# MARC MILLER'S
# TRAVELLER®

# IMPERIAL SQUADRONS

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# IMPERIAL SQUADRONS

## Science-Fiction
## Adventure in the Far Future

See the types of squadrons available for battle on page 7.

Learn all about building an empire in wartime, starting on page 17.

Ready... Aim... Fire! Let the salvos fly on page 35.

Before you pull ranks, check out the chain of command on page 51.

Become peacekeepers, prisoners of war, and even pirates! Page 69.

There's no justice like fleet justice. Page 80.

Embark on a secret mission to locate a missing ship on page 101.

## The Future is Just Around the Corner

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## *Traveller*®,
## *Science-Fiction Adventure in the Far Future*
by Marc Miller

The game and universe presented in this book envisions a referee or game master as the ultimate supervisor of game play. The publisher is prepared to answer questions about Traveller provided a stamped, self-addressed envelope accompanies the request.

Imperium Games, Inc.

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# INTRODUCTION

*Stiiv watched the enemy ships approach, each represented by a blip on the sensor display. He was dreading the confrontation. How had he gotten here? "A ship's doctor shouldn't be doing this," he thought to himself for the hundredth time. He wasn't a fighter pilot! So why was he here?*

*Stiiv had flunked out of pilot training many years before. He just couldn't handle the complex maneuvers required for proper fighter deployment. That failure led, somewhat haphazardly, to his current career as ship's doctor. Although not brilliant at medicine, he had done a respectable job for the last ten years. But now . . . Well, the fact that he was anywhere near the controls of a fighter said something about his homeworld's present state of affairs. The naval commanders were so desperate for pilots that they had asked him — someone they had previously and quite correctly rejected — to volunteer for the job.*

*It was obvious that the war was going much more poorly than what was portrayed in the newspapers. The enemy fleet was, by all accounts, extremely disciplined. The invaders had come in with their weird, huge, open-frame ships, each carrying a dozen smaller ships. Those smaller ships were incapable of interstellar travel by themselves, but that just left extra room for the more important things... such as better armament and armor than anything the home team could put into space.*

*In desperation, the brass had decided to continue throwing fighters at the enemy. Unfortunately, the pilots could rarely muster up a semblance of a defensive screen before the enemy riders tore through them. Continuing to battle seemed a hopelessly futile gesture. Why not surrender? It couldn't be any worse than dying uselessly in the depths of space.*

*Stiiv looked down at his sensors again. The enemy was within range, but there hadn't yet been time for his squadron to reach the proper defensive position. As sweat dripped down his face, Stiiv resigned himself to his inevitable fate.*

Welcome to *Imperial Squadrons*, a supplement for **Marc Miller's Traveller (T4)** that presents opportunities for a different sort of Traveller adventure. Like others, its purpose is to provide a unique premise for Traveller players and referees to interact and enjoy themselves. The difference, however, is that the role-playing can focus on either the individual or fleet-wide level. Indeed, it may change back and forth between those perspectives several times during the course of the adventure, depending on the nature of the Imperial Squadrons campaign.

## The Central Concept

*Imperial Squadrons* explores the role of fleet units in the Traveller universe. Through their characters, players will design, battle, finance, and crew squadrons. Everything from a squadron's militaristic role to the practicality of its functions is examined. Players will step into the role of naval architects, military strategists, squadron leaders, or even fleet admirals and engage each other in battles fought in the context of rival Pocket Empires. The level of detail may be selected from several options presented in this volume.

First, players learn about squadron ships and tactics by designing and testing them in skirmishes using the rules in Chapter 1. In Chapters 2 and 3, the players will become Pocket Emperors and deploy squadron after squadron in their quests to conquer space. Finally, players will develop characters who are squadron members in pursue of their goals within the framework of an active duty military career. A typical Pocket Empire's fleet command structure, its standard operating procedures, and the special duty opportunities afforded its crew members will be detailed as well to assist the play-

ers. In addition, the extralegal operations common to large-scale military fleets are discussed for those interested in the seamier side of life in a squadron. Rounding out this book is a sample scenario and a ready-to-play adventure.

## Required Materials

*Imperial Squadrons* calls for the following materials:

- **Marc Miller's Traveller** rulebook.
- *Pocket Empires*. This book contains all necessary rules for determining the economic output of each stellar empire, and is used to generate the economic data for pocket empires within the *IS* setting.
- *Fire, Fusion & Steel*. This supplement holds the ship design and construction rules critical to an *IS* campaign. Use the 1997 edition, which bears a 1997 copyright date and supersedes the previous edition released several years earlier.
- *Milieu 0 Campaign*. This book provides all sector maps and world data necessary for *IS* campaigns. In addition, the pre-generated campaigns in this book make reference to information within *Milieu 0 Campaign*.
- Calculators or Computers. The many calculations necessary for ship design and the generation of pocket empires make calculators useful. A printing calculator is especially helpful, as is a computer with a versatile spreadsheet program to relieve much of the mathematical process.
- Dice. Ideally, each player should have five standard six-sided dice.
- Pencils and Paper. The various design processes and military simulations in this volume require the use of pencils, paper, and graph paper. Hexagonal graph paper will be particularly useful.

## Options

This supplement provides several choices for the referee and players. Each addresses a different aspect of the basic concept and supplies a different field of endeavor. Rules have been included for the following options:

**Billion Credit Squadrons (Chapter 1):** This focuses on creating ships and assembling them into squadrons. Each player is given a budget of one billion credits to build a fleet of starships. The squadrons are then matched against each other in battle to determine which unit reigns supreme. Parameters such as the number of pilots available, the specifications for jump and maneuver drives, the maximum technology level, and other miscellaneous details may be decided by the referee or the players.

**Trillion Credit Squadrons (Chapter 1):** Identical to Billion Credit Squadrons, but utilizing a higher budget level. Each player is now given one trillion credits to assemble the squadron. Players can afford to generate many large ships, so this option requires more time and attention by comparison.

**Pocket Empire Squadrons (Chapters 2-3):** The squadrons are tied to specific interstellar alliances with specific budgets. Each player, representing a pocket empire, will first generate the governmental budget (as described in *Pocket Empires*), then create armadas and troops based on the empire's budget and manufacturing capacity. Finally, the rivals wage war against each other under the rules provided in Chapter 3. This option usually requires even more time than a typical Trillion Credit Squadron session.

**Imperial Squadrons Campaign (Chapters 4-10):** This option puts the task of running pocket empires and generating their forces into the hands of the referee, who will use the details as a backdrop for adventures. The players take on the roles of individual crewmembers aboard one squadron ship. The characters then engage in adventures related to their duties, as well as subplots that may occur while on leave. The possibilities include boarding actions, espionage/counterespionage, reconnaissance missions, plus a multitude of other situations.
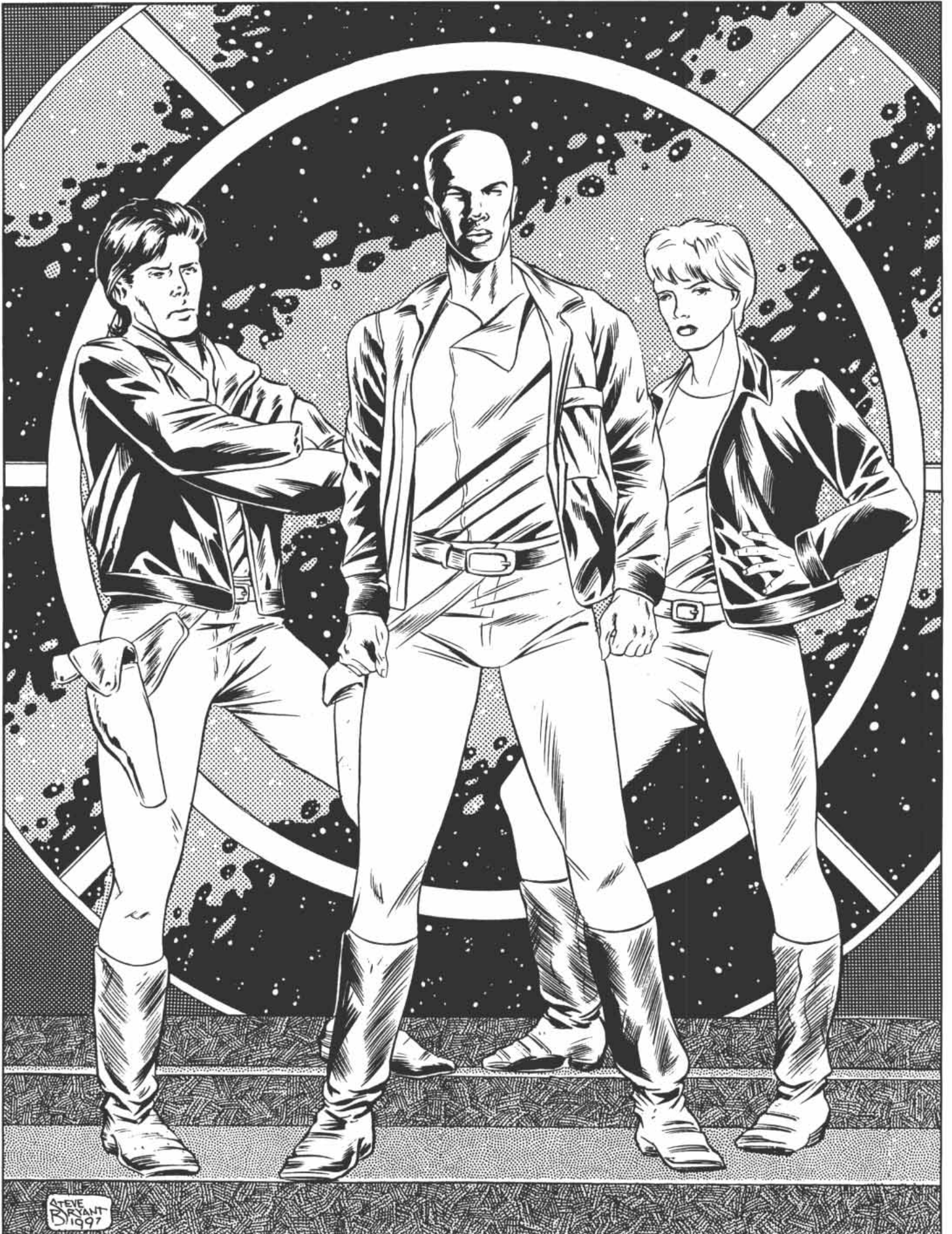
# 1: THE BASIC CAMPAIGNS

The basic campaigns, comprising both Billion and Trillion Credit Squadrons, strip away everything but the essentials: building ships and sending them into battle. The best naval architect will create the best ships. The best strategist will formulate the best battle plan. Finding out who wins is the purpose of the basic campaigns.

## The Basic Process

In summary, the steps involved in the basic campaigns are:

1. Select design restrictions.
2. Determine type of squadron to be assembled.
3. Design ships within noted design restrictions.
4. Engage squadrons in combat.

## SQUADRON DESIGN

Before designing ships and assembling a squadron, it helps to understand the design philosophy behind the two major types of battle squadrons, as well as the missions of standard squadrons on duty throughout known space. This section provides that information for those new to naval architecture.

## Design Philosophy

Two opposing views in naval architecture have dominated the design of the major vessels in space navies. The battleship concept involves large, well-armed, well-armored starships of massive tonnage which are capable of matching almost any adversary. And when pitted against a superior force, the battleship can flee using its own jump drives.

The opposite school advocates battle riders being carried into combat by a battle tender. Battle riders are non-jump capable ships intended to stand in the line of battle in space combat. The typical battle tender carries anywhere from two to ten battle riders.

It is generally believed that in any meeting between a battleship and a battle tender fully outfitted with a tonnage of battle riders rivaling the battleship, the battle riders will triumph. On the other hand, battleships can jump out of such situations, while battle riders that have been deprived of their tender must win or die. Even when the battle tender is present, retreat without losses is nearly impossible.

When constructing a battle squadron, the decision regarding which philosophy to pursue will greatly influence the ship types created.

## Squadron Types

There are several squadron types in common use throughout the known universe, and each has its own mission. The specific ship types differ from region to region, but the missions represented by the individual squadrons do not change.

**Assault Carrier Squadron.** Lacking attack and bombardment capabilities, these squadrons exist for the sole purpose of unloading massive amounts of troops on the ground as efficiently as possible. They are typically supported by several squadrons with strong attack and bombardment capabilities.

**Battle Squadron (BR).** The main purpose of the Battle Squadron is to project force into battle. They carry a moderate amount of troops (mainly for boarding purpose), and have good defensive capabilities. In addition, their attack and bombardment factors are the best of all squadron types.

**Cruiser Squadron (CR).** Cruiser Squadrons are often thought of as the little brothers of BRs, since they have lesser attack and bombardment capabilities. CRs often carry only enough troops to protect against enemy boarding attempts. However, they remain a potent fighting force, and are less expensive to build and maintain than BRs.

**Scout Squadron.** Having no armament and very little bombardment capability, Scout Squadrons are typically used for scouting out the opposition, as their name implies. They are able to maneuver independent of their fleet and carry no troops.

**System Defense Boat Squadron (SDB Squadron).** These squadrons have no jump capability, focusing instead on the functions necessary to defending their home system. Without a jump drive, these ships have more room for powerful maneuver drives, armor, and weaponry. SDB Squadrons are the first type of squadron produced by worlds.

**Tanker Squadron.** Tanker Squadrons are used for refueling purposes in large fleets. Tanker Squadrons have no offensive capabilities and carry no troops.

## SHIPS OF THE SQUADRONS

These are examples of common ship types within various squadrons:

## Coronation-Class Battleship

**Crew:** 2 Maneuver, 12 Electronics, 57 Engineer, 3162 Gunnery, 486 Maintenance, 300 Ship's Troops, 15 Flight, 55 Steward, 39 Medic, 621 Command

**Accom.:** 2685 small staterooms, 150 emergency low berths.

The Coronation class Battleship is the ultimate expression of Imperial power in the new era. The backbone of the fleet, Coronation ships are designed with one goal in mind: close in and destroy enemy vessels. The ship is an update of an earlier Sylean design.

The Coronation is built around a 4x1010 Joule Meson Gun. Effective out to a distance of 2 million kilometers, the weapon can destroy many vessels with a single shot. Nine large laser bays comprise the ship's secondary line of fire with 200 batteries of massed laser turrets for close-range dogfight. Each laser battery is made up of ten laser turrets. When necessary

for missile defense or against smaller vessels, each turret can fire independently (damage 2-1-0-0).

For extra firepower, the ship carries 80 batteries of missile launches, along with command devices to control up to 400 missiles at any single time. 4000 missiles are carried in onboard stores. This high capacity makes the class useful in planetary bombardment situations.

The ship relies on heavy armor, nuclear damper, and 400MW meson screen for defense. Sandcasters are not standard, but some models have been retrofitted by replacing a number of laser turrets with sand turrets.

The appearance of the Coronation is designed to impress the viewer. A massive, wedge-shaped ship over 300 meters long, this class is studded with weapon ports and sensor bays. While the ship does possess streamlining for frontier refueling, it is not envisioned that the ship will ever make planetfall under normal circumstances.

Coronations are found at the heart of Imperial Battle Squadrons. Operating in teams of two, with supporting cruisers and destroyers, Coronation Battle Squadrons are dispatched on combat sweeps of the frontier, siege enforcement, and mired diplomatic missions that require a show of force. Several Coronations have been modified to serve as flagships for fleet commanders by adding additional quarters, a second bridge, and extensive communications suites. Lone Coronation class vessels are often found on training missions in the Imperial interior. Oddly, powerful as these ships are, a battleship caught without support is considered an easy kill.

The 621 officers and 4128 enlisted personnel live in cramped but comfortable quarters. Double occupancy is the rule, although Naval staff attempt to ensure that compatible personalities are berthed together. Coronations are considered good duty by most hands, and many new recruits are sent to the big ships on the theory that such a large crew provides a good learning environment. The major complaint of most crewmembers seems to be the lack of interface craft when going on liberty on worlds without highports. With only five shuttles onboard, the wait to go dirtside can be quite long. The 300 Marines aboard form a reinforced Company. They are equipped to conduct Rapid Interface assaults using the ship's missile bays as launchers.

As far as is known, all examples of this class are in Imperial hands, though two of which are listed as Missing, Presumed Destroyed or Misjumped in Lishun Sector. There have been several reported sightings of the I.N.V. *Sceptre* operating near the Lishun/Vland border.

**David R. Turner Fleet Carrier**
   **Crew:** 2 Maneuver, 14 Electronics, 43 Engineer, 101 Gunnery, 151 Maintenance, 250 Ship's Troops, 1250 Flight, 24 Steward, 17 Medic, 268 Command
   **Accom.:** 1194 small staterooms, 424 emergency low berths.

Built to accommodate the new, deadly Raptor series fighters, the Turner class epitomizes both the strengths and weaknesses of the carrier concept. The Turner is a huge ship, stretching over 300 meters from stem to stern in a quite blocky but functional appearance. The twenty rapid launch tubes are clearly visible at the ship's front. With a fighter compliment of 250 20-ton craft, the Turner can deliver a devastating blow at a great distance.

The price paid for this offensive capability is a weak defense. Carriers are lightly armed, with minimal protection. The Turner carries only 100 turreted lasers and has no MFD coordination. Armor is comparatively thin. The meson screens and nuclear dampers are, at best, insufficient against a modern foe.

Carriers, however, are not meant to stand alone, and will never be found without a significant escort. At a minimum, two light cruisers will always be within visual range of the mother ship, ready to provide instant support if called upon. In wartime scenarios, Turners will travel with large escort forces, often as the center of a fleet task force. Carriers lurk far from the danger zone, preferring to loiter near the 100-diameter limit after refueling to enable a quick escape.

Turner class vessels are common sights in blockaded systems, and are an integral part of assault squadrons. It is rare for these ships to be the center of a dedicated Carrier Squadron, it being far more usual to assign single examples as fleet level assets.

**Jerome Garcia Class Armored Cruiser**
   **Crew:** 2 Maneuver, 8 Electronics, 36 Engineer, 652 Gunnery, 194 Maintenance, 300 Ship's Troops, 18 Flight, 15 Steward, 11 Medic, 151 Command
   **Accom.:** 769 small staterooms, 350 emergency low berths

The Jerome Garcia Class was built as an intermediate step between lighter escorts and destroyers and the much larger capital ships. Her main duty is to support ships of the line by engaging secondary targets while providing flanking and covering actions during a battle.

The Garcia class of ships is a sturdy, no-nonsense vessel built around a powerful meson gun. For secondary line of fire, the ship brings 10 rapid-fire laser batteries, along with a truly impressive guided missile punch. For close-range work, the Garcia has five hundred laser turrets that can be operated directly or controlled by the fire direction center. For defense, the cruiser counts on its thick hull, a small nuclear damper, and strong meson screen. Anti-missile function is generally handled by the turret gunners. Sand casters are not normally installed.

The Garcia cruisers are thin cylinders over 300 meters long. To the casual observer, the true firepower of the class isn't immediately apparent, as most of the weapons sit in heavily armored citadels until needed. While not design with atmospheric flight in mind, one Garcia has survived reentry relatively

intact after sustaining significant damage in a battle.

Inside, the ambiance is claustrophobic; there is very little spare room aboard a Garcia. Similar to a low-tech submarines, every square centimeter of space has been put to some use. Personal space for the crew is almost non-existent. One oddity concerns the crew quarters: The ship's compliment is spread out throughout the vessel, with no single area given to berthing space as in most vessels. Engineers bunk near the drive spaces, each gunnery post has an associated set of quarters, etc. This was supposed to aid crew effectiveness, but seems to have instead led to serious morale problems, with many Garcia crewmembers complaining that it makes mentally escaping their duties for even a moment impossible.

Standard practice is for Garcia class ships to accompany Battle Squadrons (BRs) as heavy escort craft. In the Imperial Navy, most BRs will have 3-6 Garcias assigned. These impressive vessels may be encountered wherever a large naval force is on the move. Rarely will they be found operating outside of a fleet. Garcias occasionally form squadrons for the purpose of a single mission, but the class is too limited to offer the flexibility of true heavy cruiser. One task that Garcias have been found to excel in is orbital artillery. The large missile compliment, heavy armor, and strong screens make these ships a natural for supporting invasions. There is talk in the Naval circles of evolving the Garcia into a dedicated Strike Cruiser in the next series of procurements.

### Bass Straight Destroyer Escort

**Crew:** 2 Maneuver, 5 Electronics, 4 Engineer, 64 Gunnery, 9 Maintenance, 30 Ship's Troops, 3 Flight, 1 Steward, 1 Medic, 12 Command

**Accom.:** 72 small staterooms, 33 emergency low berths

The Bass Straight DE is a common design in Imperial and allied Navies. Designed for general escort duties, the ship has blossomed into a multi-missioned platform.

The Bass Straight is built around its ten missile bays. At full salvo, the ship can fire 100 missile simultaneously, although current doctrine is to use them sparingly, launching only one missile per facility at a time.

The vessel's offensive power is complimented by the 4000 Mj particle accelerator and the batteries of laser turrets. The lasers are manned at the turret, although four fire direction centers enable the firepower to be concentrated when necessary. The spinal weapon is powerful enough to achieve first-shot kills on targets up to light cruiser size.

Defensively, the Bass Straight depends on stealth and quick, early destruction of opponents. Never intended to stand in the line of combat, the ship is lightly armored for a warship, and carries neither meson screening or nuclear dampers, a flaw that will be addressed in the next planned upgrade.

Physically, the Bass Straight class is an unimpressive cylinder, flaring slightly at the rear into a series of rudimentary control surfaces for frontier refueling. At a distance, the multiple missile ports and laser turrets give a "pebbled" appearance to the hull. The characteristic shaping of stealth modifications is readily apparent upon close inspection.

One notable example of the class, the *Gulf Breeze*, has been extensively modified with cloaking suites and advanced detection gear. The reasoning behind this program is unknown.

Inside, the 131-sophont crew enjoys fairly spacious, comfortable quarters. Due to the hardships of long patrols, every effort has been made to ease the stress of extended duties aboard ship. Crewmembers have full access to a complete gymnasium, a small (print medium) library, and the ship's shops for personal projects (work schedule permitting.)

One tradition that has developed on Imperial Bass Straights is that of the crew cook-off. During long missions, different departments take turns preparing meals in the well-appointed galley. Each department strives to produce grander and more gratifying banquets for the crew.

Bass Straights are generally found in groups of three, performing such duties as convoy escort, capital ship screen, counter-piracy, or picket enforcement. Bass Straight DEs are named for early Terran-Vilani encounters during the First Interstellar War period.

### BUILDING SQUADRONS

The process of playing Billion Credit or Trillion Credit Squadrons is straightforward. Using the *Fire, Fusion & Steel* design system, players construct ships, which are then assembled into squadrons and tested in battle to determine the best squadron. At the same time, the nature and nuances of squadrons are learned as players compete based on their ship design and combat strategy skills.

### Budgeting

The major factor limiting the design of any squadron is money, as specified in the available budget. The unit of exchange for budgets within Billion and Trillion Credit Squadrons campaigns is the credit, a monetary currency equivalent to the dollar or pound. For convenience, one million credits (Cr1,000,000) is called a megacredit and abbreviated MCr.

Budgets represent the maximum amount of money available to each squadron and cannot be exceeded in any case. In keeping with bureaucratic style, it is traditional to spend as much of the budget as possible.

The budget for Billion Credit Squadrons is one billion credits: Cr1,000,000,000, or MCr1,000. The budget for Trillion Credit Squadrons is one trillion credits: Cr1,000,000,000,000, or MCr1,000,000. The available budget for Pocket Empire Campaigns and Imperial Squadrons Campaigns depends on the specific situation as administered by the referee. Optionally, a Billion or Trillion Credit Squadrons Campaign may be tied to a specific set of pocket empires, in

## THE TRAVELLER STARSHIP CARD
Each starship should be recorded on a Traveller Starship Card. This page details which items of information are called for and where they are noted.

**Basic Dimensions.** Enter the ship's Length, Width, Height (all in meters). If there is finnage, note it with a plus, and Tons.

**Quality.** Enter the ship details, including Quality Factor, Reliability Factor, Year Built, and Date Overhauled.

**Personnel.** Enter the ship personnel details, and total Cargo Capacity.

**Installations Blocks 1 & 2.** Enter any equipment desired in available slots. Block 1 is Surface Installations; Block 2 is Interior Installations.

**Ship Image.** Insert an illustration of the ship.

| | | | | | Surface | Interior |
|---|---|---|---|---|---|---|
| Crew | Pass | Low | Cargo | 1 | | |
| | | | | 2 | | |
| Length | Width | Height | Tons | 3 | | |
| | | | | 4 | | |
| Quality | Reliability | Built | Overhaul | 5 | | |
| | | | | 6 | | |

| Name/Type | | Maneuver | M |
| Mission | | Jump | J |
| | | Power | P |
| Comments | | Armor | Armor |

| | | | | 2 |
| | | | | 3 |
| | | | | 4 |
| | | | | 5 |
| | | | | 6 |
| | | | | 7 |
| | | | | 8 |
| | | | | 9 |
| | | | | 10 |
| | | | | 11 |
| | | | | 12 |

SHIP CARD

FORM 41

**Name/Type.** Enter the name and type of the ship. Also enter the mission of the craft and any comments.

**Drives and Armor.** Enter the specifics of the drives which propel this ship.

**Batteries.** Enter the details of each of the weapon batteries mounted on this ship.

**Fittings Blocks 1 & 2.** Enter any fittings desired in available slots. Block 1 is Surface Fittings; Block 2 is Interior Fittings.

**Traveller Starship Cards** are provided for players and referees to record the details of starship and spacecraft they may encounter or use during their adventures. Cards may be photocopied for personal use.

**Surface**        **Interior**

| Crew 4,749 | Pass 0 | Low 0 | Cargo 3,000 |
|---|---|---|---|
| Length 300+ m | Width | Height | Tons 90,000 |
| Quality | Reliability | Built | Overhaul |

| | | | | | |
|---|---|---|---|---|---|
| 1 | 40000 Mj Meson | 12 | 10 | 7 | 4 |
| 9 | 600 Mj Laser | 4 | 4 | 4 | 2 |
| 200 | 250 Mj Laser | 20 | 11 | - | - |
| 800 | Missile Bay | | | | |

| Surface | Interior |
|---|---|
| 1 10 Meson Screen (400 MW) | |
| 2 1 Nuclear Damper | |
| 3 Stealth Surface | |
| 4 Passive Sig (vis/IR) 0/0.5 | |
| 5 5 Hangar | |
| 6 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |

**Name/Type** Coronation Battleship (TL12)

| 2 (Thruster) | Maneuver | M 12.0 |
|---|---|---|
| 3 (Pc Fuel) | Jump | J |
| 1.3 | Power | P 14.5 |
| 160 | Armor | Armor |

**Mission**

**Comments** See text.

SHIP CARD      FORM 41

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**Surface**        **Interior**

| Crew 2,120 | Pass 0 | Low 0 | Cargo 9,450 |
|---|---|---|---|
| Length 300+ m | Width | Height | Tons 80,000 |
| Quality | Reliability | Built | Overhaul |

| | | | | | |
|---|---|---|---|---|---|
| 100 | 115Mj Laser | 1 | 0 | 0 | 0 |

| Surface | Interior |
|---|---|
| 1 4 Meson Screen (40 MW) | |
| 2 1 Nuclear Damper | |
| 3 Passive Sig (vis/IR) 0/1 | |
| 4 Active Sig 0.5 | |
| 5 20 Launch Tube | 20-ton capacity |
| 6 250 Hangar | 20-ton capacity |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |

**Name/Type** Turner Fleet Carrier (TL12)

| 1 (Thruster) | Maneuver | M 12.5 |
|---|---|---|
| 3 (Pc Fuel) | Jump | J |
| 0.6 | Power | P 14.5 |
| 30 | Armor | Armor |

**Mission**

**Comments** See text.

SHIP CARD      FORM 41

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**Surface**        **Interior**

| Crew 1,387 | Pass 0 | Low 0 | Cargo 1,000 |
|---|---|---|---|
| Length 300+ m | Width | Height | Tons 50,000 |
| Quality | Reliability | Built | Overhaul |

| | | | | | |
|---|---|---|---|---|---|
| 1 | 25000 Mj Meson Gun | 11 | 8 | 5 | 3 |
| 10 | 600 Mj Laser Bay | 6 | 6 | 6 | 4 |
| 500 | 115 Mj Laser Turret | 7 | 4 | 0 | 0 |
| 20 | Missile Bay | | | | |

| Surface | Interior |
|---|---|
| 1 12 Meson Screen (1600 MW) | |
| 2 1 Nuclear Damper | |
| 3 Passive Sig (vis/IR) 0/0.5 | |
| 4 Active Sig 0.5 | |
| 5 3 Hangar | 95-ton capacity |
| 6 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |

**Name/Type** Garcia Armored Cruiser (TL12)

| 3 (Thruster) | Maneuver | M 12.0 |
|---|---|---|
| 3 (Pc Fuel) | Jump | J |
| 1.6 | Power | P 14.5 |
| 140 | Armor | Armor |

**Mission**

**Comments** See text.

SHIP CARD      FORM 41

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**Surface**        **Interior**

| Crew 131 | Pass 0 | Low 0 | Cargo 500 |
|---|---|---|---|
| Length | Width | Height | Tons 2,500 |
| Quality | Reliability | Built | Overhaul |

| | | | | | |
|---|---|---|---|---|---|
| 1 | Particle Accelerator | 8 | 8 | 8 | 8 |
| 20 | 115 Mj Laser Turret | 4 | 2 | 1 | 0 |
| 10 | Missile Bay | | | | |

| Surface | Interior |
|---|---|
| 1 4 Meson Screen (11.52 MW) | |
| 2 1 Nuclear Damper | |
| 3 10 Sandcasters | 300 cans, AV 39 |
| 4 Passive Sig (vis/IR) -1/0 | |
| 5 1 Hangar | 40-ton capacity |
| 6 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |

**Name/Type** Bass Destryoer (TL12)

| 3 (Thruster) | Maneuver | M 12.0 |
|---|---|---|
| 3 (Pc Fuel) | Jump | J |
| 1.5 | Power | P 14.5 |
| 70 | Armor | Armor |

**Mission**

**Comments** See text.

SHIP CARD      FORM 41

which case the military budget must be converted to Credits using the *Pocket Empires* supplement. Calculating pocket empire military budgets is covered in Chapter 2.

### Required Expenditures

Once a budget is established, define precisely what costs must be paid in the design and construction process, what costs may be ignored, and what discounts are allowed.

**Required Costs:** The following costs must be paid.

1. All construction costs for ship components on design specification.

2. All construction costs for small craft components on design specification.

3. All vehicles carried by or assigned to ships within the squadron. Big and small craft with their own USP statistics and are assigned to the squadron should be accounted for separately.

4. Costs for extra fuel tankage used to meet jump parameters.

5. Architect's fees for the first ship of a specified class. Changes that do not constitute the design of a new class require no additional architect's fees. Changes in a design that alters its class require payment of architect's fees for the entire ship.

**Ignored Costs:** The following items should not be included in the costs for ships.

1. Salaries for crewmembers.

2. Ship operating expense, including fuel, environment, overhaul, and life support.

3. Ammunition, including reloads, expendable items, missiles, and spare parts.

4. Ship's Locker, including armory for ship's troops or service crew, small arms, vac suits, tools, and other minor items.

5. Battle damage repairs.

**Other Considerations:** The following considerations should also be taken into account when creating a squadron.

1. Class Discount. When more than one vessel (ship, large or small craft) is constructed using the identical or similar statistics, all subsequent vessels after the first are produced at 80% of the construction cost. The architect's fees need not be paid again. In order to be considered part of the same class, the ships may differ from the original in only a few limited ways. There may be no changes in power plant, maneuver drive, jump drive, armor, or hull configuration. There may be no change in number or size of bays, although their contents may be altered. The size of the spinal mount and the number and sizes of launch facilities may not be increased, although they may be decreased. Any other ship components may be changed as desired. All differences from the original design must be noted on the specific supporting design sheet.

2. Support Craft. Any craft carried by larger vessels should be noted with their own statistics and costs. The costs are not figured into that of the larger vessel or subjected to multiple class discounts.

3. Fleet Tenders. For any given ship tonnage, a ship which is not burdened with jump drives and jump fuel can be better armed and armored than a ship carrying jump drives. The concept of fleet tenders takes advantage of this fact. A fleet tender is a large jump-drive-equipped ship that carries several big craft, each of which is well-armed, well-armored, and usually fitted with high acceleration maneuver drives. Fleet tenders are generally produced with dispersed-structure hulls to allow immediate simultaneous launch of all craft as the ship arrives in a system. Since the tender cannot skim gas giants for refueling, the ships it carries must contain sufficient fuel tankage to refuel the tender in a reasonable time. They must often be streamlined in order to gather fuel from oceans should no gas giant is present in the target system.

4. Fleet Carriers. A great many small craft (such as fighters) may set up a defensive line to protect a larger ship in battle. Thus, a ship may be a fighter carrier which helps transport many small craft to the scene of battle.

5. Asteroid Ships. The inexpensive nature of asteroid ships would be the most salient attraction of this particular type of vessel. However, asteroid provide other benefits as well, not the least being a relatively cheap, though bulky, protective exterior. This is especially true of metallic asteroids.

### Parameters

A budget is not sufficient to restrict a squadron to a realistic standard. Some designers may feel that jump drives, or even maneuver drives, are expendable and can be omitted. Others may neglect important features of a squadron in favor of greater firepower. In order to keep such problems under control, specific parameters, as listed below, must be defined for any squadron prior to design and construction.

1. Maximum technological level allowed.
2. Minimum jump capability required.
3. Minimum maneuver capability required.
4. Maximum pilot allowance.
5. Minimum refueling capability required.
6. Other special requirements to fit campaign premise.

### Technological Level

The technological level of the squadron must be agreed upon. When using an established setting, the shipyard constructing the squadron's ships can build ships of tech levels up to its own TL. This, then, is indicated as the maximum allowable tech level. Ships may be built at less than the indicated tech level, but no ships may exceed it. In a Pocket Empire Squadron Campaign, this will be evident from the technological levels of the individual worlds comprising the pocket empire. In a typical Billion or Trillion Credit Squadron campaign, however, the technological level is set arbitrarily by the referee.

## Jump Drives

When participating in a Pocket Empire Squadrons or Imperial Squadrons campaign, the importance of jump drives is obvious. The designer must take into account the probable destinations of the ships during the course of naval operations. With Billion or Trillion Credit Squadrons, the situation is not readily apparent, and must instead be included in the parameters.

The parameter statement indicates the minimum jump drive performance required, that the squadron must be capable of a certain jump level. Not every ship in the squadron must be fitted with drives to meet or exceed the required level, but fleet tenders or fighter carriers able to transport ships and craft not fitted with jump drives must be included.

## Maneuver Drives

As with jump drives, the parameters should also include maneuver drive requirements. This will indicate the minimum maneuver capability for each ship. All vessels must be able to maneuver under their own power. If they are not, then they will be vulnerable to attacks and boarding soon after a battle ensues.

## Pilot Allowance

Pilots are the most select group in the navy, and the hardest to produce. As a result, the total number of pilots restricts the total number of ships (including fighters and small craft) that may be produced for a service within a squadron. To state this in the extreme, a squadron limited to having one pilot would be restricted to having one ship (in a Trillion Credit Squadron, that would be one very large and hard-hitting ship!).

A specification for minimum standards for squadrons must indicate the number of pilots available to the unit for duty. A small number will generally preclude the unit having any sizable fighter complement; a high number will make a fighter screen practical.

*Fire, Fusion & Steel* supplies specific rules for crewing starships, as well rules for the number of pilots necessary. The referee may instead choose to use this rule of thumb: For low tonnage ships (less than 500 tons) and small craft (less than 100 tons), one pilot per ship or craft is sufficient. For ships between 500 tons and 20,000 tons, two pilots are required. For ships greater than 20,000 tons, three pilots are necessary.

## Refueling

Because of differences in hull configurations and the resultant effects on gas giant skimming and ocean refueling, there are many options on the matter of refueling. The parameters listed below should indicate exactly how refueling should be accomplished.

**Gas Giant Skimming Required:** Fully streamlined or partially streamlined ships must be available to skim gas giants in order to provide fuel for the squadron.

**Ocean Refueling Required:** Fully Streamlined or Airframe ships must be available to penetrate world atmospheres in order to refuel from water oceans.

**Orbital Refueling Allowed:** Local refueling sources are available, and individual ship configurations need not consider refueling requirements.

Not all ships in a squadron are necessarily required to meet refueling requirements, as modified and elaborated by the following terms.

**Squadron:** No specific requirements must be met by any single ship, but the designer must demonstrate that ships with a total fuel tankage equal to at least 10% of the total fuel tankage of the squadron (including vessels carried on others) are capable of meeting the required refueling parameter.

**All Ships:** Each ship (100 tons or greater) must be capable of the specified refueling parameter. This may be accomplished by vessels carried on the ship itself, whose total fuel tankage is at least 10% of the parent ship's fuel tankage plus its carried vessels.

**All Starships.** As above, but only each starship (100 tons and over; equipped with jump drives) must be capable of the specified refueling parameter.

**All Craft:** All vessels (regardless of size and tonnage) must be capable of the specified refueling parameter. Fuel shuttles may not be employed.

## Special Considerations

Parameters may be created by the referee to cover other subjects of interest.

**Asteroids:** Ships with asteroid hulls may be prohibited due to lack of availability, or they may be mandatory (in a certain proportion, for all jump-drive-equipped vessels, for all ships above a certain tonnage, or for the whole squadron) because of circumstances such as inadequate hull-building facilities.

**System Defense Squadron:** Specifications may state that no jump drives be installed in any ships to reflect a system defense orientation.

**Transports:** The use of large jump-drive-equipped ships to carry the actual fighting ships for a squadron may be mandatory in a certain proportion, or they may be prohibited. For example, if a world must conserve jump drive components that are in short supply, transports can be called for. Similarly, a system defense squadron hastily converted to attack fleet may be forced to use transports for the majority of its jump capability.

## SAMPLE CAMPAIGNS

Once the parameters have been established, each player must build a squadron that adheres to the restrictions posted. The squadrons are then thrust into a campaign of space battles to determine which is the best squadron.

## Billion Credit Squadrons

The Billion Credit Squadron (BCS) concept is intended to provide an introductory premise for players and referees interested in designing and building starships for battles between the creations. Billion Credit Squadron is identical to Trillion Credit Squadron with the exceptions that the total budget is smaller, and the parameters are less daunting.

Beware, however, of the vast discrepancy between these two setups. BCS is best used in the design and construction of a small squadron of 100-ton to 300-ton ships. A billion credits is scarcely capable of founding a single battle cruiser, while a trillion credits can buy more than seven hundred of them.

### BCS Parameters

The following are sample parameters for Billion Credit Squadrons:

1. Tech Level 7; Jump-0; 1-G; 20 Pilots; orbital refueling allowed.
2. Tech Level 7; Jump-0; 2-G; 10 Pilots; squadron, gas giant skimming required.
3. Tech Level 8; Jump-0; 1-G; 30 Pilots; squadron; ocean refueling required.
4. Tech Level 8; Jump-0; 3-G; 25 Pilots; all craft, gas giant skimming required.
5. Tech Level 9; Jump-1; 3-G; 10 Pilots; all craft, gas giant skimming required.
6. Tech Level 9; Jump-1; 6-G; 15 Pilots; all craft, ocean skimming required.
7. Tech Level 10; Jump-1; 2-G; 30 Pilots; all ships, gas giant skimming required.
8. Tech Level 10; Jump-1; 4-G; 25 Pilots; all ships, ocean refueling required.
9. Tech Level 11; Jump-2; 3-G; 40 Pilots; squadron, ocean refueling required.
10. Tech Level 11; Jump-2; 6-G; 60 Pilots; squadron, gas giant skimming required.
11. Tech Level 12; Jump-3; 1-G; 50 Pilots; orbital refueling allowed; all ships must use asteroid hulls.
12. Tech Level 12; Jump-3; 2-G; 20 Pilots; squadron, gas giant skimming required.
13. Tech Level 12; Jump-3; 4-G; 10 Pilots; squadron, ocean refueling required.
14. Tech Level 13; Jump-4; 2-G; 50 Pilots; all craft, gas giant skimming required.
15. Tech Level 13; Jump-4; 4-G; 35 Pilots; orbital refueling allowed.
16. Tech Level 13; Jump-0; 6-G; 40 Pilots; all ships, ocean refueling required; this is a system defense squadron.
17. Tech Level 14; Jump-5; 1-G; 20 Pilots; squadron, gas giant skimming required.
18. Tech Level 14; Jump-5; 3-G; 25 Pilots; squadron, ocean refueling required.
19. Tech Level 15; Jump-6; 2-G; 30 Pilots; all craft, gas giant skimming required.
20. Tech Level 15; Jump-6; 4-G; 60 Pilots; all starships, gas giant skimming required.

## Trillion Credit Squadrons

The Trillion Credit Squadron (TCS) concept enables the design of a force equivalent to an Imperial battle squadron, with several ships in the 30,000-ton range or larger, plus a full complement of supporting vessels. Of course, many other types of force may be built within the budget to suit an individual player's theories of naval warfare. On average, a trillion credits will produce about a million aggregate tons of naval vessels, which, obviously, will vary considerably in sizes, armaments, and other fittings.

### TCS Parameters

The following are sample parameters for Trillion Credit Squadrons:

1. Tech Level 7; Jump-0; 1-G; 400 Pilots; orbital refueling allowed.
2. Tech Level 8; Jump-0; 1-G; 100 Pilots; squadron, gas giant skimming required.
3. Tech Level 9; Jump-1; 1-G; 200 Pilots; squadron; ocean refueling required.
4. Tech Level 10; Jump-1; 2-G; 300 Pilots; all craft, gas giant skimming required.
5. Tech Level 11; Jump-2; 0-G; 600 Pilots; all craft, gas giant skimming required; system defense squadron.
6. Tech Level 11; Jump-2; 2-G; 300 Pilots; all craft, ocean skimming required.
7. Tech Level 11; Jump-2; 4-G; 200 Pilots; all ships, gas giant skimming required.
8. Tech Level 11; Jump-2; 6-G; 100 Pilots; all ships, ocean refueling required.
9. Tech Level 12; Jump-3; 0-G; 300 Pilots; squadron, ocean refueling required.
10. Tech Level 12; Jump-3; 2-G; 100 Pilots; squadron, gas giant skimming required.
11. Tech Level 12; Jump-3; 4-G; 200 Pilots; orbital refueling allowed; only one ship in a squadron may have jump drive, and the rest of the squadron must be carried inside it.
12. Tech Level 12; Jump-3; 6-G; 300 Pilots; squadron, gas giant skimming required.
13. Tech Level 13; Jump-4; 1-G; 400 Pilots; squadron, ocean refueling required.
14. Tech Level 13; Jump-4; 2-G; 200 Pilots; all craft, gas giant skimming required; each ship in the squadron over 500 tons must be capable of the jump parameter.
15. Tech Level 13; Jump-4; 3-G; 300 Pilots; orbital refueling allowed.
16. Tech Level 13; Jump-4; 6-G; 100 Pilots; all ships, ocean refueling required; system defense squadron.
17. Tech Level 14; Jump-5; 3-G; 400 Pilots; squadron, gas giant skimming required.
18. Tech Level 14; Jump-5; 6-G; 200 Pilots; squadron, ocean refueling required.
19. Tech Level 15; Jump-6; 2-G; 200 Pilots; all craft, gas giant skimming required.
20. Tech Level 15; Jump-6; 4-G; 100 Pilots; all starships, gas giant skimming required.

# 2: ADVANCED CAMPAIGNS

Pocket Empire Squadron battles take place before a backdrop of rival pocket empires, warring over worlds and economic opportunities. This chapter explains how to select the best worlds for a Pocket Empires Squadrons campaign. It then continues with the development process, leading into the fully developed pocket empires necessary for Imperial Squadrons campaigns.

## WORLDS AND ECONOMICS

The process of creating a Pocket Empire Squadrons campaign involves selecting appropriate worlds and generating their economic statuses. Since Imperial Squadrons campaigns are essentially Pocket Empire Squadrons campaigns elevated to a grander scale (see Chapter 4 for details), this also holds true for them. This section explains how to find the best worlds for these two campaign types.

*Milieu 0 Campaign* provides a wealth of worlds for Traveller adventures, but not all of the worlds are destined to be major economic powers. While a pocket empire can contain any number of lesser worlds, it should also include a few worlds that produce large budgetary surpluses. This endows the pocket empire with importance on the interstellar scale as well as within its proximity, and is therefore conducive to grand adventure.

### Selecting Worlds From Milieu 0 Campaign

The most economically important worlds have scores of 8 or better in Population, Resources, and Infrastructure. They also have Culture scores of 7 or less and Tech Levels of A or greater. Except in extreme cases, these strictures rule out worlds with Trade Classifications of As, Ba or Po. Worlds that fall within these criteria are referred to as "economic powers."

Naturally, as the Traveller universe emerges from the Long Night, there aren't many worlds fitting the description for economic power. There are fewer still located reasonably close to each other (which would aid in constructing an exciting Pocket Empire Squadrons campaign, as it does need at least two rival empires present). However, it is possible to find them.

One helpful strategy is to choose a sector from *Milieu 0 Campaign*, then scan the Referee Data for worlds matching the economic power profile. As each such world is found, use a pencil to lightly circle it on the map (in the Players' Data section). After going through all the information, look at the map and note any circled worlds that are close to each other. These are the best worlds from which to base a campaign.

After selecting one set of economic power worlds, check the data on the surrounding worlds. Are there any worlds close to becoming economic powers? Are there any with high population but low tech level, or low population yet high tech level? These worlds can be important given their potentials for economic growth in the presence of a true power.

If there are no such worlds, it may be best to go on to the next prospect for pocket empirehood, but don't expect to find the perfect setup. If such existed, then the Third Imperium wouldn't be the preeminent monarch it is today; it would just be another also-ran pocket empire with grandiose plans. No, settling for less than perfect is exactly the fact many would-be emperors were forced to swallow. That, therefore, is the case for players as well, when they form their own pocket empires.

If, on the other hand, the nearby worlds are suitable, look at how two (or more) empires might be carved out of the available worlds. Are there empty parsecs circumscribing the worlds? Are there economically hapless worlds located between the powers? These are thoughts to ponder when deciding how the worlds came to be divided into two or more empires.

Finally, round out each empire with a number of economically insignificant worlds. This lends verisimilitude to the campaign setting, while not unduly burdening the referee with additional record-keeping, since these worlds can be safely ignored as their Gross World Products are too small to affect anything on an interstellar scale. The total number of worlds in a reasonable pocket empire should be less than a dozen, with 1 or 2 power worlds, 3 or 4 worlds of measurable economic importance, and the remainder as mere stand-by worlds. Using more worlds is possible, but the record-keeping can bog down play. Using less worlds is also possible, but pocket empires with fewer than 4 worlds will generate less excitement and decrease campaign longevity.

### Profile of an Economic Power

| Characteristic | Value |
| --- | --- |
| Population | 8+ |
| Resources | 8+ |
| Infrastructure | 8+ |
| Tech Level | A+ |
| Culture | 7- |

Trade Class cannot be As, Ba or Po.

### Example

The referee peruses the Lishun sector data. After finding the world of Olny at hex 0412 (Population A, Tech Level D), Kaso at hex 0214 (Population A, Tech Level C), and Pryden at hex 0316 (Population A, Tech Level C), she feels it is a good location for her Pocket Empire Squadrons campaign. She decides that Olny's Tech Level of D warrants its establishment as one empire, while Kaso and Pryden can be coupled into the rival empire.

To round out the two empires, she selects some worlds near the economic powers. With Olny, she couples Lairuum at 0212, Kiinuu Da at 0311, Hrun at 0312, and Shaaka at 0411. With Kaso and Pryden, she links Luumirbir at 0315 and Guuurduu at 0414. Her campaign thus has just enough worlds to be exciting, while freeing her from undue amounts of bookkeeping.

## The Economics of Empire

Once the pocket empires have been selected, generate their economic data using the *Pocket Empires* supplement. The full economic data are not necessary for a Pocket Empire Squadrons Campaign; all that is needed is the Economic Extension for each world.

In the case of Imperial Squadrons Campaigns, however, greater detail is desirable because it creates a richer background for adventuring. Even so, the "Quick Play Option: Basic Economics," outlined on page 35 of the *Pocket Empires* book, will provide enough detail for most campaigns. There is also no need to generate Military Expenses, as the Pocket Empire Squadrons war rules include the economic capabilities of each empire in its unit generation. The same war rules are used for Imperial Squadrons Campaigns, with the only difference being who is running the war. In the former case, the players control their own pocket empires. In the latter, the players control individual characters caught in the war between empires, and the referee runs the course of battle behind the scenes, revealing only those events that the player characters hear about.

## Example

Using the rules in *Pocket Empires*, the referee generates the Economic Extension for each world in her two Pocket Empires.

### Empire 1:

| 0212 | Lairuum | B686544-6-A463 | Ag Ni |
| 0311 | Kiinuu Da | B87A688-A-C585 | Ni Wa |
| 0312 | Hrun | D5167BB-9-866A | Ic |
| 0411 | Shaaka | C6A5888-8-3739 | |
| 0412 | Olny | A569ABB-D-F9D4 | HiPop |

### Empire 2:

| 0214 | Kaso | B200ABB-C-D997 | Na Ind HiPop Va |
| 0315 | Luumirbir | D758122-4-9048 | LoPop |
| 0316 | Pryden | B75AA88-C-E9A5 | Wa HiPop |
| 0414 | Guuurduu | A000A88-C-797A | Na Ind As HiPop |

The referee could stop here if she is planning a Pocket Empire Squadrons Campaign. But if she is contemplating an Imperial Squadrons Campaign, she must generate each world's economic data, using the rules in *Pocket Empires*. The result of that process has been provided below.

Note that the two empires are roughly equal in terms of their total economic surpluses. This contributes to the creation of an exciting conflict, but is not strictly enforced by any rule. The balance of power depends on the campaign flavor envisioned by the referee.

## Pocket Empire Backgrounds

The background of each empire breathes life into a campaign. The process is one of applying imagination, knowledge, and intelligence to rationalize the selected campaign setting. There is no rigid, specific process for this. However, there are some helpful questions to think about regarding background:
- Who founded the empire?
- When was it founded?
- Who currently controls the empire?
- What methods were used in founding the empire?
- What plans does the Emperor have for his empire?
- Why is the empire at war?
- How content are the people of the empire with their ruler?

Good clues to answering these questions lie in the UWP and EE of each world in the pocket empire, as well as its galactic position and economic importance. If one world has a higher technology level than all the rest, there must be a logical reason for it. If there are several worlds of small economic importance on the fringe of the empire, maybe they are colony worlds. Or, they could be worlds that have been recently conquered. Perhaps a plague

### Empire 1: Confederation of Olny

| Hex | UWP+EE | Trade | BG | Final GWP | Base Tax | GB | Civil Expense | Surplus |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0212 | B686544-6-A463 | Ag Ni | 0 | 0.01 | 0.32 | 0.0 | — | — |
| 0311 | B87A688-A-C585 | Ni Wa | 5 | 0.18 | 0.53 | 0.1 | — | — |
| 0312 | D5167BB-9-866A | Ic | 4 | 0.39 | 0.61 | 0.2 | — | — |
| 0411 | C6A5888-8-3739 | — | 0 | 0.75 | 0.57 | 0.4 | — | — |
| 0412 | A569ABB-D-F9D4 | Hi | 5 | 6555.51 | 0.55 | 3605.5 | 1045.6 | 2559.9 |

### Empire 2: Autarchy of Guuurduu

| Hex | UWP+EE | Trade | BG | Final GWP | Base Tax | GB | Civil Expense | Surplus |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0214 | B200ABB-C-D997 | Na In Hi Va | 4 | 1983.15 | 0.58 | 1150.2 | 310.6 | 839.6 |
| 0315 | D758122-4-9048 | Lo | 0 | 0.00 | 0.40 | 0.0 | — | — |
| 0316 | B75AA88-C-E9A5 | Wa Hi | 2 | 3164.00 | 0.53 | 1676.9 | 501.4 | 1175.5 |
| 0414 | A000A88-C-797A | Na In As Hi | 1 | 664.97 | 0.58 | 385.7 | 125.4 | 260.3 |

BG = Belts and Gas Giants added to Resources roll.

has recently wiped out most of the population. Imagination is central to answering these questions, thereby creating an exciting and vibrant campaign setting that can serve as a source of adventure for years to come.

The players and referee should work together to develop such histories for each pocket empire when running a Pocket Empires campaign. For an Imperial Squadrons campaign, the referee may choose to generate the background information herself, since she will be running the struggles between the empires in the background to which player characters react and attempt to affect. Either way, time and effort spent in the creation of the campaign setting will benefit referee and players alike in the subsequent sessions.

## SAMPLE CAMPAIGN: THE REBELLION OF OLNY

This section presents a fully detailed setting, based on the empires generated in the previous section. Important personalities from these two empires are provided in Chapter 9, while the final chapter offers adventures that take place in this setting. While not every referee will create a setting as detailed as this, it does provide a good benchmark, while at the same time present a setting for those who wish to play immediately. The fleets of the respective empires are developed and presented in Chapter 3.

### History

"There are times when it is better to stand alongside the Vargr, than to live under a tyranny of men." —from *Citizens of Olny Arise!*, published by the Pan-Sentient League, 039-079.

(The following text is excerpted from "Josef DeBont and the Autarchy of Guuurduu: A History", by Dr. Valan Dornatu, Professor of Modern History at the University of Sylea, University of Sylea Press, 129 IE, and is reprinted with the kind permission of the author.)

### The Rise of the Autarchy of Guuurduu.

Guuurduu, prior to the end of the Long Night, was a most unremarkable world. Like so many other worlds that were part of the coreward extents of the Vilani Imperium, it was not so much liberated by Solomani as it fell into their laps, shortly after the Nth Interstellar War. Sacked by a series of Vargr raids in the last years of the Vilani occupation, Guuurduu developed a strong anti-Vargr sentiment, which lasts to this day.

Guuurduu's fate during the long night was relatively lucky by many standards. Despite the fact that Guuurduu's mainworld is an asteroid belt, Guuurduu system enjoyed the benefits of having a pair of worlds that were capable of sustaining life. Guuurduu never lost the ability for in-system travel, and was able to ensure a supply of food, water, and oxygen, at a time when most system belts were rapidly depopulated. Nonetheless, Guuurduu lost the ability to build jump drives by -1600 Imperial, and quickly

found herself isolated in her own system.

Guuurduu might very well have remained this way until formally contacted by the Imperium, or another of the growing interstellar states in neighboring sectors, had it not been for a fortuitous discovery on one of the moons (Arduu) which circled Vladu, the system's most distant (and relatively unexplored) gas giant. This discovery was a nearly intact ship from the late Rule of Man era. The ship's life support systems and maneuver drive had failed for reasons unknown, and attempts to restart them had failed. The crew had landed the ship on system, only to find a world that lacked the necessities for rebuilding both the life support system and the maneuver drive. The crew apparently slowly suffocated or starved to death. The discovery of this vessel, the *Mary Grahm*, occurred in -203. It was discovered by an industrialist, Josef DeBont (-244 to -158). Nonetheless, the ship's jump drives were intact, and after nearly 20 years of reverse engineering, DeBont's scientists successfully fathomed the workings of the jump drive.

Now in possession of jump drive technology, DeBont had big ambitions, with the capital to put them in action. DeBont made certain that his secret remained a secret, and began manufacturing jump-capable ships. The jump drives were designed and built as "black box" type technology. They could only be operated by DeBont trained personnel, and DeBont assured the engineers' loyalty by constantly and carefully lining their pockets with riches from the newly opened colonies. DeBont now began convincing the Republic of Guuurduu of the desirability of colonization. DeBont quickly colonized a cluster of worlds, mainly to Spinward and Coreward. It is critical to note, however, that DeBont controlled the pace and nature of this colonization, and that DeBont alone maintained a monopoly on jump-capable ships. Naturally, some of the worlds which DeBont's merchant fleet contacted, while accepting the benefits of space travel, were less enthused by DeBont's monopolistic control over commerce.

### The Path to Autarchy

The Republic of Guuurduu would eventually expand to 9 systems. Although organized as a loose trade confederation, DeBont's company — DBC, LLC. — governed the means of transportation and communication within the empire to effectively secure DeBont's control. Now leader of the empire, in fact if not in name, DeBont moved to make an empire in fact. He manipulated himself into the position of Premier on Guuurduu and seized control of the world's ruling political party. He then combined the legislative and executive functions of the Senate and Premiership, then on -168 was declared the Autarch of Guuurduu for life. DeBont would prove to be an effective ruler, and would spend the few remaining years of his life consolidating his government's hold over the newly renamed Autarchy of Guuurduu.

## AUTARCHY GOVERNMENT

The government that DeBont reorganized was interesting, to say the least. He remade the essentially democratic government into a tight, hierarchical organization, with himself as a leader. Provision for succession was made through the party bureaucracy. The reigning Autarch designated his own successor. On the planetary level, the political party controlled the appointment and removal of planetary governors, called Terrarchs. As a rule, the next in line for Autarchy succession was usually appointed the Terrarch of Guuurduu.

In practice, the party had little say. DeBont and his successors quickly purged the Nationalist party of dissident elements, and it became a rubber stamp body, which took its orders from the Autarch.

### Autarchy Military: The Arm & The Fist

Josef DeBont realized early in the establishment of the Autarchy that a permanent interstellar and planetary assault force would be necessary to maintain the internal and external security of the Autarchy. The space forces of the Autarchy (which also included the Merchant Marine) were known as Marmgashaar, which translates roughly as "Reach" or "Arm." The ground forces became known as the Shiggar or "Fist".

The Marmgashaar was never large in the early days of the Autarchy. With no interstellar rivals or even piracy to speak of, the vast majority of the Marmgashaar consisted of unarmed or lightly armed merchant ships, ranging from bulk cargo carriers to small courier boats. The majority of the Marmgashaar consisted of merchant ships owned and operated by DeBont's DBC, but the threat of open rebellion, as well as foreign invasion and piracy increased, was often the case in the last 100 years of the Autarchy.

The Shiggar, however, began as a large service devoted to internal security and the external defense of the various member systems of the Autarchy. Originally organized as nothing more than a conventional air and ground defense structure, the Shiggar saw its role expand to that of internal police force as agitation on the various member worlds of the Autarchy increased. In the last 100 years of the intact Autarchy, the Shiggar became little more than a security force charged with fighting the numerous skirmishes and brushfire wars that erupted between the various underground resistance and the central Autarchy government.

### Autarchy Culture

The Autarchy created a very unusual culture. The devastation of Guuurduu early in the Long Night had left a lasting, negative impression of Vargr with the predominantly Vilani culture in system. Guuurduu has never forgotten or forgiven this Vargr act and Vargr are treated as second class citizens, if not outright slaves in most parts of what became the Autarchy. This treatment is most extreme on Guuurduu itself, but is little better on the other high population worlds to rimward of the Autarchy. It was this treatment of the Vargr on some of the more coreward reaches of the Autarchy (especially Olny), that would lead to several of the earliest agitation in the Autarchy. The centrist nature of the Autarchy government was geared to fostering tightly controlled police states amongst its member worlds. Although the ruling body has mellowed in recent years regarding the internal politics of its member worlds, the Autarchy still grants these governments less latitude in policy-making than similar Imperial worlds.

### The Monopoly of Stars

Josef DeBont had forged interstellar empire on an exclusive technology. His company, and eventually his government, alone had the capability to build and repair jump capable ships within the cluster of worlds. DeBont and his successor Autarchs realized that such a technological edge would not by itself sustain the autocratic government he envisioned, so the Autarchy set about reinforcing the advantage with an economic one. The Autarchy began to create a situation where each of the other worlds would be dependent upon Guuurduu for vital components in building starships and spaceships. These included jump drives, maneuver drives, and grav plates. No facility off of Guuurduu capable of constructing such components was allowed to exist, and exports of such components were severely restricted in both quantity and type.

### Early Agitation

It was only natural in such an iron-fisted interstellar government that certain worlds would grow restive and resentful of the strict control. In the early years, the restoration of interstellar commerce would enrich all worlds of the Autarchy, and a honeymoon period of economic boom occurred. The short term result of this economic expansion was an increase in GWP of all nine member worlds. The financial opportunities made it rather easy to sacrifice political freedom (and the instability it had meant in the waning days of the Long Night) for economic prosperity.

As the Autarchy grew, the good times from the post-expansion era slowed as the economy became mature. It was only at this stage (from -125 onward) that it became apparent exactly what the monopoly on space technology by Guuurduu meant. Interstellar trade was dictated on the terms of Guuurduu alone. Often, such interstellar trade would benefit Guuurduu more than the other member worlds of the Autarchy. What had originally looked like prosperity among the colonial worlds of Guuurduu now began to take on the appearance of exploitation. Minority populations on several worlds would become increasingly irritated at the prospects of uncompromising terms imposed by a world that was increasingly viewed as foreign.

In the early days, such unrest was primarily civil. Demonstrations and occasional riots began to occur. The disturbances were originally dealt with by the military and civilian police forces of the world governments, whose police state structure lent themselves to oppressing political opposition in the first place.

Eventually, that very opposition to Guuurduu's domination would disseminate throughout all levels. Corporate interests, who imagined what the end of Guuurduu's jump drive monopoly would mean to interstellar commerce, began to turn on the Autarchy government. The citizenry itself became more militant in its reactions to Guuurduu. Labor strikes were staged on numerous worlds. Mass demonstrations were held. Terrorism became more rampant, particularly against Autarchy military installations, Autarchy sympathizers, and Autarchy officials. As the Autarchy government became increasingly more bureaucratic and less charismatic, it seemed only inevitable that eventually one of the nine worlds would complete the slow slide into the inevitable, open rebellion.

### The Luumir Bir Rebellion (-56 IE)

For nearly 150 years, the combination of space technology monopoly and a large competent military kept the nine worlds under control. Opposing political movements on the colonial worlds often speculated on what the response to open rebellion would be. The fear for most of these political theorists was exactly what steps was the Autarchy government willing to force an insurgent world back in the fold.

The fear became a reality in -56, with the revolt of Luumir Bir. The local resistance movement — Autonomy! — initiated a series of strikes as a reaction to several years of particularly poor harvests on world. When ignored by the central government, the strikes quickly spilled over into riots. The crisis would eventually reach the apex in the wake of what became known as the Central Station Massacre.

The Central Station Massacre was the result of picket lines at the main monorail station of Luumir City. When a number of government officials were killed and injured in the subsequent clashes with picketers, the local Terrarch ordered the 125th Grav Regiment to intervene and use whatever force necessary to quell the riot. The 125th Grav Regiment, composed in part of local citizens, opened fire on the rioters, killing 483, and wounding approximately one thousand others. The 129th Grav Regiment, also a local unit, was sent in as backup. This unit, however, was revolted by the bloodshed and refused to fire upon the contingent it was assigned to mop up, and sided with them. Within days, large portions of the local armed forces were ignoring orders from the central government, the first time this had happened in the history of the Shiggar. Two weeks after the revolt of the 129th Grav Regiment, Luumir Bir's mainworld, including the starport, was effectively in the hands of a hastily appointed revolutionary government.

An angered Josef VI, reigning Autarch at the time, ordered that Luumir Bir be "neutralized and depopulated" to discourage other worlds from taking similar actions. Laying his hands on any ship in the Marmgashaar armed or could be armed hastily, Josef VI initiated the campaign with an orbital bombardment of the six major urban zones of Luumir Bir. The three-month shelling left virtually all civilization on Luumir Bir in ruins. To top off the "lesson," Josef VI ordered the world forcibly depopulated with its remaining citizens deported to neighboring worlds in the Autarchy, and they and their descendants forever branded as Luumir Birians, denied even those few rights accorded citizens in the Autarchy as a whole. Throughout the remainder of the Autarchy's existence as a nine-world empire, Luumir Bir would be nothing more than a rebuilt starport and a small naval/military installation. It would be nearly 150 years before another world would rise to challenge the Autarchy sovereignty. By then, however, an Imperial interloper would arrive on the scene, shaking the Autarchy government to its foundation.

### Recontact! The Imperium Arrives

For 120 years after the decimation of Luumir Bir, the Marmgashaar and Shiggar, The Arm and Fist of Autarchy policy, would remain unchallenged by its member worlds. While resistance movements would wax and wane on virtually all worlds of the Autarchy, the lesson of Luumir Bir, and the inability of the colonial worlds to build their own space defenses kept any of them from fomenting rebellion.

Such was the condition of the Autarchy when the Imperial Scout Cruiser, *I.S.S. Intrepid Voyage*, arrived on the scene in 64 IE. Initially rebuffed by the Autarchy, the Autarch Wilhelm III quickly realized that the action would only bring more ships of her kind. Autarchy policy, which had been to hold member systems in check, now had another variable added to the fray: keeping its member worlds' entanglement with the Imperium to the Imperium. Unfortunately for Wilhelm and his successors, the Scout Service quickly apprised the situation, and decided it would be in the best interest to introduce jump technology to at least one world of the Autarchy.

In 72 IE, a follow-up expedition led by Imperial Battle Squadron 56 arrived at Olny, with the express intent of giving jump technology to Olny, and signing a trade/alliance treaty with Olny alone. The Autarchy was understandably outraged to learn of the Imperial recognition of what amounted to Olny as an independent government. Nonetheless, the comparatively inferior Autarchy navy meant that Wilhelm IV would have to handle the situation diplomatically. Ruling out direct military intervention, Wilhelm sought to manipulate the Olny government by internal governance, counting on the Autarchy

Secret Police to hold the troublesome world in line. Wilhelm would then use this time to build up the fleet for the inevitable confrontation.

## Seeds of Dissension

In the intervening 25 years, evidence for a full-scale conflict would seem more and more apparent. Olny became the central star around which the various resistances to the Autarchy would coalesce. Massively aided by the Imperium, Olny built the Autarchy's second A-class starport, and raised its space technology to TL13, higher than all but a handful of worlds in the Imperium, and higher even than that of Guuurduu itself. Most importantly, Olny began to covertly construct starships, and the core of what would eventually become a first-class navy to rival Guuurduu's Marmgashaar.

Nonetheless, the majority of Olny's population was still reluctant to take the final step, to cross the rubicon into all-out rebellion. It was ironic, indeed, that a terrorist incident for which pro-rebellion forces were ultimately responsible would be the opening act for the war.

## Insurgence!

"You provide the pictures, and I'll provide the war." —William Randolph Hearst

By 96 IE, all physical preparations for a war of liberation were well advanced. The coreward worlds of the Autarchy were united in their desire to rebel against Guuurduu, and the Olny Liberation Fleet was at its peak size, and represented the second largest battlefleet present in the subsector since the end of the Rule of Man. All that was needed to turn the Autarchy into a war zone was a spark to the tinder that was the late nine- world Autarchy.

The incident that turned this standoff affair into open warfare would begin with the seizure of a single cargo by the 7th Fleet of Guuurduu. The ship in question was the *O.N.S. SB-1030*. Ostensibly, the numerical designation "SB-1030" would indicate she was not a jump-capable ship, and therefore not subject to the seizure provisions of Autarchy law. Rear Admiral Sheruu Irgardii had her doubts, however, and ordered that SB-1030 be boarded in Olny system. The 7th Fleet quickly subdued the ship and discovered, much to their surprise, that SB-1030 had a jump drive, and that she was carrying armaments bound for Olny's mainworld from outsystem.

This undoubtedly wouldn't have been the incident, were it not for a fact unknown to both the SB-1030 and her captor: one of the crew aboard SB-1030 was a mole, a Liberation terrorist who was a son of one of the Luumir Bir survivors. He had wired explosives to SB-1030's hold at some point during the voyage, and decided that while the ship was tethered with one of Guuurduu's fleet, it was a good time as any to blow her apart. The detonation vaporized SB-1030 and crippled *Josef II*, flagship of the 7th Fleet. *Josef II* would enter a decaying orbit and subsequently disintegrate upon atmosphere reentry 2-1/2 hours later, with most of its crew trapped aboard in the resulting explosions. Rear Admiral Irgardii perished with the ship, and it would be up to her successor, Captain Wilhelm von Kempf, to exact revenge.

Von Kempf quickly decided to establish a blockade of Olny, with the intention of extracting a formal apology from her government. Olny would mobilize her growing fleet, resist, and then defeat Von Kempf in the First Battle of Olny in 96 IE. The following months would see an uneasy truce as both sides began mobilizing fleets and enlisting personnel. By 023-097, the battle lines were drawn, and the two sides clashed. On 023-097, statements was simultaneously released on all five of the coreward Autarchy worlds, all identically worded. The first declared the world in question independent from the Autarchy. The second heralded the proclamation of the Confederation of Olny. The third statement announced the said world's petition to join the Confederation.

The hour of liberation or conquest was now at hand...

# 3: WARFARE

"Everyone is peaceful at the business end of a rifle." —General Savler haut–Dervano, 097-093 after accepting the surrender of a world during the Sylean Pacification Campaigns.

In most ordinary situations, disputes and differences between interstellar states are resolved peaceably, with no loss of life. In some instances, however, one or the other of the participating states will perceive issues of contention to be of such importance that they will be willing to fight for them, from which often stems warfare. This chapter provides a space fleet and ground army level system to simulate such warfare. It is flexible enough to cover virtually any scenario, and if properly detailed, can provide a rich background for role-playing.

## SEQUENCE OF PLAY

The game is played in turns. Each turn represents one week of time. Movement and activity within the game are simultaneous, i.e., players manipulate their forces at the same time during the turn. For most forces, movement is plotted in advance, and the revelation is simultaneous. When players are allowed to move their forces without pre-plotting (which is possible in certain cases), the order of such moves is determined randomly by die roll.

### Pre-Game Preparation

**Determine Location of Scenario:** If not already determined by the ongoing campaign, decide the sector or subsector where the war is taking place.

**Generate Forces:** Generate the opposing empire forces (page 25).

**Generate Scenario:** Determine the scenario at referee's discretion or by using the scenario generation rules in the Creating Scenario section.

### Sequence Within a Turn

Each turn is divided into four phases. Each phase identifies the precise order of possible actions and when the various activities may be performed.

**1. Reinforcement Selection Phase:** Reinforcements and replacements/repairs are selected and made available.

A. *Reinforcements Segment:* Each player examines the reinforcement units available this turn based on the scenario, then brings those units into play based on their planet of origin.

B. *Replacements Segment:* Replacement points are spent during this phase for reduction of casualties. Replacement points are determined by the referee when creating the scenario. Repairs are executed at this time in accordance with the repair rules.

**2. Movement Phase:** Each player moves the various forces.

A. *Discretionary Movement Segment:* Each player rolls one die. The player with the lower number must move first in all situations allowing discretionary movement.

B. *Admiral Transportation Segment:* Admirals may be moved in as per the Admirals and Commercial Transportation Rule, or by xboat if xboat routes exist in this scenario. The player with the lower roll from Discretionary Movement Segment must move

all his or her admirals prior to any other player(s).

C. *Scout Squadron Movement Segment:* Scout squadrons may be moved independently of fleets if so desired. Only scout squadrons that are not currently in fleets may be moved independently. The player with the lower roll from Segment A must move all scout squadrons first, before the opposing player may move any scout squadrons.

D. *Fleet Movement Segment:* Fleets led by admirals with plotting factors of zero may be moved. The player with the lower roll from Segment A must move all such fleets before the opposing player moves similar fleets.

E. *Plotted Movement Segment:* All fleets that have plotted movement indicated are moved to their corresponding new positions for the turn.

**3. Combat Phase:** Combat may occur in all situations where opposing forces are in the same location.

A. *Black Globe Segment (Optional):* A fleet composed of only black globe squadrons is allowed to perform certain actions, as described in the surprise rules.

B. *Space Combat Segment:* All warring squadrons present in a system hex conduct space combat until one side emerges the victor.

C. *Interface Combat Segment:* Interactions between squadrons and the other enemy forces in a hex.

a. *System Defense Subsegment:* Squadrons present in a system hex may engage in combat with system defense boats present in the system.

b. *Surface Bombing Subsegment:* Squadrons and system defense boats in a system may bomb enemy troops and defense battalions on world surface.

c. *Space-Surface Transfers Subsegment:* Squadrons transfer ground troops onto a world surface.

D. *Surface Combat Segment:* Troop units present on a world may engage in combat.

**4. Plotting and Reorganization Phase:** Each player examines the forces on the map and makes changes in organization among squadrons and fleets. Future moves are plotted.

A. *Fleet Adjustment Segment:* Each player may transfer squadrons between fleets in the same hex, remove squadrons from a fleet to a system, or attach squadrons in a system to a fleet in the same

hex. Admirals may also be exchanged as allowed by the rules.

*B. Guerrilla Unit Segment:* Guerrilla units undergo recovery and replacement of casualties, and their status as overt or covert is declared by the controlling player.

*C. Plotting Segment:* Future moves are plotted for fleets as required by appropriate plotting factors.

## GENERATING FORCES

The following section outlines the steps necessary to generate the opposing fleets and ground forces, including some suggested scenarios, plus an example scenario based on the Rebellion of Olny.

### Squadrons

The basic naval building block of the *IS* combat system is the squadron. While squadrons can be used for any number of purposes, centuries of experience have taught that those organized and geared for specific tasks perform best in their specialized fields. The result is that while the exact unit composition of squadrons may vary from empire to empire (or even, as losses accumulate, from squadron to squadron), there are five basic types of squadrons. Although the details are elaborated in another section of this book, an overview of each squadron type and its function will aid players and referees in making preliminary decisions regarding the sort of squadron to construct for their fleets.

**Assault Squadron (AR):** Assault Squadrons are squadrons composed of ships designed to transport troops for planetary invasion. Lightly armored and unarmed, these ships must be shielded heavily from attack.

Assault Squadrons serve two purposes: carry large numbers of ground troops from one system to another, and transport the same troops into a hostile system for conquest.

**Battle Squadron (BR):** The core of a Battle Squadron is the battleships, or dreadnoughts. These ships range from 100,000 and up in displacement tons, and represent the pinnacle of its constructing world's weapons and armor technology. Such ships are heavily armored (and screened, if of sufficient technology), and heavily armed, with spinal weapons as well as bay and turret-mounted arsenals in abundance. Such ships generally sacrifice speed (as measured by maneuver rating and jump rating) for the sake of armor and gun.

The purpose of a Battle Squadron is to take (or hold) possession of a volume of space and to deny the enemy of it. Battle Squadrons are usually the centerpieces of a fleet, bearing the heaviest burden in the line of fire. Due to their heavy guns and armor, they are ideally suited to planetary bombardment.

**Cruiser Squadron (CR):** The core of a Cruiser Squadron is, of course, the cruiser. These ships range from 25,000 to 100,000 tons in size. More lightly armored (and in many cases armed) than dreadnoughts, cruisers have traded armaments for mobility. Cruiser Squadrons usually have the highest jump ratings in a given fleet.

Cruiser Squadrons are valuable components of a fleet. Their high jump ratings enable them respond to a crisis quicker. They are ideally suited for rear-zone raids, as well as defending against such raids. Although insufficiently equipped to face heavy enemy squadrons or to bombard well-defended planets, Cruiser Squadrons can be useful in combination with assault squadrons to occupy underprotected systems behind the enemy line.

**Scout Squadron (SR):** Of all the squadron types, scouts are the most difficult to quantify. Generally small, unarmed, adequately armored, and more limited in mobility compared to Cruiser Squadrons, Scout Squadrons are the only ones capable of movement without being part of a fleet, making them the most flexible units under a player's command.

**Tanker Squadron (TR):** Tanker Squadrons are designed and built specifically for refueling other squadrons. Like Assault Squadrons, they are unarmed and unarmored, and should not be left unescorted.

### Universal Squadron Profile

The USqP defines the essential characteristics of a particular squadron and its identity.

### Universal Squadron Profile (USqP)

1234-56-789-A

Where:
- 1-Squadron Type
  - A = Assault Squadron
  - B = Battle Squadron
  - C = Cruiser Squadron
  - S = Scout Squadron
  - T = Tanker Squadron
- 2-Indicate Squadron Number
- 3-Indicate Squadron Number
- 4-Indicate Squadron Number
- 5-Rating
- 6-Refueling Code
  - S = Streamlined
  - P = Partially Streamlined
  - U = Unstreamlined
- 7-Defense Factor
- 8-Attack Factor
- 9-Bombardment Factor
- A-Troop Transport Factor

## CREATING SQUADRONS

### Universal Modifiers

Use the Universal Modifiers (i.e. for Tech Level, and Resources, Infrastructure, Culture Ratings) when determining Defense, Attack, and Bombardment Factors, and as modifiers when determining the maximum number of starship squadrons.

## Step 1: SDB Squadrons

For each world of TL 7+ and Pop 7+, determine the number of System Defense Boat Squadrons on the SDB Squadrons Table.

## Step 2: Starship Squadrons

Determine the base number of Starship Squadrons that may be constructed by a particular system by cross-referencing the number of SDB's with the TL of the world on the Maximum # of Starship Squadrons Table. Use the Resources, Infrastructure, and Culture modifiers to shift the corresponding number of rows downward for positive modifiers, and upward for negative numbers.

The SDB's used is the full original complement present on the world, and subsequent losses of SDB's by the world would not affect the number of squadrons a world could produce or support.

## Step 3: Determine Squadron Types

A player allocates the base number of squadrons (as determined in Step 2) towards the construction of a number of different types of squadrons. Some squadrons are more expensive to construct than others. Use the Base Squadron Cost Table to determine the number of each type of squadron that a given world will build.

## Step 4: Squadron Design

Squadrons are designed using the following sequence:

1. Determine the types and quantities of squadrons.

2. Design squadrons based on the formulae below (drop all fractions).
   A. Defense Factor
   B. Attack Factor (BR/CR only)
   C. Bombardment Factor (BR/CR only)
   D. Streamlining
   E. Jump Rating
   F. Troop Factor

3. Assign a Squadron Number to each, begin with 001 and proceed through 999. Continue in order for ships serving the same pocket empire.

4. Record USqP on appropriate fleet card.

## Creating the USqP

Compute the USqP according to the following formulas, where DF is Defense Factor and M is the Universal Modifiers in all cases.

Assault Squadrons (AR), Tanker Squadrons (TR), and Scout Squadrons (SR) begin the process without Attack/Bombardment Factors and may not gain them through trading Defense Factors.

**Defense Factor (DF):** DF= P–2+M (round fractions down), where P is the population digit of the producing world. Attack Factors can be exchanged for additional Defense Factors at 2 DF for every 1 AF.

**Attack Factor (AF):** Attack Factors are computed for Battle and Cruiser Squadrons only. (Default to 0 for all other squadron types at this point.) Defense or Bombardment Factors can be converted into additional Attack Factors at 2 DF for 1 AF, and 1 BF for 1 AF.

*Battle Squadrons:* AF= [(2x DF)/3] +M (round fractions down).

*Cruiser Squadrons:* AF= (DF/2) +M (round fractions down).

**Bombardment Factor (BF):** Bombardment Factors are calculated for Battle and Cruiser Squadrons only. (Default to 0 for all other squadron types at this point.) Defense or Attack factors can be traded for Bombardment Factors at 2 DF for 1 BF, and 1 AF for 1 AF.

*Battle Squadron:* BF= (DF/2) +M (round fractions down).

*Cruiser Squadron:* BF = (DF/3) + M (round fractions down).

## Streamlining

All squadrons are unstreamlined by default. A squadron can be streamlined at a cost of C = S x V, where C is the Defense Factors to be subtracted from the unit's rating, S is the value from the Streamline Value Table, and V is the cost multiplier for the type of squadron.

## Jump Rating

While Jump Technology can range from 1 to 6 depending on tech level of the constructing world, the nature of warships means that they often sacrifice mobility (Jump Rating) for armor and weaponry. Use the Base Jump Rating Table to determine the value for squadrons.

A squadron can increase its Jump Rating by trading Attack or Bombardment Factors for Jump Rating at 2 AF or 2 BF for +1 Jump Rating. Jump Rating cannot be increased beyond the maximum jump technology of the constructing world.

## Troop Transport Factor

Certain types of squadrons are capable of carrying units for surface reinforcements or assaulting enemy ground forces. The Combat Factor Capacity Table details the base combat strengths that the various squadrons can haul.

## Example 1

Olny, provisional capital and largest world of the newly formed Confederation of Olny, is looking to build starship squadrons up the capacity of its current UWP: A569ABB-D-F9D4.

The first step to amassing starship squadrons is determining the number of System Defense Boat (SDB) Squadrons a world is capable of producing. By cross-referencing the tech level (D) with the population digit (A), we find that Olny has 1500 SDB Squadrons.

Olny's maximum number of squadrons is revealed by cross-referencing the SDB Squadrons (1500) with tech level (D). Then we shift rows based on resources (F= 2), infrastructure (D= 1), and culture (4= -2) for a total of 1 row upward shift. This shows a maximum number of 5 Starship Squadrons.

We then decide to build the following squadrons: 1 BR (2 point each), 2 CR (1 point each), and 1 AR (1 points each) for a total of 5, which is the limit for Olny.

Battle Squadron 1:
DF= 10-2+2 (Res) +1 (Inf) -2 (Cul), or 9.
AF= [(2 x 9)/3] +2 (Res) +1 (Inf) -2 (Cul), or 7.
BF= .5 x 9 +2 (Res) +1 (Inf) -2 (Cul), or 5 (rounded down).
Streamlining is Partial for -1 x 2 (Ship Value)= -2 DF.
Jump Rating is 2 (starting value) +1 (trading in 2 BF)= 3.
USqP is 001-B3P-773-20.

Cruiser Squadron 1:
DF= 10 -2 +2 (Res) +1 (Inf) -2 (Cul), or 9.
AF= 9 / 2 +2 (Res) +1 (Inf) -2 (Cul), or 5.
BF= 9 / 3 = 3 + 2 (Res) + 1 (Inf) - 2) = 4.
Streamlining is Streamlined for -2 x 1 (Ship Value)= -2 DF.
Jump Rating is unchanged at 2.
USqP is 002-C2S-754-7.

Cruiser Squadron 2:
DF= 10 -2 +2 (Res) +1 (Inf) -2 (Cul), or 9.
AF= 9 / 2 +2 (Res) +1 (Inf) -2 (Cul), or 5.
BF= 9 / 3 +2 (Res) +1 (Inf) -2 (Cul), or 4.
Streamlining is Unstreamlined for 0 x 1 (Ship Value)= -0 DF.
Jump Rating is unchanged at 2.
USqP is 003-C2U-954-9.

Assault Squadron:
DF = 10 -2 +2 (Res) +1 (Inf) -2 (Cul), or 9
AF = 0.
BF = 0.
Streamlining is Streamlined for -2 x 1 (Ship Value)= -2 DF.
Jump Rating is 2 with no change possible (AF/BF at 0).
USqP is 004A-2S-900-600.

## Defense Battalions and Troop Units

For all the fear and awe that a fleet full of Battle Squadrons may inspire in friends and foes alike, no starship can take or hold ground. To conquer or defend planets is ultimately the job of armies. The *IS* war system defines the ground/close-defense forces in two main unit types: defense battalions and troop units.

Defense battalions represent stationary planetary defenses, such as missile and gun systems, militias, home guards, and air/ground forces not equipped to fight outside of their native environment.

Troop units represent the portion of a world's ground units geared and trained to fight in foreign environments and wrest away control of enemy worlds.

A world with tech level and population digit of 6+ may have one or more defensive battalions. The total Combat Factors of these defense battalions are based on the world's TL and Pop, derived from the

Defense Battalions Combat Factor Table with row shifts from Universal Modifiers.

Defense battalions may not be removed from their homeworld, and may not be replaced during the course of the war. They are automatically considered to have a tech level corresponding to that of their homeworld. On the world card, record defense battalions as Combat Factor–Tech Level.

## Creating Troop Units

A world of TL7+ and Population 7+ can create Troop Units. Troop Units move from world to world using Movement rules.

Troop Points are spent to produce Troop Units of various types, or they may be saved up to purchase larger units, armored units, elite units, or armored elite units. A Troop Unit is formed once the player spends Troop Points, and takes on the homeworld TL. The number of Troop Points produced is based upon the world's TL and Pop. To determine the Troop Points produced by each world, use the Initial Production Table with a TL modified by the Universal Modifiers.

Troop Units may be divided into smaller sizes, so long as each new unit has a valid size (based on the Troop Unit Size Table). All sub-units are of same type and TL as their parent unit. Troop units may be combined into larger organizational sizes, so long as the new unit has a valid size and the combined units are all of the same type and TL. This resulting unit will also have the same type and TL as its parent units.

## The Universal Troop Profile

The Universal Troop Profile identifies the characteristics of a troop for quick reference.

**Universal Troop Profile (UTP)**
1234-5678-9(9)-A

Where:
1-4 indicate Troop Unit Number
5-Unit Size
    0= Company
    1= Battalion
    2= Regiment
    3= Brigade
    4= Division
    5= Corps
    6= Field Army
6-Unit Type
    0= Infantry
    1= Cavalry
    2= Marine
    3= Jump Troop
    4= Guerrilla
7-Unit Armament
    0= Standard
    1= Armored
8-Unit Quality
    0= Standard Unit
    1= Elite Unit
9-Combat Factor (may be a letter/number combination comprising two digits).
    A-Tech Level

## TECH LEVEL MODIFIER

| Tech Level | Modifier |
|---|---|
| 7 | -2 |
| 8 | -2 |
| 9 | -2 |
| A | -1 |
| B | -1 |
| C | 0 |
| D | 0 |
| E | +1 |
| F | +2 |

## RESOURCES, INFRASTRUCTURE, CULTURE RATINGS

| Rating | Modifier |
|---|---|
| 0 | -3 |
| 1 | -3 |
| 2 | -3 |
| 3 | -2 |
| 4 | -2 |
| 5 | -2 |
| 6 | -1 |
| 7 | -1 |
| 8 | -1 |
| 9 | 0 |
| A | 0 |
| B | 0 |
| C | +1 |
| D | +1 |
| E | +1 |
| F | +2 |

## SDB SQUADRONS

| | Population | | | |
|---|---|---|---|---|
| TL | 7 | 8 | 9 | A |
| 7 | 1 | 5 | 50 | 500 |
| 8 | 1 | 5 | 50 | 500 |
| 9 | 1 | 10 | 100 | 1000 |
| A | 1 | 10 | 100 | 1000 |
| B | 1 | 12 | 120 | 1200 |
| C | 1 | 12 | 120 | 1200 |
| D | 1 | 15 | 150 | 1500 |
| E | 1 | 15 | 150 | 1500 |
| F | 1 | 20 | 200 | 2000 |

## STREAMLINE VALUE

| Type | Value |
|---|---|
| Unstreamlined | 0 |
| Partially Streamlined | -1 |
| Streamlined | -2 |

## BASE JUMP RATING

| Tech Level | Max. Jump Tech | Base Jump Rating |
|---|---|---|
| 9 | 1 | 1 |
| A | 1 | 1 |
| B | 2 | 1 |
| C | 3 | 1 |
| D | 4 | 2 |
| E | 5 | 3 |
| F | 6 | BR= 3 |
| | | Others= 4 |

## BASE SQUADRON COST

| Type | Squadron Value | |
|---|---|---|
| BR | 2 | Starship Squadrons |
| CR | 1 | Starship Squadron |
| AR | 2 | Starship Squadrons |
| TR | 3 | Starship Squadrons |
| SR | 0.5 | Starship Squadrons |

## MAXIMUM # OF STARSHIP SQUADRONS

| | Tech Level | | | | | | |
|---|---|---|---|---|---|---|---|
| SDB's | 9 | A | B | C | D | E | F |
| 10 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 12 | 1 | 1 | 1 | 1 | 1 | 2 | 2 |
| 15 | 1 | 1 | 1 | 2 | 2 | 2 | 2 |
| 20 | 1 | 1 | 2 | 2 | 2 | 2 | 2 |
| 50 | 1 | 2 | 2 | 2 | 2 | 2 | 2 |
| 100 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 120 | 2 | 2 | 2 | 2 | 2 | 3 | 3 |
| 150 | 2 | 2 | 2 | 3 | 3 | 3 | 3 |
| 200 | 2 | 2 | 3 | 3 | 3 | 3 | 3 |
| 500 | 2 | 3 | 3 | 3 | 3 | 4 | 4 |
| 1,000 | 3 | 3 | 3 | 4 | 4 | 4 | 4 |
| 1,200 | 3 | 3 | 4 | 4 | 4 | 5 | 5 |
| 1,500 | 3 | 3 | 4 | 4 | 5 | 5 | 5 |
| 2,000 | 3 | 3 | 4 | 4 | 5 | 5 | 6 |

## DEFENSE BATTALIONS COMBAT FACTOR

| | Population | | | | |
|---|---|---|---|---|---|
| TL | 6 | 7 | 8 | 9 | A+ |
| 6 | 1 | 2 | 20 | 200 | 2,000 |
| 7 | 1 | 5 | 50 | 500 | 5,000 |
| 8 | 1 | 5 | 50 | 500 | 5,000 |
| 9 | 1 | 10 | 100 | 1,000 | 10,000 |
| A | 1 | 10 | 100 | 1,000 | 10,000 |
| B | 2 | 12 | 120 | 1,200 | 12,000 |
| C | 2 | 12 | 120 | 1,200 | 12,000 |
| D | 2 | 15 | 150 | 1,500 | 15,000 |
| E | 2 | 15 | 150 | 1,500 | 15,000 |
| F | 2 | 20 | 200 | 2,000 | 20,000 |

## COMBAT FACTOR CAPACITY

| Squadron | CF Capacity |
|---|---|
| AR | 600 |
| BR | 20 |
| CR | DF of Squadron |
| SR | 0 |
| TR | 0 |

## INITIAL PRODUCTION

| | Population | | | |
|---|---|---|---|---|
| TL | 7 | 8 | 9 | A |
| 7 | 1 | 5 | 20 | 100 |
| 8 | 1 | 5 | 20 | 100 |
| 9 | 1 | 5 | 20 | 100 |
| A | 1 | 5 | 20 | 100 |
| B | 2 | 10 | 50 | 500 |
| C | 2 | 10 | 50 | 500 |
| D | 5 | 20 | 100 | 1,000 |
| E | 5 | 20 | 100 | 1,000 |
| F | 10 | 50 | 500 | 2,000 |

## STREAMLINE COST MULTIPLIER

| Type | Multiplier |
|---|---|
| BR | 2 |
| CR | 1 |
| AR | 1 |
| TR | 1 |
| SR | 0.5 |

## TROOP UNIT COST

| Unit Type | Production Points per CF |
|---|---|
| Foot Infantry | 1 |
| Horse Cavalry | 1 |
| Armored Infantry | 2 |
| Armored Cavalry | 2 |
| Elite Foot Infantry | 2 |
| Elite Horse Cavalry | 2 |
| Elite Armored Infantry | 4 |
| Elite Armored Cavalry | 4 |
| Jump Troops | 2 |
| Marines | 2 |

## TROOP UNIT SIZE

| Size | Combat Factor |
|---|---|
| Company | 1 |
| Battalion | 2 |
| Regiment | 5 |
| Brigade | 10 |
| Division | 20 |
| Corps | 50 |
| Army | 100 |
| Army Group | 500 |

## PLANNING FACTOR

| 2D | PF |
|----|----|
| 2 | 0 |
| 3 | 2 |
| 4 | 3 |
| 5 | 4 |
| 6 | 5 |
| 7 | 5 |
| 8 | 5 |
| 9 | 4 |
| 10 | 3 |
| 11 | 2 |
| 12 | 1 |

## TACTICAL FACTOR

| 1D | TF |
|----|----|
| 1 | -2 |
| 2 | -1 |
| 3 | 0 |
| 4 | 0 |
| 5 | 1 |
| 6 | 2 |

## REPAIR POINTS

| | Resources | | | |
|---|---|---|---|---|
| Pop | 0-3 | 4-7 | 8-B | C-F |
| 7 | 0.25 | 0.33 | 0.40 | 0.50 |
| 8 | 0.33 | 0.40 | 0.50 | 0.67 |
| 9 | 0.40 | 0.50 | 0.67 | 0.80 |
| A+ | 0.50 | 0.67 | 0.80 | 1.00 |

## ADMIRALS IN COMBAT

| 1D | Result |
|----|--------|
| 1 | Battlefield Promotion |
| 2 | Critical Battle |
| 3 | No Effect |
| 4 | No Effect |
| 5 | Wounded |
| 6 | KIA |

## PREPAREDNESS LEVEL

| 1D | PL |
|----|----|
| 1 | 0 (Total Demobilization) |
| 2 | 1 (Partial Demobilization) |
| 3 | 2 (Limited Mobilization) |
| 4 | 3 (Moderate Mobilization) |
| 5 | 4 (High Mobilization) |
| 6 | 5 (Full Mobilization) |

*DM: +2 if the empire has the leading initiative (see "Initiative"). -2 if the empire has a lagging initiative.*

## REINFORCEMENT LEVEL

| 1D | RL |
|----|----|
| 1 | 0 |
| 2 | 1 |
| 3 | 2 |
| 4 | 3 |
| 5 | 4 |
| 6 | 5 |

## REINFORCEMENT LEVEL 1

| | | | | | | Turn # | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| ML | Start | 11 | 21 | 31 | 41 | 51 | 61 | 71 | 81 | 91 | 101 |
| | | | | | | *In Percent* | | | | | |
| 0 | 0 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| 1 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | |
| 2 | 20 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | | |
| 3 | 30 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | | | |
| 4 | 40 | 10 | 10 | 10 | 10 | 10 | 10 | | | | |
| 5 | 50 | 10 | 10 | 10 | 10 | 10 | | | | | |
| 6 | 60 | 10 | 10 | 10 | 10 | | | | | | |
| 7 | 70 | 10 | 10 | 10 | | | | | | | |
| 8 | 80 | 10 | 10 | | | | | | | | |
| 9 | 90 | 10 | | | | | | | | | |
| A | 100 | | | | | | | | | | |

## REINFORCEMENT LEVEL 2

| | | | Turn # | | | |
|---|---|---|---|---|---|---|
| ML | Start | 11 | 21 | 31 | 41 | 51 |
| | | | *In Percent* | | | |
| 0 | 0 | 20 | 20 | 20 | 20 | 20 |
| 1 | 10 | 20 | 20 | 20 | 20 | 10 |
| 2 | 20 | 20 | 20 | 20 | 20 | |
| 3 | 30 | 20 | 20 | 20 | 10 | |
| 4 | 40 | 20 | 20 | 20 | | |
| 5 | 50 | 20 | 20 | 10 | | |
| 6 | 60 | 20 | 20 | | | |
| 7 | 70 | 20 | 10 | | | |
| 8 | 80 | 20 | | | | |
| 9 | 90 | 10 | | | | |
| A | 100 | | | | | |

## REINFORCEMENT LEVEL 3

| | | | Turn # | | |
|---|---|---|---|---|---|
| ML | Start | 11 | 21 | 31 | 41 |
| | | | *In Percent* | | |
| 0 | 0 | 30 | 30 | 30 | 10 |
| 1 | 10 | 30 | 30 | 30 | |
| 2 | 20 | 30 | 30 | 20 | |
| 3 | 30 | 30 | 30 | 10 | |
| 4 | 40 | 30 | 30 | | |
| 5 | 50 | 30 | 20 | | |
| 6 | 60 | 30 | 10 | | |
| 7 | 70 | 30 | | | |
| 8 | 80 | 20 | | | |
| 9 | 90 | 10 | | | |
| A | 100 | | | | |

## REQUIRED REFUELING TIMES

| | Refueling Code | | |
| --- | --- | --- | --- |
| Fuel Source | Partially Streamlined | Streamlined | UnStreamlined |
| Gas Giant | 0 | 0 | 1 |
| Ocean | 0 | 1 | 1 |
| Starport | * | * | * |
| Base | 0 | 0 | 0 |

* See Starport Refueling Table

## STARPORT REFUELING TABLE

| Type | Description |
| --- | --- |
| A | Excellent quality installation with fuel available for four squadrons in zero time. |
| B | Good quality installation with fuel available for three squadrons in zero time. |
| C | Routine quality installation with fuel available for two squadrons in zero time. |
| D | Poor quality installation with fuel available for one squadron in zero time. |
| E | Frontier installation with no fuel facilities available. |

## SPACE COMBAT RESULTS TABLE

| Die Roll | Total Attack Factor | | | | | | | | | | Die Roll |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | 1 | 3 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | |
| 1 | - | - | - | 2 | 3 | 6 | 8 | 10 | 12 | 14 | 1 |
| 2 | - | - | - | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 2 |
| 3 | - | - | 2 | 4 | 8 | 10 | 12 | 14 | 16 | 18 | 3 |
| 4 | - | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 4 |
| 5 | - | 2 | 4 | 6 | 10 | 12 | 14 | 16 | 18 | 20 | 5 |
| 6 | 2 | 4 | 6 | 8 | 12 | 14 | 16 | 18 | 20 | 22 | 6 |

## SDB AGAINST SQUADRON COMBAT TABLE

| Die Roll | SDBs Current Strength | | | | | | | | | | Die Roll |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | 10 | 30 | 60 | 120 | 180 | 240 | 300 | 360 | 420 | 480 | |
| -2 | — | — | — | — | — | — | 2 | 4 | 6 | 8 | -2 |
| -1 | — | — | — | — | — | 2 | 4 | 6 | 7 | 10 | -1 |
| 0 | — | — | — | — | 2 | 4 | 6 | 8 | 10 | 12 | 0 |
| 1 | — | — | — | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 1 |
| 2 | — | — | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 2 |
| 3 | — | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 3 |
| 4 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 4 |
| 5 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 5 |
| 6 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 6 |
| 7 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 7 |
| 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 8 |

## SQUADRON AGAINST SDB COMBAT TABLE

| SD Boats | Total Bombardment Factor | | | | | | | | | | SD Boats |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| | 1 | 3 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | |
| 1 | 80 | 90 | d | d | d | d | d | d | d | d | 1 |
| 2 | 70 | 80 | 90 | d | d | d | d | d | d | d | 2 |
| 5 | 60 | 70 | 80 | 90 | d | d | d | d | d | d | 5 |
| 10 | 50 | 60 | 70 | 80 | 90 | d | d | d | d | d | 10 |
| 12 | 40 | 50 | 60 | 70 | 80 | 90 | d | d | d | d | 12 |
| 15 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | d | d | d | 15 |
| 20 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | d | d | 20 |
| 50 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | d | 50 |
| 100 | — | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |
| 120 | — | — | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 120 |
| 150 | — | — | — | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 150 |
| 200 | — | — | — | — | 10 | 20 | 30 | 40 | 50 | 60 | 200 |
| 500 | — | — | — | — | — | 10 | 20 | 30 | 40 | 50 | 500 |
| 1,000 | — | — | — | — | — | — | 10 | 20 | 30 | 40 | 1,000 |
| 1,200 | — | — | — | — | — | — | — | 10 | 20 | 30 | 1,200 |
| 1,500 | — | — | — | — | — | — | — | — | 10 | 20 | 1,500 |
| 2,000 | — | — | — | — | — | — | — | — | — | 10 | 2,000 |
| 5,000 | — | — | — | — | — | — | — | — | — | — | 5,000 |

## TL COMBAT MODIFIERS

| Tech Level | Modifier |
| --- | --- |
| 15+ | +2 |
| 14 | +1 |
| 13 | +1 |
| 12 | 0 |
| 11 | -1 |
| 10 | -2 |
| 9 | -2 |
| 8- | -3 |

## ATMOSPHERE MODIFIERS

| Atmosphere Code | Modifier |
| --- | --- |
| 0 | -2 |
| 1 | -2 |
| 2 | -1 |
| 3 | -1 |
| 4 | -1 |
| 5 | 0 |
| 6 | 0 |
| 7 | -1 |
| 8 | 0 |
| 9 | -1 |
| A | -1 |
| B | -1 |
| C | -1 |
| D | -1 |
| E | -1 |
| F | -1 |

## SURFACE BOMBING TABLE

| Die Roll | Total Bombardment Factor | | | | | | | | | | Die Roll |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 3 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | |
| -2 | 20 | 30 | 30 | 40 | 40 | 50 | 50 | 50 | 50 | 50 | -2 |
| -1 | 20 | 20 | 30 | 30 | 40 | 40 | 50 | 50 | 50 | 50 | -1 |
| 0 | 10 | 20 | 20 | 30 | 30 | 40 | 40 | 50 | 50 | 50 | 0 |
| 1 | 10 | 10 | 20 | 20 | 30 | 30 | 40 | 40 | 50 | 50 | 1 |
| 2 | — | 10 | 10 | 20 | 20 | 30 | 30 | 40 | 40 | 50 | 2 |
| 3 | — | — | 10 | 10 | 20 | 20 | 30 | 30 | 40 | 40 | 3 |
| 4 | — | — | — | 10 | 10 | 20 | 20 | 30 | 30 | 40 | 4 |
| 5 | — | — | — | — | 10 | 10 | 20 | 20 | 30 | 30 | 5 |
| 6 | — | — | — | — | — | 10 | 10 | 20 | 20 | 30 | 6 |
| 7 | — | — | — | — | — | — | 10 | 10 | 20 | 20 | 7 |
| 8 | — | — | — | — | — | — | — | 10 | 10 | 20 | 8 |

## PERCENTAGE LOSS TABLE

| Full Factor | Percentage Loss | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | 90 | 80 | 70 | 60 | 50 | 40 | 30 | 20 | 10 |
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 | 1 |
| 2 | 0 | 0 | 1 | 1 | 1 | 1 | 1 | 2 | 2 |
| 3 | 0 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 |
| 4 | 0 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 |
| 5 | 1 | 1 | 2 | 2 | 3 | 3 | 4 | 4 | 5 |
| 10 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 12 | 1 | 2 | 4 | 5 | 6 | 7 | 8 | 10 | 11 |
| 15 | 2 | 3 | 5 | 6 | 8 | 9 | 11 | 12 | 14 |
| 20 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |
| 30 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 |
| 40 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 |
| 50 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 |
| 100 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 |
| 120 | 12 | 24 | 36 | 48 | 60 | 72 | 84 | 96 | 108 |
| 150 | 15 | 30 | 45 | 60 | 75 | 90 | 105 | 120 | 135 |
| 200 | 20 | 40 | 60 | 80 | 100 | 120 | 140 | 160 | 180 |
| 300 | 30 | 60 | 90 | 120 | 150 | 180 | 210 | 240 | 270 |
| 400 | 40 | 80 | 120 | 160 | 200 | 240 | 280 | 320 | 360 |
| 500 | 50 | 100 | 150 | 200 | 250 | 300 | 350 | 400 | 450 |
| 1,000 | 100 | 200 | 300 | 400 | 500 | 600 | 700 | 800 | 900 |
| 1,200 | 120 | 240 | 360 | 480 | 600 | 720 | 840 | 960 | 1,080 |
| 1,500 | 150 | 300 | 450 | 600 | 750 | 900 | 1,050 | 1,200 | 1,350 |
| 2,000 | 200 | 400 | 600 | 800 | 1,000 | 1,200 | 1,400 | 1,600 | 1,800 |
| 3,000 | 300 | 600 | 900 | 1,200 | 1,500 | 1,800 | 2,100 | 2,400 | 2,700 |
| 4,000 | 400 | 800 | 1,200 | 1,600 | 2,000 | 2,400 | 2,800 | 3,200 | 3,600 |
| 5,000 | 500 | 1,000 | 1,500 | 2,000 | 2,500 | 3,000 | 3,500 | 4,000 | 4,500 |
| 20,000 | 2,000 | 4,000 | 6,000 | 8,000 | 10,000 | 12,000 | 14,000 | 16,000 | 18,000 |
| 150,000 | 15,000 | 30,000 | 45,000 | 60,000 | 75,000 | 90,000 | 105,000 | 120,000 | 135,000 |

## TROOP COMBAT RESULTS TABLE

| Dice Roll | Combat Odds | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1:100 | 1:10 | 1:5 | 1:3 | 1:2 | 1:1.5 | 1:1 | 1.5:1 | 2:1 | 3:1 | 5:1 | 10:1 | 100:1 |
| 2 | — | 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 90 | d | d | d |
| 3 | — | — | 10 | 10 | 20 | 30 | 40 | 50 | 60 | 80 | 90 | d | d |
| 4 | — | — | — | 10 | 10 | 20 | 30 | 40 | 50 | 70 | 90 | d | d |
| 5 | — | — | — | — | 10 | 10 | 20 | 30 | 40 | 60 | 90 | d | d |
| 6 | — | — | — | — | — | 10 | 10 | 20 | 30 | 50 | 80 | d | d |
| 7 | — | — | — | — | — | — | 10 | 10 | 20 | 40 | 70 | 90 | d |
| 8 | — | — | — | — | — | — | — | 10 | 10 | 30 | 60 | 80 | d |
| 9 | — | — | — | — | — | — | — | — | 10 | 20 | 50 | 70 | d |
| 10 | — | — | — | — | — | — | — | — | — | 10 | 40 | 60 | d |
| 11 | — | — | — | — | — | — | — | — | — | 10 | 30 | 50 | 90 |
| 12 | — | — | — | — | — | — | — | — | — | — | 20 | 40 | 80 |

## Organizational Size of Troop Units

Troop units are organized into various sizes and types. Unit size is based on the Combat Factor of the troops included. Smaller units are easier to move (hence, armored units are preferred, since they also have twice the Combat Factor of a standard troop. The same can be said of Elite troops). The listed Troop Unit Sizes are the only ones possible for Troop Units. Use Troop Units Cost Table and Troop Units Size Table to calculate the final coast of a troop unit.

## Example 2

Olny, with USqP of A569ABB-D-F9D4 and EE Modifier of +1, has 500 initial production points (TL of B+1= C and Pop A). We decide to spend them as follows:

5 Division of Armored Infantry Troops:
Division= 20 CF.
Armored Infantry= 2 points per CF.
Total cost is 20 (Division CF) x 2 (for Armored Infantry) x 5 (number of Divisions), or 200 production points.
UTP is 0001-4010-20-C.

5 Brigades of Elite Armored Cavalry:
Brigade= 10 CF.
Elite Armored Cavalry = 4 points per CF.
Total cost is 10 x 4 x 5, or 200 production points.
UTP is 0002-3111-10-C.

5 Brigades of Jump Troops:
Brigade= 10 CF.
Jump Troops= 2 points per CF.
Total cost = 10 x 2 x 5, or 100 production points.
UTP is 0003-3300-10-C.

Final Total is 200 +200 +100, or 500 production points.

## Generating Fleets and Admirals

"Fleets" refers to the unit scale that controls the movement and organization of squadrons. Each player may produce a number of fleets equal to the number of active squadrons available to the side divided by 5 (rounded down). In no case should a particular empire have less than two fleets. Fleets can never be lost permanently as a result of combat. If a fleet has all of its squadrons eliminated in battle, the fleet enters the game on the following turn as a reinforcement at the closest friendly A or B class starport.

For each fleet available to a player at the beginning of the game, they may generate one admiral. Additional admirals may be created to replace those lost in combat or removed (up to the number of fleets) at a rate of one per year (52 turns) for each empire.

Admirals are characterized by Precedence, Planning Factors, and Tactical Factors. Those with lower Precedence scores are placed higher in the navy ranking system, and thus will command the largest fleets. Planning Factor indicates the number of turns in advance that an admiral must plot his or her moves in advance (therefore, the lower the Planning Factor, the more effective a particular admiral is). Admirals with a high Tactical Factor are superior tacticians to those with a low Tactical Factor.

Roll 3D-3 for the initial Precedence characteristic for each admiral. Roll 2D and consult the Admiral Planning Factor Table for the admiral's Planning Factor. Finally, roll 1D and consult the Admiral Tactical Factor Table to determine Tactical Factor.

Each fleet has an "intrinsic admiral" (i.e. junior in seniority or rank) with a Precedence higher than that of all other admirals, a Planning Factor of 5, and a Tactical Factor of 0.

## MOVEMENT

Squadrons move from hex to hex using jump drives. Each squadron has a Jump Factor (indicated in its USqP) and may move that number of hexes in the movement phase, subject to refueling, plotting, and fleet control. A squadron may move (jump) a number of hexes equal to or less than its Jump Factor. It is moved from the hex it occupies directly to the hex to which it is jumping. It does not pass through the intervening hexes and thus ignores enemy forces in those hexes.

Any squadron with a Jump Factor of 0 cannot jump and must remain in the hex it occupies.

## Fleets

With few exceptions, squadrons may move only if contained in a fleet. Squadrons are assigned to fleets by placing Squadrons Cards in a stack to indicate such assignment. Squadrons that are part of a fleet must all be in the same hex.

Fleets are restricted in their performance by the squadron with the lowest Jump Factor in the fleet. For example, a fleet containing two Jump-3 squadrons and one Jump-1 squadron could only jump one hex per turn.

Fleets are also restricted by the refueling capabilities of the squadrons in the fleet. If one or more squadrons in the fleet is incapable of refueling or does not refuel, then the fleet may not jump. Thus, if a fleet contains three streamlined squadrons and one unstreamlined squadron, and the fleet jumps to a system with a gas giant, then the fleet would be required to spend one full turn refueling (streamlined squadrons are not normally required to spend any time refueling at a gas giant.)

## Plotting

Fleets are subject to control and planning problems and their moves must be plotted several turns in advance. Plotting occurs in the Plotting Phase of each turn. Each fleet has a standard plotting value, the number of turns in advance that movement must be plotted for the fleet. The default plotting value for fleets is 5. For example, in the Plotting Phase of turn 3, Player 1 will plot where his fleet's movement on turn 8, while in previous turns, plotting has already

determined where the fleet will be in turns 4, 5, 6 and 7. The quality of a fleet's admiral rating may be lower than 5, as detailed later in this rule.

**Initial Plotting:** At the start of the game, each player plans his initial assault against another empire. Each must plot where his fleets will move in the number of turns equal to his fleet's Admiral Rating. The exception to this rule is when one player is making a surprise attack (as determined by the referee before play, depending on the scenario). In that case, the aggressor is required to have his/her moves plotted five turns in advance, but the defender will not be able to move on the first turn, except for scout ships and fleets commanded by admirals with a Planning Factor of zero.

**Subsequent Turns:** Once the game begins, each player must plot movement for each fleet each turn. A fleet will already have plotted several turns in advance. Plotting must indicate the movement desired for the appropriate turn in the future.

**Movement Types:** Three types of moves may be plotted.

*Jump:* A fleet may be plotted to jump to a new location. Plot this by writing the unit number of the fleet, followed by the code JXXXX, where XXXX is the destination hex number. For example, turn 7-18F-J2011 means that on turn 7 the 18th Fleet will jump to hex 2011.

A fleet cannot be plotted to jump distances greater than the limit of its squadron with the lowest Jump Factor. A fleet cannot be plotted to jump if any of its squadrons need refueling. For example, a fleet containing a squadron that requires a full turn to refuel cannot be plotted to jump two turns in a row.

*Refuel/Hold:* A fleet may be plotted to refuel for those squadrons requiring one full turn to refuel. A fleet scheduled to refuel in a turn may not jump, even if refueling actually is impossible due to enemy presence. Plot refueling by writing the unit number followed by RXXXX, where XXXX is the hex number of the system where refueling takes place. For example, turn 8-18F-R2011 means that on turn 8 the 18th Fleet is refueling in hex 2011.

The refuel order may be used to have a fleet hold its position, remaining in the hex it occupies. Thus, use of the refuel order requires the fleet to remain in its hex, allowing the fleet to refuel if necessary and possible.

*Detachments:* Normally, squadrons may be detached from a fleet without requiring this action to be plotted. However, if a fleet is to perform an action beyond the abilities of even one of its squadrons in its current composition, then these squadrons must be detached from the fleet before the action may be plotted. Example: The 14th Fleet contains four Jump-3 squadrons and two Jump-2 squadrons. If the player wishes the fleet to make a 3 hex jump on turn 24, then the Jump-2 squadrons must be detached on turn 23 (or earlier) for this action to be plotted.

**Special Situations:** Plotted movement may be altered as battle situations change.

*Abort:* A player may abort a Fleet's plot during any Plotting Segment. A player must abort a fleet's plot if the plot no longer corresponds to the scene (such is often the case when a fleet disengages from space combat, per Rule 4). When a fleet's plot is aborted, all previously plotted action is changed to refuel/hold in the hex it occupies. New actions for the turns after the last aborted action may be plotted as normal. Example: The 18th Fleet jumps to hex 2314 on turn 10. The currently plotted actions of the fleet are turn 11-R2314, turn 12-J2213, turn 13-R2213, turn 14-J2214. During the Plotting Phase of turn 10, the player normally would plot the fleet's action for turn 15. However, the player decides to abort the fleet's plotted movement, changing all previously plotted movement to refuel/hold in the fleet's current location. Thus the plot would become turn 11-R22314, turn 12-R22314, turn 13-R22314, and turn 14-R22314. The player may then plot for turn 15 as normal.

*Failure to Refuel:* if a fleet is plotted to refuel but cannot do so for any reason, a player may abort its plot as described above. Alternately, the player may insert a refuel/hold order as his plotted movement for the next turn, and delay all previously plotted movement by one turn. For instance, the 14th fleet is in hex 2409 and was plotted to refuel there on turn 6. However, enemy control of the refueling facilities in that hex prevented the fleet from doing so. The currently plotted actions of the fleet are turn 7-J2411, turn 8-R2411, turn 9-J2314. Instead of aborting, the player decides to insert a refuel/hold order for turn 7, hoping to be able to refuel on that turn and then continue with his plotted action. The fleet's plot would then become turn 7-R2409, turn 8-J2411, turn 9-R2411, and turn 10-J2314. The player does not plot any new action for turn 10, as his insertion of the refuel/hold order for turn 7 determines his plot for turn 10.

*New Fleet:* When a new fleet is created, the owning player must plot, during Plotting Phase, movement for the required number of turns in advance for that fleet.

*Changing Plotting Requirements:* The admiral's Planning Factor is then used instead of the fleet's standard value. It is also possible to change plotting requirements by assigning a different admiral to the fleet to replace a previously assigned admiral. If the plotting factor for the fleet is reduced, excess turns of plotting may be erased and need not be re-written until the new plotting factor takes effect. If the plotting factor is increased, then the required number of turns must be plotted in advance during the next Plotting Phase.

For example, the 43rd Fleet, commanded by Admiral Vasilyev (Planning Factor of 4) jumps into a system on turn 15. Ordinarily, during the Plotting Segment of the Plotting/Reorganization Phase of turn 15, the fleet's movement for turn 19 would be

plotted (its movement for turns 16, 17, and 18 having been written in previous turns). However, Admiral Ashluda (Planning Factor of 2) was present in the system, and the player assigned him to take over the 43rd Fleet from Vasilyev during the Fleet Adjustment Segment of the same Phase. Ashluda's Planning Factor reduces the plotting of the fleet's movement from four turns to only two turns in advance. Thus, turns 16 and 17 (plotted under Vasilyev) remain as they are, but the plot for turn 18 is erased. Under Ashluda, the turn 18 movement for the 43rd Fleet will not have to be plotted until the Plotting Segment of turn 16.

## Fleet Adjustment

During the Fleet Adjustment Segment of the Plotting and Reorganization Phase, squadrons may be attached to or detached from fleets. Squadrons plotted for detachment must be detached, though they may be attached immediately to another fleet in the same hex (simply move the Squadron Cards to the correct stack). Otherwise, place the detached squadrons in a separate stack to indicate that they are not attached to any fleet. The squadrons may not move until they are attached to a fleet or organized into a new fleet.

No squadron may be attached to a fleet if that squadron cannot conform to the fleet's plotted movement. For example, a squadron needing to spend a full turn refueling cannot be attached to a fleet plotted to jump in the next turn.

A player may have only a limited number of fleets in play as dictated by the scenario. When the player has a Fleet Card available, it is brought into play during the Fleet Adjustment Segment by taking some or all unattached squadrons from a given hex and placing them under the Fleet Card.

A fleet in play may be disbanded by detaching all of its squadrons. A fleet must be disbanded if all of its squadrons are destroyed in combat. Remove the Fleet Card of the disbanded fleet from play during Fleet Adjustment Segment. The Fleet Card may be brought back into play on the following turn in the same manner as a new fleet.

## Admirals

Each side has a number of admirals, who increase fleet maneuverability through their Planning Factors, each of which equates to the number of turns that actions for the commanding admiral's fleet must be plotted in advance, and it is always equal to or less than the plotting factor for a fleet (5) by itself. For example, if Admiral Demiatl has a Planning Factor of 3, any fleet commanded by Demiatl needs to have its movement plotted only three turns prior.

Any fleet under the command of an admiral who has a Planning Factor of 0 requires no pre-plotted movement. Instead, the owning player simply moves the fleet as he/she wishes during the well-led Fleet Movement Segment of the Movement Phase.

Admirals have additional abilities and requirements, which are fully explained in a later section.

## Scouts

A scout squadron is the only squadron type that may make a jump without having to be a part of a fleet. A scout squadron may be organized into a fleet, but it must then conform to all rules pertaining to the fleet.

If a scout squadron is not part of a fleet, it may move independently, moving as the owning player wishes without having its course plotted in advance, during the Scout Movement Segment of the Movement Phase.

An independent scout squadron may transport an admiral (see "Transport") and retains its 0 plotting value regardless of the admiral's Planning Factor.

## Non-Scout Squadrons

All squadrons other than scout squadrons may make a jump only if they are organized as part of a fleet. Independent or detached squadrons may only hold position or refuel, and thus no plotting is required for them.

## New Squadrons

Reinforcement and replacement squadrons are brought into play from their planets of origin. To depart the world, the squadrons must first be organized into a fleet when and if a Fleet Card becomes available. The fleet must then have its movement plotted as normal. Fleets exiting the stellar map are removed from play.

## Refueling

A squadron that makes a jump must refuel before it may make another jump. Refueling entails acquiring hydrogen from gas giants in a star system, from water on a world's surface (henceforth called an ocean), from a starport, from a base, or from a tanker squadron.

All squadrons have refueling codes as part of their creation which will be noted on their Fleet Card. The Required Refueling Times Table cross-references refueling codes with fuel source for the refueling time required.

Refueling occurs during Movement Phase. A notation of 0 on the table means that it takes negligible time for a squadron with the appropriate code to refuel at the indicated source. Therefore, if a squadron jumps to a fuel source requiring it to spend zero time to refuel, it is considered refueled at the end of the Movement Phase and may jump again in the following turn. If a squadron jumps to a fuel source requiring it to spend at least one Movement Phase to refuel, it may not jump until the indicated number of turns has elapsed.

Starports with fuel available may refuel only a limited number of squadrons instantly, as shown on the Starports Table. All squadrons beyond the indi-

cated number must remain at the starport for one full Movement Phase to refuel. Ignore a squadron's refueling code when refueling at a starport. For example, a fleet of ten squadrons jumps to a system containing a type-A starport. Four of the squadrons can be refueled in zero time; the remaining six squadrons must spend an entire Movement Phase.

Tanker squadrons are able to refuel a limited number of other squadrons equal to the tanker's Defense Factor in zero time, regardless of the squadrons' refueling codes. Thus, a tanker with a Defense Factor of 6 could refuel 6 squadrons instantly. A tanker may refuel itself or another tanker, counting all other squadrons it may refuel. This allows it to jump again but does not replenish its ability to refuel squadrons. If any or all of a tanker's ability to refuel squadrons is used in a turn, then the tanker may not refuel any squadron until after the tanker itself has refueled at any fuel source other than another tanker.

A squadron may refuel from an ocean, starport, or base only if the location is presently controlled by friendly forces. It may not refuel at a site which is enemy-controlled or uncontrolled, though refueling is always possible at a gas giant regardless of control. (Control is defined in a later section.)

## Transport

Troops and admirals have no intrinsic movement ability and must be transported by squadrons in order to change locations. When not being transported, troops and admirals must be placed under the World Card of the system they occupy. When being transported, stack the Troop Unit Cards and Admiral Cards under the transporting Squadron Cards. For convenience, stack an Admiral Card under the Fleet Card of the fleet under the admiral's command, when at least one squadron is present in the fleet.

There is no penalty to load or unload for transport — such action can take place any time during the Movement Phase. Troops and admirals may be loaded and unloaded at worlds with enemy troops and/or defense battalions presence, but not during the Movement Phase if there are any enemy squadrons or system defense boats in the system. Instead, the transport occurs in the Space-Surface Transfers Subsegment of the Combat Phase.

Any squadron may transport any number of admirals, but the maximum amount of troops it can carry is its Troop Factor, listed on the USqP. A troop unit must be loaded into a single squadron; several squadrons may not combine to transport a single troop unit. A squadron may carry more than one troop unit, as long as its capacity is not exceeded.

Whenever a squadron is eliminated, all of the troops it was transporting are also eliminated. Whenever a squadron is reduced in strength, the Combat Factors of the carried troops must be reduced to match the squadron's new capacity. Such casualties are marked as combat loss. Admirals are

considered to be onboard any friendly squadron in the hex and thus are not killed unless all said squadrons in the hex are eliminated.

## Admirals and Commercial Transportation

Under certain circumstances, admirals may travel without being transported by a scout squadron or fleet. Any admiral may travel from one world to another if the following conditions exist:

- Both worlds possess A or B class starports or the two worlds are connected by an xboat route (if xboat routes exist).
- The jump distance between the two worlds is 1 less than the maximum Jump Factor of the empire's technology, with a minimum distance of 1, and maximum distance of 4 parsecs (hexes).

## COMBAT

All combat occurs during Combat Phase, in the order specified in Sequence of Play. Resolve all battles in a single hex before proceeding to battles in another hex.

### Combat Result Tables

Several combat result tables are used for the resolution of combat between the squadrons, troops, and static defenses of worlds (system defense boats and defense battalions).

**Space Combat Result Table:** This table is used during the Interface Combat Segment to resolve conflict between opposing squadrons.

**Squadron vs. SDB Combat Table:** This table is used during the Interface Combat Segment to resolve squadrons' assault upon system defense boats (SDBs).

**SDB vs. Squadron Combat Table:** This table is used during the Interface Combat Segment for attacks made by SDBs upon squadrons.

**Surface Bombing Table:** This table is used during the Interface Combat Segment to resolve bombardment on ground troops and defense battalions by squadrons and SDBs.

**Troop Combat Result Table:** This table is used during the Surface Combat Segment for clashes between invading troops and the troops and/or defense battalions on a world's surface.

### Static Defenses

Worlds are often protected by defense battalions, which represent indigenous force such as local militia. All worlds with TL6+ and Pop 6+ have defensive battalions. The TL of the defense battalions will match that of the world. Defense battalions at a single world are treated as a single unit. For convenience, the term "defense unit" refers to the defense battalions at a world as a whole.

Worlds may be protected by system defense boats (SDB's), which are used to battle enemy squadrons in the world's system. Worlds with TL7+ and Pop 7+ have SDB's. The tech level of the SDB's will also match that of the world. SDB's at a single

world are treated as one unit. For convenience, the term "SDB unit" will refer to the collective SDB's at a world.

SDBs and defense battalions are static defenses. They may not be transported from their worlds to any other hex.

### Losses and Percentage Loss

Troop units, defense units, and SDB units receive percentage losses in combat. These losses are always based on the full strength of the unit, so multiple percentage losses to a unit are cumulative. For example, a troop unit receiving 10% losses in combat, then 40% losses in a subsequent battle is at 50% casualty. If in a later encounter the unit receives 50% losses, it will have suffered a 100% loss.

When the percentage loss to a unit reaches or exceeds 100%, the unit is completely eliminated. For a troop unit, simply remove its card from play. For a defense or SDB unit, simply mark the unit off from the World Card.

Record the current percentage loss next to the unit's universal profile. For example, a troop unit receiving 20% losses would have "20%" marked next to its UTP on its Troop Unit Card. If the unit later suffers 10% losses then this would be changed to "30%." Losses suffered by defense battalion or SDB units are recorded in the appropriate percentage next to the space on their subject World Card. When such an unit reaches 100% losses, scratch it out on the World Card.

Troop, defense, and SDB units that have taken losses use their current strength in combat, not their full strength. The current strength of a unit is found on the Percentage Loss Table, by cross-referencing the full Combat Factor of the unit with the percentage loss of the unit. Thus, a 50-CF corps that has suffered 40% losses would have a current CF of 30.

The current strength of a troop unit is used for transport purposes. For example, a 50-CF corps suffering 60% losses would have its strength reduced to 20, making it transportable by a battle squadron.

Squadrons do not take percentage losses. Instead, squadrons decrease their USqP values in combat.

### Space Combat

Combat between opposing squadrons occupying the same hex is mandatory. It is fought in a series of combat rounds, continuing until one side is destroyed or disengages.

Each combat round consists of a simultaneous exchange of fire between the opposing squadrons. Each player totals the Attack Factors of his squadrons and uses this total to determine the column used on the Space Combat Result Table. A player will use the column most closely approximates, but not exceeding, his/her total Attack Factor. For example, a total of 29 Attack Factors would fire using the "24" column. Each player rolls one die and cross-indexes the roll with the correct column for the combat result, which will be either a number to represent the battle damage inflicted upon the enemy squadrons, or a dash to indicate that the attack had no effect. Assess combat results at the end of a round.

If a player's total Attack Factor exceeds 48 (the highest numbered column on the table), then the player splits his Attack Factor into a multiple-attack that round. The Attack Factor is divided in multiples of 48 until a remainder of less than 48 is reached. One attack is made on the "48" column for each multiple of 48-AF, and the last attack is made on the column corresponding the remainder. The combat results of a multiple attack are tallied together for the total battle damage to enemy squadrons. For example, a player with a 58 AF will make a multiple-attack. The first volley is launched with 48 AF, and a 3 is rolled for a combat result of 18. The other attack is made using the remaining 10 AF, for which the "6" column is used, and a 4 is rolled for a combat result of 4. The two results are added together for a total combat result of 22 for that round.

The effects are resolved at the end of each round. The total combat result achieved is the amount of combat factors that must be reduced in the enemy squadrons. Combat factors include each squadron's Attack, Bombardment, and Defense factors. The owning player chooses which squadrons and which factors to eliminate or reduce, as long as the total equals the combat result against his/her force. After subtracting a squadron's combat factor, record the new value under the original score. For example, a squadron with a 6-3-4 combat factor and sustains a 6-points combat result damage may choose to reduce Defense by 3, Attack by 1, and Bombardment by 2, ending in a new combat factor of 3-2-2. Squadrons with combat factors of 0-0-0 are destroyed.

A player may choose to reduce a squadron's Jump Factor. Each Jump Factor so reduced counts as two combat factors for purposes of meeting the requirement. However, this option is available only for ships with at least one point in DF, AF, or BF.

**Tactical Ability:** Admirals affect space combat with their Tactical Factors (TF). Apply an admiral's Tactical Factor during space combat if one is present in the hex. Only one admiral per side may be used per combat (the rest are ignored). If no admiral is available for a force, then all squadrons within that force have 0 TF.

The force with the higher Tactical Factor adds one to the die roll for its attacks, whereas the side with the lower Tactical Factor subtracts one from the die roll for its attacks. Treat die rolls above 6 and below 1 as 6 and 1, respectively. If both sides possess equal TF, then impose no modifications for Tactical Factor.

**Disengaging:** At the end of each combat round, after combat results have been applied, a player may disengage his squadrons from space combat. The player running the force with a lower Tactical

Factor must announce his or her intention to disengage first. If both sides have identical TF, then the order of the announcement is determined randomly by die roll.

When a player decides to disengage, all of his/her squadrons capable of jumping to any system must jump from the hex to a system. A squadron may disengage even if it had jumped during Movement Phase, as long as it has finished refueling before Combat Phase. A squadron may not disengage if it is not refueled or if it cannot jump to any system, and jumping to a hex without no system present is not permitted as a way of disengagement!

Within a fleet, all squadrons incapable of disengaging must be immediately detached upon the decision to disengage. All remaining squadrons of the fleet must then jump to the same system, staying organized as a fleet.

The jump made by a disengaging squadron is considered to occur during the Movement Phase of the following turn (although for convenience, squadrons can be moved to their destinations immediately), so a disengaging squadron has, in essence, performed its movement for the next turn. A fleet that disengages also aborts its plotted course, unless it was scheduled to jump the turn after and does indeed jump to the original target hex.

Once all disengaging squadrons have jumped, the combat continues until the squadrons left behind are destroyed or emerge (improbably) victorious.

A player is not prohibited from disengaging simply because the opponent has done so. For example, the squadrons left behind by a disengaging fleet may begin to win, prompting the opposing force to also disengage to cut losses.

### Interface Combat

The possible interactions between squadrons, SDB's, and the surface of worlds occur during the Interface Combat Segment, in the order specified by Sequence of Play.

**System Defense:** Similar to space combat, combat between SDB's and squadrons is resolved in a series of rounds. When System Defense Subsegment begins, the player with squadrons in a system containing enemy SDB's announces whether the squadrons are attacking the SDB's. If the squadrons do not attack, then they do not participate any further in the Combat Phase, including surface bombing and landing troops. The player with SDB's then announces whether the SDBs are active this turn. If the SDB's are active, Combat Phase proceeds as normal. If the SDB's are declared passive, then 1) if enemy squadrons are attacking, only one round of combat is executed with a -3 DM to the invading squadrons' attack roll; and 2) the SDB's may not participate further in the Combat Phase, such as firing upon the squadrons or surface bombing.

Squadrons employ their Bombardment Factors

to attack SDB's. It is resolved using the Squadron vs. SDB Combat Table. The total Bombardment Factor is calculated and used with the table in identical manner as Attack Factor on the Space Combat Result Table, including multiple-attack. In addition, however, the attack roll must subtract one-half of the SDB's TL (round fractions down), and another -3 if the SDB's are passive. Cross-index the total Bombardment Factor and the full (not current) strength of the SDBs on the table. For a modified roll of 0, the intersecting column and row produces the combat result. If the modified roll is positive, then count up the table column equal to the roll to obtain the combat result. For negative roll, shift down the table column accordingly instead. For example, squadrons with a total Bombardment Factor of 40 attack 100 TL13 "active" SDB's. Rolling a 3 for the attack, and subtracting 6 (half of TL13, rounded own) gives a modified roll of -3. On the table, crossing the 36 column (closest to 40 BF without exceeding) and the 100 row (to represent 100 SDB's) is a 60. Now if the modified roll was 0, then this would be the combat result, but since it was -3, we will count three columns down to show a combat result of 30.

Combat results are given in terms of percentage losses to SDB's, so a combat result of 30 translates to a 30% loss of SDB's. A dash indicates the attack had no effect. A "d" shows that the SDB's have suffered 100% losses and are destroyed!

SDB's use their current strengths for counterfire. It is resolved on the SDB vs. Squadron Combat Table, applying the SDB's current strength just like Attack Factor on the Space Combat Result Table, including multiple-attack. In addition, modify the roll by the Tech Level Modifiers derived from SDB's TL. Then intersecting the appropriate column and the modified roll to show the combat result, which represents the battle damage received by the squadrons and affects the squadron in the same way as space combat.

All combat results are implemented at the end of a round. At the start of each subsequent round, either player may break off action, with the squadrons controller announcing first. If the squadrons break off, their Combat Phase ends. If the SDB's break off, then they are considered to be passive for the rest of the Combat Phase. In either case, no more combat rounds occur between the squadrons and the SDBs after one side ceases fire in this fashion.

**Surface Bombing:** Squadrons and SDB's may bomb enemy troop and defense units on a world surface. Squadrons may not engage in surface bombing if there are enemy active SDB's remaining in the system, and passive SDBs may not attempt surface bombing. Squadrons use their Bombardment Factors, whereas SDB's apply one tenth of their current strength. Total the Bombardment Factors of all friendly squadrons and SDB's executing surface bombing in a system. This total may be divided to cover as many enemy units on the world

as the owning player wishes, with each unit being assaulted separately. Cross-reference the total BF for a bombing on the Surface Bombing Table in the same way as AF on the Space Combat Result Table. The die roll, in this case, is altered by the Tech Level Modifiers derived from the TL of the bombed unit. The roll is then intersected with the appropriate column for combat result in percentage loss to the unit, and it is implemented immediately.

**Space-Surface Transfers:** Troops and admirals may be loaded and/or unloaded at worlds, as explained in previous "Transport" section. Squadrons may not load or unload troops or admirals at worlds with an active enemy SDB presence.

**Surface Combat:** Surface combat is mandatory when there are at least two opposing troop units present on a world. Surface combat proceeds as a simultaneous exchange of fire between the units, using the Troop Combat Results Table. The current strength of a force is the total Combat Factors of all its available units. A firing unit may split its Combat Factor to attack several units. A unit is not required to execute offensive action, but this leaves it open to enemy fire. Each unit is attacked separately, and two or more units may not be targeted in a combined attack. For example, a 20-CF unit may split its Combat Factor to attack two enemy units, using 15 CF against one and 5 CF against the other, but it could not attack both enemy units as a single attack.

Not all enemy units are required by rules to be attacked at once, i.e., a force can concentrate its entire fire on a single unit while ignoring the rest. A unit may be fired upon only once per round. Total all factors applied against a unit for the attack.

Each separate fire is resolved with combat odds. To calculate such for an attack, compare the two units in the form of Total Combat Factors: Target Unit Strength. Round this ratio down to correspond to the Troop Combat Result Table. Always round down in favor of the defender, and treat odds of less than 1:100 as 1:100. For example, a 13-CF unit attacks a current strength 5 unit has a combat odds of 13:5, which rounds down to 2:1. A 25-CF troop firing on another with 2-CF gives 25:2, or rounds down to 10:1.

The tech level of the units involved will also influence the outcome. For each attack, subtract the defender's tech level from the lowest tech level present in the attacking force. If the tech level difference is positive, then shift combat odds column to right by that number. If it is negative, then the combat odds are shifted that many columns to the left. Any attack shifted above 100:1 or below 1:100 column is treated as 100:1 or 1:100.    The atmosphere of a world may affect surface combat. All attacks attempted within a tainted, exotic, corrosive, or insidious atmosphere have a -1 DM. Every attack made on a world with no atmosphere (i.e., vacuum or asteroid belt) have a -2 DM.

To resolve an attack, roll two dice and modify the roll accordingly, then cross-index it with the appropriate combat odds to obtain a combat result, given in terms of percentage losses. A dash means the attack has had no effect. A "d" indicates the defending unit has suffered 100% losses and is destroyed. Combat results are implemented at the end of the Surface Combat Segment.

*Example:* Player 1 has landed two TL11, 20-CF troop units (for a total CF of 40) on a TL7 world controlled by Player 2 and protected by a TL12, 5-CF troop unit and a 150-CF defense unit at 20% losses (thus having a current CF of 120). Player 1 attacks the troop unit using 15 CF for combat odds of 3:1 (15:5), but shifts one column to the left to 2:1 due to inferior tech level (12 -11 = -1). The roll of 5 is not modified since the world atmosphere is normal, which inflicts a 40% loss on Player 2's troop unit. Player 1 then attacks the defense unit with his remaining 25 CF. The combat odds are 1:5 (25:120) but the column is shifted four times to the right for 1.5:1 odds, this time for superior technology (11 -7 =4). Rolling a 6 to inflict a 20% loss, the defense unit is now at 40% casualty. However, losses are not implemented until the end of combat. Player 2 attacks one of Player 1's units with all 5-CF of his TL12 troop for combat odds of 5:20, or 1:4. (The CF from his defense unit would raise the odds, but it would also mean an unfavorable tech level disparity because of its TL7.) The tech level difference of +1 places the attack on the 1:3 column. The dice roll is 9, giving a dash, so the attack has no effect. Player 2 attacks Player 1's other troop with the 120-CF defense unit. The odds are 5:1 (120:20), but shift four columns to the left to 1:1 for the gap in technology (7 -11 =-4). The dice roll is 7, resulting in 10% losses to Player 1's unit. Surface combat resolution is now finished for the world. In the aftermath, a 10% mark is placed next to the UTP of one of Player 1's units, while Player 2 records a 40% mark next his troop unit's UTP, and adding another 20% mark next to the defense battalion, increasing its losses to 40%.

## PRODUCTION AND REPLACEMENTS

"The military annals are full of would-be conquerors who were out of their depth when their 6 week campaign stretched to 6 years..." —Admiral Talrona haut-Sarganu, in an Imperial Naval Academy lecture, year 024.

In a protracted campaign, strategy and tactics can be offset by the ability to produce new forces and replace losses. Innumerable campaigns have been won or lost because a superior invader was unable to replace significant casualties in an initially victorious campaign. Napoleon and Hitler against Russia of pre-spaceflight Terra, Balrogii in his invasion of Vland sector, and the Chanestin Kingdom in the First Chanestin-Sylean war are just a few examples of forces who could not make good their losses. In a developed campaign, the ability to replenish forces is critical. Hence, the following sections will focus on the subject of replacing damaged units.

## Squadron Repair

Only a limited number of worlds possess the ability to repair naval squadrons, and not all squadrons can be repaired. For a squadron to be eligible, it must have at least 1 point remaining in either Defense, Attack, or Bombardment Factor. A squadron which has had all three characteristics reduced to 0 is destroyed and so may not be repaired, whereas SDB squadrons may never be repaired.

**Worlds Capable of Repair:** The number of ships in a typical squadron makes fixing them a daunting task for all but the most powerful worlds. A world must be able to meet ALL of the following conditions to perform repairs on a squadron: It must have 7+ Inf, 4+ Cul, Pop 7+, and an A or B class starport. Its tech level must be equal to or higher than the damaged squadron, and it must also be a part of the player's empire, not under enemy control.

A repair-capable may begin to produce Repair Points beginning on turn 2 of a war. Expenditure of these points are not restricted to just their producing worlds, although a squadron can only be repaired on a world meeting the requirements above. Each eligible world produces Repair Points according to the Repair Points Table. Repair Points may be accumulated for future repairs.

**Fixing a Squadron:** Up to 5 Repair Points may be spent to repair a squadron per turn. Repair Points are used to remove points of damage (in AF, DF, or BF) on a 1-for-1 basis; the exception being siege (see "Special Rules").

**Troop Replacements:** "Wars may be fought with weapons, but they are won by men." —General George S. Patton, Jr.

Unlike squadrons, which can only repair damage, it is possible within the scale of Imperial Squadrons to construct complete replacement troop units as necessary. Each turn, every world with Pop 7+ and TL 7+ that was part of the player's initial empire and not currently controlled by the enemy produces Troop Replacement Points (TRP) equal to $[(P-2) + TLM + IM + CM + RM]^2$, where P is UWP Pop Digit, TLM is Tech Level Modifier, Im is Infrastructure Modifier, CM is Culture modifier, and RM is Resource Modifier.

**Producing Troop Replacements:** TRP may be used to replenish or replace troop units in accordance with the standard costs from the Troop Unit Cost Table. To replenish an existing troop unit, the player must have the unit on a world with Population 7+ and possess the same or higher TL than the troop unit. A replacement troop unit may be produced on any world of equal or higher tech level as the unit it is replacing. In the case of replacing a destroyed unit, the player must wait 13 turns before the it may appear on the producing world's card. This simulates the amount of time needed to train and equip a new unit, as opposed to filtering reserves into an existing unit. Defense battalions may not be replaced or repaired.

## SPECIAL RULES

### Sieges

Worlds within an empire will continue to be productive for that player under most circumstances. There is no line of communications or supply requirements (other than refueling provisions) in the Imperial Squadrons system. When a player controls a world and the opponent has control of the system, that world may not be used to repair squadrons, nor does it produce Repair Points. Such a world, if eligible, may still be used to replenish or replace troop units, but produces only 50% of its normal Replacement Points.

### Admirals

Admirals have special abilities and limitations that make them unique amongst units. At the beginning of the game, a player may generate a number of admirals equal to the number of his active fleets. Thereafter, admirals may only be created to replace those lost in combat or removed from service, and only at the rate of 1 per year (52 turns). Replacement admirals may be placed at any world capable of building squadrons.

**Removal of Admirals:** A player may remove an admiral from play, but only if the admiral had been in command (i.e., possessed the lowest Precedence) of a fleet or fleets that have suffered a minimum of 3 consecutive defeats, and if the empire served by this admiral has lost one or more systems to the enemy. Both conditions must be met before removal can occur.

**Admirals and Combat:** Normally, an admiral's only real contribution to a battle is his/her (assuming he/she has the lowest Precedence) Tactical Factor. However, for each admiral who participates in a combat, whether he contributes to the battle or not, roll 2D. If the roll is 12, then roll on the Admiral in Combat Table.

The following explains the table results:

*Battlefield Promotion:* The admiral performs a notable act of leadership and is promoted on the spot. Lower admiral's Precedence by 1. If admiral's Precedence is already 1, this has no effect. This promotion may result in a subordinate admiral assuming command of the fleet.

*Critical Battle:* The empire has deemed the results of this particular battle to be significant to the war effort (for military, economic, or purely political reasons). ALL admirals participating in this battle have their Precedence lowered by 1 if the battle is won, or raised by 1 if the battle is lost. Victory is defined by whether an admiral's force is the only side with non-SDB squadrons remained at the system battle site.

*KIA:* Kill in Action. The admiral was either killed or mortally wounded aboard a ship. Remove the admiral from play. If the empire has not already generated a new admiral in the last 52 turns, it may generate a replacement on the following turn.

*No Effect:* No effect.

*Wounded:* The admiral suffered non-fatal wounds in the course of combat and has been evacuated from the fleet. Roll 2D to determine the number of turns (in weeks) this admiral is out of commission. The admiral is removed from play during this time and placed at the nearest friendly world with an A or B class starport.

**Admirals and Precedence:** Each admiral is given a Precedence characteristic, ranging from 1 downward. A Precedence of 1 shows that the admiral is the most senior admiral in the fleet. Each higher number indicates admirals who are progressively junior within that navy. Precedence has very strong effects on the command of fleets. If there is a fleet in the hex, the most senior admiral present is its commander. If two or more fleets are in the hex, the most senior admiral present will command the fleet containing the greatest number of squadrons. The second most senior admiral present will command the fleet containing the second greatest number of squadrons, and so on. The most senior admiral also has overall command of all friendly squadrons in the hex for purposes of space combat. Thus, only this admiral's Tactical Factor is used. If such an admiral is on a world surface when space combat occurs in the system, subtract 1 from his/her Tactical Factor due to the time lag in communication.

**Replacement of Admirals:** Each empire may generate one new admiral a year to replace admirals who are lost to combat or removed from play, up to one for each active fleet. The new admirals are randomly generated (as explained in a previous section), and are automatically assigned the highest Precedence in the fleet (since these are junior admirals who have been recently promoted).

### Special Troops

Any troop unit that consists exclusively of armored or elite troops is considered doubled in CF for the purposes of ground combat. This effect is cumulative. Armored elite troops are also considered doubled in strength for ground combat.

### Control

At the start of the game, each player is considered to be in control of all forces within his empire. Worlds which are parts of the player's empire at war's beginning are deemed Original Worlds. Only Original Worlds may produce troop or squadron replacements during the course of a war.

**Gaining Control of Worlds:** A player gains control of a world by destroying all enemy squadrons and SDBs in the system and all enemy troops and defense battalions on the world. To maintain control, the world must be garrisoned by troops. The strength of the garrison must equal at least 1% of the full original CF of the defense battalions on this world. If the garrison becomes under-strength whether due to combat losses or removal, revert control of this world to the original owner. If the

world has no defense battalion, then a troop unit of any strength is sufficient to garrison the world.

**Surrender:** A world with no atmosphere will surrender to the enemy when there is at least one enemy squadron in the system of Attack Factor (not Bombardment Factor) greater than 0, and no friendly squadrons or active SDBs to protect the system. When a world surrenders, its defense battalions and all friendly troop units on the world are disarmed. Treat such units as taking 100% losses upon surrendering. A surrendered world must be garrisoned, or control reverts to the original owner. It may be accomplished as described above, or the garrison may consist of any squadron with an Attack Factor of 0+ remaining in the system.

### SURPRISE

At referee's discretion, an empire may be deemed to have achieved strategic surprise in a particular war against an enemy. Use the following rules to simulate the effects of a surprise.

**Plotting:** The surprised empire must still plot movement for each fleet, but for the number of turns that plotting is required, it MUST plot movement only as Hold/Refuel. The surprising side plots movement as normal. On the second and all subsequent turns, plotting and movement proceed normally.

**Tactical Surprise:** During the first turn that the surprising force enters enemy systems, there is a chance that it will retain the tactical surprise. To determine if the target system is surprised, roll 2D, DM +Tactical Factor of surprised admiral and -Tactical Factor of surprising admiral. If the roll is 8+ (modified), treat as no effect. Otherwise, the surprising force gains a tactical advantage in that system and chooses one of the two options for that turn only: 1) It may immediately withdraw from combat without penalty. 2) It may execute a round of surprise fire on the enemy fleet. For the first combat round, if the surprising side doesn't withdraw, it may fire on the enemy forces as normal, but the surprised force may not return fire or attempt to withdraw in the meantime. After the first round, all rounds thereafter proceed normally. Repeat this procedure for each system so entered in the first turn. Tactical surprise is lost one turn after entering a surprised system in all cases.

Fleets composed entirely of squadrons with black globe technology (TL15+) achieve surprise automatically should the owning player chooses.

### CREATING THE SCENARIO

"The reasons that wars begin seem to vary with the vagaries of chance and politics. The reasons aren't particularly relevant for our purposes, except in so much as they impact the readiness of our armed forces." -Admiral Talrona haut-Sarganu, in a class lecture at the Imperial Naval Academy, year 024.

Wars throughout history have shown only one thing in common: the reason for them is always differ-

ent. In some, they erupted after lengthy military buildups, exchanges of angry words, and then exchanges of gunfire. Other wars started with little or no real warning before shots have been fired. Regardless of why wars begin, whether they are pearl-harbors or escalation of long-running diplomatic disputes, for the purposes of the Imperial Squadrons war system, these circumstances are relevant only to the extent that they affect the military buildup and preparedness of the warring empires. These decisions can be made by the referee as a result of the campaign, determined randomly using these rules, or some combination in between. The following section presents a system to create new scenarios randomly, and details a number of sample scenarios.

## Random Generation of Scenarios

A player should have created all available squadrons, fleets, admirals, defense battalions, SDB squadrons, and troop units prior to using these rules.

**Initiative:** Each empire must roll for Initiative. Initiative determines the empire's ability to forecast rising tensions that could lead to war, or (if the aggressor) to prepare for a war it intends to start. Initiative reflects the fact that the empire has either correctly gauged enemy intentions or begun preparations to a point where it will generally be more ready for war. Roll 2D for each empire's Initiative. If any empire has rolled at least 4 higher than all other empires, that empire is considered to have the leading edge in war preparations. Any empire that has rolled lower than all other empires by at least 4 is considered to be lagging far behind.

**Preparedness Level:** Each warring empire is assumed to have a certain level of preparedness. This reflects military buildup, a partial or total mobilization from political tensions, or simply military posture of the empire. These levels range from 0 (Total Demobilization) to 5 (Full Mobilization). These levels may be determined by random die roll on the Preparedness Level Table or at referee's discretion.

The initial Preparedness Level (PL) of each warring empire can affect its percentage of forces available at the game's outset, as well as how quickly each will see the remainder of its forces as reinforcements. In addition, if a particular empire is partially or totally unprepared (Preparedness Levels 0 or 1), it is prone to surprise assaults.

**Surprise:** Any empire with Preparedness Level of 0 or 1 is susceptible to and easier to surprise. To determine if the empire is surprised, roll 1D, DM –2 if the empire is totally unprepared (Preparedness Level 0). On 1-, the empire is surprised and is subject to all effects of a surprise.

**Mobilization:** "...Staff planning would turn out to be the key. The Chanestin Kingdom's initial mobilization went badly, leaving her forces outnumbered and ill-equipped, while the Federation's forces were fully ready to seize the initiative almost immediately..." —Dr. Indirur Sevant, *The Official History of the*

*Second Chanestin-Sylean War,* Imperial Naval Institute Press, 034-027.

Perhaps no factor is more important to the opening stages of a war than the initial mobilization and concentration of forces. Numerous wars have been won or lost simply because nations, worlds, or empires simply weren't able to muster sufficient forces fast enough to resist their better-prepared foe's initial blows. The following rules determine how much of an empire's forces are available at a war's outbreak, and what will be brought on board as reinforcements later, based on the empire's Preparedness Level.

*Mobilization Level:* The Mobilization Level (ML) determines an empire's available starting forces. Each empire must generate Mobilization Levels for fleets and admirals, squadrons, SDB's and defense battalions, and finally troop Units, each using 1D -1 +PL. Where PL is the empire's Preparedness Level

*Reinforcement Level:* Reinforcement Level (RL) determines the speed at which an empire will complete its mobilization. In conjunction with Mobilization Level, it determines what the empire's starting forces will be and the rate at which the forces will be fully complemented.

To determine Reinforcement Level for an empire, roll 1D and consult the Reinforcement Level Table.

*Determination of Starting Forces & Reinforcements:* To determine the percentage of starting troop units, fleets, and squadrons, total the number for each of these units with no regards to type, then consult the correct Reinforcement Table based on its Reinforcement Level and turn number. Round all fractions down, although the empire may draw at least 1 reinforcement unit in each category as long as they are eligible for any percentage of reinforcements.

Regardless of initial Mobilization Level, SDB's and Defense Battalions automatically reach full strength on Turn 11, and an empire may never start a game with less than 2 squadrons or fleets. Empires may draw one admiral (at random) for each fleet brought into play, whether as a reinforcement or at the start of the game.

## Sample Scenarios

This section presents some sample scenarios, with suggested Reinforcement and Mobilization Levels for each side. Players and referees are encouraged to change them if they desire.

**Scenario #1-The Buildup:** Slow-rising tensions have enabled both sides to call up the bulk of their reserves and mobilize the majority of their forces. Both sides are convinced that the first great clashes will determine the result of the war, and each side is set to throw everything but the kitchen sink at the opponent as soon as possible.

*Pre-Spaceflight Terran Analogies:* Western Front in the opening stages of World War I; numerous hypothetical NATO-Warsaw Pact Clashes.

**Side A:**

| Unit | ML (RL) |
|---|---|
| SDB's & Defense | 8 |
| Squadrons | 9 (3) |
| Fleets | 8 (3) |
| Troop Units | 7 (3) |

**Side B:**

| Unit | ML (RL) |
|---|---|
| SDB's & Defense | 7 |
| Squadrons | 8 (3) |
| Fleets | 7 (3) |
| Troop Units | 9 (3) |

**Scenario #2-Surprise Attack:** Surprise attacks occur when one side has misjudged the seriousness of its enemy's stand in diplomatic negotiations. Generally, negotiations will begin to stall over some big issues that one of the two sides is unwilling to concede. The final stages see negotiations continue ostensibly while the aggressor makes carefully hidden preparations before finally attacking.

*Pre-Spaceflight Terran analogies:* Japanese naval attack on Port Arthur to start Russo-Japanese War; Japanese aerial attack on Pearl Harbor to initiate war with the United States in World War II; German invasion of Poland at beginning of World War II.

**Side A:**

| Unit | ML (RL) |
|---|---|
| SDB's & Defense | 7 |
| Squadrons | 7 (1) |
| Fleets | 6 (1) |
| Troop Units | 9 (1) |

Side A has surprise during the first turn

**Side B:**

| Unit | ML (RL) |
|---|---|
| SDB's & Defense | 4 |
| Squadrons | 3 (3) |
| Fleets | 3 (3) |
| Troop Units | 2 (3) |

**Scenario #3-Come As You Are:** An obvious rupture has developed from the diplomatic strains in sensitive issues. Meanwhile, a delicate event has also surfaced to further escalate the tension. Both result in plans for mobilization that are outrun by the pace of political or military policies.

*Pre-Spaceflight Terran Analogies:* Destruction of the *USS Maine* in the Spanish-American War; U.S. entry into World Wars I & II; the Eastern Front in the opening stages of World War I.

**Side A:**

| Unit | ML (RL) |
|---|---|
| SDB's & Defense | 3 |
| Squadrons | 4 (1) |
| Fleets | 2 (1) |
| Troop Units | 2 (1) |

**Side B:**

| Unit | ML (RL) |
|---|---|
| SDB's & Defense | 4 |
| Squadrons | 2 (1) |
| Fleets | 4 (1) |
| Troop Units | 3 (1) |

**Scenario #4-The Rebellion Of Olny:** This situation pits the newly-formed Confederation of Olny against its former parent states of the Autarchy of Guuurduu. The forces for each side are detailed, as are victory conditions and optional rules.

*Confederation of Olny:* The following worlds are members of the Confederation of Olny.

| Name | Hex | UWP | SDB'S | Defense Battalions |
|---|---|---|---|---|
| Lairuum | 0212 | B686544-6-A463 | None | None |
| Kiinuuda | 0311 | B87A688-A-C585 | None | 1-A |
| Hrun | 0412 | D5167BB-9-866A | 1 | 5-9 |
| Shaaka | 0411 | C6A5888-8-3739 | 5 | 20-8 |
| Olny | 0412 | A569ABB-D-F9D4 | 1500 | 15000-D |

The following squadrons are available as at start forces for the Confederation:
Battle Squadrons:
B001-2U-973-20
Cruiser Squadrons:
C001-2S-752-7
C002-2S-752-7
C003-2S-752-7

The following Troop Units are available as at start forces for the Confederation:
Hrun Guards Company: 0001-0000-1-9
Shaaka 1st Infantry Regiment: 0002-2000-5-8
Olny 1st Tank Army 0003-6110-1C-D
Olny 1st Army 0004-6010-1C-D
Olny 2nd Army 0005-6010-1C-D
Olny 3rd Army 0006-6010-1C-D
Olny 1st Jump Division: 0007-4301-20-D
Olny 1st Marine Division: 0008-4201-20-D
Olny 2nd Marine Division: 0009-4211-20-D

Randomly generate two admirals and two accompanying fleets in accordance with the rules.

*Autarchy of Guuurduu:* The following worlds are members of the Autarchy of Guuurduu.

| Name | Hex | UWP | SDB'S | Defense Battalions |
|---|---|---|---|---|
| Kaso | 0214 | B200ABB-C-D977 | 1200 | 12000-C |
| Luumir Bir | 0315 | D758122-4-9048 | None | None |
| Pryden | 0316 | B75AA88-C-E9A5 | 1200 | 12000-C |
| Guuurduu | 0414 | A000A88-C-797A | 1000 | 10000-C |

The following squadrons are available to the Autarchy at game's start:
Battle Squadrons:
B001-1U-732-20

B002-1U-732-20
Cruiser Squadrons:
C001-2U-521-5
C002-2U-720-7
C003-2U-720-7
C004-2S-520-5
C005-2S-520-5
Assault Squadron:
A001-2S-500-6C

The following troop units are available to the Autarchy at game's start:

Guuurduu 1st Shiggar: 001-6000-1C-C

Kaso 1st Shiggargrop: 0002-6000-5C-C

Pryden 1st Armored Inf. Narmshiggar: 0003-5011-50-C

Pryden 2nd Armored Inf. Narmshiggar (Corps): 0004-5011-50-C

Pryden 2nd Shiggar: 0005-6000-1C-C

Randomly generate two admirals and two accompanying fleets in accordance with the rules.

*Reinforcements:* There are no reinforcements available in this scenario to the Confederation or Autarchy.

*Replacements and Repair:* After game's start, replacement and repair points will begin accumulating in accordance with the standard rules.

*Victory Conditions:* The Autarchy wins the game only if all worlds of the Confederation are conquered by Autarchy forces. The Confederation wins if any of the three high-Pop worlds (Kaso, Guuurduu, or Pryden) is captured by Confederation forces.

Any other result is considered a draw.

*Stalemate (Optional):* After turn 40, if both sides agree, a stalemate may be declared, with all forces withdrawn to prewar borders in the draw.

*Surprise:* Neither side has surprise in this scenario.

*Imperium Intervention:* At the conclusion of the first year of war, there is a strong chance of an Imperium intervention to end the conflict. The Imperial fleet, while weak in this subsector, still has enough power and troop units available to easily crush the forces of BOTH empires. To simulate the possibility, roll 2D and consult the Imperium Intervention Table.

A "-" result is no effect. For "Negotiated Peace," the Imperium intervenes in a peacekeeping role to force both sides to the bargaining table to negotiate a settlement. The game is considered to have ended in a stalemate. For "Imperium Intervenes," the

Imperium intervenes on the side of the Confederation of Olny. Within 13 weeks, Imperial forces begin massive intervention against the Autarchy, winning key naval battles and forcing the surrender of Autarchy forces. Unfortunately for the Confederation, the Imperium will absorb any worlds of the Autarchy that are not already controlled by Confederation forces at the time of this result. The Imperium has increased penetration in the subsector, and will undoubtedly look to absorb the Confederation within a decade. This is considered to be a marginal victory for the Confederation.

In addition, the Imperium will automatically intervene on the following turn against the invading party if Autarchy or Confederation forces violate Imperial territory (Muuenum, Dakha, Mamir, Irshuuuu).

This should only be used in conjunction with the Stalemate rule.

**Imperium Intervention Table**

| 2D | Result |
|----|--------|
| 2 | Negotiated Peace |
| 3 | - |
| 4 | - |
| 5 | - |
| 6 | - |
| 7 | - |
| 8 | - |
| 9 | - |
| 10 | - |
| 11 | - |
| 12 | Imperial Intervention |

**Option-Accelerated Reinforcements:** At the end of the first game turn, either side may choose to accelerate the production of near-future reinforcements at the expense of distant-future reinforcements. If the empire's Reinforcement Level is less than 3, the player may raise it, but in doing so, he must cancel his last designated group of reinforcements for each level he has increased it (to a maximum of 3).

*Example:* Side B in the Come As You Are scenario is currently at Mobilization Level 1, Reinforcement Level 1 for squadrons. The initial mobilization gives him 20% of his full force, with 10% of the remainder of his force due to arrive on turns 11, 21, 31, 41, 51, 61, 71, 81. Side B decides it need to accelerate reinforcements, and chooses to raise Reinforcement Level to 2. This means that it will now receive an additional 20% on turns 11, 21 and 31, but not receive the last 20% of its force because it chose to accelerate its reinforcements.

# 4: IMPERIAL SQUADRONS CAMPAIGN

Role-playing with characters who are still in the service of the Navy is one of the most exciting opportunities in the Traveller game. Coordinating the advancing role-playing campaign with the operations of a combat-ready fleet presents marvelous opportunities for the referee. Fleet movements and orders can interrupt an adventure at critical moments, or the presence of the fleet may create opportunities that civilians would never experience. The characters' role-playing actions can have a direct effect on the ongoing war, or that later can simply be a splendid backdrop to make an otherwise mundane adventure far more dangerous or exciting.

## The Fleet

Active duty role-playing in Imperial Squadrons presupposes the existence of a fleet. Ideally, this is a squadron designed for use in an Imperial Squadrons game, which places the fleet in action against a comparable force somewhere in the expanding Third Imperium.

**Ships:** Fleets are made up of starships and non-starships. All nonstarships and other vehicles attached to the fleet are carried on starships, making the fleet entirely mobile. Ships of special note are capital ships (generally over 5,000 tons), fleet carriers with fighter squadrons, and the fleet's flagship, from which the admiral coordinates all operations.

**Bases:** A fleet has a home base and access to any frontier bases active during the campaign. Depending on the progress of the war, enemy bases may also be occupied and accessible, or friendly bases may be captured and unavailable. The bulk of the fleet's personnel keep their civilian residences at or near the home base.

**Worlds:** Fleets have a world of origin. They are part of the military force of one government, dominating either a single nation, an entire world, or a pocket empire with several worlds.

**Personnel:** The vast majority of officers and ratings in a fleet are non-player characters. Only the most important, or those who interact regularly with the active duty player characters need be generated in detail. Chain of command must be established from each PC's point of view, in both directions; i.e., who's subordinate to him/her and who he/she is subordinate to.

The referee must establish these elements before active duty role-playing can begin.

**Fleet Disposition:** The fleet's disposition changes as the campaign progresses; the disposition has an effect on many active duty role-playing activities, and must be noted and updated. Specific details on each disposition is given in Chapter 6: Standard Operating Procedure.

*Fleet Action:* The fleet is penetrating into enemy territory to engage or occupy. Enemy fleets are in proximity and are frequently encountered. Battle readiness and security are very high.

*Surface Action:* The fleet utilizes its weapons and transport capability to assist the reduction of a surface target. Enemy fleets are removed from the situation, allowing the starships to concentrate on atmospheric surface landing operations.

*Deep Penetration:* The fleet is directed to jump deep into enemy territory to disrupt logistics and reduce important enemy systems. Deep penetrating fleets move quickly, avoid contact with enemy fleets, and disrupt important industrial and strategic locations.

*Patrol.* The fleet is monitoring and controlling space traffic within its sphere of influence. Patrols are extremely important in wars between warring fleets of starships; the side with the most successful patrols knows the disposition of the enemy and is better informed to strike decisively. Battle readiness is moderate.

*Strategic Redeployment.* Fleets must strategically redeploy to move from front to front, jumping through numerous systems to engage the enemy. Fleets on strategic redeployment are seldom in imminent danger of contact with enemy fleets, but spend most of their time in jumpspace.

*Reserve.* The fleet is stationed away from enemy activity. Battle readiness is minimal.

## Active Duty Campaigns

Imperial Squadrons role-playing campaigns center on the activities of the fleet. Its actions, movements, orders, and objectives are central to the characters' lives and cannot be ignored. Shore leave and down time are rare, especially for a front line fleet, so characters must learn to optimize their available time to adventure. Many adventures come down through the chain of command, demanding active duty time be spent on their resolution. Either way, the fleet becomes the center of the Imperial Squadrons universe.

**Adventure Outside the Service:** Off duty personnel can engage in more typical Traveller adventures. A patron can hire them for a service, a cargo can be delivered from place to place, an ancients site explored, etc. The key to these adventures is that they must take place completely outside the fleet context, while on leave or otherwise removed from service.

**Adventures In the Service:** Fleet activities and orders can and should put the characters into adventures where they might not otherwise find themselves, with access to fleet resources to accomplish their goals. Taking the previous examples, characters ordered to deliver a military cargo are obliged to utilize fleet transport and personnel, issuing commands to subordinates to get the job done.

**Balancing Subordination with Adventures:** Some adventures can simply be beneath a character's

rank. For instance, a captain isn't going to personally explore a derelict ship — he'd issue an order for an away-team. The referee must balance the adventures being presented to the characters' ranks, which isn't always easy. Games where the PCs have widely disparate ranks can be the most difficult. The best way is to base an active duty adventure on the orders given to the highest ranking player character. He can then relate the orders to his subordinate player character companions to deal with the many facets of the adventure.

For example, the referee might have an adventure in mind to explore a research station that's been behind enemy lines for a couple of years. The adventure can be presented to the characters as an order from the fleet admiral to the captain of a single starship to investigate and report. The PC Captain can then issue orders for his personnel. If there are two player characters on the security team, he can assign them to approach the station in the ship's boat. A player character medical officer can also be dispatched with them. Another PC fighter pilot can be ordered to patrol the area around the station with his squadron.

Not every adventure is going to involve every player character in the fleet, but the best Imperial Squadrons adventures are those that involve the most. Put in plot twists, enigmas, pushes, and pulls that draw all the player characters into the plot on some level. Creating two separate story lines that initially divide the player characters only to unite them when the adventure paths cross is also good adventure creation.

**Adventures and the War:** An active duty squadron involved in an ongoing war forms a striking backdrop to the characters' adventures. The fleet is the characters' home, their occupation, and the vehicle by which they are introduced to role-playing situations. Creating those situations requires some special thought on the part of the referee, taking into account the circumstances of the fleet in action when designing adventures for the campaign.

### Creating an Active Duty Adventure

Traveller's four (and sometimes five) seeds to good adventure writing provide a springboard for designing an adventure for active duty characters. Briefly, at least one of the seeds, and maybe all of them, should be based entirely on the characters' careers, fleet, or the war they find themselves in.

**The Basics:** In essence, the basics of an active duty adventure involve the fleet or squadron, the characters' starship, their position in the starship's chain of command, and the fleet's present directive. Knowing these generates the backdrop for any of their adventures.

Let's look at the extremes. A character who is an engineering rating, low in the chain of command on a transport ship that's part of a fleet in peacetime reserve is going to have a very different role-playing background than the captain of a missile boat embroiled in a deep penetration mission in the interior worlds of an alien enemy. While the latter's situation may be more inherently interesting, certainly the former's allows for greater freedom of movement. It's far more likely that the engineering rating can get involved in the black market or take on an extra assignment from a noble patron. The latter must console himself with the day-to-day thrill of being in command of a starship in action.

More likely, the characters are somewhere in-between, occupying important but not necessarily command officer positions on a starship. The bridge and staff officers are vital to the ship's operations, just as the petty officers and ratings in each department. In the day-to-day operation of the starship, these personnel are key; in battle, their actions often decide the outcome. The more desperate the struggle, the more likely lower ranking crew become thrust into vital roles, sometimes deciding the ship's fate.

Routine is the hallmark of any military operation, even in times of war. The vast majority of the characters' time is devoted to routine functions. Drastic changes come when the fleet enters or leaves a battle, or war is declared and the squadron is assembled and sent into the front lines. These extremes are rare, but they mark a radical departure from the adventure's basics and are an excellent tool for the referee. A relatively simple adventure with potentially great reward is very tempting to the characters, but when they're unexpectedly called back to the fleet when war is declared, only to be reassigned through strategic redeployment to a distant subsector, the entire adventure is turned on its ear.

More subtle change in the fleet, however, is everpresent. Routine assignments are altered many times through a mission, changing shifts or supervision status. Advancement through the ranks occurs, moving a character out of one position and into a new one; cross-training can take them out of their section entirely. The disposition of the fleet changes, as well. The squadron can be reassigned from a fleet action to a patrol, and then on to a deep penetration mission in just a matter of a few months. Within each mission, the specific task of the squadron also changes — a patrolling fleet might be in system patrol for a few weeks, then jump for a week to perform an anti-piracy mission, only to jump again back to system patrol. The flow chart in Chapter 6: Standard Operating Procedures offers the referee a guide to the type and rate of change for an active duty fleet during both war and peace. An entire "war" can be staged using the flow chart, making a believable sequence of assignments and events for the characters to experience.

Knowing the nature of the fleet, starship, chain of command, and the changing fleet disposition, the referee has ample material to create the basic premise for an adventure.

**The Gimmick:** The fleet generates a variety of gimmicks for a role-playing adventure.

Advancing military technology brings new gadgets and techniques to the front line squadrons for testing and implementation. For instance, an experi-

mental psionic helmet for turret gunners is a military tech gimmick; the characters can be assigned to test, transport, design, steal, cover-up, duplicate, plant, destroy, or sabotage the helmet, depending on their position and the device's importance to the adventure. Such a device can be new technology or existing tech not commonly doled out to the front line troops; a special circumstance makes its use necessary.

Captured alien technology is also a viable gimmick unique to active duty role-playing. Bits of enemy hardware must be seized, examined, and figured out if the fleet is to understand the enemy's strengths and weaknesses. Knowledge of the technology can also be very tempting on a personal level — figuring out the enemy's double-efficient fusion units could make a character wealthy after mustering out.

Special assignment is another gimmick. The routine functions of the squadron, even in wartime, can only offer so much. Special assignment to intelligence services, for instance, can put the characters in the center of intrigue deep in enemy territory. Or it could place the characters against potentially rebellious officers in their own ranks, rooting out traitors or ousting troublesome commanders.

**The Pull:** The might of the active duty fleet provides a variety of goals for the characters.

Plunder from conquered worlds or fleets is a common pull for the active duty characters. Officers, especially, can partake of the vanquished enemy's riches, from jeweled trinkets to hardware to entire worlds and new titles of nobility. The Terran invaders in the Interstellar Wars forged out an entire new empire through plunder, pushing the Vilani under their feet as they stepped from system to system. Incredible wealth is there for the taking during a war.

Intelligence is another significant pull. Members of an active duty squadron are exposed to vast amounts of intelligence, from enemy world data and logistics to caches of military arsenals and materials. Characters may want to locate enemy wrecks for salvage after the war, or retrieve mineral wealth from asteroids they discovered during patrol missions.

Yet another pull unique to characters in the fleet is the allure of promotion. Every active duty officer desires promotion. Even if the players don't exhibit the desire for their own characters, assume all other non-player character officers covet advancement. At higher ranks, inclusion in the inner circle of fleet or sector command is a prize worth winning for the ambitious officers. Promotion is a carrot on a stick, held out to the ambitious as a reward for accepting and accomplishing some unusual assignment.

**The Push:** Three things commonly act as the push in an active duty adventure, as the obstacle between them and their goals: the enemy, the fleet, and the war itself.

The enemy commonly stands in the characters' path. Their goal may be in the enemy's territory, or it may be sought after by them as well. A derelict starship of great power is a strong pull, so strong that the enemy may also desire it. A previously undiscovered Ancients site may be crawling with enemy

forces when the characters' squadron arrives in system. The enemy may be neutral to the plot entirely, but they are armed and dangerous, often interposed between the characters and their goal.

Chain of command and doctrine within the characters' fleet can also be an obstacle. Characters may have a simple goal in mind, but just can't get leave from their duties long enough to seize it. Their assignments may take them away from the system where the adventure is unfolding, or they may be transferred away. Doctrine may prohibit plunder or interaction with the enemy or civilians, inhibiting their progress. Their assets might even be seized by the fleet to further the war effort.

Finally, the war itself is a push against the characters. The changing tide of war can put the goal behind enemy lines, or knock the characters' fleet away from the system that holds their objective. Important non-player characters might be drafted, killed in action, captured by the enemy, or simply lost in the uncertainty of war. Worlds on a war footing may crack down on extralegal affairs, pitting the characters against more than they originally bargained for. Materials important to the conclusion of the adventure may become scarce due to wartime industrialization. An interstellar war affects every world and every citizen; no adventure can be completely immune to its existence.

**The Enigma:** Active duty role-playing introduces a variety of enigmas for an adventure, most notably red tape, fog of war, and enemy objectives.

Any military operation is loaded with red tape. Inefficiency abounds, and territorial bureaucrats keep everything moving at a glacial but accepted pace. Characters needing to act even slightly outside their normal duty limits are confronted with bureaucratic hurdles at every turn. Even materials necessary for everyday activities can be hard to come by. Military red tape cannot be understood; it can only be dealt with.

The fog of war is another enigma to be dealt with. Rumors spread in war time, concerning enemy activity, the status of worlds and fleets, alien intervention, technological breakthroughs (or breakdowns), and more. Misinformation is employed by both sides, so information necessary to an adventure might be twisted or completely wrong.

Enemy objectives are not always clear, either strategically or tactically. It may seem insignificant for an enemy fleet to track down the scattered remnants of a defeated foe, but personal vengeance may drive the enemy to do so anyway. The goals of a truly alien adversary may be completely impossible to comprehend; their desires and those of human adventurers may be completely different.

**Traveller Character Generation Interrupted**

Active duty role-playing takes place while a character is still in service. He or she has yet to muster out, and is in the process of gathering skills, commission, promotion, and other benefits. The referee must take steps to see that the character's advancement through

each term of the character generation process agrees with his role-playing actions, and vice versa.

To accommodate this, the referee secretly rolls the results of the upcoming term of service and uses the results as a guide to creating appropriate adventures and situations. Active duty characters should begin their campaigns with a new four-year term.

**Pregeneration:** Roll the results for the character's next term of service and keep them secret. Roll injury, commission, promotion, reenlistment, even skills and mustering out (if any is appropriate), and keep all the results on file.

**Injury:** The character either survives the term unscathed or he must consult the Injury and Recovery Table. Success does not make the character temporarily immortal; poor decisions and recklessness should have appropriate repercussions during role-playing situations. What success does indicate, however, is that the character shouldn't be put in a hopeless or suicidal situation by his squadron; he should have a reasonable fighting chance to survive every fleet encounter.

Failure the roll means the character will receive a significant injury during the term of service. The referee has every reason to put the character in a dire situation during his active duty role-playing where he can receive a serious wound. Indeed, in four years of game time it's difficult to keep a Traveller character out of dangerous situations. Selecting one incident where the character gets so injured that he may be discharged should be no problem. Consult the Injury and Recovery Table and apply the results to the role-playing situation.

The injury roll during character generation reflects the danger associated with everyday service in the military. It does not take into consideration additional risk undertaken during role-playing. A character who elects to role-play as a double agent while in the service takes on extra risk beyond that reflected in the injury roll. Alternately, a character who elects to have his character approach his service with extreme caution and regard for personal safety should be rewarded with a better shot at survival.

Wound badges are issued on a case-by-case basis, and only for injury sustained in the line of duty.

**Commission:** The commission roll reflects the character's recognition by superior officers, his superior attention to his duty, and the fleet's need for additional officers in the ranks. A successful roll indicates that the rating has achieved recognition; role-playing situations should be set up in advance of receiving the commission where he can shine under the watchful eyes of his superiors. Failure means that commission was denied; in role-playing terms, competition may have been fierce for a few openings, and the character failed to measure up in the eyes of one or more officers, or there simply were no opportunities, all of which should be reflected in role-playing throughout the term.

**Promotion:** Like commission, the promotion roll represents recognition and openings at higher ranks. Success on the roll means role-playing situa-

tions should be generated to reflect superior service and recognition. Failure is generally based on politics or lack of available positions.

**Reenlistment:** The reenlistment roll reflects fleet politics and necessity. A successful reenlistment roll indicates that the fleet is stable, as well as the characters position within it. Failure can mean a variety of things, including general downsizing of the fleet, political enemies at higher ranks, or generally accepted "up or out" policies. In role-playing terms, the character may be so disillusioned with the military, being passed over for commission or promotion, for instance, that he fails to perform adequately and gets marked for dismissal.

**Skills:** The referee should roll skills for the character in advance. During the four-year term of active duty role-playing, the referee should create opportunities for the character to work out those skills. For instance, if the referee rolls Diplomacy, he should create a situation where the character is involved in a diplomatic mission. If at the end of the term the skills rolled don't make sense for the character's previous actions, they can be changed accordingly. If, for example, the character went on the diplomatic mission but spent all of his time forging documents... make the skill awards correspond the term of service.

**Mustering Out Benefits:** If the character fails the reenlistment roll or elects to get out of the service, he gets his mustering out benefits. The referee has a four-year headstart on the character to prepare his bank account and other assets to match the mustering out rolls. These show only the benefits received from the service; any extra rewards gained through additional role-playing situations would be in addition to those rolled on the mustering out tables.

**Aging:** Characters 34 or older are subject to aging. The referee should roll this, too, in advance, and suggest subtly through the four-year active duty role-playing term what the results are. Aging occurs gradually (thank goodness), though specific injury may lead to some directly measurable result. A long-term illness or near-fatal low berth experience could produce immediate, permanent loss of strength or endurance, while a single leg injury could lead to permanent loss of dexterity.

**Character Generation as an Adventure Generator:** The handful of die rolls that describe a character's performance during a term of service provide a wonderful starting point for the referee when creating adventures.

*Example:* Chief Petty Officer Leonid Derenii begins his fourth term of service in the fleet as an active-duty character. The referee rolls through his term secretly, finding that Leonid survives, is commissioned, is promoted, and is invited to reenlist. The referee rolls some skills for Leonid, getting Engineering, Pilot, and Liaison.

The referee elects to take these mundane results and turn them into a more interesting story. He envisions this sequence of possible events: Early in the term of service, Leonid's ship gets set up for an ambush and is all but destroyed behind enemy

lines. His commission is earned in the field when his section officer is killed. For nearly a year, the ship limps from system to system behind the lines, slowly repairing and rearming. Leonid is forced by circumstance to work in engineering and as a pilot to fill positions vacated by battle casualties. For being part of such a glorious mission, Leonid gets a promotion but his badly-damaged ship is decommissioned. After their return, Leonid is transferred to rear duty, working prisoner escort duty where he will have an opportunity to gain liaison skill.

Of course, these are all just adventure ideas, and the characters' actions within them can set the whole plan on its ear, but that's the fun of it!

*Example:* Commander Jason Mavriki begins his third term of service. The referee rolls his term: he survives, is not promoted and is not invited to reenlist. The referee elects to roll two main skills for him, and gets +1 Soc and Law. For mustering out, the referee rolls a blade, +2 Soc, and Cr20,000. The referee then uses these rolls to create a possible set of scenarios.

Jason is second in command on his starship, coveting the captaincy. Early in the term, he gets an opportunity to do a favor for a noble patron, who offers in exchange to use his influence to get the Commander promoted. The plan backfires, however. The noble holds Jason in good graces (hence the +1 Soc), but the fleet rewards him with a transfer to a base position and no promotion. Infuriated, Jason looks for legal precedence to force the Navy to put him back into action (from which he can learn Law skill), but the referee knows from the pregenerated rolls that this will fail, and the term ends unceremoniously. Sympathetic nobles and officers in his camp have introduced him around higher circles (the +2 Soc for mustering out), and one even presents him with a treasured family cutlass (the blade).

Again, these are just adventure ideas that may or may not go as planned.

### Services Available to On-Duty Characters

Active duty characters have access to several services just for being in the service.

**Fleet Computer System:** The fleet computers carry a vast amount of information, both classified and declassified. They are also connected to computer systems from other branches of the service and to other government agencies such as law enforcement.

Getting information from the computer systems is a matter of access and clearance.

*Access:* Each ship's data base contains all the information to operate the ship and basic library information. The fleet data base contains more detailed library information and sensitive data on fleet movements, communications, intelligence briefings, and personnel records from all branches of service and government.

Every fleet workstation has access to the ship's data base. Access to the fleet data base is limited to base workstations and capital ship workstations, or other workstations that have authorized communications link with a base or capital ship.

*Clearance:* Basic library data and ship's records are available at any clearance level. More sensitive data is only available at higher clearance, as described under Intelligence Clearance in Chapter 5: Fleet Command Structure.

**Transportation:** Active duty personnel have access to common transport on fleet ships. Transport is given on an official and unofficial basis. Characters on shore leave get passes to use fleet transport or commercial transport.

*Tickets:* Official transport is granted in tickets. Officers receive High Passage tickets; enlisted personnel receive Middle Passage tickets. Both are restricted to a quarter-ton of baggage, or a half-ton when on fleet transport. Tickets issued for official fleet business cannot be sold or transferred, and proper identification is required at all times.

Enlisted personnel are allowed to upgrade to High Passage at their own expense.

*Standby Transport:* Active duty characters can use standby transport on fleet ships during whenever such travel doesn't interfere with their orders. Getting standby transport is a task.

To find a fleet transport ship going to the desired destination within 4 parsecs (1 day).
(Soc + Administration) < Difficult (2.5D)

To find a fleet transport ship going to the desired destination beyond 4 parsecs (1 day)
(Soc + Administration) < Formidable (3D).

Standby transport is low passage unless the character is successful otherwise.

To find middle passage space on standby transit.
(Soc + Bribery) < Difficult (2.5D).

To find high passage space on standby transit.
(Soc + Bribery) < Impossible (6D).

All fleet transport takes an additional day before and after jump while the starship goes through standard military approach and departure procedures.

**Camaraderie:** Military personnel find kinship among their kind, even in distant systems. The camaraderie among active duty personnel creates a bond that can help characters wherever they are.

The camaraderie among military personnel can lead to accommodations, transport, food and drink, rumors and more substantial information, and special privileges, especially when near a base. Characters can be introduced to patrons through the fellowship of soldiery, even to entire adventures.

Of course, there are rivalries among services. Navy and Scout personnel are rivals, based in centuries-old competitiveness over who has better ships and more hazardous duty. Army and Marine personnel are similarly at odds. Such rivalries can lead to bad reactions at times, but they are seldom carried to extremes.
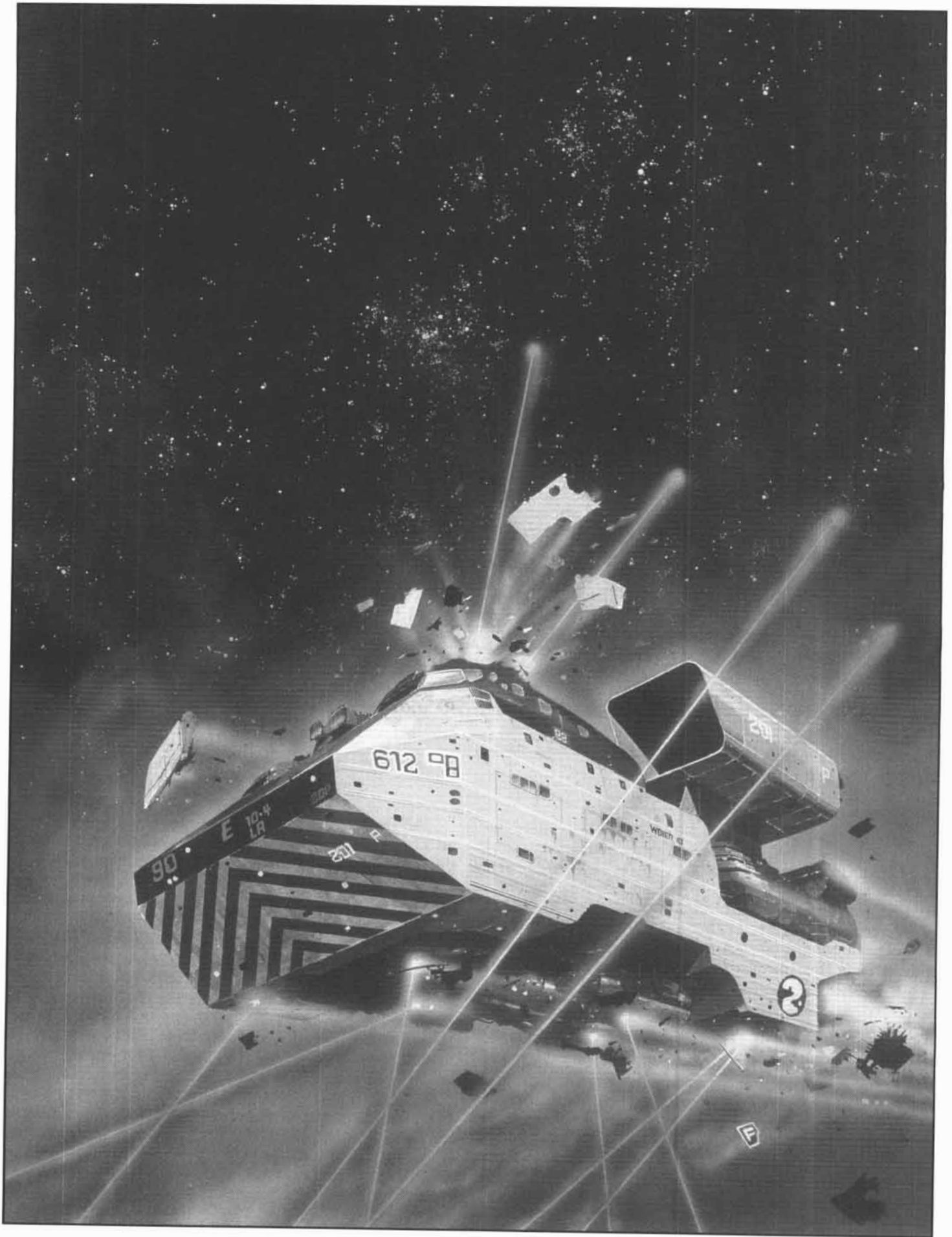
# 5: Fleet Command Structure

Active duty role-playing campaigns are conducted while characters are part of a fleet or squadron (the terms fleet and squadrons are used interchangeably throughout the next few chapters, referring to a group of military operational starships). The command structure of that fleet dictates their power and responsibilities based on rank and specialties. In Milieu 0, most fleets are aligned to the many small pocket empires or to the growing Sylean Imperium under Cleon I.

## SECTOR COMMAND

In the latter half of the Milieu 0 period (from 0 to 199), only the Sylean Empire has grown to the point where it spans multiple sectors. Other pocket empires, opponents, or allies of the growing Third Imperium are far smaller. For both, Sector Command is the highest body of officers controlling fleet actions. Sector command directs the activities of multiple squadrons on a broad front.

### Grand Admiral (Rank 10 Grand Admiral)

The highest position attainable in the Navy, the Grand Admiralty is mostly a political position, setting and administering policy in direct contact with the civilian government or nobility. The Grand Admiral is always of high noble rank, often of the very family line as the Emperor. Historically speaking, the Grand Admiral's position is dangerously powerful; an ambitious Grand Admiral at the head of many fleets of starships holds the true power in the empire, and can ascend the throne easily if he so desires. In more peaceful circumstances, the Grand Admiral attends the Emperor's wishes, accompanying him at important government functions, advising him on military and political matters. The Grand Admiral oversees all fleets in all sector commands either from the capital world or, in times of war, from rear-area bases.

### Sector Admiral (Rank 09 Sector Admiral)

The pomp and circumstance surrounding the Grand Admiral do not interfere with the duties of the highest functional ranking officer in the Navy, the Sector Admiral. Sector Admirals are not political officers, but are directly involved in the disposition and logistics of the fleets. They undertake the direction of battle under the general order of the Grand Admiral, assigning and reassigning fleets as necessary. The Sector Admiral commands all fleets in a sector either from a forward-area base or from a flagship.

### Fleet Admiral (Rank 08 Fleet Admiral)

The front line Sector Command officers are the Fleet Admirals. They administer the disposition and conduct of individual starships during a war. A Fleet Admiral commands all the starships in his fleet from a flagship.

## STARSHIP COMMAND

Starships are measured by crew size for purposes of command structure. Small starships are designated as having 49 or fewer crew (these are generally 2,000-ton or smaller vessels, though designs vary). Large starships are designated as having 501 or more crew (these are generally 50,000-ton or larger capital ships, fleet carriers, or monitors). Most starships in a Milieu 0 fleet qualify as medium starships.

The crew roster and chain of command of a medium starship follows, with appropriate ranks and designated responsibilities. Some crew and sections are omitted, depending on the ship's design (a starship with no fighters or attached non-starships has no flight ops sections, for example).

### Command Officers

Absolute authority for the running of a ship is entrusted to the command officers. All lines in chain of command move through them to the Captain.

**Captain (Rank 06 Captain or Rank 07 Commodore):** The Captain has final authority on his starship. Orders from squadron or fleet command are directed to the Captain, who makes all decisions on how to carry them out. The Captain personally selects his command and staff officers, and often handpicks his section chiefs as well. In the event of his death or incapacitation, command of the starship descends through the chain of command.

**Commander (Rank 05 Commander or Rank 04 Lt. Commander):** The starship's second in command, the person who works most closely with the Captain. The Commander can double as a bridge officer, most commonly as Security Officer or Engineering Officer.

### Bridge (Command) Officers

Bridge officers are also command officers. They are in direct command of their sections, answering only to the Captain and Commander. Bridge officers are senior to Staff officers and utilize them freely.

**Communications Officer (Rank 03 Lieutenant):** The Communications Officer delegates all intership and intraship communication responsibilities. Classified communications for the command officers are funneled through the Communications Officer.

**Engineering Officer (Rank 03 Lieutenant or Rank 04 Lt. Commander):** The Engineering Officer oversees all the starship's maneuver drive, jump drive, and power plant operations. All drive and power system maintenance and life support functions are also under the Engineering Officer's command.

**Flight Ops Officer (if necessary; Rank 03 Lieutenant or Rank 04 Lt. Commander):** Flight Ops

supervises all fighter and ship's vehicle operations, including their crew rosters and assignments, launch, tactics, and maintenance. The Flight Ops Officer is omitted on ships without fighter squadrons or with few ship's boats; these responsibilities are transferred to the Navigation Officer's position.

**Medical Officer (Rank 03 Lieutenant or Rank 04 Lt. Commander).** The Medical Officer manages all the starship's health care facilities, including research, surgical, nutritional, and psychological. A Medical Officer can be obliged to integrate and provide services to prisoners and civilian personnel.

**Navigation Officer (Rank 03 Lieutenant).** The Navigation Officer (or Astrogation Officer — the terms are interchangeable) delegates all ship's maneuvering control functions. In combat situations, the Navigation Officer operates maneuver control per the Command Officers' instructions.

**Security Officer (Rank 03 Lieutenant or Rank 04 Lt. Commander):** The Security Officer handles all the starship's security and surveillance, whether electronic or through the use of personnel. He also centralizes all intelligence data for the Command Officers and has considerable latitude to conduct internal investigations, especially when the fleet is at wartime status. All personal weapons carried by the crew are registered and monitored by the Security Officer, who is called upon to assign personnel for away-teams and escorts as well.

**Support Officer (if necessary; Rank 03 Lieutenant):** The Support Officer heads up a department of housekeeping and internal starship functions, including general maintenance, mess and food service, atmospheric control, refueling, and computer services. On smaller ships, the Support Officer's position is subsumed into the Engineering Officer's domain, as a separate section under his command.

**Weapons Officer (Rank 03 Lieutenant or Rank 04 Lt. Commander):** The Weapons Officer delegates all responsibilities with regards to the starships weapons and screens. In combat, the Weapons Officer personally directs fire and defense control in accord with orders from the Command Officers. The Weapons Officer's section includes all screens, plus all turret, bay, and spinal mounted weapons.

### Staff Officers

Administrative and scientific functions are assigned to Staff Officers. Staff officers answer directly to the Command Officers, though may be assigned to assist various Bridge Officers.

The need for Staff Officers vary from starship to starship. These listed are common positions on medium-sized starships.

**Administrative Officer (Rank 01 Ensign or Rank 02 Sublieutenant):** The Administrative Officer maintains all records and historical data, assures accurate transfer of orders and routine documentation, and directly assists the Command Officers.

**Computer Officer (Rank 01 Ensign or Rank 02 Sublieutenant):** The Computer Officer ensures availability and access to all computer functions for the Command and Bridge Officers, prioritizing operation and function where necessary, and assuring minimal downtime.

**Liaison Officer (Rank 02 Sublieutenant or Rank 03 Lieutenant):** A skilled diplomat, the Liaison Officer establishes all contact with extra-fleet entities such as world governments, nobles, corporations, and aliens, all at the direction of the Command Officers.

**Science Officer (Rank 02 Sublieutenant or Rank 03 Lieutenant):** The Science Officer offers counsel and problem solving skills to the Command Officers faced with complicated or unusual scientific matters.

### DEPARTMENTS

All ship's departments are commanded by Bridge Officers who delegates down through the Department Head Officer and then to the various Sub-department Chiefs. Sub-departments within each Department may be truncated depending on the size of starship and its general mission.

### Communications Department

**Communications Department Head (Rank 01 Ensign):** Reports directly to Communications Officer; delegates through non-commissioned officers in four sub-departments.

**Internal Communications Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Monitors, maintains, and upgrades equipment necessary for intraship communication.

**External Communications Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Coordinates all intraship and external communications equipment and procedures, including tight beam, meson, and radio. External communications are closely monitored by Security and Command Officers during wartime.

**Ship Communications Equipment Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** The Communications Department's maintenance section; specialist NCOs coordinate repair and installation of new equipment.

**Personal Communications Equipment Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Operates the communications locker with personal comm equipment for away-teams and specialized surveillance.

### Engineering Department

**Engineering Department Head (Rank 01 Ensign):** Reports directly to Engineering Officer; delegates through non-commissioned officers in five sub-departments.

**Power Plant Chief (Rank E8 Senior Chief PO or Rank E9 Master Chief PO):** Maintains and operates the main starship power plant, allocates power to

starship components, prioritizes in times of emergency.

**Maneuver Drive Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains and operates the starship's maneuver drive unit, including internal and external component repair procedures; directs all activities when the ship is in combat.

**Jump Drive Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains and operates the starship's jump drive unit, including coordination with the Navigation Department, lanthanum coil control, and computer hyperspace displays.

**Drive Maintenance Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Directs maintenance and replacement of all starship engineering components, including drive and power plant systems, computer and comm relays, and supporting equipment; all personnel capable of internal, external, and emergency repair procedures.

**Life Support Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains and operates the starship's atmosphere and temperature controls; life support has automatic priority override on power allocation.

## Flight Ops Department

**Flight Ops Department Head (Rank 01 Ensign):** Reports directly to Flight Ops Officer; delegates through non-commissioned officers in five sub-departments.

**Flight Deck Chief (Rank E8 Senior Chief PO or Rank E9 Master Chief PO):** Coordinates all incoming and outgoing fighters, assigns deck time to maximize turnaround speed; coordinates missile rearmament and refueling.

**Crews Chief (Rank E8 Senior Chief PO or Rank E9 Master Chief PO):** Coordinates flight assignments for fighter crews, under the authority of the Flight Ops Officer; coordinates rescue operations during and after battle, reassigning fighters or other starship's vehicles as necessary.

**Salvage Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Coordinates vehicle salvage and equipment refit missions, and wreck vector matching. (Fighters that can return to the flight deck under their own power are normally assigned to the Repair Sub-department.)

**Repair Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains and operates fighter and starship's vehicles repair bays; coordinates and assigns work crews, prioritizes maintenance and battle damage repair. (Fighters that cannot return to the flight deck under their own power are normally assigned to the Salvage Sub-department.)

**Training Chief (Rank E8 Senior Chief PO or Rank E9 Master Chief PO):** Coordinates flight crew training under the authority of the Flight Ops Officer, including training flight time, simulator time, and general education.

## Medical Department

**Medical Department Head (Rank 02 Sublieutenant):** Reports directly to Medical Officer; delegates through non-commissioned officers in four sub-departments. Unlike other departments, Medical Sub-department Chiefs are officers.

**Psychology Chief (Rank 01 Ensign):** Coordinates all psych profiling and treatment for the entire crew. The Medical Officer must initiate any procedure to relieve a crewmember of his position for being psychologically unfit, and this must be verified by the Psych Chief.

**Surgical Chief (Rank 01 Ensign):** Performs or coordinates all standard surgical procedures on ship; specialized in multiple human physiologies and some alien procedures. Subordinate to the Emergency Chief in combat situations.

**Emergency Chief (Rank 01 Ensign):** Performs and coordinates all emergency medical procedures during combat situations, starting with triage; maintains emergency equipment, including emergency life support, autoinjectors, and low berths. Subordinate to the Surgical Chief in noncombat situations.

**Dispensary Chief (Rank 01 Ensign):** Coordinates the replenishment, synthesization, and dispensation of all drugs; authorized to prescribe everyday drugs such as vitamins and sleeping aids, otherwise must have authorization from another Medical Department chief or officer.

## Navigation Department

**Navigation Department Head (Rank 01 Ensign):** Reports directly to Navigation Officer; delegates through non-commissioned officers in two sub-departments.

**Astrographics Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Establishes and maintains constant coordinate information through use of sensors and computer positioning; maintains and operates standard astrogational equipment.

**Cartography Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains computer and holographic maps of known space, providing these on demand for the Command Officers; observes and plots previously uncharted objects, such as asteroids and comets, even stars and star systems.

## Security Department

**Security Department Head (Rank 01 Ensign or Rank 02 Sublieutenant):** Reports directly to Security Officer; delegates through non-commissioned officers in three sub-departments.

**Detention Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Coordinates collection and storage of prison-

ers; arranges for interrogation; coordinates guard duty from among subordinate staff.

**Intelligence Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Gathers and stores information on enemy forces, friendly forces, starship personnel or civilians, and any element that the Security Officer deems a potential threat to the smooth operation of the starship; operates with unusual authority and freedom of action normally beyond someone of this rank.

**Internal Weapons Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains the starship's weapons lockers; secures new personal weapons, repairs damaged ones; dispenses weapons and monitors their location and application.

### Support Department

**Support Department Head (Rank O1 Ensign):** Reports directly to Support Officer; delegates through non-commissioned officers in six sub-departments.

**Maintenance Chief (Rank E7 Chief Petty Officer or Rank E8 Senior Chief PO):** Maintains basic starship equipment, such as lighting, venting, and gravitational control; coordinates work crews from among subordinate staff.

**Food Services Chief (Rank E7 Chief Petty Officer or Rank E8 Senior Chief PO):** Coordinates preparation and distribution of meals to the starship crew; assigns steward crews; secures and distributes entirety of the starship's food supply.

**Refueling Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains and operates all refueling equipment, including scoops and hoses; maintains purification equipment.

**Computer Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains computer hardware and software; assigns, places, and upgrades workstations.

**Atmospheric Control Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Monitors and controls the starship's atmosphere and temperature, responding to changing status in humidity, odor, etc. Maintenance and repair of the equipment is under the Engineering Department.

**Supplies Chief (Rank E7 Chief Petty Officer or Rank E8 Senior Chief PO):** Secures, stores, and distributes basic starship supplies, such as clothing, linens, stationery, and cleaning agents.

### Weapons Department

**Weapons Department Head (Rank O1 Ensign or Rank O2 Lieutenant):** Reports directly to Support Officer; delegates through non-commissioned officers in several sub-departments, depending on starship armaments.

**Screens Chief (Rank E8 Senior Chief PO or Rank E9 Master Chief PO):** Maintains and operates the ship's screens and defenses, including meson screens and black globe generators.

**Gunnery Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Maintains and operates a battery of like-armed, turret-mounted weapons; coordinates gunnery crews and fire control. Starships with multiple turrets of different weapons systems have multiple gunnery chiefs.

**Bay Gunnery Chief (Rank E8 Senior Chief PO or Rank E9 Master Chief PO):** Maintains and operates one or more identically armed bay weapons; coordinates gunnery crews and fire control. Starships with multiple weapons bays of different armament systems have multiple Bay Gunnery Chiefs.

**Spinal Gunnery Chief (Rank E9 Master Chief PO):** Maintains and operates the starship's spinal mount weapon; coordinates gunner crews and fire control. Starships without a spinal mount have no Spinal Gunnery Chief.

**Training Chief (Rank E7 Chief Petty Officer, Rank E8 Senior Chief PO, or Rank E9 Master Chief PO):** Coordinates gunnery crew training under the authority of the Weapons Officer, including firing range time, simulator time, and general education.

**Crew Roster for Small Starship (49 or fewer members).**

Small starships that are part of a fleet have crew rosters similar to those of medium ships. Command Officer and Bridge Officers are assigned as appropriate, though Staff Officers are routinely omitted as non-essential. Departments are assigned as necessary for the starship's function. On extremely small starships, such as scouts, the crew roster is severely limited, with individual crewmembers covering multiple departments, most often without subordinates.

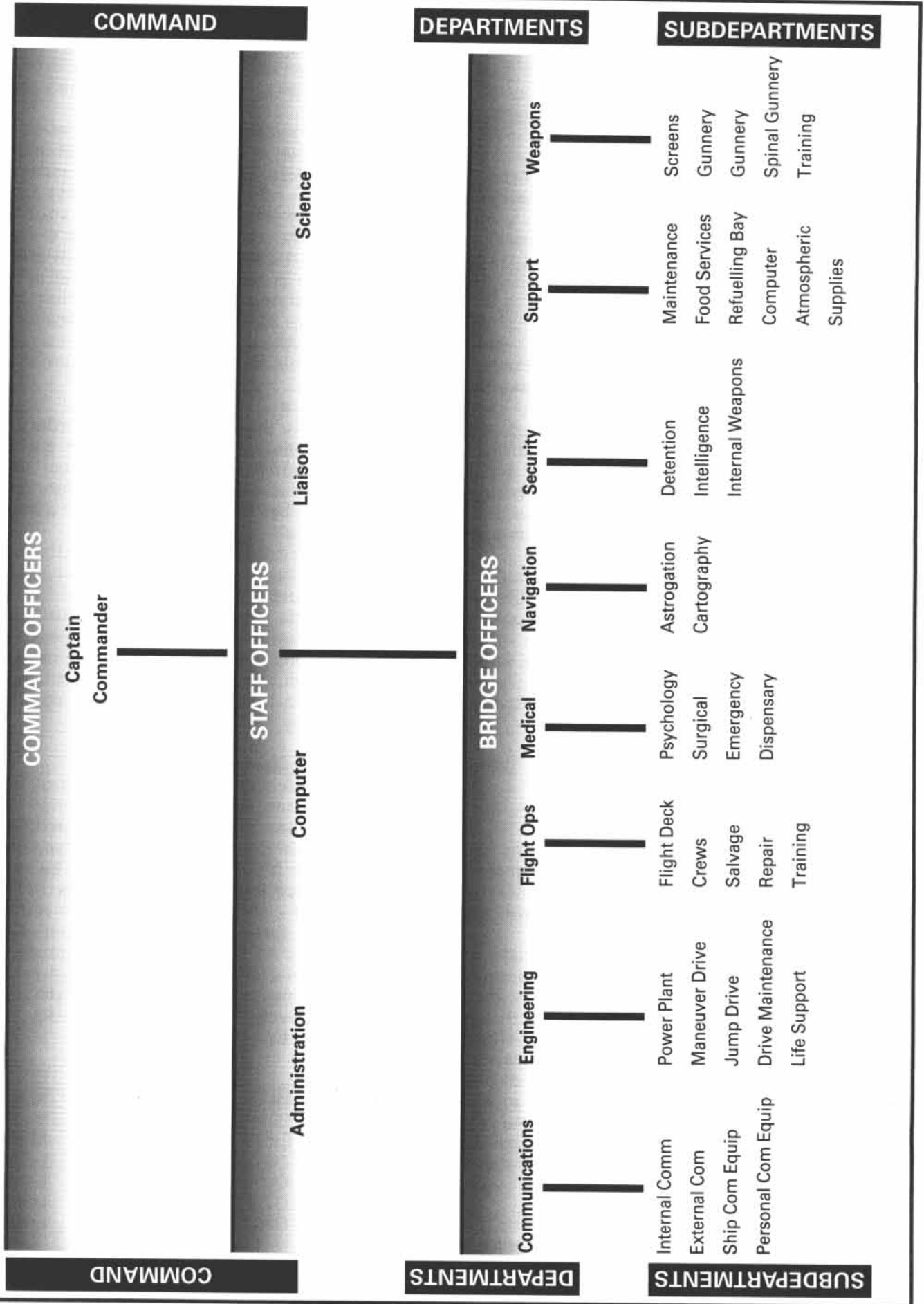**Crew Roster for Large Starship (501 or more members).**

Gigantic starships also mimic the crew rosters of medium starships. Often, existing departments are split under multiple officers (Forward Weapons Department and Aft Weapons Department, or Fighter Flight Ops and Shuttle Flight Ops). New departments are added, often under the Staff Officers (such as an entire Science Department under the Science Officer). Completely new departments are assigned for hydroponics, civilian law enforcement (where there is a significant civilian complement), solar collection, etc., based on the ship's specialized functions.

### CHAIN OF COMMAND

On any starship: fleet command can only be assigned from higher ranking officers. In order:

Captain
Commander
Senior Bridge Officer

# SHIP COMMAND STRUCTURE

## COMMAND

### COMMAND OFFICERS

Captain
Commander

### STAFF OFFICERS

Administration
Computer
Liaison
Science

## DEPARTMENTS

### BRIDGE OFFICERS

| Communications | Engineering | Flight Ops | Medical | Navigation | Security | Support | Weapons |
|---|---|---|---|---|---|---|---|

## SUBDEPARTMENTS

| Communications | Engineering | Flight Ops | Medical | Navigation | Security | Support | Weapons |
|---|---|---|---|---|---|---|---|
| Internal Comm | Power Plant | Flight Deck | Psychology | Astrogation | Detention | Maintenance | Screens |
| External Com | Maneuver Drive | Crews | Surgical | Cartography | Intelligence | Food Services | Gunnery |
| Ship Com Equip | Jump Drive | Salvage | Emergency | | Internal Weapons | Refuelling Bay | Gunnery |
| Personal Com Equip | Drive Maintenance | Repair | Dispensary | | | Computer | Spinal Gunnery |
| | Life Support | Training | | | | Atmospheric | Training |
| | | | | | | Supplies | |

Junior Bridge Officer
Senior Staff Officer
Junior Staff Officer
Senior Section Chief
Junior Section Chief
Senior Subsection Chief
Junior Subsection Chief

Succession of command status descends through each division of ranks from the most senior to the most junior member, measured in years of service. In practical terms, by the time a starship has been reduced beyond its bridge officers for able captains, the starship is rendered useless.

## Subordination

A Traveller character in active duty role-playing has access to a variety of fleet services. Players of NCO or officer rank can delegate some tasks rather than carry them out themselves, an option unavailable to other Travellers. In game terms, a task called for by a player character officer is then carried out by a non-player character subordinate (or series of subordinates). The player character can manage a larger workload, but is at the mercy of the motivation and skills of the subordinates with regard to the timeliness and accuracy of the resolution.

For instance, a captain may subordinate the task of generating a report on the indigenous life forms of a particular planet. If all goes well, the computer generated report is on his view screen in minutes. But there may be miscommunication, the subordinate may retrieve a report for the wrong planet, or there may be computer difficulties that damage the information or delay its arrival.

To get useful results from a subordinate: (Variable time).

(Soc + Leadership) < Easy (1.50)

Subordinates carry out their functions to the best of their ability within their understanding of their instructions. An officer may have to send subordinates back multiple times to generate results that he finds useful.

Characters can occasionally subordinate tasks not commonly part of the subordinate's responsibilities (e.g., deliver this non-military package, pick up this non-military person at the starport) without difficulty. However, routinely using duty personnel for personal functions is looked upon harshly. Of course, if the subordinate is also a player character, his willingness to perform is a matter for role-playing. However, attention is drawn to the use of personnel and military equipment for personal tasks. Retribution depends on the character's relationship with his superior officers.

## Routine Functions

An officer character can normally expect his routine commands to be carried out. A ship's captain's order to assume a standard orbit, a security officer's orders to post guards, a communications officer's orders to dispatch couriers, all of these are matter of course. When calling for routine functions, an officer character can rest assured it will be properly performed.

The motivations of others, however, and their influence over subordinates may get in the way of routine orders. These situations must be administered by the referee on a case-by-case basis. Possible motives that might interrupt routine orders include a rival officer issuing counter orders without the officer character's knowledge, an enemy agent among the crew disrupting normal activities, or mutinous elements disregarding their basic functions in favor of their own agenda. Again, these situations are rare, and in most cases a character officer can expect his routine orders to be carried out.

## Illegal Orders

There are three types of illegal orders. First, any orders that defy stated fleet doctrine are considered illegal. Second, any orders to direct fire against friendly forces are illegal. Third, orders from a subordinate officer to defy the orders of a superior officer are illegal.

All personnel are obliged to disobey illegal orders. To obey them demonstrates complicity.

Illegal orders during role-playing can be the most intense gaming situations. Mutinous officers defying a commander under the influence of hostile, psionic aliens may pit the crew against each other. Pending civil war may force officers to choose sides between the loyalist fleet admiral and their rebellious captain.

## Intelligence Clearance

Duty characters have two levels of intelligence clearance: one for military operational intelligence (MOI) and one for civilian central intelligence (CCI). Both of these clearance levels are based on rank and modified for MOS and, occasionally, by assignment.

**Clearance Levels:** There are five distinctions of intelligence clearance, starting with minimal, then proceeding through levels 1, 2, 3, and 4. In reality, there is a level 5 maximum intelligence clearance available only to the Emperor, his top security advisor, and whoever they take into confidence.

**Basic Levels:** The basic level in each category is determined by rank.

| Rank | MOI | CCI |
|------|-----|-----|
| E1 through E3 | Minimal | Minimal |
| E4 through E6 | Level 1 | Minimal |
| E7 through E9 | Level 2 | Minimal |
| O1 through O2 | Level 2 | Level 1 |
| O3 through O4 | Level 3 | Level 2 |
| O5 through O7 | Level 4 | Level 3 |
| O8 through O10 | Level 4 | Level 4 |

**Modified Levels:** Officers assigned to hazardous

missions can have their clearance levels increased temporarily. Assignment to the intelligence division or a covert mission brings with it a one or two level boost, although enlisted personnel cannot have their levels so raised.

*Identification for Intelligence Clearance:* Secure intelligence is encrypted, either in an infocartridge or disk. Decryption is undertaken by proper retinal scan directly to the cartridge or disk. An individual can gain access to the decrypted information by activating the retinal scan, or by being given the information by someone who has already done so.

The retinal scanner is preprogrammed with the identification data of anyone who has clearance for the information. Decryption is accomplished for one viewing only; the information cannot be computer copied or transferred.

The system can be defeated by tampering with the retinal scanner, the retina, convincing the computer that one is of a higher clearance level, defeating the copy protection, or obtaining the information from another source, such as through the intelligence gathering agencies themselves.

**Differentiation of Information:** This broad overview describes all the information accessible at each level of clearance.

*MOI*

*Minimal MOI Clearance:* All ship and fleet regulations, tutorial and instructional data for operation of standard equipment, publicly known history of fleet operations.

*Level 1 MOI Clearance:* Design and construction data for standard equipment, individual service his-tories of fleet personnel, immediate fleet assign-ment.

*Level 2 MOI Clearance:* Tutorial and instructional data for operation of classified equipment, future fleet assignment.

*Level 3 MOI Clearance:* Design and construction data for classified equipment, private service histo-ries of fleet personnel, classified fleet assignment.

*Level 4 MOI Clearance:* Design and construction data for classified and experimental equipment, secret mission status for the fleet.

*CCI*

*Minimal CCI Clearance:* Publicly documented personal histories and arrest records, local security procedures.

*Level 1 CCI Clearance:* Local police personal records and trial transcripts, special security proce-dures at public facilities.

*Level 2 CCI Clearance:* Intersystem police dossiers and transcripts with investigation files on individuals and corporations, special security proce-dures at some private facilities, access to secured government facilities.

*Level 3 CCI Clearance:* Intersystem police dossiers with investigation files and surveillance information on individuals and corporations, securi-ty access codes for public facilities, access to secret government facilities.

*Level 4 CCI Clearance:* Complete surveillance records for on individuals and corporations, security access codes for all public and most private facili-ties, access to secret government facilities.
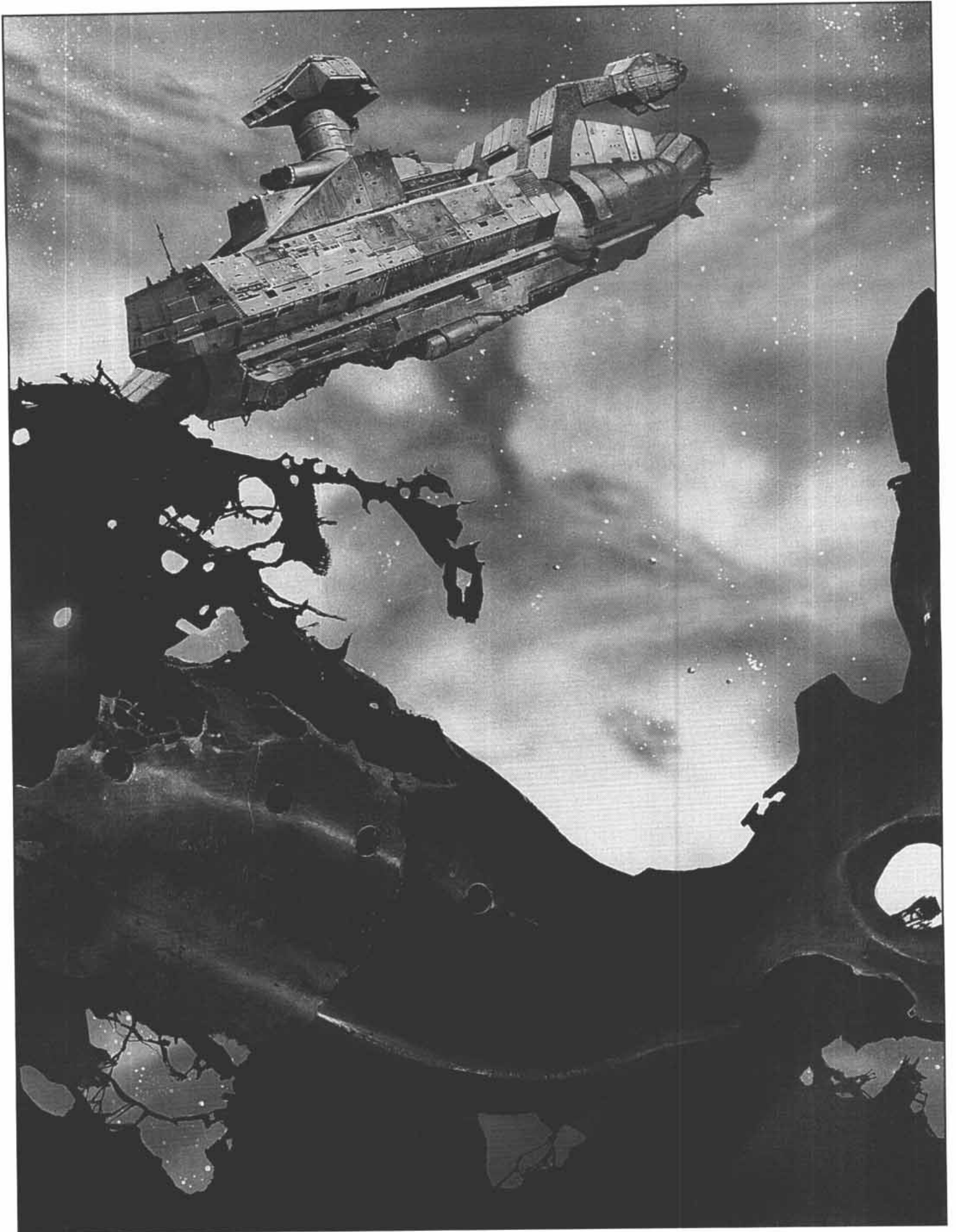
# 6: Standard Operating Procedure

Active duty fleets operate within a finite set of standard procedures, transitioning from one to the next as fleet command deems necessary. The operations of a vessel or fleet within each activity is routine. Training is focused on the standard procedures until the crew can execute them "in their sleep." A fleet is engaged in these standard operating procedures the vast majority of the time, so they are most often the backdrop for any active duty role-playing.

## Transition

Orders to change an active duty fleet's activities come from fleet command through the command officers on every starship. Once orders are passed along, subordinate activities are put in place to alter the starship's ready status appropriate to the new function. The mechanics of transition are routine, a matter of existing protocol.

Rumors abound in active duty fleets about changes in disposition and activity. Despite considerable efforts to guard against leaks, the so-called "hyperspace link" manages to circulate information through the fleet and starship crews quickly, and often with tremendous accuracy. Many an admiral has wondered how his crews can know his mind before he's issued his orders.

**Randomized Transition:** In situations where the referee wants to simulate the transition of duty for an active duty fleet, without actually administering a campaign, use the Fleet Transition Flow Chart.

## Peacetime

Active duty fleets engage in standard operations differently during times of peace, noted for each activity. Comments on peacetime also apply to lulls in wartime.

## Wartime Operations

Wartime operations include fleet action, surface action, deep penetration, patrol, strategic redeployment, and reserve assignments. A fleet's disposition at the outbreak or conclusion of hostilities depends on the overall strategic situation. Victims of a surprise attack are unlikely to be ready for fleet action, perhaps instead in reserve status, while the perpetrators are most likely on deep penetration missions.

## Fleet Action

Fleet action operations place a fleet in the thick of the main battle against the enemy. They are on the front line, actively seeking and engaging enemy fleets. Fleet actions happen entirely in space.

**Engagement:** Starship to starship combat is waged between the opposing fleets. Typical engagements are characterized by long periods of searching within a system using all sensors, intermittently interrupted by intense exchange of weapons fire between starships. All starships are on full alert during fleet action engagements.

**Interdiction:** The fleet is assigned to isolate a world or position against enemy movement or contact. Starships are assigned to orbital or high guard status, engaging enemy "blockade runners," while maintaining peak readiness. Confronted by enemy warships, the fleet must deny them the objective. All starships are on full alert during fleet action interdiction.

**Patrol:** The fleet must search a system where enemy fleets are suspected to exist or are expected to arrive. All starships and non-starships are deployed to sweep the system and the vicinity of important worlds with all sensor equipment. All starships are on standby alert.

**Reassignment:** A fleet is reassigned out of fleet action for a variety of reasons: excessive battle damage, tactical or strategic victory or defeat, even a change in political policy.

*Fleet Action to Surface Action:* The fleet has successfully driven enemy starships away from an important system and has not been reassigned to engage the enemy forces on the worlds.

*Fleet Action to Deep Penetration:* The strategic outcome has been thus far inconclusive, so the fleet has been reassigned to penetrate into the enemy's interior to disrupt communications or to destroy a specific target.

*Fleet Action to Patrol:* The fleet action has been largely successful, but enemy forces are suspected to lurk in nearby systems; their dispositions must be ascertained by patrolling fleets.

*Fleet Action to Strategic Redeployment:* The fleet has been pulled out of the front line and reassigned to a distant front to meet some new objective or threat. Alternately, the strategic outlook on this front is bleak, so the fleet is being disengaged from the enemy to take up a new defensive position.

*Fleet Action to Reserve Status:* The fleet action has been successful such that the fleet can be moved out of the front line for general refit. Alternately, the fleet action has been extremely bloody, and the fleet must be sent to reserve for massive refit and repair.

*Fleet Action to Lull:* The fleet action has ceased, either due to mutual exhaustion or diplomatic intervention. The fleet is reassigned temporarily to peacetime status.

**Role-playing during Fleet Action:** Fleet action is the most intensive battle situation of all possible assignments. Active duty characters are assigned to their battle stations for long shifts with little opportunity for free time to pursue other activities. Exposure to hostile enemy forces is maximized, giving the characters ample opportunity to pit their skills

and equipment against motivated opposition. Successful characters can have the opportunity to take prisoners and plunder, to explore enemy facilities before any other fleet authority, discover important or valuable information, liberate friendly worlds and populations, and capture enemy equipment. Unsuccessful characters risk death or injury, and can be captured (individually or as part of a crippled starship contingent), or be cut off from the main body of the fleet.

Characters assigned to fleet action are expected to carry sidearms issued by the starship's security department. Contact outside the fleet is restricted. Discipline is especially high, and offenses for dereliction of duty and insubordination carry maximum, sometimes immediate penalties.

## Surface Action

A fleet assigned to surface action employs its weapons and starships in support of a ground assault or planetary bombardment. The fleet can be in an enemy or friendly system, usually on or near the front line of battle. Surface actions take place within a single system, in orbit or descending into the atmosphere of the target world.

**Bombardment:** The fleet employs its weapons systems, especially missiles, against enemy ground installations. Bombardments are conducted independent of any assault by ground forces. Weapons are deployed strategically against the enemy targets. All starships are on standby alert during bombardment actions.

**Ground Support:** The fleet employs its weapons systems and especially its atmosphere-capable fighters in support of friendly ground forces assaulting enemy ground installations. Weapons and fighter support engage the enemy tactically, directed by forward observers or sensors. All starships are on standby alert during ground support missions, though flight-ops is generally on full alert for the duration of the mission.

**Interdiction:** The fleet is dispatched to deny the target world to enemy vessels. Enemy ships attempting to move from the outer system to the world's surface or vice versa are engaged and destroyed. All starships are on standby alert during surface action interdiction.

**Orbit Superiority:** The fleet is engaging enemy vessels still active in the target world's orbit. Other surface action assignments cannot be carried out until orbit superiority has been achieved. All starships are on full alert while on orbit superiority missions.

**Transport:** The fleet has been assigned to move ground assault troops, their equipment and supplies from orbit to the target world's surface. Fleets not composed mainly of transport vessels fulfill this mission with whatever cargo space and handling capacity they can bring to bear. All starships are on standby alert while on surface action transport.

**Reassignment:** A fleet is reassigned away from surface action when the world has been subdued or when the objective has been determined as unachievable.

*Surface Action to Fleet Action:* The fleet is more valuable to the war effort if engaged against opposing fleets. Alternately, the surface action has reached a conclusion and the fleet is matched against an enemy relief force en route.

*Surface Action to Deep Penetration:* The fleet's role in the capture of the enemy world is completed, so is reassigned to secure the next important system deeper in enemy territory. Alternately, the successful conclusion of the surface action has uncovered intelligence regarding an important objective deep in enemy space; the surface action fleet is best disposed to penetrate and engage that objective.

*Surface Action to Patrol:* Enemy fleets are suspected of trying to relieve the surface action's target world, so the fleet is reassigned to patrol this and nearby systems.

*Surface Action to Strategic Redeployment:* The surface action marks final objective on this front; the successful fleet is removed to another front to engage enemy forces there. Alternately, the surface action prompts another pocket empire to enter the war as an ally of the enemy. The fleet must disengage and move to confront this new threat.

*Surface Action to Reserve Status:* The fleet is exhausted from the length of the action, and must be sent to the rear for refit and resupply. Alternately, the surface action concludes a phase of the overall conflict, and the fleet is temporarily out of work.

**Role-playing during Surface Action:** Fleets assigned to surface action are cast in a supporting role. The marine ground assault forces take the brunt of the action, relying on the navy fleets for logistical and firepower support. Characters assigned to surface action fleets have more free time for individual action, but they are still highly restricted in movements and outside contact. Their common activities put them in positions where they can interact with other services, especially the marines, more easily. Also, they are exposed to more "planetside" equipment than is common. Orbit superiority and interdict still can place the characters in starship combat against the enemy. Ground support and transport missions can place the characters on the world's surface itself, perhaps stranded there temporarily or cut off from their transport back up to the fleet.

Sidearms are issued, discipline and punishment are high just as in other combat assignments. Characters tend to be put in fewer life-or-death situations during surface action than during fleet action, and routine can dominate the length of the assignment.

## Deep Penetration

Deep penetration refers to distance into enemy territory at least distance behind the current line of battle. Fleets assigned to deep penetration missions jump several parsecs, even subsectors or entire sec-

tors into hostile territory. The fleet is widely separated from the logistics of other friendly forces and worlds, so must be completely self-reliant.

**Bombardment:** A deep penetration bombardment mission is intended to be disruptive and quick. The penetrating fleet seeks out poorly defended installations of strategic military importance, as the strike must take place before enemy forces mount a significant threat. Deep penetration bombardments are conducted without any accompanying ground assault. All starships are kept at standby alert during deep penetration bombardments.

**Forage:** Deep penetrating fleets must resupply themselves in unfriendly star systems, procuring war materials from enemy locations. The foraging fleet must locate and overpower bases of supply, utilizing starship and ground assault capabilities to do so. Common practice is to destroy any vital materials that cannot be taken or utilized. All starships are on full alert when foraging.

**Raid:** Fleets assigned as raiders maneuver to disrupt transport and infrastructure in the enemy rear areas, depriving the war effort of vital materials and communication. Unless given specific objectives based on intelligence gathered, raider fleets spread out to seek and destroy. Unarmed enemy starships, such as merchants and transports, are the most desired targets. All starships on deep penetration raids are on full alert.

**Reassignment:** Deep penetration missions are generally launched with specific duration in mind. Unforeseen circumstances may keep such a fleet cut off from the main body for longer than expected.

*Deep Penetration to Fleet Action:* The deep penetration objectives are achieved and the fleet returns to join the battle alongside other fleets. Alternately, the deep penetrating fleet returns from within enemy territory to engage their main battle fleets from behind, coordinating an enspherement.

*Deep Penetration to Surface Action:* The deep penetrators are in good position to support a ground assault at an enemy world. Alternately, the deep penetrators come upon a heretofore unknown vital installation, where it holds and coordinates surface action with newly arrived ground assault forces.

*Deep Penetration to Patrol:* The deep penetrators are met by advancing friendly forces and assigned to the relatively routine task of patrolling the systems they have been raiding.

*Deep Penetration to Strategic Redeployment:* Distant deep penetrating fleets can sometimes rejoin the main fleet or return to friendly systems through strategic redeployment, sometimes jumping completely around enemy territory, through neutral systems, then back home.

*Deep Penetration to Reserve Status:* Successful deep penetrating fleets are rewarded with reserve status during refit and resupply. Alternately, badly damaged fleets are put in reserve to reform while important vessels are docked and serviced.

## Patrol

Patrol missions are the key to space combat between jump-capable ships, since seeking out enemy forces within a system or a group of systems is vital to fleet command. Patrols are undertaken in systems where the enemy has reason to arrive, to destroy key objectives, to engage fleets, or simply to refuel. Patrols generally take place within just a half dozen parsecs of the main battle front.

**Anti-piracy:** Wartime fosters conditions ideal for pirates, hijackers, and smugglers. Some of these are independent operators (pirates), while others are sanctioned by a government to disrupt an enemy's activities (privateers). A patrolling fleet on anti-piracy duty roots out suspected pirates and their bases, while escorting merchant transport craft to keep them safe. The nature of anti-piracy puts greater-than-normal emphasis on the fleet's security and undercover operatives in the area. All starships on anti-piracy duty are on standby alert.

**Engagement:** A patrol engagement is undertaken when the patrolling fleet encounters enemy forces. A patrol engagement is characterized by quick strikes by a small number of ships, hoping to inflict some damage and hold the enemy while the main body is alerted and brought to bear. The nature of patrol missions isolates smaller groups of ships over a wide area, so engaging a newly discovered, large enemy force can be difficult. All starships are on full alert during a patrol engagement.

**Interdiction:** Patrols are called upon to deny certain objectives to enemy forces, especially fuel sources. The patrolling fleet concentrates on the approaches to a system's objectives and denies casual access both in and out. High guard positions are taken, and all means to deny objectives, even their destruction, are planned. All starships are on standby alert during patrol interdiction.

**Shore Leave:** Patrol is the least intensive wartime operation, allowing ships to rotate into and out of the front line for refit and R&R. Starships put into temporary reserves status by the patrolling fleet are assigned to rest at a relatively safe, friendly port. Crew are rotated off the ship for a brief period of downtime where they can engage in non-military activity. All starships on shore leave are on standby alert, and crew members off ships are to remain in contact with their vessel in case of emergency recall.
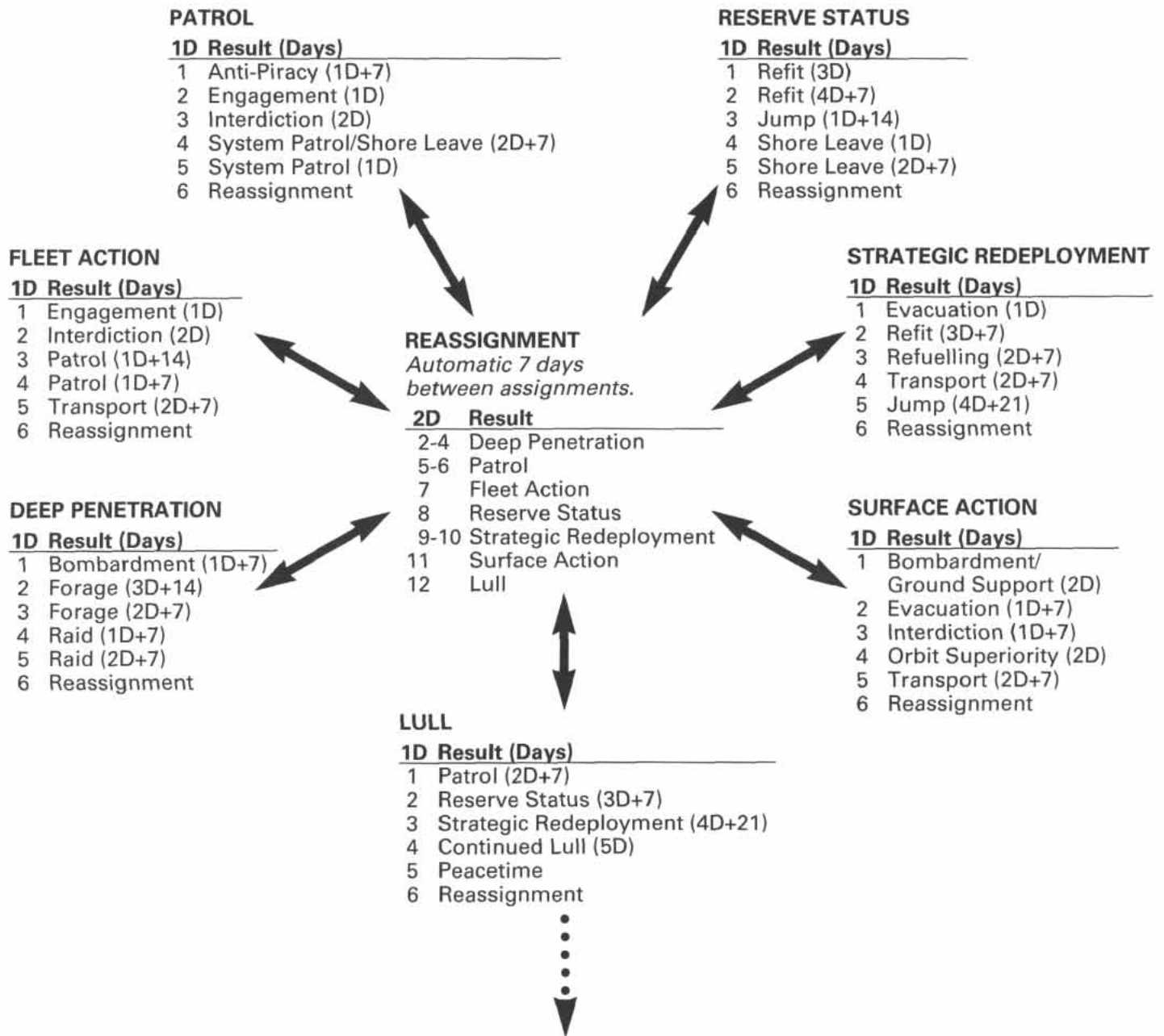
**System Patrol:** The most common patrol duty, system patrol is the key to the entire operation. The fleet disperses through a system suspected either of harboring an enemy fleet or of being soon visited by them. A search pattern is developed around likely jump points and ships are fanned out to blanket the area with sensor sweeps. Obvious strategic points in the system, like habitable worlds and gas giants, are closely watched for enemy activity. All starships on system patrol are on standby alert.

**Reassignment:** Starships can be assigned away from patrol duty for a variety of reasons.

*Patrol to Fleet Action:* A successful patrol uncov-

# FLEET TRANSITION CHART

## WARTIME

### PATROL

**1D  Result (Days)**
1  Anti-Piracy (1D+7)
2  Engagement (1D)
3  Interdiction (2D)
4  System Patrol/Shore Leave (2D+7)
5  System Patrol (1D)
6  Reassignment

### RESERVE STATUS

**1D  Result (Days)**
1  Refit (3D)
2  Refit (4D+7)
3  Jump (1D+14)
4  Shore Leave (1D)
5  Shore Leave (2D+7)
6  Reassignment

### FLEET ACTION

**1D  Result (Days)**
1  Engagement (1D)
2  Interdiction (2D)
3  Patrol (1D+14)
4  Patrol (1D+7)
5  Transport (2D+7)
6  Reassignment

### REASSIGNMENT

*Automatic 7 days
between assignments.*

**2D  Result**
2-4  Deep Penetration
5-6  Patrol
7  Fleet Action
8  Reserve Status
9-10  Strategic Redeployment
11  Surface Action
12  Lull

### STRATEGIC REDEPLOYMENT

**1D  Result (Days)**
1  Evacuation (1D)
2  Refit (3D+7)
3  Refuelling (2D+7)
4  Transport (2D+7)
5  Jump (4D+21)
6  Reassignment

### DEEP PENETRATION

**1D  Result (Days)**
1  Bombardment (1D+7)
2  Forage (3D+14)
3  Forage (2D+7)
4  Raid (1D+7)
5  Raid (2D+7)
6  Reassignment

### SURFACE ACTION

**1D  Result (Days)**
1  Bombardment/
   Ground Support (2D)
2  Evacuation (1D+7)
3  Interdiction (1D+7)
4  Orbit Superiority (2D)
5  Transport (2D+7)
6  Reassignment

### LULL

**1D  Result (Days)**
1  Patrol (2D+7)
2  Reserve Status (3D+7)
3  Strategic Redeployment (4D+21)
4  Continued Lull (5D)
5  Peacetime
6  Reassignment

## PEACETIME

### PEACETIME

**2D  Result (Days)**
2  Evacuation (1D+7)
3-4  Diplomacy (3D+14)
5  Counter Insurgency (4D+7)
6-7  Patrol (5D+21)
8-9  Reserve Status (5D+21)
10  Strategic Redeployment (3D+28)
11  Training (3D+28)
12  Renewed Hostilities

ers enemy forces, necessitating reassignment to engage and disrupt or defeat those forces. Alternately, a patrol encountering no enemy activity might designate their patrol area unthreatened and be reassigned to main line duty.

*Patrol to Surface Action:* Patrolling ships must deny refueling at key worlds. Where populations are sympathetic to the enemy, a fleet must be reassigned to deal with the inhabitants. Alternately, a patrol may discover an as yet unknown enemy base or activity on a world's surface and be reassigned to deal with it.

*Patrol to Deep Penetration:* Probing a region of space reveals that enemy forces are weak and scattered, affording an ideal opportunity to penetrate to interior systems. Alternately, a patrolling fleet may be overrun by the advancing enemy, leaving it behind the lines and ready to disrupt the enemy's interior worlds.

*Patrol to Strategic Redeployment:* The patrolling fleet encounters no significant enemy activity on their front, so is redeployed to a distant, more threatening one. Alternately, the fleet uncovers evidence that the enemy is redeploying to a distant front, so is sent to engage them there.

*Patrol to Reserve Status:* Patrols find no enemy activity, though the area is not so secure that fleet command can remove the fleet from the area; the starships are sent to friendly worlds for refit while the war progresses.

## Strategic Redeployment

Interstellar wars span many systems, subsectors, and sometimes entire sectors. Fleets located on one front that are desperately needed for another are strategically redeployed. Starships maximize their jump performance to leap across systems as quickly as possible. The bulk of redeployment takes place either well within friendly territory or, occasionally, completely outside the region of the war through neutral systems.

**Evacuation:** Fleets assigned to strategically redeploy can be coming from a disastrous situation on their present front. Friendly worlds and installations in imminent danger of being overrun must be evacuated. All fleet vessels capable of picking up vital personnel and materials are put to task, while the rest guard against the enemy onslaught. Emergency procedures are put into effect regarding quarters and storage of hazardous materials. Characters have opportunity to interact with grateful evacuees from all walks of life. All starships on evacuation duty are on full alert.

**Refit:** Starships in strategic redeployment have ample opportunity, if not a great deal of time, to put in for repairs. Being further away from the front, redeploying ships move through systems whose shipyards are less frequently used, ready for immediate use. Still, the speed necessary during redeployment still dictates that only cursory refit be undertaken. Ships on refit are on no alert status.

**Refueling:** Strategically redeploying fleets can be assigned as refuelers, using their capacity to gather and process fuel in a system to speed the passage of other, more vital fleets. Refueling ships gather fuel at water worlds, gas giants, ice rings or asteroids, process and purify it, and take it to meet incoming vessels at safe-distance jump points. Transport craft are assigned to assist. Ships on refueling duty are on standby alert.

**Transport:** Strategically redeploying fleets are ideal transport for ground forces bound for the same front. Transport craft are fully employed to gather and move material, and all starships are stuffed with additional personnel for the duration of the journey. Extra low berths are often used as well. Characters have ample opportunity to meet and interact with personnel from different services, especially the marines and army, during transport duty. All ships on transport duty are on no alert status.

**Reassignment:** Strategic redeployment is an interim mission, culminating in reassignment upon arrival.

*Strategic Redeployment to Fleet Action:* The newly arrived fleet is immediately pressed into battle against enemy fleets on this front. Alternately, a strategic redeployment runs into unexpected action against the enemy before it reaches its planned destination.

*Strategic Redeployment to Surface Action:* The fleet arrives in time to join an urgent surface action against an important ground objective on this front. Redeploying fleets engaged in transport are most likely to go right into a surface action.

*Strategic Redeployment to Deep Penetration:* The redeploying fleet arrives to find the battle now far removed from this new front, though the way is open to thrust deep into enemy territory. Alternately, the fleet arrives at the planned systems only to find they're already overrun and controlled by the enemy, making their mission a deep penetration by default.

*Strategic Redeployment to Patrol:* The fleet arrives at the objective systems, but is unable to locate the enemy or the front line of battle.

*Strategic Redeployment to Reserve Status:* Political objectives have changed in the midst of the redeployment, and fleet command has no immediate need for the fleet. Alternately, the war is going very well and the fleet's services are, for the moment, not needed.

## Reserve Status

Fleets on reserve status are removed from action and sent to the rear areas. The fleet may be temporarily unnecessary to the current campaign, or it may be in need of considerable refit and repair. Reserve fleets are taken beyond normal jump range of known enemy fleets, though kept strategically close in case they are needed quickly. The worlds that host reserve fleets have bases, shipyards, a good starport and usually a significant population.

**Refit:** Refit during reserve status is generally more extensive than during active duty. Fleets are put into reserve when refit is required for extensive battle damage, making "dry" docking and major repair of structural damage necessary. Also, fleets are commonly placed on reserve status for refit with new, improved weapons made available through advancing technology; alternately, weapons and defenses are traded out for more effective devices when the enemy's disposition and tactics are better understood. Starships on reserve status refit are on no alert status.

**Shore Leave:** Shore leave from a reserve status fleet is extensive and restful. Permission can be obtained for home leave, allowing crew to seek transport (either military or civilian) to return to their homeworlds to visit family and friend. Readiness is especially low, allowing greater freedom of action. Characters need not be in instantaneous contact with their command structure at all times, though prudence is rewarded. Reserve status shore leave enables the characters to engage in non-military adventures, out from under the watchful eyes of commanders and the constant pressure of duty. Starships on reserve status shore leave are on no alert status.

**Reassignment:** Reserve status is a culmination of exhausting active duty operations in the face of the enemy. Reassignment away from reserve status signifies a return to action.

*Reserve Status to Fleet Action:* The fleet is summoned to join the main battle line where enemy activity has risen dramatically. Alternately, the war is going poorly, bringing the front line unexpectedly right to the reserve fleet's host world.

*Reserve Status to Surface Action:* The front line fleets have isolated an important surface objective but cannot spare the starships to support the assault. The reserve fleet is activated to bring troops and materials to the surface action, then to engage the defenders during the target's reduction.

*Reserve Status to Deep Penetration:* This is an unlikely reassignment, since reserve status fleets are, by definition, farthest removed from the front line and farther still from the enemy's core systems. Nevertheless, circumstances can arise to make this an opportunity worth taking, such as when the main battle front shifts dramatically, leaving the reserve fleet in an unexpectedly good position to reach for the enemy's main systems.

*Reserve Status to Strategic Redeployment:* This is a common reassignment, since the reserve fleet is most often far removed from its next assignment. The fleet is sent to move through a series of friendly systems to join the battle at some distant front.

*Reserve Status to Patrol:* The fleet is put into a patrol in nearby systems to seek out and engage enemy deep penetrators expected to arrive. Alternately, the reserve fleet can be sent to the main front to assist in the acquisition of the enemy forces that have temporarily been lost.

## Lull

The ebb and flow of interstellar warfare brings occasional periods of inactivity by both sides. Exhaustion can force both sides to temporarily withdraw to rebuild and create new strategies. A fleet can be reassigned during a lull to lighter duty in the rear areas, awaiting the renewal of hostilities.

**Patrol:** The lull lasts until one side or the other launches a new offensive. Patrols are set to guard against the enemy's first strike. Patrols during a lull are much like those during wartime, moving from system to system, guarding refueling locations and other bases. All starships on patrol during a lull are on standby alert.

**Peacetime:** A lengthy lull is indistinguishable from peacetime. Fleets are reassigned to duties common during peace, such as diplomatic and training missions.

**Reserve Status:** Reserve status during a lull is particularly passive assignment. Starships are all but abandoned in their shipyards with no expectation of immediate recall. Active duty characters have ample opportunity to engage in non-military roleplaying on reserve during a lull. Home leave is easily obtained. Starships on reserve status during a lull have no alert status.

**Strategic Redeployment:** Anticipation of renewed enemy activity on new fronts calls for strategic redeployment. The fleet is moved through rear areas, refitting and transporting other troops when necessary, to be put on patrol or reserve in the vicinity of expected enemy movements. All ships on strategic redeployment during a lull are on standby alert.

**Reassignment:** The lull ends when the combatants re-engage. New assignments run the gamut of military action.

## Peacetime

Interstellar wars conclude when objectives are reached, though seldom is one side or the other conquered completely. Oftentimes the wars drag on as a series of campaigns separated by intermittent peace. Historically, the 1st through Nth Interstellar Wars between the Terran upstarts and the First Imperium were fought exactly that way. Not until N wars and peaces had passed was the Imperium overthrown and the Ramshackle Empire begun.

Fleets are reassigned during peacetime to a variety of duties. These are the most opportune times for active duty characters to participate in non-military adventures, since their alert status is always low and leave time at its maximum. Their unique access to transportation means the nearby systems are ripe for adventure.

**Counter Insurgency:** Rebellious elements on friendly worlds call for direct action by the fleet. Reactionary elements opposed to the empire's rule are confronted and stamped out, their leaders arrested, their ability to produce or secure arms eliminated. Engagement in counter-insurgency oper-

ations put the characters in the awkward situation of gaining friends or enemies on either side, depending on their role in the action. All starships on counter insurgency missions are on standby alert.

**Diplomacy:** Peacetime fleets engage in gunboat diplomacy to demonstrate the empire's power. The arrival of a powerful fleet in the system impresses on potentially rebellious worlds just how isolated they could become. Additionally, a diplomat escorted by an entire fleet generates the pomp and circumstance appropriate to his station and garners respect from the visited empire. Duty is light, and active duty characters lucky enough to be assigned to diplomatic missions have a unique opportunity to interact with important personages from a distant empire. All starships on diplomacy missions are on standby alert.

**Evacuation:** Peacetime evacuation missions deal with natural disasters and political displacements on member worlds. Starships and vehicles are employed to remove civilians from the dangerous areas for relocation to assigned camps or other worlds. Active duty characters encounter and help a wide cross-section of civilians during an evacuation. Military confrontation is rare, but policing against looting forces all starships to be on standby alert during an evacuation.

**Patrol:** Peacetime patrols are employed mainly against smugglers and pirates. The fleet is granted jurisdiction in a region to monitor common transport and enforce local and empire-wide mercantile laws. A patrol working in peacetime keeps only a cursory eye out for possible invasion from neighboring empires. All starships on peacetime patrols are on standby alert.

**Reserve Status:** Reserve status during peacetime is also known as "standing down," or, among spacers, "permadock." An admiral whose fleet has been so assigned administers the refit of some vessels and the decommission of others. Crew are transferred away or encouraged to muster out. A fleet is broken up during reserve status, surviving ships being reassigned to other fleets. Starships on reserve status during peacetime are on no alert status.

**Strategic Redeployment:** Fleets are often assigned to different bases during peacetime, usually to take advantage of unique locations and resources of different facilities. A fleet must strategically redeploy to get there.

**Training:** Crews must train during peacetime to keep their combat readiness. Maneuvers are planned and mock battles staged. Classrooms are filled and computer workstations jammed. Simulators are activated to get the recruits ready for basic drill and to keep veterans sharp. A fleet assigned to a training cruise is staffed with extra instructors and facilities, while existing crew are given special duty to assist. All starships on training missions are on standby alert.

**Attrition:** Fleets dwindle and disperse during peacetime. Military budgets are slashed, and expensive starships are sold or decommissioned. Whenever a fleet enters peacetime, there is a chance that a character's position will change.

To avoid reassignment during peacetime: Difficult Administration task.
(Failure results in a reassignment. The referee should build the new assignment as a stumbling block to their current adventure or as the springboard to a new situation.)

## Alert Status

Fleets from human civilizations follow like-doctrines for alert readiness. These are handed down from the earliest space navies and even before to the wet navies that preceded them. There are three main alert levels: full alert, standby alert, security alert. Starships out of harm's way are commonly on no alert status, merely keeping duty stations.

**Full Alert:** Any starship in imminent contact with hostile enemies is placed on full alert. Full alert is generally a short-duration status, with every hand at combat readiness.

*Intership Doctrine:* Starships on full alert have all defenses readied. All weapons systems are armed and await fire control instructions from the bridge. All intership communications are directed to the command officers. Ships that do not announce themselves as friendly are considered hostile. Fleets disperse their ships to create sensor screens. Fighter escorts are deployed.

*Intraship Doctrine:* All personnel are activated to their battle duty stations or are on proximity standby to replace battle casualties. All unnecessary ship activities are canceled. Computer and communication control are suspended to any but the command officers. Weapons are drawn by all security and ship's troops.

**Standby Alert:** A fleet in a position where hostile forces are active but not in immediate proximity are placed on standby alert. Standby alert is less intensive, but keeps all ship's personnel and equipment at near readiness in case of contact.

*Intership Doctrine:* Starships on standby alert have their defenses manned and either down or on low power settings to conserve energy. Weapons systems are ready and a full complement is on proximity standby at all times. Intraship communications are routed normally with only sensitive transmissions being routed to the command officers as necessary. Unidentified starships are considered hostile. Fleets disperse to create sensor screens. Fighter escorts patrol regularly.

*Intership Doctrine:* All personnel are on standby to man their battle duty stations or are on proximity standby for the duration of the alert. All unnecessary ship activities are severely curtailed until the alert status changes. Computer and communication control are administered normally. Weapons are not drawn by all security or ship's troops.

**Security Alert:** Also known as intruder alert, security alert is declared when there is a threat already on board. Security alert can exist in conjunction with full or standby alert. Security personnel draw weapons and take positions as corridor and bridge guards. All vital starship components are so protected against intruder activity. The command officers are escorted wherever they go on the starship. Access to all ship's areas is restricted, and full identification of orders and intent are required at vital locations. Access to communications or to ship's boats or airlocks is all but prohibited.

**Role-playing During Alert:** Alert situations present the most interesting role-playing opportunities, but by their nature has the most obstacles to freedom of action. The crew is completely caught up in the current crisis, diverting their attention from other activities, clouding or creating whole new adventure possibilities.

An adventure may call for characters to act just a bit outside their normally allowed routine. In normal circumstances a rating can expect officers and security to let minor offenses go, but alert status heightens their sensitivity. A character trying to gain access to an area of the starship where he isn't assigned had better have a pretty good reason when he confronts the armed security guards there.

Infractions bring immediate confinement during alert situations, though justice is seldom so quick. Officers confronted with questionable activity by crew members are compelled to isolate the problem and deal with it later. A player character who finds himself afoul of the starship's security teams is most likely to sit out the action in the brig. Dereliction of duty charges can be brought against him later.

**Crew Casualties and Alert:** A character's role in keeping the starship operational changes as the crew casualties mount. First, any ship sustaining crew casualties goes immediately to full alert if it wasn't already so prepared. When light casualties are suffered, crew are ordered to come to proximity standby at their battle stations, either to take the controls immediately or to await further instruction. When substantial casualties have been suffered, the crewman may be assigned away to a function outside his normal department, even to evacuation or other emergency procedures. Such assignments come from those duty officers still alive as the starship command is in complete disarray.
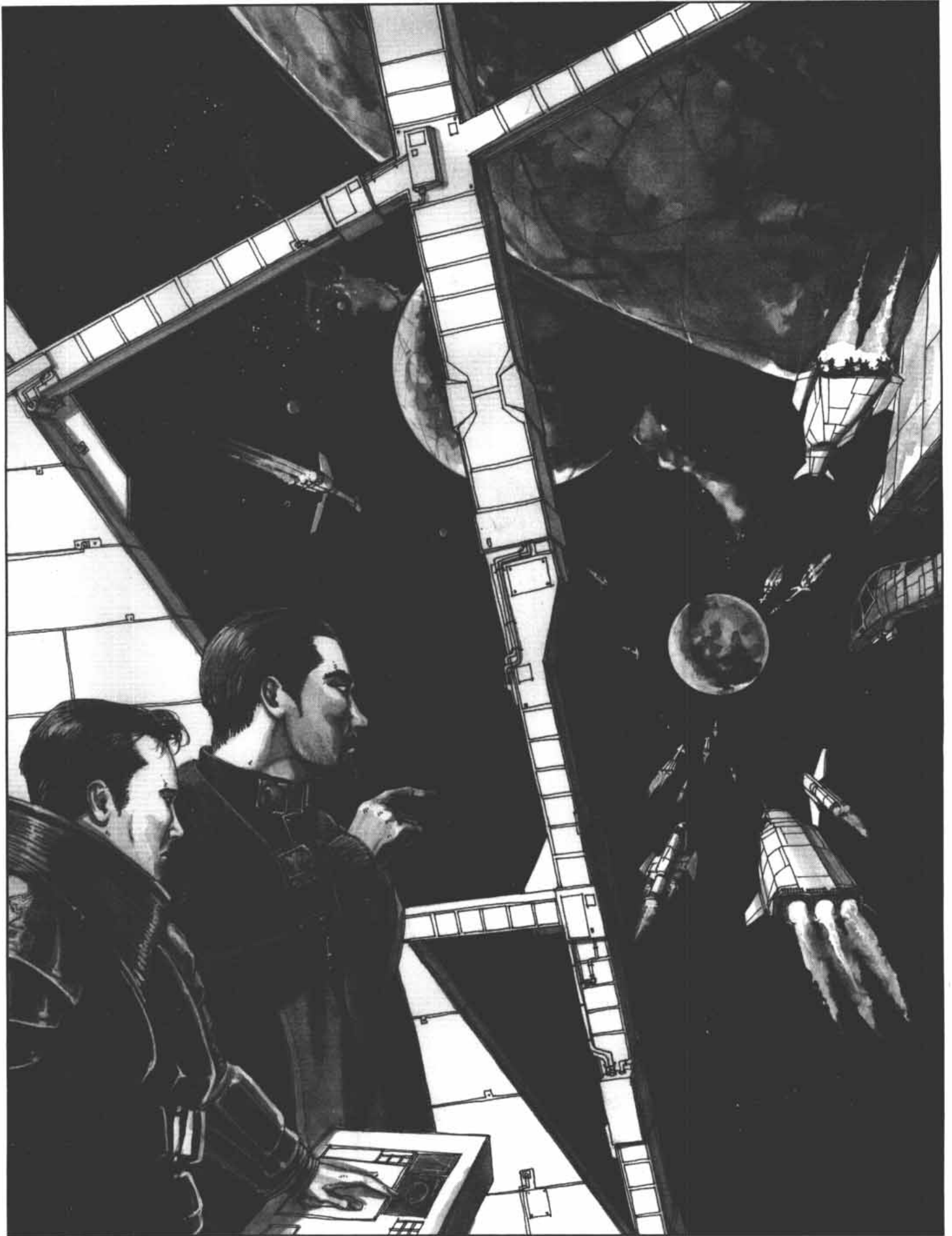
# 7: Special Duty

## PEACEKEEPER

*This section gives role-playing suggestions and hints about fleets that are assigned as peacekeepers in an otherwise unstable region of space. No new rules, tables, or charts. All from the point of view of characters serving in a fleet of warships.*

The birth of new empires among the stars grates on the human populations and their governments. Quarrels are frequent, and diplomacy more often than not cannot dissuade ambitious rulers and admirals from seizing what they desire, turning to the strength of their starships rather than the wisdom of their councilors. But peace eventually comes to even the most troubled subsectors, either at the whim of a merciful conqueror or because both sides have exhausted their resources and wills. When conflict is resolved or imminent, fleets are sometimes called upon to become sentinels, peacekeepers between warring worlds or factions. As such, their function changes remarkably.

### Peacekeeping Situations

The emerging empires wield starfaring technology that they sprinkle among the previously isolated worlds as they expand. Social pressures on previously isolated worlds are enormous, and immature governments suddenly find themselves with the means to carve out a few parsecs of space for their own. The shining gunships of peacekeepers are in high demand.

**Invitation:** Peacekeepers are usually neutral, belonging to powerful neighboring empires, even Cleon's. Diplomats seeking peace, or an opportunity to rebuild greater strength, initiate a dialogue with their enemies and the potential peacekeepers. The neutral party is motivated by humanitarianism, or more often by trade, monetary, or territorial concessions.

Alternately, an interstellar government can see an ongoing war in its region of space as destabilizing. It is in their best interest to force a peace between neighbors if possible. Unwelcome peacekeepers have the most dangerous assignment, invited by neither, seen more as invaders than liberators.

**Lull:** Interstellar wars are characterized by periods of intensive battle divided by short-lived peace. The pocket empires exhaust themselves easily, needing time to rebuild their fleets and muster strength for the new campaign. In such times, both sides are eager to call upon stronger neighbors to divide their forces with peacekeeping fleets.

The peacekeepers patrol the star systems on the war's frontier, monitoring hostile ship movements and refueling points, escorting weaker vessels, protecting civilian ships, and intervening when rival starships match vectors for battle.

**Rebellion:** Within any large expanse of human worlds are those who oppose the central government. When an entire nation or world's voices are in unison against the regime, civil conflict is inevitable. Peacekeeping fleets are put into place to keep the rebelling worlds and their starships from becoming a new front. The empire's fleets would be seen as oppressors, fanning the flames of revolt. Neutral peacekeeping fleets are more tolerable to both sides.

**Surface Wars:** The presence of a peacekeeping fleet in orbit above a world can serve to keep warring surface factions apart. The fleet must employ its marines, vehicles, and streamlined vessels, backed by the threat of missile and energy weapon bombardment from orbit. Peacekeeping starships control satellite and off-world transport to keep both sides at the negotiating tables.

### Intrusion

Peacekeepers are called upon to perform their function within a previously agreed-upon level of intrusion. The host government is instrumental in selecting the acceptable intrusion level, balancing the need for a cessation of hostilities against the sensibilities of the warring factions and populations. Intrusion levels can change as the assignment continues, hopefully to the point where the peacekeepers are no longer needed, but more often spiraling the other direction, calling for the peacekeepers to take more overt and direct action to fulfill their mission statement.

**Intrusion Levels:** In the most general terms, peacekeepers are called upon to perform under three levels of intrusion.

*Low-Level Intrusion:* Peacekeepers are to keep warring factions apart without direct military intervention wherever possible. This is the most common intrusion level called for by diplomats and politicians, and the least viable according to the admirals and generals who have undertaken it. Warring military units and civilians are undisturbed in their movements, making anti-terrorist operations extremely difficult. Peacekeepers are urged to show strength and offer pacification to the local populations, maneuvering to keep the warring sides apart, at most controlling spacelanes, starports, and other logistical sites crucial to both sides' war efforts.

*Mid-Level Intrusion:* Peacekeepers are given broad powers to restrict the movements and dispositions of opposing forces, and are encouraged to bring deadly force to bear to prevent the renewal of general hostilities. Use of all logistical conduits, from space, sea, or land, are monitored and controlled by the peacekeepers, along with telecommunications in most cases. Peacekeeping forces are

authorized to detain or engage military units whose intentions are perceived to be hostile.

*High-Level Intrusion:* Peacekeepers control all aspects of military and civilian activity. Civilian governments are temporarily subordinated to peacekeeper authority. Individuals, vehicles, and starships are issued special passes for operation. Military units from both warring sides are kept in barracks or in dock under the weight of peacekeeper units. At this level, peacekeeper commanders retain ultimate authority over their mission's length and intensity.

During any peacekeeping mission, the level of intrusion may vary. Specific instances may call for action drastically outside the peacekeeper's accepted level of intrusion.

## Rules of Engagement

Every peacekeeping mission is different, and the rules of engagement vary greatly.

**Peaceful Intervention:** Ideally, peacekeeping forces minimize direct military action or use of force by practicing non-violent intervention. General parameters of peaceful intervention call for the peacekeepers to keep their defensive posture high. Command doctrine calls for multiple escape routes and back-up plans to avoid direct confrontation with warring forces. Overt offensive power is used only as a last resort to save peacekeeper lives.

*Patrol:* Absolute confirmation of opposing military activity can only be gained through patrols. This is absolutely true for space fleets who can only pinpoint other ship presence and movement by direct sensor contact. Patrols are a form of peaceful intervention. Screens are kept up or ready on starships, vehicles buttoned up on the ground. Escape is preferable to engagement in the event of triggered hostilities.

*Blockade:* Denial of vital materials or reinforcements to the opposing sides is an important and common peacekeeping tactic. Blockading forces rely on the implied threat of destruction to any who run the blockade. Demonstration of the willingness to use that force can bring a temporary halt to purely peaceful intervention. Carefully controlled application of force (the use of mines, destruction of roads or bridges, or the selective targeting of a blockade runner's maneuver drives) is an acceptable level of peaceful intervention.

**Justifying Use of Force:** Peacekeepers hold their power through the implied threat of lethal force. Factions who do not welcome peacekeepers' endeavors are wont to put them to the test, provoking conflict where they find weakness to drive the unwanted forces away or at least embarrass them in the media. When a peacekeeping force is compelled to apply lethal force at every turn, the mission is aborted and forces withdrawn.

*Non-Lethal Force:* Unruly factions can be crippled by effective use of non-lethal force. Supplies can be destroyed or denied. Vehicles and equipment can be seized, damaged, or destroyed. Personnel can be detained. Peacekeepers of significantly higher tech level can gather intelligence against the opponents to coordinate effective non-lethal countermeasures. Clever infiltration by peacekeepers of any tech level can confuse and demoralize the opponents, robbing them of the will to fight.

*Lethal Force:* Peacekeepers are universally granted the right to fight back in a kill-or-be-killed situation. When evasion fails, the warring factions the peacekeepers were assigned to protect make themselves targets. Even so, application of lethal force must be measured in saving the peacekeepers. Wanton destruction is unacceptable.

**Consequences:** Peacekeepers must justify any use of force, both to the locals and to their commanders.

*Local Consequences:* Deadly force used against warring factions brings praise from one side and condemnation from the other. It is more likely to escalate the situation, bringing more tests from the warring factions, trying to draw the peacekeepers into the conflict or drive them away from the mission. Political pressure mounts as incidents of lethal force increase. The population grows more distant from peacekeepers who regularly unleash their destructive power in performing their mission.

*Command Consequences:* The direct command of a peacekeeping mission is a thankless task, a fact not lost on the theater and fleet commanders. Their tendency is to protect local commanders against the publicity and demands for justice called for by factions "victimized" by unwarranted use of force. Flagrant disregard for orders and mission statement, however, bring harsh retribution, including dismissal, trial, discharge, and imprisonment.

## Opponent's Reactions

Peacekeepers arrive to mixed opinion and welcome from the warring factions and civilian populations. The reactions of individuals to the characters and their fleet's mission has a direct impact on roleplaying situations in an Imperial Squadrons campaign.

**Military Reaction:** Peacekeepers arrive to a mixed reaction from the indigenous military forces. When both sides are exhausted or evenly matched, the peacekeepers gain rapid, universal acceptance. Anxious for a long period of peace, or at least an adequate period to rearm for the next phase of the war, both warring factions abide by the peacekeepers' edicts and seldom seek conflict.

When both sides are less evenly matched, however, reactions are quite different from the military units. The weaker side sees peacekeepers as a salvation, however temporary, from imminent defeat. It is a victory for the diplomats of the weaker force to secure a peacekeeping unit to stem the tide of war. The armed forces of the weaker side adhere to the demands of the peacekeepers and cooperate in every way. The stronger side sees the intervention of peacekeepers as an unnecessary stumbling block

between them and ultimate victory. Military field commanders often do not see the logic of their own diplomats who have negotiated the peace terms, and instead favor a continuance of the military campaign they were certain to win. The stronger side pushes against the peacekeepers, disobeys their instructions, taunts them and defies them. The stronger side sees the peacekeepers merely as new enemies, allies to the weaker side.

**Civilian Reaction:** The reaction of civilians to a peacekeeping force has less to do with the probable military outcome and more with the populace's support for the war in general. Popular support is derived from several sources. First, ages-old history of conflict between two cultures creates deep popular support for further conflict on both sides. Long-held prejudices overwhelm reason and conflict is often inevitable. Second, proactive publicity campaigns can be orchestrated by a government to heighten popular support for a war. Higher government types are generally better equipped to engage in such a campaign. Third, resentment against a clear aggressor raises popular support in a war. Perceptions that an invader isn't "playing fair" or has designs on eradicating the home state stir patriotic blood. Fourth, identifiable atrocities committed by an enemy whip up still more fervor among a warring state's civilians. There are, of course, other contributing factors, and governments that can manipulate the media can work any of these to their advantage. Still, a peacekeeping fleet placed between two warring factions with no long history of conflict that have fired a few shots over a border dispute are going to have a much easier time than a peacekeeper put between ancient enemies after a surprise attack against helpless populations.

**Partisans:** Long-fought wars give rise to partisans, quasi-military fighting units loyal to one side or the other without direct affiliation with that government or its military. Partisans are fanatical fighters, impassioned with their causes, and rarely acknowledge peacekeepers as anything other than new enemies.

### Sample Role-Playing Opportunities

A destroyer captain from one of the warring factions communicates that he has wounded that would be better served by the higher tech medical facilities of the peacekeeping ships. The "wounded," however, are merely drugged and come aboard with a plan to infiltrate the ship and disrupt the fleet...

A peacekeeper fleet is dispatched to protect a burgeoning, low-tech civilization from an aggressive star-faring armada. On arrival, it is the armada that is grateful to the peacekeepers, since the planet-bound humans profess an all-encompassing philosophical doctrine so persuasive that converts are deserting their starship posts by the hundreds...

Convinced the next escalation of hostilities will spell their doom, a weak government approaches

elements of the peacekeeping force to smuggle their spiritual leader to a distant sector...

A peacekeeping fleet gets caught between warring factions as hostilities renew. Unable to escape immediately to a safe haven, the fleet must destroy elements of both sides to keep from being destroyed. Peacekeeper commanders are branded war criminals and hunted by both sides...

### PRISONER OF WAR

Active characters captured during wartime become prisoners of war. As such, they are held captive under conditions dictated by the capturing government's type, law level, and extenuating circumstances. Role-playing continues for prisoners of war, including interrogation, confinement, possible forced labor, and even escape.

### Treatment of Prisoners

The captive government's attitude toward its prisoners depends on their government type, law level, and the general disposition of the conflict. There are two categories of treatment facilities and prisoner rights. Treatment levels can change over time and as the war plays itself out.

**Facilities:** After initial capture and imprisonment, a prisoner of war is taken to a long term facility. The accommodations at that facility range from comfortable to life threatening.

**Prisoner Rights:** The captive government's attitude toward opposing military personnel affects prisoners from the moment of capture. Their view on prisoner rights can run from liberal to, in some cases, immediately fatal.

**Determining Treatment:** Treatment categories are determined by 2D6 -7 +government type. Roll separately for each category, and modify as follows:

For facilities and prisoner rights
Capturing government's Law Level 3-, -1
Capturing government's Law Level 8+, +1

For facilities only.
Capturing government's capital Rich, -1
Capturing government's capital Poor, +1
Capturing government anticipates victory, -1
Capturing government anticipates defeat, +1
For every year of war's length, +1

*Example:* The Gungees pocket empire has a government type A and law level of 8, the capital is poor, and there is little hope of victory in their four year struggle against a neighboring empire. Their prisoner facilities rating is (die roll 6 -7 +government 10 +1 for law level +1 for poor capital +1 for anticipating defeat, +4 for length of war =) 16, meaning there is little to spare for the prisoners. Their prisoner rights rating is (die roll 5 -7 +government 10 +1 for law level =) 9, which is oppressive but tolerable.

## Prisoner Facilities Rating

**1-Minimum Security Facility:** Excellent accommodations, one-prisoner apartments with media access. Exercise facilities available. Ample, well-prepared meals.

**2-Light Security Facility:** Good accommodations, two-prisoner apartments for enlisted, one-prisoner apartments for officers. Media access at selected points. Exercise facilities available. Ample, well-prepared meals.

**3-Light Security Facility:** Good accommodations, two-prisoner apartments. Media access at selected points. Exercise yard available. Ample meals.

**4-Medium Security Facility:** Good accommodations, two-prisoner apartments for officers, bunks in buildings for enlisted. Exercise yard available. Ample meals.

**5-Medium Security Facility:** Bunks in buildings for all prisoners. Exercise yard available. Subsistence-level meals.

**6-Medium Security Facility:** Bunks in buildings for all prisoners. No exercise facility. Subsistence-level meals.

**7-Maximum Security Facility:** Bunks in buildings. No media access. No exercise facility. Subsistence-level meals.

**8-Maximum Security Facility:** Bunks in buildings. No media access. No exercise facility. Starvation-level meals — severe health risks after 6-months duration.

**9-Maximum Security Facility:** Bunks in covered shelters. No media access. No exercise facility. Starvation-level meals — severe health risk after 3-months duration.

**10-Maximum Security Facility:** Bunks in covered shelters. No media access. No exercise facility. Starvation-level meals — severe health risk after 3-months duration. Poor sanitation — severe disease risk after 3 months duration.

**11-Maximum Security Facility:** No accommodations. No media access. No exercise facility. Starvation-level meals — severe health risk after 2-months duration. No sanitation — severe disease risk after 1 months duration.

**12-Maximum Security Facility:** No accommodations. No media access. No exercise facility. No meals — severe health risk after 2-weeks duration. No sanitation — severe disease risk after 1 months duration.

## Prisoner Rights Rating

**1-Maximum Rights.**

*Interrogation:* No interrogation

*Personal Freedoms in Captivity:* High level of personal freedom while in captivity.

*Communication Allowed:* No limits on inbound of outbound communication.

*Labor:* No forced labor.

*Punishment:* Mild punishment for infractions, no capital offenses.

**2-Superior Rights.**

*Interrogation:* Minimal interrogation (personal information only),

*Personal Freedoms in Captivity:* High level of personal freedom while in captivity.

*Communication Allowed:* Inbound and outbound communication censored for military information only.

*Labor:* No forced labor.

*Punishment:* Short-term suspension of rights for infractions, no capital offenses.

**3-Very Good Rights.**

*Interrogation:* Minimal interrogation (personal information only).

*Personal Freedoms in Captivity:* High level of personal freedom, though psionics restricted.

*Communication Allowed:* Inbound and outbound communication censored.

*Labor:* Prisoners expected to perform menial tasks for their benefit only.

*Punishment:* Short-term suspension of rights or short-term confinement for infractions, no capital offenses.

**4-Good Rights.**

*Interrogation:* Modest interrogation (unit and close subordinate information only).

*Personal Freedoms in Captivity:* High level of personal freedom under close observation, though psionics restricted.

*Communication Allowed:* Inbound and outbound communication censored.

*Labor:* Prisoners expected to perform menial tasks for their benefit only.

*Punishment:* Long-term suspension of privileges or short-term confinement for infractions, no capital offenses.

**5-Standard Rights.**

*Interrogation:* Modest interrogation (unit and close subordinate information only).

*Personal Freedoms in Captivity:* Most personal freedoms restricted under close observation.

*Communication:* Inbound and outbound communication censored.

*Labor:* Prisoners expected to perform menial tasks for both themselves and the guards; work details organized for non-military labor.

*Punishment:* Long-term suspension of privileges or long-term confinement for most infractions, capital punishment for extreme offenses such as murder or arson.

**6-Poor Rights.**

*Interrogation:* Heavy interrogation (unit, all subordinate, and knowledge of plans).

*Personal Freedoms in Captivity:* Most personal freedoms restricted under complete observation.

*Communication:* Inbound communication censored, outbound communication heavily censored.

*Labor:* Prisoners expected to perform menial tasks for both themselves and the guards; work

details organized for non-military heavy labor.

*Punishment:* Long-term suspension of privileges or long-term confinement for many offenses, capital punishment for extreme offenses such as murder or arson.

### 7-Inferior Rights.
*Interrogation:* Heavy interrogation (unit, all subordinate, and knowledge of plans) with psionics.

*Personal Freedoms in Captivity:* All personal freedoms restricted under complete observation.

*Communication:* Inbound and outbound communication heavily censored.

*Labor:* Prisoners expected to perform menial tasks for both themselves and the guards; work details organized for non-military heavy labor; prisoners recruited to form their own police detachment to enforce minor regulations.

*Punishment:* Long-term suspension of privileges or long-term confinement common for minor offenses.

### 8-No Rights.
*Interrogation:* Total interrogation (all levels of information) with psionics.

*Personal Freedoms in Captivity:* All personal freedoms restricted under complete observation and partial lockdown.

*Communication:* Inbound communication heavily censored, outbound communication forbidden.

*Labor:* Prisoners expected to perform menial tasks for guards and none for themselves; work details organized for all sorts of heavy labor; prisoners recruited to form their own police detachment to enforce all regulations.

*Punishment:* Isolation for minor offenses; long-term isolation for major offenses.

### 9-Harsh Treatment.
*Interrogation.* Total interrogation (all levels of information) with psionics, drugs common.

*Personal Freedoms in Captivity:* All personal freedoms restricted under complete observation and lockdown.

*Communication:* All communication forbidden.

*Labor:* Prisoners forced to perform menial tasks and conscript labor for guards; work details are organized for all sorts of heavy labor; prisoners recruited to form their own police detachment to enforce all regulations.

*Punishment:* Long-term isolation for minor offenses; short-term deprivation of food, water, and medical treatment for major offenses.

### 10-Abusive Treatment.
*Interrogation:* Total interrogation (all levels of information) with psionics, drugs and torture common.

*Personal Freedoms in Captivity:* All personal freedoms restricted under complete observation and lockdown with drug sedation common.

*Communication:* All communication forbidden.

*Labor:* Prisoners forced into virtual slavery by the guards; 16-hour work details are organized for all sorts of heavy labor; prisoners recruited to form their own police detachment to enforce all regulations and given punishment quotas.

*Punishment:* Long-term isolation and physical abuse common for minor offenses; deprivation of food, water, and medical treatment combined with torture for major offenses.

### 11-Totalitarian Treatment.
*Interrogation:* Total interrogation (all levels of information) with psionics, drugs and fatal torture common.

*Personal Freedoms in Captivity:* All personal freedoms restricted under complete observation and lockdown with psionic and drug sedation common.

*Communication:* All communication forbidden.

*Labor:* Prisoners forced into virtual slavery by guards and local civilians; 16-hour work details are organized for all sorts of sometimes-fatal heavy labor; prisoners recruited to form their own police detachment to enforce all regulations and given punishment quotas; only the guards are given subsistence rations.

*Punishment:* Physical abuse common without any particular offense; long-term isolation and torture common for minor offenses; deprivation of food, water, and medical attention combined with torture or execution for major offenses.

### 12-Draconian Treatment.
*Interrogation:* Total interrogation (all levels of information) with psionics, drugs, and fatal torture common

*Personal Freedoms in Captivity:* All personal freedoms restricted under complete observation and lockdown with psionic and drug sedation common, as well as brainwashing/reprogramming.

*Communication:* All communication forbidden, false information disseminated freely among prisoners.

*Labor:* Prisoners sold into slavery throughout captured society; mandatory 16+ hour work details for highly dangerous labor; prisoners forced to perform military service for captive government.

*Punishment:* Harsh physical abuse common without any particular offense; long-term isolation and disfiguring torture common for minor offenses; execution for major offenses or repeat minor offenses; brainwashing or psionics used to pacify all prisoners.

### Becoming a Prisoner of War
The referee decides when active-duty characters are in a position to become prisoners of war. Use the Fleet Transition Flow Chart (Chapter 5) to determine when an active-duty fleet is assigned to action where, and if things don't go well, the characters may be captured. It's far more likely they get captured during deep penetration or ground support assignments than if they're on shore leave.

The scenario in which characters may become captured must be a role-playing situation. If the referee feels it is important to the story line that the characters become POWs, then he must present the situation. But even with overwhelming odds against them, don't rule out the possibility that highly motivated characters might evade capture.

**Initial Imprisonment:** POWs are held at gunpoint and then put into temporary holding pens until they arrive at their permanent facilities. These can be as complete as a starship's maximum security brig or as simple as a barbed-wire corral on the wind-swept surface of a barren world.

**Chain of Command as POWs:** Prisoners placed into a facility take their place in the existing hierarchy of command. Branches of service are ignored within the POW command structure, so a lieutenant from the Navy is automatically subordinate to a captain from the Army. All prisoners of war are still considered on active duty by their governments and are obliged to obey the chain of command.

*Allies:* Usually, subordination extends through the ranks of allies kept in the same prison facility, but this is not always the case. Separate subordination may be required, and segregation may occur, but the captors may insist on one commander to be named the senior prisoner of war who can speak for the entire contingent.

**Role-playing as POWs:** POWs are obliged to attempt escape in order to tie up as many enemy personnel as possible. Creating plans and executing them in a prison environment is more difficult and especially time consuming. Days or weeks can go by just performing the simplest tasks or even communicating with other prisoners, depending on the facility. Prisoners caught after an escape are put in a new facility two levels more stringent than the original (this can be a distinct portion of the original facility catering to escapees).

Role-playing as POWs is an exciting element of Imperial Squadrons play. Allow the characters to use their skills to fabricate communications, equipment, plans, or to bribe guards to get information or items unavailable "inside." Escape is dangerous, and getting off-world back to friendly territory presents dozens of challenges.

## PIRATICAL FLEETS

Fleets that routinely disregard standard chain of command and internal regulations are termed piratical fleets. Such squadrons may be under the command of a single admiral who holds his power through the personal loyalties of the individual captains. A piratical fleet may be a remnant of a more organized navy, now cut off under desperate circumstances, or gone rogue in defiance of the orders from central authority. Whatever its origin, existence within a piratical fleet is more dangerous and potentially profitable for the individual character.

**Chain of Command:** Piratical fleets assign ranks and responsibilities as do other squadrons. However-

er, the circumstances by which an individual is given promotion and the authority through which he is empowered varies. Hierarchical ascendancy through the ranks is not only based on performance, but also on personal relationships with people in positions of power.

Every piratical fleet organization is different, but these positions are often elevated above the norm in terms of absolute power.

*Security Officers:* The head of security on a piratical ship operates a network of enforcers that can either ensure the status quo or support a *coup detat*.

*Staff Officers:* Staff officers often hold the real reigns of power in a piratical squadron, working in the shadows.

**Paths to Promotion:** Once a fleet has abandoned standard procedures, the avenues to promotion broaden greatly, mostly in the direction of personal deals and favors. The entire list of clandestine skills is as important as one's military occupational specialty in the piratical fleet.

Capturing the attention of powerful officers is the key to advancement. Doing favors for them, dazzling them with initiative or quick thinking, advancing their political causes without instruction... these all draw favorable attention. Without gaining a patron of some power, advancement in the piratical fleet is impossible.

On the flip side of the solar, every action has an equal and opposite reaction. Gaining the favor of one powerful officer is usually at the expense of displeasing another, equally powerful individual. Reaction depends on the grossness of the offense, but can bring retribution as meaningless as a dirty look to demotion, harassment, assault, and even assassination.

**Assassination:** This is a common means of ascendancy through the ranks. Most directly, a subordinate can kill off his immediate superior, or go higher through the ranks, so that he can get promotion into the vacated position. Assassination is an extreme means to an end, to be sure, and is discouraged even by the most piratical leaders; after all, they are likely victims. Assassinations rarely stop with just one, and retribution can clear out an entire class of officers quickly. The guilty are most often exposed and disposed of.

### Typical Piratical Leaders

Piratical fleets almost always follow the vision of a single admiral.

**The Diplomat:** The diplomat engages in negotiation with weak opponents in the shadow of his squadron's capital ships. He lives off of extortion taken in credits, materials, forced labor, and other services. Difficult to defeat, the diplomat disengages into the wilderness of undefended worlds, there to "winter," taking on supplies, making repairs, and resting. The diplomat wishes to use the meager strength of his squadron to win greater diplomatic victories after the war than he could conquer other-

wise. His goals are long-term.

**The Messiah:** The admiral holds power through the fierce loyalty of his personnel, based on mutually held philosophical beliefs. Often a poet-warrior, the messiah is thoughtful and reclusive, emerging from isolation to address the crews. He is rogue, at odds with the central authority, unwilling to carry out their instructions or surrender himself or his squadron. The messiah holds complete control over his loyal crew, though there may be further stratification of authority beneath his level.

**The Mercenary:** The mercenary sells his military experience and muscle to any who can pay. He is a strategist, a tactician, a lover of combat and things military. The mercenary's squadron is highly organized and disciplined. It has all the trappings of a well-ordered fleet, but at its core it is piratical, unmanaged by central authority. The mercenary's followers are motivated first by credits and then by loyalty to their commander. When his funds run out, his ranks grow sparse.

**The Privateer:** Pirates operate independently throughout the stars, but only the privateer operates within a charter from an established government. The privateer is loyal to his government, a patriot engaged in plunder against all enemies. He and his squadron are outlaws, unprotected by the charters of war, a fact which they celebrate. The privateer is bold and clever; the more daring the operation, the greater the glory. His crews respect his dedication, personal skills, and extravagance.

**The Revolutionary:** The revolutionary regards his government's policies as illegal and, therefore, of no consequence. He is the self-appointed champion of independence, not only for his squadron, but for all beneath the heel of the oppressing government. The revolutionary's causes are many, but their fervor is predictable. He seeks followers everywhere, and where he doesn't find them he declares all ships and useful materials to be contraband and seizes it. His passions are his undoing, since he can continue only to victory or death.

### Role-playing in a Piratical Fleet

Characters in a piratical fleet situation must align themselves either with or against the admiral. Outspoken support is expected. Those opposed to the admiral keep their opinions quiet at the risk of being discovered and expelled, perhaps fatally.

As a character's list of accomplishments grows arithmetically, his list of enemies and "favors owed" does so exponentially. Existence within a piratical fleet is tenuous at best, and short lived, sometimes literally.

A character can ascend to the head position in a piratical fleet. If a successor to an original founder, the leadership will be of short duration, as the organization's loyalties are not easily given to even a very deserving successor. A character in authority over a squadron could take it rogue on his own, and might possibly maintain his position if he can convince his crews that he is properly motivated.

**Agents:** Characters may be sent by the central authority to join a piratical fleet and infiltrate its core. They can have orders to learn about the organization and its intentions, to bring the admiral somehow back to face justice, or even to assassinate him outright. In this case, the characters are on active duty for their government and must abide by their orders or go rogue themselves.

# 8: EXTRALEGAL OPERATIONS

## WAR MATERIALS AND CONTRABAND

War materials are generated in vast quantities by warring governments, even in peacetime, to keep the armed services well equipped and supplied. Contraband is any material originally purchased by a branch of the service for its use that has been taken for another purpose. The military gathers all manner of supplies, from strict wartime hardware like vehicles and weapons, to more mundane supplies such as food, construction materials, clothing, and spare parts. All of these items are valuable, and the trade in contraband is an enormous business in any wartime operation.

### Origins of War Materials

War materials are either manufactured by the owning government, purchased from another government, or captured from an opposing army. The origin of the materials establishes the points at which the materials are manufactured, transported, and stored, the three nodes where securing the materials is easiest.

**Self-Manufactured War Materials:** Materials produced at a government's direction by its own facilities goes through these steps: *manufacture* at factory, *storage* at factory, *transport* to central distribution, *storage* at central distribution, *transport* to military warehousing, *storage* at military warehousing, *transport* to active duty units, *storage* by active duty units.

**Purchased War Materials:** Materials produced by another government have additional transport and storage nodes: *manufacture* at outside factory, *storage* at outside factory, *transport* to port, *storage* at port, *transport* to customer world's port, *storage* at customer world's port, *transport* to central distribution, *storage* at central distribution, *transport* to supply depot, *storage* at supply depot, *transport* to active duty units, *storage* by active duty units.

Port refers to starport, water harbors, rail nets, or whatever means of bulk transportation is most appropriate to the proximity of the seller and customer worlds.

**Captured War Materials:** Materials captured from an enemy during combat have these nodes: *capture* by armed forces, *transport* away from front line to supply depot, *storage* at supply depot, then either *1)* *transport* to central distribution, *storage* at central distribution, *transport* to factory for use, or *2)* *transport* to active duty units, *storage* by active duty units.

### Securing War Materials as Contraband

Characters wishing to intercept war materials must do so at one of the aforementioned nodes.

To seize contraband at point of capture.
(Int + Tactics) +DM < Difficult (2.5D).

To seize contraband during transport.
(Int + Vehicle Skill) +DM < Formidable (3D)

To seize contraband during storage.
(Edu + Intrusion) +DM < Formidable (3D)

To seize contraband at point of manufacture.
(Edu + Intrusion) +DMs < Staggering (4D)

DMs:
E5+, +1.
O4+, +1.
Contraband less than 1 ton, +2.

### Intraservice Contraband

Pervasive but seldom exposed, different branches of the service grab contraband from each other to bolster their own supplies. Often this is in response to materials shortages caused by wartime disruption, supply mismanagement, or just red tape.

**Common Items:** Intraservice contraband is usually centered on spare parts, food, and specialty items (communcations equipment, computers, etc), materials that aren't readily identified with one branch or another. Naval personnel, for instance, have little use for army uniforms or marine-issue equipment.

**Selective Enforcement:** Sentences for personnel convicted of dealing in intraservice contraband are, while not ignored, often commuted down. So often such acts are done with the blessing of superior officers that no one wants to have the situation carefully investigated.

### FORAGE

Squadrons are often ordered to forage on enemy or neutral worlds to resupply themselves or to gather supplies for the overall war effort. Pillaging is also an effective way to reduce the enemies stores of materials or his industrial production, depriving his front line military units.

Active duty characters serving during foraging missions have unique opportunities for personal plunder. The referee should role-play specific foraging missions where the player characters have freedom of movement on enemy worlds. These are ideal situations to present information or wealth that they can take, possibly embroiling them in long-term scenarios.

# CONTRABAND GOODS

## CONTRABAND CARGO CHECKLIST

1. **Securing Contraband Cargo.**
   A. Evaluate Source Location.
      1. Depot Type.
      2. Starport Type.
      3. Tech Level.
      4. Population.
      5. Law Level.
   B. Determine Available Contraband.
      1. Vehicles.
      2. Weapons.
      3. Supplies.
   C. Secure Contraband FOB.
      1. Select first cargo.
      2. Repeat for subesequent cargoes.
2. **Selling Contraband Cargo.**
   A. Find Market World Trade Data.
      1. Trade Classifications.
      2. Starport Type.
      3. Tech Level.
   B. Find Price For Goods.
      1. Trade Price Modifiers.
      2. Tech Level Modifiers.
      3. Starport Type Modifiers.
      4. Contraband Merchandise Modifiers.
      5. Broker Modifiers.
   C. Conduct Transaction.
      1. Avoid Legal Ramifications.
   D. Sell Goods

## CARGO

| UWP Pop | Vehicle | Available at Base Weapon | Supplies |
|---|---|---|---|
| 0 | - | - | 2D-6 |
| 1 | - | - | 2D |
| 2 | 1D-1D | - | 3D-1D |
| 3 | 2D-2D | 2D-6 | 3D-1D |
| 4 | 2D-1D | 1D | 3D-1D |
| 5 | 2D-1D | 2D-1D | 3D |
| 6 | 3D-1D | 2D-1D | 4D |
| 7 | 3D-1D | 2D-1D | 5D |
| 8 | 3D | 3D-1D | 5D |
| 9 | 4D | 3D | 6D |
| A | 5D | 4D | 7D |

Vehicles: Individual surface vehicles (wheel, track, or grav). Crated, 10 tons, Cr200,000 each base price.

Weapons: 100 infantry weapons (slug, gauss, or energy). Crated, 1 ton, Cr200,000 per ton base price.

Supplies: Lots of varied military supplies (ammo, food, fuel). Crated, 10 tons, Cr50,000 per lot (Cr5,000 per ton) base price.

## SECURING CARGO

Securing contraband cargo is a task. Roll for the first cargo (vehicle, ton of weapons, or lot of supplies).

To secure contraband cargo FOB (1 hour)
(Int + Intrusion) > Average (2D)
Bribery or Forgery may be substituted for Intrusion.

**Subsequent Cargos:** The difficulty increases one level for each cargo sought at the same location after the first; the second cargo is Difficult (2.5D), the third Formidable (3D), etc. Failure means no cargos can be collected at this location; no further attempts allowed here for 1 month, and all future attempts are opposed.

**Spectacular Failure:** Attempt is foiled by security systems appropriate to tech level plus 3D armed guards. Proceed to Fleet Justice.

## LEGITIMIZE CARGO

Concealing the contraband nature of each cargo is a task. The task must be rolled when securing a broker and when making the sale.

To legitimize cargo (1 hour)
(Int + Forgery) > Formidable (3D)
Bribery may be substituted for Forgery.

For a broker, failure affects a his involvement or commission. For a sale, failure sharply decreases a buyer's offer price or involvement; keeping a buyer who knows a cargo isn't legitimate is a task.

**Spectacular Failure:** Attempt is foiled by security systems appropriate to tech level plus 3D armed guards. Proceed to Fleet Justice.

To retain a buyer or broker (1 hour)
(Int + Fast Talk) > Staggering (4D)
Bribery may be substituted for Fast Talk.

Roll only for law-abiding buyers; criminal buyers proceed directly to actual value roll, modified for their awareness.

**Spectacular Failure:** Buyer alerts authorities who make arrests at the transaction with 3D armed police.

## ACTUAL VALUE

| 2D | Percentage Value |
|---|---|
| 0 | 10 |
| 1 | 20 |
| 2 | 40 |
| 3 | 50 |
| 4 | 70 |
| 5 | 80 |
| 6 | 90 |
| 7 | 100 |
| 8 | 110 |
| 9 | 120 |
| 10 | 130 |
| 11 | 150 |
| 12 | 170 |
| 13 | 200 |
| 14 | 300 |
| 15 | 400 |

Results of less than 0 are 0. Results of greater than 15 are 15. DM + Broker (to a maximum of 4); -6 if buyer is aware cargo is contraband.

## BROKERS

| Broker | Starport | Mod | Comm |
|---|---|---|---|
| Broker-8 | A | +4 | 20% |
| Broker-6 | AB | +3 | 15% |
| Broker-4 | ABC | +2 | 10% |
| Broker-2 | ABCD | +1 | 5% |

Brokers influence the Actual Value Table but must be paid a commission.

Broker receives half the commission (the other half goes to expenses).

Convincing a law-abiding broker to work with a contraband cargo is a task (see above). Success means he demands double his normal commission. Failure means he refuses and no other broker on the world deal with the cargo for 1 month.

# BLACK MARKET

Goods and services not normally available to duty personnel, or banned entirely from the fleet or culture, can be gotten through the black market.

## BLACK MARKET CHECKLIST

1. Identify items sought.
   - A. Determine black market goods sought.
     - Note base price, case quantity, and security modifier.
   - B. Determine black market services sought.
     - Note base price, case quantity, and security modifier.
2. Seek black market contact.
   - Contact need only be established once per duty assignment; transfer or fleet relocation may require new contact.
   - A. Spectacular failure results in arrest.
3. Determine availability of goods or services.
4. Determine negotiated price.
5. Determine time to delivery.
6. Perform black market transaction.
   - A. Avoid security interference.
   - B. Determine delivery price.
   - C. Make transaction.

## BLACK MARKET CONTACT

No black market activity can be undertaken without a contact; contact need only be established once.

To locate a black market contact (1 week)
(Int + Invest + Streetwise) > Formidable (3D)
One attempt per month, maximum.

**Spectacular Failure:** The seeker is caught by security forces and criminal charges are levied. Proceed to Military Justice.

## AVAILABILITY

Roll once for each case quantity (or partial) ordered.

**Availability:** 6-; DM + availability modifier + assignment modifier

**Assignment Modifiers:** Peacetime -3, Deep Penetration +4, Fleet Action +2, Surface Action +1, Strategic Redeployment 0, Patrol 0, Reserve Status -1.

## NEGOTIATED PRICE

Roll 2D for asking price. Multiply by price on black market goods and services table, not standard prices.

| | | | |
|---|---|---|---|
| <2 | 80% | 7 | 175% |
| 3 | 110% | 9 | 250% |
| 4 | 120% | 10 | 300% |
| 5 | 130% | 11 | 400% |
| 6 | 150% | 12+ | 500% |

## TIME TO DELIVERY

Base 1 week for goods, 0 weeks for services. Roll 1D6 additional weeks plus modifiers for fleet assignment; modified -2 or more means delivery in 1 day.

**Assignment Modifiers:** Peacetime -3, Deep Penetration +2, Fleet Action +1, Surface Action +0, Strategic Redeploy-ment +1, Patrol +0, Reserve Status -2.

## BLACK MARKET GOODS

| Goods | Base Price | Case Quant | Security Modifier |
|---|---|---|---|
| Bank Chipcard, blank | 1,000 | 1 | +3 |
| Bank Chipcard, stolen | 500 | 1 | +3 |
| Corporate Chipcard, blank | 2,500 | 1 | +3 |
| Corpoarte Chipcard, stolen | 1,000 | 1 | +3 |
| Imperial Solars, blank | 100 | 20 | +2 |
| Hard currency, unmarked | 10 | 100 | +1 |
| Excellent quality meal | 100 | 1 | -1 |
| Excellent quality drink | 100 | 6 | -1 |
| Good quality meal | 30 | 1 | -1 |
| Good quality drink | 20 | 6 | -1 |
| Comm, unlicensed | 250 | 1 | 0 |
| Locksmith kit | 250 | 1 | 0 |
| Disguise kit | 2,500 | 1 | 0 |
| Explosive, Plastic | 10,000 | 10 | +3 |
| Uniform, enlisted | 200 | 1 | +1 |
| Uniform, officer | 2,000 | 1 | +2 |
| Anagathics | 10,000 | 6 | +1 |
| Fast Drug | 2,000 | 6 | +1 |
| Medical Drug | 1,000 | 6 | +1 |
| Slow Drug | 1,500 | 6 | +1 |
| Truth Drug | 4,000 | 6 | +2 |
| Hand Grenade | 4,000 | 12 | +2 |
| Pistol, Body | 2,500 | 1 | 0 |
| Pistol, Laser | 3,500 | 1 | 0 |
| Rifle, Advanced Combat | 50,000 | 6 | +1 |
| Submachinegun | 3,750 | 1 | 0 |
| Electronic Sight | 1,750 | 1 | 0 |
| Silener | 1,000 | 1 | +1 |
| Telescopic Sight | 1,000 | 1 | 0 |
| Armor, Reflec | 2,500 | 1 | 0 |
| Armor, Cloth | 500 | 1 | -1 |

## BLACK MARKET SERVICES

| Service | Base Price | Security Modifier |
|---|---|---|
| Arson | 50,000 | +2 |
| Assassination | 100,000+ | +4 |
| Deliver package | 500 | 0 |
| Escort, armed | 250 | +1 |
| Forge Imperial ID | 10,000 | +2 |
| Forge security documents | 1,000 | +3 |
| Forge high or mid passage | 250 | +1 |
| Forge low passage | 50 | 0 |
| Intimidate official | 500 | +2 |
| Launder credits (1,000) | 200 | -1 |
| Smuggle package | 1,000 | +1 |

## BLACK MARKET TRANSACTION

Roll tasks to avoid security interference and delivery price change.

To avoid security interference (10 minutes)
(Dex + Stealth) > Difficult (2.5D)
Bribery, fast talk, disguise, or forgery can be substituted for stealth.
Add security modifier for goods or service.

To avoid 50% increase in negotiated price
(Int + Trader) > Average (2D)
Fast talk or streetwise can be substituted for trader.

# FLEET JUSTICE

Characters accused of crimes while in the service are subject to military justice.

## FLEET JUSTICE CHECKLIST

1. Check Infraction Status
2. Establish Fleet Law Level
   A. Capital world law level
      Modify for wartime status and current assignment.
   B. Determine attitude of prosecutor and judge.
3. Determine initial confinement.
4. Determine trial venue.
5. Determine defense council.
   A. Note law skill level.
   B. Note Int and Edu.
6. Determine prosecution council.
   A. Note law skill level.
   B. Note Int and Edu.
7. Conduct Pre-Trial
8. Conduct Trial
   A. Roll both council tasks.
   B. If neither successful, repeat One week passes.
9. Sentencing
10. Appeal
    A. If successful, go to pre-trial.
    B. If unsuccessful, no more appeals.
11. Apply influence.

## INFRACTION STATUS

Check the infraction:

**Minor Infractions:** Violation of dress code, disobeying curfew, buying legal black market materials.

**Major Infractions:** Dereliction of duty, absent without leave, theft, buying illegal black market materials, selling any black market materials.

**Capital Offcnses:** Murder, treason, mutiny.

## FLEET LAW LEVEL

Capital world's law level + modifiers for disposition of war and fleet assignment.

**War's Disposition:**
   Anticipate strategic victory, -2
   Anticipate tactical victory, -1
   Anticipate stalemate, 0
   Anticipate tactical defeat, +1
   Anticipate strategic defeat, +2
   Per year of war so far, +1

**Fleet Assignment:**
   Peacetime, -2
   Deep Penetration mission, +2
   Fleet Action mission, +2
   Surface Action mission, +2
   Patrol mission, +1
   Strategic Redeployment, 0
   Reserve Status, -1

## INITIAL/LONG-TERM CONFINEMENT

| 1D | Confinement |
|----|-------------|
| 1 | Personal recognisance |
| 2 | Confined to quarters |
| 3 | Confined to quarters with guard |
| 4 | Held at security post |
| 5 | Ship's brig |
| 6 | Brig and immediate transfer to detention at base (when possible) |

+1 per previous offense; -2 for minor offense; +2 for capital offense; +1 for long-term confinement; +1 per law level above 10.

## TRIAL VENUE

Check for each possible venue, starting with Capital World, until one is established. Default starship.

| | |
|---|---|
| **Homeworld:** | 3-; DM -3 if rank O5+ |
| **Base:** | 6-; DM -2 if rank O1+ |
| **Flagship:** | 8-; DM -2 if rank O1+ |

## DEFENSE COUNCIL

**Hired council:** Select from junior, established, or reputable council; skill level is rolled in secret by referee. Not allowed if law level 10+.

| Hired Council | Cost (/week) | Law Skill |
|---------------|--------------|-----------|
| Junior | 1,000 | 1D6-1 |
| Established | 3,000 | 1D6+1 |
| Reputable | 10,000 | 1D6+2 |

**Appointed Council:** Check for each possible council, starting with Superb, until one is selected.

| | |
|---|---|
| **Superb:** | 3-; DM -1 if Soc 11+ |
| **Skilled:** | 4-; DM -1 if Soc 10+ |
| **Adequate:** | 12-; no DMs |

**Defense Law Skill:** Superb law skill 1D6+1, skilled 1D6-1, adequate 1D6 -2 (minimum 0). For all, 2D Int, 7+1D Edu.

**Self Representation:** A character can self-represent, using his own law skill, int and edu to determine outcome.

## PROSECUTION COUNCIL

Prosecution council is assigned by the fleet justice authority based on the severity of the crime. Check for each possible council, starting with Superb, until one is selected.

| | |
|---|---|
| **Superb:** | 3-; DM +1 if Soc 11+ |
| **Skilled:** | 6-; DM +2 if Soc 10+ |
| **Adequate:** | 12-; no DMs |

**Prosecution Law Skill:** Superb law skill 1D6+1, skilled 1D6-2, adequate 1D6-3 (minimum 0). For all, 2D Int, 7+1D Edu.

## PRE-TRIAL

Roll task once per week for each council; pre-trial period ends when both defense and prosecution council fail in the same week.

To avoid trial date (1 week)
(Edu + Law) > Average (2D)
Unopposed.

## TRIAL

Roll task once per week for each council; trial concludes when one side succeeds. If both succeed in same week, jury is hung; restart with new pre-trial period. If law level 7-, defense council rolls first; otherwise prosecution council rolls first.

To conclude capital trial (1 week)
(Int + Law) > Hopeless (5D)
Opposed.

To conclude major trial (1 week)
(Int + Law) > Staggering (4D)
Opposed.

To conclude minor trial (1 week)
(Int + Law) > Formidable (3D)
Opposed.

## SENTENCING

If found guilty, sentencing is immediate.

**Minor Infraction:** Cr1,000 times law level fine, plus 3D6 + law level weeks confinement to duty post (or half that time in brig; victim's option).

**Major Infraction:** 4D6 + law level months imprisonment.

**Capital Offense:** 6D6 + law level years imprisonment; If law level 9+, capital punishment inflicted in 3D6 months.

## APPEAL

Any number of appeals can be applied for, but once denied sentence is carried out. Convicted character begins sentence during appeal.

| | |
|---|---|
| **Appeal grated:** | 8-; DM -1 if Law-3+ |
| | DM +3 if law level 9+ |

If appeal granted, restart with pre-trial.

## INFLUENCE

Any individual with Soc 12+ can intervene in any phase of the trial; one influence per individual, applied positively or negatively as desired.

| Social Standing | Influence Modifier |
|-----------------|--------------------|
| 12 | +/- 1 |
| 13 | +/- 2 |
| 14 | +/- 3 |
| 15 | +/- 4 |
| 16+ | +/- 5 |

# 9: PERSONALITIES

Imperial Squadrons campaigns focus on the interactions between people as they go about their duties as naval officers and enlisted persons. The following sample characters, who incidentally are tied to the Imperial Squadrons Campaign outlined in chapters 2 and 3, will help bring out realism and excitement. Each person is completely detailed, with name, rank, physical description, UPP, skills, and personal history.

## Fleet Admiral Anna Bledsoe

Age: 53
Height: 1.7 m
Weight: 62 kg
Eyes: Black
Hair: Gray, straight, collar-length
UPP: 8A9AAC
Skills: Administration-3, Astrogation-2, Athletics-2, Communications-1, Computer-1, Dance-2, Electronics-1, Engineering-2, Gunnery-1, Gravitics-1, Grav Craft-1, Leadership-5, Mechanics-1, Music-2, Pilot-1, Pistol-2, Sensors-3, Tactics-4, Vac Suit-2, Writing-2.

Anna Bledsoe was born on Kaso to a wealthy family. Her grandfather had made his money in the jewelry business. Her father had subsequently parlayed that considerable fortune into a wealth that placed his family among the most affluent in the Autarchy. As a child of the privileged class, Anna was exempt from ever learning a trade or contributing to society in any meaningful way.

However, Anna's mindset was not constituted for the easy life. As she told her biographer, "Some people think inherited wealth is a virtue, that if the parent or grandparent was able to build a fortune, then the children will inherit that savvy. Not true. And I can point you to dozens of examples to the contrary in my circle alone. No, it's damn rare to find someone with a brain at any social level. Most of them are leeches living off the previous generation's hard work, contributing nothing."

Such was not to be the fate Anna chose for herself. To be sure, she attended the best schools, received the best tutoring, and enjoyed the other advantages afforded by a high social class. But, unlike most of her contemporaries, she made good of those advantages.

After college, she entered the Autarchy Navy as an officer. Her talent and ambition enabled her to rise quickly through the ranks over the ensuing decades. By the age of 42, she had attained the rank of Captain, and had been given the command of her own ship.

Her subordinates nicknamed her "The Iron Fist" for her no-nonsense, totalitarian method of command. No one knows who first began wearing the Iron Fist earring, but the fashion spread throughout her ship's crew. Although her biography doesn't clarify her reaction to this show of loyalty, it is believed she was not displeased. Certainly, no action was ever taken to stop this breach of the dress code.

Her promotions continued, and she reached the rank of Fleet Admiral at the relatively young age of 50. She was given control of the 2nd Fleet, and has distinguished herself further in the skirmishes leading up to the full rebellion.

Now, nearing her fifty-fourth birthday, Anna is helping to lead the Autarchy to victory over the warlords of Olny. The rebels have much to contend with in Anna Bledsoe, as well as in those loyal to her.

## Ensign Tieri B'milaan

Age: 28
Height: 1.7 m
Weight: 78 kg
Eyes: Blue
Hair: Light brown, straight, collar-length
UPP: 879878
Skills: Acting-1, Communications-3, Computer-1, Equestrian-1, First Aid-1, Gambling-1, Grav Craft-1, Small Blade-1, Survey-1, Vac Suit-1.

Tieri B'milaan was born on Olny, to an upper-middle-class, suburban family. He grew up largely ignorant of the problems experienced by the people of the lower class, as well as those peculiar to the upper class. In short, he led a sheltered life.

By his sixteenth birthday, however, he began paying more attention to what was going on around him. Largely through the media, he learned of the desperation of the lower classes for jobs — any jobs. He also heard the business leaders' arguments that the Autarchy's policies were strangling business growth (except for those who were well-connected, of course), and that this was the source of the lower class' misery.

In response, he joined an organization called "The Young Olnists" and became active in their movement. He distributed leaflets, helped organize marches, and engaged in membership drives. He felt fulfilled, putting in considerable time and effort toward meeting the organization's goals. In time, however, he came into conflict with the Young Olnists' leadership.

He had become enamored of Shiila Cuuristain, a lovely and dedicated young woman who was rising through the lower echelons of the Young Olnists' power structure. Although he was too shy to approach, he gazed longingly at her during meetings, activities, and during her rare speeches. Each day he would resolve to approach her, but each day he would tell himself that there was no time, there was too much to be done, or give himself a similar excuse. In fact, he was simply afraid she would reject him, thus ending his hopes of being at her side as she rose to more and more prominence.
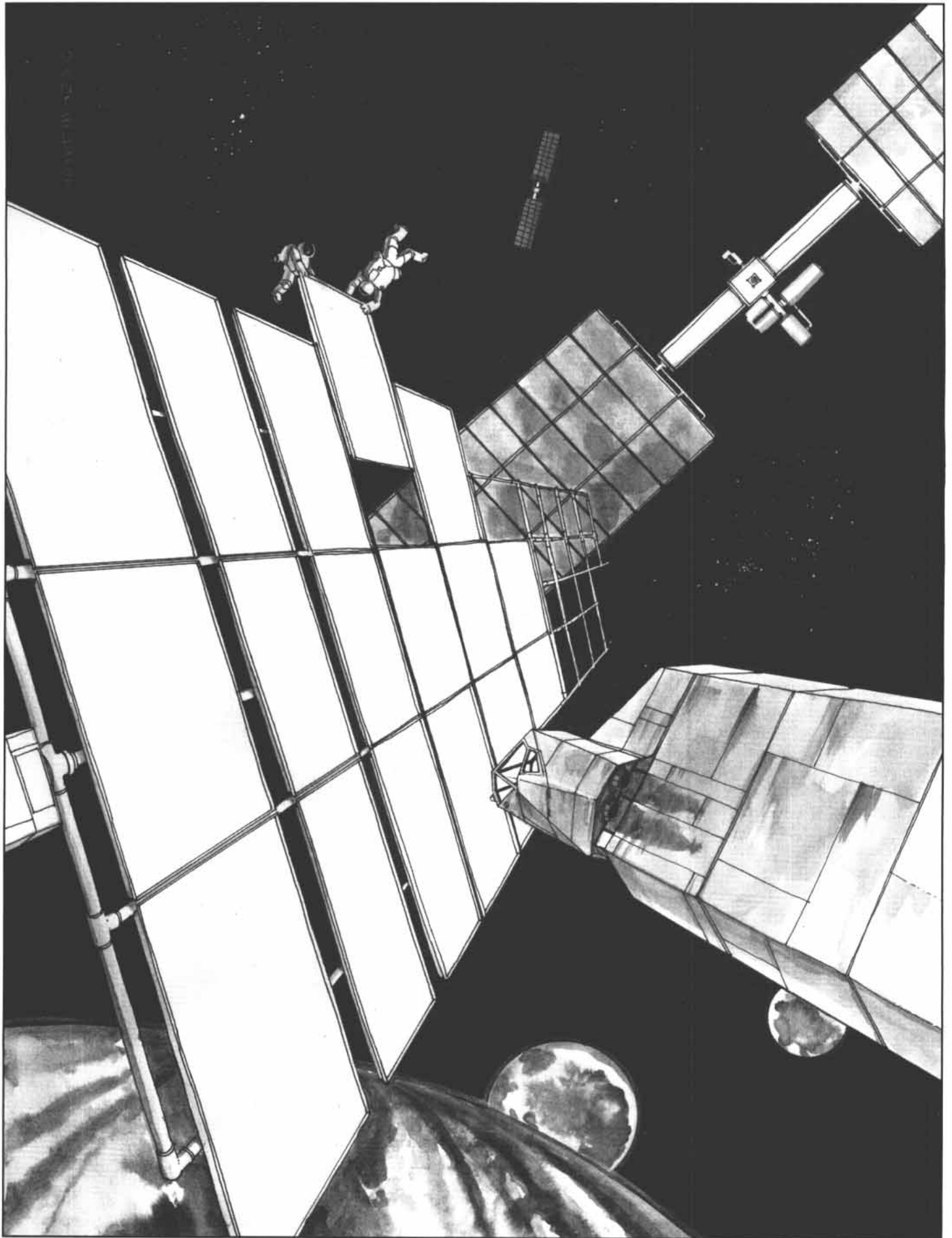
While Tieri delayed, the Young Olnists' charismatic leader, Tiibo Miiyor, did not. Unbeknownst to Tieri, Tiibo and Shiila began seeing each other socially. By the time Tieri got up the courage to approach Shiila, it was too late. She was already romantically involved with Tiibo.

Although she turned him down politely, Tieri was crushed and embarrassed. In an attempt to hide from his problems, he cut all ties to the Young Olnists, and rejected the Olnist movement. He didn't feel good about doing so at all, but he also couldn't stand to see Shiila and Tiibo on a daily basis any longer.

When his eighteenth birthday arrived, he lacked direction and knew it. He had been drifting for about six months, uncomfortable with his old sheltered life, but lacking anything else of importance to do. When he saw an advertisement for the Autarchy Navy, he decided to join. He rationalized it as a way to regain direction, learn useful skills, and be a part of something important, but deep down he knew he was simply continuing to run away from the Young Olnists and his memories of Shiila.

Tieri was fully indoctrinated into the Autarchy philosophy during his first year in the Navy, and has remained loyal to his government ever since. Within eight years of joining, he had been selected for Officer Candidate School. Now an Ensign, he is eager and optimistic. He believes in Fleet Admiral Bledsoe, the Autarchy, and in maintaining the pocket empire intact. Tieri remains a shy person, and he isn't sure what he will do if he ever faces Shiila or Tiibo again. But he is sure where his loyalties now lie.

## Lieutenant Commander Sylvia D'Irac

Age: 31
Height: 1.9 m
Weight: 71 kg
Eyes: Green
Hair: Dark brown, curly, shoulder-length
UPP: 897C97
Skills: Administration-1, Brawling-1, Environment Combat-1, Forward Observer-2, Grav Craft-1, Gunnery-2, Large Blade-1, Leadership-2, Perception-3, Research-2, Rifle-1, Vac Suit-1.

Sylvia was born to a middle-class family on Olny. Her father, a retired Navy man, worked in a cargo container factory, and her mother was a chef. She had a happy childhood. Although she had no siblings with whom to share her childhood adventures, and there were few children her age in her neighborhood, her parents provided her with all the love every child should have, as well as plentiful toys.

Even so, she has always been happiest when alone. Ever able to make her own fun, her imagination provided her with limitless hours of enjoyment of the simplest toys, or none at all. She spent many hours lost in thought, imagining other worlds, what she would do when she grew up, and how she would make her dreams come true. Sylvia also spent a lot of time reading, and that remains her chief preoccupation outside of her duties.

When the rebellion came, it put her dreams on hold. As Olny was gearing up for war, she saw the way things were going and decided to sign up for the Navy rather than risk being drafted into the Army or Marines. Now she admits it may not have been the wisest decision in her life. She could have gone to work in one of the factories contributing to the war effort and thus avoided the draft. Even so, she tries to make the best of her current situation.

However, she is very frustrated with the idiocy of the military structure, with its seemingly endless internal political squabbles. Her intelligence is what makes the military such a frustration. She is far more intelligent than the people with whom she interacts on a daily basis. Yet, her relatively low rank prevents her from effectively communicating her suggestions to the highest-ranking officers — those who could implement her ideas rather than their own shortsighted and inadequate ones. Thus, she ends up doing things she knows are wrong. She watches as the fleet engages in maneuvers that are far less effective than the optimum she imagines.

Although Sylvia has enjoyed a steady progression within the ranks, her occasional outbursts — borne of frustration — have tarnished her record. She is pleasant and eager to work most of the time, but sometimes her frustration manifests itself as paralyzing outrage that prevents her from being as effective as she could otherwise be.

Now a Lieutenant Commander, she looks forward to the end of the war, when she will finally have the opportunity to pursue her dreams. That is, if she lives through it. In the meantime, Sylvia carries out her duties in an efficient manner, impressing her superiors regularly.

## Space Hand Diina Entruusiin

Age: 19
Height: 1.4 m
Weight: 60 kg
Eyes: Brown
Hair: Blonde, straight, mid-back length
UPP: E7C777
Skills: Athletics-2, Computer-1, Engineering-1, First Aid-1, Grav Craft-1, Vac Suit-1.

Diina Entruusiin grew up on Kiinuu Da, a world with a rather high gravitational force. Like her fellow Kiinuu Danes, she has stronger muscles and bones than those of people from planets with lesser gravity. Even so, she has been conditioning her body since the age of 11, building her muscles and pushing herself to the limit.

Her athleticism and "dense body" (as her homeworld slang has it) epitomize beauty in her culture. Because of this, she was very popular with the boys in her school, and a much sought-after dating partner. At fourteen, she was discovered by a photographer and began a brief modeling career. Her looks and strength made her a media darling for a time. She soon quit, however, as modeling was eating too

much into her workout time. For the same reason, she never formed any lasting attachments to any of the boys she dated. She felt that serious relationships were a waste of time.

Diina performed adequately in school, although her teachers felt she could have done better if she had applied herself more. It wasn't that she found the work unduly difficult; it was simply that bodybuilding came first in her life. Given the choice between working out and doing homework, she would always choose the former. It was only when her parents forced her to do her schoolwork that any of it ever got done outside of the classroom.

After graduation, she entered the Autarchy Navy for several reasons. Firstly, all the military services appreciate and encourage physical fitness, which dovetailed nicely with her philosophy. Getting paid for working out sounded like an excellent idea to Diina.

Secondly, the Navy would train her in skills she could use later in life. Sadly, bodybuilders don't make money in her society unless they display themselves for public consumption. And that, of course, was a waste of her time. So, after her term in the Navy, she would have skills that she could market — physical skills that, if used, would build her physique. Or so she hoped.

Thirdly, she would be able to broaden her horizons and see new worlds while doing all of the above. Since she had never been off her homeworld, this sounded like a very good idea to her.

What Diina didn't plan on was the rebellion. Her fleet is loyal to the Autarchy, which makes it a bit awkward in that she is at war with her homeworld. She doesn't care about the politics, though; she doesn't care who governs the worlds as long as they let her work out.

She has found a temporary home in engineering on her ship, where she is always the first to volunteer for anything that requires lifting, pulling, or pushing — unless it's pressing the buttons; she hates those jobs and considers them beneath her. The senior officers usually try to humor her, as few people want to do the physically difficult jobs.

She has come into conflict with her superiors when there is no physical work to be done. Diina gets angry when she is forced to sit at a console all day, pushing buttons and watching screens. In which case, she sometimes kicks or hits things in effort to relieve her frustration. She hasn't broken anything major yet, nor has she attacked any of her fellow personnel, but her superiors fear it's only a matter of time.

Diina now looks forward to the end of the rebellion, when she hopes to be able to focus more fully on her bodybuilding. Not to mention never again sit at a chair and press buttons. Ever.

## Dame Brianna Fereno, Knight of the Imperium

Age: 33 (as Brianna; actual age is 38)
Height: 1.6 m
Weight: 65 kg
Eyes: Blue
Hair: Red-brown, lower-back length
UPP: 697CDB
Skills: Admin-4, Computer-2, Fast Talk-3, Grav Craft-2, Intimidation-4, Intrusion-4, Language-3, Linguistics-3, Perception-4, Pistol-3, Vac Suit-2.

Brianna Fereno's real name is Laamipur Uminegan. As the youngest daughter of an important functionary within the Autarchy of Guuurduu's Foreign Service, Laamipur enjoyed the best schooling and the best possible care growing up. Early in her life, she showed a capacity for language and was very quickly transferred to private schools, where she learned to speak Galanglic like a native of the Imperium (even able to adopt its numerous regional dialects), while developing a bad reputation for ruthlessness. By the time of her secondary school, Laamipur was seen by her classmates as intelligent, but also very haughty and manipulative. Another of her pleasures in life, her taste for sadism, surfaced around this time as well, when she almost torture a classmate to death in her final year. The classmate was a rival for the affections of a young man coveted by Laamipur. Only her family's intervention saved her from serious repercussions (she was not tried for the incident).

Laamipur's talent for language made her an ideal candidate for the Foreign Service, but instead she elected to join the Foreign Branch of the Autarchy Secret Police. Laamipur went through the initial 4 years of training in a rather decisive fashion, and quickly became a promising young agent. Fate would eventually deal her a hand, however, to give her the opportunity of a lifetime: The Autarchy Navy intercepted a pirate raid in the Sharsi system in 80 IE and, after destroying a corsair, discovered the shattered remains of the *IMS Far Star,* a subsidized merchant. *Far Star* had been carrying an Imperial diplomat and his family, including their eldest daughter, Brianna, to Olny. Only Brianna Fereno, her younger sister Almira, and a pair of crewmembers had survived the pirate's attack. The Autarchy abducted the survivors, and after a brief delay reported the *Far Star* as missing. Upon the Navy's noticing that Brianna shared an uncanny resemblance with Laamipur, it was decided to surgically alter Laamipur's face to precisely match Brianna's, and the real Brianna, her sister, and the crewmembers were executed. The Autarchy then announced the "discovery" that "Brianna Fereno" had escaped the derelict in a shuttle shortly after the pirates' departure.

She was fully rehabilitated into the Imperium. Inheriting "her father's" title and landholdings, the new Brianna went on to the Merchant Academy and applied for employment with LishunLine just prior to graduating. Brianna quickly gained the same reputation for ruthlessness and intelligence that she had in her former identity, and over the course of 16 years acquired more of the same as a manager. Eventually, Brianna reached the position that her Autarchy superiors had hoped she would when this

scheme started: LishunLine's regional manager for Hrun subsector.

Brianna began plotting a campaign to steal the best of Imperial naval technology and arms for the Autarchy. She began surreptitiously staging fake acts of piracy upon selected LishunLine ships with handpicked crews, and then selling the supposedly "hijacked" cargoes and ships to the Autarchy through a dummy corporation.

However, Brianna's superiors vastly overestimated her ability, especially her self-control, as she began to enjoy her job a little too much, hiring and firing employees at LishunLine on whims. Her penchant for sadism also led her to often arrange the torture and subsequent "disappearance" of those who have crossed her over the years. At the same time, Brianna adopted an excessively material lifestyle, showing extravagant tastes and importing luxuries from numerous worlds to her home and offices. This is not proceeding unnoticed. Currently a trusted subordinate, her secretary, has been recruited by the Confederation of Olny to spy on her.

As of now, Brianna has become too used to a prodigal life to desire a return to the austere life of even influential Autarchy citizens. No longer loyal to anything or anybody but her own wishes, Brianna dreams of the big score that will enable her to live the rich life forever, and preferably far enough away to keep the Autarchy from hunting her down.

## Lieutenant Commander William Johann

Age: 34
Height: 1.9 m
Weight: 100 kg
Eyes: Yellow
Hair: Bald
UPP: 896BA8
Skills: Carousing-3, Computer-2, Fast Talk-1, Ground Craft-2, Language-5, Law-3, Linguistics-2, Pistol-1, Psychology-3, Research-3.

William Johann comes off ostensibly as a manager for Tukera Lines, but appearances can be deceiving. William Johann is actually a naval intelligence officer for the Confederation of Olny. The Imperium is aware of his status, but in light of current relations with the Confederation of Olny, the Imperium tolerates his activities so long as they don't contradict Imperial interests. Johann is actually a major asset to the Imperium in his current assignment, as the Confederation's spy network in the subsector is more fully developed than the Imperium, whose presence is recent and thus far scant.

Johann became an agent of Tukera Lines because the company decided that its planned development in this portion of the Lishun sector requires the friendship of local pocket empires, and it believes the Confederation to be one of the approachable states. Tukera sees LishunLine's operations in this subsector as potentially dangerous to the Imperium, and (if properly exposed) feels that these operations could give Tukera the toehold they need in the sector. As a result, Tukera has given Johann *cart blanche* to operate as a bona fide Tukera employee at times.

William Johann is one of the most highly placed field operatives in Confederation Intelligence. Unlike the Imperium, the Confederation does not employ a similar intelligence service. All foreign intelligence, civilian or military, is the province of Confederation Naval Intelligence. Therefore, operatives in the Intelligence branch within the Confederation are considerably more important and more powerful than an identically ranked member of the Imperial Naval Intelligence would be.

William has risen from the lowest stations to become what he is, a genuine hero. The product of an union between a woman of ill repute and an itinerant belter, William spent most of his childhood in several orphanages. He was a precocious child, well known for his many pranks and jokes as he was for his devotion to schoolwork. William would spend most of childhood trying hard to forget his humble origins, and would turn frequently to his warm sense of humor as a guard to keep from getting too close to others.

William would show a passion for history from a young age, and later for language. By age 13, William was fluent in 3 languages, both written and spoken, and quickly developed a limited understanding of numerous others. His abilities came to attention of the Confederation Naval Intelligence by age 15. William was recruited by the Navy upon graduating secondary school, and then transferred to Intelligence Branch shortly after his initial training.

William's first assignment was in the Signals Branch, using his language skills to translate and interpret intercepted transmission signals from within the various systems of the Autarchy of Guuurduu. After his first term, William applied for service in the Field Intelligence Branch. Unfortunately, he was denied. Transferred for his second term to Intentions, William struggled. He became a fairly good analyst, but internal politics and in particular poor relations with his superior, Rolan Arnata, contributed to his difficulties. When William applied for Field Intelligence again after his third term, Rolan saw to it that it was denied to him once more. William again proved competent (if not particularly motivated) in his duties, and was even promoted late in his term. Perhaps the most significant event of his third term was the court martial of Rolan Arnata for misappropriating naval funds.

With the biggest obstacle in his career advancement removed, William's next reapplication was finally approved. He has spent the last 4 years in the Field Intelligence Branch, where he flourished and inherited an intelligence network throughout the Autarchy from his predecessor. He has expanded the network to penetrate many of the major corporate and governmental interests representing different factions in the subsector.

William has reconciled himself to his origins,

and is now proud of his achievements. He maintains his sense of humor and genuine love for his job, his empire, and those around him. He is married for 6 years now and has a son, William II. William is as intensely loyal to his agents and to those who help him as he is intensely dangerous to those who oppose him.

## Petty Officer 2nd Class Enri LaCross

Age: 33
Height: 1.85 m
Weight: 81 kg
Eyes: Blue
Hair: Blond, curly, crew cut.
UPP: 978876
Skills: Athletics-1, Carousing-1, Computer-1, Environment Combat-2, First Aid-1, Grav Craft-1, Pistol-2, Large Blade-3, Law-1, Mechanical-1, Perception-2, Recon-1, Small Blade-2, Trader-1, Vac Suit-1.

Enri LaCross was born on Hrun to lower-middle-class parents. When Enri was six, his parents divorced and his father moved out of their modest home to live with his longtime mistress. His mother was devastated by the breakup, never recovering enough to pay much attention to her child or her household. Thus, much responsibility fell to Enri when he was very young.

Perhaps in response to this overbearing responsibility at home, plus the helplessness that the situation inspired in him, he became a schoolyard bully. He relished exerting power over others, and found that pounding on people was a good way to do it. Even better was once he got a reputation as someone who was really good at pounding people, he didn't need to do it very often. The threat was enough.

In high school, he discovered that beating others up wasn't effective any more. Some of the other kids carried weapons, and fists don't usually prevail against knives and pistols. Unless he could find a way around that, he realized, he would no longer be top dog. Nobody would do as he said any more.

Being a resourceful fellow (taking care of his household over the years had made him that), Enri decided to take up arms, but he went further than most of his peers. He not only learned how to use them, he also learned how to use his mind to help him achieve his goals. Sometimes violence didn't work. So, he learned to manipulate people without resorting to violence. That was much more effective, and a lot less work.

Enri became very perceptive. He learned to observe others, to find their fears and aspirations. By exploiting those weaknesses, he could vanquish many enemies without lifting a finger. He could use the remaining enemies for his own ends through threats or promises. And he always fulfilled his promises — usually by convincing someone else to do it for him.

Upon graduation, he joined the Navy. It seemed like a good thing to do, considering that militaries are known to have vast bureaucracies. He knew he could thrive in a bureaucratic environment. Find out who to manipulate and who to threaten, and it would be snap.

Gratifyingly, things didn't work out much differently than he expected. After seeing his skills with the blade and pistol, his superior officer placed him in the security department. Enri was delighted with that placement, as it often allowed him to do nothing more difficult than standing in one place for a few hours at a time.

Further, through skillful manipulation he has maneuvered himself into a very comfortable position. He is now in charge of a small group that ensures the security of visiting dignitaries. When that is not required, his unit is usually ordered to guard the armory — meaning for most of the time he is able to sit around and plays cards with his subordinates.

Now that there's a rebellion, and he finds himself on the side of the rebels, things could get a bit more difficult for him. He hasn't yet found a way to tilt the situation to his advantage, but he's working on it. He knows he will come out on top, in time. The only obstacle is figuring out where he wants to be, and whom he has to manipulate to get there. In the meantime, there are many hands of cards to be played.

## Captain Staici Muulo

Age: 51
Height: 2.0 m
Weight: 76 kg
Eyes: Hazel
Hair: Light brown, straight, floor-length
UPP: 786879
Skills: Administration-2, Astrogation-1, Athletics-3, Communications-1, Engineering-1, Instruction-2, Leadership-4, Long Blade-1, Pilot-1, Pistol-1, Research-5, Sensors-1, Vac Suit-2.

Staici Muulo grew up in the asteroid belt called Guuurduu. Although it is not uncommon for belter children to be taller than their planetbound brethren, Staici was exceptionally tall among that crowd as well. However, she also fell victim to the common malady of those raised among asteroids: she was very weak by the standards of planetary people.

Thus, when she joined the Navy at age 18, she found that she had to spend several years building up the musculature and body mass that most people take for granted. This delayed her rise through the ranks, but it also gave her a good view of how things work from the bottom-up.

Although necessary, she found working out to be a mindless and boring activity. So, she began devoting herself to research, by bringing reading material to the workout room and positioning it so she could read it while exerting her body. She did political research, sociological research... research on anything to keep her mind occupied. The resulting knowledge base would serve her well in the years to come.

Once she had adjusted herself physically to her new environment, she began work in earnest. Her dedication, knowledge, and positive outlook got her noticed by the top echelons, and she was promoted to Ensign during her third term. But that was only the beginning for her.

Over the next several years, she continued her rise through the ranks, eventually attaining Lieutenant Commandership. She was excelling: her subordinates followed her and her superiors rewarded her. Her career was in great condition. It was then that she came close to having her rise halted permanently.

The incident took place during a wargame. On that day, it was her first turn at the astrogator's station, and she had prepared very well in the previous weeks. Early in the wargame, her ship was assigned battle damage that required they simulate a disabled grav compensation system. At first, this was a relief to Staici. She was able to return to her accustomed zero-g. However, when the captain ordered a maneuver that called for acceleration at 4G, Staici's severe weakness was discovered.

She could not function at 4G without active gravity compensators. She nearly blacked out, but struggled to maintain consciousness. The captain called out an order for her to plot a trajectory around a nearby planetoid, and she could not comply. She could not even muster the strength to respond. The captain, not understanding (and locked in his own 4G version of hell and therefore unable to look around and see what was the matter), assumed that lack of skill was keeping her from doing her job. He ordered the pilot to fill in until she could be relieved. It was humiliating, but there was nothing she could do about it at the time.

Once the wargame was over, the captain called her to his office. He questioned her about her dereliction of duty, and she told him the source of her problem. After testing her knowledge of astrogation, he was gratified that it wasn't his overestimation of her abilities that had been at fault. Nonetheless, he was also disappointed in her for not bringing her weakness to his attention.

He ordered her to exercise under increasingly high simulated gravity forces to build up her endurance. Staici, chagrined at her lack of foresight, complied with enthusiasm. In time, her body adopted to functioning at higher gravity ratings, and she never again had that problem.

Although the incident did not permanently tarnish her record, it did delay her advancement for another term. However, in subsequent terms she resumed her progress, earning the loyalty and respect of her fellow crewmembers during that time.

Now, she is captain of her own vessel. She runs the ship with a skill borne of experience. Her background gives her an empathy with her crew, and they love her for it. Her crew is extremely loyal, and one of the most effective in the Liberation Fleet.

## Master Chief Petty Officer Victoria Niilokuuatiil

Age: 46
Height: 1.65 m
Weight: 66 kg
Eyes: Hazel
Hair: Copper red, body waved, shoulder-length.
UPP: 68C998
Skills: Athletics-1, Communications-1, Computer-3, Craftsman-2, Electronics-4, Engineering-5, Environment Combat-1, Gravitics-4, Grav Craft-1, Mechanics-4, Perception-2, Pistol-1, Robotics-1, Sensors-1, Vac Suit-1.

Victoria was born on Olny to an upper-middle-class family. She is the fourth of six siblings, with three sisters and two brothers. She had a happy and full childhood, surrounded by her family's love.

She began tinkering at an early age. Her father likes to relate the story of how she took apart his replica timepiece — complete with actual working gears! — and reassembled it at the age of three. Whether this story is real or simply a harmless family myth, it is true that Victoria is very adept with mechanical knickknacks — taking them apart, examining them, putting them back together. Watching her work, it is easy to believe that she was able to handle complex devices as early as three. It seems as though she has some sort of innate sense about how things work.

When the Imperium-sponsored technological uplift was in full swing on Olny, Victoria was a teenager. The new, high-tech facilities — and the media stories about them — attracted her immensely. She tried to get into a few of the buildings, but was thwarted by the adults in charge. They couldn't believe a teenager could have any business at such a leading-edge installation. They thought she would have nothing useful to contribute, nor, indeed, the capacity to understand what was happening.

But Victoria was not so easily dissuaded. Working on it as if it were an engineering problem, she found a way to get inside one of the buildings. She discovered that if one dressed and acted as if one belonged there, the gatekeepers would assume that appearance was reality. In a large operation involving thousands of people, no one knows every other person in the building by sight. And things happen — badges are forgotten, security passes lost. They must have assumed such was the case, because soon she was in!

Once inside, she wandered the halls, checking into rooms where interesting experiments were occurring. In time, she was able to befriend a few of the technicians, and even impress them with her breadth of knowledge. Many were flattered that this charming young lady was genuinely interested in their work, and were happy to discuss the details with her. She had found a new home.

Over the following months, she became a part of many projects. The supervisory staff, now knowing the nature of her charade, went along with it, as they felt there was nothing to lose. For her part, she

contributed much to the ongoing projects. Although unable to keep pace with experts in their field, she was a good generalist and a dedicated worker. She was welcome.

As she grew to adulthood, Victoria caught the attention of visiting military officers. They asked about her, and were told of her abilities and knowledge. Intrigued, they approached her. After interviewing her, they offered her a job in one of their research facilities. She would have to swear an oath to the rebellion, they said. However, she would also have continuous access to cutting-edge research equipment and facilities.

She naturally jumped at the chance. She spent many years developing new technologies for the anticipated war effort, and enjoyed every minute of it. Then the war actually came.

Needing every able-bodied person they could find, the military assigned her to head the engineering department of one of the huge Battleships of the fleet. She feels her talents are mostly wasted here, but she does understand the need, so endures it. But she looks forward to returning to her research and development facility when the war is over.

### Ensign Deliah O'Riir

Age: 27
Height: 1.4 m
Weight: 45 kg
Eyes: Blue
Hair: Brown, tightly curled, shoulder-length
UPP: 778886
Skills: Astrogation-1, Camouflage-1, Computer-1, Diplomacy-1, Forward Observer-1, Gambling-1, Grav Craft-1, Graytch-2, Gunnery-1, Melee Combat-1, Pistol-1, Recon-1, Ship's Boat-1, Short Blade-1, Survival-1, Writing-1.

Deliah was born on Hrun to a lower-middle-class family. She grew up with one brother who was five years younger than she. Her parents also had a third child when she was nine: another daughter. Her parents knew they were unable to support a third child, so after agonizing over what could be done during the pregnancy, they chose to give their newborn up for adoption. Delia, then nine years old, did not fully comprehend the situation. However, she did understand enough that she cried over her "lost sister," and carried thoughts and wishes for her for many years.

By the time she was a teen, however, other thoughts occupied her. She was doing well enough in school, and used her free time to join one of the survivalist organizations sprouting up on the planet. The survivalists were mostly concerned with the possibility that the Autarchy might decide to invade their planet and take it over militarily, since Hrun was very anti-Autarchy. This group spent weekends building fortified installations, stocking up on supplies, learning to live off the land, and practicing to move through the wilds without being spotted. She enjoyed joining them in this work, and did very well.

When rumors of the coming rebellion reached her ears, she was excited. Here was her chance to make a real difference! Along with many of her compatriots, she signed up with a small "rebel fleet" (more of a rag-tag squadron, really) and began her career.

Since joining, she has been a dilettante. She has kept her combat skills up to par, but has also learned bits of many shipboard jobs. She has learned to pilot a shuttle, astrogate, and perform as a forward observer. In her free time, she has dabbled in gambling, but has found it to be only a good way to get rid of unwanted cash.

Deliah is very dedicated to the rebel cause, but remains somewhat of a misfit. She hasn't yet found the purpose she can serve for them. As she whittles away the hours doing various small jobs around the ship, her mind sometimes returns to the question of whatever became of her little sister. But, there's a war on now, so the time for doing something about that question is not yet here.

### Fleet Admiral Tatha Rolente

Age: 54
Height: 2.2 m
Weight: 115 kg
Eyes: Green
Hair: White, crew-cut.
UPP: 76898B
Skills: Astrogation-4, Carousing-4, Computer-2, Environment Combat-3, Fleet Tactics-6, Grav Craft-1, Gravitics-2, Instruction-3, Intrusion-1, Language-2, Pilot-4, Rifle-2, Ship's Gun-4, Survey-3.

Tatha Rolente is something of an oddity. In an Imperial Navy where one's chance of reaching Admiralhood is usually as dependent on the number of Imperial court contacts they have as it is on their performance, Admiral Rolente is a fighting admiral.

Born from a long line of naval officers (his grandfather served in the Second Chanestin war, his great-grandfather was in command of a fleet detachment during the First Chanestin War), Tatha Rolente showed that it was in his blood as well. In command of the INS *Shining Star,* a 50,000-ton cruiser, at the first outbreak of war with the Lancians, he racked up a pair of minor victories, rising to Commander's rank before his 40th birthday. But towards the end of the Vilani Pacification Campaigns, the first of a series of incidents occurred that would impair Tatha's shot at Admiralship: He was openly critical of the brutal conduct of Imperial forces late in the war with the Lancians, which he viewed as undisciplined and contradictory to the long-term interests of the Imperium. This angered the Archduke of Vland, and undoubtedly caused Tatha's two-year exile to command of a naval base in Core sector.

Tatha finally became an admiral when his next assignment saw him force successful annexation of a trio of worlds in the early stages of the Sylean Pacification Campaign, and seemed destined for greater things when he was assigned command of subsector forces in Vland sector.

However, Tatha again got himself in trouble. Tatha once more questioned the wisdom of practices that he considered overtly discriminatory against the Vargr in Vland sector. This again angered the Archduke of Vland, and resulted in his transfer to the command of a small squadron stationed in Hrun subsector at Lishun. Although this has created an incident of what should be public disgrace, Tatha sees irony in it to what could be a potential political hotspot for the Imperium in a very short time. Tatha sees the outbreak of war with the Autarchy as likely, and intends on putting himself in a position to command its forces.

Although Tatha is known as someone who generally brooks disfavor with the Imperial court, he is a popular admiral whom the Imperium would find embarrassing to discharge publicly. Tatha is regarded by the officers and spacers under his command as a great man, who will spare nothing to take care of his subordinates, and will do everything in his power to win a battle. Tatha is privately hailed as a great commander, leader, and instructor of men, and a source of constant thorn in the side for the Imperial court.

## Lieutenant Commander Richard Sagnata II

Age: 35
Height: 2.0 m
Weight: 105 kg
Eyes: Blue.
Hair: Brown, short, straight.
UPP: 768889
Age 34
Skills: Admin-2, Diplomacy-4, Fast Talk-3, Grav Craft-2, Language-4, Law-2, Linguistics-4, Pistol-3.

Richard Sagnata is the Chief of Naval Intelligence for the Imperial Navy in the Hrun Subsector of Lishun. Richard has risen rapidly through the ranks, primarily as an intelligence specialist in the politically complex and still mainly independent Lishun and Antares sectors. Richard has been assigned to his current billet as Chief of Station for Hrun for just over a year. Fraught with danger as a result of the potentially explosive relations between the Autarchy and Confederation, Richard's post have continued to showcase him as a star officer within the Imperial Naval Intelligence.

Richard is the son of two minor civil servants on Sylea. Originally named Richard Dean Sagnata, Jr, he changed it to Richard II upon adulthood, simply to avoid the perceived indignity of being called "Junior." It was discovered early on that Richard had a gift for language, as he learned to speak Vilani like a native within a brief time as part of his elementary education. Richard has gone on to learn numerous other corrupted dialects of Vilani, Galanglic, as well as rudimentary Vargr within the coreward sectors of Lishun and Antares.

Richard's knack for languages along with his excellent school marks made him a prime candidate for the Diplomatic Corps, but Richard eschewed this route, instead joining the Navy right out of high school. Richard's linguistic talent didn't stay hidden in the barracks for long, however, and he was swiftly switched to Naval Intelligence after his first term of service.

Richard showed his promising potential in the first assignment by correctly predicting enemy logistics in the early battles of the Sylean Pacification Campaigns. Richard has proven to be an intelligence analyst of the highest caliber, reputed for his uncanny ability to correctly gauge responses to Imperial diplomatic overtures well before they happen.

Richard found intelligence work much more to his liking, and swiftly earned first a commission, and then a flurries of promotions. Richard was then assigned to the Hrun subsector as Chief of Station, after his predecessor's disgrace in the *Sapphire Rose* affair. Richard is well aware of the threat that the Autarchy poses in this region, and the time-bomb of a situation that lurks in the subsector. He is also aware he is in a position where playing "catch-up ball" is necessary, compared to his opposite numbers in the Autarchy and Confederation.

Richard was married to Alzibeta Shakhuda in 89 IE. He has a son, Richard Dean Sagnata III, age 5, and a daughter, Alexandra, age 3. As a legal spy, Richard does not operate under any cover on Muuenum.

## Space Hand Apprentice Bladjiia Tuuiilo

Age: 18
Height: 1.7 m
Weight: 69 kg
Eyes: Light Brown
Hair: Brown, kinked, mid-back.
UPP: 798695
Skills: Athletics-1, Computer-1, Forward Observer-1, Ground Craft-1, Melee Combat-1, Perception-1, Throwing-1.

Bladjiia was born on Hrun to a lower-class family, but her parents were unable to support another child at that time, so they gave her up for adoption. She was taken into a family who lived in the backwoods of Pryden. They did not initially reveal her adoptive status to her.

Although not very good at math, she did well at school, learning more than most of her peers. She enjoyed physical education very much, and proved to have what it takes for competition. She joined the track team, where she did well in long-distance running. But, her forte' turned out to be gymnastics, where she took the state championship in her junior year of high school.

During the summer break after her championship year, her parents made the decision to tell her that she had been adopted as a baby. They were very careful in how they presented it to her. Even so, she had a hard time dealing with it. She rode a wave of emotions over the next several months, from dis-

belief, to anger, and finally to acceptance. Her parents had planned well for this revelation, and the family made it through in the end.

After graduating from high school, she found she had few prospects for employment. However, the Autarchy Navy was hiring, so she decided to join. Her initial training went well. She had no problem with the physical requirements and she was assigned to a tanker squadron.

She is applying herself to her new duties, but wonders often about her birth parents. Are they still alive? Where do they live? Did they have any other children? Sometimes she imagines what it might have been like to have had an older sister or brother. But she realizes that she will most likely never know the answers to any of those questions.

In the meantime, there's a war to be fought.

## NAVAL SCENARIOS

The hierarchical structure of military life can lead to interpersonal conflicts. The following naval scenarios are short adventure descriptions that focus on the interactions between crewmembers. Each provides a summary of the initial situation or encounter, followed by six different possible plot developments.

Before play begins, the referee selects one of the scenarios, based on whether one or more of the PCs have attained the required position (if any) listed. He or she then chooses one of the plot resolutions and generates any maps, NPC/animal characteristics, world data, or other information necessary to running the adventure.

### Adrift

Position(s) Required: Captain, Communications, Engineer.
Skill(s) Required: None.

**Players' Information:** While on a routine patrol mission, the Communications Officer receives the following distress signal: "This is Free Trader Beowulf . . . mayday . . . main drive is gone . . . turrets not responding . . . This is Free Trader Beowulf . . . mayday . . ." It repeats endlessly, obviously a recorded message.

**Referee's Information:**

1) All is as it appears. *Beowulf* was engaging in standard trade when it was attacked by a pirate ship operating under the auspices of the enemy government. They are in need of damage control teams and repair assistance. If anyone responds to their signal via communications, the *Beowulf's* Captain will reveal the situation and the ship's needs.

2) As 1, but their electronics were damaged during the battle. They were only able to rig the system to send the recorded message on infinite loop. Two-way communications is out of the question until further repairs can be affected.

3) *Beowulf* is actually playing possum, waiting to lure enemy craft within range of a destroyer running silently (with only the bare minimum systems functioning) nearby. *Beowulf* is at 9 o'clock in relation to the moon, while the destroyer is at 12 o'clock, directly behind the moon. *Beowulf's* captain will not respond to inquiries from potential rescuers, preferring to avoid slip-ups by pretending that his electronics systems are damaged.

4) As 3, but the ship lying in wait is a 1000-ton pirate corsair.

5) As 3, but a battleship lies in wait.

6) As 3, but an entire battle squadron lies in wait.

### Asteroid

Position(s) Required: None.
Skill(s) Required: None.

**Players' Information:** The communications officer detects radio emissions coming apparently from an asteroid in the system. Unable to determine whether they are just a natural phenomenon or in fact some form of coded transmission, the captain orders a team to investigate. The team is allowed to bring necessary weapons and instruments. A ship's boat is available.

**Referee's Information:**

1) The emissions are coming from a mining ship. Its crew was doing a survey of the asteroid when a meteor struck their ship. The meteor was traveling at a velocity great enough to destroy the ship's jump and maneuver drives. The blast also damaged the ship's controls and electronics, making it impossible to send a coherent message. The crew was only able to rig the communications equipment to emit random bursts of radio waves. The crew of three has been living in the ship, in the only remaining pressurized cabin, hoping for rescue.

2) As 1, but the life support systems were also wrecked. The air regulator has been circulating a mildly poisonous gas that has made the crewmembers mentally deranged. Each has decided the others are plotting to kill him. As the team arrives, a battle begins to break out.

3) As 1, but the crew has been without food for five days. As the team discovers them, the remaining two are preparing to cannibalize the third, who had died of starvation.

4) The emissions are coming from a rocky crevasse. Landed nearby is a ship's boat not unlike the PCs'. The crew of this vessel is dead. A thin layer of clear slime covers every inch within the ship, including its now-deceased crew.

The slime consists of microorganisms that live within the crevasse. They are incapable of independent motion in this state, but they can jointly project random emissions into the radio-wave portion of the electromagnetic spectrum.

Normally, the organisms feed off of the occasional light and small amount of carbon dioxide available to them. When they come into contact with large sums of carbon dioxide, it triggers their vast breeding pattern, the result of which is the wet, sticky, clear slime. The crewmembers died because the slime coated, then filled their lungs. If the organisms are returned to their carbon dioxide-poor envi-

ronment, the moisture will boil away, reducing them to a powdery substance that is no longer a threat . . as long as it doesn't come into contact with carbon dioxide again.

5) As 4, but the microorganisms are in the early stages of breeding. There is still time to save the crew, if the problem can be analyzed and a solution found in short enough time.

6) As 4, but the ship's crew has not yet entered the crevasse, and therefore has yet to bring the microorganisms into contact with abundant carbon dioxide. The crew will note that the emissions are coming from the crevasse, and ask the PC team if they wish to accompany them to find the source.

## Clean Up
Position(s) Required: Rank O3 or lower; as many PCs in same branch/department as possible.
Skill(s) Required: None.

**Players' Information:** A senior officer who is well known for his straight-laced approach finds out about illicit gambling amongst the crew. The senior officer decides to punish the entire department, including the officers in charge (excepting himself, of course). He orders them all to scrub four deck levels, on their hands and knees.

**Referee's Information:**

1) All is as it appears.

2) During the clean up, one of the characters discovers a ten-inches squared, sealed panel. Sliding it to the side reveals a small compartment. Inside is a collection of capsules. Each is approximately the size and shape of an egg. They are dull gray in color, and very heavy. Spectral analysis will show that tiny amounts of radiation emanate from each egg. Each contains a small amount of plutonium, and is being smuggled by an engineering crewmember for sale at one of the worlds the ship normally stops at.

3) As 2, but the eggs really are eggs — laid by a creature native to one of the worlds at which the ship recently stopped. The eggs are worth a fortune, as the world they come from strictly forbids their export since they are considered sacred.

4) As 2, but the compartment is currently empty. Analysis will show the compartment to be slightly radioactive. Further analysis will reveal who has been using the compartment. Unfortunately, without the eggs, it will be a bit more difficult to determine just what the compartment has been used for.

5) An unusual number of accidents will occur while the cleaning is occurring.

6) As 5, but the accidents aren't accidents at all. They are actually somebody's idea of a protest and a way to get out of doing the work. After all, if one is in sick bay, one cannot also be scrubbing a dirty corridor. Some crewmembers have realized this and are taking action.

## Derelict
Position(s) Required: None.
Skill(s) Required: None.

**Players' Information:** The characters' squadron is mopping up after a skirmish over a contested system. The battle site was briefly under enemy control, but the arrival of the characters' fleet drove the enemy away. The captain of the PCs' ship is ordered to break her off and investigate a derelict ship that has been discovered on the far side of a moon in this system. The ship, a Secure Trader, carries a civilian identification and is registered to a friendly world. The captain may designate whoever he wants for the away-team, but it should include someone skilled with sensor operations, at least two security personnel, and a medic. One of them may be charged with leading the team, or a higher-ranking officer may be placed in that position.

**Referee's Information:**

1) The ship was abandoned by its crew after it was attacked by pirates which were operating in this system for a brief period.

2) As 1, but the pirates are still operating in this system.

3) As 2, but the pirates are currently holding the trader's crew hostage.

4) The ship was being used as a pirate vessel by people friendly to the PCs' side. It was holed by one of the enemy vessels, killing the entire crew in the process. The ship contains 30 tons of radioactives, and some of the crates were broken during the battle. After 10 minutes of entering the cargo hold, characters will begin to suffer 1 point of damage to a random physical characteristic for every 10 minutes they remain inside. If any characteristic drops to 1 point as a result, the character has radiation poisoning and will die within 1D days if not treated at a TL9+ medical facility.

5) The ship was being used as a pirate vessel by people friendly to the enemy side. It was holed during the battle, but the ship that holed it was one of the few destroyed by the enemy in the skirmish. Although the ship is disabled, the crewmembers stay active. They are trying to repair the ship enough for them to jump out of the system. They will attack the investigating team. The pirate crew is armed to standards one tech level below the PCs.

6) As 5, but, in addition to the pirate crew, there is also a contingent of eight marines on board, who are armed to the same TL standards as the PCs.

## Diplomat
Position(s) Required: None.
Skill(s) Required: Diplomacy, any combat-related skills.

**Players' Information:** The PCs are assembled into a task force to escort a visiting noble. The noble is from a neighboring empire currently not at war with the PCs' home empire. However, negative sentiments about the noble's empire are running high at the moment, due to a number of unfortunate incidents involving privateers along the frontier. The PCs' commanding officer is understandably anxious about the noble's visit.

The ship will carry the noble to several destinations. At each one, the noble will disembark and make a diplomatic call. The PCs are to keep him comfortable and safe from harm during the tours. Above all, they are not to offend him.

**Referee's Information:** The noble considers such things as security precautions and body armor below his dignity, and will cooperate with his bodyguards only grudgingly.

1) No attempt is made on the noble's life, but there will be an angry demonstration against the noble's government upon his arrival on any given world on a 2D roll of 7-.

2) As 1, but a demonstration will occur on any given stop on a 2D roll of 9-. In addition, an assassination attempt will be made if the roll is 6-. A lone assassin will fire on the noble with a cP003 from five meters.

3) As 1, but a demonstration will occur on any given world visited on a 2D roll of 11-. An assassination attempt will be made by a band of 4-6 people armed with rifles and hand grenades if the roll is 9-

4) As 1, but a demonstration will occur on any given world visited on a 2D roll of 11-. A bomb will be placed in one of the noble's rooms, in his vehicle, or a place he will visit. The characters will discover the bomb before detonation only if they declare they are actively searching for explosives. The Noble will resent their search greatly and demand that they stop immediately.

5) A demonstration in favor of the noble's government will occur, with police attempting to restrain the demonstrators from rioting. Their attempts will be unsuccessful, and the world's government will attempt to hold the noble responsible for the riot. In order to avoid a quick one-sided trial with an obvious outcome, the PCs will have to smuggle him off-planet as soon as possible. Of course, at the same time the noble will resist efforts to hide him from the planetary authorities.

6) Demonstrations both for and against the noble's government will occur. They will eventually get out of hand and turn into a massive melee between the two sides. As above, the noble will be accused of inciting the citizenry to riot.

## Double Jeopardy
Position(s) Required: One PC is a Commander.
Skill(s) Required: None.

**Players' Information:** The captain appears to be unable to make decisions. When his subordinates present the options available to him, if the choice is not obvious he will delay making the decision for as long as possible. Sometimes this leads to missed opportunities. At the same time, he requires that his subordinates never make decisions of their own. When that occurs, he chastises them. On the other hand, when a subordinate fails to make a crucial decision, he or she is verbally scolded for allowing events to go awry. Logic does not appear to be a part of the captain's life.

**Referee's Information:**

1) The captain is insecure about his ability to carry out his job. He was promoted because of his social connections, and is completely unsuited to the position he now holds.

2) The captain is in fear of retaliation from his own superior, who is even less logical than he is. He is frozen in terror, and does not feel able to confide in anyone.

3) The captain is suffering from paranoid schizophrenia.

4) As 3, but the senior officer has been diagnosed and is receiving proper medication, though from time to time he forgets to take his medication. Once that has occurred, it becomes more and more difficult for him to realize he must take it, and things spiral out of control.

5) As 4, but he takes his medication every day. However, one of his assistants is substituting a placebo periodically in hopes of having his superior officer drummed out of the service.

6) As 5, but the assistant is part of a cabal which hopes to turn the ship to piracy.

## Guns, Guns, Who's Got the Guns?
Position(s) Required: Security Officers.
Skill(s) Required: Interrogation.

**Players' Information:** The PCs are called into the commander's office. She tells them it has come to her attention that the supply of personal weaponry aboard ship has been dwindling. Some of the losses are accounted for — damaged during missions, destroyed in starship battles, etc. But many of them have simply been disappearing from inventory. There is no clear indication as to who is responsible. There seems to be no correlation between any of the parties that have access to the arsenal and the disappearances. She asks the group to investigate the matter and report their findings back to her.

**Referee's Information:**

1) A gun smuggling ring, comprising two dozen crewmembers, has been selling some of the ship's arsenal at each port. They have been using the money to fund expenditures for personal electronics, leisure devices, and so on.

2) As 1, but the group's members are saving the money in a general fund. They plan to purchase a ship together when they muster out.

3) As 1, but the group's members have been funneling the money to various charities. All of them object to the current war, and feel no remorse over stealing property from what they feel is an unjust military.

4) The guns are being stolen by small-time criminals, as in 1, but the commander is simply using it as a convenient cover. She is the head of a cartel of much more savvy criminals, who have been expropriating credits from the fleet's operating fund for many months. The top brass has raised questions about the increased expenditures made by her crew. She stumbled upon the gun-running operation, and

decided to commence an investigation in hopes of forestalling any inquiry into her own dirty dealings.

5) As 4, but the commander is appropriating the money in order to fund her own pirate organization. She expects to take over the ship shortly, and space all those loyal to the current administration. However, the time is not yet right for that. She still needs to increase her organization's size and financial position. If any of the PCs show themselves to be corruptible during this investigation, she will have a member of her organization approach them about joining. Those who refuse will be scheduled for an "accident" before they can spread the word.

6) The guns are being appropriated by a paramilitary organization that has members on each of the ships in the fleet. They have been stealing weapons and armor for several years now, but only in small, nearly negligible quantities. However, they have gotten notices from their leadership that the time for action is approaching. Therefore, they have stepped up their activities in anticipation of the coming confrontation. The commander has no knowledge of the organization and is dedicated to the legitimate military and political leadership.

## Incompatible

Position(s) Required: Engineering, and official rank.
Skill(s) Required: Computer, Electronics, Engineering, Mechanical.

**Players' Information:** Through a miscalculation in astrogation, the ship exits jump at the far edge of a system. The ship is hailed by a System Defense Boat (SDB), which is also in the proximity at one of the standard stationing points for such vessels. The captain of the boat says his ship is in need of repairs. The next supply ship isn't scheduled for several months, and they do not have enough fuel to go back on their own. Since the world they come from is mid-tech, they use chemical rockets and are thus unable to refuel at a gas giant. The captain requests assistance in repairing the damaged engines and electronics. The request is granted, and the PC team is dispatched to see to the SDB's needs.

**Referee's Information:** The SDB is built to TL9 standards of materials, but the world never developed electronics beyond vacuum tubes, which are the chief components of the ship's communications and computer equipment, although some also use mechanical switching systems. In addition, the ship uses chemical rockets. Otherwise, the craft is roughly the same as a standard SDB.

A small asteroid hit the craft about a week ago. It did little structural damage, but knocked out most of the ship's systems. It also caused a leak in the fuel system, leaving the ship without enough fuel to do the routine maneuvers required.

The world has launched a ship to resupply the boat, but the time involved in such travel — when using chemical rockets, especially without the aid of gravity plates — means the ship won't arrive for another three months.

1) The ship's crew has all of the necessary materials (spare tubes, switches, etc.), but lacks the expertise for the complex repairs needed. For the PCs, repairing the sensor systems is a Difficult Electronics task. Repairing the fuel tank will require a Routine Mechanical roll, given higher-tech tools. Repairing the engineering controls is a Difficult Electronics task. In all cases, diagnosing the problem will require a Formidable Engineering task roll. By conferring with the SDB's crew, the difficulty may be lowered by one level, but only if the Reaction rolls are favorable.

2) As 1, but all repair tasks are one level more difficult.

3) As 2, but all diagnostic tasks are also one level more difficult.

4) As 1, but the chief engineer is resentful of the PCs' interference. He will not sabotage them, but he will also avoid helping them.

5) The situation is a trap. The PCs will be taken hostage. The SDB's crew includes eight marines equipped to TL9 standards. They hope to force the PCs' captain to trade higher-tech weapons and armor for the PCs' lives.

6) As 5, but there is also a group of twenty SDB's stealthing nearby. They will attempt to force the PCs' captain to surrender the ship. Failing that, they will try to convince him to give them all of the ship's auxiliary craft, as well as all personal weapons and armor.

## Insubordination

Position(s) Required: Officer or NCO of any department.
Skill(s) Required: None.

**Players' Information:** The most senior PC is approached by an enlisted NPC, who claims to have noticed insubordination in the ranks. He says that some of the crewmembers are agitating deliberately to bring about a change to a more piratical direction. One (or more) of the other PCs is in the unit implicated.

**Referee's Information:**

1) All is as has been represented. The unit referenced is not directly under the PC.

2) As 1, but the unit is directly under the PC.

3) The NPC's unit is the hotbed of conspiracy, not the one he is implicating. He is attempting to avoid an inquiry into his own unit.

4) As 3, but the NPC's unit is already under inquiry by an officer of the same rank as the PC. The NPC hopes to create friction between the two respective officers, as each accuses the other of harboring traitors.

5) As 4, but the other investigating officer is of lower rank than the PC.

6) As 4, but the other investigating officer is of higher rank than the PC.

## Justice

Position(s) Required: Commander or above, not in engineering.
Skill(s) Required: None.

**Players' Information:** The PC Commander is ordered to select individuals for an investigative committee in response to allegations of misconduct in the engineering department. The ship's engineering crew includes several Graytch, who claim that their human supervisors have been passing them over for promotions, despite the fact that Graytch are much more adept at performing engineering tasks. The PCs are asked to investigate the source of these allegations and report their findings to the captain.

**Referee's Information:**

1) The truth is that the officers in charge of engineering, all of whom are human, have denied promotions to the three Graytch in question. However, racism has nothing to do with it. The simple fact is that, while the Graytch are technical experts, their command of Galanglic is very limited. This restricts their potential as supervisors to a large extent. All of this has been explained to each of the Graytch during the normal performance review process, and classes in Galanglic have even been offered to them. However, the Graytch have chosen to pursue these allegations rather than work on their language skills.

2) As 1, but the Graytch aren't even experts. They're just average.

3 As 1, but the Graytch have recently begun taking classes in Galanglic.

4) The officers in charge of engineering, all of whom are human, have denied promotions to the three Graytch because they are racist. They understand that Graytch are better at technical repairs, but do not believe the Graytch to be the equal of humans when it comes to engineering theory and research. They also don't believe Graytch are capable of leadership. The officers believe that humans are the "natural" leaders of Graytch.

5) As 4, but the officers despise Graytch. They have been satisfied with passing them over for promotion in the past, but now that this inquiry has begun, they will retaliate by arranging non-fatal "accidents" for the Graytch in an attempt to scare them into dropping the charges.

6) As 4, but the officers are so wrapped up in their racist hatred that they will try to kill the Graytch, now that the investigation has begun and is likely to ruin their careers anyway.

## Missing In Action

Position(s) Required: At least one officer-ranked character.
Skill(s) Required: None.

**Players' Information:** Two days ago, three crewmembers — Commander Julie Nuevilo, Lieutenant John Ewar, and Lieutenant Stephen Brax — were sent on an away-mission to make contact with a local informant. Scuttlebutt has it that Julie was romantically involved with John, but both have adamantly denied any fraternization. After the mission, only Commander Nuevilo and Lieutenant Brax returned. Both have reported that Lieutenant Ewar died in a random shooting incident on the low-law-level world. The PCs have been given the task to determine the circumstances of Lieutenant Ewar's demise.

**Referee's Information:**

1) All is as it appears. Ewar was killed by criminals during a robbery that was taking place as they passed a local retail store.

2) Lieutenant Ewar had been making lewd advances to Commander Nuevilo. She had rebuffed him in no uncertain terms every time. Finally, on the mission he attempted to rape her. As she tried to subdue him, she fatally shot him. Commander Nuevilo had not meant to kill him; she simply wanted to stop his attack. Afterward, rather than risk possible disciplinary action, she chose to cover it up. She told Lieutenant Brax that she saw a robber running from the scene when she arrived, at which time she found Ewar's body.

3) As 2, but Brax caught Ewar as he was attempting to assault Nuevilo. Brax fired the shot that killed Ewar. The commander and Brax decided it was easiest to keep the incident quiet, as firing on a fellow officer, even in such circumstances, is a prosecutable offense.

4) Brax and Nuevilo are actually agents for the enemy. On the planet, Ewar caught them sending a covert message to their superiors. Brax and Nuevilo killed him and are now covering it up.

5) As 4, but only Brax is a double agent. Nuevilo has been paid very well to keep her mouth shut.

6) As 5, but Brax and Nuevilo's roles are reversed.

## Planetary Leave

Position(s) Required: Any.
Skill(s) Required: None.

**Players' Information:** Just before the ship lands at a starport on a neutral world, the crewmembers are assembled for a speech by the commanding officer. He reminds them that they are to behave with utmost propriety while on planetary leave. Everything they do reflects on the military as a whole, and unwise actions could easily lead the world to close itself to their organization. The world is strategically important, so that must not happen. Finally, he issues strict orders to refrain from interfering in local politics or social activities, then dismisses the crew to their planetary leave rotations.

**Referee's Information:** This scenario is presented in a manner that is a bit different from the others. Rather than one scenario and six possible outcomes, one overall scenario is presented (above). Then, four different stages in the adventure are provided, each with six outcomes available for the referee's choosing.

The entire scenario is designed to test the PCs' ethics and morals. If they make it through without violating their commanding officer's explicit orders, they will face no penalties... but they will have proven themselves to be less than human. Those who participate at any point in this scenario will

have proven themselves to have at least some degree of ethics, but they will likely be in trouble with their commanding officer.

Run the stages as a series of encounters as the group travels from their ship to some point outside the starport. They may be travelling to the location suggested in stage 1, option 2. Or, they may simply have been told of a really good bed and breakfast lodge that is outside of town. The device used doesn't matter. The trip, and their responses to what they see and hear, does.

**Stage 1:** As the PCs leave the ship, they will see that the port itself is very nicely kept. All of the latest products and services are presented in a clean, bright environment. Workers scurry here and there, performing the many duties necessary to keep the starport functioning.

As they walk from the terminal, they see a small child with no legs, propped up against the wall and holding a bowl out for alms. He whines pitifully, but does not appear to be capable of actual speech.

*Options:*

1) The child holds his bowl out to the PCs. The bowl is empty.

2) As 1, but the bowl contains a slip of clean, white paper, in quite stark contrast to the dress and manner of the boy. If one of the PCs takes the paper out and reads it, he will find that it reads as follows, in High Vilani: "Bring this paper to me. I have a job for you." It then gives an address a few miles outside of startown. (Note: This provides a link to the "Solomani Collective," below.)

3) As 1, but a security guard walks by and casually kicks the boy hard enough to knock him on his side. The guard mutters a curse at the boy.

4) As 3, but the guard begins hauling the boy away, to be thrown off the starport premises.

5) As 3, but a woman comes forward and berates the guard for his callousness.

6) As 5, but the guard casually swipes the woman aside with a single lash of his baton.

**Stage 2:** Just outside the starport, but not quite yet in startown proper, the PCs see that a stage has been erected. A banner over the stage proclaims, "Take back our government from the Elites!" A small group of people has gathered. The PCs don't know it, but the crowd includes a photographer and a journalist. If the PCs say or do anything interesting, they could very well end up on the front page of the morning edition.

A man on the stage is preaching, " . . . must come together against our great enemy. Maybe a few rich people can send their kids to private schools, buy whatever books they wish to read, acquire the system's great art for their homes, and go to fancy private clinics when they get sick. But for most of us, the choice is to have <u>public</u> schools, <u>public</u> libraries, <u>public</u> museums, and <u>public</u> health care or none at all. Government is one way to provide these things for ourselves. Don't allow the Elites to tell you that it is noble to do for yourselves

as individuals, when they won't allow you the means of pursuing that which they hold for themselves. Collective action is the way to obtain it."

The man then notices the PCs and asks one of the following questions of a member of their group. He will try to cajole them into answering if they attempt to move along without doing so. He begins with, "You there, you look like a well-travelled person. Perhaps you can shed some light for us, the world-bound, ordinary people. Tell me, . . ."

1) "If, as the Elites claim, smaller government is worth fighting for, then shouldn't there also be a smaller military in addition to their much-vaunted social spending cuts?"

2) "Would you prefer that starlines, rather than the government, determine what safety equipment is required for starships?"

3) "Do you think the Elites oppose psionic institutes because they want the best for society, or is it because they are worried about how their interests will be served if ordinary people have more power?"

4) "Do you believe that, left to themselves, the heads of megacorporations will do what's best for you? For your country? For your world?"

5) "Does weakening government empower you? Or does it empower those with the money and clout to take advantage of it?"

6) "Does replacing the government with the 'free market' empower ordinary individuals — or megacorps?"

**Stage 3:** Once in the middle of startown, the group sees a large assemblage of people, carrying signs that disparage InStarSpec, LIC, the largest manufacturer of military equipment of all sorts (and whose most famous slogan is, "Bringing the Future to Life"). Some of the signs read: "InStarSpec: Destroying the Future Today", "InStarSpec Go Home!", "InStarSpec Killed My Daughter", or "InStarSpec Steals Our Jobs!". The protesters are peacefully demonstrating as the characters first encounter them. Several policemen are watching the proceedings, dressed in full riot gear.

*Options:*

1) As the PCs' group approaches, the crowd begins growing violent. Two of them rush one of the police officers, wielding chains and knives.

2) On a signal from their commander, the policemen rush the crowd, swinging their batons and firing their stun guns.

3) As 2, but a couple of the officers have chosen to fire their projectile weapons into the crowd.

4) As the PCs' group approaches, they see a shiny black grav limo pull up to the building outside of which the demonstration is occurring. The police officers force back the demonstrators, clearing a path to the building's entrance. From the car a businesswoman and her four bodyguards emerge. As they proceed to the entrance, one of the demonstrators hurls a grenade at the woman, but it bounces past her and into the other group of demonstrators on the

opposite side of the path. The woman and her guards walk on. The police officers do not seem to have noticed it was a hand grenade that was thrown.

The grenade is of inferior manufacture. Roll 2D per round. On a roll of less than or equal to the number of the round, the grenade explodes. On a roll of 12, the grenade is a dud and will not go off (and therefore no further rolls need be made. . . unless the referee wishes to continue rolling to fool the players into thinking it may still go off at any second).

5) As 4, but the grenade bounces toward a passing man who is pushing a baby carriage. He, distracted by the proceedings, doesn't see it as it rolls near him. The man is a minor politician. If the PCs save him, they will find themselves on the evening news as "heroes of the city," and the politician will try to frame the incident as a good reason to upgrade the starport. . . an inherently political issue, with which the PCs will then have inadvertently involved themselves. Of course, the opposition will use the incident to "prove" that the politician is "in the pocket of the off-world special interests," which will probably galvanize voters against the cause. . . quite possibly having an ultimate result of the starport being closed, or access greatly restricted.

6) As 5, but the politician is against increasing the size and capacity of the starport. He (or, if he is killed, his associates) will attempt to pin the blame for the grenade on the PCs' group, denouncing them on holovision and in the newspapers as the sort of unsavory outsiders that are attracted by the starport.

**Stage 4:** As the PCs travel beyond the inner startown, they see that the city's outskirts are blighted. People, wearing soiled and ragged clothing, huddle amongst the trash and dilapidated buildings. The security forces, ever present at the starport and the inner political/business district, are notably absent. What's more, the bustling din of the inner city is also missing. The quietness, broken only by the crying of a baby, is strange and a bit unnerving.

*Options:*

1) A group of tough-looking thugs approaches the PCs. They surround the characters and demand a "toll" of 20 credits per person for using "their street."

One of the group members is the illegitimate son of a prominent politician. If he is injured, he will bring this fact up to the doctors at the hospital, in hopes of gaining some help with the medical bill. The resulting scandal will be traced back to the PCs, and the politician will not be happy.

2) As 1, but the hoodlums simply ambush the PCs, hoping to appropriate whatever funds and equipment the PCs may have on their persons.

3 The group notices smoke pouring out of a worn-down, gutted building. They can hear the crying of a baby coming from the building. No authority figures are near.

What the group doesn't know is that the building is used by many squatters who have nowhere else to go. A company wishes to tear down the building to make room for a new, high-class apartment complex. However, advocates for the homeless have so far stalled the developing firm's efforts. Thus, the company has decided to torch the building, making it unusable even for squatters. This will allow them to get permission from the city to enact their development plans.

The baby's mother is trapped with her baby in the building, but she saw who started the fire. If she is saved, she will identify the arsonist on worldwide tridee news. She will also, of course, wish to thank the PCs publicly for saving her life, thus making it possible for her to reveal the truth of the situation.

4) As 3, but the woman is a terrorist who was using the building as a base of operations, and the baby is her kidnapped victim.

5) It's time for the big political convention. That means it's time to clean up the streets, sweeping society's problems under the rug so the politicians won't be embarrassed by the result of their inadequate social policies. They can't have that — why, it might cause one of them not to be re-elected!

As the PCs continue down the streets, they hear the roar of engines coming behind them. It is the sound of half-dozen police vans. They stop about a block away, and armed police officers begin pouring out of the rear doors. The officers begin firing at the people on the streets. It is apparent from the effects that they are merely firing rubber bullets rather than real ones. The objective is to move the "dregs of humanity" out of town in a hurry, in a way that will make them think twice about returning.

If the PCs stick around, roll 1D. On a result of 3-, they will be targeted along with the rest of the people, as the policemen diligently carry out their assigned duties. On a result of 4+, the PCs are not targeted, having been recognized apart from the huddled masses that normally populate this area. The rubber bullets do one point of damage each, but are being fired in full automatic bursts, however.

If the PCs move quickly toward the city limits, they won't be targeted. However, if they fight for their own safety — or that of the citizens being fired upon — they will of course have involved themselves in the local political affair.

6) As 5, but the police are using real bullets. They don't have time to mess around with rubber projectiles. Besides, the sanitation department will be by to clean up the remains in a few minutes. No worries.

### Rebellion

Position(s) Required: Some security personnel.
Skill(s) Required: Pilot/Ship's Boat, combat-related skills.

**Players' Information:** Word comes down from the top that there is a rebellion on one of the orbital farms at one of the empire's planets. The navy has been ordered to put a stop to it, and the PCs are selected for the mission. Their orders are to end the rebellion before it spreads to the other orbital farms,

as the farms' food production (which is mostly exported) is critical to the world's economy.

Whatever methods are employed, everything must be done out of the public's (and the media's) eye. The team is issued appropriate equipment, provided a blueprint of the farm, and given the use of a ship's boat.

**Referee's Information:** The orbital farms are cylindrical. They spin in order to provide the plants with necessary gravity, as the planet's technology is not yet capable of gravity manipulation. Since the plants are genetically engineered to thrive in 1/6 normal gravity, that is all that is provided. In addition, the crops are of the quick-yield variety popular on high-pop worlds. To support the growing cycle of this sort of plant, the entire inner surface of the farm is kept in constant sunlight through a complex series of reflectors that spread the correct amount of light to each crop.

The workers live in a warren of cubicles constructed at the center of the cylinder. This allows them to have day and night cycles, but it also means that they live in zero-g conditions. The amount of living space provided per person is about one ton, which is deemed sufficient given that the lack of gravity allows each of the cube's six sides to be equally useful.

The company pays the workers based on the type of food they're picking, and the total weight of the food picked each day. Field bosses supervise the weighing process and issue chits that are redeemable for local credits. The workers use their credits to buy necessities at company-operated stores located in the central warrens, and to pay the rent on their company-owned cubicles.

For the past month, workers have been attempting to organize themselves and join an union. However, once they began corresponding with a dirtside union, the station's communications equipment suddenly broke down. Management claims it is simply a system malfunction, but the workers believe it is simply a method of control.

Two days ago, the workers began a sit-down strike. They are betting that management will agree to pay them more rather than allow the produce to rot on the vine.

1) The workers are rebelling because they feel they are underpaid. Management points out that workers in the orbital farms are paid ten times as much as dirtside pickers. In fact, however, most of that money goes back to the company in the form of rent payment and other necessities at prices far higher than those charged dirtside.

2) As 1, but the weigh scales have also been purposefully miscalibrated to show 75% of the actual weight of the products picked. The workers realize this is the case, but management has adamantly denied any wrongdoing.

3) As 2, but management is not behind it. The field bosses have been skimming the extra 25% off the top. Management heard the field hands' complaints and checked the scales, but of course the field bosses simply re-calibrated them before and after management checked them.

4) The way the system works is that the company pays workers a "signing bonus" upon agreeing to a one-year stint on an orbital farm. The bonus typically goes to the family of the workers, who are left dirtside. This is because many extremely poor families opt to send one or more members to the orbital farms, then use the signing bonus for the remaining family members to stave off starvation.

The company also pays the cost of transporting the new workers to the orbital farm. But once the workers are at the farm, they find out the truth of their new situation: the pay/price structure is such that it is nearly impossible to afford the cost of the return trip. Because there are no signing bonuses for agreeing to an additional year of labor, and since the company does not allow idle people to live on the farm, workers end up signing for additional years. Very few workers are able to ever get off the farms and back to their families.

This, then, is what the workers are rebelling over. They want a fairer situation that will allow them to save money for their return trip, with at least a little left over for emergencies. For management's part, they point out that the signing bonus is meant to be saved for the cost of the return trip. They note that it's not their fault that workers choose to leave the money dirtside with their families.

The workers' rebellion consists of refusing to work at this point. However, there are plans for sabotaging the crops if there are no signs of a resolution soon.

5) As 4, but when the PCs arrive, the sabotage has already begun.

6) As 4, but the workers have decided to take over the orbital farm in a bloody rebellion. Many workers have been killed, equipment has been wrecked, and crops have been ruined. A few members of the management escaped, but most are holed up in the warrens awaiting rescue.

### Solomani Collective

Position(s) Required: Any.
Skill(s) Required: None.

This scenario is meant to be linked with "Planetary Leave," above, though it may instead be run by itself. Simply adjust the situation as necessary to fit into an ongoing campaign.

**Players' Information:** Upon reaching the address indicated outside of startown, the PCs find themselves at a farm. After following the dirt road to an old farmhouse and knocking at the door, they are greeted by a woman wearing a scarf, which doesn't quite cover all of her stringy red hair. After showing her the slip of paper they got from the beggar boy at the starport, she smiles and lets them in.

The woman tells the group that she has a job for them, as indicated on the paper. She would like

to deliver a small tube to a man who happens to live on the next world at which their ship is scheduled to stop. She tells the group that, while she has no money to pay them with, the recipient will pay them Cr50,000 when the tube is in his hands.

She gives them another slip of paper. This one has another address... and a password.

**Referee's Information:**

1) The tube contains a piece of paper with an encrypted written message. Those wishing to decipher it must succeed at a Formidable Cryptography task. If successful, it will reveal a love letter from a woman named Helena to a man named Herzog. Herzog is the person they are to give the tube to. He is also a very wealthy man but has been unable to have the love of his life with him, because she is a spy who is currently undercover.

2 As 1, but the love letter also indicates that Herzog is now cleared to come live with her, undercover as well. It provides contacts and instructions to assist him in establishing a cover in such a way as to avoid revealing her true nature to the enemy.

3) As 2, but Herzog is actually also a spy, now being reassigned to her project. If he notices that the tube or message have been tampered with, he will either try to kill the characters himself (if he notices while they are still present), or will order their deaths by other agents.

4) As 2, but the love letter is actually itself an encrypted message. If the characters realize this and attempt to decrypt it as well, an additional Difficult Cryptography task roll will unveil it to be scientific instructions for creating a genetically engineered virus. Alternatively, a Spectacular Success on the first roll will reveal this information as well.

5) The tube is actually a sophisticated version of the psion detector, described in *Psionic Institutes*. While it does contain an encrypted note as in option 1, the note is simply a decoy. The tube itself has a tiny psion detector and a viral agent in it. When the tube detects psionic activity or an active jump drive, it will release the viral agent. Those within five meters of it or in confined quarters with it when it goes off will be infected on a failed Difficult Endurance roll. The virus has flu-like symptoms that last for 3D hours. Thereafter, 1D of damage is inflicted upon the victim per additional hour until death. Symptoms of the final stages include blood seeping from every pore of the body. The virus can be cured at a TL10+ facility on a successful Difficult Medical roll.

6) As 5, but the virus' initial stage lasts only 1D hours. In addition, TL10 facilities must succeed at a Staggering Medical task, while TL11+ facilities need only succeed on a Difficult Medical task.
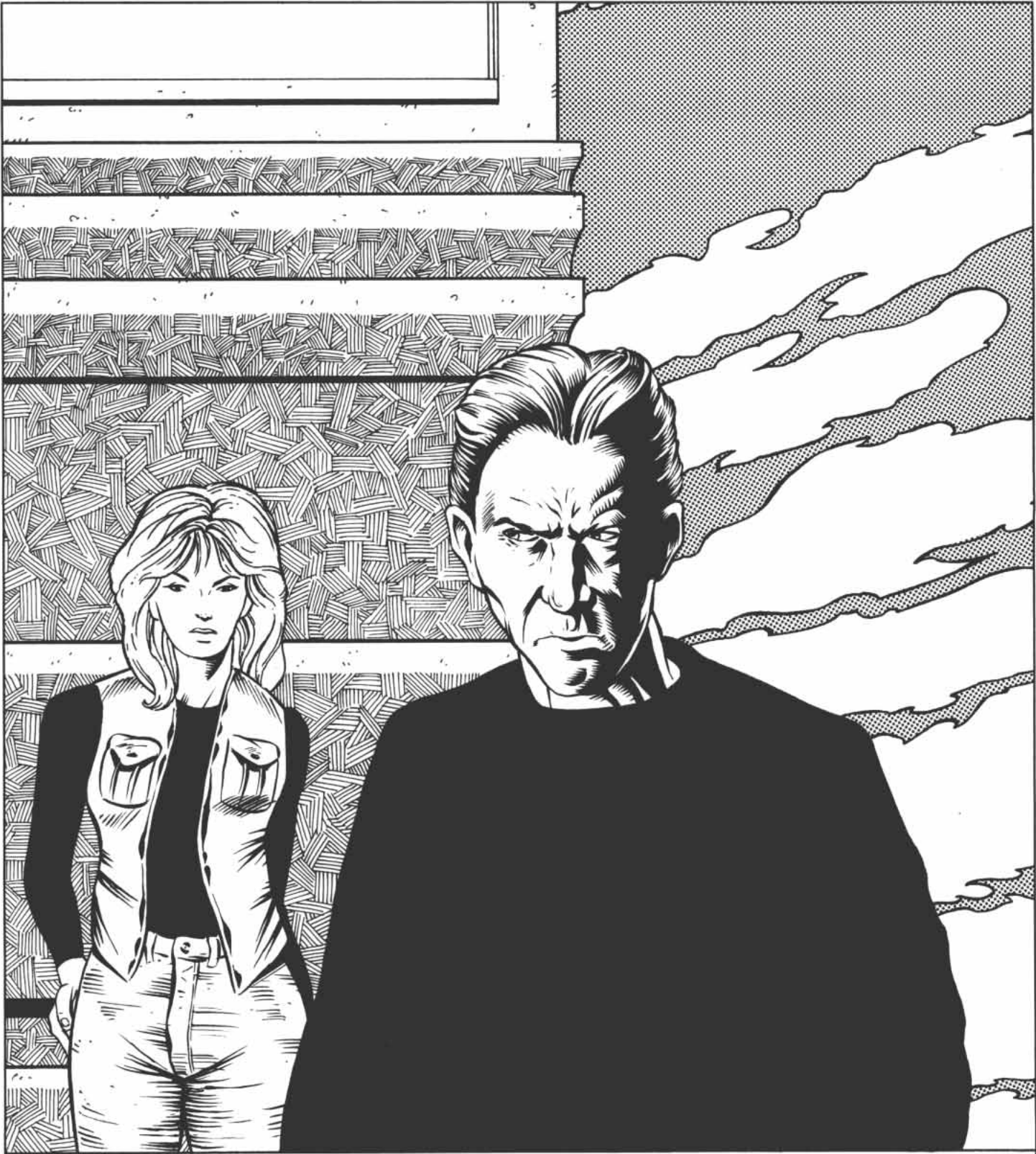
# 10: MOUSETRAP

Mousetrap is an adventure set entirely in the Hrun subsector (Subsector E) of Lishun sector for 1-8 adventurers. The emphasis of Mousetrap is counterespionage and, in particular, military intelligence. While a number of character types may be appropriate for this adventure, it is best suited to Agent and Naval characters. All significant NPCs in this scenario are drawn from Chapter 9: Personalities.

If you intend to play this adventure, read no further. The remainder, except where noted, should be regarded as Referee's Eyes Only.

## Characters & Assumptions

The characters in this adventure are all assumed to be in active Imperial Service, either as Agents of Imperial Naval Intelligence or Navy characters proper.

## Date & Time

This adventure begins on 216-096 I.E. From game's beginning, time should be allowed to flow normally.

## Background Information

The following information is widely known about the current state of Imperial relations with the two main governments in the Hrun subsector, and should be made available to the players as requested or needed.

**The Imperium and the Confederation of Olny:** It is not an exaggeration to say the appearance of the *Intrepid Voyage* was the single most important act in the formation of what has become the Confederation of Olny. The Imperial decision to spread jump technology to the other worlds of the Autarchy, and the decision to intervene on the behalf of Olny to ensure that such changes took hold have changed the face of politics in the subsector forever.

Olny and its sister worlds therefore regard the Imperium with a good measure of respect, and see continued alliance with the Imperium as the best defense against the Autarchy. Olny and the Imperium have exchanged intelligence information numerous times, but thus far have shown little inclination to use each other's intelligence networks within the Autarchy. This has created situations where both empires are running espionage operations separately but sharing selected results. In at least one case, an agent is simultaneously spying on the Autarchy for both the Confederation AND the Imperium, unbeknownst to either.

**The Imperium and the Autarchy of Guuurduu:** If the Imperium enjoys friendly relations with Olny, it can be safely said that relations with the Autarchy are nearly a mirrored opposite: cold, and barely correct. While the Autarchy is fearful enough of the economic and particularly, the military might of the Imperium, the Autarchy has not forgiven or forgotten the embarrassment suffered at the hands of the Scout Service a generation ago. The Marmshagaar, despite its military origins, had been a small fleet prior to the Imperial intervention in Olny. In the 30 years since that time, the Autarchy has made efforts to arm itself for the inevitable conquest of their upstart vassal worlds

to the coreward. The Autarchy is waiting only for the proper moment to strike, when the Imperium will not be able to move rapidly enough to prevent the conquest of its ally.

As for day-to-day relations, the Imperium maintains a small, heavily guarded mission here. Anti-Imperial sentiments are strong, and known Imperial citizens are well advised to travel in small groups here. Police harassment is frequent, and the local citizenry are not certain to greet Imperials with open arms.

## 1. Morning Glory

The characters are given a mission to discover the whereabouts of a missing Sylean transport, IMS *Morning Glory*, which has disappeared with a very sensitive cargo.

**Players' Information:** The morning began as all mornings at Muuenum Naval Base do: Revelry at 0500, exercise regimen, shortly followed by breakfast. The navy workday unfolds early for most, and would unfold early for the party. Yesterday had provided some excitement in the form of the arrival of a damaged and battle-scarred naval courier carrying the news that IMS *Morning Glory*, a LishunLine freighter, is missing. It had been dispatched several weeks earlier with a routine shipment of arms and supplies from the Imperial Navy bound for Olny.

From the rumors you have heard, the summons to a meeting with the local station chief of Imperial Naval Intelligence was not entirely unexpected, but nonetheless, the 1000 hours orders to visit the chief is still not an event any of you look forward to.

**Referee's Information:** *Morning Glory* is indeed a freighter of the LishunLine. However, the "arms" shipment bound for Olny was anything but routine. *Morning Glory* was actually carrying the vital components for a Fusion+ Power Plant. In the century since Cleon I's original formation of the Imperium, Fusion+ technology, a vital edge in Imperial expansion during the early years, has slowly and inevitably leaked across the borders in many places. This has occurred in a number of transactions ranging from outright sale to Imperial allies, to smuggling, theft of industrial secrets, and the diverting of legitimate shipments. It is believed that the *Morning Glory* may have been the victim of privateering, in an attempt to gain possession of its valuable (and still relatively difficult to obtain) cargo.

Commander Richard Sagnata, chief of station for the Imperial Ministry of Justice here at the small but

expanding Imperial Naval base, is surrounded by a trio of subordinates and flanked by Rear Admiral Tatha Rolente, commanding officer of the naval base, who is seated at the head of a conference table. The five men and women will strike the party as having not enjoyed the privilege of adequate sleep in the past 24 or so hours since the courier's arrival. They will greet the characters with a terse, get-down-to-business attitude. They will treat the party fairly, but will lack patience for anything but the essential business at hand.

They have been able to extract the following from the report and what they know of the situation: 21 weeks ago, an Imperial convoy, IQX-23184, arrived at the naval base. The Imperium has a policy of aiding the Confederation of Olny to swiftly build a navy to defend itself against the Autarchy. The convoy was bound with a shipment of heavy arsenals, including several spinal mount weapons, numerous turret, defensive screen, as well as jump drives, maneuver drives, and other essential ship components. While these parts could be built on Olny, the quantities delivered by the Imperium would enable them to accelerate their shipbuilding program. Unfortunately, one of the ships, *Morning Glory*, arrived with an ailing power plant. Barely able to limp to the orbital station, *Morning Glory*, along with her cargo, was detained for repairs for several weeks. The convoy commander was left with an unpleasant decision: Delay the whole convoy and wait for *Morning Glory* to be repaired, or send the rest of the convoy forward and then the damaged ship alone once it is repaired. Aware of the expense in idling the convoy and with the need for the escorting naval vessels elsewhere, the commander elected to send the convoy forward without *Morning Glory*. Essentially, the commander was hoping that a single, nondescript merchant vessel would not pose too tempting a target to the only party likely to interfere with her, the Autarchy.

News was received from naval courier 4 weeks ago that the convoy had reached Olny safely and was returning (albeit slowly at the merchant fleet's Jump-1 speed) to Muuenum for the voyage back to the Imperial core. The convoy's journey was uneventful, and encountered no vessels larger than free traders or SDB's in any of the numerous independent systems between the two worlds.

*Morning Glory* was repaired 3 weeks after the other convoy departed. It was fueled and prepared to undertake a circuitous jump-1 route intended to avoid Autarchy naval patrols. The flight plan that *Morning Glory* was intending to take was from Muuenum (0118-Lishun) to Savli Kii (0218), to Irshu-uuu (0318), to Niidish (0417), to Haraffii (0517), to Luuknu Naa (0616), to Deep Space (0615) with demountable fuel tanks, to Amshi Kir (0614), to Uureg (0714), to Uurguakha (0713), to Uurmed (0612), to Imkhaaishki (0513), and finally, to Olny (0412). This was the route taken by the convoy, and is a well-established trade route between the Confederation and the Imperial outposts.

*Morning Glory* was expected to arrive at Olny approximately 4-5 weeks ago (the time needed to repair her was well known before the rest of the convoy left Muuenum). Due to the nature of her cargo, Olny immediately dispatched a courier vessel to warn Muuenum of its failure to arrive on time. This courier, scarred by battle damage from an encounter with a vessel of Guuurduu registry in Haraffii system, arrived at Muuenum yesterday with the news that *Morning Glory* was late in arriving at Olny. The crew is ordered to find out what happened to her. The intention is for them to board the INS *Fury,* a Jump-3, 4G, 2000-ton Imperial Navy destroyer escort, with orders to retrace the steps of the lost ship and figure out what happened to her and her cargo. Speed is of the essence because the trail will undoubtedly grow colder as weeks pass.

The characters' directive is to learn the current whereabouts of the *Morning Glory* and the Fusion+ power plant, as well as the circumstances surrounding the disappearance of both. After successfully completing the mission, the party is then to turn command of the operation over to the Marines, under Colonel Vilmo haut-Rodriguez, on board, whose priority, in order, will be to apprehend the parties responsible for the disappearance of *Morning Glory*, recapture the Fusion+ plant (and, if possible, *Morning Glory*), and destroy both the Fusion+ and *Morning Glory* to deny them to potential enemies of the Imperium, if necessary.

Several alternatives exist for the adventurers prior to following the flight path of *Morning Glory*. They can choose to do research on the *Morning Glory* or LishunLine (and in particular their operations in Hrun subsector). These options are considered in the next two sections. The journey to retrace *Morning Glory's* steps starts in Section 4.

## 2. Sapphire Rose

The characters have decided to learn as much as they can about the *Morning Glory*.

**Referee's Information:** The quest for information about *Morning Glory* will be an ongoing challenge for the adventurers. Muuenum, as the lone A-class starport in Imperial territory in the subsector, offers perhaps more information about the ship than any other world.

The characters can glean a variety of information about the ship from different sources.

*Starport Authorities:* Should the PCs decide to visit the starport or customs officials, roll for reaction: neutral or better from the correct official means that the records can be obtained by showing papers or identification from Naval Intelligence. A roll of 6- indicates that the customs official will only release the forms to an official warrant from Imperial Naval Intelligence (roll 1D hours to determine how long this takes to generate the proper forms).

The record will show that *Morning Glory* made very regular runs from further coreward in Lishun sector through Muuenum and on to Olny. While these routes would sometimes vary, it was not

unusual for her to be plying the worlds of Hrun subsector by herself in search of trade and commerce. Her movement alone would not have been a source of surprise for any here.

*Library Data:* Library data through either *Fury's* ship library or public library systems on Muuenum will show that *Morning Glory* is the fourth ship in the *Sapphire Rose* class of 5000-ton bulk haul freighters. Owned and operated by LishunLine, LIC.

*Shipyards:* It may occur to the players that this ship may have been built here, and certainly has seen at least one repair here. If the characters think to check records, they will encounter some difficulty.

*Morning Glory* was indeed built at Muuenum. Documents related to her construction and her original purchaser exist here. In addition, a number of shipyard workers can recount the ship's recent repair.

The construction records can be acquired in the same manner as the customs information by either asking (neutral or better reaction roll), or by official warrant (if reaction roll is negative) with the usual 1D hours delay. Regardless of the method used, the adventurers will receive the following information, generated by computer printout from shipyard databases.

*Sapphire Rose Class Freighters:* A class of 5000-ton cargo ships operating mainly in the Lishun sector. Constructed by Zhunastu Industries, the *Sapphire Rose* class represents the ultimate in bulk hauling of cargo. The ship class is named after various flowers and native blossoms common to worlds of the Imperium and surrounding territories.

More detailed notes are available on all the ships in that class. Three craft in particular however catch the eye of the party are the *Sapphire Rose*, lost with all hands at Amshi Kir, 295-093, at the hands of pirates, and was later salvaged and sold for scrap by LishunLine; the *Morning Glory*, reported as overdue at Olny, and presumed missing, 216-096; and *Marigold*, reported missing and overdue at Shakam, 045-092, presumed lost.

Finding a shipyard worker who knows something about the recent repairs to *Morning Glory* is a simple matter. 6 people worked on the vessel. Finding the most useful one is more difficult, though. The referee may automatically presume that the characters will be able to find 1 of the 6 workers on any given day on shift. Only the worker who oversaw the power plant repairs, Edso Reydi, can provide the information the characters are looking for. The starport workers work on 3 even shifts (local days are approximately 29 hours long). To find Edso on any given shift, roll 5- on 2D (-1 Die Modifier per attempt).

If approached in a friendly manner, Edso will at first be hesitant to impart anything other than generalities about the repairs on *Morning Glory*. Edso will react negatively to a bribe attempt. If pressed, he will reluctantly agree to meet the party after his shift at a local restaurant.

At the meeting, Edso will disclose that he has been pressured by his boss to keep silent about the

irregularities in damage to *Morning Glory's* power plant that he had found. It is his opinion that the ship's power plant was deliberately sabotaged. If pressed for evidence, he will reach into his pocket and produce what appears to be a washer. He will explain that the washer is part of the pressure system that pumps coolant through the plant. The washer itself is of a high-strength industrial plastic. It is clear upon casual inspection that a hole has been drilled in it. He points out that the hole is too clean to be from normal wear. Because the coolant is circulated under high pressure, a thin stream of liquid would eventually begin leaking from the fitting, which leads to a good amount of the surrounding piping to leak as well, and flood the engine room. The most likely time for this to happen would have been at a time when the power plant was at maximum output, or using the maneuver drives after or before the jump.

When Edso reported the discovery to his supervisor, he was told that it would be passed on to the ship's captain. Edso is fairly convinced that his supervisor told the captain (he saw an animated conversation between the two sometime later in the supervisor's office), but that the captain dismissed it out of hand.

Follow up with the supervisor will confirm that he did inform the captain, but was told that the captain "would handle it." To the best of their knowledge, nothing further was said of it. Both will express regret now that convoy command was not made aware of the situation.

### 3. LishunLine

The characters decide to do a little further research on the owners of the *Morning Glory*, LishunLine.

**Referee's Information:** The following information is public record regarding LishunLine and would be available in any ship's library, as well as public libraries throughout the Imperium.

*LishunLine, LIC:* The largest freight hauler in Lishun sector, LishunLine is an interface cargo carrier whose operations are concentrated in Lishun, Antares, and Core sectors.

The company was originally formed in -150 at Gishgi/Lishun by the Amdimkismin family from merging two recently acquired smaller shipping companies. LishunLine grew rapidly in a sector that was already beginning to emerge from the Long Night. By -50, LishunLine was the predominant carrier in Lishun sector, and was beginning to expand its operations into neighboring sectors, including Core sector. A chance meeting between Cleon I and Albana Amdimkismin in -38 during Cleon's "sabbatical" led to a lifelong friendship between the two. Albana would eventually become head of the family and made the pursuit of a charter one of her first acts. In -10 IE, LishunLine became the first corporation headquartered outside the Imperium to be granted a Federation (later Imperial) charter.

LishunLine would subsequently become a linch-pin of Imperial expansion into the coreward extents, particularly Lishun, and later Antares. In the first 50 years of the Imperium, LishunLine would be rivaled only by the Menderes Corporation as a commercial carrier within Antares, and would have no competitors worthy of name in Lishun. In 67, Gishgi was annexed by the Imperium, which was hailed as an event by the lines.

LishunLine's existence as an interface carrier with operations in a multitude of empires has occasionally caused tensions between the company and the Imperium. To cite a pair of examples, LishunLine is the only current commercial carrier that is actively trading with the Autarchy of Guuurduu. LishunLine's charter was threatened with revocation in 89 in an effort to block the sale of *Sapphire Rose* to the Autarchy of Guuurduu. LishunLine canceled the transaction, only to lose the ship in a pirate attack a few years later.

LishunLine is currently continuing to consolidate and broaden their holdings in Lishun sector. Recently, Tukera Lines has made inroads into LishunLine's market share. This is apparently happening with blessings from some members of the Imperial court. LishunLine is also expanding its operations into the newly conquered territories of Antares sector.

Like most megacorporations, LishunLine is decentralized. Each subsector in which LishunLine conducts business is under the control of a Regional Vice President, with individual worlds under the eyes of Subregional Managers. Regional Vice Presidents set routes, and oversee the day-to-day operations of the subregional managers. LishunLine runs two main businesses. LL Freight Systems is a bulk-hauling business which operates very large (5000 to 20000 ton) Jump-1 freighters for mass-transport of very large or non-sensitive cargoes. LL Courier runs Jump-2 and Jump-3 ships for shipment of urgent or perishable cargoes, as well as messages, small packages, and e-mail. LL Courier's ships tend to range from 100 to 200 ton vessels for less plied trade routes, up to perhaps 1000 tons for larger routes between high population worlds. Corporate management is empowered only to make long range policy decisions, and to audit the actions of the Regional Vice Presidents on an occasional basis. The Regional Vice President for this region (Hrun) happens to be Brianna Fereno.

In addition to the information found in Library Data, a check of records at the local naval base will unearth the following information about the disappearance of several of LishunLine's ships. This information would be available to Imperial Naval characters with the proper, indicated security clearance, and should only be made available if they request classified documents regarding the particular subject at hand.

*MOI/CCI Level 1 Clearance; Security Dossier 1AB-890132X:* When LishunLine was threatened with losing their charter in 89 over the sale of *Sapphire*

*Rose* to the Autarchy, the real subject under dispute was not the ship, but rather her cargo. *Sapphire Rose* was believed to be carrying a sensitive military cargo at the time of her proposed sale. The local Imperial military attaché got wind of what the ship was carrying, and threatened with a seizure of LishunLine's local assets if the sale was not halted and subject to a thorough Imperial review. The cargo was never found, but the Imperium backed the attaché and blocked the sale.

*MOI/CCI Level 2 Clearance; Security Dossier 1AB-890132X (Amendment):* The military cargo of *Sapphire Rose* was prototypes of a Fusion+ drive, meson screen, and meson gun spinal-mount weapons.

*MOI/CCI Level 2 Clearance; Security Dossier 1EZ-920113J:* The investigation into the disappearance of *Marigold* was closed without conclusion. A thorough SAR mission in the surrounding areas failed to reveal any trace of *Marigold's* whereabouts.

*MOI/CCI Level 3 Clearance; Security Dossier 1EZ-920113J:* A brief sighting by free trader *Natalia* of Confederation of Olny registration reveals that a ship matching the description, markings, and design of the *Marigold* was spotted at Amshi Khir some 3 weeks after the reported disappearance of the ship has been confirmed. Debriefings and polygraph tests have led to the conclusion that the crew of *Natalia* at least truly believes they saw *Marigold* at the time and place described, though the sighting is officially unconfirmed.

(In the comments section of this particular dossier, a single word is written: "Autarchy???")

*MOI/CCI Level 4 Clearance; Security Dossier: 1XQ-094001S:* The ship identified as *Sapphire Rose* by a civilian board of inquiry is actually *Marigold*. Although effort was made to conceal the identity of the ship by the removal of identifying plaques, renumbering the components, etc., several parts were concluded as belonging to the *Marigold*. Due to the sensitive nature of *Sapphire Rose's* cargo, and the military investigation into the ship's disappearance, perpetration of this mistaken identity among the public is encouraged.

*MOI/CCI Level 4 Clearance; Security Dossier 2SE-094002U:* The cargo manifest of *Sapphire Rose* listed 8 meson gun spinal-mount weapons (disassembled) and 8 meson screens at the time of her disappearance.

*MOI/CCI Level 4 Clearance; Security Dossier 3AQ-095298V:* As a result of uncovered improprieties in the *Marigold* and *Sapphire Rose* affairs, it is the recommendation of this agent (signed Wilm Mater) that the activities of the Hrun Region Offices of LishunLine be investigated at once.

*CCI Clearance Level 5; Security Dossier 2SQ-095058M:* Agent MARINER sighted the arrival of *Sapphire Rose* on 019-095 at Miar Di. The ship landed at a fully enclosed orbital dock. MARINER reports access to the dock is heavily guarded, and that the ship was visible and identifiable through view ports

of the space station for only about 30 seconds before reaching the dock and the closing of its hatches. We have confirmed the sighting through allied assets. No word has been found regarding the disposition of cargo or crew at this time.

## 4. Led Down the Garden Path

The characters have finished their preparation and preliminary research, and are now preparing to execute the flight plan.

**Referee's Information:** As the majority of this section will consist of travelling from world to world in search of clues regarding the final flight of the *Morning Glory*, this section is organized around two major subsections: Worlds and Rumors. Worlds include brief descriptions of the planets, plus any information that may be available regarding the vanishing starship. Rumors contain more gossip, ·which may or may not be true and may be given to the players (in an appropriate setting) on one or more worlds.

*Savli Kii (0218/Lishun/D8B7000-8):* Savli Kii is a barren world listed with a permanent population of 1. The reasons for this become evident upon entering orbit. The combination of gravity measuring 1.55G and a surface that is baked to clay by a sun in close proximity makes Savli Kii an inhospitable and bleak station for any purpose. The starport here, such as it is, is entirely automated, with only the maintenance chief and his family as residents. The chief is an employee of the Imperial Navy, who maintains the starport here merely for staging purposes.

Inquiries will reveal that no ships have landed at the starport (most interstellar traffic refuels at the system's gas giant), and that he has not seen *Morning Glory* or any other LishunLine ship in several months.

*Irshuuuu (0318/Lishun/B350766-8):* A small cold planet, Irshuuuu was recently (86 IE) annexed directly by the Imperium as part of its ongoing campaign to subdue the Autarchy of Guuurduu. The Imperium has recently poured a large amount of investment into Lishun in an effort to improve its starport and other defenses. Irshuuuu is currently administered directly from Muuenum, but is likely to be returned to civilian rule within the decade.

Irshuuuu is famous for its hospitality to off-worlders, and any attempt to strike up a serious conversation or negotiation with one of its citizens is likely to be met with a half-hour exchange of pleasantries, and (if near meal time) an invitation to dinner.

Initial attempts to query the local starport authority will fail to find any record of encounter with a ship matching the description of the *Morning Glory*, though it was in system. On the second day and thereafter, it is possible for PCs to encounter a crewman from an SDB at the local starport who did spot *Morning Glory* refueling at the local gas giant. Roll 12+ per day of searching to find an SDB crew-man (+2 to the roll for each succeeding day after the first, +2 if the party has previously visited the star-port for information about the missing ship).

If found, the crewman will say that he spotted the *Morning Glory* about 4-1/2 months ago, refueling at Theaad, the more distant of the system's two gas giants. The ship responded to a hail, refueled, and headed out system. The crew of the SDB got the impression that the ship was in a hurry to get back outsystem.

*Niidish (0417/Lishun/C543433-8):* Another small cold planet, Niidish's atmosphere is tainted with an indigenous pathogen that is extremely toxic to people, as well as most other animals. This pathogen, known popularly as the Niidishi Strain, creates horrifyingly painful deaths for its victims in approximately 24-36 hours. Its existence as an airborne plague means that filter masks must be worn at all times outside of Niidish's domed city of Manddarthi. Xenopathologists from across the sector have studied the pathogen, but no easy cure has been forthcoming.

One side effect of this toxin is a planetary obsession with cleanliness and personal space. Littering is considered a serious crime here, as is poor hygiene. Maintenance and neatness are prized, while slovenliness punished to extremes unknown on other worlds. The obsession with personal space is a result of the Niidishi Strain's ability to disseminate through air. To get physically close to another person meant risking the possibility of death. Such nearness is alien to these people, as are displays of public affection and crowding, which leads to a domed city with enough space to house as much as 10 times the people it actually does.

The average Niidishi is painfully aloof. Most Niidishi live alone as much as possible. This culturally imposed isolationism means that the populace is generally awkward socially, and difficult to get to know. Dealings with the Niidishi will essentially consist of a long period of familiarizing between the participants before any business can or will be discussed.

If queried, the Niidishi will be very standoffish at first. Ironically enough, one of the best ways to extract information from them for an offworlder is to be pushy, forward, and arrogant. The Niidishi regard such behavior as just short of insane, and certainly uncomfortable and intimidating.

Assuming that a Niidishi worker at the starport is approached correctly, PCs will learn that the *Morning Glory* did appear here about 4 months ago and stopped briefly for supplies.

*Haraffii (0517/Lishun C000977-B):* The recent discovery of a large quantity of heavy elements in the asteroid belt, including gold, made Haraffii a system that has a prosperous 25 years of growth. Although the Haraffii "Gold Rush" has begun to ebb, Haraffii has developed into a mining community like no other. The presence of Imperials, as well as an abundance of miners hailing from a number of different

worlds has led to a *laissez fair* attitude by each of the Trojan-point governments towards the other governments. Essentially, there is no system-wide rulership, but rather, a number of independent states within the belt. Although disputes have been frequent, no open hostilities have occurred among them as yet, and with enough wealth to go around at the moment, no conflict seems to be likely in the near future.

Haraffii's people themselves are highly interdependent as a community, but tend to be somewhat aloof towards outsiders. Nonetheless, a mitigating factor will lead them to talk long and hard about their disdain for LishunLine, if asked. LishunLine has acquired a bad reputation in system. With 90% market share over the shipment of vital supplies (heavy equipment, spare parts, food, and water) in and raw ore out, LishunLine has extracted a myriad of concessions from the various mining communities in recent years. LishunLine has raised the price of supplies some 500% over the last decade alone, and has forced the miners to grant special concessions, including an exclusive contract. This contract allows LishunLine the ability to buy all of the ore produced in Haraffii at outrageously low prices, and resell it for an exorbitant amount of profit in other markets. Many independent miners have left the system because of recent developments, what with LishunLine buying up their claims at fractions of their real worth. The size of LishunLine's operation here has necessitated the development of a satellite office here, which controls the supply and staffing of ships that regularly service the system.

If successfully bribed, a local belter will confirm that *Morning Glory* did visit the system, refueling briefly at the gas giant before heading outsystem.

An SDB pilot in a starport bar, Rolan Arkesh, can be found to state that another ship he believed to be of the *Sapphire Rose* class stopped to take on four passengers who spoke Galanglic with a pronounced Guuurduuian accent. The passengers' tickets incidentally, were earmarked for Miar Di. If asked for proof, he will speak of the fact that the *Sapphire Rose* once had a hastily done hull patch here at the starport which he worked on, and he was able to recognize the ship class when the ship landed. The ship was named *Daffodil*.

If asked about the movement of system traffic in general, the SDB pilot will look pensive, and mention an odd encounter with a Guuurduu military courier, in which a LL Courier ship arrived 3 weeks ago, fueled at the gas giant, acknowledged the hail of the SDB, forwarded its required flight plan, and jumped out of system. The flight plan indicated that the ship had jumped from Miar Di, and was headed for Guuurduu. Before leaving the system, however, the courier broadcast several encrypted messages to the world surface, and apparently received several coded transmissions in return as well. The pilot does not know the content of these messages.

As the group speaks to the SDB pilot, they will notice a man dressed in the local equivalent of a business suit listening intently to the conversation for a moment, then gets up and walks out of the bar.

The man will try to give the party the slip. If the party tries to pursue, roll 2D every two minutes. On a roll of 9+ he will duck through a series of alleys, businesses, etc., and lose them. On a roll of 3-, the party will catch up to him. If he eludes them, he will contact them later that evening with a message at wherever they are staying (see "Competition"). If they catch up to him, they can confront him, if desire. If the PCs attempt to get his attention, he will ignore them. If they attempt to stop him, and ask him why he was listening to them, he will try to pass it off as thinking he recognized one of them as a former colleague. If pressed, he will explain that he doesn't feel comfortable talking about it at this particular place and time, but that he would be happy to meet with them tomorrow at his office at 1000 hours.

If the party agrees to the meeting, he will give them the address of where to meet (proceed to "Competition").

*Luuknu Naa (0616/Lishun B655244-A):* Luuknu Naa is the 5th satellite circling the secondary star. It is a cold world, with temperatures well below freezing even at the height of summer. The sum total of its population is rural. The TL indicated is the level of imported technology, as its native production is minimal, and generally of industrial-age grade or more primitive.

Luuknu Naa system is guarded by a pair of SDB's, a gift from the government of the Confederation of Olny, and at least one of these SDB's will approach the PC ship if spotted. Since the ship is an ally, it will respond positively to all requests.

The SDB's communications officer will pass on that the *Morning Glory* was spotted when it refueled in the system, then headed out of system immediately thereafter, not stopping at the mainworld at all. This was about 3 months ago.

**Rumors:** These rumors may be circulated at any time during the adventure, and unless otherwise noted, are not tied to any specific world or event. The truth of the rumor is indicated below.

*Rumor #1 (any location):* The Autarchy of Guuurduu is preparing to go to war with Olny. (This rumor is true.)

*Rumor #2 (on Haraffii):* The Autarchy is building a secret base from which to strike at Olny. (This is false.)

*Rumor #3 (any location):* The current Autarch, Wilhelm IV, is in ill health, and may not survive to see his next birthday. (False.)

*Rumor #4 (any location):* The Imperium is unintentionally causing a military buildup and the threat of war by arming the Confederation. (True.)

*Rumor #5 (any location):* Tukera Lines has infiltrated LishunLine's operations in this subsector, and

is looking to use inside information to gain market share at the expense of its competitor. (True.)

*Rumor #6 (any location):* Wilhelm IV has secretly gained control of a large voting bloc of LishunLine's stock and is running their operations in Hrun sector. (False.)

*Rumor #7 (any location):* The *Sapphire Rose* is a ghost ship, which has appeared mysteriously in various systems, but has failed to answer to hailing signals and merely refueled before jumping out of system. (Partially true. *Sapphire Rose* was never destroyed by piracy and still exists, though mothballed, at Miar Di. Its cargo was secretly sold to the Autarchy of Guuurduu, who now has armed many of its ships with the stolen technology. The derelict commonly identified as *Sapphire Rose* was actually *Marigold*. *Sapphire Rose* has never left Miar Di system since jumping there shortly after being reported missing.)

*Rumor #8 (any location):* The local skirmish between the Confederation and the Autarchy is only a ploy by the Imperium to weaken them both, and annex them shortly after they have exhausted themselves. (True.)

*Rumor #9 (any location):* Piracy in the subsector has increased in the last year or two — the result of commerce raiding between the Autarchy and the Confederation, and the issue of too many letters of marque by the two governments. (Partly true. While both sides have seen fit to raid each other, a large portion of what has been attributed to pirate activity in the subsector is actually the beginnings of a trade war between Tukera Lines and LishunLine.)

*Rumor #10 (any location):* Tukera Lines is receiving Imperial aid in its effort to steal market share from LishunLine. (False. Although the Imperium certainly can't be happy with the events of LishunLine in this subsector over the past few years, the Imperium does not have the resources in the subsector to effectively influence a trade war in Tukera Lines' favor. Tukera Lines also lacks the financial power in this subsector to take over the bulk of LishunLine's market share.)

## 5. Competition

The adventurers have accepted a meeting with the mysterious man in the bar.

**Players' Information:** PCs have been given the man's business address and have agreed to meet with the man at an address he specified. Upon arrival, the adventurers are surprised to find that the building is clearly labeled with the logo of Tukera Lines. If the adventurers step inside, they are surprised to see a fairly large building which appears to be mostly empty. In the immediate front lies a partition, behind which sits 4 desks, telephones, computers, and a fairly typical small office. The man they encountered in the bar and a female co-worker are here. They both openly greet the group, and begin to explain the reason for the meeting.

**Referee's Information:** The man will identify himself as William Johann, the subsector manager for Tukera Lines. His companion will introduce herself as the Planetary Operations Manager for Haraffii, going by the name of Suseto Laron.

Rather than verbally explaining why he asked to meet with the PCs, he hands them a message (see next page):

# LISHUN LINE

To: Defense Minister Goranak, Representative of his most
August Majesty, Autarch Wilhelm IV
From: Dame Brianna Fereno, Regional Vice President,
LishunLine, Hrun Region
Date: 243-096

Dear Defense Minister Goranak:

Please reconsider the sale of the Prototype Fusion+ Drive for
the price mentioned in our recent negotiations. We have taken
great personal risk in "procuring" this drive from my govern-
ment, and I feel we should be compensated accordingly. In
addition, it will be necessary to scrap the *Morning Glory*, as the
risk of its discovery is too great for turning it over to you as
originally planned.

As you are well aware, I have taken a great gamble in exposing
my employer to potential loss or seizure of assets, and have
risked personal danger to my own life in supplying you with
Imperial technology in recent years. I ask that you only do
what is right by your loyal servant in enabling me to live the
lifestyle to which I am accustomed after leaving my employer
upon this mission's successful completion.

I eagerly await your reply.

Your faithful servant,
Brianna Fereno

After PCs have read the above, Johann will begin to relate what he knows: The message was transmitted to him by Dame Fereno's personal secretary, who 1-1/2 years ago was informed by a representative of Tukera Lines exactly what her boss did for supplemental income. It had been correctly guessed that the secretary would not be above spying on her employer, provided she were outraged enough to do so. At that time, the secretary was not aware of her employer's illegal activities, but she quickly resolved to help Tukera as much as possible, with the agreement that Tukera would set her up with another identity, plus enough money to keep her wealthy for life.

This secretary has been feeding information about Dame Fereno's activities ever since the sale of *Sapphire Rose* to Menderes Corporation, something that shocked the secretary, an Imperial patriot, and led to her endeavor to bring her boss to justice.

He can confirm the following, all as the result of LishunLine's, or rather, the Hrun Region Office's actions under Brianna Fereno:

• *Sapphire Rose* was sold to Menderes Corporation in 95 IE. *Sapphire Rose* had apparently been cosmetically altered, repainted, and rechristened *Sunflower* when sold to Menderes. Menderes was apparently unaware of the skullduggery that had transpired regarding this addition to their fleet.

• Deliberate sabotage of the *Morning Glory*, so that the ship would be shed from her escort, and later faked *Morning Glory's* disappearance.

The pair will explain that *Morning Glory* is where Brianna has made her mistake. She saw the Fusion+ drive as her big score, since the rest of the weaponry could be easily produced by the Autarchy in due time. Fusion+ drives, should the Autarchy Navy built enough duplicates of it, would give the Autarchy a distinct advantage in the coming conflict with the Confederation. Brianna saw the chance to milk this theft for enough money to set her up for life. So she masterminded the plot. Once she got hold of the goods, though, she decided to jack up the asking price. Judging by the tone of the intercepted letter above, it didn't work. It would seem that Wilhelm told her the deal was off.

It is Johann's opinion that if left uninterferred, the two sides will eventually reach a deal. For the moment, they have stopped negotiating and that leaves Brianna in a very dangerous spot. The Autarchy can disavow knowledge of this whole affair, and walk away from Brianna with nothing but a minimal amount of diplomatic embarrassment. Brianna, on the other hand, has a body (*Morning Glory*) sitting buried under her front porch, and the it's beginning to stink. If caught with *Morning Glory* and her cargo intact, Brianna will undoubtedly wind up unemployed and tried for treason.

Johann has learned from *his* spy exactly where *Morning Glory* is, and is willing to bargain for the following provisions:

• Exposure of Brianna's and LishunLine's involvement in the theft and sale of Imperial technology to an enemy must be made public in as widespread a manner as possible. The resulting political fallout will harm LishunLine's standing in Lishun sector, and will give Tukera the leverage it needs to get a foothold in Lishun sector as a carrier.

• The secretary MUST be rescued and brought safely back to Tukera so that Tukera may honor the terms of their agreement with her.

• All seized LishunLine assets in Hrun subsector that are not military weapons or vital to Imperial security are to be turned over to Tukera Lines. This would enable Tukera to greatly expand their merchant fleet in the subsector.

In return, Tukera can offer:
• Location of *Morning Glory*.
• Location of the missing Fusion+ drive.
• Descriptions of the secretary and Brianna Fereno, and their current known whereabouts.

If the PCs chose to accept the offer, Johann will prove to be good for his word. He gives the party photographs of both the secretary, Norabeth Indiasi, and Brianna Fereno.

He provides details to the layout of the warehouse where the Fusion+ drive is kept, as well as the coordinates to the location of *Morning Glory* orbiting Miar Di. He also provides a blueprint of the executive offices where Nosaleth and Brianna Fereno work, in addition to security and defense data on all three locations.

Once the characters receive this information, their part in this assignment is complete in Imperial eyes. All that remains is to turn the information over to the Marines, so they can storm *Morning Glory*, and recapture the Fusion+ drive from the warehouse.

If the party declines, then events will develop in that Dame Fereno will concede on price and successfully sell the Fusion+ drive to the Autarchy by the end of the year. The secretary, already under suspicion by Fereno, will have taken too many unnecessary risks and eventually be caught in an "unfortunate accident." It is also unlikely that the PCs will find another offer in the limited time that the Fusion+ drive is in LishunLine's hands. Once it is given to the Autarchy, the Imperium will have no recourse (short of war) to retrieve it. Fusion+ will be in the possession of yet another enemy of the Imperium.

### 6. Complications
The characters pass their findings on to the Marine contingent aboard *Fury*, and get a pleasant surprise.

**Referee's Information:** The Marine contingent aboard *Fury* is not large. Launching three simultaneous assaults on the warehouse, a 5000-ton freighter in orbit, and an office building is too much for the team of two dozen men to handle. Because of mission priorities, Colonel Vilmo haut-Rodriguez, after much discussion, decides to delay the assault on the

office building until after the power plant and *Morning Glory* are recaptured.

There are risks inherent to this approach, as he is well aware. The likelihood of the office defenders be warned by the other two assaults is quite good. They'll be prepared to give a warm reception when the marines finally assault the building.

If given the opportunity, the Colonel will discuss with the party about the possibility of detaching two of his marines and recommend that the party assault the office, which (according to the information provided by Tukera) is lightly defended.

Should the characters decline, the marines will take the ship and warehouse as planned, albeit with heavy casualties. The office will be heavily reinforced by the time the marines can get to it, and they will wind up breaking off the assault with heavy losses. The characters will have lost certain respect in the eyes of the Marines, Tukera, and their superiors. Brianna will escape to rebuild her organization again. She will quickly figure that the Norabeth leaked information about the hijacking of *Morning Glory*, and will undoubtedly kill her prior to leaving.

If the characters accept, proceed to the next section.

## 7. Executive Assault

The characters have decided to lead an assault on the LishunLine office while the Marines take the warehouse and *Morning Glory*.

**Players' Information:** The information provided by Johann indicates four guards are on duty at the office at any time. Most of the workers are apparently unaware of the illegal activities of their employer, therefore unlikely to present a threat or problem to the party. The group may want to identify all hostile targets beforehand to avoid harming the innocent.

The names, identification, and photographs of all security personnel are given to the group. Two marines have also been detached from their regular unit to support the party.

**Referee's Information:** The secretary was uncovered this morning. She is being held in Brianna's office in the northwest corner of the building, tied up and locked in the closet. As a result of her discovery, six additional security guards are assigned to the office. The building is laid out, in order, thusly:

**Entryways:** The executive office is made of some sort of masonry or stone material and is windowless. The entryways themselves are iris valves. Entry is accomplished by using an identification card with an optical card reader. Forged ID cards that Johann is convinced will work have been provided to each member of the party.

Roll 10- for each ID card to successfully open the valves. Failure of the roll means the reader destroys/confiscates the card, and an alarm goes off inside the building. Each iris valve is equipped in this manner.

**Security Post:** A minimum of one security guard is present in both of these rooms at all times. Roll 5-

for two guards to be in the room. The guards will probably eye strangers suspiciously, but will not be unduly alarmed unless the party's ID card sets off an alarm, in which case they will attempt to apprehend or stop the interloper.

**Guard Rooms:** These are the rooms where the guards typically work, eat, monitor surveillance cameras in the building, etc. Roll 5- upon entry for a guard to be in any of these rooms. The doorways have signs reading, "Security: Unauthorized Personnel Prohibited!" The only person free to enter these rooms without authorization would be Brianna Fereno herself. Entering these rooms by any of the adventurers would be regarded as a hostile act by any guard who witnesses it.

The room has a wall of television monitors, and a computer from which to access the various video and audio security devices. In addition, there are systems present to control interior lighting and other vital function of the office, and silent alarms that will alert security reserves. Any of the electronic locks can be bolted or opened from here to any of the offices EXCEPT Brianna's. There is also a small lunch table, and a small chair to lounge in.

To shut off or activate a particular security camera: 4-.

To shut off the video security system: 6- (this will alert the other guards immediately).

To shut off the alarms on the iris valves: 4-.

To unlock or lock the electronic locks on a particular sliding door: 6-.

To unlock or lock the electronic locks on the iris valves (except Brianna's): 4-.

To accidentally set off the silent security alarm while attempting one of the tasks above: 11+.

To accidentally set off the alarms in the executive offices while attempting one of the tasks above: 10+.

**File Room:** These rooms are next to the security area for a reason — they contain highly confidential information regarding LishunLine's operations in the subsector. There are a total of eight filing cabinets in each room. Roll 2- for a cabinet to hold the records related to the disappearance of *Marigold, Sapphire Rose,* and *Morning Glory,* as well as the proposed sale of the power plant. Subtract 1 from the die roll for each file cabinet the PCs have searched previously until the group succeeds.

On the first successful roll, reveal the information detailed later about *Marigold.* For the second, details about *Sapphire Rose.* For the third, *Morning Glory* and the Fusion+ power plant.

**Storage:** These rooms are regular storage crammed with office supplies, food, water, spare office equipment, etc., all poorly lit.

**Small Offices:** These are small workspace for most of the junior managers in the office, consisting of a desk, a chair, computers, and low filing cabinet, with another small chair on the opposite wall. Roll 3- for a security guard to wander by, and 9- for a civilian employee to be present.

**Work Area:** This floor is full of administrative workers laboring in their own little cubicles standing approximately two meters high. No more than a frame covered by cloth, the cubicles may provide good cover but afford very little protection from gunfire.

Workers will always be found in this area. A security guard is present on a roll of 3-.

**Lunch & Reception:** This part of the office is a lunch room and reception area. It is again fairly upscale, with cafeteria service available, and utilitarian but good tables and chairs.

A security guard will be here on a roll of 10- (5- for two guards). There will always be civilians here, as food servers if not customers.

**Medium Offices:** These are moderate offices for possibly middle-management employees, consisting of a more luxurious desk, extra file cabinets, a nicer chair, and two other chairs on the opposite wall. Unlike the small offices, these offices have windows and blinds. Roll 8- for a civilian employee and 3- for a security guard to be present.

**Great Hallway:** The Great Hallway is tiled with some sort of stone (marble?). Big murals and paintings adorn the walls, which are also carpeted and padded. The ceilings have chandeliers.

A security guard can be seen in the great hallway at all times, but will hassle the party only if they stand out.

**Secretarial Area:** This is a combination waiting room and workstation for the executives' secretaries. It consists of three large cubicles and long tables towards the west wall where the waiting room is. Roll 7- for civilians and 3- for a guard to be here.

**Large Offices:** Five offices that are large and luxurious enough to be the company executives'. They have a high bookcase, carpeted floors, and wood-paneled walls. Desks, chairs and so on would be made of finely-crafted wood, leather, or local equivalents.

In one of these offices, Norabeth is tied up and locked in a closet. She has been beaten unconscious. Both of the executive offices are currently vacant of occupants except for a security guard who would be present in either of these rooms on a roll of 8-.

**Conference Room:** Brianna and two of her executives will be in this room at the time of the assault. The room is guarded by a security guard. But if things start to go badly, Brianna will try to pass herself off as a secretary or junior executive, and attempt to escape as soon as an opportunity arises. The executives and security guards, unaware of her ulterior motives, will assist the masquerade, believing her the victim of foul play (unless proven otherwise).

If possible, she will try to leave the building under the escort of two guards. When directly confronted by a PC without her guards, she will pretend to be a secretary and look for a way of escape later (killing the PC if necessary). Failing that, she will resist capture, preferring death over PCs' custody.

**Briana's Office:** This is the most luxurious room in the building. Bookshelves line two of the walls, with a third wall taken up by a credenza.

Incriminating evidence can be found inside a hidden compartment in the right bottom drawer of her desk, which conceals copies of files detailing Brianna's illegal activities, as well as two fake passports with her photograph and other identification papers. These files also list her co-conspirators within LishunLine (who are paid handsomely for their aid).

## NPC Guards

The guards will generally eye the characters with suspicion, but little else until they're given a cause. Intrusion into the guard rooms, Brianna's or any of the large offices, the file rooms, or the conference room will elicit an immediate response from any of the guards in the area. All guards have a device to activate alarms remotely. Gunfire will also cause any guard in hearing range to sound the alarm.

Once alerted, the majority of the guards will try to corner the party, while a couple of them will head over and escort Brianna out of the building, followed by the other employees. While the guards will initially attempt to apprehend the party (unless they threaten some of the employees), they will not hesitate to kill if necessary.

## Chief of Security Dur Ikhikgu

Age: 34
UPP: 997688
Skills: Admin-3, Carousing-3, Computer-3, Electronics-2, Intrusion-3, Language-2, Law-2, Pistol-4.

Dur Ikhikgu is the chief of security for LishunLine's Hrun Region headquarters.

## Security Guard Templates

Age: Varied
UPP: B79783
Skills: Admin-2, Carousing-1, Computer-2, Ground Craft-2, Intrusion-3, Perception-1, Pistol-2.

UPP: 7A63C5
Skills: Carousing-1, Computer-2, Ground Craft-2, Intimidation-3, Leadership-2, Perception-1, Shotgun-2.

UPP: C59B75
Skills: Brawling-2, Carousing-1, Grav Craft-2, Intrusion-3, Mechanics-2, Perception-1, Pistol-2.

## Aftermath

The Marines execute textbook raids against both the warehouse and *Morning Glory*. Some of the dirtside Marines (ten in all) will come to assistance in the main building 20 minutes after PCs' assault starts.

Once the guards are defeated, any remaining civilians in the building (except for Brianna) are apt to surrender.

## The Real Story

(The following is intended for the referee's benefit. It should be shared with the players only if they have uncovered the evidence elsewhere in the adventure.)

It is perhaps the most poorly kept secret in the subsector that Guuurduu and Olny are preparing for war. Guuurduu found the initial revolt of Olny engineered by the Imperial Scouts to be irritating, and would have crushed it in its infancy had it not been for foreseeable Imperial intervention. Guuurduu, though, still has the most powerful fleet in the immediate region (the Imperial fleet in the subsector is not particularly strong, being mainly intended to suppress piracy in the area). Guuurduu realized that it needed a bigger military muscle not only to defeat Olny, but to defeat her so quickly that the Imperium sees a *fait accompli*. To do so, Guuurduu must build a fleet that would possess technical parity and numerical superiority to the point where Olny's advantage in technology is negated.

The result of this situation was known as PROJECT TROY. Several agents are to infiltrate Imperial society with a sole intention of rising through the ranks, and filtering Imperial technology back to the Autarchy. Although a few of these agents have supplied various benefits, the most useful of them was Brianna Fereno. Masquerading as the daughter of the Fereno family (who were conveniently killed in an attack by pirates in Hrun subsector), Brianna was elevated to Knighthood, sent to the finest schools, and eventually climbed up the corporate ladder of LishunLine. Brianna never forgot her Autarchy roots, and quickly began to smuggle whatever technology she could get her hands on, but an executive in a shipping company only has access to so many military secrets. Therefore, ten years ago, when she was still a junior executive, she persuaded the Lishun-Line management to pursuit Imperial military contracts. When she took over as Regional Manager of Hrun, Brianna began faking pirate attacks on her vessels and reporting them missing. Since there was a good amount of genuine piracy and privateering occurring in the sector anyway, it wasn't hard to be convincing. Initially, such shipments of military technology were sent unconvoyed. They would simply jump outsystem, refuel in deep space from an Autarchy tanker, and be labeled as missing. Then, months later, the "missing" ship would reappear, a derelict in an isolated corner of the much less populated systems of the subsector. Eventually, of course, the Imperium became suspicious. An Imperial spy almost broke up the sale of *Sapphire Rose* to Menderes Corporation before he was discovered and killed.

Even the Autarchy had known this operation wouldn't last forever, and decided to steal one more secret, Fusion+. Brianna, who has begun to adapt to her adopted culture, was instructed to do so. Understanding full well that her life wouldn't be worth a plugged Credit in the Imperium after stealing another technology, and that the Autarchy was liable to fight a war it would lose against the Imperium, Brianna chose to make money off this deal, enough to set herself up for life in a backwater world. She named a price, and then doubled that price once she had the goods. The Autarchy balked. Brianna knew she would cave in, but saw this all as part of a negotiation.

Unfortunately for Brianna, fate in the form of her secretary Norabeth intervened and sneaked incriminating evidence to a competitor. All of the missing ships are the results of Brianna's machinations, and all of them smuggled some form of Imperial technology to the Autarchy of Guuurduu.

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