

Into The Deep

Issue Three

*Khtearle and the
Drinsaar Subsector*

*The H'Oskhikhil &
Ayansh'i Races Explored*

A Fanzine For Classic Traveller: Set in Reavers' Deep

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Into The Deep

Issue Three - February 2011

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Credits:

Editor: Brett Kruger

Layout Design: Brett Kruger

Proofreaders: David Billinghamurst, Sue Cottle

Contributing Authors: Brett Kruger, Gabe Thullen

Playtesters: The Crew (Reavers Deep PbEM Group)

Cover Picture: Reproduced landscape by Brett Kruger

Contributing Artists: Brett Kruger - some original, some photoshopped images from the web,
photos in Featured Article from wikimedia commons

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LETTER FROM THE EDITOR

Welcome Citizens!

This is the third 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 the articles inside this issue. The Travellers Guides details the world of Khtearle, a planet on the edge of the Drinsaar subsector, on the edge in more ways than one. The Ship's Locker details medical tools and appliances that can be purchased and used in your adventures. Construction Yard outlines a special class of Imperial Scout ships that operate in the Deep. Who are you? details an adversary you can pit against your player's characters. In the Next Lily Over mini adventure your players will be on a hunt that is not what it seems. The Bestiary describes the Lightning Reds, a water creature unique to Khtearle. There are two Business As Usual articles in this issue, describing two companies that operate in the Drinsaar subsector. Contact! details two alien races, the non-human H'Oskhikhil and the human Ayansh'i. Due to lack of time the featured article, part two of the Economies of the Deep, will be held over till the next issue. However Gabe Thullen provided me with an excellent article on standard shipping containers. Plus the usual library data and news feeds hot off the Imperial nets round out this issue. Finally I have decided to continue my cartoon 'Unknown Worlds' on the back page. Look out for more of these coming soon to the web site.

As stated before in the previous issues my goal will be to release an issue of INTO THE DEEP every 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 is currently supporting Classic Traveller. However the jolly fat man gave me the FFE CDs for MegaTraveller and Traveller: TNE so I may start supporting articles for those systems if I get around to reading them. Submissions to the fanzine 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, and in RTF, TXT or ODT formats. Please check for spelling and grammar if possible, although I will do some clean up. 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. 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.

I really enjoy the creative work that goes into this fanzine and hope that you, the reader, 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. Thanks for the feedback so far and I hope you enjoy issue 3.

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

TRAVELLERS GUIDE

Khtearle, A World on the Edge

By Brett Kruger

System Data:

Khtearle (1733 C595778-5) is found in the Drinsaar subsector of Reavers' Deep. The primary star is called Arkarna and has a spectral classification of F2V. The Khtearle planetary system has ten major bodies with the only permanently inhabited world being Khtearle. There are four gas giants and one planetoid belt in the system.

Orbital Dispersion Table:

- 0 - Empty
- I - Arkarna I
- II - Arkarna II
- III - Arkarna III
- IV - Arkarna IV
- V - Khtearle
- VI - Large Gas Giant
- VII - Belt
- VIII - Small Gas Giant
- IX - Small Gas Giant
- X - Small Gas Giant



Planetary Data:

Khtearle has two satellites, Noch and Alexa. Khtearle's diameter is 8,000 kilometres and it has an atmospheric composition of a dense oxygen-nitrogen mix, with a higher than normal carbon dioxide content. The air is breathable, but a filter is recommended for long exposure.

Hydrographic percentage is 51% liquid water. The population of 60,520,000 is composed of a number of human nations and several Aslan clan holdings. The trade classification of Khtearle is agricultural and, with the governments split across a number of nations as well as several Aslan clan holdings, the world is considered to be balkanised with an average law level of 8.

Current technology levels on Khtearle have been graded by the ISS at five, although this is only of the original human population.

Early History:

Khtearle was originally settled somewhere around -1372 by a noble family of mixed Vilani/Solomani descent from the Daibei sector who had lost their land holdings. Over the first six hundred years the colony prospered and grew, but the next five hundred years was tough for the colony, with constant raids from different Reaver groups as well as difficulties with crop failures.

By the time the ISS visited the world in 105 the colony had established itself and the population numbered five million. In 289 a minor civil war broke out, and after several months of light warfare the population split into three nations. An uneasy peace settled on the

world for the next two hundred years.

In 301 the first Aslan clan ship arrived on Khtearle. The ship was from a small unknown clan called Aktirao who were seeking new land holdings after losing their lands in the Hierate in a clan war. In 455 several ships from the Uawairlew Clan arrived in the system after they were ousted from the Tlaukhu by the Hiyueawi clan. In 482 they were followed by another small clan, the Hiyulew. All three clan holdings were established on the opposite side of the world to the human nations and generally lived in peace with each other.

That was until 495 when war erupted between the Aslan clans. Humans were



employed by all sides to boost their numbers and five years of bloody conflict followed.

When the hostilities finally ceased the Aslan clans were no better off, but had lost most of their technology and the advantages it had given them. The clans retreated to their corners of the world and the human nations continued on as before.

By the time the Gralyn colony ships arrived in 727 there were forty eight million humans and two million Aslan living on the world. The Aslan reacted by sending armed envoys to the new, higher tech human colonists, demanding to know their intentions. With tensions escalating, the largest human nation, the Snox, stepped in to act as negotiators and settle the dispute. Land was allocated to the newcomers and peace was once again established.

Modern History:

Life has been quiet on Khtearle for the past few decades. In 1002 the Snox began negotiations with the other nations to create a Council of Nations, if only to stop, or at least curb, the constant conflict and bloodshed between the Aslan clans. The three human nations and the Gralyn colony signed the constitution of the Council of Nations in 1003.

The Hiyulew Clan joined the Council in 1005 and the Aktirao Clan followed suit in 1006.

Currently the Uawairle Clan refuses to join the Council of Nations and minor outbreaks of violence still happen along its borders.

Geography:

Khtearle is very Earth-like, with tropical, sub-tropical and tundra zones. The tectonic plates of the world are old and stable, with very little volcanic activity. This has led to the many islands and small continents of the world, as well as the lack of tall mountain chains.

There are good quantities of metals and minerals on Khtearle, but they tend to be buried deep in the ground. Thus all nations dig deep into the mountain ranges where the most accessible resources are located. The plains and hills have rich, deep soils which lend themselves to the garden-world culture the population has developed. Most of the human population, and even a good percentage of the Aslan population, are

employed in agriculture.

Due to the higher than normal carbon dioxide content in the atmosphere the world is warmer than it normally should be. This has resulted in a natural greenhouse effect, with the equator region being quite hot and wet, and the Polar Regions not having permanent ice caps.

Ecology:

The flora and fauna of Khtearle is quite diverse. One curiosity of the world is the fact that only half of the plants on the world absorb carbon dioxide. Scientists believe this is the cause of the higher levels in the atmosphere, but why some species don't and how this came about still eludes them.

Most of the flora on Khtearle is native and ranges from plankton size to huge, 150 meter tall trees of the cooler climates. However the largest of the trees are not native to the world.

It is thought that the vast Redwood and Mountain-Ash forests of the temperate zones were brought to the world by the original noble family as a reminder of their Terran roots.

Dendrologists dispute this claim however, as no records exist of tree stocks being onboard the original colonist's ship, and the fact that the forests are too large to have grown in just under 2500 years. This is countered by evidence that suggests the trees spread much faster on Khtearle than they do on their native world, as seen by the 50 percent extra size the grow.

Fauna on Khtearle is also wide ranging.

Given the tropical nature of the world there is the usual assortment of primates, reptiles and insects. These range in size from a few millimetres up to a couple of meters in size.

There is also a good range of life in the oceans and seas, again with similar sizes as their land cousins.

What is to be noted about the fauna of Khtearle is the complete lack of bird life. The only birds on the world are a type of parrot, which is not native as records show they came to Khtearle with the original colonists. These birds are now in plague proportions in some parts of the planet as there are no flying predators to hunt them. They are now considered vermin and are hunted by all nations, most often as simple sport.



Society:

Life on Khtearle is very much an industrial society, especially in the human nations. All nations use gas and oil as their primary fuel sources, except the Grayln colony, but despite this there is little pollution on the planet. This is due to the relatively small population and the abundant supplies of natural gas Khtearle has.

The Snox are a very open people, welcoming trade with all other nations. They enjoy high culture, with many opera houses and theatres in all their towns and cities.

They especially like intelligent comedies and love to laugh, both at themselves and others.

The other nations tend to find them rude when they are just trying to be funny. The Snox always wear brightly coloured clothing and favour large hats.

Both the Glarlops and Trearlet human nations are much more conservative. While they both trade with the other nations they always look to fulfil their own internal resource requirements first and only trade excess production. The Glarlops people in particular are very utilitarian, working long hours, having been taught from an early age that, only by doing so, will they bring the nation the status its leaders desire. As such they prefer utilitarian browns and greys for their clothing and rarely display any humour, except when drunk. Pubs and taverns are common in Glarlops cities as the majority of their citizens spend their work-free days in such establishments.

The Trearlet humans also tend to be self-sufficient with their resources, but are more relaxed in their pursuit of these than the Glarlops humans. They like to purchase some of the luxury items of the Snox, but are not as wanton about their indulgences as the Snox are.

Both the Aktirao and Hiyulew Aslan clans have made Khtearle their home. Honour governs their way of life. The clans expand into the land around them as needs require, and there is plenty available to meet these needs. The Uawairlew clan is aggressive and war-like, they will often attack the other clans when their own resources are in short supply. The only balance to this aggression is the fact that the Uawairlew clan continues

to be the smallest of the three Aslan clans.

The Gralyn colony takes its culture and society from their homeworld. Currently reds and blues are in vogue, with silk being a popular material for clothing and home decorations. However luxuries such as this are rare for most of the Gralyn colonists are indentured labourers and don't earn enough for these sorts of imports.

Government:

Khtearle is balkanized, with 3 human nations, 3 Aslan clans and the Gralyn colony. The largest nation, the Snox, is a Charismatic Oligarchy. The other two smaller nations, Glarlops and Trearlet, are both Representative Democracies. The Aslan clans each control their own territories. The Aktirao Clan controls its own lands and governs its own affairs, as does the Hiyulew Clan. The Uawairlew Clan still has holdings in the Hierate and is controlled from there, thus the Khtearle holdings are considered an off-world facility.

The Gralyn colony is a Captive Government and receives its directions from the home-world.

With the formation of the Council of Nations a lot of the inter-nation conflicts that usually ended in conflict now go before the Council for negotiations, which usually resolve the issues, despite the diplomats often coming near to blows. The council has also been instrumental in developing off-world trade, although there are still many inside and outside the Council who question the wisdom of funnelling all trade through the Gralyn colony.

Military:

Military forces among the human nations have historically been for defensive purposes only, with the treaty signed after the civil war limiting arms build-ups. The Aslan clans have always maintained standing armies, even recruiting human mercenaries when absolutely necessary. However the Alsan clans have never had armies large enough to threaten any of the human nations. The Gralyn colony only maintains a local police force to protect their interests.

All of the native military forces on Khtearle are armed to tech level five or six, with



automatic weapons and large, short range missiles, but without nuclear capability. The Grayln colony on the other hand arms their police force with tech level ten weapons, with ACRs and combat armour. Overall the military posturing of the nations on Khtearle have been, and continues to be, low key and of a defensive standing.

Trade:

The nations of Khtearle trade extensively between themselves and with the formation of the Council of Nations the Grayln colony has been appointed the primary partner for the Council for all off-world trade. The wisdom of this is a continuing point of dispute amongst the diplomats, with many questioning the impartiality of the Grayln colony.

Nevertheless the world is prospering with the agreement, though some suggest they could do better.

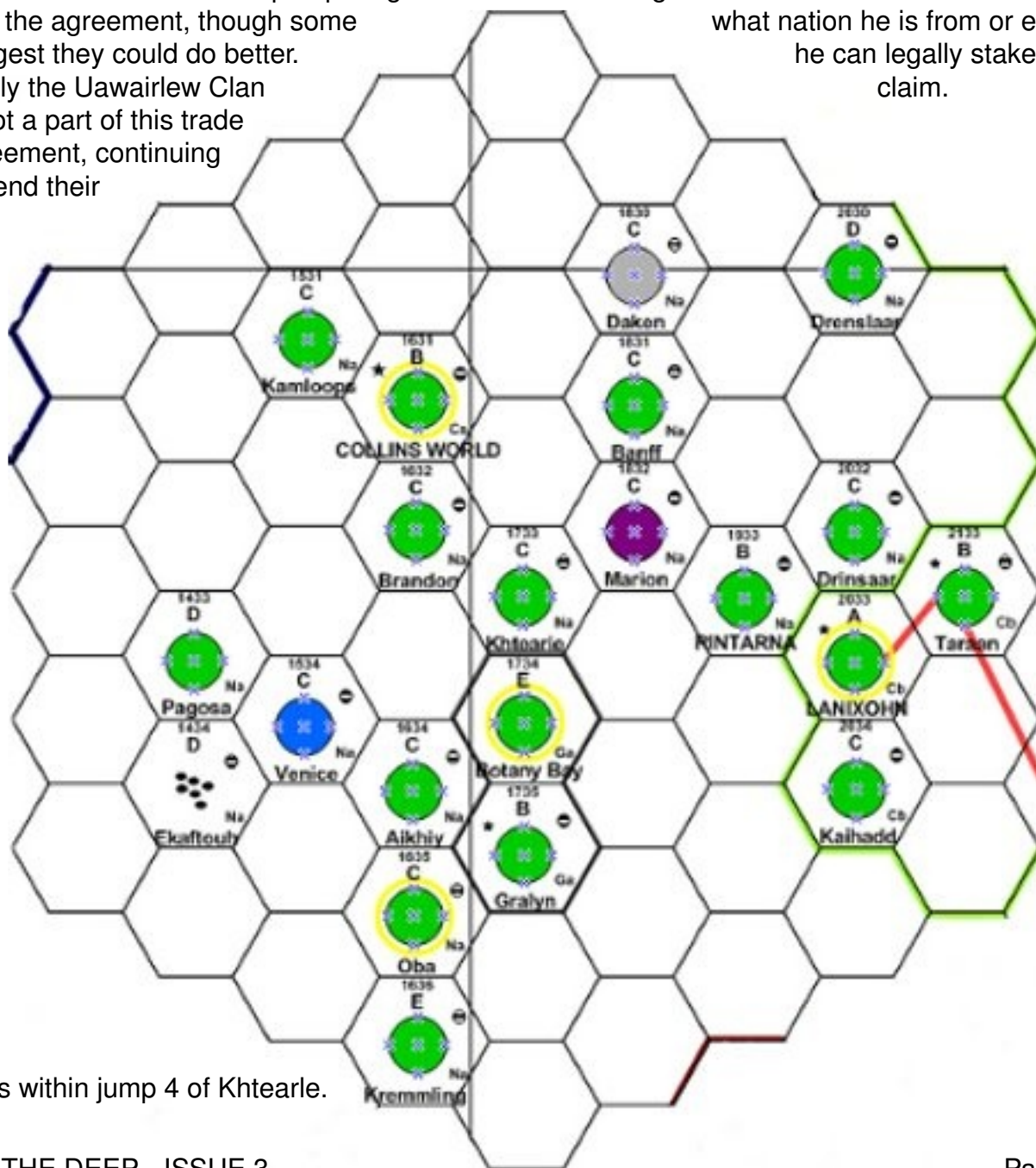
Only the Uawairlew Clan is not a part of this trade agreement, continuing to send their

resources back towards clan space. This consists mostly of the wild Tr'aklel beasts, native game animals, and some locally mined rare earth minerals.

Adventure Hooks:

An Aslan who claims she is from the Uawairlew clan approaches the party on a world within four parsecs of Khtearle. She is looking to get a shipping container transported back to her clan territory. The container may or may not contain tech level 10 personal weapons.

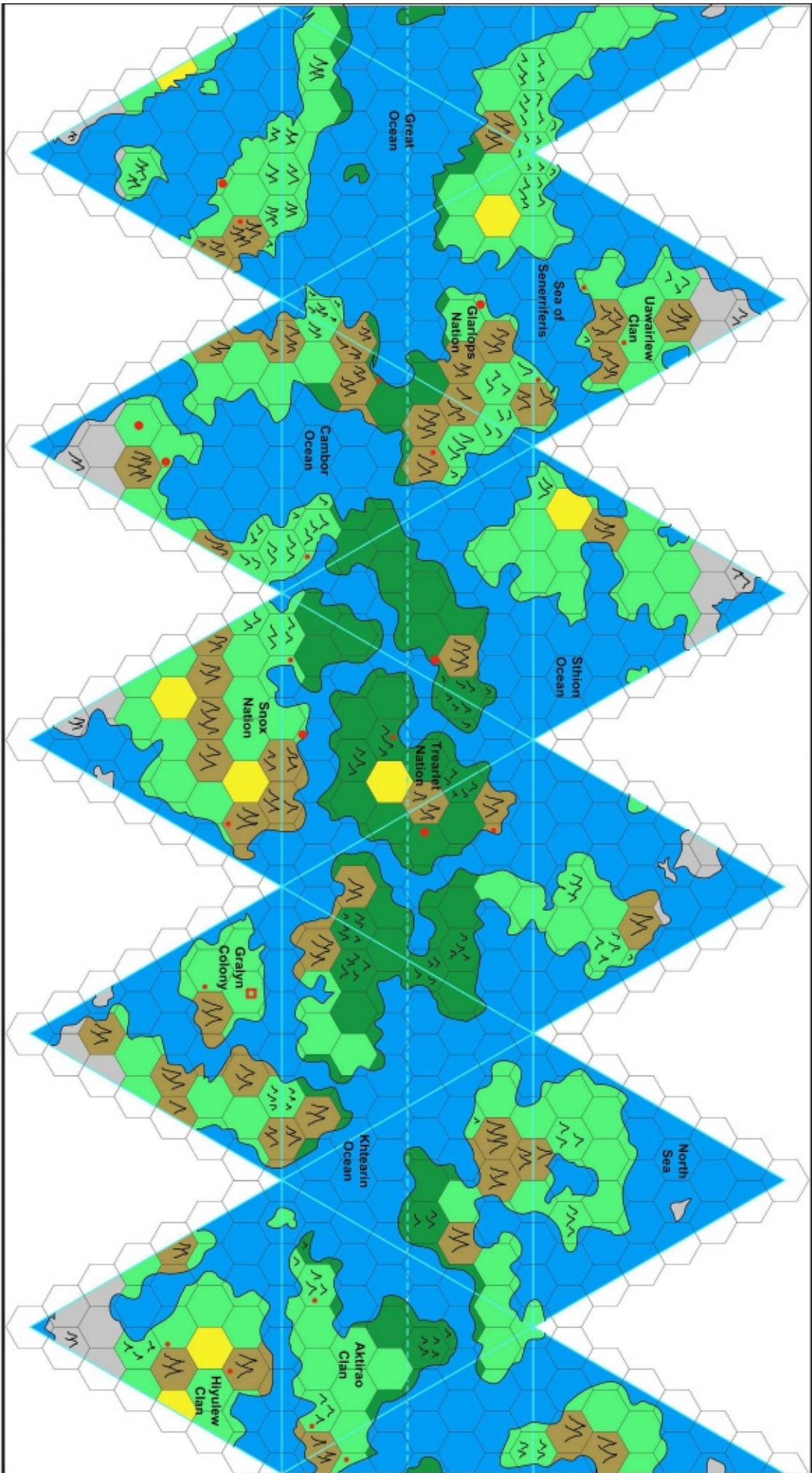
A man who identifies himself as Baris Dan Aenhill wants to employ the party to take him into the northern most part of the continent occupied by the Snox to survey and stake out a gold claim. Aenhill does not state what nation he is from or even if he can legally stake the claim.



All worlds within jump 4 of Khtearle.

WORLD MAP GRID

1. Date of Preparation 123-1114
 2. World Name Khtearle
 3. UPP C 5 9 5 7 7 8 5
 4. Hexagon Scale in Kilometers 228 kms



SHIPS LOCKER

Medical Devices!

By Brett Kruger

Hand-held medical scanner

This tablet style device has a bio-scanner embedded in it to allow field scanning of patients for quick diagnosis. A wireless link also allows the device to connect to local nets to augment the in-built database. A TL10 model is available at the same size but half the weight. At TL13 the display is replaced by a hologram, the weight is 100 grams and the size is halved.

Manufacturer: MediTeknix LIC
 Tech Level: 9
 Weight: 500 grams
 Diameter: 250 x 150 mm
 Height: 10 mm
 Price: 5,000 Cr



Table based holographic scanner

This medical table has inbuilt bio-scanners that link to the medical computer in the base of the table. The computer also controls the overhead holographic projector which can display detailed internal scans of the patient on the table.

Manufacturer: MediTeknix LIC
 Tech Level: 10
 Weight: 500 kilograms
 Diameter: 2400 mm x 1100 mm
 Height: 2000 mm
 Price: 75,000 Cr



Portable holographic scanner

This is a portable version of the table based holographic scanner. Advances in technology allow the unit to be reduced in size. It also has internal batteries to make it truly portable. The batteries allow the unit to be operated for four hours before recharging.

Manufacturer: MediTeknix LIC
 Tech Level: 12
 Weight: 50 kilograms
 Diameter: 750 x 200 mm
 Height: 450 mm
 Price: 75,000 Cr



Fixed low berth

Cold sleep facilities often found in starships. These units are installed at a slightly inclined upright angle to allow easy access by the passenger.

Manufacturer: MediTeknix LIC
Tech Level: 10
Weight: 500 kg
Diameter: 2500 x 1200 mm
Height: 2000 mm
Price: 50,000 Cr



Portable low berth

Relocatable cold sleep facilities. The portable low berth is designed to be used with mobile medical facilities. From disaster areas to combat zones the unit is used where the patient cannot receive surgical care in the time available. The unit also includes bio-scanners to help in triage diagnosis as well.

Manufacturer: MediTeknix LIC
Tech Level: 11
Weight: 600 kg
Diameter: 2500 x 1500 mm
Height: 1500 mm
Price: 65,000 Cr



The Imperial Navy Needs YOU!

We are looking for new recruits to take up positions at our Dughur base in the Fahlmar subsector.

Help us protect our Client States.

Do you have what it takes to be a hero?

WANTED

Business partners to build and/or operate starports. Must have prior experience or a lot of venture capital.

Five year lease and possible starship construction contracts available to suitable corporations. Must be willing to protect assets outside of Imperial influence.



CONSTRUCTION YARD

Imperial Intruder Class Scout

By Brett Kruger

The scattered stellar density of the Reavers' Deep sector was always going to cause issues for the Imperial Scout Service. The standard scout designs used throughout the Imperium did not meet the requirements of operating in the Deep, and thus the Intruder class was born.

Currently the Intruder class scout ships are built on St George, Kaagin, Stonehaven, Concorde, Khakhan, Nexus and Lavinia. The ships are named after the shipyard in which they are constructed as well as the build number. Thus the third Intruder class scout ship built at the St George yards was called St George III. The current design of the Intruder class is built at Tech Level 13 to enable the jump 4 capability of the design. Also under development at the Naval yards at Aries is a Tech Level 15 version of the Intruder class. Besides the prototype one sample of the TL 15 Intruder has been built.

Class: Intruder

Ships in class: 32 ships in active service, 3 in reserve, 1 lost from possible mis-jump.

Type: SI

Architect: Brett Kruger

Tech Level: 13

Tonnage: 100 Tons

Cost: MCr 94.637

Computer: Model/4 Bridge: 1

Staterooms: 1

Drives: 4 jump, 2G, Power plant-4

USP SI-1142441-130000-20002-0 MCr 93.7 100 Tons

Bat Bear 1 1 1

Bat 1 1 1

Crew: 2, Pilot, Gunner

Cargo: 1.000 Fuel: 44 tons EP: 4.000 Agility: 1

Armament: Triple turret with 1 beam laser, 1 missile rack.

Defences: 1 sand caster, factor 1 armour.

Craft: Carried air/raft at 0.6 MCr Fuel Treatment: Fuel Scoops

Architects Fee: MCr 0.937 Cost in Quantity: MCr 74.960

Ships in class: Aries I.

Tech Level: 15

Tonnage: 100 Tons

Cost: MCr 80.194

Computer: Model/4 Bridge: 1

Staterooms: 1

Drives: 4 jump, 2G, Power plant-4

USP SI-1142441-100000-00000-0 MCr 80.0 100 Tons

Bat Bear

Bat

Crew: 1, Pilot

Cargo: 7.000 Fuel: 44 tons EP: 4.000 Agility: 2

Armament: 1 hard point. (1 ton)

Defences: Factor 1 armour. (4 tons)

Craft: Carried air/raft at 0.6 MCr (4 tons) Fuel Treatment: Fuel Scoops

Architects Fee: MCr 0.794 Cost in Quantity: MCr 63.520

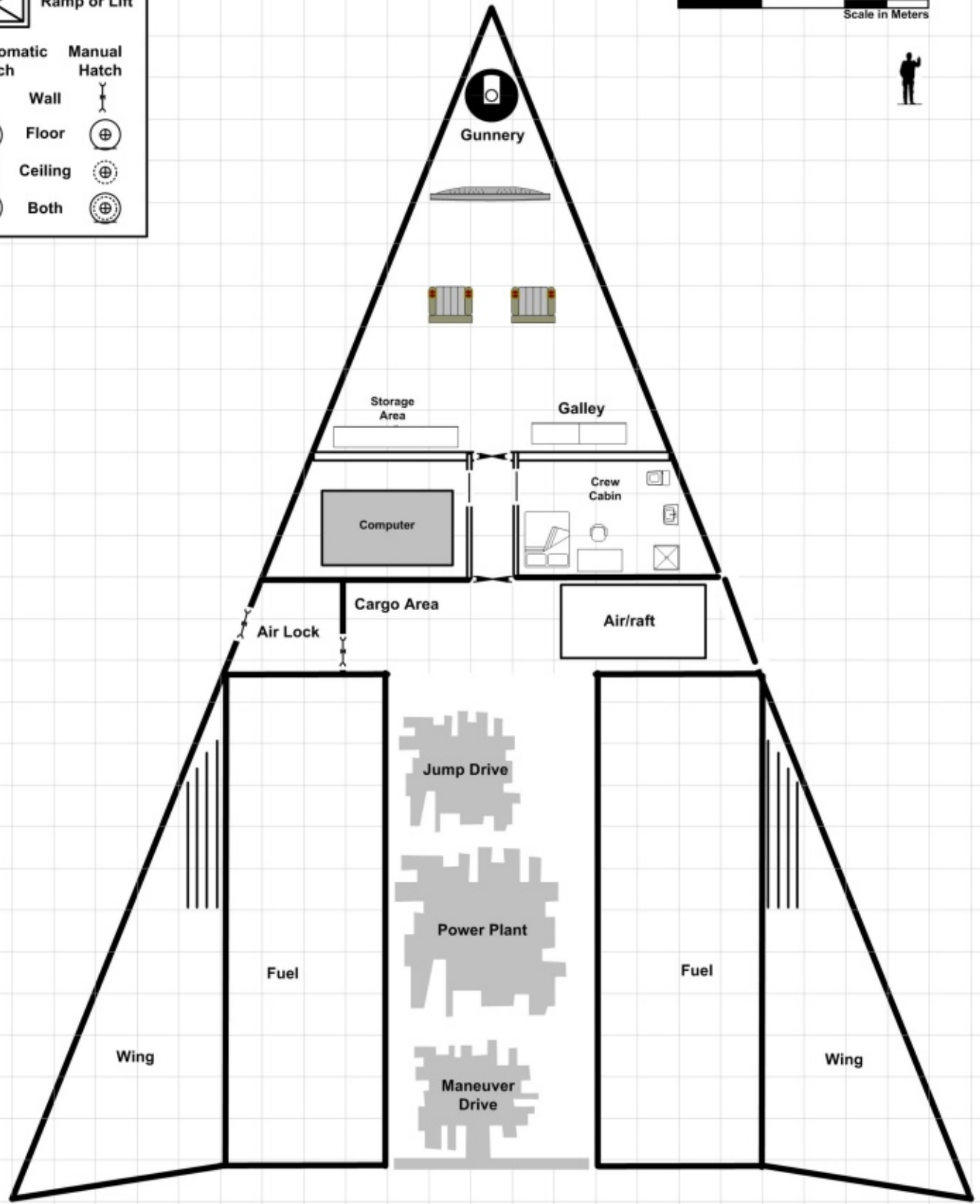


Imperial Intruder Class Scout Ship TL 13 Deck Plan

Deck Plan Key

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

Automatic Hatch	Manual Hatch
Wall	Wall
Floor	Floor
Ceiling	Ceiling
Both	Both

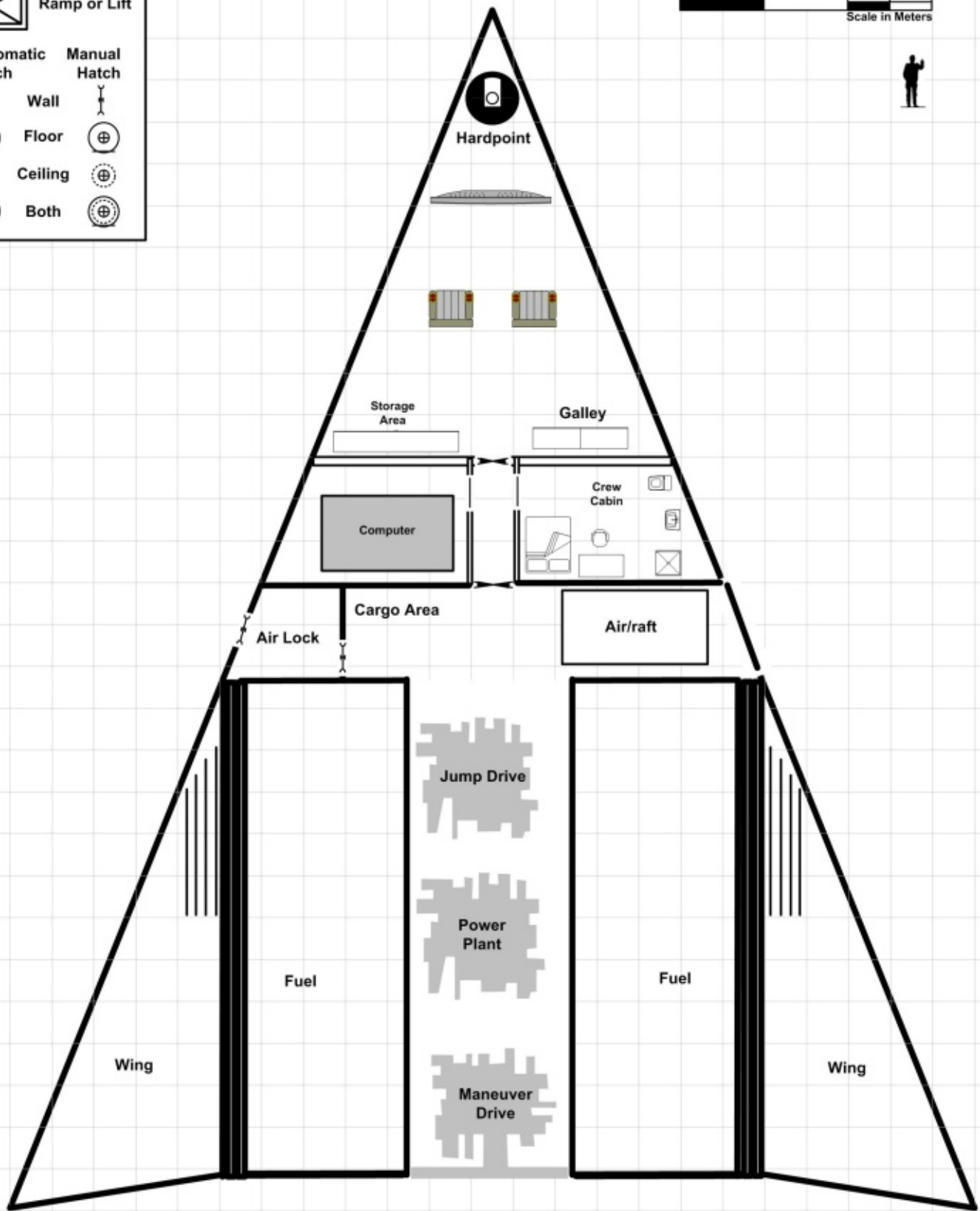


Imperial Intruder Class Scout Ship TL 15 Deck Plan

Deck Plan Key

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

Automatic Hatch	Manual Hatch
Wall	Wall



BESTIARY

Lightning Reds

By Brett Kruger

The Lightning Reds are a large, two meter long, swimming omnivore reptilian native to Khtearle. Although they will eat the underwater tubers and bulbs of the oceans of Khtearle, they much prefer the taste of flesh.

The Lightning Reds are air breathers but can live for hours under the water. They can sometimes be found sunning themselves on top of the huge fifty meter wide water lilies that grow on the continental shelves of the world.

More often than not they are encountered underwater, usually to the detriment of unprepared travellers. The Lightning Reds are extremely fast and absolutely vicious underwater.

Lightning Reds are long and thin, with eight large, but short, webbed appendages running the sides of their bodies. These webbed appendages also consist of four razor sharp claws used for ripping up their prey. This attack often disables their prey enough for the Reds to finish them off with a snap or two of their needle sharp teeth. The Reds' get their name from the crimson colour of their scales, which allows them to blend in completely with lilies and other large water plants of Khtearle.

Lightning Reds are only ever encountered by themselves or in pairs. The female Reds' lay

four crimson eggs in amongst the lilies bulbs every five local years. This makes them extremely difficult to find as the lilies crimson bulbs always comes out in sets of four. The parent Reds' then abandon the eggs to their own devices.

The Lightning Reds attack their prey by stealth, waiting in the lilies and ambushing their prey as they happen by. This stealth attack is what attracts the Aslan of Khtearle to hunting the creatures. It is considered a rite of passage for a young Aslan male to go out, hunt and kill his first Lightning Reds. This hunting has meant that the Reds have disappeared entirely from some ocean areas of Khtearle, but the world is large enough, and the population of Aslan small enough, not to endanger the Reds' populations.

Stats:

Size: 50Kg each - 2D hits

Type: Swimmer Hunter

Attacks: teeth

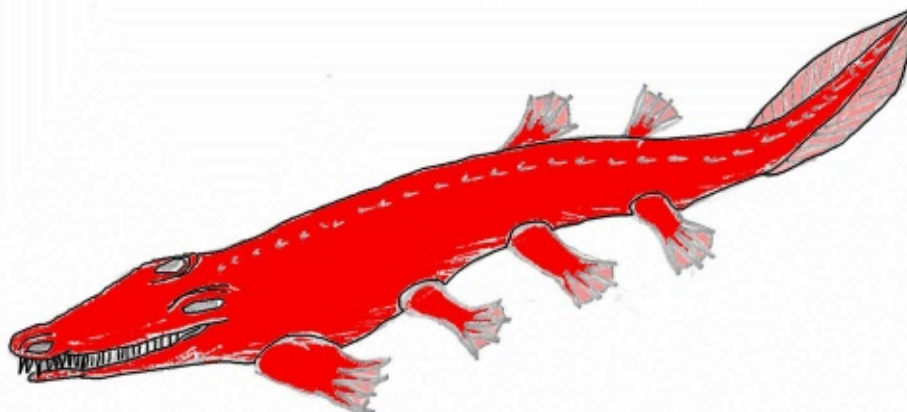
Damage: +1D

Abilities:

Characteristics: A5 F7 S4

Climate/Terrain: Oceans to a depth of 300 meters

Organisation: Single or pair



WHO ARE YOU?

Gypsy Gengus – Rogue Extraordinaire

By Brett Kruger



Adversary: Solomani Spy
Necessary Skills: See below for complete list
Necessary Equipment: Anything available
Locale: Causing trouble anywhere in Reavers' Deep

UPP: 7A8FD7

Skills: Computer 3, Jack-o-T 3, Grav Vehicle 1, Mechanical 1, Electrical 1, Battle Dress 2, Medic 1, Demolitions 1, Combat Rifleman 2, Zero-G Weapons 1, Zero-G Combat 1, High Energy Weapons 1, Survival 2, Liaison 2, Recruiting 2, Carousing 1, Brawling 1, Vacc Suit 1, Streetwise 2, Pilot 1, Forgery 1, Bribery 1, Recon 1.

Player Information:

Gypsy is a member of the Solomani Deep Infiltrations Section (SDIS), also known as the Phantoms. The Phantoms are a special section of the Solomani Confederate Department of Foreign Affairs that specializes in infiltrating foreign governments and bringing them around to support Solomani political views.

Gypsy is of pure Solomani stock and is 60 years old, although through the use of extensive gene therapy, analthargics and nano augmentation he only looks 38 years old. Due to the physical augmentation as well as micro computer implants and extensive training Gypsy, has become one of the elite Phantoms, able to infiltrate any organization by pretending to be someone else. Most medical scans will not detect the computer implants due to shielding and blood indicators that show he has Helmezers Syndrome, which can cause massive strokes and death to real sufferers of the disease.

Gypsy is 173 cm tall, has a shaven head and a faint scar on his left cheek that he got in boot camp, although he tells everyone he got the scar from a card game that went bad.

Aside from these traits Gypsy is an average looking, unremarkable Solomani male. This fact more than anything else helps him blend in on most worlds.

Gypsy is often seen with three ruby studs in each ear. These studs are not gems but are in fact encrypted data crystals and

audio/visual modules. The studs connect to the computer implants via a wireless link to allow the transfer of data. The link not only gives Gypsy instant access to a large library of information and skills, but also gives him augmented reality through enhanced audio and video feeds from the studs. Aside from the skills he is trained in Gypsy also has access to a number of other skills at level 0 through the computer implants.

Gypsy's real name and homeworld are unknown as the extensive SDIS training removes the operative's previous identity. It is believed by Imperial Intelligence that Gypsy is code for a member of the Phantom unit and that Gengus may be a rank due to their common occurrence together on Imperial registers of cross boarder Solomani visas, even though they are not common Solomani names. However this has never been confirmed as a live member of the Phantoms has never been captured, and the Phantoms constantly change their methods for crossing the border. The only proof of the Phantoms Imperial Security has is the unique encryption used on their data crystals, which has never been cracked.

When undercover Gypsy uses several pseudonyms including Jack Garreth, Jack Johnston, John Smith, Johnston Smith, Josef Smith, Johnston Hammerstone and Josef Hammerstone just to name a few.

Referee Information:

Gypsy should be used in one of the following situations.

1. Someone has bombed an Imperial Naval starship in port using unusual components. The party is hired to check leads.
2. A local trade broker has been found dead, shot in the head. The family want the killer brought to justice. Gypsy used the broker to get across the border into the Imperium and removed the only person who had seen his face.
3. A large sum of funds has disappeared from a local Imperial bank branch. The party is hired to attempt to trace the hacker and return the funds.
4. An unknown bacteria, which causes uncontrollable bleeding in victims, has been causing issues at an Imperial army base. While the local medical authorities have the outbreak under control the party is hired to find the source of the outbreak.



Possible SDIS emblem

--News Feed--

Htalrea/Ea (1226 E767610-0)

Date: 121-1113

Today Caledon Ventures began establishment of a permanent trading post on Htalrea's northern continent of Teltrata.

Mirak/Ea (1127 C766763-A)

Date: 187-1113

Riots are sparked on Mirak when local citizens attempt to defend the crew of the free trader MacBeth, registered out of the Confederacy of Duncinae, from police harassment.

Htalrea/Ea (1226 E767610-0)

Date: 241-1113

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

Htalrea/Ea (1226 E767610-0)

Date: 268-1113

Trallatrel Corporation begins construction of an outpost on Htalrea's southern continent. This is the second permanent offworld trade settlement on Htalrea since the Principality of Caledon opened the world to human trade.

Stirling/Scotian Deep (1415 A957865-C)

Date: 332-1113

Officials of Caledon Ventures and the Scotian Deep Trading Company announce their final amalgamation under Caledon Ventures. The president of Scotian Deep acknowledged that the amalgamation was the only way the company could continue to trade.

Dunmarrow/Ea (0921 B444653-A)

Date: 364-1113

Caledon Ventures warns its personnel in the Ea and Scotian Deep subsectors that action from the Aslan company Tlasayerlaahel is expected against their interests.

FEATURED ADVENTURE

Next Lily Over

By Brett Kruger

This adventure requires a party of four to seven player characters without their own ship.

Player's Information

The Situation

The party is on one of the worlds within jump 2 of Khtearle (Collin's World, Brandon, Banff, Marion, Gralyn, Venice or Aikhiy) looking for a patron. They are approached by a man calling himself Brice Jockson. Brice is a 6 foot tall, rough looking man. Well built he has black hair and what looks like a permanent five o'clock shadow. Brice is looking to hire some capable people to act as guards and stewards aboard his 200 dTon safari starship.

Brice tells the party that they are looking to jump from their current world to Khtearle to go hunting Lightning Reds, the huge fighting sea creatures native to that world. By "they" he means the other members of his crew, whom he will introduce if the party takes on the job. Khtearle is currently a balkanised world so he

plans to locate the hunt in one of the neutral seas. However the political situation is a little unstable at the present time, which is why Brice is looking to hire guards for the hunt.

Brice intends to spend two weeks on Khtearle during the hunt, so will offer the party 5,000Cr each for the four week job, all expenses included. The party will have to provide their own weapons. Brice tells the party that the general law levels on Khtearle prohibit all weapons except short blades, however since they will be away from the main population areas he quietly suggests they pack something with a bit more punch.

Once the party accept the job Brice will direct them to a docking bay of the local downport where his ship, the *Hunter's Prize*, is docked.

Once there he will show them around the ship and introduce the rest of the crew. At the end of the job the *Hunter's Prize* will return the players to the world they were picked up from.





The Hunter's Prize

The *Hunter's Prize* is a standard, if battered, Type K Safari Ship. She has the typical 200 ton wing shaped hull, jump drive B, manoeuvre A, and power plant B, giving a performance of jump 2 and 1G acceleration.

Next to the bridge is a model 1/bis computer. There are eleven staterooms, but no low berths. The ship has two hardpoints with dual turrets and fire control on each. One turret has dual missile launchers and the other has dual sandcasters. The *Hunter's Prize* also carries an air/raft and a 20 ton launch. Cargo capacity is 5 tons, as well as the two 7 ton capture tanks. The ship is streamlined and has fuel scoops for wilderness refuelling.

The *Hunter's Prize* is routinely maintained, however its hard life means its engineer is constantly fine tuning the engines and fixing minor breaks. A roll of 10+ on 2D6 (no modifiers allowed) means a minor system has broken. This can even occur during jump.

The *Hunter's Prize* was constructed 52 years earlier at the Garrison (Reavers' Deep 2221) shipyards.

The Hunter's Prize Crew

The *Hunter's Prize* requires 6 crew to operate her, a pilot, a navigator, an engineer, a medic and two gunners. The following is a list of the minimum NPCs required for this adventure;

Brice Jockson - Captain and pilot.

947DEC Age 50 8 terms Cr350,000
Pilot-3, Computer-2, Admin-1, Blade-1, SMG-1, Vacc Suit-1, Ship's Boat-1

Dane Stakval - Navigator - 976675 Age 46 7 terms Cr85,000
Navigator-2, Jack-o-T-2, Vacc Suit-2, Carbine-1, Electronic-1, Pistol-1

Darpa Lane - Engineer - 8A6878 Age 30 3 terms Cr50,000
Engineering-3, Mechanical-2, Electronic-1, Gambling-1, Dagger-1, Rifle-1

Thomas Griffith - Chief Gunner - 498857 Age 38 5 terms Cr90,000
Gunnery-3, Air/raft-1, Vacc Suit-1, Pistol-1, Carbine-1, Streetwise-1, Bribe-1

Millis Fromburth - Native Khtearle Guide - 87465A Age 32 0 terms Cr2,000
Blade-1, Club-1, Brawling-1, Pistol-1, Streetwise-1

At a minimum a medic, gunner and two guards are required to fill out the crew. Up to another two guards and/or thugs can be added as either players or NPCs. Each crew member can be allocated a stateroom. Brice, Dane and Thomas are old Navy friends and form the core of the group. Darpa has been with the *Hunter's Prize* for just two months and replaced the previous engineer who was killed in a bar fight on Drellesarr (Reavers' Deep 2029). Millis will join the *Hunter's Prize* at the downport of Khtearle once the ship arrives on-world. Brice and the other crew members appear to know Millis well and the Captain indicates that they have used Millis as a guide on previous hunts.

The Sea of Senerriferis

Millis guides the *Hunter's Prize* to a point 30 kilometres off the coast of the Glarlops' mainland and 10 kilometres off the southernmost island of the Uawairlew clan territory.

The point is just outside the territorial boundaries and although Millis says it is risky so near the aggressive Uawairlew clan he had heard reports of good sized Lightning Reds in the area. This part of Khtearle has relatively shallow seas, averaging 50 to 300 meters deep, which makes the area ideal for growths of the giant Nelumbunu water lilies. At 50 meters across, the top of the floating pads are sturdy enough for a small adult to walk across.



Large swaths of kelp are also found in the area, supplying abundant food sources for small marine animals, which in turn feeds the larger creatures like the Lightning Reds. The water is warm year round, and has a visibility of up to 50 meters. The *Hunter's Prize* will spend the two weeks drifting on the sea, while Brice, Dane and Millis take the air/raft underwater on the daily hunts. They will be gone for several hours at a time and sometimes even at night. They will occasionally they will be seen unloading crates into one of the holding tanks.

At least once a day the crew will observe a prop driven aircraft fly over their location.

They will also see coastal craft in the distance moving along the coast and one particular black craft will be observed along the Uawairlew clan coast several times. After seven days the players will be required to take the cutter back to the downport for fresh supplies.

Referee's Information

This adventure is not a big game hunt but is in actual fact a treasure hunt. During his time in the Imperial Navy Brice came across an old report in the Naval archives about the Imperial White Fleet that was dispatched to the Deep to suppress the violent natives of Drexilthar (Reavers' Deep 1826). One of the starships of that fleet was the 10,000 dTon heavy escort *Kjentkal's Revenge*.

The records indicated that *Kjentkal's Revenge* mis-jumped from Stonehaven and was never seen again. The records also indicated that the starship was carrying part of the fleet's payroll at the time it disappeared, over 100 million credits in hard currency.

Once out of the Navy Brice set about locating the lost escort and its hidden prize.

His endeavours were helped when he inherited the *Hunter's Prize* from an eccentric uncle. Searching Imperial and other records eventually lead Brice to a report of a possible starship crash listed by scouts during a routine survey of the Drinsaar subsector.

After conducting an orbital survey of the

world Brice located a possible sensor hit near to where the *Hunter's Prize* now sits.

Brice and his cohorts then use the air/raft to survey the wreck, looking for ways inside and attempting to locate the lost payroll. Brice will be able to locate the treasure inside the *Kjentkal's Revenge* after four days of surveying the wreck. He will then be able to retrieve crates containing 10 million Imperial credits per day, for a total of 100MCr after the two weeks. In the meantime the hired party look after and guard the *Hunter's Prize* from the locals who will inevitably come calling...

Local Encounters

Apart from encounters with the local wildlife like the Lightning Reds, the *Hunter's Prize* can attract the attention of the Human and Aslan who live near the sea.

The prop driven aircraft is a spotter plane for the black sea craft that belongs to the Uawairlew clan. The sea craft has a crew of 20 Aslan and is armed with two heavy cannons, deck mounted heavy machine guns and a missile turret (TL6). On a daily roll of 7+ (2D6) the craft will approach the *Hunter's Prize*, claiming they are in Uawairlew territorial waters and demanding duties and/or bribes.

On a roll of 10+ (2D6) they will outright attack the *Hunter's Prize* and attempt to board her.

The boarding party will consist of 10 Aslan warriors wearing mesh armour and carrying machine guns.

The party's activities will also attract the attention of the Glarlops' nation. They may (roll 9+ per day on 2D6) send a submarine to investigate the ship, but otherwise will not interfere with the *Hunter's Prize* activities.

However if they do investigate they may detect the warship on the sea floor on 10+ (2D6) and attempt to seize both ships. This will most likely involve larger warships, as the GM sees fit. The crew of the *Hunter's Prize* will have time to detect the approaching warships, in which case Brice will most likely abandon the planet with whatever treasure he has managed to gain up to that point.

The following URLs contain deckplans for the Type K Safari Ship.

<http://classictraveller.wordpress.com/starships/safari-ship-type-k/>

<http://www.elvwood.org/Traveller/Animal.html>



BUSINESS AS USUAL

Banff System Company

By Brett Kruger

History:

Banff System Company was incorporated in 994 on Collin's World (Reavers' Deep 1631) to exploit the resources of the Banff system (Reavers' Deep 1831). As the population of Collin's World reached 3 billion the Civil Service Government found that the cost of local resources, particularly the raw materials required for the construction of the living habitats that protected the population from the vacuum of the world's surface, starting to climb sharply. A group of local merchants was approached with the offer of a resources contract and thus Banff System Company was formed. Banff System Company prospered for well over two decades until a rival trade syndicate set up a similar mining enterprise in the Brandon system. A brief trade war ensued between the two companies before an agreement was reached in 1015. With the city-states of Collin's World divided up between the two resource companies, Banff System Company was able to get back to the business of supplying raw materials. As the population of Collin's World grew, so too did the size and profits of Banff System Company. Thus after 120 years the fortunes of Banff System Company is tied closely to the rise of Collin's World.

Divisions/Corporate Structure:

Banff System Company consists of three departments: Sales, Transportation and Mining. Sales handles the sale of the raw resources to the city-states of Collin's World, Transportation handles the bulk transports that operate between the two worlds, and Mining runs all local operations on Banff. All three department heads report to the Board, which consists of a delegate from each of the three companies that still own shares in the company. The 6000 residents of Banff are all employees of the company, while a further

1000 employees work in the Sales and Transportation departments.

Corporate Culture:

Life in the mines of Banff is hard but the miners are well paid, at times the pay rates have been up to thirty percent over standard.

In the last six months there have been some complaints from the miners, due in part to declining maintenance schedules brought about by recent poor profits. This slump in profits mirrors the recent decline in trade passing through Collin's World, and this has been directly attributable to the current instability in the Carrillian Assembly. Morale is much higher in the Transportation department as the fleet of six bulk transports are relatively new and remain well maintained. The Sales department is starting to feel the pressure of declining profits with several high profile executives demoted or forced to leave the company in recent months.

Banff System Company Logo





Corporate Affairs/criticisms:

Some segments of the Collin's World government have criticised companies like Banff System Company as being too singular in their core business and not having enough diversity to remain profitable in the current economic downturn. While it is true that Banff System Company only exists to bring resources from Banff to Collin's World, it has done so with great efficiency for its entire history.

Current Projects:

Banff System Company has no current projects outside of the Banff system.

Stock ownership:

Telliter Constructions 1/3 share, Morgan Housing 1/3 share, Fouress Inc. 1/3 share.

Brandon System Company

By Brett Kruger

History:

Based on Collin's World (Reavers' Deep 1631), Brandon System Company was incorporated in 1012 to exploit the material resources of the Brandon system (Reavers' Deep 1632) to help support Collin's World.

When Brandon System Company sent their first exploratory mission to the Brandon system they found a scattering of independent miners already operating there.

For the first few years the company attempted to compete against the independent miners, only to be embroiled in claim disputes and petty acts of sabotage.

Due to the increasing costs associated with these actions company officials sat down with the miners' guild and negotiated an agreement. The company agreed to lease the miners their equipment, sell them their air and food, and in return would have sole rights to purchase their ore. This agreement has now been in place for almost 100 years. In 1084 the company picked up a contract for foodstuffs from Khtearle, which it transports to both the miners on Brandon as well as Collin's World. In 1107 the company signed an agreement with the government of the Gralyn Assembly to transport foodstuffs from its colony on Khtearle to Gralyn. These contracts have somewhat insulated the company from the regional strife caused by the current instability in the Carrillian Assembly.

Divisions/Corporate Structure:

Brandon System Company operates with

two departments, Sales and Shipping. Sales is responsible for the procurement of food, equipment and other supplies to sell to the miners on Brandon, as well as negotiating the purchasing of Brandon ores. Shipping is responsible for the transport of material to Brandon, and ores from Brandon to Collin's World. Brandon System Company currently has just over 2000 employees. The current CEO, Terrius Gamna, has held the position for 30 years and has overseen much of the company's recent growth. This growth is directly attributable to Gamna's push to sell shares in the then private company to employees. This capital-raising venture allowed the company to expand considerably, purchasing new ships that gave them the edge in winning later contracts.

Corporate Culture:

Although Brandon System Company wages are industry standard employees are highly motivated. This is because they are encouraged to become shareholders and company dividends augment their basic salary.

The higher the company profits, the more returns the staff receive. Employees can only sell their shares to other employees, and in fact this is a requirement for leaving the company. This shares system means that the company has a very low staff turnover rate.

Staff tend to be very loyal to the company as any indiscretions that result in unfavourable publicity for the company can result in the loss of shares.



Corporate Affairs/criticisms:

Charlie Lin-Shring currently holds the position of Chief PR Manager, and is a master of public relations. Brandon System Company has a reputation as a top quality shipper that delivers on time and under budget. Much of this reputation is directly attributable to Lin-Shring's aggressive marketing to both customers and media outlets, ensuring that successes are promoted extensively while any failures are quietly covered up.

Current Projects:

Company officials are currently in contract negotiations with the government of Venice to help supplement local transport companies transporting foodstuffs from Aikhiy to Venice. Brandon System Company is also investigating the possibility of investing in, or the outright purchases of, Venice or Gralyn shipping companies.

Stock ownership:

Brandon System Company employees - 100%.



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ystem

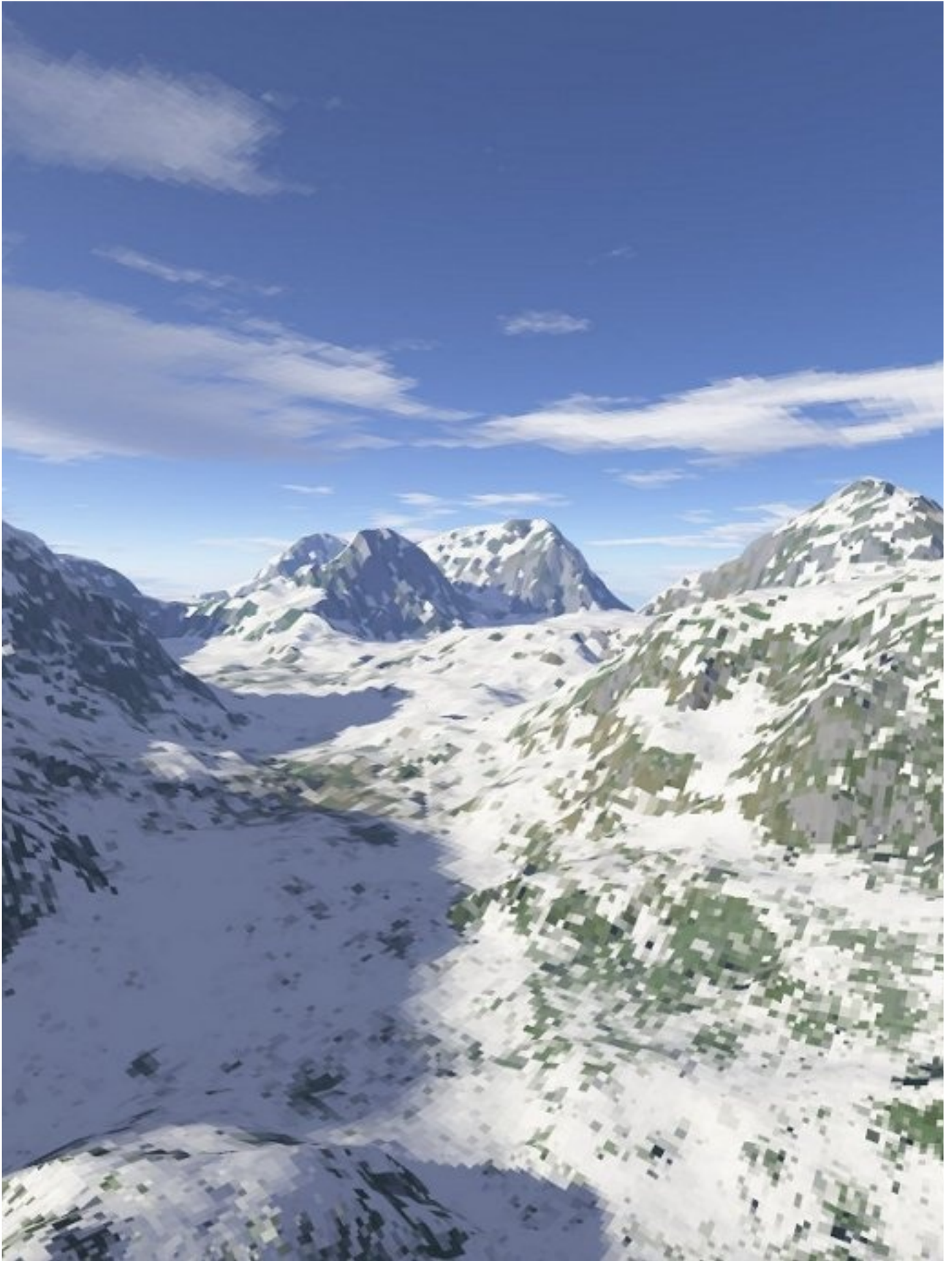
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Brandon System Company Logo

Looking for adventure or land amongst the stars?



Join your clan brothers today as they seek out new worlds and claim territories ripe for the taking. Fight glorious battles and lay claim to what will be ours!



The Mountains of Moria *by Brett Kruger*

CONTACT!

H'Oskhikhil – A Minor Non-Human Race.

By Brett Kruger

Origins and History:

The H'Oskhikhil are natives of Storm (Reavers' Deep 1404). Their world's eccentric orbit has molded their lifecycle into two major phases: the civilized adult which, after reproducing, is consumed by the voraciously hungry juveniles. This process has kept the race from developing an enduring technological society until relatively recent times.

They have only recently begun to develop a culture because the adults developed armoured buildings against ravaging juveniles who eat them. Some of the adult H'Oskhikhil took to the cool caves of the Polar Regions during Storm's hot periastron period and were able to survive the budding time. Learning from this the adults began to take steps to survive in the future, air-conditioning their armoured buildings.

A form of writing was developed several hundred years ago and the H'Oskhikhil has been busy recording their verbal history and achievements onto the walls of their compounds. Given the high level of intelligence of the adults the technology of the world is improving rapidly.

Physiology and Appearance:

The H'Oskhikhil are manhole-shaped beings, a half meter high by 1.5 meters diameter.

They are furry with twelve appendages of various sizes arranged around the fleshy middle. None of the appendages act as legs, with the H'Oskhikhil gliding along their bases.

Only the adult stage is intelligent and some of them also have the ability to act as natural computers. The juveniles are three feet tall and have tubular bodies. Two stalked eyes, four grasping appendages and four heavy legs protrude from their bodies. The juveniles do not wear clothes but do have the capacity to use simple tools. Both the juvenile and adult H'Oskhikhil has a preference for higher than normal ozone levels, the standard atmosphere

on their homeworld.

The juvenile buds on the adults are triggered with temperature increases, hence the desire by the adult H'Oskhikhil to stay cool and delay the process. Once the budding has started the adult always die as the juvenile buds hatch to release the young. The dead parent then provides food for the offspring. As the comparatively short and hot periastron period ends the offspring mature and begin their metamorphosis into the long lived adult form.

Language:

It was originally thought by early explorers of Storm that the H'Oskhikhil had no language as they made no sounds. However later research by Imperial scouts discovered they do indeed have a complex language, all be it in the ultrasonic range. The adult H'Oskhikhil was able to listen in on the visiting humans and did learn Galanglic and they have built crude interpreters to allow them to communicate with offworld visitors.

Psychology:

The juvenile H'Oskhikhil will generally attack and attempt to eat anything that moves.

Although the juveniles appear to be social, moving in groups as they do, this is little more than a pack mentality. They show little intelligence beyond using items as weapons to kill their food. The juveniles are not particular about what they eat either, whether that be the adults, other creatures, or even adventurers.

The long lived adults, on the other hand, are friendly and peaceful in nature. They are generally shy when first contacted but once they see that visitors are not a threat to themselves or their habitats the H'Oskhikhil will be eager to make friends. They have a natural inquisitiveness and learn new technologies quite quickly. While the adults are social creatures and always appear in groups they will abandon each other when threatened with over-heating.



Society and Government:

H'Oskhikhil adults live in large stone buildings that have the look of fortresses or mausoleums. These buildings are armored and air-conditioned refuges where they can live to pass on their culture and technology to the next generation. There are currently eight billion H'Oskhikhil living on Storm, living in one of the millions of air-conditioned compounds that dot the world. The adult H'Oskhikhil are very much a social creature, and will often be found in groups communing with each other.

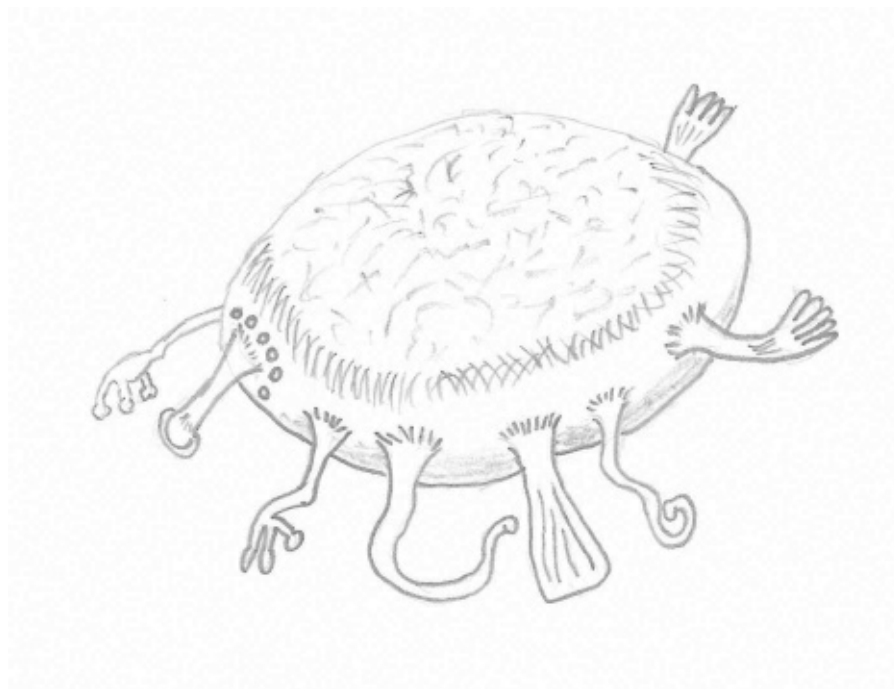
The government of the H'Oskhikhil is a Feudal Technocracy, with the most intelligent individual of each compound elected as the compound's leader. Compounds within a region will co-operate and trade with each other, with the most technically advanced compound leader becoming the regional leader. These regional leaders met on an ad-hoc manner for planet-wide matters. The most intelligent, based on select measures, is chosen to lead the council and to guide the members to resolve the issues they are meeting over. This leadership is only ever for the duration of the council meeting.

Military and Technology:

The adult H'Oskhikhil have never developed a military force as there is rarely any conflict between them. Many hundreds of years ago the adult H'Oskhikhil recognised the only way to protect themselves from the hordes of juveniles was to build armoured enclosures, rather than fighting them off. The armoured enclosures were the answer and it wasn't long before the adults worked out how to air-condition and cool the enclosures. Once the adults had removed the only threat, they found no need to develop an army or other defensive forces.

As stated before the adult H'Oskhikhil are naturally inquisitive and this goes doubly so with regards to technology. The adults love new technology and are quite adept at reverse engineering any they get their appendages on.

This ability has meant the H'Oskhikhil have been able to advance their technology levels rapidly over the last three to four hundred years. They trade technology readily and it is expected the H'Oskhikhil will venture into space within the next couple of decades.



Adult H'Oskhikhil

FEATURED ARTICLE

Standard Shipping Containers

By Gabe Thullen

A bit of history

The standard shipping container is a major invention which revolutionized interstellar shipping. Nowadays, these containers are taken for granted, but historians agree that their advent contributed to a large extent to the success of the Zhunastu Industries, which in turn lead to the birth of the Third Imperium.

Cleon Zhunastu, the future emperor Cleon I, acquired controlling interest in the Zhunastu Conglomerate in the year -30, and the corporate records, available at the imperial archives, show that the first standard shipping containers were being produced shortly thereafter.

According to his biographical notes, Cleon developed his idea of standard shipping containers during his sabbatical tour of the Rimward frontier, from -34 to -30. He noted that he had to spend days or even weeks waiting at the starports while hundreds of stevedores unloaded then reloaded the interstellar freighters. He then thought of a way to speed up this process. By way of comparison the same task is now completed

in less than a day by an eight person crew.

Some historians claim that this is a casebook example of ancient technology which had been forgotten during the Long Night. The standard shipping containers would have been invented on Terra before the development of spaceflight, and would have contributed to an explosion of commerce which ultimately led to the discovery of jump drives! Unfortunately for them, there is no documentary evidence to support this theory and the consensus among the scientific community is that this is just another part of the Myth that surrounds old Terra and the ancients.

Imperial Standards Bureau (ISB)

During the few decades of growth containerization meant using different and incompatible container sizes and corner fittings from one planet to another. There were dozens of incompatible container systems in the Sylean Federation alone!

The Imperium noted that logistics would be



A regular shipyard showing shipping containers on any tech level 8 world.

greatly improved by further standardization, and some of the recommendations by the Imperial Standards Bureau (ISB) concerned shipping containers:

- R-668: terminology, dimensions and ratings;
 - R-790: identification markings;
 - R-1161: corner fittings;
 - R-1897 minimum internal dimensions of general purpose freight containers.
- These different standards can be summarized as follows:
- Dimensions: 6m x 3m x 3m (+/- 0.01 m).
 - Mass: 3.85 tons
 - Fully loaded containers should be stackable 10 high.



The carrying capacity of freight liners is often given in « TEU », in other words the number of standard containers which can be carried. Thus a 5000 ton freighter could be designated as a 1024 TEU or 880 TEU, depending on the drive size. It is not known what the abbreviation « TEU » stands for.

Other standard containers

Major companies now use a « long box », which occupies the same volume as two standard containers put end to end: It measures 12m x 3m x 3m and has a mass of 7.7 tons.

Many variations on the standard container exist. One common type of container is called a tanktainer, basically a tank inside a standard container frame, and is used to carry liquids. Containers can also incorporate



an independent power supply, as well as environmental controls, so that refrigerated containers can be used to transport perishables.



There are many other uses, including:
 Prefab offices and housing;
 All-in-one small scale manufacturing units.

Tricon and Quadcon

The Imperial Navy has recently started using intermodal freight containers to transport and store equipment. Two extremely versatile « mini-containers » are in use:

- * Tricon (Triple Containers):
 2m x 3m x 3m. Three of these link up to form one standard container.
- * Quadcon (Quadruple Containers):
 1.5m x 3m x 3m. Four of these link up to form one standard container.

These military containers are not used for commercial shipping as there is far too much « dead weight », and only the Navy can afford such waste. When three or four companies want to share a container for shipping purposes, it is far more efficient to set up partitions inside a standard container.

CONTACT!

Ayansh'i – A Minor Human Race.

By Brett Kruger

Origins and History:

Some three hundred thousand years ago the mysterious Ancients transplanted many Human-descended races across known space. They choose to place the Ayansh'i on Ghost (Reavers' Deep 3115), a heavily forested world. To what purpose has now been lost in the mists of time, but the Ayansh'i took to Ghost and have made the world their own.

Early explorers to the Ghost system determined from orbital surveys that massive structures were present on the planet and that a number of large life forms also existed. However, due to the differences in Ayansh'i physiology, they were unable to locate any human life forms. Thus when the explorers finally made landfall and began to explore the structures they were amazed to discover them remarkably intact.

Soon stories began to spread about the Ghost planet and it wasn't until two months later that initial contacts were made with the indigenous peoples. Apparently the locals had been observing the interlopers and only made themselves known when the Scouts were about to begin excavating a series of burial mounds.

The long night had little effect on the Ayansh'i with the loss of interstellar trade hardly noticed. Records show that when they were contacted again in 87 very little of Ayansh'i culture had changed in the intervening years. The Ayansh'i welcomed the Imperial scouts and when the border of the Third Imperium reached Ghost the world was absorbed with little effort, as the Ayansh'i recognized early on the benefits and protection to be gained by being a member world.

Physiology and Appearance:

Externally the Ayansh'i appear to be lightly built humans, averaging around 50 kilograms. They have irises that cover 95% of the eye,

allowing them better vision in the lower light levels of their homeworld. They appear to have a longer lifespan than most of Humaniti, even the long-lived Vilani, with the previous Oracle known to have lived 250 standard years.

Little is known about Ayansh'i reproduction, except that twins seem to be relatively common. The Ayansh'i are also incapable of interbreeding with the rest of Humaniti, due to what appears to have been large scale genetic engineering performed by the Ancients, combined with a certain amount of natural selection on their planet. Oddly enough while the Ayansh'i both recognize and understand these concepts they claim that neither hypothesis is true. They claim their differences are the direct results of the conscious decisions of their ancestors, but they have not permitted archaeological expeditions on their planet to disprove either theory.

Language:

The Ayansh'i uses a naturally formed language of constants and vowels that is unique to their culture and is rarely spoken in the presence of non-Ayansh'i. As such the language is still as much unknown as the rest of Ayansh'i society. The Ayansh'i are very quick to learn other languages which has helped them maintain the secrecy of their own language. They will always speak the native language of visitors, often without an accent, both to be polite and to hide their own language.

Psychology:

The Ayansh'i are possibly best known for their contribution to the fine arts of the Imperium. Nothing on Ghost goes unadorned, from the humblest carving knife to the most impressive structure, and everything on the planet is a work of art. These art works are currently exported and collected throughout

the Daibei Sector and may one day become as highly sought after throughout the Imperium.

Though the Ayansh'i rarely leave their homeworld they have, on several occasions, been persuaded to do so by clients they judge worthy. The "Ducal Gardens" on Wariner (Daibei 0507) were created by the Ayansh'i, as was "The Scepter of Seasons" possessed by the Archduke of Sol and the "K'sium Matari" in the Imperial Palace on Capital (Core 2118). Once the work is completed the Ayansh'i artisans always return immediately to Ghost.

Society and Government:

Ayansh'i society revolves around two realms, Ayata, the "world of the living" and In'chata, the "world of the mind" or "spirit". Everything in the Ayata is seen as a manifestation of the In'chata, but while interpretation of the Ayata is up to the individual, only the Oracle and her disciples can interpret the In'chata. Most of the society is nomadic with only the Patza'itah, the "disciples of the Oracle", and their highly trained guards, the Inoshans, residing in the massive ceremonial centres.

It has been noted that the members of both the Inoshan and the Patza'itah are all twins, with one twin being in the Inoshan and the other in the Patza'itah. It is believed that this is a continuation of the basic duality of Ayansh'i life, Ayata reflecting In'chata, and the symbolic importance of twins in that system.

Each of the clans govern themselves, ruling over their ancestral hunting grounds as generations have before them.

Each clan is made up of a dozen or more families and is lead by the oldest twins of the most senior family. The clans are traditional hunter/gatherers and have several 'camps' scattered across their hunting grounds.

These 'camps' are permanent structures built high in the Sagitertius trees, which offers protection from some of the larger creatures of the world.

These trees are encouraged to grow into the shape of rooms, with the boughs shaped and formed to create living spaces. These living 'walls' are then carved to display what is believed to be the history of the clan, often using the stylistic scripts and designs loved by the Ayansh'i.

Military and Technology:

Warfare and conflict are virtually unknown amongst the Ayansh'i, with the Oracle resolving any major issues between the clans.

Rare conflicts over hunting grounds sometimes result in brief battles between hunters. This is quickly stopped by the clan leaders, who take the issue to the Oracle for arbitration. As such, beyond the hunters, there is no formal military.

Technology is only used by the Ayansh'i where it has a functional purpose, and even then the technology is hidden within the design work.



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.

Drinsaar Subsector: The Drinsaar subsector is made up of several multiworld states and scattered independent worlds. The largest of these governments is the Carillian Assembly to trailing and coreward. The Gralyn Assembly controls two worlds on the Drinsaar Loop. To rimward lie the Lanyard Colonies, the Carter Technocracy and the Purity Union.

The spinward and coreward worlds of the subsector make up a portion to the Drinsaar Loop, a 23 world main that extends into the Eakoi and Drexilthar subsectors.

The Drinsaar subsector contains 25 systems with a population of 49.527 billion. The highest population is 30 billion at Rintarna and the highest tech level is 13 at Rintarna and Lanixohn.

Drinsaar Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Khtearie	1733	C595778-5		Ag		614	Na	F2V
Botany Bay	1734	E643569-4		Ni Po	A	310	Ga	F5V M0D
Gralyn	1735	B758899-A	J	Cp		111	Ga	K5III
Askoapoy	1735	A488608-A						
Carter	1740	A7589A8-B	J	Hi Cp		402	Ct	K7V
Banff	1831	C516310-A		Lo Ni Ic		601	Na	F3V
Marion	1832	C7B4352-A		Lo Ni Fl		703	Na	G8V
Griffin	1839	B8878AC-9	J			313	Ct	G8V
Jefferson	1840	B000666-9	J	Na Ni As Va		603	Ct	F4V
Rintarna	1933	B887A99-D		Hi		313	Na	G3V M5D
Horste	1937	D767551-7		Ag Ni		804	Ly	F0V M5D
Lanyard	1938	B89A569-B		Ni Wa		314	Ly	F4V M9D
Drinsaar	2032	C799435-A		Ni		803	Na	F9V M9D
Lanixohn	2033	A789973-D	J	Hi	A	700	Cb	M5V M3D
Kaihadd	2034	C885665-7		Ag Ni Ri		702	Cb	F7V M2D
Lysiches	2037	B446562-8	J	Ag Ni		803	Ly	G2V M1D
Morgan	2038	B659698-8		Ni Cp		811	Ly	F4V
Taraan	2133	B877687-A	J	Ag Ni		105	Cb	M2III
Dran	2136	E323523-5		Ni Po		610	Na	G0V M7D
Sian	2234	D87A466-8		Ni Wa		505	Cb	G8V
Purgatory	2239	C213367-B		Lo Ni Ic		201	Pu	F6V
Bakuur	2337	D567585-5	S	Ag Ni		904	Cs	F1V
Iskara	2431	B554759-9	J	Ag		421	Cb	M1V
Santol	2433	C999563-7	J	Ni		204	Cb	F7V
Nimbus	2438	E6A1453-8		Ni Fl		212	Na	F5V M5D
Purity	2440	B8889DC-A	J	Hi Cp	A	813	Pu	F2V M9D

Askoapoy (Reavers' Deep 1735 A488608-A): Although Askoapoy has native life, it is believed that the Droyne presence on this world is the result of Ancients' activity.

Archaeologists working with the Droyne on Askoapoy have dated the first colonization of the Gralyn system to some 300,000 years ago, when a colony of Droyne was established there by the Ancients. This colony survived the Final War that ended the Ancients' domination of known space and slowly recovered until its technological society had been re-established.

Explorers from the Rule of Man first entered the system circa -2000. The discovery of the Droyne on Askoapoy sparked some excitement and a contact mission was sent by the Governor of Daibei. Friendly relations were established, and plans made to create a combined embassy, research base and trading enclave. The enclave, initially a couple of hundred people, was established in -1893, but by -1780 the population was well over 1000. The Collapse of the Rule of Man stranded the humans in the Gralyn system.

The last starship to leave Askoapoy was a scout ship, sent to petition for an evacuation mission, but it was never heard from again.

Askoapoy, never a part of the Vilani Empire or the Rule of Man, felt the Long Night less than many worlds. The only real effect was simple isolation. With the loss of support from back home the human enclave changed from a source of revenue for their Droyne hosts to a drain on community resources. The Droyne leaders wanted to rid themselves of this liability, but were reluctant to let the humans establish themselves permanently on Askoapoy, mostly because they believed the humans would begin to expand uncontrollably once released from the restraints of the enclave.

The solution which was found was the primary planet of Askoapoy. Kraln was too cool for the comfort of Droyne, but was within acceptable human tolerances. The Droyne had had sublight space transport for a long time although it was considered wasteful and seldom used. An old freighter was put into commission and the humans transferred to Kraln (which human tongues eventually corrupted to "Gralyn"). Throughout the Long

Night regular flights connected the two worlds, and with the help of the Droyne, Gralyn quickly expanded beyond the initial colony, and prospered.

Towards the end of the Long Night raids by Reavers became increasingly common and Gralyn and Askoapoy developed a joint system defense boat network to defend themselves. This system was very effective, and soon the Reavers learned to avoid the system. Having this space navy in place and toughened by the Reavers, Gralyn was able to defend itself against Aslan colonists and weathered the Long Night well.

Bakuur (Reavers' Deep 2337 D567585-5):

A green world, full of life and marked by islands, Bakuur is an isolated world near the edge of the Solomani border. Originally the scout base on the world was established after the Peace of Ftahair to monitor Aslan movements. The inhabitants of the world readily agreed to become a client state in return for the expected increases to trade. This did not eventuate until the formation of the Solomani Confederation. Since then Bakuur has become a trade route between the Confederation and the spinward worlds of the Carrillian Assembly.

Banff (Reavers' Deep 1831 C516310-A): A small airless world being exploited by the Banff System Company from Collin's World (Reavers' Deep 1631). (6)

Botany Bay (Reavers' Deep 1734

E643569-4): Botany Bay is a colony of Gralyn (Reavers' Deep 1735) and a member of the Gralyn Union. Originally a prison planet where the inmates worked the mines, the hard edge of some elements of the population has earned the world an amber travel rating.

Carter (Reavers' Deep 1740 A7589A8-B):

Carter is the capital of the Carter Technocracy. The Technocracy is currently lead by President Calvin Tomage, his leadership considered the most popular in over two hundred years. The population of Carter lives in massive multi-level cities that cling to the coastlines of the many islands that dot the world.



Dran (Reavers' Deep 2136 E323523-5): Dran is a world in decline. Increased volcanic activity 80 years ago has seen the very thin atmosphere badly polluted. With little in the way of natural resources to attract trade the already struggling population is now in decline.

Drinsaar (Reavers' Deep 2032 C799435-A): Once an important gateway for human exploration into the Drinsaar Loop, fortunes changed for the population of Drinsaar after the government of Rintarna struck a trade deal with the fledgling Carrillian Assembly. Drinsaar had presented a request to join the Assembly, but given recent internal strife in the Assembly, the government of Drinsaar has withdrawn the request.

Drinsaar Loop: The Drinsaar Loop is a 23 world Main. The Loop runs through Eakoi, Drinsaar and Drexilthar subsectors in the Reavers' Deep. This Main is named for Drinsaar, near the trailing end of the Main, which was an important gateway for human exploration of the area. Drinsaar is no longer the most important world on the Main, but the name has stuck, even among the non-humans who trade up and down the length.

Gralyn (Reavers' Deep 1735 B758899-A): Settled with the help of the Droyne on Askoapoy who transported the humans to Kraln (which human tongues eventually corrupted to "Gralyn"). Many major features of Gralyn, including the continent of Merinu are still called by the corrupted Droyne names originally given to them by astronomers on Askoapoy. Throughout the Long Night regular flights connected the two worlds, and with the help of the Droyne, Gralyn quickly expanded beyond the initial colony, and prospered.

Towards the end of the Long Night raids by Reavers became increasingly common and Gralyn and Askoapoy developed a joint system defense boat network to defend themselves. This system was very effective, and soon the Reavers learned to avoid the system. Having this space navy in place and toughened by the Reavers, Gralyn was able to defend itself against Aslan colonists and weathered the Long Night well.

During the Imperial Era, Gralyn continued

much as before. With the Peace of Ftahalr, the world found itself in a good location on the Drinsaar Loop to profit from trade between the powerful Third Imperium and the Aslan Hierate.

Griffin (Reavers' Deep 1839 B8878AC-9): Griffin is one of the three worlds of the Carter Technocracy. In 1101 a terrorist attack on a cruise liner resulted in the deaths of 2000 people. This event, orchestrated by the Peoples Restoration Movement, was just the first in a series of political assassinations and bombings that threw the world into chaos for several years. Carter was forced to send troops to hunt down and bring the terrorists to justice, but not before the Governor of Griffin was assassinated. The generals of the PRM were captured, tried and executed for their crimes but refused to give up their mastermind leader. He or she remains at large to this day and the new Governor, Arbus Miletavos, has implemented extreme levels of law enforcement, to the point of unrestricted invasion of privacy, to prevent or catch any remaining PRM members. This level of personal privacy invasion is tolerated by the population while the terrorist organization stays underground.

Horste (Reavers' Deep 1937 D767551-7): One of the Lanyard Colonies, Horste is the primary agricultural world of the colonies. Given its status as the food bowl of the polity the government gives its citizens a lot of leeway, especially their right to bear arms.

Iskara (Reavers' Deep 2431 B554759-9): Right in the heart of the Carrillian Assembly, Iskara holds an important reserve role for Assembly naval and scout resources.

Jefferson (Reavers' Deep 1840 B000666-9): Sometimes also called Nicholao, Jefferson is a mining colony controlled by nearby Carter. Jefferson also contains a military base to protect the Technocracy's assets in the system.

Kaihadd (Reavers' Deep 2034 C885665-7): An agricultural world that was originally a colony of Lanixohn, Kaihadd is now governed directly from Carrill. However recent events in Lanixohn have the population questioning their allegiance to the Assembly.

Khtearle (Reavers' Deep 1733 C595778-5): Khtearle is an agricultural world split into a number of nations, including a Gralyn (Reavers' Deep 1736) colony and several Aslan clan holdings.

Lanixohn (Reavers' Deep 2033 A789973-D): A member world of the Carrillian Assembly, Lanixohn has always been a trouble spot for the Assembly. The balkanization of the world has resulted in hot spots of trouble and the occasional brush war between nations. This has become a constant irritation for the Assembly and, with the ascension of High Justice Daldreem, led to the declaration of martial law on Lanixohn.

Lanyard (Reavers' Deep 1938 B89A569-B): Although the vast water world of Lanyard was the first of the colonies to be settled from Morgan, it has the highest technological level due to extreme hazards that have to be overcome. Originally the technology had to be imported from Solomani space but ultimately the inhabitants learned to construct and maintain their own technology. Lanyard is still governed from Morgan, and is the primary source for high tech goods for the home world.

Lysiches (Reavers' Deep 2037 B446562-8): Another of the Lanyard Colonies, Lysiches is also governed from the home world of Morgan. Lysiches contains the only naval base available to the Colonies.

Marion (Reavers' Deep 1832 C7B4352-A): Marion is a forbidding world with a corrosive atmosphere. This same atmosphere is also the source of valuable organic compounds. Most of the population lives in a floating city that sits high in the upper atmosphere. (?)

Morgan (Reavers' Deep 2038 B659698-8): Morgan is the capital world of the Lanyard Colonies. Originally a forward base set up during the later years of the Rule of Man, the citizens were left to their own devices when the Long Night reached them. Given the bureaucracy already in place the leaders of the world gave all power to these public servants in an effort to survive their isolation.

This bureaucracy continues until today, serving the needs of the Colonies.

Nimbus (Reavers' Deep 2438 E6A1453-8): Nimbus is a world with a carbon-dioxide rich atmosphere. Oxygen is harvested from the highly acidic seas to allow freedom from the air tanks required outside the domed habitats. The world is harsh and of little interest to travelers, but the locals call Nimbus home.

Purgatory (Reavers' Deep 2239 C213367-7): Originally called Arakastus. A dispute over points of faith resulted in the leaders of Purity (Reaver's Deep 2440) sending the dissidents into exile on this nearby frozen world in 883. In keeping with their faith the leaders renamed the world Purgatory, and used the threat of exile to the ice world as a method to keep the population 'faithful'.

Purity (Reavers' Deep 2440 B8889DC-A): Originally called Tarasys, the world was renamed Purity when it was settled in 327 by Solomani citizens of the strict religious group Order of Purity. The colonists renamed the world after their faith. The world has an amber zone rating due to the extreme religious views of its population.

Rintarna (Reavers' Deep 1933 B887A99-D): Originally colonized by Solomani during the Interstellar Wars, Rintarna has tended to remain aloof from formal interstellar political ties. It has sizable system defenses but no offensive fleet to speak of due to an extreme scarcity of lanthanum in the system. (?)

Santol (Reavers' Deep 2433 C999563-7): Santol constitutes the most rimward world containing Carrillian Assembly naval and military forces. A huge planet covered almost entirely by water, Santol is the primary training grounds for new recruits in the Assembly Peacekeeper forces.

Sian (Reavers' Deep 2234 D87A466-8): Sian is a recent colony of the Carrillian Assembly, settled only in the last 100 years. Sian is a water world whose seafood products are now prized across the Assembly.

Taraan (Reavers' Deep 2133 B877687-A): Another military world of the Carrillian Assembly, Taraan sits at the Spinward front of the Assembly and protects Assembly assets from incursions along the Drinsaar Loop.

Tlasyerlaahel: Merchant corporation controlled by the Yehaso clan, a strong Aslan group on Roaa (Reavers' Deep 0237).

Tlasyerlaahel is a powerful company with many interests in the Deep, among them the tlaospice trade with Roakhoi (Reavers' Deep 1224), the ristscent trade with Htalrea (Reavers' Deep 1226) and some commercial contact with the natives of Gaajpadje (Reavers' Deep 1124), from whom glassware and other objects d'art are obtained.

Tlasyerlaahel is currently engaged in stiff economic competition with the human merchants of Caledon Ventures Ltd from Caledon (Reavers' Deep 1815) and is on the verge of what could be open tradewar between them.

Tlasyerlahel: The largest existing Aslan merchant company is Tlasyerlahel (the name means Interstellar Merchants in Aslan). It is one of only four companies in Aslan space which merit Megacorporation status.

Tlasyerlahel is clan-controlled and is operated and managed by Aslan females from the Yerlyaruiwo clan. Aslan males from the clan hierarchy provide basic policy guidance to the company, but day-to-day management is provided by the more capable Aslan females.

Tlasyerlahel was originally established to

provide transport service between worlds owned by, or subservient to, the Yerlyaruiwo clan. As the clan grew, the company grew as well, and today it provides cargo and passenger service between major worlds in all sectors of the Aslan Hierate.

Tolaro Weed: A blue-green plant that grows wild in the tundra of Khtearle. Poisonous to Aslan, it has been found to have a very similar effect to tobacco on humans. While not exported the plant is harvested for local consumption.

Topall: The Topall Class system defence boat is the 1000 dTon mainstay of the Rintarna Space Defence forces. Built at Tech Level 13, the Topall SDB has a reputation for being a rugged, tough fighting vessel by those that encounter them. Imperial observation suggests it is more likely as case of sheer numbers, rather than any intrinsic design that makes them such a effective defence force.

Tradnium: Tradnium is a composite alloy used in the construction of emitter coils for United Weapon Systems' stun weapons. Difficult to produce, the manufacturing process for Tradnium is a closely guarded secret within UWS.

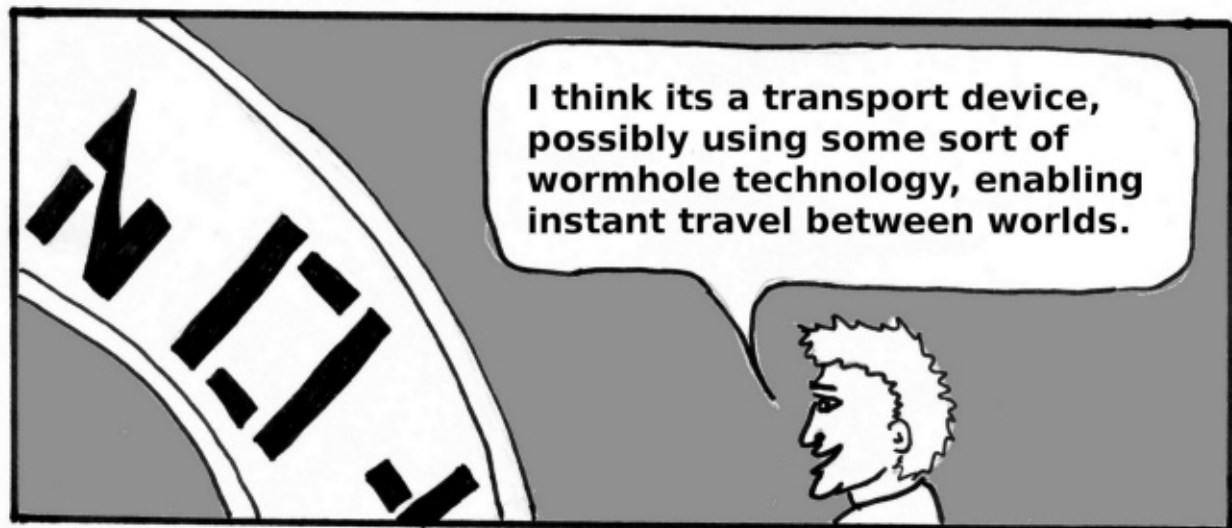
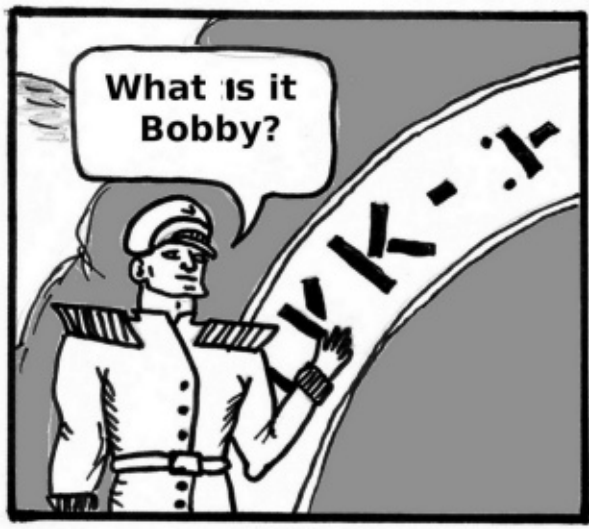
Travis Commodities: A mining firm based on Stirling (Reaver's Deep 1415) in the Principality of Caledon. It has just recently surveyed the Halo system and has been running into problems with the Aslan clan Khotoa'ya, who is also investigating that system.



A burned out Tradnium coil from a UWS stun gun. Note the light bands on the two right coil nodes which indicate the failed nodes.

BACK PAGE

Unknown Worlds. Scout Commander Dirk and Science Officer Bobby investigate a large metal ring.



Look for the next issue of 'Into The Deep' in June 2011!