

Uses the
HERO System
under license from



Special Supplement 2

Robots Adventures

Traveller HERO

ComStar Games
The Game Is On
www.comstar.games.com



Approved For Use with

TRAVELLER

Science-Fiction Adventer in the Far Future

SPECIAL SUPPLEMENT 2: ROBOT ADVENTURES

FOR TRAVELLER HERO

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

Special Supplement 2: Robot Adventures is set in the Official Traveller Universe. As such it is compatible with either the official Hard Times – Collapse – Recovery – New Era timeline or an alternate wherein the assassination of Emperor Strepthon does not occur.

Avenger Enterprises can be contacted by email at: avenger.enterprises@virgin.net

CREDITS

Author
Jason “Flynn” Kemp

TravellerHero Editor
Rob Bruce

Layout
Rob Bruce

Hero System Conversions by
Kevin Walsh

Avenger Enterprises Editor
Martin Dougherty

Colonial Administrator
William Andersen

Avenger Enterprises is the private venture of Martin J Dougherty, author of the *Traveller 1248* source-books.

Avenger’s products are available exclusively from www.comstar-games.com/traveller.

Avenger’s forums are located at <http://www.traveller.comstar-games.com>.

ComStar Media through ComStar Games is an authorized publisher for Traveller from Avenger Enterprises. Traveller HERO is published exclusively by ComStar Games <http://www.comstar-games.com>.

Copyright ©2005-2006 ComStar media, LLC & Avenger Enterprises. All rights reserved.

Traveller is a trademark of Far Future Enterprises and is used under license.

2 3 4 5 6 7 8 9 10

HERO System™ ® is DOJ, Inc.’s trademark for its roleplaying system.

HERO System and Champions Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

Star Hero © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

All DOJ trademarks and copyrights used with permission.

For further information about Hero Games and the HERO System, visit www.herogames.com.

Table Of Contents

About This Supplement	6
<hr/>	
Patron Encounters	7
Rogue Courier	7
Players' Information	7
Referee's Information	7
1d6 (1D)	7
"My New Wittle Wobot"	9
Players' Information	9
Referee's Information	9
1d6 (1D)	9
Crime Wave	10
Players' Information	10
Referee's Information	10
1d6 (1D)	10
Assassin	11
Players' Information	11
Referee's Information	11
1d6 (1D)	11
Special Delivery	12
Players' Information	12
Referee's Information	12
1d6 (1D)	12
Love Interests	13
Players' Information	13
Referee's Information	13
1d6 (1D)	13
Technically Amusing	15
Players' Information	15
Referee's Information	15
1d6 (1D)	15
Good 'Bot Hunting	16
Players' Information	16
Referee's Information	16
1d6 (1D)	16
Robo-Repo	17
Players' Information	17
Referee's Information	17
1d6 (1D)	17
Cybernetic Research Study	18
Players' Information	18
Referee's Information	18
1d6 (1D)	18
Industrial Espionage	20
Players' Information	20
Referee's Information	20
1d6 (1D)	20
Collectibles	21
Players' Information	21
Referee's Information	21
1d6 (1D)	21
Going To Market	22
Players' Information	22
Referee's Information	22
1d6 (1D)	22
Peace Talks	23
Players' Information	23
Referee's Information	23

1d6 (1D)	23
High Crimes	24
Players' Information	24
Referee's Information	24
1d6 (1D)	24
Skyjackers	25
Players' Information	25
Referee's Information	25
1d6 (1D)	25

Mercenary Tickets 26

Military Testing	26
Background	26
Mission	26
Resolution	26
They Came From KMMO-IM	27
Background	27
Mission	27
Resolution	27
Rescue From Station Twelve	28
Background	28
Mission	28
Resolution	28
Target: Quantum Industries	29

Amber Zones 30

Voting and the Binary Party	30
Situation.....	30
Resolution	30
Cybernetic Shadows	31
Situation.....	31
Resolution	32

New Robot Designs 33

Counselor/Companion Robot	33
Predator XP-1 Hunter/Tracker-Bot	35
Polgyoan Defender Prototype Warbot	37
Quantum Industries Assailant Mark I Warbot	39
XC-1302 Armed Courier Robot	41

About This Supplement

This supplement, *Robot Adventures*, is a collection of adventure material for use in a Traveller campaign. This material approved for use with *Traveller Hero* and *Classic Traveller*. Although the game mechanics used primarily throughout *Robot Adventures* derive from *Traveller Hero* – Traveller for the *HERO System 5th Edition*, this has been minimized where possible, for ease of use with multiple versions of the Traveller system. The background material is fully compatible with other versions of Traveller, as well. Creative Traveller Referees should encounter few difficulties in using this volume to enhance the quality of their Traveller experience, whatever their preferred gaming system might be.

This volume of adventures specifically deals with robots in the Traveller universe, and contains 22 scenarios with a robot bent. In addition, *Robot Adventures* contains a few robot designs that are specific to scenarios found in this book, using the *Traveller Hero* write-ups. With this volume, the Traveller Referee will have additional robot encounters and adventures to integrate into his or her campaign.

This supplement is designed to compliment *Special Supplement 1: Robots of Charted Space Hero Edition*. *Robot Adventures* does not require the use of *Robots of Charted Space Hero Edition*. However, Referees will find the supplement useful in providing additional game statistics of robots to use in the scenarios presented in this book.

Patron Encounters

This section details sixteen different Patron Encounters. Patron Encounters are short scenarios that outline a specific encounter (typically with someone who wants something done) and provide several possible outcomes for the encounter. The Referee either chooses from among the options, or randomly determines the results with the roll of a single six-sided die. Once an outcome is selected, the Referee then fleshes the situation out and resolves any further actions for the player-characters.

Rogue Courier

Patron Type: Courier.

Required Skills: None, though *SS: Robotics* (CT: Robotics or Computer) and possibly some combat skills are recommended.

Required Equipment: Radio Sensor(s) capable of tracking a short-range (less than one kilometer) radio beacon.

PLAYERS' INFORMATION

It's a fairly routine day in Startown for the player-characters, as they move through the concourse. A courier robot about fifty meters ahead on the crowded walkway suddenly draws the attention of those in the immediate area, when its voder announces for all to hear. "I am now authorized to use force in the execution of my duties." Screams erupt from the crowd as laser fire immediately follows the robot's announcement. As the crowd panics and begins to flee the armed courier-bot, the crowd thins enough to reveal a man lying wounded or dead upon the walkway, and the robot heading quickly towards a nearby access port. Efforts to stop the robot may damage it, but unless the party is willing to risk the lives of innocent bystanders, it will most likely escape into a labyrinth of corridors.

The party will most likely be the first to give aid to the robot's victim, a merchant of obvious mixed-human descent that introduces himself to his rescuers as Vasha Remmick. Despite his wounds, he insists that someone pursue the ram-paging robot immediately, before anyone else can be harmed. "It's gone rogue, I tell you!" If pushed for more information, Vasha will tell the party that the robot, which he calls XC-1302, is an experimental design that has malfunctioned, and now can't appropriately distinguish between normal interactions and efforts to remove the protected parcel by force. As a public relations move, the company that has designed XC-1302, IntelliStellar Couriers Limited, is using it to deliver a multi-megacredit voucher as part of a ceremony commemorating the construction of an extension of a local children's hospital. Vasha hastily adds that the courier must be stopped before anyone else, especially children, are harmed, and he will pay the party a sizable sum, approximately ten kilocre-

mits a person, to make sure it's stopped without causing his company further embarrassment. The ceremony starts mid-day the next day, and Vasha has no clue as to what the courier will do between now and the appointed time of delivery.

When starport authorities arrive, Vasha will cease speaking about XC-1302, and complains instead about the pain of his wounds until he is sedated and taken away for medical treatment. If any of the party speaks out about Vasha's earlier claims regarding the robot's rogue status, he will deny everything he said initially, and claim to have no knowledge of the robot's identity or purpose. "Yes, Officer, I am perfectly aware that according to local laws a robot's owners are held liable for any damages that a robot inflicts or crimes that the robot performs. I don't know who owns it..."

REFEREE'S INFORMATION

Investigation will indeed reveal that a Vasha Remmick is an offworld employee of IntelliStellar Couriers Limited. Dr. Vasha Remmick is actually the Senior Project Manager for Research and Development at an offworld location. Other public elements of Vasha's statement are verifiable, as well. ISCL is indeed donating almost two megacredits to the local children's hospital in a ceremony starting at mid-day the next day. Any effort to obtain a public statement from ISCL regarding the existence of an XC-1302 prototype meets with failure. However, any effort to unobtrusively contact Dr. Remmick later will reveal the existence and frequency of a short-range (less than one kilometer) radio beacon that might be useful in tracking the courier. ("It's not part of the standard model, you understand, but this one is still installed from our previous testing.") Tracking the courier robot down can take the player-characters through a number of scenes, including interrupting the robot while it refuels, tracking others who are attacked, and staking out the general location of the children's hospital waiting for the robot to arrive in the area. The XC-1302 displays an extraordinary level of intelligence in attempting to fulfill its goal of arriving at the children's hospital ceremony.

Statistics for the XC-1302 Experimental Armed Courier Robot can be found in the New Robot Designs section of this supplement.

1D6 (1D)

1-2. All is as it seems. Dr. Remmick, of course, denies any knowledge of ISCL's involvement with the rogue courier robot to avoid legal issues, knowing that his job is on the line, should the robot not be stopped. The reward he offers is from his own savings, and entrepreneurial adventurers could probably extort a similar reward from the executive officers of ISCL, though they will most likely offer a robot in lieu of actual payment.

Special Supplement 2: Robot Adventures HERO Edition

3. As number one, above. However, the executive officers of ISCL do not look kindly on the malfunction, as the rogue courier could cause significant legal problems that would destroy the company. Therefore, the ISCL executives have hired mercenary forces (or perhaps even another armed courier robot or two) to seek out and terminate the rogue robot, as well as any who know of its existence. Dr. Remmick will be attacked in his hospital room. It is up to the Referee whether Dr. Remmick will identify the player-characters as having knowledge of XC-1302 before his death.
4. As number one, above. However, the XC-1302 has identified that the radio beacon allows others to track its movements. Unable to remove the beacon itself, the XC-1302 has placed several similar beacons on small robotic toys and sent them off wandering around the starport as a diversion for those that might try to stop it from delivering the voucher to the ceremony.
5. The man claiming to be Dr. Vasha Remmick is actually a small-time computer hacker, alias Brand, who cracked ISCL's database and identified the XC-1302 as the courier that is bearing the multi-megacredit voucher. While attempting to trip the security protocols of the robot to shut it off, Brand failed and was attacked by the robot courier. It's Brand's hope that the player-characters will locate the robot and retrieve the voucher, so that he "can safely deliver it to the ICSL executives." Of course, Brand's intentions are to skip out without paying the player-characters, and flee offworld with the money.
6. The only reason the XC-1302 is malfunctioning is due to external interference. Unknown to Dr. Remmick, a terrorist cell violently opposed to the mainworld's current political government secretly reprogrammed the experimental robot. The robot has been modified to carry an explosive device that would explode at the ceremony. One of Dr. Remmick's routine diagnostic checks activated the defensive protocols of the XC-1302, and the courier identified Dr. Remmick as a hostile target attempting to access non-existent "secure materials" located in the robot's computer core.

“My New Wittle Wobot”

Patron Type: Gambler.

Required Skills: *SS: Robotics or Computer Programming*
(*CT: Robotics or Computer*).

Required Equipment: None.

PLAYERS' INFORMATION

The player characters get caught up in the company of several attractive college students who are out on the town celebrating their recent lottery/gambling wins. The next day, one of the coeds, Isylt Winslow, contacts the party, asking if they have any experience with robotic computer cores. If so, she is willing to offer them a quick job. If the player characters agree, Miss Winslow will set up a meeting time and place, where the business can be conducted in private.

When the party arrives, they will once again meet the college students from the night before, along with a custodial robot commonly used in Imperial facilities. While the coeds entertain the rest of the player characters, Miss Winslow will explain to the technician that they purchased the robot late last night on a whim, and now the robot won't grant access to its core. She asks if the technician can crack the security protocols and “let me use my new widdle wobot, please.” She does not wish the memory to be erased, since new programs are expensive, and the people that sold her the robot have already left the starport, so she can't reach them to break the protocols.

REFEREE'S INFORMATION

The custodial robot bears all the appropriate markings and certification to indicate that it was originally purchased at an auction as part of an Imperial surplus lot, before passing hands to Miss Winslow. Surprisingly, the robot is still in good condition, and the computer core obviously wasn't wiped. The computer core is protected by Imperial High Security software, which is very difficult to crack. Statistics for a janitorial robot can be found in *Robots of Charted Space*.

1D6 (1D)

1. All is as it appears. A simple instructional mistake placed the robot in with the Imperial surplus lot as it was being shipped out. The original purchasers couldn't crack the security protocols, so decided to put it up for sale. Miss Winslow does not like to perform routine household chores, and in her drunken state the previous night, thought the robot a good investment.
2. Within the robot's computer core the player character will locate an encrypted data packet. This data covers significant details for a new battleship being designed for the Imperial Navy. An espionage agent representing non-Imperial concerns, having infiltrated an Imperial Research and Development center, planted the encrypted naval architecture data into the computer, which

was then subverted to a surplus lot that in turn was sold at Imperial auction. Somehow, there was a mix-up, and the robot found its way into Miss Winslow's hands. The happy-go-lucky coeds will freak out over the implications, leaving the party to be the rational ones in dealing with this data that wasn't supposed to be within the robot. Within a few days, the spy that secreted the data onto the robot will come looking for the data packet, which may also involve dealing with the player characters.

3. Miss Winslow and her friends are not the lucky gamblers they appear to be, though if all goes well, the player characters may never be the wiser. Instead, these “gamblers” are actually intelligence agents working for non-Imperial concerns. Another espionage agent from the same organization, having infiltrated an Imperial Research and Development center, planted the encrypted naval architecture data into the computer, and this entire system was a ruse to get the data into Miss Winslow's hands. However, their expert was unable to crack the security protocols, so they decided to find some local talent. After a bit of research, the agents identified the talents of the player characters and set them up. Miss Winslow will attempt to neutralize anyone who discovers the presence of the data packet.
- 4-5. As number two above, but Imperial Naval Intelligence is aware of the encrypted data, and have replaced the encryption packet with dummy information. They are using the robot as a sting to catch as many enemy intelligence operatives as possible. Within a minute after the player character first cracks the security protocols, INI agents raid the location, taking the gamblers and the party to be espionage agents, unaware that a mistake directed the robot to other buyers instead of the spy ring they are seeking.
6. As number three above, but INI agents know of the encryption packet, and have replaced it with dummy data. INI then raids the location hoping to capture the spies. The player characters are caught in the crossfire.

Crime Wave

Patron Type: None.

Required Skills: None.

Required Equipment: None.

PLAYERS' INFORMATION

Shouts of frustration draw the attention of the player characters to a nearby side corridor. As they round the corner, attentive members can notice a small floating sphere rounding a corner at the far end of the corridor. Most of the attention, however, focuses on an elderly Vargr as his snarling cries of rage and torment echoes down the corridor, his claws scratching blindly in the air. When he calms enough, the old wolf, Gvaekz, begins to speak in Galanglic, telling the characters that a flying ball stole his visual prosthetic, after halting him at gunpoint. The voder on the floating sphere demanded his money, and when the Vargr denied having any credits, the flying robot stole his prosthetic.

Gvaekz's outburst quickly attracts other attention, and local authorities arriving on the scene. The enforcers will question everyone as witnesses, and during the process, the players will find out that there's been a rash of muggings and snatchings in the area over the last few days, all performed by remotely controlled Flying Eye security robots. No one has yet been able to track down the specific frequencies used by the robot jockey perpetrating these crimes, and local businesses have put up a ten-kilocredit reward for information leading to the apprehension and conviction of the Robot Robber.

REFEREE'S INFORMATION

Without capturing one of these robots and examining its remote control system, it would be a very difficult task to successfully identify the frequencies used by the Robot Robber. (If it were easy, law enforcement would have already wrapped this up.) The modus operandi of the Robot Robber focuses on people walking alone or in pairs. The robot (sometimes two or three) will fly in, aim its pistol at the victim, and a voice will demand that the character drop any items of value, including their credsticks. The robot will then pick up the valuables with its simple tentacle, and fly away with its stolen goods. Statistics for a lightweight security eye-bot can be found in *Robots of Charted Space*.

1D6 (1D)

1. The Robot Robber is a single individual, Dray Akers, a robotic technician that has fallen on hard times with a recent recession, becoming stranded onworld when he lost his job. After being without work for a few months, Akers finally found a job working nights as a security clerk. With his first paycheck, Akers sent an Xmail to his homeworld, only to find out that his wife had left him and was filing to legally dissolve their marriage.

Akers became desperate, and when he gained access to several back-up security eye-bots, Akers started his crime spree in the hopes of raising enough money quickly to return to his homeworld and try to save his marriage.

2. The Robot Robber is actually a small club of teenagers using junked security eye-bots they'd restored on their own. They are taking the stolen money and spending it on more computers, robotic parts and holoivid entertainment systems. The longer these hackers/robot jockeys continue, the more dangerous their crimes will become, as they push themselves onto bigger and bigger scores.
3. As number two, above, except that the small club of teenagers do this work under the direction of a local crime lord, Bolaren Swalea, who has extorted this service with threats on the lives of the teens' families and friends. Very bright kids, they are looking for the opportunity to turn the tables on Master Swalea, but are afraid to do so unless they know their families are certain to be safe.
- 4-5. The Robot Robber is actually a salesman for a robot resale center, who is hoping that his sales and commissions will increase as more locals purchase his used security robots to protect themselves from the Robot Robber's escapades.
6. The Robot Robber is a bored and somewhat unscrupulous assistant engineer from a merchant vessel docked in the starport. Should the engineer's illicit activities remain undiscovered before the ship leaves for its next port of call, the party may encounter the Robot Robber again on other worlds.

Assassin

Patron Type: Security or Scientist.

Required Skills: Security and combat skills.

Required Equipment: None.

PLAYERS' INFORMATION

In preparation for next year's sector-wide robotics conference and the Shudasham Conference thereafter, the local subsector's robotics industries have organized a subsector-based robotics conference, a six month long event that has drawn a lot of attention from those in the field of robotics. Based on their reputation for dealing with armed conflicts, the player characters are approached by Candidate Tobin Raleigh, a representative of the Subsector Robotics Conference (SRC). The SRC organizers have received death threats aimed at Lady Jillian Palmetta, a matron of the robotic arts who has supported a number of independent research and development efforts. The SRC would like to hire the player characters as bodyguards and security for Lady Jillian Palmetta, and offer competitive rates for the task. The length of the contract is for the four remaining weeks of the Subsector Robotics Conference.

REFEREE'S INFORMATION

Lady Palmetta is resentful of this imposed security, but will tolerate the presence of the player characters, provided they do not interfere with her day-to-day business. She attends a considerable number of seminars and discussion boards, frequently as a guest of honor. Two days of the week, she returns to her private villa several hours away from the SRC site. Each week for the first three weeks, an accident occurs that threatens Lady Palmetta's life: a heavy construction robot with parts failure drops building materials during a demonstration, or an air/raft with a faulty fuel cell crashes, etc. These accidents may be just that, or they may be sabotage aimed at killing Lady Palmetta. During the last week of the conference, Lady Palmetta is scheduled as the guest of honor for a parade, followed by a ceremony presenting her with an award for her contributions as a supporter of the field of robotics.

1D6 (1D)

1. All is as it seems. The accidents are just accidents, and no one is actually after Lady Palmetta. The missives were simply empty threats. While the security team may freak out over the extremely open nature of the parade and award ceremony, nothing actually happens to the Lady Palmetta. (This does not mean that the player characters may not end up creating a situation or two should they become overzealous in their defense of Lady Palmetta.) This tour of duty does allow the player characters to meet a lot of names in the local robotics

industry, which may eventually develop into full-fledged contacts or patrons for future adventures.

2. A disgruntled robotics researcher has targeted the Lady Palmetta for a vengeful death. Angered because the Lady had previously denied his application for a grant to further his research and development, Marrek Forsythe worked his way into the SRC as a member of the technical support team for the show. This put him in a position to sabotage various robots and vehicles over the last few weeks. He has sabotaged the parade float that the Lady Palmetta rides on during the parade. If she is not dead by the award ceremony, he will attempt to shoot her from an elevated location with a hunting rifle.
3. A local warbot producer is using the threats to provide a demonstration of the power of the new infiltrator line of robots, pitting their robot against the security team during the parade and award ceremony. The accidents were staged to heighten the team's presence for the more public events: - the parade and awards ceremony. The infiltrator robot's mission is to take out the security team with tranq rounds, then pin a small medal on Lady Palmetta, marking her as a supporter of the new infiltrator warbot.
4. As number three, above, but Lady Palmetta is aware of the impending attack and supports it, as she is an investor in the robot manufacturer. She will push the player characters to respond to the best of their ability, in the hopes that, upon review afterwards, the robot's tactics will stand out against those of trained professionals. The resulting advertising campaign may be damaging for the player characters, as it will most likely sully the reputation of the players as security professionals.
5. Candidate Tobin Raleigh is a member of a secret radical group that supports human sovereignty over machines and thus a much greater restriction on robots and robotic protocols. Lady Palmetta, on the other hand, has denounced the group's actions publicly on multiple occasions, and supports expanding robot rights. Raleigh feels that this would be an excellent opportunity to remove a thorn in the side of the pro-human movement while placing the blame on robots, giving an excuse to push for more sanctions for the use of stricter robot protocols and lessen the use of robots in everyday society. Raleigh has thus programmed a few robots on display at the SRC to attack Lady Palmetta during the parade, causing maximum havoc with minimal fuss.
6. As number five, above, but Raleigh is so fanatical in her cause that should Lady Palmetta survive, she will attempt to kill the noble matron herself during the award ceremony.

Special Delivery

Patron Type: Merchant or Manufacturer.

Required Skills: Appropriate spacefaring skills.

Required Equipment: Starship.

PLAYERS' INFORMATION

While the player characters' starship lies in port waiting for new cargo and passengers, the ship's crew receives a communiqué requesting a meeting to discuss the transport of some five tons of highly sensitive electronics equipment to a neighboring world. Master Emil Vashilii, a general manager for TransStar Systems, a local computer manufacturer, has a special order of robotic computer cores that must be delivered within the next ten days. If the relatively tight deadline is questioned, Master Vashilii will note that there were some manufacturing difficulties that delayed the production of the shipment, and now he's rushed to deliver the goods. Master Vashilii will accompany the shipment and handle the details of the actual delivery, as it represents the first in a possible series of military contracts for TransStar Systems. He demands that this matter be handled confidentially, and is willing to pay Cr30,000 for a high passage aboard the ship, as well as carrying the five tons of computer cores, which is effectively double the standard rates. However, he must leave within two days in order to make it to the destination in time.

REFEREE'S INFORMATION

A highly skilled merchant will be able to talk Master Vashilii into paying another Cr10,000. What Master Vashilii has not told the ship's crew is that he believes the industrial accidents that delayed the computer core production were actually sabotage, and fears that his shipment is in danger. The future of TransStar Systems is riding on the company's ability to procure further military contracts, and so a successful delivery is vital.

1D6 (1D)

1. All is as it seems. Despite Master Vashilii's fears, the accidents at the manufacturing plant were indeed accidents. No one attempts to stop the shipment.
2. As the ship speeds towards the one hundred diameter limit in preparation for Jump, an explosion rocks the vessel as a secretly planted bomb damages the ship's hull, impacting its ability to safely enter jumpspace. A nearby vessel, detecting the explosion, contacts the ship, offering to assist the player characters. However, the vessel turns out to be a corsair interested in piracy. One of their crew was responsible for planting the bomb earlier at the starport.
3. As number two, above, but representatives of one of TransStar's rival corporations planted the bomb. The hailing vessel is not interested in piracy, but instead desires to take the TransStar shipment. These rivals hold

the current military contracts that TransStar recently subverted, and will go out of business themselves if TransStar succeeds.

4. As number three, above, but the rival's vessel waits until the player character's ship is committed to entering Jumpspace before detonating the bomb. It is the hope of the rival corporation that the shipment will be lost in a misjump, and no one will be the wiser for their involvement in this affair.
5. Several of the other passengers aboard the ship are actually mercenaries hired to hijack the ship during the week in jump space. They will override the anti-hijacking protocols and then make a valiant effort to take over the ship. These mercenaries are under orders to procure the ship, dispose of Master Vashilii, and then deliver the ship and cargo to a specified rendezvous point in the outsystem of the destination system. Subsequent events are left in the hands of the Referee.
6. Unknown to Master Vashilii, the president of TransStar Systems has hired someone to plant a bomb within the shipment itself, with the intention of destroying the shipment so that he can abscond with the money gained from the insurance claims. Subsequent events are left in the hands of the Referee.

Love Interests

Patron Type: Worker.

Required Skills: Investigative skills preferred.

Required Equipment: None.

PLAYERS' INFORMATION

As sometimes happens, perhaps in a bar or at the starport unloading a vessel, the player characters fall into a discussion with local dockworkers. One of them, Eridani Phillips, starts telling what sound like tall tales about his brother's success in the world of white-collar professionalism. Amidst the jests and curious questions another dockworker asks, "Eridani, isn't this the same brother that fell in love with a robot?" Eridani agrees, and then changes the subject back to the financial successes of his brother, Altair. If the player characters push the matter, Eridani gets upset and storms off. Within a few minutes, however, he will return, apologize to the player characters, and explain the situation. Apparently, Altair has always had relationship problems, and felt he would never find happiness in a long-term relationship.

Finally, Altair sought medical and psychiatric help to address these deep-seated emotional issues. Part of that treatment involved the purchase of a Counselor/Companion robot to help Altair develop more appropriate relationship skills. Eridani, of course, has always thought that the approach wouldn't work. "You can't learn how to have a relationship with a machine, you copy?" Now, however, Eridani hasn't heard from his brother in months, and he fears that something untoward has happened to Altair. Eridani's afraid that his brother has fallen in love with the artificial personality interface of the counselor robot, "because he's always been a sucker for a sympathetic ear," and has run off with his robotic love interest, thinking he's cured. When the dockworker finishes his tale, Eridani says, "So now you know Altair's story. What do you think I should do?"

REFEREE'S INFORMATION

If the player characters display any sort of interest in helping Eridani out, he will gladly accept it. He can provide them with Altair's address, both home and business, and additional contact information, as well as a picture of his brother. The dockworker doesn't have much to offer in payment, but "if you ever need a favor from a man like me, all you have to do is ask." Eridani cannot identify the specific make and model of the Counselor/Companion robot that his brother owns, but "you see their advertisements all the time on the vids. He calls her Wendy, though. That much I remember."

Statistics for the Counselor/Companion Robot can be found in the New Robot Designs section of this supplement.

1D6 (1D)

1. The player characters do some research, and quickly find out that Altair still lives in his apartment in the city. The poor man has developed an unusual emotional attachment to Wendy, his Counselor/Companion robot, and his life has suffered for it. Altair no longer works, having lost his job as a broker, and is on the verge of losing everything, including Wendy, to repossession and the like. To make matters worse, Altair has amassed a large amount of debt to somewhat shady individuals, borrowing large amounts of money at high rates of interest, without the ability to pay these criminals back. Once he knows that the player characters aren't there to take his Wendy away from him or rearrange his kneecaps, Altair Phillips will offer the party most of his furnishings and personal equipment to escort him and his companion to another world.
2. As number one, above, but it is too late for Altair Phillips. By the time the player characters track him down, he's living on the street, evicted from his house and home, and only the clothes on his back. Altair's been running from the criminal elements seeking payment for the large debts he's accrued, and he's afraid to go home to his family, out of shame for what's happened to him.
3. In his emotionally fragile state, Wendy, the Counselor/Companion robot, has pressured Altair into transferring large amounts of his personal wealth to the medical robotics facility that provided Wendy as part of his treatment. Following the transfer, the medical robotics facility has just locked the young professional away in a mental institution, so that no one would ask any questions regarding the unusual actions of the robot. The facility, of course, has reprogrammed the robots, and uses them to take advantage of their patients in these times of weakness and lack of emotional and mental clarity.
4. Altair doesn't really work for a financial institution, but instead works for the Imperial Ministry of Justice. He's posing as an emotionally distressed man as part of a sting operation to nab a medical robotics facility that uses reprogrammed Counselor/Companion robots to take advantage of patients. Unfortunately, the medical facility has discovered Altair's duplicity, and has kidnapped him with the aid of Wendy.
5. Altair never worked for a financial institution, but instead worked for a local crime syndicate. He was the roboticist that maintained and repaired Counselor/Companion robots used for illicit purposes. Recently, one of the robots witnessed and recorded the crime lord performing a murder. Altair took the recordings and turned himself over to the local law enforcement as a material witness, hoping to get out of the criminal underworld once and for all. Unfortunately, the crime syndicate is

Special Supplement 2: Robot Adventures HERO Edition

hunting him, and anyone who comes around asking questions about him will definitely draw their attention.

6. Eridani's view of his brother's emotional state is exaggerated, at best. Altair is simply a man who has admitted to himself that he doesn't do well in relationships involving living women, and so has purchased a companion robot to meet his somewhat unusual emotional needs. The story Altair gave his brother was designed simply to cover his embarrassment. Altair does indeed work for a financial institution, but discovered several months ago that his superior has been embezzling millions of dollars from the company. His boss found out, and had him killed and his remains destroyed. The missing persons investigation has stalled and still remains open, as the local law enforcement has moved on to other cases. Eridani, if told, will ask the player characters to investigate the disappearance, and see what they can turn up. Subsequent events are left up to the Referee.

Technically Amusing

Patron Type: Entertainer.

Required Skills: *SS: Robotics or Computer Programming* (CT: Robotics or Computer).

Required Equipment: None.

PLAYERS' INFORMATION

One of the player characters receives a personal comm message from a human female that identifies herself as Tawnabeth de Guerre. Miss de Guerre seeks to meet in a small eatery not far from Gervalli's Amusements (a local amusement park and entertainment center) to discuss a profitable business arrangement requiring skills that are suited to the characters. Gervalli's Amusements deals with both traditional and virtual reality amusement experiences, and bolsters the local economy as a tourist attraction. Sadly, the park has suffered a rather high number of accidents and malfunctions, like amusements that have stopped suddenly or lost control.

The most recent accident, the worst yet, involved a robotic ride that suddenly lost gravitics and nearly crashed before recovery, causing minor injuries to the four passengers. Miss de Guerre, the general manager for Gervalli's Amusements, ordered a team of techs to examine the ride, and the techs found no malfunctioning equipment. She is afraid that someone is out to sabotage the amusement park, and probably has inside assistance. Fearing a public scandal, Miss de Guerre has taken on the task of looking into the situation discretely. Thus, she needs an outsider to investigate the strange malfunctions and report privately to her.

REFEREE'S INFORMATION

The information that the characters have been told is correct. Investigation will reveal an increasing number of accidents at Gervalli's Amusements, each one more dangerous than the last. Miss de Guerre can arrange for the characters to take positions within the amusement park, each pertaining to their abilities, of course. Through diligent efforts, the characters can uncover evidence that demonstrates someone is indeed tampering with the programming of the computers within the park, though the perpetrator is not immediately obvious.

1D6 (1D)

1. All is as it seems. A hacker, Ennis Meshura, has cracked the security protocols for the primary computer core at Gervalli's Amusements, and planned to extort a lot of money from the business before fleeing offworld. After the next incident at the amusement park, Meshura will contact Miss de Guerre anonymously with a demand for one Megacredit, payable within twenty-four hours, or the violence will continue to escalate. She will want to use the player-characters to help her deliver the

payment, and hopefully capture Meshura with enough evidence to try him in the local court systems.

2. As number one, above, except that Miss de Guerre is secretly working with Meshura. Miss de Guerre utilizes the player-characters to go through the motions of trying to recover the extortion payment, but will provide Meshura with any information regarding the team's plans so that he can escape. The day after the ransom is delivered, she intends to tender her resignation "because I failed in my job, and cost the company dearly." She'll then travel offworld to meet Meshura, kill him and use the money to live a life of moderate luxury elsewhere in the subsector.
3. Master Nikodemus Gervalli, owner of Gervalli's Amusements, has sabotaged his own amusement park in the hopes of perpetrating insurance fraud. A talented roboticist, he's reprogrammed a number of the rides and holographic experiences to cause increasingly serious injury. After a few more incidents, Gervalli intends to set the robots loose to destroy the park itself, and will blame saboteurs for the resulting damage. He will file a number of insurance claims, then sell the business to one of a number of buyers interested in owning the rights and/or location.
4. Mikhel Luuten, representing certain offworld interests, has been attempting to purchase Gervalli's Amusements for several weeks, but Master Nikodemus Gervalli will not budge from his ridiculous offers. Falling back on high-tech strong-arm tactics, Luuten has hired some local talent to break Gervalli's computer security protocols and drive his business under, in order to drive the amusement park's price down.
5. The primary computer core of Gervalli's Amusements suffers from a virus specifically designed by a local hacker, known on the global net simply as Fu Master. Others of his circle of net-friends have performed similar acts, some of which have drawn local media attention. Following his competitive nature, Fu Master has decided to outdo them all, and selected the highly visible Gervalli's Amusements as the target for his virus.
6. As number five, above, except that the Imperial Ministry of Justice has become aware of the escalating acts of cyber-intrusion. The IMJ will work with the player-characters to identify, locate and apprehend Fu Master, but will take custody of the hacker before local authorities can administer justice. The IMJ will most likely offer Fu Master employment in certain cyber-espionage efforts, although this will be denied publicly.

Good 'Bot Hunting

Patron Type: Hunter.

Required Skills: Hunting and/or survival skills.

Required Equipment: None.

PLAYERS' INFORMATION

During off-hours, one of the player characters bumps into Hester Zapeta, an old friend from a prior term of service. Hester has always been an avid hunter; indeed, she has many tales to share of her daring and exciting adventures in the wilderness of numerous worlds throughout the quadrant. When asked why she's on this world, she replies that she's signed up for an expedition to hunt, along with a number of other hunters of some small renown, a vicious predator named the Delphian Wartlark. Spontaneously, Hester will invite the player character and his comrades to join her. "I am allowed a small entourage, of course," she'll say, hoping to encourage them to join her as her guests.

REFEREE'S INFORMATION

Transportation is provided for Hester's group, as well as a few other hunters also interested in the Wartlark. The sponsor of the hunt, Nekodi Borune, lives in an isolated manor in the wilderness several hours journey from the starport. Because of its secluded location in the mountains, the manor is cut off from the local comm-net. Mr. Borune is a local subsector manager for Naasirka, with access to some of the more advanced technology produced by his firm. In a meeting on the morning of the hunt, he will reveal that the Wartlark was a ruse, and he has a more dangerous prey to offer the big game hunters: the Predator XP-1 model hunter/tracker-bot. Modeled on natural hunters across the Imperium, these robots are designed to provide any hunter with an incredible challenge, more so than even the Delphian Wartlark. Although some of the hunters falter, Mr. Borune sets up a quick demonstration to show the effectiveness of the Predator XP-1. As the hunters watch, the robot will easily chase and take down a released animal. Suddenly, the Predator XP-1 turns on the entourage of a nearby hunter, dragging one of the guests into the wilds as Mr. Borune tries to stop it with a verbal override command that doesn't seem to work. The big game hunters hastily organize a hunt for a Predator unlike any they've sought before.

Statistics for the Predator XP-1 Hunter/Tracker-Bot can be found in the New Robot Designs section of this supplement.

1D6 (1D)

1-2. The programming for the experimental hunter/tracker-bot is flawed; once activated, the robot operates as if it were hunting all living creatures. Unfortunately, the voice recognition software is very particular, and did not recognize Mr. Borune's verbal override because of the panic in his voice. The robot will continue to

hunt the hunters until such time as it is stopped, either physically or via a calmly spoken verbal override, or it runs out of power.

3. Mr. Borune is not a nice man. He's orchestrated this entire predicament to remove a number of people who have gathered blackmail material on him, using the Predator XP-1 as his weapon of choice in this scenario. The first chance he gets, he'll flee back to civilization with a wild story about the robot being sabotaged, expecting his enemies to be dead before he returns with assistance.
4. As number three, above, but Mr. Borune did not orchestrate this particular disaster. Over the years, the subsector manager has walked over people to rise to his current position in Naasirka's corporate structure, making many enemies. One of these enemies, after discovering the nature of the upcoming hunt, paid to have the Predator XP-1 reprogrammed to hunt down Mr. Borune. Sadly, one of the guests looked enough like Nekodi Borune to set off the program prematurely, leading to the sad incident above. The robot's programming remains active, and it continues to hunt down Mr. Borune.
5. One of the hunters, Paulos Denir, is also a cyber-empath from a hidden psionic institute within the subsector. Denir has recently learned that a member of his entourage is secretly an undercover agent for the Imperium that is planning to arrest him for using psionic powers. Fearing for his life, Denir took advantage of the opportunity to take control of the robot and make it kill the agent. However, the robot is now set to hunt and attack humans, and Denir can't reset it until he gets close enough to use his psionic powers again.
6. Mr. Borune intends to create a black market for the Predator XP-1 as a killer/assassin robot. He's orchestrated the scenario to test the effectiveness of his killing machine against trained professionals. To avoid raising suspicions that would come from hiring and slaughtering a mercenary band, he's organized this hunting retreat to provide an appropriate test for the Predator XP-1. The machine is programmed to hunt down everyone except for Mr. Borune.

Robo-Repo

Patron Type: Financier.

Required Skills: *SS: Robotics or Computer Programming* (CT: Robotics or Computer), perhaps some combat skills.

Required Equipment: None.

PLAYERS' INFORMATION

The characters learn from word of mouth that a local financial institution seeks some off-duty mercs who might be looking for a quick buck or two to do a special repossession job. It is reasonably easy to obtain an appointment to speak with the financier, Rayden Ishagill. During the meeting, Mr. Ishagill will present what appears to be a sweet and fairly easy assignment to retrieve an Enforcer/Guard robot from a customer who is several months behind on his payments. The customer, Kiwanga Severne, uses the robot as a personal bodyguard, and the last few attempts to repossess the robot have ended in violence. Mr. Ishagill has advertised for mercs hoping to find people capable of handling themselves should the situation turn ugly. The bank will offer pay Cr2000 for the successful recovery of the Enforcer/Guard robot. (With adequate negotiations, the financial institution can be talked up to Cr3000, but no more.)

REFEREE'S INFORMATION

Upon investigation, Kiwanga Severne appears to have ample reason to require a robotic bodyguard. A small time gambler and big time loser, Kiwanga has earned the wrath of a number of criminal organizations both on and offworld. Searching for him will uncover that he's recently been on a winning streak at the local gambling establishments, but hasn't been seen since last night. Statistics for an enforcer/guard robot can be found in *Robots of Charted Space*.

1D6 (1D)

1. Kiwanga Severne made a big score, and bought passage offworld using a forged identity card. When the players track him down, they will discover that he's currently en route to the highport, where he will board a free trader under a High Passage. The characters should encounter a number of obstacles, from bureaucrats to crowded passageways, in their efforts to reach Kiwanga before his ship leaves and jumps out of the system.
2. Kiwanga made a big score last night, only to be cornered directly afterwards by a loan shark to whom he owed money. The smalltime gambler paid off his debt with his winnings, although the loan shark took the Enforcer/Guard robot as interest on Kiwanga's debt.
3. As number two, above, but Kiwanga was then beaten and left for dead. He's now registered in Startown General as a "John Doe" patient, and refuses to identify himself so that other bookies don't find out where he's holed up.

4. As number two, above, except that Kiwanga was then beaten severely and shipped out via Low Passage to an offworld crime boss. Trouble with the forged identity card brought Kiwanga's body to the attention of the highport authorities, which could in turn provide the characters with a lead on who now has the Enforcer/Guard robot.
5. Thugs from a local crime family confront the characters in the course of their investigations. Their boss, "Mister Dee," has authorized his representatives to offer the characters double pay to report Kiwanga's presence to them before getting anyone else involved. Otherwise, events proceed as mentioned in number one, above.
6. As number five, above, but Kiwanga is not the small time gambler he appears to be. Instead, he's an undercover agent for Imperial authorities, gathering information on the various illegal activities being performed in and around Startown. Unfortunately, a requisition to pay for the Enforcer/Guard robot got misplaced, producing two complications: first, it created the repossession situation that Kiwanga has since taken advantage of to further his cover; and second, it provided "Mister Dee" with evidence that Kiwanga was indeed operating as an agent for local law enforcement. Now, "Mister Dee" wants revenge against Kiwanga, who has gone into hiding until he can make it safely back to the extrality of the starport.

Cybernetic Research Study

Patron Type: Doctor; Surgeon.

Required Skills: None.

Required Equipment: None.

PLAYERS' INFORMATION

Recently, the holovids have been filled with advertisements seeking candidates for a new medical research program at Cyberdyne Biomechanics. As part of the dissemination of an Imperial technology program sponsored by the Contact and Liaison branch of the Imperial Interstellar Scout Service, Cyberdyne produces a number of locally crafted cybernetic and bionic implants. Candidates must be healthy, and willing to sign a waiver granting Dr. Laramie Ishigawa, chief medical researcher, the right to implant a neural uplink for testing purposes. This is a confidential research study, as the general public tends to view neural links in a negative light. All medical expenses will be covered, and participants will receive compensation for their involvement in the research study.

REFEREE'S INFORMATION

Cyberdyne Biomechanics is indeed involved in an Imperial technology dissemination program. This company was the first to undertake the effort to bring the local medical technology up to the latest Imperial standards. Backed by both Imperial and local governmental subsidies, the cybernetic research company has made incredible strides in the field using non-sentients for research, and the time has come to begin experimentation on sentient beings. Dr. Ishigawa has a sterling reputation both as a surgeon and roboticist, and has become the local authority on cutting edge cybernetic technology. Participants will receive free medical attention, an experimental neural implant, and a thousand credits a month as compensation over the course of the study. In the event that a patient rejects the implant, Cyberdyne commits their resources to the patient's full recovery, and continues to pay the participant for the remainder of the research study.

Game Mechanics: During the patient's recovery from surgery, there's a chance that the patient may reject the implant.

Rejection Checks In Traveller Hero: Each week for the first four weeks following the cybersurgery that installs the neural link, the patient must make a *Constitution* roll or their body will begin to reject the implant. Anti-rejection medication (costing Cr2500 a week, but paid for by the research study in this case) gives the patient a +5 bonus on their check. After the first month, rejection checks are made once a month for the first year. After the first year, rejection checks are made once a year. A monthly dose of the anti-rejection medication maintains the +5 bonus after the first month.

Rejection Checks In CT: Each week for the first four weeks following the implantation of the neural link, the

patient must roll 2D6 for 11+ (DMs: +1 if End 5+, +2 if End 10+ and +3 if End 15+) or their body will begin to reject the implant. Anti-rejection medication (costing Cr2500 a week, but paid for by the research study in this case) gives the patient a +4 DM on their rejection check. After the first month, rejection checks are made once a month for the first year. After the first year, rejection checks are made once a year. A monthly dose of the anti-rejection medication maintains the +4 DM after the first month.

1D6 (1D)

1. All is as it seems. The testing is quite lengthy, and the study runs for several months. Some members of the study reject the implants, but without severe reactions. The patients that do not reject the implants suffer no ill effects from the implantation. The testing involves controlling a large number of different types of robotic drones and vehicles via the implant. Referees are encouraged to explore the possibilities during the testing period. When the study is concluded, Cyberdyne researchers ask the participants to report back quarterly for medical check-ups over the next two years, with an offer of Cr500 per visit.
2. As number one, above, but the purpose of the research study is to test anti-rejection medications instead of the neural implants, which have already been perfected. Half of the participants belong to the control group and handle the rejection of the cybernetic implant normally; the other half suffers a -3 penalty (CT: -2 penalty) on their rejection checks. Otherwise, events continue as described above.
3. As number one, above, but the local world's government is secretly using the research study to recruit soldiers for an advanced military unit. Those patients that perform well in controlling the robotic vehicles under stress will be "approached" in regards to the possibilities of continuing their work for the local government. Anyone that accepts the offer will then perform tests using military grade equipment, and are evaluated for a place in this Special Forces Drone Unit. Those who refuse the offer are "requested" not to speak of it, and return to the program. At the end of the study, patients "in the know" are encouraged to go offworld through either monetary enticement or somewhat aggressive pressure, depending on what works best.
4. As number one, above, but local or offworld interests seek to undermine the integrity of the study's results. A number of accidents occur during testing, which are eventually traceable to sabotage. If the characters do not become involved immediately, eventually they will suffer from accidents as the saboteurs continue to work against Cyberdyne's research. Although Cyberdyne cannot officially allow the characters to get involved, Dr.

Special Supplement 2: Robot Adventures HERO Edition

Ishigawa will welcome any unofficial aid the group can provide in investigating the rash of accidents. Subsequent events are left to the discretion of the Referee.

5. As number four, above, but Dr. Ishigawa is actually the saboteur. The good doctor has been offered a much better paying position by Cyberdyne's rivals, and so has been creating 'accidents' to undermine Cyberdyne's work, so that the rival corporation can come in and pick up where Cyberdyne failed. Should the characters uncover Dr. Ishigawa's duplicity and the rival firm's involvement, the character's lives become endangered until the matter is resolved, one way or the other.
6. As number five, above, but the rival corporation holds Dr. Ishigawa's daughter hostage, and are using threats against his daughter's safety to motivate the good doctor into performing the sabotage. Dr. Ishigawa fears that any information leaking out that links the accidents with the rival firm, since his daughter's life rests solely on his discretion and his success. Should the party confront Dr. Ishigawa, he will beg for their silence and their aid in freeing his little girl.

Industrial Espionage

Patron Type: Businessman; Robotist.

Required Skills: Espionage skills, including appropriate clandestine, intrusion and technical skills.

Required Equipment: None.

PLAYERS' INFORMATION

A man, identifying himself only as Mr Starr, contacts the characters discreetly, inquiring about the possibility of hiring the band for some special services. "I'll make it well worth your while." If the characters seem interested, he will meet with them to discuss the matter. At the meeting, Mr. Starr outlines his request: Mr Starr needs a group that can penetrate the corporate headquarters of Phoenixfire Robotics, a local robot manufacturer that is creating a new line of robotic couriers and personal servants using cutting edge technology. Mr Starr will pay Cr5000 to each member of the group that can retrieve a copy of the design documentation and associated tech files on Phoenixfire's next line of products. He will pay an additional Cr50000 for any physical examples of the advanced technology described in the files. However, the work must be completed within three days.

REFEREE'S INFORMATION

Phoenixfire Robotics is the local world's leader in robotic technologies. In fact, experts predict that Phoenixfire's next line of robots will provide a lot of competition even against more established megacorporations in the local robotics market. The corporate headquarters is well protected by both organic and robotic patrols, as well as extensive security protocols. The computer core for research and development is isolated from the global net, so retrieving the data in question will require direct access to the terminals in order to retrieve.

1D6 (1D)

1. Mr Starr represents a rival robotic manufacturer, Stellar Industries, seeking to gain an advantage over Phoenixfire Robotics. Depending on the quality of the information retrieved, Stellar Industries may be able to beat Phoenixfire Robotics to the punch, and unveil a similar line of advanced robot servants at the subsector's annual robotics conference.
2. As number one, above, except that the story about a new line of robotic couriers is a cover for the creation of a new model of infantry warbot. Any failed attempt to override its internal security protocol activates the warbot to full alert status.
3. Mr. Starr actually works for Phoenixfire Robotics, and has recently discovered that his boss, Dr. Jerald Manakin, has been having an affair with one of Mr Starr's wives. Ever the jealous husband, he intends to kill Dr. Manakin and frame the intruders for the

murder. Mr Starr will pay the party from Dr. Manakin's accounts, trying to connect them to the homicide.

4. As number three, above, but the characters discover the slain body of Dr. Jerald Manakin in the process of breaking in. Very quickly thereafter, alarms go off, alerting security that intruders are in the building. It is only a matter of minutes before security locates the body of Dr. Manakin, and blame is placed.
5. Mr Starr is an Imperial agent, seeking evidence that Phoenixfire Robotics either stole or procured classified robot designs from a Naval base located nearby in the subsector. Due to a colorful past, Mr Starr's job hangs on the line with this arrest, and he can't risk his career by making a false accusation without knowing full well that Phoenixfire has indeed received the plans. The agent is thus using the characters to avoid implicating himself, should his information sources be wrong.
6. Mr Starr is a media reporter that is following up on a lead regarding Phoenixfire Robotics. He is seeking evidence that Phoenixfire Robotics either stole or procured classified robot designs from a Naval base located nearby in the subsector. The intrepid reporter has selected the characters to make the illicit retrieval of stolen properties to avoid the legal repercussions should the intruders be caught. (Besides, he doesn't have the level of skill needed to perform the intrusion.)

Collectibles

Patron Type: Noble.

Required Skills: None.

Required Equipment: Starship or smallcraft, for intra-system travel.

PLAYERS' INFORMATION

It is common knowledge that the Rashush model robotic servant, produced and sold by the Naasirka megacorporation, was first sold during the Rule of Man and represents the first successful marketing of a robotic servant to the general public in an interstellar market. Although the Rashush line continues to be sold today, the earliest models, particularly those constructed during and prior to the Long Night, have become prized collector's items due to their antiquity. Dame Celise Marignot, a philanthropic noble of renown throughout the subsector, has such a collection. Recently, Dame Marignot has located another Rashush model from the Long Night era, and has made arrangements to have it delivered into the system. She charts the party's vessel offering above standard wages so that she can rendezvous and take delivery of her latest collectible from the sellers. Given the somewhat shady means by which the sellers arrived at possession of their antiquity, such matters are to be handled as clandestinely as possible.

REFEREE'S INFORMATION

Dame Marignot is a good woman who has learned to overlook certain matters as part of her daily work, both as a noble and as an organizer for numerous charity events throughout the subsector. Indeed, a number of her contributions come from less than reputable organizations seeking a better social position through charitable donations. One of these shadier elements, upon learning of the knight's interests in ancient robotics, has made arrangements to sell a stolen Rashush antiquity to Dame Marignot. Ideally, the exchange is intended to happen in orbit above a moon in the outer worlds of the star system, far from the prying eyes of the authorities.

1D6 (1D)

- 1-2. All is as it seems. Having noticed the vessel head out-system and return, local starport authorities will have a patrol cruiser hail the vessel and perform a routine inspection as part of their program to deter smuggling. Should the authorities discover that the Rashush is stolen, Dame Marignot and the vessel's crew are arrested and put on trial for smuggling. Subsequent events are at the discretion of the Referee.
3. The Rashush model is actually from the early days of the Third Imperium, and not worth the price the smugglers are asking. When Dame Marignot refuses to accept the asking price, the upset smugglers try to force

the issue. Should the criminals win any altercation, the surviving victims will be stranded onboard the chartered vessel, after a clip of ammunition redecorates the vessel's bridge. The characters are effectively stranded in space until repairs can be made. Dame Marignot will, of course, hire the crew as bounty hunters to track down and bring the smugglers back for justice.

4. As number three, above, but the smugglers take Dame Marignot with them, leaving the characters to pass on the smugglers' ransom demand of one million credits. The money is supposed to change hands in one week as part of a transfer between vessels that occurs beyond the one hundred-diameter limit of the mainworld. Of course, there must be no publicity and no contact with law enforcement, or Dame Marignot will die a quick and painful death taking a long walk out a short airlock into the depths of space.
5. As number one, above, but the Rashush has been re-programmed to deactivate the security protocols within the Dame's manor, so that thieves can take her entire collection of antique robots and sell them on the black market to other bidders. Should the thieves be successful, Dame Marignot will first blame the characters, requiring proof to change her mind.
6. As number five, above, but the thieves are caught in the act, and so take Dame Marignot hostage in a standoff with the local law enforcement. The thieves will demand that one of the characters serve as their liaison in these matters, either at the Dame's suggestion or due to positive interactions during the original meeting in the outer system. If the situation is not handled well, the characters may find themselves in the middle of a firefight.

Going To Market

Patron Type: Merchant.

Required Skills: Some diplomatic and/or trading skills.

Required Equipment: None.

PLAYERS' INFORMATION

While visiting a marketplace outside Startown on a primitive world, the party is hailed by a local mounted warrior. "My Master has sent me to invite Great Merchants from the stars to dine with him this night," the rider says. "You have the look of being Great Merchants, are you not?" If the party is interested, the rider will lead them to the tent of Master Barabi Nassaer. The tent is lavish, complete with opulent cushions, attractive servants and aromatic delicacies. Over the course of the fine meal, Master Nassaer will reveal his predicament to the characters. The locals of this primitive world tend to be highly technophobic, and so the presence of technology tends to cluster around the starport. Master Nassaer is not a local, but instead uses an old Trader-Bot to help him track marketing trends and identify high-return sales opportunities. Understandably, he's had to hide his robot from the locals; otherwise, he'd have been beaten and hung from a tree next to his robot's chassis to die for using demon-possessed machinery. Lately, his robot has been acting erratically, and finally stopped functioning. He'd like to hire the party to travel back to the starport, procure a new robot for him, and clandestinely deliver it to him as soon as possible. "Not only is this task worth Cr2000 apiece, but you will also be invited to remain as my guests for the remainder of your stay on this planet, should you so choose," he says, with a wave of his hand to encompass the finery of the surroundings.

REFEREE'S INFORMATION

The Referee should provide descriptions that indicate the barbaric locals dislike technology, including dismantled robots on pikes, etc. Finding a used Trader-Bot is not too difficult, though the characters may have to haggle to bring the price down. It's much harder to secretly transport the robot from the starport to the tribal lands where Master Nassaer resides. Although the travel is less than two days if mounted, there are a number of tribal patrols that might react poorly to the presence of a "demon" on their lands. Statistics for a trader-bot can be found in *Robots of Charted Space*.

1D6 (1D)

1. All is as it seems. Once the party delivers the robot to Master Nassaer, their troubles are over. They are treated to a feast of celebration, and have the opportunity to enjoy the merchant's hospitality before returning to civilization and whatever duties might call.
2. As number one above, except that one of Master Nassaer's young servants shows a romantic interest in one of the characters. In the morning, the character

finds out that he or she is mistakenly married to the young servant, and they are expected to join the tribe. The process of renouncing the marriage is a long and tedious process, replete with the possibility of wounded pride on the part of the servant's family. Attempting to leave without completing the appropriate rites will result in a small horde of barbarians giving chase to the party as they flee back to civilization.

3. As number one above, except that on the night of the feast, Master Nassaer drugs the characters to render them unconscious. A few feverish days later, they begin to recover, only to find themselves being sold as slaves to the locals. Any talk of technology prompts a shaman to expound on the "demons that dwell within," and demand that the character be sacrificed to appease the gods for his blasphemous talk. Opportunities should present themselves to allow for an exciting escape scene, either before or after the characters are sold into slavery.
4. The Trader-Bot is simply a cover for Master Nassaer and the organization he works for - the robot's chassis actually contains illegal drugs. The merchant is using these drugs to slowly gather influence and power within the region. The non-warriors of the tribe have started tending crops of Highleaf, a plant that is highly addictive to Vargr, while the warriors patrol and protect the fields, far from prying eyes. When the characters return to civilization, Imperial authorities will want to question them in connection with transporting illicit drugs. Further events are left to the Referee's discretion.
5. Master Nassaer is not a merchant; he's the leader of a secret militant order, hiding in seclusion among the barbarians of this world. Within the Trader-Bot's memory are detailed communiqués from his second-in-command detailing terrorist actions to be taken over the course of the next two years. He will ask that the party remove the "used Trader-Bot" and perhaps sell it back to the same merchant. Within this robot's brain lies Master Nassaer's responses and additional details regarding his orders for his second-in-command. If the party proves trustworthy, they may be used in the future to deliver further communiqués.
6. As number five, above, but Imperial Ministry of Justice agents approach the characters shortly after their first interview with Master Nassaer, seeking their aid. They wish to send along an agent with the Trader-Bot to assess Master Nassaer's defenses and attempt to bring him in, if that's possible. Further events are left to the Referee's discretion.

Peace Talks

Patron Type: Imperial Starport Authority.

Required Skills: Some diplomatic or combat skills.

Required Equipment: None.

PLAYERS' INFORMATION

The local Dockworkers' Union has gone on strike, and the starport has been effectively shut for the last day and a half. As the characters wait for the strike to be settled, a member of the Imperial Starport Authority approaches them. Based on information found in their Ident papers, the ISA has determined they might be able to handle a delicate situation. The Imperial Starport Authority's representative, Sophont Resources manager Dain Mulates, had been conducting negotiations with the local union representatives, using a Translator robot to aid in communication with some of the minor races present in the local union. This morning's negotiations ended in disaster when the dockworkers flew into a rage and assaulted the SR manager. The last few hours have been tense, as the dockworkers have sealed themselves away with Mr. Mulates until their demands are met. The ISA has identified that the problem arose from the robot's mistranslation of one of Manager Mulates's responses, which directly insulted the members of one of the minor races present. The ISA representative does not know what caused the mistranslation, but now Dain Mulates is in trouble. They need the characters to settle the negotiations and retrieve the SR Manager safely.

REFEREE'S INFORMATION

For all appearances, this is a classic hostage situation. The dockworkers have sealed themselves up in the meeting room and are threatening to kill Manager Mulates and a few others that were grabbed during the original uprising. The thugs are asking for a new contract for the Dockworkers' Union addressing some of their concerns regarding pay rates, extensive work schedules, discrimination against their species, and similar mistreatments. The insurgents are very emotional, as they feel they have been oppressed by the ISA, and can provide compelling testimony of the atrocities they have suffered. The ISA maintains that the allegations are not nearly as severe as the kidnappers have described, and are willing to take what they consider reasonable measures to insure that their concerns are addressed. However, with emotions and tensions running high, it's not the safest environment at this time. Also, these fugitives are asking specifically for a starship to take them out of the system so that they can avoid jail.

1D6 (1D)

1. Now that things have cooled down, the dockworkers are actually afraid that they will either go to jail or be killed for what they have done. That fear is causing

them to make things worse, with ever larger demands. The characters will find that aggressive approaches will not be as successful as those emphasizing a calmer and more reasoned approach to resolving the incident. Of course, the fact that the ISA's chief of security, Lashulii Phelps, is a bit overzealous in verbalizing her duties makes this a little harder to achieve.

2. As number one, above, except that Security Chief Phelps is not only a big talker, but is also willing to do anything and risk anyone to bring these renegades to justice and rescue Manager Mulates. It is likely that the characters will find themselves in the middle of a fire-fight between the dockworkers and the security enforcers unless they tread carefully.
3. The mistranslation unknowingly insulted an entire family line, and now those family members want to settle this loss of honor "in the ancient ways," with a duel to the death. Knowing that the local government has no code duello, the captors want to be able to leave safely once their honor is satisfied with the death of Manager Mulates.
4. As number three, above, except that the insult is perceived as coming from the ISA itself. Dain Mulates was originally considered to be the ISA's representative in the upcoming duel, but when the ISA introduced the characters as the new negotiators, the responsibility to fight for this matter of honor fell upon the new negotiators, i.e. the characters.
5. ISA General Manager Kiirshaggi O'Ryan overrules his Security Chief and, if the party is unsuccessful, agrees to provide offworld transport to the renegades in exchange for their prisoners. Once the ship leaves high orbit, local patrol cruisers take off after the renegades' ship. O'Ryan has invoked a clause in the Imperial Starport Authority charter that allows the ISA to extend authority at their discretion to the local world government for crimes committed within Imperial extrality.
6. As number five above, except that the scenario is faked. The entire hostage situation has been a diversion, as O'Ryan gave the renegade dockworkers control of a recently landed ship bearing over ten megacredits worth of freshly minted Imperial credit notes intended for circulation throughout the subsector. He expects to be fired for his "incompetence," and will then meet his accomplices offworld to get his share of the stash.

High Crimes

Patron Type: Corsair, Pirate.

Required Skills: *SS: Robotics or Computer Programming* (CT: Robotics or Computer).

Required Equipment: None.

PLAYERS' INFORMATION

The word on the street is that some Vargr big shot named Gvaekoes is looking for roboticists for a special opportunity, with a lot of money to be made. If rumors are to be believed, the characters can easily find Gvaekoes, who's staying at the Startown Regency. After making it past Gvaekoes's goons, the party is presented with an opportunity: Gvaekoes will soon attend an underground warbot auction, and needs an expert to verify the actual working condition of a Hiver Bruiserbot, the star item of this auction. "If this Bruiserbot is still functional and as effective as they say, this will definitely open up 'new markets' for my band and I," the Vargr Corsair says. He'll offer the technician Cr5000 for his services on the evening of the auction, and more to help him understand and program it if he wins the warbot in auction.

REFEREE'S INFORMATION

Hivers build very effective robots, particularly warbots. These warbots are so effective that the import of any Hiver warbot into Imperial space is considered a High Crime. Should the characters become associated with the presence of the Bruiserbot within Imperial territories, it is likely that Imperial authorities will seek to arrest them. From his actions, the Vargr Corsair obviously intends to use the Hiver warbot to threaten smaller and less protected starports, using its legendary martial prowess to subdue ground-based forces that might attempt to stop his Corsair bands from raiding. The auction is large for its kind, a sort of warbot smuggler's clearance event, with the Hiver bruiserbot as the main prize. There are a number of security issues involved, but Gvaekoes will vouch for the characters, so long as they treat him as having superior Prestige (CT: superior Charisma). Statistics for the Hiver Bruiserbot can be found in *Robots of Charted Space*.

1D6 (1D)

1. The auction is a fast-paced event that takes up much of the evening, and proves to be an excellent opportunity to make contacts in the area of military and paramilitary hardware - in addition to trade in illicit warbot technology. Technicians are given a limited opportunity to examine the Hiver Bruiserbot before the auction begins, but it appears to be functional. Gvaekoes wins the auction and offers further employment to the characters as members of his Corsair band.
2. As number two, above, but Gvaekoes loses the auction. The Vargr Corsair leaves in a rage, taking the characters

with him as he was the one to vouch for them. He will offer the characters the chance to become members of his Corsair band - their first task will be to join him in taking on the vessel bearing the Hiver warbot en route to the 100-diameter limit, and capture the Bruiserbot as spoils of war. If the characters refuse, Gvaekoes will do what he can to force the technician to come with him, since the Vargr has no idea how to actually program the Bruiserbot.

3. As number one, above, but at the height of the auction, the Imperial Ministry of Justice, with support from the Imperial Marines, raid the auction, attempting to take the smugglers and attendees into custody. Of course, in an auction of warbots, the Imperial forces will meet resistance, and a terrible firefight will break out.
4. As number three, above. However, two IMJ agents will approach the characters some time before the auction, revealing that surveillance has determined that the characters will be attending the warbot auction. The agents will offer the characters immunity from prosecution regarding these events if the party will help the IMJ infiltrate and raid the auction. Gvaekoes will reward the characters adequately if they report the incident to him before the auction starts.
5. As number four, above, but the IMJ agents are actually thugs hired by Gvaekoes to test the loyalty of the characters. If the party fails to report the incident to Gvaekoes, the thugs will reveal to Gvaekoes their duplicity after the auction, who will then order them to be taken to the warehouse district and beaten to death for their lack of loyalty. Captain Gvaekoes will not sully his fur with this matter, but delegates it to several brutish thugs who seem to look forward to opportunities like this. Further events are left at the discretion of the Referee.
6. The entire auction is a set-up by the Imperial Ministry of Justice. The IMJ is using the lure of a Hiver Bruiserbot to attract gunrunners and warbot smugglers active in the subsector to a point where they can be arrested. The entire action is handled as discretely and safely as possible, with individual groups being arrested as they arrive at the "auction." A well-placed contact might warn the characters, who must then decide whether or not to warn Gvaekoes. Even if the characters do not know, Gvaekoes will blame them for setting him up, unless they help him escape and flee with him. An angry Vargr Corsair makes for a powerful enemy with a long reach, even into a prison cell.

Skyjackers

Patron Type: Crewmember or Passenger.

Required Skills: None.

Required Equipment: Vehicle or Vessel (either as crew or passengers).

PLAYERS' INFORMATION

Sirens and alerts interrupt the tranquility of a pleasant flight (either aboard a larger air- or grav vehicle, or a vessel between worlds.) As crew and passengers react to the alarms, the internal comm system announces that unknown forces are attempting to hijack the vehicle. Screams and the sound of gunfire echo down the hallways, and the air becomes heavy with the scent of smoke and burning electronics. Moments later, a robot flies through the corridor, firing at people as it passes by, intent on reaching the piloting controls.

REFEREE'S INFORMATION

From the perspective of those in the know, the vehicle went on alert when the doors to the cargo area opened. A large container of warbots became activated during the flight. The warbots have left the cargo area and are now systematically moving through the ship, taking control of the vehicle and incapacitating anyone who gets in the way. Several of the warbots look damaged, as if from previous combat engagements.

1D6 (1D)

- 1-2. A technically advanced pirate band has been using this technique of commandeering vessels for several months now. One of the pirates poses as a passenger, where he forms a general idea of the vehicle's layout and security protocols. He then uploads the information to the computer cores of the warbot squad, and activates them when the vehicle is safely away from the protections of local law enforcement. Once the ship is secure, he'll lock the survivors away in a small isolated area (like the cargo hold or a stateroom or two), and proceed to rendezvous with the rest of the pirate band. Subsequent events are left up to the Referee. If the ship is not secured, he plays the role of a surprised and disgruntled passenger, gets off with the others, and slips away to report the circumstances of the warbots' failure.
- 3-4. A number of used warbots are being shipped out as surplus, after being used in training maneuvers. One malfunctions and activates at some point in the journey. Operating as if this were a pre-programmed combat scenario, the warbot activated the other warbots in the container and the squad began the systematic takeover of the vehicle. The warbots will stand down once they receive the deactivation sequence from the military base where they were once used. Otherwise, they will have to be deactivated the hard way.

5. Dr. Kalina Vilardi is one of the passengers aboard the vehicle. Dr. Vilardi, one of the subsector's most accomplished scientists in the field of medical technology, has recently developed a new curative for a local virus, and is now en route to present her findings to investors in an effort to obtain aid in the production and distribution of this cure. However, curing the virus would end the market for various treatments of its symptoms, a market that has been making a lot of money for the pharmaceutical industry that supports those treatments. One such producer, BioPharm Industries, is not above placing a contract on the good doctor Vilardi. This effort is the first of BioPharm's several attempts on her life.
6. Councilor Lamont Bedard is returning from a vacation about the vehicle when the attack is launched. The Councilor has made many political enemies because of his aggressive and focused stance on reforms in the local military and government offices. An autonomous intelligence agency seeks to silence Councilor Bedard before they become targeted in the next set of reforms, and so created this illusion of a piracy attack in order to assassinate him.

Mercenary Tickets

This section details four different Mercenary Tickets. Mercenary Tickets are short scenarios that outline a specific mission contracted between a client or patron and a mercenary leader or mercenary corporation. All tickets will specify the conditions of payment, type of service required, the financial support initially available to raise the force and generally include a provision for a repatriation bond. Mercenary tickets typically take the form of a legal contract, and violation of the terms of the ticket typically results in some form of legal redress.

Military Testing

Mission Type: Commando
Unit Size: Platoon

BACKGROUND

Over the last few decades in the NewSun subsector of Crucis Margin, the newly formed Kafoe Dominate has been conducting seemingly random raids into the Old Worlds polity, with ever greater success. While the Old Worlds as a whole have all but declared war on these enigmatic alien invaders, most of the action against the Kafoe raiders has taken place in high orbit. For some worlds within striking range of the Kafoe Dominate, such as Polgyo (Crucis Margin 1417 E999236-9), the impact of these raids on merchants and outposts has greatly impacted the world's interstellar economy. In a last ditch effort to preserve Polgyo's way of life, the world's Sovereign has contracted for the construction of warbots capable of defending her nine hundred people from the next assault on her soil.

Based on Gdynia (Crucis Margin 1616 A523AB8-E), Mandarin Enterprises is a significant manufacturer of a wide assortment of low-intelligence robots. Mandarin robots have an outstanding reputation throughout the Crucis Margin sector as reliable and effective manufacturers, and their warbot design division is no exception. The Polgyoan Sovereign's contract with Mandarin Enterprises requires an initial delivery of the Polgyoan Defender warbots within the next six months. The first prototypes have been developed, and perform well in simulated computer tests, but Mandarin Enterprises desires some "live fire" exercises as demonstration of the Polgyoan Defender's capacities in the field. If all goes well with the testing, the warbots will be put into production. Otherwise, Mandarin will have to correct any design flaws before manufacturing can begin.

MISSION

Mandarin Enterprises is contracting for a mercenary commando platoon to conduct a series of military trials over the span of six weeks to determine the effectiveness of the

Polgyoan Defender prototype warbots. In each trial, the mercenaries will be expected to penetrate a warbot-maintained defense grid and secure or destroy a mock outpost. Although the warbots are designed at TL14, the rest of the outpost reflects Polgyo's native TL11 defenses. The mercenary force is expected to be equipped to TL13 standards (at a minimum) and must provide their own equipment. The contract covers a two-month tour, with a payment of Cr120,000. As Mandarin Enterprises considers this mission to be relatively low risk, the entire amount of the contract is paid up front, although the unit will be rewarded with a Cr25,000 bonus for providing diverse and non-repetitive tactics that push the warbots' tactical programming. Due to the nature of the ticket, there is no provision for a repatriation bond.

RESOLUTION

Mandarin Enterprises will use a mock-up of a Polgyoan outpost as the site for the military trials. Every week, the mercenary unit is expected to be involved in one to three actions against the site, conducting raids against various targets or even attempting to capture the outpost. The last trial will require the mercenary unit to perform an all-out assault with the intention to destroy the outpost, as this world's Sovereign had specifically mentioned that scenario as a concern of hers.

Statistics for the Polgyoan Defender prototype warbot can be found in the New Robot Designs section of this supplement.

They Came From KMMO-IM

Mission Type: Striker

Unit Size: Platoon

BACKGROUND

In recent years, civil war had engulfed the world of Tindouf (Crucis Margin 1825 C6A69B9-B). While the fighting has been harsh on both sides, the Centrist faction won out almost a year ago, restoring the previous regime over Tindouf. With their victory, the Centrists regained control of a majority of the planet, driving the radical Dispersist faction into hiding. From within their secluded and isolated cells, the Dispersists continue to wage a guerilla resistance effort against the Centrist government. Because the efforts have been uncoordinated and sporadic, the long term damage has been minimal, although the short term effects of these attacks have created numerous crises.

All that changed recently. A particularly influential cell of the Dispersist resistance, searching outside their system for military aid, encountered a Vargr corsair band with a newly acquired prize: a Hiver warbot being transported by a merchant vessel out of Kmmo-Im. Intermediaries arranged a meeting. The Vargr corsair captain left the meeting much wealthier, and the resistance gained a truly devastating killing machine.

The Dispersists launched a series of precision strikes in an outlying province, and annihilated much of the military presence in the region before recalling their new warbot back into hiding. The Centrist government fears that a plan is underway to launch a coordinated attack of terrorism and devastation upon the Centrist government, including releasing the Hiver warbot against the capital city and the starport located nearby.

MISSION

The Centrist government of Tindouf is contracting for a mercenary striker platoon to conduct a strategic defense of their capital city throughout the upcoming assault and, when the Dispersists reveal the presence of the Hiver warbot, perform a precision strike on the warbot itself, rendering it destroyed or inoperable. Although the Hiver warbot is constructed at TL15, the remainder of the Dispersist forces is equipped to TL1111. The mercenary force is expected to be equipped to a minimum TL14 standard and must provide their own equipment. Due to the highly dangerous nature of this ticket, the Centrist government is offering Cr1,000,000, payable only on the successful completion of the contract. An additional bonus of Cr250,000 is offered for an exceptional success in the performance of these duties, although the Centrists reserve the right to determine exceptional success. This ticket has standard provisions for a repatriation bond.

RESOLUTION

Within a week of the mercenary force's arrival on Tindouf, the Dispersists commence acts of terrorism and assault using guerilla tactics against the mercs. Three weeks into the merc's stay, the resistance fighters begin their biggest offensive against the central province of the Centrist government. The Dispersists will use a number of carefully crafted mock-ups of the Hiver warbot, both for breaking morale and splitting up the Centrist forces seeking to destroy the warbot. As the defenders are drawn more and more towards the borders to fight off this invasion, the Dispersists secretly slip the Hiver warbot into the starport within the cargo hold of a captured free trader. With sudden swiftness, the Hiver warbot attacks first the starport and then the city, seeking to destroy communications and wreak general havoc as it makes its way toward the seat of Centrist power. If the Dispersists have been successful, a majority of the forces defending the capital city (including perhaps a significant portion of the mercenary force) will be drawn off by the diversion formed by the border assault, leaving the city and starport vulnerable to the Hiver warbot's assault. If this assault is not repelled, the population of the central province will suffer greatly in the grip of these attacks. Needless to say, it also means that the mercenary forces will not be paid.

Rescue From Station Twelve

Mission Type: Commando

Unit Size: Team

BACKGROUND

The megacorporation Geshchichtkreis Sternschiffbau AG (GsbAG), a leader in the Imperial shipbuilding industry, operates a number of specialized research institutes throughout Ley Sector. The use of non-Imperial worlds as sites for research facilities meets a number of desirable goals for the legal and accounting divisions of the megacorporation, so a number of these facilities can be found several parsecs beyond Imperial borders. The focus of GsbAG's facilities in the Aspiration (Ley 3232 C000566-B) system has been to research increasing the efficiency in Jump-6 starship technology (only now becoming cutting edge technology on a few scattered worlds within the Imperium), as well as pushing beyond the Jump-6 envelope into higher theoretical Jump ranges. Although a number of scientists at the research facility have seemingly sound theories on the subject, no one has been able to produce a practical and reliable means of Jumping beyond the Jump-6 barrier.

GsbAG's research has been conducted at the highest level of security, to protect against industrial espionage as well as infiltration by Solomani intelligence. (With the Solomani Rim War raging, GsbAG executives have determined that it would be particularly devastating for their sales to the Imperial armed forces if they were the ones to provide the enemy with advanced Jump technology.) Despite the world's native TL12, the GsbAG research facility, Station Twelve, is an advanced compound with the best in TL14 security protocols.

Despite GsbAG's best efforts, word has leaked of Station Twelve's primary purpose, reaching the open ears of the enemy. A Solomani-backed mercenary force has captured the research facility only a few days ago, using a combination of warbots and highly trained men. It is obvious from long-range observation that the mercenaries are preparing to leave the asteroid with a number of prototypes, but GsbAG ships have effectively blockaded the asteroid, preventing the mercenaries from leaving. However, time is running out, as the mercenaries have recently announced that they are willing to kill hostages (including key researchers) daily if they are not permitted to leave. The death toll is already high.

MISSION

GsbAG is seeking an elite mercenary commando team to perform a dangerous mission with numerous goals. The contract defines the optimal outcome as recovering total control of the facility and personnel, and capturing or neutralizing the invading forces now occupying the facility. Barring that event, the team must liberate the researchers and, if possible, the research information and prototypes as well. If

the research itself can not be recovered, it must be destroyed before the invaders can get the Jump-6 technology into the hands of the Solomani. The team will have to contend with the research station's TL14 defenses, as well as the TL13 warbots and invading mercenary forces. GsbAG does not have the time to provide equipment to the commando team; therefore they must provide their own equipment. GsbAG is offering two options for payment at the successful completion of this ticket: the characters may choose from a GsbAG-built standard issue 400-dton patrol cruiser, or if they prefer hard Credits, Cr3,000,000. Either way, GsbAG will also offer the team free annual maintenance on a starship of their choice at any GsbAG facility within the domain for the next ten years, as additional motivation to continue a working relationship with GsbAG in the future.

RESOLUTION

This scenario should be very difficult to achieve complete success. The mercenary forces within the asteroid are highly competent individuals. They have taken over the sensor suite of Station Twelve and will thus be able to track of the approach of any object. These mercenaries will most likely send forces, including warbots, to deal with any intrusion they detect, taking the battle to the commando team rather than wait for the commandos to come to them. Unoccupied portions of the research facility have been booby-trapped for the duration of their stay, including ventilation shafts and maintenance tubes.

Unbeknownst to the siegers, a Solomani vessel is en route to meet the mercenary force and take possession of the resources retrieved from Station Twelve. When the mercenaries do not arrive, the warship will jump to the Aspiration system and study the station with long-range sensors. If the commando team has not resolved the situation, the Solomani warship attacks the GsbAG forces, providing the mercenaries a window of opportunity to exit the research facility's hangars and execute an emergency jump out of the system.

Target: Quantum Industries

Mission Type: Commando

Unit Size: Team

BACKGROUND:

On the balkanized world of Achmetha (Crucis Margin 1215 B326A78-C), the two adjacent City-States of Arrendra and Rhennon have engaged themselves in a war over mining rights on land that lies between the two territories. The two military forces have fought themselves to a standstill, and are unable to gain any ground or acquire the territory they need. Arrendran intelligence recently discovered that emissaries from Rhennon have concluded a bargain with Quantum Industries, a robotics manufacturer in a third neighboring country, Porren, regarding the production of warbots for the cause. This alignment with a previously neutral government has shifted the balance of power. Arrendra knows that once the warbots begin to reinforce the Rhennoni battle lines, they will lose. Something must be done.

MISSION

Arrendra is seeking an elite mercenary commando team to execute a swift and decisive strike against the warbot manufacturing plant in Porren, without leaving evidence that points to Arrendra. While the short term results of this action keep Rhennoni forces from receiving warbot reinforcements immediately, the Arrendran government ultimately wishes plausible deniability as they desperately seek a new ally of their own in the fight. The Quantum Industries manufacturing plant is equipped with TL12 robotic security as defenses, reinforced by a small TL12 military presence. The commando team is expected to provide its own equipment. This is a success-only ticket, with payment of Cr1,500,000 for completion. This ticket contains standard provisions for repatriation bonds.

RESOLUTION

The Quantum Industries manufacturing plant is a standard TL12 manufacturing plant, with a high level of security present since Porren began secretly backing Rhennon against Arrendra. Some of the first wave of Quantum Industries Assailant Mark I warbots manufactured have been activated and are providing additional security - an unexpected obstacle to the commando team.

Statistics for the Quantum Industries Assailant Mark I warbot can be found in the New Robot Designs section of this supplement.

Amber Zones

This section details two Amber Zones built around the presence of robots. Amber Zones are short adventure descriptions that outline a scenario and the people involved in it, and suggest how matters are likely to unfold. It is up to the referee to flesh out these situations and to resolve the players' actions.

Voting and the Binary Party

Location: Any world with a Participating Democracy (government code 2), although the adventure can start somewhere within a Jump or two of the world if initial contact occurs offworld.

SITUATION

The characters are enjoying their stay in the starport when a sharply dressed business man approaches them. Introducing himself as Advisor Jules Eliishineri, he informs the group that he is approaching them on a matter of extreme importance, and requests a private audience with their leader. He reveals nothing else until the characters agree to retire to a more secluded locale.

Once the characters retire to a private location, Advisor Eliishineri explains the situation. The Advisor holds a prominent role in support of the Servitor Council, the elected officials of his homeworld. His people all undertake an active participation in their world government, using a system of regular voting to directly determine the course of world affairs. In essence, they practice a form of participating democracy, as the IISS would classify them. With more populated worlds, this type of system might prove to be a problem. However, the world's population is small enough to make such a system functional. Despite the occasional human error, the population of the Advisor's homeworld has found that, in general, the political system meets the needs of the people.

Recently, the world government, in their efforts to improve the efficiency of this political system, has elected to install and utilize cutting edge robotic technology to aid in the voting and collating phases of the executive process. Sadly, the Servitor Council has recently learned that certain special interest groups have subtly manipulated the old process, and desires to avoid a similar situation arising under the new system. To that end, the Council has elected to hire offworld assistance in a three-step process to safeguard the new process.

The Servitor Council's plan is very simple. During the installation of the new administrative robots, the characters are expected to: 1) test the equipment to make sure it functions correctly, 2) perform standard security duty at the installation locale to insure that the new system is not com-

promised, and 3) work with local technicians to help them understand and learn to maintain the new robotic technology. This is expected to take approximately two months.

Once the installation is complete, the characters are expected to thoroughly test the new voting system, looking for potential means of compromising the system's integrity, and develop a set of security procedures designed to maintain the integrity of the voting process. This is expected to take two to three weeks.

Finally, at the end of the third month, the system will go live, barring complications. The characters are expected to monitor the first voting process from start to finish. This should only take a day or so, but if a problem should arise, the characters are expected to remain and fix it.

Advisor Eliishineri has heard good things about the characters, enough to suggest that they might be ideal for this employment opportunity. That's why he's approaching them with a deal for a million credits for three months of their time, plus free berthing, fuel and general maintenance for the duration of their stay. The Council will pay the characters a quarter of the price after the first month, a quarter after the second month, and the rest once the first voting process is complete and any complications are dealt with. Should the characters agree, the Servitor Council is eager to begin, as the robots should be arriving from the manufacturer in the next few weeks.

RESOLUTION

Each stage of the process is not without its complications. When the administrative robots arrive, they come without the voting collation software installed. Software installation is simple, though somewhat time consuming, and the Council is somewhat reticent to allow locals to perform such services, in the hope of avoiding compromising the integrity of the system. Once the software is installed, the Council will feel comfortable with allowing local technicians access to the robotic systems as part of the training period.

These matters are further complicated by the desires of a corporate bloc, who previously controlled the voting collation process, skewing results of votes in support of corporate initiatives. The executives of this bloc will undoubtedly hire offworld assistance to penetrate the installation site and implant software that provides a backdoor into the process. The hired thugs possess a good degree of skill, and make various attempts to compromise the locale and the system, all while attempting to avoid identification or capture.

During the testing phase, the characters should have an opportunity to identify a number of serious problems (at least three) with the vote collation software. Acquiring security patches for the software proves quite difficult, with offworld travel and a short turn-around time demanded. However, enterprising and skilled characters may be able to address the problems themselves. If something is overlooked, or not

addressed, errors should emerge during the third phase of the characters' employment.

In addition, the corporate bloc's agents will continue to attempt to infiltrate the system, using various means at their disposal, up to and including kidnapping a family member to get a trained technician to install a security backdoor. The corporate bloc will even attempt to discretely bribe a character to allow the agents to have access to the system in order to do their work.

When the final test comes, the voting process runs into a number of snags common with the first implementation of any new system. Most of these complications are minor, though one or two may become major if a defect slipped through the testing phase. If everything is caught and handled with speed and efficiency, the process should appear completely smooth to the average voter, and that's what the Servitor Council wants.

Should the corporate bloc be unsuccessful, their final effort will be to attempt to invalidate the process by accusing the characters of compromising the system for their own gain. Major defects during the initial voting and collation process improve the corporate bloc's position on these matters, but the executives have a large amount of false documentation and evidence in the event that things run smoothly. In order to be paid the final half of their payment, the characters will have to prove the duplicity of the corporate bloc and clear their name in the public eye.

Cybernetic Shadows

Location: Any world with a sufficiently high level of technology to support a robotics firm, preferably TL12 or higher.

SITUATION

As the characters share a meal in a Startown eatery, they will notice a haggard stranger enter the restaurant and quickly look about. Spying the party, he quickly steps up and sits down with the group. "I need your help," the man says as he keeps looking over his shoulder. "If they come in, act like you know me." As questions arise, the man will beg to stay and offers to tell them his story, if they'll help him out.

The man introduces himself as Danwell Cyr, a freelance reporter for the TAS News Service. He's made quite a reputation by doing exposes of underworld organizations and religious cults whose practices violated Imperial High Laws within the sector. His latest story brought him to this world, as he followed up on a lead to a secretive multi-system religious cult known only by myth and rumor as the Brotherhood of Shadows. Cyr decided to pursue them when he discovered that a murder on a nearby world had been attributed to the Brotherhood.

Cyr's in-depth investigations revealed a web of lies and deceptions regarding the Brotherhood. Several people he'd known or encountered in the course of this investigation disappeared or turned up dead from various means. After the first, Cyr began to realize that it was not a coincidence. Instead of being frightened off, the danger encouraged him to push harder, feeling that he was nearing the truth. Finally, last night, he secretly observed a meeting of the Brotherhood, and discovered the largest conspiracy he'd ever uncovered. The Brotherhood of Shadows was a false front, a cover for a secret political movement that intends to take over the world governments of several local worlds. Unfortunately, he was discovered, and fled from the scene with pursuers hot on his heels. So far, he's managed to avoid being captured, but it's only a matter of time before they catch up to him. Cyr feels his only hope is to get offworld and perhaps even out of the subsector, before selling his story to the TAS News Service and notifying the Imperial authorities.

Cyr is certain that the corruption runs deep, at least on this world, as well as one or two of the neighboring worlds. He doesn't know how far the Brotherhood of Shadows reaches, and suspects that their influence could cover a majority of the subsector. He knows they have members in political offices, military and paramilitary organizations, corporate boards, and one of the local subsector lines. He's even gone so far as to send the data crystal with all his notes and documentation to an anonymous mail drop a parsec away.

As he speaks, Cyr continues to watch the traffic that comes into the eatery. Several times through his tale, people enter, but after a cursory glance goes back to nervous con-

Special Supplement 2: Robot Adventures HERO Edition

versation with the characters. When several law enforcement robots enter the restaurant, however, he immediately goes quiet and tries to avoid the robots' attention. One of the droids recognizes him, and begins to move forward, calling for Danwell Cyr to stop and do not resist arrest. As the robots move to take the reporter, they will request that the public step away from Cyr, as he's an escaped mental patient and potentially very dangerous. Of course, Cyr does everything he can to avoid being arrested, but unless someone helps him, the robots drag the disheveled reporter off, never to be seen again.

RESOLUTION

Local law enforcement will question the characters with regard to their contact with Mr. Danwell Cyr, and readily dismisses anything that he said as a delusional product of a disturbed mind. If the characters accept that, there's little more to the adventure and life goes on.

However, should the characters do any in-depth investigations of their own, they will discover that rumors confirm the existence of a Brotherhood of Shadows, and attributes a number of murders to their sacrifices. If they somehow track down Cyr's anonymous drop box, they can recover his notes. The evidence on the data crystal is circumstantial at best, but it does create a compelling picture of an organization operating behind the scenes in the political machinations of several worlds in the subsector. The evidence, should it be checked, appears to be valid.

Pursuing matters further will draw the attention of the Brotherhood of Shadows. The characters should run into a number of smoke screens, from religious cult to secret society, etc., and the characters may be tempted to stop at any of these levels, assuming that they have determined the correct resolution to the issue and move on. Along the way, they are attacked, assaulted, arrested, harassed, molested and accosted, all in the name of forcing the characters to cease their investigations. Humans, aliens, robots, and even cybernetic assailants challenge the characters over the course of this adventure.

Perseverance should pay off, however, when the characters ultimately identify the true leaders of the Brotherhood of Shadows as being high-level officers in Dynasty Enterprises, a local robotics firm. Pursuing the plans left behind by the founder's great grandfather, a psychohistorian of little renown, Dynasty Enterprises has been manipulated local and subsector politics and trade for almost a decade now. A few years ago, circumstances changed beyond the scope of the psychohistorian's work, and Dynasty Enterprises has been running blind, using the lessons learned in the beginning to help them maintain their current control of power within the region. Even if the characters should deal successfully with the company, the Brotherhood of Shadows should still be a thorn in their side for the next few months before it col-

lapses, unable to maintain on its own the momentum that Dynasty Enterprises built up over the last few years.

New Robot Designs

The following robot designs address some of the more specialized robots mentioned in the adventure scenarios detailed above. In addition, these robots supplement the designs found in Robots of Charted Space, and thus expand on the diversity of robot statistics available to the Traveller Referee.

COUNSELOR/COMPANION ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	<i>Robot Chassis And Systems:</i> Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	<i>Robot Chassis And Systems:</i> Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	<i>Robot Hull And Chassis:</i> Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	<i>Robot Hull:</i> Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	<i>Heavy Frame And Chassis:</i> Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0

Power Systems

1	<i>Advanced Fuel Cell:</i> Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2 weeks; -¼)	0
---	--	---

Robot Brain And Software

3	1) <i>Basic Robot Brain:</i> +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	2) <i>KS: Psychology</i> (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
3	3) <i>KS: Psychiatric Counseling</i> (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	
4	4) <i>Companion Training:</i> Conversation 13- (11 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	

Sensors And Communications

1	1) <i>Basic Sensor Package:</i> +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)	0
---	--	---

Talents

1	<i>Basic Navigation System:</i> Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	<i>Internal Clock System:</i> Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	<i>Laser Rangefinder:</i> Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	<i>Onboard Basic Logic Functions:</i> Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	<i>Onboard Recording Systems:</i> Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	<i>Onboard Scanning Software:</i> Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Skills

3	<i>Systems Operation</i> 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)	
---	--	--

Total Powers & Skill Cost: 83

Total Cost: 73

200+ Disadvantages

15	<i>Distinctive Features:</i> Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)	
----	--	--

Special Supplement 2: Robot Adventures HERO Edition

- 15 Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
- 20 Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
- 10 Physical Limitation: requires 8 hours maintenance and recharging per 2 weeks (Frequently, Slightly Impairing)
- 0 Experience Points

Total Disadvantage Points: 73

TL: 14 Cost: Cr203,080

Description: Neurotechnics Systems has made quite a splash in its subsector market space with the introduction of *Wendy Model I*, its new product line of Counselor/Companion robots. The *Wendy Model I* was originally designed to provide discreet counseling services for executives as well as supplement staff in psychiatric wellness centers. However, *Wendy's* counseling programs, along with her extensive personality interface protocols, opened an unforeseen market as a sympathetic and understanding companion for the traveler always on the go. Several local starlines and free traders have begun to advertise Neurotechnics' companion robots as one of the services available for High Passengers aboard their vessels. With an operating time of fourteen days between refueling, the *Wendy Model I* can even engage in long trips to remote locations, making her a very versatile robot, indeed. Neurotechnics also offers an alternate configuration, the *Peter Model I*, in an effort to cover marketing requests for the availability of both genders.

Special Supplement 2: Robot Adventures HERO Edition

PREDATOR XP-1 HUNTER/TRACKER-BOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
18	INT	0	13-	PER Roll 14-/16-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/3	PD	0		Total: 1/3 PD (0/2 rPD)
1/3	ED	0		Total: 1/3 ED (0/2 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost Powers END

Hull And Construction

22	<i>Robot Chassis And Systems:</i> Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	<i>Robot Chassis And Systems:</i> Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	<i>Robot Hull And Chassis:</i> Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
6	<i>Robot Hull:</i> Armor (2 PD/2 ED) (18 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	<i>Heavy Frame And Chassis:</i> Knockback Resistance 0 -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0

Power Systems

1	<i>Advanced Batteries:</i> Endurance Reserve (10 END, 0 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 2 weeks; -¼)	0
---	--	---

Robot Brain And Software

3	<i>Basic Robot Brain:</i> +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
0	<i>Weapons Handling:</i> WF: Unarmed Combat	
1	<i>Close Combat Package:</i> +1 with any single attack with one specific weapon	

3 *Hunting Skills:* KS: Hunting (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-

4 *Hunting Skills:* Tracking 12- (9 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

3 *Hunting Skills:* KS: Creatures Database (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-

Sensors And Communications

1 *Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)

1 *Enhanced Olfactory Sensors:* +2 PER with Smell/Taste Group (4 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼), Custom Modifier (Real Gear; -¼)

Weapons

4 *Extendable Claws:* Killing Attack - Hand-To-Hand 1 ½d6 (1d6+1 w/STR) (10 Active Points); OIF Bulky (-1), Real Weapon (-¼)

Talents

1	<i>Basic Navigation System:</i> Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	<i>Internal Clock System:</i> Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	<i>Laser Rangefinder:</i> Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
1	<i>Onboard Basic Logic Functions:</i> Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	<i>Onboard Recording Systems:</i> Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	
2	<i>Onboard Scanning Software:</i> Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)	

Skills

3 Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 89

Total Cost: 89

200+ Disadvantages

15	<i>Distinctive Features:</i> Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
15	<i>Physical Limitation:</i> Cannot heal itself (Frequently, Greatly Impairing)
20	<i>Social Limitation:</i> Robot, considered property even if sentient (Very Frequently, Major)

Special Supplement 2: Robot Adventures HERO Edition

- 10 Physical Limitation: requires 8 hours maintenance and recharging per 2 weeks (Frequently, Slightly Impairing)
- 0 Experience Points

Total Disadvantage Points: 89

TL: 14 **Cost:** Cr78,999

Description: The *Predator XP-1 Hunter/Tracker-Bot* is one of Naasirka's most innovative robots to be released for the avid hunter. Designed to mimic the hunting behaviors of over 650 different predators across Imperial space, the *Predator XP-1* provides the modern hunter with all the tools necessary to seek out, track down, and even bring down, the most dangerous or elusive wild game rumored to exist in the wilderness of any primitive world. With a truly impressive battery life of 14 days, the *Predator XP-1* can remain on extended safari in the deepest wilds; and its reliance on batteries rather than fuel sources makes the robot more versatile in remote locations, where generators and other power sources are typically easier to bring or locate. "The Predator XP-1: It Shreds The Competition!"

Special Supplement 2: Robot Adventures HERO Edition

POLGYOAN DEFENDER PROTOTYPE WARBOT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1kg; 3 ½d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
15	BODY	10	12-	
6	INT	-10	10-	PER Roll 11-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	

4/12	PD	0		Total: 4/12 PD (0/8 rPD)
2/10	ED	0		Total: 2/10 ED (0/8 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		
29	STUN	0		Total Characteristic Cost: -3

Movement: Flight: 20" / 80"

Cost Powers

Hull And Construction

19 *Robot Hull And Chassis:* Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)

9 *Robot Hull:* Armor (8 PD/8 ED) (24 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)

3 *Heavy Frame And Chassis:* Knockback Resistance -4" (8 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)

Power Systems

1 *Advanced Fuel Cell Powerplant:* Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)

Locomotion

20 *Gravitic Flight Package:* Flight 20", Position Shift, x4 Noncombat (50 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½) **Note:** 300 kph maximum speed

Robot Brain And Software

2 *Basic Robot Brain:* +6 INT (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

3 *Combat Piloting 11-* (7 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼)

3 PS: Forward Observer (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-

1 *Weapons Handling:* WF: Grenade Launchers, Unarmed Combat, Vehicle Weapons (group) (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

5 +2 with HTH and Ranged Combat (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

Sensors And Communications

10 *Long Range Communications Package:* High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)

5 *Neutrino Sensor:* Detect A Single Thing 13-/12- (Unusual Group), Discriminatory, Analyze (15 Active Points); OIF Bulky Fragile (-1 ¼), Costs Endurance (-½), Custom Modifier (Real Gear; -¼)

2 *IR Sensors:* Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

2 *Nightvision Sensors:* Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

1 *Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)

Weapons

90 *Medium Vehicular Laser:* Killing Attack - Ranged 6d6, Increased Maximum Range (5,050"; +¼), Armor Piercing (+½), 125 Charges (+¾) (225 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼) [125]

35 *4 CM RAM Fragmentation Grenades:* Killing Attack - Ranged 2d6+1, Explosion (+½), 64 Charges (+½) (70 Active Points); OIF Bulky (-1) [64]

31 *4 CM RAM HEAP Grenades:* Killing Attack - Ranged 2d6+1, Armor Piercing (+½), 64 Charges (+½) (70 Active Points); OIF Bulky (-1), Real Weapon (-¼) [64]

Other Equipment

5 *External Lights:* Sight Group Images Increased Size (8" radius; +¾) (16" Cone; +0) (17 Active Points); OIF Bulky Fragile (-1 ¼), Only To Create Light (-1), Real Weapon (-¼) 2

Talents

1 *Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1 *Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1 *Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Special Supplement 2: Robot Adventures HERO Edition

- 1 *Onboard Basic Logic Functions*: Lightning Calculator (3 Active Points); OIF Fragile (-3/4), Custom Modifier (Real Equipment; -1/4)
- 2 *Onboard Recording Systems*: Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-3/4), Custom Modifier (Real Equipment; -1/4)
- 2 *Onboard Scanning Software*: Speed Reading (x10) (4 Active Points); OIF Fragile (-3/4), Custom Modifier (Real Equipment; -1/4)

Skills

- 3 Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 1/4)

Total Powers & Skill Cost: 258

Total Cost: 255

200+ Disadvantages

- 15 Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 15 Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
- 20 Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
- 10 Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
- 15 Physical Limitation: No Legs, Grav only (Frequently, Greatly Impairing)
- 0 Experience Points

Total Disadvantage Points: 255

TL: 14 Cost: Cr337,104

Description: The *Polgyoan Defender*, by Mandarin Enterprises, represents the latest in defensive warbot technology. Well armored and heavily armed, the *Defender* provides excellent service on the battlefield. An extensive sensor array and complex robot computer core allow the Defender series to serve in a variety of roles in combat, and increases the overall effectiveness of the warbot under fire. The *Defender's* firepower is quite substantial; equipped with a medium vehicular laser and two auto-grenade launchers, the *Polgyoan Defender* is built to provide maximum devastation to an assaulting force. With the capacity to operate seven days between refueling, this warbot provides outstanding defensive capability. Originally designed to counter the threat of assaults by the Kafoe Dominate on Polgyo, the *Defender* model will soon become another attractive option from the catalogs of Mandarin Enterprises.

Special Supplement 2: Robot Adventures HERO Edition

QUANTUM INDUSTRIES ASSAILANT MARK I WARBOT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6; [2]
12	DEX	6	11-	OCV 4 DCV 4
10	CON	0	11-	
13	BODY	6	12-	
8	INT	-10	11-	PER Roll 12-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/13	PD	0		Total: 1/13 PD (0/12 rPD)
1/13	ED	0		Total: 1/13 ED (0/12 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
20	END	0		

Movement: Flight: 15" / 60"

Cost Powers **END**

Hull And Construction

22	<i>Robot Chassis And Systems: Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)</i>	0
7	<i>Robot Chassis And Systems: Does Not Bleed (15 Active Points); OIF Bulky (-1)</i>	0
19	<i>Robot Hull And Chassis: Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)</i>	0
39	<i>Robot Hull: Armor (12 PD/12 ED) (108 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)</i>	0
11	<i>Heavy Frame And Chassis: Knockback Resistance -4" (24 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)</i>	0

Power Systems

1	<i>Advanced Fuel Cell: Endurance Reserve (10 END, 0 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per 11.5 Days; -¼)</i>	0
---	--	---

Locomotion

16	<i>Gravitic Flight Package: Flight 15", Position Shift, x4 Noncombat (40 Active Points); OIF Bulky (-1), Custom Modifier (Must have gravity to push against; -½) Note: 100kph maximum speed</i>	4
----	--	---

Robot Brain And Software

3	<i>Basic Robot Brain: +8 INT (8 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)</i>	
1	<i>Weapons Handling: WF: Unarmed Combat, Vehicle Weapons (group) (2 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)</i>	
5	<i>+2 with HTH and Ranged Combat (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)</i>	
3	<i>Combat Piloting 11- (7 Active Points); OIF Bulky (-1), Custom Modifier (Real Gear; -¼)</i>	

Sensors And Communications

10	<i>Long Range Communications Package: High Range Radio Perception (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (24 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)</i>	0
1	<i>Basic Sensor Package: +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼)</i>	0
2	<i>IR Sensors: Infrared Perception (Sight Group) (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)</i>	0
2	<i>Nightvision Sensors: Nightvision (5 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)</i>	0

Weapons

90	<i>Medium Vehicular Laser: Killing Attack - Ranged 6d6, Increased Maximum Range (5,050"; +¼), Armor Piercing (+½), 125 Charges (+¾) (225 Active Points); OIF Bulky (-1), Beam (-¼), Real Weapon (-¼)</i>	[125]
----	--	-------

Talents

1	<i>Basic Navigation System: Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)</i>	
1	<i>Internal Clock System: Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)</i>	
1	<i>Laser Rangefinder: Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)</i>	
1	<i>Onboard Basic Logic Functions: Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)</i>	
2	<i>Onboard Recording Systems: Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)</i>	
2	<i>Onboard Scanning Software: Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)</i>	

Skills

3	<i>Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)</i>	
---	--	--

Special Supplement 2: Robot Adventures HERO Edition

Total Powers & Skill Cost: 243

Total Cost: 237

200+ Disadvantages

- 15 Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 15 Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
- 20 Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
- 10 Physical Limitation: requires 8 hours maintenance and recharging per 11.5 days (Frequently, Slightly Impairing)
- 15 Physical Limitation: No Legs, Grav Only (Frequently, Greatly Impairing)
- 0 Cost: 170,890
- 0 Experience Points

Total Disadvantage Points: 237

TL: 12 Cost: Cr170,890

Description: The *Assailant Mark I* warbot, the first effort by Quantum Industries in the field of battlefield robotics, is essentially a very light robotic tank. Heavily armored, the robot is extremely resistant to artillery fire. Likewise, the *Assailant Mark I* possesses a medium vehicular laser that excels in anti-personnel actions, and should prove effective against moderately armored enemy warbots as well. The *Mark I*'s heavy arms and internal programming allow the warbot to be effective in close combat as well, allowing the warbot to function as mechanized military personnel if needed. Combined with its reasonable size, the *Assailant* is capable of urban use with minimal structural damage to enemy camps, bases and complexes, with the ability to penetrate deep into a building's interior in pursuit of an enemy. With the *Mark I* functional in the short-term, Quantum Industries realizes that clients may desire a more lightly armored version with heavier weapons, and are already at work on a *Mark II* model of the *Assailant* series. With a duration of 11.5 days between refueling, the *Assailant Mark I* is an excellent reinforcement unit, particularly against enemy soldiers.

Special Supplement 2: Robot Adventures HERO Edition

XC-1302 ARMED COURIER ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6;
10	DEX	0	11-	OCV 3 DCV 3
10	CON	0	11-	
10	BODY	0	11-	
16	INT	0	12-	PER Roll 13-
0	EGO	0	9-	ECV: 0
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
1/5	PD	0		Total: 1/5 PD (0/4 rPD)
1/5	ED	0		Total: 1/5 ED (0/4 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 2" / 4"

Cost	Powers	END
	Hull And Construction	
22	<i>Robot Chassis And Systems:</i> Automaton (Takes No STUN (loses abilities when takes BODY)) (45 Active Points); OIF Bulky (-1)	0
7	<i>Robot Chassis And Systems:</i> Does Not Bleed (15 Active Points); OIF Bulky (-1)	0
19	<i>Robot Hull And Chassis:</i> Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons and chemical warfare agents; Immunity: All terrestrial diseases and biowarfare agents; Longevity: 200 Years; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (42 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
13	<i>Robot Hull:</i> Armor (4 PD/4 ED) (36 Active Points); OIF Bulky (-1), Ablative BODY Only (-½), Real Armor (-¼)	0
3	<i>Heavy Frame And Chassis:</i> Knockback Resistance -1" (6 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼)	0
	Power Systems	
1	<i>Advanced Batteries:</i> Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); OIF Bulky (-1), Custom Modifier (Real Equipment; -¼), Custom Modifier (Requires 8 hours maintenance and refueling once per week; -¼)	0
	Robot Brain And Software	
2	<i>Basic Robot Brain:</i> +6 INT (6 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)	
3	KS: Physical Security (7 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼) 14-	

5 Combat Piloting 14- (13 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

5 *Weapons Handling Package:* +2 with HTH and Ranged Combat (12 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

1 *Weapons Handling:* WF: Beam Weapons, Unarmed Combat (2 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Gear; -¼)

Sensors And Communications

1 *Basic Sensor Package:* +1 PER with all Sense Groups (3 Active Points); OIF Bulky Fragile (-1 ¼), Custom Modifier (Real Equipment; -¼) 0

Weapons

21 *Laser Pistol-12:* (Total: 83 Active Cost, 21 Real Cost) RKA 2d6, Invisible to Sight Group, Source Only (+¼), Autofire (2 shots; +¼), Armor Piercing (+½), 64 Charges (+½) (75 Active Points); OAF Fragile (-1 ¼), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Beam (-¼), Real Weapon (-¼), Limited Range (120"; -¼) (Real Cost: 19) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), STR Minimum (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-¼) (Real Cost: 1) **plus** +1 vs. Range (3 Active Points); OAF (-1), Real Weapon (-¼) (Real Cost: 1) [64]

Talents

1 *Basic Navigation System:* Bump Of Direction (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1 *Internal Clock System:* Absolute Time Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1 *Laser Rangefinder:* Absolute Range Sense (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

1 *Onboard Basic Logic Functions:* Lightning Calculator (3 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2 *Onboard Recording Systems:* Eidetic Memory, 2 Continuing Charges lasting 1 Hour each (+0) (5 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

2 *Onboard Scanning Software:* Speed Reading (x10) (4 Active Points); OIF Fragile (-¾), Custom Modifier (Real Equipment; -¼)

Skills

3 Systems Operation 11- (7 Active Points); OIF Bulky Fragile (-1 ¼)

Total Powers & Skill Cost: 114

Total Cost: 114

200+ Disadvantages

15 Distinctive Features: Robot (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)

Special Supplement 2: Robot Adventures HERO Edition

- 15 Physical Limitation: Cannot heal itself (Frequently, Greatly Impairing)
- 20 Social Limitation: Robot, considered property even if sentient (Very Frequently, Major)
- 10 Physical Limitation: requires 8 hours maintenance and recharging per week (Frequently, Slightly Impairing)
- 0 Experience Points

Total Disadvantage Points: 114

TL: 14 **Cost:** Cr227,972

Description: The *XC-1302 Armed Courier Robot*, by IntelliStellar Couriers Limited, is little more than rumor at this point. However, ISCL has invested a lot in the future of this product line. The *XC-1302*'s robot brain is programmed with an extensive array of security and piloting protocols, allowing the armed courier the freedom to perform some or most of its delivery autonomously. Armed with a built-in laser pistol and reinforced plating, this armed courier is designed to safely deliver a client's secure data or packages. The weapons handling software insures that the weapon's usage is both highly accurate and safe for bystanders. The internal batteries ensure that the armed courier can operate for up to a week independent of recharging, also in the spirit of increasing the autonomy with which the *XC-1302* can operate.

Travellers Aid Society

Welcome TRAVELLER

Come and visit our Traveller forum the Travellers Aid Society (TAS) and see what other Traveller's are talking about. <http://www.travellerdiscussion.com>

Sponsored by



The Fourth Millennium 1248

Supported products from ComStar Games & Avenger Enterprises



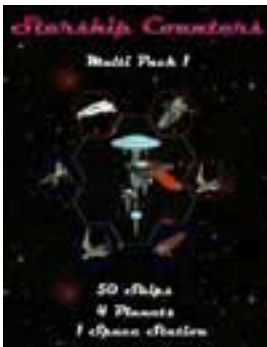
The New Era 1248 Out Of The Darkness Sourcebook 1

Out of the Darkness, is a complete 168 page guide to Charted Space in the year 1248, published by ComStar Games. A century after the Third Imperium tore itself apart in civil war and dragged the rest of Charted Space down into ruin, Humaniti still teeters on the brink of extinction. But now there is hope.



The New Era 1248 Bearers of the Flame Sourcebook 2

A century after the fall of the Third Imperium, the Fourth Imperium is the bright hope for the future of Charted Space. Leading the fight against the genocidal Dominate, forging trade corridors through the Wilds or rebuilding shattered worlds, the Fourth Imperium stands at the forefront of the great reconstruction.



Starship Counters

Attractive full color Starship Counters for your science fiction game! Whether you play Traveller or any other science fiction game, you will find the 50 starships, four planets, and one space station counters handy for your gaming use.

Included in this set are:

- * A Special Forces strike craft
- * Interceptors/Fighters
- * Passenger liner
- * Freighters
- * Cruiser
- * Space Station suitable for a large orbital or deep space station
- * Planets