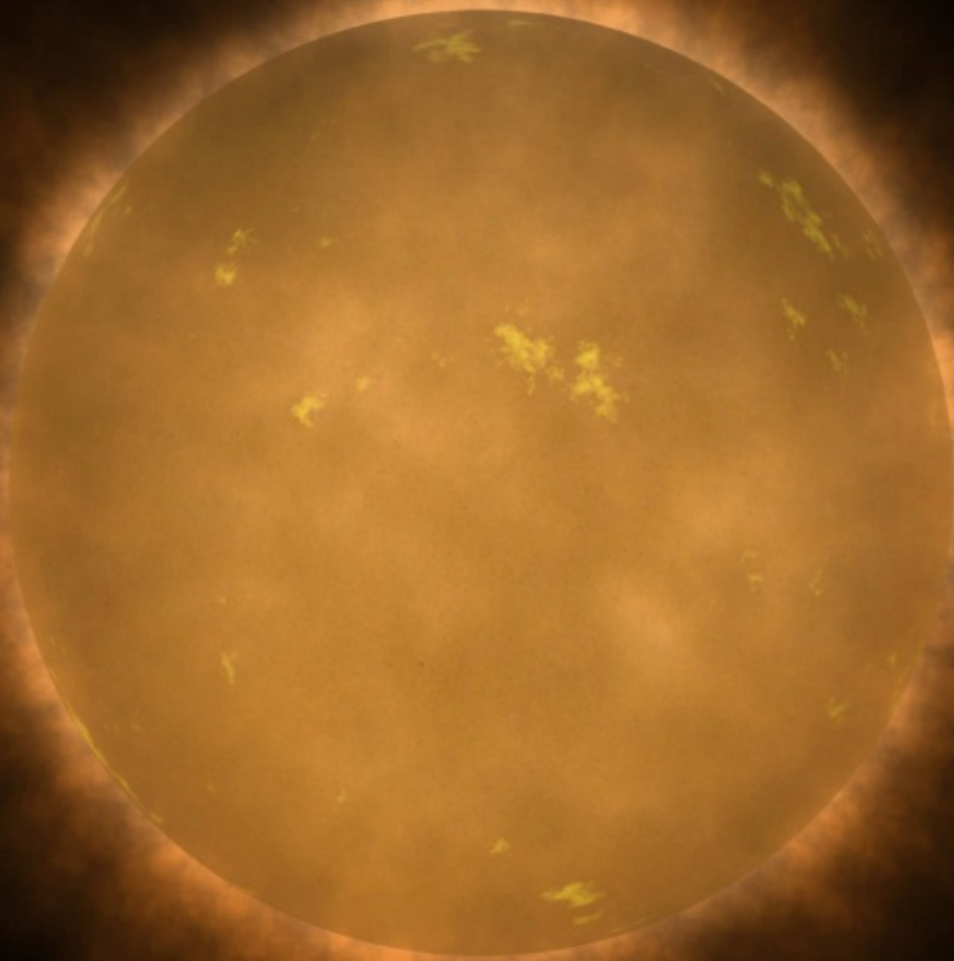


BKP

# *Into The Deep*

*Issue Five*



*The Urlaggash Subsector and  
the Virushi of Virshash*

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

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# Into The Deep

Issue Five - May 2015

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# LETTER FROM THE EDITOR

Welcome Citizens!

This is the fifth 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 Guide in this issue details the high population world of Virshash, found within the Imperium of the Urlaggash subsector. Who are you? details a down on his luck ex-scout patron hoping to score big. The News Feed in this issue updates the special article on the extended history of Reavers' Deep from last issue. Contact! explores the Virushi, the intelligent bulldozers of Reavers' Deep. In the Construction Yard you will find the Grand Slam Trader outlined, including full deck plans. The aggressive and ruthless Carrillian Assembly company Carellines Ltd is detailed in Business As Usual. There is also an extra Travellers Guide on Havant and some additional articles by Timothy Collinson. Also starting this issue world data is being brought in line with the T5 survey data.

My goal is still to release an issue of INTO THE DEEP with twenty or more pages of content, although as always 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. 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, DOC 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.

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

Brett Kruger  
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# TRAVELLERS GUIDE

## Virshash

By Brett Kruger

Virshash is a high-population Imperial world that is notable due to it being the homeworld of the Virushi, a Minor Race that are among the largest intelligent races encountered by Humaniti. The system contains a Scout Base.

### System Data:

Virshash (DA86954-6) is found in the Uraggash subsector of Reavers' Deep, just within the borders of Imperial space. The primary star is called Virstirsh and has a spectral classification of F9V. There is a secondary star in close orbit called Vergish and it has a spectral classification of M4V. The Virshash planetary system has nine major bodies with only Virshash inhabited. There are three gas giants and no planetoid belts in the system.

### Orbital Dispersion Table:

- 0 - Vergish
- I - Flame
- II - Virstirsh II
- III - Virshash
- IV - Large Gas Giant
- V - Empty
- VI - Large Gas Giant
- VII - Small Gas Giant
- VII - Virstirsh VII
- IX - Virstirsh IX
- X - Virstirsh X
- XI - Virstirsh XI

### Planetary Data:

Virshash, the Virushi homeworld, has a notably dense core and a diameter of somewhat over 16,000 kilometres, giving it a gravity of 1.75G, and is part of a relatively close double-star system. The second star of the pair produces high levels of radiation, which Virshash's dense atmosphere only partly blocks. Virshash has two satellites, Viris and Valcala. Virshash's has an atmospheric



composition of a dense oxygen-nitrogen mix. Hydrographic percentage is 60% liquid water. The population of four billion is composed entirely of the minor race of Virushi. There is also a population of several thousand, mostly humans, who operate the scout base in the system. The trade classification of Virshash is rich with an average law level of 4. Current technology level on Virshash has been graded by the ISS at six.

### Early History:

Because of food requirements the early Virushi were forced into a solitary, wide-ranging pattern of foraging. They found considerable advantages in cooperation and the formation of social groups took place over considerable time. They learned to build shelters that gave the small settlements protection from the large predators of the world and eventually mastered tool-making. As the Virushi progressed towards civilization, an unusual social unit called the "cooperative" came into being.

The cooperative organization was never coercive or hierarchical as the race lacked aggressive instincts, and individual Virushi have always been able to wander off alone on foraging expeditions. However, those individuals who cooperated in building shelters, tools, fire, and, of course, families, had a better chance for survival. The resultant culture today is semi-feudal and these cooperatives were indirectly involved in the extinction of Virshash's large predators.

The Virushi were first contacted when Solomani explorers ventured into the Reavers' Deep sector during a lull in the Interstellar



Wars. They remained in at least intermittent contact with various Human states throughout this period and into the Long Night. When the Third Imperium finally arrived in Reavers' Deep the Virushi welcomed them. The scout base in the Virshash system became the first Imperial asset in Reavers' Deep when construction was completed in 198.

## Modern History:

For the majority of the Virushi life continues on much the same as it always has. A few of the more enterprising Virushi have created commercial co-ops to trade with Imperial corporations. As with all things Virushi the trade co-ops are operated by those individuals that wish to participate, and membership can fluctuate greatly as individual Virushi come and go.

The Virushi have always been interested in technology, especially technology that eases the burden of food gathering, and in the last decade a herd of young Virushi have become involved in expeditions to other worlds in search of such technologies. These offworld trips have contributed greatly to the general knowledge of the Virushi in the sub-sectors around Virshash, which has also lead to a general increase for Virushi items in these cultures.

The Virushi are now very close to having a native level seven in certain areas of technology, although there is a definite acceleration in food production technologies as increasing population levels start to strain traditional food production techniques.

## Geography:

There is very little tectonic activity on Virshash, the core having cooled long ago, so the land masses of the world have low mountain ranges, undulating hill country and many open plains. Several of the larger continents have deserts in their hearts. In the tropical zones of the world the trees can grow up to 100 meters tall, but elsewhere bush, shrub and grasses tend to dominate the land. Except for the giant forests of the tropics most vegetation tends towards the sparse side.

The oceans are generally shallow, especially around the land masses, except for an exceptionally deep trench in the largest of the

southern oceans. The poles are cold but polar ice rarely forms due to the dense atmosphere of the world. The oceans are filled with vast fields of kelp, which has kept aquatic life on the small side. In fact the kelp is so dense in some areas a man can walk across the surface of the ocean without sinking more than five or ten centimetres.

## Ecology:

Virshash is a dense atmosphere planet with a high gravity which is heavily irradiated by the more energetic of the world's two suns. These factors of high gravity, dense atmosphere, and heavy radiation have shaped life on Virshash. During the day the brilliant sunlight from Virshash's primary star Virstirsh bathes the world, but even during the night reflected light from the two moons and the secondary star Vergish means the world is rarely in full darkness. Night time is also the most dangerous time for radiation exposure from Vergish.

Virshash has a significantly unstable environment and a prolific ecology with some physically formidable large life-forms, although none larger than the Virushi. There is a huge variety of flora across the world, from the low, rough bush of the cooler scrub lands, the two meter tall grasses and rushes of the river valleys and the massive, squat trees of the world's great forests.

## Society:

See the Contact! article on the Virushi for more information.

## Government:

See the Contact! article on the Virushi for more information.

## Military:

See the Contact! article on the Virushi for more information.

## Trade:

Trade is exclusively with Imperial corporations that the Grand Council approves of. Imports are invariably technology items while exports are restricted to local foodstuffs. Mining and agriculture on the planet is restricted to Virushi co-ops.

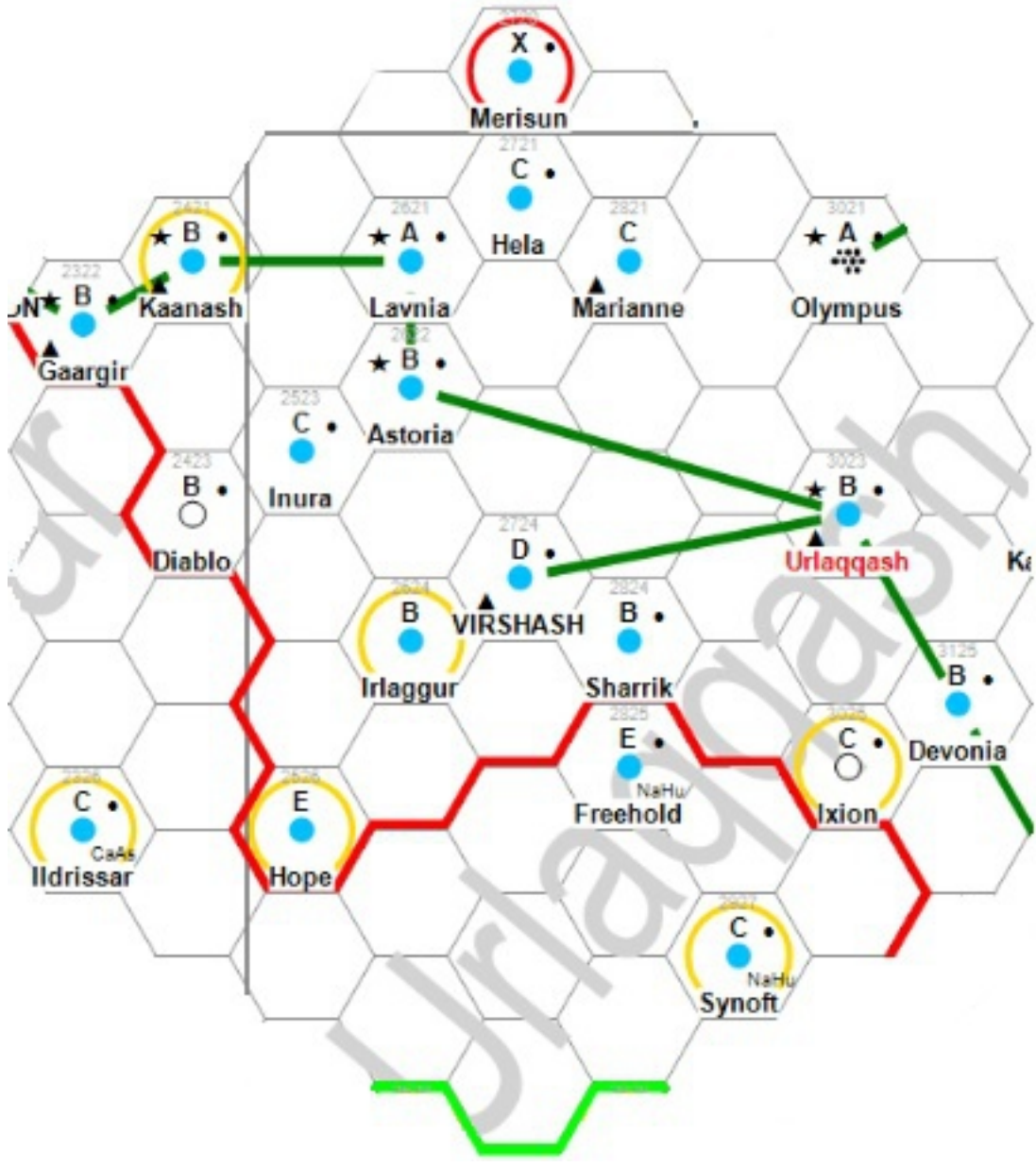


Adventure Hooks:

A Virushi named Thum-mer-gath approaches the PCs seeking passage off-world as he wishes to explore nearby worlds. He is offering gold to the value of 50,000Cr to be taken of a tour of the three closest worlds. Modifications to the PCs ship will need to be made to accommodate Thum if they choose to take him on as a passenger.

A man claiming to be a representative of the Carrillian company Carellines Ltd approaches the PCs with a business proposal. He wishes to import hi-tech goods to Virshash but needs an Imperial intermediary to be able to reduce customs fees to a profitable level. If the PCs take the work they will later find out that the Virushi will only trade with registered Imperial companies and that they are basically smuggling under the Virushi-Imperial trade agreement.

Virshash Jump 4 map. Produced by www.travellermap.com



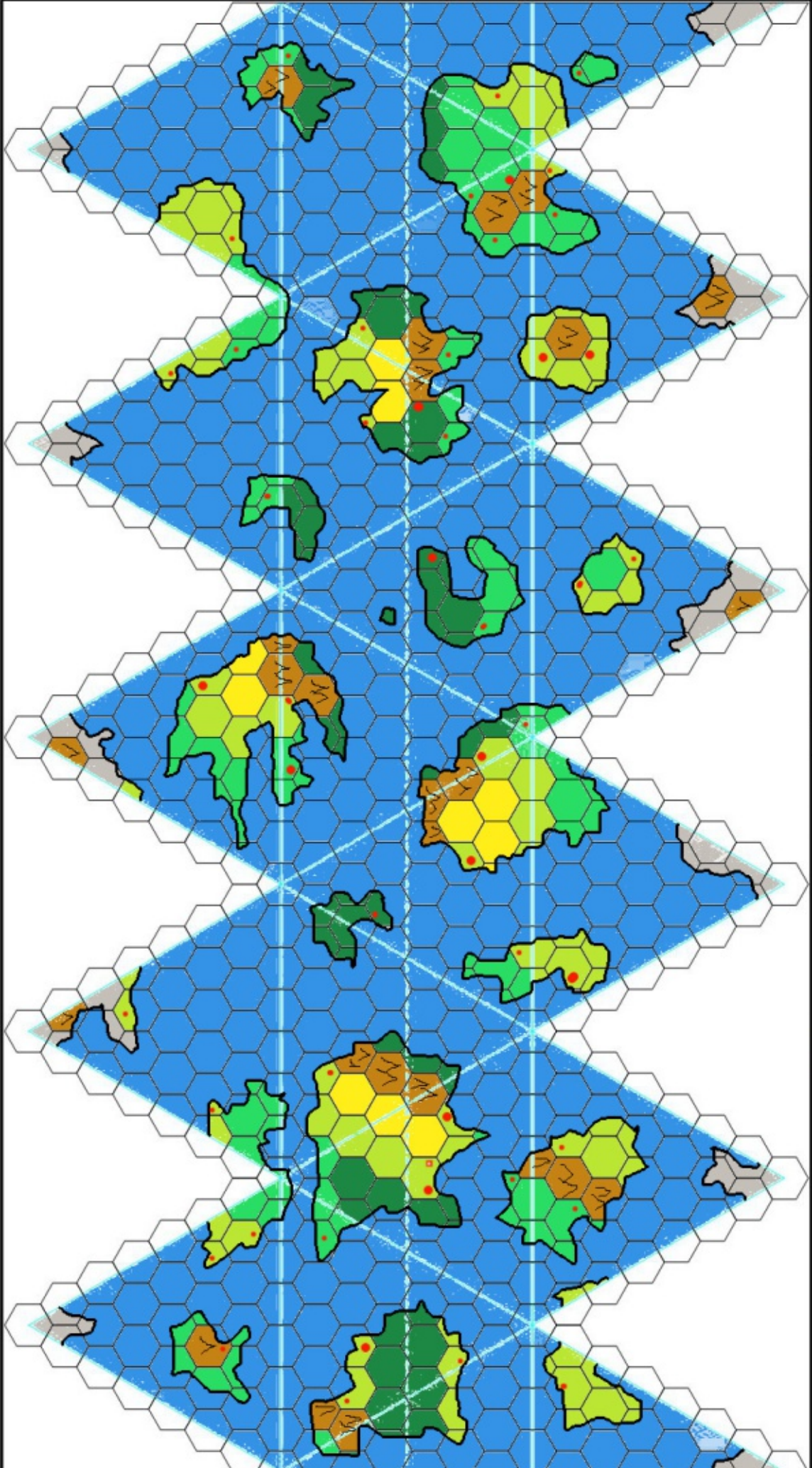
# WORLD MAP GRID

1. Date of Preparation 123-1105

2. World Name *Virshash*

3. UPP **D** **A** **8** **6** **9** **6** **4** **6**

4. Hexagon Scale in Kilometers **1436 kms**



- LEGEND**
- Water
  - Desert
  - Forest
  - Jungle
  - Mountains
  - Tundra
  - Major City
  - Minor City
  - Starport



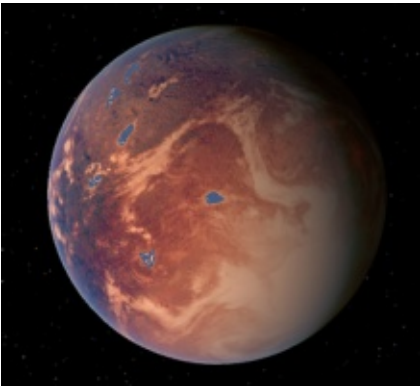


# TRAVELLERS GUIDE

## Havant

*By Timothy Collinson*

Often described in gazetteers and even by its inhabitants, as a 'quiet backwater', Havant isn't without its points of interest. Some 700,000 people live sandwiched between two highly populated worlds that account for about two thirds of the population of the system.



### System Data:

Havant (3120 B-542524-B) is found in Nightrim subsector of Reavers' Deep. The primary star, called Karantia, has a classification of M3V and a companion (Ba-Karantia) in Orbit 4 classified M5V. As well as Havant, two gas giants orbit Karantia, one large and one small. Around the companion are three worlds. Throughout the system there are 12 satellites and one ring which are almost all uninhabited.

### Orbital Dispersion Table:

0 - B-542524-B		Havant
I - Large Gas Giant		Loo
1	Y-R00000-0	
7	Y-420000-0	Mengham
8	Y-300000-0	Estoke
12	Y-100000-0	Selsmor
200	Y-300000-0	Tourner
275	Y-S00000-0	Pound
II - Small Gas Giant		Suggs
7	H-100000-0	Hayling
8	G-541212-A	Clanfield
11	Y-S00000-0	Gable
12	Y-S00000-0	Rane
60	Y-430000-0	Mylor
III - Empty		
IV - M5D		Ba-Karantia
0 - Y-530000-0		Leigh
9	Y-S00000-0	St Helens
60	H-S00135-A	Wiite
I - G-334207-A		Sworth
II - Y-100267-A		Farling
5	Y-S00000-0	Kench

### Planetary Data:

Havant is a non-industrial, poor world with a diameter of 8,267km. It has a thin, tainted atmosphere with elevated levels of CO2 which, along with a molten core, keep it warmer than might otherwise be the case. Filter masks are required outside any enclosed habitats. Water covers some 23.9% of the surface in various seas, lakes and ice caps. The population of 704,682 is of mixed human stock and includes a community of 5,445 Aslan. Nearly 2,000 people live on two other worlds and two satellites elsewhere in the system. The government is a participating democracy and the law level of 4 prohibits light assault weapons. Technology Level is rated as B.

Clanfield, in Orbit 8 of the small gas giant, is home to 310 workers of the Estok Exploration Company.

Around the companion star Ba-Karantia, 850 people call Sworth home and 750 people live on Farling as part of a University of Havant research project. The planet Leigh is earmarked for future possible development, but in the meantime one of its satellites has been bought up by the wealthy, if eccentric, Wiite family. Ninety one of them live there in almost total seclusion from outside society.

### Early History:

For all the history of the sector, Havant hasn't much to boast about. Even the reavers neglected it in favour of neighbouring worlds with breathable atmospheres. Right on the edge of the sector, it was one of the first worlds of Reavers' Deep explored by Imperial Scouts in 107, but even when other worlds

were being colonized in the 200s, Havant was bypassed for other places. By 407, however, a couple of failed attempts at colonization led finally to the beginning of a permanent presence on the planet. Initially, mineral extraction drew workers who were followed by families and supporting trade. Settlements sprang up around various mines and it wasn't too long before the CO<sup>2</sup> rich atmosphere was found to be conducive particularly to certain plants of the brassica genus. Farming soon became more and more widespread throughout the more temperate latitudes.

In the 700s the Aslan population began to increase when the opportunity to buy land cheaply for development came up. In the 800s missionaries from the Reformed Catholic Church of Sylea made a large impact and many turned to that faith. Some 90% claim a connection with the church although that may often be a rather nominal allegiance. In 956 exploration of the moons of Suggs revealed resources worth developing on Clanfield.

One of the few 'claims to fame' that Havant makes for what little tourist industry it sees, is that Winchestur Mollh once spent a season on a mustard farm in his early years. History is silent on whether it was simply to earn some cash, an opportunity to explore his spiritual side in 'retreat', or a place to hide from an angry creditor, but the locals will often have a tale to tell a traveller willing to listen.

## Modern History:

Havant has now grown to a population of three quarters of a million spread through two surface cities and a highport, some 60 townships, and a large number of hamlets and family units. Mining and farming predominate but are mostly small scale concerns. For the most part life is quiet on Havant with the most excitement happening at the annual Lake Broadwater sailing regatta drawing crowds from all over the world. This is a large social event as much as a sporting one, with families meeting up, the chance to make new friends, and an opportunity for singles to meet and mingle and perhaps even find a spouse.

The generally harmonious society however is beginning to show signs of discord as the neighbouring worlds of Khakhan and Khaghish

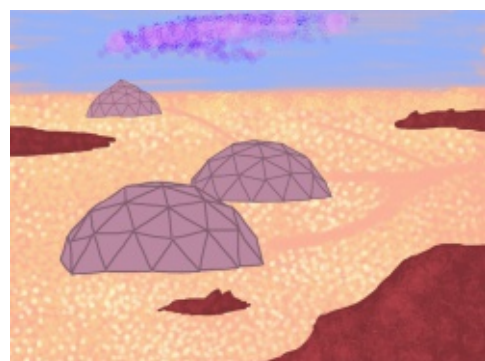
consider ways to relieve their huge population pressures. Some immigration has already taken place on a small scale from Khakhan which is looking to send many more settlers. Some on Havant feel it is the charitable thing to do, after all there's plenty of space even if it the environment isn't as hospitable as might be desired; others fear the break-up of Havant's society in the face of the overwhelming numbers which could be involved.

## Geography:

Havant has a surface area of 214,706,774 square kilometres which is broadly divided into two large fertile areas warmed by upwellings of magma under thin crustal plates; these are usually surrounded by bands of tundra land marginally able to support flora and fauna; there are two large areas of solid ice and a south polar ice cap; one major ocean is frozen in its north eastern half; and there are two minor oceans, three small seas and scattered lakes making up the remainder of the planet's hydrographics.

The ice cap covers some 5% of Havant's surface area and is generally unremarkable. There is a research base located here above an under ice lake which has formed in an old impact crater.

The capital city of Havant is called Longston and has a population of over 117,000. There is also a highport with 53,000 inhabitants called Wittering, or occasionally, Havant High. The only other major city is Faarem with a population of 30,000. As well as the 60 townships (defined as having a population of between 1,000 and 10,000), there are a couple of thousand hamlets spread around the world's surface. With such small centres of population which are widely distributed, Havant has a very rural feel.



*Havant Domes*

## Ecology:

Havant would be a frigid place without the high levels of carbon dioxide in the atmosphere and the molten core still warming parts of the surface of the world. Vegetation tends towards the sparse in the tundra areas although lichens are common, scrubby plants do their best to survive and the occasional tree breaks up an otherwise featureless landscape of plains or undulating hills.

There is very little vegetation in the barren terrain, but some cacti thrive on the CO<sup>2</sup> where they can find enough water. Several hundred years ago the main fertile regions mostly consisted of light woodland. Increasingly, these areas are being cultivated and in particular cabbages, broccoli, sprouts, and kales seem to thrive in the particular combination of soil and atmosphere.

Mustards and cress are also widely cultivated.

There is some wildlife, none native to the world, but various creatures that can tolerate the higher levels of CO<sup>2</sup> have been imported.

## Society:

Society on Havant is generally conservative and harmonious. As noted above that may be under threat in the coming years. 'Live and let live' would be an appropriate motto if the population went in for such things. There is certainly a tendency to keep to oneself and not pry into a neighbour's business.

Inhabitants are known as Vantites - a recent drive to adopt 'Havanters' came to nothing. Religion is a unifying force here with all townships and many hamlets boasting a church. That's not to say that Vantites necessarily have much to do with the church except at the usual births, deaths and marriages, but most would subscribe to a charitable view of their neighbours, tithe their income and possibly even volunteer in various ways depending on skill and aptitude.

The Aslan population is well integrated and a large proportion of them serve in the military or as police (see below).

## Government:

Havant has a somewhat unusual form of participatory democracy harking back to the very oldest forms of government by the people. The form of sortition used on the world means that every citizen - essentially

everyone over the age of 16 barring convicted criminals serving their sentence - is not only eligible but required to take part in a lottery that takes place every two years to appoint a president. It's considered an honour to serve the term and former presidents are held in high regard. The president is 'advised' by planet-wide referenda when appropriate and by a small civil service of professional bureaucrats.

The present President is a 19 year old woman called Darka Mancinado who is coming to the end of a very successful term. It's been some time since the world has had such a young president and there were those who voiced (muted) concerns about her being up to the job. In fact, she's been very capable and well liked.

## Military:

The armed forces of Havant are a modest affair comprising just 1% of the population. This includes crews for half a dozen SDBs, ground army units, a very small air force of g-carriers, and the sheriffs carrying out a policing role. Half of these forces are comprised of community service personnel for whom it completes their final year of education at the age of 15, 18 or post-university.

Of the SDBs - their crews are normally professional full-timers - four are on duty at any one time and one of these is stationed out at Ba-Karantia. The sheriffs are also full time police officers although they take some community service volunteers who show a particular aptitude and inclination. There are around 500 of them with a significant number based in the three cities and on the high port. Nearly 2,000 of the Aslan on the world have also signed up.

In general the ground and air (grav) forces are occupied with community projects when not training, occasional disaster relief work, and are also used to provide security services to business which requires such. For the most part it's a quiet life, however!

## Trade:

Although the mining concerns are limited and the farming mostly used to feed its own population, there is some export trade and at least two brands of mountain mustard have gained some small but sought after markets in Reavers' Deep and Daibei. Most imports come



from the neighbouring worlds of Khagish and Khakhan - particularly the latter for its much vaunted technology.

### Adventure Hooks:

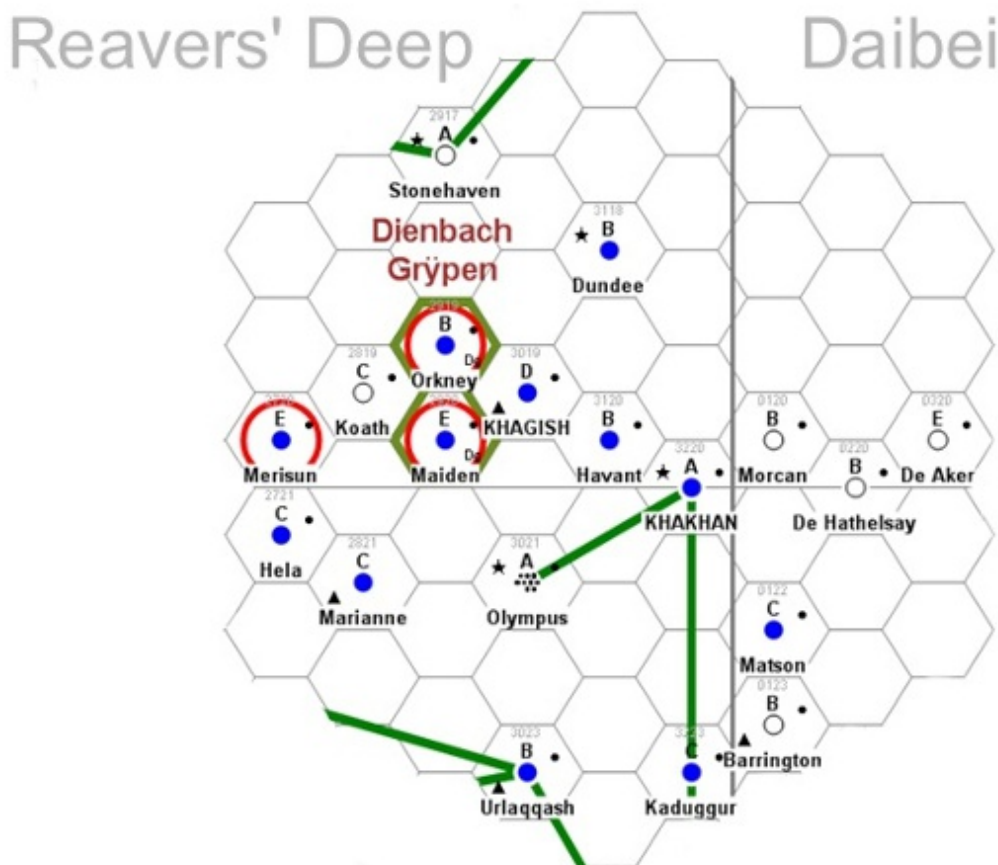
A Khakhan trader who imports goods to Havant, has some machine parts he needs delivering to a string of hamlets on the other side of the world. His usual distributor has let him down, but he has all the permits required. The PCs just need to fly the parts to the locations provided and ensure that payment is received. Should be straightforward.

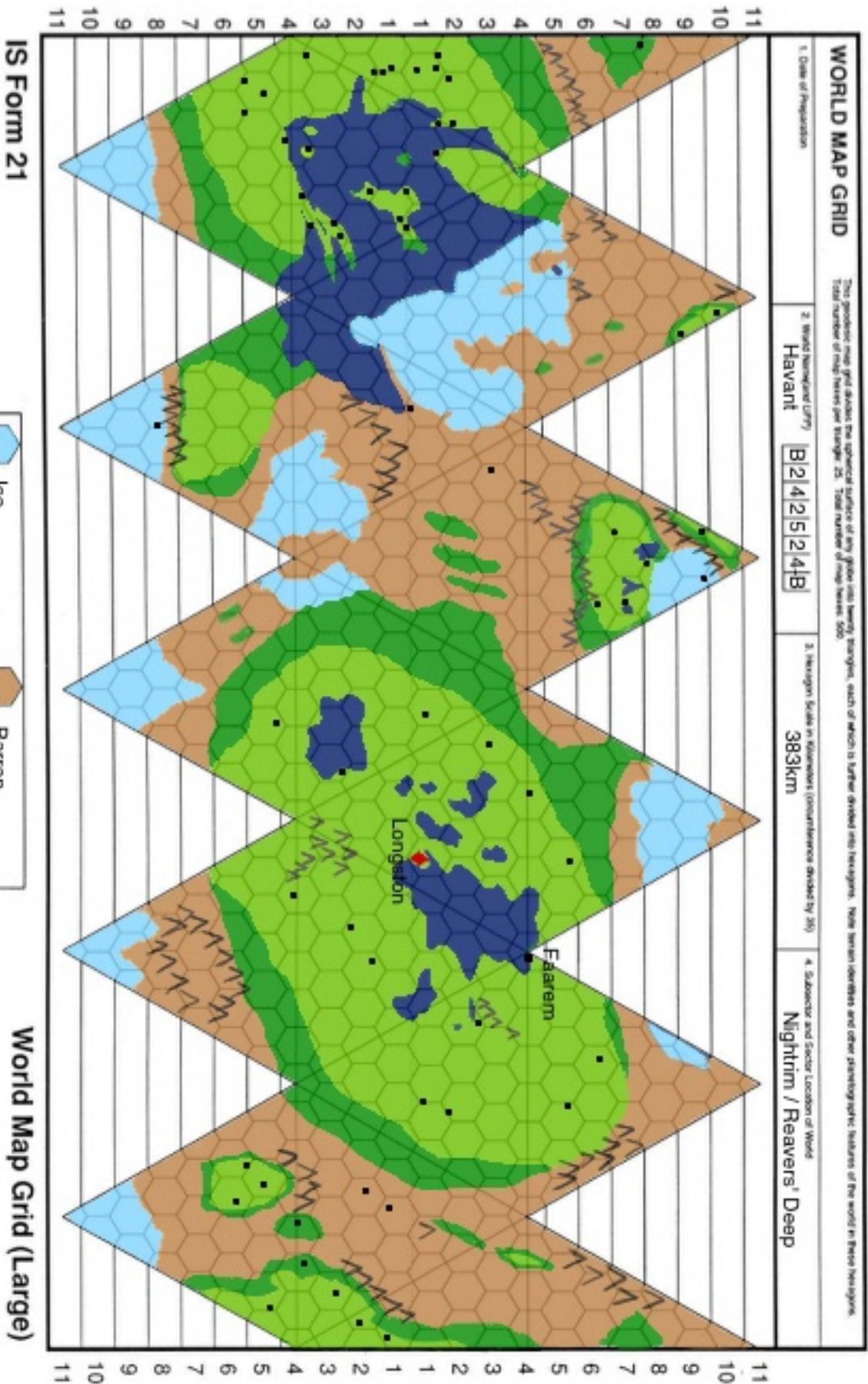
A protest group against immigration from neighbouring worlds has called for a march on the downport just as the PCs are passing through. A counter protest by those recently arrived from Khakhan or Khagish is being held in response. (There is even the possibility of conflict between the two sets of immigrants.) Anything from minor delays to outbreaks of violence are possible. The PCs may be put on the spot - even as offworlders - as to their view on the subject and depending on which faction is asking may find their opportunities for trade enhanced or diminished.

President Mancinado is on a visit to Wittering, the highport, at the same time the PCs are there. It's a small backwater and relatively informal so her small entourage gets entangled with the PCs at one of the gates. Waiting for an elevator or a tubeshuttle to another portion of the station, conversation strikes up (the PCs may not even recognise the President) and the young woman is rather taken with one of the PCs and invites them to dinner.

Making a delivery to one of the most northerly townships, mostly inhabited by Aslan, the PCs turn up at the dome's main airlock on schedule. Unfortunately, there's a still warm dead body also just outside the airlock and no obvious sign of foul play. The town will call on a sheriff to investigate but the PCs, as strangers, will have questions to answer. If they can establish their innocence, the sheriff may even deputise them as disinterested strangers to help him investigate - particularly if they have any familiarity with Aslan culture.

Note: The Jump-4 map has been produced using The Traveller Map [www.travellermap.com](http://www.travellermap.com); the world map and other images are by the author.





# FEATURED ADVENTURE

## Havant Happenings

By Timothy Collinson

This straightforward adventure is designed for a group of PCs who own their own ship – or are making payments on it, need to make a few Credits, and are in the Havant system for whatever reason. It can be played fairly straight as written, or could play up on the paranoia of players, or could be a light-hearted Heinleinesque romp in which case a sentient computer and/or polymath, jack-of-all trade characters should be added. (See Scene 6 for details on why this might be appropriate.) The adventure deals with issues of tolerance and the acceptance of 'other'.

### Scene 1. Syscon

As the PC's ship Jumps into the Havant system and approaches the mainworld, there's the usual traffic from System Control, or Syscon, welcoming them and giving details about vectors to Wittering, arrival slots at the high port and so on. Lt Kent Phillst is on duty and if engaged in conversation will happily ramble on about the latest events on Havant. These will typically be rather dull for widely travelled Imperial citizens: A small group of "Havanters" have started a law suit to have official documents carry the usage despite the recent referendum which they resoundingly lost; Mamma's Mountain Mustard recently won a subsector gourmet award; the first large scale survey of Hayling has begun as a team of six have set up base; two Aslan have rescued a miner trapped in mountains of the northern tundra. Alternatively, the PCs may hear the above in general comms chit-chat, or local news broadcasts as they get nearer to the world. In general the picture of a bucolic backwater should predominate.

### Scene 2. Planetfall

At Wittering, the high port, the PCs are approached by Phillst who has been deputised by the port manager. "Things are pretty informal around here," he tells them. Once he's dealt with the usual formalities he begins to explain them something else. The standard resupply run to Wiite has run into a snag as the regular crew on a ship called the Out to Lunch, have come down with a viral

infection - he can give details if needed - and won't be cleared by the hospital for a couple of weeks. The starport is willing to pay Cr10,000, plus they'll waive fuelling charges and port fees, if the PCs can make the run out to the moonlet. They've a contract to fulfil and penalties they'd have to pay if they didn't meet it. Straightforward trip, the regular crew have never had any problems, he doesn't foresee any difficulties. Phillst is genuine, honest and a cheerful if perhaps lonely soul. He won't offer the information but if asked will make some excuse about no one else being able to get out there for the next month or two. He'll tell the PCs that the port stevedores will be able to handle the loading of the supplies once the PCs have offloaded their inbound cargo and if pressed he'll even waive the cargo handling fees for the PC goods and put in a good word for them in the marts when it comes to picking up cargo for onward shipment.

### Scene 3. The Cargo Docks

Assuming the PCs accept the job, they'll be free to supervise both their own cargo offloading and the stevedores work as they load the supplies. There won't be any objections to checking on the containers which will contain food stuffs, medicines, some tools, and some university teaching material. However, as the stevedores do their work, they will either directly address the PCs or the PCs won't fail to hear discussions between them. It's a small world and the news is out already that the PCs are doing the work.



Lines such as "Not surprised the Lunchers (i.e. a nickname of the usual supply crew) have all come down with something, I would too if I had to drag all the way out to Wiite." "Well, I'm just glad it's not me shipping out there..." "If they're such decent folks, why don't they come for their own gear?" And so on. The Referee can keep this relatively innocuous or play it up depending on how the scenario is to be played. There may even be a dissenting voice along the lines of "oh come on, they're just rumours, ain't nothin' wrong with a bit of privacy." If the comments are directed at the PCs they will be warnings such as "you want to tak' care out there - stuff happens" or "you did screw the Lieut for the usual doubled danger Creds, didn't you?"

#### Scene 4. Further Enquiries

If the PCs enquire further of the dock workers they won't know much but will talk in generalities about bad things happening any time anyone goes near the place and the crew of the Out to Lunch being on good pay for the supply run. There's one rumour about no one ever having come back to Havant from Wiite, another about the graves of twenty Aslan at the south pole of the moon, and another about a strange cult. Anyone thinking about the first rumour for a moment will realize that the Out to Lunch crew regularly return from the moonlet. No dock worker has any evidence for any of this and virtually all of them will have a "No..., what I heard was..." type of line.

If the PCs enquire of the Out to Lunch crew, they'll have difficulties at least initially of getting past the medical staff who are keeping them in quarantine and then relatives who don't see the need to trouble them when they're so unwell. If the PCs press, they'll be able to speak to the captain who will tell them there are no problems - "just do the run, deliver the stuff, come back". It should be noted that their infection is nothing to do with Wiite and was picked up in Longston - the hospital can confirm this.

If the PCs enquire further of Lt Phillst he won't think there's a problem. In fact, he

knows that rumours and gossip float about a place like this and even's heard some of them, but he gives them no credence and won't mention them unprompted. If the PCs bring anything they've heard to his attention, he'll look uncomfortable and say "oh, you know what people are like in small towns, small worlds... pay no attention." He will be able to explain to them that the moonlet is inhabited by a single family that live out there, the Wiites, mining and keeping themselves very much to themselves.

#### Scene 5. Wiite

The run out to Wiite will be completely uneventful and the PCs will be able to get in touch with the inhabitants as soon as they're within range. Whatever paranoia the PCs have been infected by from the Vantites will be unfounded and any precautions unnecessary. A genial man in his 50s, Goss Wiite, will be on the comms and initially suspicious of a crew he doesn't know. However, once he knows that the PCs are filling in due to the virus, he'll sound genuinely glad to hear the ship is on its way - although he'll be curious to know what's happened to the Out to Lunch crew and express genuine sorrow to hear of their ill-health. "Great that you guys could ship out here, though. We'll be expecting you for supper."

Wiite is a typical unregarded moonlet of no astronomical interest whatsoever. It's a barren rock with no water - or rather ice at this distance from Ba-Karantia. Leigh is a reasonably sized world which even boasts a very thin atmosphere and it hangs low in the sky when the PCs arrive. The 'port' facilities on Wiite are pretty much non-existent. Essentially a flattened piece of bedrock with lights and landing markers. A short distance away is a small dome. Most of the Wiite family's home is underground and this small dome is merely the entrance. There's a personnel airlock and cargo airlock. The Referee may wish to create a plan of the home and detail some of the key inhabitants depending on how subsequent events are likely to play out.

## Scene 6. The Home

The PCs will be directed to the dome on landing and welcomed once inside by Goss, a young woman in her twenties, and several small children who are all excitedly running around and eager to get close to the visitors. In the melee, Goss will introduce his "third wife" Minda and gesture at some of their children. "We don't get many visitors out here as you can imagine." Goss will lead them down a couple of levels to a very comfortable apartment with corridors and rooms off a large central living space. If the PCs are interested they'll get a full tour. The place can hold 100 or more people comfortably, has storage areas and mining equipment on the top levels, hydroponics and aquaponics below that, and accommodation areas beneath that. Goss will explain that this is the home of his family and, as he carries on with the tour, will be constantly greeting men and women and happily telling kids racing past to slow down and introducing folk, probably not everyone if they're obviously busy, by name but not necessarily relationship. However, he may slip up and refer to another wife who is clearly not only still alive but present or he might give other clues that this is perhaps not quite the traditional set up you, or at least Vantites, might expect. The dress code is apparently very relaxed.

The Wiite family practices a 'line marriage' - a form of group marriage (see [http://en.wikipedia.org/wiki/Group\\_marriage](http://en.wikipedia.org/wiki/Group_marriage) and various Robert Heinlein novels as referenced in the article). This would be deeply frowned on by the conservative, religion bound (if not practising) inhabitants of Havant were it generally known. However, rumours have spread about all sorts of 'goings on' most of which are completely untrue and the result of wild imagination and little actual information. Random events from around the system may be attributed to them as well - even though they're nothing to do with the family. The Wiites keep to themselves for the most part on the moon they own, mine precious metals which they

ship back to Havant so they can purchase sufficient for their modest needs, and are actually very charming and sociable (within the family) once you get to know them. Imagine the Waltons on steroids. The key thing is that the moonlet is a very comfortable home - if perhaps kept a little warm, with all the amenities TL-A allows, and a large family of friendly, intelligent people.

Goss is the patriarch of the family, genuinely grateful to the PCs for making the supply run (he knows what the rumours are like back on Havant), and is determined to show the PCs generous hospitality while they're there. The young wife who met the strangers at their front door may have a particular form of hospitality in mind given the general lack of contact with the outside world. Depending on the proclivities of the players and the Referee's idea of the scenario, this can be played up (or elided over) and genders of the Wiite family switched as necessary. It may also be completely against the will, or without the knowledge, of the rest of the family or Goss in particular.

Usually the crew of the Out to Lunch deliver their cargo, stay for a couple of days enjoying the hospitality of the family - but they do not talk about this back on Havant - and treat it as an odd, if interesting visit. The rumours don't come from them but from the lack of information and the odd visits one of the Wiites might make to Havant.

## Scene 7. Those Good Ol' Boys

However, several months ago one of the crew of the Out to Lunch was sacked because of a drink problem he was failing to get under control. He's now looking for work out on Sworth, a small world in orbit around Ba-Karantia, and he has been talking rather unguardedly. Half a dozen ruffians have put two and two together and made three; they've decided to poke their noses in where they most certainly won't be welcome and they'll be looking to make trouble if things don't go their way. The Referee should decide on where the final confrontation takes place: in space, on the surface of the moonlet, within the





homestead, or a mixture of these. In space the Referee will need to pick a vessel - probably not a starship - that can transport the ne'er-do-wells from Sworth to Leigh and into orbit around Wiite where they can either land directly or use an air/raft to approach the Wiite's residence. They may arrive while the PCs are still there, or after they've left but before they are out of immediate comms contact. Their ship, numbers and gear should be appropriate for the strength and abilities of the PCs, or the PCs and the Wiite family, depending on how the scene is to be played out. The Wiites aren't incapable of defending themselves - they have some energy rifles, pistols and the skills to use them. But they have no heavy weapons and the only vessel they have is an old pinnacle armed with just one pulse laser.

Of course, the PCs may not wish to get involved and they could depart swiftly, but if so they won't be welcome on the moonlet at any time in the future and if they report on what they've seen to the authorities back at Havant, won't be welcome back at the mainworld either should they admit to 'abandoning' the family. For all that the Wiites keep to themselves, they're still citizens. They are scrupulous about paying bills and taxes on time. The PCs may choose to stay and help, either using their ship or in person within the homestead if things get that far,

or they may have to help out if the intruders deliberately target or damage the PC's own ship. If the latter, it should be damage that the Wiites have the equipment and skills to replace or repair. Should the PCs stay to help out and successfully drive off, capture, or kill the attackers, they'll be hailed as heroes by the family and may even be made honorary members. Depending on how the hospitality mentioned above has been played, this may radically change their reception amongst all the adults.

## Scene 8. Back at Havant

Assuming the PCs have helped drive off the attack, Goss will give them advice on what they might tell the authorities back at Havant. But of course, if anyone from Lieutenant Phillst down to a big-eared barfly gets any impression on their return that they're not quite telling the whole story, that will only add to the rumours and mystique about the world and its family even if they say nothing at all. The PCs will be more than welcome on Havant, receive all the payment (or waived fees) they've been promised, and possibly even become a minor media story depending on what they've said and who they've said it to. If their protection of a Vantite (even recluses like the Wiites) is made public, they may also be able to get very favourable deals on any cargo they wish to purchase.

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# TRAVELLER

## *The New Era*

## A New Era is Coming.....



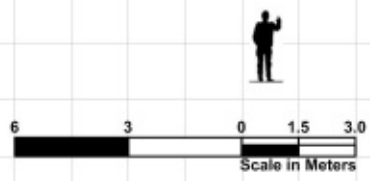


# Grand Slam Trader Deck Plan

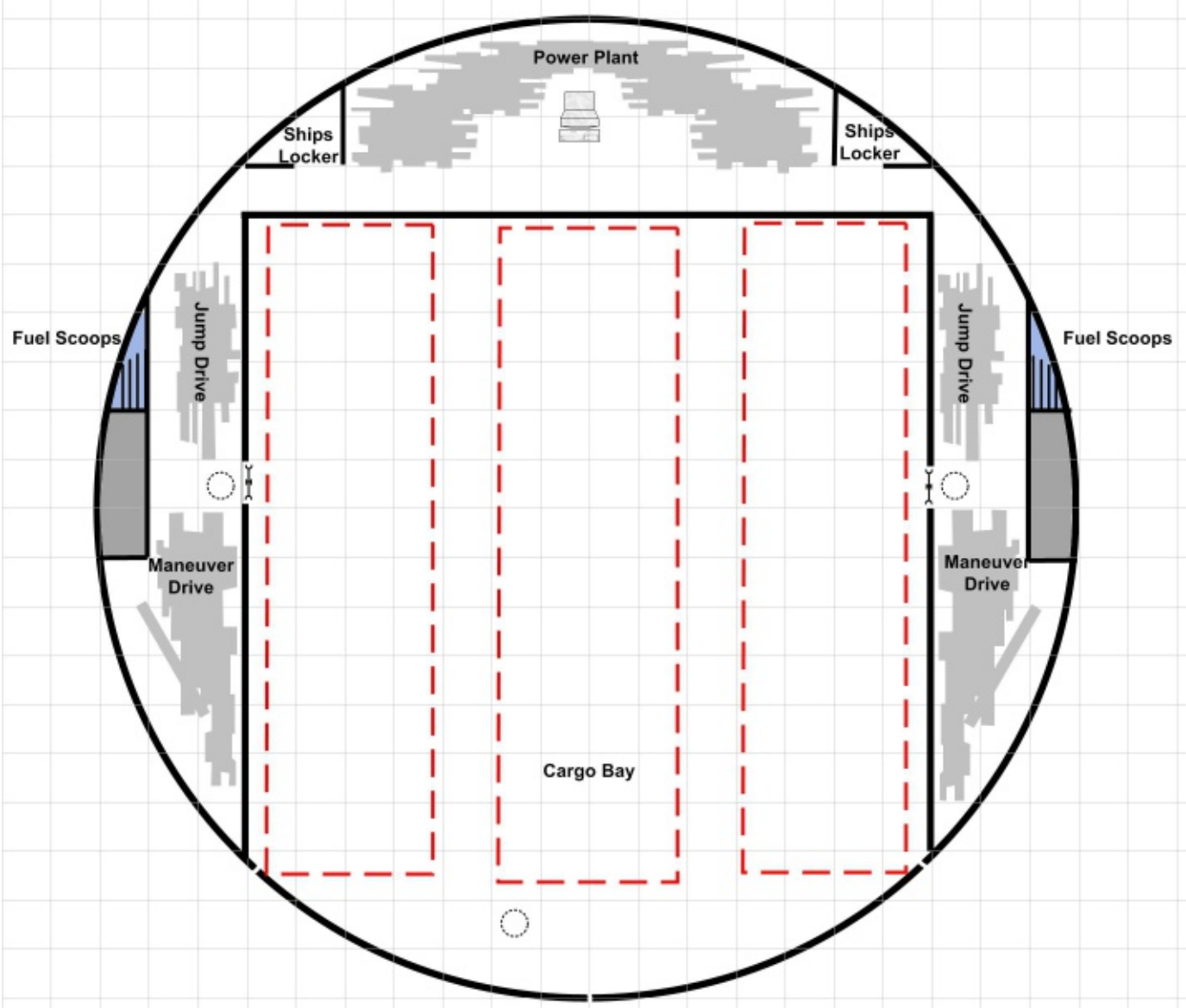
**Deck Plan Key**

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

Automatic Hatch	Manual Hatch
⊕	⊕
Wall	Wall
○ Floor	⊕ Ceiling
○ Ceiling	⊕ Both
○ Both	⊕ Both



Bottom Deck



## WHO ARE YOU?

### Travik Sundowner

*By Brett Kruger*

Patron Type: Ex-scout pilot

Necessary Skills: Zero-G

Necessary Equipment: Starship, vac suits, recovery/mining equipment

Locale: Any system with a planetoid belt and within jump of a scout base



### Player Information:

Travik is stuck in system after being dismissed from the ISS for being excessively drunk and disorderly. He was escorted from the scout base onto the first outbound starship. The players now find him in a downport bar drowning his sorrows. When asked he will regale the players with tales of secret missions and strange stellar anomalies in systems across Reavers' Deep. One particular tale will catch the player's attention, that of a derelict starship in the belt of this system. It seems that Travik spent a few months a year ago in this system, conducting an extensive survey of the belt. The sensors picked up what Travik initially thought was a sensor ghost, but a visual of the area showed what looked like a derelict ship. Travik tagged the ghost image but due to the volume of data to be processed it would be years before the ISS tagged the vessel for further investigation.

If the players press Travik he will agree to show them where the ship is, as long as they take him with and give him an equal cut of any profit they make off the derelict. Travik will guide the players to a distant spot in the nearby belt where, after several false starts looking at larger rocks, they will arrive at a rock approximately 5000 meters across, with a large impact crater around 3000 meters wide and 2000 meters deep in one side. In the bottom of the impact crater is a wrecked starship, clearly of Solomani origin. The ship is a bulk freighter of 4000 tons displacement. Airlocks can be seen along the top of the ship, but it is clear the ship has no power and has been there a very long time.

### Referee Information:

1. All is as presented above. The ship has several hundred thousand credits worth of cargo. The ship itself has a million credits worth of tech level 12 parts still in working order that will take several months of work to remove.
2. All is as presented above, except that there is no salvageable parts on the ship and it will take several weeks to cut a hole large enough to extract the cargo.
3. All is as presented in #2, however the ship is actually a makeshift base for pirates operating outside of Imperial space. They will return to the system after a week in a suitably challenging starship.
4. There is nothing of value in the ship and it is a right-off.
5. As per #4, however the crew booby-trapped the ship before they expired.
6. As per #1, however with about six months' worth of work and the right spare parts the starship can be made to fly again. It will not be capable of entering atmosphere or jumping due to the extensive damage but could be used as an orbital base or sold as scrap for around 10Mcr. However if sold the original owners will discover the sale and pursue the players for restitution.

# WHO ARE YOU?

**Darka Mancinado**

*By Timothy Collinson*

Age 19, 1 partial term, Cr0, UPP: 8949B8  
 Leader 1, Liaison 1, Admin 0, Broker 0,  
 Computer 0  
 Equipment: Handcomp

## Player Information

Darka Mancinado is a remarkable young woman on the world of Havant, largely because she is so unremarkable. However, under the world's sortition method of selecting its President, Darka became the head of government just two months after her 18th birthday.

Born the eldest child of very ordinary parents, her father - Sole Mancinado - is a teacher in the township of Stuub some 2400km to the east of Longston; her mother - Entli - is a life support engineer. Darka grew up with a two year younger sister in a modest 4n4 module in Stuub (four rooms, four foodchits) and while not excellent at school, she worked hard and in her best subjects (astrography and writing) was in the top 20% of her class. Like many Vantites she kept a besar as a pet and trained it to perform a variety of tricks. (See Bestiary: Besar on page 23.) She also took lessons from the age of 8 on the vooli and although she's not natural on the instrument she can play simple tunes for her own and her family's amusement.

On completing school at 18 she moved to Faarem where she obtained a job in the administrative department of the Estok Exploration Company. Having barely started there, however, her name was drawn in the biannual presidential lottery and her life changed overnight.

As is usually the case, her presidential duties have rather taken over her life, but she's kept a cool head, not allowed it to overwhelm her, and has developed her own voice amidst the civil servants who advise her. She's also brought something of a freshness and simplicity to the position that has stood her in



good stead - repealing a widely disliked tax law that was overly complicated and cutting through some unnecessary bureaucracy.

In fact, much of her popularity has actually stemmed from her not constantly fiddling and intruding but recognizing that change for the sake of it or simply to show she was doing something was completely unnecessary. She's also made three state visits to nearby worlds all with very different dictatorial governments and, perhaps because of her youth and straightforward attractiveness, not to mention the curiosity of the government type she represents, has proved a hit with off-worlders on each of these occasions as well. Her detractors however point to some of the increased applications in immigration from Khakhan and Khaghish perhaps stemming from the interest which she has generated.

Darka is a pretty rather than beautiful young lady - although her preferred cropped hair style has become something of a craze amongst the youth of Havant. She's 1.67m tall, 58kg and has light ash brown hair. She doesn't allow her state duties to consume all her time - and to be honest on a world such as Havant they don't need to - so she keeps up with her friends and retains an unfussy lifestyle that also wins her plaudits.



## Referee Information

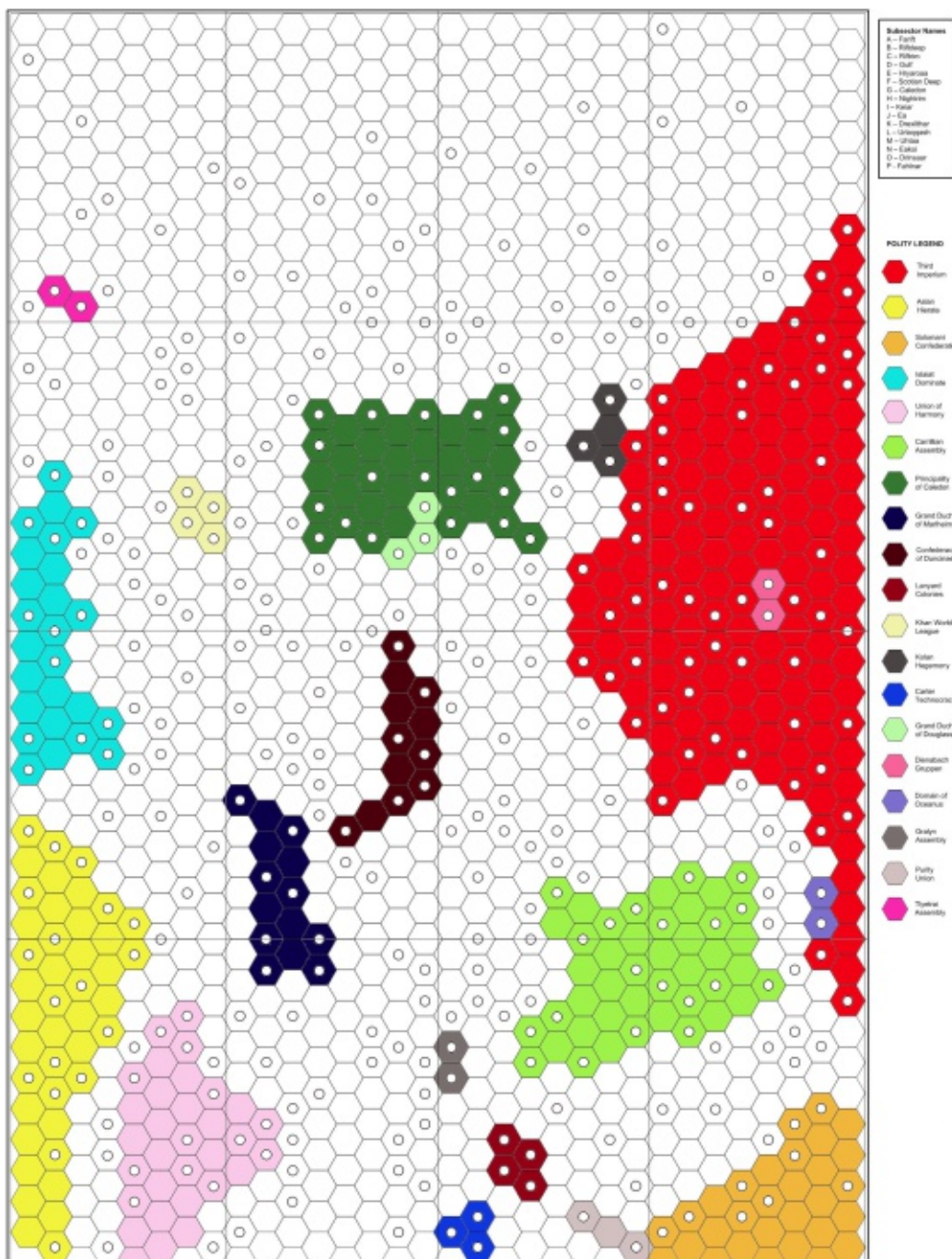
1. Darka could be used simply for 'colour' in news broadcasts and such which the PC's catch at various moments.
2. She might be encountered by chance as described in the Havant write up on page 7.

3. She could be the centre of a plot of disaffected civil servants, in the minority, but wanting to discredit her so they're able to manipulate her - or better yet a more pliable successor - to achieve their aims.

4. She could be the focus of a more direct and serious threat against her life by a disgruntled farmer who has seen one too many off-worlder buy up a farm near his or her own and ruin crop prices or the community's quiet calm.

## REAVERS' DEEP SECTOR MAP - 1114

Polities of the Deep





# BUSINESS AS USUAL

## Carellines Ltd.

*By Brett Kruger*

### History:

Formed a year after the Assembly itself was formed in 519, Carellines Ltd was created by an act of government with a committee of representatives elected as the first company Board of Directors. The company was formed with the intention of bringing stability to trade in the new Assembly by ensuring regular trade routes to all worlds in the polity were established, even those deemed unprofitable by other companies.

Although originally using subsidized merchants and leased ships Carellines was making enough of a profit to start purchasing their own ships a decade into the company's existence. One hundred years later over 50 percent of trade in the Assembly was carried by a Carellines Ltd starship. Then after 150 years the Board of Directors voted to expand into markets outside of Assembly, having close to 80 percent of the market within the Assembly.

It has not all be smooth sailing for the company however. In 788 a major trade war between the company and the Imperial Megacorporation Makhidkarun threatened to bankrupt the Carellines. After two years and the loss of the bulk carrier Fair Wormold the Assembly government stepped in and released the serving Board of Directors. Brokering a deal with Makhidkarun involved electing a Board of Directors from outside of the Assembly government circles and promising to stay out of Imperial space.

Within a decade Carellines was profitable again, however it took almost another one hundred years for the company to gain their current reputation. With oftentimes shady deals and what could only be marginally considered legal Carellines took the company to new heights. With huge dividends coming into the government the Assembly turned a blind eye to the company's activities, citing the

# CARELLINES

fact that all reported activities on the company's books comply with Assembly laws. Though their activities often border on piracy, the loose political structure of the Reavers' Deep has allowed the company to continue thriving.

### Company Structure:

Carellines Ltd consists of the following departments, internal trade (Assembly only), external trade, brokerage services, port services, corporate services and market research. Each department is run by a managing director who reports to the executive team, who then report to the Board of Directors.

### Company Culture:

Carellines culture is best summed up by the oft quoted but never committed to writing motto of the company, "The best deal is the one that brings the most profit."

### Corporate Affairs/criticisms:

Carellines is well known as a ruthless and aggressive trading firm, determined to turn a profit no matter what the costs. As long as the costs are someone else's to bare then there is profit to be made. Other governments in the Deep have made formal complaints to the Assembly government but while the dividends keep coming in few doubt they will reign the company in.

### Current Projects:

Carellines is currently expanding its port facilities on Boran to increase mineral exports to other Assembly worlds.

Stock Ownership: Carrillian Assembly - 100%.



# BESTIARY

## Besar

By Timothy Collinson

The Besar is a crepuscular mammal that originates from a world with a 26.4 hour day. It is active for two periods of three hours or so every 13.2 hours, sleeping for the remainder of the time in nests constructed in the boles of trees or in leaf litter and other detritus on the ground. They have, and are known for, large bright eyes which help them identify food and prey in the twilight. The body tends towards looking rather fat but in fact the animals are fit and agile and can move surprisingly quickly both on the ground and in dense enough trees. Females are usually a little larger than males.

Generally solitary creatures, they emit a distinctive call when seeking a mate that can be heard up to three miles away. Either sex can make this sound. Females are in heat for just two weeks of the year, but when they mate, do so for life. The besar's natural habitat are the dryer rain forest biomes, warmer woods or forests and the lower slopes of mountains below the tree line and where the temperature hasn't dropped too much. Its diet is truly omnivorous, consuming anything from plant life, smaller mammals or insects. However, it has a slight preference for the leaves and shoots of its homeworld, and considers the aelcar shrub a particular delicacy.

The besar has little in the way of defensive armour - although its pelt is thick enough, soft enough and attractive enough to attract hunters on worlds where they're not endangered or protected. However if cornered



the besar can be quite vicious, using teeth and an impressive quartet of claws.

Besars have been domesticated and are relatively easy to keep as regards food, care and cleaning, however they do require their natural diurnal period to be kept very strictly. If they're not kept strictly on the 26.4 cycle of their homeworld, their body rhythms will falter and they will grow listless after three days, somnolent after a week and die within a fortnight. Their claws must be kept well-trimmed and they should not be brought into strong natural or artificial light. They can make faithful companions if well looked after.

### Besar Statistics

- Size: 4kg
- Type: Omnivore/Gatherer
- Attacks: claws and teeth
- Damage: +1D
- Abilities: low light levels adapted eyesight
- Climate/Terrain: Mountain, Forest, Jungle
- Organisation: Individual

**GUNS!**  
**GUNS!**  
**GUNS!**



# CONTACT!

## Virushi – The Intelligent Bulldozers.

By Brett Kruger

### Origins and History:

The Virushi homeworld, Virshash, is located in the Urlaggash subsector of Reavers' Deep just within the Imperial border. The world has heavier than standard gravity as well as higher than normal levels of radiation that reach the surface from the system's double star. This has produced a significantly unstable environment and a prolific ecology with some physically formidable large life-forms. The Virushi originated as grazer-gatherers with a highly varied and purely herbivorous diet, which they grazed for by searching through scrub lands, river valleys and the edges of the world's great forests for a range of foodstuffs.

The sheer quantity and variety of food that a proto-Virushi needed forced the species into a solitary, wide-ranging pattern of foraging. They found considerable advantages in cooperation and the formation of social groups took place over considerable time. They learned to build shelters that gave the small settlements protection from the large predators of the world and eventually mastered tool-making. The cooperative organization was never coercive or hierarchical as the race lacked aggressive instincts, and individual Virushi have always been able to wander off alone on foraging expeditions.

After contact was made with the Solomani little at first changed. Very slowly the recognition that the skies above their heads was teeming with life dawned on the collective conscience of the Virushi. They eagerly greeted each visiting starship with news from the worlds nearby. At a racial level there was very little desire to leave Virshash but on occasion a few individuals did leave on what came to be called "extended foraging" expeditions.

When the Third Imperium finally reached Virshash in 104 the Grand Council members all agreed to join the polity when they were asked. This finally happened in 195 when the Grand Council signed off to a scout base being

built in the system. Although the Virushi can offer the Imperium very little, their culture is of some value and adds an extra richness to the neighbouring sectors. The fact that the scout base is on the very edge nearest to the Carrillian Assembly and acts as a political focal point is also a bonus for the Imperium. Technological change comes slowly on Virshash, a pace that the Virushi seem quite content with.

### Physiology and Appearance:

At nearly 3 meters long and standing around 1.8 meters at the shoulder the Virushi are among the largest intelligent races encountered by Humaniti. Weighing around a ton they are a formidable sight, however this effect is balanced by their well-justified reputation for pacifism.

To human eyes a Virushi looks like a cross between the mythical Terran centaur and the Terran herbivore called a rhinoceros. They are squat, massively built creatures covered with thick, leathery hide that acts as an armor on their backs and side. The body is a solid barrel, with a rather long and very muscular tail. They have two pairs of tree-thick legs and two pairs of arms. The lower pair are heavily muscled and powerful while the upper pair seem almost withered by comparison, but are actually about the same size as Human arms. Virushi hands have three fingers and an opposable thumb, allowing them to grasp and use tools. Those on the lower arms are thick and stumpy while the ones on the upper arms are long and delicate, rather like human fingers with small fingernails.

Virushi have a broad mouth with two short, rounded tusks protruding downward, a large number of short, peg like molars and a few incisors in the front. Their teeth are designed for a herbivorous diet. On the top of their head is a huge horn which, like the tusks and foot-claws, evolved for digging roots rather than for fighting.



Their eyes are well adapted to the very bright sunlight found on their homeworld of Virshash, but much less well in poor light and they are as good as blind in near darkness. This is due to their eyes being nearly buried beneath massive brow ridges leading to their near-sightedness. However their close up vision is excellent. They have no external ears or acoustic openings instead having vibration sensing membranes inside their skulls. Indeed, in standard atmospheres they find most "normal" sounds almost too high to hear.

Given their immense size Virushi eat more than humans, often a lot more, but much of it is high-bulk, low-protein content vegetable matter. However given their adaptable digestions they can survive for some time on smaller quantities of higher-value food and are not strictly vegetarians.

## Language:

Originally the Virushi culture consisted of several regional dialects which developed from the need to exchange information about food sources. After humans first contacted the world these dialects merged into the single language as the technology became available for a single culture to develop. The structure of the Virushi language reflects their attitude toward life, quiet and mild with an undercurrent of undeniable strength. While humans may learn Virushi, just as Virushi may learn human languages, the Virushi have very deep voices to the point that their speech sometimes slips into a subsonic range, which is inaudible to human hearers. Likewise human conversations are often too shrill for Virushi.

## Psychology:

Humans typically think of Virushi as "gentle giants", whose sheer size and strength means that they have little need for aggression, and this is indeed a workable simplification. The Virushi are not only huge and powerful compared to other sentient races, but also by comparison to other species on their homeworld. The majority of large predators have been driven to extinction by the Virushi.

The Virushi seem unrelentingly cooperative and mild, and bizarrely immune to all concepts of authority. Whereas other species compare

alien races to themselves and classify them accordingly, a Virushi, adapted by evolution to be the biggest and gentlest thing in an environment full of smaller and more excitable creatures, takes those other species as it find them.

Virushi are a very long way from being stupid as they can intellectually grasp the idea that those other beings may be aggressive, hostile, and domineering, but that is simply how those being are. This does not drive the Virushi to anger or violent defensiveness because the Virushi lacks the capacity for those responses.

The other well-known feature of Virushi psychology is that they do not take orders. They can accept suggestions, but see no reason why they should not discuss them and ask for explanation and clarification. A Virushi's instinct is to question and to ask for reasons. Of course a trusted figure may emphasize that a situation needs immediate action, and explanation will have to wait, or a Virushi may obey an order to humour another being for one reason or another, but this is the exception and not the norm and these situations will not continue for an extended period of time.

## Society and Government:

The Virushi are a very social creature, with their lives revolving around their social 'herd'. However this social structure can often be very loose, with individual Virushi entering and leaving the social 'herd' as they feel the need. Over the last few centuries some of these social groups have evolved into longer lasting groups around a certain core of individuals. This is always a result of a certain technological interest this core group has.

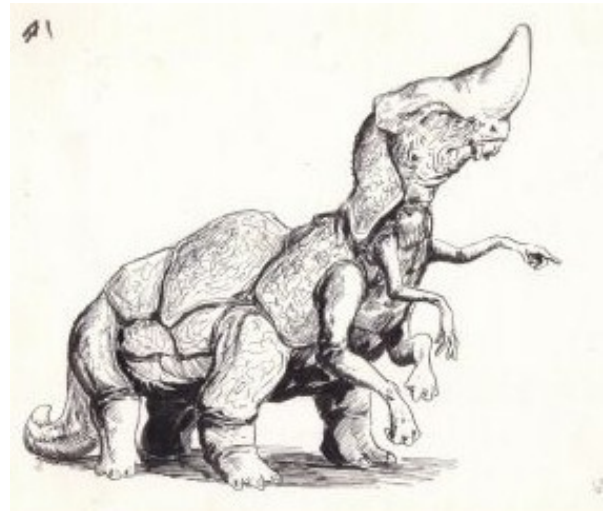
The only group that has been a constant over the last millennia has been the Grand Council. The Grand Council consists of a group of 'herd' elders that are considered the best in their chosen field of interest. This Grand Council has no capacity to govern individual Virushi, unless they so wish to be, and has little function beyond agreeing on a unified front for representing the world to the Imperium and to off-worlders.



## Military and Technology:

As renowned pacifists the Virushi do not have a standing military, however one of the driving factors for joining the Imperium is the protection membership affords them. There has never been any recorded conflict amongst the Virushi and most other races either find friendship with them or just ignore them.

The Virushi are currently sitting at technological level 6 according to the ISS and a program of advancement is in place to improve this level.




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## --News Feed--

- |  |               |
|--|---------------|
| Virshash/Urlaggash (2724)<br>Virshash explored by 3rd Imperium scouts and re-contact made with the Virashi.  | Date: 145-104 |
| Havant/Nightrim (3120)<br>Havant explored by 3rd Imperium scouts.  | Date: 18-107  |
| Virshash/Urlaggash (2724)<br>The Virushi of Virshash officially join the Imperium.   | Date: 88-195  |
| Virshash/Urlaggash (2724)<br>Construction of a scout base in the Virshash system is completed.   | Date: 293-198 |
| Havant/Nightrim (3120)<br>Mining colony established on Havant. This is the first colony not to fail in its first year of operation.                                      | Date:148-407  |
| Havant/Nightrim (3120)<br>Aslan iHeiti claim land on Havant, agreeing to pay for it, which is highly unusual.  | Date:~700     |
| Havant/Nightrim (3120)<br>Missionaries of the Reformed Catholic Church of Sylea arrive on Havant.  | Date: 111-812 |
| Havant/Nightrim (3120)<br>Resource exploration expand in the Havant system to the moons of Suggs.  | Date: 12-956  |
| Virshash/Urlaggash (2724)<br>The Virushi of Virshash begin importing food production technology when a devastating three year drought threatens the world's food supply. | Date: 239-998 |

# 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.

## The Urlaggash Subsector

The Urlaggash subsector contains 28 systems with a population of 25.334 billion. The highest population is 7 billion at Herod and Araby, and the highest tech level is 14 at Lavnia, Olympus and Nexus.

The Urlaggash subsector is dominated by the Imperium in the coreward half, with 16 member worlds. The rimward and spinward portion is controlled by 5 member worlds of the Carrillian Assembly.

A world of major note, Virshash, perches just within the Imperial border and is the home world to one of the more notable minor races, the Virushi. The influence of Virushi culture and psychology can be felt in many of the neighbouring systems.

### Urlaggash Subsector Data

Name	Hex	UWP	Bases	Classes	Zn	PBG	AL	Stars
Inura	2523	C421312-A		He Lo Po		812	Im	G9 V
Hope	2526	E65778B-4		Ag Ga Pz	A	200	Im	F4 V
Yaggoth	2530	B864756-B		Ag Ri		222	Cb	F8 V M1 V M6 V
Lavnia	2621	A546657-D	N	Ag Ni		704	Im	G2 V M7 V
Astoria	2622	B545674-A	N	Ag Ni		201	Im	F0 V M4 V
Irlaggur	2624	B6918CE-A		He Ph Pi Pz	A	300	Im	M3 V
Boran	2628	C3135AB-A		Ic Ni Da	A	301	Cb	G2 V
Hela	2721	C431300-9		Lo Po		412	Im	F5 V
Virshash	2724	DA86954-6	S	Hi Pr		403	Im	F9 V M4 V
Syreon	2730	C54688C-8	M	Pa Ph Pi		325	Cb	M0 V
Marianne	2821	C6787C9-8	S	Ag Pi		500	Im	M1 V
Sharrik	2824	B664896-9		Ri Pa Ph		804	Im	M1 V M1 V
Freehold	2825	E555457-7		Ni Pa		515	Na	G6 V
Lyresse	2828	C693651-9		Ni Da	A	813	Cb	K4 V
Rothman	2829	B796855-9	J	Pa Ph Pi		403	Cb	M1 V M3 V
Synoft	2927	C5428CC-7		He Po Ph Pi PzA		315	Na	M2 V M7 V
New Eden	2929	E5626BC-3		Ni Ri Fo	R	203	Na	F7 V
Herod	2930	C5569CC-A		Hi Pz	A	723	Na	M3 V
Olympus	3021	A000567-D	N	As Ni Va Mr		604	Im	M2 V
Urlaggash	3023	B788777-9	S	Ag Ri		412	Im	F9 V
Ixion	3025	C6A1234-9		Fi He Lo Da	A	704	Im	M2 V M2 V
Araby	3027	D5709A9-8		De He Hi In		704	Cs	M0 V
Devonia	3125	B566563-A		Ag Ni Pr		213	Im	F5 V M5 V
Narisagiir	3127	E100943-8		Hi In Na Va		503	Im	F9 V M0 V M1 V
Oceanus	3129	B97A788-B		Wa Pi		813	Oc	G3 V M6 V
Mecca	3130	D858668-6		Ag Ni		402	Oc	F4 V
Kaduggur	3223	C431231-7		Lo Po		804	Im	K1 V
Nexus	3226	A3105AA-D	N	Ni Da	A	712	Im	F6 V M9 V





**Araby (Reavers' Deep 3027 D5709A9-8):**  
Araby has requested on several occasions to join the Imperium, however because of the Peace of Ftahlr has had to settle for client state status. A dry, dirty world with rolling deserts the planet does have water resources locked away in huge networks of aquifers. Large scale construction of pipe systems and public greenhouses for large scale food production has made the current King of Araby the most popular in many generations.

**Astoria (Reavers' Deep 2622 B545674-A):**  
If it wasn't for the Imperial naval base on Astoria a lot less people would live there. Cold and with a sulphur taint to the atmosphere due to the many active volcanoes on the world, Astoria is a simmering hot bed of tension waiting to explode. Only the presence of the Imperial base keeps the local mining clans from engaging in all out war.

**Boran (Reavers' Deep 2628 C3135AB-A):**  
An Assembly mining world, Boran is under interdiction by the Assembly navy due to the outspoken hostility of the world's Arch Lord Kaya towards recent Assembly central government actions.

**Devonia (Reavers' Deep 3125 B566563-A):**  
A pleasant world, Devonia was colonized by beltlers that struck it rich in the mines on Narisagiir. The world continues to be ruled from there, with the mega rich only being able to purchase a retreat from the home world government.

**Freehold (Reavers' Deep 2825 E555457-7):**  
Fiercely independent, the people of Freehold look to themselves to guide their own destiny. While not actively hostile towards visitors, interaction with off-worlders is looked down on.

**Hela (Reavers' Deep 2721 C431300-9):** A frigid world with little to like about it, Hela does have a small population that harvest the unique organics that grow under the ice lakes of the planet. These organics are purchased by companies the produce slow and other military drugs.

**Herod (Reavers' Deep 2930 C5569CC-A):**  
A beautiful world with a pleasant climate, Herod is ruled by a council of wealthy aristocrats. While it may seem that the majority of the wealth on Herod is held by this upper class the fact is the world has a very high level of community care and social equality. No one is hungry or homeless on Herod unless by choice. While the ruling council is open to trade they actively discourage visits to the planet itself.

**Hope (Reavers' Deep 2526 E65778B-4):**  
In what seems like a cruel joke to the inhabitants Hope is actually an Imperial penal world. The sign above the entrance to the main prison complex states "There is always hope for reform."

**Inura (Reavers' Deep 2523 C421312-A):**  
Inura is a company run mining world. Precious metals are extracted from the surface of this barren world.

**Irlaggur (Reavers' Deep 2624 B6918CE-A):**  
Irlaggur has been in turmoil in recent years. Although the ruling church has the respect of the people dissidents have been stirring up anti-offworlder sentiments as the population has swelled. A recent bombing of the downport has resulted in a harsh upswing in laws and an amber ranking by the TAS.

**Ixion (Reavers' Deep 3025 C6A1234-9):** A harsh world, ruled by a harsh dictator and his cronies. There is some export of the unique fluids found in the world's caustic seas, otherwise there is little of interest for visitors.

**Kaduggur (Reavers' Deep 3223 C431231-7):** Run by a mining guild, all exports are controlled by the heads of the mining families living on the planet. The world is the original home of the Kaduur Fire Worm.

**Kaduggur Fire Worm:** A very small creature, not much bigger than a bacteria, the Kaduur Fire Worm is prized by the miners as they are a good indicator of the presence of precious metals.



**Kaduggur Fire Worm**

**Lavnia (Reavers' Deep 2621 A546657-D):** Home to one of the four Imperial naval bases in the subsector, Lavnia is a pretty world with vast plains covering the dozen continents. However the lack of any large land animals can be directly attributed to spores released by the grasses of the plains. The spores cause a paralysis of any creature that passes through the grass. It is thought to be a self-defence mechanism of a small variety of the grasses.

**Lyresse (Reavers' Deep 2828 C693651-9):** Volcanically active, Lyresse is a dangerous place to move about without protection. Poisonous gases are vented at random times through the many fissures that can open up after quakes. Various small, mobile groups take advantage of the fissures to extract precious metals they bring to the surface. Conflict can and often does arise between these groups.

**Marianne (Reavers' Deep 2821 C6787C9-8):** An unremarkable world, Marianne does contain a significant scout base used by the Imperium to keep tabs on the independent worlds of the Deep.

**Mecca (Reavers' Deep 3130 D858668-6):** Mecca is a colony of Oceanus, with the population selected for their ability with food production. Most of the land is given over to food production, with the population living in cities in the shallow coastal waters.

**Narisagiir (Reavers' Deep 3127 E100943-8):** A moon of the system's largest gas giant, the world's entire economy is based around gas extraction and mining of the moons and ring of the gas giant. Although the moon is the base of the government, there are many other settlements across other planets, moons and the other two gas giants in the system.

**New Eden (Reavers' Deep 2929 E5626BC-3):** A beautiful, earth-like world with extensive forests and rolling fields, New Eden is all the name implies. However the local population is hostile to any outside visitors and travellers are warned to stay away from the main world.

**Nexus (Reavers' Deep 3226 A3105AA-D):** This world is set up to service the Imperial naval base on the planet. Even beltors are discouraged from entering the system's belt or gas giants due to the constant war games. There have been several incidents in years past where stray ships have been mistaken for target decoys and shot up.

**Oceanus (Reavers' Deep 3129 B97A788-B):** A large water world, Oceanus has long claimed independence from other polities. The government started a colony on the nearby world of Mecca several centuries ago to provide alternative food sources for their population.

**Olympus (Reavers' Deep 3021 A000567-D):** Another Imperial naval base, Olympus is a huge asteroid that seems to rise up out of the main body of the belt. Olympus is a bit of an anomaly, no one is sure why there is a naval base in the system.

**Rothman (Reavers' Deep 2829 B796855-9):** An industrial centre and military base for the Carrillian Assembly, Rothman is a dirty, polluted world with little to go for it except near zero unemployment. Even with high levels of automation workers are still often shipped in from nearby worlds to fill demand.

**Sharrik (Reavers' Deep 2824 B664896-9):** Sharrik is an Imperial government world, handling cross border trade with the Carrillian Assembly and other free worlds in nearby subsectors. The world is also the administrative centre for all naval bases in the subsector as well as scout elements.

**Synoft (Reavers' Deep 2927 C5428CC-7):** Home of the Righteous Brotherhood, Synoft has been classified as an Amber zone due to the population's dislike of outsiders. If it wasn't for the regular arrival of pilgrims the system would be declared a Red Zone.



**Syreon (Reavers' Deep 2730 C54688C-8):** Syreon is a Carrillian Assembly military base and home of the largest training grounds in the polity. The world is also the home of the Syreonian Dart Fish.

**Syreonian Dart Fish:** An interesting little creature, the Syreonian Dart Fish is around 10 centimetres in length and kills its prey by spearing the victim with its needle sharp nose. An enzyme is then excreted into the victim through the nose. This enzyme quickly breaks down the internal tissue of the victim, which the fish then draws back through its nose, straw-like.

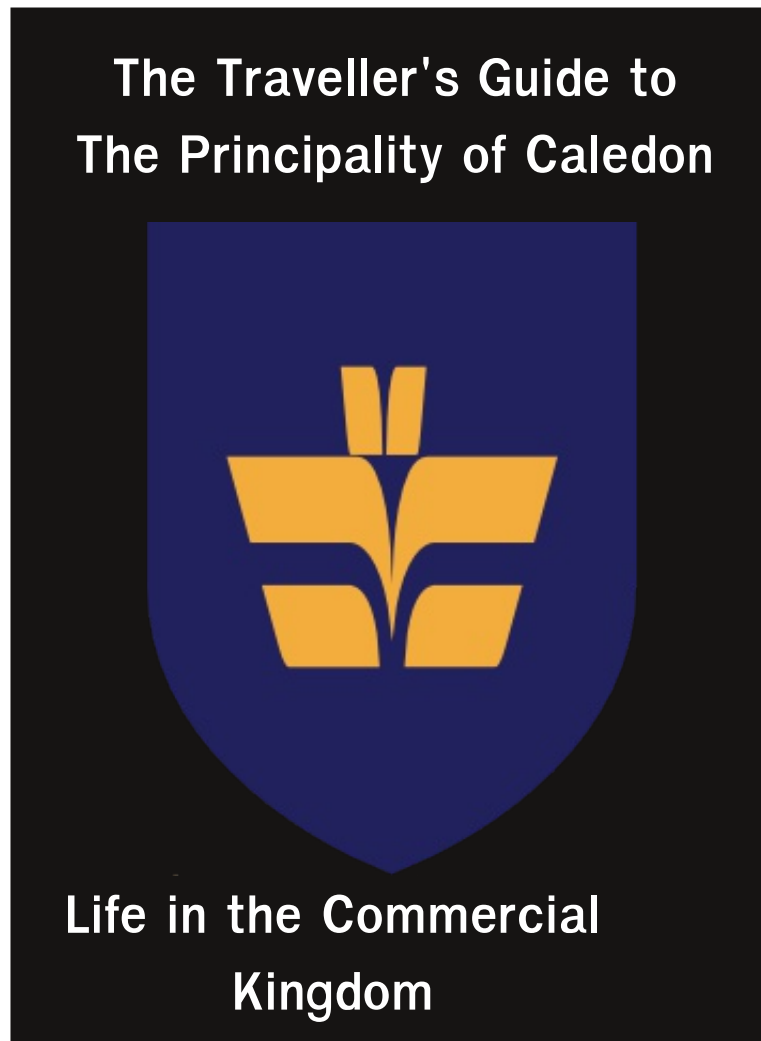
**Urlaggash (Reavers' Deep 3023 B788777-9):** Multiple city-states vie for the resources that come from the oceans of Urlaggash. Rich in aquaculture, there is also underwater mining of the continental shelves. One of the many islands that dot the world houses the scout base that services the xboat route that goes through the system.

**Virshash (Reavers' Deep 2724 DA86954-6):** A massive world that is the homeland of the minor race known as the Virushi. An Imperial scout base is in orbit to monitor the world and provide assistance when requested.

**Yaggoth (Reavers' Deep 2530 B864756-B):** An Assembly food world, Yaggoth is a lush and fertile world that exports large amounts to the Carrill Belt.

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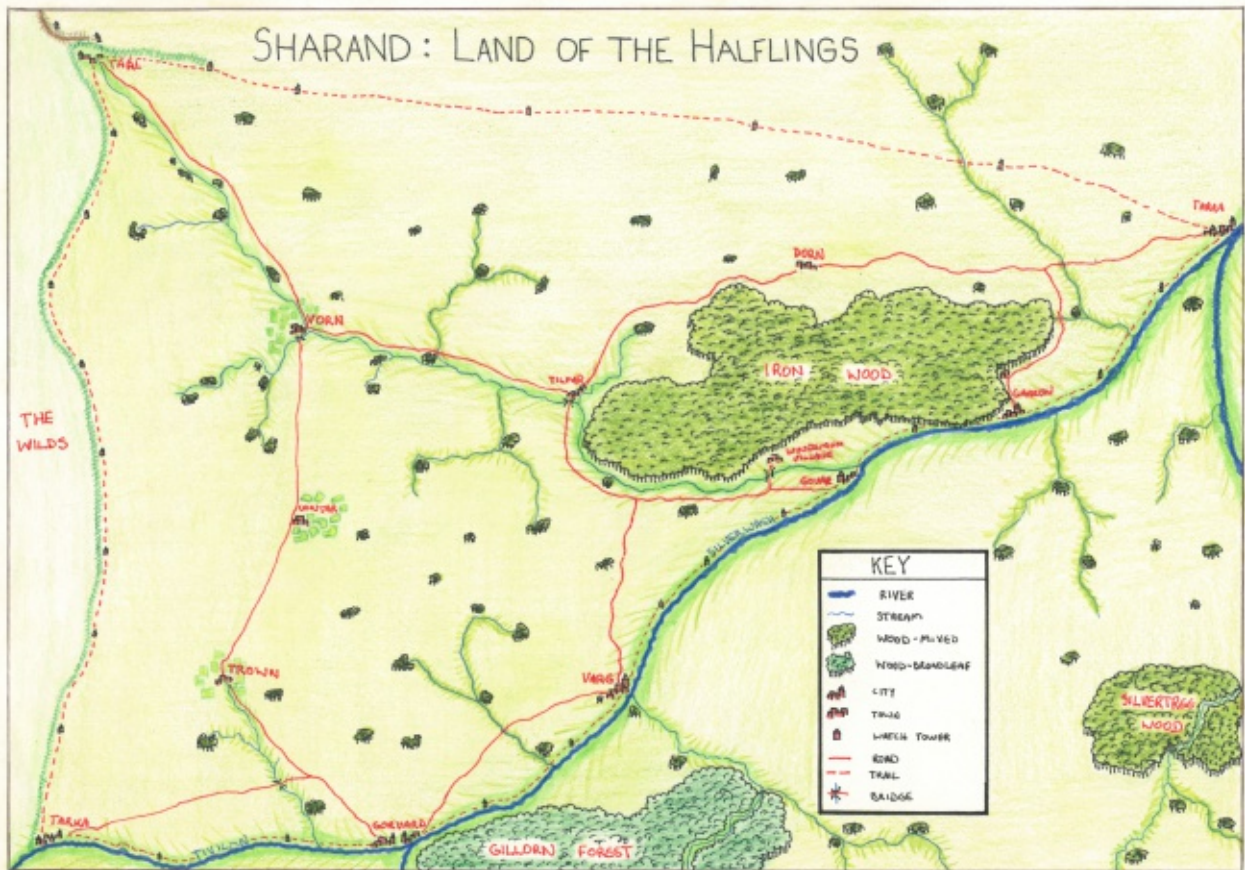
## Coming Soon....



# 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.

A map I created for a face to face game I ran a long time ago.



After a three and a half year hiatus due to life in general Into The Deep is back. Expect more soon!

Look for the next issue of 'Into The Deep' in Dec 2015!

This fanzine and much more can be found at [www.reaversdeep.com](http://www.reaversdeep.com)