

Ritter is perhaps the most aggressive Aubani Ship commander the Navy has, some even mistake he’s from Oriflamme. His moniker comes from the accusatory query by the Coalition Media on being “too aggressive” to his astounded reply “Who Me?” in 1201. He is a close-cropped blonde haired, blue-eyed, clean-shaven, wiry built, charismatic man at first sight, who walks like a restless tiger waiting to pounce.

Ritter always demands the best performance out of his crews, and that they seize the initiative when it presents itself. Captain Ritter has in the recent past transferred several crewmembers to and from the covert mission ship Serendipity: her former Skipper, Oriflamman Lieutenant Commander Horace ‘Tea-Time’ Titan is now in command of one of his Multi-Mission Scouts, the RCS Alarm.

Ritter is charged with both the system’s security as the orbital D-class modular starport is upgraded to C-class; keeping the Coalition-Maraxian fledgling J-3 interstellar trade corridor open; and concurrently his taskforce is heavily engaged in watching Soleean Navy movements corewards-trailing of Marax in Shenk, and the corewards boneyard worlds in the Mueller-Srys Main.

With the recent courts martial and messy media circuses of the “Trygger-Keipes Incident”, and Operation: ‘Cosmic Fire’ scandal, Ritter is keenly aware of the limits of his orders. He has on occasion “bent the rules” of engagement for the sake of “Familiarization-Training”, or “Deep-Reconnaissance-Survey” missions, which are within the RCN Ship commander’s discretion.

Nike-Nimbus

Professor Martin Francis Rourke

Imperial Remnant

Moonshadow School Instructor and Member of the Sons of Craig

Race: Solomani Human-male

Apparent age: 68/**Chronological age:** 116 years

Homeworld/Birthdate: Hefry, Regina/Spinward Marches 1089.

Career Path: ISS three terms (1106-1118), Undercover Federation Daibei Intelligence service at University of Warinir (2 terms 1118-1126); Courier Duty on ISS Arrival Vengeance, and returned to Warinir with family (One and a half terms, 1126-1132); Entered Lowberth after AI-Virus caused mis-jump (Fourteen terms 1132-1180); Rescued by Free traders, traveled Wilds of Diaspora and settled on Sufren/Sufren/Diaspora (1180-1202); Traveled to RC space after rescue and return of the DLS Lady Elise crew, with a Guild bounty on his head (28-III-1202). Elite NPC.

Location: Nike-Nimbus, currently as an Instructor at the RCES Moonshadow School for covert activities.

Description & Personality

Martin Francis O’Rourke a recent Imperial remnant émigré to the Reformation Coalition, and after his contentious media debut on the scene versus his detractor RCSA Imperial Remnant Advisor Ilelik Kuligaan, has moved to Nike-Nimbus off Aubaine to make himself useful as a RCES Moonshadow Covert Activities instructor. O’Rourke remains both a member of the ‘Sons of Craig’ organization out in the Wilds, and a highly skilled telepathic intelligence operative who finds himself the unofficial champion of psion’s rights within the Coalition.

Unlike Prof. Kuligaan who served Archduke Dulinor the Black in the Final war till his resignation in 1123, O’Rourke was never the head of the corresponding Federation of Daibei’s Intelligence service, and was selected to convey Duke Craig’s message back to Archduke Norris aboard the ISS Arrival Vengeance. He returned with wife and daughters in 1129, and was once more employed as a courier as the imminent front of Virus approached. Infected by AI-Virus leaving the Cumber Federation in 1132, he, his family, and crew spent the next 56 years in low-berth until rescued by Free Traders in 1188.

His wife and two crewmember’s berths malfunctioned, leaving him a single parent of twin daughters, who have followed careers since then as Free Traders. O’Rourke witnessed the Diasporan Mercantile Guild’s takeover in 1189, and became an overnight enemy of their new Admiral’s council and their policies. He escaped the fall of the fledgling Federation of Lerun to the Imperial Raymore Guild-backed forces to the Covenant of Sufren in 1199, and remained there writing against the Guild there until hearing of the distant Reformation Coalition in late 1201.

He took ship on his daughter’s vessel there on the heels

of the returning of the rescued DLS Lady Elise crew in the spring of 1202. As a member of the 'Sons of Craig', and a former Intelligence operative for Duke Craig Horvath's federation of Daibei that resisted Lucan the Black, O'Rourke is a walking time capsule of that viewpoint of the collapse period, and no less opinionated than Professor Kuligaan, just not as well placed.

While Professor O'Rourke is a lean, wiry-built man with piercing cobalt-blue eyes, a soft-spoken Hefrian brogue and charming warm smile, he is otherwise rather nondescript like the neighborhood postman, a trait he has used to his credit in his travels and profession to some success. His demeanor is friendly, optimistic, and outgoing.

As the result of numerous attempts on his life, he wears a diplomatic ballistic weave vest at all times, and carries a silenced 5mm body pistol. Towards his daughters he is the loving, but firm father who secretly worries he may not live to see grandchildren, and frequently jokes the question to bachelors of his acquaintance, "By the way, are you single? Have you met my daughters?"

Colonel Thomas Ahearn

Lancer-Starmerc
Ahearn's Special Air Group

Race: Solomani Human-male

Age: 40

Homeworld/Birthdate: Athena-Nike City, Nike-Nimbus/Aubaine 1163.

Career Path: Nimban Army Academy, commissioned, Airborne-Drop troops (Four terms 1181-1197); Mercenary-Lancer (One term 1198-1202). Elite NPC.

Location: The 800dton Broadsword-class Mercenary cruiser SMS Black Opal docked at the Nimban C-class facility in orbit.

Description & Personality

'Colonel' Ahearn is in fact an honorably retired Lieutenant Colonel of the Nimban Army Airborne Corps, a an Orbital Drop troop specialist who mustered out in 1197 and went into the salvage trade as a "Freelancer", or mercenary into the Wilds, which included sinking his benefits into a recovered and refitted 800dton Broadsword-class mercenary cruiser, renamed the Black Opal.

In the growing Salvager's trade of smash and grab missions of the growing Reformation Coalition, Ahearn's unit has carved out the niche for retrieving derelict and working starships from hostile TEDs, the latest was a to include the recently discovered Chrysanthemum-class 1kton destroyer escort seized from the government of Centrum of Montezuma/ Khulam in a daring raid in 1201, to four hidden Shukugan-class SDB's in pristine condition found in an underwater berthing base on Nova Rhyll/ Thoezennt later that same year. Ahearn's unit recently this spring acquired and refurbished a former 600dton Jump tug in the Sittahr

system, and retrofitted it with external grapples in order to better carry off derelict starship or spacecraft hulls, renaming it SMS Safe Harbor Belle.

Ahearn is a tall, dark eyed, close-cropped sandy-haired man with an air of quiet authority those who meet him sense on sight. He speaks seldom, but when he does, it is a deep rolling emergence like incoming storm. Ahearn is plainspoken, blunt to the point of being brutal, as only a soldier can be. Ahearn takes extreme dislike for those who play fast and loose with the lives of their men, the laws and the folk of the Wilds when conducting operations outside Coalition space. All of his small unit's past operations to date have been well laid planned affairs, with an erring to the side of his men's lives and a minimal amount of violence. Ahearn wears a Nimban-Solomani Star Marine uniform with no rank or patches, with just his nametape over the right breast pocket.

Captain Hideki 'Redbat' Sanderson

Lancer-Raider
Raider Vessel SMS Winged Vengeance
Harknotten-Daishow Trust LLC

Race: Solomani Human-male

Age: 33

Homeworld/Birthdate: Nemyer-City, Oriflamme/Oriflamme 1169.

Career Path: Oriflamme Army, commissioned (One term 1186-1190); Oriflamme Special Operations Forces (One term 1191-1195); Merchant-Trader (One term 1196-1200); Corsair (One half term 1200-1202). Veteran NPC.

Location: The Raider 600dton Stellar-class Liner, SMS Winged Vengeance docked at the Nimban C-class facility in orbit.

Description & Personality

Hideki 'Redbat' Sanderson is one of those Oriflamman Lancer-Raider Captains when people point to Star Viking atrocities that fit the proverbial shoe. He was discharged with less than honorable terms from Oriflamme Spec Ops after permanently injuring a fellow soldier in a training exercise. His skill in personal and gun combat from early trading missions gone afoul of Wilds' armed bands on worlds Oriflamme visited earned him recognition with the mid-sized technocratic firm of Harknotten Trust, which merged when the Dawn League became the Reformation Coalition with the larger more financially agile Daishow Investments in mid 1200, and earned him a small share in the Raider Lancer ship SMS Winged Vengeance, and he doubled the company's assets with the capture of a similar 600dton Guild starship he named Winged Fury in 1201 in the Nova Rhyll system, out from under Ahearn's outfit.

Captain Sanderson's hardness and brutality escapes from the permanent half-sneer on his otherwise handsome straight lined features, and dark suspicion filled eyes. He refuses to wear an RCES Body sleeve and instead prefers

a variety of Solomani and Imperial era military uniforms and pieces of combat armor. When he speaks of those he or his men have killed in the Wilds, he allows his disdain out in a, "A Zip's a Zip, so what? They're dead, and we're not," as he and others like him call those dwelling in the AO. His contempt towards those not holding his views are likewise ill concealed. His relationship with Ahearn's outfit is that of an arctic cold rivalry. Their two outfits have crossed swords in the Wilds twice, and their underlying duel is still a draw. Sanderson will definitely earmark anyone who crosses him for later hostile retribution. He is circumspect enough to avoid attacking a rival in Coalition space or on any member worlds, and this has so far kept him out of RCSA courts, and kept him in business still.

Captain Ahmed ibn Thorvaldsson

Coalition Merchant Captain
RMS McFarland

Race/Age: Solomani Human-male

Age: 34

Homeworld/Birthdate: Kozaciewicz, Eos/Aubaine, 1168.

Career Path: Merchant-Academy, commissioned, Trader (Four terms 1186-1202). Veteran NPC.

Location: The J-3 Modified 200dton Jayhawk-class Far Trader, RMS McFarland docked at the Nimban C-class dirtside facility.

Description & Personality

Ahmed ibn Thorvaldsson is an old merchant of the Dawn League, and now Reformation Coalition era. He won a scholarship to Fija and the Transstar Merchant academy there in 1186, and was commissioned into his first term as 4th officer. He left Transstar and routes for the new two-ship corporation, Majestic Surveys out of Fija on speculative trading in 1198 in the new jump-drive modified freighter McFarland, sister ship of the RMS McKenzie. Through diverse means, his connections among Lancers, salvagers, and RCES (And in great part to the RCES decapitation strike 'Operation: Strike Marax'), he swung the deal for the Maraxian uranium trade shipments to Nova Rhyll, and Keipes for his company. Since the seizure on the balkanized warring world of Lefiguura of the McKenzie, and her subsequent recovery, Ahmed takes the policy not risk his vessel onto planets at war, or about to go to war. Ahmed's policy is one of up-front honesty and integrity.

He takes ill anyone deceiving him, and has carte blanche from the Corporation CEO Director Ms. Midori Chouinard not to accept any further business from those who lie, cheat, steal, or otherwise foist a bad cargo or situation off on him. He is punctual to a fault, even taking time out for prayer, as he is a devout Muslim. Thorvaldsson stands a scant 5'10", and weighs 75kg, and is usually wearing either his TL-12 Vac suit, or his dishdasha and fez. He scrupulously will not charge more than a cargo ought to be in freight charges, but neither will he give a discount. He is, he will freely admit, "running half of a business, not a charity sideshow."

Megan O'Rourke

Free Trader Captain
SS TeBiRoCaMon: Captain Nova

Race: Solomani Human-female

Apparent age: 27/Chronological age: 75

Homeworld/Birthdate: ISS Arrival Vengeance, ex-vitro, 1127.

Career Path: Born aboard the ISS Arrival Vengeance, returned with parents to Warinir 1130; Entered lowberth 1132 age 5; Low berthed (1132-1180); Merchant-Trader (Three terms 1190-1202). Veteran NPC.

Location: The J-3 Modified 400dton Sundowner-class Far Trader, SS TeBiRoCaMon docked at the Nimban C-class dirtside facility.

Description & Personality

Nova Megan and her twin sister Nova Janvis (named for their mother Megan Janvis who was aboard the legendary ISS Arrival Vengeance mission 1125-1127) were both born and literally grew up on starships. They were five years old and accompanying their parents aboard an S-class Scout ship when Ai-Virus caused them to mis-jump. They were rescued by Free traders in 1180 in the Pekhuraa system/Madoc/Diaspora. Their mother did not survive the low berthing, and they were raised by their father instead.

The family sold their starship for cash to the Pekhuraa Government and bought shares into the Solomani built Free Trader TeBiRoCaMon (once named The Big Rock Candy Mountain). Home tutored by their father, they passed the Free Trader's exams and entered the Merchant's trade at ages 15 as junior crewmen along with their father, who served as the vessel's assistant engineer.

She ascended to the captaincy of the ship after a Guild launched space borne missile attack while they were in the fledgling polity of the Lerun Federation by Imperial Raymore killed all but the chief engineer, her sister, both gunners, and herself at age 24 in 1199. She steered them to the Covenant of Sufren out of the Alurza main where they operated until 1202 when they followed the Covenanter ship CSS Fontenot back to the Reformation Coalition in March of that year with their father in tow. Megan has managed to make a few deals as an allied Free Merchant here hauling RCSA cargoes with their J-3 vessel, namely hauling supplies to Xezor and Marax in Thoezennt, and one or two salvage colonies, like Adrian.

Nova Megan has her mother's olive complexion, petit build, dark hair, and green eyes; Nova Janvis resembles their father, fair skinned, pale blonde and blue eyed. She has shrewdly deduced from her Free Trader Network and Coalition merchant connections that Thoezennt will soon be rid of the Guild, and that those worlds will still be needing offworld trade. She has inherited her father's charm and warmth, and her mother's calculating eye. Her sister, has become the ship's Chief engineer. Megan is not afraid of driving hard bargain or losing a little money on the front end

if it assures her a respectable volume of traffic later on. Neither sister has any love in their hearts for the Guild. Both sisters are as yet unmarried.

Idsurians

Idsur Security personnel

Ivandra Iskyurat

Race: Solomani Human female

Age: 30

Homeworld/Birthdate: Hesselbach-Idsur, Tiniyd/Thoezennt/ Old Expanses, 1172.

Career Path: Psionic Training (One term, 1186-1190); Government Security Agent (Three terms, 1190-1202). Experienced NPC.

Location: RCES Forward Base, NW Idsur, Tiniyd/Thoezennt/Old Expanses.

Description & Personality

Ivandra is blonde, 6' and slim, freckled-faced with sky-blue eyes and wears her hair mannishly short (Primarily due to Tiniyd's warm climate rather than fashion sense). Her wardrobe are women's pant suits, or business dresses of light colored local made fabrics, and eschews all but the bare minimum of makeup and jewelry. She prefers stud-earrings as opposed to hoops, and wears only her class ring from high school. Ivandra is single, and has a younger brother (by two years) in the small but prestigious Idsurian Air Force stationed near the capital. Their parents were killed in an incursion from the Kingdom of Limgur fifteen years ago on Hesselbach, and she was at the Institute in Idsur City.

Ivandra is a loyal servant of the Republic of Idsur, and to the Idsurian Ministry of Security. She is an upstanding citizen of Idsur with a Girl-Scout clean background from a loyal and patriotic family. She has had to use her firearm for the Republic before, and isn't afraid to do it again if it comes down to it. Ivandra's loving side of her personality is displayed when speaking about her brother, or her partner (whenever Ashraam is out of earshot), as well as towards children (ages 0-13 years). Her job with the Ministry of Security means little time for a husband, and far less to be a mother.

Typical expressions

"Ever think about getting married? All the time, why yes! But my duty to the Republic doesn't allow time for the luxuries of a husband or children." {Wistfully}

"Is Ashraam my what?? I said he was my partner, not my lover, or boyfriend!" {Defensively to any who ask about the relationship the two of them share, and blushes}

"If we're in a hurry, I drive. If we're not, then Ashraam does." {To anyone on who drives their vehicle & when}

"Ashraam, I'm getting that funny feeling again that something else is going on here, feel it?" {Fondly said without smiling}

Jorge Vasquez, Idsurian Ministry of Security Agent

Race: Solomani Human-male

Age: 31

Homeworld/Birthdate: Hesselbach-Idsur, Tiniyd/Thoezennt 1171.

Career Path: Idsur Army, TL11/10 Lift Infantry (One term 1189-1193); Transferred to Idsurian Ministry of Security (Two terms 1194-1202). Veteran NPC.

Location: RCES Base Northwestern Idsur, Tiniyd/Thoezennt.

Description & Personality

Jorge Vasquez is a former Lift Infantryman sharpshooter, who transferred to the Ministry of Security, and has served ably and well. Jorge is a tall, ruggedly built, dark haired, dark eyed fellow. He is Agent Ashraam's replacement upon his death, being re-assigned after escorting Envoy-Negotiator Usaandra Ibinerii to the rendezvous with the RCSA envoy. Jorge's parents are retired civil servants, and live in Hesselbach. He is the eldest of three children, having a married sister dwelling in Idsur City, and a younger brother in his first enlistment in the Idsur Army TL-11/10 Mobile Artillery. Mr. Vasquez fits the bill of the tall, dark, handsome, strong silent type well, according to his personnel jacket, and was handpicked to compliment the more loquacious Ivandra Iskyurat after her partner's death. Neither Jorge nor anyone in his family is psionic.

As a former serviceman, Jorge is familiar with the common Solomani-occupation relic military and paramilitary gravitic vehicle types, their strengths, and their weaknesses. RCES team members who encounter him will find him talkative enough about firearms, and small unit tactics. His own views about psions reflect those typically found in Idsur—that they are the evolutionary height of mankind, but not enough research has been done to see it become more commonplace. He does not, and will not openly regret his lack of psionic abilities, having found his accepted niche in this society.

Edvard Cizek

Furniture maker (Limgurian Spy/Saboteur)

Race: Solomani Human-male

Age: 54

Homeworld/Birthdate: Saysmarsk Stadt-Kingdom of Limgur, Tiniyd/Thoezennt 1148.

Career Path: Limgurian School for Telepathy (1162-1163); transferred to Limgurian School for Clairsentient Studies (1163-1164); Selected for Limgur Royal Intelligence Training, graduated honors (One term 1164-1168); Undercover mission into Idsur (1168-1202). Elite NPC.

Location: Tinyayr, Northwestern Idsur,
Tiniyd/Thoezennt.

General Shudashii Liberte'
Armed Forces Chief of Staff

Description & Personality

'Edvard Cizek' is a skilled hand-made furniture, and cabinet maker as well as a deep cover mole for the Kingdom of Limgur who surreptitiously immigrated into the northwestern region there at the age of 24 replacing the real Edvard Cizek who had been kidnapped while hunting too close to the border, and has been reporting on Idsurian military activities, locations, and movements ever since. The real Edvard Cizek is of course long, and had tested negative as a psion. 'Edvard' apprenticed himself to Harald Skala at his lumber mill for eight years before taking up his trade in Tinyayr, where he has flourished as the wood furniture maker he purports to be. As part of his cover, he buys only lumber from the Skala Lumber mill at their stading.

Cizek is aware of the offworld traffic of the RCES base and reported it to his superiors. As he travels seldom, he is unsure of its exact location, knowing only it lies west of the Skala Homesteading. Now, the time for the Royal Army of Limgur's invasion has drawn nigh amidst the anti-Idsur tensions opposing their heresy about Chirpers being psionic and therefore sentient, not to mention their breaking of the peace by consorting with offworlders despite agreements not to, Cizek is their patient as any spider Judas Iscariot in place. Cizek has no firearms, and will quietly use a knife to finish the job. He has murdered quietly before to maintain his identity, to include the real Edvard Cizek's older brother Mikal, and will do so again until Tinyayr is liberated.

Umberto Pellegrini

Head of Training School

Race: Solomani Human female

Age: 52

Homeworld/Birthdate: Northbank-Idsur, Tiniyd/
Thoezennt/Old Expanses, 1150.

Career Path: Refugee (One term 1165-1167); Psionic Training (One term, 1168-1172); Government Service (Two terms, 1173-1181); Psionic Teaching (Five terms, 1178-1198); Head of School of Awareness (One term, 1199-1202). Elite NPC.

Location: Idsur City-Idsur, Tiniyd/Thoezennt/Old Expanses.

Description & Personality

Umberto is among those of the pacifist-pro-offworld political movement, and indeed is among one of its chief proponents. Umberto fled from the Mystic Autocracy of the Tiniyd superpower state of the Kingdom of Light and oppressive regime when in his teenage years to the Idsur Republic's freedom. While he is a pacifist, he does not propose defenselessness, he espouses that any means short of killing be used in his philosophy's way of thinking.

Gen. Liberte' is another key non-Psion in the Republic's government, perhaps the third ever to in this particular post. He is an able leader, and strategist, as well as a combat veteran from several smaller brushfire wars with their hostile human neighbors, and enjoys the confidence of the PM, as well as his troops.

Enli Agashii

Head of the State Secret Service (Security Forces)

Miss Enli Agashii is perhaps the most harmless looking woman one would think at first glance, being scarcely 48kg, and slender like a fencer, and nondescript otherwise in plain terms. She is however, not only a deadly Telepath & a Teleporter, she is the head of the Idsur Secret Service. Of Vilani extraction, she appears in her late twenties (age 48).

Droyne

Droyne Warrior

Droyne warriors are the most physical impressive caste with typical specimens being nearly 2m high and weighing close to 50kg. Even with this impressive size, they are still less strong and dexterous than a typical human being. Droyne warriors are competent and brave, and their willingness to put the Oytrip's safety above their own makes them determined adversaries. Due to their lesser physique, warriors general carry lighter weapons such as carbines and SMGs, supplemented with grenades. Their hollow bones make them vulnerable to hand to hand combat and they take double damage in hand to hand combat with larger, stronger creatures.

Warriors are usually skilled in two weapons to a level equivalent to an experienced human soldier. They also usually have knowledge of survival, tactics and reconnaissance skills. They rarely have any psionic abilities beyond the Droyne innate psionic abilities of invisibility and homing. Whilst being skilled warriors they are incapable of other military tasks and require leaders for strategic direction, technicians for maintenance of their weapons, and sports for scouting and other tasks that require individual initiative.

Droyne Sport

Droyne sports are less physically impressive than a warrior, but are still 1.2m to 1.5 m tall, and generally mass in the region of 35kg. Again they are not as physically as strong or dexterous as a typical human. They suffer the vulnerability of all Droyne to physical combat due to their hollow bones, and are limited to lighter weapons.

The sport is used for tasks that require independent initiative, and tends to have a jack of all trades array of skills. They are also usually medium power psions. In a military situation they perform scouting and courier duties and are

usually armed with a carbine or a SMG. They will make full use of their psionic invisibility talent in their scouting duties.

As Droyne sports are more intelligent and generally less bound by typical Droyne society prejudices, they are more likely to seek out non-Droyne to gain new knowledge and experience. Initial contact will be limited due a lack of a common language and the difficulty in using telepathic psionic abilities on different races.

Typical Tiniyd Army Units

Two typical Tiniyd army units are provided in more detail to allow interactions between military units and RCES Moonshadow team members.

Royal Army of Limgur Motorized Infantry Company

- One section of three tanks each with five crew (driver, hull LMG gunner, gunner, loader and commander)
- One section of three self propelled guns (driver, gunner, loader and commander)
- Three sections of motorized infantry. Each section includes three half-tracks, each with two crew and 6 dismountable infantry
- Finally there is a single company commander who usually travels in one of the infantry half-tracks.

The tank and artillery sections are usually broken up to support the infantry sections. One tank and one self-propelled gun is usually assigned to each motorized infantry section.

Tanks are tracked and mount a hull mounted light machine gun, whilst the turret houses another light machine gun and 7cm cannon. Half-tracks are usually open topped and equipped with a pintle mounted light machine gun.

Infantry troopers are equipped with assault rifles, one or two grenades, a steel helmet and camouflage overalls. One half-track is equipped with a radio, and additional sensors are limited to a pair of binoculars carried by the company commander. Vehicle crews are issued steel helmets and camouflage overalls. They are issued auto-pistols as personal defense weapons but more experience crews usually acquire small fire-arms such as carbines and SMGs.

Limgurian company commanders are usually psions with medium level ability, usually in clairvoyance and telepathy.

Idsurian Republic Motorized Infantry Company

Company Headquarters Unit (10men, 5 vehicles)

- One jeep armed with a light machine gun (driver and company commander)

- One radio truck (driver and radio operator)

- One artillery truck carrying two x two man mortar teams each with a single 8cm mortar. One of the mortar crew is required to drive the truck

- Two supply trucks each with a light machine gun and a driver

Three Motorized Infantry Platoons (30 men, 5 vehicles)

- One jeep armed with a light machine gun (driver, gunner, platoon commander)
- One jeep armed with a light machine gun (driver, gunner, platoon NCO)
- One truck armed with an anti-tank grenade launcher (each with 8 dismountable infantry who are required to drive the vehicle and man the grenade launcher)
- Two trucks armed with a light machine gun (each with 8 dismountable infantry who are required to drive the vehicle and man the machine gun)

Maraxians

Percival Tiberius Luumashka

Maraxian (Interim Govt.) Minister of Trade

Race: Mixed Humaniti male

Age: 48

Homeworld/Birthdate: Marax-Maximus City/Marax/Thoezennt/Old Expanses, born 01-VIII-1154

Career Path: Undergraduate-Business/ Graduate School of Business Marax (honors), three terms Government, one term Rebel, two terms Convict, beginning new term in Government 1202).

Description & Personality

The current Maraxian Minister of trade of the new interim pro-Coalition government was born into a professional family, his father being a lawyer, and his mother an obstetrician in 1154. Mr. P.T. "Percy" Luumashka was educated at the Marax-Maximus City College, studying business and went into government under the regime of Ushugaam I, where he served ably guiding his liege's off-world trade decisions, and economy, to include helping the planet adjust to the collapse from TL-12 and harnessing basic nuclear fission power generation for the planet at TL6, and trade with the Diasporan Mercantile Guild. He was "purged" by his liege's son and successor Ushugaam II after he and his superiors failed to procure for him from the Guild a working jump-capable starship.

He joined the Maraxian rebels, serving ably as a cell leader but was betrayed and caught after four years of minor acts of sabotage, and was interned in 1194 in Ushugaam II's new gulag labor camps. "Percy" was also formerly a member of the small Maraxian resistance against the late

technologically elevated dictator Ushugaam II's regime, liberated from the Mare-Maximus death camp by RC Marines 22-II-1202. Luumashka is grateful to the Coalition for his release, and the new capital of credits flowing into the interim government's coffers from the growing off-world export of uranium, which Marax has in abundance. One of the few surviving "old-guard" who through his harrowing internment in the gulags is now seen locally as a redeemed man of the people, a symbol of those who suffered great adversity and proven right. He sees his return to a role in his world's economy as a natural niche, and a cause he firmly believes in. He feels shame for the slave labor economy his former master took upon Marax, and understands the need to repair that reputation and damage done, and has supported RCES efforts to aid Tiniyd and other worlds affected by Guild Slavers.

"Percy" Luumashka stands a spare five foot eight, walks with a cane and weighs a scant 69kg. He wears dark lens sunglasses, due to his diminished eyesight after barely has recovering from radiation sickness, scarred forever bald, and sterile. Although he is only 48 he appears much older due to his incarceration and cancer. Mr. Luumashka speaks rapidly, and with a professorial-demeanor when talking trade, and hates being interrupted with petty questions, and will remove his glasses if irritated enough. The Coalition's access to TL-12 medicines have spared him the cancers that were killing him, and he exudes the inner fire of energy of someone who knows the value of what time they have remaining alive of ten men. He lives now with his wife, and two remaining sons very simply in the Capital near the Downport, and walks to work rather than use the tram.

Quotes

"It's patently obvious that even a Blind man such as myself could fathom it! Open your mind and shut your mouth if you wish to learn!" {After removing glasses, and crossly}

"We owe those who suffered under our slavery any aid we can give them. Marax can be redeemed, even as I was in the uranium mines." {Spoken in agreement on why Marax will help others economically if they can}

Vessels

RCES Serendipity

A relic TL-15 scout courier that has been upgraded with Jump-3 drives, associated power plant and controls and additional accommodation to support RCES long-range covert assignments. The Serendipity requires a crew of 4, a pilot, gunner, engineer and a sensor operator/navigator.

Classic Traveller

SC-1232631-000000-40000-0

100tns

MCr 72.63

BB	1	TL-15
B	1	Crew 4

Fuel plant & scoops, Fuel = 36, EP = 6, Ag = 2, Troops = 0

Pass = 2 (2 x SSR), Cargo = 2, Low = 0, Craft = None
Crew 4 (Pilot, Navigator/Sensor Operator, Gunner, Engineer) 4x LSR.

Maraxian Free Trader – Ushugaam Star

A modified relic TL-10 Morraine Class A1 Free Trader previously in the service of the TED of Marax. The vessel is now in the service of the provisional Marax government after the RCES decapitation strike on the TED “Ushugaam II”. It is crewed by a mixture of trusted Marax sailors from the old regime; a handful of technical qualified rebels and some RC sponsored “Lancers”.

The “Ushugaam Star” is a modified A1-A version of the basic Morraine Class Free Trader with a larger power plant (to support agility and weapons) as well as weapons mounted in its two triple turrets.

The “Ushugaam Star” requires a crew of 7, a pilot, 2 gunners, engineer, medic, steward and a sensor operator/navigator.

Classic Traveller

A1A-2211211-040000-20000-0

200tns

MCr 91.986

BB	1	1	TL-10
B	1	1	Crew 7

Fuel plant & scoops, Fuel = 24, EP = 4, Agility = 1, Troops = 0

Pass = 3 High (3 x LSR), Cargo = 75, Low = 20, Craft = None

Crew: 7 (Pilot, Navigator/Sensor Operator, 2 Gunner, Engineer, Medic, Steward) 7x LSR.

The basic A1 Morraine Free Trader has a smaller power plant (EP output 2EP, no excess) has empty turrets, carries

a crew of 5 (no gunners) and two extra passengers. It also has 4tns less fuel. This increases the cargo space to 86tns with a cost of MCr64.436

IISS Purcell Class Xboat Tender

The Purcell class Xboat tender was a common IISS design found through the 3rd Imperium at every world on the Xboat Network. The tenders supplied, and maintained the Xboat fleet as well as acting as communications relays, transports and misc. support for the Xboats and their crews. The most unusual feature of the Purcell tender is its cavernous Xboat hanger, capable of carrying 600 tons of vessel.

Classic Traveller

XT-A311132-040000-20002-0

1000tns

MCr 338.856

BB	1	1	1	TL-10
B	1	1	1	Crew 10

Fuel plant & scoops, Fuel = 110, EP = 10, Ag = 0, EmAg = 1, Troops = 0

Pass = 0, Cargo = 58, Low = 20, Craft = None, Laboratory, Machine Shop,

Pop Turret, Pulse Lasers, and Hanger Deck: Capacity 600tns

Crew 10 (Pilot, Navigator, 3 Gunner, 3 Engineer, Medic, Commo Officer) 10x LSR.

Guild Base

The Guild base in the Tiniyd system is made up of three Purcell class Xboat tenders arranged in line abreast and joined by a crude external scaffolding. Only the center hull is fully operational. The two outer hulls only have operational weapons and accommodation; all other systems have been cannibalized for spares. The drives on the single working hull are insufficient to move the station into jump or perform anything more than orbital correction. If the central hull was separated from the two outer hulls, the drives on the central hull are sufficient to move the remains of the station at Jump-1 and 1G acceleration.

Classic Traveller

XT-3300032-040000-20002-0

3000tns

MCr 578.496

BB	See Below	TL-10
B	3 3 3	Crew 17

Fuel plant & scoops, Fuel = 330, EP = 10, Ag = 0, Troops = 9, 0.3G maneuvering thrust,

Pass = 4 (4 x LSR), Cargo = 174, Low = 60, Craft = None, 3 x Laboratory,

3 x Machine Shop, 3 x Pop Turret, Pulse Lasers, 3 x Hanger Deck: Capacity 600tns

Crew 17 (Station Master, Pilot, Navigator, 9 Gunner, 3

Engineer, Medic, Commo Officer,) 17x LSR.

The three missile batteries are located in pop-turrets on the base's dorsal and ventral surfaces. Missile batteries 1 & 3 can not bear on targets below the base, whilst missile battery 2 can not bear on targets above the station.

Two pulse laser turrets are located on the base's ventral surface and can not engage targets above the base. Pulse laser turret 2 can only not bear on targets below the base. All three pulse laser turrets can bear on targets fore and aft.

Sandcaster turret 2 is mounted on the dorsal surface of the base and can engage targets fore, aft and above the base. Sandcaster turrets 1 & 3 are mounted on the ventral / sides of the base and can bear on targets fore and aft as well as targets to the side of the base. Pulse laser turret 1 can bear targets to the left, and pulse laser turret 3 can bear on targets to the right of the base.

Marax Covert Transport Submarine

Design by Ushugaam I during the unification wars on Marax. It was designed to covertly re-supply isolated military bases and to insert small commando teams. It is unarmed in keeping with its cover mission. The submarine has a crew of 7: captain, helmsman, navigator/sensor operator, medic/steward and three engineers. The captain has his own small cabin, but the rest of the crew are forced to endure cramped accommodation.

It can hold a team of 8 commandos in cramped quarters in a separate compartment with its own galley facilities. This compartment can be pressurized separately to allow decompression of divers. The cargo area (11.76 dtns) is also designed to be flooded to allow the underwater unloading of cargo.

Several of these vessels are still in service with the Marax military and several others have been transferred to the Marax Merchant Marine

The submarine is a Tech Level 6 design massing nearly 36 displacement tons and armored to the equivalent of an ATV. The reinforced hull allows diving operations down to 60m. The vessel costs Cr1,890,060

The submarine is powered by a internal combustion engine for surface operation and a battery powered drive system for underwater use. The submarine can operate for 6 days on the surface (using 4.5 dtns of fuel) and 1 day underwater before recharging. The submarine has a maximum speed of 10kph on the surface and 5kph underwater.

Typically for a TL6 design the submarine has limited sensors and communications, primarily a 5km sonar system backed up by 6 lights with a 6m range and the ships periscope. Communications are limited to a 500km radio

system.

The following equipment rounds of the submarine's standard fixtures:

- 2 galleys (8 people each)
- 2 freshers
- 2 freshers/showers
- Sickbay
- Winch Str 10
- Airlock
- High pressure pump (ballast)
- Low pressure pump (cargo hold)
- Low pressure pump (passenger area pressurization)

Order of Battle

Idsurian Republican Army (+ 1,000 Reservists)

Nautical

- 37 experienced personnel with a handful of unarmed TL6 coastal and riverboats.

Air-Force

- 2 squadrons of TL6 fighter/bombers each with 6 aircraft, dispersed at two small airbases. The airbase at the Capital also includes a co-located air-defense radar installation. Total = 250 experienced personnel.

Army Combat Units

- Three Heavy Grav Infantry platoons (TL12 Battledress equipped Veteran troops in 32-man platoons)
- One Lift Infantry Company (TL11/experienced troops in a 100-man company, 20 Grav APC's)
- One Motorized Infantry Company (TL6 trained/novice troops in a 100-man company, 24 4WD vehicles)
- One Air-Mobile Infantry Company (TL6 trained troops in a 100-man company with 12 TL6 transport helicopters)
- One Reconnaissance Cavalry Platoon (TL6 trained troops in a 30-man platoon equipped with 8 armored cars)

Support Units

- One Lift Artillery Company (TL11/10 experienced troops in a 100-man company, 20 Grav Self-Propelled Guns)
- Two Grav Medevac Platoons (TL11/experienced troops in 30-man platoons, 12 Grav Ambulances)
- One Grav Military Intelligence Section (TL11/10 experienced troops in an 18 man section)
- One Field Artillery Company (TL6 novice troops in a 100 man company, equipped with 18 towed howitzers and 18 half-tracks, 6 Supply trucks)
- One Field Hospital Company (TL6 novice troops in a 100-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles)
- One Engineering Company (TL6 novice troops in a 100-man company, 8x Bulldozers, 4x Flatbed trucks, 8x Dump trucks, 4 Supply trucks)

- One Military Police Platoon (TL6 trained troops in a 30-man platoon equipped with 8 armored cars)

Total: 1321 personnel Active duty

Idsurian Rep. Army Ready Reserves

Infantry

- 2 Battalions Light Infantry (TL6 trained troops in 10 TL6 100-man companies).

Total: 1000 trained personnel

Pabugleki Amkhuun People's Army

Nautical Force

- 37 experienced personnel with a handful of unarmed TL6 coastal and riverboats.

People's Airforce

- 2 squadrons of TL6 fighter/bombers each with 6 aircraft & 100-personnel, also includes a co-located air-defense radar installation (50 personnel). Total = 250 experienced personnel.

People's Army Combat Units

- Three Heavy Grav Infantry platoons (TL12 Battledress equipped Veteran troops in 32-man platoons)
- One Grav Tank Company (TL11/experienced troops in a 100-man company, 20 Grav Tanks)
- One Lift Infantry Company (TL11/experienced troops in a 100-man company, 20 Grav APC's)
- One Mechanized Infantry Company (TL6 trained troops in a 100-man company, 3 TL6 Medium Tanks, and 15 Half-track vehicles)
- One Tank Company (TL6 trained troops in a 100-man company with 20 TL6 Tanks, & 5 TL6 4WD supply trucks)
- One Reconnaissance Cavalry Company (TL6 trained troops in a 100-man company equipped with 24 armored cars)
- One Reconnaissance Cavalry Platoon (TL6 trained troops in a 30-man platoon equipped with 8 armored cars)

People's Army Support Units

- One Grav Military Intelligence Section (TL11/10 experienced troops in an 18 man section, 3 Grav APC's)
- One Field Artillery/AD Company (TL6 novice troops in a 100 man company, equipped with 18 towed howitzers and 18 half-tracks, 6 Supply trucks)
- One Field Hospital Company (TL6 novice troops in a 100-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles)
- Two Engineering Companies (TL6 novice troops in a 100-man company, 8x Bulldozers, 4x Flatbed trucks, 8x Dump trucks, 4 Supply trucks)
- One Military Police Platoon (TL6 trained troops in a 30-man platoon equipped with 8 armored cars)

Total: 962 Active Duty Personnel

PA People's Army Ready Reserves

Infantry

- 2 Battalions Light Infantry (or 10 TL6 novice troops in 100-man companies).

Total: 1000 green/novice personnel

Royal Army of Limgur

Nautical Force

- None

Limgur Royal Airforce

- 2 squadrons of TL6 fighter/bombers each with 6 aircraft & 100-personnel. Total = 200 experienced personnel.

Royal Army Combat Units

- Three Heavy Grav Infantry platoons (TL12 Battledress equipped Veteran troops in 32-man platoons)
- One Grav Tank Company (TL11/experienced troops in a 100-man company, 20 Grav Tanks, or 5 platoons of 4 tanks (3 crew) each, 8 civilian grav recovery vehicles, 2 Para-military grav command vehicles)
- Two Mechanized Infantry Company (TL6 experienced troops in a 100-man company, 3 TL6 Medium Tanks, 3 TL6 Self-Propelled Guns, & 9 Half-track vehicles)
- One Air-Mobile Infantry Company (TL6 trained troops in a 100-man company with 12 TL6 transport helicopters)

Royal Army Support Units

- One Grav Military Intelligence Section (TL11/10 experienced troops in an 14man section, 3 Grav APC's)
- One Field Artillery/AD Company (TL6 trained troops in a 100 man company, equipped with 9 towed howitzers, 6 half-track mounted AA guns, 9 transport half-tracks, 6 Supply trucks)
- One Field Hospital Company (TL6 trained troops in a 95-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles)
- One Engineering Company (TL6 trained troops in a 95-man company, 8x Bulldozers, 4x Flatbed trucks, 4x Dump trucks, 4x Supply trucks, 4x tracked engineering tanks / recovery vehicles)

Total: 1000 Active Duty Personnel

Limgur Royal Army Reserves

Infantry

- 2 Battalions Light Motorized Infantry (or 10 TL6 trained troops in 100-man companies, 6 troop carrier light skinned 4WD TL6 trucks each)—Placed on Border and Garrison duty.

Total: 1000 trained personnel

Gakshishu People's Armed Forces

Nautical Force

- 49 experienced personnel with a handful of unarmed TL6 coastal and riverboats

Gakshishu People's Airforce

- 3 squadrons of TL5 fighter/bombers each with 6 aircraft & 100-personnel, also includes a co-located air-defense radar installation at Capital (25 personnel). Total = 325 experienced personnel

Gakshishu People's Army Combat Units

- Four Heavy Grav Infantry Platoons (TL12 Battledress equipped Veteran troops in 32-man platoons)
- One Grav Tank Company (TL11/experienced troops in a 100-man company, 20 Grav Tanks)
- One Lift Infantry Company (TL11/experienced troops in a 100-man company, 20 Grav APC's)
- Two Mechanized Infantry Company (TL6 trained troops in a 100-man company, 3 TL6 Medium Tanks, 3 TL6 Self-Propelled Guns, & 10 Half-track vehicles).
- One Air-Mobile Infantry Company (TL6 trained troops

in a 100-man company with 12 TL6 transport helicopters)

- One Scout Cavalry Company (TL6 trained troops in a 100-man company equipped with 16 armored cars & 5 light tanks, and 2 supply trucks)

Gakshishu People's Army Support Units

- One Grav Lift Artillery Company (TL11/10 experienced troops in a 100-man company equipped with 20 Grav Self-propelled Gun vehicles)
- One Grav Military Intelligence Section (TL11/10 experienced troops in an 18 man section, 3 Grav APC's)
- One Field Artillery/AD Company (TL6 trained troops in a 100 man company, equipped with 18 towed Howitzers and 18 half-tracks, 6 Supply trucks)
- One Field Hospital Company (TL6 trained troops in a 90-man company with 12 wheeled field ambulances, 12 Medevac helicopters and 2 command vehicles)
- One Engineering Company (TL6 trained troops in a 90-man company, 8x Bulldozers, 4x Flatbed trucks, 8x Dump trucks, 4 Supply trucks).

Total: 1500 Active Duty Personnel

Gakshishu People's Army Reserves

Infantry

- 3 Battalions of Military/Riot Police (or 15 x 100-man companies of TL6 green/novice troops).