

Golden Age Starships 6
Corsair

AVENGER ENTERPRISES

Approved For Use With
TRAVELLER²⁰
Science-Fiction Adventure in the Far Future

Golden Age Starships 6
Corsair

AVENGER ENTERPRISES

GOLDEN AGE STARSHIPS 6: CORSAIR

FOR T20 AND CLASSIC *TRAVELLER*

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

Avenger Enterprises is the private venture of Martin J Dougherty, *Traveller* line editor at QuikLink Interactive. Avenger adventures and supplements are compatible with *Traveller* for the d20 system (T20) and Classic *Traveller*, and are published under license through QuikLink Interactive.

Golden Age Starships 6: Corsair 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 Strephon does not occur.

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2 3 4 5 6 7 8 9 10

TABLE OF CONTENTS

4	Introduction
4	Standards and Assumptions
6	The <i>Buccaneer</i> class Corsair
9	Software Package
10	Ship's Locker
11	Variants
12	Known corsairs operating in the Spinward Marches as at 320-1110
14	Corsair Encounter: <i>Hornet</i>
16	Corsair Encounter: <i>Sparta</i>
18	Corsair Encounter: <i>Storm</i>
21	Corsair Encounter: <i>Red Angel</i>
23	Corsair Encounter: <i>Deep Strike</i>
24	Adventure Seed: Join the Forces of Light
24	Adventure Seed: Join the Forces of Darkness

INTRODUCTION

Starships are the lifeblood of the *Traveller* Universe. Most campaigns will revolve around at least one starship – the character's. If characters do not possess one, they will likely travel on starships many times in the course of a campaign. Starships run by characters take on a life of their own as they are husbanded between star systems, illegal operations, and overdue overhauls. Properly detailed small starships add color to any campaign, even if they are used as encounters rather than PC starships. Hence this line of booklets from Avenger Enterprises.

This booklet contains complete information and deckplans for the *Bucaneer* class 400 ton corsair, a standard design that has been used for centuries throughout charted space.

Five corsair bands are also presented, all operating somewhere in the Spinward Marches. Some corsair bands are new to the piracy game, some have been operating for decades beyond the long arm of the Imperial Navy, making their bases deep in non-aligned territory. Each corsair is presented with background information on the group and likely systems the corsair will be encountered in. The course of the encounter is also outlined, which is determined by the attitude and tactics of the corsair band in question. Two additional Adventure seeds are also presented which the Referee can use to provide further interaction between the corsair bands and the characters.

These five corsair bands can easily be transplanted to other areas of charted space, and placed in times other than the late "Golden Age" of the Third Imperium.

STANDARDS AND ASSUMPTIONS

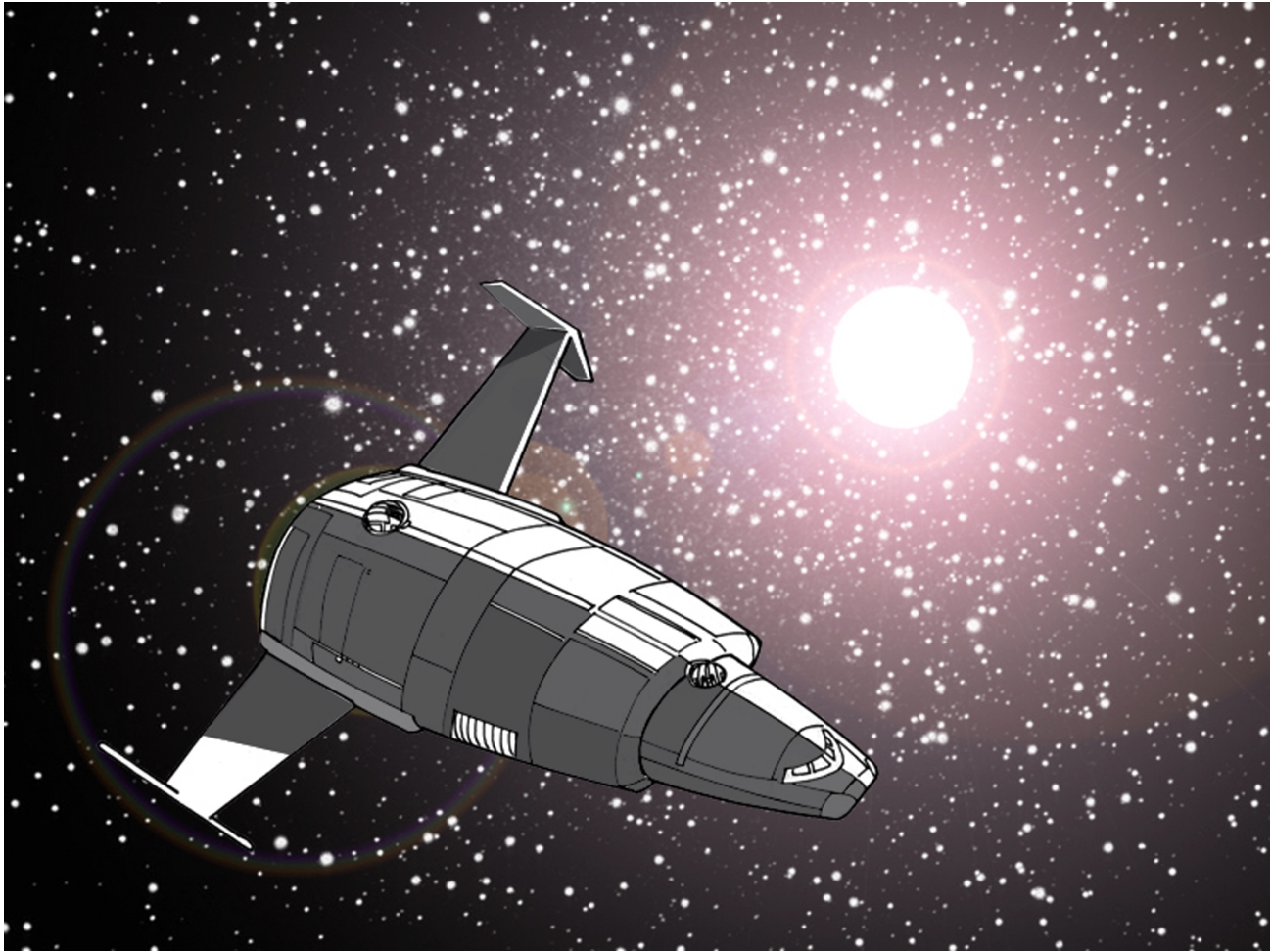
In order to use this supplement you will need one of the *Traveller* rules sets. Statistics are included for T20 and for Classic *Traveller* (CT), though other rules sets can be used with a minimum of work. This supplement is designed to be used in the Official Traveller Universe (OTU) although the design could be used in any setting that uses Traveller's starship design rules.

Dates: All dates correspond to the standard Imperial calendar from the OTU. This supplement is officially dated 320-1110 (the 320th day of the 1110th year since the founding of the Third Imperium).

Place: The starship detailed in this supplement can be used anywhere in charted space, although the adventure seeds and background details of the corsairs presented in this booklet are based in the Spinward Marches Sector. They could be ported to any area of charted space.

Theme: This supplement provides detailed information on a particular starship used in Chartist Space, along with background details, history, variants, operational use and encounters for 5 corsair bands. Deckplans are also provided.

A *Buccaneer* class corsair maneuvers in the Singer system of District 268.



THE *BUCCANEER* CLASS CORSAIR

BACKGROUND

Although any starship can be used for piracy, a standard design has evolved over the centuries which has become the starship of choice for corsairs and privateers. The standard *Buccaneer* class 400 ton corsair can be encountered throughout the Imperium and beyond, although most 400 ton corsairs encountered within Imperial borders are owned by mercenary groups, as a corsair makes an excellent mercenary cruiser.

Without a merc license it is almost impossible to obtain legal funding to build a corsair within the Imperium. Likewise, without such a license it is virtually impossible to convince a starship manufacturer within Imperial borders to build one. So most *Buccaneer* class corsairs are built outside Imperial borders. There is little the Imperial authorities can do to prevent such shipbuilding, although the Imperium has been known to apply economic pressure to certain pocket empires and independent worlds to discourage corsair building. There is only one shipbuilder in the entire Spinward Marches which will build a corsair without a merc license: the Quare system shipyards (Vilis Subsector). The Quare government is part of the Federation of Arden, and manufactures vessels for the Arden Navy. However, the Quare government's attitude to shipbuilding is motivated only by profit, so will build any type of ship if the client is willing to pay. The Imperial Navy has protested to the Federation many times, but the protests have been tempered with the desire to bring the Federation to a more anti-Zhodani stance, so punitive action against Quare has not occurred – yet.

Because only a handful of shipyards will build a corsair, many that operate are old, some over a century old. New-build models are rare. Buying a second-hand ship is therefore easier and cheaper than building one. There are four primary systems in the Marches where no questions asked attitudes to piracy, smuggling, gunrunning and privateer activity prevail, and where a second hand corsair can probably be purchased. They are Condyole (Jewell), Puparkin (Jewell), 899-076 (Vilis) and Jinx (Five Sisters). You can purchase almost any illegal item at these freeports, illegal starships included.

Corsairs are inevitably customized by their owners, particularly the use of sometimes gaudy paint schemes. Since starship combat usually takes place outside visual range, a 10 meter tall jolly roger on a corsair's stabilizer is more for the edification of the corsair band than to scare potential victims. Like any criminal grouping in society, corsair bands operate under wildly differing rules of engagement. A few corsairs operate in groups, hunting like pack wolves. Most are "lone wolves", whose ethics range from amazingly chivalrous to barbaric and cruel. It is certain however that chivalrous corsair operators last longer than barbaric ones. The reputation of cruel corsair groups spreads quickly, and no quarter will be given if a merchant crew are defending themselves against such groups, as their very lives are in danger. If however, a merchant is attacked by a "chivalrous" corsair, it is more likely the merchant crew will obey instructions and give up their cargo, knowing they will not be slaughtered. Thus, chivalrous corsairs can usually get away with little or no battle damage, and are generally more successful. Five "Lone Wolf" corsair ships operating in the Spinward Marches are outlined below.

SPECIFICATIONS

The standard *buccaneer* class corsair is built to a partially streamlined cylinder configuration, with small winglets at the rear with vertical stabilizers for gas giant skimming. The fuel scoop intakes are located at the base of the winglets. Large clamshell doors are situated at the rear of the ship, which provide egress into the huge cargo bay. The bay can hold up to 154.4 tons of cargo or small craft. Drive machinery occupies each side of the cargo bay and the forward part of B deck.
















A 1 ton missile magazine holds 20 missiles and is located on B deck. The ship is capable of Jump-2 and a good turn of speed: 3-G, enough to overtake virtually all merchants and freighters in service. Although the corsair is not particularly agile, the main advantage of such a ship is its *modus operandi* – it will wait until the most opportune time to strike, when there is little or no chance of being challenged by patrol ships or system defense boats.

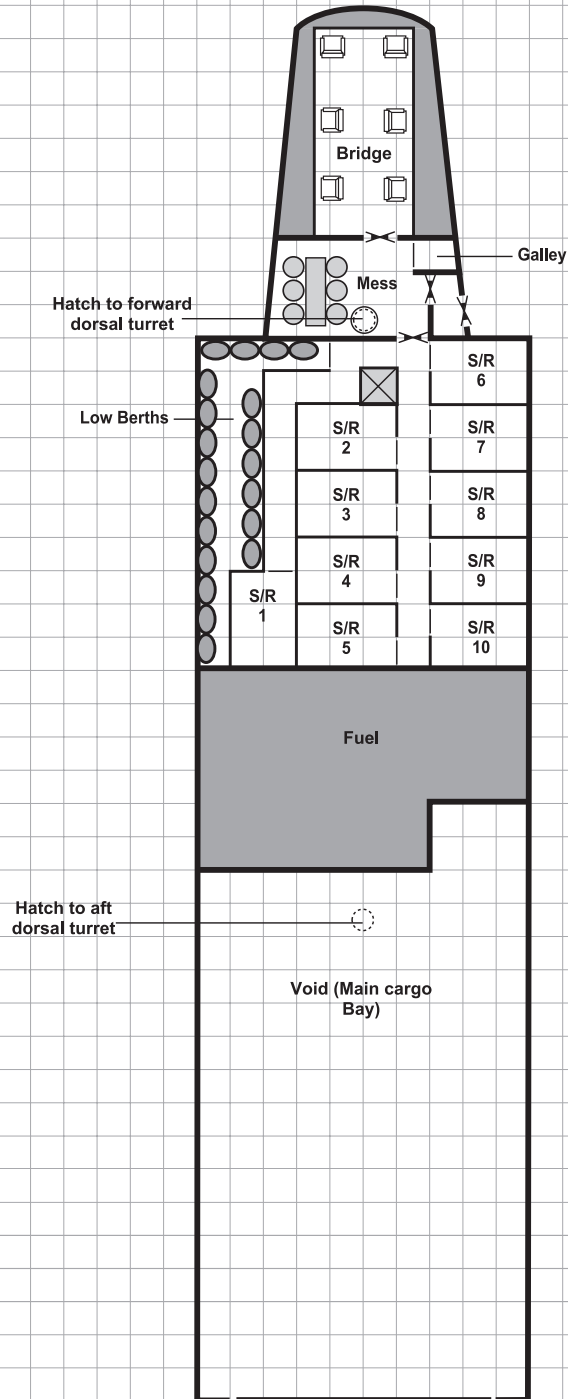
Crew quarters and bridge occupy the front module of the corsair. There are 10 staterooms, a model-2 computer and 20 low berths also located in this module. Two dorsal and two ventral triple turrets provide 360° firepower with few blind spots.

Because the ship is only partially streamlined its owners usually have one or more small craft stowed in the cargo bay. The most common lighters are Launches and 30 ton Boats.

**Buccaneer Class
Corsair
A Deck**

Legend

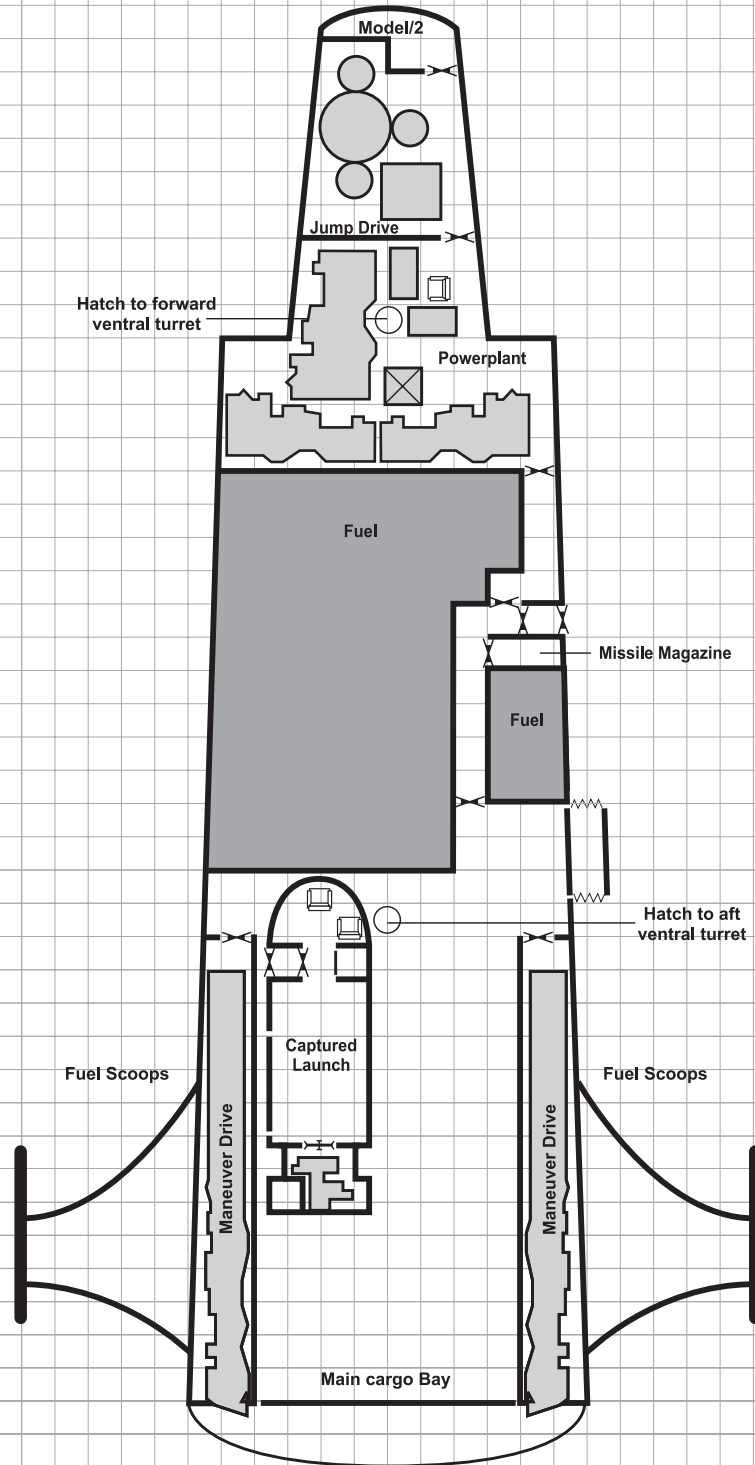
-  1.5m Square
-  Bulkhead
-  Interior Wall
-  Sliding Door
-  Maintenance Hatch
-  Crew Station
-  Iris Valve
-  Manual Hatch
-  Overhead Iris Valve
-  Floor Iris Valve
-  Floor & Overhead
-  Floor Hatch
-  Overhead Hatch
-  Floor & Overhead
-  Lift Shaft



**Buccaneer Class
Class Corsair
B Deck**

Legend

- 1.5m Square
- Bulkhead
- Interior Wall
- Sliding Door
- Maintenance Hatch
- Crew Station
- Iris Valve
- Manual Hatch
- Overhead Iris Valve
- Floor Iris Valve
- Floor & Overhead
- Floor Hatch
- Overhead Hatch
- Floor & Overhead
- Lift Shaft



CREW

A standard corsair has the following crew complement: pilot, astrogator, 3 engineers and a medic. Most corsairs will carry 4-8 extra personnel, gunners for the ship's weapons and thugs for boarding actions.

T20 STATISTICS

The following statistics represent the standard upgrade undertaken by professional corsair bands. The powerplant is enlarged to allow an extra 3 EP of power output. The triple turrets each have an extra beam laser, bringing the total armament to 6 beam lasers and 3 missile racks. The equipment is TL-12 or earlier, although some corsair groups have managed to acquire TL-13 armament, a worrying trend for the various navies fighting to combat piracy. The upgraded corsair data below is representative of the *Storm*, *Hornet* and *Deep Strike*, corsairs currently operating in the Spinward Marches and detailed later in this booklet.

400 TON CORSAIR (UPGRADED)

Class: Starship, Type P	EP Output: 18 (0 extra)
Tech Level: 11	Agility: 0
Size: Medium (400dt)	Initiative: +0
Streamlining: Partially Streamlined – Cylinder	AC: 10
Jump Range: 2	Repulsors: None
Acceleration: 3	Nuclear Dampers: None
Fuel: 98	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 0
Staterooms: 10	SI: 145
Small Cabins: 0	Main Computer: Model/2
Bunks: 0	Sensor Range: Short (Model/2)
Couches: 0	Comm. Range: Short (Model/2)
Low Berths: 20	Avionics: Model/1
Cargo Space: 154.4 tons	Cost: Special
Atmospheric Speeds:	NoE = 875kph
Cruising = 2625kph	Maximum = 3500kph
Other Equipment: 1dt Missile Magazine (20 Missiles), fuel scoops.	

Triple Turret: Missile Rack (x3), Attack Bonus +2 (+2 USP), Damage 2d6.
Triple Turret: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8.
Triple Turret: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8.
Triple Turret: Beam Laser (x2), Attack Bonus +2 (+2 USP), Damage 2d8.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

CLASSIC TRAVELLER STATISTICS

Corsair *Deep Strike* P-4323321-000000-20002-0 MCr193.64 400 tons

3 1 Crew=6 TL=11

Passengers=4 Low=20 Fuel=92 Cargo=152 EP=12 Hardpoints=4 Agility=1 Staterooms=10

SOFTWARE PACKAGE

The Model/2 Computer on the Corsair has a 35/12 computer capacity. The standard computer software package that comes with the Fast Courier contains:

- Jump-1 (23PP)
- Jump-2 (30PP)
- Generate (1PP)
- Anti-Hijack (1PP)
- Weapons Systems (1PP)
- Library Data (1PP)
- Auto-Evade (1PP)
- Gunner Interact (1PP)

In Classic Traveller terms, the software package includes the following:

- Maneuver (1 CPU space)
- Jump-1 (1 CPU space)
- Jump-2 (2 CPU spaces)
- Generate (2 CPU spaces)
- Navigation (1 CPU space)
- Anti-Hijack (1 CPU space)
- Target (1 CPU space)
- Launch (1 CPU space)
- Library (1 CPU space)
- Auto-Evade (1 CPU space)
- Gunner Interact (1 CPU space)

SHIP'S LOCKER

The ship's locker of a corsair generally contains equipment from many different boarding operations and will probably be loaded with weaponry and boarding gear of all kinds. Listed below is a typical corsair's ship's locker, if there is such a thing. Extensive spare parts are also carried, since the Corsair will need to operate for months at a time away from its base.

- 15 sets of Cold Weather Clothing
- 15 Combination Masks
- 15 Vac suits
- 15 Short Range Communicators
- 2 Long Range Communicators
- 5 Binoculars
- 2 Radiation Counters
- 2 Metal Detectors
- 5 sets of LI Goggles
- 2 Electronic Tool Sets
- 2 Mechanical Tool Sets
- 2 TL11 Field Medical Kits
- 5 Pressure Tents
- 2 Hand Computers
- 2 Inertial Locators
- 5 Thrust Pistols
- 20 Bulkhead Patches
- 2 Grapnel Launchers

WEAPONS AND ARMOR

- 15 sets of Cloth Armor
- 5 sets of Reflec Armor
- 10 Cutlasses
- 10 Blades
- 5 Accelerator Rifles with 10,000 rounds of ammunition
- 10 Snub Pistols with 5,000 rounds of ammunition
- 10 Assault Rifles with 10,000 rounds of ammunition
- 5 Grenade Launchers
- 500kg of plastic explosive (120kg required to make a man-sized breach in a starship hull).
- 10kg of TDX explosive
- 50 Tranquilizer grenades
- 50 Smoke grenades
- 10 Aerosol grenades
- 10 Fragmentation grenades
- 10 HEAP grenades

Two additional, and highly illegal pieces of equipment can often be found on corsairs, designed to help a corsair band fly “under the radar” of the authorities.

TRANSPONDER CHANGER

This rather useful device is an add-on to the ship’s transponder. Costing anywhere from Cr300,000 to Cr750,000, this 20kg box is fitted to the ship’s transponder and allows the transponder’s signal to be customized to suit the ship’s captain. First available at TL-10, the basic model allows one extra identity to be transmitted via the standard transponder. More sophisticated models allow multiple identities (up to 4) to be stored and transmitted.

Type	TL	Cost
Transponder Changer (1 Identity)	10	Cr300,000
Transponder Changer (4 identities)	12	Cr750,000

INTERROGATION SUPPRESSOR

Some types of starships (notably naval vessels) are fitted with sensors that can command a response from a transponder that has been programmed to not respond to interrogation. The counter to such interrogation is the Interrogation Suppressor, which, when fitted to the transponder circuitry suppresses automatic responses commanded by an external source.

Such a device is perhaps the most useful add-on to the transponder circuitry of a corsair. First available at TL-10, the Interrogation Suppressor weighs 5kg, is hand-built from special circuits and only available through the criminal underworld. The minimum cost for such a device is Cr500,000.

Corsairs will not normally have such devices installed when purchased. They must be purchased separately.

Transponder Changers and Interrogation Suppressors are highly illegal and only available on the black market. Prices listed above are indicative only – real world prices may be 20% higher.

VARIANTS

The TL-13 equipped corsair presented below represents a worrying increase in corsair capability. The upgrade consists of TL-13 beam lasers and missile racks. *Red Angel* and *Sparta* are two corsairs in the Spinward Marches that are known to have received such upgrades to their armament.

400 TON CORSAIR (TL-13 UPGRADED)

Class: Starship, Type P	EP Output: 18 (0 extra)
Tech Level: 11	Agility: 0
Size: Medium (400dt)	Initiative: +0
Streamlining: Partially Streamlined – Cylinder	AC: 10
Jump Range: 2	Repulsors: None
Acceleration: 3	Nuclear Dampers: None
Fuel: 98	Meson Screens: None
Duration: 4 weeks	Black Globes: None
Crew: 6	AR: 0
Staterooms: 10	SI: 145
Small Cabins: 0	Main Computer: Model/2
Bunks: 0	Sensor Range: Short (Model/2)
Couches: 0	Comm. Range: Short (Model/2)
Low Berths: 20	Avionics: Model/1
Cargo Space: 154.4 tons	Cost: Special
Atmospheric Speeds:	NoE = 875kph
Cruising = 2625kph	Maximum = 3500kph
Other Equipment: 1dt Missile Magazine (20 Missiles), fuel scoops.	

Triple Turret: Missile Rack (x3), Attack Bonus +3 (+3 USP), Damage 3d6.
Triple Turret: Beam Laser (x2), Attack Bonus +3 (+3 USP), Damage 3d8.
Triple Turret: Beam Laser (x2), Attack Bonus +3 (+3 USP), Damage 3d8.
Triple Turret: Beam Laser (x2), Attack Bonus +3 (+3 USP), Damage 3d8.

CLASSIC TRAVELLER STATISTICS

TL-13 Corsair *Red Angel* P-4323321-000000-30003-0 MCr193.64 400 tons

3 1 Crew=6 TL=13

Passengers=4 Low=20 Fuel=92 Cargo=152 EP=12 Hardpoints=4 Agility=1 Staterooms=10

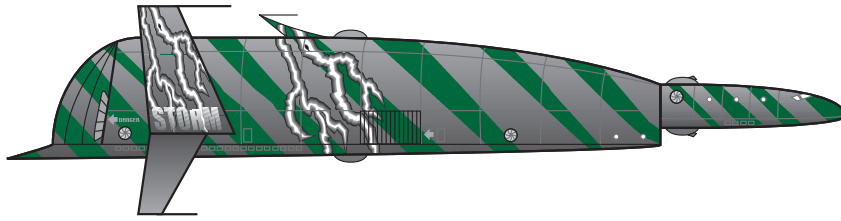
KNOWN CORSAIRS OPERATING IN THE SPINWARD MARCHES AS AT 320-1110

Listed below is a summary released by the Imperial Navy Sector Fleet Command, of known corsair ships operating in the Spinward Marches. Information given is as accurate as possible but the Navy's sources of information are varied and could be unreliable. The ships listed below are not your usual edge-of-the-law small-time traders turned pirates. These ships and their crews are highly dedicated career pirates, having avoided the authorities for long enough to have developed a reputation throughout the Marches.

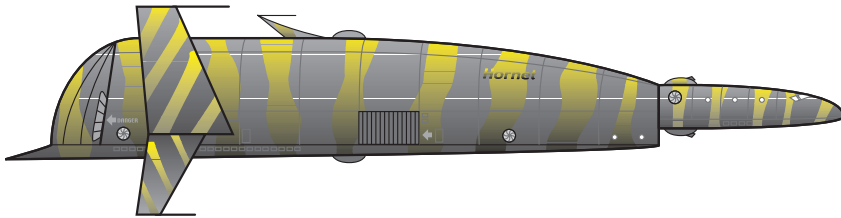
Name	Estimated Age	Captain	Last Sighting	Probable Base
<i>Hornet</i>	6	Xlar Ferren	Yebab/Aramis	Puparkin/Jewell
<i>Sparta</i>	42	The Spartans	Rangent/Vilis	899-076/Vilis
<i>Storm</i>	20	Varen Sarhan	Inchin/D 268	Jinx/Five Sisters
<i>Red Angel</i>	87	Sergei Valha	Dinom/Lanth	899-076/Vilis
<i>Deep Strike</i>	8	Lex Autrum	Quare/Vilis	Quare/Vilis

There has been an increase in piracy since the end of the 5th Frontier War. The Imperial Navy (and for that matter the Zhodani Navy) are depleted and have not been able to turn their attention to the piracy problem as yet, so merchants need to be more vigilant than ever for trouble.

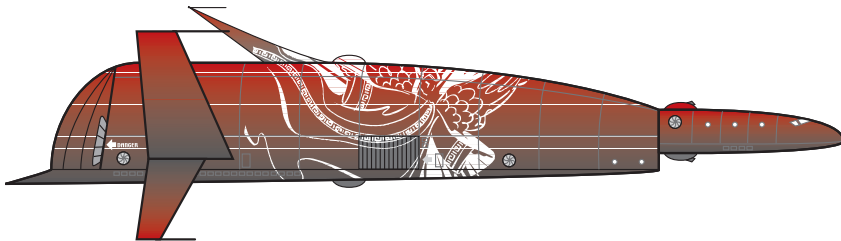
[Imperial Navy Artist Impressions]



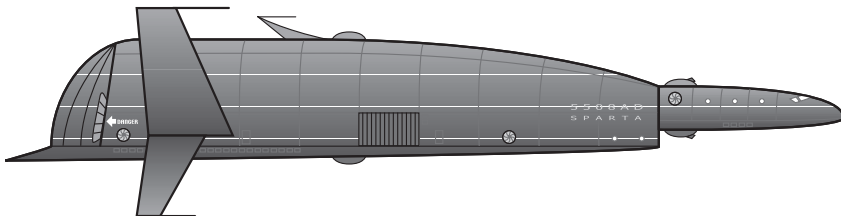
Corsair: Storm



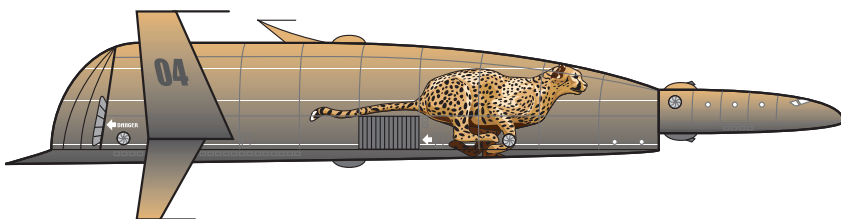
Corsair: Hornet



Corsair: Red Angel



Corsair: Sparta



Corsair: Deep Strike

CORSAIR ENCOUNTER: *HORNET*

The new-build *Hornet* is owned by Xlar Ferren, a pure corsair operator who has something of a reputation for chivalry, despite his past as a mercenary. Ferren and his small, professional crew are known to spare as many lives as possible during corsair operations, sometimes going out of their way to land trapped crews on planets, with supplies, so they have some chance of survival. Ferren does not have a sadistic streak, only going after the cargo of starships. Their probable "home port" is Puparkin in the Jewell Subsector, a system renowned for harboring corsair crews. Despite the Vargr "takeover" of Puparkin in the past few years Ferren deals honorably with the Vargr gangs there, and has become something of a hero to the Vargr for his successes in the corsair game. Ferren also wisely avoids attacking Vargr merchant vessels.

Ferren has struck in systems in the Jewell, Regina and Aramis Subsectors over the past 6 years. Ferren once even struck merchant shipping in Zhodani systems in the Jewell Subsector

PROBABLE SYSTEMS

The following systems are more likely to see the *Hornet* engaging in pirate activity: all independent worlds in the Chronor Subsector, the freeports of Condoyle and Puparkin in the Jewell Subsector, and the Coreward worlds of the Aramis Subsector. Ferren will avoid any systems which have Imperial Naval or Scout bases. Ferren's favorite haunt is the rich pickings of the Junidy cluster in the Aramis Subsector. Ferren reaches the Junidy Cluster via a route through the Gvurrdon Sector, avoiding Imperial space while keeping good relations with the Vargr authorities during transit.

THE ENCOUNTER

The characters will either be refueling at a gas giant or elsewhere in the outer system when the *Hornet* will strike. The *Hornet* is fitted with a transponder changer which reveals the ship to be the *Waylayer*, a 400 ton subsidized merchant of Arden Federation registry. The target ship is likely to be fooled until it is too late.

The *Hornet* will NOT approach if there are any system defense boats or **any** other ships within a day of its position. As soon as the *Hornet* is within weapons range the character's ship is hailed. A video feed appears, revealing Xlar Ferren, a short handsome Solomani human, impeccably dressed. Ferren speaks beautiful galanglic, introducing himself and advising the characters that they will soon be overhauled and should prepare to be boarded. Scans reveal that the corsair is well armed and would be more than a match for the character's ship in a fight.

If the characters attack the corsair it will respond in kind. If the characters attempt to fire up the Jump drive Ferren's gunners will open fire to disable the ship. Ferren will appear on the video feed again, imploring the characters to cease fire. He intends them no harm.

Finally the corsair will overtake the character's ship and undertake a boarding operation. The characters may attempt to resist, but the corsairs will use non-lethal weaponry – smoke grenades, tranq grenades and snub weapons firing tranq rounds during the boarding. Once the character's ship is under control Ferren will enter to face the characters.

The corsair crew will take any cargo and valuables from passengers, but will not harm anyone. Ferren will then destroy the communication equipment on the bridge, and leave the ship with its maneuver drives and powerplant fully intact. If there has been damage to life support, the *Hornet's* crew has even been known to repair the life support system or powerplant before leaving the scene.

HORNET CAPTAIN XLAR FERREN

(Mercenary level 12) TL-12 Medium human

Stamina 94, Lifeblood 14 Init +1; Speed 6 m (4 squares);

Armor Class:17 (+1 dex,+6 cloth), Armor Rating: 6 (cloth)

Str 12, Dex 12, Con 13, Int 11, Wis 11, Cha 11, Edu 10, Soc 10

SV Fort +9; Ref+5 Will +6;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub SMG	+14/+9/+4	1d10+2	25	20 x2	1/4	30
Fist	+14/+8/+3	1d4+1	-	20	-	

Skills: Driving +12, Leader +13, T/Computer +10, Pilot +10.

Feats: Vessel (wheeled, starship), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman), Evasion, Brawling, Alertness, Defensive Roll, Weapon Focus: Snub SMG, Weapon Specialization; Snub SMG, Toughness, Point Blank Shot, Far Shot, Cross Training.

Equipment: Cloth armor, Snub SMG, short range communicator.

CT: 889777 7 Terms

Leader-2, Pilot-2, Computer-2, Wheeled Vehicle-2, Combat Rifleman-2, Zero-G Weapons-2, Brawling-2, Vac Suit-2.

TYPICAL HORNET CREWMEMBER

(Traveller level 6) TL 12 Medium Human

Stamina 30, Lifeblood 11 Init +0; Speed 6 m (4 squares);

Armor Class:13 (+3 vac), Armor Rating:3 (vac suit)

Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha10, Edu 10, Soc 9

SV Fort +2; Ref+3 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub SMG	+3	1d10	25	20 x2	1/4	30

Skills: Pilot +9, Gunnery +9, Bribery +9, T/Computer +9, T/Engineering +9, T/Mechanical +9.

Feats: Vessel (grav, starship, ship's boat), Weapon (marksman, ship's weapons), Armor (light, medium, vac suit), Zero-G/ Low Gravity Adaption.

Equipment: Snub SMG, tranq and smoke grenades (5 of each), vac suit, short range communicator.]

CT: 777776 3 Terms

Pilot-2, Gunnery-1, Bribery-1, Computer-1, Engineering-1, Mechanical-1, Vac Suit-1, Grav Vehicle-1, Zero-G Weapons-1.

CORSAIR ENCOUNTER: SPARTA

Based in the independent 899-076 system in the Vilis Subsector, the austere all-human Spartan pirate group have made their living attacking commerce for over 30 years. Acquiring their ship the *Sparta* in 1070, the group apparently has no leader, just a written code of conduct that all members must adhere to. The Spartans have family ties to the Sword Worlds, with the sons and daughters of the members being recruited at an early age into the group. The Spartans apparently have land holdings on Hrunting in the Sword Worlds. Also known as Liberty Station, 899-076 is perfect for a corsair base, and the Spartans maintain theirs in the most remote of 899-076's asteroid belts. The "base" is actually a cluster of 30 ton cutter modules, including military modules, cobbled together into a classic space station.

The Spartan group will adhere to their chivalric code of conduct at all times, preferring an upfront fight to sneaking around waiting for an opportune moment to strike. These tactics have seen a few close shaves with Imperial and Zhodani warships, but since the *Sparta* never enters Imperial or Zhodani territory, the *Sparta* has always seemed to survive and carry on its activities.

No-one knows who leads the group. It is said they operate as a collective, rotating all crew positions, including the captaincy every 6 months to ensure power is shared.

Strongly pro-Solomani, anti-alien and pro-Sword Worlds in orientation, the Spartans will not attack any Sword Worlds registered ship. If alien sophonts are found onboard they will be treated harshly.

The 5508AD on the ship's hull signifies a significant Terran date to the crew – 988 is the Imperial date. No-one knows why the date is important.

The *Sparta* is a TL-13 upgraded corsair.

PROBABLE SYSTEMS

The following systems are more likely to see the *Sparta* attacking merchant shipping: all independent worlds in the Vilis, Querion and Chronor Subsectors. The *Sparta* avoids any confrontation with ships in Federation of Arden systems however. The *Sparta* will never be found in an Imperial or Zhodani system, except possibly in the Zhodani Terra Nova system crossing over into the independent worlds of the Querion Subsector.

THE ENCOUNTER

Characters encountering the *Sparta* will be hailed before they are even attacked. The Spartans feel that they have no need for furtive transponder changers. They will simply run silent and hail their prey when in weapons range, demanding the ship cuts its drives and be boarded. If the merchant ship replies with weapons fire, it will be attacked by the *Sparta*.

Once the target ship has been rendered inoperative (or complies with *Sparta's* instructions) the ship will be boarded. The Spartans will use lethal slug throwers like snub pistols and accelerator rifles and will be highly adept at zero-G combat, should the target ship decide to power down gravity compensators. They will not hesitate to kill whoever resists them, but will not harm people who do not resist. Aliens like Aslan, Vargr and others will be treated hardly however, being beaten in front of the human captives. Like any corsair operation, the Spartans will take anything of value, but have a preference for any small craft or vehicles the merchant may be carrying as well. A subsidized merchant may lose their Launch for instance.

The Spartans will then leave the vessel to its own devices, regardless of any battle damage it has received. This may present a real problem if the target vessel has received extensive battle damage in deep space.

SPARTA CREWMEMBER ALEX FEREC

Alex Ferec is prize fighter and personal bodyguard to whoever is the current captain of the *Sparta*. He has never been defeated in hand to hand combat, and it is not hard to see why. He is built like a colossus, relying on brute strength and ample dexterity to win. His favorite ranged weapon is the LAG and in a starship corridor the sight of Ferec approaching with his LAG is enough to put anyone off their lunch. Ferec only uses a vac suit when undertaking EVA, preferring cloth armor otherwise.

(Mercenary level 12) TL 11 Medium Human

Stamina 90, Lifeblood 18, Init +5; Speed 6 m (4 squares);
Armor Class: 17 (+6 cloth, +1 dex), Armor Rating: 6 (Cloth)
Str 22, Dex13, Con 16, Int 10, Wis 8, Cha 8, Edu 9, Soc 6
SV Fort +11; Ref+5 Will +5;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+13/+8/+3	1d10	18	20 x2	1	6/15
LAG	+14/+9/+4	2d10	96	20 x2	1	5
Broadsword	+14/+9/+4	2d6	-	19	-	
Fist	+13/+8/+3	1d4+6	-	20	-	

Skills: Intimidate +14, Move Silently +9, Spot +5, T/Mechanical +5, Driver +5, Leader +5.

Feats: Vessel (wheeled), Weapon (marksman, combat rifleman, swordsman), Armor (light, medium, vac suit), Brawling, Toughness x2, Weapon Focus (LAG), Weapon Focus (Broadsword), Zero-G/Low Grav Adaption, Alertness, Uncanny Dodge, Point Blank Shot, Zero-G Combat, Improved Initiative.

Equipment: LAG, Snub Pistol, broadsword, cloth armor.

CT: D8B765 7 Terms

Mechanical-1, Wheeled Vehicle-1, Leader-1, Combat Rifleman-3, Vac Suit-1, Brawling-2, Broadsword-2, Zero-G Weapons-2, Zero-G Combat-2., Recon-1.

TYPICAL SPARTA CREWMEMBER

(Traveller level 6) TL 12 Medium Human

Stamina 27, Lifeblood 12 Init +1;Speed 6 m (4 squares);
Armor Class: 14 (+3 vac,+1 dex), Armor Rating: 3 (vac suit)
Str 11, Dex 13 Con 11, Int 10, Wis 10, Cha10, Edu 10, Soc 7
SV Fort +2; Ref+4 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+4	1d10	21	20 x2	1	6/15
Accelerator Rifle	+4	1d12	60	20 x2	1/3	15
Fist	+5	1d4	-	20	-	

Skills: Pilot +10, Gunnery +9, T/Computer +9, T/Engineering +9, T/Astrogration +9, Leader +9, T/Sensors +9.

Feats:Vessel (grav, starship, ship's boat), Weapon (marksman, combat rifleman, ship's weapons), Armor (light, medium, vac suit), Zero-G/Low Gravity Adaption, Toughness, Brawling.

Equipment: Accelerator rifle, snub pistol, TL-12 vac suit, short range communicator.

CT: 788775 3 Terms

Pilot-2, Gunnery-1, Computer-1, Engineering-1, Navigation-1, Leader-1, Vac Suit-1, Grav Vehicle-1, Zero-G Weapons-1, Brawling-0.

CORSAIR ENCOUNTER: *STORM*

Led for 20 years by the vicious Varen Sarhan, *Storm* started its corsair activities in 1090 in the Avastan system in District 268. Based at the Freeport of Jinx in the Five Sisters Subsector, *Storm's* owner has a lot of influence on Singer/District 268, owning many businesses while engaging in a decades-long gangland war on Singer with their arch rivals, the Bellatradian family. Neither the Storm group nor the Bellatradians have any redeeming features, although the Bellatradian family can at least claim they settled on Singer first, so have the right to deal to upstarts like Sarhan. Both groups operate in a moral vacuum with assassinations, terrorist bombings of rival operations and other deviant activity. *Storm's* tactics in corsair operations reflect this disregard for human life. Sarhan's group actually operate three corsair-type starships. One of the other two is also a 400 ton corsair, the *Typhoon*. Sarhan's third ship is an old IISS 1000 ton X-Boat Tender that is used to lure target ships in range by posing as an actual IISS vessel.

The Bellatradian family does not possess any starships. Rather, it has a small fleet of Launches and Pinnaces that it uses for legal and illegal operations in the Singer system. The Bellatradian family also has influence in the Singer government, buying favors to protect its extensive gambling and brokering businesses on Singer. The family also uses its influence to neutralize the Sarhan group's enterprises, including bribing local law enforcement to harass Sarhan's businesses and prevent Sarhan from using the Singer system as a base for its three corsairs. So Sarhan is forced to use Jinx in District 268 as a corsair base.

Sarhan is not normally present on *Storm* these days, preferring to run his criminal activities on Singer while his son Hearn runs the corsair operation from Jinx. *Storm* is equipped with an interrogation suppressor enabling escape from detection by Imperial Navy vessels. It is also fitted with a multiple transponder changer which allows *Storm* to "impersonate" different ships. *Storm* is a TL-11 upgraded corsair.

PROBABLE SYSTEMS

Storm has never been spotted in an Imperial system, perhaps because it is one of the most wanted corsairs in the Marches. But *Storm* has struck often in independent systems throughout the Five Sisters and District 268 Subsectors. *Storm* is most likely to be encountered in these systems.

THE ENCOUNTER

Hearn Sarhan usually approaches its victim running with *Storm's* multiple transponder changer broadcasting an alternate identity. His favorite tactic is impersonating a 400 ton patrol cruiser stopping a merchantman for a routine inspection. Only when *Storm* is within weapons range will the victim realize its predicament. *Storm* will open fire without warning, and attempt to disable the target ship before boarding. It goes without saying that *Storm's* mercenary crew will board with extreme violence, their favorite weapons being grenade launchers and laser pistols. *Storm's* crew will live up to their ship's name and storm aboard, clearing passageways with grenade launchers. Anyone who does not surrender will be killed.

Storm will only attack when the victim is alone in space, so there is little or no chance of interference from system defense or other warships.

Sarhan will always gut the ship of any valuables, and then leave the ship for dead. He will ensure there is no way to contact anyone by destroying communications equipment, the transponder and any means of escape like small craft (or just stealing any small craft).

The *Storm* group has another tactic that has worked well over the years. The Storm group has spies throughout District 268. If the characters are carrying a valuable cargo and the *Storm* group finds out about it, two members of the Storm's group may board the character's ship as passengers and while in Jump space, attempt to hijack the ship. The Storm thugs will be highly skilled in combat and could be very difficult to put down. If the hijackers are successful, *Storm* will be waiting for them to pick up the cargo when they emerge from Jump. Details of Storm hijackers are found below.

STORM CAPTAIN HEARN SARHAN

44 year old Hearn has established his reputation based on his excellent combat skills, charismatic leadership ability and cunning intelligence. Hearn is highly skilled in computer and electronic operations and jury-rigging, and excels as a leader on the bridge of a starship. Some observers are amazed Hearn has not tried to depose his father has head of the Sarhan crime group, but he maintains unquestionable loyalty to his father.

(Mercenary level 12) TL-12 Medium human

Stamina 92, Lifeblood 14 Init +1; Speed 6 m (4 squares);

Armor Class: 17 (+1 dex,+6 cloth), Armor Rating: 6 (cloth)

Str 12, Dex 12 Con13, Int 16, Wis 10, Cha 14, Edu 11, Soc 8

SV Fort +9; Ref+5 Will +6;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Laser Pistol	+14/+8/+3	2d10	36	20 x2	1	25
Fist	+14/+8/+3	1d4+1	-	20	-	

Skills: Driving +16, Intimidate +17, Spot +17, Leader +18, T/Computer +15, T/Electronics +15.

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, laser), Evasion, Brawling, Alertness, Quick Draw, Defensive Roll, Toughness, Precise Shot, Point Blank Shot, Far Shot, Tactics I, Weapon Focus: Laser Pistol.

Equipment: Cloth armor, laser pistol, short range communicator.

CT: 889A86 7 Terms

Wheeled Vehicle-2, Recon-2, Leader-3, Computer-2, Electronics-2, Vac Suit-1, Laser Weapons-2, Combat Rifleman-1, Brawling-1, Tactics-1.

TYPICAL STORM CREWMEMBER

(Mercenary level 6) TL-12 Medium human

Stamina 51, Lifeblood 12 Init +1; Speed 6 m (4 squares);

Armor Class: 17 (+1 dex,+6 cloth), Armor Rating: 6 (cloth)

Str 12, Dex 12 Con 11, Int 11, Wis 10, Cha 9, Edu 10, Soc 7

SV Fort +5; Ref+3 Will +3;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Laser Carbine	+8/+3	3d8	45	20 x2	1	50
Grenade Launcher	+6/+1 *		100	*	1	1
Fist	+8/+3	1d4	-	20	-	

Skills: Driving +6, T/Computer +5, T/Engineering +7, T/Astrogation +7, T/Sensors +5.

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, laser), Brawling, Alertness, Toughness, Zero-G/Low Grav Adaption, Weapon Focus: Laser Carbine.

Equipment: Cloth armor, laser carbine, grenade launcher with HEAP, frag and smoke rounds, short range communicator.

CT: 888775 3 Terms

Wheeled Vehicle-1, Laser Weapons-1, Brawling-1, Computer-1, Engineering-1, Navigation-1, Vac Suit-1, Combat Rifleman-1, Zero-G Combat-1, Grenade Launcher-1.

STORM HIJACKER

Storm sometimes uses hijackers to infiltrate a target ship carrying valuable cargo. Specialist members of the corsair band are trained to act as passengers for the purpose of hijacking the target ship. Storm hijackers always travel in twos, and sometimes larger groups for larger target ships. Tactics vary, but typically the hijackers will wait until day 6 of the Jump to take over the ship, using hidden snub pistols with tranq rounds, and tranq grenades while hacking the computer system and attempting to gain access to the bridge. Crew members will be kept alive to continue running the ship. Other passengers are considered expendable, and their deaths are threatened as a means to ensure crew compliance.

The stats below are for Storm's most experienced hijacker, Halley Nairn, a native of Collace in District 268. A master of disguise, the charismatic Nairn is also an expert forger and computer/electronics expert who has conducted many hijackings over the years and always operates with one operative – use the stats for a typical *Storm* crewmember. Nairn constantly changes her appearance to the point where the authorities are usually 2 steps behind her current identity. She has been known at starport customs checks to fake DNA scans through the use of other people's blood and skin.

Nairn can be encountered either as a paying High Passage customer or as a real threat to the character's starship, attempting to hijack the vessel for *Storm's* corsair group.

HALLEY NAIRN

(Rogue level 12) TL-12 Medium human

Stamina 84, Lifeblood 13 Init +1; Speed 6 m (4 squares);

Armor Class: 17 (+1 dex,+6 cloth), Armor Rating: 6 (cloth)

Str 12, Dex 12 Con 12, Int 13, Wis 11, Cha 14, Edu 10, Soc 10

SV Fort +5; Ref+9 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+10/+5	1d10	18	20 x2	1	6/15
Fist	+11/+6	1d4+1	-	20	-	-

Skills: Driving +11, T/Electronics +10, Move Silently +13, Sense Motive +10, Bluff +14, Disguise +12, Forgery +11, T/Computer +10, Hide +13.

Feats: Vessel (wheeled), Armor (light, vac suit), Weapon (marksman, swordsman), Brawling, Stealthy, Toughness, Hacker, Sixth Sense, Carousing, Alertness, Spot Trouble, Dumb Luck, Fast Talk.

Equipment: Cloth armor, snub pistol with tranq rounds, tranq grenades, smoke grenades, short range communicator.

CT: 888877 6 Terms

Streetwise-3, Computer-2, Wheeled Vehicle-1, Vac Suit-1, Zero-G Weapons-1, Brawling-1, Carousing-1, Liaison-1, Forgery-1, Bribery-1, Electronics-1.

CORSAIR ENCOUNTER: *RED ANGEL*

Run by the powerful 899-076 based Red Angel Gang, the *Red Angel* ranges far and wide through the independent worlds of the Marches, having been spotted as far away as District 268. One of the oldest corsairs operating anywhere, the *Red Angel* has survived almost a century of anti-piracy operations by the Zhodani, Imperial and local Navies. The Red Angel Gang is so brazen and confident it will attack shipping in Imperial and Zhodani space.

The Red Angel Gang dominates the Liberty Station Freetown on 899-076, and has done so for almost a century. The worst excesses of crime are always attributed to the Gang. In the last 30 years, the Spartans have come to rival the Red Angel Gang in size, but the Spartans have avoided confrontation as they also require the 899-076 system as a base for their corsair operations. IISS spies based in Liberty Station Freetown are predicting a showdown between the two groups however, as violence between the groups, usually started by the Red Angels, continues to escalate. In the meantime however, there are many opportunities for corsair operations in the confusion following the 5th Frontier War. Both groups are busy holding up merchant traffic in the Marches instead of fighting each other.

The *Red Angel* itself has survived Navy ambushes, Q-ships, planetary defenses, crash landings and even collisions with other starships. Many Red Angel gang members have fought and died on its decks, as have many ship captains. The current captain is Sergei Valha, having worked his way up in the gang from the age of 13. Service on the *Red Angel* is highly sought after by gang members, and is seen as a badge of honor. Competition is intense for crew positions, often reaching the depths of brutality. Consequently only the most brutal and ruthless Red Angel gang members end up on the ship, giving the *Red Angel* the most ruthless reputation of any corsair in the Marches.

The ship, having been rebuilt many times, has an upgraded powerplant and six triple turrets bristling with weaponry. This corsair is one of the most dangerous in the entire sector.

PROBABLE SYSTEMS

Red Angel is most likely to be encountered in any system in the Querion, Vilis, Lanth or Jewell Subsectors, including Imperial and Zhodani systems.

THE ENCOUNTER

Red Angel will use a multiple identity transponder changer to indicate the vessel is a harmless 400 ton ship, but will strike suddenly and without warning at the most opportune time. *Red Angel* will never strike a ship when navy or even SDB ships are also in-system.

The well equipped *Red Angel* crew will board and use lethal weaponry to suppress any resistance, then take anything of value. They will always force their unfortunate victims into a small craft, then vaporize the target ship, before abandoning their victims in deep space.

RED ANGEL CAPTAIN SERGEI VALHA

The current captain is Sergei Valha, having worked his way up in the gang from the age of 13. He is an expert in Zero-G combat and operations, and an intimidating, ruthless leader.

(Mercenary level 12) TL 12 Medium Human

Stamina 90, Lifeblood 12 Init +2; Speed 6 m (4 squares);
Armor Class: 19 (+7 combat,+2 dex),Armor Rating: 7 (combat)
Str 12, Dex 14 Con 11, Int 13, Wis 11, Cha 10, Edu 10, Soc 10
SV Fort +9; Ref+6 Will +6;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Accelerator Rifle	+15/+10/+5	1d12	60	20 x2	1/3	15
Grenade launcher	+14/+9/+4	*	100	*	1	1
Cutlass	+14/+9/+4	1d8	-	18	-	-
Fist	+15/+10/+5	1d4	-	20	-	-

Skills: Driving +14, Leader +13, Intimidate +12, T/Computer +12, Gunnery +12.

Feats: Vessel (Wheeled), Armor (light, medium, vac). Weapons (combat rifleman, lasers, marksman, swordsman, ship's weaponry), Zero-G Combat, Zero-G/Low Grav Adaption, Tactics I, Toughness. Improved Initiative, Brawling, Weapons focus (Accelerator Rifle), Opportunist.

Equipment: TL-12 Combat Armor, accelerator rifle, grenade launcher, cutlass, short range communicator.

CT: 898887 7 Terms

Leader-2, Zero-G Weapons-2, Zero-G Combat-2, Computer-2, Grenade Launcher-2, Cutlass-2, Vac Suit-1, Gunnery-1, Brawling-1, Tactics-1, Wheeled Vehicle-1, Combat Rifleman-0, Laser Weapons-0.

TYPICAL RED ANGEL CREWMEMBER

(Mercenary level 6) TL-12 Medium human

Stamina 48, Lifeblood 14 Init +1; Speed 6 m (4 squares);
Armor Class: 18 (+1 dex, +7 combat armor), Armor Rating: 7 (combat armor)
Str 13, Dex 12, Con 13, Int 11, Wis 10, Cha 10, Edu 10, Soc 8
SV Fort +6; Ref+3 Will +3;

ATTACKS:

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

Skills: Driving +6, T/Computer +6, T/Engineering +6, T/Astrogration +6, T/Sensors +6.

Feats: Vessel (wheeled), Armor (light, medium, vac suit), Weapon (marksman, combat rifleman, laser), Brawling, Alertness, Toughness, Zero-G/Low Grav Adaption, Weapon Focus: Accelerator Rifle.

Equipment: TL-12 combat armor, accelerator rifle, HEAP, frag and smoke grenades, short range communicator.

CT: 889786 3 Terms

Wheeled Vehicle-1, Computer-1, Engineering-1, Navigation-1, Vac Suit-1, Zero-G Weapons-1, Combat Rifleman-1, Brawling-1, Laser Weapons-1.

CORSAIR ENCOUNTER: *DEEP STRIKE*

A relatively new corsair built in the Quare shipyards, *Deep Strike* is run as a borderline merc/corsair operation by its owner Lex Autrum, a “retired” Sword Worlds Captain from the Biter Planetary Navy. *Deep Strike* was hired by the Sword Worlds Confederation Navy in the 5th Frontier War to carry out covert operations in the District 268 Subsector. Its operations included commerce raiding of Imperial and Imperial-aligned shipping, attacking Imperial targets of opportunity like Scout bases and Imperial tracking stations, and generally making a nuisance of itself in order to attract Imperial Navy assets away from high priority fronts. The ship was responsible for the destruction of several Imperial Navy auxiliaries and even an Imperial 400 ton patrol cruiser.

Along the way, Autrum and his crew accumulated many stolen goods from the raids. Even though they ended the war on the losing side, their bank balances told a different story. Leaving a path of destruction in District 268, the ship is now wanted by the Collace government in particular, for crimes against the Collace people. A raid on an Imperial outpost in the Collace system in 1108 resulted in the death of hundreds of Collace civilians after a missile strike hit the wrong target.

Faced with outrage from governments in District 268, Autrum took his ship *Coreward* to the Arden system of Quare/Vilis, offering its services to the nihilistic Quare government as a patrol ship and troop carrier. The Quare authorities accepted the offer in part because the Federation of Arden Navy was stretched to the limit after losses in the war. But *Deep Strike* also operates as a privateer vessel for the Quare government, although this arrangement is top secret and is known only to a few in the government who are profiting from it.

Autrum himself claims to be a Captain in the Quare Planetary Navy, although he has no official commission. His audacity in also claiming to be conducting anti-piracy sweeps is staggering, but Autrum matches that audacity with shamelessness and bald-faced lying during his customs/anti-smuggling “inspections”. Despite the deception, Autrum is professional towards his victims, never relying on violence for its own sake.

Given his current tactics, Autrum may become a highly successful career pirate in the Marches.

PROBABLE SYSTEMS

Deep Strike will most likely be encountered in the Quare system, but can also be found patrolling on behalf of the Quare Planetary Navy in other nearby systems, claiming to be conducting anti-piracy sweeps. Specifically, *Deep Strike* will be found “patrolling” in most Federation and independent systems of the Arden Arm of the Spinward Main.

THE ENCOUNTER

Encounters with *Deep Strike* usually take the following form. The ship will run with its transponder on, listed with the registry of the Federation of Arden. Lex, now calling himself a “captain” in the Quare Planetary Navy, advises the target ship to heave-to and prepare to be boarded for a customs/anti-smuggling inspection.

Autrum and his crew will board, armed with snub pistols, combat armor and accelerator rifles, and will defend themselves if attacked. His crew will search every area of the ship, and even if nothing “illegal” is found, Autrum will find some excuse to confiscate any valuable cargo. He will not take any lives without provocation, and will not disable the ship in any way. He is just doing his job of privateering for the Quare government, and enriching himself and his crew along the way. His crew are well equipped, even with combat armor, a result of their extremely profitable activities.

Autrum will leave, but only after running down the Imperium with his pet theories on its “inevitable demise”.

DEEP STRIKE CAPTAIN LEX AUTRUM

The Biter-born Autrum is a 52 year old highly skilled, highly intelligent born leader who also has a problem with authority – especially Imperial authority. Autrum is dedicated to one ideal: his own empowerment. He believes that the Imperium is destined to fall because of its stagnation. His ideas are enthusiastically shared by the Sword Worlds crew of *Deep Strike*, and Autrum will debate anyone who thinks the Imperium is a good idea until his opposition give up in intellectual exhaustion. It is hard to understand why such an expert on the Imperium is not lecturing at a radical university somewhere, but Autrum is also a sucker for money and riches, hence his highly lucrative privateering “business” – and his gambling problem.

Autrum quickly rose to the position of captain in the Biter Planetary Navy, demonstrating extraordinary skills as a bridge officer, tactician, navigator and pilot. But his passion for high roller gambling apparently led to his “retirement” from the Biter Planetary Navy.

Autrum is still in the Navy class because he is working for the Quare Planetary Navy, albeit in an unusual capacity.

(Navy level 12) TL 12 Medium human

Stamina 41, Lifeblood 11 Init +0; Speed 6 m (4 squares);
Armor Class: 13 (+3 vac suit), Armor Rating: 3 (vac suit)
Str 10, Dex 10, Con 11, Int 18, Wis 16, Cha 13, Edu 12, Soc 10
SV Fort +4; Ref+4: Will +11;

ATTACKS:

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

Skills: Pilot +19, T/Computer +16, Liaison +16, Leader +23, T/Astrogration +16, T/Communications +16, T/Sensors+16, Gunnery +18, Gambling +19, Survival +18, Recruiting +18.

Feats: Vessel (grav, starship, ship's boat), Armor (light, vac suit), Weapons (marksman, laser, ship's weapons), Brawling, Zero-G/Low-G adaptation, Zero-G combat, First Aid, Command Presence, Ship Tactics, Fleet Tactics, EW Specialist, Natural Born Leader.

Equipment: TL-12 vac suit, snub pistol, laser carbine, short range communicator.

CT: 777B87 8 Terms

Leader-3, Pilot-3, Computer-2, Navigation-2, Gunnery-2, Gambling-2, Survival-2, Grav Vehicle-1, Zero-G Weapons-1, Laser Weapons-1, Ship Tactics-1, Fleet Tactics-1, Brawling-1, Vac Suit-1, Liaison-1.

TYPICAL DEEP STRIKE CREWMEMBER

(Traveller level 9) TL 12 Medium human

Stamina 34, Lifeblood 12 Init +0; Speed 6 m (4 squares);
Armor Class: 13 (+3 vac), Armor Rating: 3 (vac suit)
Str 12, Dex 11, Con 11, Int 11, Wis 11, Cha 10, Edu 10, Soc 9
SV Fort +3; Ref+4 Will +4;

ATTACKS:

Weapon	Hit	Damage	Rng	Crit	ROF	Rnds
Snub Pistol	+4	1d10	21	20 x2	1	6
Laser Carbine	+4	3d8	45	20 x2	1	50
Fist	+5	1d4	-	20	-	

Skills: Pilot +12, Gunnery +12, T/Engineering +12, T/Computer +12, Gather Information +12, T/Electronics +12, T/Medical +6, T/Sensors +6.

Feats: Vessel (grav, ship's boat, starship), Weapon (marksman, laser, ship's weapons), Armor (light, medium, vac suit), Jack of all Trades, Toughness, Brawling, Zero-G/Low Gravity Adaption, Ship Tactics, Well Connected.

Equipment: Laser carbine, snub pistol, TL-12 vac suit, short range communicator.

CT: 878786 5 Terms

Pilot-2, Gunnery-2, Engineering-2, Computer-2, Electronics-1, Medical-1, Vac Suit-1, JOT-1, Brawling-1, Ship Tactics-1, Grav Vehicle-0, Laser Weapons-0, Zero-G Weapons-0.

ADVENTURE SEED: JOIN THE FORCES OF LIGHT

The characters become part of a crew (or the command crew) of a very old 400 ton Patrol Cruiser, part of the Colonial Navy of the Marches. They are assigned to conduct anti piracy sweeps in an area of persistent corsair activity (District 268, Five Sisters, Vilis or Querion Subsectors are good examples), and end up hunting one or more of the corsairs described in this supplement.

ADVENTURE SEED: JOIN THE FORCES OF DARKNESS

The characters become part of one of the corsair bands outlined in this supplement and proceed to scheme/bribe/coerce their way to the top of the band, possibly ending up commanding a corsair. Following a life of crime may pay in some respects, but in others, they will forever be wanted sophonts in Imperial and Zhodani territory. And the characters may be caught up in disputes with other corsair bands.

Open Gaming Information

OPEN GAME CONTENT

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- All stat blocks for starships on pp 9 and 11.
- All stat blocks for characters on pp 15-24.

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