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Barnard System (c. 2098 A.D.)

<u>Orbit</u>	<u>Name</u>	<u>UPP</u>	<u>Remarks</u>
Primary	Barnard's Star	M5 V	
0	Barnard	B200345-A	Prospecting bases.
0.15	Darbii	HS00242-9	Administration base.
1	Bode's Belt	_000340-9	Terran science base.
2	Gaade	SGG	
2.2		Ring	
2.4	Coventry	_200	
3	Haddow	LGG	
3.7		_200	
3.8	Bungle	_302	
3.25		_200	
3.35		_300	
3.45	Endiom	_864	
3.50	Kernan	_522	
3.55	Paisley	_401	
4	Walmuu	SGG 6 moons	
5	Dinimaku	SGG no moons	
6	-empty orbit-		
7	-empty orbit-		
8	Outside Belt	H000000-0	
9	Extreme Belt	H000000-0	

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Barnard in History

In 2096 A.D., a U.S. Space Force mission to Barnard's Star found a small Vilani prospecting base there. The Vilani there told them of an empire of staggering size.

A joint UNSCA expedition quickly returned. A quick effort to settle Barnard began even as the Vilani were prospecting. The second expedition travelled through Barnard (and Agidda) to the Vilani base at Nuusku.

Individual earth nations established and armed outposts on Barnard and Alpha Centauri. In 2118 AD, a Vilani merchant caravan ignored traffic commands from the Terran base on Barnard. This minor incident started the First Interstellar War.

The Terran Mercantile Community and the Old Earth Union maintained economic ties through the Long Night. Barnard has always remained in the economic orbit of Terra.

In IY 1116, change Barnard's UPP to B200869-E.

Barnard System Write-Up

—Clay Bush

The Vilani settlement is a Sharurshid work group prospecting the system. This is a corporate group. The beltlers are relative loners, but they respect the corporate link that maintains their ships and equipment.

The original Terran settlement on Barnard is that of the U.S. Space Forces. Other Terran settlements are possible, but will be national settlements rather than corporate or private individuals. All will cooperate loosely under the U.N. banner, but there was no unified world government or defense command until after the First Interstellar War.

Armstrong Base (U.S.)

The American government controls this rambling collection of structures. It leases space to corporations and groups. Anyone who comes here has to accept U.S. jurisdiction.

The original crash settlement used up whatever building materials were in stock. The U.S.S.F. continued to send as many people as possible each month, and the command was constantly expanding the base. It never had time to seriously organize what had been built.

Space Development Corporation: This corporation specializes in orbital platforms. It's presence here is due to its expertise in communication and remote sensing technologies.

Motto: The world is not enough.

Emblem: Three golden balls on a black line orbiting a solid blue circle.

Shinmachi (Japanese)

This "new city" is more standardized than the American base. Common building types (such as dormitories) are similar and arranged in neat orderly patterns. Quarters and offices are same size, with status indicated by location and furnishings.

Feng Shui matters: the north easternmost plot of land has been left for temples. This is supposed to ward off violent energies. Nevertheless, Japanese have never favored comprehensive city planning. In Nippon, beautiful temples and corporate headquarters alternate with run-down eateries and factories.

In Shinmachi, a corporation leased land from the government, bought standard dormitory units,

and placed them and custom buildings however it wanted on its land. Thus lots have some internal consistency, but diverse building types about at the edges of lots.

Structures tend to be of lightweight materials. They are easy to move or replace. All areas have deep shelters for cosmic storms.

The Moon

The Vilani administration base is present here. This is their permanent base in the system. There is no habitable site in the system, and this moon is easily accessible to the planet's surface and to the belts.

Sharurkliin (Sharurshid)

Physical: This is a permanent base, with an engineering department which built and is expanding the base. To limit smuggling, it has only a few, controlled access points.

Corporate: The company group is on the fringes of Vilani space. The corporate manager controls the maintenance shops and the starport. Her prospectors are loners and assorted tight-knit small groups. When the Terrans came, she transferred potentially disloyal prospectors to other systems.

Barnard Observatory

The Terrans established a stellar observatory base. It makes some observations, but it also controls any astronomical satellite in the system. It sends its collected data back to earth, where it is combined with data from other systems to create one observation system with a baseline in parsecs rather than miles.

Data is too voluminous for quick transmission. A small craft from the observatory takes data storage units to a ship heading toward earth.

The Belts

The few Vilani corporate ships are crewed by a hundred each (including families) and have several small craft each. They move around the belt, with the small craft thoroughly explore the belt one section at a time.

Terran corporations are considering sending surveyors. None are present by 2101.

Barnard Adventure

-Clay Bush

This adventure starts with the attempted takeover of a ship traveling to Barnard. Players may choose what to do upon arriving in the system.

What Is Going On

A Vilani, Muni Vagaata, arranged an attempt to take over a U.S.S.F. ship, the *Lunarville*. He has arranged for members of an Arab terrorist group to be aboard in jump space.

Vagaata traveled to Terra on the *Lunarville*. It was nearly empty, and he was often alone in the living quarters. He planted weapons, and recorded security precautions. On earth he surrendered all his documentation to provide a good example to a forger.

Vagaata planned to die on Terra. He openly met with Arabs to discuss colonization prospects. He also planted misinformation to support the perceived need for violent action. Finally, he left evidence to suggest he was robbed of the security pass while he was delirious. Lastly, he counted on lack of inoculations to doom him.

Why? His wife died on Agidda of a Terran disease to which neither of them had any immunity. The two of them were escorting an Arab group exploring colony prospects

for that near-desert world. An Arab remarked that it must have been God's will for her to die. Vagaata convinced himself that the unwashed Arabs had not taken basic hygiene or decontamination precautions.

Lunarville Personnel

All *Lunarville* crew are from the United States. The regular crew has had basic training and has a few personal weapons.

The ship is carrying a linguist and two U.N. commissioners charged with negotiating technology purchases at Agidda. They have secret instructions and briefing materials, and high security clearances. Therefore, they have a high value in any fighting aboard the ship.

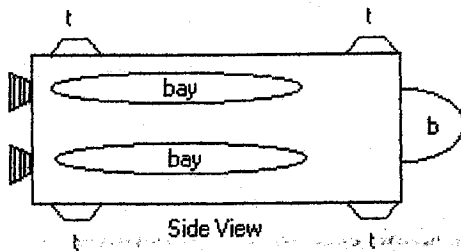
They may have a (PC) security officer as escort.

Players may play characters from Mercury Mining Corporation. Its expertise at extracting ores from high density rocks seems appropriate to Barnard. PCs may be from anywhere else, if that cover would not fit the desired characters.

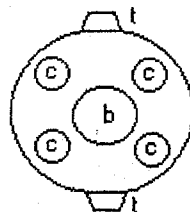
Takeover Attempt

The terrorists are concealed in a cargo container bound to Nuusku, and marked with the project number for the Arab

U.S.S.F. Lunarville



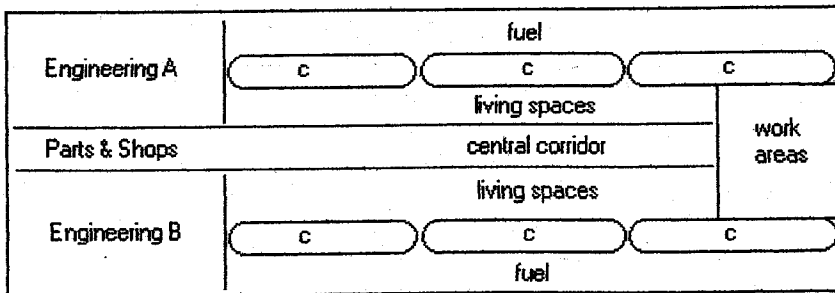
Side View



Front View

Legend

- b - bridge section
- bay - 50-ton boat bay, external (Often used to carry more cargo.)
- c - Cargo container areas (Loaded from in front of ship.)
- t - turret



Cross Section of Main Section

150m long, 40 meter diameter

Originally used to ferry scientific expeditions from Lunar orbit to the outer orbits of the Terran system. It was meant to handle modular units, and deliver pre-packaged scientific payloads.

The redundant engine arrangement was designed to enhance survivability. The large, protected living quarters were for civilian sanity during long-duration cruises.

colonization of Agidda. (They were told Vagaata addressed the container to Barnard with Sharurshid ownership indicated. This is one discrepancy that can reveal Vagaata's involvement.)

Alliance Terrorists

Eight are in a sealed transport container. It is marked as a diplomatic cargo container, with Vagaata's seal. The center area has an unauthorized personnel unit.

Skills: All have small arms skill. One South American and one Mexican electronics experts.

Plan: They do not know where their container will be loaded. (There are usually 12 containers aboard.) They will break out into living quarters. Four will attack Engineering, and four will attack the bridge.

Equipment: They have civilian vac suits, in case gas is used. They have no metallic equipment, as that would have alerted sensors.

Stashed equipment: Weapons are uzi-type sub-machine guns.

Background: The Alliance is a front for a Shiite faction. For now, recruiting from all areas conceals its real purpose. If it becomes a handicap, it will disappear.

After Takeover Resolution

The terrorists have radio frequencies for communicating with cohorts at Barnard. These can be learned from captives, or from set radios in their original container. (Vagaata saw no need to cover this fact, as it should lead nowhere.)

A captured terrorist can report Vagaata's involvement.

Plans for Barnard

If the players control the ship, and openly announce what happened when they arrived in Barnard, then the Alliance agents on Barnard will change frequencies and hit their secondary and secret targets.

1. *Primary target:* Vilani governor visiting Sharurshid compound to discuss a forward trade base. The U.N. ambassador seeks permits for a trade caravan to travel to Nuusku. The Terrorists primary plan is to crash the *Lunarville* into the Sharurshid compound during a meeting.

2. *Secondary target:* An Icelandic negotiating team is at the American compound. A real Sunni was recruited to attack them. He was told to sabotage equipment first to ensure eventual success. Actually, the Alliance hopes the sabotage will be discovered after the attack. That is why the Sunni agent will be told to attack regardless of chances.

3. *Secret target:* An Arab colonization group is organizing by the Japanese compound. It was cheapest to

have settlement goods manufactured at Barnard, and take to Barnard what Barnard needed. The downside is having to shift cargo for several days.

An Alliance agent will attempt to assassinate Ahmed Saleh, a leading Shiite, who belongs to another faction.

Private Communications

The ship is contacted on the indicated frequency. A woman's voice asks, "Do you have the Q cards?" When the players do not have the right response, the voice says, "Oh shit. Look, I'll get back to you."

The courtesan who called, called earlier than scheduled. When she was supposed to call, she used a wrong, unused frequency in his presence. Then she called the ship back to sell him out.

Who? Marta Galos, Hungarian.

Why? She is certain that if the plan fails, she becomes a liability. She knows too much. If the Alliance does not control the *Lunarville*, the plan is failing.

She arranges a meeting at a strip mine northwest of the American compound. She wants a visa, a ticket back to earth, and amnesty. In return, she will sell out her associates.

Choose Target

The foursome who will attack the Scandinavians are in an empty warehouse.

The Sunni assassin is in a docking bay retrieving his weapon.

Power Generator

Unknown to the informant, a sudden power outage was arranged at the American compound. To involve any players still aboard the *Lunarville*, Port Armstrong command can order the *Lunarville* to check out the power lines from the nuclear plant.

The Alliance two-person team performing this distraction were told a *Lunarville* craft would pick them up. It would be carrying the escaping terrorists from the ship. If the players do not approach the duo *in a small craft* and under false colors, then the duo have options.

If the ship comes, they are a maintenance team that just arrived on the scene.

If a small craft comes, they have an anti-tank missile launcher with three rounds to defend themselves. Then they bounce off on their scooter.

Subsequent Events

The referee can adjust subsequent events to the group.

U.S.S.F. Lunarville Characters

-Clay Bush

Following are possible characters for adventuring c. 2100 A.D.

Jean Buson

U.N. Economist

UPP: 657ACB, college

Attitude: Self-absorbed, Studious, Polite.

Motivation: Wants to benefit personally from any situation.

Augusta Portman

U.N. Statistician

UPP: 658BDB, college

Attitude: Inquisitive, Bull-headed.

Motivation: Man-chaser; Arch Intriguer

She collects men. She intrigues for fun and just to stay in practice.

Anna Maritsya

U.N. Linguist

UPP: 54A6A7

Attitude: Ambitious, Outgoing.

Motivation: Pompous

Skills: Vilani-7, Acrobatics-2, Carousing-2, Pistol-1, Unarmed combat-0

She's friendly. She networks. She introduces herself to new people and brings them up to date on things she knows about. She also does not realize many people see her as style without substance.

Robin Lockley

Starship Captain

UPP: 798A88

Motivation: Looks out for self-interest.

Skills: Leadership-2, Piloting-3, Starship tactics-2, Astrogation-1, Engineering-1, Gunnery-1, Pistol-1, Archery-2, Equestrian-2

A career officer who committed to his career. He is unpleasant to people who make mistakes that threaten his success. Not mean or vicious, just unpleasant.

And if your name was Robin Lockley, you would have been exposed to archery in your youth. This one made it an advantage by learning it well.

Gerard Dougherty

Astrogator

UPP: 659777

Motivation: Believes in strength and self-interest.

Skills: Astrogation-3, Computer-2, Gunnery-1, Starship tactics-1, Navigation-2, Survival-2

Dougherty is convinced there will be a war with the Vilani. He sometimes talks as if we'll have to start it (Manifest Destiny). Other times he talks as if they have planned to attack us since contact, but are just waiting for the best time. He plans to survive. He does not discuss how any one else will survive.

Yaphet Saleh

Engineering Officer

UPP: 885B88

Attitude: Acts the calm professional.

Motivation: Woman chaser.

Skills: Electronics-4, Mechanical-4, Computer-2

Uses the uniform to impress women.

Katherine King

Executive Officer

UPP: 595C8B

Motivation: Friendly, Generous

Skills: Leadership-1, Gunnery-2, Mechanical-2, Pilot-2, Hunting-2, Music-2

Tradition requires all executives to be heartless. King cares about others' well-being, and will give others a chance to recover from mistakes. She will not, however, break tradition.

Ernest Galloway

Chief of the Boat

UPP: A65A76

Motivation: War leader; Charismatic; Unambitious

Skills: Leadership-1, Carousing-2, Willpower-3, Pistol-3, Electronics-1, Mechanical-1, Computer-1, Sensors-1, Medical-1

People look to him in a crisis. They respect him, and seek to serve with him. He is happy being important in a small setting, and seeks no wider or higher berth.

Percival Brown

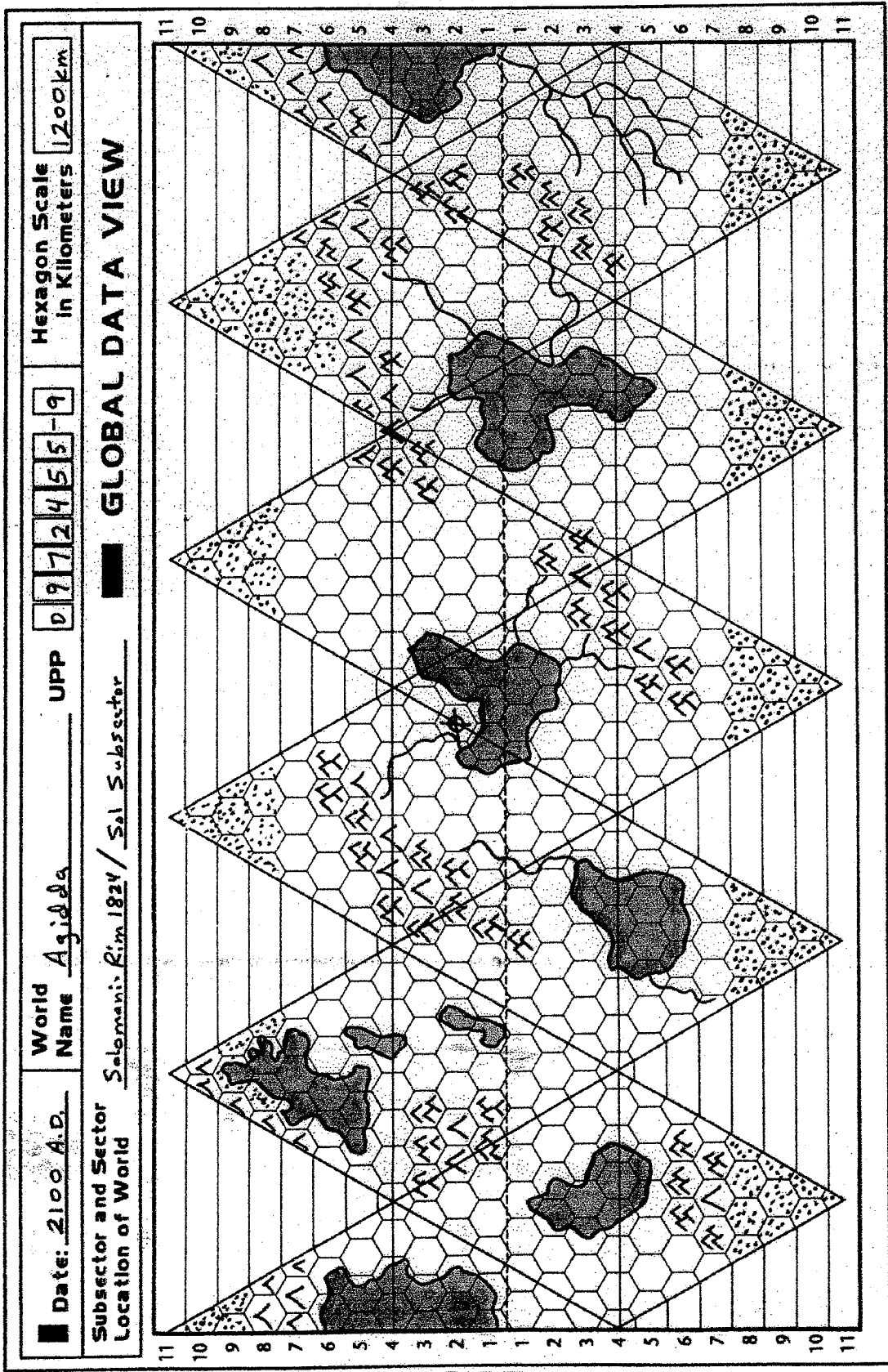
British observer

UPP: 558997

Motivation: Seeks knowledge, not power

Skills: Leadership-1, Pilot-1, Astrogation-1, Engineering-2, Electrical-2, Mechanical-2, Rifle-4, Survival-1, Willpower-2

He is designated for the command crew of a new starship of the same design as the *Lunarville*. He was assigned to observe how the Americans operate their ship.



	Water		River
	Mountain 17,000 ft.		Polar Region
	Foothills		Starport

Agidda System (c. 2098 A.D.)

<u>Orbit</u>	<u>Name</u>	<u>UPP</u>	<u>Remarks</u>
Primary	Barnard's Star	M4 V	
0	Agidda	C972355-9	Prospecting base.
1	Shangri-La	_4F0	
1.9		_100	
1.55		_300	
2	Lie	_400	
3	Hammarksjold	_513	
3.2		ring	
4	Thant	LGG 4 moons	
5	Waldheim	_100	
5.6		_S00	
5.50		_S00	
6	Cuellar	_100	
7	Boutros-Ghali	_200	
7.4		_S00	
7.35		_S00	
8	Annan	_200	
8.9		_S00	
8.40		_100	
9	Chin	_200	
9.7		_S00	
9.40		_100	
10	Enigma	_6D6000	

Agidda System Notes

The Agidda starport is another exploratory base. It's mission is to explore what metallic salts have been concentrated in Agidda's oceans by aeon-long sedimentation.

The Vilani base has a naval/submarine component, as well as an airbase. The settlement is compact, since the largely arid surface provides little reason for thinking another site would be better for agriculture. Instead, the settlers rely on greenhouses with controlled evaporation and soil quality.

Agidda's Colonization

Immediately after contact with the Vilani, the U.N. initiated crash colonization efforts. Fear was driven by realization that much prime land near Terra had already been settled by an alien empire.

Location: After the contact at Barnard, the U.N. sent follow up missions (which had to refuel at Agidda) to Nuusku, and only then in other directions.

Consequently, the Agidda colonization project was Terra's second. The more habitable worlds around Alpha Centauri drew interest away from Agidda, but Agidda's location ensured it would be settled. It simply lay both on the route to Vilani space and on this side of the limit of significant Vilani settlement.

Overview: The planet is colder than earth and drier. Much water is trapped in mountain glaciers and polar ice. Terrain features are sharp. Because there is less water, less erosion occurs.

The planet is less geologically stable than Terra. It has more vulcanism and more earthquakes. One consequence is that bodies of water are heat sources for the surface. If they were not heavy with salt, they would be quite liveable.

Climate: The arid setting discouraged all. The Arab nations claimed it appealed to their culture. Since their decline after the end of the gasoline engine, the Arab League had become increasingly united but decreasingly powerful. The prospect of placing themselves on the short route to Vilani trade strongly appealed to the League. They supported European votes for Betevia/Alpha Centauri rights in exchange for concessions on Agidda.

The competing claim was by Scandinavian countries. They described the world's high vulcanism and cold temperate regions as "Icelandic." C. 2100, Scandinavian efforts are on hold, because shipping is fully committed with present projects.

Jesus Galen Thursby

Library Data

Jesus Galen Thursby (hey-suis gai-len thurs-by): Depending on viewpoint, a famous humanitarian, a traitor, or both. After the Third Interstellar War, the Terran Confederation realized the extent of the Vilani Imperium. While the High Command felt the Terrans could win, some elements in Terran society considered desperate measures. Unit 314 of the Intelligence Directorate began work on a family of viruses to incapacitate or kill non-Terran humans.

Thursby worked at the American Center for Disease Control, which Unit 314 contacted because of the genetic diversity of the North American continent. Details are unclear, but Thursby learned why Unit 314 was using the CDC's databases. He assembled a full viral library, with related human genetic data, and smuggled it to Dingir despite a military manhunt.

"I knew what smallpox had done to the Native Americans, and I knew some Polynesian island populations dwindled to 10% of pre-contact numbers before they began rising again. Hell, I worked at CDC. When I found out about Unit 314, I prayed, and God made me know that it was up to me, with my connections, to save billions of lives. I did what I had to do."

Battle of Dingir

From a Vilani history

Our fleet's arrival at Dingir was expected as an attack on the Terran's forward fleet base. Both sides were approximately equal. Conflict at even odds favored us, as the Imperium's resources must exceed those of a small state. (I have never agreed with the hypothesis that Terran aggressiveness required a confidence that could only come from representing a distant, larger state.) Thus exchanges were desirable.

We knew of the lethality of Terran missile boats as one-volley ship killers, and our cruiser pairs forced them to commit prematurely. None were able to attack our line of battle. Several cruisers were lost, but the Terrans also lost some ships.

Our battleships engaged with resolution. Our resolution did no good, however, as our ships were suddenly racked by internal explosions. Three were stricken almost simultaneously, near the start of the engagement. Although delayed, internal explosions eventually started on the *Vidamilon*.

The *Zatikovorren* vaporized; the *Vidamilon* abandoned by both as an irreparable wreck; and the *Skiskonnaa* and *Khidorakhea* jumped outsystem for major repairs; such was the unexpected result of a two

Cruiser Brooklyn

QSD design

5,000 tons	70,000 volume	Mcr 2,224
51 crew	No passengers	
109 cargo	Std Mil/fib/Bridge	TL11

9 Size Rating	2 Jump rating
3 Fire Control rating	4G HEPlAR
M battery-1, 3 missiles	7 Power Plant rating
M battery-2, 3 missiles	2,707 tons fuel / refining
M battery-3, 3 missiles	4 Sandcaster turrets
M battery-4, 3 missiles	A16 P5 J16 sensor rating
Las battery-5 9 8 5 3	20 Armor rating
Las battery-6 9 8 5 3	28 Structure rating
PA battery-7 7 6 5 0	
PA battery-8 7 6 5 0	

Description: An early U.S. Space Forces design for a campaign set around the First Frontier War. It is a beam-heavy design, with no marines and only a 40-ton boat bay. This cruiser is designed for battle, not police or commerce duties.

The fuel capacity can support two Jump-2s, or the extra fuel can extend HEPlAR operations to 60 hours, instead of the standard 20 hours.

The hull is the largest available in the QSD system.

hour fight which caused the Terran battleships only minor damage; such was the catastrophe which led us to accede to Terran suzerainty over an entire sector."

From a Terran History

Although Vilani records of the period attribute all cruiser losses to missile and beam weapons, the Terran cruiser *Bern* had a meson gun. It claimed to have destroyed the cruiser pair *Tekomee* and *Timonikhuu*, explosive losses which the Vilani attributed to barrages from missile boats.

The Vilani line relied on sand to intercept missiles, and limited evasive maneuvers. A steady course could have contributed to the *Bern's* successes in aiming its prototype system at moving targets and scoring significant hits. Contrariwise, internal meson hits may have disabled lasers or their fire control, hindering point defense and leading to a missile barrage hitting. Although the missile boat crews disputed the cause of the ship explosions, the Terran Navy listed the two Vilani cruisers as its first meson kills.

The *Bern* survived the cruiser fights, and guarded the withdrawal of wounded ships instead of participating in the battle line fight. It was afterward kept back in covering forces at naval bases, while newer ships went into hot zones.

Sekora City Cuts Water

(Prometheus, 2105 AD)

Water shortage are changing political alliances here. haven, the British settlement, announced a 40% cut in water exports effective with the onset of summer. Ian Holmes, Water Department Chairman, stated that the decision was made as trustee of the Highland Aquifer. "We have been drawing down the aquifer. A cut of this size is necessary to permit it to recover to what we consider a safe level."

Danish and Rumanian spokesmen protested the scale of the cuts. The Rumanians have just reached a self-support level, and were to significantly expand their population size in preparation for industrial operations. "This reduction will force us to indefinitely postpone reaching a break-even level of operations."

Representatives of nations with less experience in space operations have protested that the cutbacks affect their expansion plans. China, and Australia, have offered technical help to the affected settlements.

"Although violence is unlikely, it is clear that haves and have-nots are still with us," remarked an Australian official. "Those with the resources were in space more heavily, responded to new worlds faster, and now they are perceived as toying with those following them up the ladder."

Book Review

Gateway to the Stars, by Pierce Askegren
Simon & Schuster, ISBN 0-671-01188-X
--Clay Bush

This has the Marc Miller's TRAVELLER logo. A line says "The First TRAVELLER Novel." I found it by accident on a bookstore shelf.

TRAVELLER usefulness

The author has only minimal experience with the TRAVELLER universe.

An opening chapter introduces an Aslan as a human Lion-man. During Ancient Geneering, his race of humanity developed from feline genes. A much later reference allows for a mane.

The time period is unspecified, but it suggests during the opening centuries. Nevertheless, all references to the Ancients are to the Droyne. That the Droyne weren't identified as a major race until the 700's, or identified as the Ancient's heirs until 1100's, are troublesome.

I read on, until the end.

The Imperium is ruled by the "Ruling Council", and

worlds by an appointed "Imperial Governor." Nothing is said about the Emperor or the nobility.

In passing, the First Imperium is described as a quickly assembled empire.

A Far Trader "raises its shields" when combat threatens. These shields stop meson fire. The Fire Trader fires back, at pirates who haven't raise their shields for some reason, and vaporize a pirate ship. The other two pirate ships flee from the Far Trader.

Having finished the book, I can say that it adds nothing to an existing campaign. (There's a scheme afoot, but referees can get those from any book.)

As a read:

The protagonist kills with SUPERHERO confidence. He knows he can't lose, despite any odds. It's a bad Mickey Spillane affection.

Some things are revealed about characters, but as plot development. There is no character development.

Evaluation:

I can't recommend it. A collector may seek it out, but merely for completeness.

Jefferson Swycaffer's *Concordat of Archive*

Written when TRAVELLER was young, this government and its stories don't fit into the current timeline.

A campaign can place Archive to spinward of Terra and the Solomani, and have scouts from either side make contact. An interesting twist would be to have scouts from the Vernae evacuation fleet (see later) encounter the Solomani. Since no dates are given in the books, this contact could be in any era, although c. 1116 on makes the most sense.

(CRB - I am trying to find three books for this setting, but I had not received them by the time this issue went to press. However, what I have written here should be enough to decide if and how to include the Concordat in a campaign.)

History: The Concordat of Archive is a successor to the Empire of Archive. The Empire achieved high technology, building machines and geneering beings with straight-line logic -- and operated in lurid, convoluted excess. The Empire collapsed, world by world, until a slave revolt finally overturned Archive itself 800 years ago. The Emperor's last order, relayed by FTL radio, ordered all libraries to erase themselves. 4000 years of records were lost.

Darkness set in. The survivors only formed a new world government years later.

Government: The Concordat is ruled by a council of six members, who nominate their successor. The First Secretary leads. The Foreign Secretary, the Treasury Secretary, the Justicar, Secretary of Commerce, and the Grand Admiral complete the Praesidium. All meet on Archive.

Scope: The Concordat was described as being a hundred light-years across in three dimensions. Only one star system in every two or three has planets, and only a tenth of all planets are habitable. "Habitability" includes all the marginal cases known to TRAVELLER players.

Precisely twelve worlds originated life. Archive, Tenh Sonallae, and High Reynid had intelligent life. Other habitable worlds were seeded with artificial biospheres by the Empire. In these cases, plant and animal life were transplanted from Archive.

Archive orbits a G3 star in a near-rift. The systems of Idesuto and Sopenstil permit travel from Archive in two directions; early exploration depended on the "Line Worlds shipyards".

The home sector is the Line Worlds sector. Penander sector is mentioned frequently.

Other Races: The Concordat has encountered two

minor races. The dire Sonnallans were warmongers and fanatics. The Concordat fought several wars with them over a five-year period. The Reynid were sullen and devious. Both were virtually indistinguishable from humans. "Every contact had lead to either sealed borders or desperate, bloody war."

These are minor human races. The Concordat regards them as non-human because of their divergence from the Archive "norm." Since the Empire engaged in widespread geneering, this would not mean anything. And all minor human races developed differently after the Ancients' Final War.

Not In Our Stars (Avon, 1984)

The best of the four books I have. Many things happen in this book. The continuing thread is Devon's descent into authoritarianism and paranoia.

Admiral Michael Devon leads a fleet on a mission to suppress a distant rebellion (in the Philomela Outreach, to trailing of Archive). His fleet experiences sabotage (losing ships to power plants, etc.), and he worries that he and his ships are detached from the sector capital to permit a power grab. Rebels and fleet fight several battles; the fleet fights a supporting fleet due to communication failures encouraged by the party sabotaging ships.

Devon becomes increasingly paranoid about a threat from inside the Concordat. After restoring order, he heads back to the sector capital and commences fighting the defending ships. Against all resistance from his crews and from the defenders, finally commanding a now-finished, heavily automated battleship seized from the rebels, he reaches close enough to launch missiles at the sector admiralty from orbit.

Empire's Legacy: Book 1 Tales of the Concordat

A subsidized trader detects radio pulses in jumpspace, and travels off to a system off the beaten track in pursuit of the 'lost technology' of faster-than-light radio possessed by the long-gone Empire. The signal originates from an automated station run by an AI system, with local space distorted by proximity to an open access way to jumpspace. The crew investigate.

They eventually subdue the AI and recover its library of Empire-era records. Along the way, they discover that the Empire altered its population's genetics, and they must deal with conditioned responses they did not know they had.

Genetics: The Empire population were divided into

nobles and commoners. Atop the pyramid stood the Emperor, the first and only, who directed the biological alteration. The Imperial symbol compelled obedience. Commoners cheerfully obey whatever its bearer ordered. Nobles were inspired to lead and serve the system. One crew member is descended from nobility, and becomes driven to recreate the Empire. The others under the symbol's sway are driven to help. One unaffected member recreates the Rebellion by misdirecting commoners and giving orders he claims came from the noble. The confusion lasts until the affected people realize what's happening and come to their senses.

The Vernae: The Empire created a cat-like slave race. Members are strong and intelligent, but docile. They are also short-lived (about 30 years?) and obedient: compelled to obey humans. That last balances a number of physical advantages, and forces any Vernae into a NPC role.

During the Rebellion, some escaped to worlds outside the failing Empire. The Concordat's scouts recently contacted a commonwealth of three worlds, and 500 have been brought into the Concordat to study each other. The Vernae's conditioning is revealed to the humans (who did not know of it) when the Vernae aboard is the first to be controlled.

The Vernae who lived on three worlds rediscovered jump technology, and were very good at engineering. Their society is where their conditioning showed. Males would seek out a female to give them orders, and the females would take a male's attachment as an order to take care of him. Government worked by a group deciding who should lead and ordering him to be chief executive and give them appropriate orders. He could choose not to run, but he could not choose not to accept the post.

Voyage of the Planetslayer (Avon, 1985)

The ship's crew from *Empire's Legacy* is commandeered to operate a specialized ship which delivers asteroids and bioweapons to a world to "cleanse it" of a biosystem poisonous to humans so that it can be terraformed. (The Treasury Bureau recalls the crew to service, but not the ship.) The crew deals with scientist observers. They fail to bombard, because a scientist hides on the world and the crew can't find him.

An ongoing story on a nearby world is about whether the Concordat has the right to exterminate an entire ecosystem, and whether it is worth more to

study it than to have a habitable planet at a convenient jump route nexus. The kicker is that a judicial quasi-terrorist group exists, driven somewhat by conditioning. People who contest government or judicial decrees must be convinced to cooperate with the system, because ..., well, it is the system.

Vernae: The Vernae observers conclude that current humans are too unstable for coexistence. In Empire times, humans were trained, conditioned and straightforward. Concordat humans have confusing drives and loyalties.

Based on this report, the Vernae evacuate their worlds and set off for unexplored space. Knowing what they do now, they may alter their genetic coding to better deal with humans when next they meet.

By the way, another Vernae from a fourth world is encountered. It is possible that there are other tribes, not contacted or otherwise not involved in the evacuation, for Concordat PCs to encounter.

Revolt and Rebirth (Avon, 1985)

This is two novellas, presented as alternating chapters.

Revolt deals with events during the Rebellion on Archive: the steaming pot, the lack of response as guardians are suborned, diverse groups fleeing for other worlds, the death of the Emperor, and ends with the execution of all remaining nobles. It is more of a 'mass of life' than a plot with a dominant character.

Rebirth extends events from *Empire's Legacy*. It is 778 years since the Revolution. An Naval Intelligence officer is doling out pieces from the recovered library to the Concordat, but the populace is too fearful of change. The Concordat has reached the limits of Empire space, scouts are still exploring, and further discoveries are inevitable. Something must be done to energize the Concordatians, or everything will stagnate and fall apart as it did during the slave society days of the Empire. The NI officer creates a FTL radio network (on a hundred worlds) and arranges a simulcast of an opera, which will start wheels turning.

The problem is never how to get new, innovative thoughts into your mind, but how to get old ones out.

– Dee Hock, founder of Visa.

Abandonment: A Campaign Incident

-Clay Bush

This mini-scenario is useful to add a new element to an continuing campaign. The referee just adjusts what the passenger tells the players.

First, one or more PCs are hired to transport an individual to a set of coordinates and leave him there. Substantial penalties are suggested for any non-compliance. Second, the individual begs to be taken back.

Contract

Aaron Blackship approaches a flight-qualified PC. "I'm looking for one-way transport for a passenger to a wilderness location."

Cargo

Sven Zagros is placed aboard while asleep. His baggage is a duffel bag of clothes and toiletries and a locked chest. Blackship says to let Zagros sleep, and if he's still asleep on arrival, just leave him there. Zagros will know what to do when he wakes up.

Zagros carries a transmitter set to broadcast as long as it is attached to his body. It tells listeners that he is alive and well. If it stops transmitting from the island before the PCs leave, then Blackship and his associates will impose "substantial penalties" on the contracting small craft.

Blackship smiles and reassures the PC(s) that a craft disappearance is the last thing they want. It would cause an expensive search by the civil authorities, etc.

Blackship stays in the hangar or loading area until the small craft is away.

The coordinates are a clearing on a forested island. At them is a 2 meter tall, metal obelisk in Engraved symbols are in an uncommon language or symbol set.

Zagros' Story

Naturally, Zagros wakes up before the PC or PCs leave. He's a scientist, the son of a theologian. The *Council* banished him.

He begs and pleads for transport back to civilization. He offers *illegal knowledge* of biological sciences. (This could be cloning, memory transfer, rejuvenation, psionics, or

Sentry: "So you're supposed to be a doctor. Hmm. ... Okay, spell caduceus."

Sentry: "Okay, now sketch one."

whatever.) He does not have the finished product with him, but he has all his notes in his two chest.

He admits that he will be stranded on the island by his fear of water. Silly, but true.

If they will leave him, he asks them to take a message to a friend at the *Institute*. No one said anything about a message, did they?

Subsequent events depend on the plans prepared by the referee for the elements of Zagros' story. The story may also be all a red herring.

AAB Proceedings

AAB Proceedings is distributed to all HIWG members bi-monthly. Membership rates are \$10/year in the U.S.A. and \$18.00/year overseas. (The difference goes entirely to the postal service.)

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