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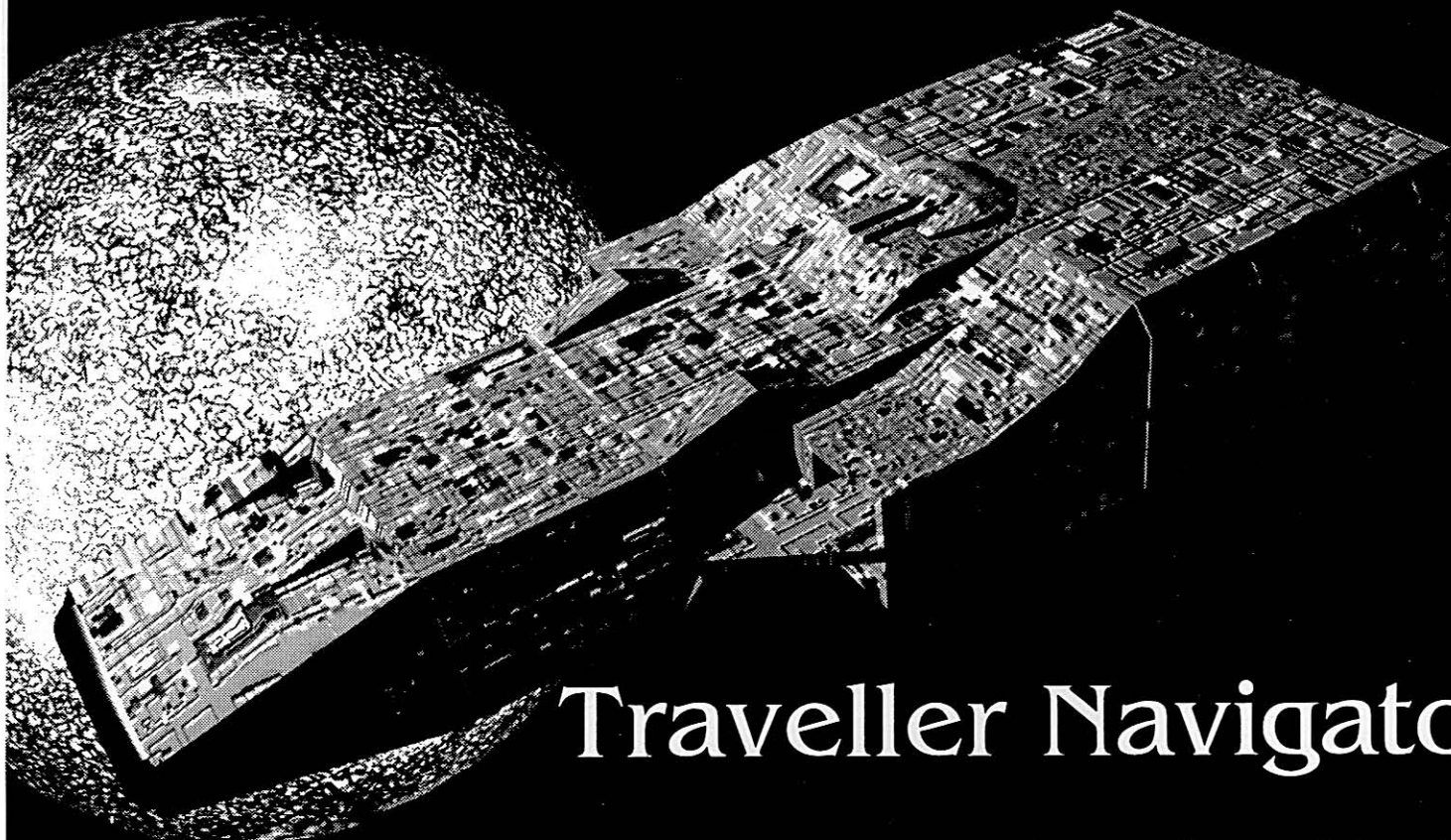
# TRAVELLER CHRONICLE

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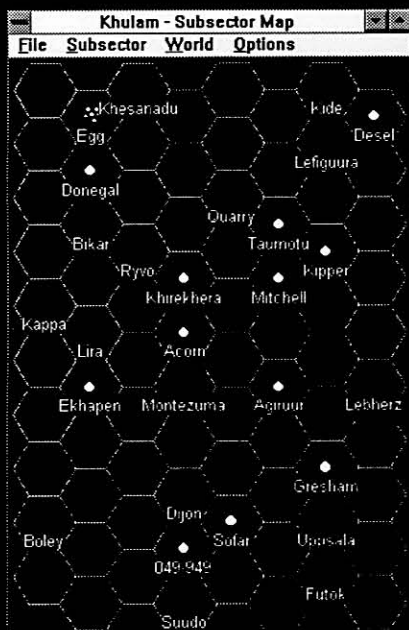


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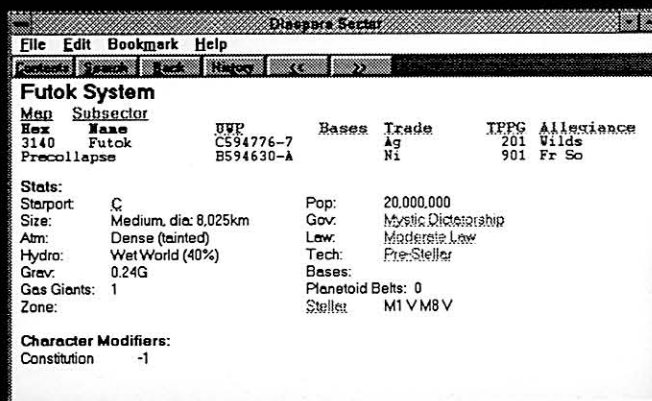
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# The Traveller Chronicle

## **A Magazine Devoted to Traveller In All Of Its Forms**

Issue #5                   \$4.95US  
July/Aug/Sept 1994

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**Submissions:** We are looking for good articles and illustrations for TTC. When submitting manuscripts and artwork enclose a stamped and self-addressed envelope with appropriate postage for return. We also would appreciate that submissions be presented on IBM compatible diskettes along with the hardcopy.

# The Editor Rambles... er, Speaks!

Welcome to the fifth issue of the Traveller Chronicle! This issue marks our one year anniversary! It seems like forever ago that I was standing almost all day in front of the copier trying to make 200 copies of the first issue of the Traveller Chronicle. Boy, have we come a long way in the past year, growing by leaps and bounds. Our circulation with this issue is 1500, we have a full color cover, and 48 full sized pages chock full of cool stuff! We have spread, also, with the Traveller Chronicle available world wide from distributors in the United States, Canada, Great Britian, and Australia!

GDW's gotten on a roll since the last issue came out with Reformation Coalition Equipment Guide, Smash & Grab, and Challenge 72. Keep up the good work guys!

I would like to ask a favor of all our readers. When you see an ad in the Traveller Chronicle, tell the nice man where you saw the ad when you respond. This lets our wonderful advertisers know where you were lucky enough to spot their advertisements and then they'll keep advertising so we can keep the price down for you!

Thats all for now folks...

From those of us Behind the Claw,

*Kevin D. Knight*

## MISSING PERSON

Minor John Garlick Roberts, age 14, is missing, believed run-away. It is thought that he may have gained entry to the starport in the hope of stowing away on board a ship. Imperial edict 1032.6c prohibits the unauthorised transport of minors; the crew of any ship discovering the minor is required to hold him and contact starport security immediately. Aiding the minor in any way is a criminal offence. The minor's parents have offered a reward of CR5,000 (Nb\$7,546) for his safe return. Stpt Dat Ref: 87623/NM2 for a full description and holograph of minor.

## How Are We Doing???

Please take the time to let us know what you liked and didn't like about this issue of the Traveller Chronicle. Just photocopy this page or write your responses down on a sheet of paper or even email it to us, but just send it our way. Your responses help us determine what will go in future issues. As an incentive we will be giving away 3 copies of the next issue to three lucky respondants. You need to have your responses back to us by September 15, 1994. So get to it!

Due to some confusion over our previous rating system, we are changing it. Please rank the following articles and submissions on a scale of zero to five with one being 'Most Heinous' and five being 'Totally Awesome'. A rating of zero on a article indicates that the subject held so little value for you that you did not even bother to read it.

|  |   |   |   |   |   |   |
|--|---|---|---|---|---|---|
| A Pilot's Guide to the Caledon Subsector | 0 | 1 | 2 | 3 | 4 | 5 |
| The Far Frontiers                        | 0 | 1 | 2 | 3 | 4 | 5 |
| Astrogator's Update to Diaspora Sector   | 0 | 1 | 2 | 3 | 4 | 5 |
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| Art Work (Richard Biever)                | 0 | 1 | 2 | 3 | 4 | 5 |
| Art Work (Mike Sorensen)                 | 0 | 1 | 2 | 3 | 4 | 5 |
| Art Work (Nathan Mezel)                  | 0 | 1 | 2 | 3 | 4 | 5 |
| Art Work (Ernie Sullivan)                | 0 | 1 | 2 | 3 | 4 | 5 |
| Art Work (Michael Griffith)              | 0 | 1 | 2 | 3 | 4 | 5 |
| Art Work (Joe Heck)                      | 0 | 1 | 2 | 3 | 4 | 5 |
| Overall Satisfaction with TTC#5          | 0 | 1 | 2 | 3 | 4 | 5 |

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# A Pilot's Guide to the Caledon Subsector

## Introduction

The Caledon subsector is the setting for *Ascent to Anekthor* and other adventures published by Gamelords Ltd. It can also be the scene of a variety of other adventures, as the world descriptions show. This can make the region an excellent location for a campaign; moreover, the adjacent subsector to Rimward, the Drexilthar subsector, has already been detailed in a previous *Pilot's Guide* published by Gamelords Ltd., making it possible for the referee to extend his or her Traveller campaigns to cover a broad area of this frontier sector.

## Standards and Assumptions

The Caledon subsector is a minute fragment of the fictional universe which has been described extensively in a variety of other Traveller products put out by Game Designers' Workshop and its licensed companies. Major elements of background which must be known to put the region into its proper context are listed below, or explained in the body of the text itself.

The Caledon subsector presented in this series is one of 16 subsectors that together form the Reavers' Deep Sector. A sector is a standard unit

of astrographic mapping, containing 16 subsectors arranged in 4 rows of 4 subsectors each. For purposes of identification, each subsector is assigned a letter from A to P, and each is given a name, as well. Caledon, for example, is subsector G of Reavers' Deep. Further information on the sector, and the Caledon subsector, follows.

Reavers' Deep lies in a border region between two large interstellar star groupings, and touches on a third as well. These are the Imperium the Aslan Hierate, and the Solomani Confederation. Each extends into some parts of the sector, though the majority of the region is uncontrolled by any of them. The Coreward edge of the Deep is a region



M Sorensen

known as The Great Rift, where the star density is considerably lower than in the heart of the Deep, and no organized interstellar communities exist.

The Imperium (or the Third Imperium, successor to two previous imperial states) is a gigantic, human-controlled

interstellar empire, encompassing hundreds of subsectors and thousands of worlds. Its control is loose, however; most worlds handle their own internal affairs.

The Aslan Hierate is a region of space dominated

by the Aslan, an intelligent non-human race descended from carnivore/pouncer stock. The Aslan are a warrior race, proud and noble, with a fierce territorial drive and a semi-feudal society which encourages local independence and rivalries between Aslan clans.

The Solomani Confederation is another human-controlled state, hostile (but not actively so) towards both the Imperium and the Hierate. The Confederation is a representative democracy, with the governments of individual worlds selecting representatives to higher levels of government; again, local world governments retain a great deal of power. The three large states each demonstrate that large, centralized government is not possible on interstellar scales, though each group has adopted different solutions to the same problem.

*Dates:* All dates herein correspond to the Imperial calendar.

Dates are centered upon the Imperial Year Zero (4521 A.D. by Terrestrial dating). Years preceded by a minus sign are before that date; years without a sign or preceded by a plus are after that date. Each year consists of 365 standard 24-hour days, numbered from 1 to 365. The full date is expressed as

day number-year number; for example, 001-1000 is the first day of the year 1000. The current date of this article is 1111.

### Reavers' Deep

The sector most often known as Reavers' Deep is a frontier region lying along the Imperial border. Bounded to spinward by territories dominated by the Aslan, to trailing by the Imperium, to rimward by the Solomani Sphere and various independent

worlds, and to coreward by the Great Rift, Reavers' Deep is a diverse region showing the influences of all these neighbors. The map, below, shows the relationship of the Deep to other, neighboring territories.

### Astrography

Reavers' Deep contains 16 subsectors, though four of these (Farriff, Riftdeep, Riftrim, and Gulf) are technically a part of the Great Rift, and have only a thin scattering of stars. The other twelve subsectors are more normal in stellar concentration, averaging close to 30 worlds per subsector.

### History

Little is known of the early history of the Deep. It is fairly certain that the Ancients visited several planets in this region; artifacts proving this have been discovered at a number of sites within the Deep.

Near the end of the Pax Vilonica, when the First Imperium was beginning to feel the strain of age and decay, various Imperial governors along the frontiers began secretly recruiting barbarian mercenaries beyond the

borders to support their bids for power. One such governor in the region known today as the Daibe sector is believed to have sent expeditions into the Deep, where his people made contact with the Saie culture. Technical assistance was dispatched to the Saie world to give them the capacity to build weapons and starships that would make them useful to the governor's planned rebellion. Soon after these advisors were dispatched, however, violence erupted in the province. In the fighting that followed, the

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**All purchasers of the KnowItAll navigation tape 1367 (covering the Lilith, Granar and Syborg systems) should return the tape to the nearest KnowItAll retailer for a tape update. The altitude, approach and landing data for certain planets will, under certain (as yet unspecified) conditions, become corrupted. The effect of this fault is to cause up to 500 metre errors in the planetary surface altitude data. Ships using the appropriate planetary ISS approved landing systems should ignore altitude data from the navtape. Orbital port docking is not affected. Rough-terrain landings should not be attempted using this tape. Beyond replacement of the tape, KnowItAll declares that they bear no liability, whatever the tape's method of usage; any resulting damage or harm caused is beyond their control and falls outside their "otherwise extensive" guarantee clauses.**

governor perished, and the secret of the Saie was lost to the Imperium. The advisers, cut off, continued to supply their charges with technology, being unable to return home without aid.

The Saie, an aggressive, expansionistic race, used their new technology to establish a small empire in the Caledon, Riftrim, and Nightrim subsectors. They overextended themselves in the process, and, in a widespread civil war, their empire collapsed. Because they were spread thin, the Saie culture vanished almost without a trace. Even the identity of their homeworld and all records of their physical appearance were lost, buried amid confused myths and legends among the races they had conquered.

It was during the period of the Interstellar Wars, when the Vilani and the young, vigorous Terran Confederation first came into collision, that humans of Terrestrial extraction first arrived in the Deep. Settlers seeking refuge from the war-ravaged worlds near Terra made an epic journey which ultimately ended with the discovery and colonization of Caledon, in the Caledon subsector. Other Terrans followed later, during the years of the Second Imperium (the Rule of Man, after Terra conquered the Vilani empire). The Deep was explored, and a few worlds were settled, but the region remained largely open and uninhabited.

When the Second Imperium in its turn collapsed (largely due to the inherited problems of the previous Vilani regime), the Long Night fell. Interstellar government and communication alike passed away, except in individual areas where a few strong men could hold on to isolated outposts of civilization. It was during the later stages of the Long Night that the Reavers appeared in the Deep; petty warlords or pirates who scraped together a few space worthy starships and used them to loot backward worlds or to seize and hold small empires. Though the same sort of thing happened outside the Deep as well, these freebooters flourished in the Deep long after the rising tide of civilization had put an end to the majority of their brethren, elsewhere.

The Third Imperium trailing and the spreading Aslan clans to spinward each expanded into the Deep at about the same time. The Reavers faded as ships of these two groups began to explore and conquer the Deep, and the Aslan Border Wars broke out. The conclusion of the wars established a neutral region between Aslan and Imperial Space through the middle of the Deep. This area remains largely independent, though

considerable influence is still wielded by the neighboring powers. A few client states or small interstellar governments are present, like the Principality of Caledon and the Carrillian Assembly, but many worlds cling fiercely to their traditional independence, and there are even a few freebooters left to carry on the romance of the Reaver legend.

All in all, Reavers' Deep is a place of contrasts, a fascinating, but often dangerous, frontier region.

### The Caledon Subsector

The Caledon subsector (subsector "G" of Reavers' Deep) is named for the Principality of Caledon, a small but flourishing interstellar state that extends over a portion of this subsector and the adjoining Scotian Deep subsector as well. The capital of the Principality is on Caledon, a pleasant, Earthlike world in the subsector (Caledon 0205 A8688A5-C); the Principality is the largest state in this portion of the Deep.

It has been said that the founding of the Principality in -102 marked the beginning of the end for the Reavers in the Deep; others have maintained, less charitably, that Caledon is just the last and greatest of the Reaver kingdoms. In either event, it has been relatively stable since its formation, save for two periods of dynastic crisis and civil war (309-328; 1024-1025).

The first settlement of Caledon and a few of the other most pleasant worlds in the region occurred near the end of the Interstellar Wars between the

### ***Grain Infection Warning!!!***

**All ships carrying cargos of grain or equivalent consumable substances are warned that an outbreak of Granchers has been discovered at a farm within 100km of the port; such ships land at their own peril. The outbreak has been contained and the Granchers exterminated but it is possible that small numbers of wild Granchers may enter the starport. The starport admits no liability for any possible losses associated with these creatures. Report sightings to starport security (call 1000 from any port comm area).**

Vilani Imperium and the Terran Confederation. A wave of settlers, primarily of Western European extraction, chose to turn their backs on Earth (whose inevitable decline under the weight of conquered Vilani territory they correctly predicted) and seek a new home far from the scene of the wars. Financed by Charles Stuart Scott, a prominent (and rather militantly Scottish) banker, the expedition found the Caledon system to be ideal. Technology briefly declined on most of the worlds settled by these colonists (Caledon, Stuart, and Claveses were the main colonies in the subsector), but late in the Long Night interstellar travel revived as a result of contact with traders from a petty state in the Daibei sector.

Jamieson Dundas, head of the prominent Dundas family, established himself as first Prince of Caledon in -102. The government he formed was and is a Constitutional Monarchy, headed by the Hereditary Prince backed by a House of Lords, a House of Delegates, and a Grand Senate. Most worlds in the Principality retain a great deal of local freedom; interstellar relations, warfare, and the regulation of trade is in the hands of the Principality. Caledon is famous for its great mercantile houses and traders range far and wide through the Deep on behalf of firms such as Caledon Ventures and The Scotian Deep Trading Company.

### Planetary Descriptions

On the pages that follow, each of the 29 worlds of the Caledon subsector is described. Descriptions are divided into two parts. Planetographic Data contains scientific material regarding the world, the star system, and the star itself. Following this comes a longer section of general Remarks about the planet.

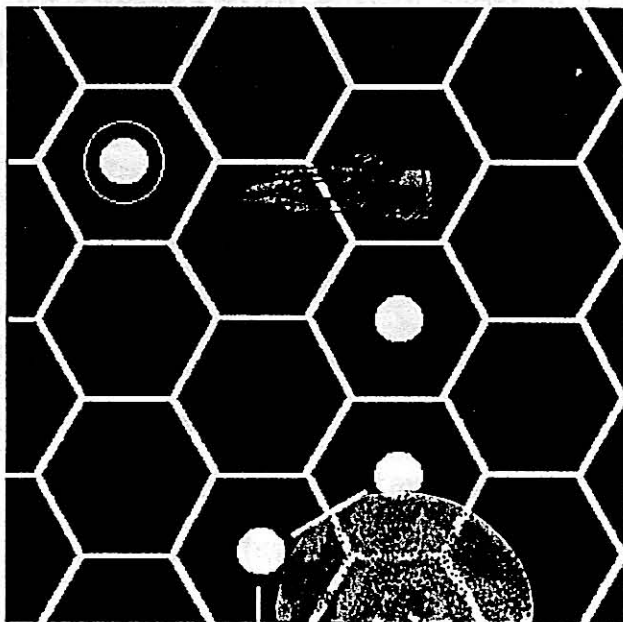
The planetographic data is primarily provided as "color"; Traveller makes little provision for much of the material covered here, but it is possible to get a sense of what the planet is like by examining the information for each world. Some of the data will have a direct application in special instances; density, mass, and surface gravity figures, for instance, may be used to create planetary templates for starship combat purposes. Atmospheric composition information spells out the exact natures of tainted or exotic atmospheres, for a fuller idea of the hazards of the world. Hydrographic percentages are refined to aid mapping. And so forth.

Though there is not enough space to fully develop data sheets for each system, the basic information is there to allow the referee to do so at need. Information is included to determine virtually

anything that may be needed to develop specific material for any world in the system using the rules presented in the TNE book. It should be noted that the term "inhabited world" in the Planetary System data for each system denotes the presence of a world with facilities for handling starships, as opposed to small colonies or outposts that may be present on other planets of any system. Thus, the Caledon system has one "inhabited world", but this doesn't mean that agricultural or mining bases, colonies, or other settlements are not present elsewhere in the system. The details are left to the referee to develop as the need arises.

Adventures are hinted at in the description of each planet, but it is for the referee to determine how they may be incorporated into the flow of a Traveller campaign. Thus, we discover that an interplanetary confrontation is brewing in the Linda system. What we choose to do with that information depends on the circumstances of the adventuring group and the needs of the campaign. The referee may develop an adventure from the remarks on the world, or create other adventures to run on the same planet (because a planet is a big place, and many other adventure possibilities are likely to be present in addition to the hints provided), or can create other planets in the system for other adventures. Some worlds are even the setting for published adventures the the now defunct Gamelords, such as Ascent to Anekthor (set on Glenshiel).

The worlds of Caledon subsector follow, described in the order of their subsector listing.



### *Tsanesi*

(D653636-6 Ni Po Rs G000 F7 V)

*Primary:* Nsenta, spectral class F7 V. ICN S4G0101F7V. Mass 1.196 standard. Stellar



diameter 1.252 standard. Luminosity 2.584 standard.

*Planetary System:* Nine major bodies. One inhabited world (Tsanesi IV). No gas giants. No planetoid belts.

*IV Tsanesi:* Mean orbital radius 305.18 million kilometers (2.04 AU). Period 973.1 days (2.66 years). Two satellites. Diameter 10251 kilometers. Density .99 standard. Mass .418 standard. Mean surface gravity .74 G. Rotation period: 30 hours, 59 minutes, 28 seconds. Axial inclination 4°39'56.7". Albedo .23. Surface atmospheric pressure .43 atm. Composition standard oxygen-nitrogen mix, breathable by humans without artificial assistance. Hydrographic percentage 33%; composition water and water-ice. Mean surface temperature -5° C.

*Remarks:* Tsanesi is one of two worlds in the Caledon subsector inhabited by a nonhuman sophont race. The Yn-tsai are a bipedal race, descended from carnivore stock. They stand roughly 1.9 meters tall, and are covered with a white, grey, or golden fur. Hair on the heads is worn long and elaborately braided to denote rank and status in their society. They have seven long, nimble digits on each hand and foot, large barrel chests that compensate will for the low atmospheric pressure in which they flourish, and a broad, flat face. Nictitating membranes over their eyes give them a peculiar "eyeless stare".

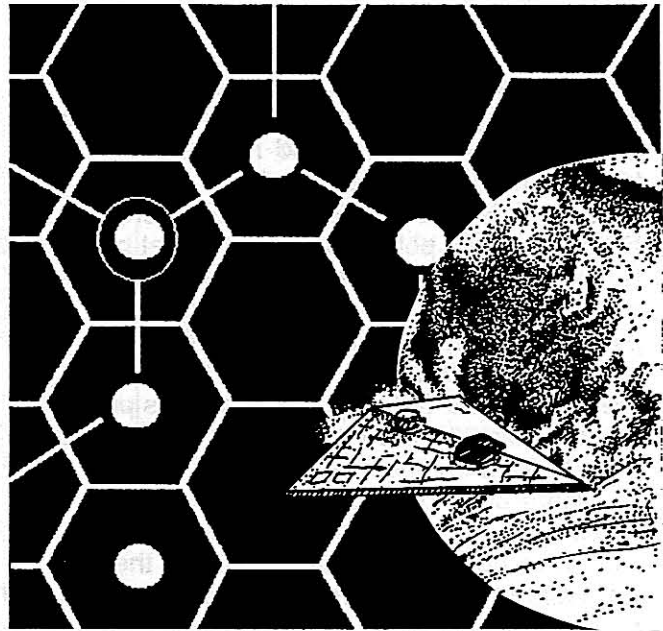
When first contacted, the Yn-tsai were an enigma to human explorers. They do not fit into the pattern of life on Tsanesi and could not have evolved on the planet. The first explorers found them to be a peacevul (indeed, a pacifistic) culture -- odd for descendants of carnivores. They had a tech level 3 culture and a feudal society. Most noticeable of all was the fact that the Yn-tsai were terrified of "strangers beyond the sky", and regarded the first off-world visitors to their world with a mixture of fear, suspicion, and awe. Caledonian merchants, scientists, and explorers gradually won a grudging acceptance on Tsanesi, but the Yn-tsai remain reclusive, somewhat xenophobic, and few in numbers. Their technology has increased over the centuries, but they still show a definite desire to avoid those elements of technology devoted to warfare or to space travel.

A Caledonian research outpost is maintained on Tsanesi, and the world is officially listed as a Protectorate of the Principality. Scientists continue to study the Yn-tsai in hopes of learning the secret of their origins and the explanation for certain odd facets of their culture, such as their incongruous pacificism.

Currently accepted theories hold that the Yn-tsai are descended from a slave race under the dominion of the mysterious Saie, but their origins

remain a major puzzle. A few scientists maintain them to be another race transplanted by the Ancients, but evidence is against this.

More information on the Yn-tsai can be found in the Gamelords adventure *Ascent to Anekthor*.



### **Stuart**

(0106 A668786-B C Ag Ri G023 Cp F4 V)

*Primary:* Bangyan, spectral class F4V. ICN S4G0106F4V. Mass 1.38 standard. Stellar Diameter 1.46 standard. Luminosity 4.42 standard.

*Planetary System:* Six major bodies. One inhabited world (Stuart, V). Three gas giants. Two planetoid belts.

*V Stuart:* Mean orbital radius, 228.89 million kilometers (1.53 AU). Period 588.4 days. No satellites. Diameter 9634 km. Density 1.0 standard. Mass 0.422 standard. Mean surface gravity .75G. Rotation period: 27 hours, 14 minutes, 20 seconds. Axial inclination 6° 30' 44.4". Albedo .40 standard. Surface atmospheric pressure .95 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage 85%; composition water and frozen water-ice. Mean surface temperature 16°C.

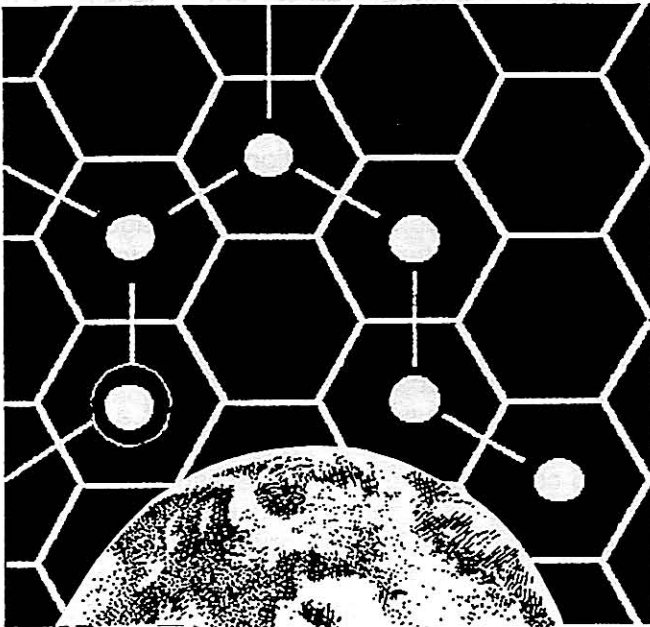
*Remarks:* The current colony on Stuart was established during the early stages of the Principality's expansion into space. However, Stuart has always been something of a mystery because of the stories concerning a previous, failed colony on the world established during the first wave of colonization of the Caledon region by humans from the Terran Confederation.

Records of this first settlement are scanty. It is believed, however, that some 3,000 colonists

came to Stuart from Caledon to found a new world. They sent back glowing reports of the lush climate and primitive beauty of the new planet, but a supply ship which orbited several months later could not establish radio contact or locate a landing beacon. It set down where the colony had been built, but found no sign of the people -- only the buildings they had left behind. A fragmentary log tape was found which told of a virulent plague, and a plan by survivors to trek to a new site where plague-carrying animals did not flourish. But no trace of the colony was found.

Stuart was left alone after that, considered a "jinx" by some, and a potential plague planet by others. Eventually, though, it was resettled, and superior medical technology prevented a recurrence of the plagues which troubled the first colony. The original town, at the mouth of the Great River and the edge of the Tangleglade Jungle, is preserved to this day, restored as a historical landmark. Questions about the fate of the first colony are still common, and archaeologists and other scholars occasionally seek answers at the colony site, but little hope now remains of unearthing the truth.

Of course, stories have circulated from time to time of worthwhile leads or even complete solutions to the mystery. It is variously held that Reavers captured the surviving colonists and sold them into slavery, that an intelligent native race exists in the deep jungle which wiped out the settlers, or that the colony survived, and lives to this day, in some paradise deep in the heart of the jungle. None of the stories is supported by proof, but it is undeniably true that explorers in the jungle have reported strange noises, glimpses of unknown beings, and other enigmas which are often claimed as proof for either of the latter two theories.



## **Macbeth**

(0107 B573733-A C G022 Cp K9 V M3 D)

*Primary:* Binary system. Duncan, spectral class K9V. ICN S4G0107K9V. Mass .505 standard. Stellar diameter .552 standard. Luminosity .048 standard. Banquo, spectral class M3 D. ICN S4G0107M3D. Mass 1.11 standard. Stellar diameter .006 standard. Luminosity .00003 standard. Orbital radius 620 AU.

*Planetary System:* Duncan, two major bodies. One inhabited world (Macbeth, II). No gas giants. No planetoid belts. Banquo, two major bodies. No inhabited worlds. Two gas giants in system. Two planetoid belts in system.

*II Macbeth:* Mean orbital radius, 47.87 million kilometers (.32 AU). Period 93.0 days. No satellites. Diameter, 8350 kilometers. Density, .98 standard. Mass, 0.239 standard. Mean surface gravity, .61G. Rotation period: 4.2 hours, 17 minutes, 16 seconds. Axial inclination 19° 15' 20.8". Albedo, .11. Surface atmospheric pressure, 1.0 atm. Composition, oxygen-nitrogen mix with volcanic sulfur taint; filter masks required to breathe atmosphere. Hydrographic percentage, 38%; composition, water and frozen water-ice. Mean surface temperature, 10° C.

*Remarks:* Macbeth was originally settled for one purpose and one purpose only -- industrial grade diamonds, which occur in great quantities on the planet. The bulk of the gems used in laser-optic computer systems manufactured in the Principality are blue diamonds from Macbeth.

Macbeth is a geologically active world, with tidal stresses contributing enormously to seismic and volcanic activity across the surface of the planet. Diamonds are generally associated with volcanic activity, and that is certainly the case on this world. Of course, not all of the planetary surface is inhospitable, though volcanic outgassing has tainted the atmosphere with sulfur and sulfur compounds, making filter masks essential when breathing the outside air. But the colony -- comprised of several cities, including Duncinae, Birnham, and Scone -- is fairly secure from the worst seismic disturbances.

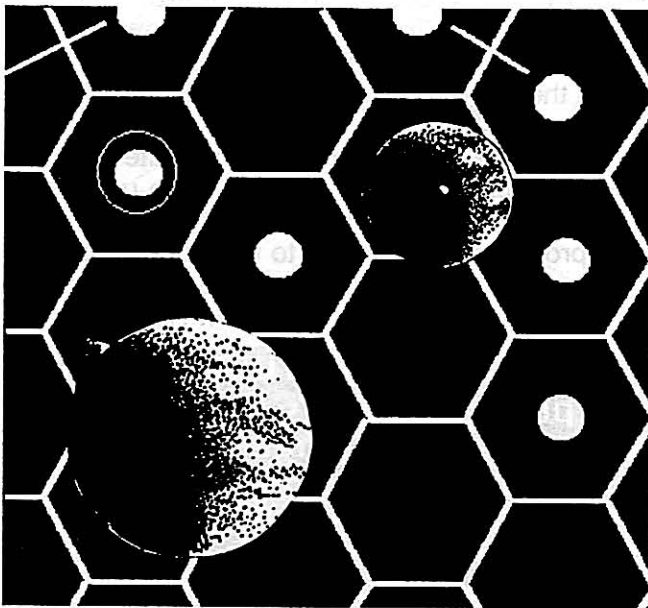
Diamond mines, however, are more risky propositions. Small camps are set up to explore and exploit regions where diamonds might be found; the discovery of a worthwhile producing site leads to a more permanent settlement. Often these sites are in the shadow of an active volcano, and, given the generally unstable conditions of Macbeth, the work can be hazardous in the extreme.

Macbeth's diamond producing areas attract attention from outside the Principality as well as from within. Miners from the Imperial



M Sorenson

megacorporation Sternmetal Horizons, LIC, have obtained a license to explore and exploit sites and ship the proceeds back to the Imperium. It is also reasonably certain that ships from Germaine, a hostile world outside the Principality, pay occasional clandestine visits to search for gems or to make contact with local miners willing to deal with them. The naval base at Macbeth has hindered, but not entirely eliminated, the success of such illegal ventures.



### Linda

(0108 C657510-8 Ag Ni G020 F0 V)

Primary: Elsol, spectral class F0V. ICN

S460108F0V. Mass 1.7 standard. Stellar diameter 1.7 standard. Luminosity 8.1 standard.

*Planetary System:* Thirteen major bodies. Two inhabited worlds (Linda IV; Santiago, VI). No gas giants in system. Two planetoid belts in system.

*IV Linda:* Mean orbital radius, 203.46 million kilometers (1.36 AU). Period 443.3 days. Three satellites. Diameter, 9819 kilometers. Density, 1.03 standard. Mass, .435 standard. Mean surface gravity, .77G. Rotation period, 35 hours, 42 minutes, 27 seconds. Axial inclination 19° 7' 18.5". Albedo, .46. Surface atmospheric pressure, .5 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 71%; composition, water and frozen water-ice. Mean surface temperature, 34° C.

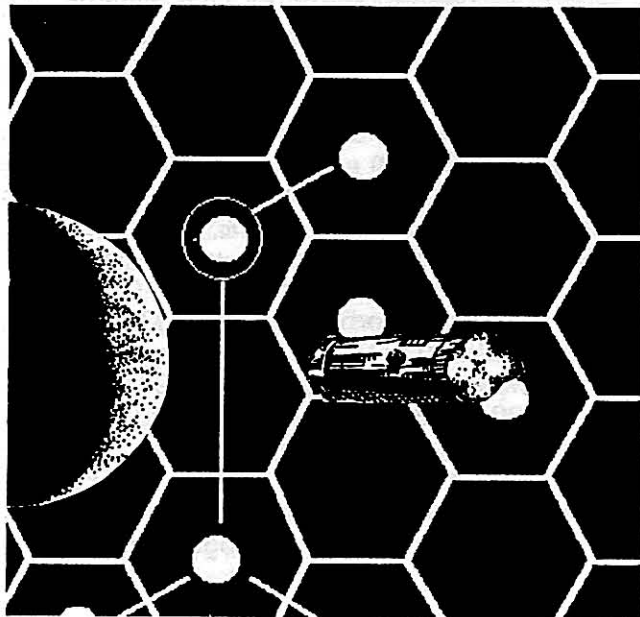
*VI Santiago:* Mean orbital radius, 403.92 million kilometers (2.7 AU). Period 1242.8 days (3.4 years). Two satellites. Diameter, 8859 kilometers. Density, .99 standard. Mass, .242 standard. Mean surface gravity, .62G. Rotation period, 27 hours, 8 minutes, 40 seconds. Axial inclination 25° 21' 4". Albedo, .33. Surface atmospheric pressure, 1.3 atm. Composition, oxygen-nitrogen mix tainted with industrial by products. Filter mask may be required to breathe atmosphere. Hydrographic percentage, 56%; composition, liquid water and water-ice. Mean surface temperature, 10° C.

*Remarks:* This star system contains two worlds which have fairly sizable populations, Linda (C657510-7) and Santiago (C579555-8). What is most unusual about the situation is the fact that the two worlds are unrelated and, in fact, mutually hostile.

Santiago was settled during the Long Night by a Reaver band; the colony quickly lost the capability to travel in space, and lapsed into a state of near-barbarism, which they were only beginning to emerge from again when merchant explorers from Caledon reopened contact with the world.

Linda was settled later, after Caledonian explorers discovered rich veins of lanthanum ore on the hothouse world. A corporate venture was organized to exploit the find, and the planet was duly claimed by Arbutnot Minerals and Resources Ltd., which company financed a mining colony on Linda. The colony was quite successful, continued to attract colonists, and remained under corporate ownership and control. The inhabitants of Santiago were just beginning to

get into space again when the new colony was settled. They attempted to press claims of prior rights to the world, for their own world was poor in lanthanum and hard-pressed to produce jump drive coils (which require lanthanum). This was the start of bad relations between the two worlds. Recently, these bad relations flared into outright conflict when raiders from Santiago attempted to illegally mine lanthanum on Linda. The Santiagos were destroyed by a company police patrol, and a wave of recriminations and counter-recriminations has escalated into an open interplanetary war between Santiago and the Company.



### **Firth**

(0203 C52559B-9 Ni A000 Cp F7 V)

*Primary:* Aurora, spectral class F7 V. ICN S4G0203F7V. Mass 1.196 standard. Stellar diameter 1.252 standard. Luminosity 2.584 standard.

*Planetary System:* Five major bodies. One inhabited world (Firth, III). No gas giants in system. No planetoid belts in system.

*III Firth:* Mean orbital radius, 182.51 million kilometers (1.22 AU). Period 450.1 days. Two satellites. Diameter, 8267 kilometers. Density, 0.99 standard. Mass, 0.242 standard. Mean surface gravity, 0.62G. Rotation period: 29 hours, 24 minutes, 21 seconds. Axial inclination 14°58'35.9". Albedo, 0.30. Surface atmospheric pressure, 0.15 atm. Composition, oxygen-nitrogen mix with taint caused by oxygen imbalance. Filter-respirator combination required to breathe atmosphere. Hydrographic percentage, 56%; composition, water and frozen water-ice. Mean surface temperature 27°C.

*Remarks:* Firth is remarkable among the Caledonian worlds for its unusual governmental

structure, a government derived from difficulties experienced by early settlers attempting to establish a viable colony on the world. The world was originally colonized from Caledon during the first flush of success of settlement of the new area, only 15 years after the Caledonian colony was itself established. Firth was discovered to have extensive mineral deposits deemed useful to the fledgling settlement on Caledon.

However, Firth was never particularly self-sufficient -- resources were simply too scant to permit it. The decline of interstellar flight on Caledon following a series of internal crises and natural disasters left the Firth colony high and dry, the people unable to support themselves without drastic sacrifices. But those sacrifices were made, and Firth survived.

Credit for the survival must go to DIRECTOR, an extensive computer system originally used to coordinate mining operations on Firth. When it became clear that the colony was cut off, the colonists agreed that power should be entrusted to the complete impartiality of the DIRECTOR complex. Programs were devised by which the computer could plan various aspects of food rationing, developmental planning, and the like. DIRECTOR even became a judge, with the power of life and death over the populace. With ruthless application of logic and concerted planning, Firth survived, but at the cost of creating one of the most effective tyrannies in human history. Moreover, across the generations of isolation in Firth's underground city complex, the populace came to accept their condition as natural, and do not to this day understand the horror outsiders experience at the vast, impersonal control DIRECTOR continues to exercise even now, when the need for such direction of resources no longer exists.

Some sociologists believe that the elite caste of computer programmers on Firth have used their position and power to manipulate the government and progress of the world to their own ends, but no proof of these allegations has been advanced.

— J. Andrew Keith —

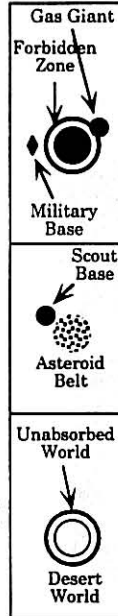
### **AIR POLLUTION WARNING!**

**Air pollution levels have risen by 17% as the planet enters the summer cycle. All off-planet visitors and persons of weak health are advised to wear their face masks at all times. (Off-world visitors should check that their accomodation has suitable filtering on its air-conditioning systems).**

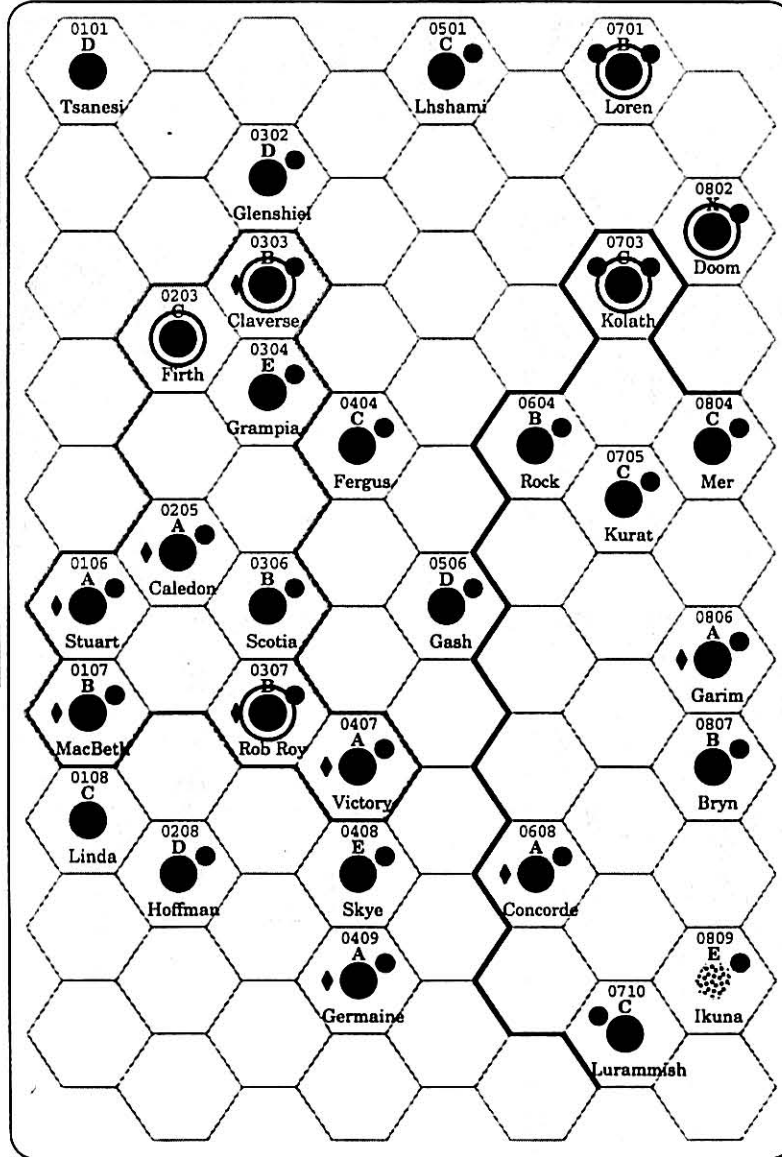
# Caledon Subsector

# Caledon Subsector

*Subsector G of the Reavers Deep*



11



| Name      | Hex  | UWP        | Bas | Trade Codes      | TPBG AI | Stellar        |
|-----------|------|------------|-----|------------------|---------|----------------|
| Tsanesi   | 0101 | D653636-6  |     | Ni Po Rs         | G000    | F7 V           |
| Stuart    | 0106 | A668786-B  | C   | Ag Ri            | G023    | Cp F4 V        |
| MacBeth   | 0107 | B573733-A  | C   |                  | G022    | Cp K9 V M3 D   |
| Linda     | 0108 | C657510-8  |     | Ag Ni            | G020    | F0 V           |
| Firth     | 0203 | C52559B-9  |     | Ni               | A000    | Cp F7 V        |
| Caledon   | 0205 | A8688A5-C  | C   | Ri Cp            | G013    | Cp G2 V        |
| Hoffman   | 0208 | D3218A8-8  |     | Na Po            | G002    | M3 V           |
| Glenshiel | 0302 | DA86563-7  |     | Ag Ni            | G002    | F0 V           |
| Claverse  | 0303 | B7677BB-9  |     | C Ag             | A014    | Cp F0 V M4 D   |
| Grampia   | 0304 | E132520-5  |     | Po Ni            | G001    | Cp M0 V        |
| Scotia    | 0306 | B789434-B  |     | Ni Lo            | G024    | Cp G0 V        |
| Rob Roy   | 0307 | B6469BA-B  |     | C Ni Hi          | A002    | Cp K9 V        |
| Fergus    | 0404 | C253304-7  |     | Ni Po Lo         | G024    | F7 V           |
| Victory   | 0407 | A201766-C  | C   | Na Ic Va         | G014    | Cp K0 IV       |
| Skye      | 0408 | E799751-5  |     |                  | G012    | F8 V M0 D      |
| Germaine  | 0409 | A986956-D  | M   | Hi               | G001    | F6 V           |
| Lhshami   | 0501 | C477794-9  |     | Ag Rs            | G002    | F0 V M1 D M5 V |
| Gash      | 0506 | DAF8573-7  |     | Ni Fi            | G012    | F1 V           |
| Rock      | 0604 | B400364-A  |     | Lo Ni Va O: 0703 | G001    | Im M5 V        |
| Concorde  | 0608 | A999587-E  | N   | Ni               | G013    | Im F3 V        |
| Loren     | 0701 | C57459C-7  | S   | Ag Ni            | A001    | M0 V           |
| Kolath    | 0703 | C7678CB-8  | S   |                  | A024    | Im G4 V        |
| Kurat     | 0705 | CAA7667-7  |     | FI Ni O: 0703    | G013    | Im A8 V        |
| Lurammish | 0710 | C512755-9S |     | Na Ic            | G000    | Im M3 III M0 V |
| Doom      | 0802 | X400200-4  |     | Ni Va Lo         | R001    | K0 V           |
| Mer       | 0804 | C79A520-8  |     | Ni Wa            | G024    | Im F8 V        |
| Garim     | 0806 | A888A97-E  |     | N Hi             | G024    | Im B1 V        |
| Bryn      | 0807 | B4268B8-8  |     |                  | G014    | Im F0 V        |
| Ikuna     | 0809 | E000410-?  |     | Ni As Lo         | G012    | Im F5 IV M0 D  |

The Caledon Subsector contains 29 worlds with a total population of 37.208 billion. The highest population is 19.1 billion, at Garim; the highest tech level is E, at Garim and Concorde.

Caledon subsector can be roughly divided into four areas of interest. To spinward, the Principality holds sway, while a large chunk of Imperial territory (administered from Nightrim subsector) lies to trailing. The coreward quarter lies at the edge of the Great Rift, and holds a loose scattering of more-or-less independent worlds, while another clump of independent worlds lies to rimward.

# House Rules

## A look into some creative additions to your campaigns

### Harpies versus Teddies: One Pocket Empire's Nightmare

Like most pocket empires, the Reformation Coalition has based its astrographic standards on those of the old Third Imperium: The Imperial Interstellar Scout Service's Grand Surveys. However, expanding interstellar polities in the 1200s are required to consider circumstances quite beyond the stable Imperium of the IISS. One such circumstance is the Technologically Elevated Dictator. Officially, the RCES defines a TED quite narrowly, as "a leader [who] holds power by virtue of caches of technologically advanced weaponry". The Reformation Coalition is very hostile towards TEDs, and such designation eventually results in "Smash-and-Grab" missions, frequently with the leader as a secondary target. In practice, the RCES is rather free with the TED classification; most governments which depend on advanced technology for their political power are classified as TEDs.

Other pocket empires have developed in isolation from one another and from the Reformation Coalition. Many of these governments will solve similar problems in ways different from the RC. Unlike the Reformation Coalition, the Gralyn Union (a small pocket empire located in Reavers' Deep sector) sees more than just a black and white picture. The Gralyn Union Exploration and Survey Service has created a designation "Relic Powerbase", which it applies to any government which maintains its power at least in part due to

surviving advanced technology. GUESS personnel have begun calling RP governments "harpies", as a play on the RP abbreviation, and because RP worlds are high on a survey team's top ten list of worst possible assignments.

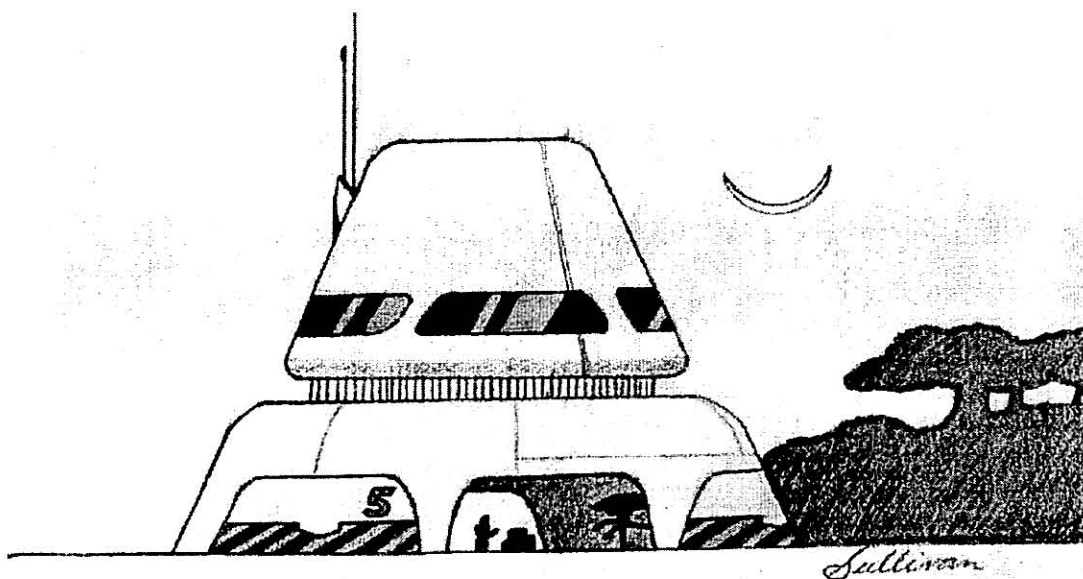
### Game Rules

Traveller world data, whether it's the UWP codes themselves, or additional notes as described in this article, are not the absolute final description of a world; instead they are a starting place for detail. Even in an empire of a ten thousand worlds, no two religious autocracies will be the same. A lot of the details that make role-playing fun are condensed out of the UWP data; it's up to the scenario-writer or the referee to put them back in. Use the die rolls as a "kicker" to the imagination, or if you've got an inspiring idea, ignore the dice and follow your vision.

The world generation procedures are modified in three ways to support the generation of "harpies" and other codes used by GUESS to classify post-collapse worlds. This includes a new information for balkanized worlds, modified world government definitions, and a new procedure for determining the effects of the collapse of interstellar society. Although intended for Traveller: The New Era, these rules are usable with any edition of the Traveller rules, provided that you want to create a post-collapse, technologically regressed area of space. For example, they may be appropriate to a campaign set in the Long Night which preceded the Third Imperium.

### Balkanized Worlds

The first change is simply a small note that I have found is very useful when handling balkanized worlds. Knowing that a world has no unified government is very important, but once the players land on the world, it is



often vital to know what kind of government they are dealing with right then and there. Putting this information in the UWP is the easiest way to make sure it is available when it's needed.

Many balkanized worlds have a most common government type, or a most important territory. For all balkanized worlds, re-roll the government type throw to generate the most common government type (ignore and re-roll any further balkanized results), and note it with a B:# (where # is the government code) in the world's trade classifications.

## World Governments

Three of the government type codes were broadened by GUESS to help classify post-collapse world governments. Unlike the RCES, which introduced an entirely new classification scheme for the Wilds, GUESS chose to stick very closely to the old Imperial classifications, so that the same classification system could be used in all cases.

The definition of "No Government" was broadened to include clan and tribal affiliations as well as family bonds. While not strictly accurate, this is "close enough for survey work". Because of Imperial anti-psionic prejudice, psionic religions had no recognition in the IISS system. GUESS considers psionic religions functionally the same as any other belief system, and classifies all of these governments as "Religious Dictatorships" and "Religious Autocracies" as appropriate.

### Code General Description

0 --- No Government Structure. In many cases family, clan, or tribal bonds predominate,  
 D --- Religious Dictatorship. Government by a religious, mystic, or psionic minority which has little regard for the needs of the citizenry.  
 E --- Religious Autocracy. Government by a single religious, mystic, or psionic leader having absolute power over the citizenry.

## Collapse Effects Determination

The following procedure is a modification of the Collapse Effects Determination rules which begin on pp.191 of Traveller: The New Era. The entire procedure is presented here for clarity, and can be used with any Traveller world data.

*Biosphere Damage:* The wars of the rebellion and the depredations of the virus may both have caused severe biosphere damage to a world. In general this damage would have the effect of

turning an untainted atmosphere into a tainted one or even into a corrosive or insidious atmosphere. This could be due to prolonged bombardment with nuclear weapons, attacks with persistent bioagents, or other weapons of the final war. Any such biosphere damage should be imposed by the referee on a case by case basis.

*Maximum Population:* Compute the maximum sustainable population level for the world. The base maximum population depends on the world's atmosphere type (see the table below). Modify this number to account for the habitable surface area of the world (based on world size and hydrographics, see the table below). If the final maximum population is greater than the UWP population code, reduce the population code to the maximum population, and re-roll the UWP population modifier one 1d10.

### Base Maximum Population

| Atmosphere          | Max Pop |
|---------------------|---------|
| 0, 1, 2, 3, A, B, C | 0       |
| 4, D, E, F          | 8       |
| 5, 7, 9             | 9       |
| 6, 8                | A       |

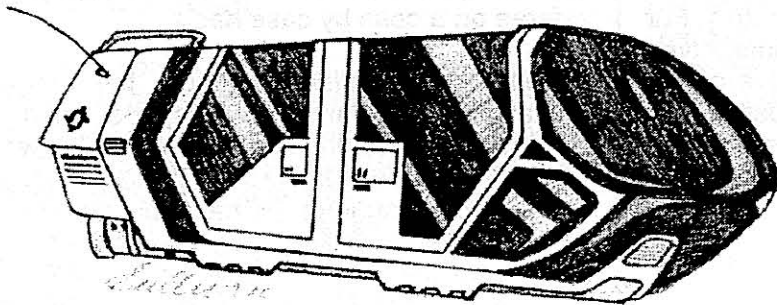
### Maximum Population Modifiers

| World Size | Modifier |
|------------|----------|
| 1, 2, 3, 4 | -2       |
| 5, 6, 7    | -1       |

| Hydrographics | Modifier |
|---------------|----------|
| 0             | -2       |
| 1, 2, A       | -1       |

*Optional Population Modifiers:* Some worlds may be particularly vulnerable (or resistant) to the effects of the collapse. The referee should assign a +2 to -2 maximum population modifier to reflect these conditions (however, the maximum sustainable population should never exceed A). For example a world where over 90% of the population is concentrated into high-tech arcologies may be particularly susceptible to shutdown of power and ventilation systems by the Virus, and could receive an additional -1 modifier.

*Native Sophont Populations:* Some worlds (determined by the referee) will have native sophont populations; the maximum population for such worlds will have to be set by the referee, but will usually be 9 or A regardless of the world's atmosphere. To a species that evolved in a corrosive atmosphere, that's home! World size modifiers should apply, but hydrographics modifiers may or may not at the referee's option, and depending on the biology of the world's



equals the tech levels lost, reduce the starport code by 2. If the result is less than the tech levels lost, the starport code becomes "X". At the referee's option, worlds which have stabilized or increased their technology level since the collapse may avoid starport code reductions, or even increase their starport codes by 1. Worlds with increased starport codes should never occur more than once per subsector, and will probably be the cores of small pocket empires.

inhabitants.

**Technology:** Consult the technology decline table (below), and subtract the result of the indicated die roll from the UWP technology level of the world. As an optional rule, worlds with original tech level 8- may actually increase their local technology after the Collapse. If the 1d6 rolls a 1 or 2, the tech level decline will be negative, indicating an increase of 1 or 2 levels.

A considerable amount of the UWP technology level decline will be due to the actions of the Virus; in other settings the referee may wish to set a limit on the number of tech levels lost (2d6 for any TL B+ is suggested).

**Tech Level Decline**

| Original TL | Decline |
|-------------|---------|
| 8-          | 1d6-3   |
| 9, A        | 1d6     |
| B, C, D     | 2d6     |
| E+          | 3d6     |

**Actual Population:** Reduce the UWP population multiplier by (TLs lost)/4 (round to the nearest integer). If this results in a negative population multiplier, subtract one from the UWP population code, and add 10 to the population multiplier.

**Low Population:** If the UWP population code is less than 5, reduce the UWP technology level by an additional one, and halve the final UWP population multiplier. If the population multiplier is 1, reduce the population code by 1, and the population multiplier becomes 5.

**Starport:** If the result of a 1d6 throw is greater than the total number of UWP technology levels lost, reduce the UWP starport code by 1. If the result

**Bases:** If UWP starport code reduced by 2 levels, or reduced to X, all bases are destroyed. Otherwise, roll 1d10 for each base: any naval base survives on 9+, scout or other military bases survive on 8+. Any depot or scout way stations survive only on 10 exactly.

**Balkanization:** Compute the world's balkanization number: Add the UWP size code to the UWP population code, and subtract the UWP technology level. If a 2d6 roll is less than or equal to this number, then the world is balkanized. The UWP government code becomes 7. Determine the most common government type using the following two steps, and note it in the trade classifications with the "B:#" notation.

**Harpies:** If the UWP population code is 5 or more, roll 1d10. If the result is less than or equal to the total number of UWP technology levels lost, then the government depends on a relic powerbase. Place the note "Rp" in the world's UWP trade classifications to indicate this fact, and roll 2d6 on the RP Government Type table (below) to determine the UWP government code.

**RP Government Type**

| Die Roll | UWP Code | General Description         |
|----------|----------|-----------------------------|
| 2        | C        | Charismatic Oligarchy       |
| 3        | A        | Charismatic Dictatorship    |
| 4        | 3        | Self-Perpetuating Oligarchy |
| 5        | 5        | Feudal Technocracy          |
| 6        | B        | Non-Charismatic Leader      |
| 7        | B        | Non-Charismatic Leader      |
| 8        | F        | Totalitarian Oligarchy      |
| 9        | F        | Totalitarian Oligarchy      |
| 10       | E        | Religious Autocracy         |
| 11       | D        | Religious Dictatorship      |
| 12       | 6        | Captive Government          |



**Government:** If the government is not automatically a relic powerbase, then roll 2d6-7+UWP Population. Find the result on the following table to determine the UWP government code. Note the modified die roll as well; this government law modifier will be used to determine the UWP law level (below).

| Die  | UWP  | General  |
|------|------|--|
| Roll | Code | Description                                      |
| 1-   | 0    | No Government                                    |
| 2    | 2    | Participating Democracy                          |
| 3    | 4    | Representative Democracy                         |
| 4    | A    | Charismatic Dictatorship                         |
| 5    | C    | Charismatic Oligarchy                            |
| 6    |      | Roll 2d6 on the "RP Government Type" table above |
| 7    | D    | Religious Dictatorship                           |
| 8    | F    | Totalitarian Oligarchy                           |
| 9    | E    | Religious Autocracy                              |
| 10   | 8    | Civil Service Bureaucracy                        |
| 11   | 3    | Self-Perpetuating Oligarchy                      |
| 12+  | 9    | Impersonal Bureaucracy                           |

**Law Level:** If the world's government depends on a relic powerbase, roll 2d6+3 to determine the UWP law level. Otherwise, roll 2d6-7+government law modifier (noted above) to determine the UWP law level.

**Isolationism and Xenophobia:** Roll 1d6 and add any of the following modifiers that apply. Slaver, Reaver, or Vampire raids depend on the history of the area, as determined by the referee. If the modified result is 6 or less, the world is neither isolationist or xenophobic. If the result is 7 or more, roll 1d6 on the isolationism/xenophobia table, and note the resulting isolationism or xenophobia level in the world's UWP trade classifications.

| Condition                        | Modifier |
|----------------------------------|----------|
| Starport Class A or B            | -2       |
| Starport Class C or D            | -1       |
| Starport Class E                 | +0       |
| Starport Class X                 | +1       |
| Population Decreased             | +1       |
| Technology Level Decreased       | +1       |
| Government Changed               | +1       |
| Law Level Increased              | +1       |
| Slaver, Reaver, or Vampire Raids | +1       |

### Isolationism

| Die  | Code | General Description    |
|------|------|------------------------|
| Roll | Code | Description            |
| 1    | i1   | Somewhat Isolationist  |
| 2    | i2   | Generally Isolationist |
| 3    | i3   | Very Isolationist      |

### Xenophobia

| Die  | Code | General Description  |
|------|------|----------------------|
| Roll | Code | Description          |
| 4    | x1   | Somewhat Xenophobic  |
| 5    | x2   | Generally Xenophobic |
| 6    | x3   | Very Xenophobic      |

**Population Growth:** If the world's UWP population code is 6 or more, a population increase is possible. The referee should select a rate of growth, and adjust the population code and UWP population multiplier accordingly.

| Annual Rate | Time to Double | Increase after 70 years |
|-------------|----------------|-------------------------|
| 0.5%        | ---            | x1.4                    |
| 1.0%        | 70 years       | x2                      |
| 1.5         | 46 years       | x2.8                    |
| 2.0         | 35 years       | x4                      |

### Refereeing Relic Powerbase Governments

The RP classification is a description of some of the characteristics of the world's government; it is most definitely not a description of the form of government. Not all RPs are a non-charismatic dictator with a large cache of Imperial-era weapons; many other types of RPs are possible. Note that it is possible for a world to be both balkanized and have RP governments. Such a situation is indicated by the presence of both the balkanization and the RP code in the world's trade classifications.

For example, a world with government type D, and the RP code, has been classified by GUESS as being governed by a religious autocracy that maintains its power through relic technology. This could be the classic science-fiction cliché of techno-priests maintaining "magic" machinery through rote and ritual, and using it to mete out "divine" rewards and punishments. Referees should note, however, that the same codes could also be used to describe a situation where a Strain XB ("God") Virus controls a world, as in the "Idol Dreams" scenario included with the T:TNE rules.

If such a world were balkanized (government type 7), a note "B:#" in its trade classifications would indicate the "most commonly encountered" government type. For the purposes of a game like Traveller, "most commonly encountered" means "what the player characters are most likely to land in". If, for example, the trade classifications included the note "B:D", this would indicate that the "most common" government type is a religious autocracy; the players will probably land in one

such. It would be quite reasonable to assume that there are several different sects on this world, each in control of a state- or country-sized area, and all mutually antagonistic. But to the offworlder, they will all be pretty much equally unpleasant places to spend time.

These additional codes are in no way intended to prevent the referee from generating additional details about a world. There may well be other government types present as well, and a "relic powerbase" can mean anything from owning a large stash of fusion guns, to controlling the only working water desalinization plant. There are even cases where the "relic" in question is knowledge that is no longer generally available. Harpies who retain the secret to gunpowder, or steelmaking, or other similar knowledge will have a considerable advantage over potential rivals.

In general, rulers who depend on relic powerbases for their governmental authority or stability will be suspicious of or hostile to offworld contact. They (with some justification) fear that the technically-advanced offworlders may be able to supplant or overthrow their rule with relatively limitless supplies of offworld technology. "Knowledge" powerbases are particularly vulnerable, and the governments that depend on them will be adept at suppressing knowledge and innovation in order to retain control of their powerbases.

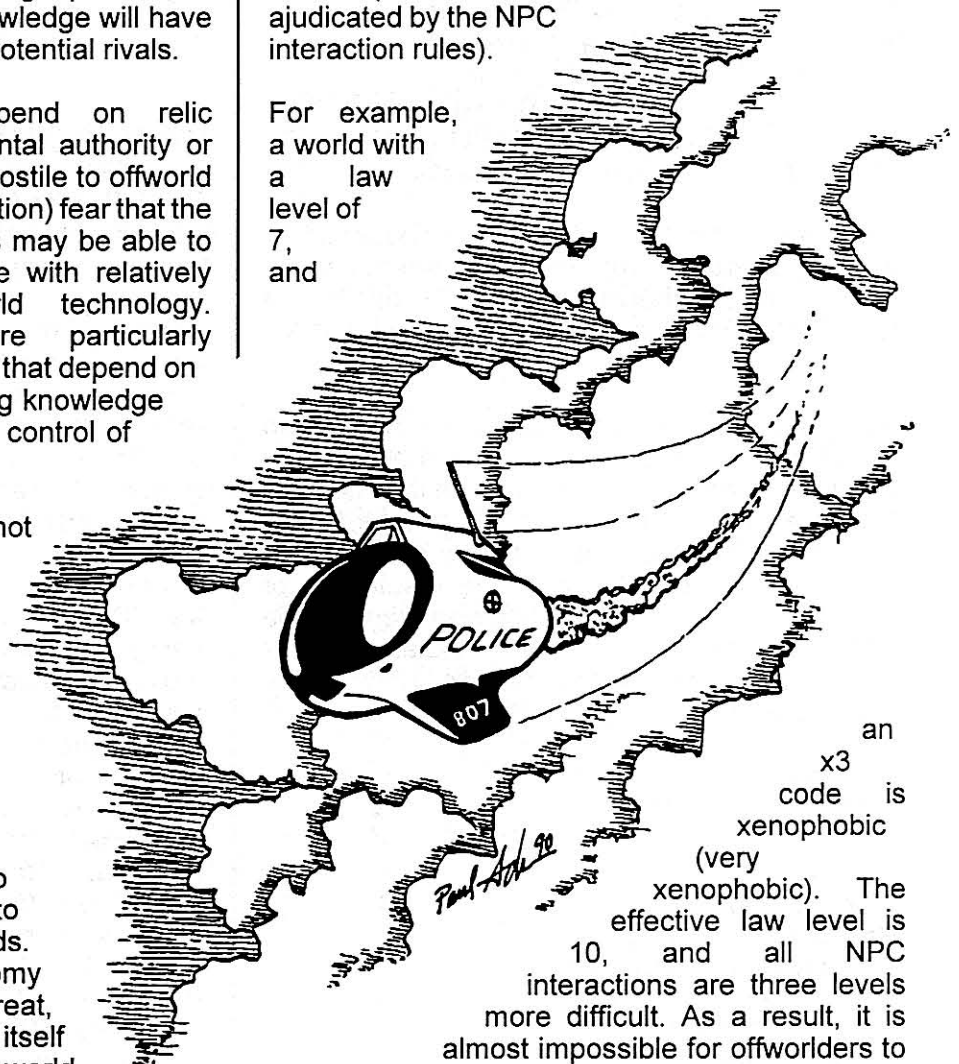
It should be possible (although not easy) for offworld PCs to persuade some of these rulers that contact with a technically advanced starfaring culture could be to everyone's benefit. Governments which depend on relic equipment for their survival are always in need of spare parts and technical support, and can be convinced to offer generous trade terms to anyone who will meet these needs. Even developing the local economy and technology level is not a threat, provided that the government itself can control the rate at which the world is developed (and thereby maintain its advantage).

### Refereeing Isolationist or Xenophobic Worlds

Many worlds will be isolationist or xenophobic.

Such worlds are indicated by "i#" or "x#" codes, for isolationist or xenophobic respectively, in their trade classifications. The number following the code is an indicator of how isolationist or xenophobic the world is. There are two ways of using this in play. One is to use it as an unfavorable modifier to NPC interactions, making it harder for offworlders to get local cooperation. The other is to use it to increase the local law level when dealing with offworlders. Whenever the offworlders try to do something "significant" that requires a degree of cooperation from the local inhabitants or at least once per day, throw 2d6. A throw of the effective law level or less indicates that the offworlders will have some kind of confrontation with the locals (which can be adjudicated by the NPC interaction rules).

For example, a world with a law level of 7, and



an x3 code is xenophobic (very xenophobic). The effective law level is 10, and all NPC interactions are three levels more difficult. As a result, it is almost impossible for offworlders to get any sort of cooperation. The local government, or concerned groups of citizens, will object (quite possibly violently) to nearly everything the offworlders try to do, and it will be 3 levels more difficult to convince them to cooperate (or at least, not object too strenuously, which may be the best the PCs can hope for under the circumstances).

Isolationist worlds are those that generally shun offworld contact, but are not actively hostile towards offworlders. Generally this is a reaction to being cut off from interstellar society, and a mindset fostered by the forced self-reliance after the Collapse. Conflicts are more likely to be the result of non-interest and non-cooperation on the part of the locals, rather than hostile action towards offworlders. Landing permission could be refused, or all attempts at trade or exchange rebuffed. Threats and hostility are rare, although stubborn offworlders (or locals) could easily manage to escalate confrontations to the point of violence.

Xenophobic worlds are more actively afraid of, or hostile towards, offworlders (and generally with some good reason). Many xenophobic worlds have been the target of reavers, slavers or Vampire raids, and generally expect more of the same from any offworlders. Conflicts are more likely to be towards the extremes of violence and fear. It is quite possible that whole villages will grab their valuables and hide in the hills when offworlders approach. Lynch mobs, and even governmental military action against offworlders are also possible.

**Example**

First Law (Reavers' Deep 1037) was an important (and rich) world in the Union of Harmony in 1115. It's characteristics were A887867-8 with a population multiplier of 6, and a Union of Harmony military base present. Collapse effects were determined as follows:

*Biosphere Damage:* none.

*Maximum Population:* Base is A for UWP

*atmosphere of 8, and no modifiers apply.*

*Technology:* 1d6 rolls 5, so UWP tech level declines by 2.

*Actual Population:* 1/2 rounds to 1, so UWP population multiplier drops to 5.

*Low Population:* does not apply.

*Starport:* 1d6 rolls 1, which is less than 2, so UWP starport becomes X.

*Bases:* all bases are destroyed.

*Balkanization:* 8+8-6 is 10; 2d6 rolls 12 (wow!), so no balkanization.

*Harpies:* 1d10 rolls 4, so there are no harpies here.

*Government:* 2d6-7+8 results in 10, so the government is UWP code 8.

*Law Level:* 2d6-7+10 results in 14, UWP code E.

*Isolationism/Xenophobia:* 1d6+6 rolls 8, the subsequent 1d6 rolls 6, so x3.

*Population Growth:* a little under 0.5%, not enough to change the UWP.

The final results are a world that has a UWP of X88788E-6, with a population multiplier of 5, and very xenophobic (and still rich).

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The referee rules that since the world is so very habitable, most of the population survived the collapse rather well, but subsequent raids left the inhabitants of this world extremely xenophobic.

**Acknowledgements:** Thanks to Dan Corrin, Bertil Jonell, John Bogan, and Chris Olson for their comments and suggestions.

**Correction:** In this column in TTC#4, I thanked Byran Borich for his input, but managed to spell his name wrong. Sorry, Bryan!

-- Guy Garnett --

# Astrogator's Update to Diaspora Sector

## Hijiri Subsector

('M' of Diaspora Sector)  
Date: 001-1129

**Kiev:** Since most Rebellion-era attacks centered on its industrial facilities rather than its port, Kiev finds itself in the awkward position of trying to support and maintain the services of its B-class starport with a tech level of 6. An unwilling and often uncooperative 'provisional' member of the Solomani Confederation, Kiev has found its attempts to independently raise the capital necessary for reconstruction to be futile, stymied at every turn. Most locals suspect that the Solomani want to force Kiev into borrowing from the Confederation, thereby legally indebting --and ensnaring-- the system.

**Akureyri:** During one of the last Solomani offensives in the region, Akureyri belt was visited by a Solomani cruiser with a particle beam spinal mount. Rather than die fighting (or surrendering outright), Lucan's garrison in this system declared its allegiance to the Confederation -- much to the delight of Solsec's propaganda ministers. However, the population of Akureyri were shocked and outraged. Their desire to overthrow their new, Solomani-backed masters is quite strong, but so far, they haven't been

able to find a way to turn this desire into a reality.

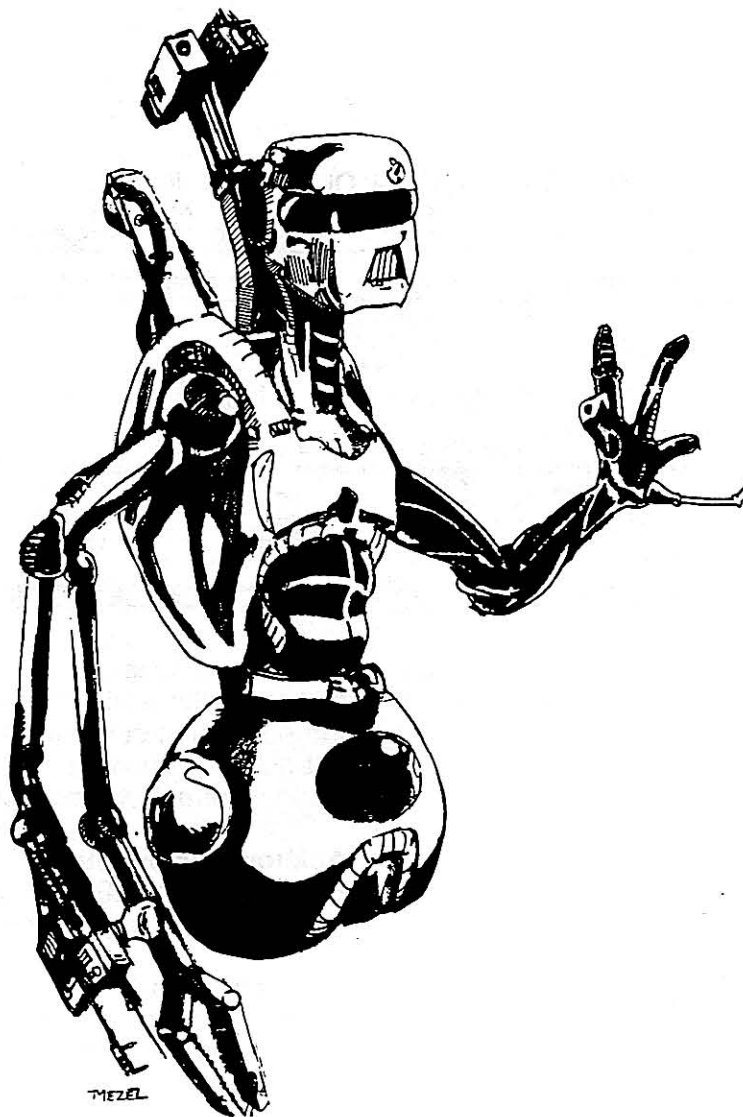
## Shumisdi Subsector

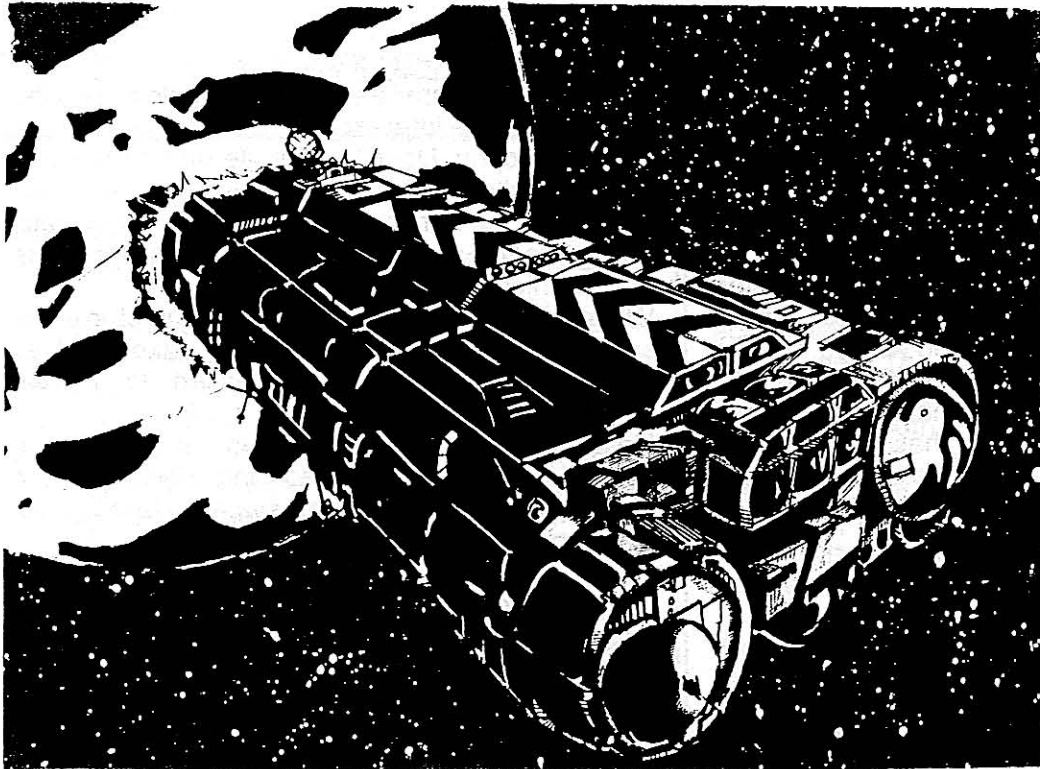
('N' of Diaspora Sector)  
Date: 001-1129

**Dilkon:** After suffering some heavy civilian losses due to war-ravaged environmental systems, the people of Dilkon have managed to recover fairly well. Using solar-heated steam engines, they crack water into oxygen (and hydrogen) for use within their sealed shelters. They also use bottled oxygen to augment their external operations (for which homemade filter masks are also readily available).

The Dilkonee are cheerful people, proud of their self-reliance and glad to share what they have with visitors.

**Grace:** The 72,000 Droyne of Grace -- representing about 70% of the local population-- have come to dominate local politics over the past five years. The eight greatest Aykrusk'unKrus (Leaders of Leaders) who now rule Grace have imposed increasing travel and ownership restrictions on the local humans. Although not stated explicitly, it is thought that the reason for this is fear of a repeat of the events which have so disrupted Umorphutwyo (Alurza subsector). However, these draconian methods may instead be encouraging rather





Date: 001-1129

**Epic:** Long a low-tech world, Epic's republican government crumbled under the stresses that followed in the wake of the battles waged for control of its surface in 1118. Now, each of the deep valleys and ravines where the Epics make their homes is a separate political entity.

However, having declined from TL 4 to TL 2, the locals are no longer able to maintain their old (or construct new) compressors. Driven

into the deepest reaches of their valleys, they survive with only .4 atmospheric pressure and .09 oxygen pressure. The young, elderly, and infirm have all died and new births are not feasible. As the survivors continue to weaken, their need for advanced technology --such as some method of generating electricity to power the old compressors-- increases. Without it, Epic is indeed a Doomed world.

**Kelvin:** At TL 8, Kelvin just barely manages to support its B-class starport operations. After years of resistance to the idea, the ruling theocrats have decided to accept redevelopment moneys from Solomani investors.

Experts predict that an upgrade to TL 9 will take at least to the middle of the coming decade, and at that, will be restricted to those areas of technology that are directly connected to the operations of the port.

**Forgotten:** With a 75% reduction in its prewar population, Forgotten is indeed a grim and empty world. Another environment where the sparse atmosphere can no longer be enhanced by the remaining, crippled technology, the survivors have retreated to the low lying areas. Even so, only the most fit have managed to continue the daily battle for survival.

Being a desert planet, the only water available is in the form of seasonal snowfall at the poles. The abject poor of the community must take their chance as water porters on this grueling trek,

than discouraging similar anti-droyne sentiments; various human reactionary groups have begun to advertise for mercenary help in various off-world locales.

**Adryanne:** A poor desert world, the population of Adryanne nonetheless manages to eke out a meager existence from their unforgiving biosphere. Unable to replace various failed components in their environmental and power grids, the 'yannis' (as the natives call themselves) have constructed huge closed-system steam generators, heated by solar reflector panels. The energy from these systems powers high-pressure condensers, which are used to extract precious moisture from the atmosphere.

The Yannis are quite aware of how fragile their existence is and therefore protect their atmospheric water extractors aggressively.

**Semaachi:** A recent crop failure has resulted in a recession that has crippled this planet's ability to buy off-world support and repair for its environmental systems. Local labor markets are currently flooded with Semaachin emigre's and there have been several requests from neighboring planets for Semaachi to deny any subsequent requests for immigration visas.

A 'body-smuggling' boom is attracting marginal trade vessels as the demand to leave Semaachi becomes increasingly desperate.

## Madoc Subsector

('O' of Diaspora Sector)

overseen by the strongest of the community's paramilitary enforcers, who are known simply as the Stillers.

The Stillers get their name from their initial function; they were used to enforce the collection of all dead bodies and plants for the 'still,' which provides the community with various necessary bioproducts.

Racing against time, the bureaucrats of the Guidonate have been attempting to further excavate the base of the inhabited valleys, striving to secure every millibar of atmospheric pressure increase that they can. Unfortunately, the human cost of this punishing work has mounted to unacceptable proportions, and the first rumbles of active revolt are being voiced among the common people.

## **Khulam Subsector**

('P' of Diaspora Sector)

Date: 001-1129

**Khesanadu:** Khesanadu is the home of the unusual varigal, a creature which is truly a 'shape changer.'

The varigal is a roughly dog-sized quadruped with a non-rigid endoskeleton. Resembling a tube of organic polymers, the creature's skeleton can be reconfigured according to immediate environmental demands. This reconfiguration is effected by an electric charge emitted by the creature's nervous system. This charge serves to increase the malleability of the skeleton. With the malleability increased to the point of moldability, the varigal creates a new form for itself via appropriate self-induced muscle spasms. These isometric stresses pull and push the skeleton into the new, desired shape.

While xenobiologists cannot be absolutely sure what prompted such an adaptation (which has no analog in other Khesanaduun fauna), it would seem that the extreme seasonal variation of Khesanadu (caused by the biannual approach of the K2 Dwarf star) may offer some of the answer. A territorial, homeopathic predator, the varigal remains in one area throughout its life. However, the dramatic seasonal discrepancies force it to radically revise its predatory tactics --and prey-- from month to month. In summer, it must be a powerful chaser, in fall a pouncer, and in later autumn/early winter, an extraordinary digger. Since no one shape can achieve all these requirements with any degree of expertise, the varigal's adaptation was to be able to change its shape to match its needs.

**Taumotu:** A planet with decidedly unusual social and cultural traditions, Taumotu has been an

interdicted world since this area of space was absorbed into the Third Imperium.

The Taumotuo are generally a peaceable people, who evince little interest in anything other than art and philosophy. Despite their life on an asteroid, they are not particularly interested in space travel, doing only the bare minimum needed to maintain their solsats and acquire iceteroids for their hydroponics plant.

When the Rebellion broke out, the Taumotuo were saddened but unmoved to take sides. Consequently, both sides ceased to bother contacting them.

Unfortunately, the Taumotuo were never particularly interested in learning mechanical or electrical repair, and so, as systems failed, they were unable to do anything about it.

As if this weren't handicap enough, one of the more pronounced oddities of the Taumotuo social order is the belief that retarded offspring are in fact divinely-gifted visionaries. Adherence to this recidivistic tradition has crippled the few efforts the community has mounted to save its dwindling environmental resources.

**Uppsala:** Over the past several centuries, some of the locals on Uppsala have adapted to breathing the local air by eating a leaf (or extracts therefrom). The enzymes in the leaf bond to the inhaled atmospheric contaminants and then carry them out of the body. Local physicians recommend against doing this for long periods of time however, as lesser impurities remain uncleansed and can shorten life expectancy by about ten years. Although filters are still used and maintained, therefore, the inhabitants of this world do have a safety margin in the event that their environmental processing technologies should fail completely.

-- Charles E. Gannon --

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# The Mermani DESCENT!

In 1115:

## Phaedrus

1006 B89A410-E Ni Wa A 820 Im K0 V M7 D

The planet Phaedrus, located in Ximenes Subsector / Alpha Crucis Sector at the edge of the Imperium, was owned wholly by the megacorporation called Schunemann und Sohn AG (SuSAG), which operated an underwater science station here identified as Research Facility 33 in corporate records. Its stated mission was the investigation of the diverse marine ecology of the planet. RF 33 also served as a test bed for a number of advanced submarine craft and equipment designs -- nonmilitary in nature, of course, but high-tech and with potential applications on other waterworlds. Additionally, the basic research conducted on Phaedrus promised exciting payoffs in terms of underwater techniques, technologies, and a better understanding of water worlds in general.

The pre-Collapse population of Phaedrus consisted primarily of scientists, technicians, and starport personnel. The planet itself has a 98% water/water ice surface; its atmosphere has a high oxygen content requiring protective equipment to prevent oxygen intoxication. A large moon exerts strong tidal forces on the planet and, like most water worlds, the planet itself is subject to violent, tsunami-like storms.

It is assumed that all corporate personnel were evacuated or departed Phaedrus sometime during the economic dislocation that accompanied the Hard Times. The starport is known to have been raided several times by corsairs and renegade naval units, both Imperial and, later, Solomani. The possibility exists, however, that some equipment was left behind by SuSAG when it pulled out, and, due to the underwater location of the facility, remains intact and available for recovery by RCES personnel.

RCES administrators admit that this is not a very likely possibility, but are willing to assign a small team to recon the facility, cold recover interesting (and portable) items of equipment, and tag anything else for later extraction if such a course

seems worthwhile. The PCs' team is given the mission, such data as is available (the above notes), and some TL 8-12 SCUBA gear.

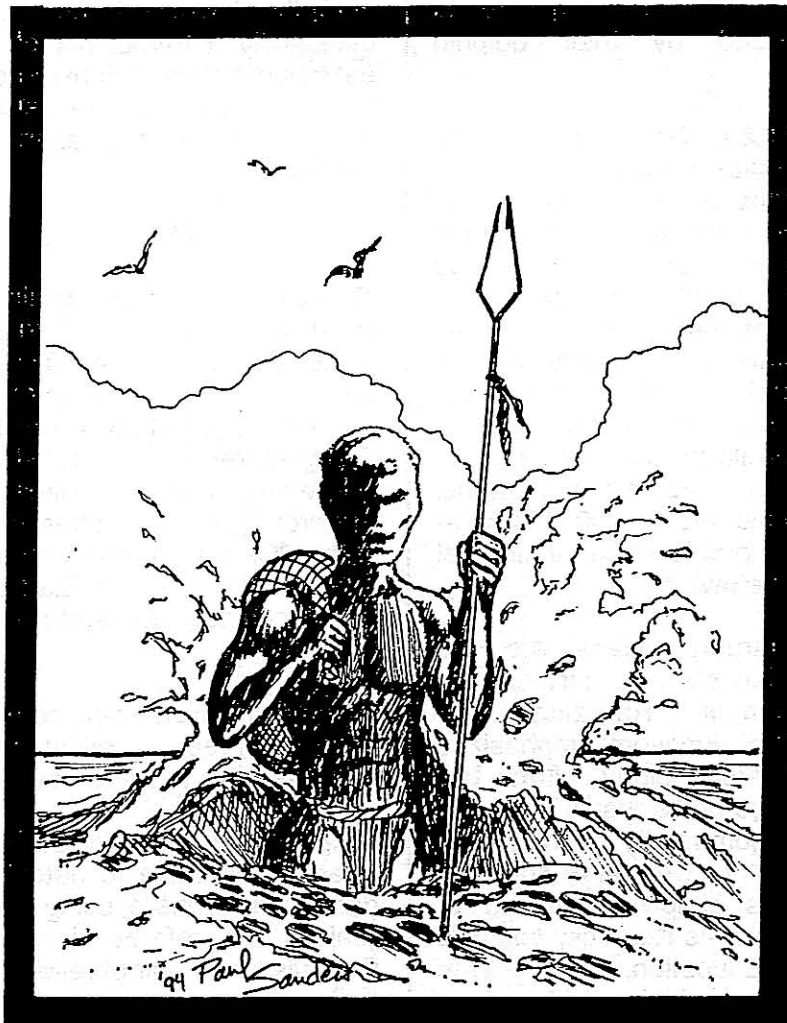
## REFEREE'S BACKGROUND:

In 1200:

## Phaedrus

1006 X89A352-3  
Ni Wa Lo B 420 Wi  
K0 V M7 D

The player info given above is incorrect in one respect: the facility was not completely evacuated, even in the face of Solomani occupation, repeated corsair attacks on its



starport, and the Virus.

Among the research endeavors here was a genomod program intended to produce an amphibian human strain capable of extended periods of underwater activity. A small population of these "mermani" exists, along with the descendants of their intended "trainers" -- the intelligent dolphins gengineered by Terrans during the Second Imperium. The mermani now roam the seas in small family groups, basing themselves around islands, reefs, or on small boats; their dolphin partners serve as guides, scouts, and occasionally "mounts" (actually, the "rider" merely holds on to a set of reins and is pulled along behind the dolphin, if you can believe that). The mermani do not have gills, but can somehow "hold their breath" for periods of up to 12 hours. They have large webbed feet and webbed hands, no external ear, are totally hairless, and have flattened noses which reflexively "seal" when underwater. They lack any skin pigmentation whatsoever, being of a uniform alabaster color, and are quite striking, especially when viewed in their natural environment. They otherwise resemble standard strain humans. Their hearing extends into the range utilized by their dolphin companions.

Other communities of standard strain humans exist on some of the scattered islands on-planet; the largest is at the ruins of the starport. These natives are somehow immune to the harmful aspects of the atmosphere--PCs may chalk this up to adaptation, but it is actually the work of self-replicating "scrubber" nanomachines, living as symbiots' in the natives' bloodstreams. A Phaedrus' blood sample might be the most valuable thing a Star Viking team could recover from this world, as it would be possible to breed the things for injection into other humans. However, the nanomacs aren't 100% safe -- sometimes they cause problems for their host (see Getting to RF 33, below).

The natives at Starport Village are the descendants of the scientists who survived the Collapse here on-planet. Realizing their predicament, the original survivors emphasized establishing a viable low-technology culture. The present government relies on "Consuls" selected by a consensus of the community (there are no elections as such; a man or woman of sufficient experience or talent is simply acclaimed or accepted as Consul, much as Kentucky colonels were once appointed). Education, in addition to survival skills, provides most children with a grasp of basic science.

The Starport Villagers rely on a local seaweed to create alcohol-based fuel for their generators and other equipment (mostly fabricated from material scavenged from the starport) and have a small cache of TL 15 sensor and comms equipment, including a handheld densitometer and an NAS set. They may be willing to sell these, in exchange for items of real or practical value. The decision to sell, however, will be made in council if at all, and there will be a faction against the trade on principle.

As a community, the Starport Villagers are practical, honest, and levelheaded, with a great deal of pride in their heritage as scientists and challengers of the unknown. The referee can either play it straight, or play 'em for laughs: imagine Gilligan's Island where everyone acts like the Professor.

The site of RF 33 is about 100 km from the small island on which the starport existed. It is on the sea floor, several hundred meters beneath the ocean surface, near where the seabed slopes abruptly downward into abyssal deeps. It is essentially a framework of cylindrical modules, each about 10 m in diameter and 50 m long, linked by elbow-, tee-, and cross-shaped connectors and laid out in a haphazard, almost maze-like configuration.

### UPON ARRIVAL

Detecting the research facility's location from orbit is very difficult with standard sensors (Formidable: Sensors). Reduce the difficulty level by one if the crew uses a densitometer while scanning. However, the first pass over the planet will detect IR signatures from the old starport consistent with a low tech chemical power plant of some kind. Apparently, this world has survivors!

If the PCs stay in orbit for more than a few hours, it is possible that the Starport Villagers will use relic technology to send a radio message to the PCs ship.

"Come in, alien ship...come in...this is Romeo Foxtrot Three , calling unidentified craft in orbit...how do you read, over?"

The referee must decide how likely this is; the villagers will have to detect the ship through a dense atmosphere using only TL 3 telescopes (unless the referee decides that one of the Consuls has a pair of relic binoculars).

### GETTING TO RF 33



1200

World Name PHAEDRUS 0106 (1006) UPP

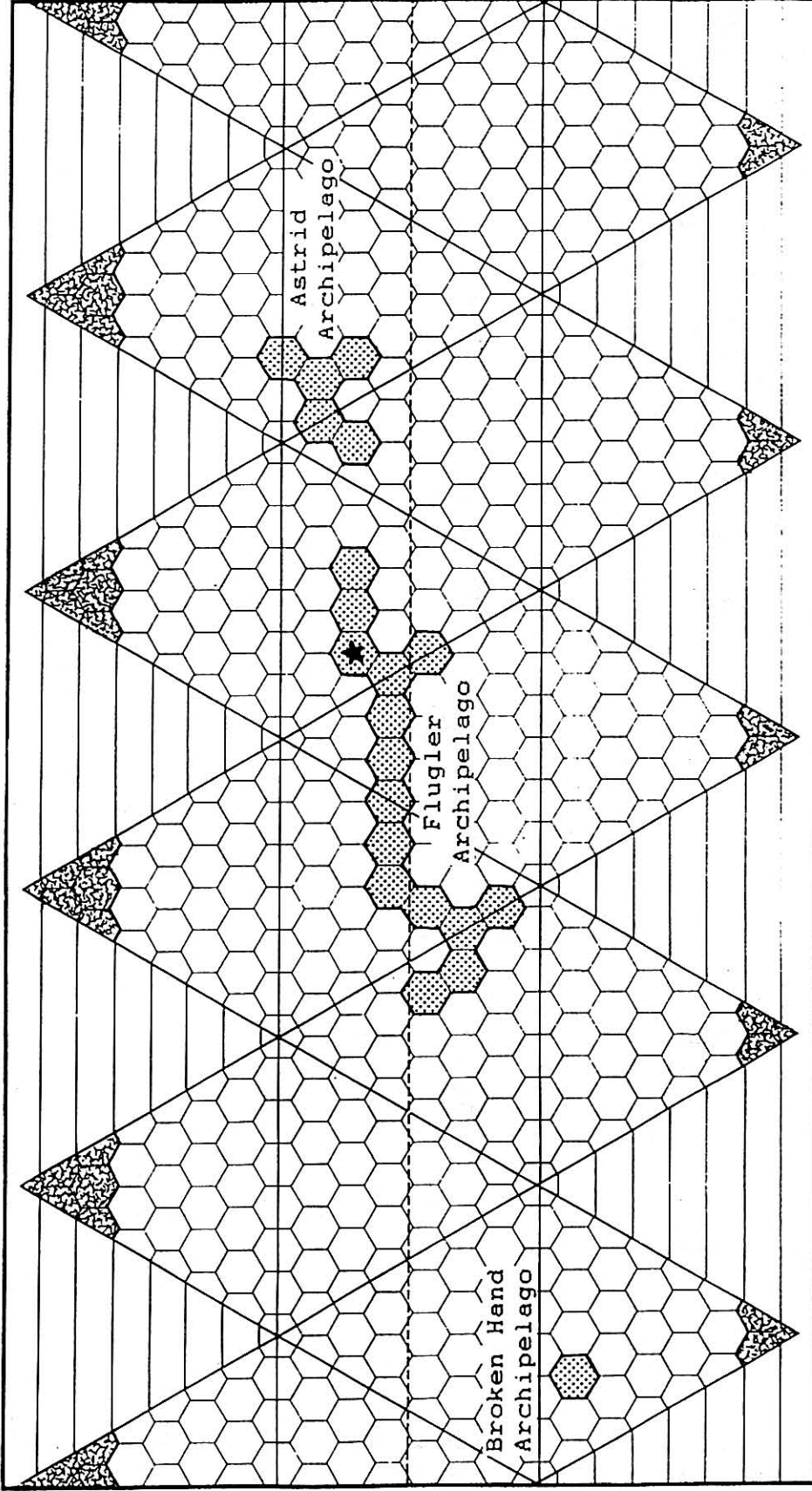
X 8 9 A 3 5 2 - 3

Hexagon Scale in Kilometers 1 1 2 8

Subsector and Sector Location of World

XIMENES / ALPHA CRUCIS

### GLOBAL DATA VIEW



Starport Village



\* Archipelago hexes have an average depth of 100 meters, sloping sharply from islands to sea floor.

Archipelago



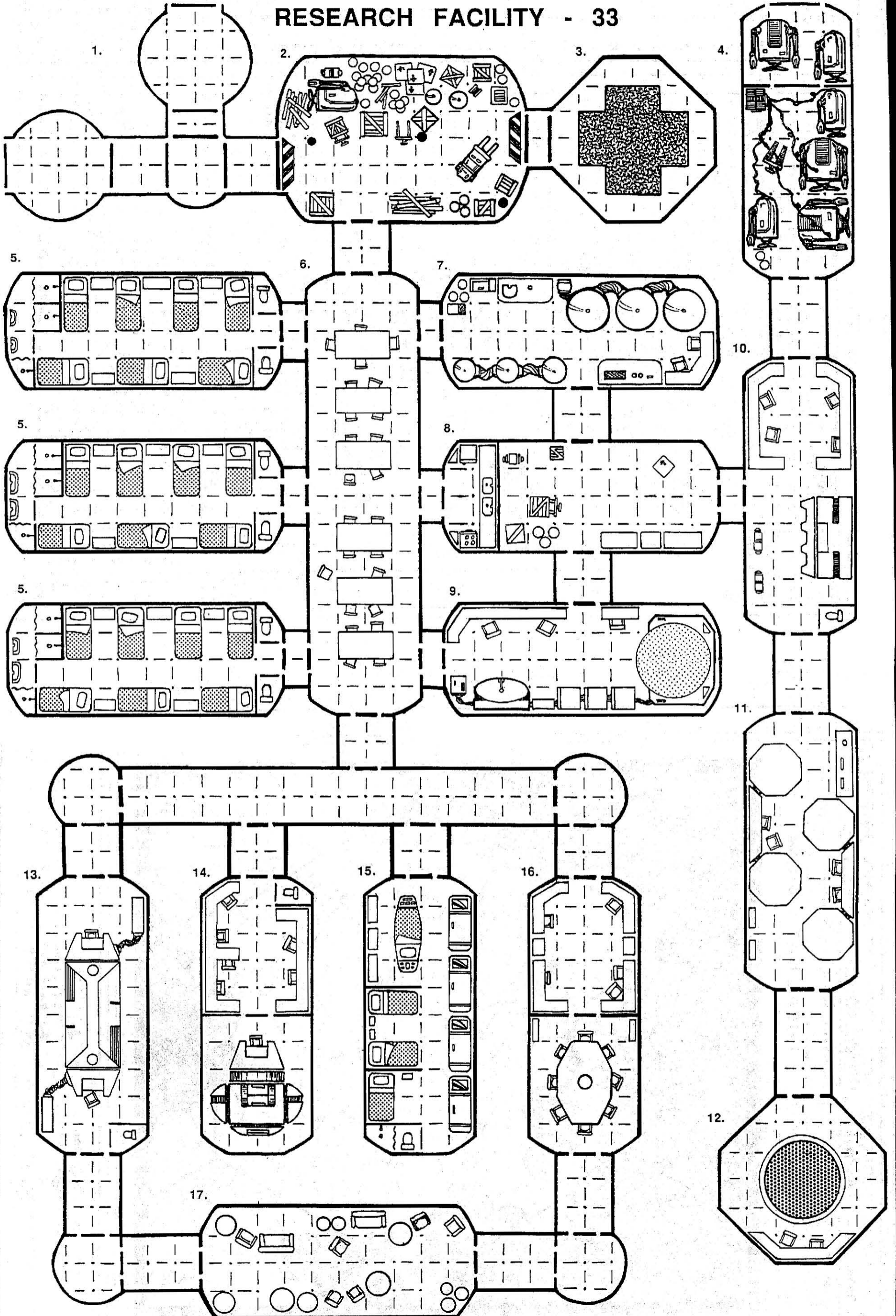
\* Open ocean hexes range in depth from 200-1200 meters, though significantly deeper trenches do exist (not mapped).

Ice Cap



\* Hex borders around the three major archipelagos indicate the general location of an abrupt change in ocean depth; a 100 meter depth change is usually involved.

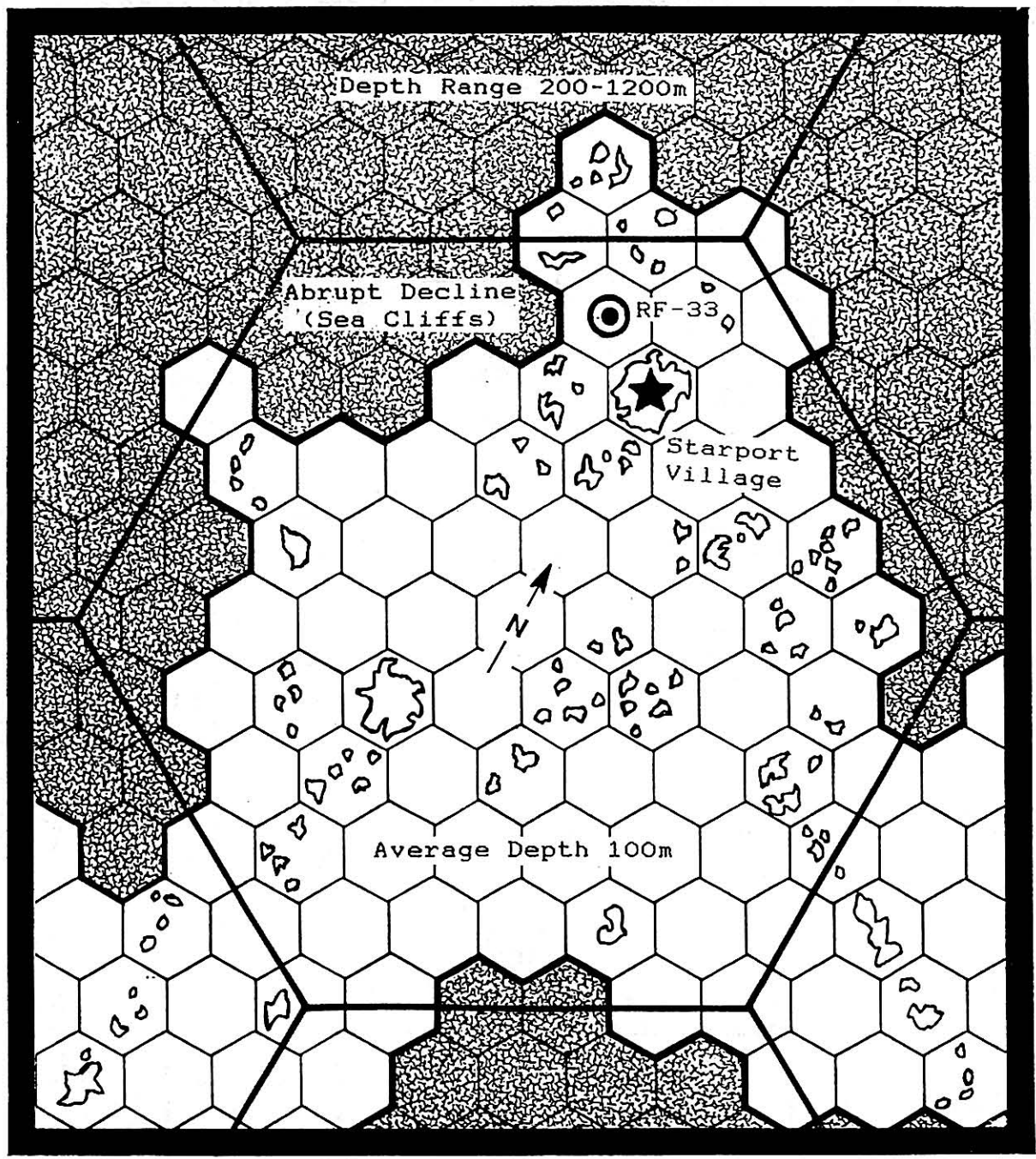
# RESEARCH FACILITY - 33



Date: 1200 World Name PHAEDRUS 0106 (1006) UPP X 8 9 A 3 5 2 - 3

Subsector/Sector XIMENES / ALPHA CRUCIS Hexagon Scale in Kilometers 1 1 3

Location STARPORT VILLAGE LOCAL DATA VIEW



- Deep Ocean
- Islands
- Starport Village
- Research Facility 33

At this point, it is up to the players to decide what to do. If they were unable to detect the facility's location, they will have to go the natives and ask. If they have located the facility, they may or may not contact the natives, either before or after investigating the facility.

Possibilities:

1A) The Starport Villagers know of the facility, but not its precise location. However, they have contact with the mermani, who trade with them, and will introduce the PCs and act as translators and help them negotiate with the mermani. They may demand some form of consideration or remuneration, and it is possible that the deal could include some of the high-tech cache owned by the Starport Village.

1B) While negotiations are under way, the daughter of one of the Consuls (as the leading men and women of the village are called) falls very ill with the "lung sickness". The disease is mysterious and almost inevitably fatal. Its symptoms are consonant with oxygen shortage or hypoxia. If the Arsies can cure her, the Consul will be very grateful and help the team however he can.

[This is a good way for the players to discover the nanomacs the natives possess. Apparently, the girl's symbiots' are not releasing sufficient oxygen into her bloodstream; she is short of breath and will eventually lapse into a coma. Brain damage may occur if a cure is not found. Possible options include filtering the girl's blood so that it is free of nanomacs (though this would mean that the girl can no longer live on her world without a filter mask) or giving her a transfusion of normal blood with healthy nanomacs. The referee must decide whether any of the player's plans will work.]

1C) The mermani will agree to lead the PCs to RF 33, but will not enter, as they believe it to be cursed. In exchange, they will demand some "strong ocean medicine"; that is, an item of technology which can be used underwater and which is truly useful to an essentially sea-dwelling culture. If the PCs can't think of, or do not possess, such an item, the mermani will swim away, muttering about starmen who will not share their magic.

**\* OR \***

2A) The land-dwelling Phaedrans know where the facility is, due to old maps and journals, and will provide transport to the site (via a small but

seaworthy sailing vessel). Dangers en route include hostile mermani attacks, large flying predators, and mechanical difficulties with the Starport Villager ship. Once at the location, the Phaedrans promise to remain on station as long as possible, but (see those clouds?) a storm seems to be on its way.

2B) During the dive, the PCs are attacked by either some sort of marine predator (perhaps a marine filter that moves by hydraulic jet propulsion, sucking in anything that happens to be in the way) or a "vampire sub" -- use the stats for PR 317 robot on p. 262 of the TNE manual, but give it only tranq ammo and call it a "remote piloted submersible".

In any event, the PC team will eventually arrive at the site of the research facility. They make their dive, and discover....

### **INSIDE RESEARCH FACILITY 33**

The following possibilities are presented for referees to consider as examples of what might await the team inside Research Facility 33. In most cases, the team will enter through an airlock or a "diving chamber", in which divers enter an air-filled module through a hole in the floor, which (from inside the module) seems to be a pool of water. In some cases, the team will be able to enter through a hull breach.

There are a few interesting and potentially recoverable items here, including perhaps a TL 15 auto med, two or three hand computers (Virus nests?), deep sea diving suits (as protective), TL 15 vehicle batteries intended for submersibles (100 hr duration), and whatever else the referee feels is reasonable.

If the referee has any remnant NPCs he wishes to introduce, the medical low berths in sick bay are a good place to put them.

1) The facility was hit by a Suicider virus which destroyed the facility's data stores and automated systems, but left everything else largely intact. The scientists were able to evacuate to the planet's surface fairly easily; while the facility is dank, dark, and cold, there are no bodies or other signs of Virus-committed mass murder.

The team will have to find and restore power to the basic environment and life support systems unless they prefer to rely on flashlights.

2) The facility was hit by a Samson-strain virus

which not only scrambled data but flooded some modules, raised oxygen levels in others in order that a spark would cause an explosion, and caused remote submersibles to ram still others. The team may be able to enter through a hull breach. There are bodies in most of the modules and full life support cannot be restored to all modules.

we're trapped!" Canny PCs will be put on guard, and the Virus will attempt to kill or drive off the intruders by flooding chambers, raising and lowering air pressure, or whatever else you can think of. The PCs should be able to find and destroy the Virus' location in the main computer, but they should feel as if they're racing the clock to get there. The Virus may have other tricks up its sleeve, as well, perhaps including labor droids now wired for mayhem, so to speak.

### WRAPPING IT UP

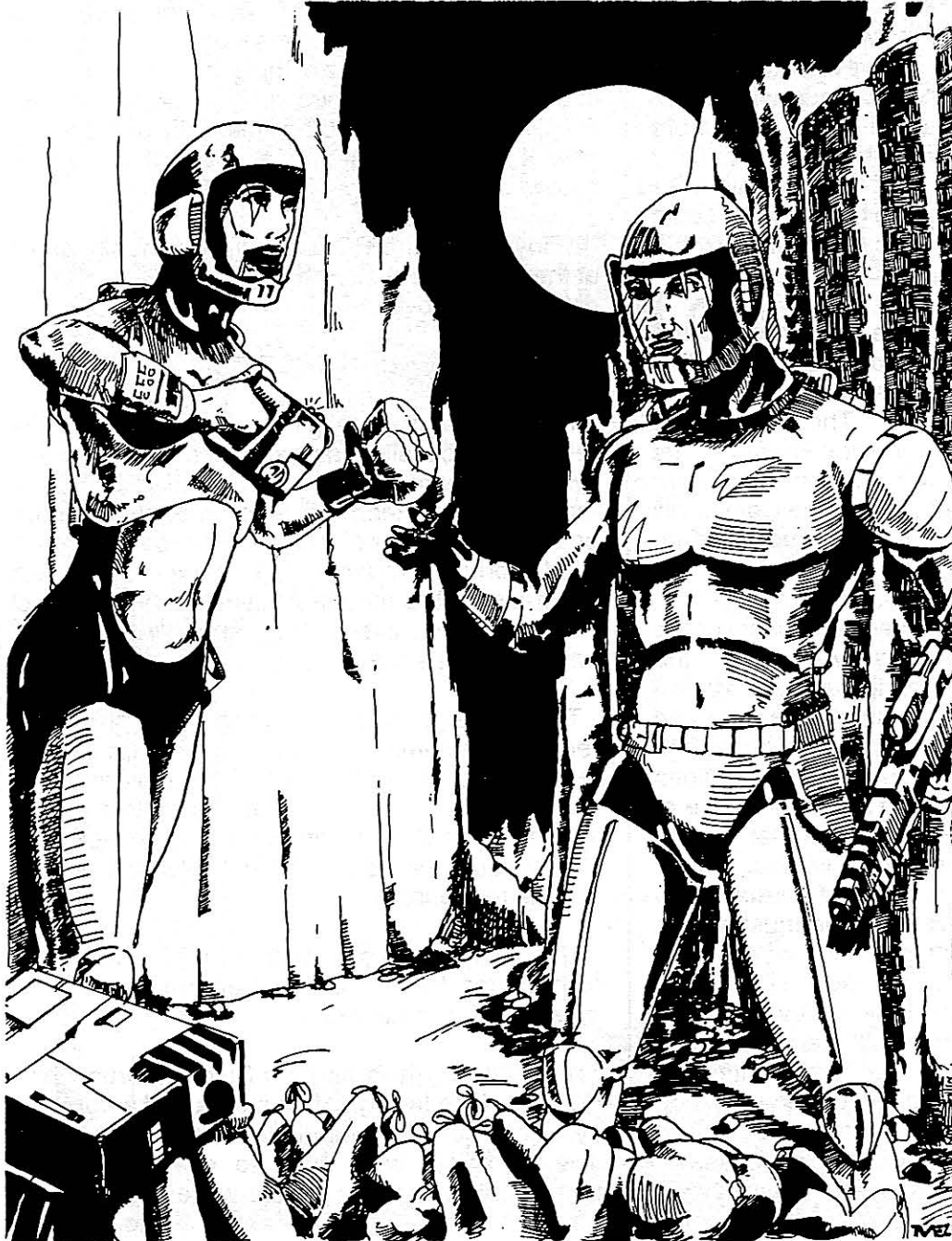
Once the PCs have finished exploring the facility, they can take what they want and head back to their ship. The referee may introduce complications as desired, including offended native sensibilities and natural disasters. Otherwise, they return to base, where members of a rival NPC team make fun of them for going on a "cakewalk mission".

### Research Facility Thirty Three

Most of the equipment mentioned in the description below is damaged beyond repair or recognition, but the referee may opt to allow characters to identify salvageable equipment with a

Difficult test of the appropriate science or technical skill, or a Formidable test of observation.

1. Subsurface Docking Modules: These are two spherical docking modules for large submersible vehicles. Each module has one docking airlock.



3) The facility was hit by an Empire Builder virus which is still active and which will attempt to lure the PCs into a trap of some kind -- generating a woman's voice over the intercom: "My God, is there somebody there? Please come help us,

2. Storage Module: This was where consumables, spare parts and other items requiring frequent replenishment were stored. It is filled with lockers, shelves, crates and other bulk material.

3. Surface Docking Module: This is a single tower 50 meters high, with airlocks on top. Descent from the upper airlock is via a grav tube (now inoperative), which could be unpleasant for PCs attempting to use this route to gain entry.

4. Remote Submersible Vehicle Preparation and deployment Module: This area includes storage, maintenance, and launching facilities for up to six RSVs. Some may still be here, in various states of repair.

5. Living Quarters: These three modules are arranged bunkhouse style, affording little privacy. This condition was tempered by the fact that personnel were rotated frequently to the Starport Village for Rest & Recreation.

6. Communal Area: This Module was devoted to dining, and, once the tables were folded up, to forms of recreation requiring more space.

7. Biochemistry Laboratory: A laboratory module for conducting analysis of Phaedran native life processes. Cloning equipment is here, though it may not be recognizable as such. It may be salvageable at the referee's option, though it is certainly bulky.

8. Maintenance Area: This module includes areas for service robot storage as well as equipment repair areas and cleaning supply lockers. The galley is also included in this module.

9. Genetics Laboratory: A laboratory module for analyzing and simulating genetic manipulation programs; it contains a large holographic display tank linked to a bioanalyzer and genetic mapping computer.

10. Nanotechnology Laboratory: This module housed a laboratory for designing and fabricating "molecular machines". It contains powerful gravitic-focused nanoscopes and molecular manipulators.

11. Biology Laboratory: A laboratory module for studying the Phaedran ecosystem and the interaction of its components on a "macro" scale.

12. Diving Chamber: This is a cube shaped module raised off the sea floor; divers may ingress

and egress to and from the facility through an open accessway in the floor. The opening is about five meters in diameter. Deep sea diving gear, possibly including one or more grav belts, is located on racks and in lockers here.

13. Power Plant Module: A small fusion power plant and ancillary equipment (intake, fuel processor) is located here. The reactor is in standby mode.

14. Operations Module: An administration and communications facility, it includes workstations for piloting the station's RCVs, as well as sensors and the station's main computer.

15. Sick Bay: A medical facility, it includes a number of beds and diagnostic equipment. Four medical low berths and an automed are located here.

16. Hydrography Laboratory: A laboratory module for modelling meteorological and other geophysical data (currents, seismology, geology, and so on). This module also included a conference room which doubled as a library (with terminals and printers, but no books; there may be useful datacrystals here at the referee's option).

17. Observation Deck: An open module fitted with viewports. At one time this module contained several large plants, and a state of the art holoprojection lounge.

-- Bill White--

## **FOOD POISONING!**

**The Health Inspectorate has closed the "Emperor", "Excelsior" and "Endless Night" restaurants after multiple reports of serious food poisoning. Any person having eaten at these locations within the past 24 hours should report to their personal physician for a medical. The poisoning is due to a histinieris fungi infection. The HI are investigating the exact cause but suspect poor food-preparation hygiene. Symptoms of poisoning include sudden stomach cramps followed by short blackouts. In severe cases (particularly in the young, old or sick) the infection can cause death. Flight crews having eaten at the above restaurants are prohibited (edict 23817) from flying for 48 hours even if declared clear of the infective agent, as the exact incubation time of the illness is variable.**

# Imperial Fragments

*Designer's Note:* This column is intended to provide the referee with a contact which can serve as a solid contact for almost any character. There is also enough information provided to allow the referee to use the Solid Contact as a detailed NPC.



## **Solid Contact**

**"Mad" Jack Springer**

*Applicable Contact Type:* Specialist (Pilot), Mercenary, Criminal, or Rebel (if situation warrants).

*Gender:* Male

*Age:* 34

*Career:* "Freelance" Pilot

*Initiative:* 3

*Rank:* N/A

*Homeworld:* C - Medium Size - .7 G - Standard Atmosphere - Wet World - Moderate Population - Moderate Government - Low Law Level - Pre-Stellar Tech Level.

*Weight:* 68 Kgs

*Load:* 27 Kgs

*Throw Range:* 27 meters

*Unarmed Combat Damage:* 1

*Hit Capacity (Head, Chest, Other)* 8/27/16

UPP: 584866-0-9

## **STRENGTH: 5**

Mechanical 2/7

Slug Weapon (Pistol) 3/8

Slug Weapon (Rifle) 1/6

Unarmed Martial Arts 1/6

## **AGILITY: 8**

Ground Vehicle (Wheeled) 0/8

Pilot (Fixed Wing Aircraft) 6/14

Pilot (Other) 3/11

## **CONSTITUTION: 4**

Environment Suit 2/6

Parachute 3/7

Swimming 2/6

## **INTELLIGENCE: 8**

Navigation 2/10

Observation 2/10

Streetwise 2/10

Survival 2/10

Willpower 1/9

## **EDUCATION: 6**

Chemistry 2/8

Computer 1/7

Electronics 2/8

Meteorology 2/8

## **CHARISMA: 6**

Act/Bluff 1/7

Bargain 2/8

Language (Galanglic) 10/16

Language (Local) 1/7

## Contacts:

Academic - 1

Criminal - 2

Military - 1

## History

Jack Springer was pretty much an average young man from a lower class home. Jack went off to college after finishing secondary school. He studied sciences, but learned to fly when he was not in the books.

Behind the controls of an aircraft, he found his love in life and a sense of freedom that being on the ground could not give him.

He joined the Air Force to pursue a career in flying, and became an officer. Jack had a wild talent for flying, and earned the nickname of "Mad" Jack in the service. He did well, and was even promoted, but he found that he did less flying and more paperwork than he cared for. As soon as he had met his obligation, he left the service. With savings from his military pay, he bought a small aircraft and went into the charter business. The first six months saw little business, and his savings were dwindling to meet payments on the aircraft, not to mention basic living costs.

Jack's fortune changed when he was offered a job with no questions. The job paid well, and there was a bit of danger involved, which suited Jack's thirst for adventure. Because he provided good service on the one job, Jack soon had a good business doing jobs that sometimes bent the rules some.

Jack has been running his "charter" service,

Springer Air, over 8 years now. He has been shot at a few times, but never arrested. Detained a few hours here and there, but never arrested. Because he does "dirty" work for hire, Jack has been labelled a mercenary.

He has sold his first aircraft and moved up to a seaplane, which gives him a larger selection of "landing" fields. Springer Air also employs Shiela Burke, a superb aircraft mechanic who occasionally sits in the co-pilot seat on long flights. "Mad" Jack has a lot of affection for his seaplane, the "Blue Goose", and tries to keep her out of as much danger as possible. Given the nature of his work, this gets to be difficult sometimes. Shiela also admires the "Blue Goose" and chastises Jack severely whenever it comes back damaged.

Cash: Cr 12,000

**Equipment:**

Amphibian Fixed Wing Aircraft "Blue Goose"  
Leather Flight Jacket  
Flak Jacket (with optional plate inserts)  
Autopistol with 3 magazines

"Blue Goose" has the following equipment on it:

12 - Man Liferaft  
Flare Pistol with 10 Flares  
12 Parachutes  
Shotgun with 100 rounds  
Survival Kit



**Shiela Burke**

*Gender:* Female

*Age:* 30

*Career:* "Freelance" Mechanic

*Initiative:* 3

*Rank:* N/A

*Homeworld:* C - Medium Size - .7 G - Standard  
Atmosphere - Wet World - Moderate Population -  
Moderate Government - Low Law Level - Pre-  
Stellar Tech Level.

*Weight:* 69 Kgs

*Load:* 39 Kgs

*Throw Range:* 24 meters

*Unarmed Combat Damage:* 1

*Hit Capacity (Head, Chest, Other)* 14/39/26

UPP: 677675-0-7

**STRENGTH: 6**

Autogun 1/7

Machinist 2/8

Mechanical 5/11

Slug Weapon (Pistol) 3/9

Slug Weapon (Rifle) 1/7

Armed Martial Arts (Blade) 2/9

Armed Martial Arts (Other) 1/7

**AGILITY: 7**

Ground Vehicle (Wheeled) 2/9

Pilot (Fixed Wing Aircraft) 1/8

**CONSTITUTION: 7**

Climbing 1/8

Parachute 2/9

Swimming 2/9

**INTELLIGENCE: 6**

Survival 2/8

Willpower 0/6

**EDUCATION: 7**

Admin/Legal 1/8

Computer 1/8

Electronics 2/9

Medical (Trauma Aid) 1/8

**CHARISMA: 5**

Language (Galanglic) 10/15

Language (Local) 3/8

**Contacts:**

Criminal - 1

Military - 1

Specialist (Mechanic) - 1

**History**

From childhood, Shiela has had a love for machines. She went to a technical school rather than a college so she could concentrate on her study of mechanics. She joined the army in order to get some skills in aircraft mechanics, but left after one term. When she got out of the service, Shiela joined up with "Springer Air" to see the world.

**Equipment:**

Mechanical Tool Kit

Flak Jacket (with optional plate inserts)

Autopistol with 3 magazines

Parka

Year supply of machinery rags

Cash: CR 6500



# GOOSE CLASS

## Amphibian Fixed Wing Aircraft

*Tech Level:* 9

*Price:* MCr 2.796

*Size:* 1500 cubic meters (107.14 Displacement Tons)

*Configuration:* Amphibian Fast Subsonic STOL Airframe

*Mass:* 5.67 Tonnes Empty, 25.00 Tonnes Clean, 32.48 Tonnes Loaded

*Power:* Twin 1.7 Mw MHD Power Plant driving Advanced Propeller generating 2.8 tonnes thrust and .6 Mw for electronics. Engines are multi-fuel engines primarily tuned to burn high grade hydrocarbon distillates. Can be tuned to burn alcohol, however, the engines only generate 2.01 tonnes of thrust on alcohol.

*Controls:* TL-8 Nav aids, TL-8 Terrain Following Electronics, 2 x TL 8 Flight Computers.

*Commo:* 300 kilometer Radio

*Sensors:* 30 kilometer Radar, Searchlight

*Life Support:* Heat, Lights, Basic Life Support, Oxygen tanks and masks for passengers and crew.

*Cargo:* 12.5 tonnes

*Crew:* 1 (Co-pilot position provided for long duration flights) on a flight deck.

*Passengers:* 8 x adequate seats

*Hardpoints:* 4 plumbed IWHP

### Tuned for HGD

|                   | <u>Clean</u> | <u>1/2</u>    | <u>Dirty</u>  |
|-------------------|--------------|---------------|---------------|
| Travel Move:      | 956 Km       | 792 Km        | 700 Km        |
| Combat Move:      | 44/11        | 37/11         | 32/11         |
| Fuel Capacity:    | 6,870 liters | 10,610 liters | 14,350 liters |
| Fuel Consumption: | 680 ltrs/hr  | 680 ltrs/hr   | 680 ltrs/hr   |
| Take-Off Roll:    | 992 meters   | 1,218 meters  | 1,500 meters  |
| Landing Roll:     | 240 meters   | 240 meters    | 240 meters    |
| Endurance:        | 10.1 hours   | 15.6 hours    | 21.1 hours    |
| Range:            | 2,413 Km     | 3,088 Km      | 3,692 Km      |

### Tuned for Alcohol

|                   | <u>Clean</u> | <u>1/2</u>    | <u>Dirty</u>  |
|-------------------|--------------|---------------|---------------|
| Travel Move:      | 680 Km       | 568 Km        | 500 Km        |
| Combat Move:      | 32/11        | 26/11         | 23/11         |
| Fuel Capacity:    | 6,870 liters | 10,610 liters | 14,350 liters |
| Fuel Consumption: | 680 ltrs/hr  | 680 ltrs/hr   | 680 ltrs/hr   |
| Take-Off Roll:    | 1,316 meters | 1,787 meters  | 2,072 meters  |
| Landing Roll:     | 240 meters   | 240 meters    | 240 meters    |
| Endurance:        | 10.1 hours   | 15.6 hours    | 21.1 hours    |
| Range:            | 1,717 Km     | 2,215 Km      | 2,637 Km      |

### Combat Statistics

*Configuration:* Fixed Wing Aircraft

*Agility:* 4

This aircraft is capable of water landings, but with landing gear extended, it can land on solid ground as well. The "dirty" configuration is the aircraft with a fuel tank on each of the plumbed hard points, a full load of cargo, and a full cabin of passengers. "Mad" Jack prefers the 1/2 configuration which has only 2 fuel tanks.

-- Mark "Geo" Gelinis --

# Traveller

The Traveller Series (up to but not including New Era) includes the following products:

## Game Rules Sets

- T01 Basic Traveller (1st ed)
- T02 Basic Traveller (2nd ed)
- T03 Deluxe Traveller (1st ed)
- T04 Deluxe Traveller (2nd ed)
- T05 Starter Traveller
- T06 The Traveller Book (Hard)
- T07 The Traveller Book (Soft)
- T08 The Traveller Adventure
- T09 MegaTraveller

## Rules Books

- B00 Introduction To Traveller
- B01 Characters and Combat
- B02 Starships
- B03 Worlds and Adventures
- B04 Mercenary
- B05 High Guard
- B06 Scouts
- B07 Merchant Prince
- B08 Robots
- B09 Azhanti High Lightning Rules
- B10 Striker

## Supplements

- S01 1001 Characters
- S02 Animal Encounters
- S03 The Spinward Marches
- S04 Citizens of the Imperium
- S05 Lightning Class Cruisers
- S06 76 Patrons
- S07 Traders & Gunboats
- S08 Library Data (A-M)
- S09 Fighting Ships
- S10 The Solomani Rim
- S11 Library Data (N-Z)
- S12 Forms & Charts
- S13 Veterans

## Modules

- M01 Tarsus (boxed)
- M02 Beltstrike (boxed)
- M03 Marches Campaign
- M04 Atlas of the Imperium
- M05 Alien Realms

## Adventures

- A00 The Imperial Fringe
- A01 The Kinunir
- A02 Research Station Gamma
- A03 Twilight's Peak
- A04 Leviathan
- A05 Trillion Credit Squadron
- A06 Expedition to Zhodane
- A07 Broadsword
- A08 Prison Planet
- A09 Nomads of the World Ocean
- A10 Safari Ship
- A11 Murder on Arcturus Station
- A12 Secret of the Ancients
- A13 Signal GK

## Double Adventures

- D01 Shadows/Annic Nova
- D02 Mithril/Bright Face
- D03 Argon Gambit/Death Station
- D04 Marooned/Marooned Alone
- D05 Chamax Plague/Horde
- D06 Night/Divine

## Alien Modules

- AM1 Asian
- AM2 K'kree
- AM3 Vargr
- AM4 Zhodani
- AM5 Droyne
- AM6 Solomani
- AM7 Hivers
- AM8 Darrrians

## Games

- G01 Mayday (1st ed)
- G02 Mayday (2nd ed)
- G03 Snapshot (1st ed)
- G04 Snapshot (2nd ed)
- G05 Azhanti High Lightning
- G06 Fifth Frontier War
- G07 Invasion: Earth
- G08 Dark Nebula
- G09 Imperium (Mounted Board)
- G10 Asteroid
- G11 Belter
- G12 Double Star

## Special Supplements

- SS1 Merchant Prince
- SS2 Exotic Atmospheres
- SS3 Missiles

## Miscellaneous

- Striker Miniatures Rules
- Understanding Traveller
- Beowulf Traveller Poster
- Vargr Traveller Poster
- Imperium Map Poster
- Spinward Marches Map
- Alien Hand-Out
- Memory Alpha (Tournament) For Use W/ Traveller Sticker
- Come Visit My Universe

## MegaTraveller

- MegaTraveller
- Player's Manual
- Referee's Manual
- Imperial Encyclopedia
- Referee's Companion
- Rebellion Sourcebook
- COACC
- Fighting Ships

## Best of The Journal

- BJ1 Best of the Journal 1
- BJ2 Best of the Journal 2
- BJ3 Best of the Journal 3
- BJ4 Best of the Journal 4

## Journal of the Travellers' Aid Society

- J01 Annic Nova
- J02 Victoria
- J03 Asteroids
- J04 Gazelle
- J05 Imperium
- J06 Imperial Interstellar Scouts
- J07 Champa Starport
- J08 Broadsword
- J09 War
- J10 Planet-Building
- J11 Striker
- J12 Merchant Prince
- J13 Hivers
- J14 Laws and Lawbreakers
- J15 Azun
- J16 Susag
- J17 Exotic Atmospheres
- J18 Travelling without Jumping
- J19 Skyport Authority
- J20 Ways of Kuzu
- J21 Vargr
- J22 Port to Port Jumping
- J23 Zhodani Philosophies
- J24 Religion of the 2000 Worlds

Although this list does not include them, anyone looking into the Traveller game series, should also include various licensed products from  
 Digest Group,  
 Seeker,  
 Grenadier (miniatures),  
 Paragon (software),

# The Far Frontiers



*James Kundert continues our indepth look at the Far Frontiers with new material detailing the coreward half of the sector.*

## Naming

Far Frontiers sector has had many names over the centuries, but only two remain in common usage during the Third Imperial era and beyond.

"Far Frontiers" is the Galanglic designation, and appears on charts as far away as Capital and Terra. The other commonly used name is the Zhodani designation "Afachtiabr."

## History

The first known space travellers in the sector that would become the Far Frontiers were the Ancients. If there were earlier travellers, they left no record of their passage. The mystery of the Ancients is as deep here as anywhere, though the presence of extensive Droyne populations on several worlds with Ancients' remains has given rise to a number of theories. In general, these theories are as varied as any in Imperial space, and cause as much disagreement. In the end, the only point that all can agree upon is that the Ancients were in the Far Frontiers at one time, and that they vanished accompanied by a great deal of destruction some 300,000 SI ("Standard Imperial") years ago.

The Far Frontiers saw no interstellar travel between the time of the Ancients and the entry of Zhodani traders and explorers some 6000 years ago (roughly -5100 Imperial). They found little intelligent life in the sector, but a fair number of worlds that would make excellent colonies. As colony worlds were of secondary concern at the time, the sector was marked for expansion but little attention was paid to it.

This opened the door for another race to exploit the area. Recently contacted by the Zhodani, the Vlazhdumecta obtained and duplicated the Zhodani jump drive and began a period of rapid

expansion. Within a hundred years the Vlazhdumecta had colonized worlds throughout the sector, establishing the Vlazhdumecta Colonial Sphere as a wide web of dependent colonies and trade agreements. This lasted for only a brief time, however, as the Zhodani noticed the goings on and determined to stop them. By close examination of the trade patterns within the Sphere, the Zhodani determined that the homeworld was the key. In a series of diplomatic, economic, and finally military moves, the Zhodani conquered and annexed the Vlazhdumecta homeworld and its immediate colonies. The Sphere collapsed, first into its separate trading districts, then completely, leaving scores of subsistence colonies scattered throughout Afachtiabr and Yiklerzdanzh sectors. While Zhodani traders continued to ply the region, the gradual souring of opinion towards them reduced commercial traffic to a trickle. The next development thus caught the Zhodani completely by surprise.

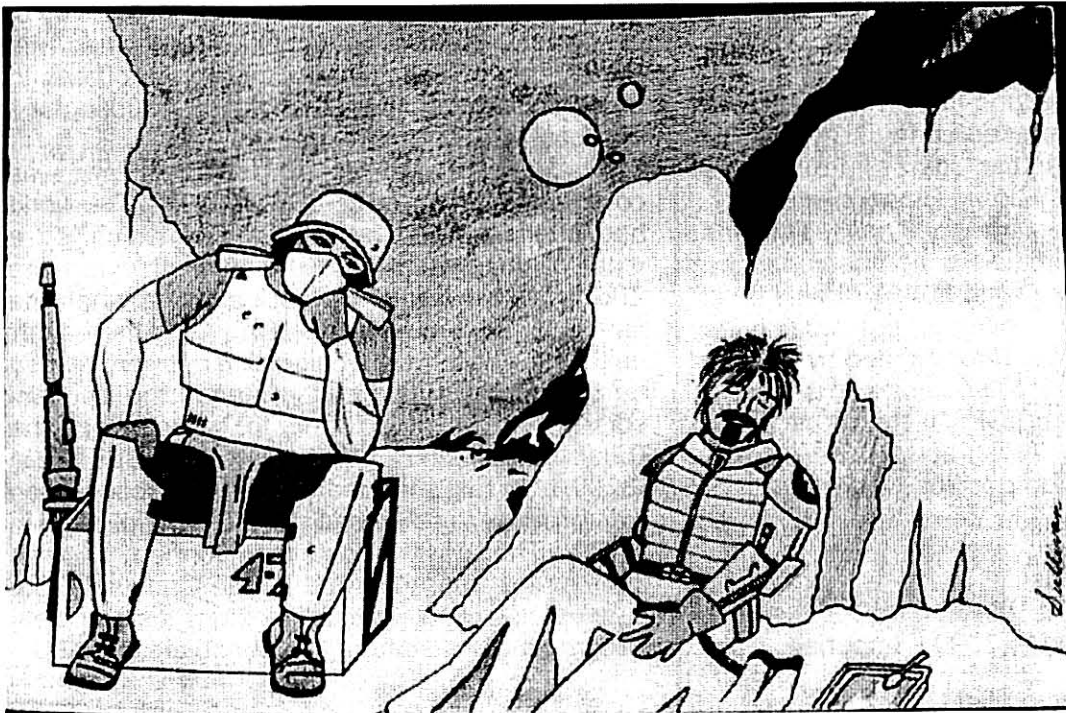
When the civilization aboard the Sky Raiders' worldship fractured around -4200, the fleeing factions ended their flight in Ienji, Retan, Dalesabandagh, and Zezhpae subsectors, on the worlds of Gazbol (0913), Fieedr (1004), Doklinchi (1604), N'dangelun (1719), Yereng (2014), and Nuleliman (2620). They intermixed with the local remnants of the Vlazhdumecta and began to build in anticipation of the time when the great worldship of their people would reach them. The progress on each world was remarkably similar. Crash industrial development and construction led to all six worlds becoming self-sufficient space-faring powers within 300 years. Nearby worlds and systems were raided for their resources to feed the growing economies. In the case of Fieedr, this activity caught the attention of the Zhodani in -3915.

The Consulate began its investigations and quickly discovered the burgeoning empire growing less than 20 parsecs from the Consulate's border. Initial attempts at contact were invariably failures. Acting without Qlomdlabr approval (which would have taken a year or more to obtain), the local elements of sympathetic mercantile and naval forces struck to neutralize the star-faring capabilities of the Raider worlds, making it look, in most cases, like the work of one of the other Raider worlds. Rightly fearing that the Raiders would rebuild, the Consulate Navy and several merchant companies cooperated to keep the Raider worlds on the ground by squashing lanthanum refineries, sabotaging attempted space flights, and promoting expensive social issues on each of the worlds.

This worked for some time, until an internal

investigation and policy change within the Consulate led to a curtailing of the Navy's powers and a closer watch on border traders. The Raider

two of the homeworlds and crippling the spacefaring capacity of the rest. The Zhodani soon found that conquest was simple compared



to the task of culturally absorbing the Raider populace. The task continues to this day, proceeding so slowly that the two homeworlds of the Raiders are still Forbidden to the general populace of the Consulate. This failure also caused the Zhodani to refrain from moving their borders to encompass the former Empire, as they foresaw that the difficulties would only increase. The

worlds could no longer be manipulated so easily. The drop in Zhodani vigilance allowed the Raider worlds furthest from the Consulate to succeed in their re-building. By -3500 the manipulations were primarily social, and all six worlds had operating space-fleets. Three worlds (N'dangelun, Yereng, and Nuleliman) had re-developed jump drive from old records and wrecked examples. The Zhodani efforts succeeded in one important way, however, as none of the six worlds trusted the others. As the three jump-capable worlds renewed contact with the other three, vague distrust was inflamed into open hostility by the remaining Zhodani manipulators. Armed skirmishes were infrequent, but used to good effect. In -3400 the strained peace broke into six-sided, all-out war.

former Empire still forms a notable dent in the Consulate as seen on maps of the area, and is known commonly as "The Raiders' Blight."

The worlds of the Raiders' Blight are currently named in a haphazard fashion due to subsequent waves of colonization and occasional intervention by the Zhodani, but several worlds retain some form of the original Vilani names given by the Sky Raiders.

The advantage in the war swung to each world or some short-lived alliance in turn. Within ten years all six worlds had jump-capable fleets engaged in taking resource-rich systems from each other. An area of space well beyond the six worlds was made hazardous to travel as they scouted and fought for advantage in new systems.

The Blight is now somewhat more culturally diverse than when the Zhodani tried and failed to absorb it, but Consular resources are now aimed elsewhere. SORAG maintains a watch on the area to control the rediscovery of Jump Drive, and Zhodani free traders are common, but no annexations are planned. The fact that the Protectorate would oppose such actions is certainly a factor as well.

Eventually, in -3319, Yereng succeeded in subduing the other five and declared the Empire of the Sky Raiders. Encompassing much of the area of the four subsectors, the Empire lasted over 200 years before its resources were exhausted on futile battles with the still growing Zhodani Consulate, and by rampant waste and abuse.

### A Word About Format

The subsector listings for the coreward half of Far Frontiers Sector are in the standard GDW format with two changes. The first is the addition of the Traffic and Facilities codes detailed in TTC#4. These can be found between the Population-Planetoid-Gas Giant codes and the Allegiance Code. In general, the higher the value, the higher the traffic volume or quality of facilities. See TTC#4 for further details.

As the political collapse of the Empire was still going on the Zhodani struck quickly, enveloping

The second addition can be found in the Comments section of any system with more than

one star. The code "S##", where the numbers range from 0 to F (15 in hexadecimal notation), indicate the orbits in which the companion stars are found. Following the tables in the MT Referee's Manual (pg 26) or the TNE rulebook (pg 192), these orbits range from Orbit 1 to Orbit 14, with "Close" being anything inside Orbit 1, and "Far" being anything beyond Orbit 14. These two special cases are represented by "0" and "F" respectively. As an example, Jdinz (0105) has the note "S0", indicating a "Close" Binary system.

One further note is required for Tertiary systems with Far companions. If the Far companion is the second listed number (as in "S4F), then it is a solitary star, with the other companion orbiting the primary somewhat closer (as indicated by the first number). However, if the Far companion is the first companion listed (as in "SF1"), then it is a Far binary, with the other listed companion in orbit around it in the indicated position.

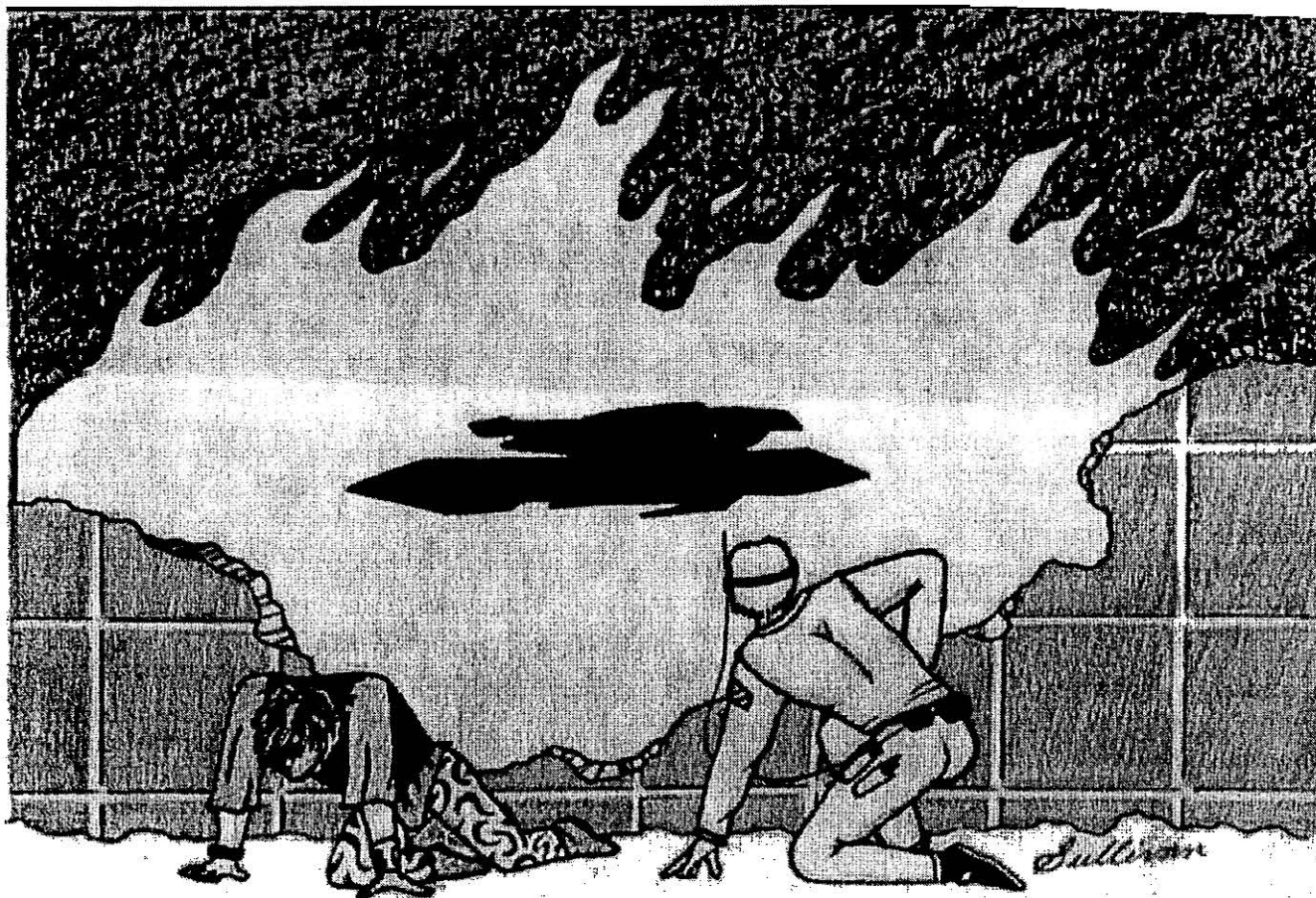
### lenji Subsector Notes

The lenji subsector is a study in expended resources. By the time the Empire of the Sky Raiders fell (around -3800 Imperial), the

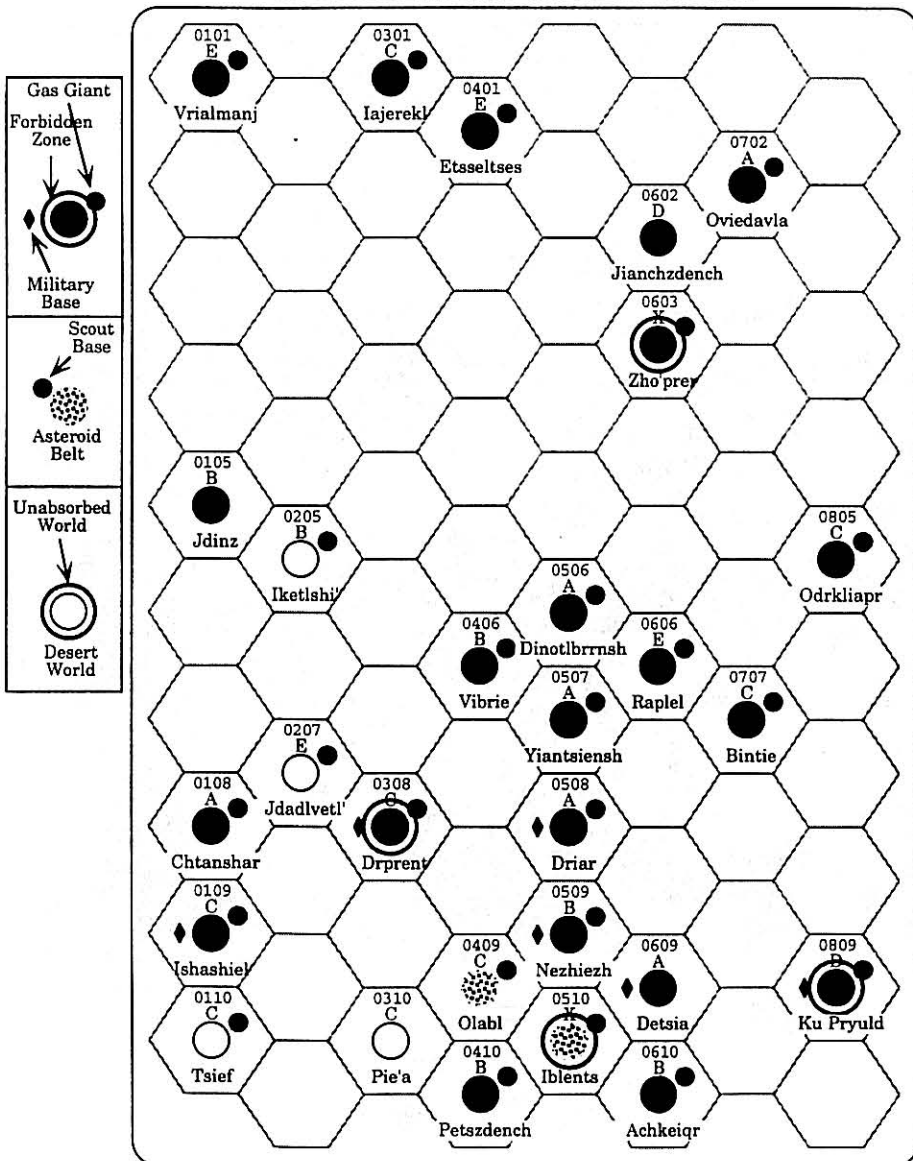
subsector had been thoroughly stripped of heavy metals. What remained were two hive-worlds and scattered colonies that the Zhodani were quick to cripple. There are no major industrial powers within the subsector, and very little in the way of mineable material. This depletion, combined with the shifting of colonial and military resources to other Consular frontiers, has left lenji subsector a true backwater.

Lenj is a client state of the Consulate, and was colonized by Zhodani in -3600 Imperial. The world had been ravaged by the Empire, which left a small colony behind to secure ownership from the Zhodani. This colony was still in place when the lenji Council decided to try expanding the border on their own and sent a colonizing mission. Placed on the opposite side of the planet, the Zhodani colony had plenty of time to grow before the Raiders would find it. When the two groups met in -3200, both had changed enough that cooperation was possible, and a world government followed in -3170. The government that formed had no interest in being governed by the Consulate, but suggested a client-state relationship instead. Lenj became a client state of the Consulate in -3100.

— James Kundert —



## Detsiaiem Subsector



## Detsiaiem Subsector

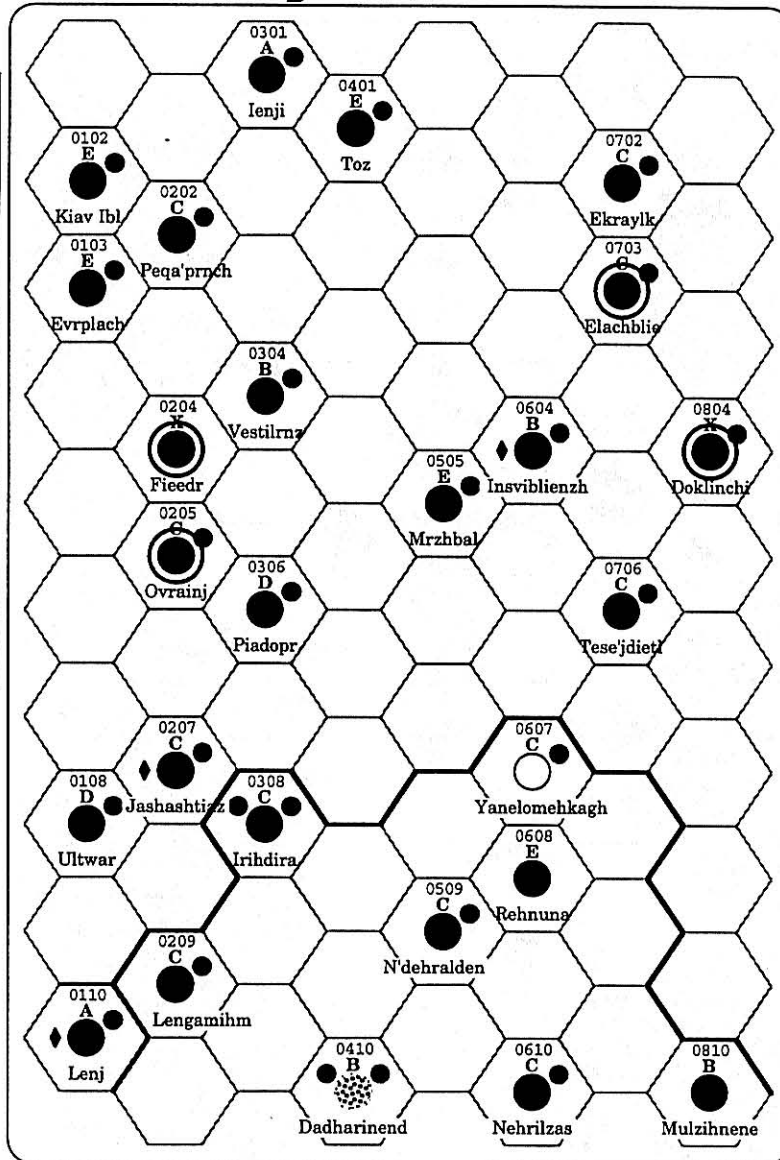
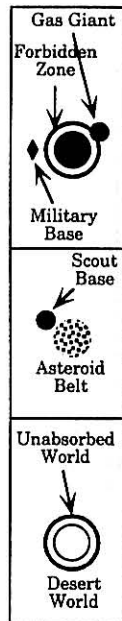
*Subsector A of the Far Frontiers*

| Name         | Hex  | UWP       | Bas           | Trade Codes | TPBG-TF | AI | Stellar        |
|--------------|------|-----------|---------------|-------------|---------|----|----------------|
| Vrialmanj    | 0101 | E373533-7 | Ni            |             | G804-37 | Zh | K0 V           |
| Jdinz        | 0105 | B4278A8-9 | S0            |             | G420-BF | Zh | M3 III M1 V    |
| Chtanshar    | 0108 | A95A451-E | Ni Wa         |             | G301-AE | Zh | F1 V           |
| Ishashiel    | 0109 | C774410-8 | Z Ni          |             | G403-87 | Zh | K1 V           |
| Tsief        | 0110 | C200578-A | Ni            |             | G902-76 | Zh | M6 V           |
| Iketlshi'    | 0205 | B200634-B | Na Ni Va      |             | G122-BA | Zh | M1 V           |
| Jdadlvetl    | 0207 | E300442-9 | Ni            |             | G203-65 | Zh | G1 V           |
| Iajerekl     | 0301 | C548645-6 | Ag Ni S1      |             | G204-46 | Zh | M0 V M6 D      |
| Drprent      | 0308 | C534336-9 | Z Lo Ni S8    |             | U413-45 | Zh | G7 III M2 V    |
| Pie'a        | 0310 | C20069A-9 | Na Ni S1      |             | G100-67 | Zh | M4 II M0 V     |
| Etssetlses   | 0401 | E598332-5 | Lo Ni D3 S3   |             | G924-10 | Zh | F7 III M3 V    |
| Vibrie       | 0406 | B22478B-C |               |             | G404-AC | Zh | K6 V           |
| Olabl        | 0409 | C000578-9 | As Ni         |             | G302-84 | Zh | G6 V           |
| Petszdench   | 0410 | B654438-8 | Ni S8         |             | G822-71 | Zh | M2 V M5 D      |
| Dinotlbrnsh  | 0506 | A636626-C | X Ni          |             | G923-9E | Zh | K4 V           |
| Yiantsiensch | 0507 | A7A3AFG-D | FI Hi S6      |             | G214-CE | Zh | G7 V M9 D      |
| Driar        | 0508 | A886353-B | Z Lo Ni       |             | G703-9D | Zh | M2 V           |
| Nezhiezh     | 0509 | B668521-9 | Z Ag Ni SE    |             | G203-AC | Zh | M4 V M9 D      |
| Iblents      | 0510 | X000757-7 | As Na         |             | F821-6X | Zh | M0 V           |
| Jianchzdench | 0602 | D313675-7 | X Ic Na Ni    |             | G700-67 | Zh | G3 V           |
| Zho'prer     | 0603 | XAD6789-2 |               |             | F803-XX | Zh | M2 III         |
| Raplel       | 0606 | E552431-5 | Ni Po C0 S8   |             | G911-35 | Zh | M9 V M8 D      |
| Detsia       | 0609 | A99A233-E | Z Lo Ni Wa    |             | G400-EF | Zh | M4 V           |
| Achkeiqr     | 0610 | B244457-9 | Ni            |             | G904-BD | Zh | G9 V           |
| Oviedavla    | 0702 | A787685-7 | Ag Ni Ri S1B  |             | G924-98 | Zh | M0 V M1 D M7 D |
| Bintie       | 0707 | CA8A342-9 | Lo Ni Wa S3   |             | G622-30 | Zh | M4 II M7 V     |
| Odrkliapr    | 0805 | C9A6420-8 | FI Ni         |             | G223-02 | Zh | M2 V           |
| Ku Pryuld    | 0809 | D566645-5 | Z Ni Ri Cw An |             | U214-32 | Zh | M8 V           |

Detsiaiem subsector has 28 worlds, all within the Zhodani Consulate. There are 20.6 billion people, of whom 3000 are Droyne and 2 million are Chirpers. There are no significant populations of Addaxur in the subsector. The highest tech level is 14 at Chtanshar and Detsia; the highest population is 20 billion (97% of the subsector's populace) at Yiantsiensch.

The Consulate administers two Forbidden worlds and two Unabsorbed worlds, including the Chirper world of Ku Pryuld (which is also an acknowledged Ancients' site).

## lenji Subsector



38

## lenji Subsector Subsector B of the Far Frontiers

| Name          | Hex  | UWP         | Bas         | Trade Codes | TPBG-TF | AI | Stellar     |
|---------------|------|-------------|-------------|-------------|---------|----|-------------|
| Kiav Ibl      | 0902 | E859663-5   | Ni          |             | G603-22 | Zh | K3 V        |
| Evrplach      | 0903 | E6749B9-5   | Hi In       |             | G624-74 | Zh | G2 V        |
| Ultwar        | 0908 | D767466-6   | Ni C5 An SA |             | G604-25 | Zh | M6 V M4 D   |
| Lenj          | 0910 | A367644-9 Z | Ag Ni Ri    |             | G611-8A | Zc | M3 V        |
| Peqa'prnch    | 1002 | C683233-5 X | Lo Ni S7    |             | G813-23 | Zh | F1 V M0 V   |
| Fieedr        | 1004 | X341AA6-5 X | Hi In Po SA |             | F400-11 | Zh | M5 V M2 D   |
| Ovrainj       | 1005 | C94A505-B   | Ni Wa An S0 |             | U733-04 | Zh | M8 V M2 D   |
| Jashahtiaz    | 1007 | C457130-A Z | Lo Ni S0    |             | G412-45 | Zh | M1 III M9 V |
| Lengamihm     | 1009 | C856587-6   | Ag Ni       |             | G104-35 | Na | K1 V        |
| lenji         | 1101 | A423899-D   | Na Po SA    |             | G203-8B | Zh | M7 V M6 D   |
| Vestilrnz     | 1104 | B777569-7   | Ag Ni S8    |             | G302-20 | Zh | F2 V M6 D   |
| Piadopr       | 1106 | D9A65AA-8   | FI Ni       |             | G714-X1 | Zh | M7 V        |
| Irihdira      | 1108 | C582430-9 X | Ni S3       |             | G913-03 | Na | G6 V M5 D   |
| Toz           | 1201 | E788143-6   | Lo Ni       |             | G912-X0 | Zh | M3 V        |
| Dadharinend   | 1210 | B000476-B X | As Ni An    |             | G701-03 | Na | K9 V        |
| Mrzhhbal      | 1305 | E87A653-5   | Ni Wa       |             | G102-XX | Zh | M9 V        |
| N'dehralden   | 1309 | C887475-5   | Ni          |             | G715-XX | Na | M6 V        |
| Insviblienzh  | 1404 | B452445-A Z | Ni Po S6    |             | G803-04 | Zh | M2 V M9 D   |
| Yanelomehkagh | 1407 | C1508A8-5   | De Po S3    |             | G804-00 | Na | M6 V M6 D   |
| Rehnuna       | 1408 | E633775-6   | Na Po       |             | G200-XX | Na | M7 V        |
| Nehrilzas     | 1410 | C633000-0   | Ba Po       |             | G004-XX | Na | M8 V        |
| Ekraylk       | 1502 | C446864-5   | C1 S2       |             | G703-11 | Zh | G0 V M5 D   |
| Elachblie     | 1503 | C577200-7   | Lo Ni S7    |             | U104-01 | Zh | G4 V M8 D   |
| Tese'jdiel    | 1506 | C786687-8   | Ag Ni Ri    |             | G505-56 | Zh | K6 V        |
| Doklinchi     | 1604 | X7879ED-1   | Hi S7       |             | F814-XX | Zh | M5 V M6 D   |
| Mulzihnene    | 1610 | B42467A-9   | Ni SA       |             | G800-00 | Na | K4 V M4 V   |

lenji subsector has 26 worlds, 17 of which are within the Zhodani Consulate. There are 55.75 billion inhabitants, of which some 70 million are Chirpers. There are no significant populations of Addaxur or full Droyne in the subsector. The highest tech level is 13 at lenji; the highest population is 40 billion (72% of the subsector's populace) at Fieedr. The only A ports are at lenji and Lenj.

The Consulate administers two Forbidden worlds and two Unabsorbed worlds within the subsector. In fact, the two Forbidden worlds hold 87% of the subsector's population, being Raider worlds caught behind the expanding Consular border.

# Raid on Lobok!

Since the shattering of the Imperium, raids upon worlds have become common in the ensuing chaos. Most involve small space forces overwhelming poorly equipped or unprepared defenders. This adventure, however, is an example of a very large raiding force against a well defended world. The risks are higher, but so are the rewards.

Although this is about Vargr corsairs in Corridor Sector during the Rebellion, it can serve as a model for similar raids in the New Era. For example, the raiders might instead be Sword Worlders looting the wealth of the old Imperium. In fact, that is the theme of H. Beam Piper's classic novel, *Space Viking*, which parallels Traveller in striking ways. I strongly recommend that referees read this novel for additional insight into this kind of space adventuring.

## Introduction

When the Imperium died, the Vargr wasted no time to begin rending its carcass. The vanished Imperial Navy left hundreds of worlds unprotected. Corsairs started raiding the least of these early, and their success brought Vargr in ever increasing numbers until they grew into an unstoppable tide of pillaging.

As a switch, Traveller players might enjoy taking the role of one of these Vargr bands. Let them create as much mayhem as their magazines will allow, and make off with whatever suits their fancy. This is not to say the characters will face no problems or dangers. But they can enjoy a position of strength with fewer

inhibitions, and have a romp-roaring good time.

The characters are crew members aboard the *Zhouderr* (Wanderer), an independent 200 ton Vargr trader. Although they engaged in legitimate trade (usually) in the Vargr Extents, they too were caught in the blood frenzy like so many others. Following the trail of wealth, they banded with other ships on their way to pick the bones of the Imperium.

## Setting

The setting is Ian Subsector, Corridor, sometime in the year 1119. The spinward half of the subsector is dominated by the ships of the Dzarrgh Federate, a powerful Vargr government from Provence and Tuglikki Sectors. Remaining Imperial forces throughout Corridor have ceded superiority of space to the Vargr and concentrated on the defense of particular worlds.

Vargr ships roam the sector almost at will, engaging in piracy and raids. While not welcome at the ex-Imperial starports, they have established their own bases at several worlds throughout the sector.

## Characters

The adventure can accommodate many characters. The *Zhouderr* requires a crew of 5. Additional player characters can serve as gunners or handle ground operations.

However, the ship can hold many more characters than would likely be required for a player group. With a total of 10 small staterooms, the Vargr trader can accommodate up to 20 Vargr with double occupancy.

Even more





could be put aboard just before the assault even though not assigned a bunk. Troops with gear will take 2.5 kl of cargo space. Simple laborers will take 1.5 kl. Both are assumed to sit along the wall of the cargo hold, secured by restraining straps, while the ship is in flight.

### Equipment

Characters are permitted to use their own funds to equip themselves up to TL13. The ship's locker has equipment up to TL9, including vacc suits, ballistic weave armor, kits, hand communicators, and weapons permissible at law level 4.

Unlike a corsair ship, the *Zhouderr* is not suited for conducting piracy or raids alone. However, its cargo capacity (67 tons) makes it a useful addition in large operations. While combat oriented ships and crews bear the brunt of the fighting, Vargr traders and merchants can haul the captured booty away.

The *Zhouderr* is a stock ship for its class. The characteristics for the Vargr trader are given in the *Brilliant Lances Technical Booklet* page 33. Its armed with a laser turret and a sandcaster turret.

### Opportunity

While in Corridor, the #Zhouderr# earns a living supporting the new corsair bases by transporting loot, supplies, munitions, ship parts, etc., while the crew awaits an opportunity to involve itself in a large raid. Word of such a raid can come anywhere during its wanderings in Corridor. When it does, they must travel to Raiga/Ian (Corridor 0516 X664532-3 R) to join.

In the Raiga system, the corsair base is at a moon (Y331000-0) of the innermost gas giant, Inraa. Humans interdicted the main world because of a dangerous bacteria. Although Vargr might be immune, the corsairs do not risk visiting Raiga itself.

Ships are collecting at the base to join the Aludur Avu, a large but temporary alliance under a female Vargr leader, Kozoran. Their objective is to raid a rich Imperial world, Lobok/Ian (Corridor 0218 C582876-9). Lobok is in space controlled by the Dzarrgh Federate. While most of the ships in the Aludur Avu are independent corsairs, Kozoran is from the Dzarrgh Federate, which has sanctioned the raid.

### Emissaries

When the player group petitions to join, an Aludur Avu emissary will board the *Zhouderr* to interview them and inspect the ship. A few days later, formal meetings for the raid will begin.

To assure security, sessions are held aboard the flag ship, *Ukkazug*. Too large for the base landing pads, the 30,000 ton Aek Naz-class Battle Cruiser has set down outside the perimeter. It is connected to the base by a rude, but solid tunnel.

Generally, only the PC emissaries will attend until the later meetings. The first day is a general meeting giving an overview of the raid. The rest of the time will involve organization, assignments,

and planning.

The player characters are not important enough to influence major decisions regarding the raid. But they can influence things within Tor Flight, the ship group to which they belong.

Tor Flight is assigned to raid the Karro Peninsula. This is to be divided into four districts, one for each of the the four ships of Tor Flight: *Zhouderr*, *Atruk* (subsidized merchant), *Ekoruka* (Vargr trader), and *Voronol* (Vargr corsair). Kardon captains the *Voronol*. He will have the highest charisma within Tor Flight and is its commander.

The player characters will have a map showing the location of bases, communities, and industrial centers, plus any information the Aludur Avu might have on the Karro Peninsula. After consulting the rest of the player group, the emissaries must haggle over what district the *Zhouderr* will range over and its boundaries. The *Zhouderr*'s cut is also negotiable. The crew will be allowed to keep for themselves about 25-40% of what they collect. (The rest goes to ships performing high guard, to the Dzarrgh Federate, and to the Aludur Avu as a whole for various costs.) Various charisma based skills will apply to these sessions.

### Base Life

The lengthy meetings aboard the #Ukkazug# will usually just involve emissaries. In the mean time, the remaining characters can interact with other Vargr, telling stories, playing games, exchanging information, and making friends and enemies. They could pick up some important rumors about Lobok or of the other participants in the raid. This could influence what the emissaries try to do. The group can also purchase equipment and recruit extra help.

A possible friend is Doren Lan. Although a professional soldier (ex-army), he is also an accomplished "scrounger". He might offer the group up to 35 special sandcaster rounds (Cr100 each). In fact, these are large-caliber flechette shells. Although useless in space combat, they can turn sandcaster turrets into effective anti-personnel weapons. With these shells, they have the following characteristics plus those described on page 279 in the TNE rules:

### Sandcaster Flech(LC)

| ROF | Dam | Pen     | Mag | Rng |
|-----|-----|---------|-----|-----|
| SS  | 10  | 1-1-Nil | 35  | 40  |

A possible enemy is Kokgan, corsair commander and owner of the *Atruk*, a 400 ton Imperial subsidized merchant converted into a corsair. His crew is noted for picking fights when the odds are clearly in their favor. Kokgan himself is known for his greedy nature, and he will push abrasively to secure advantages for himself within Tor Flight.

### Mission Plan

The Aludur Avu cannot hope to capture or neutralize Lobok -- the world is too well defended. But the Vargr fleet is large enough to overwhelm

units kept on constant alert. After a few hours, the main body of defense forces will mobilize and drive the raiders off. But in that time, the Aludur Avu could collect enough loot to make the effort profitable.

Only about half of the ships in the raid will descend to the surface. Others, the high guard,

The *Zhouderr* crew should plan their route to maximize what they collect. Because they must travel close to the ground (NOE) to avoid attack, their flight will be slow. This makes the course they lay out more important.

Time is essential and must be kept close track of. Someone should maintain a ledger recording



will remain in orbit. As surface forces descend, the high guard will provide covering fire and bombard well protected centers to "soften" them. Thereafter, the high guard can concentrate on defending itself and disrupting the mobilization of the defenders. They will also provide intelligence and coordination to the looting ships.

Surface forces must loot as quickly as possible while the raiders still hold the initiative. How long the looters will actually have on the surface will depend on how much time the tricks and tactics of the Vargr in orbit can buy, perhaps 2D+2 space combat turns (30 minute periods). The referee rolls this secretly.

When the high guard cannot hold its place any longer, it will announce a 30 minute warning. In that 30 minutes, surface forces must finish up. Some last minute rescue operations are also performed. The next 30 minutes is cover fire for the ascending ships, and the Aludur Avu withdraws.

### Raid

The player characters will be among those descending to the surface. As they fly in, involve them in minor space combat, perhaps with a fighter pass or two. The group should arrive at an unpopulated spot on the map so the defenders cannot predict their first destination. From there, they roam their assigned territory, hitting industrial centers and warehouses trying to collect goods of the highest value possible.

each activity, time spent, and a running total of elapsed time. Below is an activity checklist with recommended times.

### Activity Checklist      Approximate Time Spent

- |                               |             |
|-------------------------------|-------------|
| I. Flight to destination      |             |
| A. In-flight encounters --    |             |
| B. Flight time distance/speed |             |
| II. At destination            |             |
| A. Combat combat duration     |             |
| B. Encounters varies          |             |
| C. Secure and search          |             |
| 1. Secure                     | 5- min      |
| 2. Search                     |             |
| a. Physical search            | 3D- min, or |
| b. Computer                   | 1D+ min, or |
| c. Interrogation              | 1-3 min     |
| 3. Collection of goods        |             |
| a. Make space in hold         | 1 min/ton   |
| b. Major loot                 | 1 min/ton   |
| c. Minor loot                 | 1 min/ton   |
| d. Filler cargo               | 1 min/ton   |
| e. Incidental items           | 1 min       |

### Explanation of Checklist

*Flight to Destination:* The map of the Karro Peninsula uses 17km wide hexes. (Forty of these in line will span one hex on the standard Global View Map from the *Traveller Players' Forms* book.) Flying nap-of-the-earth (NOE), the *Zhouderr* can travel only 170 km/hour, crossing

one map hex in 6 minutes.

They can raise altitude and sprint to their destinations at 1000 km/hour. But this invites attack. Warn the group by mentioning radar pulses and fighters high above. If they persist in the gamble, check for an attack for every 5 hexes traversed. On a 7+ on 2D6, roll one attack by a laser turret from a system defense boat as given

a flock of birds is also possible. The pilot may attempt a Difficult evasion maneuver. Collisions will not cause more than minor damage (consult Starship Combat Charts for possibilities). A civilian aircraft is yet another possibility. Although not a direct threat, it could report their position and direction.

3. System fault: Something aboard the craft has



on page 373 in the TNE rules.

While in NOE flight, throw 11+ on 2D6 for an event every 2 hexes traversed. If an event occurs, select from the suggestions below or roll randomly.

1. Target of opportunity: The sensor operator might notice something on the ground of possible value. This could be an armored car with motorcycle escort or a mansion on a secured estate. Assume the target has 1D tons of major loot (eg. precious metals, art objects), but no minor loot or filler cargo.

2. Encounter: The vessel encounters something en route. This could be many things, for instance a thunderstorm covering 2D hexes directly in their path. At NOE, the ship should halve its speed. Otherwise, the pilot must make a Difficult roll in each hex crossed to avoid a minor mishap (brush trees or flying into view of radar). A collision with

failed, or is threatening to fail, requiring task rolls to diagnose and correct. Possible faults include EM sensors (Sensors), maneuver drive (Ship's Engineering), software (Computer), g-compensators (Gravitics), avionics (Electronics), and turret socket hydraulics (Mechanic). The referee should select a fault and tailor the event to provide some excitement for less involved characters. A landing might be required for the system to be fixed, inviting a possible animal encounter.

4. Minor medical emergency: Someone aboard the *Zhouderr* is injured. This could be caused by falling cargo, accidental weapon discharge, or infighting with an NPC. The injury should not be incapacitating.

5. Status report: The Aludur Avu sends a coded combat report addressing Tor Flight. Whoever is monitoring communications must roll

Average:Communications to pick it up through interference. A character can roll an Average:Fleet Tactics uncertain task to estimate the amount of time the *Zhouderr* has remaining before it must withdraw.

6. Detection: Allow an Average:Communications task for anyone listening to radio traffic. If successful, he hears a military dialogue suggesting an interceptor is approaching the *Zhouderr*. Alternatively, allow the sensor operator an Average:Sensors task to detect an active scan as if something overhead is about to get a weapons lock on the vessel. On 7+, such threats are false. The characters may attempt to evade.

*Check for Defenders:* If the site is an industrial center, throw 10+ on 2D6 for there to be 2-12 defenders. If a community, throw 7+ on 2D6 for there to be 3-18 defenders. Some centers are particularly important, and thus well defended. However, the Aludur Avu will bombard them from orbit soon before the arrival of the *Zhouderr*. So, generally, a center will still have but 2-12 combatants.

Below is a table of typical defenders. The better equipped ones are more likely closer to the military bases. The *Template* column refers to the NPC template in the TNE rules to use. *Weaponry* is how most of the defenders are armed. However, a few among them might have heavier weaponry, which is listed in the *Specialist Weaponry* column. The *Armor* column shows what the defenders wear. Although Lobok is tech level 9, several units have imported equipment of a higher tech level.

The time spent is the number of combat rounds rounded up to the nearest minute.

| Roll | Template   | Weaponry       | Specialist Wpn | Armor                 |
|------|------------|----------------|----------------|-----------------------|
| 1    | Guard      | auto pistol    | auto shotgun   | BW Vest               |
| 2    | Guard      | auto snub-8    | -              | BW Vest & Helmet      |
| 3    | Troop-Reg  | aslt rifle-7   | LAG-8          | BW Body Suit & Helmet |
| 4    | Troop-Reg  | aslt-7 w/RAM-9 | 5mm Rotr Gun-8 | Cbt Env Suit & Helmet |
| 5    | Trp-Marine | ACR-10         | ARL-10         | Combat Armor-10       |
| 6    | Trp-Marine | PGMP-12        | -              | Combat Armor-12       |

*Encounters:* These are created by the referee. They may include staff members, emergency personnel, physical barrier, bomb trap, defender using heavy machinery, special personality, etc. The time expended is arbitrated by the referee. Ideally, invent encounters for player characters that have had the least to do in the raid.

As a sample encounter, a Vagr g-carrier pulls up as the characters are searching a center. These are from an adjacent raiding district. The g-carrier was scouting a parallel string of centers when its mothership was destroyed early in the raid. The g-carrier crew immediately sought out the *Zhouderr* as a way off planet.

The *Zhouderr* crew can refuse them if they wish. The Aludur Avu will attempt to rescue the crew before the withdraw. However, the g-carrier crew might be new friends established during events at the corsair base. They can be integrated into the

*Zhouderr's* plans. As scouts, they could potentially find a site with plenty of major loot (eg. Abram Cipher) that the *Zhouderr* might otherwise skip over.

*Secure and Search:* Securing the area takes 5 minutes, reduced by 1 minute for every 5 combatants in the player group (rounded down; minimum 1 minute). This is beyond any time spent in actual combat.

A physical search through the storage buildings, warehouses, shipping platforms, etc., takes 3D minutes. This is again reduced by 1 minute for every 5 searchers (rounded down; minimum 2 minutes).

A usable central computer or computer terminal is present on a 7+ on 2D6. If present and deliberately searched for, it will take 1D minutes to find, adjusted by the number of dedicated searchers in the same manner as above.

To access a computerized inventory is a Difficult::Computer task requiring one minute, repeatable. The operator must have an interpreter if he does not know Galanglic. On success, the operator has access to a complete inventory and has found a center map. Sometimes (1 on D6), he may instead find the files are secured and that breaking through the codes will take too long to be of use. The protection is defeated anyway on Outstanding success.

Securing the area includes gathering up personnel that might be found. (Generally, roll 7+ on 2D6 at a center for there to be any present, 3+ in a community.) These may be questioned to find someone

among them with a familiarity of the goods in the area, and to coerce assistance. There is someone on a 7+ if the group is regular

staff, 9+ if center security, 11+ if cleaning personnel.

The task for extracting information is:

Formidable:[skill] (Average:Galanglic to enable)

and takes about a minute. The skill used may be Interrogation, Interview, or Bribery. If the language enabling task fails, an interpreter must be used, and so the task remains Formidable instead of dropping to Difficult.

When a Vagr applies his charisma attribute in conversing with a human, halve his charisma and round down. If he possess some Liaison skill, round up instead and add his Liaison skill rating.

*Collection of goods:* Each site has enough cargo to fill the hold of the *Zhouderr*. However, *Loot*, rather than conventional cargo, is the objective of the raid. Cargo does not have the value to make

a major planetary raid worth the effort. Fortunately, on a world such as Lobok, there is much potential for finding goods whose values exceed that of conventional cargos. Generally, communities do not have loot although they usually have incidental items.

Loot comes in two forms, major and minor. Each center has about 1D+5 lots of minor loot and 1D-3 lots of major loot. Both come in lot sizes of 1D tons. Loot can be treated as cargo in all respects, except the sale price for minor loot is about 10 times greater than that of cargo, and major loot is 100 times. These are general rules regarding major loot. Major loot is exceptional and should be deliberately created.

In addition to loot and cargo, the referee can also include incidental items. These might be currency, useful adventuring equipment, unusual jewelry, a fine musical instrument, a collection of entertainment crystals, high wattage audio system, and so on. Their selection and occurrence are left to referee discretion.

Each team of 5 can routinely move 10 tons of material onto or off of the *Zhouderr* in 10 minutes. Three teams can work simultaneously, one at each of the trader's 3 cargo hatches. If they work in haste, the time can be reduced by 1D minutes.

For ever 10 tons a team moves, have the team leader roll Easy:Charisma to avoid a mishap (Average:Charisma if the team is working in haste). Leadership skill may be added. Add a DM+1 for each extra hand on the team over the basic 5 or DM-2 for each under 5. A character with strength 12+ counts as 2.

One minute is automatically lost if the roll fails. In addition, the referee must define the event in such a way that would require a player characters to make another task roll. If a PC is one of the laborers, then he might make an Average roll against Agility to avoid falling cartons, or against Strength or Constitution to avoid a strain. If equipment is being used in loading (a vehicle, robot, battle dress, etc), then the task could relate to this. If there are no player characters on the team, then one might be called to make a repair or provide first aid.

### Example Centers

The above material is only meant to give referees the basic structure of the adventure. Referees should flesh out the encounter sites so as to make each more unique and enjoyable to the players. Samples follow:

1. Everik Chemical. The center is being visited by several groups of school children on field trips. A few from an orphanage group break from their guardians and bedevil the Vargr characters. (See "Children in MegaTraveller," Digest #15 p34.)

Major loot:  
Special Alloys (Price per ton: Cr200,000, 5 tons).  
Minor loot:  
Explosives.  
Incidental items: Advertising balloons and helium tanks.

2. Arrola Machining, Subsidiary of GSbAG. RCV's common. While the industrial center has no combatants, staff will use remotely commanded vehicles to obstruct and interfere with the characters' activities. These are similar to the cargo handler robot on page 262 in the TNE rules. However, one is a true GSbAG-1000 robot and counts as 2 laborers if used in moving goods to and from the cargo hold.

Major loot: Robot (Cr500,000, 1 ton).

Minor loot: Electronic parts (10 tons).

Incidental items: Radiation counters.

3. Lancorr Co. The center, part of the defense industry, was heavily defended, but neutralized by orbital fire. However, one of the radioactives storage sites blew up. Radioactive areas will vary from 5-30 (1D x 5) rads per minute, depending on location. If radiation rules from *Twilight: 2000* are not available, have each character roll Average:Constitution for each 50 rads accumulated. On one failure, halve Strength, Agility, and Intelligence after one hour. On two failures, the character is instead incapacitated. On more or critical failures, halve the on-set time.

Major loot: Radioactives(Cr1,000,000, 12 tons).

Minor loot: Isotopes (7 tons).

Incidental items: Fire fighting equipment.

4. Adadan Pharmaceutical. Although a respected producer of drugs and medications, Adadan secretly produces psionic drugs for a psionic institute on a nearby world. The defenders of this center, although not as heavily armed, are all psionic.

Major loot: none.

Minor loot: Pharmaceuticals (16 tons).

Incidental items: Psi-booster, psi-double, radiation drug (fast retrorad-12), 2D doses each.

5. Garimi Manufacturing Corp. An important planetary defense contractor, heavily defended, but bombarded from orbit. After the characters secure the center, fires surge out of control. Some characters may be trapped by flames. Odorless chemical fumes might also disable others.

Major loot: Machine tools (Cr750,000, 4 tons).

Minor loot: Metal parts (7 tons).

Incidental items: TL10 gravitic floater. The floater adds a DM+1 bonus to cargo loading/unloading tasks.

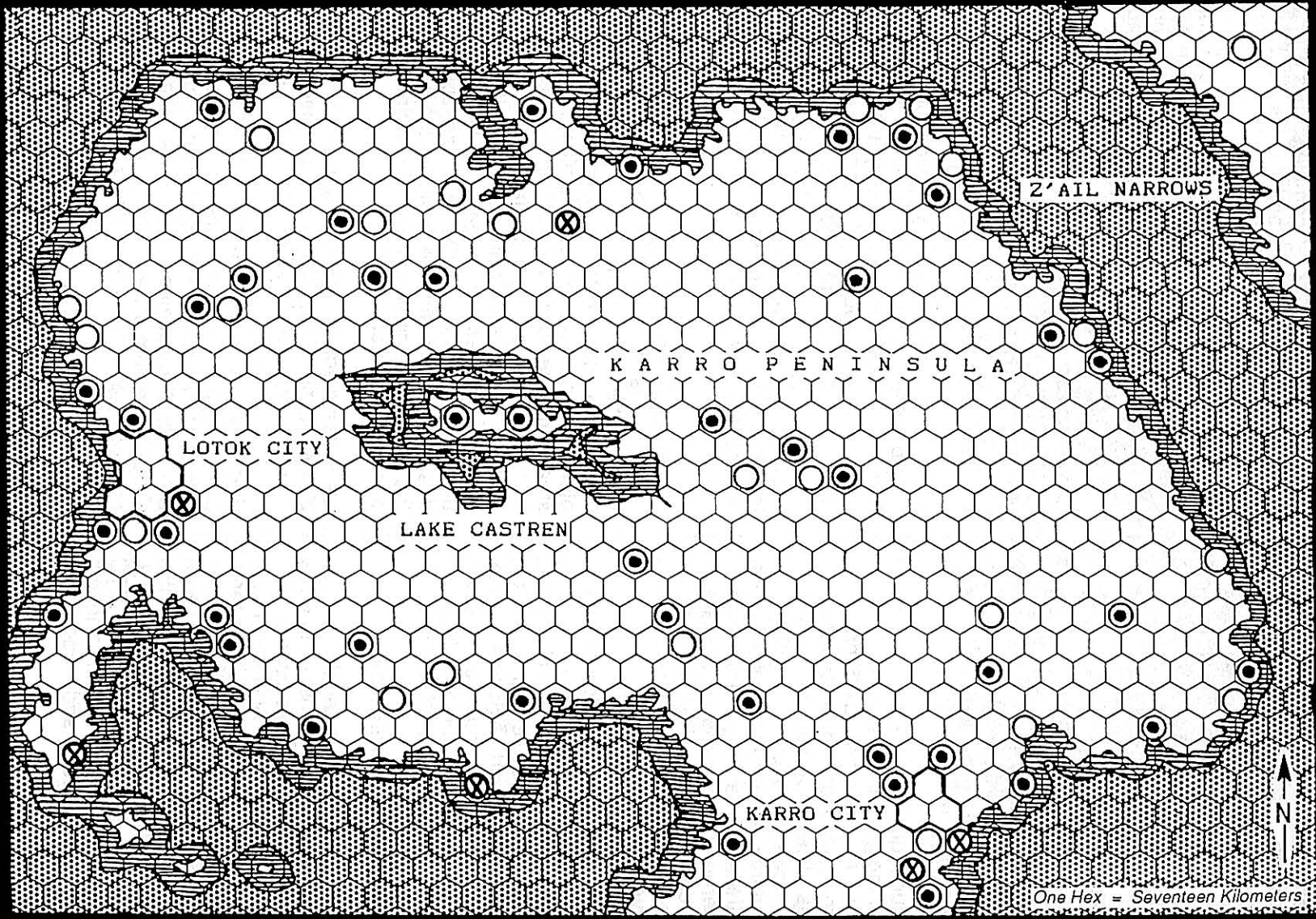
6. Abram Cipher, Importers. Corsairs (1D+2) from the *Atruk* have landed at the site aboard their launch minutes before the *Zhouderr*. The corsairs are encroaching from outside their assigned raiding district. The characters can challenge them or pass the site over and protest later. However, they should deduce that the encroachers know something regarding the value of that site.

Major loot: Computers (Cr10,000,000, 5 tons).

Minor loot: Software (6lots).

Incidental items: Cr100,000 in local currency.

-- Mike Mikesh--



- ⊗ MILITARY BASE
- ⊙ INDUSTRIAL CENTER
- SMALL CITY
- ⬡ LARGE CITY

# Strasse Weapons Systems, SC

The Gralyn Union is a small pocket empire located in Reavers' Deep sector. There are a number of reasons for its emergence as an interstellar polity; one of which is the research and development carried out by numerous small companies, each pushing back the frontiers of technology in their individual fields.

Strasse Weapons Systems, SC (Stock Corporation). is a small, but highly respected maker of quality weapons that has been privately owned by the Strasse family for 6 generations. The company has enjoyed select government contracts over the years, supplying quality weapons to elite military units.

They also produce quality firearms for civilian sales. These run the gambit from precision target arms to rugged hunting weapons. SWS produces more than firearms, although that is the mainstay of their business. They manufacture composite and compound bows, crossbows, hunting and survival knives, martial arts and police equipment. They are one of the secondary suppliers of military bayonets and ceremonial swords for the Gralyn Union armed forces. A SWS cutlass is a popular gift item given young Gralyn Union Marine officers when they receive their commission.

SWS keeps on top of military developments and service requirements through a history of military service by Strasse family members. The current CEO, Gunther Henrich Strasse served 10 years in the Marines, the last 7 as part of Special Forces units. His younger brother is currently an officer in Marine Special Forces, his nephew is in the Army and his daughter is training to be a Navy pilot.

## Strasse Pistol, Model 9, Experimental

Strasse Weapons Systems has been the primary center for electro-thermal weapons technology research on Gralyn. The project has been funded by both company investment and by Gralyn Union research grants. The first product of this research to leave their labs is a pistol currently being evaluated by the Gralyn Union military services. It is being considered for suitability as a potential new service sidearm. The SP-9X (Strasse Pistol, Model 9, Experimental) uses a 9x20mm ETC round. It's modular design with two different length barrels, an optional stock and additional, extended magazines.

Evaluation models have been given to the Navy, Marine and Army and the Gralyn Union Exploration and Survey Service. The CEO of Strasse Weapons Systems has provided GUESS

## A New Breed of Weapons for a New Breed of Soldiers

with a dozen SP-9Xs, complete units with all options, for field test

by GUESS exploratory personnel.

The SP-9X is an attempt to provide a weapon that, in a pinch could serve as a pistol, a carbine or a submachine gun. It doesn't serve any of functions as well as a separate weapon designed for each function. It does, however, perform well as a general-purpose weapon for non-front line troops. Given the non-military function of GUESS, such a weapon may fit for a lot of an exploratory ship's crew.

## SP-9X Design Notes

The design inspiration for this weapon was the long-barreled 9mm Luger pistols issued to German submarine and artillery troops during WWII. These weapons had a barrel that was just under a foot (30.5cm) long. The 9x20mm ETC round has a average barrel length of 10cm. Fire, Fusion and Steel rules allows a maximum barrel length of 23cm, so 8cm of muzzle brake and flash suppressor were added for a total barrel length of 31cm.

The longer barrel nearly doubled the muzzle energy. This more than doubled the range and brought the damage up to 3. This barrel has a plastic grip attached to the bottom of the barrel, along the back two thirds. This allows the firer to steady the weapon without burning his or her hand. Such action is usually taken only when the detachable carbine stock is attached. This stock more than triples the range. Also like the long-barreled Luger, 20 and 32 round magazines were designed, which would extend out the bottom of the grip. These come in handy when firing in 3 or 5 round burst mode.

Of course, various sighting options can be added as well, although the WWII weapon had no such enhancements available for it.

If adopted, the weapon will be issued as a heavy pistol with the 9cm barrel and 4cm muzzle brake. The 31cm barrel/MB/FS combination, stock and extra long magazines would be available to GUESS starship crew members on exploratory missions at the discretion of the mission commander.

## Strasse Machine Pistol, Model-1C, Experimental

The SMP-1CX is a light machine pistol. It has a very high rate of fire and comes with a standard 23 round grip magazine. It has a 20cm barrel, a

4cm muzzle brake/Flash Suppressor, a laser sight, and a shock absorbing folding stock. A 20cm silencer is optional. With out the silencer, this weapon weighs 2.27 Kg fully loaded The optional silencer very effectively silences the weapon, but it reduces the muzzle energy drastically. The HE & HEAP rounds are little more effective than standard rounds.

This weapon was designed for use by Gralyn Union Military Commando Units and Gralyn Police counter-terrorist units. The 20cm barrel is detachable and the entire unit is designed to fit in a custom fitted attache case for transport.

The SMP-1CX uses a very light ETC round

designed deliver an expanding head round at close ranges. The expanding round can not penetrate even light body armor. It does deliver a reasonable amount of kenetic energy though. Discarding Sabot rounds are available. These rounds, while delivering less energy, can defeat light body armor at ranges up to 110 meters. Tranqilizer rounds are also available. HEAP rounds were not produced since they are impractical for a round this small.

--Mark Urbin--

### NAVIGATION HAZARD

A multi-rock collision in the Geneth asteroid belt has caused small fragments to spread beyond the normal bounds of the belt [sec (376f,74i,654g): (987a,273c,763j)]. ISS Nav are currently monitoring the situation and attempting to place temporary warning beacons around the danger area. All ships are warned not to enter the region unless equipped with suitable collision-avoidance systems.

| Weapon  | TL   | Ammo   | Empty       | Weight Loaded | Ammo | Mag     | Price Wpn | Price Ammo  |
|---|------|--------|-------------|---------------|------|---------|-----------|-------------|
| 9mm ETC Selective Fire Pistol   | 9    | 9x20mm | 2.08        | 2.72          | .64  | 14/0.5  | 899       | 0.2/77.8    |
| 23cm barrel (+8cm muzzle brake and flash hider)                                 |      |        |             |               |      |         |           |             |
| Round   | ROF  | Dam    | Pen         | Blk           | SS   | 3Br     | 5Br       | Rng w/Stock |
| 9mm ETC Ball  | 3/5  | 3      | 2 - Nil     | 3             | 1    | 2       | 3         | 37 120      |
| 9mm ETC HE  | 3/5  | 4      | Nil         | 3             | 1    | 2       | 3         | 28 90       |
| 9mm ETC DS  | 3/5  | 3      | 1 - 2 - Nil | 3             | 1    | 2       | 3         | 44 144      |
| 9mm ETC HEAP  | 3/5  | 4      | 2 - 2 - 2   | 3             | 1    | 2       | 3         | 28 90       |
| 9mm ETC Tranq   | 3/5  | -1     | Nil         | 3             | 1    | 2       | 3         | 22 30       |
| 9cm barrel (+4cm muzzle brake)  |      |        |             |               |      |         |           |             |
| Round   | ROF  | Dam    | Pen         | Blk           | SS   | 3Br     | 5Br       | Rng         |
| 9mm ETC Ball  | 3/5  | 2      | 1 - Nil     | 1             | 2    | 3       | 5         | 15          |
| 9mm ETC HE  | 3/5  | 3      | Nil         | 1             | 2    | 3       | 5         | 11          |
| 9mm ETC DS  | 3/5  | 2      | 1 - 2 - Nil | 1             | 2    | 3       | 5         | 18          |
| 9mm ETC HEAP  | 3/5  | 3      | 2 - 2 - 2   | 1             | 2    | 3       | 5         | 11          |
| 9mm ETC Tranq   | 3/5  | -1     | Nil         | 1             | 2    | 3       | 5         | 9           |
| Options:  |      |        |             |               |      |         |           |             |
| Removable Carbine Stock - Weight 0.7kg, Length 25cm, Cost Cr20                  |      |        |             |               |      |         |           |             |
| 20 Round Magazine (extends below grip) - Weight 0.68kg (unloaded), Cost Cr106.8 |      |        |             |               |      |         |           |             |
| 32 Round Magazine (extends below grip) - Weight 1.0kg (unloaded), Cost Cr170    |      |        |             |               |      |         |           |             |
| 9cm Barrel + 4cm Muzzle Break - Reduces pistol weight by 0.7kg, Cost Cr136      |      |        |             |               |      |         |           |             |
| Weapon  | TL   | Ammo   | Empty       | Weight Loaded | Ammo | Mag     | Price Wpn | Price Ammo  |
| 5mm ETC Machine Pistol  | 9    | 5x15mm | 2.57        | 3.27          | .7   | 23/0.66 | 1517      | 0.1/122     |
| Round   | ROF  | Dam    | Pen         | Blk           | SS   | 5Br     | 10Br      | Rng         |
| 5mm ETC Ball  | 5/10 | 1      | Nil         | 2/3           | 1    | 1       | 2         | 49          |
| 5mm ETC HE  | 5/10 | 1      | Nil         | 2/3           | 1    | 1       | 2         | 37          |
| 5mm ETC DS  | 5/10 | 2      | 1 - Nil     | 2/3           | 1    | 1       | 2         | 59          |
| 5mm ETC Tranq   | 5/10 | -1     | Nil         | 2/3           | 1    | 1       | 2         | 29          |
| Round   | ROF  | Dam    | Pen         | Blk           | SS   | 5Br     | 10Br      | Rng         |
| 5mm ETC Ball  | 5/10 | 1      | Nil         | 3/5           | 1    | 1       | 2         | 34          |
| 5mm ETC HE  | 5/10 | 1      | Nil         | 3/5           | 1    | 1       | 2         | 26          |
| 5mm ETC DS  | 5/10 | 2      | 1 - Nil     | 3/5           | 1    | 1       | 2         | 41          |
| 5mm ETC Tranq   | 5/10 | -1     | Nil         | 3/5           | 1    | 1       | 2         | 20          |



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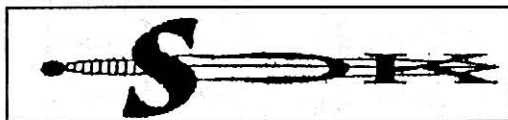
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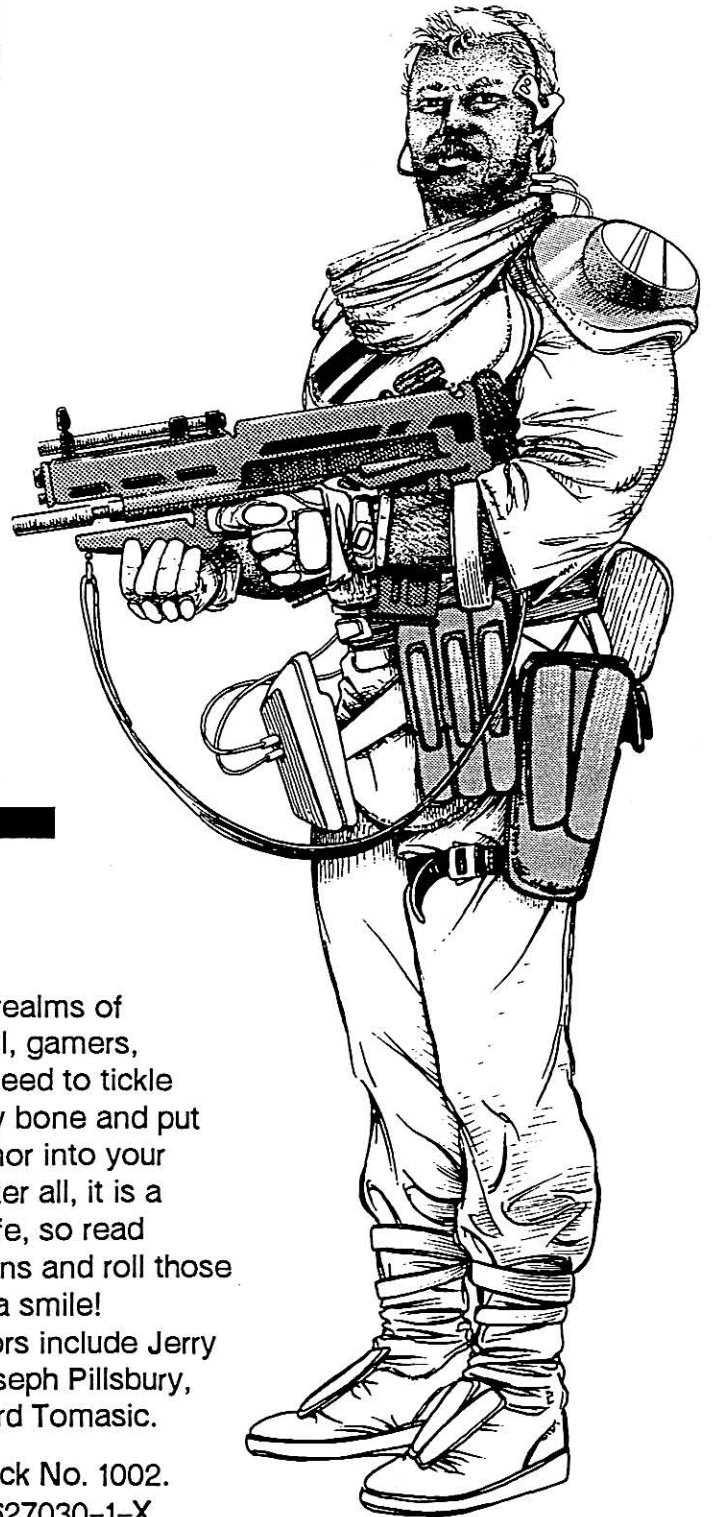


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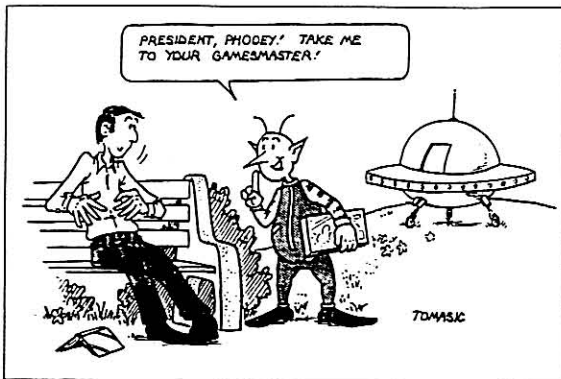


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