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Nusku System - Solomani Rim 1822

P	61 Cygni A	K7V	
0	Nusku	D56977B-7	Main world
1	Dekkon	E620	
2	Alpha Belt	G000579-8	Mining colony.
3	Odin	LGG	A turbulent GG.
3.5	..	_700	
3.6	..	_500	
3.9	..	_600	
3.12	..	_800	
3.50	Red Eye	_9A0	
3.55	..	_500	
3.95	Lone Wolf	_200000-8	Monitoring devices.
4	Thor	SGG	Safe for refueling.
4.40	Baldur	H600153-8	Traffic control.
5	Freya	SGG	
5.1	..	ring	
5.15	..	_500	
5.20	Sulphur	_7C0	
5.80	..	_500	
6	Norn	SGG	
		ring	
		3 moons	

Far	61 Cygni B	K5 V	
0	Dushaam	Y6A4285-8	Mining colony.

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61 Cygni System

A binary star system close to Terra, and long observed by astronomers.

Astronomers compute that 61 Cygni A has a heavy planet orbiting it. The unseen companion is computed to weigh 15 Jupiter-masses. This is definitely into the weight range for a brown dwarf, a body just too small to generate a stable fusion reaction and become a star.

The companion, 61 Cygni B, has a 720-year orbit. That puts it in a far orbit, with its own system of planets. (Nusku has two planetary boxes in the game *Imperium*.) This secondary system has little of interest, although it has military interest for transiting to other systems beyond the J-2 route.

Nusku World Notes

Nusku is an excellent world for human habitation. The closeness to its sun causes most of the planet lies in the temperate zone. The large ocean levels temperatures more so than on Terra, while the short year is scarcely longer than a month. Adaptation to that short year hindered direct importation of Terran flora, but with proper choice of site a year

without frost could be arranged. The problem was that the world was already named. The Vilani were there first. And yet they tell of living on many other worlds. There must be some way to convince them to let Terra have this one ...

That is the background conflict behind any adventure on Nusku during the early Interstellar Wars.

This must compete with imported Vilani and Terran species. As a starting point, the chart below shows the animal life common to the island initially settled by the Terran colonists.

Nusku land species tend to be small and little developed. Developments such as poisons are virtually unknown, and prove weak once encountered.

Sealife is similarly young. Large species of whales and sharks exist in large numbers. Smaller species are still filling in unfilled niches.

Geology

This planet is in the innermost orbit of a main sequence star. It is seismically active, and has tides.

The exposed surface is young. The higher sea level means deeper oceans and the potential for higher waves. because of the potential for tsunami's, the Vilani chose to live inland. The eventual Terran settlers chose to follow their example until they knew more about the variety of terrestrial worlds possible.

Animal Life

Nusku has its own native life.

Strategy

Nusku was three jump-2 jumps from Terra, and the quickest route to the Vilani Imperium. All three worlds were already settled by Vilani, however, so the U.N. chose to focus on settling empty worlds.

Before the First Interstellar War, Terran war plans aimed at seized and holding Barnard. Agidda was desired; Nusku required a major invasion force.

Nusku became the focus of the Second and Third Interstellar Wars.

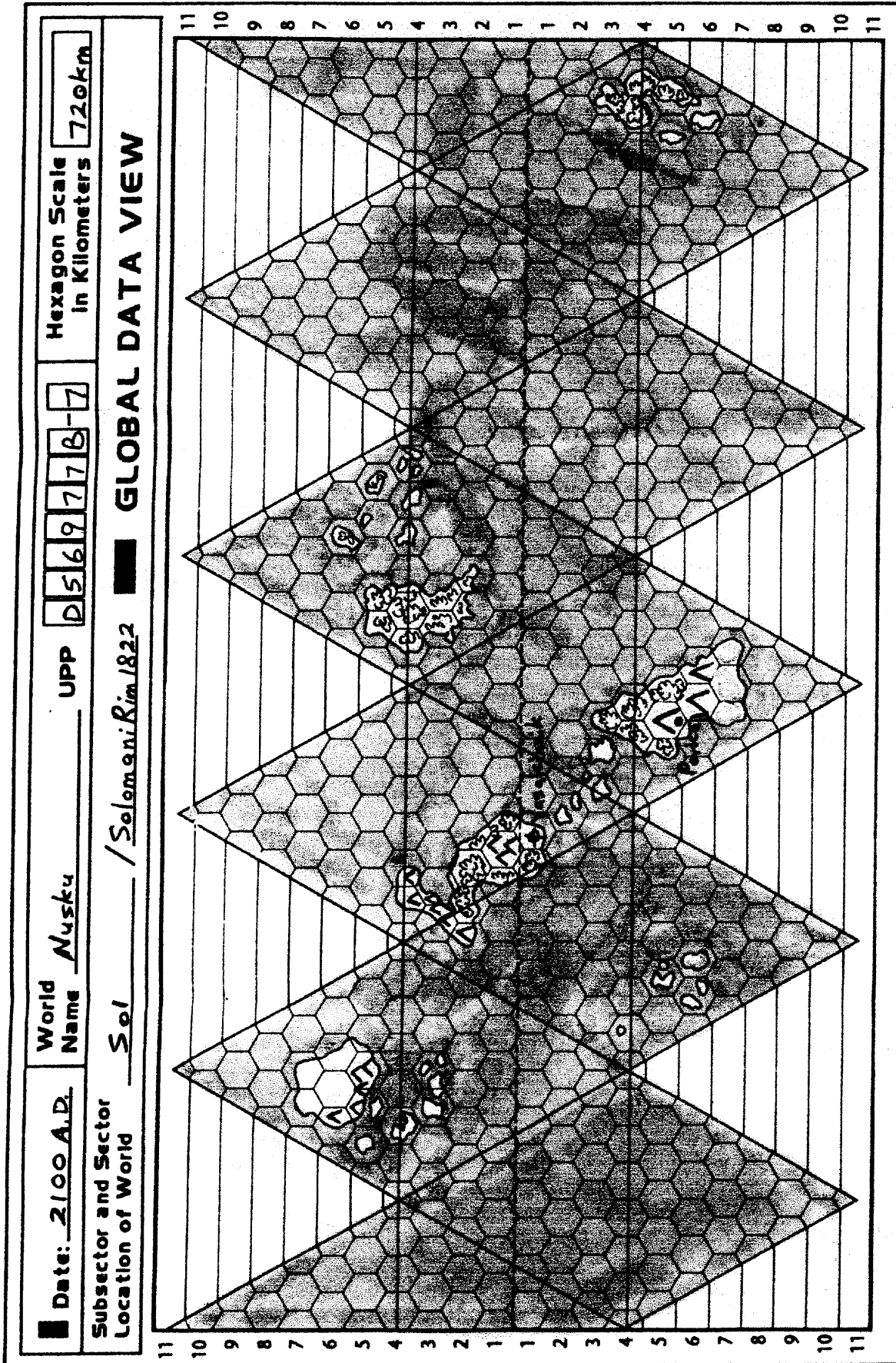
Nusku Data

Rotation: 19 hours
Year: 44.55 days

Hex Row	Base Temp	Max Temp	Min Temp
1	26.1	30.9	16.6
2	21.1	25.9	11.6
3	16.1	20.9	6.6
4	11.1	15.9	1.6
5	6.1	13.9	-8.4
6	1.1	11.9	-18.4
7	-3.9	9.9	-28.4
8	-8.9	7.9	-38.4
9	-13.9	2.9	-43.4
10	-18.9	-2.1	-48.4
11	-23.9	-7.1	-53.4

Nusku Animal Encounter Table

Die	Animal	Weight	Hits	Armor	Wounds	Weapons	Reactions
2.	Intimidator	0.5	2/0	--	0	teeth	A5 F3 S1
3.	Gatherer	0.5	1/0	--	0	claws	A9 F3 S1
4.	9 Reducer	25	7/5	2	5	thrasher	A4 F3 S2
5.	3 Hunter	3	1/2	2	1	teeth	A1 F3 S1
6.	Filter	2	5/4	2	2	hooves	A0 F4 S0
7.	Filter	100	13/11	--	6	horn	A0 F4 S0
8.	2 Intermittent	50	17/6	--	8	teeth	A0 F4 S1
9.	8 Chaser	3	5/2	--	8	as broadsword	A0 F9 S2
10.	Seismic quake						
11.	6 Flying Chaser	6	1/11	--	8	stinger	A0 F4 S3
12.	1 Chaser	200	22/8	--	9	claws	AS F8 S2



Water	Starport	Mountain	Hills	Forest
Coast	Island			

Nusku Vilanicum

The Vilani settlement was clustered in one peninsula. One city grew near the starport. Local settlement around it was in the form of plantations or market towns, both with populations under 3,000.

Starport

The starport lies due north of the city of Vasakimik. It advanced to class-C with little offworld interest. The primary commercial buildings were storage and refining facilities. Several derelict ships abandoned on the north edge of the starport were used as makeshift habitats by those ostracized by Vilani society.

Following contact with Terra, Sharurshid Bureau became more interested in Nusku. Visiting engineers built a large commercial exhibition area south of the starport. The derelict ships were hauled off to a nearby mountain valley, where society's outcasts soon re-established their residences.

In both time periods, the commercial offices, goods storage, and maintenance areas were in a long, brown pavilion. Traffic control and administrative offices were in upper story.

Government Dome

Government offices are near the south edge of the starport, the better to deal with arriving ships and monitor trade. After contact, Sharurshid considered bringing in a grav-equipped floating sphere. Because of the maintenance problems with having to import parts and technicians, Sharurshid just refurbished the existing dome.

Trade faction: The Terrans must have precious metals. Trade them finished goods of higher tech level to drain their treasury.

Technology faction: Permit the Terrans to acquire rights to some technologies, which require use of other patents, and let them wake up one day and realize how much they owe us in annual fees.

Wolf faction: This Terran race could be another Vargr race. Be polite, of course, but don't encourage them to visit. Never close any deals; issues can always be renegotiated. Maybe they'll go away; probably they won't. But, whatever happens, regard them as a threat.

Vasakimik City

The city population was one million at contact, with the rest of the inhabitants settled in satellite towns and villages. An efficient light rail system serviced most settlements.

Prestigious structures were extended and widened

rather than raised higher above the ground.

After contact, Sharurshid established an industrial park on the city's north edge. Industries were left open to cater to whatever the Terrans wanted to buy.

Mining Camps

More distant settlements were primarily mining operations which supplied easily-obtained ores to the world's limited industry. Distant settlements were supplied by air; the planetary population was not interested in sea-faring.

Retiring soldiers received rights to a land grant, which was not always traded back to the government or a corporation. A farm and a store *near a mining operation* could be very profitable. Distant settlements tended to have more ex-military leaders than the main settlement.

Military

The bureau had the shell of a military establishment provide order. The military slant derived from the days when the Vilani occupied the Vegan polity, and all rimward worlds were placed under military jurisdiction. They had never had reason to change that official arrangement.

Military police patrolled the hinterlands and maintained posts on other continents. The engineer company was committed to opening areas for settlement. Most lower ranks were local recruits. Higher ranks contained experienced offworlders who planned to retire here; the top slots could be held by either offworlders or locals.

After contact with Terra, the sector Army command transferred a light battalion (no heavy tanks or artillery) and the cadre of a line regiment to Nusku. Service with the regulars is not generally popular.

Relations with the Terrans

The Vilani were amazed at the number of diseases which the Terrans reported they endured. The impression of uncleanness helped convince the Vilani that the Terrans were barbarians with too many problems of their own to be a threat.

Terran Trade Corporation: The Vilani set up a trade corporation (at Nusku) to control trade of technology to this race. It was a subsidiary of the planetary corporation which was owned by Sharurshid. The trade corporation prospered because its profits benefitted the Nusku world government. That entity had been trying to increase revenues to finance more settlement on Nusku.

Dushaam, the Second System

Imagine you are a troublemaker, or messed up big. Imagine the worst places your superiors can send you. Now, add distance, for the worst, farthest away place. That is how the Vilani viewed 61 Cygni B.

The dangerous atmosphere and terrestrial gravity forced living in the domes all the time. There was no possibility of going for a walk or of training for vac suit or zero-G qualifications. Residents could do nothing work or stay in quarters. Many books were read, and many quilts made.

The nearness of Nusku easily covers corporate policies on leave.

Encounters

The event for this planet is an earthquake, the same as that for Nusku. The animal life is toxic and inedible. Consequently, I did not feel it useful to generate a separate table that would not be used.

Hook: A referee may generate a table if he creates an adventure where someone is trying to catch these exotic animals for study

Prime

Dushaam's prime base, and starport, consists of 24 buildings under a sealed dome. Two kilometers away, across the landing field, is an older dome, deserted when its age made it dangerous to inhabit. That dome has been cleared of useful items, although some abandoned equipment has been permanently parked inside.

The dome itself is solid for its bottom five meters. Above that, it is transparent except for girders and supports. The dome has an estimated useful life of 200 years.

Dingaan Base

This base is above the arctic circle. The local, flightless wildlife has accumulated a large supply of phosphorous in easily collectible deposits. The people are a very isolated 12-14 people.

The base itself is a large cylinder buried 2 meters underground. There are two rooftop accesses, and one end extends outside the hill, permitting a ground-level access. Quarters and other rooms have been built inside the cylinder.

Mankiini Base

The landing site is in a mountain pass, at 2,000 meters elevation. A landing

beacon is beside a hangar building and cleared landing field. The complex is on the west side of a small mountain; a tunnel from the hangar leads to the mining base inside the mountain.

The tunnel comes out in the administrative area. The main corridor from south to northwest can be identified as recreation, living quarters, administration, ore storage, and workshops. Mining is done at levels reached by shafts.

The recreation area extends beyond the south side of a cliff. The exterior area is a huge excavation in the cliff, 60 meters tall and 100 meters across. A steel and plastic bubble encloses the site, with the bottom of the bubble being 100 meters from the interior wall at its farthest extent. This area is decorated with a swimming pool on the floor and hanging gardens on the inside cliff wall.

Kakinig, The Abandoned Base

The abandoned base at Kakinig can be worked into an adventure as a discreet meeting site. It can also be someone's hideout. As Dushaam is low on Vilani priorities anyway, an abandoned base there is very private.

Kakinig is between Prime, Dingaan, and Mankiini. It can be reached from any of the three inhabited bases by suborbital grav craft.

The layout is similar to that at Mankiini. Mankiini is the successor to Kakinig. Its design is more rational and developed than the hodgepodge of ventilation, power, and communication access ways which mark Kakinig.

Dushaam System - Solomani Rim 1822

Far 0	61 Cygni B Dushaam	K5 V Y6A4285-8	Mining colony.
1	Galdae	SGG no moons	
2	Tiliggi	SGG	
2.2	--	ring	
2.60	T-2	-410---	

This system has only three filled orbits, and there is not much of interest in the system. Its importance comes from its location, as way to bypass Nusku when travelling between the Vilani Imperium and Terra.

Nusku Terrani

Contact

The U.N. quickly sent an expedition to Nusku after first contact at Barnard's Star. This expedition refueled at Agidda, a desert world, visited Nusku, and returned. This established the pattern of contact: Terrans coming to the Vilani. Vilani conservatism and both side's interest in quarantine combined to make this arrangement formal.

Terran presence started with settlement of a large island south of the Vilani-settled peninsula. It was initially developed as the U.N. base, and remained the cosmopolitan center of the world in later centuries.

Avalon Island

The U.N. had long discussions about the first named settlement on this major habitable world. A recourse to Latin led to Avalon.

Camelot Landing: The site where the first Terran colonial transport landed. They continued to arrive, registering at the immigration desk, and creating a large database which was used for genealogy studies through the Rule of Man and beyond.

Ivory College/University: Wherever Terrans went, they established places of learning, even while they established internets. The early colonists indicated their yearnings for a first-class university by making its name evoke an "Ivy League" connection.

Galactic Culinary Institute: This grandiose title was chosen early. Vilani cuisine, with its emphasis on processed foods, and French sauces, originally used to make bad food palatable, were fused quickly. The Institute continues to collect recipes and food processing tips from all known space; it continues to favor sauces over basic foods.

The Institute runs three restaurants, staffed by classes, run by teaching chefs, and open to the public. Prices are high, but the food is first class. They also host weddings and gatherings for a suitable fee.

The institute consists of three four-story brownstones, with classrooms upstairs and the restaurants on the first floor. Two-story student dormitories face the classrooms across a grass mall. Behind the dormitories are student recreation areas and faculty housing. Entrance to the entire complex is through the brownstones.

New Horizon Zoo: This site was deliberately placed away from the cities. The designers wanted to have ground for large habitats. The oldest section showcases Terran animals, which appealed to Vilani sightseers. The next section collected Vilani animals. Later sections were often enclosed, to accommodate animals from dissimilar atmospheres.

Maxim Radetski Estate

An estate built by an early industrialist. Radetski started with bio-engineered crops adapted to Nusku's biosphere, but he moved into food processing after marrying a Vilani. Adapting Vilani processing techniques to new crops gave him the edge in providing food to settlers and passing ships. He ended controlling the marketing side of the agricultural sector.

The estate mixes Terran and Vilani design elements. The gardens are definitive Vilani, emphasizing strict separation of species and placing dissimilar species adjacent (to limit blights).

The house has all food preparation in a separate building, which also housed the food service staff. Other servants were split

along similar 'caste' lines.

Referee: The historical site is a good place for a rendezvous. It draws a fair crowd, but grounds and gardens are extensive enough to easily arrange privacy.

Porka

The second city of Nusku was founded after the system changed to Terran control. The southern continent's lodes were untouched, and the distance appealed to Terrans who distrusted U.N. control or did not want cultural contact with the Vilani.

The site is at a vigorous 8,000 feet elevation. The thin air keeps the city chilly and free of tropical life.

Project Deep Flow

Terrans scientists were interested by the large size of Nusku sea life. They reasoned that deep water life, being the oldest, might be even larger. In their quest to see what earlier life looks like, they seek to explore deep in the ocean trenches.

The Liberty Abyssal - 2,000 kilometers east of Avalon Island - has the highest number of anomalous "sea monster" sightings. Most are heat source detections by orbital sensors. Dissenters point out that these sightings may be underwater geysers or volcanoes. The hope is that large animals, possibly based in part on silicon, may inhabit the abyssal's depths.

Resolution requires a thorough study of the abyssal's lower depths. Pressure effects make the power sources of robot probes unreliable. Consequently, a base must be lowered. A partially manned base is the preferred solution.

The Sea Floor Project

Humans have always studied the seas around them. The number of *known* species there has risen constantly. From these, humans derive food, drugs, and materials.

On a major new world, the Terrans quickly turned to the seas. Who knew what treasures they would find? The Vilani offered technology; the new seas offered new life.

S.F.O.N.

The U.N.'s Sea Floor on Nusku (S.F.O.N.) initiative focused on the continental shelf. The majority of sea life, both by number of species and body weight, lives in this area.

This is staffed as a multi-national project. Remote sensing is the preferred method of study, but all personnel are qualified scuba divers.

Calypso Project

Administrators desire a low maintenance surface ship capable of carrying specialists to an area and loitering there. Consequently, studies focus on what parts (a nuclear reactor, etc.) must be imported or bought locally, from the Vilani. The ship project was promptly named *Calypso* by the Terran colonists.

Calypso I was an undersized model which is used for local traffic. It is too small to be seaworthy in bad weather.

Calypso II may be operational or not depending on when players arrive. It provides a convenient base of operations in an obscure location.

Adventure Hooks

1. The *Calypso I* went down in a recent storm. The crew survived. The colonists request assistance in locating the wreck, determining the status of the reactor and other gear, and recovery or proper disposal.

2. Either *Calypso* is overdue. Visiting spacers are asked to investigate.

"It would look weak to go to the Vilani for help. We would much rather prefer that Terrans find out what happened."

The surface ship has been largely ignored by Vilani media. They consider it an anachronism. Consequently, when it sailed into an obscure cove, the smugglers were surprised to see it.

The crew are being held captive while the smugglers figure out what to do with them and the ship. The smugglers leadership is divided over releasing their captives to their ship when the smugglers depart; stranding

them in some isolated place; or leaving ship and crew permanently on the bottom of the sea.

The smugglers intend to leave during a gap in Vilani orbital sensor coverage. One should occur two days after the players start searching.

Clever characters might realize the smugglers could be a valuable resource. They know things about Vilani sensors...

3. The *Calypso* is overdue, as above. How likely is it to blunder into a rendezvous? Local businessmen want to discuss unreported trade with a Terran official. Since the Vilani bureau is one big company, they insist on dealing with an official from the Terran company.

4. The police of the Vilani Bureau are running a sting. They act as in 3, but only to gather evidence.

Black Smokers

Pull: Ore deposits which originally formed underwater are exceptionally rich in copper and gold. The following ranges are in bonanza yield rates.

Copper 10-15%

Zinc 3-25%

Gold 15-20 grams/ton

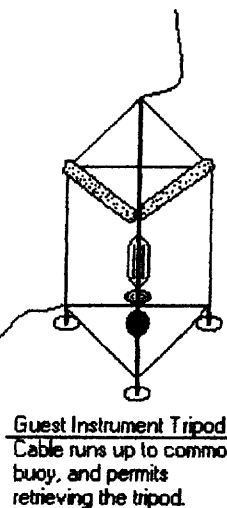
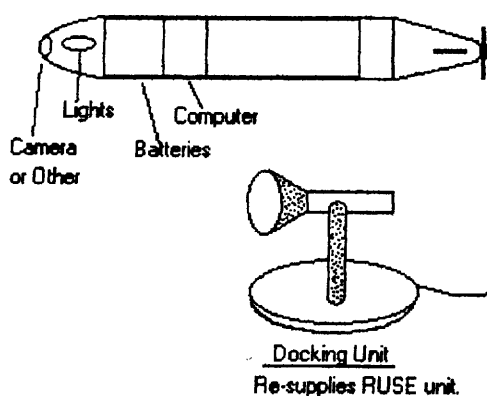
Silver 120-200 grams/ton

Formation: Smokers occur along tectonic boundaries. Magma near the surface heats up water in the sea floor, leading it to absorb minerals and move upward. As the rising water cools, the minerals separate out and build metal-rich chimneys up to 11 meters high.

Ecosystem: These smoking vents also host an unusual ecosystem, which interests scientists. Water leaving the underwater vents can be heated to nearly 600°F. Adapted bacteria convert the heated water's energy and the sulphuric metal mix into new bacteria. Grounded worms, blind crustaceans, giant clams, and fish commonly eat the bacteria.

RUSE

Remote Underwater Sensor Explorer



Secret Salvage: A Multi-System Adventure

An adventure starting in Terran space. Adventurers could start at Terra, Barnard, Agidda, or even Nusku.

Briefing

A group of renegades has delivered the location of a salvageable destroyer from Vilani Imperium space. The ship is sought by Vilani authorities, so they will oppose removing it to Terran space - if they know about the operation.

The adventurers are to verify the ship's location and condition, repair it, and bring it back to Terra.

Ship: The *Khoverop* is a 2000-ton destroyer designed for long-range operations and armed offensively. Its cargo space is larger than usual, which made it attractive a minor faction in Imperium politics. Now it is fleeing Imperium justice.

The ship is holed up in a crevice on a minor planet in the Dushaam system. Some of the crew are present in low berth. A few representatives managed to contact Terran representatives.

Do not ask the crew what they were doing. That discretion is part of the deal for turning over the ship.

Referee: A little mystery here permits shaping subsequent Vilani contacts to meet player interests. (Political, dissident, minor race activists, or just smugglers. Or whatever.)

Travel Out

The planners feel it is desirable to carry as much life support as possible. This would permit fully recharging the destroyer's life support; it may also be very important in providing adequate time for reliable repairs to the *Khoverop's* systems. A cover story is always useful.

The adventurers travel on the old Terran transport *Kolkota*. It is an old ship, which has modified to test a prototype jump-2 drive built entirely by Terrans. This drive is why the ship was selected for this mission. Openly, it is traveling to Nusku to test and demonstrate its capabilities.

The *Kolkota's* cargo of live animals justifies additional life support. The animals are too young to be cold-berthed, and guaranteed to be welcomed by the Vilani. The animals are ... puppies! (Watch Vilani children try to resist their charms!)

Players will expect the usual problems with escaping animals. A further complication is children or Vilani getting into the area to play with them. Here are some others.

Problem: The number of little life forms will require re-programming the ship's anti-hijack program. The

ID collars provided are for a later version of the program; someone may try to adapt them or the software.

Problem: Medical staff will have to diagnose any puppy infections to see if alien germs are mutating into forms that could reverse-infect humans - either Terran or Vilani.

Location Check

After leaving Nusku, the *Kolkota* will jump to the Dushaam system instead of back to Agidda. After refueling, the adventurers will land and verify that the *Khoverop* is there and repairable. If it not, of course, the *Kolkota* is to jump for Terra.

Park the *Kolkota* in the crevice, equally hidden, and operate on ship power instead of solar power. Then, strip the *Kolkota* to provide the parts needed for the *Khoverop's* overdue maintenance. The tricky part will be when you power down the *Kolkota's* power plant and run on batteries until the *Khoverop's* power plant is operating again.

Referee: If the *Khoverop's* crew is revived to help with the repair, much chance exists for intercultural interaction. Flirting, courting, fist-fights, distrust, paranoia, gambling games, etc. Otherwise these activities can enliven the trip to Terra.

Travel Back

Leave the *Kolkota* there, the apparent victim of a hijacking by desperate, oh, pirates? The revived crew aboard the *Khoverop's* will have to pilot back to Terra. The route has to be Agidda, Nusku, and the Terra. Discovery at the last stop permits claims of Terran jurisdiction. Discovery earlier would bring Vilani warships to Terra.

The *Khoverop* could just disappear if not detected before arriving at Terra. If Vilani do sense it, the Terrans can claim it jumped farther rimward. The *Kolkota's* crew would reportedly have been dropped off in return for safe refueling at Saturn and safe passage beyond Terran colonies to rimward.

Referee: Naturally, pursuit by a Vilani ship will be more exciting. My preference is for a ship to arrive in Dushaam, start searching the system, and force the pace of the repairs.

Once the *Khoverop* is moving, the subject of status of the jump fuel gauge becomes critical. If the adventurers have not arranged re-fueling, the the ship will have to perform wilderness re-fueling with untested repairs while being pursued.

The Interstellar Wars

"One major problem of designing any American Civil War game is to find a point in the conflict where stupidity rules and chit drawings do not have to be incorporated and where a situation that has a chance to be a balanced challenge is left for the players." (*Wargamer* 41) That applies to modelling the early Interstellar Wars.

These were first detailed with the board game *Imperium*. Its scale depicts capital ships, divisional invasions, and abstracted colonization. Only forced peaces permit Terra to survive.

Scale of Forces

Building capital ships and enough transports to carry a single division depends on the design rules used. Under *High Guard*, Terra's tech level of 10 does not permit large ships. *TCS* campaign rules do not permit much tonnage. Worse, the number of high population worlds in the single Vilani sector means that a governor could have sent a relatively overwhelming force.

In *Imperium*, an effective early Terran strategy is to place settlements quickly to end wars before the Vilani can win. It is a type of stupidity rule: Vilani commanders could scarcely have cared about relative Terran expansion. The rule permits the Terran player to build transport capacity and win wars with it. By the third war the Terrans may have a large enough economy to support a battle line.

Vilani Forces

The scale of the Vilani *Imperium* permits thoughts of huge forces. The statement that only the forces of one Vilani sector were involved until the 9th War provides perspective.

It does not provide guidance on Vilani emphasis on trade, military building, or industrialization. Did they prefer to produce goods locally or not, so that they could import them from the neighboring Vilani regions.

One major factor is that during the Interstellar Wars, the Vilani had to keep forces back to occupy the Vega polity. The Vegans did change sides later, but it is unclear how much resistance they gave the Vilani occupiers during the Wars.

What United Nations? Which Terra?

Another factor is how the U.N. is treated. After it unifies the militaries, what factor do you use for computing the world's military budget? In the *TCS* rules, it matters whether the world government is a popular dictatorship, a feudal technocracy, or a representative democracy.

The relative emphasis on colonization, industrial upgrading (technology imports), and military build-up are also political decisions that are up to each referee.

Is Terra a cyberpunk dysutopia or an ecologically-sound paradise? A unitary culture, or strongly factionalized?

With neither side subject to a commonly-accepted model, there is no way to build a commonly-accepted course of events. I have settled for developing worlds for referees to use.

Agidda in the 1FW

The Terran settlement was defended before and after the First Interstellar War. Before the war began, it had a self-defense militia headquarters. The Vilani initially ignored it.

In the second year of the war, the Vilani governor finally mobilized a military response to Terran claims of independence on a Vilani world. The campaign used the mobility of Vilani air/rafts to outmaneuver Terran ground vehicles. Unfortunately, General Rallagaz chose to turn back and take North Point after isolating it. The two-week engagement exhausted his small force.

The Terrans realized that Rallagaz had deployed his forces in too many detachments. They reassembled and attacked, only to be defeated in the Battle of Hunchback Ridge. The Vilani still held a technological edge, and the forces so small that the Vilani still had a professional edge. (The Vilani militia and reservists were at home.) The Vilani losses led Rallagaz to withdraw from the island. Consequently, the Terrans claim the campaign a strategic victory.

North Point Military Base: This militia base was established with the colony. It was activated at the start of the First Frontier War, and sustained a brief siege.

North Point Military Base reservation was extended south to Hunchback Ridge. The reservation has been home to military units and, most of the time, to a military academy.

Dragon Lair: The Terrans built this underground redoubt during the 1FW. The site was afterward maintained as a museum, showing the arms and equipment used in the early Interstellar Wars.

Vilani Army Garrison

16th infantry Regiment	1,305
29th Light Infantry batalion	500
1 infantry Guard Company	226
1 Mobile Artillery battery	150
1 Engineer company	200
Military Police - infantry	1,042
Military Police - cavalry	95
Military Police - headquarters	13
Total	<u>3,531</u>

Our destiny exerts its influence over us even when, as yet, we have not learned its nature; It is our future that lays down the law of our today. -- Nietzsche
Sounds like we are characters in a carefully plotted novel

We must love them both--those whose opinions we share and those whose opinions we reject. For both have labored in the search for truth, and both have helped us in the finding of it. --St. Thomas Aquinas

CONTACT: MERCENARIES for TRAVELLER 5

1) Colonel Marzz Jensen

A64B9C Age 43, 5 term army ex-Lt Colonel.
University and army OTC graduate.

Skill List: Language (Vilani)-1, Ship's boat-1, Navigation-1, Computer-4, Physics-1, Leader-2, Tactics-1, Rifle-3, SMG-1, Watercraft-2, Battledress-1, helicopter-3, Knife-4, Carousing-1, Artillery-2

Colonel Jensen is the leader of a mercenary company that is equipped to TL-9 standards. The unit specializes in commando tickets on to TL-5-8 planets. The unit has a variety of helicopter and fast watercraft assets which the Colonel prefers to grav vehicles because of the relative ease of maintenance on low tech worlds. When not engaged on a ticket, Colonel Jensen can usually be found in large starports looking for recruits and equipment. He will usually react negatively about candidates who are over enthusiastic about cutting edge tech. Rather he looks for men with professional dispositions.

2) Marquis Milos Humbaru

86AB5D Age 32, 3 term Navy sub-lieutenant.
Member of Traveller's Aid

Skill List: Mechanics-1, Brawling-1, Navigation-1, Ship Tactics-2, Cryptology-1, Recruiting-1, Fencing-2, Ship's Guns-2, Instruction-1, Liason-1, Medic-2

As a boy Milos' favorite expression was "have the tutor beaten." He is a spoiled son of a noble house who hated everything to do with learning and education. He was forced by circumstance into the navy where his natural intelligence raised him into the officer corps. He was too self-important to take orders

for too long and left the service. Now he has joined a mercenary outfit as a special aide to the commander. One of his chief duties are as unit recruiter and intelligence officer. He likes the ability to work outside of a rigid structure and has been very effective in gathering new soldiers and leading teams in clandestine missions. His chief weaknesses are his hatred for formal learning and his quick temper.

3) Sergeant Griswald

989766 Age 30, 2 terms Marine sergeant.

Skill List: Cutlass-1, Rifle-3, Tactics-3, Brawling-1, Environ Cbt-1, Leader-1

Griswald constantly switches from mercenary unit to unit. He is a very talented soldier and is trained to do very little else. However, he is constantly finding himself in leadership positions, almost always by accident, when less talented hire-ups get themselves killed. Whenever this occurs he begins to get very uncomfortable and attempts to leave the unit as soon as legally possible.

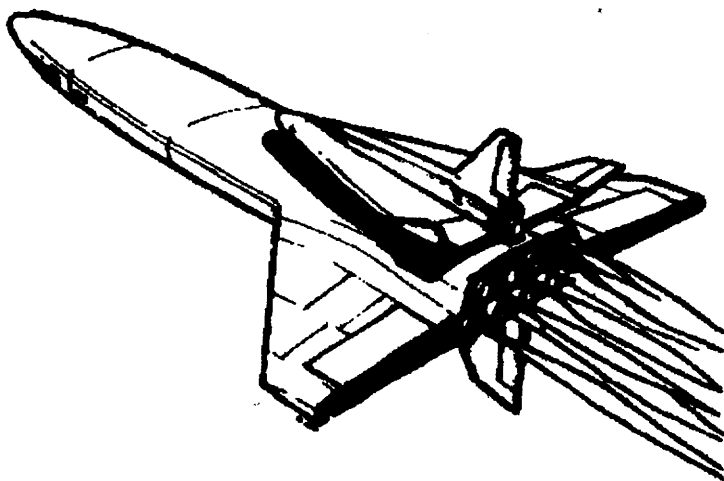
44) "Later" Urudush.

887766 Age 25, 2 terms Army corporal

Skill List: Rifle-1, Carousing-2, Admin-2, Streetwise-2, Brawling-1

Urudush has been repeatedly fired from mercenary units across local space. He at first appears to be a good guy to hit the town with and competent military clerk. As soon as he gets comfortable, however, he suddenly does no work. Everything will be done "later"; thus his nickname.

By David L. Nelson



Contraband Lists

After drugs and arms, wild animals are the third largest contraband trade in the world. Illegal trading is driven by a desire to put an unusual animal in a private zoo or in food. Of the animals shipped illegally, 80-90% die in transit. Drugs and confinement are the culprits. Survivors arrive undomesticated, and are often abandoned.

The most commonly illegal import items (often counterfeit):

1. Movies	29%
2. Computers & parts	17%
3. Clothing	9%
4. Toys and video games	6%
5. Fans	5%
6. Watches and parts	4%
7. Power chargers, adapters	3%
8. Perfumes and make-up	3%
9. Hats and clothing accessories	2%

Koskuisko Layout

This is a huge ship, in which it was easy for the crew to get lost outside their usual work areas. It may be used just to convince PCs their ship is small. Deep Space Repair (DSR) vessels have a primary role of repairing adventuring ships for free; ask any broken-down merchant explorer.

The five arms extending from the central core were named T1 through T5. For scale, the covers at the ends of T3 and T4 protect internal "Main Repair Bays" large enough to hold an escort destroyer. Each arm has 17 decks, numbered out from the hub.

Passenger dock (arrival and departures) is located at the base of T4. Cargo can be received by any arm (and any deck on T3 and T4), but the passenger dock is a good place to start any arriving PCs.

T3 and T4 are repair arms. Their exteriors are solid, but internally they are split into port and starboard wings by a Main Repair Bay. There are cross-connects at decks 1-3 and a walkway on decks 16 and 17. The oblong shaded areas are engine test beds, which can also dock smaller ships.

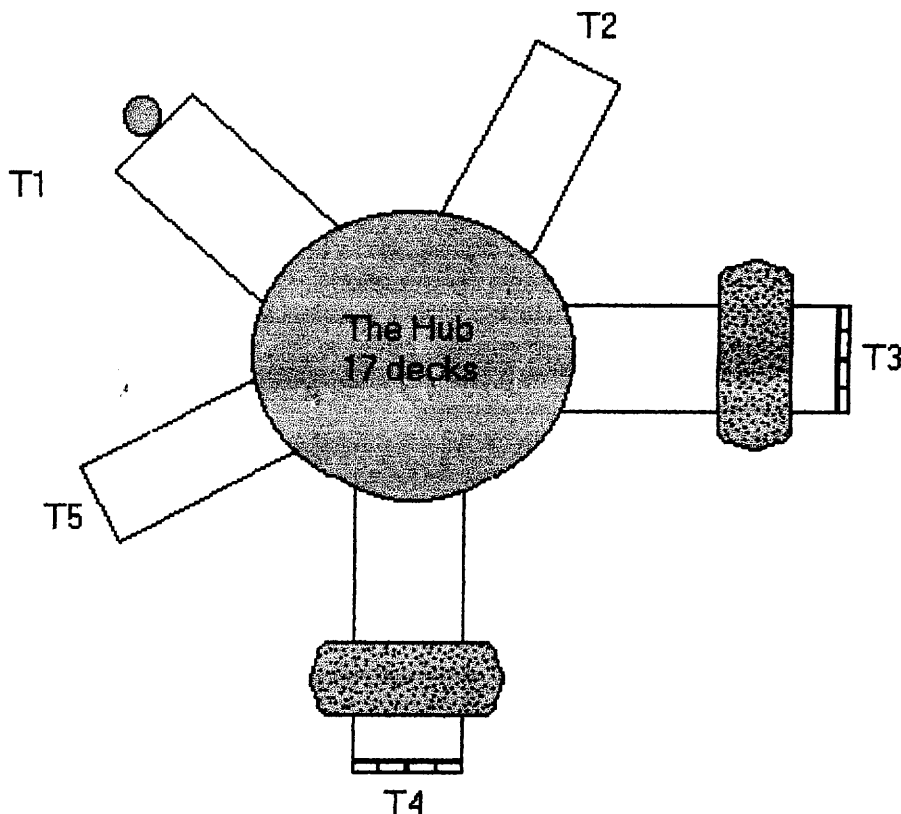
The T5 arm's primary use is as the site of the ship's medical wing.

The T1 arm houses the offices of the ship's commanders. The ship and the 'embarked' Repair Wings have commanders, which leads to some high-level discussions. The ship's bridge is on deck 17, the deck farthest from the hub. The tank at the end of the arm was a late addition, and its purpose has not been publically explained. Therefore, naval personnel do not ask further about its nature.

Most of T1 is taken up by specialized workshops for fabricating crystal-iron pieces to order. They are not near T3 or T4. It was more important to have these workshops far from the jarring of arriving and departing craft and engine tests.

The T2 arm is housing and recreation areas. There are gardens on the highest deck, for environmental control as well as recreation.

D.S.R. Koskuisko *Once a Hero*



GenCon Report

There was little of interest for TRAVELLERS at this GenCon.

Straight TRAVELLER

Marc had hoped to have a new edition out. The only new TRAVELLER products I saw were a few copies of *101 Religions* and *101 Governments* imported from Britain.

There was no seminar. Marc Miller was there, at the Jolly Roger booth, but I missed him. The man at the booth had been at Marc's talk at Origins, and said that Marc intended to self-publish *TRAVELLER 5*. Marc would not continue MARC MILLER'S TRAVELLER. He would instead return to the classic TRAVELLER rules.

2300AD

2300AD was discussed at Origins. Marc clarified on the HIWG-TWg list that what was said was: If anyone wanted to do anything with 2300AD, contact Marc. Tantalus has the rights, but they refer inquiries to Marc.

Other SF

A city-mapping supplement is out for *Campaign Cartographer II*. It does not work with the first version. It includes building symbols for SF settings as well as medieval and modern construction. This popped up a symbol catalog set that looked just like starship map elements from TRAVELLER.

Book Reviews

This issue, I review a trilogy and a book by Elizabeth Moon. They are well-written and set in an interesting stellar neighborhood.

This universe is the only believable use of equestrian skill I have read in a SF novel - or series that does not require crashing on a backward planet. The nobility keeps its horses on agricultural worlds. There are a series of events that occur on certain world's according to the world's climate and year. These create a circuit which the rich and idle nobles travel.

The societies are dealing with the consequences of having recently discovered a re-usable rejuvenation treatment. It is a recurring facet which affects a number of people's long-term decisions. If father is not going to die, possibly ever, then why should I wait here to inherit? Will the establishment become fatally risk-averse?

The solid Familias Regnant polity is the playing field. It's near neighbors include the Mafia-like Benignity of the Compassionate Hand, the lower tech Blood Horde raiders, and the higher tech Guerni Republic. Not a bad mix for a role-playing setting.

• *Hunting Party*

Spaceship captain Heris Serrano was maneuvered into resigning by an admiral. A space crew placement agency finds her a job piloting a rich woman's yacht. The patron, an middle-aged Olympic rider, likes her captain, and insists that her friend learn enough riding to pass in society. Having dealt with a number of problems and gotten things going the way they want them to go, the protagonists find out what is going on at a remote camp. And they have to stop it.

• *Sporting Chance*

Court intrigue strikes at Heris's patron. Continuing characters strike off in several directions to deal with pieces of the plot. It climaxes at a convocation of nobles to judge the king's fitness and other issues.

• *Winning Colors*

Serrano and ship are at a frontier world to let her patron look over horse lines. (The patron plans to pay off some debts.) Unfortunately, the world expects recent Blood Horde raids to continue, and recruits Heris to advise them. Then things get interesting.

• *Once a Hero*

If you plan to read only one book, this one is the best single book in Moon's universe. If you read it in order, it is the fourth book.

A minor character from *Winning Colors* gets her own book. Some references to events in *Winning Colors* are

dissected during a Board of Inquiry.

Following the Board, Ensign Esmay visits home, makes a disturbing discovery about her youth, and travels to an obscure assignment on a mobile repair ship. (Take the hero junior officer, and send her someplace to learn the trade where her reputation won't get her or a ship in trouble.) The big problem is that the Blood Horde pirates have a plan to attack that ship. Other problems happen along the way.

The biggest failing of this book is problems which seem to arise or go away too easily, because of where the plot was supposed to go. I was especially irked by the lack of picture or schematic of the D.S.R. *Kosciusko*: the lack complicated following events.

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.)

To submit material, please send it to: Clayton R. Bush; PO Box 895; Limon, CO 80828. or ClayRBush@AOL.COM. All materials are copyrighted by **author**, and printed for discussion by per- mission. (N.B. Copyright law protects words, not ideas.)

Acknowledgements

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HIWG Connection

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