



# *Into The Deep*

*Issue One*

*A Fanzine For Classic Traveller: Set in Reavers Deep*



# *Into The Deep*

*Issue One - January 2010*

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# LETTER FROM THE EDITOR

Welcome Citizens!

This is the first issue of INTO THE DEEP, a free PDF based fanzine dedicated to the Traveller Role Playing Game (RPG) sector of space called Reavers' Deep. Each issue endeavours to develop some aspect of the Reavers' Deep sector, its citizens, the worlds they inhabit and the adventures awaiting them. Hence the title!

Now about the contents of the fanzine and some of the articles you can expect to find inside.

The Travellers Guides will detail a world within the Deep, much more than a library entry or pilot's guide would. The Ship's Locker will detail tools and gadgets that can be found in use by adventurers of the Deep. Construction Yard is where you will find the details of a ship or vehicle that operates in the Deep. Who are you? will detail a patron or other unusual character your adventurers can interact with. An adventure will be set on the world detailed in the Travellers Guide in each issue, as well as some critter in the Bestiary article. The Business As Usual articles will describe one or more corporations, companies or organisations that operates in the Deep. Contact! will detail an alien race that inhabits the Reavers' Deep region of space. I will also have a featured article, the usual library data and news feeds hot off the Imperial nets. My goal will be to release an issue of INTO THE DEEP each quarter to six months, with twenty or more pages of content, although this really depends on my creative juices and any submissions I might get. On the topic of content and submissions INTO THE DEEP will support Classic Traveller and possibly the GURPS Traveller game systems, as they are the two that I have. Submissions can be for other Traveller systems but they must be either set in the Reavers' Deep sector or be generic enough to work on a world in that sector. Article submissions can be up to six pages in length, though I reserve the right for creative editing, in RTF, TXT or ODT formats and should be checked for grammar if possible. I use Australian spelling in my articles but at least you don't have to put up with my accent. If you have graphics, which would be great as I am no artist, please include them separately as that makes it easier to put into my desktop publishing software. I will accept Word documents but only in older formats, no 2007 files please as I cannot read them!

Most of my articles will be set in the Official Traveller Universe (OTU) and will be in line with existing canon, although I will happily accept non-canon and other Traveller universes (MTU) as well. Just remember that the goal of this fanzine is to develop the Reavers' Deep sector. If you are thinking about submitting an article then I would recommend looking at the ads within the fanzine as I will be targeting them at topics that I hope to cover in the next issue or two.

This fanzine is to be a non-profit endeavour, written totally for the love of the game. It is hoped that someone, somewhere will find the content within these pages useful in inspiring a great adventure with a group of friends, and if not then just have a good read. I am happy to receive feedback, especially if an article of mine contradicts canon, but please remember I am doing this in my own time so I may or may not get time to respond to all correspondence.

Finally I would like to thank my 'Crew', the regular players of my Reavers' Deep PbEM group - Bonni, David, Gabe, Matt, Pat, Rat and last but by no means least Sue. A lot of the concepts and ideas in this fanzine have been tested by the Crew and I can't thank them enough for the hours of entertainment that they continue to provide.

Anyway, please enjoy this first issue. You never know what you will discover in the Deep!

Brett Kruger  
Editor of INTO THE DEEP  
reaversdeep@yahoo.com.au

# TRAVELLERS GUIDE

## Roye

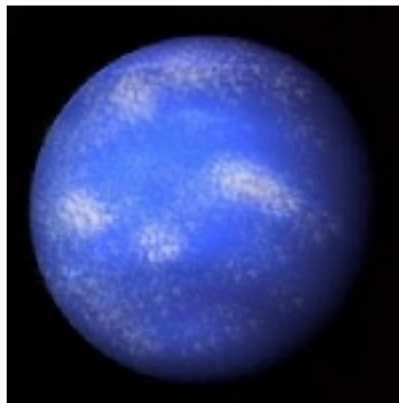
By Brett Kruger

### System Data:

Roye (2511 C79A458-A) is found in the Nightrim subsector of Reavers' Deep. The primary star is called Orpheus and has a spectral classification of M3V. The Roye planetary system has seven major bodies with the only permanently inhabited world being Roye. There are two gas giants and no planetoid belts in the system.

### Orbital Dispersion Table:

- 0 - Roye
- I - Orpheus I
- II - Large Gas Giant
- III - Orpheus III
- IV - Orpheus IV
- V - Small Gas Giant
- VI - Orpheus VI



### Planetary Data:

Roye itself has three satellites, Dia, Gaz and Trice. Roye's Diameter is 11,258 kilometres and it has an atmospheric composition of a dense oxygen-nitrogen mix, with a higher than normal oxygen content. The air is breathable, but a filter is recommended for long exposure.

Hydrographic percentage is 100% liquid water. The population of 22,540 is mixed Vilani/Solomani stock. The trade classifications of Roye are low population and water world.

The government is based on a feudal technocracy with a law level of 8. Current technology levels on Roye have been graded by the ISS at ten.

### Early History:

Most of the population lives in the single under water city called Royeston, with a few others living in the orbital high port or in family run submarine businesses. The city itself is anchored to an underwater shelf near the planet's equator in approximately 300 meters of water. The city was founded by the Reaver King Orpheus Reginald Roye as a forward base of operations for the other worlds under his control. These other worlds included the systems of Oloma, Opitan and Casare. The kingdom survived for three generations until the Great Grandson of Orpheus Roye, Chetnum Roye, lead a revolt against his older brother Dargus. The revolt ended in a series of pitched battles that resulted in the deaths of all the royal family as well as most of their military commanders. The ensuing chaos meant most of the communities had to fend for

themselves as various parties staked a claim to some part of the kingdom.

Through the isolation that followed the inhabitants of Roye managed to keep their technology working, except for jump drive technology. They salvaged any starships they could find in the system and put them to use mining the resources they needed from the sea bed. Fuel for the city's fusion reactors was not a problem as it was drawn directly from the ocean. For centuries the people of Roye survived in their underwater city, only venturing forth to mine rare minerals they needed from the other planets in the system. In 107 when Imperial scouts contacted the people of Roye they welcomed the exchange of trade. Over the next couple of hundred years they dragged themselves back into the interstellar community, recovering jump drive



technology. Roye began trade again with her close stellar neighbours in 860. In 902 Oloma and Opitan purchased jump capable starships from the Principality of Caledon. No one foresaw what would happen next.

In 903 Prince Janin Kresh of Oloma declared himself the blood descendant of King Roye.

He then announced his intention to bring back together the worlds of the Reaver King Roye, starting with the worlds of Opitan and Roye.

Opitan responded by arming its few ships, jumping to Oloma and bombing its cities from orbit. Oloma responded in kind. The war that followed devastated both worlds while Roye repelled any ships that came to its system. To this day the inhabitants of Roye strongly guard their independence and are always ready to defend what is theirs.

## Modern History:

Little has changed on Roye in the last 100 years. A major blood feud between submarine families broke out in late 1070 over rights to fishing grounds. The feud lasted five years and ended in a fight at sea which resulted in the deaths of 15 family members. The deaths forced the Council of Eight to step in and settle the dispute. Trade missions from the Imperium were and still are spasmodic and in 1098 the Council of Eight purchased a Far Trader and began exporting goods to nearby Imperial worlds. In recent years small amounts of pirate activity have occurred at Roye, due in part to this increasing trade activity and the lack of Imperial presence.

## Geography:

Roye is a water world in close proximity with its star, making the oceans of the world a constant swirl of huge, violent storms. Nothing lives above the waves, but a diverse and thriving ecology lives below the surface. The continental shelves vary in depth from 50 meters to 350 meters while the deepest of the underwater trenches is measured at 5037 meters. Typical ocean depths range in between 1000 and 3000 meters. All of the nutrients in the oceans originate from underwater volcanic vents that are found along the bottoms of the deeper trenches.

## Ecology:

The underwater flora and fauna of Roye is quite diverse. Coral reefs exist on the shallow shelves which provide homes for hundreds of species of fish. On the edge of the shelves many varieties of sea grasses grow. These grasses range in size from the small 80 meter long Izzard Grass to the deep sea kelp which has been measured in lengths of up to 1200 meters long. One particular sea grass, Bissillef Leaf, is regularly exported due to it being an excellent, high protein food source.

The larger species of fish and ocean predators call the sea grass home. The most common predator is the snipe shark which spits bony teeth to kill its prey. Other predators include the kestal, a vaguely squid shaped creature and the Seratis Jellyfish. The deep oceans have few species, although the creatures that do call them home are large in numbers. The ocean floors have a few varieties of crustations and there are large amounts of plankton in the deep oceans. This plankton feeds the huge schools of Silver Sits, the primary catch of the submarine families.

Typical Silver Sit schools can have millions of individual fish in them. The Silver Sits are also the primary food source of the giant, but rare, Klissirew whales. These monsters can grow to 100 meters long, and are always avoided by the submarine families. While not usually aggressive the male Klissirew whales will attack anything larger than a fish during the mating season.

## Society:

Life on Roye revolves around the oceans that surround the city. Farming consists of harvesting the underwater flora or fishing. All tools, electronics and machines required for survival are manufactured within the city.

Monetary transactions are made using the local currency, the Zek, with the economy tightly controlled by the Banking Guild.

Membership in most Guilds is based on skills and merit, except for the Fishing Guild which are family-run enterprises. Law enforcement is controlled by the Justice Guild and enforced by the Justice Keepers, a combination police, security and military group. With such a small population punishment for any crime is usually quite harsh and will often require some form of compensation.



There is no corporal punishment even for high crimes, including piracy, only a life sentence in the mines on the outer planets. It is suspected by Imperial Officials that some visiting traders may have been imprisoned and given the maximum sentence to boost production in the mines, although this has yet to be proven and the Justice Guild rarely opens up its records to outsiders. Few people leave Roye and, given the low numbers of visiting traders and merchants, even fewer people move to Roye. Tourists are few and far between and are generally Zoologists seeking to document and study the exotic water life.

## Government:

The government is based on a feudal technocracy with the ruling council of eight being represented by each of the largest or most powerful guilds. These Guilds are the Banking Guild, the Starship Guild, the Security Guild, the Engineering Guild, the Mining Guild, the Fishers Guild, the Services Guild and the Justice Guild. Guild membership on the Council does change from time to time, depending on the current size and relative power of the Guild. The Roye Dictats of Law govern how and when a Guild can enter or leave the Council of Eight.

All laws and issues of government are set by the Council and must be passed by six of the eight Council members.

Law levels within the city and the single high port are strict, with short blades the only weapons allowed, and they must be displayed at all times. Outside of the city and high port the law is virtually non-existent, with citizens allowed to use whatever means they deem necessary to protect themselves.

## Military:

Current membership of the Justice Keepers is 1100. The Justice Keepers are responsible for day to day law and order within Royeston and the High Port. As such they are the only citizens allowed to carry non-blade weapons in these areas. Most Justice Keepers carry some form of stun weapon, either a taser, stun gun or occasionally a neuro-whip, and they are generally quick to resort to their use.

The Justice Keepers charged with planetary

defence generally carry ACRs or laser rifles.

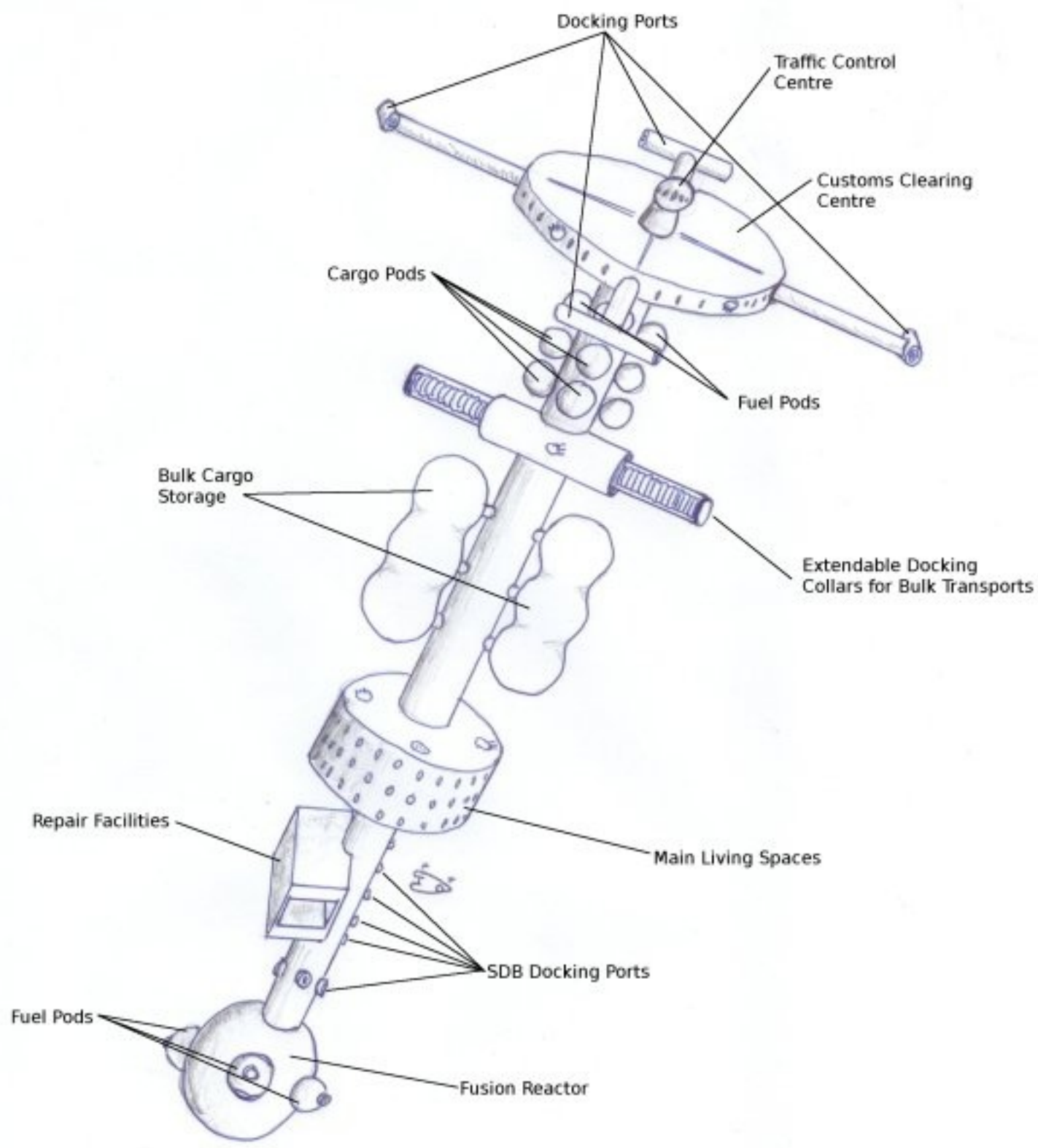
They are also in charge of the small fleet of system defence boats, which consist of four 100 dTon vessels and two 200 dTon jump 1 capable vessels. The smaller boats are used for planetary defence while the larger two are generally on patrol around the outer planets where the prison mines are. Command structures within the Justice Guild are quite flexible, with teams of troops being assigned where needed. Each area is controlled by one or more Lead Judge, with all Lead Judges reporting to the High Judge. The High Judge is the current leader of the Justice Guild and has a seat on the Council of Eight.

## Trade:

The Roye government owns a single Far Trader that was purchased from the surplus supply of a bankrupted subsector company that operated out of Caledon. Originally the Far Trader was operated by the Shipyard Guild, who are responsible for maintaining all of Roye's starships and spaceships. However once the Far Trader was completely paid off to the Banking Guild a new Guild, the Trade Guild, was created to manage and run the Far Trader operations. Some Imperial and Caledon free traders occasionally visit Roye and there is a trade agreement in place with Helicon Shipping for bulk transportation of Bissillef Leaf but beyond that there is little regular trade.

All trade in the Roye system is conducted through the Roye High Port. The port itself is not very large, with docking ports for a maximum of 10 ships. It has a repair bay to cater for ships up to 2000 tons. The main promenade of the high port has an eatery, small hotel and bar, a broker, a customs office, a market place and a transfer office for booking transfers and visas for planetside trips. There is also a green space for visitors to relax in, with the only non-water plants in the system. The local broker will exchange Imperial credits to local currency at the rate of two Imp Creds per local Zek. This exchange rate is fixed and the brokers will not vary it.

# Roye High Port



# WORLD MAP GRID

This geodesic map grid divides the spherical surface of any globe into twenty triangles, each of which is further divided into hexagons. Note terrain identities and other planetographic features of the world in these hexagons.

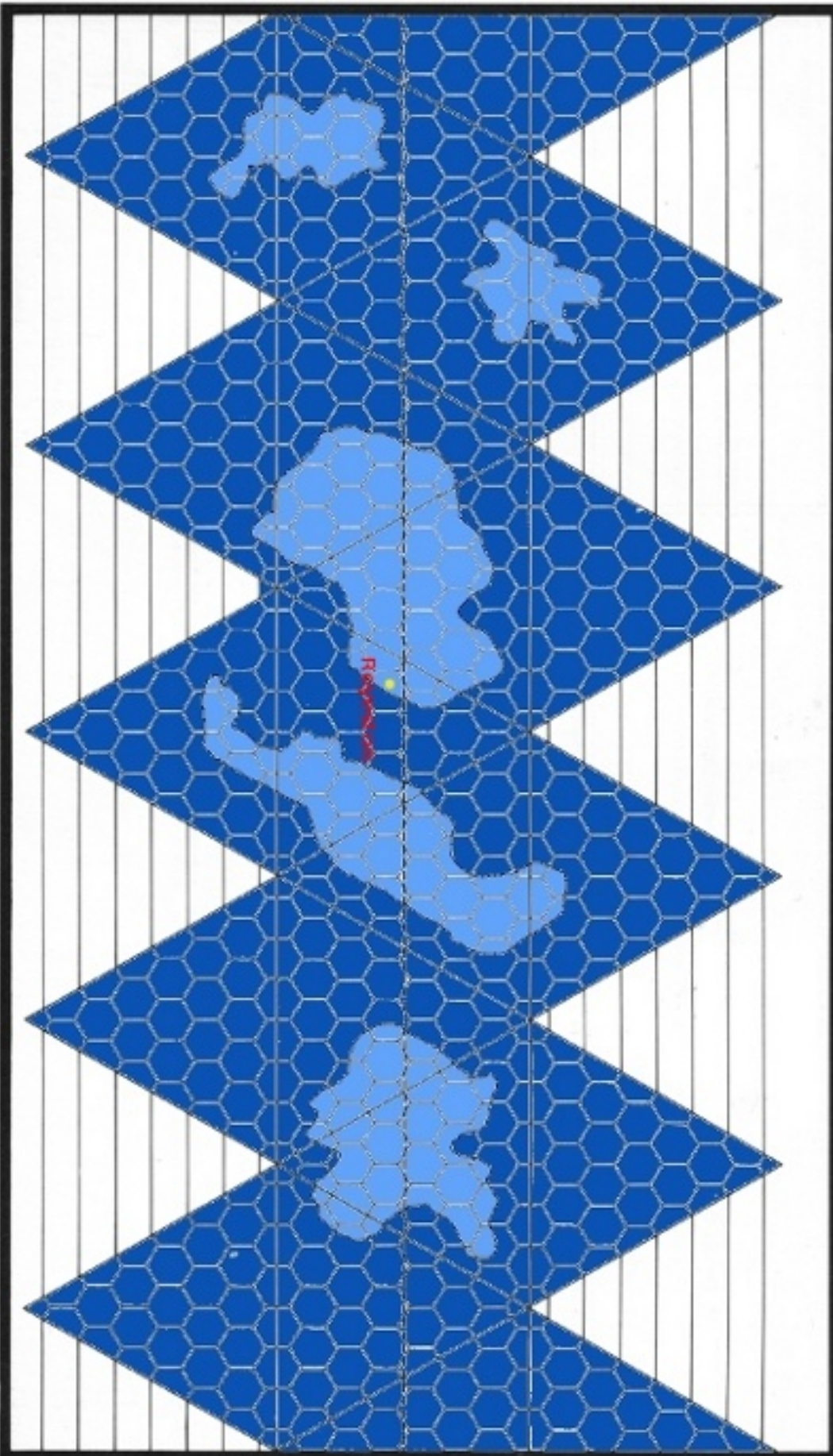
1. Date of Preparation  
225-1109

2. World Name (and Upp)  
ROYE

C 7 9 A 4 5 8 A

3. Hexagon Scale In Kilometers

1010.514



Continental Shelf



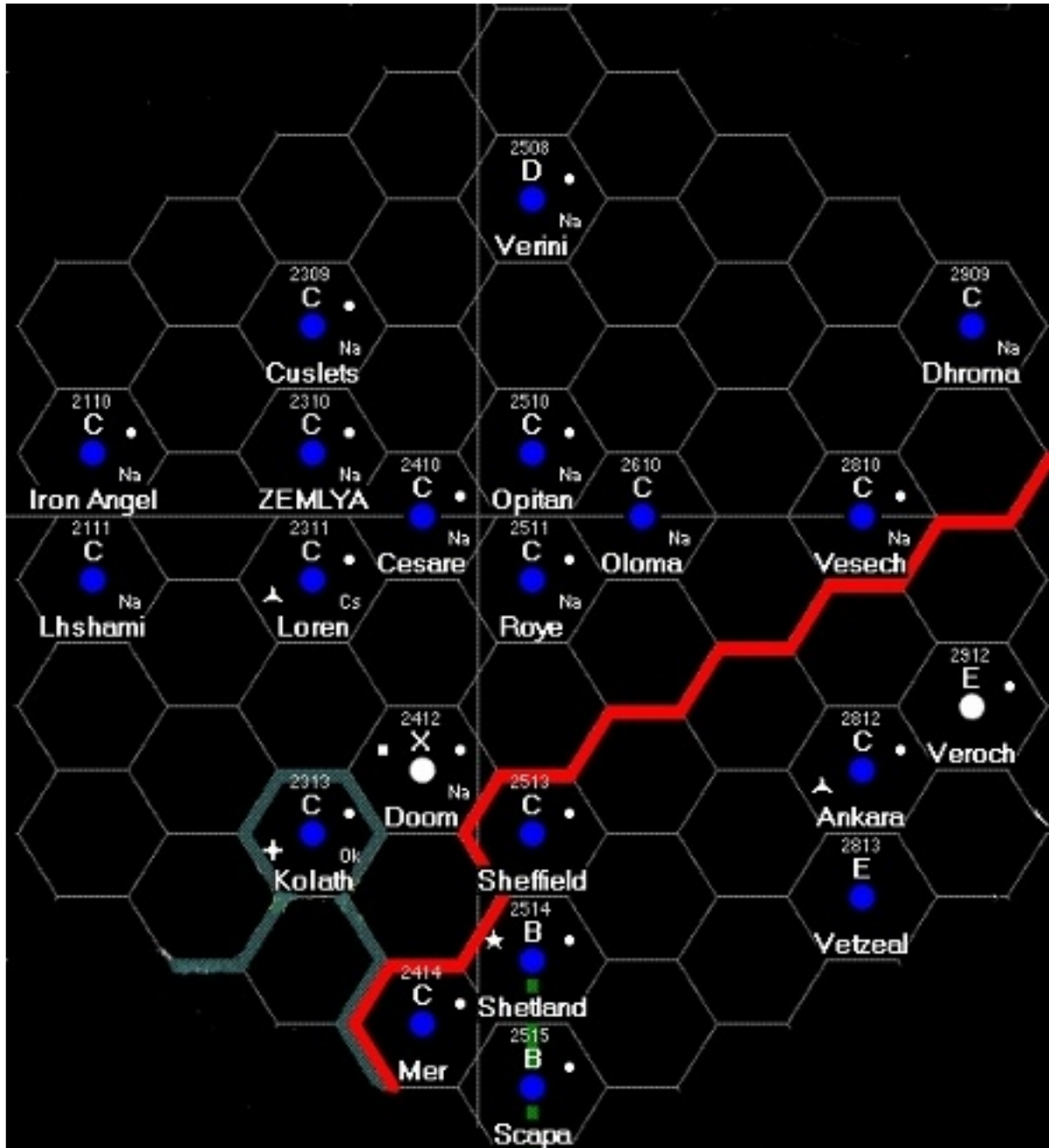
Deep Ocean



## JUMP 4 STAR CHART

All worlds within jump 4 of Roze.

Image supplied by TravellerMap.com



Roye Council of Eight Emblem



### Mendels Mega Mart

Are you travelling in the Deep?

Then get all the equipment you need at Mendels Mega Mart.

Stores located at most Imperial Starports across Reavers' Deep and Daibe Sector and any Class A starport with a large population in non-Imperial space.

# SHIPS LOCKER

## Eliminol *By Brett Kruger*

A Chemical Masking Agent

Manufacturer: Therisys, Kaagin/Nightrim  
 Tech Level: 10  
 Weight: 250ML spray can  
 Diameter: 5cm  
 Height: 12cm  
 Price: 100CR



Eliminol is a chemical masking agent designed to eliminate biological matter. It will break down living matter into its base components and as a side effect of this process causes the residue to be undetectable to conventional means of discovery until above technology level 12. Eliminol will also break down DNA and all cell structures however it is slow acting, generally taking 24 hours for the process to complete. Sold in a spray pack Eliminol was created to help crime scene clean-up crews sanitise sites, however its masking properties have not escaped the notice of criminal elements, often driving up the price tenfold on the black market of lower tech worlds. Eliminol can only be transported within the Imperium by registered biohazard transport companies. Eliminol is difficult to manufacture as a key ingredient is an enzyme extracted from a deep sea algae on Kaagin (Reavers' Deep 2516). Therisys has been granted sole rights to harvesting the algae for 30 years by the Regent of Kaagin.

### Zemlya Trade Commission Notice:

**Are you looking for new trade opportunities in the Riftrim Subsector?**

**Zemlya trade companies are now looking for partners to exploit new markets opening up on the edge of the Rift.**

**Do you have what it takes to turn a profit?**



With a population of just over 4 billion, Zemlya has the largest population in the Riftrim subsector of Reavers' Deep, and is only jump four from Imperial space.

A pleasant climate and large population hungry for resources and goods Zemlya is the idea destination for your next trade trip.

**Make Zemlya your next destination!**



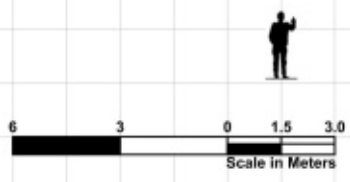
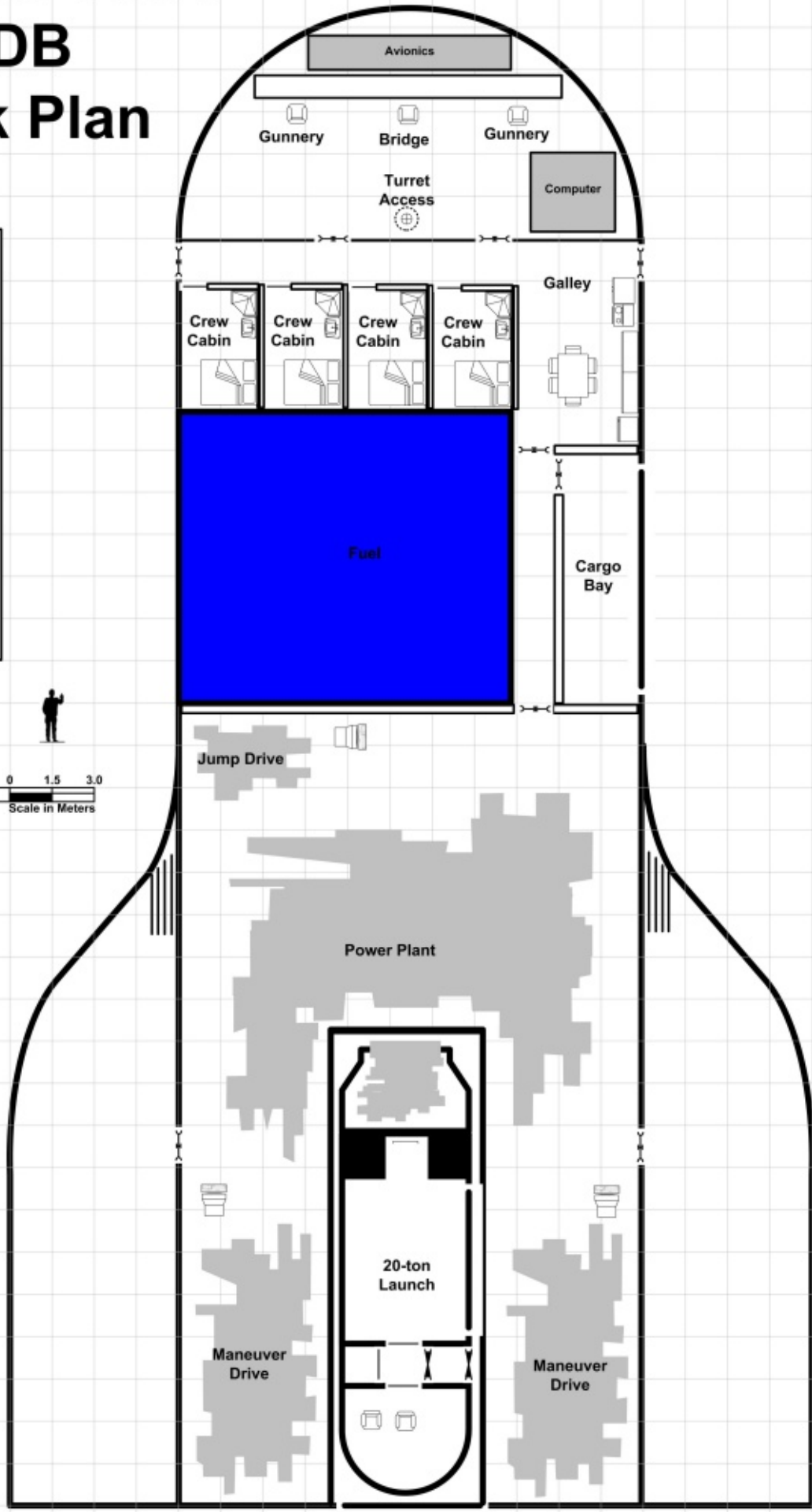


# Reginald Class SDB Deck Plan

**Deck Plan Key**

- Interior Wall
- - - Sliding Door
- Bulkhead
- Access Panel
- ⊠ Ramp or Lift

	Automatic Hatch		Manual Hatch
	Wall		Floor
	Ceiling		Both



## WHO ARE YOU?

### Darius Chirnevenk

*By Brett Kruger*

**Patron Type:** Trade Broker

**Necessary Skills:** Appropriate spacefaring skills

**Necessary Equipment:** Free Trader or similar ship

**Locale:** System high port, Class C or better with a planetoid belt



#### Player Information:

While on the hunt for some high value speculative trade goods the crew members will encounter a broker by the name of Darius Chirnevenk. Chirnevenk is looking to move some high value equipment to a mining site on one of the system's outer planets. The next supply run is not due to head out for another four days however Chirnevenk explains that a shuttle arrived yesterday with a message requesting the equipment urgently. The mining operations have stopped and until the new equipment arrives the corporation will be losing half a million credits a day. A shuttle is too small to take the equipment and the supply ship cannot be ready for three days. Chirnevenk's only hope of retaining his commission is to broker a deal with a free trader to take the goods out to the mine.

Once the characters accept the job Chirnevenk will be keen to get equipment on board the ship and the characters under way.

#### Referee Information:

If the characters check into Chirnevenk's background they will find that he has been dealing with the mining corporation for some time. All paperwork will be in order however they may discover that the mining corporation has recently purchased a patrol ship to protect the mine from recent raids.

1. All is as presented above. The trip will be uneventful and the characters will be paid on final delivery.
2. The equipment is faulty and the mine will not accept the delivery. If the characters protest they will be escorted from the belt by the patrol ship. Events will be at the discretion of the Referee.
3. The raiders are trying to drive the mining corporation out of the belt. They will attack the character's ship as soon as they detect it approaching the belt. The actual encounter is an exercise for the creative Referee.
4. As number three, except that Chirnevenk has been bribed by the Megacorporation behind the raids and Chirnevenk has informed the raiders of the character's travel route. The actual encounter with the raiders is an exercise for the creative Referee.
5. As number two, however parts from the faulty equipment can be used to fix the local equipment. Chirnevenk will not pay the final payment when the characters return with an empty hold.
6. The shipping containers loaded on the character's ship are empty. Chirnevenk has sold the multi-million dollar equipment and skipped the planet. The actual encounter at the mine is an exercise for the creative Referee.

# FEATURED ADVENTURE

## Hidden Gems

By Brett Kruger

This adventure requires a party of five to eight player characters with or without their own ship.

### Player's Information

#### The Situation

While visiting Roye the party is approached by a Captain Marcus Garibaldi, the Head of Security at Roye High Port. He is wanting to engage the party as a possible search and rescue mission. A Roye transport ship that was inbound from one of the outer planets with a load of ore has gone missing. Station sensors last had the ship on a sling shot vector inbound around Roye's third moon.

Captain Garibaldi is offering the party between 10,000Cr and 50,000Cr to locate the freighter and bring it back to the high port.

The payment amount will be based on how much work is required to return the freighter.

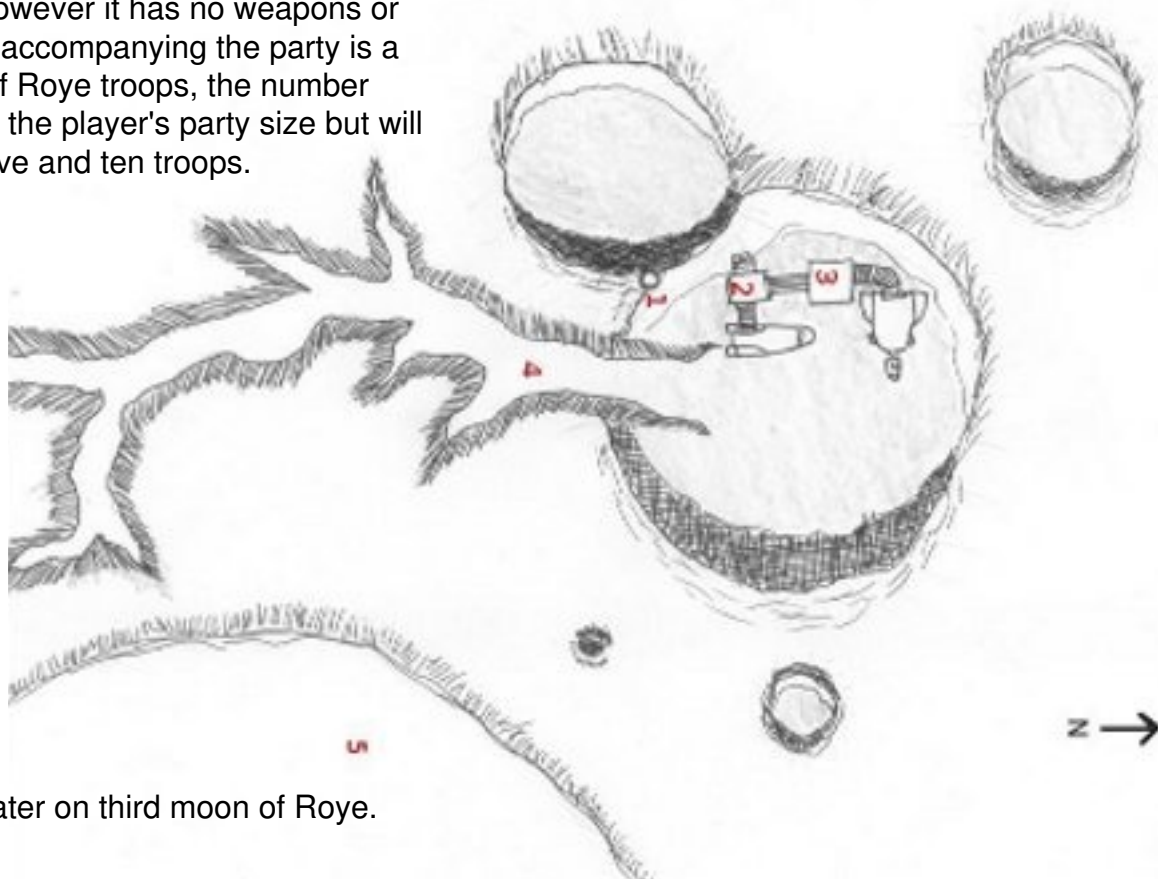
The party can choose to use their own ship to begin the investigation or if they don't have their own ship they can pilot one of the local Roye shuttles. The Roye shuttle has the same deck layout as the Roye 100 dTon SDB on page 11 however it has no weapons or armour. Also accompanying the party is a detachment of Roye troops, the number depending on the player's party size but will be between five and ten troops.

All Roye troops are armed with laser rifles, SMGs and daggers/blades. They are wearing reflex lined mesh body armour and have vacc suits available. One of Roye's 200 dTon System Defence Boats is due to arrive back from its patrol in six hours and will follow the party out.

#### The Moon Base

The detected energy signature leads the party to two ships hidden in a crater on the moon's surface. Items 2 and 3 on the map appear to be airlocks connecting the ships to the side of the crater. Item 1 is a smooth grey dome, the only thing giving it away is the dull glow of interior lighting. Item 4 is a deep ravine leading off south of the crater. Item 5 is a tall bluff that overlooks the crater. The far side of this bluff cannot be seen from the crater.

There appears to be only three ways into the moon base, either through one of the two ships, or via what looks like a large airlock



Base in crater on third moon of Roye.



just to the south of the ships in the ravine wall.

The base itself appears to be a mix of old and new structures. The airlocks connecting the ships to the airlock in the crater wall are all of new construction while the interior of the base appears much older. The walls dividing the mess hall and barracks, as well as the main hall and storage area are also much newer than the surrounding walls. Within the secure storage area is a fusion reactor powering the base. This is an older model, but not as old as the base itself. This is also evident by the rough wiring connections between the fusion reactor and the base electrical systems, as well as the lighting being out in places.

However the party enters the base the pirates will attempt to repel them, either on board the ships or in the base proper.

## Referee's Information

Roye troops should be relatively green soldiers, aged between 22 and 34, having three to four skills each. They should have one laser or gun skill, one blade skill and one or two other skills. There will be one NCO for every four troopers.

If the party chooses to search around the third moon they will initially find nothing. If they search the moon they will detect a faint energy signature coming from a crater on the moon's surface. If the party chooses to do a low sweep of the moon they will be detected by the Corsair which will lift off and pursue the party. They may or may not catch the shuttle by the time the Roye SDB arrives. If the party chooses to scan the energy signature and then land some distance from the crater to investigate there is only one chance in six that they will be detected. There are 10 crew in the Corsair and 4 + 1D6 thugs in the base proper. They will have cloth armour and either a shotgun or SMG. If the party communicate their find back to the Roye authorities they will be offered 150,000Cr to capture the Corsair and its crew, either dead or alive.

Item 1, the smooth grey dome is in fact a lookout tower. There is a 50% chance the tower will be manned, but only two chances in six that the pirates in the tower will actually be looking out. The rest of the pirates will either be on the ships, in the mess hall, barracks or

main hall. The pirate leader will most likely be in either room 1 or 2. Rooms 4 and 5 will most likely be empty after the initial looting of the base and room 3 is the prison. Room 3 is where the crew of the freighter is being held.

The base itself is very old, with the pirates only being new arrivals who are taking advantage of the base one of their scouts found. The base was originally constructed as the initial forward base before construction began on the main base on Roye itself. The base was used on and off for several decades until the revolt broke up the Reaver Kingdom and Roye was left to defend itself. To conserve resources the population of Roye abandoned the base and it was lost in time.

The pirates are currently stripping the freighter of all useful items, with the intent of disabling the ship and pointing it and the crew in the direction of deep space once they finish.

If the party liberates the freighter without its crew the pirates will abandon the base with all their goods, plus the fusion reactor, leaving the freighter crew to the vacuum of space. The pirates will continue to fight the party until they detect the incoming SDB, at which point as many of them as possible will attempt to escape in the corsair.

There is a mixed bag of loot in the storage area, mining equipment, some precious ores, weapons and ammo, as well as supplies of foodstuffs. Although the main goal of the party is the rescue of the freighter and its crew, it is not the biggest prize to be found on the base.

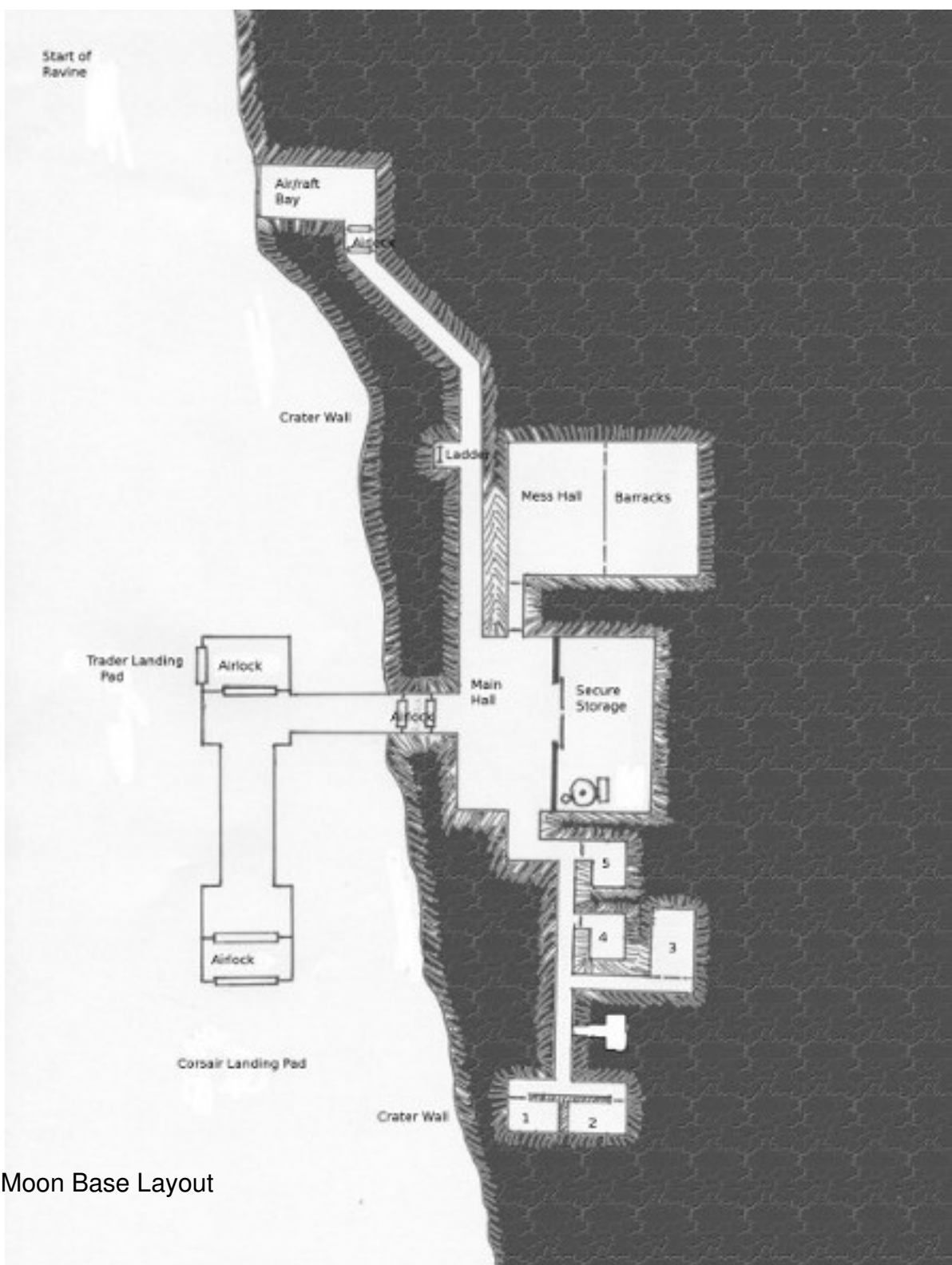
In the space between rooms 2 and 4 is a hidden room. Originally this room was used to store the pay and weapons of the people manning the base, however later on it was used to store records. The entrance to the room is almost impossible to detect, the door being floor to ceiling in height and matching the construction of the walls perfectly. Only on close inspection with a light source brighter than the ceiling lights would someone realise that there is no mortar in the joins. The door itself is 15cm thick granite, equivalent to a starship bulkhead to break through. Inside the room the door is attached to the walls via hydraulics which used to be powered by a small unit inside the main chamber. The





power source is now depleted and no longer operational. In the centre of the door is a unit that looks a little like a ship's grav plate unit, and was once used to trigger the door opening mechanism. Inside the chamber, opposite the door, is a cupboard that may or may not have survived the party's entry into the room. In the cupboard are rows of 10cm green crystals, one hundred in total. There is also a box containing 50 gold coins with odd numbers on them as well as plastic maps of

the surrounding subsector of space. The crystals are data crystals and on 10+ with 2D6 one of the Roye troopers will remember an antique reader in the Royeston History Hall. The data crystals and maps contain data pertaining to the time of the local Reaver Kingdom. The gold coins are worth 1000Cr in gold value however the real worth of this find is its historical value. The History Guild of Roye will want to acquire the find as soon as they hear of the base discovery.



Roye Moon Base Layout



# ***BUSINESS AS USUAL***

## **Vilhelm Industries**

*By Brett Kruger*

### **History:**

Vilhelm Industries is an Imperial registered sector wide corporation based on Gerim in the Caledon subsector of Reavers' Deep. The Chairman of the Board and CEO of Vilhelm Industries is William Morgan Vilhelm II, the head of a highly respected merchant family on Gerim. Vilhelm Industries has been a family-run business for five generations and was registered in 916. The company operates large numbers of merchant ships across the sector and has land holdings on many of the worlds. These merchant operations cover both Reavers' Deep and Daibei sectors, including Imperial, Solomani and independent state space. In the last fifty years Vilhelm Industries has started to diversify more, purchasing shares in a dozen other smaller companies that are showing promise. Especially noticeable in the last ten years is the fact that Vilhelm Industries has won major Imperial contracts and has a virtual monopoly on some routes.

### **Divisions/Corporate Structure:**

Vilhelm Industries is divided into five divisions; bulk transports, general shipping, bulk cargo ship construction, cruise liners and special purpose carriers. Each division is run by one of William Vilhelm's children as a separate entity. Some of the best known examples of the ships include the Type D Frontier Trader, the Sampson Bulk Carrier and the Elegance Lines luxury liners. These ships are constructed from tech level 10 through 13, depending on which of the half dozen Vilhelm Industries shipyards they are built in.

### **Corporate Culture:**

Vilhelm Industries is run with a very open structure, with inventiveness and business skills highly rewarded. Employees can rise to almost any position within the companies, given the right skills and success. Only the president and Vice-president positions of each company can be held by a family member, although it is possible to marry into these positions. There is generally an open door policy for ideas and plans and anything not illegal will be considered.

Due to some high level contracts with the Imperial military Vilhelm Industries has kept a clean record within Imperial boundaries. Outside the Imperial borders control of executives are a little more lax. Below is the Vilhelm Industries corporate logo.





## Corporate Affairs/criticisms:

As stated above Vilhelm Industries has kept a very clean record within Imperial circles and has won a lot of contracts with the Imperial Army and Navy over the last ten years. It is rumoured that these contracts were given as personal favours to Count William Morgan Vilhelm III, the youngest son of the Vilhem family. The Count spent 20 years with the Imperial Navy where he served for many years as an Attaché. The title of Count was bestowed on William III for services to the Navy. Currently there is no proof of these rumours however discontent continues to rise against companies directly run by William III and this has caused some conflict within the family. Criticisms have also started to rise in recent years against Vilhelm Industries exploration arm, Frontier Trading, due to perceived conflicts with trading companies from the Principality of Caledon and the Carrillian Assembly. These conflicts are always caused by Frontier Trading's habit of arming its Frontier Trader class of ships with heavy energy weapons.

## Current Projects:

Current projects of note are a new class of 10,000 dTon bulk carriers and a contract for a new line of 30k dTon light cruisers destined for the Solomani border of the Daibei sector. The prototype cruiser has already been delivered and accepted by the Imperial Navy. There are rumours of a joint research facility with the Imperial Navy at Aries however all parties deny these rumours.

Stock ownership: Vilhelm Family - 100%

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## Quantum Mining Ventures



**Mining techniques that are environmentally friendly!**

# BESTIARY

## Seratis Jellyfish

*By Brett Kruger*

Found in the waters of the continental shelves on Roye (Reavers Deep 2511 C79A458-A), the Seratis Jellyfish looks a little like the water living gelatinous zooplankton on Terra in that they are orb shaped transparent soft bodied creatures. The Seratis is a swimming carnivore/stinger and is found in two forms, the swarming juveniles and the much larger solitary adults. Being transparent these creatures can be extremely difficult to see or detect in the waters of Roye.

The swarming juveniles are small, usually around 500 grams in weight. With no stingers yet developed their only defence is their near invisibility in water. Found in groups of up to 100 individuals the easiest way to detect them is the disturbance on surface waters they make as they pass through, or the small fish they envelope as prey which look as if they are slowly dissolving in the water. The juvenile Seratis are edible and the swarms often fall prey to larger sea creatures. The adult Seratis are much more dangerous, growing up to two meters across and developing a deadly ring of stinging barbs that contain a nerve toxin. To add to the poisonous attack the adult Seratis also develop a thicker outer skin, similar to mesh armour while still being transparent.

Attempts have been made to produce natural mesh armour out of this skin however it turns brittle once out of water. With the development of the stinging barbs the adult Seratis become inedible and catch their prey by enveloping them and stinging them. The nerve toxin paralyses the prey with death and digestion following over the next half hour.

Most divers generally wear mesh plated wetsuits to protect against the adult Seratis.

Why these predators do not wander off the continental shelves on Roye remains a mystery as they are never found in the deep oceans, either at the surface or deeper levels.

The natives of Roye have also tried to harvest the nerve toxin of the adult Seratis but, just like the skin, have found that the toxin breaks down once out Roye's ocean waters. The adults are only ever found together at mating time, which marks the last cycle in the the Seratis lifespan. After mating, which involves passing genetic cells between the single sex adults, the Seratis wander off to the feeding grounds. Over the course of a season small buds appear along the bottom of the Seratis, which grow into the juvenile Seratis. This cycle appears to have a detrimental affect of the adult Seratis as it no longer appears to be able to capture prey during the cycle.

Eventually the adult dies, at which point the juveniles break off the adult and feed on the carcass. After this initial feed the juvenile swarm moves off and the cycle starts again.

### JUMP ENTRY



A 400 ton merchant glows with Cherenkov radiation as it enters Jump Space. Check out the Featured Article for the full mechanics of this effect.



## Seratis Jellyfish Stats

*(Juvenile)*

Size: 0.5Kg each - 1D hits

Type: Swimmer Pouncer

Attacks: N/A

Damage: N/A

Abilities: Stealth+4

Climate/Terrain: Continental shelf waters

Organisation: Swarm of up to 100

*(Adult)*

Size: 1000Kg - 6D hits (mesh)

Type: Swimmer Trapper

Attacks: Stinger

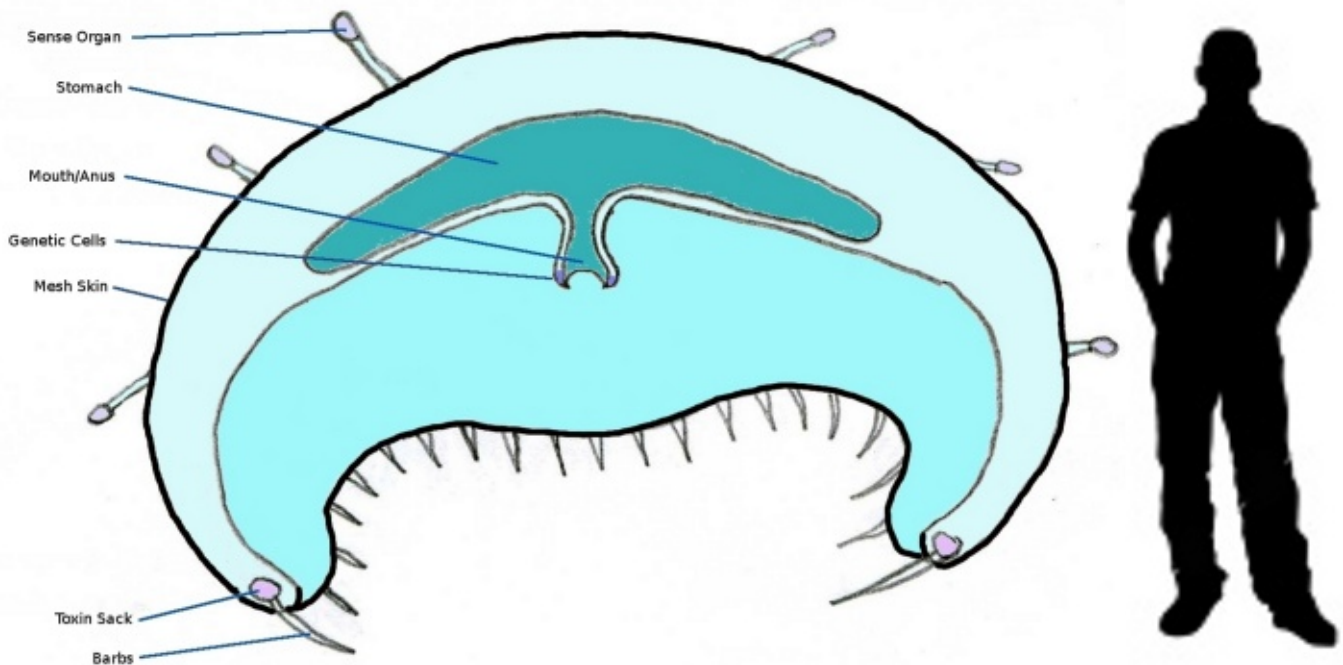
Damage: +3D

Abilities: Stealth+3

Climate/Terrain: Continental shelf waters

Organisation: Individual

## Cross-section of an Adult Seratis Jellyfish



## Need tactical small arms for your ship's locker?

Need weapons with more punch to repel those pesky boarders?

Want value for money and guaranteed after sales service and support?

Must have the widest range of supported ordnance?

Then do we have a deal for you! Now available from any reputable arms dealer in the Deep!



# CONTACT!

## Derfi'gassak – A Minor Non-Human Race.

By Brett Kruger

### Origins and History:

Little is known about the origins of the Derfi'gassak and the IISS have yet to determine if they are natives of Orkney (Reavers' Deep 2919). The world was first surveyed in 110 however the presence of the Derfi'gassak was not discovered until the next IISS survey ship orbited the planet in 180. It was later discovered that the neighbouring world of Maiden (Reavers' Deep 2920) was in fact a colony from Orkney, sent out by generation ships. Given the extreme xenophobic nature of the Derfi'gassak the Imperium decided not to contact them and so formed the autonomously governed region of Dienbach Grÿpen and quarantined them. The quarantine is maintained by the IISS from the scout base on Khagish (Reavers' Deep 3019).

### Physiology and Appearance:

The Derfi'gassak as a race are short, on average less than 150cm. They have dark skin tones with either short white hair or no hair at all. They have six limbs coming out of the central body mass and each of the meter long limbs have four long digits, one being opposable. The Derfi'gassak are capable of using any limb to manipulate tools. A single 'mouth' stalk appears from the under body with mandibles extending from the stalk to grasp and pull food within the body. The Derfi'gassak appear to be blind as they have no noticeable eyes however they do have extremely sensitive sensor clusters on each limb that detect movement, smells and sounds in a 360 degree radius. This makes the Derfi'gassak almost impossible to surprise.

The males tend towards heavy muscles and thick bodies while the females have a leaner build. They tend to wear little beyond utility belts and tools as Orkney has a dense atmosphere heavy with heat and humidity which promotes a dense jungle and rainforest environment. They have a shorter lifespan than most humans, which is not surprising

given the violent nature of life on Orkney where super-large predators are common.

The IISS suspects this short lifespan has promoted rapid reproductive maturation under conditions of early mortality of the Derfi'gassak.

### Language:

The Derfi'gassak language is based on guttural sounds and clicks, which seem to carry well in the dense atmosphere and thick jungles of their homeworld. The words, when strung into sentences, have a slight musical quality to them. The IISS have yet to translate any of the Derfi'gassak's language.

### Psychology:

The Derfi'gassak are extremely xenophobic in nature, to the point where they will attack anyone who comes near their homeworld.

While clan wars are rare, when they do happen they are always bloody with extremely high casualty rates. Within clans disputes are also rare and are mediated by the priest clan.

### Society and Government:

Most Derfi'gassak communities are partially hunter-gatherers, living partially but not exclusively on the wild products of their environment. The native forests of Orkney are rich in edible food-stocks, and the Derfi'gassak are mostly vegetarians. The Derfi'gassak of Maiden have to grow their own food due to the poorer nature of the planet, though this is easier as there are no natural predators on that world. Cities tend to be built into the sides of mountains or underground to protect the citizens from the native predators. They trade with neighbouring communities to acquire cultivated foods and other material items that are needed by the clan. Orkney is ruled by a priest clan, which their religion deems as a dictated right, and which the rest of the population follows with blind obedience.

A smaller version of the ruler priest clan also leads the population of Maiden.



Each clan is lead by a prominent family, with the head of that family acting as the head of the clan.

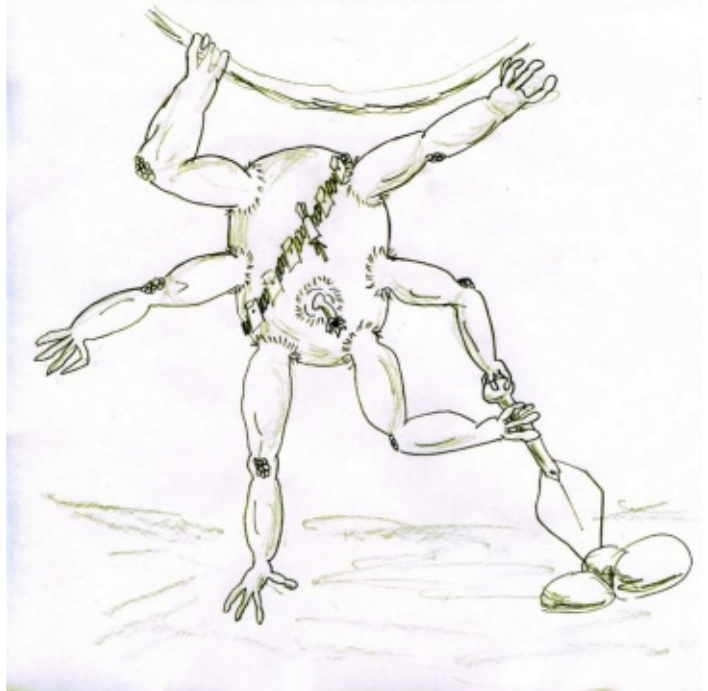
## Military and Technology:

Military membership is required by the priest clan for all males aged between 18 and 22.

This allows the males to start their own family, usually around the age of 13, before beginning their military term. Military membership entails guardianship of the priest clan and the keeping of peace on Maiden.

The use of technology by the Derfi'gassak tends to be of a utilitarian nature and small.

Technology is also created to blend into the environment as much as possible, which explains why the initial IISS survey missed the Derfi'gassak settlements. If the Derfi'gassak do not need an item to live it is very unlikely that the item will exist on either planet.



Male Derfi'gassak using tools.

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## --News Feed--

### Ildrissar/Drexilthar (2326 C995836-7)

Date: 230-1109

A revolt against the Assembly began on Ildrissar after Ildrissarians started protesting the enforcement of new Assembly tariffs on internal trade. It is reported a contingent of Assembly Marines opened fire on the demonstrators causing the death of 314. High Justice Daldreem used the protest and subsequent strikes, work stoppages and withholding of tariffs to mobilise the Assembly Navy and launch an invasion of Ildrissar. The situation on Ildrissar is still in flux, with Carrill controlling the starport and several cities and the Ildrissarian Patriotic Front controlling the rest of the planet.

### Htalrea/Ea (1226 E767610-0)

Date: 241-1109

The Principality of Caledon opened Htalrea to human trade today via the Confederacy of Duncinae. This is seen as a step forward in free trade by local markets and a welcome move.

### Shetland/Nightrim (2514 B54478A-8)

Date: 301-1109

The "Vision of Beauty", an Imperial 20,000 Dton light cruiser, suffered major damage today after an unexplained explosion while docked at the Shetland navy shipyards. The 'Vision of Beauty' was in-system for its annual maintenance cycle and casualties have been reported as minimal. Imperial authorities are still investigating the cause of the explosion.

### Petzina/Nightrim (3212 B674767-A)

Date: 345-1109

Notorious corsair and criminal mastermind Jaserlak 'The Finger' Doftermek was executed today for crimes against the Imperium. In his final statement before his execution Doftermek proclaimed that blood would flow as a consequence of his death.

### Drenslaar/Drexilthar (2030 D453694-7)

Date: 11-1110

A diplomat announced today that the Carrillian Assembly has invited Drenslaar to join that body, and has sent its navy to 'help' in the negotiations.

# FEATURED ARTICLE

## A Layman's Guide to Drive Technology

By Brett Kruger

Paper By Yosef Ismail, Master Professor of Astrophysics, Gerim National University.

This paper is intended as a guide to drive technology as it pertains to astrophysics in the simplest sense, as drive science is a large and complex field touching on many different scientific disciplines. Not all areas of Jump Field science are yet fully understood and as such this guide may change in future revisions.

Starships are the workhorses of interstellar commerce, moving goods and sophonts from one star system to the next. At the heart of every starship is the power plant, providing the power to run all the ship's systems, from life support, the computer and sensors to the maneuver and jump drives that move the ship through space. Hydrogen fuel is converted into the energy required to power the ship's systems by the power plant. Hydrogen fuel can take two forms, refined fuel, or protium, the most common isotope of hydrogen with one proton and no neutrons; or unrefined fuel such as hydrogen gas from gas giants or water from worlds or ice asteroids. Unrefined fuel tends to contain varying amounts of contaminants that can interfere with the operation of the drives.

Starship drives start to become truly economical with the discovery of fusion power. Once a stellar civilisation develops the ability to build fusion drives space travel becomes relatively cheap and efficient. When available, fusion power plants become the driving force behind stellar travel. Over the thousands of years that sophonts have travelled the stars, power plant designs have become more efficient and more compact, but the basic principles of the fusion power plant have changed little.

Not so with the maneuver drive, the component that moves ships through the space between worlds. Before the development of fusion plants maneuver drives

often just mixed hydrogen and liquid oxygen and ignited it to produce thrust. After the development of fusion power these crude rockets were typically replaced with ion drives, mass drivers, nuclear thermal rockets, and even fusion rockets. It is not until the basic structures of the universe are fully understood that gravitic drives can be developed. Early attempts at gravitic drives produced the grav drive, engines that pushed (or pulled) against gravity wells to produce movement. However that was their shortcoming as once they were outside the typical field of most gravity wells they became ineffectual. Later developments produced thruster plates, which are a combination of gravitic and damper technology. Manipulating the basic components of the universe allows thruster plates to generate the required movement, thus making them usable even outside of a gravity well, and making them the first true universal reactionless drive.

The key to developing this technology is, as I stated before, the understanding of the basic structures of the universe, in particular the cause of the 100 diameter field effect. As you all know mass is the measure of a quantity of matter - how much of it there is. Weight, on the other hand, is the effect that gravity has on that stuff. So weight depends on the strength of a gravity well, while mass does not. The vast majority of mass in the universe cannot be detected by visual means, but its presence can be detected by its weak gravitational field and the effects it has on visible matter. This gravitonic matter, which is smaller than standard atoms, and visible material are often found clumped together due to their mutual gravitational attraction in most regions of the universe. Gravitonic matter most often consists of photinos, axions, sterile neutrinos, neutralinos and gravitinos(1).



As these particles do not interact with electromagnetic forces or visible matter they can pass through each other without slowing down substantially. The only interaction is caused by gravitons, the supersymmetric partner of the gravitino. Surveys of gravitonic matter have found densities vary from equal amounts up to 100 times as much gravitonic matter as visible matter, although on average the ratio is usually twice as much gravitonic matter to visible matter in our galaxy. Early methods to detect gravitonic matter included galaxy rotation curves, gravitational lensing, and structure formation calculations. Current gravitronic sensors can give us detailed and precise charts of gravitonic matter distribution.

Given that gravitonic matter and visible matter interact via gravity it stands to reason that they will tend to clump around each other.

Gravitinos in particular, while passing through visible matter, interact with gravity wells causing them to slow and clump. Hence we see the field effect of gravitonic matter around gravity wells. This clumping of gravitinos decreases with the cube of the distance from the centre point of the gravity well, similar to the regular tidal force of gravity. The majority of this clumping therefore occurs inside the 100 diameter field of the gravity well.

Now knowing about gravitonic matter does not make it useful in producing maneuver drives. Many sophont races discovered the existence of gravitonic matter and yet could not harness its energies, relying instead on grav drive technology. It is only with the discovery of the graviton particle that thruster plates become even theoretically possible.

Once the existence of the graviton is proven, gravitonic energy can then be used as a means of propulsion. Given knowledge of the graviton the basic concept of thruster based M-Drives is quite simple, and is very similar to an electric current passing through various conductors. By changing the 'spin' of the gravitons between gravitinos the M-Drive causes a flowing effect of gravitons in one direction. This flowing effect has the advantage of dragging the M-Drive along with it, as well as whatever is attached to the M-Drive. More powerful M-Drives, with denser thruster plates, are able to increase the rate of gravitonic flow and thus increase the velocity

of movement. This same flowing effect is used to create artificial gravity on starships.

Grav plates create a localised field that causes gravitinos to flow around them, while attracting visible matter to produce local gravity and (mostly) negating inertia. As the technology for building M-Drives advances civilisations seek to produce denser and more efficient thruster plates. Maneuver technology tops out at thrust 6 and it is usually at this point in their technological development that civilisations will start experimenting with rare earth elements such as Lanthanum to break the thrust 6 barrier. Historically, this has almost always resulted in the destruction of the drive and the ship as a hole is torn in Jump space, exposing the ship to Jump space energies.

Generally most civilisations do not realise that this event is the first discovery of Jump space. Just prior to the explosion a huge surge of gravitonic energy is detected around the ship. The first assumption will almost always be that the explosion is caused by gravitational stresses. In actual fact the graviton surge causes, and is caused by, the tearing of the Jump space energy interface. It is theorised that the reverse spin on the graviton becomes so violent in the presence of Lanthanum that it causes the fabric of space-time to rupture, exposing Jump space, however this has never been proven concisely. Further research into this problem will always result in the civilisation moving away from gravity wells to microgravity environments to reduce these gravitational stresses. If a civilisation persists with this line of research then eventually it will discover that by projecting a shell of hydrogen around the test ship the graviton surge can be deflected away from the ship, thus preventing its destruction. When the ship vanishes in a flash of Cherenkov radiation the researchers will naturally assume it has suffered a catastrophic drive failure, however after a week the ship will usually reappear from Jump space nearby the research facility. Further research will follow eventually leading to controlled in-system jumps. It is during this time of jump drive development that the 100 diameter field is proven, although it is usually not fully understood how this effect ties into

Jump space. What is now known is that the hydrogen bubble has a lubricating effect on the passage into Jump space, preventing the gravitinos from sealing the breach in time-space. This allows a ship to pass through the breach without being torn apart by gravitational stresses. The hydrogen bubble has the additional benefit of protecting the ship from Jump space energies. Why this occurs is unknown at this point in time as any attempts to measure Jump space energy results in the destruction of the measuring equipment. What is known is that inside the 100 diameter field the density of the gravitinos begins to become so great that the hydrogen bubble cannot form correctly causing a distorted insertion into Jump space. Usually at the 10 diameter field point the gravitinos are so dense the hydrogen bubble cannot form at all and with no protection from Jump space energies the ship will almost always instantly be destroyed as soon as the jump tear is formed.

These early primitive in-system jump drives were useful in exploring solar systems, however interstellar travel is generally difficult until the development of Jump 1 drives. It is at this point I must mention that most Dimensional Theorists propose that Jump space is a multi-dimensional universe having different layers which correspond to different jump distances(2). These in-system jump drives seem to 'skim' the border between Jump space and normal space. An interesting effect of this boundary between normal space and Jump space is that it is not until starships go over 100 displacement tons mass that they can fully pierce this Jump space boundary.

A quick description of Jump space entry is needed at this point. Hydrogen fuel is pumped into the jump drive to super-cool the Lanthanum grid while at the same time the power plant feeds power into the storage capacitors of the jump drive. Once the capacitors reach about 85 percent capacity the extra hydrogen fuel needed is pumped into the jump bubble component of the jump drive. The jump bubble is generally formed just before the jump capacitors reach full charge. This energy then dumps into the Lanthanum grid, repelling all nearby

gravitinos and causing the graviton surge that tears open the hole into Jump space. The hydrogen jump bubble then keeps the gravitinos repelled long enough for the starship to 'drop' into Jump space. If the starship displaces more than 100 tons mass then it can 'breach' into Jump space otherwise it will 'skim' Jump space for an in-system jump. The more power used in creating the 'breach' into Jump space the deeper into Jump space the starship will be inserted.

Given the vector of the insertion and the power used to push the starship into Jump space gives a jump of the desired destination and distance. The final portion of energy in the jump drive is used to attract the gravitinos back into the 'breach' in normal space to close the Jump space tear and sever the starship's ties with normal space. Jump space physics then seems to act on the starship like a bubble in water, no matter how deep into Jump space the ship goes it will always pop out of Jump space after the typical 168 hours +/- 10 percent(3). The hydrogen jump bubble then allows the starship to 'breach' back into normal space. Research has shown that even if you point the jump exit point within the 100 diameter field around a gravity well the clumping of Gravitinos will always force the exit point 'breach' of a starship back out to that 100 diameter range.

Research continues into building more efficient and powerful drives. Some types of mis-jumps seem to prove the existence of deeper levels of Jump space. Anti-matter drive research is starting to look like a promising source of power needed to drive starships into these deeper levels of Jump space for longer jumps. However, until stable anti-matter drives are developed, fusion drives will continue to power the fleets of starships that move across the depths of known space.

Research also continues into the possibility of breaking the M-Drive thrust 6 threshold in a fashion that doesn't result in the tearing of Jump space.

(1). Historical note: Early Vilani called these particles "Gravimental Elements"; the Aslan called them "Aai'eahei"; while early humans of Sol referred to them as "Dark Matter".

(2). There is also some research that points to a connection between Jump space and pocket universes.

(3). 'Type 2' and 'Type 4' mis-jumps are a known exception to this rule.

# LIBRARY DATA

## NOTES & CREDITS

Reavers' Deep sector data in this article is based on the work by Paul Sanders and the Keith Brothers, specifically the Reavers' Deep Sector Sourcebook, A Pilot's Guide to the Drexilthar Subsector and A Pilot's Guide to the Caledon Subsector. Sections that are based on these sources retain the copyright of the original authors where appropriate.

**Nightrim Subsector:** The Nightrim subsector is the most populated subsector in the Deep, containing almost 20% of the Deep's populace and fully two-thirds of the Imperial presence.

The Nightrim subsector contains 28 systems with a population of 132.785 billion. The highest population is 90 billion at Khakhan, and the highest tech level is 15 at Aries. When the Imperium moved into the Reaver's Deep Sector in the 200's, they absorbed most of the worlds and the Imperium now dominates this subsector, ruling over all but one world. Two worlds (Orkney and Maiden) form the Dienbach Grÿpen, an autonomously governed region that has been quarantined by the Imperium. This quarantine is monitored by the scout base at neighboring Khagish.

## Nightrim Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Roye	2511	C79A458-A		Ni Wa		202	Na	M3 V
Sheffield	2513	C667575-8		Ag Ni		214	Im	M8 V M4 D
Shetland	2514	B54478A-8	N	Ag		914	Im	F0 V M8 D
Scapa	2515	B667784-A		Ag Ri		703	Im	G6 V M2 D
Kaagin	2516	A5659A9-D	N	Hi		504	Im	M5 IV
Tower	2519	C5327B8-7		Na Po		710	Im	G9 V M1 D
St George	2616	A676AA6-C	N	Hi In		314	Im	F1 V M2 D
Lore	2619	B668723-8		Ag		700	Im	G2 V
Merisun	2720	E685679-5		Ag Ni Ri	R	701	Im	G5 V M4 D
Ankara	2812	C99947B-9	S	Ni	R	411	Im	K9 V
Vetzeal	2813	E423214-7		Lo Ni		310	Im	F7 V
Aries	2816	B110444-F	N	Ni		214	Im	F1 V
Koath	2819	C301453-A		lc Ni		424	Im	G5 V M9 D
Veroch	2912	E6B0101-8		De Lo Ni		713	Im	G4 V
Mull	2916	CAC7312-9		FI Lo Ni		611	Im	F9 V
Stonehaven	2917	A9D5422-C	N	FI Ni		914	Im	F2 V
Orkney	2919	B5888CB-9			R	302	Dg	M0 V M7 D
Maiden	2920	E544567-7		Ag Ni	R	104	Dg	K2 II
Khishali	3012	C866759-8		Ag Ri		914	Im	G3 V M1 D
Khagish	3019	D7649DD-8	S	Hi		715	Im	K0 V
815-205	3111	C99A311-9		Lo Ni Wa		204	Im	M5 IV
Arthur	3112	E566000-0		Ba		203	Im	M5 V
Ghost	3115	C685688-5		Ag Ni Ri		713	Im	F1 V
Dundee	3118	B533133-A	N	Lo Ni Po		700	Im	M0 II M2 V
Havant	3120	B242524-B		Ni Po		702	Im	M9 V M5 D
Wells	3211	A786500-8		Ag Ni		523	Im	G6 V
Petzina	3212	B674767-A		Ag		824	Im	K6 V
Khakhan	3220	A988AA8-E	N	Hi		903	Im	F6 V M0 D M9 D

# Nightrim Subsector Map

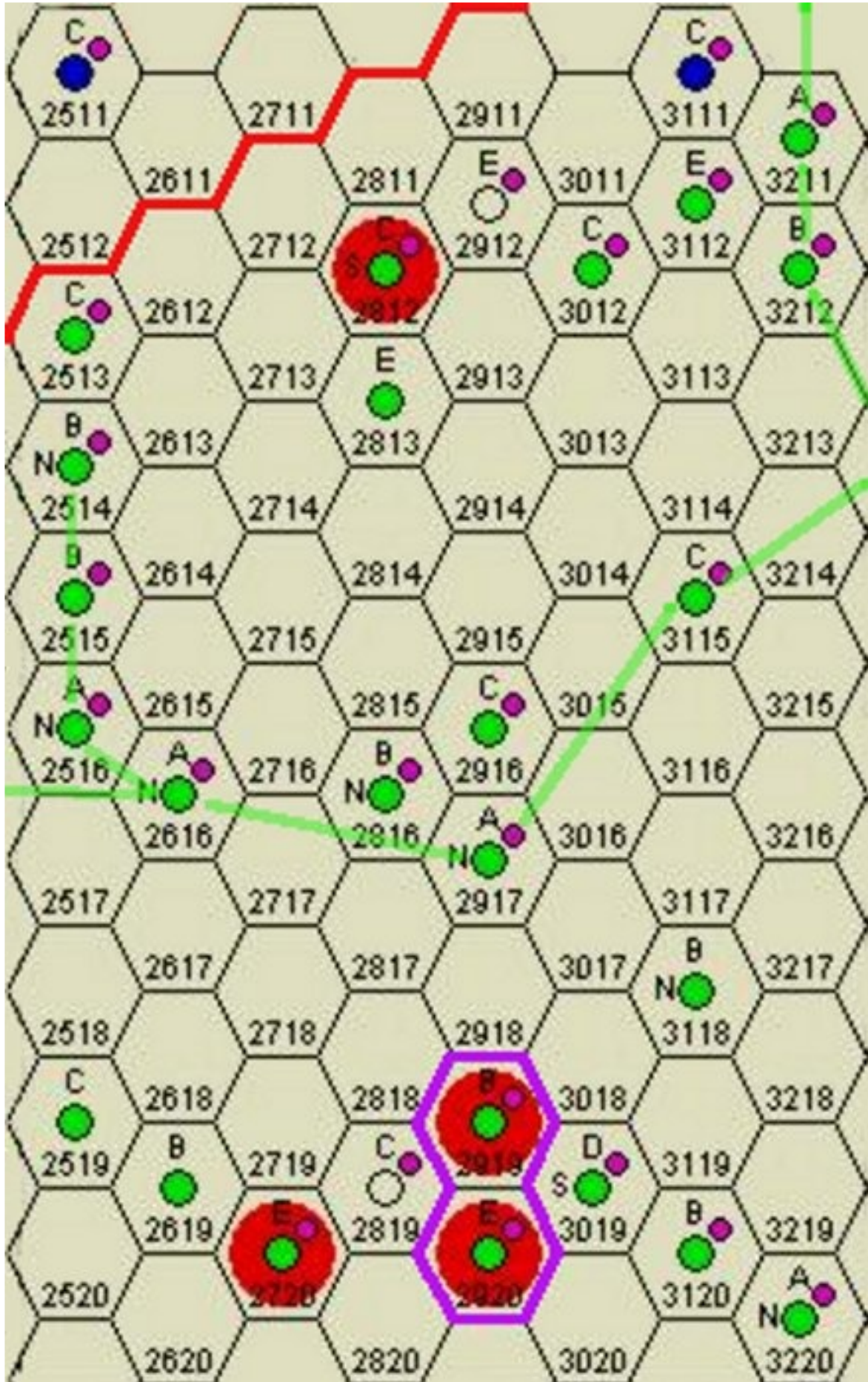


Image created by Heaven & Earth and edited by GIMP.

**815-205 (Reavers' Deep 3111 C99A311-9):** This water world is owned by Ling Standard Products who mine minerals from the sea bed around the underwater volcanoes. LSP's mining operations have recently come to the notice of Imperial authorities due to protests by environmental groups over the destruction of native species caused by LSP's strip mining methods.

**Ankara (Reavers' Deep 2812 C99947B-9):** Only Red Zoned in the last three years, the majority of Ankara's population have turned their backs on outsiders and are trying to force 'outsiders' out of the system. Minority groups on the world have been forced to hide under the sea and small outbreaks of violence are starting to occur. A small scout base has been set up on a Gas Giant moon to monitor the situation.

**Aries (Reavers' Deep 2816 B110444-F):** Aries is little more than a hollowed out 1600km asteroid in orbit of the system's largest gas giant, a brooding red orb known as Cerabus. More than 20,000 naval personnel and support staff inhabited this massive fortress. Built as a small naval shipyard and testing ground visitors to Aries are actively discouraged by the Imperial Navy.

**Arthur (Reavers' Deep 3112 E566000-0):** Declared a nature reserve 300 hundred years ago by the Sector Duke, Arthur is protected by the naval base at nearby Capitoline.

Arthur was given it's protected status due to its diverse and thriving ecosystem. Given the apparent poor resources of the world the reserve status has not been difficult to enforce. Two Ecologists call the world home, involved in a study that is now in its fourth decade.

**Arcturius Bird:** A large, beautifully coloured bird native to Arthur. While the bird looks like it has feathers, once up close the observer can see they are actually scales. With a two meter wing span these birds are the largest predator on Arthur.

**Dundee (Reavers' Deep 3118 B533133-A):** A world with nothing particular to offer, Dundee is used as a prison planet for political exiles. The children of those exiles now eke out a living in the domed city that still is their forebears prison. A small naval base with a single patrol cruiser keeps the inhabitants from leaving.

**Ghost (Reavers' Deep 3115 C685688-5):** Ghost is home to the minor human race of Ayansh'I. A dense jungle world with an almost constant cover of cloud, Ghost is almost cloaked in a perpetual twilight. Ghost is renowned for the massive ceremonial centres built by the Ayansh'I and got its name from the local inhabitants ability to blend in and disappear into the jungle.

**Havant (Reavers' Deep 3120 B242524-B):** A small, almost dry world, Havant has an atmosphere with elevated carbon dioxide levels, which keep the world warmer than it should be but requires the use of filters masks outside the enclosed habitats. Havant is not much more than a quiet, backwater world.

**Kaagin (Reavers' Deep 2516 A5659A9-D):** Kaagin is home to the largest Imperial naval base in the subsector. The King of Kaagin, Lord Weatherford Truefellow, has an agreement with the Imperial Navy to supply recruits exclusively to the Navy and in return has been granted Naval Support Contracts. The population of Kaagin, as well as nearby Scapa, Shetland, Sheffield and Gerim all trace back to one of the more successful Reaver Warlords, however the current ruling family have tried bury this part of their history, preferring to promote their Imperial ties.



**Kesternet Plant:** The Kesternet plant, which grows only on St. George, is an important ingredient of anagathics drugs. The Kesternet plant is short at less than 30 centimetres high, with long spiky wax coated leaves which protect the plant from the insidious sulphur atmosphere.

**Khagish (Reavers' Deep 3019 D7649DD-8):** With an exploding population and poorly managed resources civil unrest has meant the ruling religious party of Khagish has had to declare a state of emergency. Enacting emergency powers to restrict access to weapons and restricting civil liberties, they are attempting to head off the possibility of armed or violent protests by the disgruntled population. The Imperial scout base on the planet has increased its security and recently sent a request to increase staff levels to maintain its duties in the subsector.

**Khakhan (Reavers' Deep 3220 A988AA8-E):** Birthplace of the Knight's Legion, Khakhan is ruled by the House of Khakhan, a 700 year old noble family. The current head of the family, Sir Jilmak Khakhan, is the supreme ruler and beloved monarch of the people.

With land at a premium most of the population live in large floating cities. The islands of the world are under the control of the ruling family and are mostly given over to food production, for those that can afford fresh, soil grown produce. Most staple food stuffs for the average citizen comes from hydroponic farms in the cities or from the worlds extensive oceans. Khakhan has the largest population of any world in the Deep.

**Khishali (Reavers' Deep 3012 C866759-8):** An agricultural and food bowl planet, Khishali's economics survive only on its exported foodstuffs. Khishali is tightly controlled by Agricultural Unions.

**Kjentkal's Revenge:** A 10,000 dTon heavy escort that was part of the White Fleet that bombarded Drexilthar in 268. Kjentkal's Revenge mis-jumped from Stonehaven and was never seen again.



**Knight's Legion:** The Knight's Legion is a mercenary company formed over 100 years ago by the brother of the then ruler of Khakhan, Sir Melerth Khakhan. Sir Melerth saw the need to occupy citizens who had returned to the world after retiring from Imperial service. During the last 100 years they have been involved in many battles in and around Reavers' Deep but it is only in the last twenty years that they have truly made a name for themselves. Known for their peacekeeping tickets and their strict compliance to their Code of Honour above all else, the Knight's Legion has won many contracts from Imperial Nobles, and rarely fail to complete them. In recent years the Knight's Legion's ranks have begun to swell with Aslan recruits who identify with their Code of Honour.

**Koath (Reavers' Deep 2819 C301453-A):** The Techno Monks of Koath are dedicated to the pursuit of technology, but with a twist. Originally the location of a Psionics Institution, the Techno Monks chose to give up psionics rather than leave their home world when the Imperium banned the study of psionics. To this end they have been attempting to mimic their lost psionic abilities using technology.

**Lore (Reavers' Deep 2619 B668723-8):** A wet world renowned for its massive fish farms. Lore is a free market world with huge seafood markets dotting the world and a constant stream of transport ships coming and going.

**Maiden (Reavers' Deep 2920 E544567-7):** Maiden is a colony of the extreme xenophobic Derfi'gassak and, with Orkney, form the autonomously governed region of Dienbach Grÿpen. The two worlds are quarantined and monitored by the scout base on Khagish.

**Merisun (Reavers' Deep 2720 E685679-5):** A somewhat pretty and liveable world, Merisun however has been given a Red Zone travel code due to the world war that is now into its second year. The situation continues to be monitored from the nearby scout base on Khagish and travellers are warned to give the world a wide berth.

**Mull (Reavers' Deep 2916 CAC7312-9):** Mull is the company headquarters for Quantum Mining Ventures. A world rich in precious metals and minerals, all mining activities take place underground to protect the miners from the insidious atmosphere of the world. Originally under a 100 year lease from the Imperium Quantum Mining Ventures purchased the world in 1108. Quantum Mining Ventures have recently undertaken to construct a Class A starport and shipyards in orbit of the world in order to bid for Imperial Navy and private company construction contracts.

**Orkney (Reavers' Deep 2919 B5888CB-9):** Orkney is the home world of the extreme xenophobic Derfi'gassak and, with Maiden, form the autonomously governed region of Dienbach Grÿpen. The two worlds are quarantined and monitored by the scout base on Khagish.

**Petzina (Reavers' Deep 3212 B674767-A):** Petzina is a colony of nearby Woomera (0114 Woomera subsector, Daibei sector). Over 500 years ago the noble family that settled Woomera decided to colonise Petzina to relieve the overcrowding pressure that was starting to develop. Since then the noble family offer a free relocation service to anyone who wishes to settle in the colony.

**Roye (Reavers' Deep 2511 C79A458-A):** The only independent world of the Nightrim subsector, Roye lies just beyond the Imperium border. A water world with a small population, Roye values its independence above all else.

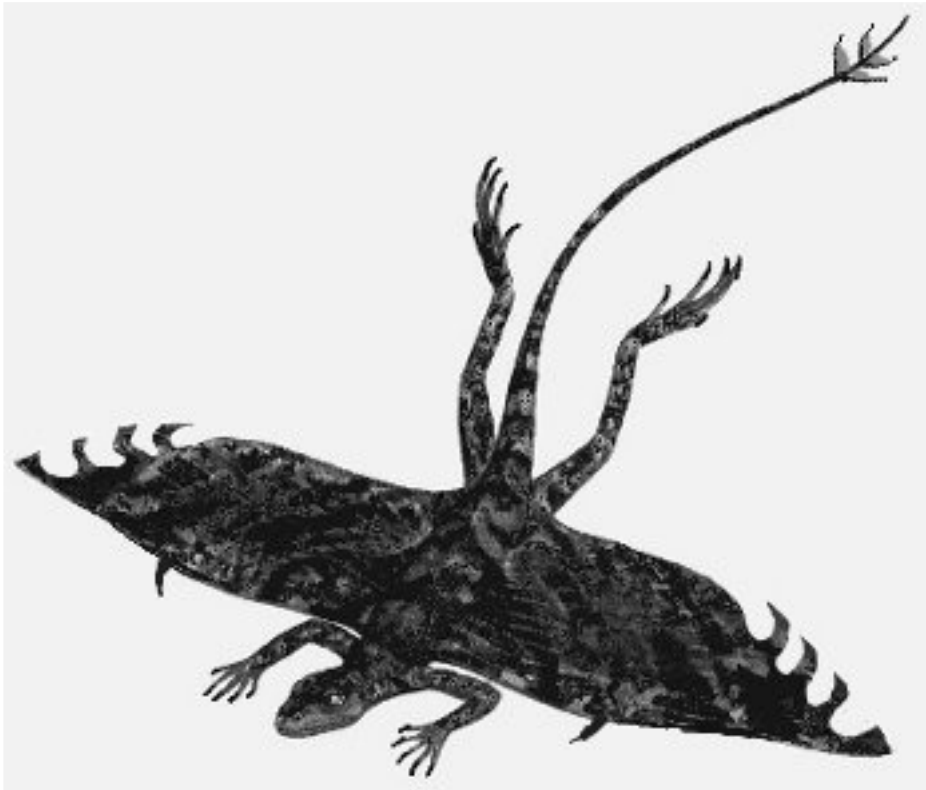
**Scapa (Reavers' Deep 2515 B667784-A):** Scapa has become rich exporting foodstuffs to the nearby naval bases on Kaagin, St George and Shetland. The civil service

government is geared towards continuing these food exports. The population of Scapa, as well as nearby Kaagin, Shetland, Sheffield and Gerim all trace back to one of the more successful Reaver Warlords.

**Sheffield (Reavers' Deep 2513 C667575-8):** Sheffield has become an Imperial defence forces retirement world. It is a pleasant, tropical island world, with each island governing themselves. Each island tends to be specific to one branch of the defence forces and personnel retire from the many military bases in Nightrim and adjacent subsectors. Although each island is fiercely protective of their independence of the other islands there is never any conflicts between islands, except every two years when the inter-forces games occur. During this two week long period bones have been known to be broken.

**Shetland (Reavers' Deep 2514 B54478A-8):** Shetland is known for only two things, its Imperial Naval base with marine training fields, and the kelp farms of its central ocean. The majority of the population is employed either by the Imperial Navy or in support of the base. The civil service bureaucracy also helps support Imperial interests in the neighbouring Kolan Hegemony, in conjunction with Gerim in the neighbouring Caledon subsector. The Naval base itself is tasked with protecting the Imperial border facing towards the Great Rift. The population of Shetland, as well as nearby Scapa, Kaagin, Sheffield and Gerim all trace back to one of the more successful Reaver Warlords.

**St George (Reavers' Deep 2616 A676AA6-C):** With a mean surface temperature of -5°Celsius and a heavy volcanic sulphur taint St George is far from being a tourist destination. Much of the 35 billion population of the system is housed in orbital complexes, safe from the insidious sulphuric atmosphere. St. George was not colonised until 360, when technology to overcome its atmosphere was finally developed. The original, highly esteemed leaders set up an almost dictatorial government but their replacements have lost the confidence of the people and there is considerable unrest. Time will tell if the current government can stand.



A St George Dragon in 'flight'.

**St George Dragon:** The dominant native animal of St. George is, of course, a "dragon". Lizard-like in appearance but bearing live young, these feisty animals can spit a fluid that catches fire in the sulphuric atmosphere of the planet. The resemblance was too good to pass up for the original colonists, one of whom fancied himself an expert on ancient Terran legends.

**Stonehaven (Reavers' Deep 2917 A9D5422-C):** Stonehaven is the launch world for the naval ships at Aries. Warships are given their crews and initial assignments from the naval base on Stonehaven's moon. A large, dense world, those that do live on Stonehaven build high on the mountain peaks.

**Susnur Ale:** A popular alcoholic beverage brewed on Scapa that has a sweet aroma but is bitter to the taste. Susnur Ale has become popular on the naval bases as its intoxicating effects wear off within an hour, no matter how much is consumed.

**Tower (Reavers' Deep 2519 C5327B8-7):** A dry, cold world, Tower has little going for it. A new president has recently been elected after the death of the president, who had held office for 30 years.

**Veroch (Reavers' Deep 2912 E6B0101-8):** Beyond the Imperial research station doing studies into various properties of the Veroch atmosphere, there is little of interest in this system.

**Vetzeal (Reavers' Deep 2813 E423214-7):** Vetzeal is currently being exploited by Quantum Mining Ventures for its mineral deposits. A possible Lanthanum strike has generated Megacorporation interest, especially from LSP at nearby 815-205.

**Wells (Reavers' Deep 3211 A786500-8):** A free market garden world that is perhaps a little too free. While the official travel zone of Wells is green visitors to Wells are warned to be wary of the local crime syndicates. With no government to oversee the population the population are left to fend for themselves and, despite being members of the Imperium, cling to their Reavers heritage.

**White's Wager:** White's Wager is a 200 dTon Far Trader operating out of Wells. Of doubtful heritage, the ship is as shady as her captain, Janson White.



# BACK PAGE

The Back Page is for any random thoughts, jokes, letters to the editor or any other items that don't fit into an article within the main body of the fanzine.

Following is a conversation between Ahkalhyo, Emerald Fire's pilot, and Jewele, the ship's doctor. This dialogue recently took place in the ReaversDeepCT play by email game.

Trailing along behind, Ahkalhyo sits where he's told, waiting for Jewele to finish with the more seriously wounded. Eventually he dozes off in his chair.

After a while Jewele calls Ahkalhyo into sick bay.

Coming awake, Ahkalhyo hauls himself to his feet and enters the sickbay. He sits where Jewele indicates, his ears back and his tail drooping.

"Let me look at that shoulder. My, you should have a nice scar, if you want one?"

Ahkalhyo smiles wanly, just wishing this day was over. "Thank you, friend-Khteal," he says. "but scars should be honourably won in battle, not received because one was slow in ducking for cover. I do appreciate the thought, though," he adds, so as not to seem rude.

Jewele smiles at Ahkalhyo and nods when he shares his wisdom about scars. "True. But any scar achieved from battle still means that you were not afraid to be there in the first place.

It was earned. You also did not complain while I worked on others before you. Yes, you earned this scar."



Please tell me you did not just say, "here kitty kitty."

Jewele fixes Ahkalhyo's shoulder before directing him to his bunk.

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**Look for the next issue of 'Into The Deep' in June 2010!**

This fanzine and much more will soon find a home at [www.reaversdeep.com](http://www.reaversdeep.com)

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