Golden Age EPIC Adventure 2
The Gabriel Enigma

TRAVELLER.®20

Science-Fiction Adventure in the Far Future

QLI/RPGRealms

CT - Classic Traveller
T20 - Traveller20
Spinward Marches

Golden Age EPIC Adventure 2
The Gabriel Enigma

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

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About This Book

This book contains a fully detailed adventure for Traveller. It follows the general style of the original 'Little Black Books' or LBBs published as part of the Classic Traveller product line.

This book contains a minimum of general background data and sufficient specific background to allow it to be used without reference to any other setting or adventure book. The adventure is presented in the standard 'EPIC' format developed by Marc Miller, creator of the Traveller game. It can be played straight out of the book or adapted to fit into an ongoing campaign.

This adventure is set in the Spinward Marches Sector in what is known as the "Golden Age" of the Third Imperium – 1107-1116. This setting – and the events in the Spinward Marches Sector - are described in detail in many Traveller publications published from 1979 onwards. Possession of this background material on the Spinward Marches is useful but not necessary for the playing of this adventure, as the minimum of background information is provided in this book.

This EPIC is the second of a "Golden Age" trilogy of 3 EPICs, set in the Rimward portion of the Spinward Marches in 1108 – at the height of the Fifth Frontier War between the Outworld Coalition and the Third Imperium. Each adventure can be played as a standalone, or all three as a mini-campaign. This adventure, and the mini-campaign as a whole, concentrates on the trials and tribulations of the characters in District 268 that, although small scale, are epic in their own right. The story of District 268 in the 5th Frontier War has been overshadowed by the massive fleet and siege engagements that took place in Vilis, Lanth, Regina and Jewel subsectors to Coreward.

It is possible to think of this adventure as being similar to the key episodes in a season of a TV series. Unrelated episodes can be slipped in between the key ones, but eventually the story will reach the series finale.

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 game. 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 associated 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 of 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 who 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 who were there the whole time should gain the full amount. People who popped in for a singe 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 who 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.

Example:

Alice, Bob and Candy play 6th level characters through a 5-act adventure. Ignoring difficulty multipliers, this gives a base XP award of 4,000 x 6 = 24,000 points for the whole adventure. The Referee 'banks' 12,000 for award at the end, leaving 12,000 available to be divided up among the various Acts. She decides that Act 1 and 2 are worth 1,000 each, 3 and 4 (being much more complex) are worth 4,000 each and Act 5 is worth 2,000.

Alice's character manages to get killed during Act 2 and is replaced by a new one, who survives to the end of the adventure. She thus gains no experience for Act 1-2 (well, other than being a highly experienced corpse) but gains XP for Act 3,4 and 5.

Bob goes right through the adventure with no mishaps, but complicates matters by bringing his friend Dave along to Act 3. Dave misses Act 4 but manages to turn up for about half of Act 5.

Candy misses the very last session of Act 5 but plays throughout the rest of the adventure.

Experience is awarded as follows:
Act 1: Three characters participate. Experience is awarded: 1000 points divided by 3, or 334 points each.
Act 2: Three characters participate. Experience is awarded: 1000 points divided by 3, or 334 points each. Alice's character is dead, so this experience is buried with her.
Act 3: Four characters participate. Experience is awarded: 4,000 points divided by 4, or 1,000 points each.
Act 4: Three characters participate. Experience is awarded: 4000 points divided by 3, or 1,334 points each.
Act 5: Three characters participate in the majority of sessions in this Act. The Referee decides that Dave's relatively trivial contribution should not take experience away from the others and awards 2,000 experience divided by 3, or 1,667 points to each of the three main characters. She gives Dave a token award of a third of this – 555 experience points.

Final Award: The Referee decides that the adventure was carried by Alice, Bob and Candy, and that Dave's contribution was relatively minor. However, Act 3 was a big one and Dave not only made his character useful but also got involved in the roleplaying. She decides that the experience Dave got from the two Acts he was actually present for is enough of a reward and awards the overall adventure experience among the three main characters. This is

12,000 divided by 3 or 4,000 points each. However, Alice loses part of this award since her character is a replacement. A 3/5 award (the new character was present for Acts 3-5) does not seem fair, since the first two Acts were quite minor. The Referee decides to award the overall experience in the same proportions as the per-Act XP, i.e. Alice loses out on 2,000/12,000 or 1/10 of her possible award.

Candy missed a single session, but the Referee decides that this is of no consequence.

Thus the experience awards for the Acts and the adventure as a while work out as:

Alice: 1,000 + 1,334 + 1,667 + 3600 = 7,601

Bob and Candy: 334 + 334 + 1,000 + 1,334 + 1,667 + 4000 = 8669

Dave: 1,000 (Act 3) + 555 (1/3 of Act 5) = 1,555

The Referee has decided that although Dave was present in Act 3, a major part of the adventure as a whole, it would represent an isolated incident to him and thus he does not qualify for the overall experience award. This also avoids the problem of players who rarely turn up for a game possessing quite powerful characters whose experience was earned by other players.

Other rewards are of course possible within an adventure. Each Act will normally include opportunities for characters to gain advantages in terms of money, equipment, weaponry and contacts among rich and powerful individuals.

CHARACTER TYPES AND SKILLS

This adventure requires the characters to have a starship capable of carrying cargo and passengers – a Far Trader or Subsidized Merchant are the most obvious choices. If none of the characters muster out with (or possess) a starship, they should be allocated the Far Trader Spinward Rebellion, a 30 year old ship with 10 years payments left owing on it. The characters should possess the necessary skills to operate their starship (pilot, astrogation, engineering etc) but military skills will also be a distinct advantage. Being at the edge of a warzone, the characters may have to defend themselves.

Background

The following data is provided for the benefit of the Referee. How much of it can be determined by the players, and with what degree of accuracy, is a matter for the Referee to decide. In many cases a simple search on the ship's computer or any library terminal will suffice to provide at least the bones of the information.

THE THIRD IMPERIUM

The Third Imperium is a human-dominated empire of some 11,000 star systems and covers some 267 subsectors. 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 ZHODANI CONSULATE

The Zhodani Consulate is a large human empire immediately to Coreward-Spinward of the Imperium. The Zhodani themselves are a discrete branch of humanity who have embraced the use of psionics throughout their society. Psionics are used to identify and weed out individuals with subversive or criminal tendencies, making Zhodani society remarkably peaceful and free from crime and corruption. The average Zhodani is extremely honest, although there is little chance of upward mobility in Zhodani society from the lowly position of Prole through to the lofty heights of a Noble. Encompassing about 143 subsectors and containing about 6,500 star systems, the Zhodani Consulate is a participatory democracy, although only Nobles are permitted to vote. Only Nobles are counted as citizens. People in the lower levels of Zhodani society (Proles, and the "middle class" - Intendants) have the opportunity to express their opinions to the nobility through lobbying.

Psionics are used almost exclusively by the Intendants and Noble classes – Proles who show psionic ability from an early age may be elevated to the Intendant class. Nobles and Intendants have a right to virtually complete privacy of their thoughts – Proles do not. In this manner the upper classes can control the numerous Proles.

The Zhodani Consulate is very old and stable; they discovered Jump-Drive 5500 years ago and after a long period of expansion curtailed their growth to create a stable and manageably-sized civilization.

THE SPINWARD MARCHES SECTOR

Located on the extreme Spinward edge of the Imperium, the Spinward Marches is a junction between two major human empires: the Imperium and the Zhodani Consulate to Spinward/Coreward. Several subsectors at the Coreward end of the Sector are dominated by the Zhodani Consulate. Several minor independent states are located Spinward of the Imperial border: the pro-Solomani anti-Imperial Sword Worlds; the mysterious high-tech Darrian Confederation, and the totalitarian Federation of Arden, a neutral buffer-state between the Zhodani and the Imperial border.

Settled since the 400s, the Spinward Marches has 439 systems and a total population of about 302 billion. The Marches is still regarded as a frontier sector, with potential for expansion Spinward.

THE 5TH FRONTIER WAR

In 1107 the Outworld Coalition, comprising the Zhodani Consulate, various Vargr elements and the Sword Worlds, attacked the Imperial frontier in the Spinward Marches. This serious threat to the Imperium's Spinward holdings turned into a full-scale war, officially declared on 187-1107 by the Duke of Regina. On 204-1107 the entire Spinward Marches was classified an Amber Travel zone by the Travellers' Aide Society. On the same day, all detached-duty scout personnel were recalled to serve in the war effort. Reserves were mobilized throughout the Sector, and the primary front to the Coreward end of the Sector was heavily reinforced. Such massive reorganization takes time however, and the Imperial forces are currently stretched to the limit attempting to hold Imperial systems until substantial reinforcements can arrive.

THE SWORD WORLDS CONFEDERATION

First settled around –399 by Solomani settlers, the Sword Worlds Confederation has expanded to a subsector in size. Bordered to Trailing by the Imperium and to Spinward by the Darrian Confederation, the Sword Worlds area was initially formed into the Sacnoth Dominate around –186. This interstellar state lasted until 102 when rebellion amongst its 20 member worlds fractured the union. Since that time, various Sword Worlds multi-system governments rose and fell. The First Frontier War gave the Sword Worlds the opportunity to annex four worlds in the Darrian subsector. These worlds were subsequently lost around 788. A new interstellar organization, the Trilateral Alliance, headed by the worlds of Narsil, Sacnoth, and Durendal split apart in 848. Gram's government regained control of the confederation (apparently helped by Zhodani money and advisors) and retains control to this day. Local worlds are granted almost complete autonomy, but the Confederation government, headquartered on Gram, controls inter-system trade, diplomatic relations with other powers, and adjudicates disputes amongst confederation members. In time of war, all military forces of each member world are placed under unified Confederation military command.

INDEPENDENT WORLDS AND CLIENT STATES

District 268 is dominated by worlds independent of the Imperium. Some are truly independent while some are client states of the Third Imperium, with close ties to that empire. The truly independent worlds vary in their attitude towards the Imperium (and other major states for that matter). Some are truly neutral, some are hostile to the Imperium, while some are hostile to the Zhodani, Sword Worlds or the Darrian Confederation. A few are hostile to everybody. Such alignments are not shown in the UWPs of District 268. If any roleplaying of attitudes is needed, the Referee should decide the alignment of the independent world if it is not already outlined in this Adventure. For instance, Collace citizens are pro-Imperial, while Talos citizens are anti-Imperial and pro-Swords Worlds/Solomani.

MCCLELLAN FACTORS

First described in *Classic Adventure 4: Leviathan,* McClellan Factors is a District 268-based subsector-wide cartel of manufacturing, freighting and factoring (brokerage) companies operating together to corner various markets. After a long and bitter fight in District 268 with its main rival, the Baraccai Technum (BT), McClellan Factors succeeded in driving out most opposition and now dominates the subsector's manufacturing, brokerage and interstellar transport markets. McClellan Factors has its primary

headquarters on Mertactor, with a smaller administration and starship overhaul facility on Trexalon. The company also operates brokerages on various independent worlds in the subsector as well as further Rimward.

DISTRICT 268 SUBSECTOR

District 268 is a subsector almost wholly outside the Imperial border at the Rimward end of the Spinward Marches Sector. Yet to be formally included in the Imperium, District 268 is in fact the 268th subsector in line for inclusion. The independent worlds in the subsector, while not formally part of the Imperium, do receive Imperial protection. Immediately to Spinward lies the pro-Solomani anti-Imperial Sword Worlds Confederation. Imperial affairs are administered from Glisten – in the Glisten subsector directly to Trailing, but a token capital exists on Mertactor. The Spinward Main, a Jump-1 link that snakes through most of the Spinward Marches, arcs its way through the subsector from Trailing to Coreward, and represents an important trade link with the rest of the Marches. Although relatively unpopulated and technologically backward, some worlds do produce products of value along the Spinward Main.

World Data

ALLEGIANCE CODES
Im Imperial
Na Non-Aligned
Cs Imperial Client State

MILLE FALCS

Mille Falcs	1637	B9A2469-C	A	Ni Fl	301	Im

Located on the Imperial border in District 268, Mille Falcs has little to offer the casual traveler, but is a prime military location. An orbiting naval base and scout base provide forward logistical support for the District 268 naval fleet and its marine elements. The main world itself has an unbreathable exotic atmosphere. Its 30,000 population mostly live in Mille Falcs city, a huge domed town on the surface. Mille Falcs city is a military town, with most of its visitors being navy, marine and scout personnel on leave. Despite the high law level, the city has a reputation for intrigue and vice. The Mille Falcs government is a colonial administration from Mertactor. The Imperial Navy and Marines insist on having at least one representative from their services on the Colonial board.

TALOS

Talos	1436	E333532-9		Ni Po	820	Na

Talos is an unremarkable mid-tech world with a piece of bedrock as a starport. The local human population have the tech level, but no interest in spaceflight. There are no gas giants in the system. The local world's government charges through the roof for fuel skimming from the planet's ocean. The government is run by a small clique of rich miners who employ virtually everyone else in their mineral extraction plants on the planet's surface. The 800,000 population do not participate in the elections.

COLLACE

COLLACE	1237	B628943-D	S	Hi In	101	Cs

An industrial system of 1 billion population, Collace has a very thin atmosphere but is mostly covered in water. The planet is a bustling hub of industrial activity, an Imperial client state with a sizeable planetary navy. The Imperial scout service maintains a scout base in orbit around the single gas giant. The local government is a representative democracy with 400 officials elected every two years to the Planetary Congress. An Executive Council of 40 is then elected from those representatives. A President is elected from the Executive by planetary plebiscite every four years. The current Executive Council and President is strongly pro-Imperial.

DISTRICT 268 SUBSECTOR

World	Hex	UWP	Trade Codes	Base	PBG	Allegiance
Asteltine	0931	B7A7402-A	Ni Fl		210	Na
Inchin	0938	D12035C-A	Lo Ni Po De		823	Na
Singer	0940	D553774-6	Po		901	Na
567-908	1031	E532000-8	Lo Ni Po Ba		310	Na
Avastan	1037	C433520-A	Ni Po		724	Na
Kwai Ching	1040	C503758-A	Na Va Ic		320	Na
Faldor	1131	E5936A7-2	Ni		520	Na
Bowman	1132	D000300-9	Lo Ni As	S	811	Na
Squallia	1133	C438679-9	Ni		320	Na
Tarsus	1138	B584620-A	Ag Ni		202	Cs
Walston	1232	C544338-8	Lo Ni	S	302	Cs
Flexos	1233	E5A1422-6	Ni Fl		610	Na
COLLACE	1237	B628943-D	Hi In	S	101	Cs
Pavabid	1238	C6678D8-6			701	Cs A
Datrillian	1331	E227633-8	Ni		801	Na
Nirton	1332	X600000-0	Lo Ni Va Ba		011	Na R
Judice	1337	E9B2000-8	Lo Ni Fl Ba		321	Cs
Trexalon	1339	B361851-C	Ri		923	Na
Motmos	1340	B68468B-5	Ag Ni Ri	N	710	Cs
Noctocol	1433	E7A5747-6	Fl		602	Na
Tarkine	1434	C466662-7	Ag Ni Ri	S	310	Cs A
Dallia	1435	B8B5883-9	Fl		610	Cs
Talos	1436	E333532-9	Ni Po		820	Na
Dawnworld	1531	E885000-0	Lo Ni Ba		025	Na
Elixabeth	1532	B426467-8	Ni	N	201	Cs
FORINE	1533	D3129B8-A	Hi Na In Ic		610	Na
Mertactor	1537	B262732-B	Capital	S	610	Im
Talchek	1631	C7B1462-5	Ni Fl		601	Cs A
Milagro	1632	E21178A-7	Na Ic		920	Cs
Pegaton	1634	C769873-4	Ri		913	Na
Binges	1635	A800231-A	Lo Ni Va		720	Na
Mille Falcs	1637	B9A2469-C	Ni Fl	A	301	Im

Glisten

Sword Worlds

Five Sisters

Trojan Reach Sector - Egryn

District 268 Subsector
(subsector N of Spinward Marches sector)

MAP LEGEND

Starport Type
Gas Giant
Bases
X-Boat Route
World Type
Tertius
World Name
Travel Zone Code (Red)
No Gas Giant
border
Quintus
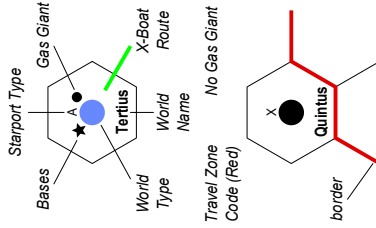
WORLD CHARACTERISTICS

- ● No Water Present
- 🔵 Water Present
- Asteroid Belt

BASES

- ★ Imperial Naval Base
- ▲ Imperial Scout Base
- △ Imperial Way Station
- ∴ Military Base
- ☆ Vargr Naval Base
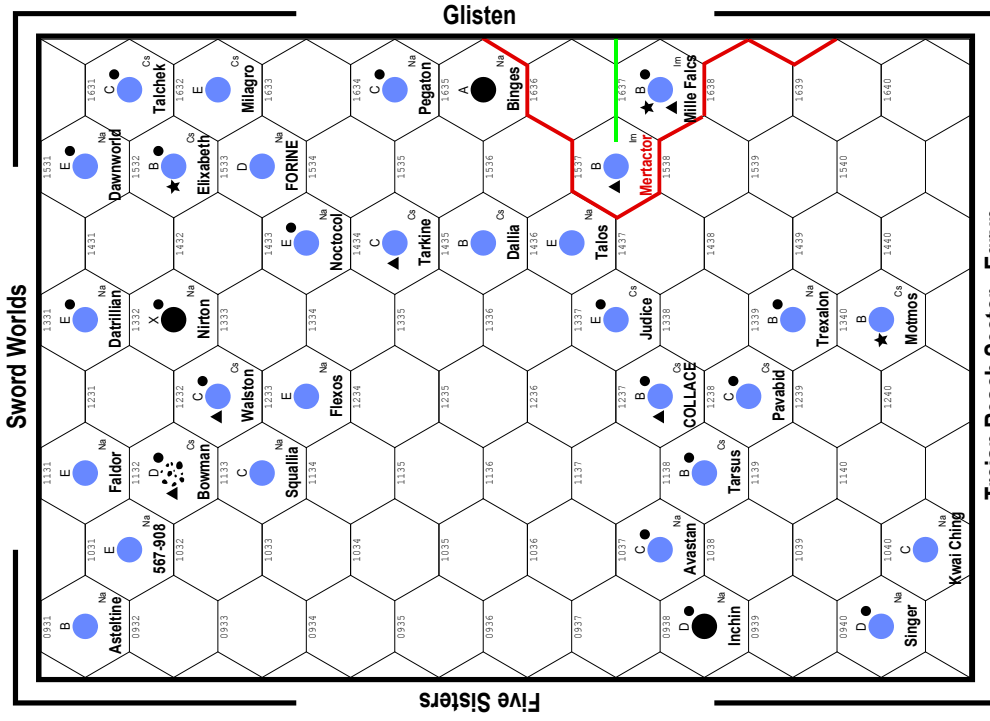- X Exile Camp
- P Prison Camp

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

World names in red are subsector capitals

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

Referee's Overview

This adventure may be played separately or as a follow-on to *Golden Age Adventure 1: The Forgotten War.*

The characters have had their far trader *Spinward Rebellion* called up as a Naval Auxiliary. Running costs, the ship mortgage payments as well as crew salaries are to be paid for by the Imperial Navy. In keeping with standard Navy policy, the characters are to be paid 25% bonuses as hazard pay. This suits the characters well as trade has dried up since the start of the war, and the Imperial Navy is desperately short of ships in the area.

This adventure is set in District 268, a subsector primarily comprised of independent systems – but who enjoy Imperial protection. The date is early 1108 – the middle of the Fifth Frontier War. The Zhodani, Vargr and Sword Worlds are attacking Imperial worlds throughout the Spinward Marches. Even though the Imperial armed forces are holding the line, less strategic areas have been stripped of Naval, Marine and Army forces to bolster the main frontline further Coreward. Imperial Navy and Marine forces in District 268 have been considerably weakened.

Like the rest of the Marches, District 268 is currently classified as an Amber travel zone. Although merchant ships still continue to ply the trade routes between worlds, most merchants have been organized into escorted convoys using ships from the tiny District 268 subsector Fleet (a fleet more akin in size to a squadron). "Reinforced" with old ships, scout ships and merchant auxiliaries, the subsector Fleet is also charged with protection and patrol of the systems in District 268. All these responsibilities have stretched the Fleet to the limit. The Fleet is based at the Naval Base on Mille Falcs, along with two battalions of Imperial Marines.

At the Mille Falcs naval base the characters are given a mission – to transport some 15 ton fighters and a human cargo to the Collace system. The human cargo is the new Imperial Ambassador to Collace, Baroness Xana Gabriel and two Marine bodyguards. They must get to Collace as soon as possible so a jump via the Talos system is the only way. However, District 268 is a hotbed of terrorist activity. Unbeknownst to the characters, one of the 15 ton fighters has been fitted with an explosive device by a pro-Sword Worlds traitor at the starport on Mille Falcs, presumably in an effort to prevent the staunchly pro-Imperial Gabriel from taking up her post on Collace.

The explosives detonate as the *Spinward Rebellion* is entering the atmosphere of Talos to ocean skim for fuel. The ship crashlands hundreds of kilometers from the E class "starport", and the battle begins against Talos' wildlife, indifferent locals and terrible weather to reach civilization.

A new threat also emerges – a bounty hunter, determined to take out the new Imperial Ambassador before she even takes up her post. The lengths these people are going in order to wipe out the Baroness means she may have power and influence beyond her rank. Her true identity and the real nature of her mission to a backwater world in a backwater subsector will be revealed in this adventure. Xana is in fact Duke Norris of Regina's niece and a Marquesa in rank. Norris is one of the most powerful Nobles in the Spinward Marches. Xana is carrying an Imperial Remit with the power to admit the Collace system to full membership of the Imperium, opening the way for the establishment of a formal Imperial Navy presence in an area beset from all sides by Sword Worlds influence. An Imperial Remit is more limited in scope compared to an Imperial Warrant in that it is written to help a noble to achieve a specific goal stated in the Remit. Warrants on the other hand give nobles sweeping powers with no particular stated goal. Any moves by the Sword Worlds against Collace would then constitute a direct attack on Imperial assets in the rimward areas of the Marches. This is just the kind of protection the government of Collace has been seeking for years.

Any Referee who knows the history of the Third Imperium after 1108 will understand the importance of Xana Gabriel and others like her. As one of Norris' "spies" in the frontlines of major events, Gabriel reports directly to Norris rather than through his staff, enabling Norris to make well-informed decisions. As indeed he does in the future, taking over command of the Marches' Naval forces after 1108 and defeating the Outworld Coalition.

But the characters will also discover an old Zhodani shipwreck on the surface of Talos, one which gives the characters a amazing hint of Zhodani activity far to Coreward. The shipwreck contains relics of great value, but the most valuable relic is the information stored in the Zhodani computer core, log entries that open up a new understanding of the Zhodani and their prodigious exploration efforts far to Coreward, towards the center of the galaxy. While the Adventure centers on the fight for survival on Talos, it will also give the characters an understanding of the Zhodani, and perhaps new adventure hints for the characters to follow once the war is over.

PUSH, PULL, ENIGMA AND GIMMICK

Four elements of the typical adventure story are push, pull, enigma and gimmick. This Adventure contains all four:

Push: The characters are 'pushed' by their drafting into the Imperial Navy to carry to a cargo of fighters and the new Imperial Ambassador to Collace.

Pull: The characters have been drafted but they are receiving hazard pay in addition to normal pay, and their ship's mortgage and running expenses are being taken care of by the Imperial Navy.

Enigma: This Adventure has the enigma of Talos to uncover – the hazards of an alien world as well as the discovery of a crashed Zhodani ship which misjumped from far to coreward. How did the ship misjump so far? What secrets are aboard the wreck?

Gimmick: A gimmick is something special the characters get out of the adventure. Some gimmicks are tangible, some intangible. The tangible gimmick in this adventure are the Zhodani artifacts recovered from the Zhodani shipwreck. As always, the intangible outweighs the tangible rewards. If the characters succeed in keeping the Ambassador alive, they will be taken into the confidence of Xana's real noble family, a family of tremendous power in the Third Imperium.

Rumors

During wartime rumors abound, and there are plenty of wild rumors circulating throughout the Marches – some true, some not. Rumors can be imparted to characters through any means the Referee desires: chance meetings in starports, careless hints from customs officers, idle gossip or reading the local vid-tabloids. Rumors should be presented without any guideline as to their truth or otherwise. Rumors can be imparted to distract, mislead, illuminate or guide the characters.

- McClellan Factors has cornered the market in inter-system transport and manufacturing in the subsector. They broker most of the deals to sell goods out of Collace, and have shares in many major manufacturing facilities on that planet.
- An Imperial Research Station is apparently located somewhere in the Judice system, but it is no-one has ever located it. It is not known what the Imperium is doing at the station.
- A new type of Imperial warship was recently spotted in the Trexalon system. It apparently activated a black globe generator to hide its presence.
- The scouts at the scout base on Bowman recently found an alien artifact drifting amongst the vast asteroid cloud. It is rumored to be a large monolith of unknown origin and indeterminate age.
- The vast electronics factories of Forine, have recently expanded their production facilities to cope with demand, especially from the Imperial armed forces. The Imperial Navy and Army apparently have forces in orbit and on the ground to protect the facilities from attack by the Sword Worlds.
- A scout/courier on a navy courier mission was recently lost en-route from Mertactor to Elixabeth. The ship has been overdue for four months now.
- The agricultural world of Tarkine is run by a colonial administration from Dallia. Tarkine's exotic spices fetch high prices in certain markets, but the system is interdicted by the Imperial Scout Service for some unknown reason. It is easy to break through the interdiction however – the Scout service is stretched to the limit and can only spare a few ships to police the orbital approaches.
- The Zhodani have started a concerted drive to encircle and isolate the Imperial-controlled Five Sisters subsector (to Spinward of District 268). Part of their plan is to cut off communication links with the Five Sisters by disrupting communications in District 268.
- Zhodani agents have been operating in District 268 for some time attempting to circumvent Imperial influence in the area. Whoever imparts this rumor cannot back this claim up with a single shred of evidence however.
- The Imperial Naval base at Elixabeth is in a state of chaos – apparently the subsector navy command found evidence of collusion with the Sword Worlds military and ordered the entire base command to stand down pending an investigation.
- The scout base on Walston was apparently attacked by a Sword Worlds raider a few months ago, but was driven off by recently installed base defense weaponry.

ACT 1: SABOTAGE

The Spinward Rebellion *and its crew take a VIP to Collace, only to be sabotaged on Talos and crashland.*

SCENE 1: COLLACE COURIER (KEY SCENE)

The crew of the *Spinward Rebellion* have been called to the Naval Base in orbit around Mille Falcs, an old 90,000-ton *Effendi* class Heavy Cruiser with its drives removed and filled with various administrative offices, maintenance hangers and storage facilities. If following on from *Golden Age EPIC 1* and the characters have control of the Sword Worlds Blockade Runner, this ship will be requisitioned by the Imperial Navy, at gunpoint if necessary. The reason cited is the critical "ship shortage". Any dreams the characters have of flying about the Spinward Marches in a super sleek blockade runner are soon crushed by the grim reality of war. Rumors in Mille Falcs city – a huge domed city on the planet's surface below – point to a shortage of starships to undertake all the tasks allocated to the Navy, and the blockade runner is perfect as a fast courier.

The standard financial remuneration upon drafting of the *Spinward Rebellion* is outlined below:
• Ship mortgage payments are taken over by the Imperial Navy.
• Ship running costs (and overhauls if any are due) are also paid for the Navy.
• Standard crew salaries are to be paid by the Navy, plus 25% as "hazard pay".

The character's ship is asked to take station a few clicks from the Naval base to await further instructions. Minutes later a cutter glides into view, pulls alongside and extends its airlock. After a hard dock is achieved, the hatch opens and a tall, dark haired, slender woman enters, flanked by two Imperial marines. Both marines are familiar to the characters if they have played *Golden Age EPIC 1*. One is Saren Reasse, the Marine Lieutenant from *Golden Age EPIC 1*. If the characters have encountered him before, he gives them a knowing wink. The other is a grim faced sargeant, Dee Gede who traveled with the characters to Singer in *Golden Age EPIC 1.* The woman carries the robes of a Baroness, and introduces herself as Xana Gabriel. She looks around the ship and simply says "this will do", turns and walks back through the airlock to the Cutter.

Reasse shrugs his shoulders and explains the situation. Reasse and Gede have been "transferred" to bodyguard duty for Baroness Gabriel. Looking completely underwhelmed, Reasse states that the *Spinward Rebellion* is to transport Gabriel to Collace, where she is to become the new Imperial Ambassador to Collace. In addition, four 15 ton fighters are to be transported in the cargo hold, destined for the Collace Planetary Navy. The *Spinward Rebellion* is then ordered by Gabriel to a landing pad at the starport on the surface of Mille Falcs where, under Imperial Marine guard, four 15 ton fighters are urgently loaded onto the far trader, two in each on the starboard and port cargo bays. All four fighters have missiles on their missile racks, but the Navy ground handlers insist that the missile warheads are just dummies, and show any suspicious characters the diagnostics to prove it. The characters can examine the missiles themselves and will find nothing untoward. However, one of the missiles has a special warhead undetectable by conventional means, and even though scans reveal it to be a ceramic dummy, it is in fact very live, with a sophisticated detonation mechanism.

While loading is going on, Gabriel inspects the ship, making notes on a handheld computer. She insists that they make haste for Collace, the first stop being Talos.

Referee

Players who try to discern Gabriel's motives will meet a poker face. She gives nothing away. She is either not lying about her true intentions, or highly trained at deception. The far trader should make haste for 100 diameters and jump as soon as possible.

A note on the ship's locker of the *Spinward Rebellion.* Several items for this adventure are included in the ship's locker which were not listed in *Golden Age EPIC 1.* These are listed in the Starships section of this adventure. The rationale for adding items to the ship's locker is a review of the locker by Reasse before departure, who insists on adding several minor items that are missing from the shambles of the *Spinward Rebellion's* locker. These are dehydrated rations for 10 people for 2 weeks and 5 2 man tents.

SCENE 2: JUMPTIME (KEY SCENE)

If he has not been encountered before, Reasse makes himself known to the characters during the Jump. He is initially standoffish but starts to engage the characters in friendly banter and taunts about their physique/smell/laziness/junkyard ship or anything else to bait the characters. Dee keeps to himself, a quintessential marine who spends most of his time caressing and cleaning his weaponry. If the characters have played *Golden Age EPIC 1* Reasse, Dee and the characters will have plenty of shared experiences to call upon, and more importantly a lot of trust between them.

Gabriel on the other hand, spends much of her time in her stateroom, dictating to her computer, and generally keeping out of the way of the characters. Attempts to engage her in conversation will fail. Covert attempts to search her belongings will find electronically locked suitcases which require a DC-40 roll modified by T/Electronics to open (CT: 14+ modified by Electronic skill). If the characters manage to open the suitcases they will contain computer disks and papers revealing Xana's true identity, as well as correspondence between Xana and Duke Norris. There are even files on Imperial Navy Reserve dispositions throughout the Spinward Marches. It is all high powered, extremely sensitive material. The four fighters take up most of the cargo space in the hold and are second hand models destined for Naval reserves, but seconded to the Imperial-aligned Collace.

The Jump is uneventful and after seven days the far trader emerges from jump about 6 hours from Talos. Scans of the system reveal no gas giants and two massive asteroid fields, but no ships in the system. A solitary starport beacon pulses on the surface of Talos, although the starport is little more than a beacon, two marked landing pads and a perimeter fence.

TALOS

The Talos system is a binary, with a red dwarf spectral class F9 primary star orbited by its white dwarf M1 companion in orbit 17, some 1.4 billion km from the primary. The two asteroid fields occupy orbits 8 and 11. Talos itself is a small, frigid, dry world with 31% of its surface covered by water, although much of this water is in the form of ice at the poles and high latitudes. It has a single moon, a small 200km diameter airless rock, a rogue asteroid captured long ago by Talos. The atmosphere of the primary world is very thin, requiring rebreathers or respirators to breathe. Talos revolves in orbit 4, some 240 million km from the main star. Gravity is low, at 0.375g, and the year is 586 standard days in length. The world has

an average daytime temperature of –5 degrees, dropping to –35 at night. Axial tilt is 15 degrees, giving moderate seasonal variation of +10 degrees in Summer and –15 degrees in Winter. When the *Spinward Rebellion* arrives in orbit, the northern hemisphere is in Autumn.

The 800,000 locals are religious pilgrims who settled from the Sword Worlds over 700 years ago and have little interest in offworlders. Their way of life is tempered by the harsh climate and small settlements dot the equatorial areas, with few urban areas larger than a thousand people. Their government is a small oligarchy of families who originally settled on Talos and are headquartered in the largest town, Talosi. The families run a number of mining operations across the planet's surface, sustaining their planetary economy by selling copper, silver and other rare elements to offworld corporations. Their foreign policy is one of continued non-alignment and non-involvement in interstellar affairs, and the Talosian government steadfastly refuses to entertain any Imperial or Sword Worlds diplomatic presence, technology upgrades or even starport upgrades. The "starport" itself, essentially a beacon, was only grudgingly agreed to a century ago, and locals are forbidden to enter the starport grounds while a starship is present. Starship crews are permitted to deal with the locals in their villages however, and once the initial shock of off-world contact has worn off the locals are quite friendly and curious about other worlds, despite their Government's official attitude. Talos has a world trade balance of –3, a net importer. Trade restrictions with outsiders mean imported manufactured items are rare and very expensive, and locals attempt to get by with local manufactured goods of dubious quality.

The other source of government revenue from offworlders is the Inland Sea, the largest source of water on Talos, and the only way a starship can refuel in the Talos system. The government is aware of this monopoly and earns much hard cash from starships paying over-the-top prices for the privilege of scooping water from the Inland Sea to refuel.

It is against this background the *Spinward Rebellion* approaches Talos, preparing to dive into the atmosphere and scoop water from the Inland Sea.

SCENE 3: TALOS TROUBLE (KEY SCENE)

Reasse, Dee and Gabriel are on the bridge of the *Spinward Rebellion* as Talos grows in the window. As the far trader hits the upper atmosphere a massive explosion rips through the port cargo bay, decompressing that bay and the center cargo bay. The air/raft and anything else in these two bays is destroyed or sucked out of the far trader. The explosion hits the engineering deck's powerplant, which goes offline. Fuel is detonated on the port wing. Trailing fuel, debris and plummeting out of control through the atmosphere, the bridge and passenger quarters are in chaos. Emergency lighting is activated as sparks fly, hydraulic and electronics panels explode and fly open, and the far trader increases its velocity, reaching its maximum design tolerance of 4700kmh. Anyone in these areas will have to undertake a reflex save (DC15) against explosive decompression or suffer damage as per page 387 of the T20 Handbook. (CT: Roll Dex or less on 2D to avoid damage. If the roll fails, 4D damage is inflicted on the character). Characters in vac suits will not be affected. Anyone in the port cargo bay however, will also need to save versus reflex (DC20) to avoid taking damage from the explosion. If the save fails, the individual must take 6d6 stamina damage. (CT: Roll Dex or less on 2D to avoid damage. If this fails, 4D damage is taken).

The explosion occurs at 40,000m. At every 2000m the pilot should make a DC-25 roll modified by pilot skill (CT: 10+ modified

by pilot skill) to bring the far trader under some sort of control for a crash landing. This should give plenty of rolls to the characters to ensure the far trader is brought under "control", but this will not save the ship. It will only serve to ensure the ship is not obliterated and can undertake an emergency landing – of sorts. As the pilot struggles with the battered controls, small explosions continue to detonate throughout the ship, wrecking communications, sensors and causing explosive decompression of the starboard cargo bay, engineering section and low berth/ship's locker section. Anyone in those areas will have to save versus reflex (CT: roll dex or less to save) or be subject to 3D6 stamina damage from the struggle to remain within the far trader. (CT: 2D damage). The remaining two fighters are sucked out of the far trader as the rear hatches are blown away.

The far trader overshoots the Inland Sea and is unable to attempt a water landing. It can land in a plain hex, marked "C" on the map, as the surrounding mountain terrain is unsuitable for any kind of landing. As the far trader impacts the tundra in a wide valley, the crew are thrown around. All must save versus reflex (CT: dex or less to save with 2D) or suffer 3D6 stamina damage as the ship lands. (CT: 2D damage). Finally, after an eternity the ship grinds to a halt. The ship is smashed. As the crew stagger or crawl from the ship, fears of a final explosion are diminished – there is no fuel left in the tanks. All three cargo bays are nothing more than twisted scraps of metal. The air/raft, the four fighters and all other cargo have either been smashed beyond repair or sucked out of the far trader during its descent. The marines lose their combat armor and heavy weapons, which were stored in the cargo bay. All they have left is the personal items listed in the Cast of Characters section.

The characters manage to get out with what they had stored in the staterooms and crew lounge. The ship's locker is also intact, which is fortunate because the very thin air means everybody has to put on respirators or vac suits - fast. There are 10 of each in the locker. Injuries must be attended to and anyone with medical skill will be utilized to deal with them.

Attempts by the characters to do anything to the following will fail as everything else in the ship is irreparable given the level of damage:
• Communications
• Sensors
• The Transponder
• Bridge Controls
• Emergency Power
• Power Plant
• Maneuver Drive
• Low Berths

The characters are on their own. They have some items from the ship's locker but little more, and no transport, on an unfamiliar world, surrounded by frozen tundra and hundreds of kilometers from civilization. It has been a good start to the mission. Gabriel simply says to the unfortunate pilot of the far trader "Good piloting, flyboy. I could have done better in my sleep." With that she trudges off with a compass and inertial locator towards a rise to determine their position. Reasse grins and says to the characters that at least the Imperial Navy will salvage and repair their ship, because they are on a naval mission. But he adds it might take the Navy years to get around to it, being in the middle of a war and all.

Referee

The ship has been sabotaged, although it is impossible to tell how the accident happened without a forensic investigation. However Gabriel does suspect that she has been targeted.

The ship crashlanded in the morning – each day being 16

hours long. The average daytime temperature at this latitude and time of year is –5 degrees, lowering to –35 at night.

Attempts to raise anyone on the long range communicator in the ship's locker will be met with nothing. It seems strange that there is no-one on the 500km range radio, as they only crashlanded about 540km north of the starport. Surely the locals would have tracked their approach and realized they were crashlanding? It is impossible to know what the locals know of their whereabouts.

The characters have two options at this point – stay put and wait for rescue, or strike south over mildly hilly, frozen tundra towards the starport and civilization.
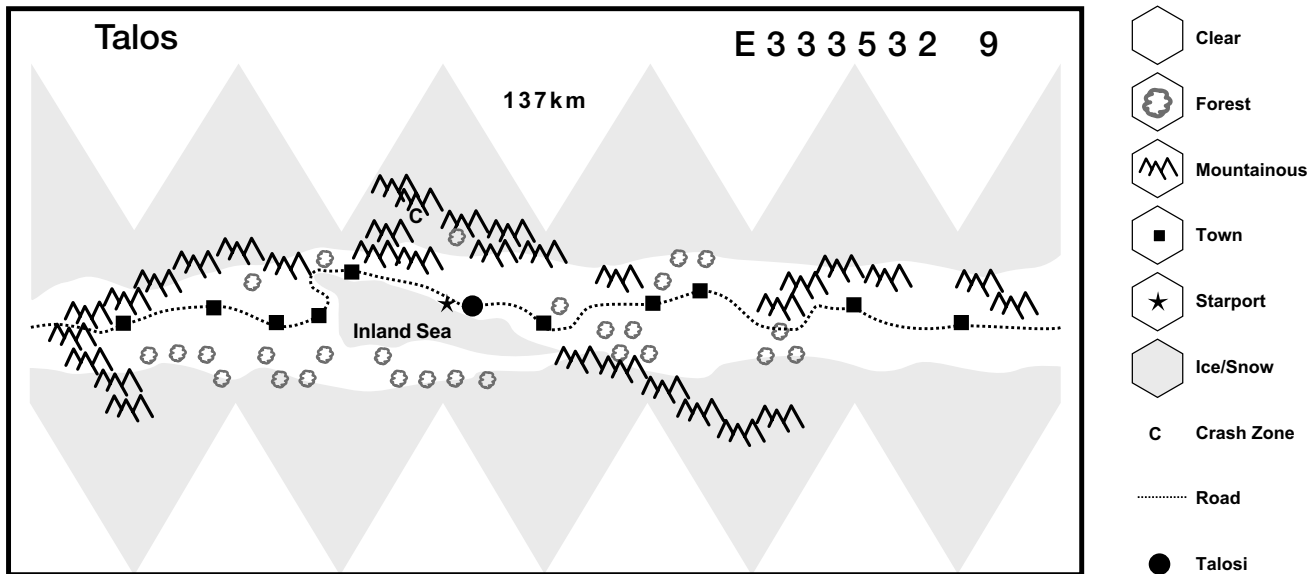
ACT 2: LONG TREK TO CIVILIZATION
The characters either stay put, or start the long trek to inhabited territory on Talos.

SCENE 1: STAYING PUT
This scene will only be played out if the characters decide to stay put. There will be disagreement about this decision from Gabriel in particular. She stresses that Talosians are renowned for ignoring starships and they do not have a starship traffic control system for their so-called "starport". Anyone who suggests staying put will be abused by Gabriel, who points out it is insane to expect rescue when no-one knows if the locals are even aware the ship has crashlanded.

If the characters insist on staying put, the marines and Gabriel will reluctantly agree. At an estimated 540km to the starport and walking 10 hours per day it will take 11 days to reach civilization, assuming the characters don't succumb to the freezing environment. If the group decides to use the far trader as shelter, there will be no need to make fortitude saving rolls against cold. Anyone on sentry duty outside the far trader will have to, however.

If the characters decide to stay put they will encounter the local Targill, a vicious chaser intent on feeding on the humans holed up in their battered far trader. The Targill are similar to small Terran wild pigs, but with a considerably more vicious disposition and a mouth of teeth to suit. Usually they feed on small rodents in the hills, but tonight they are attracted by the sounds and smells of humans in the valley below. A pack of 6+d6 Targill will attack at night, squealing horribly as they attempt to enter the gaping holes in the far trader and hunt down the humans. If the characters do not put a sentry on duty at night, Reasse and Dee will do a split shift, 4 hours each to stand guard at night. The rest of the group will be awakened to cries of help and gunfire from the sentry or sentries as they are set upon by the vicious, hungry Targill. The battle should continue until all the Targill are dead or have fled.

The next night, another pack of 6+1d6 Targill will attack, and each night thereafter, steadily wearing down the humans and reducing their available ammunition, which should be tracked carefully. The attacks could degenerate into close combat with the Targill if ammunition has been exhausted. The situation could become desperate unless the characters find some way to block the Targill from entering the far trader. This is probably impossible given the fact that that all three cargo bays can be entered easily, and damage to the front of the ship has resulted in several holes in the lower deck passenger quarters section as well.

The dead Targill can be eaten, although the taste of their meat is enough to make anyone lose the will to live.

Name: Targill
Size: Small 25kg
Type: Carnivore Chaser
Stamina: 12
Lifeblood: 7
Initiative: +3
To Attack: If more
To Flee: 14+
Speed: 33m
AC: 12 (+1 AR, +1 size)
AR: 1
Attacks: Bite: Damage 2D6-1
BAB: +7
SV Fort: +4   Ref: +5   Will: +5
Str: 8 Dex: 17 Con: 7 Int: 3   Edu: -   Wis: 4 Cha: 6 Soc: -
Skills: Move Silently +5, Spot +5
Feats: zero-g/low gravity adaption, alertness, stealthy
Special Abilities: Darkvision, Cold Resistance
Climate/Terrain: Steppe, hills
Organization: Packs of d6+6

CT: Targill 25kg Hits: 10/7 Armor: Jack Wounds: 2D Weapons: Teeth A0 F9 S2

SCENE 2: BOUNTY HUNTER (KEY SCENE)

Eventually another event will transpire which could be as much of a threat to the group as the Targill. Six long, bloody nights after the crashlanding the Targill will be replaced by another hunter, either on the journey south or at the far trader. Where ever Gabriel is, this new assailant will be. Whoever is on sentry duty, either stationed inside or outside the far trader, will be targeted by a bounty hunter about 50m away, firing an incredibly accurate Snub SMG with tranq rounds in fully automatic mode. If the sentry or sentries are inside the far trader they will only have to have a portion of their face showing through a crack in the hull when deadly accurate shots will ring out. A DC-15 fortitude saving throw is required to avoid going to sleep Each shot after the first that hits (4 per round from the SMG) adds +1 to the saving throw required. (CT: roll Endurance or less to avoid going to sleep for EACH round that hits). The bounty hunter will not move from his camouflaged position and retrieve Gabriel's body until everyone is unconscious (unless he dies first of course). He will only attack at night.

Reasse is exasperated by the situation. "Oh for Strephons Sake! If only had a grenade launcher and gauss rifle! This guy wouldn't last a minute!" The bounty hunter wears a chameleon combat environment suit, grav-belt, and is armed with a snub SMG with tranq and normal rounds, hundreds of rounds of ammunition, a snub pistol and tranq grenades he will use if he gets close enough to throw them.

Referee

The bounty hunter has been hired by the Sword Worlds government to capture Xana Gabriel. His ship is a scout/courier hidden 300km to the north of the far trader's position. The bounty hunter is in it for the money and nothing else. He will not know the reason why Gabriel is wanted by the Sword Worlds. He is just following orders. The characters will have to respond quickly to this new threat, because any move by the characters or NPCs in any area of the far trader that is exposed to the outside will be targeted by the bounty hunter, who will stick around for as long as it takes to take out the entire team and capture Gabriel.

The referee should determine the course of events as the characters try to eliminate this new threat. They could negotiate, or try to target the bounty hunter, although he is well camouflaged. If the characters wish to negotiate, the bounty hunter will not move, but negotiate by radio. He will simply say "All I want is the Ambassador". It should be obvious to the characters by now why Gabriel is targeted, being an Imperial Ambassador, but the actual reason still remains hidden. If the characters callously decide to hand Gabriel over, she will reveal her true identity and essentially bribe the characters with inducements to protect herself. The characters will be doing themselves no favors if they take this course of action. They will make an enemy of one of the most powerful nobles in the Spinward Marches.

If the characters succeed in eliminating the bounty hunter someone will have a ticket to civilization and help – the bounty hunter's grav-belt. It may take a while to get to civilization by using it, but it sure beats walking through ice and tundra. The journey with the grav belt will take about 6 hours.

If the characters are overwhelmed and fall unconscious either from the tranq rounds or grenades, the bounty hunter will take Gabriel and start north for the scout/courier with her attached to the grav-belt. They will only be able to make about 30kph but it will be faster than anyone can walk to catch up to her. Gabriel will be gone, but the characters will have to concentrate on extraditing themselves from their perilous situation. Subsequent scenes will be played out, but without Gabriel. She will be taken by the bounty hunter back to the Sword Worlds, and negotiations will start between the Sword Worlds government and Duke Norris for her release on certain onerous conditions entirely unfavorable to the Spinward Marches. Gabriel will also be extensively interrogated in order to extract important information out of her.

In the meantime the characters will play out the following scenes. They will be able to hitch a ride to Collace on the next available starship, but will arrive with very bad news. Gabriel is a key figure in the diplomatic strategy of Duke Norris, and the characters and marines have to carry the burden of losing a powerful figure to the enemy. Reasse will take it particularly hard.

SCENE 3: STRIKING SOUTH

If the characters decide to strike south to the starport and nearest town of Talosi, Gabriel and the marines will follow. It seems pointless to split the group up. There may however, be injuries where people cannot be moved, in which case someone may have to stay behind with any injured. If anyone has to be left behind, they will be attacked by the Targill as per Scene 1. The referee should determine the outcome of any such attacks.

The bounty hunter will follow Gabriel however, and since she is so keen to walk south, anyone who is left behind at the far trader will not have to face the bounty hunter.

The group should set out on the long, cold arduous journey as soon as possible. It will take 13 days to reach Talosi, assuming they do not get lost, at a rate of 5kph for 8 hours per day. The characters can force march for more than 8 hours per day, but are subject to saves versus fortitude or suffer 1d6 stamina damage. See p119 of THB for details. In CT, for each hour over 8 they walk, they must roll their Endurance or under on 2d, modified by survival skill, or have their Endurance reduced by one point.

Characters with navigation skill will be particularly useful at this stage. The route is relatively flat, with small copses of tall trees, tundra, rocky outcrops and little else of note. Although the group has enough food for the journey, the cold is the biggest threat. During the night the temperature plummets to –35 or –40 degrees, and for each hour of night (8 hours) a DC-15 fortitude saving throw must be made or sustain 1d6 points of stamina damage. Because everyone will be wearing cold weather clothing from the ship's locker, the check must be made only once every hour as opposed to once every 10 minutes. Characters with survival skill will be able to modify these saving throws, and may apply successful saving throw results to other characters in the group without survival skill. See p89 of THB for details. Characters who suffer stamina loss will become affected by frostbite or hypothermia and becomes fatigued. Once stamina points are at 0 the character becomes unconscious and the rolls continue, coming off lifeblood. The situation will then require urgent medical attention.

In CT, the characters must roll Endurance or under on 2D each hour of night, or suffer –1 to their Endurance. The roll may be modified by survival skill. If the character is successful in saving and also has survival skill, half of his survival skill (rounded up) may be applied as modifiers for the rest of the party. Once Endurance reaches 0 the character is unconscious and subsequent failed rolls are taken off Strength, then Dexterity once Strength reaches 0.

In the same numbers as Scene 1, Targill will attack each night, when the characters are at their most vulnerable. Alone in their tents or under cover on rock ledges, the characters will be faced with animals that have night vision, so any night vision gear from the ship's locker will be vital for survival.

On the sixth night the bounty hunter will attack as per Scene 2, but only if Gabriel is present with the group. Any results from this attack should be played out as per Scene 2.

SCENE 4: DERELICT (KEY SCENE)

The characters are either trudging south toward civilization or holed up in the far trader when the following scene occurs. If walking southwards, the characters will be thinking about stopping and looking for shelter as dusk approaches when in the distance a metal cylinder partially buried in snow and soil, appears nestled amongst some trees. If the characters are holed up in the far trader, a routine sweep of the area by either the characters or the marines will reveal the same object.

As the characters and NPCs investigate, it becomes clear the bulk of the object is buried under snow and soil. It is a wedge shaped 600 ton Zhodani Navy patrol corvette, and entry can be gained to A Deck's central corridor through a large gash in the ceiling of A Deck. The corridor itself is filled with soil and ice, but progress can be made through the corridor. There is no power in the ship – it is in darkness, but each room will have its own secrets to reveal, of a Zhodani ship that misjumped long ago, one on an exploration mission, not a mission of war.

The characters will spot the object first and once they discover the nature of the object, they can claim right of salvage. If the characters openly state this, even though Gabriel knows the interstellar rules of salvage better than most, the marines will contest it on the basis that the Imperium is at war with the Zhodani and the wreck is a prize of war. Gabriel steps in, with her extensive knowledge of interstellar law. She states that the Imperium only has jurisdiction between the stars, and has none at all outside Imperial borders. The Talos government has jurisdiction over the planet, but whoever spotted the wreck has right of salvage. Reasse is less than impressed by this, replying by saying that "OK, but anything of military nature that could help the war effort I will be taking, and taking by force."

As the characters search the ship they find various items they can take. These items may be of dubious value, or they may be priceless. Radiation levels are normal inside the ship. There are no locks on any doors, not even the ship's locker. This is standard practice on Zhodani vessels as psionic abilities effectively prevent "impure thoughts" like hijacking or using weapons for ill intent.

A Deck: Staterooms

The staterooms are filled with debris from the crash landing – personal items strewn about, furniture upturned and little else of value. The personal effects of the Zhodani crew, including electronic diaries may be of great value to a historian, but in the current fight for survival, they have little relevance. If the characters do a thorough search they will find one in each stateroom. There is only a 50% chance each device will work.

A Deck: Missile Magazine

The missile magazine contains 20 Zhodani missiles with standard warheads. There is nothing else in the magazines. It appears half of the missile load has been used as 20 racks are empty.

A Deck: Ship's Locker

The locker contains a number of standard items found in any ship's locker in charted space, but also includes items that may be useful for the characters including four LI goggles, four pressure tents, 10 combination masks, a radiation counter, a fusion still, a TL-12 medical kit (although the drugs may not be compatible with non-Zhodani physiology), an electronic tool set, a metalwork tool set and five TL-11 vac suits. Only very tall characters will be able to use them however – ie 180cm or taller. There are also two Zhodani combat armor suits, which also can only be used by characters 180cm or taller. The suits are TL-12 and also contain a built-in psionic shield, but functionally are the same as Imperial combat armor. External appearance is a problem however, as they are instantly recognizable as Zhodani combat armor, with their peculiar shaped helmets. Anyone walking into an Imperial starport wearing such armor is likely to be taken down in seconds by starport guards. A collector would be willing to pay a fortune for them however – and if the characters ever get to a point where they can find such a collector they could sell each suit for 2d6 x Cr10,000.

Reasse wants one of the suits for study by the Imperial Marines however, and he will subtly threaten anyone who stands in his way.

The locker also contains some weapons – two laser pistols with two backpacks, four blades and two snub SMGs. 200 rounds for the snub SMGs can be found in the locker. The laser pistol backpacks are flat however, and with the ship's powerplant offline they cannot be recharged. Reasse is disappointed by the lack of gauss rifles, the standard Zhodani ship trooper weapon. There are also no pistols in the locker. Perhaps the ship was under fire before it misjumped?

Fusion Still

A fusion still is built around a small fusion unit which will run continuously for 5 years. The still has a hopper which can take fluids or organic matter. Collection areas within the still allow potable water to be extracted, or a just-about-edible nutrient product normally known as "glop". The exact composition of glop varies depending upon what is put into the still, and in some cases vital nutrients will be missing. The still's readout advises the user as to how good his or her glop will be today, but even the best technology cannot make glop taste any better. Glop can be output as dry, jaw-busting bars or a damp and fairly disgusting porridge.

The still has a power output socket and a cable for recharging items like powered tools, and indeed includes two hand lamps. It also has a built-in light unit and a heater that can be used to warm a shelter or to provide localized heat for cooking. Marooned starfarers with a fusion still will usually find that their food and water needs are taken care of. However, many users cite the still 's food output as the single greatest drain on their will to live.

A Deck: Bridge

The Bridge encounter is described in the next Scene.

The iris valves in the floor can be opened with effort, and they lead to B Deck.

B Deck: Jump Drive Room

Characters with T/Engineering skill can determine that the Jump Drive cannot be repaired. The circuitry has been vaporized as well as the jump grid conduits.

B Deck: Maneuver Drive Room

Characters with T/Engineering skill will see that the maneuver drives are intact, but the power couplings from the powerplant are missing. It appears the power couplings simply vaporized.

B Deck: Powerplant Room

The powerplant is inoperable, but there is an additional piece of equipment attached to the fried power distribution unit. It is a black cube about 1m in size, and bears no markings of any kind. Radiation levels around the cube are normal. Anyone with T/Engineering skill can soon guess what the cube is – a 0.1dton antimatter powerplant. It appears that the antimatter powerplant was used to supply EP for a Jump, and something went wrong that fried the power distribution system, resulting in a misjump. Perhaps it was a power surge. The antimatter fuel must be stored within the cube itself, because there is no sign of any special fuel containment system. The primary

fusion powerplant appears to be non-operational. Searches of the log entries reveals that the fusion powerplant was damaged beyond repair, and antimatter powerplant technology was discovered while exploring an alien world on the Zhodani Core Route. The Zhodani engineers shoe-horned the antimatter powerplant into their ship in an effort to make their way home, but it produced too much power for the ship's power distribution system. They only succeeded in misjumping.

What is self-evident even to those who are not engineering savvy is the value of this piece of equipment. It is now imperative that the Imperial Navy retrieve this device, and Reasse and Gabriel go to great lengths to point this out to the characters. If the characters are being difficult about it, Reasse simply points his autorifle and tells the characters that they can take whatever they like from the wreck, but the ship itself, its fighters and this cube are now the property of the Imperial Navy. Gabriel nods in agreement. Given the fact that Reasse is a living weapons platform it would not be wise for the characters to argue.

B Deck: Cargo Bay 1
This cargo bay is filled with storage containers with simple latches. The containers contain various rock samples, rock drilling equipment and scientific equipment. Three of the containers locked and are very heavy – obviously lead-lined. A radiation check reveals higher than normal levels of radiation near the containers, so it is probably a very bad idea to open them. The boxes probably contain radioactive rock samples.

Another container is locked, but has no evidence of radioactive contents. If the characters decide to force it open, they will find the box filled with strange back foam-like material, and a gold bracelet in the middle of the foam. If a character decides to put on the bracelet, he or she immediately becomes aware of the thoughts and emotions of the people around them. The bracelet seems to act as a psionic booster, enabling even non-psionic characters to use some limited psionic abilities. The bracelet confers the following psionics skills on the user:
• 10 PSI points, with regeneration of PSI points at the same rate as per normal psionics (1 point per hour)
• Shield (Telepathy Sphere)
• Life Detection (Telepathy Sphere)
• Telempathy (Telepathy Sphere)
• Read Surface Thoughts (Telepathy Sphere)

The range of these abilities is limited by the 10 PSI points, as per p189 of THB. For instance, the bracelet can be used to read the surface thoughts of another sophont at a maximum range of 51km (very distant range) by expending 10 PSI points, or sense emotions and basic feelings at a range of up to 500km – regional range. Obviously this artifact is priceless, and will be of extraordinary use to the characters. There is no way of telling whether it is an ancient device, a Zhodani device or from another alien civilization. There is a downside to using it however. If a character without any psionic ability uses it even once, all chance is lost of that individual ever becoming psionically aware naturally. Psionically aware sophonts that use the device gain no further skills or PSI points from wearing the bracelet.

The cargo bay also contains two low berths, but they do not have power to them. Inside are the skeletal remains of two alien creatures unlike anything seem before by the characters. The creatures are bipedal but are about 2m tall with huge craniums and massive jaws. Their origin is a mystery, but is likely they were found during the ship's travels towards the core. A scientific institution may be able to determine their taxidermy by advanced DNA sampling techniques. Characters out to make a buck will be disappointed

however. Any scientific institutions contacted will gladly accept donated alien bones, but will not pay for such specimens.

B Deck: Cargo Bay 2
This cargo bay shows signs of decompression. The door has been blown away, and the cargo bay is half filled with soil and ice. Other than that the bay is empty.

B Deck: Fighter Bay
The fighter bay contains two Zhodani 8 ton fighters. The fighters contain evidence of weapons fire – their external skin is scarred and blistered with damage from plasma, fusion or laser weapons. None of the fighters have functioning powerplants.

B Deck: Wardroom/Mess
Three skeletons lie in the wardroom/mess, more crewmembers who died 40 years ago. The wardroom itself is wrecked, with plates, cups and furniture scattered throughout the space. The staterooms off the wardroom are filled with personal items of little note. One skeleton lies crouched in the corner of stateroom 12, still in a position where he or she was cowering, as if trying to keep warm.

C Deck contains shattered fuel tanks.

SCENE 5: THE BRIDGE (KEY SCENE)
As the characters search the ship the most important item found will be on the bridge. It is information. As the characters, marines and Xana enter the bridge, three skeletons, still in Zhodani navy uniforms, stare silently at shattered viewscreens. Their bodies have long since decomposed. The bridge is wrecked, however, but amazingly, some lights still flicker on a console after all these years. Xana, with some computer skills and knowledge of Zhodani language, sets to work trying to access the databanks. Characters with computer skills can also try to retrieve data, although lack of knowledge of the language will be a severe handicap. A DC-25 roll modified by computer skill and any relevant feats will be required to restore some power from emergency fuel cells to the ship's databank. (CT: 10+ modified by computer skill). Some data is damaged, but a large viewscreen on the bridge springs into life and star charts and course plots start to appear, emblazoned with Zhodani writing. Anyone with skill in navigation will see they are Jump route plots. Anyone with Zhodani language skill will be able to read them. Xana can read Zhodani, so reads intently. It appears the ship misjumped 40 years ago. The names of the star systems are unrecognizable, but everyone recognizes an overall schematic of the jump route. The image zooms out, revealing the entire Saggitarius spiral arm, and a route is drawn Coreward through the arm, towards the core.

Xana expresses her amazement. "The Core expeditions!" The PCs may not have heard of the Zhodani expeditions to the core of the galaxy, but they have been going on for over 5000 years, and this is the opportunity for them to learn that an "urban legend" of charted space is actually real. Xana, with her connections to Imperial royalty and knowledge of Zhodani history, probably knows a lot more about them than anyone else in the room, so explains what she knows.

It appears this ship was part of a Zhodani Core Expedition. The starcharts in front of them obviously point to a massive misjump by the wrecked starship. Xana points out the co-ordinates of the system the ship entered jump in, many sectors to Coreward of the Spinward Marches. The problem with this is how a misjump of such

proportions could occur. Perhaps something else was at work in the mishap. Xana also says the Imperial Navy has established a special method to observe the Zhodani core expeditions and their progress. She claims not to know how the Navy performs these observations.

Xana explains that the Zhodani have been sending large expeditions to the core of the galaxy for 5000 years, long before the Solomani even achieved spaceflight. They were prompted to do so by the discovery of an Ancients artifact which showed a map of the route to the galactic core. There have been seven major expeditions, the latest starting out in 750 on a decades-long journey to the edge of the core.

Xana loads more data and the screen shows the galaxy from a top view, showing core route and minor routes running off the main route, like blood vessels branching off a main artery. As hundreds of new routes are drawn, it becomes clear the Zhodani have explored thousands of worlds even beyond the narrow core route. As the data on each world is shown, the implications are staggering. Even Xana looks stunned. "This information is utterly priceless. You may think the Zhodani are a bunch of mind-bending control freaks, but it is evident they are the greatest explorers in the galaxy. Look how many star systems they have explored! They put our scout service to shame."

Each expedition consists of thousands of ships, millions of personnel, and last the personnels' entire lifetimes. There is just enough time for a young crew member to observe the core of the Milky Way, then perhaps return home to retire in the Consulate. The Imperium does know that the Zhodani have encountered other alien races on their route to the core. Numerous smaller expeditions are also going on all the time. It appears this ship was part of one of those smaller expeditions.

Xana rewinds through log entries, and finds one which she shows on-screen. The NPCs in the room are visibly shaken by the video image, obviously taken by a camera on one of the fighters the corvette carries. It shows the Zhodani corvette slowly moving along a spire rising up from the surface of an alien world. The spire appears to be thousands of kms long. It appears to be derelict as parts of the spire have been damaged. The log entry records the system as being off the main core route, about 3000 parsecs to Coreward.

Everyone realize the log entries from this corvette are priceless. Xana frantically starts making copies of the log entries, copying the data to Zhodani removable storage media found on the bridge. Anyone who can understand Zhodani can do the same. If no-one else can understand the language, they are powerless to copy the data, and Xana will not help. She justifies this by saying that information about the Core expeditions is not known generally and should stay that way. The characters may try any means to get the data off Xana. The referee should determine the success or failure of this. The characters can sell the information to a major Imperial university if they wish. A Science or Ancients Department of a major university would pay 3d6 x Cr200,000 for the data tapes. The characters may wish to sell the tapes to a news network, who would be willing to pay the same amount.

Referee
Gabriel quickly pieces together the story of the corvette from the data tapes. It appears the ship was surveying a world with an extinct highly advanced civilization, about 3000 parsecs to coreward. The system was far from the main Core route. The ship's powerplant was rendered inoperable by an inexplicable accident. Further study of the world revealed the existence of antimatter powerplants. The Zhodani crew stayed on the planet for over a year while they worked out a method of fitting a small powerplant to their ship.

The corvette then tried to use the antimatter device to perform a Jump but it produced far more power than expected, destroying the power distribution system and causing a misjump. The ship ended up in the Talos system and, heavily damaged, attempted to land on Talos, but evidently the Zhodani pilot did not manage to safely land.

ACT 3: HELP FROM THE LOCALS
The characters finally reach help and civilization.

SCENE 1: CIVILIZATION? (KEY SCENE)
When the characters (or perhaps one character with a grav-belt) finally reach the town of Talosi, they are given a cool reception. The town itself is populated by about 5000 hostile, hardy people of Sword Worlds descent. Four wheel drive vehicles are the normal transportation in the town, while solid low-domed housing dots the landscape. The character or characters are given a cool reception, but finally someone points them to the main police building. Upon entering the police building the party is tended to by police medics and questioned by the officer in charge, Commander Klaus Wiess.

The Commander states flatly that the E class starport has no tracking facilities for incoming starships, so they are not aware of the presence of starships until they land. The locals shun technology to some extent, so lack tracking systems and radar. A small number of STOL fixed wing aircraft designed to land on ice and snow are available, and Weiss leads the party to an airstrip on the outskirts of town to prep a plane for the rescue mission, if anyone has been left behind at the crash site. Eventually a small 8 seater aircraft is prepped by a reticent police pilot and engineers, and takes off in near-whiteout conditions. An hour later the aircraft reaches the crash site and any survivors are picked up.

Back at Talosi the characters are tended to by local doctors, and put up in a local hotel. Locals are curious but maintain their distance. Many carry sidearms and blades, but do not threaten the characters. A few even give the characters small gifts of food, alcohol and warm clothing. These gestures are welcomed in particular by Gabriel, who uses her peculiar charisma to charm the locals.

SCENE 2: THE BIG REVEAL (KEY SCENE)
Once the characters, Reasse, Dee and Gabriel are back in Talosi, questions have to be asked. Why does this bounty hunter want Gabriel dead so badly? Why all the effort to try to get rid of her? If the bounty hunter is captured alive he will not know why Gabriel has been targeted, just that it is his mission to bring her back alive to the Sword Worlds. More likely the bounty hunter is dead, but questions remain. If the characters have not already asked the question, Reasse will. He confronts Gabriel about the explosion and the bounty hunter. Initially tightlipped, Gabriel has been worn down and weakened by the trials of the last 13 days. The characters and the marines have helped keep her alive, and the least she can do is dignify them with an honest answer. Gabriel asks the characters and the marines to come to her hotel room in an hour. When everyone has gathered in her tiny room, Gabriel asks them to shut the door. Sitting on a chair wearing a grey overcoat, Gabriel stands, taking off the overcoat to reveal the purple robes of a Marquesa. On her lapel is pinned a military medal, instantly recognizable to any character who has seen military service as the Imperial Starburst for Extreme Heroism (SEH).

"I'm sorry to have put you all in danger, although we are at war, so it goes with the territory. But I am grateful for the help you have

given me. I will not forget it, and neither will my uncle. It appears the Sword Worlds have been trying to take me hostage to use as a bargaining chip in the war against the Imperium."

Gabriel's real name is Marquesa Reena Norris. Her other name is simply a cover which she has used for years. She says she is the niece of Duke Norris of Regina, one of the most powerful Nobles in the Spinward Marches. She has been entrusted to undertake highly important diplomatic and spying missions for years - indeed she has been trained for many years for just those roles. She reports to Norris on a regular basis, gathering intelligence from on the "frontlines" and reporting direct to Norris without going through his staff.

She takes a small copper tube from a robe pocket and opens it, showing it to the group. It is an Imperial Remit signed by Norris himself, giving her the power to facilitate the admission of Collace into the Imperium. That is her real mission. To let another billion humans into the largest human Empire ever created, and in so doing extend Imperial protection over that beleaguered system.

Gabriel states that she will ensure the Imperial Navy retrieves and repairs the character's far trader.

Reasse and Dee and ask how she got the SEH, considering it is only awarded to military personnel. She simply says that the Arch Duke of the Deneb Domain awarded it for services to the Imperium undertaking various missions outside Imperial borders. Gabriel insists that her real identity must be kept secret, partly to ensure she can continue her covert work. She points out that it is a State secret, and she will eventually find out if the characters have broken their word. The penalty for breaking the secret will be severe indeed.

Gabriel insists they find a way off Talos as soon as possible so she can get on with her real mission on Collace. Efforts to locate the bounty hunter's scout/courier will fail. There is a pilot onboard who is under orders to leave the system if the bounty hunter has not checked in or returned by a certain time. By the time the characters are rescued the scout/courier will have departed.

SCENE 3: A RIDE OFFWORLD (KEY SCENE)

The characters will have to wait until a ship arrives. None are in the starport at present, and enquiries to the starport controller – an old man who owns the land the starport is located on – shrugs his shoulders and says a ship passes through every two weeks or so.

Fortunately the group does not have to wait two weeks. After three days a far trader of similar design to the characters' ship lands. Named the *Deganzar,* It bears the McClellan Factors (MF) company logo on the exterior. Four armed guards post themselves around the outside of the ship while its captain buys the permit to scoop water from the inland sea. The characters may present themselves to the captain at any stage, asking for transport to Collace. The captain, Raymond Mitchell, is a young, brash arrogant employee of McClellan Factors and questions their reasons for going to Collace. He also asks for high passage money from each passenger for the trip. Gabriel loses her patience with Mitchell, telling him that if he does not co-operate with an Imperial Noble and Ambassador and transport her and her associates to Collace, for free, she will make sure he is fired from MF.

At this point Reasse steps in, angered by Mitchell's demands. Reasse simply draws his snub pistol and shoves it in Mitchell's face. If this adventure is being played as a follow-on to *Golden Age EPIC 1,* the characters will understand the source of Reasse's anger. It was McClellan Factors mercenaries who slaughtered the Imperial marines at the starport in the Singer system. If this adventure is being played as a standalone, Reasse will not have

revealed this event to the characters, but that event is at the core of his anger. Reasse simply states that the Imperium is at war, and he is required to assist the Imperial Marines and members of the nobility, and if he does not want to, Reasse will shoot him. Mitchell is rather intimidated by the good cop bad cop routine, and waves to his navigator to prepare some staterooms for double occupancy.

As soon as the far trader has refueled the ship heads for Collace. Its crew all wear McClellan Factors uniforms, ignore the passengers and keep to themselves. An atmosphere of fear pervades the far trader as it enters jumpspace.

ACT 4: CLEANING UP
Gabriel finally reaches Collace, while the characters have some important salvage work to undertake on Talos.

SCENE 1: THE 144 (KEY SCENE)
During Jump an armed guard is posted to the bridge and the port cargo hold, two men at each entrance. If the characters question the guards they will give nothing away. Reasse is suspicious of the cargo and where the far trader is heading. He suggests getting into the port cargo hold to find out what they have in there. Entrance to the cargo hold can be undertaken by any devious means, and the referee should determine the success of their efforts. The door has an anti-hijack program running. If they gain entrance to the cargo hold they will find refrigerated cargo containers. Each one contains coffins. On opening the coffins, they contain dead young men and women who, if they are examined, have died from bullet, laser and shrapnel wounds.

The characters may deduce something sinister from the cargo, so they may confront Mitchell about such a strange cargo. Mitchell reluctantly hands the characters his cargo manifest. The manifest contains 144 human bodies, sons and daughters of Collace families who volunteered for duty in the Imperial Army, Navy or Marines. They are casualties of war, being transported home for burial on their homeworld, heroes of the fight against the Zhodani and Sword Worlds. The manifest is signed by the Imperial Navy's Chief Medical Officer of the District 268 Fleet.

The cargo is not so sinister after all, but it does not deter Reasse from covertly searching the ship for other signs of McClellan Factors duplicity. Even if the characters participate, nothing of interest will be found.

SCENE 2: A SAD WELCOME (KEY SCENE)
The *Deganzar* emerges from Jump and docks at Collace's busy Highport. Gabriel is dressed in her noble robes. As the characters, Gabriel and her Marine guard walk into the starport concourse, they are greeted by a retinue of Collace government officials and even a band. A large crowd lines the concourse, looking on the group with strange silence. It looks like over 500 people have arrived to meet Gabriel, who looks puzzled at the size of the reception committee. The Prime Governor of Collace bows to Gabriel, who returns the gesture. The Prime Governor says that while it is an honor to meet her, the retinue is present to perform another ritual, concerning the cargo of the far trader.

Mitchell then presents himself to the Prime Governor, and one by one, Collace Marine guards board the far trader, slowly taking coffins draped in the flag of Collace off the ship, and march slowly past the gathered crowd on the concourse. The band plays a slow funeral march as the crowd watch in silence, punctuated by crying and weeping. As Reasse and Dee watch the casualties file by, they

remove their caps and bow low in reverence.

Once the funeral procession is finished, the characters are invited with Gabriel to an official State banquet to be held in Gabriel's honor at the huge Collace Banquet Hall. The hall is made from stone and has huge high pillars and a ceiling 30m high. Gabriel is happy to bring the characters along, and during the banquet she points out to them that their efforts to help her will not go unrewarded. One strange thing that the characters will notice is that men clothed in McClellan Factors uniforms are providing the security for the occasion. It is known that the company has a vested interest in Collace industry, but providing security for State functions is an activity usually undertaken by police or the Collace Army. McClellan Factors evidently has a massive influence on Collace life.

She says that she will ensure the Imperial Navy salvages their ship as fast as possible, and undertakes speedy repairs. During the evening Gabriel shows her true stature, rising to speak to the 1000 strong audience. She commands the hall with her charisma and grace. Gabriel thanks the characters for saving her life, and goes on to promise to Collace that the Imperium will always defend the system from aggressors. She will do everything in her power to facilitate Collace's membership into the Imperium. She chooses her words to melt the heart of the most cynical anti-Imperialist. She is met with tumultuous applause.

The characters' work is done on Collace. A Collace Navy scout/courier is dispatched to take the marines and the characters "home" to Mille Falcs. The journey is uneventful, and the characters may even have the chance to grab some more memorabilia from the Zhodani wreck when the scout/courier lands on Talos to refuel. The referee should determine how he characters get to the wreck. The scout/courier's air/raft is not onboard, so a fixed wing aircraft or ATV hired, borrowed or stolen from the locals may have to be used.

SCENE 3: SALVAGE (KEY SCENE)

The characters will have to wait until the District 268 naval command releases the Navy salvage ship *Glisten Conveyor* from duties in the Mille Falcs system, but after a week or two the characters are invited aboard the *Glisten Conveyor* for the Jump to Talos and retrieval of their far trader. Gabriel has been true to her word. Reasse and Dee are onboard to lead a small team of Navy engineers in an effort to retrieve items from the Zhodani wreck, including the powerplant.

The characters are free to assist the salvage team in the dangerous operation. Two jump-1's land the salvage ship in the Talos system. During the jumps the Salvage ship's grizzled crew, including its Captain Belran Friar, acquaint the characters with their faithful, trustworthy ship and impart tales of hair-raising salvages in the most inhospitable conditions – ship retrievals from close orbits to stars, from dangerous asteroid fields, from the surface of worlds with scorching temperatures and corrosive atmospheres. The crew seem to have shared the sacrifices – scars, legs and arms replaced by artificial limbs, and a peculiar toughness borne from adversity.

Once the landing site on Talos is surveyed by the salvage ship's Tug *Big Bertha,* the area is secured by removing any fuel, radioactivity and toxic spills. While the Tug is performing the towing operation, the Launch is skimming fuel from the ocean ready for the next Jump. Once the Launch has finished its fuel runs, it is seconded by Reasse for the Zhodani ship-stripping mission. The danger is exacerbated by the difficult weather, but the team proceeds to check the *Spinward Rebellion* to see if it can survive Tug-lift into orbit. The operation should be interrupted by a pack of 12 Targill that will attack the team at night if the opportunity presents itself (ie: if anyone is outside at night working). The referee should determine the outcome of the fight through combat. Fortunately any casualties will be able to be dealt with by the salvage ship's medic and autodoc.

While preparations go on for the salvage, the characters are free to visit the Zhodani ship again, although they will be prevented from removing anything else by the Navy salvage team operating there. The Zhodani ship may be the next mission of the *Glisten Conveyor.* But the navy considers the salvage of useable ships more important than a 40 year old Zhodani corvette. In any case, the most valuable information has already been retrieved from the ship – the data in the ship's computers.

The far trader has the structural integrity to survive the lift, so *Big Bertha* is latched into the top of the far trader's hull and a painstakingly slow lift is conducted into orbit for rendezvous with the salvage ship. Once in orbit the far trader is nudged into the massive ship bay and latched down, the operation taking about two days. The *Glisten Conveyor,* having refueled at great cost, jumps for Mertactor and then the Mille Falcs Naval base.

EPILOGUE

The characters will return to Mille Falcs with their battered far trader. It is guided by a tug into a hanger at the Mille Falcs naval base, and repairs start. In the meantime there is little to do but wait, and find out more about the artifacts and data retrieved from the Zhodani ship. If Gabriel was captured by the bounty hunter the return will be fraught with tension and endless debriefings by the Subsector Naval Intelligence Director. He says little beyond stating that the Imperium is looking at trying to rescue her from Sword World custody. No repercussions come from the incident, but Reasse and Dee are more gutted than ever, having failed two major missions in a row. They like to hang out with the characters because their fellow marines have effectively shunned them. Reasse will try to convince the characters to launch a highly unofficial rescue mission with the marines to find Gabriel, for the purely selfish reason of trying to restore honor. The characters may consider this to be foolhardy and refuse, but it may also lead to a further adventure if they agree to help.

If the characters decide to tell anyone about the artifacts from the ship, or the data, they will become subject to infrequent attempts by various deviants and rogues to steal them off the characters. The Imperial Navy will not go after the data from the Zhodani computer (assuming the characters have acquired it). They already have a copy of the data from Xana Gabriel.

Review of the data will reveal extensive information on over 100 worlds on the Core route that reveal a supposedly long extinct human civilization of unknown origin. No archaeological details can be discerned, but there is a large amount of astrographical data of the region the Zhodani ship was operating in. The characters may decide to try to sell the information, although their time will be limited as they are indentured to the Navy for the foreseeable future.

Forensic analysis of the explosion on the far trader is undertaken by the Imperial Navy. A Navy scientist visits the characters and informs them of the findings – a very powerful explosive device inside a dummy missile, sitting on the launch rail of one of the fighters exploded, causing explosive decompression. The culprits are bring hunted down and the Navy now has a good idea of who did it. They were apparently trying to stop Gabriel from taking up her post on Collace.

The characters will have a great ally in Xana Gabriel, an association that will continue long after the war is over. The Referee

may end up using Gabriel as a patron to give the characters work or special cargoes to transport. At the very least, the characters will get a warm reception on Collace as long as Gabriel continues as Imperial Ambassador there.

Reasse and Dee return to duty at the Naval base, but visit the characters from time to time, bringing rumors from the battlefront of increased Zhodani and Sword Worlds military activity. Reasse continues his obsession about McClellan Factors, advancing his pet theory that the Collace government has been taken over by the corporation, which, in his eyes, makes Gabriel someone who cannot be trusted.

The characters' ship will take about 5 weeks to repair. In the meantime, the characters are free to try to sell or use their salvaged goodies, take some time off, and get into more trouble before their next mission as part of the last line of defense in District 268 against the Outworld coalition…

Epic Adventure Checklist

Act 1: Sabotage

Key?	Done?	Scene
K1	_____	Scene 1: Collace Courier
K2	_____	Scene 2: Jumptime
K3	_____	Scene 3: Talos Trouble

Act 2: Long Trek to Civilization

Key?	Done?	Scene
-	_____	Scene 1: Staying Put
K4	_____	Scene 2: Bounty Hunter
K5	_____	Scene 3: Striking South
K6	_____	Scene 4: Derelict
K7	_____	Scene 5: The Bridge

Act 3: Help from the Locals

Key?	Done?	Scene
K8	_____	Scene 1: Civilization?
K9	_____	Scene 2: The Big Reveal
K10	_____	Scene 3: A Ride Offworld

Act 4: Cleaning Up

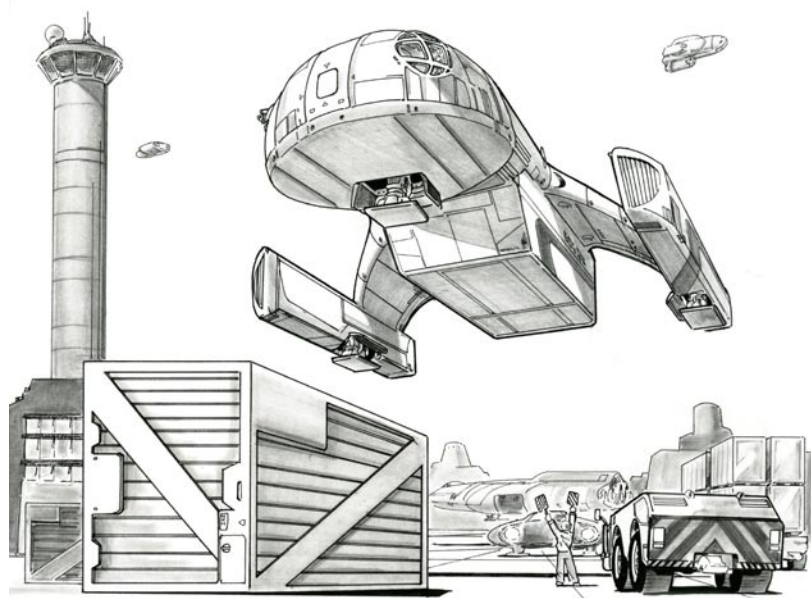| Key?	Done?	Scene
K11	_____	Scene 1: The 144
K12	_____	Scene 2: A Sad Welcome
K13	_____	Scene 3: Salvage
K14	_____	Epilogue

FAR TRADER *SPINWARD REBELLION*

The characters' ship Spinward Rebellion is a typical far trader that has been plying the space lanes of the Rimward areas of the Spinward marches for decades. Now 30 years old, the ship has been kept in reasonable condition since it was built in the Glisten shipyards. Commandeered by the Imperial Navy as an auxiliary, the ship's weaponry has been up-graded by the Navy to two triple missile turrets and a 2-ton armored magazine holding 40 missiles. There is no spare EP to fit any lasers. The ship's locker contains the following equipment:

10 suits of Cold Weather Clothing
10 Filter Masks
10 Respirators
10 Vac suits
2 Hand Computers
2 Inertial Locators
1 Long Range Communicators
2 Medium Range Communicators
1 Radiation Counter
4 Binoculars
4 Light Intensifier Goggles
1 Electronic Tool Sets
1 Mechanical Tool Sets
2 TL11 Medical Kits
2 Pressure Tents
Dehydrated rations for 10 people for 2 weeks
5 2 man tents

Weapons
3 Auto Rifles (200 rounds total)
2 Snub Pistols (100 rounds total)
4 Blades

Far Trader *Spinward Rebellion*

Class: Starship, Type A2	**EP Output:** 4 (0 excess),	**Battery**: One triple turret; 3 missile racks; +3 attack bonus (+3 USP); Damage 3d6.
Tech Level: 11	**Agility:** 0	
Size: Medium (200dt)	**Initiative:** +0	**Battery**: One triple turret; 3 missile racks; +3 attack bonus (+3 USP); Damage 3d6.
Streamlining: Streamlined – Wedge	**AC:** 10	
Jump Range: 2	**Repulsors:** None	
Acceleration: 2	**Nuclear Dampers:** None	
Fuel: 44	**Meson Screens:** None	
Duration: 4 weeks	**Black Globes:** None	
Crew: 4	**AR:** 0	
Staterooms: 10	**SI:** 115	
Small Cabins: 0	**Main Computer:** Model/1bis	
Bunks: 0	**Sensor Range:** Close (Model/1)	
Couches: 0	**Comm. Range:** Close (Model/1)	
Low Berths: 4		
Cargo Space: 64	**Cost:** MCr68.138 (New)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fuel scoops, 1xAir/raft, 1x2dt missile magazine (40 missiles).		

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

Salamander Class 200 dton Far Trader

Salamander class starships are designed for both surface and water
landings and can thus use frontier world seaport facilities.

upper deck (half height)

avionics

airlock

dorsal
turret

fuel

top view

side view

bow view

aft view

top view
(cargo bays
demounted)

mid deck

stbd
turret

computer
& avionics

ship's
office

crew
lounge

bridge

crew quarters

fuel

fuel

fuel

ship's
locker

eng.
locker

jump drive

maneuver drive

low berths

power plant

fuel

fuel

Scale in meters

0 1 2 3 4 5

While outboard cargo bays
are demountable at any
starport with about a day of
work, in practice this is very
seldom done.

fuel
scoop

fuel

stbd cargo bay

passenger quarters

bow
airlock

lounge

Outboard cargo bays
include overhead
hatches for quayside
cargo handling.

small cargo & air/raft bay

port cargo bay

lower deck

fuel
scoop

fuel

Deck Plan Symbols

bulkhead

wall, partition

large viewport

iris valve

door

deck iris valve

overhead iris valve

deck and overhead
iris valves

deck manual hatch

overhead manual hatch

chair, acc. couch

chair, acc. couch

fresher module

low berth

mess table

bed w/overhead locker

air/raft

cargo containers

fuel

avionics

drives

ZHODANI PATROL CORVETTE

T20 (and High Guard compatible) statistics are presented for the Zhodani Patrol Corvette. Described in *Classic Adventure 6: Expedition to Zhodane* and *Classic Adventure 7: Broadsword*, the Patrol Corvette is a common jump-4, maneuver-4 vessel capable of making long range patrols and deep strike missions. The ship has been redesigned using T20 starship construction rules to approximate as closely as possible the original High Guard statistics. The crew normally consists of 1 captain, 1 pilot, 1 medic, 1 astrogator, 6 gunners, 5 engineers, 5 fighter pilots and 6 ship's troops (marines). The crashed patrol corvette in this adventure is over 40 years old but retains the same design as present day corvettes.

TL-14 Zhodani Patrol Corvette

Class: Starship, Type CP	**EP Output:** 58 (0 excess),	**Battery 1**: missile rack (x2); +3 attack bonus (+3 USP); Damage 3d6.
Tech Level: 14	**Agility:** 4	**Battery 2**: Fusion Gun (x4); +5 attack bonus (+5 USP); Damage 5d20.
Size: Medium (600dt)	**Initiative:** +4	
Streamlining: Streamlined – Cone	**AC:** 14 (+4 agility)	
Jump Range: 4	**Repulsors:** None	
Acceleration: 4	**Nuclear Dampers:** None	
Fuel: 283.5	**Meson Screens:** None	
Duration: 3 weeks	**Black Globes:** None	
Crew: 20 + 6 Troops	**AR:** 0	
Staterooms: 14	**SI:** 175	
Small Cabins: 0	**Main Computer:** Model/4fib	
Bunks: 0	**Sensor Range:** Long (Model/4)	
Couches: 0	**Comm. Range:** Long (Model/4)	
Low Berths: 0		
Cargo Space: 24	**Cost:** MCr388.646 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: 5x8dt fighters, 1xAutodoc, Fuel Scoops.		

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

ZHODANI 8-TON FIGHTER

T20 (and High Guard compatible) statistics are presented for the fast, nimble Zhodani 8-ton fighter. Described in Classic Adventure 6: Expedition to Zhodane, and Classic Adventure 4: Leviathan, the 8-ton fighter sports a triple missile rack and nothing more. This small craft has been redesigned using T20 starship construction rules to approximate as closely as possible the original High Guard statistics.

TL-13 Zhodani 8-ton Fighter

Class: Small Craft, Type F	**EP Output:** .5 (02 excess),	**Battery 1**: missile rack (x1); +3 attack bonus (+3 USP); Damage 3d6.
Tech Level: 13	**Agility:** 3 (at 3-g), 0 at 6-g	
Size: Small (8dt)	**Initiative:** +3 (at 3-g), +0 at 6-g	
Streamlining: Streamlined – Wedge	**AC:** 11 (+1 size, +X agility)	
Jump Range: 0	**Repulsors:** None	
Acceleration: 6	**Nuclear Dampers:** None	
Fuel: .14	**Meson Screens:** None	
Duration: 4 days	**Black Globes:** None	
Crew: 1	**AR:** 0	
Staterooms: 14	**SI:** 67	
Small Cabins: 0	**Main Computer:** Model/1	
Bunks: 0	**Sensor Range:** Close (Model/1)	
Couches: 1	**Comm. Range:** Close (Model/1)	
Low Berths: 0		
Cargo Space: 0	**Cost:** MCr8.472 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment:		

TAS Form 3.1 (Condensed)   **Ship's Data (Commercial)**

Zhodani Patrol Corvette
A Deck - 892m3

Legend

□	1.5m 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

Bridge

Model/4fib Computer

Model/4fib Computer

SR 1   SR 2

SR 3   SR 4

Hatches to
Missile
Turrets

SR 5   SR 6

SR 7   SR 8

Ship's
Locker

Missile
Magazine
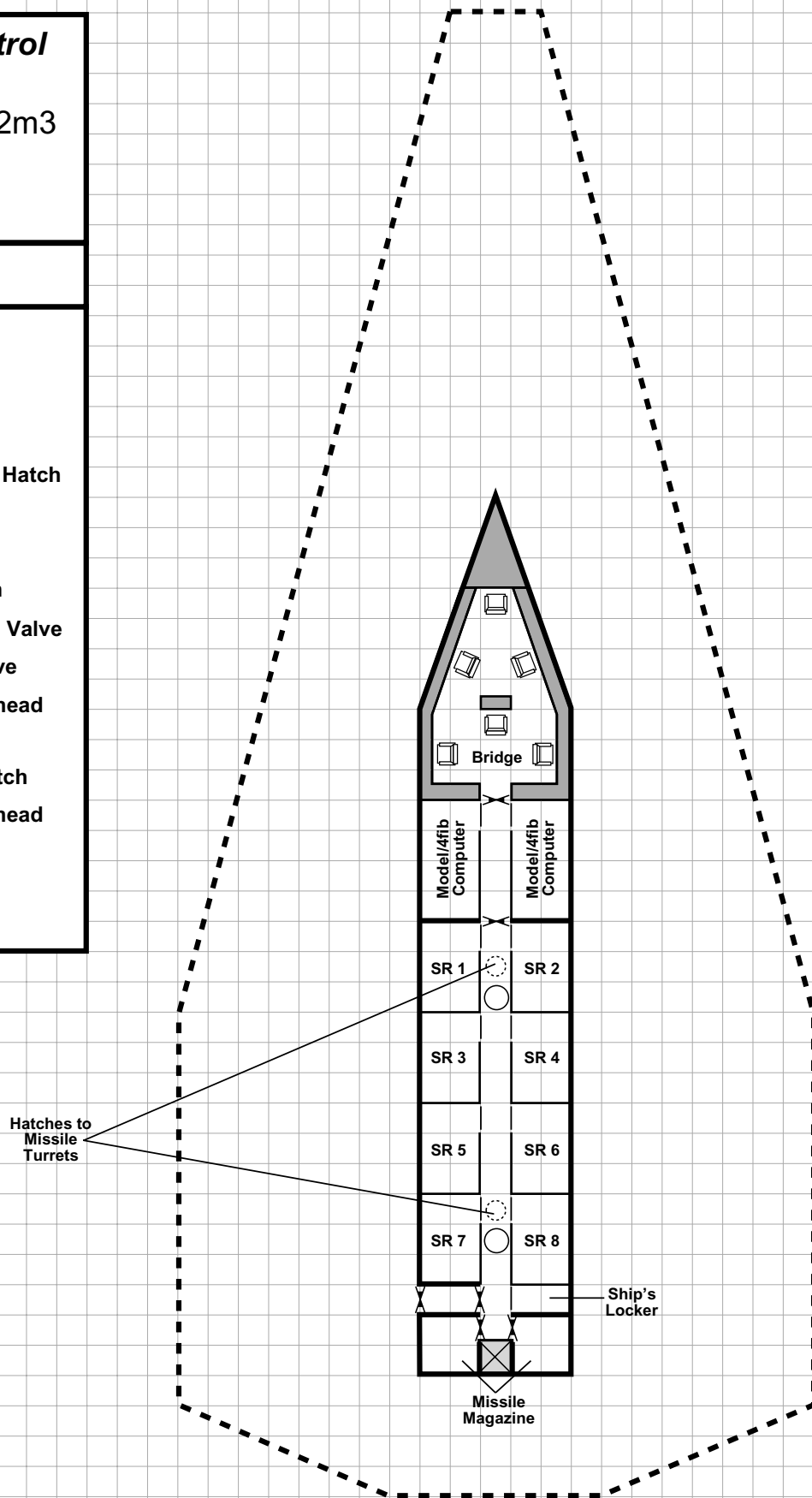
Zhodani Patrol Corvette
B Deck - 4977m3

Legend

☐	1.5m 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

Fighter Launch Airlock

Fighter Bay

Fuel

Fuel

Autodoc

SR 9

SR 10

Ward room/ Mess

SR 11

SR 12

Galley

SR 13

SR 14

Cargo Bay 1

Cargo Bay 2

Jump Drive

Jump Drive

Fusion Turrets

Maneuver Drive

Power- plant

Power- plant

Maneuver Drive
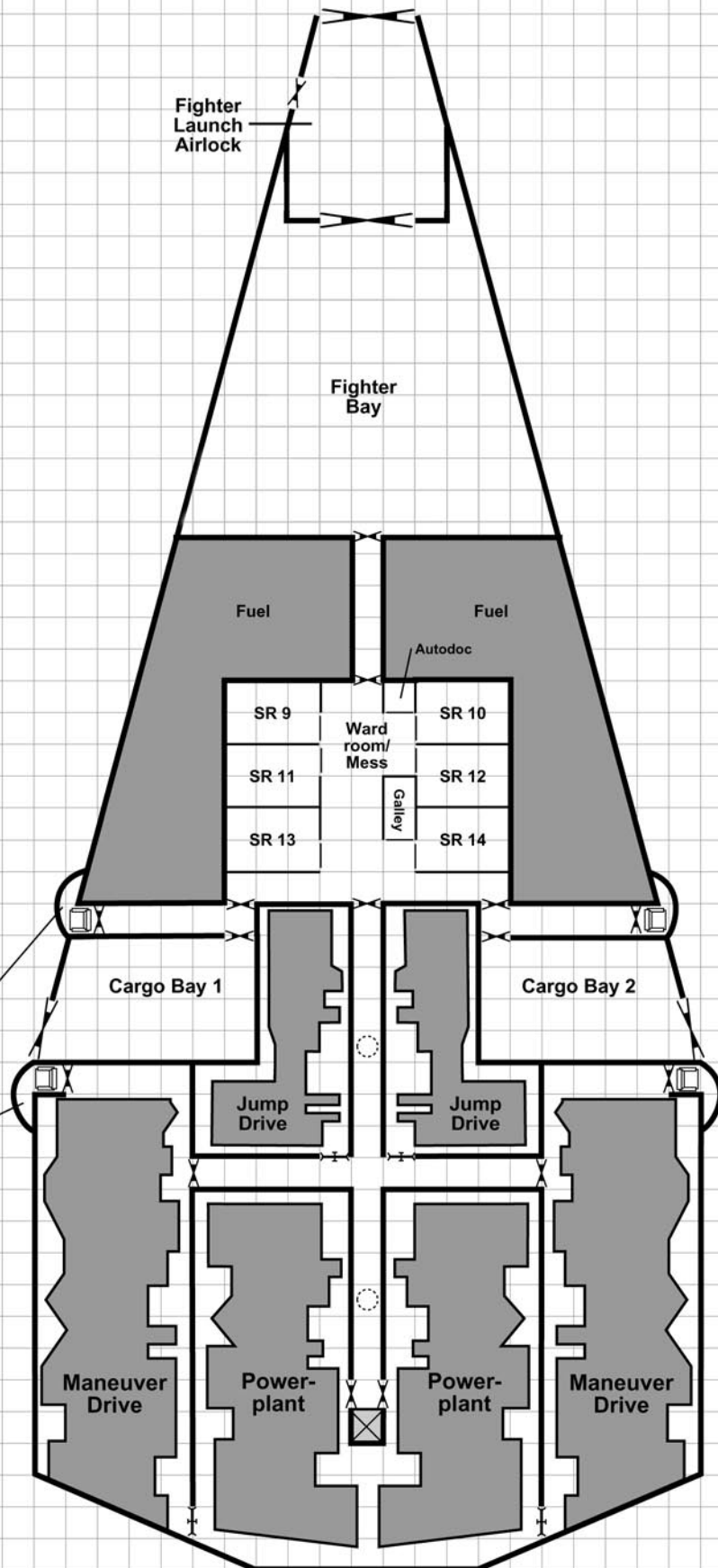
Zhodani Patrol Corvette
C Deck - 2531m3

Legend

⬜	1.5m 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

Fuel

Landing
Gear Bays

Lift Shaft
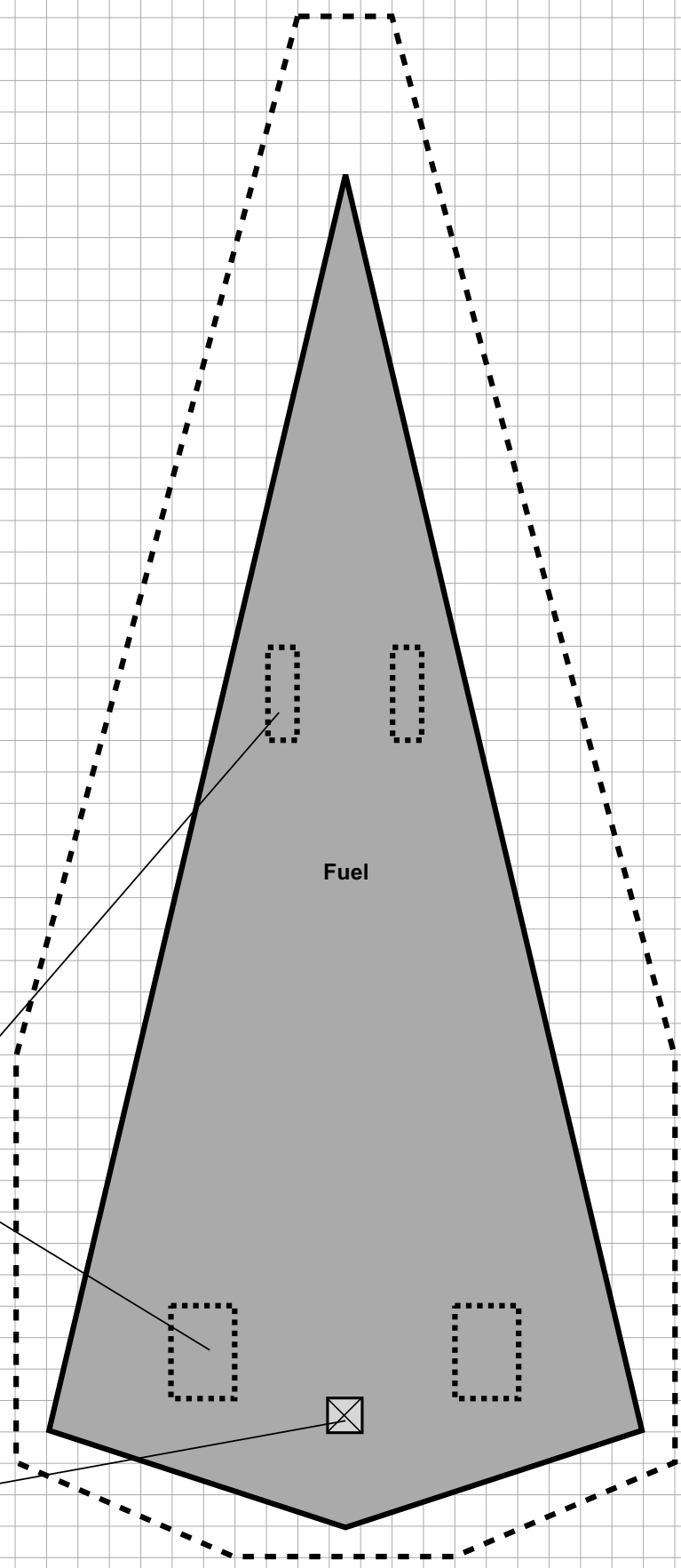
TL12 1000 TON SHERIDAN CLASS SALVAGE SHIP

A specialized salvage ship used by planetary, subsector and Imperial Navy support units as well as private salvage companies, the *Sheridan* class has been built in limited numbers since the first ship was commissioned in 809. Private salvage companies use the ship throughout charted space, while the Imperial navy uses the ship to salvage, repair and retrieve small navy craft up to 600 tons. They are usually allocated on the basis of one per subsector. The District 268 Naval fleet has one ship, the *Glisten Conveyor,* on loan from the Glisten subsector naval command.

The *Sheridan* class is configuration 7 (open structure), a flexible design which allows odd-shaped salvaged ships to be slung beneath it. The ship does not tow anything itself – rather it relies its 95 ton Tug (detailed below) to provide motive power to move the salvaged ship for a space-borne rendezvous with the *Sheridan* class. This operation takes time and patience, but Tugs are designed for moving large masses – indeed, the 95 ton tug can tow up to 700 ton payloads, albeit rather slowly.

Facilities on the *Sheridan* class include decontamination equipment in the laboratory for fuel and toxic material, a mandatory operation required around the crash site before a salvage can begin. The equipment decontaminates the site through sprays and aerosols. The lab also houses a facility to house dangerous fissionable material. An engineering workshop and mechanical workshop provide minimal onsite repair facilities. A small 19.5 dton cargo bay provides space for spare parts and supplies, while an air/raft provides some atmospheric capability when use of the powerful 6-G Tug is not required. Although the *Sheridan* class is only capable of Jump-1, salvage ships are generally not in any hurry, so a Jump-2 is achieved through use of a fuel bladder for travel to and from worlds separated by rifts. *Sheridans* are equipped with a fuel processor for fuel scooped by the specially modified Launch, in case fuel is unavailable from starports. The Launch has had the small cabin, the two extra small craft couches, fresher and the missile magazine removed, increasing fuel capacity to 12.6 tons. Eight runs of a gas giant or ocean is required to refuel for a Jump-1, but the Launch is usually not required as the starship will refuel at starports or via an Imperial Navy tanker whenever possible.

A nominal armament is carried, with one triple sandcaster turret and one triple missile turret. 20 missiles are stored in a missile magazine.

The crew consists of a pilot/commander, one astrogator, two engineers, and one medic. The salvage team usually consists of the Tug pilot, Tug engineer, Launch pilot and two salvage engineers. The salvage engineers also double as ship's gunners.

TL-12 Salvage Ship

Class: Starship, Type CS	**EP Output:** 10 (0 excess),	**Battery 1**: Missile Rack (x3); +2 attack bonus (+2 USP); Damage 2d6.
Tech Level: 12	**Agility:** 0	
Size: Medium (1000dt)	**Initiative:** +0	**Battery 2**: Sandcaster (x3); +4 defence bonus (+4 USP).
Streamlining: Unstreamlined – Open	**AC:** 10	
Jump Range: 1	**Repulsors:** None	
Acceleration: 1	**Nuclear Dampers:** None	
Fuel: 110	**Meson Screens:** None	
Duration: 4 weeks	**Black Globes:** None	
Crew: 10	**AR:** 0	
Staterooms: 10	**SI:** 250	
Small Cabins: 0	**Main Computer:** Model/2	
Bunks: 0	**Sensor Range:** Short (Model/2)	
Couches: 0	**Comm. Range:** Short (Model/2)	
Low Berths: 0		
Cargo Space: 619.5	**Cost:** MCr202.017 (new)	
Atmospheric Speeds: Cruising = N/A	NoE = N/A Maximum = N/A	
Other Equipment: 1xmissile magazine (20 missiles), 1xair/raft bay, 1x95dt small craft bay for 1 Tug, 1x20dt small craft bay for 1 Launch, 1xmaintenance shop, 1xengineering shop, 1xautodoc, fuel processor (8 hours for 200dtons fuel), 1xlaboratory.		

TAS Form 3.1 (Condensed)   Ship's Data (Commercial)

Sheridan Class Salvage Ship A Deck
Centre Port and Starboard Bays are double height

Legend

☐	1.5m 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

Bridge/Computer

Stateroom 1
Stateroom 2
Stateroom 3
Stateroom 4
Stateroom 5
Stateroom 6
Stateroom 7
Stateroom 8
Stateroom 9
Stateroom 10

Galley
Mess/Rec Room
Autodoc

Missile Turret
Missile Magazine

Ship's Locker

Maintenance Shop
Fuel Processor
Laboratory

Tug Bay (Double Height)

Sandcaster Turret

Cargo Hold

Launch Bay

Air/raft Bay

Floor Hatch

Engineering Shop

Fuel Spheres
Powerplant
Jump Drive
Powerplant
Maneuver Drive
Maneuver Drive
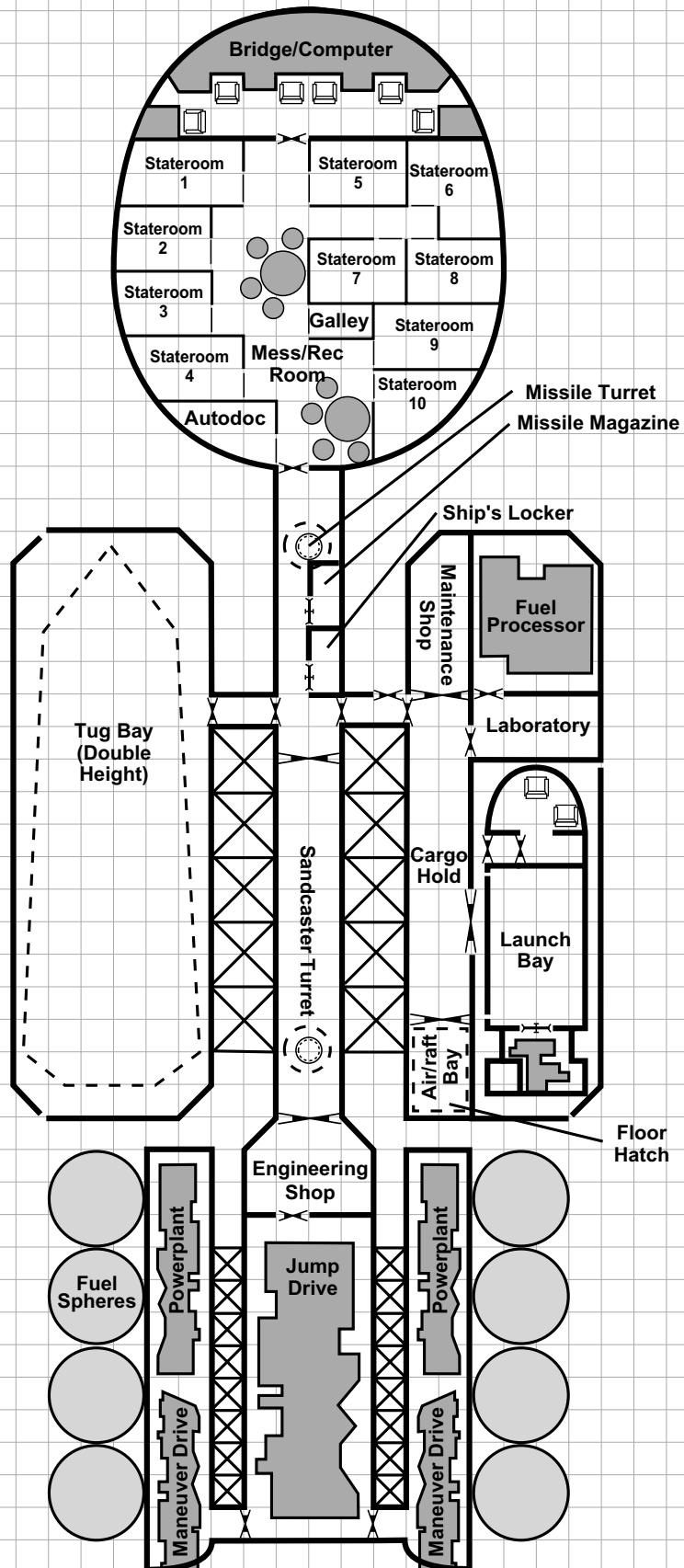
**Sheridan Class
Salvage Ship
B Deck**
600 ton Open
Lattice Ship Bay
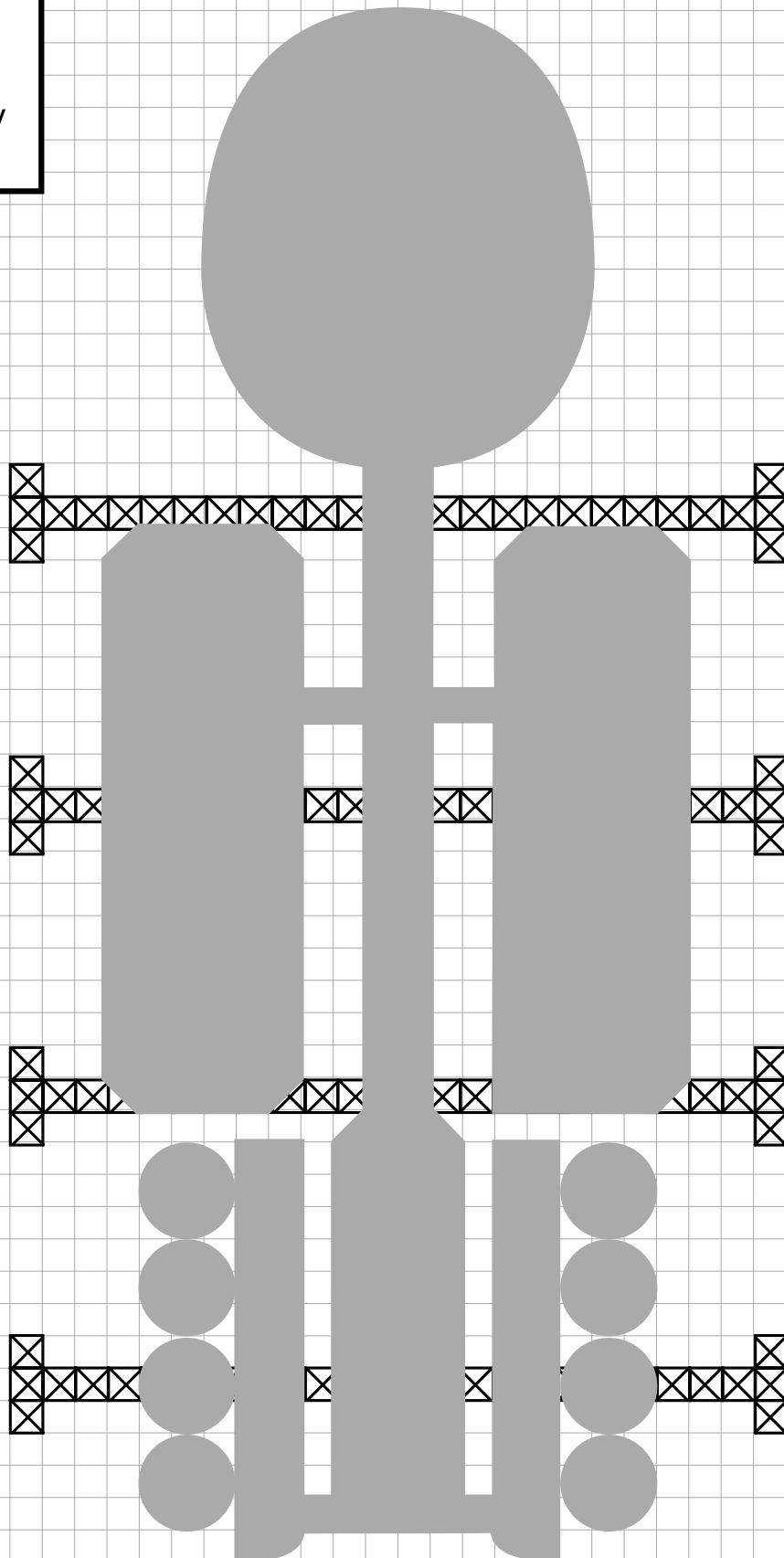
TL-10 95 TON TUG

The most radical derivative of the 95 ton shuttle is the Tug. Used in many systems which have highports (primarily A and B Class), Tugs are used to maneuver other starships and large components at highports and shipyards. A large central and ventrally mounted latching system allows the Tug to latch onto other ships many times its size and move them - albeit slowly - through space. The Tug can also be used to move large objects - especially useful in shipyards moving hull sections into position. Tugs have also been known to maneuver asteroids for mining purposes. In order to maintain its structural integrity while pushing masses far larger than itself, tugs are strengthened with an armored hull factor-3.

A Tug on its own is capable of 6-G acceleration.

A Tug latched onto a 50 ton object is capable of 5-G.

A Tug latched onto a 100 ton object (eg: a scout/courier) is capable of 3-G.

A Tug latched onto a 200 ton object (eg: a far trader) is capable of 2-G.

The Tug can move any object from 200 to a maximum of 700 tons at 1-G.

Tugs require a crew of two.

TL-10 95 Ton Tug

Class: Small Craft	**EP Output:** 9.25 (0.15 excess)	**Triple Turret:** Empty.
Tech Level: 10	**Agility:** 0	
Size: Small (95dt)	**Initiative:** +0	
Streamlining: Streamlined – Wedge	**AC:** 14 (+1 size, +3 AR)	
Jump Range: 0	**Repulsors:** None	
Acceleration: 6	**Nuclear Dampers:** None	
Fuel: .9.25	**Meson Screens:** None	
Duration: 4 weeks	**Black Globes:** None	
Crew: 2	**AR:** 3	
Staterooms: 1	**SI:** 96	
Small Cabins: 0	**Main Computer:** Model/4	
Bunks: 0	**Sensor Range:** Long (Model/4)	
Couches: 4	**Comm. Range:** Long (Model/4)	
Low Berths: 0		
Cargo Space: 11.062	**Cost:** MCr69.75 (new)	
Atmospheric Speeds: Cruising = 3525kph	NoE = 1175kph Maximum = 4700kph	
Other Equipment: Fresher, 1dt missile magazine (20 missiles).		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

	Size	Cost	EP	Notes
95-ton streamlined wedge hull	+95	MCr11.4	-	
TL 10 Armor (AR 3)	-11.4	MCr1.14	-	
Bridge Controls	-19	MCr0.475	-	
Model/4 Computer	-0.4	MCr21.2	-2 EP	Model/4
Flight Avionics	-0.4	(MCr0.9)	-	Model/1
Long Range Sensors	-1.2	(MCr2.4)	-	Model/4
Long Range Communications	-0.8	(MCr2)	-	Model/4
6-G Acceleration	-20.113	MCr10.056	-7.099 EP	
TL9 Fusion Power Plant	-13.875	MCr41.625	+9.25 EP	
Fuel	-9.25	-	-	
1 Stateroom	-4	MCr0.5	-	
2 Small Craft Couches	-1	MCr0.05	-	
Fresher	-0.5	MCr0.002	-	
1 Hardpoint	-	MCr0.1	-	
Triple Turret	-1	MCr1	-	
Missile Magazine	-1	MCr0.1		
Cargo	-11.062	-	-	
Totals	*+0*	*MCr87.188 (MCr69.75 with 20% standard design discount)*		

BARONESS XANA GABRIEL (REAL NAME: REENA NORRIS)

A beautiful Marquesa of mixed Vilani/Solomani descent, Gabriel uses the rank of Baroness and a false name to disguise her true identity. She has been used by Duke Norris for secret diplomatic and espionage missions for years, and Gabriel is used to hiding her true identity. Steadfastly loyal to the Imperial cause and her powerful uncle, Gabriel also uses her missions to report back to Norris about conditions on the ground. She is highly intelligent, adept and determined, and an inspiring leader. To have Xana onside would open many doors in the Imperium. Xana is an expert on Zhodani history, and speaks, reads and writes the language fluently. Years of diplomatic missions have honed her liaison skills, and Xana is supremely confident in dealing with anyone, as well as reading their motives. Similarly, Xana is a master at hiding her own secrets, of which there are many.

Baroness Xana Gabriel
(Imperial Noble level 13) TL 14 Medium human
Stamina 40, Lifeblood 11 Init +0; Speed 6 m (4 squares);
Armor Class: 4 (+4 flak jacket), Armor Rating: 4 (flak jacket)
Str 10, Dex 11, Con 11, Int 14, Wis 14, Cha 14, Edu 14, Soc 20
SV Fort +4; Ref+4 Will +10;
ATTACKS:
Skills: Pilot +10, T/Computer +10, K/Interstellar Law +20, Liaison +17, K/Zhodani History +11, Read/Write Zhodani +10, Speak Zhodani +10, Bluff +21, Leader +21, Sense Motive +18.
Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (swordsman, marksman), Trustworthy, Connections, Legal Eagle, Iron Will, Noble Presence.
Equipment: flak jacket, snub pistol, blade.

CT: Noble: 77799D 6 Terms Age: 42
Bribery-4, Leader-4, Liaison-3, Computer-2, Pilot-2, Grav Vehicle-1, Pistol-1, Blade-1.

MARINE LIEUTENANT SAREN REASSE

(Marine level 9) TL 12 Medium human
Stamina 69, Lifeblood 15 Init +1; Speed 6 m (4 squares);
Armor Class: 17 (+6 cloth, +1 dex), Armor Rating: 6 (cloth)
Str 12, Dex 12 Con 14, Int 11, Wis 10, Cha 10, Edu 11, Soc 9
SV Fort +8; Ref+4 Will +7;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Autorifle	+10/ +5	1d12	60	20 x2	1/4	20
Snub Pistol	+10/ +5	1d10	18	20 x2	1	15
Fist	+11/ +6	1d4+1	--	20	--	--
Cutlass	+11/ +6	1d8+3	--	18 x2	--	--

Skills: Spot +12, Leader +7, Pilot +7, Forward Observer +6, Survival +6
Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman), Weapon Focus (cutlass, gauss rifle), Brawling, Zero-G Combat, Second Wind, Tactics I, Toughness, High Morale
Equipment: snub pistol (30 rounds), Autorifle from ship's locker, personal medkit, short range communicator, cutlass, cloth armor.

CT: Imperial Marine Lieutenant: 889878 5 Terms   Age: 36
Combat Rifleman-2, Cutlass-1, Pistol-1, Brawling-1, Survival-1, Leader-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-1, Tactics-1, Vacc-Suit-0.

IMPERIAL MARINE SARGEANT DEE GEDE

(Marine level 9) TL 12 Medium human
Stamina 71, Lifeblood 15 Init +1; Speed 6 m (4 squares);
Armor Class: 17 (+6 cloth, +1 dex), Armor Rating: 6 (cloth)
Str 12, Dex12 Con14, Int 11, Wis 10, Cha 10, Edu 11, Soc 9
SV Fort +8; Ref+4 Will +7;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Autorifle	+10/ +5	1d12	60	20 x2	1/4	20
Snub Pistol	+10/ +5	1d10	18	20 x2	1	15
Fist	+11/ +6	1d4+1	--	20	--	--
Cutlass	+11/ +6	1d8+3	--	18 x2	--	--

Skills: Spot +12, Demolitions +7, Pilot +7, Forward Observer +6, Survival +6
Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman, high energy), Weapon Focus (cutlass, gauss rifle), Brawling, Zero-G Combat, Second Wind, Toughness, High Morale
Equipment: Equipment: snub pistol (30 rounds), Autorifle from ship's locker, personal medkit, short range communicator, cutlass, cloth armor.

CT: Imperial Marine Sargeant: 889776 4 Terms   Age: 32
Combat Rifleman-2, Cutlass-1, Brawling-1, Survival-1, Demolitions-1, Forward Observer-1, Zero-G-Combat-1, Grav-Vehicle-1, Vacc-Suit-0.

MCLELLAN FACTORS FAR TRADER CREWMEMBERS

These NPCs are the four bodyguards and cargo handlers on the far trader *Deganzar*.

(Rogue level 4/Mercenary level 2) TL 9+ Medium human
Stamina 40, Lifeblood 12 Init +0; Speed 9 m (6 squares);
Armor Class: 12 (+2 jack), Armor Rating: 2 (jack)
Str 12, Dex11 Con12, Int 10, Wis 10, Cha10, Edu 6, Soc 5
SV Fort +5; Ref+4 Will +3;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Assault Rifle	+5	1d12	45	20 x2	1/4	30
Fist	+5	1d4+1	--	20	--	--
Blade	+5	1d6	--	19 x2	--	--

Skills: Hide +11, Move Silently +11, Spot +11, P/Hunting +7, Listen +9, Driving +0
Feats: Vessel (wheeled), Weapons (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Stealthy, Alertness, Tracker, Brawling, Spot Trouble, Sneak Attack (+1d6), Evasion, Point Blank Shot
Equipment: jack armor, assault rifle, blade, combination mask.

CT: Rogues: 888764 3 Terms   Age: 30
Combat Rifleman-1, Machete-1, Brawling-1, Survival-1, Demolitions-1, Streetwise-1, Wheeled-Vehicle-0, Vacc-Suit-0.

TALOS POLICE (INCLUDING KLAUS WIESS)

The local Talos police are generally badly trained and equipped, but are willing to help the characters.

(Mercenary level 3) TL 9 Medium human
Stamina 18, Lifeblood 11 Init +0; Speed 9 m (6 squares);
Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)
Str 12, Dex 11 Con 11, Int 10, Wis 10, Cha 9, Edu 10, Soc 10
SV Fort +3; Ref+1 Will +2;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Auto Pistol	+3	1d10	45	20 x2	1	15
Fist	+4	1d4	--	20	--	--
Baton	+3	1d6	--	20	--	--

Skills: Driving +6, Listen +6, Spot +6
Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, armsman), Evasion, Brawling, Alertness, Quick Draw.
Equipment: flak jacket, auto-pistol, baton, short range communicator.

CT: Army: 877777 2 Terms
Combat Rifleman-1, Pistol-1, Brawling-1, Wheeled-Vehicle-1, Vacc-Suit-0.

SWORD WORLDS BOUNTY HUNTER TRABALAN RED

In the pay of Sword Worlds Naval Intelligence, Trabalan Red is dedicated to taking out Baroness Xana Gabriel. He knows of the explosives on board the ship, and which system the explosion will take place. Red is insurance to ensure Gabriel never reaches Collace with the Imperial Warrant.

(Rogue level 9) TL 12 Medium human
Stamina 61, Lifeblood 15 Init +1; Speed 6 m (4 squares);
Armor Class: 19 (+6 CES, +2 cham, +1 dex), Armor Rating: 6 (CES)
Str 11, Dex 12, Con 14, Int 11, Wis 12, Cha 10, Edu 9, Soc 8
SV Fort +5; Ref+7 Will +4;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub SMG with HUD	+10/ +5	1d10	24	20 x2	1/4	30
Snub Pistol	+ 7 / +2	1d10	18	20 x2	1	15
Fist	+ 8 / +3	1d4	--	20	--	--

Skills: Pilot +13 Hide +13, Spot +13, Move Silently +13, Bluff +12
Feats: Vessel (grav), Armor (light, medium, vac suit), Weapons (marksman, combat rifleman, swordsman), Brawling, Spot Trouble, Sixth Sense, Stealthy, Toughness, Hacker.

Equipment: Chameleon Combat Environment Suit, Snub SMG with HUD display, Snub Pistol, Long Range Communicator, 5 tranq grenades, Blade.

CT: Rogue: 889766 5 Terms Age: 38
SMG-2, Pistol-1, Combat Rifleman-1, Brawling-1, Grav-Vehicle-1, Blade-1, Streetwise-1, Mechanical-0, Vacc-Suit-0.

CAPTAIN RAYMOND MITCHELL

A young, brash McClellan Factors starship captain who has risen rapidly through the ranks, Mitchell is dedicated to MF but knows nothing of the dark secrets MF hides. He is loyal to the Imperium, and knows nothing of MF's betrayal of the Imperial Marines on Singer.

(Merchant level 6) TL 12 Medium human
Stamina 24, Lifeblood 10 Init +0; Speed 9 m (6 squares);
Armor Class: 14 (+4 flak jacket), Armor Rating: 4 (flak jacket)
Str 10, Dex 10, Con 10, Int 11, Wis 11, Cha 10, Edu 12, Soc 10
SV Fort +3; Ref+2 Will +3;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+1	1d10	18	20 x2	1	15
Fist	+2	1d4	--	20	--	--
Blade	+1	1d6	--	19 x2	--	--

Skills: Pilot +9, P/Merchant +9, K/Trade Law +10, Appraise +9, Gather Info +9, T/Astrogation +10, T/Computer +10, T/Sensor +10.
Feats: Vessel (grav, ship's boat, starship), Armor (light, vac suit), Weapons (Marksman), Barter, Brawling, Connections (merchant), Zero-G/Low-G Adaptation, First Aid, Hacker.
Equipment: flak jacket, snub pistol, blade.

CT: Merchant Captain: 777787 4 Terms Age: 34
Pilot-3, Navigation-2, Computer-2, Admin-2, Pistol-1, Blade-1, Grav Vehicle-1, Streetwise-1, Vacc Suit-1, Mechanical-0.

CAPTAIN BELRAN FRIAR

A red-faced, portly, grizzled veteran of the Imperial Navy reserve, Friar loves his ship and his crew. Forever busy, particularly in wartime, Friar has seen it all in his 40 years of service. Friar has never advanced further due to his moderately severe drinking problem. Friar is an expert engineer, perfectly suited for his role as captain of a salvage ship.

(Navy level 12) TL 14 Medium human
Stamina 50, Lifeblood 10 Init +0; Speed 6 m (4 squares);
Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)
Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10, Edu 12, Soc 9
SV Fort +4; Ref+4 Will +9;
ATTACKS

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+ 6 / +1	1d10	18	20 x2	1	15
Fist	+ 7 / +2	1d4	--	20	--	--
Laser Carbine	+ 6 / +1	3d8	45	20 x2	1	50

Skills: Pilot +16, T/Computer +16, P/Administration +16, Liaison +5, Leader +11, T/Engineering +16, T/Mechanical +16, T/Electronics +16.
Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, laser), Brawling, Zero-G/Low-G adaptation, Zero-G combat, Jury Rig, Damage Control, Gearhead, Miracle Worker, Skill Focus (engineering).
Equipment: vac suit-14, snub pistol or laser carbine.

CT: Navy Captain: 777886 10 Terms Age: 58
Pilot-3, Computer-3, Engineering-3, Mechanical-3, Electronics-3, Admin-3, Leader-2, Liaison-1, Vac suit-1, laser weapons-1, pistol-1, Grav-vehicle-1.

CREW OF THE *GLISTEN CONVEYOR*

The crew of the *Glisten Conveyor* have generally been onboard for years, despite being reservists. For them, working in the Naval Reserve is a way of life rather than a part-time inconvenience. The ship itself has been active continuously for over 30 years working in the Trojan Reach as well as the rimward areas of the Marches.

(Navy level 6) TL 14 Medium human
Stamina 22, Lifeblood 11 Init +0; Speed 6 m (4 squares);
Armor Class: 12 (+2 vac suit), Armor Rating: 2 (vac suit)
Str 10, Dex 10, Con 11, Int 11, Wis 11, Cha 10, Edu 12, Soc 10
SV Fort +2; Ref+2 Will +5;
ATTACKS:

Weapon	Hit	Damage	Rng-M	Crit	ROF	Rnds
Snub Pistol	+3	1d10	18	20 x2	1	15
Fist	+4	1d4	--	20	--	--
Laser Carbine	+3	3d8	45	20 x2	1	50

Skills: Pilot +9, T/Computer +10, T/Astrogation +10, Gunnery +9, T/Engineering +10, T/Mechanical +10, T/Electronics +10
Feats: Vessel (starship, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling, Zero-G/Low-G adaptation, Zero-G combat, Damage Control, Gearhead.
Equipment: vac suit-14, snub pistol or laser carbine.

CT: Navy Lieutenants: 777777 4 Terms Age: 34
Pilot-1, Ship's Boat-1, Computer-1, Engineering-1, Gunnery-1, Mechanical-1, Electronics-1, Navigation-1, Vac suit-1, laser weapons-0, pistol-0.

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