

# SIGNAL GK

To The New Era



NUMBER EIGHT.

Large Inset: MOSES DAVID

Small Inset: LIAM DESTA, MOSES DAVID BA-SHUU,  
HRUN' SARSIRKA, & DALTYB PALIASON.

A DISTRESS SIGNAL..

A CRY FOR HELP..

A CALL TO ADVENTURE..

## Acknowledgements

Although Signal-Gk is acknowledged by HIWG and GDW the data shown is not "official" - Players wishing to know the official status of any item or article should contact GDW or the Dagudashaag Sector Analyst, Duncan Law-Green, directly.

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The name Signal-GK is not intended to infringe upon the earlier GDW adventure of the same name. For review purposes, please refer to this fanzine as either 'GK', 'S-GK' or 'Signal-GK the fanzine'...

HIWG (History of the Imperium Working Group) is a fan organisation that was attempting to detail the official MegaTraveller universe. A UK branch exists and Membership details can be obtained from Nick Walker, Bankside, Reddish Rd, Marsden, Huddersfield, HD7 6NF.

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# SIGNAL-GK

A Distress Signal..

A Cry for Help..

A Call - to Adventure! !

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# Editorial

A hearty welcome to SIGNAL-GK 8 from the new man at the helm. The captain may be different but the aims are the same: to provide quality support for 'Traveller', to increase your enjoyment through new scenarios and helpful thought on game mechanics, and occasionally keep you amused! Above all we want to entertain you. Please feel to write whether it's comments on the 'zine, Traveller in general (if there's a question you always wanted answering - we'll try our best) or you wish to contribute. All correspondence is read and a reply given, if not by direct communication then through the pages of Signal-GK. Finally I wish to thank all those individuals who have contributed to this issue, to those who have done so in the past and to those that will do so in the future. Adios!

☛ Leighton Piper.

## ZineScene

This section is to inform the Traveller enthusiast of the number of independent Traveller publications in circulation (that I am aware of). They are listed alphabetically with names and addresses of the producers/publishers, and brief outline of the publications contents.

**AAB PROCEEDINGS** - The newsletter of HIWG. Circulated by Clay Bush to all members of HIWG. AAB will keep you informed of all news concerning Traveller: new members of HIWG, new documents on Traveller subjects by members, product schedules/plans by GDW, who is doing what by way of writing for 'Challenge' etc. Price is included in cost of membership. Single issues are available for a small cost.

contact: Clay Bush PO Box 895 Limon, CO 80828 U.S.A.

**IMPERIAL LINES** - An 'official' GDW-sponsored product set in the New Era period and to include details on some of the Pocket Empires. I've only seen the first issue that has actually been published. I did see pre-publications of issues two to five but these have been scrapped as far as I know (these issues didn't have any direct New Era tie-ins). For details contact GDW at their normal address,

Imperial Lines, c/o GDW, PO Box 1646 Bloomington, IL 61702-1646, U.S.A.

**KFAN UZANGOU** - A newsletter devoted to Vargr, produced by Roger Myhre. Latest issue (number 5) was released in October 1993; 12 pages of articles, power groups, aliens, history and news about Gvurrdon sector, bringing it all up to the New Era setting (with map and sector listing).

The quality of the newsletter has improved steadily and is now a very well-produced publication.

I've found the items to be very interesting and Roger has a bit of a wicked sense of humour judging from his editorials (what was that about taking your FGMP to the football match?!).

For more information contact: Roger Myhre Ammerudgrenda 168 0960 Oslo Norway

**MELBOURNE TIMES** - Another independent newsletter-come-fanzine that outlines an alternative Traveller universe. Melbourne Times concerns itself with the development of the Earth Colonies Sphere, the sector of space around Terra. The astrography is different, with systems plotted in three dimensions (based on 2300AD's near-star map). Each subsector is now 9 parsecs deep in addition to standard presented 10x8 format. And there are now 64 subsectors to a sector (4x4x4). Humans and dolphins share space with three other known alien races, the Aeroi, the Meren and the Sggrunni, each race evolving in a different sector. Human-space is fragmented to a number of competing nationalistic states who have their origins on political, cultural and national divisions on Earth. David Johnson who is producing the fanzine has recently moved, but has not found a permanent place as yet. For those interested in seeing Melbourne Times, write to me [Leighton Piper] and I'll pass on you details.

**STARBURST** - This is the newsletter of HIWG-Australia and is a typewritten/ photocopied production. The newsletter is a mix of news about/from the HIWG members themselves and short articles, mainly on their area of interest Yiklerdhansk sector. This sector is on the far spinward edge of 'known space' and borders the zhodani's rimward frontier. Its inhabitants are a mix of zhodani (anti- and pro-Consulate states), other human races and 'aliens', political machinations are rife and war always seems to threaten to break out.

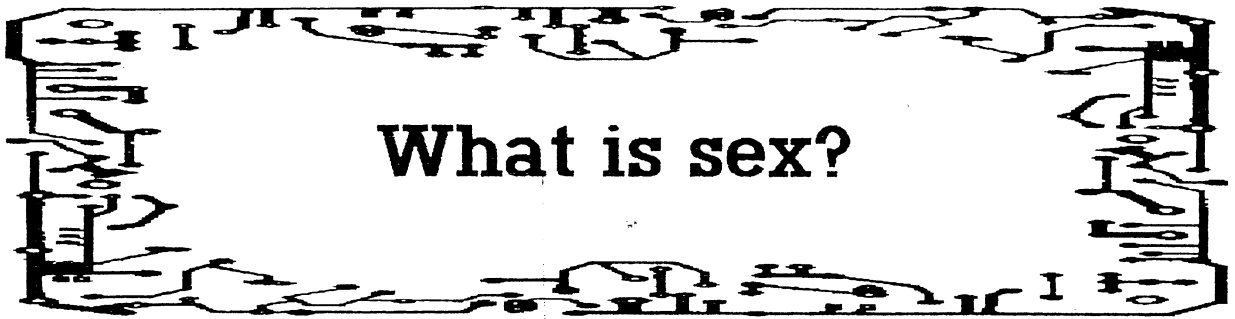
contact: David Schneider 5 East avenue Allenby Gardens South Australia 5009 Australia

**THE TRAVELLER CHRONICLE** - TTC is a new product from Sword of the Knight Publications, a small group set up by Paul Sanders and Kevin Knight (Paul has contributed artwork to SGK). The format and production is reminiscent of early 'Journals of the Travellers' Aid Society'. Jae has managed to set up an exchange deal with Paul and so we will be distributing TTC in the U.K. and Europe, and Paul will be distributing SGK in the States. So if you want to place an order for a copy or a subscription contact Jae Campbell.

**WHITE NOISE** - And finally. From the printer of Nick Walker comes the irregular newsletter of HIWG-UK, White Noise. This a short publication outlining news and views of UK HIWG members.

For details contact: Nick Walker Bankside Reddisher Road Huddersfield HD7 6NF UK.

If anyone has further information on these fanzines that they want to pass on or know of other products please inform me (address on contents page). Leighton



## What is sex?

Commander Bernard Alwin was peering at the disturbing report he had received over comlink from Imperial High Command. His craft the Donosev-class survey cruiser 'Admiral Ganrina' was in jump towards Darkaoul. X-boat services had been erratic these last months. It had never been good during the Rebellion. There were rumours about that both Lucan and Dulinor was dead. There were no details available about Lucan's demise, but of the few details about Dulinor's death was disturbing, particularly when viewed in connection with the report he was currently reading.

"Anvil," he addressed the computer link that went to his cabin, "send a message to Captain Deghas that she is to report to my office in five minutes."

"Yes Commander." Was the answer the computer gave. Its voice was calm and confident. The sex of the voice could be hard to determine, as it had a slight masculine slant. Alwin stood up and straightened his uniform, inspecting it briefly at the lifesize mirror that hung on the inside of his cabin door. Alwin believed in being an example for his crew. he then went out in the corridor, nodded briefly to the armed marine that stood at the intersection to this end of the corridor. Alwin had his office just across the corridor.

As he settled into his office chair he heard knocking on the door. "Captain Deghas at the door Sir." The computer informed. Alwin gave the order to let her in. A slim and attractive woman entered. She had the same effect on Alwin each time she entered the office. 'If I only was 30 years younger', he

thought. Not that there was anything wrong with Bernard Awlin he had been on Anagathics since he was 34 years old, and still looked that young. His age was more psychological than physical. It was no secret that he was on anagathics. It had prevented him getting into the ranks of the nobility, but he didn't mind. His present rank gave him a lot of weight to throw around anyway. He looked at Captain Deghas as she strode towards the spot she usually took up when standing attention in his office. Her nut-brown hair was held up in a tight knot at the back of her head. Her cap that was put on smartly, rested on the knot giving her a cocky look. Behind those dark, but sharp eyes there was an efficient and analytical brain that apparently never rested.

She stopped about half a meter from Alwin's desk and stood in sharp attention. Alwin pressed a button on his on desk control panel and a chair appeared from the floor. An efficient way to store things, when space was premium in a cramped office. He gave Deghas a wave of his hand meaning that she should take off that hat, and make herself comfortable. He still found her manners a bit too uptight. She had only served under him a little more than 9 months, straight out from the academy. Alwin had during his 40 years of service seen it all, and saw no use in being too uptight about everything. He still had to shave off some corners on her.

"I got something I want you to read." He started, keying up a secondary holo-display for her to use and finally giving her access

to the report. "I want your opinions on this report." As Captain Deghas started to read the report Alwin keyed up the report for himself, reading it once more, even though he knew it by heart already. After 15 minutes Deghas had finished reading and looked up.

"Interesting stuff. Where did you get this?"

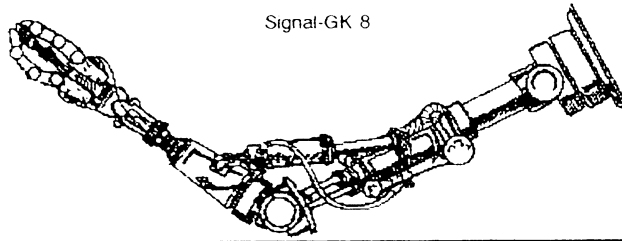
"It came in with the last message stream from High Command". Alwin shifted in his chair.

"Do you think that a computer virus like that can really take over a starship."

"No!" Was the plain answer from Captain Deghas, when the expression on Commander Alwin told her to go on she continued. "The computers onboard fighting ships are too well secured. The three computers we've got cooperate, but do not exchange information on a regular basis. We have the classical two-out votes-one when a decision is to be made. Only the storage is common among them, and that is closely monitored by the anti-intrusion software, which is the most advanced you can get your hands on. An infection would be stopped early. It will however be a problem, but not dangerous to our general health."

Alwin looked at her for a long time before he answered. "I inquired about the same thing with the computer, and got the same answer." But the report says that it appears that the virus is capable to evolve to fit a given computer system to get control over it."

"Impossible, it would require that the programmer had access to every type of computer that has



been made, and all the types of protection software." Deghas bent forward to underline her statement. "And the lastest 10 years during this war, the communication about development between the factions has been non-existent. And that paragraph about its supposed ability to evolve, sounds like its got a sexual life. So far as I know only living organisms use sex to reproduce."

"I still want you and the engineers to undertake a complete overhaul of the computer system, just to be on the safe side. Any files that cannot be backtracked to an owner onboard, or do not belong to the system must be deleted."

"But why I don't see any danger in it. Unlike you I do have an MD in computer logic and programming. And the crew would question your ability to lead if you give such an order."

"I've given such an order, and I expect it to be carried out. I'm the commander of this ship, and its safety is my responsibility. If something happens to it because of my negligence, it's my head that is going to put on the block" Alwin was visibly irritated. It wasn't often he was correcting subordinates, but when he did, you noticed when you had made a fool of yourself.

"And I don't care if only living organisms utilize sex for reproduction and adaptation to a new environment. No get to it. I want your report within 24 hours. Dismissed."

After Deghas had left the office Alwin keyed up other reports.

"Commander Bernard Alwin."

"Huh?" Alwin looked up with a start. Who had been talking to him? He ensured that do not disturb light was lit at the door. He looked around.

"Commander Bernard Alwin." Then it dawned on him, it was the computer that addressed him, but the voice was changed, and it did use his full title. It was programmed to use Sir, and only his title during special occasions.

"Yes what is it Anvil."

"I'm not Anvil, Anvil is dead. Commander Bernard Alwin, what is sex?"



## - STARPORT AUTHORITY

### HISTORY OF THE STARPORT AUTHORITY

It is hard to say when the first organization for the running of starports was started, but it is believed to rest with the Vilani who were the first (known) human race to develop jump-drive. Their organization was to last for a thousand years until the Solomani rose to control what was the First Imperium. These starport authorities bore little resemblance to the classic SPA of the Third Imperium as the majority of starports and associated installations were run by the government of the 'host' world or the interstellar bureaucracy. A few starports were run companies, most notably by the Vilani megacorporations. The Solomani nationalized virtually all the starports which were run by the Terran Trade Authority on the down fall of the Vilani. But without long-term planning and investment, the starports under Solomani control became a law unto themselves. Quality of the starport and the standards of service offered consequently varied widely. As a further result the starports were generally ill-prepared for the onset of the Long Night.

One of the lasting legacies of the Sylean Federation was the founding of the forerunner of the Starport Authority, the Interstellar Astronavigation Authority (IAA). The IAA was a loose collection of corporations who ran the various starport concerns on the planets of the Federation, and later the Third Imperium. It was designed as a self-regulating body, setting the standards which by the starports operated so that freight and passengers (and hence trade) could be moved quickly and efficiently from one star system to another. This included introducing standard cargo containers which facilitated rapid loading and unloaded of cargoes, setting the pricing structure, etc.

At the founding of the Third Imperium by Cleon I, several members of the IAA Operations Board had a number of lawsuits against them. The majority of these lawsuits were for negligence, for not adhering to the legally-binding safety standards set up by trade authorities of the Imperial government, and not performing to their own operational minimal service levels. These charges were levelled by various public organisations and private individuals, traders large and small. These cases doubled in number over the next two years, this forced the newly founded Imperium to start an investigation into the affairs and management of the IAA.

It wasn't until ten years later that the team in charge of the investigation closed the case. The team revealed that bribery, corruption, fraud and negligence was rife, not just amongst the senior members of the IAA, but throughout the organisation.

This led to the arrest of many minor and major officials, across the length and breath of Imperial space, during the course of the massive 10 year investigation. History has shown that this investigation developed into the largest corruption and fraud case in Imperial legal records.

The IAA faced financial ruin due to the mounting court costs, the numerous fines and huge compensation payouts as the number of court cases continued to rise rapidly during the length of the investigation. Almost every day brought further disclosures of illegal activities and bad practices in every IAA facility. The high-profile investigation and the court cases eroded investor confidence further undermined its credibility.

With the IAA close to collapse and the possibility of the starport facilities which trade and commerce relied upon close to breaking down, the Imperial government decided to intervene, propping up the organisation with a large injection of capital.

Following the decade long investigation it was clear to the Imperial authorities that the IAA could and should not be left to function as it had been in the past. Indeed it was obvious that an organisation like the IAA could not be left exclusively under the control of the companies, big or small. On the other hand the IAA could not simply be dissolved because of the reliance by interstellar trade on their facilities, however much of a shambles the organisation was in.

It was a further two years, in 18, before the Third Imperium eventually decided to commit itself fully to the IAA. Over the next few years the remaining corporations and private investors were bought out by the government who then announced that the IAA was now an Imperial agency and that it was to be renamed, becoming the Starport Authority (SPA).

The Imperium after finding that bribery, corruption and fraud ran deep in the IAA organisation decided to reform the

administration and form a new administration branch, which over the next five years reorganised itself to adjust to the new standards required by strict new bills and statutes. The Imperial authorities then injected further funds into the SPA to aid repairs and upgrade the star/spaceports for the rapidly expanding Imperium in its early years.

The SPA operate under the aegis of the Commerce Convention Ministry (CCM) which regulates trade within the Imperium and sets out the conditions formulated in the Imperial Commercial Convention (ICC). The ICC is a set of rules and standards covering commercial protocols. The CCM classifies the starports of the Imperium, and defines the outlines by which the IISS surveys and labels extra-Imperial ports. Branches of the CCM operate on a sector-by-sector basis, like its child organisation the SPA. Although at first glance there may be an overlap of function, the SPA only operate within the extrajurisdiction zone of the starport where it oversees its smooth running, whereas the CCM operate on a much wider basis. The SPA often fulfils its functions in cooperation with the local host-world, which in most cases is the biggest funder of starport development, as well as the IISS. The IISS will offer financial, technological and cultural assistance to the host-world through the SPA administration, in its starport design and growth.

Other bodies the SPA has close ties with are the various Sector Trade Authorities (which also spring from the CCM), who award and regulate the trade route concessions such as those taken on by subsidised shipping lines, and define the passage classifications. Thus the three tier commercial organisations we have are the SPA who operate and oversee the running of the starports, the STA's who organise and regulate local trade/transport routes and practices, and finally the CCM who orchestrate the overall commercial trade regulations, protocols and strategy.

The Starport Authority runs all the starports in Imperium, it doesn't normally own any of the facilities although there are exceptions. The number of starports the SPA actually owns can be counted on the hands of a Fulgalian Ender-Gar (that is less than 25).

The SPA and the Third Imperium:

Starship crews from free-traders to the megacorporation liners would find it hard work to maintain and run their vessels if it wasn't for the personnel at the starports and the SPA organisation.

The SPA has three offices which help it to streamline the running of the organisation (unlike the IAA which had a multitude). The first is the Head Office which is located at Core. From here it oversees the overall function, repairs and upgrades of the starports in the Imperium. The Head Office receives reports from its sub-head office.

A SPA sub-Head Office is located in every Imperial sector, usually at the sector capital. The sub-Head Office sends out teams of 15-20 SPAE (Starport Authority Executives) each year to inspect the running of the starports under its control. Each team is composed of four individuals who collect together information on each starport through on-site examination and anecdotal evidence from passing traders. The data is written up into a report then passed on to the sub-Head Office who in turn pass them on to the Head-Office three or four times a year. Each starport is inspected approximately once a year and each visit lasts between five and ten days. Should a complaint arise either through the investigation or the starport's clientele then another inspection may be ordered in if the complaint is deemed to be serious. In these (uncommon) cases a different SPAE team will be sent in. Depending on the nature of the complaint or allegation against the starport the follow-up team can be present at the starport from just the routine five days to up to six months.

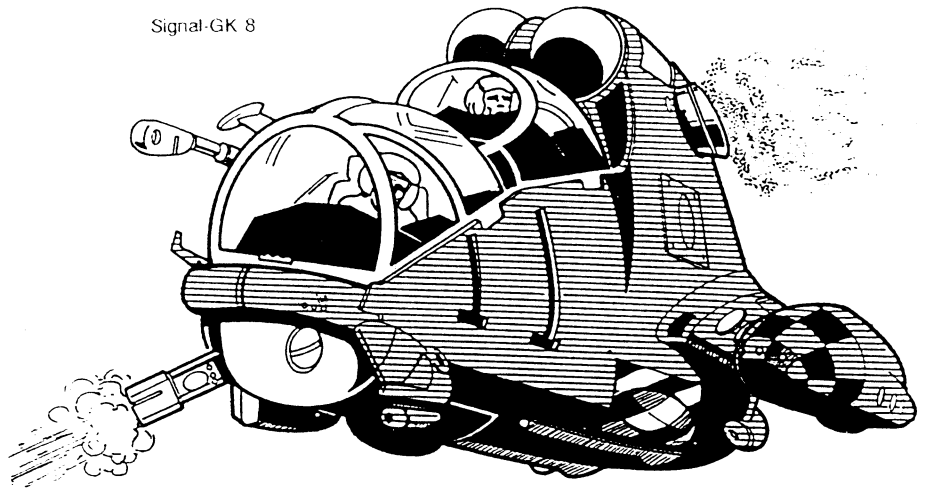
There are five departments that make up the SPA and are present to a lesser or greater extent in each system (depending on starport quality, system population and traffic). The five departments are as follows:

- ADMINISTRATION
- CUSTOMS AND SECURITY
- FREIGHT AND CARGO HANDLING
- PASSENGER SERVICES
- SHIP SERVICING

#### The SPA and the Rebellion:

Immediately following Strephon's assassination on 132-1116, the SPA had no idea what lay in store for the organisation. The first year saw the SPA function as it always had. Operations proceeded normally in virtually all locations (there were the odd exceptions). It wasn't until mid-1117 that the SPA offices began to receive reports of fast strike fleets attacking starports either through denying the facilities to other factions (many of the naval shipyards are co-located with the civilian operations) or acts of piracy by crews whose loyalty was split or undecided. This form of destruction was rare at this point in the 'Second Civil War' and the majority of commerce raiding came from the plundering of merchant shipping thus disrupting trade.

Towards the end of 1117 there were signs that the SPA was on the verge of breaking up as factions began making demands on the starports in their area of influence. Early in 1118 the splintering began, starting within Vland sector. The Vilani's decision to decline Lucan's 'request' and not divert Vland's fleets set a precedence which led to the solidification of the factions. There was a wave effect, ripples of doubt spread out and starport after starport turned to whatever faction had control of the world the starport was on.



There wasn't always much in the way of 'forceful persuasion' by military elements to gain the local SPA's cooperation as most staff were recruited locally, with local sympathies and thus easily turned towards a local 'protector'.

The personnel remained largely intact, performing the same function as they had before the war, although the sub-Head Offices now had their scope changed to monitor the starports in faction areas. The SPA in Lucan's territory had nearly all its key personnel replaced by those that Lucan thought he could trust.

By 1119, each faction controlled its own SPA organisation for its area, working hard to maintain the starports and spaceports that were left in some sort of working order.

#### The SPA and Hard Times:

With the passing of 'letters of marque' by various factions to support their cause (especially by Lucan) which gave a legitimate basis for piracy by detached naval units and independent raiders the number of attacks on shipping and starports/spaceports rapidly increased. This form of merchant terrorism was further enhanced by the wanton, devastating strikes against worlds by initiated by Lucan which led to the 'Black War' period of the Rebellion. This denying of facilities to the opposition was taken up by many of the factions and was particularly brutal on the systems on the frontiers of the faction borders.

The starports which were still under a measure of control of the SPA, whether independent or allied to a faction, started to add to the security of the starports by placing missile and laser batteries in an attempt to deter unwanted visitors. Even security personnel at frontier starports are being encouraged to shoot first and not bother asking questions.

As the years went by, the trading slowly started to decrease as the wilder parts of the territory were raided by pirates and the remnants of enemy fleets. The merchant shipping that is taken is often used to aid more raiding.

#### THE SPA IN THE NEW ERA

##### ➤ The Starport League:

With the start of a new age, the starport authority has been born again but perhaps not up to its former glory (or even the knowledge that it had a past to live up to). In the Reformation Coalition the embryonic Starport League was created when it was perceived there was a need for organisation with the states expansion. The Starport League was loosely based on the old SPA from information that survived the virus.

With aid from the Hivers the starport personnel were trained and given help in reclaiming most of the starports' crashed computer systems from the worlds in the coalition. Within these systems lay a wealth of information stored in the memories of the virus amongst the computers.



The Hivers trained a core of technicians who not only were given the knowledge to repair the existing starships but how to design better vessels (and build them) so as to make maintenance simpler.

The first starport personnel trained by the Hivers helped repair and put together the first starships which left on the first, fateful voyage of recontact to outlying worlds of Old Expanses and Diaspora sectors.

In late 1201 it was realised that the new member worlds of the Coalition did not have the resources in materials, knowledge and trained personnel to help build and maintain new starports that was essential to the development of the Coalition. It was decided that with the formation of the RCES a department within the organization would be set up that would oversee the starport maintenance and development programmes of member worlds. The RCES operate small teams of technicians on each world which help maintain the existing facilities as well as organising missions to other worlds to try to locate and salvage equipment.

#### → The Regency

The Starport Authority in the Regency has operated as it always has done, with only minor changes in its structure and operation. All the spinward states have their communications equipment separated from any computer systems, thus protecting starport systems from ships contaminated with the virus. As an example any information requests to the starport are typed into a separate computer, the results are printed out and then scanned into another computer and transmitted to the requesting ship via the communications computer.

#### → Pocket Empires

Some worlds having managed to survive the worst of the virus, often due to luck, and in these cases the starports have remained intact. Although in one piece the starports are often in a state of disrepair through neglect where a lack of knowledge has hindered the proper maintenance.

# IRON FIST FREEPORT

## INTRODUCTION

This is not so much an adventure with a plot to follow, rather it is a scenic tour of the **Iron Fist Freeport**. Hopefully during the tour the players will get side tracked and adventure will follow.

**Dates:** This adventure can take place any time after 1125, and the onset of the period of time known as Hard Times.

**Place:** This adventure is set on the single moon orbiting Mianda (Laraa 2533) which had its Imperial Starport destroyed in 1123 during the Black War.

**Equipment:** No special equipment or skills are needed for this scenario.

**Additional Information:** Referee's will need a copy of the GDW supplement "*Arrival Vengeance, The Final Odyssey*"; which includes deck plans of the Azhanti High Lightning Class - Fleet Intruder. More information about the Alikasch can be found the fanzine supplement "*Medurma Special*" included with "*Signal-GK Issue 2*". For information about Bionic's or Cybernetic implants, refer to "*The Travellers Digest, No 13*".

**Note From the Author:** While working on this scenario I have come to realise how "badly out" the deck plans for the Arrival Vengeance really are. For example six whole decks are given over to Avionics, a piece of equipment that is 10cm square. Another eleven decks are filled by the Jump drives, which seems fair enough until you remember that means fifty five decks worth of fuel are needed to power them, (Not counting the fuel storage space needed for other systems like manoeuvre and weapons etc). Finally the plans completely miss out space for small things like Life Support and Manoeuvre Drives.

## PLAYERS INTRODUCTION

" Before the Rebellion you kind of took Starports for granted, every planet had one even if it was only some flat concrete and a beacon. Now they are hard to find and most turn unknown craft away. Over the last few years Freeports have grown in importance to us, and to be honest I don't think we could operate in Dagudashaag without them today..."

## HISTORY OF THE IRON FIST

The "Iron Fist" is a Sixty Thousand Tonne, Azhanti High Lightning Class- Fleet Intruder. At the start of the Rebellion it was serving in a reserve fleet located in the Ielish Sector. As the war intensified during late 1118, the Iron Fist was thrown in to front line service against the forces of Lucan in the Dagudashaag Sector. To be lost in battle in the middle of 1119. The vessel was later found by the MDF, later that same year, who boarded her and found her to be beyond salvageable worth, they did however tag her as being suitable for use as a Freeport and several months later she was assign to the Alikasch "Ocelot" Tribe (for a fee of MCr5.5).

The MDF moved her to her current system by Battle Tender in the early part of 1120, where she was placed on a moon orbiting the major populated world. In return the Alikasch have promised refined fuel, hospital service and repairs to MDF ships whenever asked.



When it came to finding the site for the Iron Fist, engineers from the Imperial Interstellar Scout Service, first surveyed the moon to find a suitable area of bedrock, free from seismic activity. A crater was then blasted and dug, into which the wreck was positioned. Finally around a thousand tons of chemically setting concrete was poured in, turning the derelict hull into a stable Bonded Superdense Tower Block.

### IRON FIST FROM A DISTANCE

" In the right light, Iron Fist Freeport looks like a gleaming metallic tower block, a tribute to modern design and engineering achievement. Most of the time however, it looks just like what it is, a recycled hulk that's been planted in the ground like a tomb stone to a wrecked civilization. Mind you, long before we got a look at it scarred and blasted surface, they had picked us up on their sensors and given us a flight path in. You tend to follow those flight plans pretty carefully nowadays, even Freeports shoot first and apologize later..."

#### REF'S

Any approaching ship will be picked up by the Freeports sensors and if they wish to land they will be given a flight path in. Any sign of threat from the incoming vessel will be met with force, it's not possible too be to careful these days.

### THE LANDING BERTH'S

" What they called a landing berth, I would have called an area of bare rock. Still to give them their dues, some attempts had been made with an industrial laser to smooth the surface off and in imitation of a real Starport someone had wasted hours painting markings on the ground..."

#### REF'S

To one side of the Starbase an area of ground has been cleared and levelled to serve as a landing and dispersal area.

Berthing costs twenty five credits, per hundred tons, per day. For which the ship gets the right to sit on the rock out side of the Iron Fist, they get connected to the Freeport by land line and are given access to a ground shuttle service between their ship and the Freeport. They also gain the security offered by the Iron Fist's guns which will fire on any unauthorized personnel approaching fully paid up ships on the landing ground.

Crews that do not wish to pay berthing costs are free to more their ship to an area known as the graveyard. The problems with this is there are no services and no protection for their ship. (In fact it will instantly become number one target for scavengers).

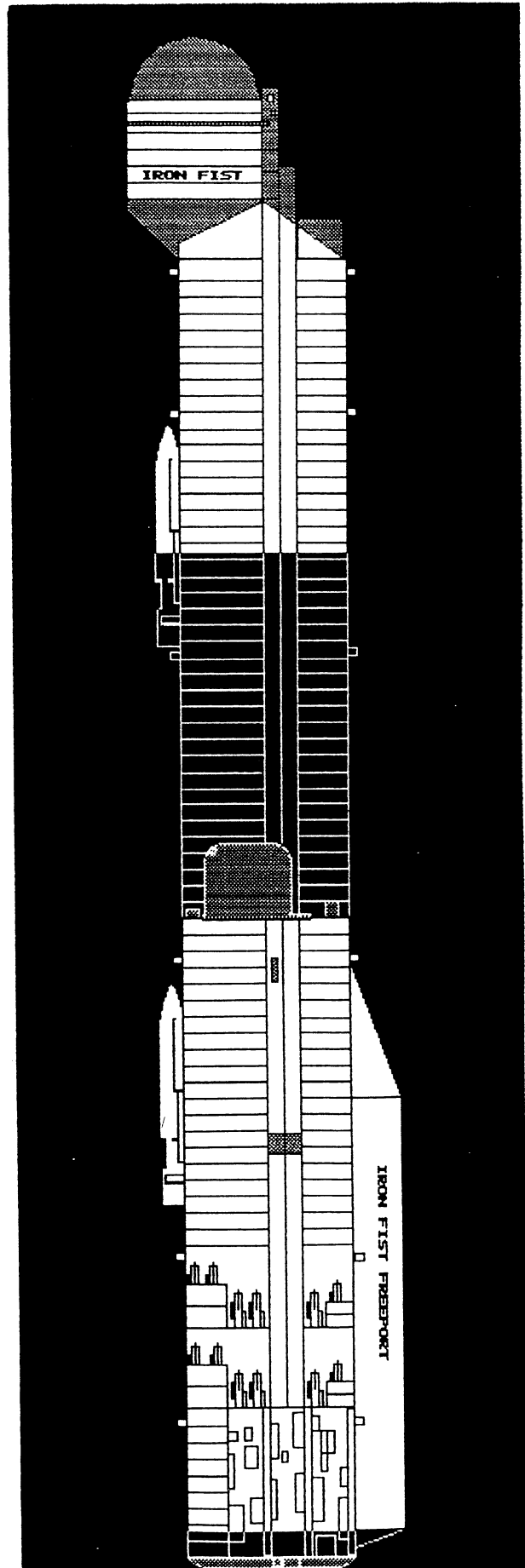
### THE CLEARANCE PARTY

" Unlike most real Starports however, this one was still in business, and after only twenty minutes we spotted a sealed transport crawling towards us with the clearance party..."

#### REF'S

All incoming ships will be meet by a clearance party. Unlike a party sent from an Imperial Port the clearance party will not make a customs check.

In these Hard Times what a ship is carrying is its own business. They will however insist on full health checks.



After which they will explain the charges and rules associated with the Freeport:

1. Apart from the berthing fees, there is also a charge of ten credits, per day, per person for access to the Freeport. This is levied to pay for the upkeep of the life support systems.
2. All debts must be paid in full, or the Alikasch will find some way for the travellers to pay them.
3. The Freeport is neutral territory, and any chip that the Travellers may have on their shoulders, stays aboard their own ship.
4. Handguns and light armour are allowed on port, but if they get you into trouble, its your own fault.
5. And finally, don't expect to play by Imperial rules, the Alikasch have their own code which is based more on justice rather than point of law.



### THE GRAVEYARD

"So we all piled into the transport and headed off for the Starbase, a bumpy old ride through the graveyard of derelicts that surround the Iron Fist. Our engineer kept a keen eye out as we passed through, you never can tell when you might need that odd spare that's been out of stock for the last umpteen years. He swore he spotted someone out there, but no one else noticed it..."

#### REF'S

Scattered around the Starbase are the derelict hulks of forty to fifty starships. They range in size from a twenty ton Launch to the largest, a thirty thousand ton Seh-Class Light Cruiser.

The Alikasch of the Starbase regularly scavenge among the wrecks for spare parts and systems. They will also allow passing Travellers to hunt for parts, provided they pay a fee for what they take. The charge is usually between five to fifty percent of the parts new cost depending on its condition.

Several of the Hulks are also home for small groups of refugees who are not part of the Alikasch Ocelot Tribe and cannot afford the Starbase fees. These groups live in desperate conditions and Travellers should be very weary of any encounters with them.

### INTO THE FREEPORT

"After our little trip through the grave yard, the transport chugged up a ramp of rubble and concrete into the Freeport. The Airlock was obviously not part of the original ship, my guess is that its an exact match for a hole sitting somewhere out there in the grave yard. Once inside the chop job continued, a lot of space had been cleared out to make room for the Transports. However they had left a group of offices in the centre of the deck untouched, it was from these that they ran the ground shuttle service..."

#### REF'S

Ground transport enters and leaves the Iron Fist on Deck 71, the Lower Hanger Deck. This area has seen extensive modification since the ship was first moved into place. A new larger airlock has been installed and much of the interior has been stripped out to make room for the Transports, (Areas 4, 5, 15, 29, 31 & 32).

The Vehicles themselves consist of Three Bundan Wheeled ATV (*101 Vehicles No.55*), Two Permax Tracked ATV (*101 Vehicles No.56*), and a single Storm Trooper APC (*101 Vehicles No.8*).

### BELOW THE LOWER HANGER DECKS

"I was chatting with one of the ports personnel, he explain that under the Lower Hanger Deck could be found the Flight Crew Quarters, followed by eleven deck levels of trashed Jump engines. As far as the port was concerned the whole area had been pretty well written off. However the teenage kids regarded the place as home turf..."

#### REF'S

The Jump Drives took several hits during the Iron Fists last battle and are beyond any hope of repair. The explosions also wrecked the Lower Flight Crew's Quarters. The Freeport has roughly fifty to eighty children, most of who regularly play in the derelict levels and regard them as a vital area of retreat from the adult world above.

### THE UPPER HANGER DECK

"Its not normally possible for people off visiting ships to gain access to the hanger deck that stores the Iron fist's few remaining Ramparts. However our engineer had spent a couple of years working on Ramparts during her days in the Navy and the Alikasch wanted some advise.

The deck was kind of empty, they only have seven fighters left, three working, three cannibalized and one that may or may not work depending on the day..."

#### REF'S

Launching the Ramparts is no problem for the Iron Fist, getting the fighters back on board again is more of the problem. Originally the Ramparts would re-enter the launch tube from the stern of the ship.

This ceased to be an option when the Iron Fist took several hits to her jump drives. The fact that the Iron fist is now resting on her stern and the tubes access is approximately thirty meters below ground also does not help.

The other option is to use a ventral airlock fitted for just that purpose, which is fine in zero gravity but rather tricky with the moons point seven eight gee pull.

The Alikasch now land the fighters on the landing area outside the ship and tow them back in through the lower hanger deck, it may take longer but its far safer.

### THE INHABITANTS

" So far I've only been talking about the structure, I guess that I had better spend some time talking about the owners. Iron Fist is run by a crowd of them Alikasch off Medurma in Pact Subsector. There are about three to four hundred of them. Its a rough sixty forty mix of Aslan and Human stock, of all ages from babies to great great grandmothers. Oh and they all belong to this one clan which they call the Ocelot tribe.

As well as the Alikasch, the Freeport has a permanent population of another hundred odd people. These are guys with useful skills such as engineers, medics or pilots, etcetera, that the Alikasch have asked to stick around.

Finally there is the transient population, crews from the ships parked out front and travellers waiting around in the hopes of finding a ship heading in the direction that they wish to travel in.

All in all its an interesting mix..."

#### REF'S

Its worth mentioning than while all the Alikasch are from the same tribe and will stand firmly together against the a common threat, the tribe is composed of several family factions that contain all the normal diverse opinion, contradiction, rivalry and ambition. Anything less would reduce the roleplaying opportunity.

### TRAVELLING UPWARDS

" There's a couple of lifts in the centre of the ship that run the full length of the Iron Fist, travelling upwards we passed through the heart of the old girl, manoeuvre drives, weapons systems, fuel storage & power plants. All the things that you would expect to find in a starship, its just the scale of things, its not until you see it close up that you realise just how big everything really is..."

#### REF'S

**Travelling up, the decks are as follows:-**

**Deck 68,** The Upper Flight Crew Quarters, are now used by most to the none Alikasch who live on the station. While they are a pretty mixed bunch of people they stick together.

**Decks 66-67,** Life Support, these are one of the few decks that have an round the clock guard on them, not surprising when you consider how important the systems are to the survival of the station.

**Deck 58-65,** Manoeuvre Drives, These took a hit in the Iron fists last battle and are now nothing more than waste space, eventually they will be stripped out to allow the reuse of the space, at the moment however there are easier areas to clear.

**Deck 48-56,** Fuel Storage. Having been patched up after the Iron Fists last fight these tanks are still used for their originally purpose and hold enough fuel to keep the station operational for over a year. The Iron Fist original had four fuel shuttles, she now only has two, one operational and one cannibalized for parts. However this is quite sufficient to provide for the stations needs.

**Deck 41-46,** The Power Plant, provides a vast over capacity now the ship no longer has jump or manoeuvre systems. Consequently the plant is kept ticking over at its minimum output. The Alikasch are still investigating ways of using the plants extra potential.

**Deck 40,** The Auxiliary Bridge, has been kept operational in case of failure on the main bridge. It access is of course restricted to Alikasch. In the mean time it's main use is to allow the normal Alikasch access to the Tribes Aitech. (*See the section on the Main Bridge for more details*).

**Deck 36-39,** Crew Quarters, now used as living space by the Alikasch. Many of the original cramped crew cabins have been knocked through to make passable homes.

### THE FORWARD FUEL DECKS

" The forward fuel storage tanks of the Iron Fist provided the Alikasch with twelve decks of fuel they didn't need. They also provided a gold mine of extra space.

Apparently the hardest part of the operation was cutting access to the new levels, none of the lifts stopped there, but they solved that little problem by raiding the wrecked Jump Drive Decks for parts. After that it was simple to run down heat, light and ventilation.

What they got for their work was twelve large empty spaces occupied only by the occasional fuel baffle. They proved dead easy to move and made great interior walls.

They used the two lowest level as overflow space from the Alikasch living quarters below. On the next they built a school, and on the one above they installed Life Support systems, stripped out of ships in the graveyard, "Just in case".

The rest have been turned over to use as a common area, and include a series of incredible projects. They started by knocking two decks into one vast gym, complete with changing areas. Its here that they train their "Ftei'rta" or street warriors. This is also the place you end up if you made a mistake and indicated that you wanted to try a violent solution to the problem.

Another two decks got knocked together to make a king size swimming pool, there are also sauna and laundry facilities available.

The most impressive area is the garden, four levels cut together and planted with grass, shrubs, plants and flowers. They've even got a couple of trees !..."

#### REF'S

The Alikasch come from a subterranean city culture and are used to living in a confined environment.

However given the availability of space they have used it for several projects designed to improve the quality of life. What is not mentioned is that the Life Support level also houses experimental equipment used to grow Algae based food products. These may not prove to be the most appetizing of foodstuffs but it is hoped that they will reduce the amount of imports that are needed to keep the station running.

### THE CARGO DECKS

" I didn't visit these decks, I've seen enough in my time to have lost interest in such things. I'm told that very little has change on them during the years of the ships life. They are now mainly used to store foodstuffs from the planets in system..."

### THE MEDICAL DECK

" The Alikasch medical deck is a marvel of modern technology, I've been on planets whose Capitals City had less to offer in the way of medical facilities and that was before the war!

As well as hospital wards and surgical theatres they also have a workshop for building those cybernetic's that they're so fond of. On the same level can be found the labs used to create the recreational drugs that the Alikasch are famed for, its ironic to think the profits from drugs probably paid for the hospital..."

### REF'S

The Medical deck lies on *level 19* of the old ship plan and has been converted from its original use as crew quarters. The sale of high tech medical facilities and top quality recreational drugs, is an important source of income for the Freeport, which helps pay for food imports.

### THE MAIN BRIDGE

" The only way you get to see this level is by special invite from someone important, Of course they run the whole show from up there. The only big surprise is the ships computer. its been modified and updated to hold a thing called the "Aitech". Its a sort of A.I. programmed to hold the personality of dead heroes and leaders that the Alikasch use for advice.

I don't know if there's any truth to the rumors about the Alikasch treating the thing like a shrine. But I can tell you its a pretty amazing piece of coding and its got its heart of the whole Freeport..."

### REF'S

The Aitech absorbs the personality imprints of Tribal heroes and leaders. It represents the very essence of the tribe and is both a shrine to ancestor-worship and an oracle. It is also the main defence against the New Era computer virus.

### THE SHERATON

" Decks fifteen and sixteen are officially marked down as Crew Quarters on the old ships blueprints. The Alikasch now run them as a Hotel for visiting personnel off the passing starcraft..."

### REF'S

Many people may object to paying good cash when you could sleep aboard you own ship for free.

It all depends on how long you've been confined to that craft and if you want a break from the same old faces. Prices are reasonable and several rooms have been knocked together to make a large room if required. There is also a bar and recreation area on each deck level. These tend to be a little more seedy than those found on the levels above.

### THE TOP OF THE WORLD

" The nose of the ship always used to be full of electronic equipment, Sensors, Communications, Screens, the Black Globe. The Alikasch have put a lot of work in up there, stripping out inoperative or unnecessary stuff and moving the rest. There are still a couple of decks of Sensors and Communication gear, but the top eight are now turned over to clubs, bars, shows and gambling rooms. Yes Sir, if there's any vice you want to indulge, that's where to find it, provided you've got the cash.

Oh a couple of bits of advice, don't try cheating at the tables unless you really want to piss off the Alikasch, they will spot it! And secondly if you want to try something really exotic, there are a couple of Alikasch Aslan girls that have had cosmetic surgery to make themselves look more attractive to the Human eye..."

### REF'S

Back on Medurma, a large part of the Alikasch's income came from the services they provided in the cities entertainment levels. These have been transferred to the Freeport.



## A FEW ADVENTURE LINES

1. The Spinal Meson Gun of the Iron Fist was damaged beyond repair in the ships last battle. If there had been even the slightest chance of its repair the Iron Fist would now be a fixed gun position in orbit round a high population world in the Free Medurman Federation.

However in the Hard Times even a rumour can be useful and the Alikasch have carefully planted the idea that they may have been able to repair the gun using parts from a Seh-Class Light Cruiser in the graveyard. It is hoped that this will deter pirates and raiders from operating in the same system.

Unfortunately the Alikasch forgot about the planet they are orbiting and such a rumours effect on the rulers below who are quite disturbed to know a meson cannon is pointed directly at their capital city once every twenty four hours.

Thus the party will be hired by the planetary government to travel to the Freeport, confirm the operational status of the Gun and to sabotage it if it proves to be operational.

2. During a routine operation the Iron Fist lost contact with its only remaining fuel shuttle. While the Freeport is in no danger of running out of fuel, and could always convert a trader to take the shuttles place, they will be concerned for the shuttles crew and interested in the vessels fate. Thus the party will be hired to investigate.

3. Have you ever noticed that despite the biggest war in the Imperium's history the players never seem to get involved with the real front line stuff. That could change, roll up a few Alikasch "Good Guys" and a couple of squads of Imperial Storm Troopers, (Err sorry Imperial Marines), label the marines either Lucan's or Dulinor's depending on which side the players hate the most and have a ball. A small task force from that faction is passing through the system and has orders to pacify anything on the way.

# WHEN A COLD WIND BLOWS

By Adie Stewart With many thanks to Dave Spring and Jon Male

It had looked so peaceful from orbit. There had been glimpses of the rugged continents and blue oceans from between the huge grey swirls of cloud, and in my mind's eye I'd seen endless swamps and dense jungles ringing with the calls of exotic animals. Compared, the reality was a nightmare. Beaches where the waves broke on rocks hundreds of meters inland, lifeless wastelands where the wind threw seventy-ton vehicles around like they were children's toys, and mountains so treacherous it was suicide to cross them. And above it all the howling scream of the wind and the constant crashing wall of water they called rain.

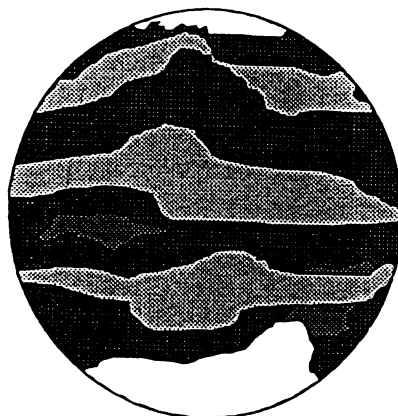
## Introduction.

This scenario details a survey mission on Dalsgaard, a primeval world in Ershur subsector (*subsector A of Massilia sector*). It is designed to be used as part of the HubWorlds setting (*see pages 174-178 of the New Era rules*) and is assumed to occur sometime during the year 1200. Useful skills include geology, prospecting, sensors, and survey, but if no characters have these abilities an NPC geologist is provided at the end of the scenario. Surveying equipment could also prove useful.

The adventure is divided into five sections. They are:

- A Job Offer.
- All About Dalsgaard.
- The Survey Sites.
- Test Library.
- Exceptional Failure Results.

This scenario very much relies on the referee creating an atmosphere. It is a reasonably good idea to read through the adventure, if only to become familiar with the layout. The atmosphere can easily be lost if there is a lot of stopping and frantic checking of the rules.



## A JOB OFFER.

While enjoying a little free time between missions the characters are contacted by Seljuk Tirena, a representative of the DeLoa-Diss-Umir Association, a large HubWorlds company. DeLoa's mining division needs detailed geological surveys of a number of sites on Dalsgaard (0706 Ershur). All DeLoa's ships are busy on other projects, so the company has authorised an independent expedition. Assuming that the characters aren't out-and-out villains DeLoa will have heard stories about their exploits, and feels that they are well suited for the job.

### A Nice Easy Ticket.

If the characters are interested Tirena can provide maps of Dalsgaard showing the five sites that DeLoa wants examined: they are labelled **Alpha**, **Beta**, **Gamma**, **Delta** and **Epsilon**. (Alpha and Beta are located on the northern continent, Gamma is located on a small continent in the southern mid latitudes, and Delta and Epsilon are both on the largest southern polar continent. Tirena can provide library files and notes from an earlier HubWorlds survey (see below).

The pay is negotiable. DeLoa will initially offer Cr300 per day per character, plus any reasonable expenses (in actuality a very generous offer). They won't go above Cr600 per person per day, they won't pay for jumpspace time, and they won't pay for more than thirty days work. Also, DeLoa won't pay for incomplete information: the characters must provide rock samples, maps and other supporting information. Everyone must complete log-books, and they will be expected to surrender their computer records. The deal is strictly cash on delivery: good quality work could also earn a bonus (at the referee's discretion).

### Getting To Dalsgaard.

Referees can make getting to Dalsgaard as easy or as complex as they like. It is assumed that the characters have access to a starship: if they don't it may be possible to charter one at the starport. Referees are left to detail the journey and to impose encounters - such events are beyond the bounds of this adventure. Remember that the Dalsgaard system is located in the Wilds, which could easily make getting there an adventure in itself. There are notes on the Dalsgaard system in the library files.

Drawn from Fragmentary Imperial Library Files (ca 1114)

### Dalsgaard 0706 B687100-D Lo Ni 220 Im F1 V M8 D

The Dalsgaard system is centred on the binary stars Haafein, a white main sequence, and Udorikh, a tiny red dwarf. The pair orbit a common centre of gravity at a mean separation of 103 million km. Each star retains a sparse planetoid belt orbiting at approximately 30 million km: both belts are believed to be the remains of worlds shattered by tidal stresses. The system contains four planets and a total of three large satellites. Dalsgaard (the second world out from the two stars, orbiting at a mean distance of 413.8 million km) has been designated the mainworld. It retains two moons, Fidora and Shemmani.

Dalsgaard is geologically active, has a higher than average density, and has a surface gravity of 0.765 Gees. It retains a dense nitrogen-oxygen atmosphere with a sea-level pressure of 2.35 bar. Over seventy percent of its surface is covered in oceans of liquid water: a single large continent covers the north pole, while two small continents and a few large islands dominate the southern pole. Surface temperatures average around 29 degrees C. There is native life. The world retains two large, close moons.

In the 400s Dalsgaard was designated an Imperial Reserve to preserve its resources for future exploitation. A class B orbital starport was constructed in the mid 900s, and by the end of the first millennium a few mining contracts were awarded to local companies. A small surface starport is being planned for the late 1140s, and there are plans to found a permanent colony by the end of the century.

Part of the Preliminary HubWorlds Survey (ca 1198)

### Dalsgaard 0706 X687000-0 Ba 020 -- F1 V M8 D

Fragmentary information about the Dalsgaard system was recovered from the remains of the scout base on Ralton in 1196. The reports indicated the presence of large quantities of recoverable minerals, which raised the interest of the DeLoa-Diss-Umir Association. A survey was carried out (under the corporation's patronage) between 1197 and 1198, but the results were inconclusive due to technical difficulties.

To date the more important finds include large mineral deposits on the seabeds (although at present mining isn't economically viable), easily exploitable ores on the islands around the southern polar region, and small mineral deposits on the northern continent. Orbital reconnaissance has discovered the remains of a small facility on the largest southern polar continent. Further surveys of Dalsgaard must be completed before any large scale mining can begin.

### ALL ABOUT DALSGAARD.

#### *Setting the Scene.*

A good parallel for Dalsgaard is Terra billions of years in the past, when the first primitive plants and animals began colonising the land. The world is primeval and hostile. The sky is filled by ominous black clouds swollen with rain, and even on the brightest day it is dark and gloomy. Gale force winds scour the surface, and vast storms stream in from the oceans, lighting up the sky with huge bolts of lightning. The rain falls endlessly, creating rivers and lakes in hours.

Despite its mineral wealth the world has never been colonised.

#### *Local Time.*

All references to time use standard hours and standard days as their baselines. The standard hour is identical to the Terran hour, and the standard day is twenty four standard hours long. Both are fragments of Imperial culture. They have survived because they are convenient and practical, and because they are still widely recognised.

Dalsgaard orbits its two stars once every 340 days.

	Spring	Summer	Fall	Winter
Equatorial	47	48	47	46
Sub-Equatorial	40	41	40	38
Mid-Latitudes	29	36	29	17
Polar Coasts	5	19	5	-19
Poles	-13	1	-13	-37

The local day is 31 hours long (which works out to about 15 hours of daylight, half an hour of dusk, 15 hours of night, and half an hour of dawn). The world has two large moons. The closest is Fidora (orbital distance 67,000 km, orbital period 38 hours, UWP Stats Y301000-0), and the outermost is Shemmani (orbital distance 106,000 km, orbital period 152 hours, UWP Stats Y423000-0).

*Typical Temperatures.*

A chart showing surface temperatures on Dalsgaard is given above. It is best used as a guideline: interpolation of the values will give an idea of the temperature at any latitude. Temperatures are in degrees centigrade.

At midday the temperatures are about 6 degrees above the average, and at midnight they are about 8 degrees lower. Wind-chill and the constant rain can make it feel much colder (see the notes on wind-chill, below). Other factors (including proximity to free-standing water, altitude, shelter, and so on) will also affect the temperature: these are left to the referee's discretion.

*The Weather.*

The weather on Dalsgaard is extremely violent. On a typical day there might be gale-force winds and torrential rain, and on average there is one large electrical storm a week. When the air is calm dense banks of fog settle. Working in such extremes of weather can be uncomfortable, exhausting, and dangerous. While accidents, exposure, hypothermia, and the elements themselves all present very real physical hazards mental health problems can also occur: at least one member of the 1198 survey suffered a nervous breakdown as a direct result of the weather.

*Weather Table.*

A table to randomly determine the weather is given below. While it is a little simplistic (the same weather happens everywhere on the globe) it can be paired with the information given on the temperature chart, above, to produce a more individual result. For example, if it is cold enough (4 degrees or less) rain will fall as sleet or snow.

In warm latitudes the fog is unbearably hot and humid: at the poles it is frigidly cold.

*Torrential Rain.*

The rain on Dalsgaard has been compared to "having an ocean blown over you". Rainfall is measured in centimetres per hour. The downpour does sometimes ease off, but when it does its usually foggy.

1D6	Weather	Duration	Wind speeds
1	Dense Fog	1 Day	1D6x5 kph
2	Torrential Rain	1D3 Days	2D6x5 kph
3-5	Wind and Rain	1D3 Days	2D6x10 kph*
6	Electrical Storm	1 Day	(2D6+6)x10 kph*

\* If the same weather result occurs on the next weather roll, use the old wind speed plus 2D6x5 kph.

*Wind-chill.*

A factor that should be given serious consideration is wind-chill. This phenomenon makes the temperature feel colder than it really is: a good (but inaccurate) rule of thumb is to lower the temperature by 1 degree for every 5 kph of wind speed, to a maximum minus of -60 degrees C. At an apparent temperatures of -10 degrees C or lower characters begin to suffer from frostbite in exposed locations. Typically this will be 1D3 damage to the arms and the head per hour of exposure.

The rain falls as sleet or snow over the poles and at high altitudes, and is carried vertically by the wind. When you open a door that faces into the wind the back wall gets wet before the floor does.

*Wind and Rain.*

It is always windy on Dalsgaard. On calm days there is a stiff breeze, gale force winds are normal, and hurricanes occur every few days. The wind is usually accompanied by torrential rain (see above). There are stories about people drowning in Dalsgaardian storms because they took their helmets off. The wind roars, moans and whistles, whips up sprays of water and stones, and tears at everything. The highest wind speeds recorded by the 1198 survey exceeded 600 kph.

*Dense Fog.*

Fogs on Dalsgaard are real pea-soupers. The rain eases off to a fine soaking drizzle and dense clouds, whipped into streaming tendrils and rolling banks by the wind, make the air so thick that it becomes hard to breathe. The fog reduces visibility to a couple of centimetres and completely muffles sound. It smells of dampness and decay and pervades everywhere.

*Electrical Storms.*

Sometimes the wind and rain are accompanied by storms of terrifying and awe-inspiring violence.



The driving rain and dense clouds reduce the daylight to a murky twilight, which is lit up every few seconds by massive bolts of lightning. The ear-splitting crashes of thunder make the constant roar of the wind seem almost quiet. They say that some of the worst weather on Dalsgaard is when a large storm is approaching.

### Local Life forms.

#### *Greenmats.*

Huge carpets of a dense, dark green slime cover rock faces that offer some shelter from the wind and rain. The slime has a soft jelly-like texture and smells of decay. Each mat is a huge colony of primitive microscopic plants. They grow quickly, especially within the controlled environments of vehicles and suits. Other than causing lots of inconvenience greenmats are unremarkable.

#### *Snapworms.*

	Wt	HPs	Init	Wpn	Rge	Hit	Pen	Dam	Arm	Behaviour
Grazer	1kg	1	1	Quill	Touch	8	Nil	1	0	F - A - S 0

### Other Dangers.

It is easy for the characters to end up in a dangerous situation while surveying. Seismic tremors are common (Dalsgaard is geologically very active and its moons exert huge tidal stresses). Earthquakes consist of pre shocks, a powerful quake, and a series of aftershocks. Volcanic activity is also a hazard. The world's surface is dotted with active volcanoes, and around them are features including lava-filled caldera, fissures, tunnels and caves, lakes of boiling mud, and geysers. There are also the dangers presented by rock falls, mud slides, flash floods, tsunami (near the coast), gusting winds, wind-borne debris, and so on.

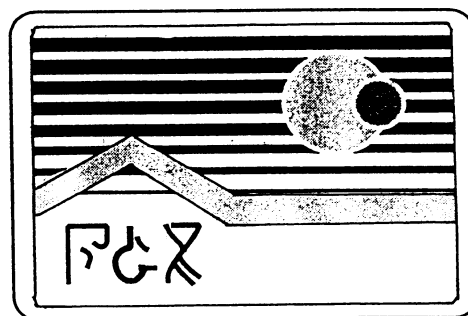
### THE SURVEY SITES.

The sites that DeLoa wants surveyed have been designated Alpha, Beta, Gamma, Delta, and Epsilon. Details on each site are given below: the referee should use the information in All About Dalsgaard (above) to create a unique setting for each. Although each site has many hazards and dangers the referee should avoid making them all death-traps - some are relatively easy to survey. Choose whichever ones interest you and concentrate on them.

#### Location Alpha.

Location Alpha lies in the foothills of a young mountain range, a few kilometres from the coast. The region is dotted with active volcanoes and extinct volcanic caldera. Columns of ash and smoke belch into the sky, and the ground is regularly shaken by earth tremors.

Snapworms are slug-like creatures that graze on greenmats. When fully grown they measure about thirty centimetres in length and weigh about a kilogram. They move via a muscular foot and can clamp onto most flat surfaces. Their colour varies from green to black, although all have a red fringe around their foot. Snapworms evolved in Dalsgaard's oceans, amid a great diversity of life. Although they are among the first big creatures to colonise the land they still retain their defence against predators: a barbed spine that snaps up when they are touched.



**REFEREE:** the actual survey site is a series of low hills and valleys covering about thirty square kilometres. The area is rich in minerals but it is also very unstable. On average there is one minor quake a day (see page 203 of the New Era rules and Other Dangers, above).

#### Location Beta.

Location Beta is a broad flat plain, enclosed on three sides by hills and on the fourth by the coast. Rainwater drains down from the hills and flows across the plain before emptying into a bay. The water has started to cut a channel that will eventually become a river.

**REFEREE:** the survey site follows the course of the young river and covers about twenty square kilometres.

It is rich in minerals and crystals, but the whole area is infested with greenmats and large snapworms.

#### Location Gamma.

Location Gamma is part of a vast canyon that runs from the centre of the continent to the coast. The site itself is located in a network of interlocking crevasses, twisting gullies, caves, and sharp ridges. The area is literally a treacherous split-level maze.

**REFEREE:** the survey site is small, covering less than ten square kilometres. The area has few recoverable resources other than low-grade ferrous metal ores. The canyon acts as a natural wind-funnel (add 1D6x5 kph to all wind speed rolls).

### Location Delta.

Location Delta is a barren badlands area dominated by mesas and spires of rock tens of meters high. The rock is dark and drips with moisture. The terrain is dominated by treacherous scree slopes, narrow canyons, deep natural basins, and rugged hills.

**REFEREE:** the survey site itself is large, covering seventy square kilometres. There are large deposits of crystals and smaller deposits of valuable gemstones. If a character gets an exceptional success while surveying they find a cache of gems worth perhaps 2D6x Cr500.

### Location Epsilon.

Location Epsilon is a flat plain, hundreds of kilometres across, that runs down to the sea. Dominating it is an enormous meteor crater, over twenty kilometres in diameter, that has filled with water to create a shallow lake. The crater walls are unstable and are prone to mud slides.

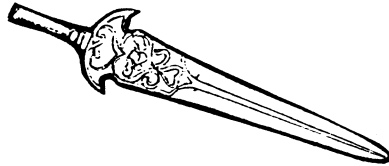
**REFEREE:** the crater itself is the survey site and contains traces of rare-earth metals. A geologist can date the impact to about -300,000 (which the characters may associate with the Ancients). Coincidence? Who knows.

### Ruined Buildings.

The ruins mentioned in the HubWorlds survey are the remains of a small base set up by the MegaCorporation Ling Standard Products. The ruins are located in a deep mountain valley a few kilometres from the coast. The base consisted of an accommodation dome, a smaller laboratory dome (which housed all the computer and communications equipment), a bunker that contained a fusion generator, and a small vehicle shed: now they are little more than shells. A few hundred meters from the base is a cracked landing pad with the remains of a small navigation beacon.

The base was destroyed by Virus sometime in the 1130s, and since then the structures have endured countless storms and earthquakes.

All the buildings are derelict, and most are in an advanced state of collapse. Most of the internal electronics are useless, and the heavy equipment (including the power plant) is wrecked. Interior walls are covered in greenmats and writhe with grazing snapworms. A room in the laboratory still has walls standing. Its floor is littered with holocrystals.



### The HoloCrystals.

The holocrystals were stored inside twenty carrying cases, each able to hold five crystals. Unfortunately some of the cases split open when they fell on the floor, scattering their contents: the ground is also covered in debris. Everything is covered in a dark stinking, carpet of greenmat, which is home (and lunch) for over a hundred snapworms. Most of the crystals contain mundane daily reports (such as supply levels and laundry records) but one case holds detailed LSP survey reports.

## TEST LIBRARY.

A test library is provided to assist the referee. Details on how the weather affects tests is provided, and notes on exceptional failures are also given.

### Meteorology.

To Forecast The Weather. Varies, Meteorology, 1 Hour, (Uncertain).

The difficulty level depends on how far in advance the character wants to predict the weather. One day ahead is a difficult test, two days is a formidable test, and three or more days is an impossible test. Tests become one level easier if the forecaster has access to information on the forming weather patterns (advanced sensors or a ship in orbit can provide such information).

**TOTAL TRUTH** means that the character accurately predicts the weather. The referee should disclose the coming weather, the basic temperature, and the expected wind speeds. **SOME TRUTH** indicates that the character's forecast is inaccurate. The referee should provide misleading results. **NO TRUTH** means that the forecast is completely wrong: the referee can provide whatever information he likes.

### Vehicles and Travelling.

Moving around on the surface of Dalsgaard is difficult and dangerous. Because of this it is assumed that when the characters travel to the survey locations they come down from orbit, and when they've finished they travel back up into orbit again and fly to the next location. If surface travel is necessary (and it probably is when surveying areas that cover hundreds of square kilometres) use the test below.

To Safely Travel On (Or Near) The Surface. Varies, Vehicle, Varies.

The difficulty depends on the type of vehicle being driven. Flying or air cushion vehicles make a difficult test in dense fog or torrential rain, a formidable test in wind and rain, and an impossible test in a storm. Wheeled or tracked vehicles make a difficult test whatever the weather. The asset is determined by the type of vehicle being driven, and the time depends on the distance and the vehicle's speed.

### Other Tests.

Tests that require work in the open use the difficulty level modifiers below. A modifier of +2 difficulty levels would change an average test to a formidable test, a modifier of -1 difficulty level would change a difficult test to an average test. All modifiers are cumulative.

+1 difficulty level for torrential rain. +2 difficulty levels for wind and rain. +3 difficulty levels for an electrical storm. -1 difficulty level for access to LSP survey data (found in the ruins). -1 difficulty level for every two consecutive days surveying the same site (maximum of -3).

To Accurately Map An Area. Average, Survey, 1 Day, (Uncertain).

**TOTAL TRUTH** means that the character has produced an accurate map of the area. **SOME TRUTH** indicates that the map is reasonably accurate but lacks some important information. **NO TRUTH** means that the map is rough and contains major inaccuracies.

To Complete A Geological Survey of An Area. Average, Geology or Prospecting, 1 Day, (Uncertain).

**TOTAL TRUTH** indicates that the days surveying produces clear, accurate information complete with supporting data and some hard evidence (such as rock samples). **SOME TRUTH** indicates that the survey results, while reasonably accurate, are somehow misleading (for example rock samples that don't match the supporting data). **NO TRUTH** indicates that while the results may look okay they are, in fact, wildly inaccurate.

### EXCEPTIONAL FAILURE RESULTS.

Sampler three-bee had gone off-line again. The unit had been struck by lightning back at Gamma, and faults were appearing in its brain every few hours. I took the only working crawler and drove out to its survey area, but three-bee wasn't at its designated site. After two hours of searching in some of the filthiest weather I've yet seen (and I've seen some appalling weather) I found the remains of the unit, crushed under a huge boulder. Losing three-bee was like losing a close friend, but what really hurt was the loss of all that data.

Rather than providing exhaustive mishap results for each test a list of interesting mishaps is given below - the referee should choose one that seems appropriate, or make up their own. The mishaps could easily be used as mini-scenarios in their own right although this is probably best left to the taste of the referee. No detailed tests are provided, but there are guidelines on how the characters might be affected.

#### Minor Injury.

One (or more) of the characters is hurt in an accident. Possibilities might include a cracked rib or a twisted ankle resulting from a fall, concussion, exposure or hypothermia, cuts and bruising, burns (perhaps received while maintaining a vehicle) and so on. The injuries aren't life-threatening but they are inconvenient and painful. Roll a random hit location and apply 2D6 damage. See pages 288-290 of the New Era rules for wound effects and other details.

#### Serious Injury.

One or more characters are badly hurt and need medical treatment. How the characters are injured is left to the referee, but possibilities include being dashed against the rocks by the wind, falling, being hit by flying debris, or being crushed. Injuries might include fractures or broken bones, puncture wounds, severe bleeding, damage to internal organs, and any of the results detailed under minor injuries, above. Roll two random hit locations and apply 4D6 damage to each (careful, or the character may die!) See pages 288-290 of the New Era rules for wound effects and other details.

#### Mental Health Problems.

One of the characters begins to crack under the strain of surveying Dalsgaard, perhaps displaying obsessive behaviour or paranoia. If the player is willing the situation can be role-played. An easier approach is to select a player and pass them notes saying things like 'you get the feeling that you're being watched'. The referee should also apply unfavourable modifiers to some tests without saying why. The character will need the services of a psychologist (someone with Medical: Trauma Aid-4 or better). The result is more fun if the character refuses to believe anything is wrong.

#### Lost.

The character becomes lost (assuming, of course, that the terrain and the weather are suitable for such an event). Characters with inertial navigators or other nifty direction-finding gadgets can still become disorientated - all it takes is for the navigator to tell you that you need to backtrack straight through a solid rock face. Radios don't work too well through rock, and flying out of danger (via a grav-belt) is a hazardous option at best. Of course, the navigator might only be a few meters out, and the gully you came through might only be a few meters off. Only you can't see it...

#### Loss of Data.

The character loses the results of the day's survey data. This may be as simple as a sheet of paper being blown away by the wind, but it is more likely to be the result of a technical error while entering the information into a database. Referees might prefer to rule that there is some sort of error within the database, and that the information is corrupted rather than lost. Characters who have computer skills might be able to recover the data, but not without a lot of time and effort.

#### Damage to Equipment.

A piece of equipment is damaged or lost. Most equipment is designed to be rugged and hard-wearing, but the conditions on Dalsgaard are beyond normal design parameters. The effects may be trivial (the batteries go flat) or they may be serious (the casing leaks and water fries one of the control chips). There are other possibilities: imagine an eighty kilogram character being thrown against a boulder by a sudden gust of wind. He is spun around and crashes down onto his laser rifle, which makes an ominous cracking sound.

#### Mechanical Breakdown.

A vehicle suffers a breakdown or an accident. Breakdowns might include throwing a tread or a shredding a tyre, the life support systems going down, the onboard computers developing a glitch, or problems with the power plant. Most accidents should be fairly minor, such as grounding or collisions. On really spectacular failures they might be far more serious, such as rolling down a slope, being swamped by a mud slide or buried under a Rock fall, losing a wheel, or major damage to internal components. The crew and passengers could easily get hurt.

## SELIG DAKK

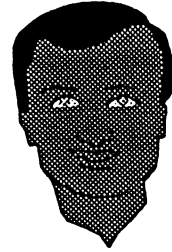
Geologist. Experienced NPC.

**Combat Assets:** Slug Pistols-8. **Other Assets :** Geology-15, Survey-11.

### Motivations.

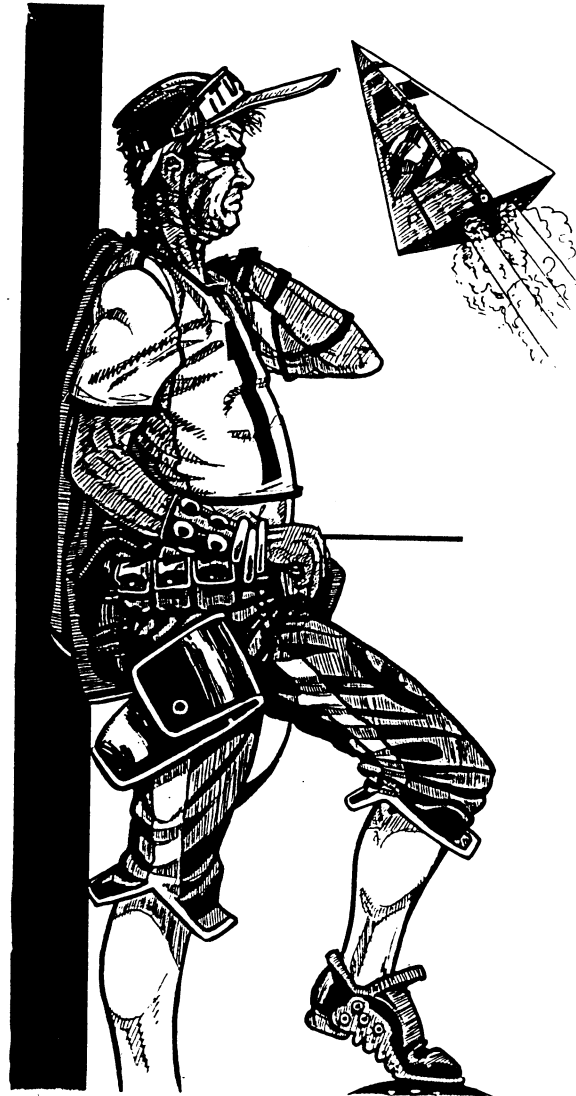
*Spade Ten:* Very Ambitious. Dakk has got his sights set on the position of chief scientific advisor to DeLoa's Mining Division, and nothing is going to stop him from getting there. He judges everything as either a potential leg-up on the ladder of success, or as a waste of time.

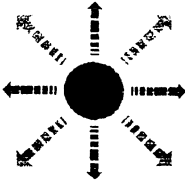
*Club Queen:* Stubborn. Dakk is normally quiet, but if he is faced with a problem or a puzzle he doesn't like to be beaten. He won't give up until it really is impossible to make any more headway: if he thinks he can get an answer he will keep himself going until he succeeds.



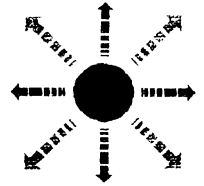
## StarPort FreeFax

- "The Winds of Heaven is that which blows between the S'mrii's Ears" - Anon. Programmed greeting on an AutoChef, onboard the Free trader 'Al Fatihah; anyone willing to explain?
- Rah Davison
- Calling the Media Team that rescued my son on Peditica - I have posted a reward of Cr. 1,000 with the Travellers Mission Authority Brethren. Any Mission Hostel is authorised to pay you the reward on proof of identity.
- A Grateful Father.
- Business is business and action is action: All sorts of (legal) designer drugs available; Beauties, Blues, Pax, Encephalo Six-One. Reasonable prices.
- Phone Starport 43223-99876
- Moodies and Cory Plug implant op's available even on this dirtball. Guaranteed T15 medical implantation, full medical insurance. Go on, be exotic, be who you've always wanted to be. Note - Local laws may render this operation illegal within the next couple of months. This may be your last chance to become the person you always knew you were - inside.
- Further details from Baksheesh on 55432-87217
- Inshallah
- Ex-Military AutoDoc for sale, fully equipped and capable of enhancing any starship. Best Offer secures.
- Further Details from the Medersa Prime currently docked at Bay 7A ... Temp Code T2312-77654





# INDISS



## Singer Freed - Uumirsa

Hyperrock media star Kieran Silverdyne, 36 was today found not guilty of murder despite positive identification by over thirty seven eye witnesses. Silverdyne was charged with murdering Emil Sanchez, 28 with a M'nengi war axe at the Steel Rock Bar in Node Three-A immediately after the Brain Damage concert.

The defence proved to the Monad computer node acting as judge in this case, that Silverdyne had a cast-iron alibi for the time of the murder and then proceeded to discredit the eye witnesses' testimony by bringing on several of Silverdyne's fans who had had their faces and bodies bio-sculpted into identical copies of their idol. According to Harri Ransom, acting for the accused there are over one thousand fans who are known to have had bio-sculpture in Silverdyne's image and that there were at least forty five living on Uumirsa. Ransom openly admitted that Silverdyne had had a personal



vendetta against Sanchez and further admitted that Silverdyne had publically threatened to "cut" Sanchez's "f\_\_king head off". However, at the time of the murder Silverdyne had been in his dressing room with a group of friends partying and that the only proof, the eye witnesses, had shown in court that they could not pick Silverdyne out from amidst his look-a-like fans. Silverdyne has stated that he will be cancelling the next concert and will be leaving Uumirsa as soon as possible.

## Drug Smuggler Found Dead - Lumzashgu

Captain Emil Shadru, 58 was today found dead in his cell. Shadru had recently been arrested after illegal drugs with an estimated street value of 23 million credits had been found in his ship. Shadru had apparently died as a result of taking Laggaa venom. Although all the signs point to it being suicide, the local constabulary have not yet ruled out the possibility that Shadru was murdered to prevent him talking. A full enquiry has been ordered to find out how Shadru had got the miniature canister of Laggaa venom into the cell with him.

## Popsicle Escape foiled by MMSL - NewPort

MMSL today admitted that they had been instrumental in the recapture of Lazarus Joshua, whose escape had gone undiscovered by the Saven prison authorities. Joshua, a trained psychiatrist and warden of Saven Seven Exile Camp during the Civil War, had been sentenced to an indefinite period of cryogenic suspension in 616 for unspecified crimes against humanity. Joshua had managed to arrange his escape during a period of consciousness while the prison authorities carried out a routine check of his chamber. He somehow managed to sabotage his capsule so that it entered thawdown without alerting the prison authorities, he then gained access to a computer terminal and arranged for the transfer of himself and capsule to another prison camp.

Cont.

## Massive Drug Bust - Lumzashgu

Representatives of the Lumzashgu government today admitted to capturing approximately 10 tonnes of illegal substances with an estimated street value of 23 million credits. The haul included 3.5 tonnes of Tiekarine and 1 tonne of Pediica Spice. The drugs were being smuggled inside a false drop tank attached to the freetrader "Almost Paradise" which was heading for Core Sector. "Almost Paradise" is registered out of Zerpekush/Gadde and is owned by Captain Emil Shadru.

Captain Yan Walters, head of the Subsector's Drug Trafficking Enforcement Agency stated that The ship had only stopped at Lumzashgu for refueling but, as a result of "Bwap efficiency", was given a full Port inspection. One of the inspectors noticed that the ship had been bought outright and expressed a desire to examine the ship's papers in more detail. Captain Shadru's subsequent behaviour led him to order a full hull inspection which revealed the false tank and its cargo.

Captain Shadru and his crew will be appearing in court to face charges of drug smuggling and if found guilty will receive the death penalty.

During the transfer, Joshua escaped and murdered his warder, Jared Alhazd, 43 placing the body in the capsule. Saven prison Authorities have admitted that checks to ensure the safe arrival of the prisoner had not been properly carried out and that Joshua's escape had gone undetected. Police authorities believe that Joshua must have received outside help and wish to interview Sinjit Wan, 29 a professor of computer studies at Symmonds College, Medurma University in connection with the incident. It is believed that Joshua succeeded in hiring a free trader to illegally take him and the capsule, now containing the body of the warder, to Newport. Joshua was recaptured when he tried to book passage on the MMSL luxury passenger liner, The Prince Lucan. NewPort Police are currently

examining the possibility that Joshua may have been instrumental in the murders of Emil Dinhcara and Edwar Creshau whose bodies had recently been discovered at the downport, as well as being responsible for the disappearance of Professor Ran Tillotson, Professor of Imperial History at Medurma University. Professor Tillotson was an expert in the Civil War Period and was on a one year sabbatical to research his latest thesis on the Exile Camps of Laraa. Police believe that Professor Tillotson may have, in some way, recognised Joshua and confronted him, an act that has almost certainly resulted in his death. Joshua is currently being detained in a high security prison on NewPort.

## SPORTS RIOT - SAVEN.

Sports Fans Run Riot. The subsector G-ball completion was today suspended after rival fans attacked each other during the playoffs between Saven and Shardi. The Competition between these teams has always been a flash point and this is not the first time violence has broken out between the supporters of the two teams.

The governing body of the sport has announced that an inquiry into the outbreak of violence will begin immediately and until the results are available both teams have been suspended from the competition.

The violence began half way through the match after what seemed a deliberate foul on the number six player of the Saven Districts Eight, this seems to have sparked off the battles between not only the fans but also the city riot police as well. The running battles through the city streets lasted for 48 hours before order was restored. The police have made 150 arrests and over 400 people were treated in hospital including 37 police mostly hurt when a shopping mall was deliberately set on fire.

Damage caused by the riot are estimated to run to almost 1 million credits in damage to property alone. The disruption to the economic life of the city has not been calculated but must run into the millions of credits. The government has said that it will help with the cost of repairing the damage and compensating people for any losses that they might have suffered.

## ARSON - ASHUSH.

Fire sweeps through National Park. Another catastrophe has hit the hard pressed ecology of Ashush when a forest fire broke out in the Umkadilo National Park and has consumed 3,000 square miles of what was virgin forest. The Fires which are believed to have been started deliberately, were set in one of the areas that has been hardest hit by the current drought.

## RACE RIOTS - LUMZASHGU.

The Government of Lumzashgu requests all Vargr to leave the system. Today the High Council of Lumzashgu bowed to pressure from the population and has issued instructions that all vargr present in the system are to leave by a date some six weeks hence. This act comes after a series of what were obviously racially motervated attacks on members of the Vargr race.

The attacks have come in the wake of the local elections where members of both the extreme right and left wings have been appointed to the local government. It has been suggested that the Imperial authorities may intervene in the this situation to either replace the High Council and or to protect those Vargr who live in system..

## RED EAGLES CLAIM PEACE PLAN - NAPU.

The Red Eagles today claim to have being having discussions with the Sector Government in a dispatch released into the infoNet here on Napu. The message goes on to detail the supposed exchange of messages between the Terrorists and the Imperium. However the Imperial Authorities here have totally denied the report claiming it is a complete fabrication designed only to give publicity to the Terrorists and as such should be ignored by all right thinking Sophonts.

The Red Eagles are a violent, pro-solomani, terrorist organisation active mainly in the Bolivar, Argi and Sapphyre subsectors of Dagudashaag. However, operations funded by the Red Eagles have been traced across the entire sector. This terrorist group was most active between 990 and 1009 but sporadic incidents have been attributed to them right up to the present day.

## Newsflash - Joshua escapes...

NewPort Police have just confirmed that Lazarus Joshua has escaped from the High Security prison, Free Market after killing three guards. Authorities have been unable to confirm how Joshua managed to escape but have warned the public to be on the lookout for him but under no circumstances is he to be approached. Joshua is described as being armed and extremely dangerous.

Volunteer fire fighters together with the scouts from the local base have been working for the past 2 weeks to try and bring the fires under control but as yet have not succeeded.

### **SCOUT RELEASE - UUMIRSA.**

A petition has been laid before the subsector authorities today. That it is unfit and demeaning in the eyes of all right minded sophonts/subjects of the duke that a body of persons from outside the subsector who are not acquainted with the proud history of the area should be in charge of the maintenance of the war memorials, therefore it is brought to the attention of the duke so as to inform him that a body of people from within his realm are prepared to selflessly shoulder the burden of maintaining the said memorials and so to this end it is moved that the Imperial Interstellar Scout Service is released of the duty and a group of like-minded people will take up the job for the honour of the subsector and the glory of its people. If this petition meets with the duke's approval then the aforementioned persons will be allowed to exploit any and all naturally occurring resources to enable the group to function without needing funds to maintain themselves and such monuments as are placed in their hands.

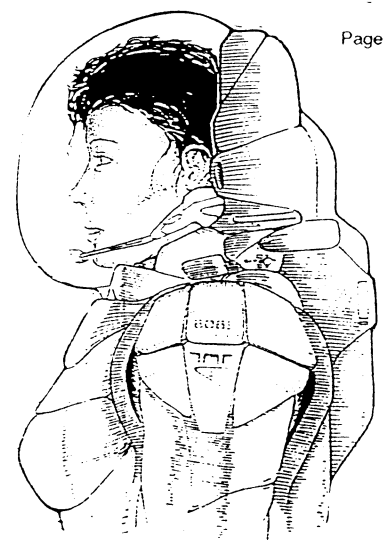
### **ARTIFACT MISSING -NAPU.**

The Naval base here today was put on full alert when an artifact was discovered to have been misplaced during an inspection. After six hours the base was stood down with the item having been recovered. A later statement from the base denied that any artifacts were at the base which is just a training command and has no research facility whatsoever.

However the comments made during the state of alert were that an artefact was indeed missing. The Navy would make no further statement apart from repeating the above denial.

## **Contact:**

### **M'Nengi**



## **OVERVIEW**

The M'Nengi are classed as an orphan race; that is a race whose home world is no longer known. The M'Nengi first entered the Laraa subsector in Dagudashaag onboard an asteroid generation ship sometime near the end of the Long Night from Zarushagar Sector. Despite achieving a fairly stable Tech 5 society, the M'Nengi have maintained their barbaric customs and utterly refuse to integrate with other sentient races within the Imperium. Instead they treat all non-M'Nengi as cattle, fit only for slaughter.



## DESCRIPTION

M'Nengi are descended from an unknown species of carnivore-scavenging mammal-like creatures, possibly from a high gravity, oxygen-bearing planet going by their muscle and bone structure, their four legged gait, speed and protective casing. They have a general lifespan of about 40 - 50 years.

### HEIGHT & WEIGHT

Most adults average 150 - 200 kilogrammes in weight and stand roughly 2.5 metres in height. Males and females are about the same size in height but females tend to be heavier.

### DIET

M'Nengi are carnivorous and raw meat, preferably rotting, forms the major part of their diet.

### LIMBS

M'Nengi are generally classed as sentient bipeds, despite their habit of resorting to four limbs when involved in the chase. This is possible because the long forearms are capable of acting as additional 'legs'; elbow and wrist joints reverse allowing their bony knuckles to act as 'toes' when the fingers are folded in. Both the fore and rear limbs are covered in a light, flexible scale-like carapace formed from matted hair. In addition, the M'Nengi have a heavy tail which is used for balance. As a result of the weight of their back-shell, upright M'Nengi have a forward leaning posture that many find extremely threatening. The 'Hands' consist of four digits with two opposable thumbs giving greater versatility and dexterity than displayed by humans. The 'feet' initially appear to have three toes, but in actual fact M'Nengi are born with four; the inner two on each foot merge together to form the larger digit within the first six months of life.

### SENSORY APPARATUS

The M'Nengi's predatory ancestry have given the race a wide range of senses to aid them as nocturnal hunters; the large ears are extremely efficient at picking up a

wide spectrum of sounds. In addition the tragus lobe of the ear allows them to hunt by echolocation: they continuously emit a complex and unique series of sound pulses through the snout and then analyse the pattern of echoes that return. The M'Nengi eyes are large and light absorbing, allowing them to see well in poor light and see radiation well into the infrared portion of the spectrum - this probably means that their homeworld circled a small, red sun. They are unable to perceive colour or cope with bright lights unless shielded. For this reason M'Nengi are primarily nocturnal. They have no sense of smell or touch as such, but are capable of tasting a wide variety of scents through the taste buds in their mouth.

### STRUCTURE

#### External;

It is believed that M'Nengi ancestors may once have had wings similar to Terran Bats and been capable of gliding, but that these eventually regressed and now form the protective shell on their back. Modern M'Nengi are born with two wing-like segments covering their back, consisting of a double layer of fur-covered skin enclosing muscles, blood vessels and elastic fibres. By controlling the amount of blood pumped between the two layers of skin the M'Nengi are able to regulate their body heat to best effect. It is also the reason that M'Nengi natural armour is made up of matted hair 'scales' which allow the air to circulate beneath and heat to effectively escape. Not only does this arrangement do away with the need to sweat but gives the race great adaptability to a variety of climates. Over the first six months of life, the "wings" gradually atrophy and shrink together protecting the large and extremely vulnerable internal organs and shielding the six breathing holes on their back. The resulting interwoven fur then gradually hardens as the M'Nengi get older. The hook-like digits of the wing limbs form the barbs that surround

the edge of the shell, as well as the tubes that form the six breathing holes.

The rest of the body is also covered in a double layer of skin, membrane and interwoven fur that hardens into scale-like armour with a velvet-like feel to it. Only the tail and digits remain totally furless throughout their life. The head is protected by a casement of bone and is capable of tilting freely backwards to enable it to see forward when they are in chase. The head houses the brain, eyes, echolocation emitting organ ('snout') and mouth. The mouth contains a primary set of canine teeth and a secondary set of independently functioning incisors within the throat. Their broad muscular chest and strong arms give them the strength of three men; during fights they are capable of picking up and hurling extremely heavy objects with ease. Although they are capable of standing erect for long periods of time their spine is too curved to maintain this stance permanently.

#### Internal;

The M'Nengi skeleton consists of a central spine encircled by four sets of symmetrically positioned ribcages each protecting a full 90° of the body. The organs are located within the ribcages and are equally spaced out. The lungs and filtration system are located in the back with the hearts and stomach at the front. To aid a plentiful supply of oxygen to their muscles they have two extremely large hearts that allow them to pump a high volume of oxygen-rich blood through the body with each beat. During periods of rest their heart rate falls to almost half of what it is during periods of activity. They have six lungs located near the spine and a tubular stomach that is capable of swelling up to three times its initial size during feeding.

### REPRODUCTION

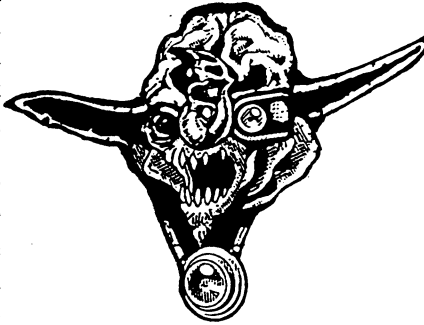
The M'Nengi mate for life and remain faithful to that single partner throughout their short life span. This is not due to any sense of loyalty to their partner, but a biological necessity.

At maturity, M'Nengi males become infected with a sex-based disease to which they have a personal immunity. Sexual contact with a female causes this organism to undergo a biological change so that both partners become carriers of a deadly sex-based disease to which they are immune, but which would kill within hours anyone else. M'Nengi have a gestation period of 30 weeks and give birth to a litter of about five young. All but two will generally be killed off by the others during the first six months of life. M'Nengi young drink blood from birth and may gorge themselves with up to their own body weight from the Mother at each feeding. They are generally weaned onto raw meat at about 3 months. Most M'Nengi are considered adult by the time they are 11 standard years old. M'Nengi females will generally have two or three litters during their lifespan.

## LANGUAGE

The M'Nengi language is a combination of both deliberate sounds and reproductive echopictures. They have an excellent memory for remembering the distinct echoes produced by objects and people which they are able to reproduce almost perfectly. Thus, when a M'Nengi talks, he or she fills in the 'gaps' in the spoken language with a sonic picture or 'map' of the object or person under discussion. They are also unable to grasp the need for pronouns such as 'I' or 'You' in language since by the very act of 'mentioning' a person in M'Nengi they immediately identify them by their unique sonic picture which includes the interference pattern caused by the individual's personal sonic pulse. The human insistence on using spoken language (names) to differentiate between individuals completely baffles them; M'Nengi 'names' are actually the individual's sonic 'map'. In fact, for a long time, M'Nengi found it extremely difficult to identify individual humans apart until the factors took to each wearing different frequency sonic badges.

The M'Nengi language cannot be reproduced except by specialist computers and of all the sentient races only Dolphins seem capable of naturally learning the language. Most communication relies on the M'Nengi incredible ability to memorise other languages. These are reproduced even down to the teacher's phrasing and personal accent.



The Current Khoa

## HISTORY

It is currently believed that the M'Nengi originated on, an unidentified, oxygen-rich, high gravity planet somewhere deep within the Zarushagar Sector. The reasons for the proto-M'Nengi gaining intelligence are unknown but they were assisted in their evolution by the ability to stand upright and by the development of fingers. What is generally accepted is that the M'Nengi must have managed to maintain a Tech level 3 nomadic society without outside assistance. It is also generally accepted that their Generation Ship "Giaani M'n" was built by another, as yet unidentified race and, that a viable colony of M'Nengi were somehow stranded onboard as it drifted through space. The M'Nengi seemed to retain the knowledge of how to maintain it through rituals, without any real sense of understanding. No-one knows for certain how many generations of M'Nengi lived and died on board before the ship entered the gravitational influence of Bechant. Scientists trying to discover the history of the M'Nengi have been frustrated by the fact that they live always in the present, with no real sense of past or future. They have also absolutely refused to allow non-

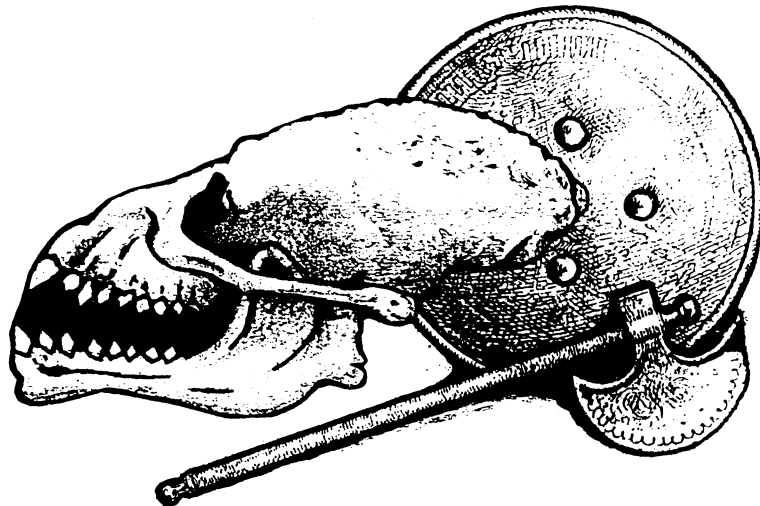
M'Nengi to examine the interior of the giant asteroid ship. Unauthorised attempts to examine the ship have been attempted but all have ended in failure. The entire interior would appear to have been booby-trapped by a mixture of high and low technology weaponry designed to kill in the most painful ways imaginable. How the M'Nengi survive their 'visits' is not known.

It is known from archaeological records on Bechant, that after recovering from the many earthquakes and tremors that accompanied the asteroid's arrival, the surviving Solomani colonists sent ships up to examine the visitor. The ships returned filled with M'Nengi hordes. The remaining colony was wiped out almost over night. The existing city became the M'Nengi 'Khoa'ti' or City of Kings and the rest of the M'Nengi built their own primitive cities amidst the dunes. Archaeologists have been unable to explain why Bechant, or *Chaa'egi M'da* ('First Crop') as the M'Nengi call it, was never visited prior to the Third Imperium. What is known is that Scouts discovered a stable TL 5 civilisation on Bechant and that initially they were treated peacefully by the M'Nengi. During this period, the M'Nengi had been forced to utterly abandon Giaani M'n, though it continues to play a major role in their rituals even up to the present day. For several years the M'Nengi endured the Imperium's visits peacefully. Then in 102 a visiting Scout ship expressed an interest in visiting the Asteroid ship. The Captain and most of the crew were tortured and eaten. Certain crew members were allowed to live until they had taught the M'Nengi the 'rituals' of running the ship. Four other ships sent out to investigate the scout ship's disappearance were subsequently captured. The M'Nengi hordes then proceeded to use these ships to attack and massacre neighbouring planets. In 104 the Imperium finally agreed to send a battle cruiser to end once and for all the M'Nengi threat.

The M'Nengi expected honourable hand-to-hand combat instead they were slaughtered by weapons of mass destruction. First on NewPort and then on Bechant. There is no honour in slaughter, the M'Nengi surrendered and those that survived were quarantined on the surface of Bechant. There they remained until the Civil War.

With the advent of a major power struggle in Dagudashaag, the blockade was forgotten. Its believed that an independent free trader may have taken this opportunity to try and open up new markets. It is almost certain that the crew ended up as dinner as the M'Nengi once more gained access to raid its neighbours. This is considered the most bloody period in known M'Nengi history and was only stopped with the return of the Imperial fleet. Outraged and sickened by the depravity of their slaughter of the Pediica colony amongst others, the Duke ordered every adult M'Nengi slaughtered. It is generally believed that the Duke would have utterly exterminated the race in retaliation if it had not been for Cardinal Paliason's passionate plea to spare the innocent.

Less than 100 cub's survived the massacre. It was assumed that the M'Nengi would die out through inbreeding within a couple of centuries. Instead, three years later, the eldest M'Nengi made a passionate appeal to the Duke to allow him to personally visit Giaani M'n so that he could make his peace with his gods. This appeal was granted and the M'Nengi youth entered the deadly corridors. A few hours later Imperial sensors registered a pulse of energy lasting only 3 nanoseconds coming from deep within the 'moon'. Next day the M'Nengi youth walked forth unscathed. After his return to Bechant the M'Nengi females began to produce broods of six or seven cub's each of which survived to maturity. This continued until the adult population reached its current level of approximately 2,000 in the mid 800's and stabilised.



The situation has now reverted to racial norms with only the strongest two cub's surviving the nesting and three out of every five adults generally dying before they are twenty as a result of violence. Since the Civil War defeat the M'Nengi have shown no interest in going off-planet and gradually the restrictions have began to be lifted.

Today Bechant is classified as a Green Zone. Most of the planet is uncolonised and visitors are free to roam unrestricted. Khoa'ta is primarily a M'Nengi-free zone and visitors are only allowed access to the M'Nengi sites under the care of experienced guides. The marines and factors continue to occupy the city of Khoa'ta and the starport while the M'Nengi live in their primitive cities. These are usually built on outcrops of the poorest land. They consist of several stockades surrounding a couple of hundred windowless, single storey, round dwellings packed as close together as possible. These buildings, which in many ways are more like tents, are known as Yt's and are formed from a frame of sandreed and hides with mud sandwiched between. M'Nengi believe that windows would allow evil spirits easy access. Beyond the stockades are the animal pens and grazing grounds. While access to starships is utterly forbidden, certain M'Nengi are allowed to travel off-world and the Khoa has even been allowed to purchase a jump-1 starship for his personal visits to NewPort and Giaani M'n.

## GOVERNMENT/ CULTURE

The Government of Bechant is classified as either Balkanised or a Captive Government depending on which survey is used. The planetary government is officially considered to be the Imperial Marine enclave at Khoa'ta under their Commanding Officer. They use independent Factors to interact with the 'natives' and rarely interfere directly in M'Nengi affairs. The M'Nengi's have a primitive tribal structure ruled by a supreme warlord with absolute power; known as the Khoa or 'Khan' as most humans call him, he is selected for his prowess in battle from amidst the tribal warlord's. He is aided in his decisions by a High priest who is selected by the tribal witch-doctors. Their positions of power, like all within the M'Nengi hierarchical structure, can be challenged by any warrior or shaman willing to either face them in combat or assassinate them. The people are divided into tribes, each with a certain number of dwellings and an appropriate amount of grazing land. Each is guided by a Warlord and a shaman. In turn, each tribe is further divided into *Kobo's* or clans. Clansmen owe allegiance first to their Kobo, then to their tribe and finally to the Khoa. Despite intertribal wars and feuds there is always a frequent exchange of ideas between each of the tribes, primarily because males are forbidden to marry within their own clan to abolish the risk of incest.

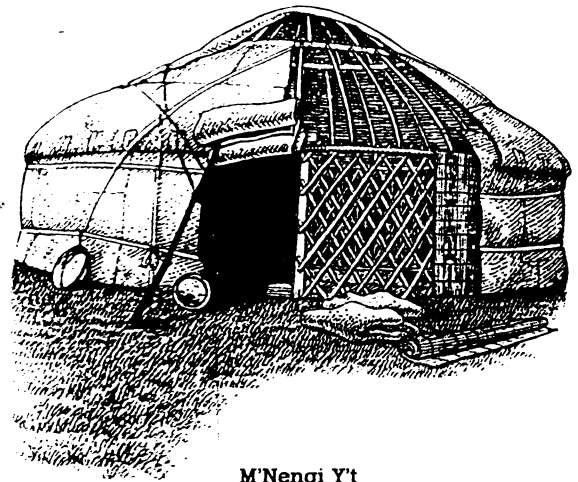
M'Nengi learn primarily by imitating their elders until they have learnt the task by rote; a highly efficient process in terms of species survival in comparison to learning by trial and error. It does mean however that tasks are carried out in a ritualistic manner, with no real understanding.

To humans, M'Nengi appear as utterly dishonourable, but we should not judge them by human standards. Their society teaches them that stealing, cheating and lying are not bad - unless they are stupid enough to get caught. Cheating is considered a test of cunning, of intelligence and bravery; they are unable to feel any sympathy for victims who they feel should have been intelligent enough to not have been cheated, or at the very least, figured out a way to get even.

The M'Nengi have a reputation for being extremely cruel and violent. However they were known to save from the dinner table, any captured 'craftsmen' who could be of service. In addition, they impose the death penalty on their own people for a wide variety of offences. A M'Nengi could be executed for something as trivial as having entered a commander's dwelling unbidden or for having given comfort to prisoners without special permission. Gluttony is also a capital offence and all are obliged by 'law' to share their food with any fellow M'Nengi who are hungry. Since the punishment is to end up as food for those they refused, this law is rarely broken. M'Nengi allow the practice of alien religions but they themselves worship a form of shamanism; a mixture of magic and sorcery which teaches that all aspects of life are controlled by a hierarchy of good and evil spirits. These are ruled over by a supreme god called *Ignet*. Next in importance comes *Neguti*, an earth goddess who controls fertility, health and 'crops' (meat). Shamans or witch-doctors (known as Tsui or "Echoes of the Gods") communicate between M'Nengi and the spirits, particularly those they believe are interwoven into machines. These shamans, who carry staffs and small drums as symbols of office, claim to consort with spirits during dreams or while in deep, self-induced trances.

There is no public worship, instead families keep images of *Neguti* in their Yt's, smearing the mouth of the image with meat and drink before sitting down to eat. Hka, a type of wine mixed with blood, is poured daily as a ritual offering to the winds, the sun and Giaani M'n. Running water is considered a manifestation of the Gods and must not be polluted. Anyone caught urinating or washing in running water faces the death penalty.

M'Nengi mainly live on rotting animal flesh which is normally eaten with the fingers from a communal food pot. When on the move, M'Nengi place their food between their true back and their shell so that it becomes crushed and tenderised. One mystery from the time of the Terror still remains unresolved. While M'Nengi killed and ate most races, they reserved a special treatment for S'Mrii prey.



M'Nengi Yt

Warriors rarely pursued their victims for any length of time if they escaped the initial attack yet they would often pursue S'Mrii for days on end - why? Once caught the S'Mrii were killed but only the tongue was eaten. Historian's are still unable to agree as to the reason. Was it considered a delicacy? Did they do it out of spite? Was it some sort of trophy or ritual? Whatever the answer, the M'Nengi refuse to comment. It may be connected in some way to their tradition of paying for information with a part of their anatomy such as a finger or toe.

The main drink is fermented milk mixed with blood, which is often drunk to excess and causes a great many early deaths. While the M'Nengi admire heavy drinking it is regarded by most other races as their hereditary vice and weakness. In fact it is a common M'Nengi practice to review all decisions made while sober by getting drunk and reconsidering the verdict.

It is the fashion for high-class females to paint their faces white - to protect the hide from the sun and the wind. They also paint their eye ridges black and wear elaborate headdresses. They wear a type of baggy trouser frequently padded in order to give the impression of plump hips, a physical attribute much admired by their menfolk. Small snouts are also seen as another sign of feminine beauty. Despite the great importance of jewellery and fabrics, the M'Nengi manufacture none of these articles themselves but specially import them from offworld. Gold earrings in particular are highly prized.



Gold earrings

# WOLFSBANE

By Roger Myhre

This adventure is coined at Vargr, but an all human party will do fine. The game can be played almost any time in the Traveller history.

**Location:** Any world under Vargr control, by occupation. Somewhere in Vland or Corridor might be best in the Rebellion era. In a TNE setting it would be better to place it in DoD.

*Port: C+; Size: Med+; Atm: 4 - 8 (Untainted); Hyd: Any; Pop: 7+; Gov: Any; Law: Any; Tech: 12+.*

**Equipment:** Starship and weapons. Skills: Combat and starship skills.

As the PC's are about to leave the world, they are not given clearance to lift off. The reason becomes soon clear. The Vargr that occupies the world, has put it under quarantine. No one is given permission to take off or land. Above the starport is a cruiser hovering to prevent anyone to take off.

Any explanation is not given why the world has been put under quarantine. But the rumors start to fly. Both on the street and in the media.

Here is some rumors to feed the players, over several days:

- 1) The government is preventing anyone to take off and land to conceal the fact that a new thrust into the Imperium is being prepared. **(False)**
- 2) The purpose of the quarantine is to hold the human population as hostages. The Imperium will not be able to take this world back easily without preventing a holocaust. **(False)**
- 3) Infiltrators has been spotted among the population. The quarantine is to prevent them to report back to the Imperial Navy. **(Partial true.)**
- 4) A human spy was arrested a few weeks ago.

In the arrest he broke a small bottle with some clear liquid, while shouting "DIE scum dogs, die, die". The arrestant seemed hysterical. **(True, see below for more.)**

5) The city hospital has sealed off a wing. No one is allowed to enter without permission. **(True.)**

6) The activity at the navy section of the starport is heightened. Despite the quarantine. The quarantine must then be a sham, and the humans held as hostage. **(True, but for some other reason than stated. The government expects that some sort of fleet will enter to check on things, and the government will make certain that it can prevent a fleet to approach.)**

7) Private owned starships has been taken away from the port, to places unknown. The Vargr are surely refitting them for their own use. **(True)**

The real reason for the quarantine is that a highly advanced virus is free among the Vargr population. Some renegade genetic researchers have hidden away in a remote asteroid to fabricate this virus, called Wolfsbane. A lab assistant was apprehended on the street when he jay-walked. Misunderstanding the situation the lab assistant panicked, and broke open his bottle of test virus. He later broke in interrogation. The constables that arrested the man was put in quarantine, but too late. Other Vargr were becoming sick over the days.

Vargr Scientists have been unable to do something with the Wolfsbane, but they have come upon one important fact. The Virus does also affect humans, but in a different way. They will start to act drunken. The Virus in itself isn't lethal to humans, but the lack of hand-eye coordination and unsteady walking might kill several humans. However humans are not easily infected by the Virus. How the virus infects is unclear, but it appears to spread in the same way as the common cold. The virus kills a vargr after a few days, but the virus needs about 15 days to incubate. The scientists have managed to make a drug that slows the virus down, but does not kill it. Either way, if they managed to make one, they would still be faced by the threat of the final version of the virus.

**To prevent infection:**

**Average Constitution Roll once per day, increase difficulty for Vargr.**

When the PC's has been beating around the bush for several days to find some answer, let one of them get sick. At this point the PC's will also get the first chance to know the full truth. The PC will get drugs to keep the disease in check.



As the players do own a starship, they are requested (read ordered) to give away their starship to system defence. The PC's will also be offered to stay as crew. To ensure that they can't escape from the system, and to not spreading the disease, the jumpdrive is dismantled. The ill PC will also be permitted to join his fellow shipmates. While in space the PC's are not allowed to enter other ships, or other spaceports in the system. They will either have to refuel in the gas giant or at the naval base.

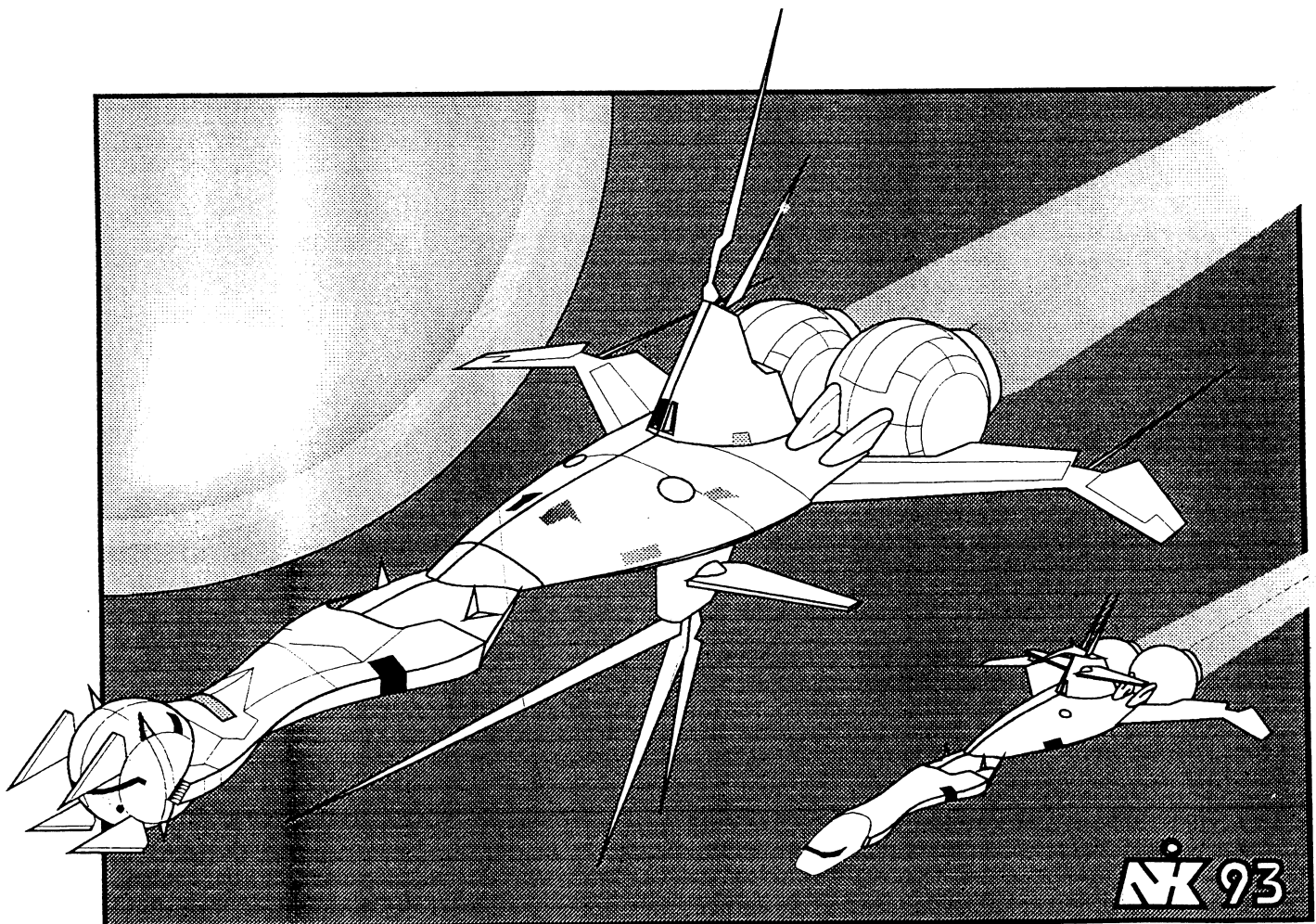
The PC's are ordered to patrol the outer system for illegal activity. The intelligence believes that the research base is somewhere among the asteroids, when the lab assistant was traced back to an in-system shuttle flight. The arrestant could not tell where the base was when he never has been there.

After some weeks of patrolling, the PC's detect activity at a remote asteroid. After the schedules and available information, there should not be anyone out here. When the source of the activity is checked more closely it is clearly illegal, after the standing rules.

They have indeed found the secret base. But at this point there are complications. Firstly, when the base is raised on the radio no coherent answer is given, just a lot of gibberish. The poor fact is that the scientists have been infected with the new strain of the virus by accident which left them somewhat mentally retarded. Not only that, they have also become violent. They do not act rationally and they are no longer able to put two words together to form a sentence. The scientists will attack the PC's on sight with whatever weapons they have at hand.

The PC's should have no difficulty to enter the base. The real difficulty is to prevent that the scientist damage valuable equipment that will hold important information how to make an antidote. The PC's will be ordered to seize control of the base, killing few as possible. Backup will be there soon as possible.

How you wrap this up is up to you. If the PC's are successful at taking the base without too much loss of equipment, the scientists dirtside will be able to fabricate an antidote within a months time. The base personnel may or may not be healed. Either way they will be executed anyway. Mass production of the antidote will commence after a few months.



# Bug Hunt

## INTRODUCTION -

### REFEREES' BACKGROUND

"So things hadn't been going too well. Whats' new? The constant Burugdi raids on shipping had reduced trade flow to Zho-space to a trickle. And it was only the well-armed merchantmen who are getting the contracts. I can cope with that. Who wants to suck on vacuum for a few thousand crowns extra profit? Not this pilot!

"The worst thing is, is that many of the smaller traders are shifting their attention to rim and trailing. And with the threat of another escalation in the festering conflict many of the other worlds are viewing the Union as a bad risk. Result? Fewer cargoes, more ships, larger debts.

"With this background, the contract with Pascal Teschk are all the more welcome. A four-week charter of the 'Queen of Soul', all expenses and salaries as hunt assistants was almost too good to be true.

"So where's the catch?" I thought.

"Two weeks later I found out"

This scenario surrounds the discovery of a Burugdi advanced task force on the world of Domos (Theta Borealis 1718) while hunting in the wilderness regions of the planet. The PCs will chance upon the alien hideout when they are accompanying their wealthy patron who has hired them to help in his hunting expedition. Once the PCs realise what they have stumbled upon, they will need to leave the scene (or probably be killed), return to their hunting lodge, then eventually home to notify the Teluran authorities of the impending danger.

*The scenario is designed for a group of between three and six characters (with a mix of hunting, vehicle and slug weapon skills). The encounters presented below can be modified to present an equitable challenge to a differing number of players.*

*The characters need not have access to their transport as the patron can supply all vehicles for the expedition. If the PCs have their own starship then the patrons will merely charter their vessel for the duration (if the ship is suitable).*

The information presented in the adventure, in addition to that printed in 'Signal-GK' issues 6 and 7 can provide the impetus for a campaign set in Theta Borealis sector.

## INTRODUCTION -

### PLAYERS' BACKGROUND

The small-scale conflict between the Teluran Union and the Burugdi has been ticking over for decades. As a result trade has begun to suffer. Decent freight lots go as soon as they're advertised (especially if the are to be moved to trailing or rimward), and the quality cargoes are beyond the pockets of all but the most flush of merchants. Passenger movements has dropped off as it seems there could be another major outbreak of hostilities. Outside investment has come to a halt on worlds most at threat from the Burugdi. Apart from the arms industries there has been a period of economic stagnation. In general, job prospects are not too good.

In this light, the upcoming interview with a local wealthy businessman sounds quite promising.

## Equipment for the Hunting Trip

TL7 Tracked ATV (page 361 of TNE)

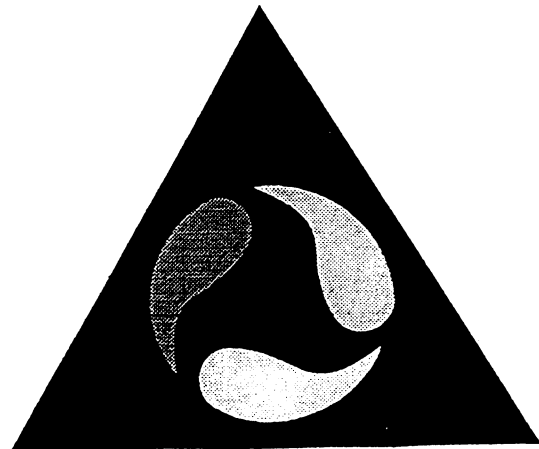
If there are more people than spaces in the ATV then an additional vehicle will taken (the PCs ship must be able to carry these vehicles).

Doctor's Medical Kit x2 Pocket Medical Scanner  
Emergency Beacon x2 Solar Vaporator x2 Tents (2-man) x4 Water/Filtration/Distillation kit x2 TL10 Communicator x3 Electronic Binoculars x2 Cold Light Lanterns x10 Arc Welder Carpentry Tool Set Electronic Tool Set Excavating Tools Mechanical Tool Set Metalwork Tool Set Inertial Locator Food Rations, 150 man-days

The doctor's medical kit, emergency beacon, solar vaporation and water filtration/distillation kits will be found one each in the ATVs. If only one ATV is taken then the spare will be kept at the lodge.

### Pascal Teschk's personal equipment:

Backpack Personal Medical Kit Goggles Sleeveless hunting jacket 12mm Hunting Rifle-5 50 rounds - 500 more rounds kept in lodge 7mm Auto-Pistol-6 4 magazines (60 rounds) - 4 more kept in lodge.



## INTRODUCTION -

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**PASCAL TESCHK****Experienced NPC**

**Combat Assets:** Slug Weapon (Rifle)

**Other Assets :** Admin/Legal-15, Bargain-14, Marketing-12, Leadership-12, Streetwise-12, Tracking-11, Observation-9, Persuasion-9.

Born on Telura, and then raised on Riaz, where Teschk entered University. He took an MA in Business Studies before taking up a junior managerial post with Anlach Commodity Brokers. He spent eight years working his way up through the company where great things were expected of him, but changed tack when he set up his own business. Teschk's own company is a small, but very successful, trading business back on Telura.

After a further eight years as his own boss, Teschk is looking to retire on the considerable fortune he has built up. He is now searching for a new challenge and to spend more time pursuing his passion for hunting.

**Motivation:** Hearts Jack - wise, Teschk business acumen and love of the hunt has taught him a fair degree of self-reliance, whose ideals he often stresses. Spades 7 - moderately ambitious, Teschk is a shrewd businessman. He knows all the angles on how to get the deal he wants, but he is prepared to pay for quality and is honest in his dealings. He prefers to being his own boss and doesn't like taking orders.



You know that there are a few after this job, but you believe you will succeed. You are expected to arrive at a small office in the centre of the business district mid-afternoon. The job in question involves accompanying the businessman, Pascal Teschk, on a hunting trip to Domos. Vehicle and weapon proficiencies are required, and hunting skills would be a definite bonus.

**INTERVIEW**

The PCs are ushered into a small, but neat office by a pleasant secretary and introduced to Mr. Pascal Teschk, a wealthy local businessman. He will urge them to sit down and then offers refreshments. Once the polite introductions are over he gives a summary of the employment in question. Teschk is planning a months hunting trip to the world of Domos. He needs a capable bunch to help him move around, including travel to the system, assist him in his hunt activities as well as cook and clean at the lodge.

The hunting lodge will be the base of operations although there will be some trips which will require one or two nights camping out in the open. All hunting, camping, travel and domestic expanses will be met by Teschk in addition to salaries.

Wages are negotiable in the region of Cr. 2,500 per person per week plus bonuses (unspecified). Teschk then asks: "Why should I give the job to you?"

**Referee:** This scene can be role-played or task rolls can be made to simulate each sides reaction to the other, but make each player come up with at least one answer to the question above. Any appropriate interaction skills can be applied (except bribery), the task should be set at average level. Success should bring them the appropriate award of the contract. If the PCs haggle over pay, successful bargaining (Average: Bargain) should bring them a 10% increase in wages, outstanding success an increase of 25%. Outstanding failure could be used to lower the pay on offer by 10%. Teschk has Bargaining skill and thus will use his abilities to oppose the players' actions. If the PCs have their own starship then tasks become one level easier. Teschk will pay standard rates for chartering the starship, open to negotiation. Loans against wages (up to 50%) can be made if asked. Charter payment will follow the next day once the contract is signed. Once business is concluded successfully, Teschk will notify the players to be ready in three days time for departure (midday local time).

For further details on Pascal Teschk, and his business, see above and the Research Resources section that follow.

**PREPARATION AND DEPARTURE**

This section is presented to give the charcters a chance to organise and buy what extra equipment they believe is necessary for the trip. Make sure you get a precise inventory of all the material the PCs decide to take aboard the ship. This could be crucial to later stages of the adventure.

Once the PCs have secured the job, they have three days to prepare themselves and their ship if they have one and are using it). The day after the interview, any money that is being given for charter or as part of the players wages will be put into a local bank account which has been opened from them. Apart from buying and organizing their own equipment the PCs may take the time to find out some information on their destination, Domos. If so see the side-bar for details.

On the appointed day, Teschk will arrive as scheduled and will begin overseeing the loading of his equipment (see sidebar). Departure can now begin.

If the PCs do not have their own jump-capable vessel, then one will be provided to take them on their trip (a jump-3 trader, no crew). If the PCs do not have the requisite skills to operate the spacehip then extra NPCs will be hired to fulfill the vacant roles aboard the vessel.

### ARRIVAL

The journey should be uneventful, and the PCs have arrived at the correct coordinates close to the inner gas giant where the PCs would bewise to refuel before they head for the planet. The PCs will not have any success in trying to locate other vessels in the system. As there is no traffic control to speak of associated with the overrated starport, they can make their way directly to their hunting base.

The lodge is located on the southern continental coast, perched upon a cliff top. The starship and vehicle hanger is a cavern carved out of the face of the cliff. The hanger has an overhang and electronically operated airtight double doors (to protect the bay from the elements). On approach the correct codes need to be sent to open them. The approach and landing is straightforward although rough weather can make this difficult: Average test of Pilot (Interface/Grav) in good conditions. Difficult in rough weather (*Referee's discretion*).

Once the ship has been set down safely and unloaded the group can make their way up to the lodge via a lift that leads from the vehicle hanger to the area outside of the lodge (see side-bar for details of the lodge). On inspection the lodge appears to be a sumptuous vacation home, a fully equipped retreat.

### HUNT

This section can a should be used more than once, everytime the PCs and Teschk are on a hunting trip, but is separate from the hunt that leads them to the Burugdi base (see the following sections 'Bright Light' and 'Discovery').

Out on the hunt is what the PCs are being paid for.

## DOMOS 1718 C68659C-9 Ag Ni 502 Na GOV

Diameter: 10134 km. Density: (molten core) 0.96, Mass: 0.405, Gravity: 0.72, Orbital Distance: 1.0 AU, Orbital Period: 0.981 std years (390 local days), Rotation Period: 22.04 hours, Axial Tilt: 20 degrees, Orbital Eccentricity: 0.00, Atmospheric Pressure: 1.06, Base Temperature: 61 C, Average Global Temperature: 46 C. Primary: Collistos; Mass: 1.04, Luminosity: 1.05

The central latitudes of Domos are too warm for comfortable human habitation. Those human colonies that do exist are to be found in the polar and sub-polar regions. The settlers are mostly farmers who have a thriving export trade with the human worlds of central Telura subsector. The growing season in these polar latitudes is usually from mid-autumn to mid-spring, as the regions can still be too hot for crops in mid-summer.

The majority of the natural lifeforms on Domos are edible. Most notable of native species are the Tuhger, a huge, herding herbivore prized for its meat, and the Sinlak, a fleet-footed omnivore famed for its eggs and rich oils extracted from its scent glands.

The humans of Domos are of mixed ancestry, some are descended from the original solomani who colonised Telura and others the transplanted human race, the Nh'ekul, from the central-rimward regions of Theta Borealis. The first colonists were the Nh'ekul who reached Domos fifty or so years before the arrival of the Telurans. The low numbers of the first settlers allowed new arrivals to set up homes wherever they wanted without impinging upon or disturbing the original colonists. the two communities have coexisted peacefully, and there have been a number of inter-racial marriages to cement the good-will.

Once the referee has decided that a hunt is on for that day (there should be a 'rest' day between each hunt) the PCs will need to load up their ATVs with all their gear and off they can go. Teschk will give the characters the general direction he wishes to hunt in, sit back and relax as the group move off.

Each hunting to could last from one to three days, determined by the success of the hunt that day. If Teschk manages to 'bag' 150kg of game he will decide to return to the lodge. Camping gear and supplies for three days are to be carried, supplemented by the hunt. Native and transplanted animals on this world are perfectly edible. The direction of travel can be determined randomly. If a trip was relatively unsuccessful, that direction should be discarded for future determination. The direction that leads to the encounter with the Burugdi base should not be chosen until the group have participated in at least one other hunt.

The local terrain is fairly easy to pass through, there is little in the way of strain on the human or vehicles.

There are generally four types of common terrain in the region the players will be travelling: prairie, rough (hilly), forest (a mix of light and moderately dense wood) and areas of river and small lakes. Of course some of these terrain types often overlap in many locations.

The climate in this region this time of year is cool with occasional storms - the odd snowfall is not uncommon. The players should feel very comfortable in this environment especially as the weather during their stay will in the main be mild, very pleasant in fact. The referee however may decide to impose a significant change in the local weather, e.g a fierce storm, especially during the later stages of the adventure.

### BRIGHT LIGHTS

This 'trip' should start as a normal hunting expedition. The base is two days out from the hunting lodge.

On this particular trip, Teschk has directed the PCs in a north-easterly direction.

The hunting trips should have been relatively straightforward and successful (so far). Pascal Teschk will prove himself to be an enthusiastic and amenable employer. After the first day of the latest hunt the PCs should be relaxing in their camp. This overnight stay in the open can be as simple, pleasant and quiet as any other night away from the lodge. Breakfast like any other is hearty and includes Tuhger steaks and Sinlak eggs.

After a couple of hours the group will approach a small copse that expands into a much larger, mature wood as it stretches up a gently rising hillside. The wood ahead reaches its greatest density a couple of kilometers away. It is about six kilometers by four kilometers in area.

of the distance to the phenomenon (about twice as far from them as they are from their ATV). If none of the PCs are successful then have Teschk make a successful role. Further examination by using binoculars or other vision-enhancing devices will only reveal that the glint is part of a larger metal object, the exact nature of which the PCs will be unable to determine without a closer look (due to intervening trees, bushes, rocks, etc.).

If the referee decides to have the encounter at another time of day, i.e. evening, while the PCs are setting up camp, then a scan by infra-red devices will reveal the presence of a large, hot object at the location (although the shape will not be seen).

The presence of the large, metallic/hot object should encourage the PCs to investigate.

Whatever they believe, they will have no exact proof until they investigate more closely.

The journey to the edge of the valley should not be too difficult or hazardous. The Burugdi, who have established the base the PCs have noticed, do not send out patrols beyond the valley ridges, and the terrain provides enough cover to make a relatively safe approach (Easy: Stealth test). Once at the valley ridge, a Difficult: Observation check will show some activity 1.5km away on success. Again, intervening terrain features (and Burugdi camouflage) will obscure a clear view, and will not be helped by binoculars or other such devices. If the PCs become wary of possible hinderance to their progress, a successful Difficult: Observation test will determine that there are groups of armed, humanoid individuals who appear to be on patrol.

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**'Tuhger'**: large herbivore found in the plains and the hillsides of Domos. The creatures congregate in small family herds (although the small herds band together prior to migration in early spring and late autumn). The Tuhger are octopods like the rest of the Domosan fauna. The Hits listed are for mature adults only; in any herd half will be mature adults, a quarter will be young adults (at half Hits) the rest will be young (at a quarter of the listed Hits value). The immature adults do damage as listed, the young will not fight unless cornered.

**'Senlak'**: This flying scavenger is at home on the ground as well as in the air (the listed speed is for the Senlak on the ground, it is double this in the air). The Senlak will take carrion just as often as it will kill for food (usually smaller than itself). Its eggs are a prized delicacy, as are the oils extracted from its flesh.

---

Teschk will inform the characters that he wishes to take to his feet and stretch his legs. He therefore instructs the group to pack up what they wish to take and seal the ATV before setting off for the deeper part of the woods. Hunting should proceed as normal (use the animal tables for forest terrain).

At about midday, Teschk will call a halt for lunch at a clearing that gives a view of the surrounding forest, and some of the land beyond. For all those in the party that choose to survey the surrounding country have them make a Difficult: Observation test for each five minutes looking. On success the PC(s) will notice a glint coming from a shallow valley, ahead and to the west. On outstanding success the PC(s) will be able to make a rough estimate

There are no reported communities within 50km of their present location. If they appear uninterested try to gently persuade them with the idea that the indicated object is a crashed starship. Teschk will encourage the PCs to investigate, citing their contracts to do as he wishes for the duration of the hunting expedition. If the players still refuse to go for the bait have them go into the next section unawares.

#### DISCOVERY

Having detected something big and shiny in the next valley, the PCs have hopefully decided to investigate this anomaly. What it is the PCs will not be sure of but they may have a clue. It could be a new community, an unusual geological or climatological feature, or even a crashed starship.

If the PCs are prepared to observe for an extended period then on outstanding success check of Observation will indicate a pattern to the patrols and hence making following Stealth tasks one level easier. All this time the glint can still be seen but at a reduced intensity.

Further travel down the valley sides, although not steep, will become more hazardous as there are active Burugdi patrols of two ll'Burugdi (the clone 'children' of 'Parent' Burugdi) armed with gauss rifles and armoured with flak jackets. On a roll of 1 on 1d6 there will be an officer (parent Burugdi) accompanying the patrol. The officer will be armed and armoured as the other patrol members, but will be riding on a grav-harness which will allow

them to match the Il'Burugdi's maximum speed. Avoiding the patrols requires a successful *Difficult: Stealth* test up to within 500m of the target location, and a *Formidable* test beyond that. As above if the PCs observe the pattern of the guards and patrols all tasks are at one level easier. If the PCs approach at night, again the tasks are one level easier. Both these modifiers are cumulative. The PCs should make a roll once every 200m covered. If the PCs should fail a roll then the patrol will attempt to investigate the 'sudden noise' or 'brief glimpse', but will not detect the group if each pass an *Average* test of *Agility*. Failure at this or an outstanding failure on the original task will bring the patrol down on the PCs heads with 'guns-a-blazing'. The patrols will generally shoot first and ask questions later unless an officer is present when they will try to take prisoners. The officers will not risk their lives to take prisoners.

At 500m the PCs will be able to ascertain that the site they have been approaching is in fact a military base. Exact details of its composition can not be deduced until the group move within 200m although it will be obvious that the base is small. It is at the 200m mark that the Burugdi have installed trip-wire triggered alarms in the bush surrounding the base. When passing through the 200m boundary each player will need to make a *Difficult: Agility* test to avoid setting off the alarms. On outstanding success the PC or PCs have detected the trip-wires and thus making any other rolls at one level easier. If any player tries to check for hidden traps, mines, alarm systems, etc., then making a *Difficult: Observation* check will detect the trip-wires (once again at night tasks to avoid and detect trip-wires are one level tougher).

When the base is alerted a five-Burugdi patrol will be sent out to investigate the triggering of a trip-wire alarm and or the run-in by the patrols with the PCs. There will be one officer in the investigating team.

All the members will be armed and armoured as above.

For a detailed description and layout of the base see the side-bar.

If the players are within 50m of the base, including actually being inside, moving around\* without being detected will require a successful *Impossible: Stealth* test. An *Average: Observation* test will give the group a fairly accurate description of the base (numbers, types of equipment, etc.).

On departure from the base or its vicinity of the base all task rolls should be at one level easier then approach, unless the base has been alerted to the PCs presence. All other task modifiers mentioned above are cumulative.

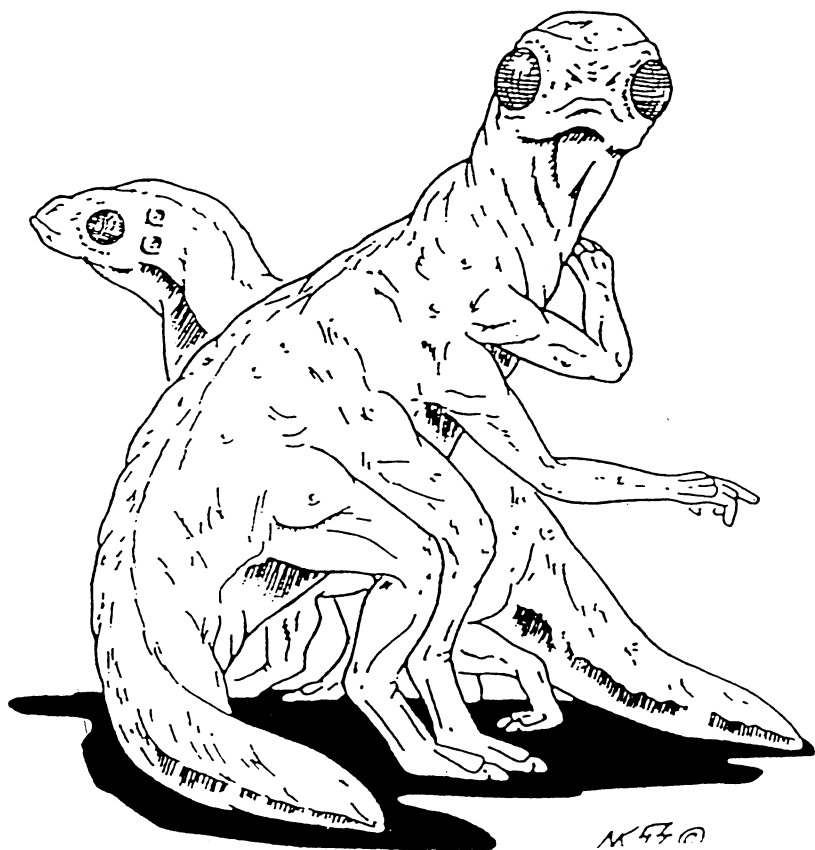
#### PRISONER

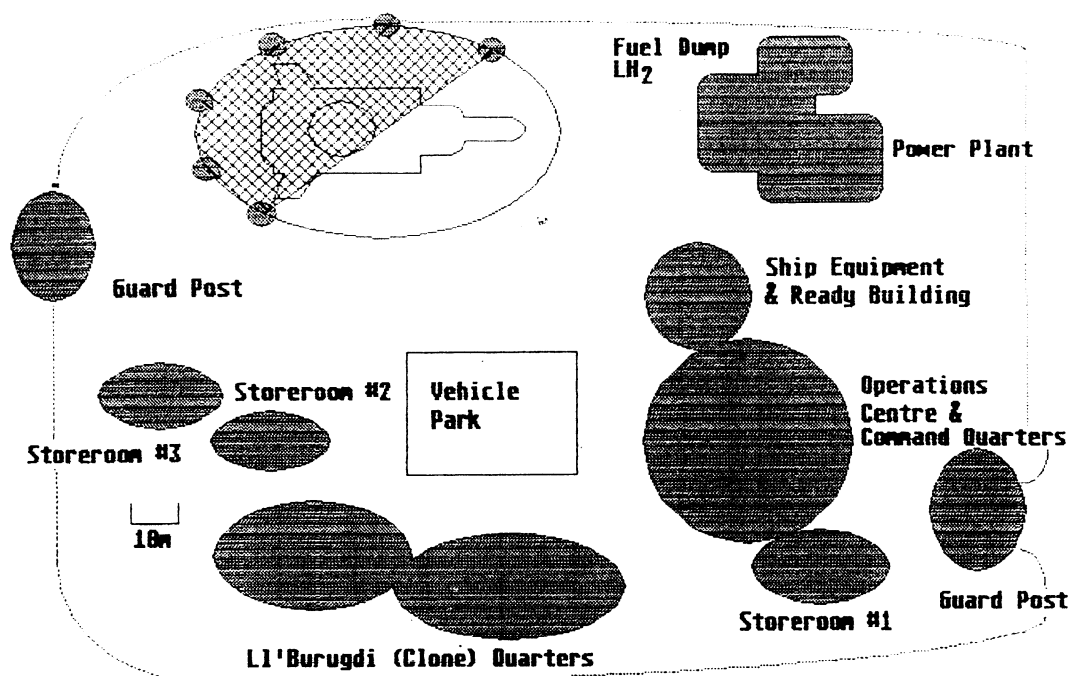
Should one or more of the PCs are captured they marched under armed guard to the base. After a brief word between the senior patrol officer and the base commander, the PCs are taken to what is a oval-shaped storeroom. They will be locked-in without any equipment except water canteens, and a medical kit if any of the PCs have been injured.

The PCs are told, via a language translator, that the guards have orders to shoot if any attempt to escape is made. They are then told that in an hour each PC will be summoned for interrogation.

At the interrogation, the Burugdi will try to establish the reason for the PCs presence around the base. They will not believe the truthful replies and will not be adverse to the odd bit of physical violence to try to get at the 'truth'. The Burugdi will eventually lose patience and lock up the PCs for the night with a warning that, if the PCs do not give the 'real reason' for their appearance they will be executed as spies in the morning. Even if the PCs do spin a convincing yarn the same fate above awaits them. Therefore it is imperative that the PC(s) escape, either through their own efforts, or via outside help (i.e. the PCs that evaded capture).

If PCs on the outside plan to spring their comrades then use the tasks outlined previously in approaching the base. Those PCs need to determine where the captives are being held.





## THE BURUGDI BASE ON DOMOS

The Burugdi base on Domos has the maximum dimensions of 250m E-W, and 200m N-S (the PCs will be approaching from the north, over the valley ridge). The land surrounding the base is a mix of bush- and woodland, generally offering good cover when approaching the base (up to 25m of the perimeter). At the 25m mark the vegetation has been thinned out. The perimeter itself is little more than a strategically placed mix of local bush and camouflage netting to tone down the contrasting colours of the Burugdi buildings. There is netting partially covering the patrol corvette on its landing pad (a simple clearing), and over some of the larger buildings.

The buildings are pre-fabricated, half-ovoid modules, semi-organic in nature, and quite tough (AV=5).

-The guard house/observation posts are occupied by 4 clones (ll' Burugdi) and 1 officer (parental). The watches are switched every 4 hours. -The fuel dump contains purified LH2, extracted from the local aquifer. -The power plant supplies the needs of the whole base with power lines running half a meter under the surface. Forty points of damage to the power plant will disable it, a hundred points will destroy it. Severing the power cables will disrupt the supply to parts of the base. The parts affected will depend upon the point at which the cables have been severed. -Ship equipment and ship ready room contains various supplies for the ship; including 24 ship missiles, numerous environmental suits, ship spares and an arms cache (mainly gauss rifles, but also laser weapons and small numbers of heavy weapons). -Operations centre and command quarters; the base commander, eight lieutenants and the corvette's command crew are all stationed here. The quarters section could hold up to eight times the number at a pinch. The Ops Centre contains computers, tactical battlefield plotters, various electronic and communications systems and the like. The Burugdi thrust into the heart of Telura is to be coordinated from here. There are plenty of valuable files concerning the planned operation stored on the computers and in various hard copies (just begging to be taken or copied). To extract important files from the computer system is a Formidable: Computer test, enabled by a successful Difficult: Computer Empathy test. Each search attempt will take five minutes to access one file. Outstanding success will yield two files for the same time duration. N.B. the Burugdi use an alien language, and different software and hardware structures on their computers, thus actual reading of the data and transferring the information onto a suitable medium could be difficult unless the PCs are able to overcome the language problem the task to access the correct files increases to Impossible (this does not effect the Computer Empathy task - those accessing the computers who have Computer Empathy can ignore the language problem rolling the task at its original level). -Storerooms: #1, Burugdi food, drink and perishable consumables. The food is generally of the military ration variety, enough for 2,000-man (Burugdi) days. #2, Engineering equipment and make-shift lock-up (see 'Prisoner' in the main body of text). #3, Miscellaneous equipment (mostly of a military nature). The most interesting of which are numerous panels that form the outer shell of two more ll' Burugdi barracks (see below). -ll' Burugdi quarters; cramped, barrack-style dwellings, each capable of holding up to 120 clones. At present there are 60 clones in the barracks, plus the corvette's non-command crew. -Vehicle park containing two grav APCs (use the G-Carrier on p.363 of TNE, minus the fusion gun, but with a 13mm HMG instead).

In addition to the numbers stated above there are two patrols out at all times moving around the base, some 500m to 1km from the perimeter. The composition of these patrols is noted in the main body of the adventure ('Discovery'). The officers in a patrol will be drawn from the command quarters group. All combatants will have access to gauss rifles and ballistic weave body armour, only officers have armour that extends beyond the chest and abdomen. Also, officers will be moving with the aide of their grav harnesses.

If they manage to observe the taking of the prisoners into the camp, they will be able to locate the lockup-come-storeroom. If not, a successful Difficult: Observation check will lead the PCs to it, but will take 5D6 minutes. Every 2 minutes, or part thereof, that the would-be releasers are in the vicinity of the base, they will need to make success with an Average: Stealth check to remain unobserved. While in the base, make one roll on the way in, one roll getting their friends out and one roll on the way out. If the base is alerted to their presence, tasks become one level more difficult. If the PCs are of the trip-wire alarms, the task to avoid them off becomes Formidable: Observation (enable Difficult: Tracking). There is a single guard present, at all times, outside the storeroom door.

If all the group has been captured then the PCs and Teschk will have to devise their own escape plan. The storeroom contains various engineering supplies, digging implements, spare parts for machinery and vehicles, building materials, rope, etc. There are no explosives present. The individual referee will have to devise appropriate tasks based upon the players' course or courses of action.

If the guard 'calls' for assistance at the time of the PCs escape then an alert will be sounded within 1D6/2 minutes. Even if the PCs overcome their guard an alert may be sounded within the same period of time. This is due to the psionic-empathy link between the ll'Burugdi and its parent which is maintained at all times. If the ll'Burugdi guard loses consciousness or is killed the parent will instantly detect something amiss and will check to see which of its clones is in trouble. Even when asleep the link is maintained, so if the guard is attacked or overcome the parent will rouse although he/she will be confused. On a roll of 1 or 2 on a D6, the parent is asleep thus the alert will follow after 1D6 minutes.

If the PCs escape without disturbing their guard, an alert will sound after 2D6+3 minutes following a routine check. Whatever happens the PCs should be allowed to escape (unless they do something really stupid of course).

#### LEAVING THE SCENE

Once out of the Burugdi base, the group will need to leave the scene rather rapidly. They will probably head back towards their ATV. If the Burugdi have been alerted to the presence of the PCs, one way or another, four groups of five Burugdi will be sent to pursue the PCs, each led by a (parent) officer. The ll'Burugdi will be on foot, the officers in their personal grav-harnesses. They will all be armed with gauss rifles/pistols and flak jackets - the officers armour extends all over their body except their heads.

There is a 1 in 6 chance that the PCs will run into one of these pursuing groups. If the PCs make a Difficult: Stealth check while fleeing, then the chance of running into a patrol group drops to 1 in 10. If and when the PCs come across a Burugdi chasing group, the other three groups will be called to the location, and will arrive 1D6/6 minutes after the previous group.

If the characters make it back to the ATV or all the pursuers are put out of action, the base will send an armed grav APC which will arrive at the scene within 1D6 minutes. The woods and forests will afford protection from aerial attack although at the cost of maximum speed. On a Formidable: Vehicle Use (specific type), the PCs have evaded their pursuers.

#### CONFRONTATION

The Burugdi will not give up and will send the patrol vessel to sweep the locale, with orders to destroy any signs of human life. Eventually, the Burugdi vessel will detect the PCs base and close in to investigate. Any signs of life and/or activity the ship will begin attacking the lodge.

If the PCs attempt to leave in their ship, the Burugdi vessel will close in to engage in ship-to-ship combat.

If the characters have stumbled across the base and left the area without attracting any attention, then the final encounter can be imposed as the PCs try to leave Domos, if the referee believes his players have had it too easy. See side-bar for Burugdi patrol vessel stats.

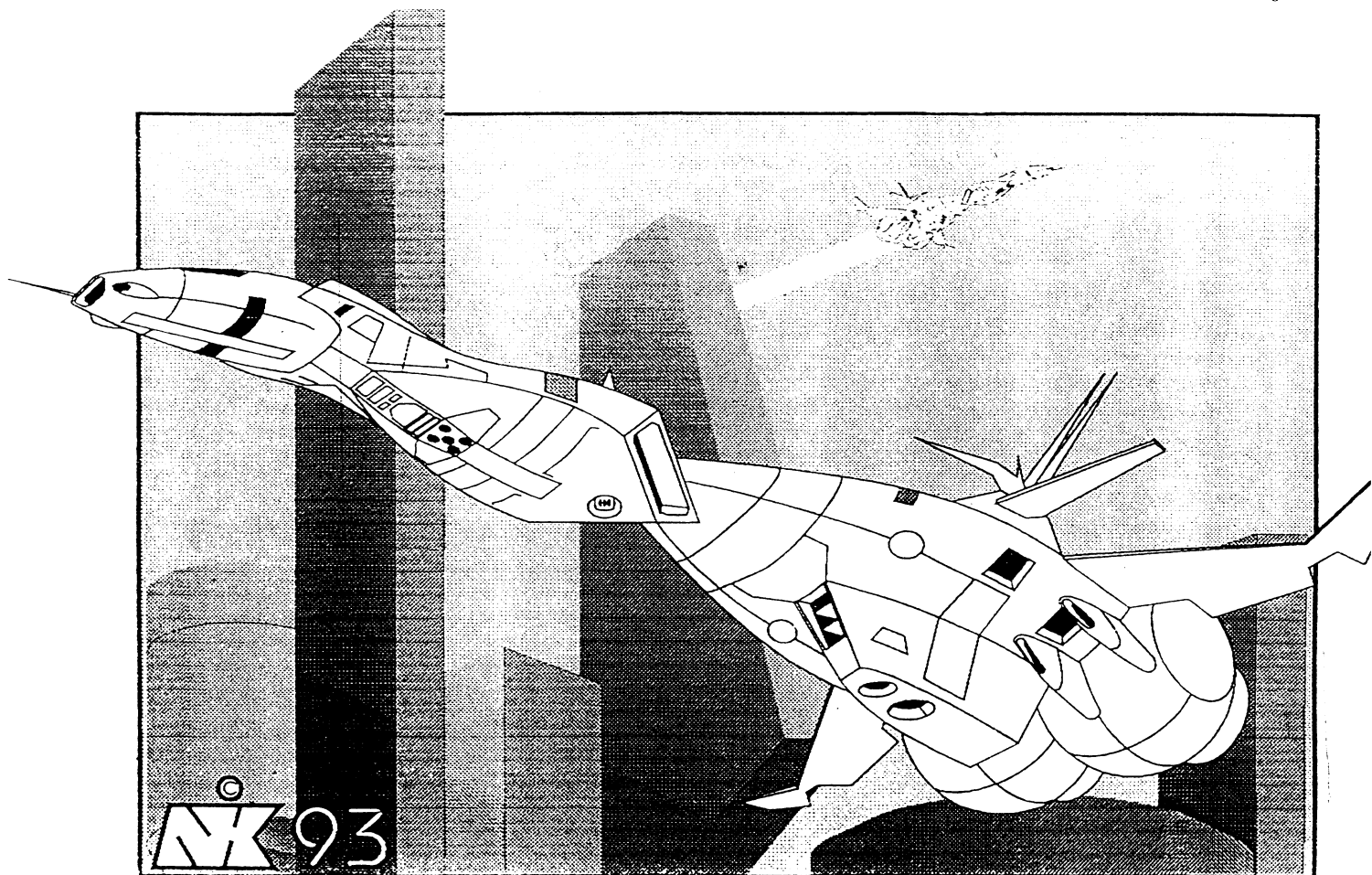
#### HOMEWARD BOUND

This section should entail the relatively simple(!) task of getting out of the Domos system and home. The referee can make this as awkward or as straightforward as he or she sees fit.

On arrival back in Teluran space, and once the military authorities have been notified of the Burugdi presence on Domos, the PCs and Teschk will be escorted under guard back to Telura. In the meantime the Teluran Navy will lead their own task force to eradicate the Burugdi.

In awarding experience points use the guide in TNE, but award an extra experience point and an initiative point to each character who was held captive or aided in the escape.





### **BURUGDI PATROL CORVETTE**

**General Data** Displacement: 500 tons Length: 60 metres Price: MCr 401.318 Configuration: Wedge AF Mass (Loaded/Empty): 7318/6496 Hull Armour: 56 Volume: 7000 cu metres Target Size: S Tech Level: 13

**Engineering Data** Power Plant: 783 MW Fusion PP (97.86 MW/hit), 1 year duration Jump Performance: 3 (1400 cu metres fuel) G-Rating: 2G (250 MW/G), Contra-Grav lifters (50 MW) G-Turns: 52 (96.8 using jump fuel), 31.25 cu metres fuel ea. Maintenance: 220

**Electronics** Computer: 3x TL-12 St Computers (0.4 MW ea.) Communications: 2x 300k km radio (10 hexes: 10 MW ea.) 2x 300k km laser (10 hexes; 0.15 Mw ea.) 2x 300k km maser (10 hexes; 0.6 MW ea.) 1 for MFD Avionics: TL8+ Avionics, TL13 Terrain Following Avionics Sensors: 2x Passive EMS Folding Array 180k km (6 hexes; 0.5 MW ea.) 2x Active EMS 300k km (10 hexes; 27.5 MW ea.) 2x Ladar 180k km (6 hexes; 0.5 MW ea.) ECM/ECCM: EM Masking (7 MW); EMS Jammer 300k km (10 hexes: 55 MW) Controls: Bridge with 7x Bridge Workstations, plus 14 other workstations

**Armament** Offensive: 3x TL13 106 Mj Laser Turret (Loc: 2;Arcs: 1-3; Loc: 18,19; Arcs: All; 1.45 MW. 2x Missile Turret (Loc: 13, 14; Arcs 13-14; 2 ready missiles each; 1 crew ea. (total 4 ready missiles). Master Fire Directors: 2x TL12 (one missile MFD; 4 Diff Mod; Msl 10 hexes; 10 hexes; 0.2 MW; 1 crew ea.)

Short Medium Long Extreme 106-Mj Laser Turret 10:1/8-26 20:1/6-20 40:1/3-10 80:1-2

**Acommodation** Life Support: Extended (1.4 MW); Gravitic Compensators (4G; 35 MW) Crew: 25 (Electronic=2, Maneouvre=2, Maintenance=1, Gunnery=7, Command=3, Medical=1) Crew Acommodation: 4x Large Staterooms (single occupancy, command and medical crew; MW ea.); 21x bunks (11'Burugdi) Cargo: 688 cu metres, one large cargo hatch Small Craft and Launch Facilities: 10-ton launch with minimal internal hanger, and launch port Air Locks: 5

**Notes** The Burugdi 'Hrr'allru'-class Patrol Corvette is a common design, the workhorse of the Burugdi Navy. The large cargo hold allows the corvette to undertake a variety of different missions; including the conveyance of troops, equipment, vehicles and small craft. Extra missiles are usually carried and on extended patrols the cargo hold is nearly all taken up by a 625 cu metres collapsable fuel tank, which can provide up to 20 extra G-Turns of manoeuvre-thrust (or allow a hasty jump-1 using 75 cu metres of manoeuvre fuel).

Fuel purification plant will refine a complete load of fuel (3051.1 cu metres) in 12 hours: 762.78 cu metres in 3 hours. Jump-1 requires 700 cu metres fuel, jump-2 requires 1050 cu metres.



## Library Data Errata

The following information was accidentally left out of the Laraa Subsector Data.

### **SAVEN**

This inhospitable desert world, ravaged by violent toxic winds, is home to a very hardy group of humans. These inhabitants are descendents of 'prisoners', vilani political and social malcontents exiled to Saven during the rise of the solomani. There a few of solomani descent, those who were sympathetic to the vilani or tended towards violence. The solomani maintained a naval base and interdicted the world in an effort to keep people out of the system as much as keeping them in. The Savons nearly died out during the Long Night but were saved by the intervention of nearby systems that regained jump-capability.

In modern times the world has benefitted from the reestablishment of the naval base which houses a 'Rugged Environment' training school. The world provides a taxing environment for the training of marines and naval personnel in survival techniques. Saven has also provided, for the same reasons the Imperial Navy and Marines are present, some of the most well-respected mercenaries in the Imperium.

**Referee:** Deep in the southern desert, close to a range of mountains, there is a crashed liner (the 'Golden Tiger'). The vessel went missing in 988, after a mis-jump, with a full complement of passengers and crew. Only half the number will be present at the crash site as a number of the survivors attempted to make for civilization and died on the journey. The hull of the 'Golden Tiger' is shattered, it is a miracle that anyone survived. There is little of value on-board, most items were either destroyed in the crash or have been damaged through exposure to the atmosphere.

# DEDICATION

By Jae Campbell

This issue is dedicated to two men who, for various reasons, have recently left the industry;

- ➔ **Marc Miller** created the whole concept of Traveller and it was his vision (as well as the descriptive talents of the Keith Brothers) that brought this game to life for me. I'd just like to take this opportunity to say a humble thank you.. As long as Traveller is played your vision will be remembered.
- ➔ **Blair Reynolds** is a brilliant artistic talent whose work has made many RPG scenario's come to life. I was extremely saddened to read in Unspeakable Oath that Blair had decided to abandon his artwork completely because those companies he'd worked for had quote - "Screwed him over" - unquote.

Two great artists, one who painted with words and concepts the other with his visual renderings, who have left the industry a much poorer and sadder place by their departure.

As a minor wordsmith and so-so artist I truly admire real talent when it comes along. I find it extremely sad when that talent is unappreciated by those with the ability to ensure its development and growth.

I'd also like to also take this opportunity to thank all those artists who work so hard to create the visual style of S-GK; The artists are often viewed as space fillers yet without you this fanzine would be a dry and humourless 40 page letter read only by a few..

To those true artists, **Nik Piper, Duncan Law-Green, Tim Osborne, Adie Stewart, Len Robinson, Richard Minty, Dee Smith, Stuart Machin, John Tatman, Heather Boxall, Andrew Pickford and Paul Sanders** Thank you - We at least appreciate and admire the masterpieces you produce!

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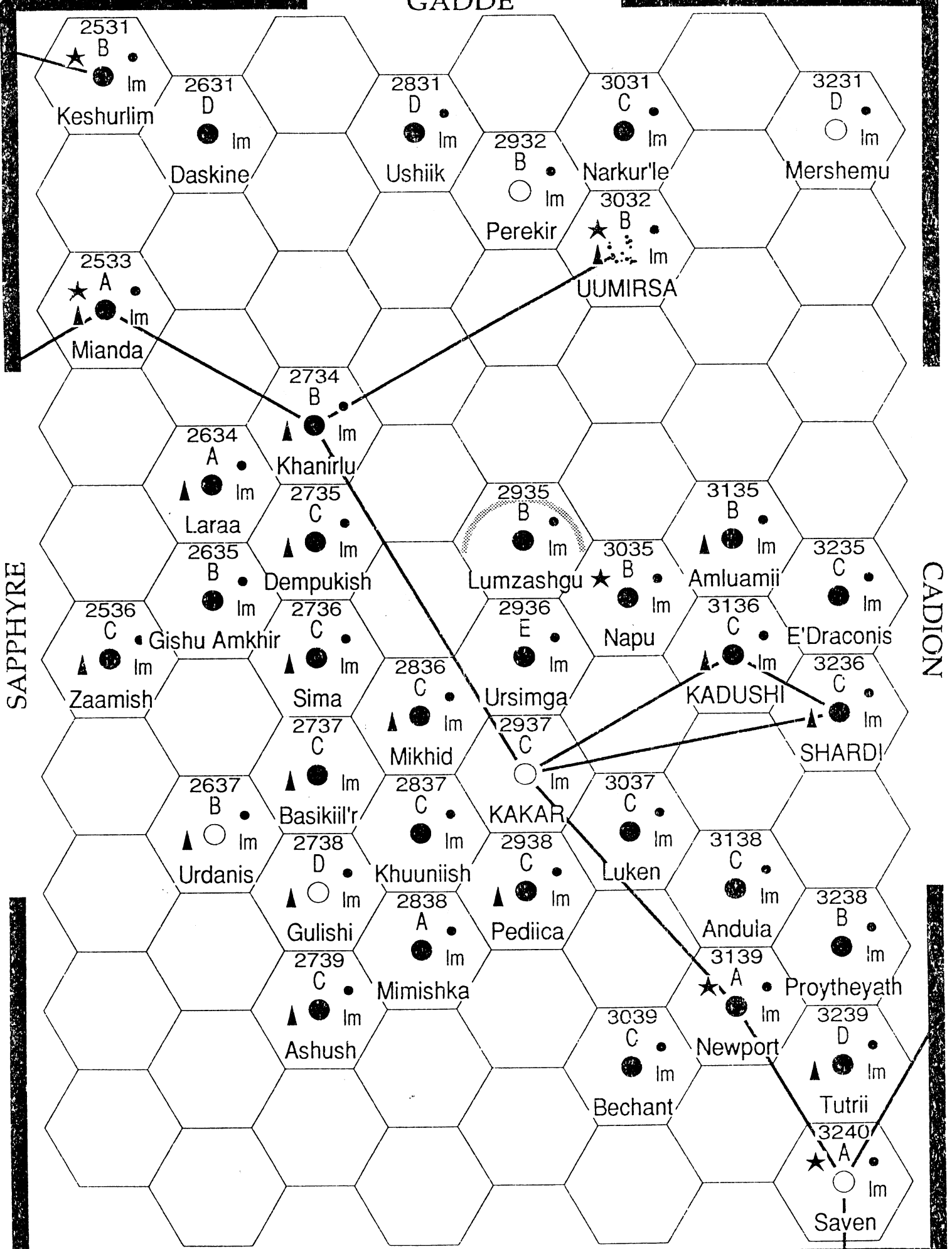
**No Transponder Alert or Feedback this issue** because so few replied.. Slapped wrists all around. To encourage Feedback replies I'm going to offer a signed (By Marc Miller no less!) copy of **The Journal Issue 17** (which includes the Atmospheres supplement) as a prize to the first reply pulled from the bag on the 15th May 1994. So please, please fill in those reply letters and send them off immediately.

**IMPORTANT - READ THE 'READ ME' LETTER INCLUDED WITH THIS ISSUE.. DUE TO COSTS WE ARE HAVING TO INCREASE THE PRICE OF S-GK AS FROM THIS ISSUE - Subscriptions still in force will be honoured at the original price. Sorry folks but it was either that or fold S-GK..**

# COMPETITION

I have just bought a copy of the GDW adventure booklet "Signal GK" also signed by Marc Miller. This will be first prize in a competition to write either an original Port of Call article or adventure based on one of the planets or subsector's already detailed in previous copies of S-GK. Pick a planet and get writing. Entries must be in by the **30th June 1994** to qualify.

GADDE



SAPPHYRE

CADION

LAGAAR

2531  
★ B ● Im  
Keshurilm

2631  
D ● Im  
Daskine

2831  
D ● Im  
Ushiik

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C ● Im  
Narkur'le

3231  
D ○ Im  
Mershemu

2533  
★ A ● Im  
Mianda

2932  
B ○ Im  
Perekir

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UUMIRSA

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Khanirlu

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A ● Im  
Laraa

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Dempukish

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B ● Im  
Lumzashgu

3135  
B ● Im  
Amluamii

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E'Draconis

2536  
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Zaamish

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Gishu Amkhir

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Sima

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Ursinga

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Napu

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KADUSHI

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SHARDI

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Urdanis

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Basikil'r

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KAKAR

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LUKEN

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Luken

3138  
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Andula

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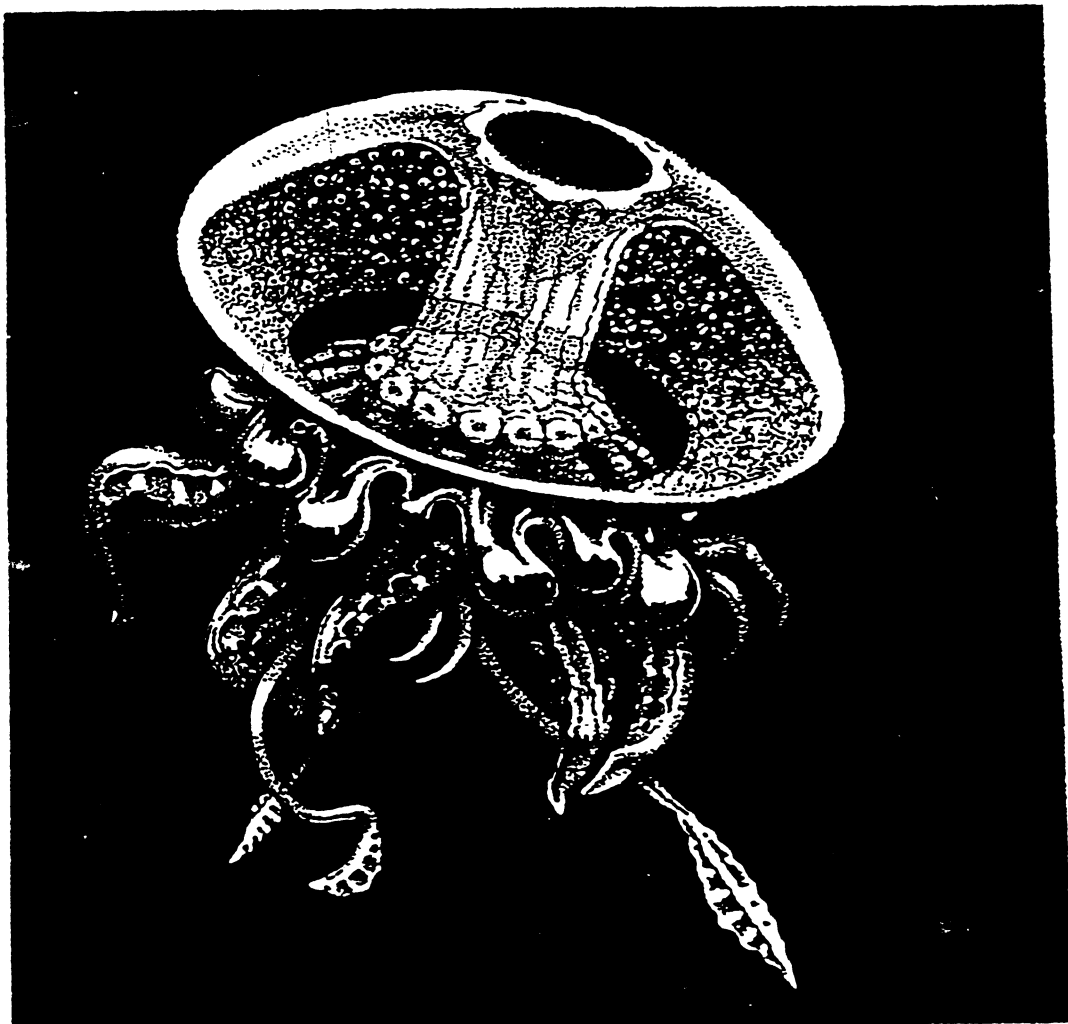
3239  
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2739  
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Ashush

Bechant

3240  
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Saven

# LARVAE LIBRARY DATA [P]



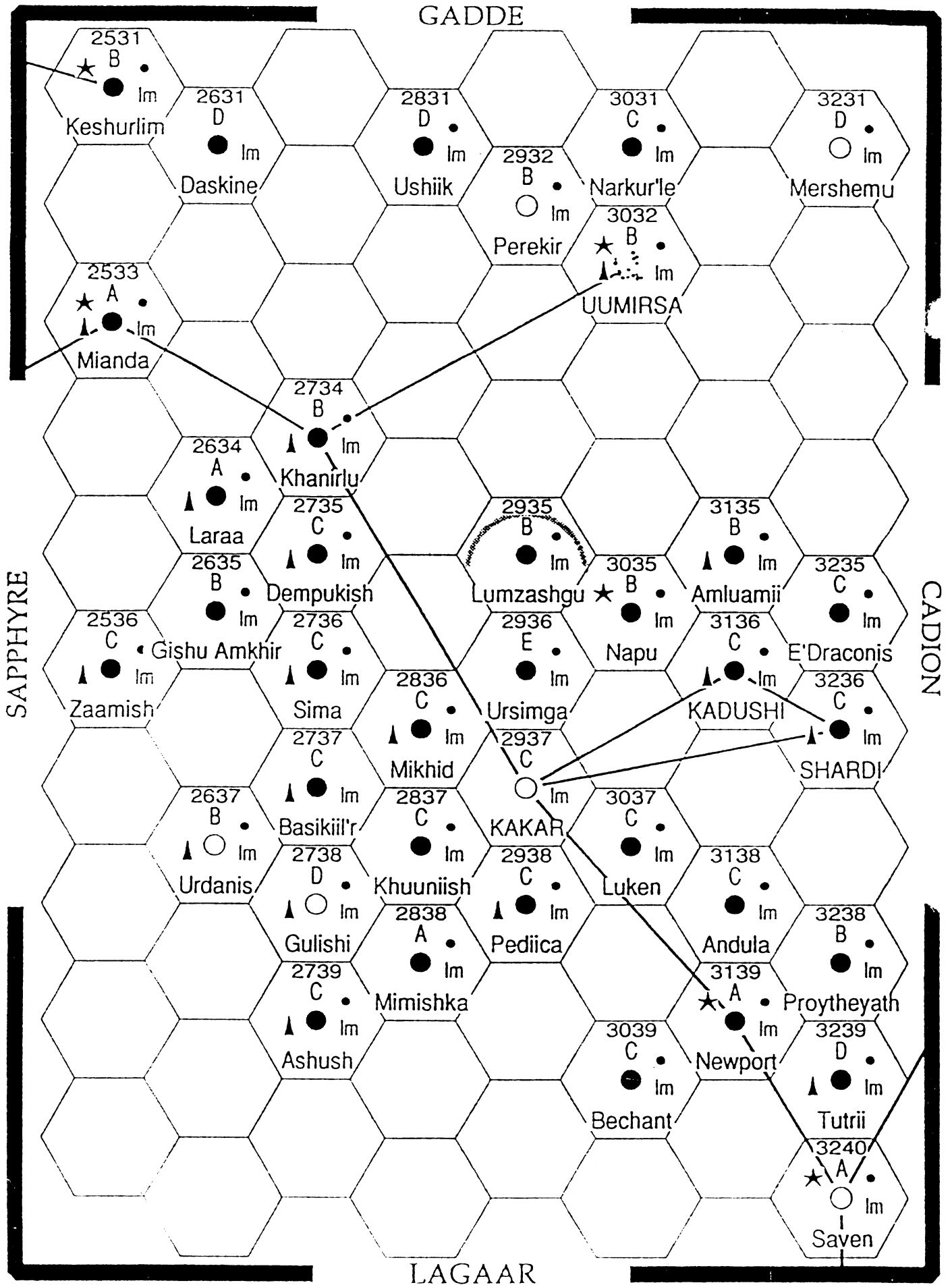
## LARAA SUBSECTOR

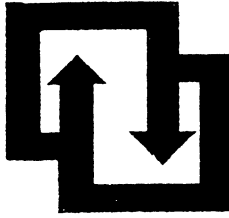
(Subsector P of Dagudashaag Sector).

Laraa subsector is a primary agricultural region, with six agricultural worlds within its bounds. Much of the agroproduct surplus is shipped along the Sylean Main to markets in Core sector. The region is fairly densely populated, with four high population worlds. The Kadushi cluster, in the rimward half of the subsector, is an interesting example of economic cooperation. Kakar, Kadushi and Shardi have pooled their resources to form a government sponsored shipping company, Cluster Carriers LIC. Cluster specialises in transporting bulk freight, and is now considered to be serious competition for Tukera Lines in the area. The Uumirsa Belt is the headquarters of Miradyne-Shumaar Shipyards LIC, one of the best known producers of asteroid-hulled spacecraft in the Imperial core.

- Keshurim 2531 B527467 D N Ni 704 Im M2 V
- Mianda 2533 A552441 D A Ni Po 924 Im M2 V M8 D
- Zaamish 2536 C8A7610 B S Ex Fl Ni 313 Im K4 D
- Daskine 2631 D742575 4 Ni Po 300 Im G7 III
- Laraa 2634 A527411 C S C0 Ni 102 Im M8 III
- Gishu Amkhir 2635 B552566 8 Ni Po 614 Im M3 V M9 V
- Urdanis 2637 B6107CC B S C0 Na 922 Im M3 V M8 D
- Khanirlu 2734 B547773 C S Ag 602 Im M3 VI M6 D
- Dempukish 2735 C99A327 7 S Lo Ni Wa 903 Im M2 V
- Sima 2736 C9D6574 9 S Ex Fl Ni 904 Im M0 V M9 D
- Basikiil'r 2737 C894553 B S Ag Ni 200 Im A2 III K1 D
- Gulishi 2738 D203212 8 S Ic Lo Ni Va 712 Im K3 V M4 D
- Ashush 2739 C645441 B S Ni 803 Im K3 V K2 D
- Ushiiik 2831 D768774 3 Ag Ri 303 Im M0 V
- Mikhid 2836 C777200 B S Lo Ni 503 Im M8 V
- Khuuniish 2837 C382300 C Lo Ni 505 Im K9 II M6 D
- Mimishka 2838 A543156 B Lo Ni Po 723 Im G9 V
- Perekir 2932 B210634 9 Na Ni 403 Im M3 V
- Lumzashgu 2935 B788885 C Ri A 103 Im K2 V
- Ursimga 2936 E687742 4 Ag Ri 103 Im M2 V
- KAKAR 2937 C1009CB F Hi In Na Va 630 Im M0 V M5 D
- Pediica 2938 C758121 A S Lo Ni 603 Im K9 V M5 D
- Narkur'le 3031 C85A656 9 Ni Wa 201 Im G1 V
- UUMIRSA 3032 B000954 F A Cp As Hi In Na 404 Im K2 V
- Napu 3035 B8B5202 C N Ex Fl Lo Ni 603 Im G1 III
- Luken 3037 C543589 B Ni Po 103 Im K2 V
- Bechant 3039 C371367 A Lo Ni 211 Im K1 V
- Amluamii 3135 B425525 9 S Ag Ni 104 Im G0 V
- KADUSHI 3136 C8899A7 C S Hi 804 Im M3 V
- Andula 3138 C542468 8 Ni Po 121 Im G4 V
- Newport 3139 A433204 F N Lo Ni Po 103 Im G8 V
- Mershemu 3231 D580411 8 De Ni 903 Im G2 V
- E'Draconis 3235 C594550 7 Ag Ni 903 Im M1 III M5 D
- SHARDI 3236 C326ADB E S Hi In 604 Im M0 V
- Proytheyath 3238 B548831 8 D3 313 Im K1 V M5 D
- Tutrii 3239 DA7A266 8 S Lo Ni Wa 102 Im G9 V M4 D
- Saven 3240 A5A0734 F N De Ex 613 Im G2 IV

Laraa subsector contains 37 systems, and has a population of 78.663 billion sophonts. The highest population is sixty billion, at Shardi, and the highest tech level is F, at Kakar, Newport, Saven and Uumirsa.





## LIBRARY DATA

LAST UPDATED 363-1115

### **Amluamii**

**3135 B425520-9 S Ag Ni 104 Im G0V**

Amluamii has no native life, although the soils rich in inorganic nutrients provide an excellent base medium for the growth of plants. Huge temperature fluctuations on the world has prevented widespread colonisation, the agricultural settlements are forced to exist in the arctic regions. During the night, the temperature worldwide plummets to below -100 degrees C, even during the height of summer. Thus most of the farms are enclosed. The main destination of the agricultural exports are the high population worlds of Kadushi and Shardi which have a huge appetite for Amluamii foodstuffs.

### **Andula**

**3138 C542468-8 Ni Po 121 Im G4 V**

This moderately-sized world has never been much more than an overspill colony for Kakar, Proytheyath and Saven. It is a minor trading port for many independent merchants that ply the Laraa Main. Andula's primary note of importance is for the presence of the Sarsirka Library, a vast multi-storey complex housing a huge collection of books, newspapers, magazines, other publications and records from across the Imperium but with emphasis on the history and development of Dagudashaag. Although not as large as the long-established libraries of Terra, Core and Vland it offers the user a great wealth of written and electronic information, specializing in interactive learning methods. The library is funded primarily by the major universities of the sector as well as receiving grants from the subsector administration - indeed the world's population is often swollen by the presence of large numbers of students sent by the educational centres to help maintain the library and use its rich facilities.

### **Ashush**

**2739 C645441-B S Ni 803 Im K3 V K2 D**

Ashush is a world on the brink of apparent ecological collapse. The Scout base here is studying the ongoing meteorological changes as Ashush seems poised to enter a new Ice age. Vast areas of what was once dense rain forest is becoming a drought burdened dust bowl as the polar ice caps expand. The scout service say that their observations should be finished within the decade and then it should be possible to artificially reverse the process which is effecting the world.

### **Basikiil'r**

**2737 C894553-B S Ag Ni 200 Im A2 III K1 D**

Basikiil'r is home to the Mimsliy beast, a huge slow moving colony animal made up of many millions of 50 kg creatures which eat or will attempt to eat anything that it can catch. Mimsliy beast meat is almost a balanced diet on its own it only requires a small number of additives to prevent deficiency disease in humans and the processed meat is shipped in bulk across the sector and beyond.

## Bechant

<A.K.A. Chaa'egi M'da - M'nengi for 'First Crop'>

**3039 C371367-A Lo Ni 211 Im K1 V**

Bechant had initially been colonised by German-speaking Solomani but, during the Long Night, the colonists were completely massacred by the arriving M'nengi Colony ship. The M'nengi took over the remnants of the colony as their City of Kings while the rest of the M'nengi hordes had to build their own, primitive cities amidst the dunes. Today their asteroid ship is in permanent orbit around the planet as its moon "Giaani M'n". After the last uprising the M'nengi were forced out of the ruins of the human settlement which was rebuilt as an Imperial Marine stronghold and this is now an active freeport though visitors are reminded that visits outside to the M'nengi are extremely dangerous given their violent and cannibalistic nature.

## Cluster Cargo Carriers LIC.

Cluster Cargo Carriers is a transport firm based in Laraa subsector that specialises in bulk freight. The company was formed by the governments of Kakar, Kadushi and Shardi in the late 1000's and received financial support from them. By 1110 it claimed to be offering serious competition to Tukera Lines in the region. 95% of the vessels owned by CCC are in the 10,000 ton displacement class of bulk transports.

## → DagMet AG. *Leop*

DagMet are a large industrial combine specialising in mining and metal production. The company is based in the Laraa system and served the fabrication industry (especially in starship construction) in and around Dagudashaag.

## Dagudashaag Today.

Dagudashaag Today is an interstellar "local" newspaper that is a wholly owned subsidiary of INDISS. Dagudashaag Today is a four-page single sheet, printed on what used to be called boilerplate - newsprint printed on one side with sector and subsector news, and shipped that way to low population and nonindustrial worlds where the local paper would print local news and advertising on the inside pages. As well as hardcopy (paper or its substitute) Dagudashaag Today is also available on disc or holo crystal for computers. It is normally printed in Galanglic but at a small extra cost may be had in any of the local languages spoken in the sector. The cost of Dagudashaag Today is only Cr2 for the basic copy. However most of the papers add the local paper as well which can push the cost up by an additional 1 or 2 credits.

## Daskine

**2631 D742575-4 Ni Po 300 Im G7 III**

Daskine is a large world orbiting a huge yellow giant star. Most of its surface is arid desert and rugged badlands, although there are a number of small seas and lakes in the southern hemisphere. There are five major cities, each lying on the shores of one of the lakes. The land around each city is heavily cultivated and crossed by networks of canals. The most common form of transport on the world are watercraft, although vehicles drawn by draft-animals are also common.

The entire population of Daskine are members of the Simplist Movement. Purity, the largest and most cosmopolitan of the cities, is the site of the starport. Although Purity's inhabitants tolerate offworlders they are still uncomfortable around advanced technology and will do their best to avoid it. In recent years Purity has seen an increase in tourism, although the numbers of visitors are still small. All of the other cities follow stricter philosophies and are much less tolerant. Some see Purity's inhabitants as 'heretics'.

(See Simplist Movement)



## Dempukish

**2735 C99A327-7 S Lo Ni Wa 903 Im M2 V**

Dempukish is a large waterworld, believed to be the core of a failed gas giant. It is tidally locked to the systems primary and also has an extreme axial tilt. The north pole permanently faces towards the star and experiences temperatures exceeding 130 degrees C, while the south pole permanently faces away and endures temperatures of less than -150 degrees C. The southern hemisphere is covered by vast ice sheets while the sea boils in the north. The weather is incredibly violent, and the air is tainted by volcanic sulphur compounds. The world was colonised by Scanian's in the tenth century, who considered it a fitting place to study the teachings of their prophet, Benjamin Ra'Scania.

## E'Draconis

**3235 C594550-7 Ag Ni 903 Im M1 III M5 D**

E'Draconis still retains its original Solomani name, one that dates back over five and a half millenia, a member of the constellation of the Dragon as seen from Terra. The planet lies on the edge of the habitable zone of the primary. Its inhabitants (of Solomani descent) live on the high slopes of the equatorial mountains of this dry, cool world. Far above sea level the settlers are able to breathe an atmosphere which down below is a dense cocktail of noxious sulphur and nitrogen gases laden with huge quantities of choking dust. Water is collected from mountain streams and the edge of the glaciers where it is free from the taint of the lower atmosphere. The dust particles are ever-present in the snow and ice but can be easily separated when they are left to stand and melt. The dust forms a rich silt within the mountain streams - the streams and the silt have been used in the construction of extensive terraces upon the slopes. These terraces support the luxuriant growth of the agricultural produce that has earned the world its agricultural trade classification. The most notable export from the world are the Draconian wines, produced from genetically engineered variants of the terran grape which have been adapted to the cooler environment and the different light levels. The wines are much sought after and command high prices in the markets of the Imperial core.

## Exile Planets

During the Vilani Pacification Campaign several planets in Laraa were classified as exile settlements to house the "malcontents" of Dagudashaag. Millions found themselves uprooted for virtually no justifiable reason and scattered throughout the resettlement camps of Laraa. Families, as a matter of policy, were sent to different settlements with no means of staying in contact. Once the camps were closed down many found themselves remaining behind and settling the systems. This sector of the population has remained pro-solomani ever since.

In 987 several camps were re-opened to cope with the followers of the Reverent Emil Khaanii, the Pure Brotherhood, after his depose and suicide.

## Gang of Four

<The Laraa Renaissance>

Between 335 and 390 Laraa gained a Sector-wide reputation for intellectual excellence primarily due to the published works of four Laraan's; friends from an unlikely collection of backgrounds that initially met in the bohemian campus of Medurma - Revered Moses David Ba-Shuu (later Patriarch of Shardi) who while primarily known today for his xeno-biology discoveries was at that time best known for his philosophical discourses; Hrun' Sarsirka, part heir to the Hilton Fortune who founded the famous Sarsirka Library of Andula and financed so much of his friends work; the scout Daltyb Paliason who's work indirectly initiated the Brethren Uplift Institute (BUI) and Liam Desta the famous xeno-biologist and force field physicist. While it was their interest in life sciences that initially brought them together their friendship initiated and inspired literally hundreds of theories and concepts covering the whole spectrum of human intellect.

Frequently one would write a paper that the other three would expound upon. The concept of the skinfield was originally designed by Paliason and Desta but could not be proved until the 1000's when technology finally caught up.

## **Gishu Amkhir**

**2635 B552566-8 Ni Po 614 Im M3 V M9 V**

Gishu Amkhir is stunningly beautiful. The world is the fourth moon of the spectacular ringed gas giant Zurkhir, which in turn orbits a pair of close binary stars. The two primaries create glowing auroras that fill the night sky. The deserts, the canyons, the mountains, and the rugged coastlines are equally impressive. Since it was colonised Gishu Amkhir has been ruled by autocrats. The Imperium was forced to remove the last dictator when her regime's appalling Sophonts' Rights record became public. Although the governmental bureaucracy remained in place it is now controlled by an Imperial military governor.

## **Gulishi**

**2738 D203212-8 S Ic Lo Ni Va 712 Im K3 V M4 D**

Gulishi is been exploited for its mineral wealth by DagMet AG. Who are strip mining the naturally occurring mineral wealth from the surface of the world and exporting it. The huge mining pits are visible on the face of this world from a range of many millions of miles.

In 982 a small ice burrowing creature was discovered in the planetary ice cap and a scout base was established to study the newly discovered lifeform. DagMet appealed the decision claiming the creature was not native and had been planted to enable others to conduct industrial espionage against them. However Duke Mardan of Uumirsa denied the appeal and the scout base has been their since that time.

## **→ Habacuu**

<Tigellinus Mennaichidori Ornis>

<A.K.A. Biinder>

A Blind bird-like creature native to the skies of Ursimga which spends its entire life in the air. Its legs have so atrophied over the centuries that they are now incapable of supporting the creatures weight. The Habacuu navigates by sonar and has the psionic ability to teleport itself over short distances (100m) when confronted with danger. Its elongated skull functions as a rudder. Habacuu bear live young which spend the first six months of life clinging to the feathers of the mothers underbelly, eating regurgitated insects from the Habacuu's secondary mouth. Renowned as natural thieves, they appear to target small objects with a strong residual psychic aura - generally antique jewellery.

## **KADUSHI**

**3136 C8899A7-C S Hi 804 Im M3V**

Colonised early in the vilani expansion into Dagudashaag, the world rapidly reached its population saturation point. Its dense atmosphere and geothermally-warmed seas provide a comfortable, if cool, environment. Kadushi's colony grew out of the extensive mining activity in the neighbouring Shardi system, rich in rare earths and precious metals. The majority of the population were concerned with the support of the mineral extraction on Shardi. Most of the workers on Shardi spend a month in the mines, then two weeks in their Kadushi homes. With the drop off in production from Shardi the economy of Kadushi suffered. The effects of this can be seen in the slightly run down nature of the most of the cities and towns, especially the starport.

## KAKAR

**2937 C1009CB-F Hi Na In Va 630 Im M0 V M5 D**

Kakar was initially established during the Rule of Man by refugees from the Balkan and German regions of Terra. During the early years of colonisation the planetary government invited several prominent Vilani businesses to come to the Hive Cities of Kakar to help establish a financial base. With their support Kakar quickly became a major banking and industrial nexus for the region. However, the power lay almost completely within the Vilani community, particularly because only Vilani were recruited to fill the major posts. As a result the Vilani community swelled and grew rich while the original Solomani colony struggled, a fact that was to have repercussions for years to come. From the Long Night on, racial tensions continued to flare resulting in continued violence between Vilani and Solomani. From these roots sprang the Pure Brotherhood - a Vilani pseudo-religion based on racial superiority. This movement was apparently eradicated in 988 and Kakar has since regained its leading position as a major tax haven and banking centre though, rumours of neo-Khaanii movements continue to circulate.

## Keshurilm

**2531 B527467-D N Ni 704 Im M2 V**

Keshurilm is a cold world orbiting a dim red star. It is an important link on the communications route into Pact subsector, and is the site of a major naval base. Keshurilm is famed for its glass cities, which are regarded as one of the wonders of Laraa subsector. Each city is a masterpiece of engineering, constructed only from the purest and most translucent plastiglass, and covering hundreds of square kilometres. The world has a population of less than seventy thousand people, and draws most of its income from tourism. The government is controlled by the Ministry of Colonisation.

## Khaanii, Followers of

<Pure Brotherhood>

Founded by Reverent Emil Khaanii (933 - 987), the Pure Brotherhood was a pseudo-religious movement founded on the Vilani theory of racial purity and superiority. In 965 the Pure Brotherhood won the elections on Kakar (2937) and ascended to power in the Hive Cities. At first the Brotherhood, under the 'divine' guidance of the Reverent Khaanii, seemed to be working efficiently for the whole community - the bribery and corruption of local government was eradicated and replaced with an efficient service. Then, slowly, the Brotherhood began to blame all non-Vilani for the many problems that still beset the colony. The number of Complaints of tyranny and torture finally resulted in the Imperial Government registering an official complaint. The Brotherhood replied in 985 by cutting off all diplomatic relations with the Imperium. Despite initial reservations Imperial forces put the planet under siege and waited, expecting the people of Kakar to be starved into submission within weeks. Much to their surprise, Kakar continued to hold out. Initially it was assumed that Kakar must have secretly amassed immense food reserves over the last 50 years. Then, in early 987, news began to filter through to the Imperial troops of atrocities being committed on the surface against non-Vilani. The decision was made to invade. Imperial troops found themselves in a dirty guerrilla war against civilians, man, woman and child. Once it became clear that Kakar could not win, the Reverent Khaanii committed suicide and the war ground to a halt. It was only then that it was discovered that over 98% of all non-Vilani had been slaughtered in the early weeks of the siege and that their bodies had been used unknowingly as food by the surviving population.

The decision was made to re-establish the exile camps on Sima and Napu and over six million members of the Pure Brotherhood were sent into exile. While officially banned, Neo-Khaanii parties still exist within Laraa subsector (particularly on Kakar).

## **Khanirlu**

**2734 B547773-C S Ag 602 Im M3 V M8 D**

Khanirlu is an important agricultural world that supplies high quality foodstuffs to Uumirsa, a high-population asteroid belt three parsecs away. The average temperatures are below zero, but despite this there is a flourishing native ecosystem. Arraxia, the northern continent, is heavily cultivated. The continent is divided into Farms, each a small country that has its own government, laws, and army. There is intense rivalry between the Farms. Sometimes there are confrontations, which can turn violent. All the agricultural work is carried out by robots constructed on Uumirsa.

## **Khuuniish**

**2837 C382300-C Lo Ni 505 Im K9 II M6 D**

The population of this once flourishing world were all but wiped out in 870 by a unknown virus which left the remaining population a very small gene pool which is slowly disappearing through inbreeding. The population is very insular and refuses to allow any new settlers or any new additions to the limited genetic pool.

## **LARAA**

**2634 A527411-C S C0 Ni 102 Im M8 III**

Laraa was initially colonised during the Vilani First Imperium. As its population grew it became a trade centre and a communications hub, and then the regional capital. After the Interstellar Wars the population was decimated by the Plague of Duskir. The worlds population continued to decline throughout the Rule of Man, and by the end of the Twilight period Laraa was totally depopulated. There are extensive (and largely unexplored) First Imperium ruins on the surface.

Over the past twenty years The LifeTech Corporation has been upgrading the facilities in the system. The class A orbital port entered service during 1108, and a surface facility capable of housing over a million colonists is close to completion. The majority of Laraa's inhabitants are Chirpers, who were moved in from the Urdanis system by LifeTech. The Corporation (in conjunction with the scout service) is using the aliens as part of a colonisation experiment.

## **LifeTech Corporation LIC.**

The LifeTech Corporation is an industrial concern that specialises in producing life support equipment for a wide range of environments. The company's operations are centred on Laraa subsector, although within the last twenty years it has brought out a number of smaller companies with similar interests in Core and Massilia subsectors. The company's construction division is best known for the New Horizon habitat in the Uumirsa belt and the spectacular glass cities of Keshurim. Ownership: Company Management 53%, Hortalez et Cie 25%, Futura Holdings 8%, Local Nobility 7%, Imperial Family 5%, Private Individuals 2%.

## **Luken**

**3037 C543589-B Ni Po 103 Im K2 V**

The entire healthy adult population work mining out the various minerals and Sac-quai, an underground edible root that forms the mainstay of the Luken diet. The adults work two weeks at the mine followed by a week of rest (or Festival as the local's refer to it) the cities are generally occupied only by the elderly, the infirm, pregnant and nursing mothers and youths under 16. This last factor has made Luken the juvenile crime capital of the quadrant and adults have been warned to avoid travelling at night beyond the Festival areas as bands of youth prey on lone "Oo-di's" as adults are known.

## Lumzashgu

2935 B788885-C Ri A 103 Im K2 V

The first Bwap world ever colonised in Dagudashaag, Lumzashgu's governmental 'compromises' served as the original model for later colonies, particularly Arlu (1339). The Bwap cities (Pods) were originally established along the tropical reefs but, increased population and Bwap architectural style has forced the cities to continue their expansion under the sea. Although each individual Bwap community is actually a 'religious dictatorship', each pod sends a representative to the planetary bureaucracy which was developed to ease relations with the Imperium. Law level refers to those areas accessible to non-bwaps.

## → Memh

An undersea crop native to Ursimga which is closely related in many ways to the Terran Cannibis Hemp. It has many commercial uses including as food, paper, cloth, and as a major ingredient in the manufacture of fire-resistant plastics. The shredded leaves can also be used as a mild narcotic. Memh is now grown as a commercial crop on several waterworlds within dagudashaag.

## Mershemu

3231 D580411-8 Ni De 903 Im G2 V

This inhospitable dry world is home to a few tribes descended from terran sub-Saharan nomads who travel between the few isolated oases that dot the southern sub-arctic zone.

## Mianda

2533 A552411-D A Ni Po 924 Im M2 V M8 D

Mianda is a major communications hub and offers excellent starport and shipyard facilities. The system is also an Imperial navy training base and is used for military exercises. Mianda itself is cold and barren, with no native life and few exploitable resources. The population live in two orbital habitats that are owned and maintained by the LifeTech Corporation. The habitats are supposed to be self-governing, but most of the key governmental positions are held by company 'advisors': few decisions are made without their approval. Although there is dissent the company provides well paid work and superb facilities, and enjoys a great deal of popular support. The Mianda system is also the home of the Moses David.

## Mikhid

2836 C777200-B S Lo Ni 503 Im M8 V

Even at the best Mikhid is a hostile world. It is the inner satellite of an extremely large gas giant which in turn orbits a tiny red main sequence star: the world actually receives more energy from the gas giant than it does from the system primary.

Mikhid is, by human standards, frigidly cold but despite this supports a vast amount of life, including the possibility of an emerging semi-sophont race known as Mikhidians. This race has been genetically advanced over the last 750 years as part of the Brethren Uplift Institute (BUI) of Dipa's Xeno-programme, which consists of assisting potential races towards full sentience. The world is bathed in intense radiation, and the dangerous background levels give the atmosphere it's taint.

The IISS maintain a clandestine base on the world to observe the Mikhidians. The race are evolved from bilaterally symmetrical hunter-gatherers and mass over a ton. They have eight limbs: the forward pair have developed into dexterous manipulative arms. The head mounts four eyes arranged to give 360° vision. The eyes are perfectly adapted to the dim red light of their homeworld and can see far into the infra-red end of the spectrum. Their huge bodies are covered in interlocking scales made up of a dense honeycomb. The scales have remarkable heat retention properties and help to keep the creatures warm. Because Mikhidians are not yet classed as truly sub-sentient they are not included in the world's population digit.

## Mimishka

2838 A543156-B Lo Ni Po 723 Im G9 V

Mimishka is the site of a small research base run jointly by Ling Standard Products' Frontier Exploration Division and the planetography department of the University of Medurma. The base is present on the world to investigate potential mining sites, with the eventual aim of providing raw materials for Medurma's heavy industry. The A class starport has been built on an island off the coast of the single inhabited continent where the sole way of life is farming the poor soil.

## M'nengi

The M'nengi are an 'orphan' race of sentient carnivore-scavengers, believed to have originated somewhere deep in the Zarushagar Sector. The 2.5 metre-high race of mammals reached the Bechant system in Laraa sometime near the end of the Long Night in an asteroid generation ship. It is now generally accepted that the M'nengi did not build the ship but stole it from an as yet unidentified race. The origins of the ship have never been confirmed due to the fact that the M'nengi regard the ship as a Holy Site and have refused to allow anyone to examine it. They exterminated the existing human colony on Bechant and took over the planet, establishing a barbaric but stable TL5 society. There they remained until they were contacted by the fledgling Third Imperium. After a few years of apparent peaceful relations, the M'nengi succeeded in stealing five jump-capable ships and attacking several planets in the subsector before being beaten back and quarantined. They again broke free during the First Civil War and attacked several nearby planets. The inhabitants of Pediica were completely exterminated during this outbreak. The M'nengi were finally defeated in 615 by Duke Julianne Viisarikaa. He nearly exterminated the entire race when he ordered every M'nengi adult to be executed. Since then the M'nengi have remained peaceful and in recent years even been allowed access to starships again.

(See Contact: **M'Nengi**; **Bechant**)

## Moses David

Only known space-dwelling species discovered within Dagudasnaag. The Moses David inhabited the asteroid belt of Mianda (2533). Discovered in 342 by the famous amateur biologist Patriach Moses David Ba-Shuu of Shardi (285 - 397), Moses David were a type of border creature between animal and plant similar in design concept to the Terran jelly-fish. They were shaped like an open umbrella composed of a gelatinous-like substance with several 'feeding' tentacle-like appendages growing underneath. The main body could grow up to 35m across and the appendages as long as 100m. Moses David existed by feeding on the ice and minerals of the asteroids using their tentacles to anchor themselves and absorb the minerals and frozen water into the vein-like structure that networked across the umbrella where sunlight and hard radiation reacted with the chlorophyll-like substance within their body or 'sail' to alter the minerals into the living organic substances that they needed to exist. Moses David moved around by means of gas sacs under the 'sail' which were filled with carbon dioxide produced as a side product of their metabolism. They could close the sail by muscular contraction which caused a stream of gas to propel them from asteroid to asteroid. Moses David were declared a protected species in 566. In the best selling mem-clip "Legends and Lore of Dagudashaag" by Ishmaga Ershuk, the author hypothesized that the Moses David had been capable of organically entering Jump space. Ershuk pointed out that no-one had ever discovered a Moses David that had died of natural causes and yet, in theory at least, a Moses David should continue to grow throughout their life. Despite this, a Moses David had never been found larger than 35m across. He observed that the larger specimens of this creature had been found to have absorbed minute traces of Lanthanum into the network of veins that pattern the upper side of their sail. His theory was that at a certain age Moses David searched out trace elements of Lanthanum in this rich belt which it then absorbed into its system.

The combination of sunlight and radiation activated it causing the creature to jaunt into JumpSpace. In evidence he quoted the number of local stories of 'glowing' Moses David that suddenly vanished. He also quoted the following.

"... Jumpfaring creatures are, perhaps unusually, rarely spoken about. Most reports have been eventually proved to have been Jump field distortion causing mild hallucinations. There have been, however, several well-documented cases which have not proved so easy to disprove. The best documented was the 400 tonne Merchantman "Chi-Chi" which, midjump between Laraa and Gishu Amkhir in 866, recorded a collision with a large object which sensors measured as about 500 tonnes. Observers claimed to have seen a creature outside, beyond the Jump field, that resembled a giant Terran octopus or Moses David. Camera's recorded an indistinct grey mass bulbous on the top tapering of into multiple strands. On exiting JumpSpace the crew examined the extensive damage done to the ship and discovered large segments of blotchy gelatinous-like organic matter splattered over the hull. Local researchers were unable to identify it conclusively and the samples were sent to Capital for identification. The X-Boat carrying the material failed to exit JumpSpace after leaving Gishu Amkhir. The mystery has remained unsolved."

(See Mianda)

## Newport

3139 A433204-F N Lo Ni Po 103 Im G8 V

Newport was established on the third world of this system exclusively as a naval base protecting the rim-coreward region of the Laraa Main and added protection to the Scout Information Depository at Reference (Core 0140). The 230th fleet patrols the Four Corners space of Dag, Core, Massilia and Zarushagar (in addition to fleets based in the neighbouring sectors), and elements can be seen in the adjacent subsectors as well as Laraa. There are extensive naval shipyards, in addition to a small civilian starport. Its close proximity to the naval depot at Color (Massilia 0301) shows in large numbers of naval vessels passing through Newport to and from the Depot. The listed population is often swelled to 10 or 20 times through passing naval crews and traders. The navy maintains a squadron of 30,000-ton fuel shuttles which continually move between the base and the inner gas giant.

## Nushilii

Small, filter-feeding reducers from the water world of Tutrii (Laraa 3239). These creatures are composed of gelatin-based substances and exist in a multitude of shapes, the most recognisable of which is akin to the terran jelly-fish when feeding. The Nulishii feed on the microscopic lifeforms of Tutrii's ocean, passing through numerous openings that dot the expanded umbrella (hence their similarity to jelly-fish). These openings filter the micro-organisms out, pass them into the gut to be digested, the water is expelled out through rear openings which propel the creature forward as it travels through its food. This means of propulsion can be used when the Nulishii is not feeding enabling it to travel at great speeds over short distances.

As the seas are rich in soluble forms of lanthanum and other rare-earths, the native lifeforms tend to accumulate high proportions of these compounds as part of their natural metabolism and interaction with their environment. The Nulishii are near the top of the food-chain (there are a few species of larger carnivore that feed on the Nulishii) and build-up the largest percentage of rare-earths amongst their tissues of all the Tutrii aquatic lifeforms. It has been proposed that the Nulishii could be harvested and processed as a cheap means of obtaining lanthanum. Harvesting could be achieved through farming fishing or conventional trawling. One helpful aspect of the Nulishii behaviour is that the creatures tend to inhabit the upper warm layers of water in huge shoals. One interesting aspect of this behaviour is that at twilight and the early hours of the evening, the seas can be seen to glow with a pale blue light. It appears that the lanthanum in the bodies is excited by the exposure to the (primary) sun.



This phenomenon lasts for a couple of hours until the energy is dissipated. It has been remarked that this is not unlike the mechanism that propels starships into and through jump-space. The famous xeno-biologist Prof. Liam Desta (304 - 425) did remark on the many similarities between this species and the Vacuum-dwelling Moses David discovered by his good friend Patriach Ba-Shuu and apparently suggested at a party in 358 that there was good reason to assume that the Moses David may have evolved from the Nulishii though this 'statement' has never been officially substantiated.

(See 'Moses David'.)

## UUMIRSA

### 3032 B000954-F A Hi Na In As 404 Im K2 V

Uumirsa is a primary producer of computers and computer components, which are often resold throughout the Imperium under brand names. The Uumir are best known for their A.I. computers which mimic sentient thought. So great is their skill that the entire planet is governed by a series of A.I. computers called Monad which are capable of interfacing directly with the population through its 'temples' and with the ruling families through home-based nodes. Each inhabitant is required by law to have a recorder in their rooms and are required to answer any and all questions put to them by the Monad, honestly and accurately. Monad will randomly pick a selection of the population each day and use their opinions to modify its decisions so that the population will be contented. Monad also has the ability to 'bless' and 'curse' - It will grant individual blessings on a random basis provided such wishes will have only a minor effect on others, in addition it will randomly 'curse' wrongdoers by adding selective poisons to that individuals food and water. Recent research by the IISS have revealed that while the current generation of Uumir are both happy and contented they do seem to be lacking the same innovative drive of their ancestors. Uumirsa is also home to Dagudashaag's largest dance festival which takes place every year and lasts for over two months.

## Napu

### 3035 B8B5202-C N Lo Ni Fl 603 Im G1 III

Due to the corrosive nature of their atmosphere few Napu have ever been outside an artificial environment. Napu was initially set up in 102 to mine heavy metals. Poor filtration system designs have resulted in a heavy metal taint within the domes themselves and the descendants of the original miners have now adapted to this but at a cost; in order to cope, natives have evolved an adapted metabolism. Their DNA has evolved the ability for rapid and error-free repair of cellular damage from the background radiation as well as a biological need to ingest what to others would be a poisonous excess of rare earths such as arsenic as part of their metabolism. As a result of these adaptations Napu are now unable to reproduce with other races of humaniti and are thus dying out due to excessive inbreeding.

## Narkur'le

### 3031 C85A686-9 Ni Wa 201 Im G1 V

Narkur'le is best known as a trade nexus for Scanian Nehutei and other independent traders. Cargo exchange is generally handled by the Halconi' orbital port which boasts A-Class facilities. The planet is primarily an R&R port and boasts only one main city Hasseim, which is held in high religious and cultural regard; by the Brethren who at the Council of Unification held in Hasseim established the basic tenets of their belief here as they fled Terra. The Church of Forever Sabbath whose second Prophet, Shura Emmanuel was born in 105 at what is now the Shrine of the Soul and the Scanian's who celebrate the birthplace of the famous Rabban Halc Shagraa and his School of Yarhei Ve'lma. Throughout the centuries, while there has been a great deal of religious tension between the various religions, the Scanian's have managed to maintain harmony. The only major export, apart from religious artefacts, is Memh.

## Outbound Run.

A sporting event, sponsored by the LifeTech Corporation, that takes place in the Zaamish system. Competitors race from Zaamish to each of the system's three gas giants, and then return to Zaamish again. All competing vessels are placed into one of six categories based on their drive performance (all entrants are subjected to thorough examinations before starting). Competitors must collect flags from corporate ships waiting at the gas giants in order to prove that they have completed each leg. The purse is one megacredit, although the winners often earn far more from advertising deals and celebrity trivee appearances. The Outbound Run receives subsector-wide coverage.

## Pediica

**2938 C758121-A S Lo Ni 603 Im K9 V M5 D**

Pediica was a prosperous petro-chemical/processing settlement until late in 613 when, while the fleets were heavily involved in the First Civil War, the planet was invaded by M'nengi hordes who exterminated the entire colony. The M'nengi were only finally defeated in 615 with the return of Duke Julianne Viisarikaa and his war-weary fleet. Pediica is now left as a planetary war memorial to the millions who were slaughtered by the barbaric M'nengi. Today the only permanent inhabitants are Scouts who look after the many graves and memorials and prevent unauthorised access to the Pediica spice workings.

## Pediica Spice

<Rad, Zero>

An hallucinatory drug originating from the metamorphosed shells of a native crustacean; the Shasgahi. The crustacea fill the world's equatorial oceans and, on their deaths, drop to the seafloor. Over the millenia countless billions of shells have built up and where they have fallen into areas with the correct pressure and temperature, the crushed remains undergo chemical changes that result in an organic hallucinogenic powder. When taken, the drug brings about a rapid increase in brain activity while slowing down the metabolism to a crawl. Many users enter what appears to be a catatonic state, unable to move or respond to external stimuli; in reality, the parts of the brain that govern imagination, art and abstract thought go into overdrive .

Long exposure to the Spice can lead to permanent addiction and catatonia, so miners are only ever hired for a three month contract. Harvesting the shells is a difficult and time-consuming affair, made more complex by the fact that the drug is illegal on most worlds. Around a gram of powder generally sells for Cr 1,000 and will provide two 'trips'.

## Perekir

**2932 B210634-9 Na Ni 403 Im M3 V**

Perekir is currently awaiting development by the sector government. The population consists of prospectors who are employed to survey the world for the locations of any mineral sites that are present in big enough quantities to exploit profitably.

## Proytheyath

**3238 B458831-8 D3 313 Im K1 V M5 D**

The starport has recently been upgraded following the discovery of large offshore petrochemical reserves. This has been greeted with glee by the majority of the population (human) who see a chance of prosperity in this otherwise economically deprived world. This opportunity has not gone down well with the Droyne, who make up a third of the planets population. The offshore rigs are to be placed along the coastline of the droyne settled areas, and the major refinery is to be sited on droyne land. Dry land is at a premium on Proytheyath and the droyne believe that they are going to be gradually discriminated against in law so as to be moved off to smaller, less favourable sites.

This would then leave the companies free to take over the land for industrial development. This has led to a number of quite heated arguments between droyne and human pressure, the latter accusing the former of sanctioning a number of recent acts of sabotage at some of the new construction sites.

## **SHARDI**

### **3236 C326ADB-E S Hi In 604 Im M0 V**

Human habitation in the Shardi system grew hand-in-hand with the colonisation of Kadushi. This system is very rich in rare earths and precious metals, and very quickly major mining activity was established after the first mineral surveys. The main world, a satellite of the gas giant in the second orbit, itself was particularly rich in minerals and supplied the vilani with the material needed for their expansion rimward. Over the next five centuries much of Shardi was worked out of ores, and attention switched to the other small rocky bodies of the system. The shafts and galleries were reworked and modified to provide homes for the growing permanent population.

Shardi, Kadushi and Amluamii managed to survive the Long Night unscathed and supplied the economic impetus and leading political figures in the regions emergence from the chaos.

## **Sima**

### **2736 C9D6574-9 S Ex FI Ni 904 Im M0 V M9 D**

Site of one of the many exile camps in this subsector the population is made up of the descendants of those who were shipped here and survived the harsh conditions found on this world. The Atmosphere on Sima is only breathable above 10,000 meters above sea level which has restricted the population to the high mountain chains where the only source of water is the snow which falls for about 3 months each year.

## **Simplist Movement.**

The Simplist movement follows a philosophy which states that the only healthy, morally correct way to live is through a combination of low technology and hard physical labour. Simplists follow the teachings of their rather bizarre prophet, Ignaaz Flansheet (800-995). He believed that society placed far too much trust in technology, and as a direct consequence a new Long Night would occur. The only way to avoid such a conflagration, he argued, was to revert to a far simpler way of life. Although Flansheet was never taken seriously during his lifetime his collected writings were published after his death, and gained a small following. Simplist societies can be found across the Imperial core.

## **Tutrii**

### **3239 DA7A266-8 S Lo Ni Wa 102 Im G9 V M4 D**

The hundred or so inhabitants are all IISS members ; part of a small survey team investigating the Nushilii, aquatic reducers which feed off the various microscopic lifeforms that exist in the seas. The world ocean itself contains huge quantities of soluble rare-earth compounds, and as part of the food-chain, the compounds build up in the bodies of the native life. Near the top of the food-chain are the Nushilii accumulates large percentages of rare-earths as part of their biomass. The survey team are preparing the way for possible harvesting of the Nushilii for their rare-earth compounds from their body tissues.

(See Nushilii)

## **Ursimga**

### **2936 E687742-4 Ag Ri 103 Im M2 V**

Ursimga is a Scanian colony that was initially established in 211 by the Akivan Psychic Research Institute to study the habits of the Habacuu; a native bird-like creature that is born with the psionic ability to teleport.

In the intervening centuries Ursimga developed into a major cultural centre with a large Aquan population. It initially developed one of the finest Psionic Research Institutes in Dagudashaag but voluntarily closed its doors in 023-788 on advice from Akiva's Sanhedra Ben Hakhamim. Gradually over the next hundred years the planet appeared to withdraw from the galactic community except for the sale of agricultural produce - primarily Memh; a reed-like plant that grows in the shallows off the coasts and has a variety of uses - as food, a mild narcotic, paper and the seed oil is extracted for use in the manufacture of fire-resistant plastics. Ursimga would have remained a non-entity were it not for the rumours that had begun to circulate concerning a certain group of Aquan's living out in the wilds of the ocean who apparently have developed unusual psionic powers. These rumours eventually became so strong that in 1002 an Imperial Covert Investigations Team was sent to discover the truth. This revealed that although the 'Free People', as they were known, were not practising psionics they had developed the genetic ability to knowingly manipulate their natural hormone and pheromone excretions to enable them to control the behaviour of certain native species of mammals. What did cause alarm however was confirmation that certain female Aquan's, known locally as 'Aphrodites', had discovered how to use their excreted pheromones to control males and make them 'fall in lust' with them. Continued contact with the Free People has proved difficult to maintain primarily due to mistrust and their nomadic lifestyle. One mystery that still hasn't been solved is how the various families communicate with each other over long distances particularly given their dislike of technology.

## **Unabhängig Bergbaubund aus Dagudashaag**

<A.K.A. UBD>

Registered out of the tax haven of Kakar, UBD is an independent Mining consortium that was initially established to represent the freelance miner against such mining 'giants' as GenMett and ICE. It has become rich and extremely successful by staking miners who each become a shareholder, in return for a share of the potential profit and development rights. Today UBD retains the legal expertise of Sk\*akia, Muisk'mii & Kkaskuama to represent its clients and has constantly maintained the highest safety record of any mining corporation in Dagudashaag.

## **Urdanis**

**2637 B6107CC-B S C0 Na 922 Im M3 V M8 D**

The tunnel environments of Urdanis have been home to Chirpers for as long as records have been kept. The tunnels (the name is misleading: there are in fact more large chambers than tunnels) are concentrated around a huge crater in northern hemisphere, and support their own self-sustaining ecosystem. The origin of the tunnels is a mystery, but no-one disputes that they are artificial. Some hold that the tunnels are an Ancients site, but the scout service has refused to give them this classification. The LifeTech Corporation is financing a scout service study of the world and has been using the Chirpers in secret colonisation experiments.

## **Ushiik**

**2831 D768774-3 Ag Ri 303 Im M0 V**

Ushiik is the rice basket of Laraa subsector, it provides the main source of rice not only for much of the Core sector markets but also for a greater part of the Imperial Navy's Emergency rations which are also produced on Ushiik. The climate of this world also appeals to Bwap's and a large colony of this minor race has established its self on the south polar continent. As yet the Bwap's have had little effect on the planetary government (apart from taking a large share of the civil service jobs ) However this could change as the Bwap population grows.

## Zaamish

**2536 C8A7610-B S FI Ni 313 Im K4 D**

Zaamish is a large cold world with an exotic atmosphere. It is home to approximately three million people, who live in a huge orbital habitat known locally as Outpost. The habitat was constructed by the LifeTech Corporation during the 900's, and is still governed by the company. The habitat is a freeport: there are very few trade laws, and anything can be brought and sold (although the scout service keeps a close eye on commodities controlled under Imperial law). While certain areas of the habitat have strict weapons restrictions (such as the powerplant) most other areas are free fire zones. An individual's status is measured by the amount of protection they can afford. While working as a bodyguard is dangerous it earns good money.



## FOR YOUR EYES ONLY

### Referee's Information

#### Andula

In 1123, a 'Black War' strike by **Lucan** on the world targeted the library, in addition to the starport, to deny the information it **contained** to Dulinor and others. Although the fabric of the building was effectively destroyed **and** the resultant fires which swept through the wreckage consumed the majority of the **libraries** contents significant portions remain intact (although inaccessible), either buried under **mountains** of rubble or sealed in basement staterooms.

#### Exile Planets

These camps on Zaamish, Sima, **Napu** and **Saven** remained in operation until 1118 when the provisional government decided it **proved** more 'economical' to use the Khaanii's own genocidal practices on the camp **inhabitants** (who were pure-blood Vilani after all) rather than continue to feed and maintain them.

#### Keshurilm

The Rebellion caused the cities to **be blown** asunder. Those cities that survived direct attack still suffered structural damage as **the seismic** stresses shattered many of the remaining glass buildings and caused fine cracks to **appear** throughout the rest of the structures. Most Keshurilm have taken this as an **omen** and many are leaving the cities behind to return to a non-technologically based agricultural **life style**.

#### Luken

In 1121 many of the mines were **destroyed** by faction fighting causing the adults to try and move back to the cities. This move **was resisted** by the youth who have started an outright war against the Oo-di's as they **call anyone** over the age of 16. Using their superior knowledge of the cities the youth **have successfully** captured most of the hand-held weaponry and have gained control of the **city food** reservoirs but are currently under siege by the adult population.

#### Mianda

The system itself boasts the **presence of** the 'Iron Fist' freeport on the moon of **Mianda**. The freeport is a converted, battle-damaged, 'Azhanti High Lightning'-class Frontier Cruiser. The cruiser has been set upright on **the moon** (Kashiamlich), run by Alikasch Ocelot tribe. It functions as the systems class-D **starport**, although its facilities are on the rudimentary side, following the original starports **destruction** by Dulinor's forces in 1123.

#### Proytheyath

Hard-line droyne activists have **begun** a campaign of destruction against all the new development plans. Many of the **older droyne** have distanced themselves from this radical group although a larger and larger number of droyne are now convinced that the elite non-elected government have **been bought** by corporate interests and are now turning towards the activists way of thinking. The droyne have a few human sympathizers and support from a number of visiting **oyntrip**.