

For Referees Only

EPIC Adventure 7
Merc Heaven

TRAVELLER²⁰
*Science-Fiction Adventure in
the Far Future*

QLI/RPGRealms

CT - Classic Traveller
T20 - Traveller20
Gateway Domain

EPIC Adventure 7
Merc Heaven

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Traveller for the *d20 System*
Science Fiction Adventure in the Far Future

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Dedication

To my brother Kevin, and our dedicated fellow Traveller players from the 80s: Craig, Sven and Jamie. The Trojan Reach will never be the same again.

Contents

About This Book	5
What you need to play.....	5
Background	7
Subsector Data.....	8
World Data.....	9-10
Referee's Overview	11
Champagne Merc Units on a Beer Budget.....	11-13
Transport Options.....	13
Rumors.....	14
Plot and Episodes	
Act 1: POW Breakout	
Scene 1: Briefing	14
Scene 2: Death Camp	14-17
Act 2: High Seas	
Scene 1: Briefing	18
Scene 2: Shiver me Timbers	18-19
Act 3: Tears for Arushage	
Scene 1: Briefing	20
Scene 2: Dangerous Retrieval	20-22
Act 4: The Zone	
Scene 1: Briefing	23
Scene 2: The Sweep	23
Scene 3: Camp Whiskey	23
Act 5: In the Ghetto	
Scene 1: Briefing	24
Scene 2: Insertion	24
Scene 3: Tank Attack.....	24-27
Act 6: Bring Down the Highport	
Scene 1: Briefing	28
Scene 2: It's a Long Way Down	28-30
Epilogue	30
Epic Adventure Checklist.....	31
Starships and Vehicles	32-36
Cast of Characters	37-42

About This Book

This book contains a series of six mercenary Tickets set on the independent world of Sham in Gateway Domain around 993. The six Tickets can be played either independently or concurrently as part of a larger EPIC adventure set throughout the war-torn system of Sham – truly a heaven for mercenaries. A mercenary Ticket is a legal contract between a patron and the mercenary unit being hired. It lays out the mission, type of service required, length of service and payment conditions. The mercenary unit does not need a starship (or even transport) to undertake any of these Tickets: all transport will be provided by the Kikhei Union High Command. The adventure is set out in standard EPIC format, described in the first part of this book.

THE COLOR CODE

The *Traveller Epics* adventure series includes material set in the various major eras and settings of the Official *Traveller* Universe. While any of them can be tweaked to fit another region, era or even a totally different setting, each Epic sits best in its 'home' setting. To allow the home setting of any given book to be quickly determined, a color code is used for the cover-edge and central stripes. Books are coded as follows:

- 993-1000 period: Blue
- 1107-1116 period: Red
- New Era (1248) period: Orange
- Generic or one-off: Green

WHAT YOU NEED TO PLAY

Please note that this is not a standalone Adventure. It requires that you have access to a set of Traveller rules. The adventure was created for use with the T20 rules system from QLI and the original Classic Traveller rules, but can easily be converted to other versions of the game or even other rules systems.

Assuming you intend to run this adventure with the T20 rules, you will require at least the T20 Lite rules from QLI. We recommend the following:

- The Traveller's Handbook (T20 Core Rulebook) plus either the T20 Player's Book or a d20 system core rulebook such as the *Dungeons & Dragons™ 3rd Edition Player's Handbook*.
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.
- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP* (Generic Roleplaying for Internet Players) will allow a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically in the world. Visit <http://www.RPGRealms.com> for more information.

THE EPIC ADVENTURE SYSTEM

This adventure uses the EPIC adventure system created by Marc Miller. The EPIC system is a way around one of the most common problems with many RPG adventures; the fact that they are very 'linear' in design. In far too many adventures, encounter one typically leads to encounter two, which inevitably leads to encounter three, ad-nauseum. This has several problems. Firstly, the players

may not notice a critical fact and thus be left in limbo with no clue how to find the next plot element. Railroading them is sometimes the only solution, and in general railroading is a common feature of this kind of linear adventure. This can lead to player frustration, since there is little worse than not being captain of your own fate. Reducing the amount of leading-by-the-nose is fine until one of those gaming groups comes along, who insist on doing everything in the wrong order and generally do violence to the plot of an otherwise great adventure.

The Epic Adventure System provides a new way to design and organize adventures, incorporating enough flexibility that the player characters have the 'freedom to roam' without causing the referee nightmares. Asides, delays and additional adventures can easily be slotted into an Epic Adventure.

An Epic Adventure is broken down into 6 parts:

The Cast of Characters – A description of major characters encountered in the course of the adventure, possibly including pregenerated player-characters.

The Background – The background provides the Referee with the information needed to prepare himself, and lays the groundwork for introducing this adventure to the players.

Minor incidents and encounters – Referred to as Minor Scenes or just Scenes, are encounters or events that involve the player characters in some form. Many are directly related to the adventure, and may provide clues, equipment, or other information and materials needed to eventually complete the adventure. Others are merely to provide diversion and amusement. Scenes, unless noted in their descriptions, do not need to be played in any particular order, and may be sprung upon the player characters when the Referee deems appropriate.

Critical Plot Elements – Referred to as Plot Keys, Key Scenes or simply Keys, make up the heart of the storyline for the adventure. They contain vital pieces to the plot that must be played for the adventure to make any sense to the players in the end. You may play any number of Scenes before and after each Plot Keys, but all of the Plot Keys should eventually be completed in their proper order.

Chapters – A Chapter or Act is made up of one or more Plot Keys. They outline the plot to the Referee, and provide tips and information for playing the Scenes and Plot Keys that are contained in the Chapter. In order to complete a Chapter, each Plot Key within must be completed. Each Chapter must be completed, and played in order to successfully run the adventure. Due to the 'cinematic' nature of an EPIC adventure, it is easy for the Referee to allow the player characters to temporarily deviate from the current adventure storyline to follow a false lead or pursue another short adventure that has interested them. When you are ready to return the player characters back to this adventure plot line, simply pick up with the next Scene.

Adventure Checklist – The Adventure Checklist provides the Referees with a recommended guideline of the order in which various Scenes and Plot Keys in this adventure should be presented to the players. As the player characters complete each Scene or Plot Key, the Referee simply checks it off the list. When every Plot Key in a Chapter has been played, that Chapter has

been completed the Referee may begin the first Scene in the next Chapter.

REWARDS AND ADVANCEMENT

Before embarking upon a *Traveller* game or campaign, it is worth deciding what the pace of advancement will be for participating characters. For one-off games this is not important but if the same characters are going to have future adventures, advancement becomes a major issue.

If too little experience is given out, players may become frustrated. There is always a new skill or feat that a character could have done with having, or that the player really wants to have, and for many people working towards gaining such abilities is an important part of the game. If the distant mountains never seem to be any closer, what is the point of walking towards them?

On the other hand, characters that gain large amounts of experience and other rewards may become overpoweringly powerful. True, a shotgun in the back will be as detrimental to the health of a 20th level veteran as a beginner, but skill levels are critical to adventuring success; too much too fast is bad for a game even if it does not make the characters invincible. Thus the Referee should tailor the experience awards suggested by the T20 core rulebook to his or her own game style. In our experience it is better to keep characters a little bit hungry.

This brings up the question of whether to give out experience at the end of each Act or at the end of the adventure. Each Act can be treated as a separate adventure in terms of experience awards. Typically, each Act (or Chapter) is about equivalent to an Amber Zone or Signal GK adventure, leading to the conclusion that it should be worth around 2000XP X the Average party level. This is not a good parallel, since some Acts are quite short and besides, over a 5-Act adventure this adds up to a LOT of experience.

If experience is to be given out at the end of each Act, it is better to use the following system:

Base Experience for the adventure is calculated as per the THB – this is a full adventure so experience award is set as 4,000 XP multiplied by the average party level (at the beginning of the adventure). Half of this is saved up, to be awarded at the end of the adventure. The other half is available to be assigned at the end of each Act. It is possible to simply assign 10% of the total to each Act (assuming 5 Acts), but the Referee should consider assigning greater or lesser percentages to certain Acts if he/she feels that the characters would learn more from the events in that Act than from another.

The experience available for any given Act is subject to the standard multipliers listed in the T20 core rulebook; some acts are just plain more dangerous than others! The 50% block of experience is also subject to multipliers for difficulty of the overall adventure.

Remember that all experience awards are totals, and are then shared among the participating characters. Only characters present in a given Act gain experience for it. When determining who gains experience from the adventure as a whole, the Referee must use judgment. Obviously, characters that were there the whole time should gain the full amount. People who popped in for a single Act should not. If a player brought in a new character to replace one killed or otherwise indisposed, the Referee should count the character as being present for purposes of dividing up the experience but only award a portion of the total experience, based on how long the new character was involved. The rest of the experience entitlement was lost with the dead character.

Using this system, characters that were present for just one or two Acts of the adventure gain some experience, but do not share in the overall end-of-adventure award. Referees also are able to

easily deal with the situation where a player brings along three friends to a session in the middle of the adventure, only one of whom comes back to play in the remaining Acts.

CHARACTER TYPES AND SKILLS

Characters for this adventure should preferably have military backgrounds and be in charge of, or part of a small platoon sized mercenary unit. The merc unit does not need a ship or even transport. All transport will be provided by the patron, the Kikhei Union military. TL-A-C weapons should be fielded, as this is what the opposition will be equipped with.

Background

The following background information is presented for the use of the Referee. None of it is 'secret' as such, but the individual Referee must decide how freely available any given piece of data will be. A few minutes at any library terminal will suffice for characters to uncover common or basic information; greater detail will require special research or may not be available at all.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems. It is not a vast, monolithic structure. The time lag inherent in interstellar communications makes this impossible. Instead, the Imperium resembles a vast federation of worlds that agree to certain common practices, and allow the Emperor and his subordinates to deal with foreign policy, military affairs and similar multi-world considerations while maintaining control of their internal affairs.

THE IMPERIAL DOMAIN OF GATEWAY

Gateway Domain lies at the very fringe of the Imperium. As a result it is in some ways a backwater and in others a vital strategic area. The nominal area of the domain is the same as all others; four sectors. However, since much of the area that would be part of the Domain lies either in the two Rifts or else beyond the Imperial border, the territory administered by the Archduke of Gateway is rather smaller than that of other Imperial Domains.

The Domain of Gateway is protected by a single Named Imperial Fleet; the Ley Sector Fleet. Since the outbreak of the Solomani Rim War, force transfers have stripped the fleet of a portion of its vessels, leaving it understrength and still responsible for an area slightly larger than a normal sector.

The Imperium reached its present borders in the region about 200 years ago, and while a few worlds have applied to and joined the Imperium since then, there has been little deliberate expansion in the past two centuries.

Thus while still a frontier, Gateway Domain is also a settled area. There is some friction along the border, but for the most part the worlds and states close to the Imperial border are used to their status as clients or independent worlds. Relations are not always cordial, but understandings have been developed. Cross-border trade and travel is common and many businesses operate on both sides of the border. Law enforcement agencies usually co-operate, much to the detriment of criminals seeking refuge on the other side of the line. The Imperial Navy does make anti-piracy sweeps beyond its borders, usually but not always with the consent and cooperation of the local independent worlds.

INDEPENDENT WORLDS AND CLIENT STATES

Many of the worlds along the border of Gateway Domain are to a greater or lesser degree 'client states' of the Imperium. In effect, they are friendly independents who allow Imperial Navy vessels to use their ports and patrol their systems as a matter of course. Trade links are strong and relations generally cordial. Joint naval operations are not uncommon and extradition treaties are in place. Imperial-registered ships arriving in port on such worlds are treated more or less as if they were local shipping – papers are normally accepted at face value and customs checks are no more rigorous than usual. In return, client worlds are guaranteed protection against aggression and can request aid from the Imperium in times of trouble.

Some worlds have formal Client status and are listed as such in the star system data. Good relations with the Imperium and its citizens can be taken for granted. Some other worlds are a kind of 'informal client state' with friendly relations but no formal treaty in place. Some words listed as Independent fall into this group.

Other independent worlds are truly that; non-aligned. Some are actually quite hostile to the Imperium and will harass ships coming through their ports with endless paperwork or intense customs inspections. Actual violence against Imperial citizens acting lawfully would be a very stupid mistake, but some worlds will do everything they can to discourage Imperial attention and Imperial visitors.

The majority of Independent worlds are fairly neutral in their attitude to Imperial citizens, and treat them no better or worse than any other visitors. Attitudes do shift, however, due to internal or external factors.

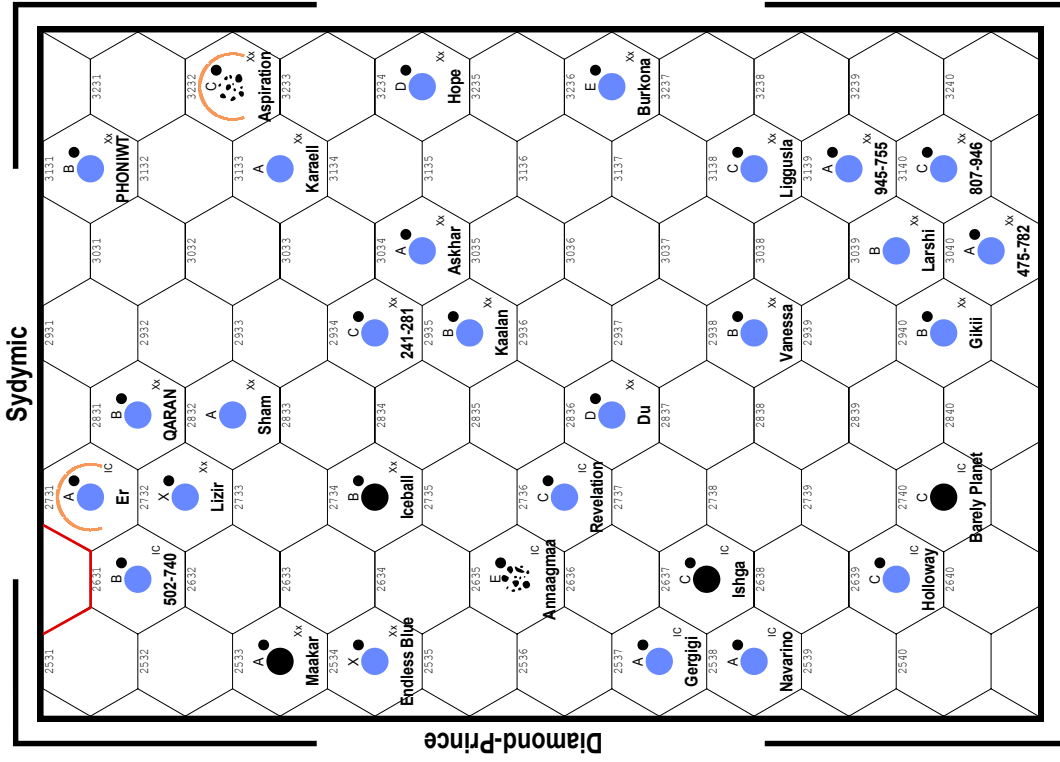
THE SOLOMANI CONFEDERATION

The Solomani Confederation, with its capital at Terra, is a large interstellar power and a major rival to the Imperium. It is dominated by the Solomani Party, whose will is enforced by Solomani Security (SolSec). The Confederation is basically racist in outlook, believing in human (i.e. Solomani-human) supremacy. There is some internal division about how this philosophy works, but the fundamental Solomani position is that Terran humans are better than everyone else.

At present (993), the Confederation is at war with the Imperium and has made some impressive early gains, though at a high cost. The war shows every sign of going on for several years, and while Imperial citizens this far from the main war zone do not feel unduly threatened by Solomani power, already the effects of the conflict are being felt.

OUTWORLD SUBSECTOR

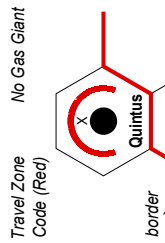
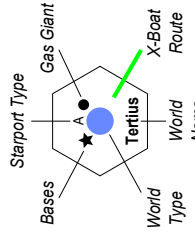
Name	Hex	UWP	B	Trade Codes	TZ	PBG All	Stellar Dat
Maakar	2533	A2106B9-C	Na Ni			704	Xx G1 V
Gergigi	2537	A896340-B				623	IC G0 V
Navarino	2538	A547424-E				203	IC M3 V G0 D
502-740	2631	B8C2443-8				824	IC M9 V A5 D
Annaagmaa	2635	E000400-8	As			301	IC M5V G8D A4
Ishga	2637	C40088D-9	Na Va			125	IC K9 V
Holloway	2639	C541757-B	Ni Po			915	IC F0 V
Lizir	2732	X552425-3	Ni Po			103	Xx F3 V
Iceball	2734	B200435-9	Va			601	Xx M9 V
Barely Planet	2740	C110796-7	Na			300	IC M3 V
QARAN	2831	B67AAD0-B	In			223	Xx M2 V
Sham	2832	A85977A-D				210	Xx F7 V A1 D
241-281	2934	C9D6320-A				412	Xx K5 V A8 D
Kaalan	2935	BA99242-9				213	Xx K3 V G1 D
Gikii	2940	B739454-A				502	Xx M2 V
Askhar	3034	A59A410-C	Wa			803	Xx G5 V
Larshi	3039	B562575-C	Ni			900	Xx F7 V
475-782	3040	AAC3676-8	Ni			923	Xx M4 V K5 D
PHONWIT	3131	B331A8A-B	Na Po			614	Xx G2 V
Karaell	3133	A356650-B	Ag Ni			620	Xx F4 V
Liggusia	3138	C445279-7				903	Xx F1 V
945-755	3139	A8C2756-9				103	Xx M1 V K6 D
Aspiration	3232	C000566-B	As	A		403	Xx K0 V A6 D
Hope	3234	D637115-8				515	Xx K1 V
Burkona	3236	E445122-1				604	Xx F9 V K4 D



Outworld Subsector

(subsector P of Ley Sector sector)

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt

BASES

- ★ Naval Base
- ▲ Scout Base
- Naval Depot
- △ Way Station
- P Prison Camp

TRAVEL ZONES



POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals

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

World Data

The following information is available to the characters from Library Data files.

SHAM

Sham	2832	A85977A-D
	210	Xx F7 V A1 D

The Sham system is located in the Outworld subsector just trailing of the Imperial border nestled between the Sydite Khuur League and the Imperium. The main planet has a thin atmosphere and is mostly covered by oceans. Sham's only continent is primarily evergreen forest, with fairly cool temperature maintained throughout the year, even at the equator. Sham's main exports to other worlds are foodstuffs from the seas and wood products from their very tall and strong native forests.

Settled by both Vilani and Solomani late in the Rule of Man, Sham has had a history of conflict between the two groups stretching back over 1000 years. A Sydite minority also settled several islands about the same time as the first wave of colonists, but the Sydites were soon absorbed into the Vilani-dominated state (the Kikhei Union), after many racial killings by the Solomani colonists. Some moderate Solomani have also settled in the Kikhei Union, but New Heaven stopped Solomani immigration to the Kikhei Union almost a century ago. Small numbers of moderate Solomani wishing to escape New Heaven have been filtering across the heavily patrolled borders since then.

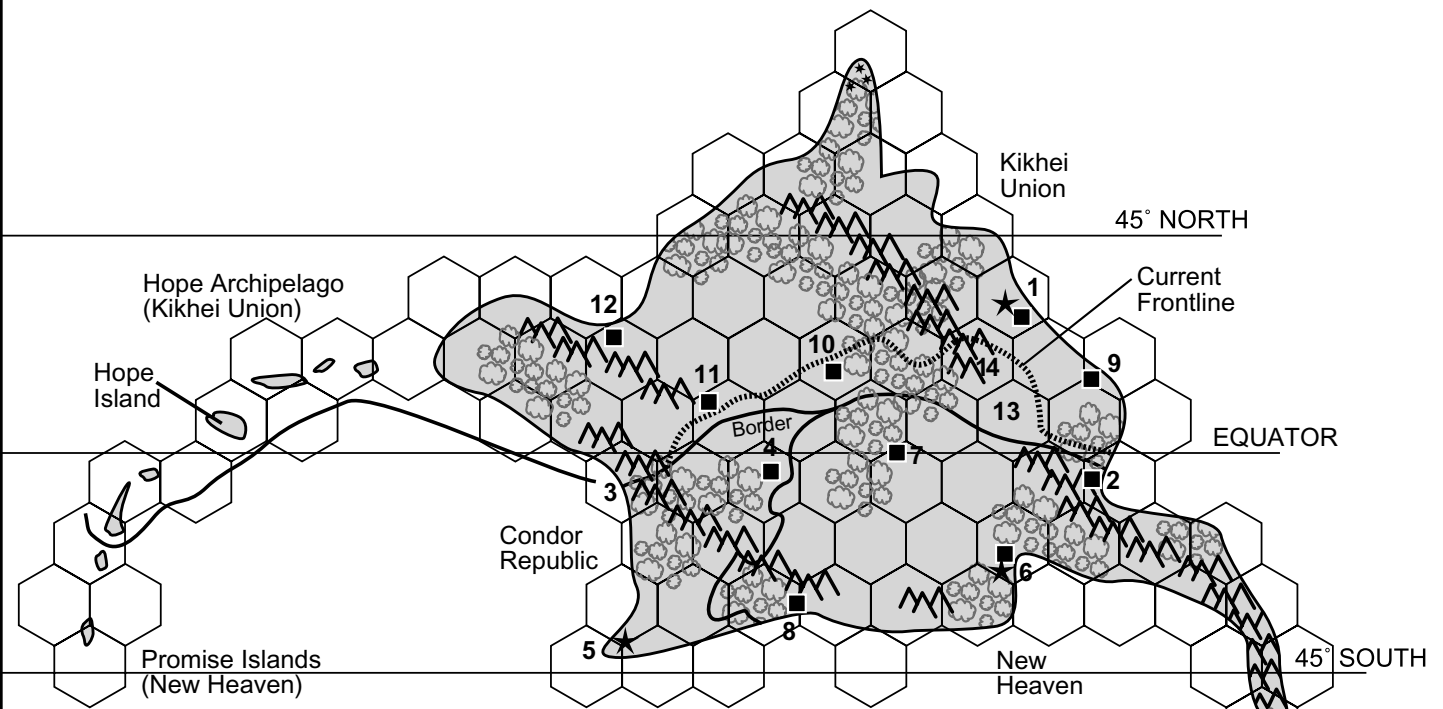
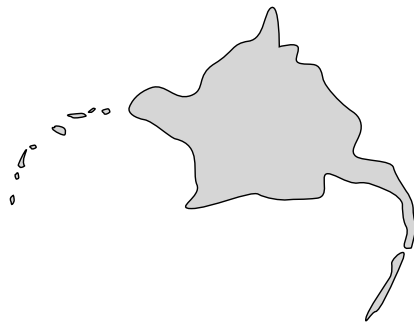
Because of its pro-Sydite attitude, the Khuur League actively supports the Kikhei government and continues to do so during the current conflict between the Kikhei Union and the two Solomani nations New Heaven and the Condor Republic. New Heaven was settled by militant racist religious fundamentalists. This nation is responsible for the atrocities committed against the Sydite and Vargr minorities and continues to lead the Solomani coalition against the Kikhei. The Condor Republic was settled by Solomani of Terran South American stock, and maintains a more moderate attitude towards the Kikhei. However, blood is thicker than water, and the two Solomani nations continue to undermine the Kikhei Union and its superior resource base.

While the Sham tech level is nominally D, the only tech level D equipment is manufactured at top secret weapons facilities and is being used by elite special forces on both sides. No tech level D equipment is available to the general public. The average tech level range on all sides of the conflict is A-C.

Sham

A 8 5 9 7 7 A D

1149km



	Clear
	Forest
	Mountainous
	City
	Downport
	Ice/Glacier

- 1 Kikhei Prime (Kikhei capital City)
- 2 Angala (New Heaven)
- 3 "The Zone"
- 4 New Argentina (Condor Capital)
- 5 Condor Republic Downport
- 6 New Heaven City and Downport (Capital)
- 7 Centra City (New Heaven)
- 8 Paradise (New Heaven)
- 9 Illelea (Kikhei Union)
- 10 Arushage (Destroyed by fighting)
- 11 Preneel (Kikhei Union)
- 12 Darragassi (Kikhei Union)
- 13 The "Husagen Gap"
- 14 POW Camp

Referee's Overview

Sham is a world ravaged by conflict. Along the relatively static frontlines, towns and villages have been razed to the ground and hundreds of thousands have died. The war started suddenly in 992. The Solomani Rim war emboldened New Heaven and they launched a full-scale invasion of the Vilani dominated pro-Imperial Kikhei Union. New Heaven armored and infantry Brigades poured through the Husagen Gap aiming directly for Kikhei Prime and its Downport. To the west the Condor Republic struck north making for the important cities of Preneel and Arushage. The attacks were ground down and eventually halted but the Kikhei military were severely weakened in the initial assaults, some units suffering up to 50% casualties. Frantic calls to the Imperium for help have been largely ignored, except for some surplus military equipment being shipped to Sham. The Imperial armed forces are stretched to the limit and mercenary forces from within the Imperium, as well as Loyal Sector Guard units have been given the all-clear to assist the Kikhei government. The Khuur League has also sent a few Sydite infantry battalions to assist and merc units are being used to shore up the front and undertake special missions. Such help is desperately needed, and openly welcomed.

Mercenary groups are well aware of the various Tickets that are available. Some small mercenary groups already operate throughout the war-ravaged system, as the war extends into the large resource-rich asteroid field and the mining operations that all three nations run. The Tickets will present a mercenary unit with the usual type of missions: commando, raid, patrol and extraction missions; they will also present the usual moral ambiguity that is so prevalent in a wartime situation. Such moral dilemmas may or may not influence the characters in their decision making.

Sham's population of 20 million is divided thus: The Kikhei Union has a population of 9 million, 7 million call New Heaven home and the remaining 4 million live in the Condor Republic. The Condor Republic is the "unwilling" coalition partner in the drive to wipe Kikhei off the map. It is rumored – and probably true – that New Heaven has received money and backing from the Solomani Confederation. Nothing has been proven however. New Heaven has a small population of 80,000 vargr which are kept in various ghettos throughout the territory. A few Vargr have been arriving throughout the last thousand years but most arrived at the same time as the Solomani and can be considered "natives". Their history has been one of oppression, having been kept as laborers and virtual slaves ever since. A few have fled to the Kikhei Union over the centuries and a special Vargr infantry unit – the 12th Guards Regiment - fights alongside the Kikhei humans to free their brethren in New Heaven.

The Kikhei Union was a representative democracy until the war. Elections have been suspended and the President has passed operational control of the country's economy to a Military Council, the Kikhei Union High Command, which includes the President of the Kikhei Union. New Heaven is nominally a "representative" democracy, with the senators voted in by New Heaven citizens every three years, but the absence of any political parties (or even dissension) from the official policy outlined in New Heaven's racist, xenophobic founding constitution means the Senate little more than rubber stamps decisions made by the executive body, the Senate Cabinet. The Cabinet does not have a "leader". Instead an inner cabal dominates the Cabinet and its decisions.

The Condor Republic is also founded on a written constitution, although this document tends to emphasize economic fascism and a command economy. A Congress of elected representatives is elected every four years. Two parties exist: the majority

Conservative Party that wishes to maintain an anti-Kikhei stance and New Heaven alliance; and a minority party dedicated to peaceful co-existence with the Kikhei Union, the "Co-existence Party" (CEP). The CEP is persecuted, but it has not been banned. New Heaven senators have called for the party's leadership to be imprisoned, but the Condor Conservative Party (CCP) jealously guards Condor's sovereignty and has ignored the calls.

The A-class starport is only partially operational. The Highport was operated by the Kikhei Union – the other nation-states have their own small downports but do not have access to the starship repair and manufacturing facilities at the Kikhei Union's downport. Both the highport and downport were attacked in the first days of the war in 992. The highport was damaged – New Heaven marines stormed the crippled facility and now the facility is partially operational again – a source of great concern to the Kikhei High Command because of its weapons bays. The Kikhei downport is currently a shambles, but is heavily defended with missile and laser batteries.

The relative sizes of each nations' armed forces are estimated at 1.5 million for the Kikhei Union, 2 million for the heavily-mobilized New Heaven and about 750,000 for the Condor Republic. Units have wildly differing capabilities. Grav-armor, grav-mechanized and airborne assault units exist alongside conscripted ground troops and even militia groups. Weapons fitouts range from TL-C commandos with combat armor and PGMP-12s to TL-8 conscripts and militia with jack armor and auto-rifles. It seems everybody is armed, and the arms merchants are having a field day as the nations sink deeper into debt. Unit types that will be encountered in the Tickets are summarized in the Cast of Characters section.

According to "reliable sources" the unofficial Imperial position on the war is that the Solomani nations can be held back by Khuur League and mercenary backing of the Kikhei Union. When enough resources can be diverted from the Solomani war effort the Imperium will send in the Marines and crush the Solomani nations. Hence the numerous Mercenary Tickets that are available.

Each Mercenary Ticket is outlined as an Act – the Acts can be played in any order, although the order they are listed in is probably the best. A briefing is included, as well as suggested equipment and force size for the mission and the situation and enemy forces likely to be encountered. Together, the Acts represent just some of the storylines unfolding in the wartorn Sham system.

CHAMPAGNE MERC UNITS ON A BEER BUDGET

The tickets in this adventure are designed for small platoon sized units - none of the tickets require the unit to provide a mercenary cruiser or other transport. For a gaming group that does not have a unit created, several low cost platoon sized merc units are outlined below. All units have been fitted out with weapons, armor, communication and medical equipment for Cr150,000 or less. Fitout costs include a 20% volume discount. Ammunition costs are excluded, although laser backpack costs are included.

Transport options are listed separately, although they need not be used. The vehicles are standard designs, as is the equipment specified. Drivers are pulled from the ranks of the troopers.

UNIT 1 FITOUT: TL-8 ASSAULT RIFLE/LMG OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, assault rifle with laser dot pointer (+2 at close range), RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass.
One trooper in each Fire Team has a LMG with laser dot pointer as the support weapon (in place of an assault rifle): Cr50,808.

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no assault rifle or RAM GL:
1 LMG with toughened telescopic sight, 1 medium mortar, 1 LAG with toughened telescopic sight in the Fire Team: Cr13,892

Total Cost: Cr68,676

UNIT 2 FITOUT: TL-8 ASSAULT RIFLE/LASER CARBINE OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, assault rifle with laser dot pointer (+2 at close range), RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass.
One trooper in each Fire Team has a laser carbine with laser dot pointer as the support weapon (in place of an assault rifle): Cr58,008.

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no assault rifle or RAM GL:
1 LMG with toughened telescopic sight, 1 medium mortar, 1 LAG with toughened telescopic sight in the Fire Team: Cr13,892

Total Cost: Cr75,876

UNIT 3 FITOUT: TL-9 HUD UPGRADE OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, assault rifle with HUD, RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass.
One trooper in each Fire Team has a laser carbine with HUD as the support weapon (in place of an assault rifle): Cr94,408.

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no assault rifle or RAM GL:

1 LMG with toughened telescopic sight, 1 medium mortar, 1 LAG with toughened telescopic sight in the Fire Team: Cr13,892

Total Cost: Cr112,276

UNIT 4 FITOUT: TL-10 ACR/LMG OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, reflec armor, ACR, RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass, HUD for ACR.
One trooper in each Fire Team has a LMG with HUD as the support weapon (in place of an ACR): Cr102,874

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no ACR, reflec armor or RAM GL: 1 LMG, 1 medium mortar, 1 LAG in the Fire Team (HUD for LMG and LAG): Cr16,612

Total Cost: Cr123,462

UNIT 5 FITOUT: TL-10 ACR/LASER RIFLE OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, reflec armor, ACR, RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass, HUD for ACR.
One trooper in each Fire Team has a laser rifle with HUD as the support weapon (in place of an ACR): Cr115,354

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no ACR, reflec armor or RAM GL: 1 LMG, 1 medium mortar, 1 LAG in the Fire Team (HUD for LMG and LAG): Cr16,612

Total Cost: Cr135,942

UNIT 6 FITOUT: TL-11 HEAVY ACR/LASER RIFLE OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, reflec armor, Heavy ACR, RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass, HUD for Heavy ACR.
One trooper in each Fire Team has a laser rifle with HUD as the support weapon (in place of a Heavy ACR): Cr121,914

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no ACR, reflec armor or RAM GL: 1 LMG, 1 medium mortar, 1 LAG in the Fire Team (HUD for LMG and LAG): Cr16,612

Total Cost: Cr142,502

UNIT 7 FITOUT: TL-12 GAUSS RIFLE/LASER RIFLE OPTION

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

Troop Fitout: Cloth armor, reflec armor, gauss rifle, RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass, HUD for gauss rifle.
One trooper in each Fire Team has a laser rifle with HUD as the support weapon (in place of a gauss rifle): Cr123,354

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical Kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no gauss rifle, reflec armor or RAM GL: 2 light mortars, 2 PGMP-12 with HUDs: Cr23,792

Total Cost: Cr151,122

UNIT 8 FITOUT: TL-12 GAUSS RIFLE/COMBAT ARMOR OPTION (THE "MILLION CREDIT OPTION")

6 Fire Teams each 4 mercenaries
1 Heavy Weapons Fire Team (4 mercenaries)
2 Medics
1 Mercenary Unit commander, one deputy commander.
Total unit size: 32.

This option is the most expensive but provides the best armor protection available at TL-12.

Troop Fitout: Chameleon combat armor, reflec armor, gauss rifle, RAM grenade launcher, short range communicator, snub pistol, blade, binoculars, combination mask, LI goggles, compass, HUD for gauss rifle.

One trooper in each Fire Team has a laser rifle with HUD as the support weapon (in place of a gauss rifle): Cr768,154

Medic Fitout: Cloth armor, assault rifle, TL-8 field medical Kit, short range communicator, binoculars, combination mask, LI goggles, compass: Cr3976

Heavy Weapons Fitout: Same as Troop fitout but no gauss rifle, reflec armor or RAM GL: 2 light mortars, 2 PGMP-12 with HUDs: Cr122,992

Total Cost: Cr895,122

TRANSPORT OPTIONS

The options below are merely suggestions for on-planet transport for a 32-person merc unit. The options range from dirt cheap (jeeps) to helicopter-borne to wheeled AFVs with substantial armament.

Transport Option 1: 8 TL-5 Jeeps each with a pintle mounted LMG or LAG. Total Cost: Cr29,760

Transport Option 2: 3 TL-7 Small cargo Trucks each with climate control and a pintle mounted LMG or LAG. Total Cost: Cr37,284

Transport Option 3: 4 TL-5 Helicopters each with a door mounted LAG and door mounted LMG. Total Cost: Cr336,800

Transport Option 4: 2 TL-8 Wheeled Armored Fighting Vehicles each with 3 turret mounted medium lasers. Total Cost: Cr108,560

Transport Option 5: 2 TL-10 Wheeled Armored Fighting Vehicles each with 3 turret mounted medium lasers. Total Cost: Cr180,560

Transport Option 6: 2 TL-12 Wheeled Armored Fighting Vehicles each with 3 turret mounted medium lasers. Total Cost: Cr142,160

Transport Option 7: 32 Grav-Belts (TL-12 only). Total Cost: Cr297,344

TL-12 Wheeled AFVs are listed in the standard designs section of the T20 Handbook.

TL-8 and TL-10 wheeled AFV statistics are listed in the Starships and Vehicles section in this book.

Rumors

These rumors are to be used when characters are questioning others they encounter in the course of the adventure.

Referees may use these rumors to spark further adventures or to mislead the characters as false rumors. Or they may simply be used to create “atmosphere” in the game.

- Sick of their ruling oligarchy, a group of freedom fighters on Vanessa (Outworld subsector) have been attempting to overthrow the Government. Solomani money is rumored to be behind the rebels.
- The Imperial Navy is stretched to the limit attempting to hunt corsairs and a possible Solomani commerce raider operating in the subsector.
- Qaran’s 20 billion inhabitants are suffering from a famine after a massive industrial accident polluted a portion of the waterworlds’ richest fishing area. Hundreds of thousands are said to have died and the zealots who run the government have refused all offsystem help.
- Navarino’s foray into high-tech intelligent robotic systems is paying off – their products are being imported into the Kheur League and being sold at high prices.
- Annaagmaa is a dangerous place to visit. Its 30,000 human inhabitants, mostly miners, are engaged in a series of family-based blood feuds that date back centuries. Families vie with each other for control of “finds” in the massive asteroid field and particularly the starport. Shooting at the starport, which is no more than a hollowed-out asteroid with a large airlock, is not uncommon.
- The Imperial Army are forming up a reserve Regiment to assist the Kikhei Union on Sham. The unit is due on Sham in 3 months at the outside.

Plot and Episodes

ACT 1: POW BREAKOUT

A POW Camp containing three senior Kikhei commanders is targeted for a breakout.

SCENE 1: BRIEFING (KEY SCENE)

The Kikhei Union has just lost an aircraft during a storm near the frontline. Among the passengers were three key Kikhei Army commanders. The army presumed the aircraft was lost but disturbing intel from agents in New Heaven has revealed that the aircraft landed just behind the New Heaven front line and the passengers were captured. They are being held in a POW camp about 200km behind the frontline.

Colonel Devon Dewitt, the Merc Unit Liaison Officer, conducts the briefing at the Kikhei Union High Command Headquarters buried deep under the capital city of Kikhei Prime. A platoon-sized mercenary unit is to penetrate New Heaven airspace and undertake a commando raid to break into and extract the three army commanders. Only the three commanders are to be taken. The merc unit will no doubt ask about the rest of the POWs. Dewitt firmly states that if there is room, they can take other POWs, but only if the primary targets can also safely be extracted. Other than that, the Kikhei Army can do nothing to assist the others. If the merc unit asks why these three commanders are so important, Dewitt simply states that the commanders have information of Kikhei dispositions and future strategies that simply cannot fall into the hands of the New Heaven government.

The merc unit must work out a suitable plan to effect an extraction. The plan could include deception or decoys, and a full-blown escape plan for all POWs at the camp which would considerably aid the extraction process. Limited intel about the camp is available, none of it first-hand. Satellite imagery is available, but reveals little. The camp is estimated to house 2000 POWs in appalling conditions. Some of the camp is apparently situated underground in a disused mine. The three targets are rumored to be apart from the other POWs held in cells in the guardhouse. That is the target for the merc unit.

Equipment and Skills

The Ticket calls for a platoon-sized unit to extract three Kikhei Union army commanders from a POW camp about 200km inside New Heaven territory. Three G-carriers will be provided for the mission, as will any amount of explosives and disposable launchers from the Kikhei army. The merc unit must provide all other equipment.

Payment





Cr300,000 is to be paid for the mission. Cr50,000 will be paid regardless of success or failure, Cr250,000 for a successful conclusion.

SCENE 2: DEATH CAMP (KEY SCENE)

The merc unit flies the three G-carriers for the penetration mission. Flying at low level at night, the unit should use their best pilots to cross the 200km quickly and execute the extraction plan. In flying nape-of-earth mode, the pilots must make an Avoid Collision check to avoid crashing into something. The base DC is 5. (CT: Roll 6+ modified by grav vehicle skill, -1 per 15kph of vehicle speed. The

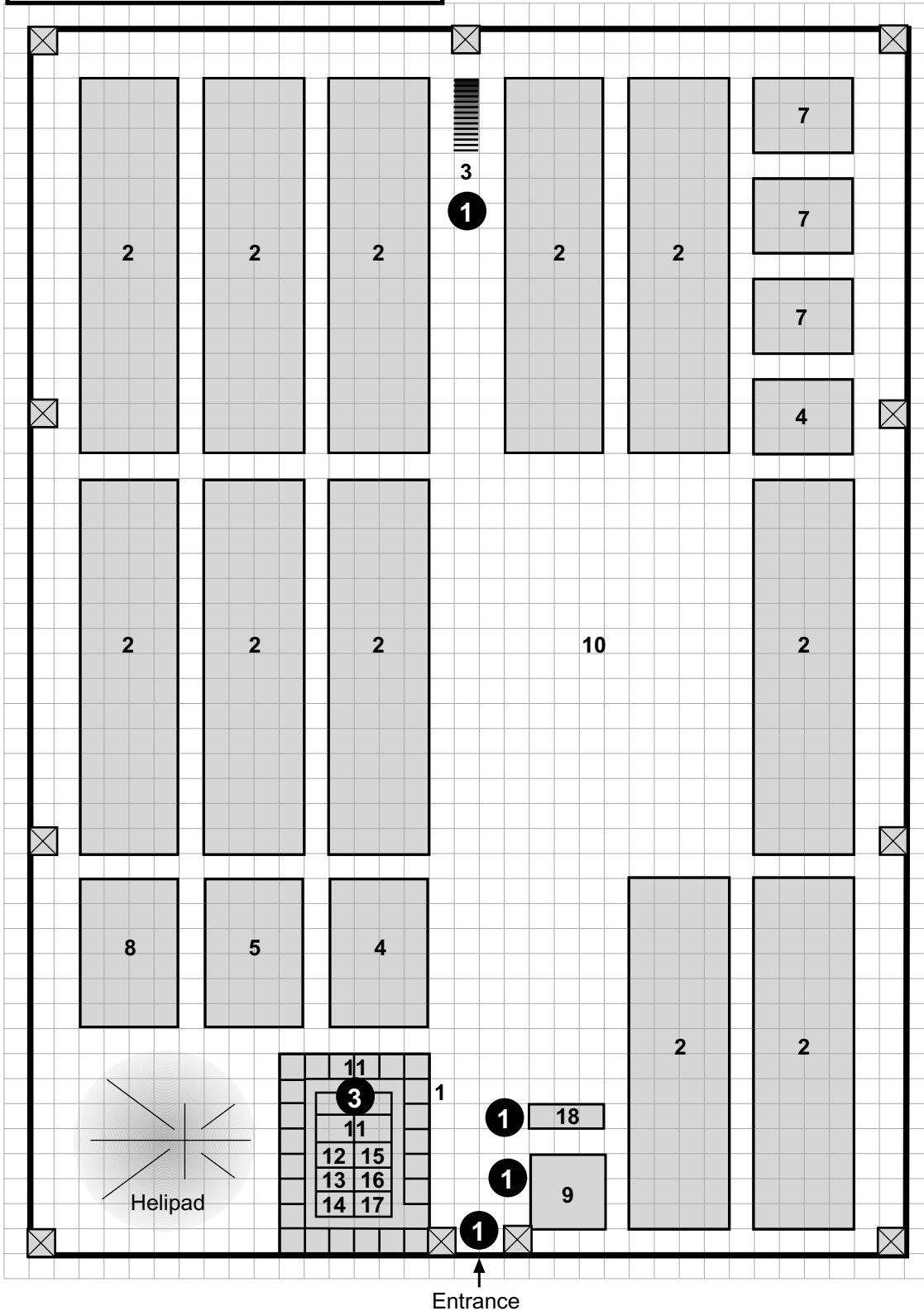
P.O.W. Camp

Legend





-  3m Square
-  10m High perimeter Concrete wall
-  Building Wall
-  10m High Guard Tower

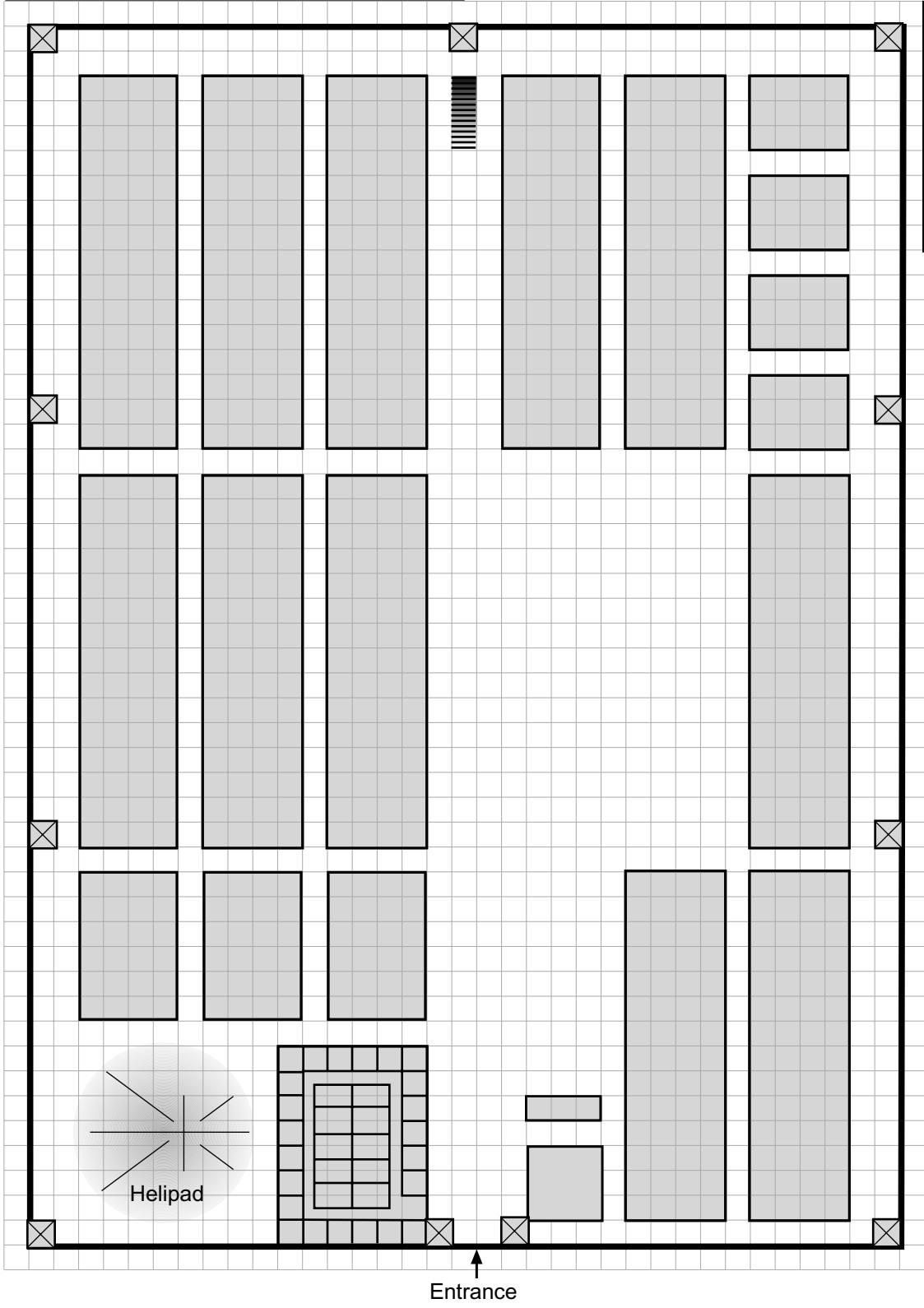
- 1 Guardhouse
- 2 Two storied Dormitory (each houses 200 POWs)
- 3 Entrance to tunnel connecting to mine
- 4 Latrine/Shower
- 5 Vehicle Shop
- 6 Truck Garage
- 7 Supplies Storage
- 8 Hanger
- 9 Armory
- 10 Fall-in Yard
- 11 Guard quarters
- 12 Isolation Cell 1
- 13 Isolation Cell 2
- 14 Isolation Cell 3
- 15 Isolation Cell 4
- 16 Isolation Cell 5
- 17 Isolation Cell 6
- 18 Commandant's Office

2 Number of Guard Fire Teams in this Location (the remainder are asleep)



P.O.W. Camp - for Players

Legend	
	3m Square
	10m High perimeter Concrete wall
	Building Wall
	10m High Guard Tower



opposition will consist of 20 Fire Teams each of 4 2nd Line New Heaven troops armed with ACRs and cloth armor. Guard towers – shown on the map of the camp – have two pintle mounted LMGs with two guards per tower. Ground transport consisting of various trucks make deliveries and also take away material from the camp. The merc unit will not have an exact layout of the camp available to them – just the position of the guard house and major buildings.

When the merc unit arrives and initiates their plan they will quickly discover the following:

- It appears that the POWs are being used to work in the mines.
- The conditions are nothing short of horrific. Most POWs are too weak to work, let alone flee with the characters. All are starving. Hundreds of emaciated bodies lie in open ditches, waiting to be covered over. Even from the air, the stench of death is overwhelming.
- If the merc unit attacks at night, most POWs will be in their dormitories asleep. A few will be in the mines working.
- The three Kikhei commanders are in the guardhouse in cells in the basement. The cells have clearly been used as torture chambers.
- It is self-evident that even if the other POWs were to escape, they would not get far due to their physical condition. Any other POWs that they could rescue would have to be flown out in the G-carriers, but there is limited room in them – perhaps two to four extra seats.

The referee should run the battle from the time the merc unit starts the attack. The guard towers are always manned, and the LMGs, which have electronic telescopic toughened sights, will open up as soon as anything is spotted. Three Fire Teams of guards will be awake inside the guardhouse. Several other Fire Teams are scattered throughout the POW camp. The rest are asleep in the guard house. The extraction should be short and bloody. The moral dilemma will be what to do with the other 2000 POWs that the merc unit will have to leave behind. Will the merc unit even bother trying to help them? Will the unit even consider their fate? Will the merc unit expand the extraction plan in an attempt to rescue more of their fellow soldiers, especially given the appalling conditions they are living under? Or will the merc unit content itself with creating a breakout situation and leaving their fate to their own efforts?

If the merc unit is successful with its primary mission, the three commanders will travel with the unit back to Kikhei territory. They have clearly been tortured with bruising and burn marks over their faces and bodies. They will say little. But one, Colonel Bryan Weisman, will say something to anyone within earshot that cannot be ignored. “You guys have seen what they are doing to our men back there – treating us like animals. Can’t you do anything about our men? I order you to turn back and help them!” The barb runs deep. Soldiers, even mercenaries, do not like leaving their own behind. But the mercenaries have their orders.



ACT 2: HIGH SEAS

A resupply ship servicing the Hope Archipelago needs some protection.

SCENE 1: BRIEFING (KEY SCENE)

The Hope Archipelago stretches westward into the constant unceasing winds that blast across Sham's vast ocean. Hope Island, the largest island in the chain is home to the largest Sydite settlement on Sham. While many Sydites have moved to the mainland, some still remain, preserving their traditional way of life.

Every two weeks a supply ship arrives at Sonarp, the largest coastal town on Hope Island with over 50,000 population. Recently the supply ship *Bakata* was attacked by pirates from a submarine, its supplies were removed and the ship set of fire and abandoned. The crew were herded onto liferafts. The *Bakata's* escort corvette had to turn back the day prior due to engine troubles, so the ship was vulnerable to attack.

The attack has alarmed the Kikhei Union High Command, who have intel implying that the pirates may be mercenaries themselves hired by New Heaven. A mercenary Ticket is being offered to escort another supply ship, the *Xalon* to Hope Island. A Kikhei corvette will again act as escort, the mercenaries acting as guards on the supply ship to act as a deterrent against boarders.

Equipment and Skills

The platoon-sized merc unit must supply all weapons. The unit may rig weaponry on the supply ship, like LMGs or LAGs on pintle mounts. If the merc unit has grav vehicles or helicopters there is enough room to take them aboard. A helipad to the aft of the ship can provide a suitable pad for such craft.

Payment

The Ticket is worth Cr150,000 for a two week escort trip to Hope Island and back to port.

SCENE 2: SHIVER ME TIMBERS (KEY SCENE)

The journey from Darragassi west to Hope Island is renowned for its mountainous waves and ceaseless winds. The journey is uncomfortable to say the least. The crew and passengers of the *Xalon* are mostly Sydites – there are 16 crew and 10 passengers onboard. A Fire Team of 4 Sydite security guards provide an interesting distraction, with their frequent strong-man competitions with other Sydite crew members. The Sydite security Fire Team is armed as per the Cast of Characters section.

The merc unit should provide a 24 hour watch. The escort corvette also stays with the *Xalon*, looking for danger. About 5 days into the voyage, at about 3am, the corvette is churning up the seas 1000m to the port bow. Suddenly a blinding flash of light can be seen, and the corvette slows, listing badly. It has been hit by something. On the bridge of the *Xalon*, the nightwatchman hears frantic calls from the corvette. "They've been holed below the waterline! Torpedo hit!"

Neither the *Xalon*, nor apparently the corvette detected the attacker on sonar or radar. The *Xalon* is ordered to turn away from the corvette and adopt a zig-zag pattern to avoid the submarine. The last communication from the corvette is the order to abandon ship. Still nothing is picked up on sonar. 10 minutes later three lines of white surf can be seen to port heading for the ship. A frantic cry from the bridge rings through the communication system. "Torpedoes! Brace for impact!" The ship is turned away from the torpedoes but two strike the ship as it is turning, exploding in the

engineering section. Emergency lighting comes on as the ship grinds to a halt. The Sydites frantically work the bilge pumps and try to rescue crew members trapped below. It is not a pretty sight. In the distance a silver cigar emerges from the deep. Their prey, a submarine churns towards the ailing ship. Onboard the *Xalon* the panic increases exponentially as the driving wind turn to rain. Shots are fired from the deck weaponry of the sub, RAM grenades and bullets hitting the superstructure. Several Sydites are killed by the fire. One of the lifeboats is hit, falling into the ocean below. But it is time to meet and repel the boarders. The merc unit should have ample time to man their positions.

Referee

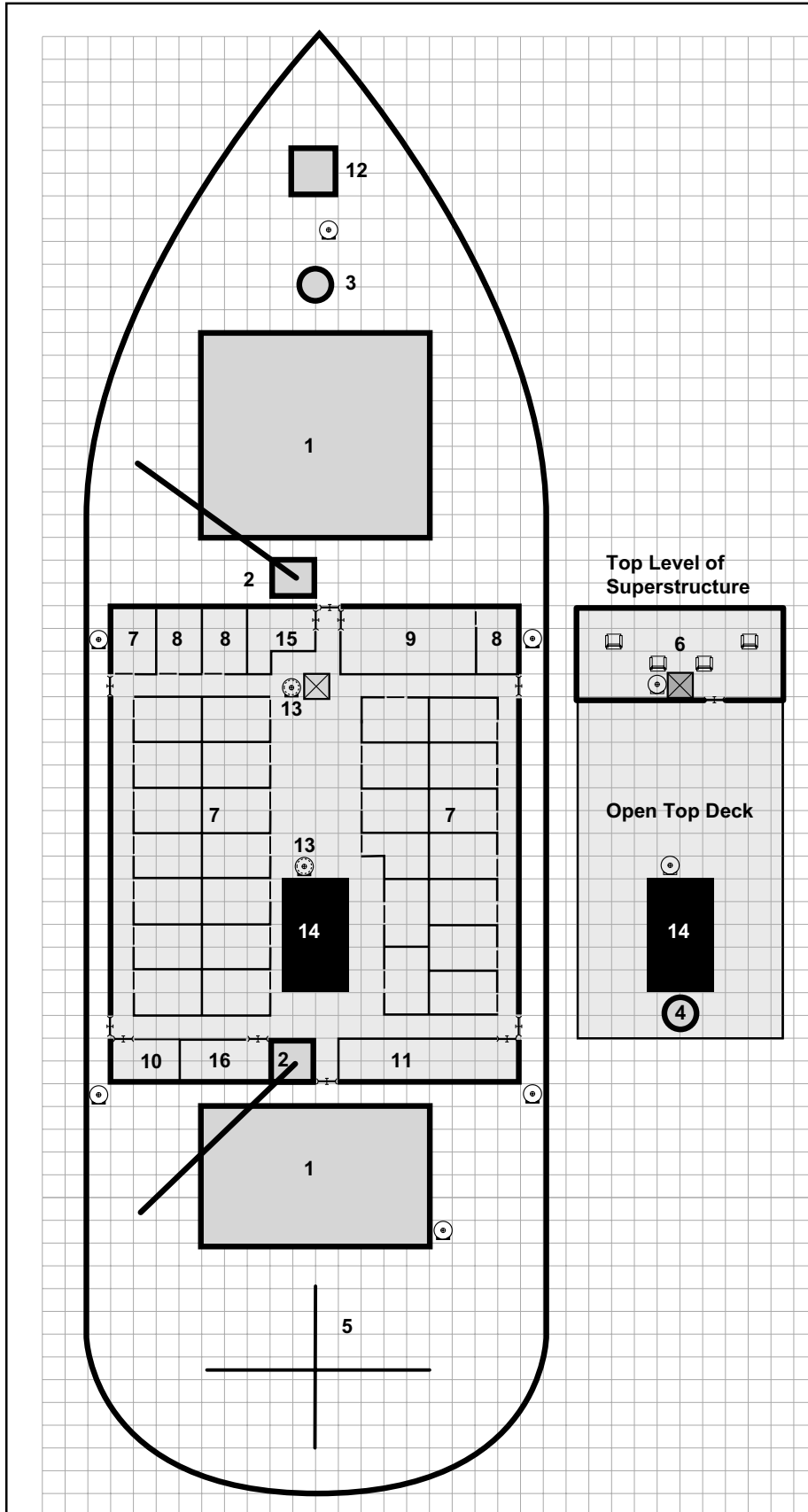
Their assailants consist of some rather heavily armed mercenaries. There are 5 Fire Teams of 4 mercenaries each, equipped with combat armor, laser carbines and RAM grenade launchers. The unit is in the pay of New Heaven, should anyone survive long enough to be questioned by the characters. They confidently clamber aboard the ship expecting to meet a few Sydites armed with iron bars. They are in for a rude shock as the merc unit and Sydite security guards open up with every weapon at their disposal. If the boarding mercenaries take more than 50% casualties they will break off the boarding attempt and flee in the submarine. They could conceivably take over 50% casualties in the first round because they will be outnumbered by the merc unit.

The merc unit may even try to take the submarine by force. This will be a considerable boon to the mercenaries and the Kikhei high command if the merc unit manages to achieve this. The ship's engines can be repaired and the ship will be able to make it into port at Hope Island within 3 days of the boarding action.

The reason neither the corvette nor the *Xalon* saw the submarine on sonar is that it has a stealth TI-13 chameleon coating applied to the exterior. It was also running silent, waiting for its target.

Supply Ship Xalon

Scale: 1.5m Squares



Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Crew Station
- Manual Hatch
- Floor Hatch
- ⊙ Overhead Hatch
- ⊙ Floor & Overhead
- ⊗ Lift Shaft

- 1 Cargo Hatches
- 2 Cranes
- 3 Forward Pintle LMG Mount
- 4 Aft Pintle LMG mount
- 5 Helipad
- 6 Bridge
- 7 Staterooms
- 8 Galley
- 9 Passenger Lounge
- 10 Sickbay
- 11 Engineering Shop
- 12 Anchor Hatch
- 13 To Engineering Below
- 14 Exhaust Stack
- 15 Stores
- 16 Crew Recreation Area

ACT 3: TEARS FOR ARUSHAGE

In a Kikhei city captured by Condor Republic Troops, a secret arms cache must be denied to the enemy...

SCENE 1: BRIEFING (KEY SCENE)

The Kikhei Union High Command has an urgent merc Ticket available for a commando mission into a place full of hellish memories for Kikhei troops. Arushage, a Kikhei city of 400,000 was finally captured by the Condor Republic a month ago after a long and bloody siege.

As usual Dewitt conducts the merc briefing, this time at an army base in Kikhei Prime. His voice is full of emotion as he explains the situation and the assignment.

"Arushage was surrounded and large portions were destroyed during the three months the city was denied to the enemy. Arushage holds a place in the heart of every Kikhei, being the oldest of our cities, and the site of first planetfall by our ancestors. Eventually the defenders were forced to surrender, but not before over 100,000 Condor troops had perished trying to take the city. The city's entire population was moved to labor camps and Arushage was razed to the ground by Condor troops."

Dewitt waves a hand at the large briefing viewscreen, bringing up satellite images of the smoldering ruins of Arushage in stark black and white. "We thought they had destroyed our army base in the city – but they missed something. Our nuclear weapons inventory shows we have five kiloton yield tactical nuclear missiles in underground storage at the base. We must retrieve them before the enemy finds them and possibly turns them on us."

The mission is top priority. It is too risky to fly over the front lines and make directly for the army base, so it is suggested the merc unit be dropped 20km north of the city by G-carriers at night. The rest of the way will have to be by foot or grav-belt. Detailed maps of the area and the base are provided to orientate the merc unit to its objective. Two Kikhei nuclear weapons experts will travel with the unit to ensure the weapons are safe to handle and move.

Equipment and Skills

The Ticket calls for a platoon-sized unit to infiltrate the city and locate the nuclear weapons, then transport will pick them up to take back to Kikhei territory. Transport back will be by G-carrier. Stealth equipment and skills will be very useful for this Ticket.

Payment

This Ticket is part success only. Cr250,000 is to be paid, of which Cr50,000 will be paid regardless of success or failure.

SCENE 2: DANGEROUS RETRIEVAL (KEY SCENE)

The drop 20km north of Arushage goes normally. It is undertaken at night for obvious reasons, and the G-carriers fly under the radar to avoid detection. Make Avoid Collision rolls (DC 5) as per Act 1 Scene 2 to avoid any mishaps on the flight in. The merc unit will then travel to the city and to the army base which is situated on the north-west outskirts. There is some intel available on Condor troop dispositions and anti-air defenses. A map of the area is available showing the areas of known troop concentrations and general terrain. Depending on how the merc unit handles its infiltration, the Condor troops may or may not become engaged in combat. Each firefight will have to be resolved accordingly. Combat should be avoided however.

The following outlines what opposition is likely to be

encountered at the known troop concentrations.

Condor Troop Concentration 1: 3 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs. 1 TL-10 wheeled AFV with 3 medium lasers.

Condor Troop Concentration 2: A "tripwire" force of 2 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs.

Condor Troop Concentration 3: An observation unit of 4 forward observers (flak jackets and ACRs), remotely controlling a ground to air missile battery (three light tac missile launchers with HE missiles), situated on the southern slope of the hill.

Condor Troop Concentration 4: 6 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs. 2 TL-10 wheeled AFVs with 3 medium lasers.

Condor Troop Concentration 5: A "tripwire" force of 2 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs.

Condor Troop Concentration 6: a recon troop of 2 air/rafts each mounting a LAG with 200 rounds, 2 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs.

Condor Troop Concentration 7: 3 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs. 1 TL-10 wheeled AFV with 3 medium lasers.

Condor Troop Concentration 8: 3 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs. 1 TL-10 wheeled AFV with 3 medium lasers.

Condor Troop Concentration 9: 6 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs. 2 TL-10 wheeled AFVs with 3 medium lasers. Company HQ of 1 Fire Team.

If the merc unit foolishly decides to take a road route they will be spotted within 30 minutes by a patrol not shown in the list above. The patrol will consist of 2 TL-10 wheeled AFVs and 4 Fire Teams each with 4 Condor Troops with flak jackets, ACRs and RAM GLs.

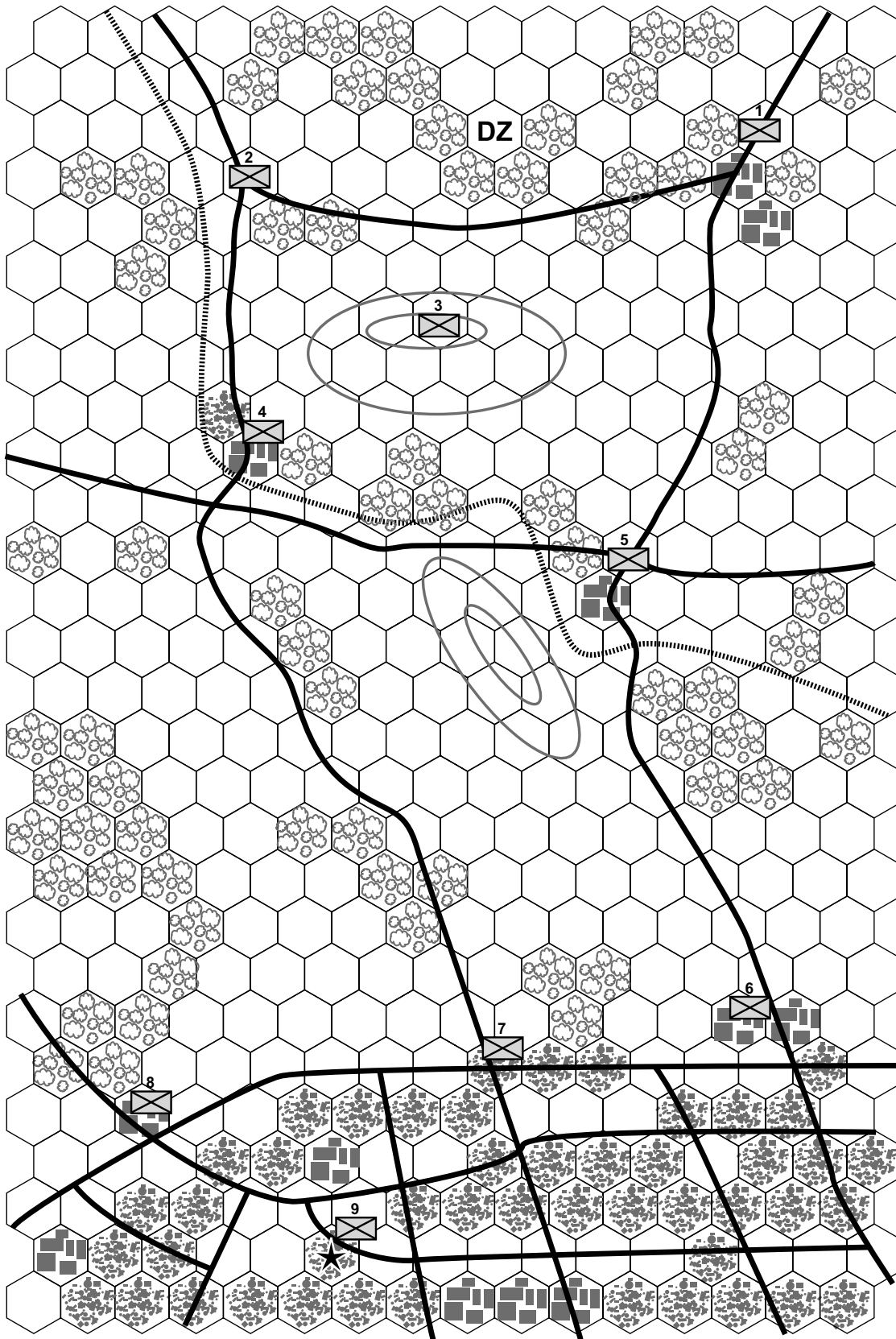
When or if the merc unit reaches the army base, they will find almost total devastation throughout the north area of Arushage. Row upon row of houses and buildings are charred ruins. Rubble lies everywhere, and no life or sound emanate from the ruins. The two nuclear weapon experts take the sight especially hard, vowing to nuke Condor and New Heaven "back to the stone age". The only sounds that break the silence are the occasional Condor patrol in a wheeled AFV.

Amongst the ruins of the army base the team will find a secret entranceway to an underground storage area. It appears that the storage area is untouched. There are mainly pallets of food rations and army clothing, but also three TL-10 wheeled AFVs. They are found to be operational, ready for use. Their fuel cells are fully charged. They can be driven up the ramp onto ground level if need be. At the far end of the storage area is a lift to another level below. The Kikhei experts have the codes to operate the lift, so the team will go down to the next level. There they find a large room with nuclear weapon warnings on the only door. The door is not alarmed for some reason and the unit can simply walk through to find four long boxes inside.

Whoever opens the boxes is in for a shock however. They open the first box expecting to see a nuclear weapon.

It is empty. So too are the other three boxes. Could the intel on the position of the weapons be inaccurate? Have they already been found by the Condor Republic and moved? It would appear that the merc unit was too late. The mercenaries should keep a unit of the surface to ensure their escape route. That unit will radio to the team below that they can see Condor troop movements in

OUTSKIRTS OF ARUSHAGE



Legend

Each Hex = 500m

- Clear
- Forest
- Hill
- Intact Buildings
- Army Base
- Road
- Ruins
- Fordable Stream
- Suggested Drop Zone
- Known Enemy Troop Location

the distance at the base. The Condor troops appear to be loading four large missiles into two wheeled AFVs. The merc unit was too late, but only by an hour or so.

At this point the merc unit should decide whether to take on the Condor troops taking Kikhei's nuclear weapons, or call for an airstrike from a squadron of 10 Kikhei Skywarrior fighters. The latter option will work, but will attract the attention of many more Condor troops which will make extraction of the merc unit all but impossible. It may mean a long dangerous walk home for the unit. The second option will also be very dangerous for the Kikhei fighter pilots who will have to face a wall of anti-air missiles. But any losses would be preferable to the enemy being given four nuclear missiles. The wheeled AFVs stored underground could also be used to undertake a surprise attack.

Whatever the merc unit decides to do, it will be a desperate and dangerous series of moves, with very high stakes. The referee should handle the character's subsequent actions accordingly. If the merc unit makes its presence known the Condor forces situated elsewhere on the map will converge on the army base as fast as possible. This may make the merc's situation untenable.

ACT 4: THE ZONE

Solomani troops infiltrating a remote area of the Kikhei Union have to be hunted down and taken out...

SCENE 1: BRIEFING (KEY SCENE)

Just south of the equator the frontline between the Kikhei Union and the Condor Republic snakes through unforgiving, cold, heavily forested mountain terrain. This area, known simply as "The Zone", is mercilessly swept by storms and winds coming off the sea from the west. Lightly defended by both sides, The Zone is not considered a serious avenue for Solomani attack due to the difficulty in keeping large-scale military formations supplied in the area. However, small groups of Condor Republic Troops have been infiltrating the area and conducting small-scale raids on military and government facilities. The Kikhei High Command has decided to stop these infiltration attacks. Busy trying to hold the front further east, the High Command is calling on two platoon sized mercenary units to conduct the sweeps.

One mercenary platoon has already been chosen – a Sydite mercenary platoon. They are to sweep from the western edge of The Zone to a point dividing the Zone in half. The other platoon is to sweep from the eastern edge of The Zone to the center point of the Zone. All enemy forces encountered are to be eliminated. If superior enemy forces are encountered, their positions are to be noted and air strikes called in. Each platoon will have a Kikhei Forward Air Controller attached to act as a liaison for any Kikhei air support. It cannot be guaranteed that air support will be available however.

Equipment and Skills

The Ticket calls for a platoon-sized unit to conduct sweeps of the "Zone". All equipment must be provided by the mercenary unit. Combat, camouflage, tracking and stealth skills and feats will all be useful for this Ticket. Cold weather clothing is mandatory in this environment. Inertial locators and other navigation aids would be very useful as well. The usual light weapons and grenade launchers should be carried. It is highly unlikely grav-tanks will be encountered in the area because of the rough terrain, but it is possible.

Payment

This Ticket is for one month, Cr300,000 is to be paid. A small-platoon sized force is all that is considered necessary for the mission.

SCENE 2: THE SWEEP (KEY SCENE)

The sweep should begin as soon as possible. Each day the referee should roll on the table below to determine what encounters take place. The referee should embellish the encounter as he/she sees fit. The range of the encounter will be determined in the normal manner – treat as dense forest throughout The Zone – as the terrain is dense, hilly forest. The sweep will be about fighting the elements as much as the enemy, but stealth and tracking should also be emphasized. The encounters below may not simply be "you see the enemy": they may be couched in terms of "you detect fresh footprints leading south." From here, tracking skills and characters decisions will determine whether there is an encounter or not.

2D6

- | | |
|------|--|
| 2-4 | No Encounter |
| 5 | Event: Severe Rain Storm. Visibility reduced to 10m. |
| 6 | Event: Severe Wind Storm. Visibility reduced to 20m. Save versus Reflex or be knocked to the ground. |
| 7-8 | Fire Team of 4 Condor Republic troops with flak jackets, ACRs and RAM grenade launchers on patrol. |
| 9-10 | Section of 10 Condor Republic troops with flak jackets, ACRs and RAM grenade launchers on patrol. |
| 11 | Section of 10 Condor Republic troops with flak jackets, ACRs and RAM grenade launchers in 3 air/rafts mounting a deep-strike raid. Each air/raft mounts a LAG with 200 rounds. |
| 12 | Two sections each of 10 Condor Republic troops with flak jackets, ACRs and RAM grenade launchers in 3 air/rafts mounting a deep-strike raid. Each air/raft mounts a LAG with 200 rounds. |

SCENE 3: CAMP WHISKEY (KEY SCENE)

At some stage during the sweep the platoon will come across the following scene – a Condor Republic camp with 8 sections of troops and 10 air/rafts as described above. The camp is simply a series of tents with a perimeter fence, and a section patrol around the fence, but constitutes a force of considerable size. Depending on how the merc unit approaches the camp, they may or may not be discovered. But an air-strike should be called immediately to wipe out the camp. If an air-strike is called for, roll on the table below.

1D6

- | | |
|---|---|
| 1 | Air-strike promised for 1 hour but never arrives. |
| 2 | Air-strike not available this day. |
| 3 | Air-strike available but ETA is 4 hours. |
| 4 | Air-strike available but ETA is 2 hours. |
| 5 | Air-strike available: ETA is 1 hour. |
| 6 | Air-strike available: ETA is 1/2 hour. |

The air-strike is from three Skywarrior fighters. The air-strike is considered to be on-target and destroys 1D20x5% of the troops and air/rafts at the camp.

If the air-strike is not available or causes minimal damage, the mercenaries may find themselves in a difficult position. For each 30 minute segment the mercenaries are in proximity to the camp (and depending on how they conceal themselves) there is an increasing chance they will be discovered: 1 on D20 in the first 30 minute segment, increasing by 1 for every 30 minutes thereafter. –2 for active camouflage measures taken. If the mercenaries are discovered the camp defenders will defend from behind the camp walls and call for airstrikes of their own. However the tall stands of trees will make target identification all but impossible. The Condor troops will slowly venture out to sweep the area if the mercenaries don't advance on the camp first. This will no doubt mean a series of close-range firefights.

ACT 5: IN THE GHETTO

A Vargr ghetto has risen against their New Heaven oppressors and are calling for help...

SCENE 1: BRIEFING (KEY SCENE)

The Vargr ghetto of Haleng is rising against their oppressors. The name “Haleng” is a Galanglic corruption of the phrase “Hell Rising”. Located on the outskirts of the New Heaven city of Angala, Haleng has long been a source of contention amongst the ruling New Heaven Senate. Moderates in the Senate have suggested banishing the Vargr to the Kikhei Union but the extremists, who make up the majority of the body, have always favored using them as cheap (slave) labor. And so the Vargr enclaves have remained, toiling in New Heaven’s mines and factories. Several major uprisings have occurred through the centuries, all ruthlessly crushed by the New Heaven army. But the time of reckoning is fast approaching.

Angala is located 300km from the Kikhei-New Heaven front line. It is impossible for the Kikhei Army to provide any sort of direct support, so the Kikhei Union High Command has asked the commanding officer of the all-Vargr 12th Guards Regiment for volunteers to be inserted into the ghetto to provide support. The High Command is also enlisting a mercenary unit to provide support for the insurgency and help direct the battle to a successful conclusion. The odds are stacked against the Vargr insurgents, but New Heaven troops are thin on the ground so far behind the front lines so they may have a chance at holding off any counterattacks.

There is no shortage of volunteers from the 12th Infantry Regiment – every single soldier steps forward in the quest for the honour to save their brethren. Virtually every soldier in the unit has relatives in the ghetto so the fight is personal. However the Kikhei High Command can only insert a limited number of troops at any given time. It is likely that no more than a company of Vargr along with the mercenaries can be inserted before the New Heaven Air Force makes passage impossible. The attacking force will use G-carriers flying at below-the-radar height and have a top-cover escort of 10 Kikhei Skywarrior fighters available to intercept any hostile aircraft. The insertion is to be at night and use the element of surprise and stealth.

Equipment and Skills

The Ticket calls for a platoon-sized unit to provide support and direction to the Vargr insurgents. These Vargr are virtually untrained and armed with little more than hunting weapons. It is imperative the mercenary unit provide anti-armor support – for armor is what will crush the uprising for sure. RAM grenade launchers, disposable launchers and even light tac-missile launchers should be included in the equipment manifest – such equipment should be provided by the merc unit. The Kikhei Army will provide two TL-8 G-carriers to carry the mercenary unit into the ghetto zone.

Payment

Cr250,000 is to be paid for the mission, regardless of how long the mission lasts. There is no ‘success-only’ clause in the ticket.

SCENE 2: INSERTION (KEY SCENE)

The referee should ensure the merc unit’s heavy equipment be itemized before the mission, and placed on either one of the unit’s two G-carriers. If the merc unit is lucky enough to possess a mercenary cruiser, the assault boat or cutter could be used for the

insertion, but the referee should strongly advise that New Heaven’s ground-space defenses are very strong and missile batteries surrounding the cities could easily shoot such craft from the sky.

The assault is timed for 0100 hours and touchdown in the ghetto at 0330 hours. The merc unit is given the south zone to secure. A map of the south zone is provided in this book for reference and character planning. The merc platoon should map out their landing area before boarding, as well as their dispositions after insertion. The other Vargr platoons have their own areas in the ghetto to secure (the north and west zones). The mercenaries arrive at the rallying point, a Kikhei air force base near the border and observe a highly efficient Vargr company boarding their G-carriers. In all there are 12 G-carriers in the force, 2 for the merc platoon and 10 for the Vargr company. Strict radio silence is to be maintained. Two Vargr junior officers board with the mercenaries with orders to act as liaison with the merc platoon. Their statistics are the same as the other Vargr of the 12th Infantry Regiment. If the merc unit has any Vargr of its own they will be greeted very warmly indeed.

The G-carriers lift off as planned at 0100 hours, following a dangerous winding low-level flight path through mountainous valleys and farmland towards the Angala. But along the way at the 180km mark, a Vargr G-carrier deviates from the flight plan, rising too far above ground level, and is painted by enemy radar. A few minutes later multiple bogies appear on radar screens. A frantic call goes out to their top cover for help. The G-carriers split up and use multiple tracks in an effort to confuse the enemy fighters and ensure someone gets through to Angala.

Over the radio horrendous chatter can be heard of G-carriers being engaged and destroyed by air-to-air missiles. One by one the G-carriers are targeted by an entire squadron of 10 New Heaven fighters. There is little the mercenaries can do to assist, unless the mercs have tac missiles mounted in the turret. A sure way to survive is to temporarily land. The Kikhei top cover fighters arrive and drive off the New Heaven aircraft, but not before 7 G-carriers have been lost. Only 5 remain, the two from the merc unit and three Vargr (14 Vargr in each vehicle). 50km from Angala the Kikhei top cover has to break off and the G-carriers continue on their own to the landing zone. Make Avoid Collision rolls (DC 5) as per Act 1 Scene 2 to avoid any mishaps on the flight in. It is imperative that the best grav-pilots fly the G-carriers.

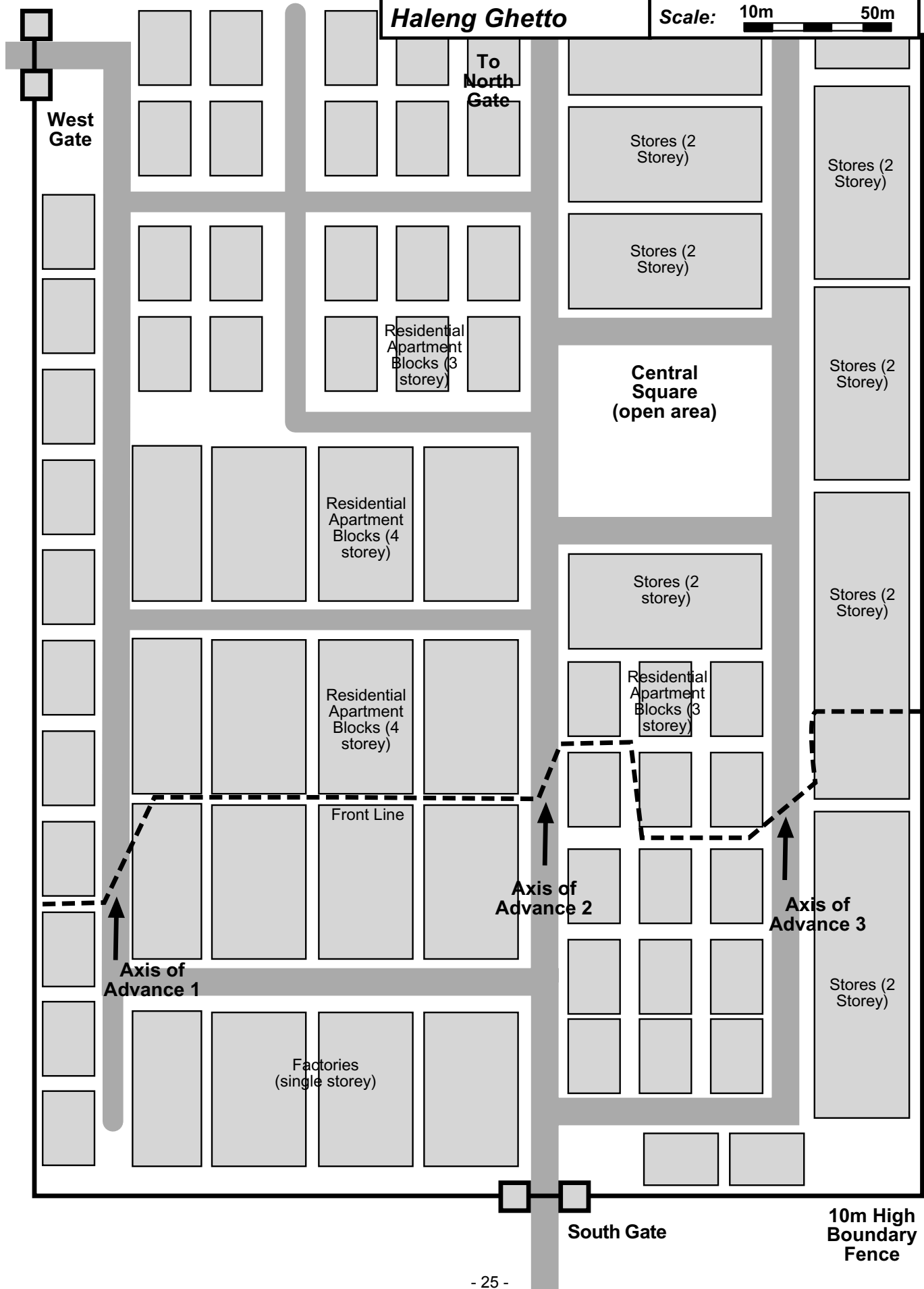
SCENE 3: TANK ATTACK (KEY SCENE)

The merc unit should touch down in the south zone. The G-carriers will leave the scene quickly for the trip back to friendly territory. These vehicles are too valuable to remain hidden behind enemy lines. The mercenaries are greeted by cheering insurgents, yelling and firing their rifles in the air. A leader of the rabble, Ali Greden steps forward and introduces himself as a leader of the zone the merc unit has flown into. He briefs the merc unit on the current situation. The Vargr have taken the central blocks of the ghetto as well as the northern and western gates. The southern part of the ghetto is the front line, with the southern gate still in New Heaven hands. So far they have only encountered 2nd line troops, but it is probably only a matter of time before the New Heaven leaders throw heavy artillery or armor at the insurgents.

The merc unit should have good intel from their merc cruiser in orbit. If they do not have such a luxury they still have Kikhei satellite intel of good quality. This intel will be the merc unit’s biggest advantage, but they also have Ali’s intelligence network which gives disturbing news. Within 24 hours, early the next morning, New Heaven will have formed up an armored company of 9 light grav-tanks and 3 platoons of 2nd line troops inside the south gate

Haleng Ghetto

Scale: 10m 50m



West Gate

To North Gate

Residential Apartment Blocks (3 storey)

Residential Apartment Blocks (4 storey)

Residential Apartment Blocks (4 storey)

Front Line

Factories (single storey)

Stores (2 Storey)

Stores (2 Storey)

Central Square (open area)

Stores (2 storey)

Residential Apartment Blocks (3 storey)

Axis of Advance 2

Axis of Advance 3

Axis of Advance 1

Stores (2 Storey)

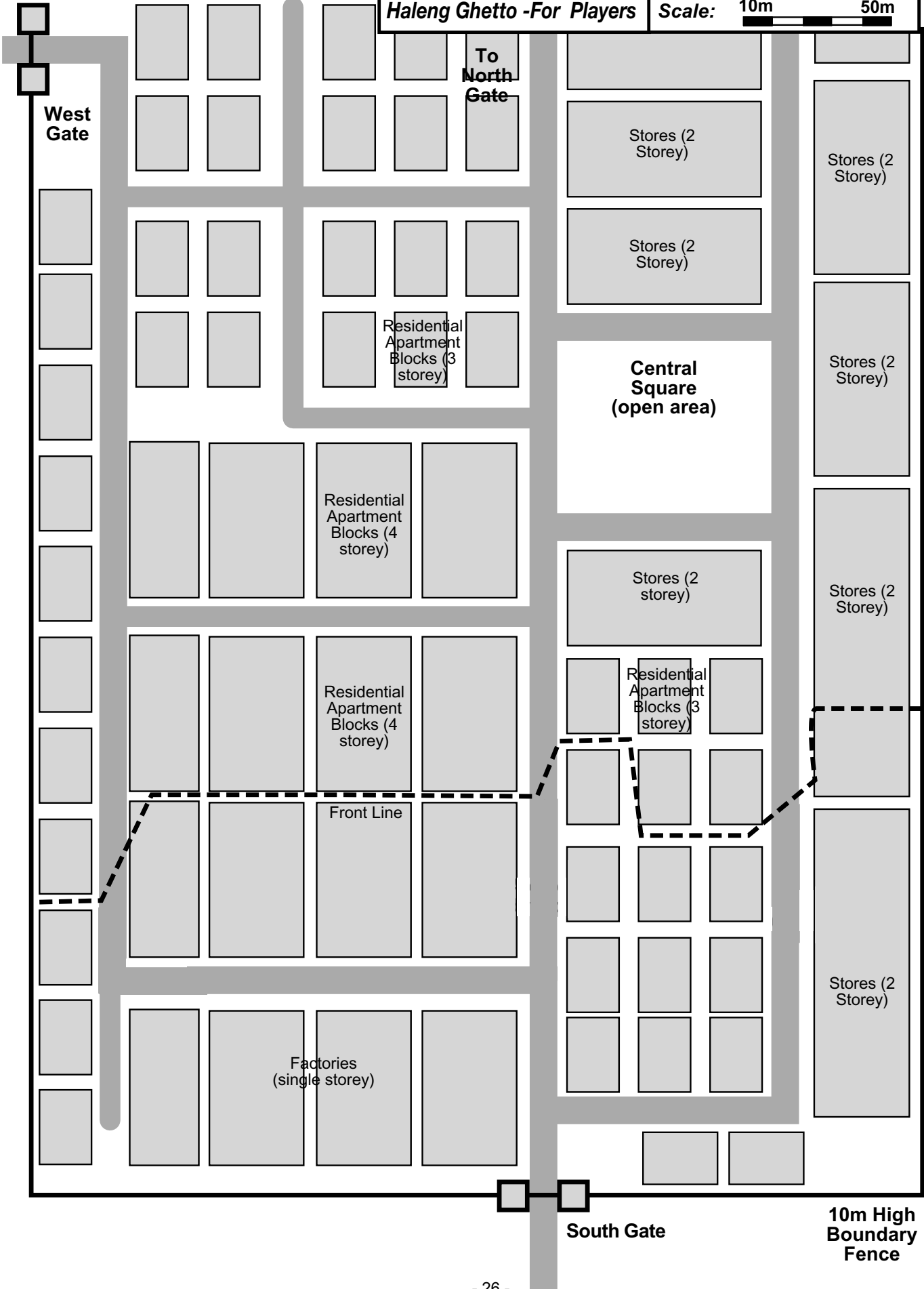
Stores (2 Storey)

Stores (2 Storey)

Stores (2 Storey)

South Gate

10m High Boundary Fence



ready for a push north. The mercenaries will have to bolster the front line to the south, but at least they will have some warning. The mercenaries should site every anti-armor weapon at their disposal for maximum effect along the three main thoroughfares. Clever characters should set up killing zones for the vehicles and infantry and use buildings for maximum effect – including the storm drains below ground.

The other three G-carriers carrying the 12th Infantry troops are set up defending the north and west gates so will not be of any help. They will refuse to give up their anti-armor weapons if asked. It is just as well because on-the-ground intel from the Vargr insurgents reveals that simultaneous assaults are to be carried out on those gates as well, utilizing platoons of grav-armor and more infantry. These battles to the north and west should be resolved in an abstract manner by the referee. The important battle will be to the south, because this front line is manned by the merc unit, plus insurgents with no anti-armor capability whatsoever.

The New Heaven units attack at dawn the next day, blasting each building to pieces before moving onto the next. The tanks are light, but look anything but light from the perspective of Vargr armed only with rifles. Vargr insurgents are buried alive, their weapons being of little use against the tanks. Many flee and are cut down by the advancing troops. A handful, about 10 Vargr, hold the line with the mercenaries. It will be a bloody battle between the merc unit and the tanks. The New Heaven tanks will assault on three axis, three tanks and a platoon of 30 troops on each axis. Each axis should be resolved separately, as the merc unit should be covering each thoroughfare.

The end result of the battle will determine the fate of the uprising. Failure will condemn the insurgents to further attacks and probable destruction in short order. The merc unit will have to retreat and call for extraction. At the referee's discretion, the extraction force may not arrive, and the merc unit may have to fight its way out of the ghetto and home. This would lead to a further series of adventures. However the merc unit will hopefully prevail and drive the New Heaven forces out of the ghetto. The north and west gates will hold due fanatical Vargr resistance. New Heaven will not try again to retake the ghetto. It will isolate it and attempt to starve it into submission, but the Vargr insurgents have a cunning plan...

Buried under the ghetto is a series of tunnels, used in the ancient days to hide Vargr from the authorities. The tunnels lead to a stormwater system which runs outside the city to a river and down a valley to the north. There is a way out of the ghetto. A few Vargr have already used the escape route. If the situation gets dire, Vargr could escape that way. The merc unit could as well if the extraction force fails to arrive. If this escape route has to be used, not only 100 insurgents will travel with the merc unit, but also 5-10,000 civilian Vargr. Such an exodus will present a significant dilemma for the merc unit. Do they call for extraction for their unit only? They simply cannot extract that many civilians. Do they remain with the civilians and protect them until some sort of help can arrive from the Kikhei Union? Does the merc unit go it alone and leave their civilian charges behind?

The final stage of the mission is a gamble by the Kikhei Union High Command. The commanders wish to reinforce the insurgency and drop more troops into the ghetto. The merc unit must hold until a Kikhei infantry battalion arrives by G-carrier to replace them. This will only happen once the ghetto is secure (ie: the New Heaven troops have called off their attacks). It is a dangerous tactic, but one which will divert considerable New Heaven resources from the front line and potentially widen the insurgency.

ACT 6: BRING DOWN THE HIGHPORT

The Kikhei Union's abandoned Highport, recently reactivated by New Heaven, has to be boarded and destroyed.

SCENE 1: BRIEFING (KEY SCENE)

Hundreds of thousands of casualties and massive damage to infrastructure have left the Kikhei Union in a desperate position. It is only a matter of time before the front line collapses and New Heaven troops crash through the Husagen Gap. Despite the best efforts of the Sydite battalions, the Vargr 12th Infantry Regiment, the Loyal Sector Guard and the various mercenary units operating under the Kikhei umbrella, front line defeats have left the High Command with few options. But the biggest problem tipping the balance in New Heaven's favor has been the reactivation of the highport, damaged, abandoned and taken over by New Heaven marines in 992. Its weapons bays have been brought back online and a missile strike from the highport on a Kikhei army base a few days ago left thousands of casualties. It is only a matter of time before the highport is fully operational and will start raining destruction on the Kikhei Union.

The Highport must be brought down.

The Kikhei Union High Command is offering a Ticket for a commando assault on the New Heaven-held Sham Highport. Colonel Devon Dewitt, the Merc Unit Liaison Officer and the High Command have ruled out a frontal assault on the station. At 100,000 tons, armored and sporting 5 50 ton missile bays, repulsor bay, nuclear damper, 10 triple sandcaster turrets and 5 50 ton fusion gun bays, the Kikhei Planetary Navy simply cannot entertain the possibility of a frontal assault. The Navy has four 400 ton TL-C system defense boats and four squadrons of 15 ton fighters, but many fighters are in a state of disrepair and the system defense boats are stretched to the limit trying to escort commerce to and from the Kikhei Downport.

Using a 3-D holographic projector, Dewitt presents some options. The Kikhei Union could attempt to retake the station in a mass assault but the cost in casualties could be huge – assuming the Union could get its assault craft close enough without being destroyed by the station's weapons bays. The High Command has accepted however, that the total destruction of the station is perhaps inevitable, so there is the option of firing ground-based nuclear missiles at it. However, the station's nuclear damper and repulsor bay make this option impractical and dangerous to the planet below. The option that is being presented to the Mercenary Unit is a small-scale (2 section) meteoric assault using Vac-suit Thrust Packs. There is a "blind spot" in the sensor arrays of the station – directly below the spine of the station. This blind spot is about 10m in diameter and since the Kikhei Union built the Highport, they know about it. Dewitt suspects New Heaven has not discovered the blind spot in the sensor field, but he cannot confirm it. It is along this narrow path the assault team must travel. The combat armor to be used must be chameleon armor to lessen the chance of visual detection. Dewitt asserts that merely moving along the sensor "blind spot" may not be enough to ensure safe passage to the station, so the Kikhei High Command intends launching a diversionary attack from spaceside (the "other" side) to the assault team. Dewitt hopes that the diversionary attack will give the assault team enough time to make contact with the station's hull and get inside.

Once inside the station two mini-nukes must be planted. If one team fails the other team must detonate their mini-nuke. Only one is required to destroy the station. The suggested location of the nukes is adjacent to or near the fuel modules near the center of the station on the lower decks. It is calculated that detonating just

one mini-nuke will be sufficient to vaporize an area 250m diameter and make the fuel go critical, destroying the station. Timing will be crucial. There are hundreds of Marines on the station, perhaps as many as a thousand. There are also patrols around the station with flights of 15 ton fighters. The weapons have to be planted and the team must leave as soon as possible. The mini-nukes are detonated remotely.

Equipment and Skills

Most equipment will be provided – transport, two mini-nukes and TL-12 chameleon combat armor if necessary. Small arms and conventional explosives will be provided by the merc unit itself. Two Kikhei nuclear weapons experts will join the force and will assist in arming and placement of the mini-nukes. Useful skills and feats for this Ticket include zero-g-combat, vac suit, demolitions, T/Mechanical, hacker, override ship security, T/Engineering and T/Computer. The Merc unit should split into two teams, each one with a mini-nuke and a Kikhei expert.

Payment

This Ticket is success only – Cr1,000,000 on completion. A small-platoon sized force is the maximum considered necessary to avoid detection on the run in to the station.

SCENE 2: IT'S A LONG WAY DOWN (KEY SCENE)

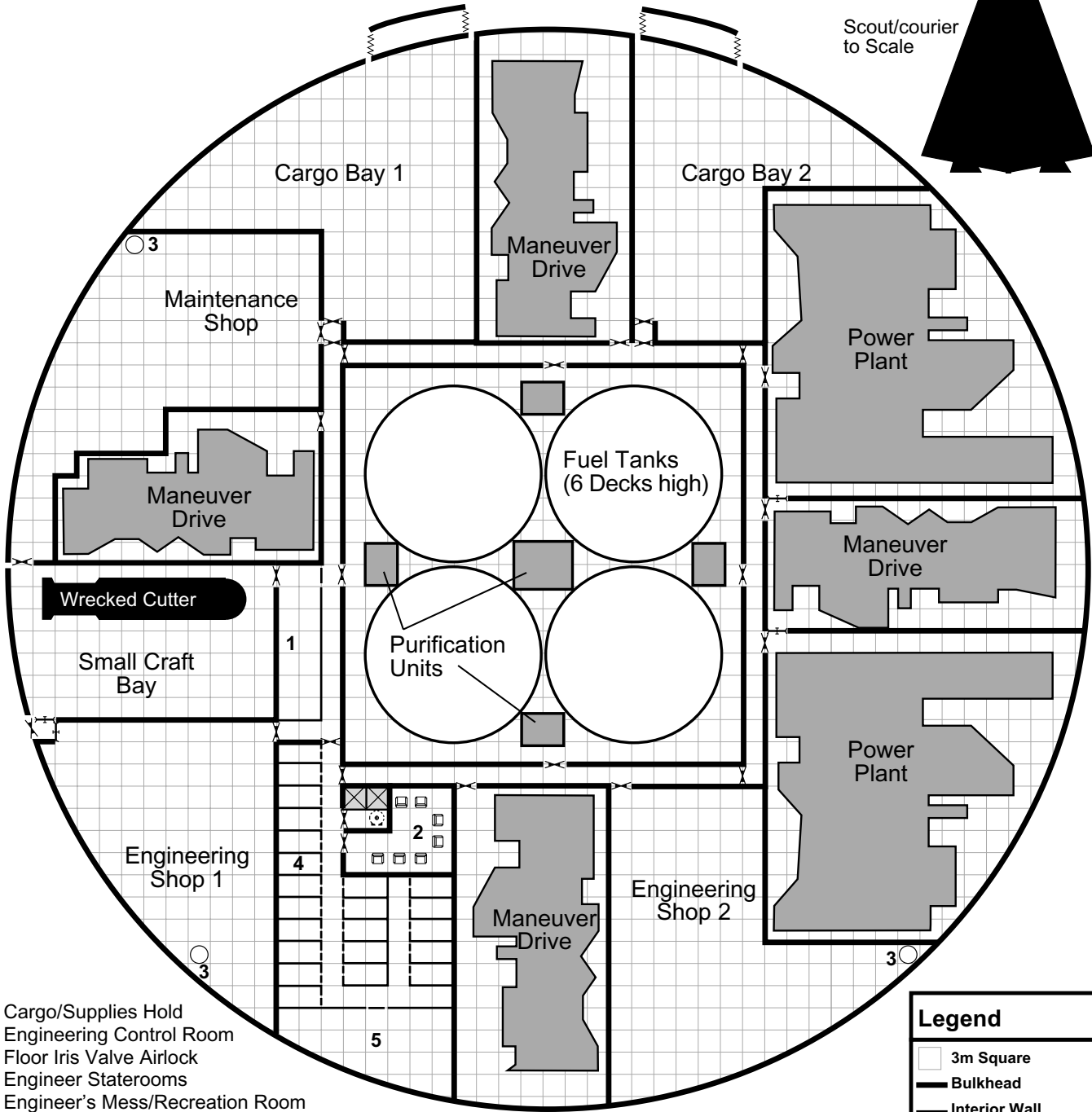
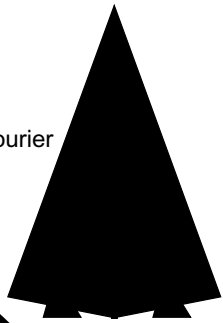
The merc unit is transported into space in a cutter. Once in orbit, the unit will leave the cutter for the EVA to the station.

The diversion is executed by two of the Navy's 400 ton system defense boats and a squadron of 10 15 ton fighters. The SDBs fire their missiles at long range while the fighters engage the enemy fighter patrols. The referee should approach this phase with a cinematic style. There is no need, unless the referee wishes so, to fight the diversionary battle using space combat rules. The end result will be that the diversion will attract the fighter patrol away from the station leaving the merc unit with a clear run in along the blind spot corridor. Any mercenary who does not have vac-suit skill will have to be tethered to a mercenary with vac-suit skill to successfully egress the corridor.

The mercenaries should arrive on the outer hull of the station without incident. The merc unit should then try to blow their way in or attempt entry through an airlock either at the base of the station or on Deck A. The outer hull of the station is armored to Factor-2 so a serious amount of explosive will have to be used (420kg in total). The unit will have to take this amount of explosive along in order to create a man-sized breach in the hull. Characters with T/Computer can attempt to over-ride iris-valve airlocks on a DC-25 roll (CT: 10+ modified by computer skill) modified by T/Computer skill. Hacker and/or override ship security feats can also be used. Manual airlocks can be opened on a DC-20 (CT: 9+ modified by mechanical skill) roll modified by T/Mechanical skill. If the characters use explosives to open a hole, explosive decompression will occur and part of Level A will become a vacuum. The station is locked down for security purposes so ALL iris valves and manual doors on Deck A will require the above DC checks. If the characters attempt to make entry through the small craft docking bay door or the two cargo bay doors, it will require the same DC-25 roll to open them. This will cause explosive decompression in the docking bay.

Once inside the corridors and workshops will be bathed in red from red alert lights. Gravity will be normal however. The corridors are 3m wide and the ceiling 4.5m high. The iris valves and manual hatches are 3m in diameter so there is ample room for two abreast.

Deck A, Sham Highport Scale: 3m Squares



- 1: Cargo/Supplies Hold
- 2: Engineering Control Room
- 3: Floor Iris Valve Airlock
- 4: Engineer Staterooms
- 5: Engineer's Mess/Recreation Room

Legend	
<input type="checkbox"/>	3m Square
—	Bulkhead
—	Interior Wall
- - -	Sliding Door
—	Maintenance Hatch
	Crew Station
	Iris Valve
	Manual Hatch
	Overhead Iris Valve
	Floor Iris Valve
	Floor & Overhead
	Floor Hatch
	Overhead Hatch
	Floor & Overhead
	Lift Shaft

The workshops will be full of equipment which can be easily used as cover. While on their way to their mini-nuke setup sites, each team will have, each round, a 20% chance of encountering someone. If a unit is encountered, roll on the table below to determine what is encountered. Statistics for each person encountered can be found in the Cast of Characters section.

2D6	
2-3	One starship engineer with no armor and a snub pistol. (If in a vacuum zone will have a TL-9 vac suit).
3-5	Two starship engineers with no armor and a snub pistol. (If in a vacuum zone will have a TL-9 vac suit).
6	Three starship engineers with no armor and a snub pistol. (If in a vacuum zone will have a TL-9 vac suit).
7-8	Detachment of 2 2nd Line New Heaven Troops with ACRs and cloth armor. (Will not be found in a vacuum zone – roll again).
9-10	Fire Team of 4 2nd Line New Heaven Troops with ACRs and cloth armor. (Will not be found in a vacuum zone – roll again).
11	Fire Team of 4 New Heaven Marines with TL-12 combat armor, laser rifles and accelerator rifles.
12	Section of 10 New Heaven Marines with TL-12 combat armor and laser rifles and accelerator rifles.

Referee

Detailed maps of the station are provided, but the journey to the mini-nuke setup sites will be short – they only need move through Deck A to an area near the fuel storage tanks. A map of Deck A is provided in this book for use by players and the referee in resolving firefights. The map shows the area where the mini-nukes need to be planted in order for the chain reaction to occur and the station to be destroyed. That area is anywhere inside the square bulkhead in the centre of the deck. The nukes will require three rounds to arm. The characters may have to fight their way out once the mini-nukes have been planted. Detonation is by a maser signal from one of four remote controllers. Two of the remote controllers are in the hands of the Kikhei nuclear weapons experts. The other two are in the hands of the merc unit.

If the mini-nukes are detonated outside the central core, they will not destroy the downport, although the lower decks of the station will be rendered inoperable. This will not be considered a success however, because the weapon bays and station command center will still remain operational even if the lower section of the station is destroyed.

EPILOGUE

If the merc unit succeeds in bringing down the highport this could swing the balance of the war decisively in favor of the Kikhei Union. However, it may also achieve nothing. Such a decision is in the hands of the referee, who is free to decide the future of Sham's global war one way or another. If the war continues it may be pitched more in favor of the Kikhei Union, who may launch more attacks and raids on enemy territory. More merc tickets are sure to be had whether the Kikhei Union is winning or losing.

The merc unit could even switch sides and start working for the Condor Republic or New Heaven, although the Imperium would prevent the merc unit from ever working in Ley Sector again.

Epic Adventure Checklist

Act 1: POW Breakout

Key?	Done?	Scene
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K1	_____	Scene 1: Briefing
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K2	_____	Scene 2: Death Camp
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Act 2: High Seas

K3	_____	Scene 1: Briefing
----	-------	-------------------

K4	_____	Scene 2: Shiver me Timbers
----	-------	----------------------------

Act 3: Tears for Arushage

K5	_____	Scene 1: Briefing
----	-------	-------------------

K6	_____	Scene 2: Dangerous Retrieval
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Act 4: The Zone

K7	_____	Scene 1: Briefing
----	-------	-------------------

K8	_____	Scene 2: The Sweep
----	-------	--------------------

K9	_____	Scene 3: Camp Whiskey
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Act 5: In the Ghetto

K10	_____	Scene 1: Briefing
-----	-------	-------------------

K11	_____	Scene 3: Insertion
-----	-------	--------------------

K12	_____	Scene 3: Tank Attack
-----	-------	----------------------

Act 6: Bring Down the Highport

K13	_____	Scene 1: Briefing
-----	-------	-------------------

K14	_____	Scene 2: It's a Long Way Down
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K15	_____	EPILOGUE
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Starships and Vehicles

TL-8 MERC UNIT WHEELED AFV

This vehicle may be purchased by the merc unit. Externally similar to the TL-12 AFV (a standard design), the TL-8 AFV has lower armor and a fuel hungry turbine powerplant, with reduced range over its high tech counterparts.

TL-8 Wheeled Armored Fighting Vehicle

Class: Ground Vehicle	EP Output: 120 (2.2 excess)	Heavy Manned Turret: Medium Lasers (x3), Attack Bonus +0, Damage 5d10 versus vehicles.
Tech Level: 8	Agility: 0	
Size: Huge (10,000vl)	Initiative: +0	
Streamlining: Standard	AC: 11 (+3 armor, -2 huge)	
Pressurized?: Yes	AR: 3	
Climate Control?: Yes	SI: 65	
Drive Train: Wheeled x8	Visual: 2 Beam headlights (12m), 2 Area Brakelights (1.5m)	
Crew: 1	Comm: 2 way Radio (Long)	
Passengers: 22		
Cargo Space: 338vl		
Fuel: 1000vl	Cost: Cr54,280 in Quantity	
Range: 1666km		
Speeds: Acceleration: 10kph Offroad: 25kph Very Slow: 10kph Slow: 25kph Cruising: 50kph Fast: 75kph Maximum: 100kph		
Other Equipment: Turbine Powerplant.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL-9-11 WHEELED AFV

This vehicle may be purchased by the merc unit and is the standard vehicle used by New Heaven and Condor troops. Externally similar to the TL-12 AFV, the TL-10 AFV has standard fuel cells, with reduced range over the TL-12 model.

TL-9-11 Wheeled Armored Fighting Vehicle

Class: Ground Vehicle	EP Output: 120 (2.2 excess)	Heavy Manned Turret: Medium Lasers (x3), Attack Bonus +0, Damage 5d10 versus vehicles.
Tech Level: 9	Agility: 0	
Size: Huge (10,000vl)	Initiative: +0	
Streamlining: Standard	AC: 11 (+3 armor, -2 huge)	
Pressurized?: Yes	AR: 3	
Climate Control?: Yes	SI: 65	
Drive Train: Wheeled x8	Visual: 2 Beam headlights (12m), 2 Area Brakelights (1.5m)	
Crew: 1	Comm: 2 way Radio (Long)	
Passengers: 22		
Cargo Space: 738vl		
Fuel: 600vl	Cost: Cr90,280 in Quantity	
Range: 1666km		
Speeds: Acceleration: 10kph Offroad: 25kph Very Slow: 10kph Slow: 25kph Cruising: 50kph Fast: 75kph Maximum: 100kph		
Other Equipment: Fuel Cells.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL8 KIKHEI UNION G-CARRIER

Same characteristics as the standard G-Carrier from the T20 Handbook.

TL10 NEW HEAVEN LIGHT GRAV-TANK

New Heaven's light grav-tank is an Interstellar Arms design common throughout the Imperium and beyond, although New Heaven's 200 light tanks are actually classed as medium tanks. Tracked MBTs are still common on Sham, mainly due to the high cost of grav vehicles. The TL-10 light grav tank is detailed and pictured on page 20 of Travellers' Aide 6: Against Gravity.

TL-10 New Heaven Light Grav-Tank

Class: Grav Vehicle	EP Output: 136 (2.2 excess),	Heavy Turret: Pulse Laser 32MW, ROF 1, Damage 6d10, Range 42km. Body: Light Machine Gun, 200 rounds, ROF 20, Damage 1d12-5, Range 60m
Tech Level: 10	Agility: 3	
Size: Huge (7,200vl)	Initiative: +3	
Streamlining: Partial	AC: 21 (+10 armor, -2 huge, +3 agility)	
Pressurized?: Yes	AR: 10	
Climate Control?: Yes	SI: 54	
Drive Train: Grav	Visual: Visual+LI+IR (4km), 2 headlights (12m beam), 2 taillights (1.5m area)	
Crew: 4	Comm: 2 way Radio (5000km)	
Passengers: 0		
Cargo Space: 8vl		
Fuel: 212vl	Cost: Cr1,340,000 in Quantity	
Range: 2100km		
Speeds: Acceleration: 40kph Offroad: N/A Very Slow: 40kph Slow: 100kph Cruising: 200kph Fast: 300kph Maximum: 400kph		
Other Equipment: Fire Control Computer.		

TL-11 NEW HEAVEN MULTI-ROLE FIGHTER

The standard air and ground attack fighter in the New Heaven inventory, the single seat supersonic NHM fighter has fast straight-line speed, but is smaller and less capable than its Kikhei Union counterpart. The fighter lacks the range, armor, ladar system and electronics suite of the Kikhei fighter, and has suffered accordingly in the air war since 992. Its primary advantage is its 2000kph maximum speed and cheap production cost. The NHM fighter sports a medium laser, 6 fixed tac missile launchers on the wings and a 500vl internal bomb bay for deadfall ordinance like laser guided bombs.

TL-11 New Heaven Multi-Role Fighter

Class: Aircraft	EP Output: 410 (2.405 excess),	Fixed Mount: Medium Laser (x1): Damage: 3d10 vs Vehicles. Fixed Mount: Tac Missile Launcher (x6): Damage: HE warhead: 6d8: Shaped Charge warhead: 6d10: Bomblet warhead: 6d10: all vs vehicles.
Tech Level: 11	Agility: 6	
Size: Huge (8,000vl)	Initiative: +6	
Streamlining: Airframe	AC: 20 (+6 armor, -2 huge, +6 agility)	
Pressurized?: Yes	AR: 6	
Climate Control?: Yes	SI: 61	
Drive Train: Jet	Visual: Video+LI+IR with HUD (4km)	
Crew: 1	Comm: 2 way Radio (500km)	
Passengers: 0		
Cargo Space: 101.83vl		
Fuel: 307.5vl	Cost: Cr2,127,076 in Quantity	
Range: 6000km		
Speeds: Acceleration: 240kph Offroad: N/A Very Slow: 240kph Slow: 600kph Cruising: 1200kph Fast: 1800kph Maximum: 2400kph		
Other Equipment: Other Equipment: Fixed Mount medium laser (x1), Fixed mount tac missile launchers (x6), TL-9 parallel hardwired Model A6 fire control computer for medium laser and tac missile launchers, TL-9 fuel cells, advanced electronic control panel, 500vl bomb bay.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL11 KIKHEI UNION SKYWARRIOR FIGHTER

The Kikhei Union's Skywarrior fighter is ironically based on an old Solomani design but extensive upgrades to its electronics and powerplant have resulted in a truly superlative fighting machine, one that has helped stave off the complete collapse of the Kikhei from the 992 onslaught. Although its straight-line speed is unimpressive, the Skywarrior has superb agility in the sky as well as extensive armor over its vital systems and powerful weapons.

Powered by a battery of fuel cells, the two seat Skywarrior has long range allowing for very long patrols up to 12 hours in duration. The Kikhei Union maintains standing Skywarrior air patrols to counter any threat from the enemy. Its superlative sensor suite contains a 50km range radar, unjammable 50km range ladar system and 8km range LI and IR HUD visual aids. The pilot has a HUD and controls the TL-11 synaptic fire control computer system for the medium laser battery. The weapons operator, sitting behind the pilot, has a video monitor and controls the fire control computer system for the 12 tac missile launchers under the wings. The weapons operator also targets ground attack weapons from the 500vl internal ordinance bay. The Skywarrior also has a 5000km range tight beam laser communicator, making it nearly impossible to jam communications. The Kikhei Union has used its limited number of Skywarriors (less than 100) to great effect, maintaining a superb kill/loss ratio of over 40:1 in air to air combat.

TL-11 Kikhei Union Skywarrior Fighter

Class: Aircraft	EP Output: 575 (0.435 excess),	Fixed Mount: Medium Laser (x2): Damage: 6d10 vs Vehicles. Fixed Mount: Tac Missile Launcher (x12): Damage per missile: HE warhead: 6d8: Shaped Charge warhead: 6d10: Bomblet warhead: 6d10: all vs vehicles.
Tech Level: 11	Agility: 8	
Size: Huge (12,000vl)	Initiative: +8	
Streamlining: Airframe	AC: 25 (+9 armor, -2 huge, +8 agility)	
Pressurized?: Yes	AR: 9	
Climate Control?: Yes	SI: 69	
Drive Train: Jet	Visual: Video+LI+IR with HUD and monitor (8km)	
Crew: 2	Sensors: Radar (50km), Ladar (50km)	
Passengers: 0	Comm: Tight Beam Laser (5000km)	
Cargo Space: 12.48vl		
Fuel: 1035vl	Cost: Cr6,217,580 in Quantity	
Range: 7920km (12 hours)		
Speeds: Acceleration: 132kph Offroad: N/A Very Slow: 132kph Slow: 330kph Cruising: 660kph Fast: 990kph Maximum: 1320kph		
Other Equipment: TL-11 synaptic hardwired Model A6 fire control computer for medium lasers, TL-11 synaptic hardwired Model A6 fire control computer for Tac Missile Launchers, TL-9 fuel cells, advanced electronic control panel, 500vl internal bomb bay.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL 9 PIRATE SUBMERSIBLE

Based on the standard 500,000vl design, this craft is in fact an old New Heaven submarine "lent" to a mercenary unit to undertake attacks on Kikhei shipping. The batteries have been replaced by modern fuel cells, giving increased range and speed. A deck mounted RAM grenade launcher and LMG as well as two "torpedo tubes" in fixed mounts (actually light tac missile launchers) complete the weapons fitout. The light tac missile launchers fire missiles underwater and from the surface with a range of up to 2km. Their standard TL-6 HE warhead has a damage factor of 6d8 versus vehicles. The TL-8 shaped charge warhead has a damage factor of 6d10 versus vehicles. A TL-9 hardwired fire control computer is connected to the tac missile launchers.

The submarine has been retrofitted with chameleon armor for increased stealth ability.

TL-9 Pirate Submersible

Class: Underwater Vehicle	EP Output: 5650 (22.895 excess),	Fixed mount: Light Tac Missile Launchers (x2): Damage: HE warhead: 6d8 versus vehicles. Shaped charge warhead: 6d10 versus vehicles. Pintle Mount with gun shield: LMG (x1) Damage: 1d12-5 versus vehicles. Pintle Mount with gun shield: RAM Grenade Launcher (x1) Damage: depends on grenade type.
Tech Level: 9	Agility: 0	
Size: Colossal (500,000vl)	Initiative: +0	
Streamlining: Standard	AC: 3 (-8 Colossal, +1 Chameleon)	
Pressurized?: Yes	AR: 0	
Climate Control?: No	SI: 148	
Drive Train: Subsurface	Visual: 2 beam lights (150m beam)	
Crew: 8 + up to 20 Mercenaries	Sensors: Sonar (50km)	
Passengers: 0	Comm: 2 way Radio (500km)	
Cargo Space: 35,225.78vl	Cost: Cr7,936,682 in Quantity	
Fuel: 244,080vl	Range: 7920km	
Speeds: Acceleration: 5.5kph Offroad: N/A Very Slow: 5.5kph Slow: 18.75kph Cruising: 27.5kph Fast: 41kph Maximum: 55kph		
Other Equipment: Fuel cells, small cabins (x16), galleys (x6), freshers (x2), Low pressure pumps (x4), LMG ammunition (3000 rounds), 20 missiles for light tac launcher, TL-9 parallel hardwired model A6 fire control computer for light tac launchers.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL 12 KIKHEI UNION PATROL CORVETTE

Based on the Shore Patrol Ship design produced by Luur Ghisabzu (pictured and outlined in TA-8: Through the Waves), the patrol corvette is a high tech hydrofoil design with twin VRF gauss guns in a forward turret and an air/raft in the hanger at the rear of the ship.

TL-12 Kikhei Union Patrol Corvette

Class: Watercraft	EP Output: 8500 (37.32 excess),	Heavy Turret: VRF Gauss Gun (x2), Damage2d12-5, ROF 100, Range 111m.
Tech Level: 12	Agility: 1	
Size: Colossal (600,000vl)	Initiative: +1	
Streamlining: Streamlined	AC: 6 (+3 armor, -8 colossal, +1 agility)	
Pressurized?: No	AR: 3	
Climate Control?: Yes	SI: 160	
Drive Train: Surface	Visual: Floodlights (6m area x10), Spotlights (50m beam x6)	
Crew: 37	Sensors: Sonar (50km), radar (50km)	
Passengers: 0	Comm: 2 way Radio (5000km)	
Cargo Space: 10,103vl	Cost: Cr5,320,000 in Quantity	
Fuel: 153,475vl	Range: 15 days	
Speeds: Acceleration: 22kph Offroad: N/A Very Slow: 22kph Slow: 55kph Cruising: 110kph Fast: 165kph Maximum:220kph		
Other Equipment: Vehicle Shop (x4), Sickbay (x4), Galley (x10).		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL 10 KIKHEI SUPPLY SHIP “XALON”

The supply ship Xalon is a medium sized standard ocean going cargo ship. It has cranes fore and aft to lift cargo out of its two holds, and a superstructure in the center. The ship requires 5 bridge crew, 5 engineers, 4 security guards, 1 medic and 1 steward. There are 28 small cabins leaving 12 cabins for passengers. The ship has a range of 10,000km.

TL-10 Kikhei Supply Ship “Xalon”

Class: Watercraft	EP Output: 2800 (173.38 excess)	Aft: Pintle mounted Light Machine Gun (x1), Damage 1d12. Fore: Pintle mounted Light Machine Gun (x1), Damage 1d12.
Tech Level: 9	Agility: 0	
Size: Colossal (1,000,000vl)	Initiative: +0	
Streamlining: Standard	AC: 2 (-8 Colossal)	
Pressurized?: No	AR: 0	
Climate Control?: Yes	SI: 209	
Drive Train: Surface	Visual: 2x75m Area floodlights	
Crew: 16	Sensors: Sonar (1km range), Radar (5km range)	
Passengers: 12	Comm: 2 way Radio (5000km) x2	
Cargo Space: 363,456vl		
Fuel: 280,000vl	Cost: Cr2,596,480 in Quantity	
Range: 10,000km		
Speeds: Acceleration: 5kph Offroad: N/A Very Slow: 5kph Slow: 12.5kph Cruising: 25kph Fast: 37.5kph Maximum: 50kph		
Other Equipment: 28 small cabins, 7 galleys, turbine powerplant, 40 low pressure (bilge) pumps, 3000 rounds of ammunition for LMGs, 2xSTR100 DEX 1 cranes, 2xengineering shops, 1xsickbay, 1xSTR100 winch, 7 inflatable dinghies, helipad.		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL12 400-TON KIKHEI UNION SYSTEM DEFENSE BOAT

This standard 400-ton system defense boat design is used throughout the Imperium and beyond. The Kikhei Union maintains four of these craft.

TL-12 Kikhei SDB

Class: Non-starship	EP Output: 57 (0 excess)	Battery 1: Missile Rack (x1), Attack Bonus +3 (+3 USP), Damage 3d6. Battery 2: Beam Laser (x1), Attack Bonus +4 (+4 USP), Damage 4d8.
Tech Level: 12	Agility: 6	
Size: Medium (400dt)	Initiative: +6	
Streamlining: Streamlined – Wedge	AC: 25 (+6 agility, +9 armor)	
Jump Range: 0	Repulsors: None	
Acceleration: 6	Nuclear Dampers: None	
Fuel: 57	Meson Screens: None	
Duration: 4 weeks	Black Globes: None	
Crew: 10	AR: 9	
Staterooms: 10	SI: 145	
Small Cabins: 0	Main Computer: Model/5fib	
Bunks: 0	Sensor Range: Very Long (Model/5)	
Couches: 0	Comm. Range: Very Long (Model/5)	
Low Berths: 0		
Cargo Space: 25 tons	Cost: MCr348.08 in Quantity	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 10dt missile magazine (200 missiles), 1xAutodoc.		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

Cast Of Characters

MERC UNIT TROOPS

This set of stat blocks is for members of the merc unit if the referee and players do not wish to make up their unit themselves. The troops are evaluated according to the equipment fitout outlined in the "Champagne Merc Units on a Beer Budget" section.

TL-8 MERC UNIT TROOPS

T20: (mercenary level 9) TL8 Medium human
 Stamina 65, Lifeblood 13 Init +1; Speed 9 m (6 squares);
 Armor Class: 17 (+1 dex, +6 Cloth), Armor Rating: 6 (Cloth)
 Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 10, Soc 10
 SV Fort +7; Ref+4 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+11/ +6	1d12+2	45	20 x2	1/4	30
Laser Carbine	+11/ +6	3d8+2	45	20 x2	1	50
LMG	+11/ +6	1d12+2	60	20 x2	1/10/ 20	100
RAM GL (Frag)	+10/ +5	6d6	200	20 x2	1	3
LAG	+11/ +6	2d10+2	96	20 x2	1	5
Blade	+10/ +5	1d6	--	19	--	--
Fist	+11/ +6	1d4+1	--	20	--	--

Skills: Spot +8, Move Silently +8, Driving +7, Pilot +7, T/Mechanical +6 (or T/Medical +6 or T/Computer +6 or T/Communications +6 or T/Sensors +6).

Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, lasers, heavy weapons, swordsman), Brawling, Toughness, Alertness, Weapon Focus: Assault Rifle or Laser Carbine or LAG or LMG, Weapon Specialization; Assault Rifle or Laser Carbine or LAG or LMG.

Equipment as per TL-8 list in the "Champagne Merc Units on a Beer Budget" Section.

CT: TL-8 Mercenary 888777 age 36-38 5 terms
 Combat Rifleman-3 OR Laser Weapons-3 OR Heavy Weapons-3,
 Grav Vehicle-1, Wheeled Vehicle-1, Forward Observer-1, Vac Suit-0, Blade-1, Mech-1 OR Medical-1 OR Computer-1 OR Commo-1.

TL-10 MERC UNIT TROOPS

T20: (mercenary level 9) TL10 Medium human
 Stamina 65, Lifeblood 13 Init +1; Speed 9 m (6 squares);
 Armor Class: 17 (+1 dex, +6 Cloth) 23 vs lasers (+6 Reflec), Armor Rating: 6 (Cloth, Reflec)
 Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 10, Soc 10
 SV Fort +7; Ref+4 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR with HUD	+14/ +9	1d12+4	72	20 x2	1/4	20
Laser Rifle with HUD	+14/ +9	3d10+2	60	20 x2	1	100
LMG with HUD	+14/ +9	1d12+2	60	20 x2	1/10/ 20	100
RAM GL (Frag)	+10/ +5	6d6	200	20 x2	1	3
LAG with HUD	+14/ +9	2d10+2	96	20 x2	1	5
Blade	+10/ +5	1d6	--	19	--	--
Fist	+11/ +6	1d4+1	--	20	--	--

Skills: Spot +8, Move Silently +8, Driving +7, Pilot +7, T/Mechanical +6 (or T/Medical +6 or T/Computer +6 or T/Communications +6 or T/Sensors +6).

Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, lasers, heavy weapons, swordsman), Brawling, Toughness, Alertness, Weapon Focus: ACR or Laser Rifle or LAG or LMG, Weapon Specialization; ACR or Laser Rifle or LAG or LMG.

Equipment as per TL-10 list in the "Champagne Merc Units on a Beer Budget" Section.

CT: TL-10 Mercenary 888777 age 36-38 5 terms
 Combat Rifleman-3 OR Laser Weapons-3 OR Heavy Weapons-3,
 Grav Vehicle-1, Wheeled Vehicle-1, Forward Observer-1, Vac Suit-0, Blade-1, Mech-1 OR Medical-1 OR Computer-1 OR Commo-1.

TL-12 MERC UNIT TROOPS

T20: (mercenary level 9) TL12 Medium human
 Stamina 65, Lifeblood 13 Init +1; Speed 9 m (6 squares);
 Armor Class: 17 (+1 dex, +6 Cloth) 23 vs lasers (+6 Reflec), Armor Rating: 6 (Cloth, Reflec)
 Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 10, Soc 10
 SV Fort +7; Ref+4 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Gauss Rifle with HUD	+14/ +9	1d12+2	96	20 x2	1 / 4 / 10	40
Laser Rifle with HUD	+14/ +9	3d10+2	60	20 x2	1	100
P G M P - 12 with HUD	+14/ +9	6d12+2	24	18 x2	1	40
RAM GL (Frag)	+10/ +5	6d6	200	20 x2	1	3
Blade	+10/ +5	1d6	--	19	--	--
Fist	+11/ +6	1d4+1	--	20	--	--

Skills: Spot +8, Move Silently +8, Driving +7, Pilot +7, T/Mechanical +6 (or T/Medical +6 or T/Computer +6 or T/Communications +6 or T/Sensors +6).

Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, lasers (or high energy weapons), heavy weapons, swordsman), Brawling, Toughness, Alertness, Weapon Focus: Gauss Rifle or Laser Rifle or PGMP, Weapon Specialization; Gauss Rifle or Laser Rifle or PGMP.

Equipment as per TL-12 list in the "Champagne Merc Units on a Beer Budget" Section.

CT: TL-12 Mercenary 888777 age 36-38 5 terms

Combat Rifleman-3 OR Laser Weapons-3 OR Heavy Weapons-3 OR High Energy Weapons-3, Grav Vehicle-1, Wheeled Vehicle-1, Forward Observer-1, Vac Suit-0, Blade-1, Mech-1 OR Medical-1 OR Computer-1 OR Commo-1.

TL-12 MERC UNIT TROOPS FOR ACT 6

This stat block is for Act 6 which requires the merc unit to be equipped with chameleon combat armor.

T20: (mercenary level 9) TL12 Medium human

Stamina 65, Lifeblood 13 Init +1; Speed 9 m (6 squares); Armor Class: 20 (+1 dex, +9 chameleon combat armor) 26 vs lasers (+6 Reflec), Armor Rating: 9 (chameleon combat armor, Reflec) Str 12, Dex12 Con12, Int 10, Wis 10, Cha10, Edu 10, Soc 10 SV Fort +7; Ref+4 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Gauss Rifle with HUD	+14/ +9	1d12+2	96	20 x2	1 / 4 / 10	40
Laser Rifle with HUD	+14/ +9	3d10+2	60	20 x2	1	100
P G M P - 12 with HUD	+14/ +9	6d12+2	24	18 x2	1	40
RAM GL (Frag)	+10/ +5	6d6	200	20 x2	1	3
Blade	+10/ +5	1d6	--	19	--	--
Fist	+11/ +6	1d4+1	--	20	--	--

Skills: Spot +8, Move Silently +8, Driving +7, Pilot +7, T/Mechanical +6 (or T/Medical +6 or T/Computer +6 or T/Communications +6 or T/Sensors +6).

Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, lasers (or high energy weapons), heavy weapons, swordsman), Brawling, Toughness, Alertness, Weapon Focus: Gauss Rifle or Laser Rifle or PGMP, Weapon Specialization; Gauss Rifle or Laser Rifle or PGMP.

Equipment as per TL-12 list in the "Champagne Merc Units on a Beer Budget" Section.

KIKHEI UNION PRISONERS (FOR ACT 1)

The statistics below are for the three high level commanders that need rescuing.

T20: High Tech (army level 9) TL 12 Medium human

Stamina 50, Lifeblood 12 Init +1; Speed 9 m (6 squares);

Armor Class: 11 (+1 dex), Armor Rating: 0

Str 11, Dex 12 Con12, Int 11, Wis 11, Cha10, Edu 11, Soc 11

SV Fort +4; Ref+7 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Fist	+ 8 / +3	1d4	--	20	--	--

Skills: Pilot +8, Driver +6, T/Electronics +7, Demolitions +11, Spot +9, Forward Observer +7, Leader +11.

Feats: Vessel (grav, wheeled), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, heavy weapons, lasers), Heavy Metal, Brawling, Tactics-I, Tactics-II.

Equipment: None.

CT: Kikhei Union Prisoners 788877 age 38 5 terms

Demolitions-2, Electronics-1, Leader-2, Grav Vehicle-1, Wheeled Vehicle-1, Tactics-2, Vac Suit-0, Combat Rifleman-0, Laser Weapons-0, Heavy Weapons-0.

VARGR 12TH GUARDS REGIMENT INFANTRY (FOR ACT 5)

T20: High Tech (army level 6) TL 12 Medium Vargr
 Stamina 24, Lifeblood 9 Init +2; Speed 8 m (6 squares);
 Armor Class: 18 (+6 cloth, +2 dex), Armor Rating: 6 (cloth)
 Str 9, Dex 14 Con 9, Int 10, Wis 11, Cha11, Edu 11, Soc 10
 SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Gauss Rifle with HUD	+10	2d12	96	20 x2	1 / 4 / 10	40
SMG	+7	1d10	45	20 x2	1/4	30
RAM GL (Frag)	+6	6d6	200	20 x2	1	3
Claw	+7	1d4-1	--	20	--	--
Bite	+7	1d6+2	--	20	--	--

Skills: Pilot +11 T/Sensors +9, Spot +9, Gunnery +9, Forward Observer +9

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, laser weapons, heavy weapons), Weapon Focus (gauss rifle or smg), Heavy Metal, Brawling.

Vehicle Crews have SMGs instead of Gauss Rifles.

Equipment:

CT: Vargr 12th Infantry Regt Infantry 6A6777 age 30 3 terms
 Combat Rifleman-2, Heavy Weapons-1, Laser Weapons-1, Grav Vehicle-1, Forward Observer-1, Vac Suit-0

VARGR REVOLUTIONARIES (FOR ACT 5)

Note: Vargr civilians for this act has the same characteristics except they do not have rifles or jack armor.

T20: (rogue level 2/ mercenary level 1) TL 5-9 Medium Vargr
 Stamina 15, Lifeblood 9 Init +1; Speed 9 m (6 squares);
 Armor Class: 13 (+2 jack, +1 Dex), Armor Rating: 2 (jack)
 Str 9, Dex13 Con 9, Int 10, Wis 10, Cha10, Edu 6, Soc 6
 SV Fort +1; Ref+3 Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Rifle	+3	1d12	72	20 x2	1	10
Blade	+3	1d6	--	19 x2	--	--
Claw	+4	1d4-1	--	20	--	--
Bite	+4	1d6+2	--	20	--	--

Skills: Hide +6, Move Silently +6, Spot +5, Sense Motive +5, Listen +4, Driving +0

Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Brawling, Sneak Attack (+1d6), Point Blank Shot

Equipment: jack armor, rifle, blade.

CT: Vargr Revolutionary 696754 age 30 2 terms
 Combat Rifleman-1, Blade-1, Wheeled Vehicle-0, Streetwise-1.

KIKHEI UNION WEAPONS SPECIALISTS (FOR ACT 3)

T20: High Tech (army level 6) TL 12 Medium human
 Stamina 26, Lifeblood 11 Init +1; Speed 6 m (4 squares);
 Armor Class: 17 (+6 cloth, +1 dex), Armor Rating: 6 (cloth)
 Str 11, Dex 12 Con11, Int 11, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle with HUD	+8	1d12	60	20 x2	1/4	30
Fist	+6	1d4	--	20	--	--

Skills: Pilot +9 T/Electronics +8, Demolitions +8, Gunnery +8, T/Engineering +8, T/Mechanical +2.

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, heavy weapons, lasers, ship's weaponry), Heavy Metal, Brawling, Zero-G/Low Grav Adaption.

Equipment: Cloth Armor, Assault Rifle with HUD, Short Range Communicator.

CT: Kikhei Union Weapons Specialists 787877 age 30 3 terms
 Demolitions-2, Electronics-1, Engineering-1, Combat Rifleman-1, Artillery or Heavy Weapons-1, Grav Vehicle-1, Gunnery-1, Vac Suit-0, Zero-G Combat-0.

KIKHEI UNION WEAPONS SPECIALISTS (FOR ACT 6)

T20: High Tech (army level 6) TL 12 Medium human
 Stamina 26, Lifeblood 11 Init +1; Speed 6 m (4 squares);
 Armor Class: 20 (+9 combat armor, +1 dex), Armor Rating: 9 (chameleon combat armor)
 Str 11, Dex 12 Con11, Int 11, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Accelerator Rifle with HUD	+8	1d12	60	20 x2	1/3	15
Fist	+6	1d4	--	20	--	--

Skills: Pilot +9 T/Electronics +8, Demolitions +8, Gunnery +8, T/Engineering +8, T/Mechanical +2.

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, field artillery, heavy weapons, lasers, ship's weaponry), Heavy Metal, Brawling, Zero-G/Low Grav Adaption.

Equipment: TL-12 chameleon combat armor, accelerator rifle, short range communicator, nuclear detonator.

CT: Kikhei Union Weapons Specialists 787877 age 30 3 terms
 Demolitions-2, Electronics-1, Engineering-1, Combat Rifleman-1, Artillery or Heavy Weapons-1, Grav Vehicle-1, Gunnery-1, Vac Suit-0, Zero-G Combat-0.

SYDITE SECURITY GUARDS (FOR ACT 2)

T20: (mercenary level 6) TL 8 Medium Sydite
 Stamina 38, Lifeblood 14 Init +2; Speed 9 m (6 squares);
 Armor Class: 16 (+2 dex, +4 flak), Armor Rating: 4 (flak jacket)
 Str 13, Dex14 Con13, Int 8, Wis 8, Cha8, Edu 8, Soc 9
 SV Fort +6; Ref+4 Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Military Shotgun	+ 8 / +3	3d8/2d8/1d8	7	20 x2	1	12
Fist	+ 9 / +4	1d4+1	--	20	--	--

Skills: Driving +3, Spot +8
 Feats: Vessel (wheeled, watercraft), Armor (light, medium, vac suit), weapons (combat rifleman, marksman), Toughness, Point-Blank Shot, Brawling, Rapid Shot
 Equipment: flak jacket, military shotgun.

CT: Sydite Security Guards 9A9555 age 30 3 terms
 Combat Rifleman-1, Vac Suit-1, Wheeled Vehicle-0, Water Vehicle-0.

SYDITE SHIP CREW (FOR ACT 2)

(professional level 3) TL 5-9 Sydite human
 Stamina 11, Lifeblood 12 Init +1; Speed 9 m (6 squares);
 Armor Class: 10 (+0 none), Armor Rating: 0 (none)
 Str 12, Dex12 Con12, Int 8, Wis 9, Cha 8, Edu 8, Soc 8
 SV Fort +2; Ref+2 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Dagger	-3	1d4	--	19	--	--
Fist	+1	1d4	--	20	--	--

Skills: Pilot +6, T/Mechanical +6, T/Engineering +6, T/Computer +6, T/Communications +6, Drive +6.
 Feats: Vessel (water, wheeled), Armor (light), Barter, Trustworthy, Jury Rig, Professional Specialty (sailing).
 Equipment: dagger.

CT: Sydite Ship crew 888666 age 30 1 term
 Wheeled Vehicle-1, Water Vehicle-1, Computer-0, Mechanical-0, Engineering-0.

CONDOR REPUBLIC REGULAR TROOPS (FOR ACTS 3 AND 4)

T20: High Tech (army level 3) TL 11 Medium human
 Stamina 13, Lifeblood 11 Init +0; Speed 9 m (6 squares);
 Armor Class: 14 (+4 Flak Jacket), Armor Rating: 4 (Flak Jacket)
 Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +1; Ref+3 Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR	+3	1d12+2	96	20 x2	1 / 4 / 10	20
RAM GL (frag)	+2	6d6	200	20 x2	1	3
Fist	+3	1d4	--	20	--	--

Skills: Driving +6, T/Sensors +6, Spot +6, Forward Observer +6, Pilot +3.
 Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, heavy weapons), Weapon Focus (ACR), Brawling.
 Equipment: ACR, LI goggles, RAM GL (3 frag grenades, 3 HEAP grenades, 2 smoke grenades), short range communicator, flak jacket.

CT: Condor Republic Regular Troops 777777 age 22 1 term
 Combat Rifleman-1, Wheeled Vehicle-1, Forward Observer-1, Grav Vehicle-0, Vac Suit-0.

CONDOR REPUBLIC REGULAR VEHICLE CREWS (FOR ACTS 3 AND 4)

T20: High Tech (army level 3) TL 11 Medium human
 Stamina 13, Lifeblood 11 Init +0; Speed 9 m (6 squares);
 Armor Class: 14 (+4 Flak Jacket), Armor Rating: 4 (Flak Jacket)
 Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +1; Ref+3 Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
SMG	+3	1d10	45	20 x2	1/4	30
Fist	+3	1d4	--	20	--	--

Skills: Driving +6, T/Sensors +6, Spot +6, Forward Observer +3, Pilot +6.
 Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, heavy weapons), Weapon Focus (SMG), Brawling.
 Equipment: SMG, short range communicator, flak jacket.

CT: Condor Republic Regular Troops 777777 age 22 1 term
 Combat Rifleman-1, Wheeled Vehicle-1, Forward Observer-0, Grav Vehicle-1, Vac Suit-0.

NEW HEAVEN 2ND LINE TROOPS (FOR ACTS 1, 5 AND 6)

T20: High Tech (army level 3) TL 11 Medium human
 Stamina 15, Lifeblood 11 Init +0; Speed 6 m (4 squares);
 Armor Class: 16 (+6 cloth), Armor Rating: 6 (cloth)
 Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +1; Ref+3 Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
ACR with HUD	+6	1d12+2	96	20 x2	1 / 4 / 10	20
RAM GL (frag)	+2	6d6	200	20 x2	1	3
Fist	+3	1d4	--	20	--	--

Skills: Driving +6, T/Sensors +6, Spot +6, Forward Observer +6, Pilot +3.

Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, heavy weapons), Weapon Focus (ACR), Brawling.

Equipment: ACR with HUD, LI goggles, cloth armor, RAM GL (3 frag grenades, 3 HEAP grenades, 2 smoke grenades), short range communicator.

CT: New Heaven 2nd Line Regular Troops 777777 age 22 1 term
 Combat Rifleman-1, Wheeled Vehicle-1, Forward Observer-1, Grav Vehicle-0, Vac Suit-0.

NEW HEAVEN 2ND LINE VEHICLE CREWS (FOR ACT 5)

T20: High Tech (army level 3) TL 11 Medium human
 Stamina 15, Lifeblood 11 Init +0; Speed 6 m (4 squares);
 Armor Class: 16 (+6 cloth), Armor Rating: 6 (cloth)
 Str 11, Dex11 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +1; Ref+3 Will +1;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
SMG	+3	1d10	45	20 x2	1/4	30
Fist	+3	1d4	--	20	--	--

Skills: Driving +6, T/Sensors +6, Spot +6, Forward Observer +3, Pilot +6.

Feats: Vessel (wheeled, grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, heavy weapons), Weapon Focus (SMG), Brawling.

Equipment: SMG, cloth armor, short range communicator.

CT: New Heaven 2nd Line Regular Troops 777777 age 22 1 term
 Combat Rifleman-1, Wheeled Vehicle-1, Forward Observer-0, Grav Vehicle-1, Vac Suit-0.

NEW HEAVEN MARINES (FOR ACT 6)

T20: High Tech (army level 6) TL 12 Medium human
 Stamina 26, Lifeblood 11 Init +1; Speed 6 m (4 squares);
 Armor Class: 18 (+7 combat, +1 dex), Armor Rating: 7 (combat armor)
 Str 11, Dex 12 Con11, Int 10, Wis 11, Cha10, Edu 11, Soc 10
 SV Fort +2; Ref+6 Will +2;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Rifle with HUD	+9	3d10	60	20 x2	1	100
Accelerat Rifle with HUD	+8	1d12	60	20 x2	1/3	15
RAM GL (frag)	+5	6d6	200	20 x2	1	3
Fist	+6	1d4	--	20	--	--

Skills: Pilot +10 T/Sensors +9, Spot +9, Gunnery +9, Forward Observer +9

Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, laser weapons, heavy weapons), Weapon Focus (Laser Rifle), Heavy Metal, Brawling, Zero-G/Low-G Adaption.

Equipment: Laser Rifle with HUD, Accelerator Rifle with HUD, TL-12 combat armor, LI goggles, RAM GL (3 frag grenades, 3 HEAP grenades, 2 smoke grenades), short range communicator.

CT: New Heaven Marines 777777 age 30 3 terms
 Combat Rifleman-2, Laser Weapons-2, Heavy Weapons-1, Grav Vehicle-1, Forward Observer-1, Vac Suit-0, Zero-G-Combat-1.

NEW HEAVEN NAVY ENGINEERS (FOR ACT 6)

T20: (Navy level 3) TL 12 Medium human
 Stamina 11, Lifeblood 10 Init +0; Speed 6 m (4 squares);
 Armor Class: 13 (+3 vac suit), Armor Rating: 3 (TL-9 vac suit)
 Str 10, Dex10 Con10, Int 11, Wis 11, Cha10, Edu 11, Soc 11
 SV Fort +1; Ref+1 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
S n u b Pistol	+1	1d10	18	20 x2	1	15
Fist	+2	1d4	--	20	--	--

Skills: Pilot +6, T/Computer +6, P/Administration +6, T/Engineering +6, T/Mechanical +6, T/Electronics +6

Feats: Vessel (grav), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G Combat, Jury Rig, Damage Control.

Equipment: Snub pistol, short range communicator, TL-9 vac suit.

CT: New Heaven Naval Engineers 777777 age 22 1 term
 Engineering-1, Mechanical-1, Electronics-1, Vac Suit-0, Combat Rifleman-0, Computer-0, Grav Vehicle-0.

PIRATE MERCENARIES (FOR ACT 2)

T20: (mercenary level 6) TL 12 Medium Human

Stamina 28, Lifeblood 11 Init +1; Speed 9 m (6 squares);

Armor Class: 18 (+7 combat armor, +1 dex), Armor Rating: 7 (combat armor)

Str 12, Dex12 Con 11, Int 10, Wis 10, Cha10, Edu 10, Soc 10 Pre

5

SV Fort +4; Ref+4 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Laser Rifle	+ 7 / +2	3d8	45	20 x2	1	50
RAM GL (frag)	+ 7 / +2	6d6	200	20 x2	1	3
Fist	+ 8 / +3	1d4	--	20	--	--

Skills: Driver +10, Gunnery +9

Feats: Vessel (sub-surface, wheeled), Armor (light, medium, vac).

Weapons (combat rifleman, lasers, marksman, heavy weapons), Zero-G Combat, Point Blank Shot, Brawling.

Equipment: Combat Armor-12, laser carbines, LI goggles, RAM GL (3 frag grenades, 3 HEAP grenades, 2 smoke grenades), short range communicator.

CT: Pirate Mercenaries 777777 age 30 3 terms

Combat Rifleman-1, Laser Weapons-1, Submarine-1, Watercraft-1, Wheeled Vehicle-0, Zero-G-Combat-1.

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