

ERGAS > ● ● ●

GGG ● ● ●

TRANS OXVII ● ● ●

RTTK 9TS >> RDY ● ● ●

IGG ● ● ●

STES ● ● ●

VECTOR 28 ● ● ●

SUB SEC TRANS >> I ● ● ●

SCREEN 3 ● ACTIVE

TRAVELLER CHRONICLE

\$4.95 US

- **Special Gralyn Union Issue, A PocketEmpire In the Reavers Deep!**
- **History of Gralyn**
- **A Beginning GUESS adventure**
- **And Much More!!**

6

The Traveller Chronicle

A Magazine Devoted to Traveller In All Of Its Forms

Issue #6 \$4.95US

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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 require that articles be presented on IBM compatible diskettes or sent to us over the net.

The Editor Speaks...

Greetings, Salutations, and Welcome to the Traveller Chronicle Issue Number Six! Just been back from GenCon for a few days where Brenda and I met a lot of nice people and a few not so nice (no names mentioned, but astute observers can surmise who they were...).

This issue is primarily devoted to the GrayIn Union, a pocket empire in the Reaver's Deep sector. Included in this description is GUESS, the GrayIn Union Exploration and Survey Service. Unfortunately, we were unable to get together an adventure specifically using GUESS characters, but we did include one for use with GrayIn Naval characters. The Far Frontiers series this issue just included subsector listings for subsectors C, D, and E. Next issue James will provide background information for these and the remaining subsectors.

The Pilot's Guide to Caledon will conclude with next issue. Sorry about the shortness this issue!

Finally, Andy Lilly, who has been providing us with the little starport news bits, has expanded them to include referee's information which can be found on page 48.

Hope you enjoy! If you have any questions, problems, or comments, please feel free to write, email, or call us.

From those of us behind the claw,

Kevin Knight

PLEASE RETURN FAULTY ENTERTAINMENT TAPES

Cubit Graphics would be grateful if purchasers of their latest news and entertainments package version (vol 220, iss 35) could return the data card to a Cubit Distributor. A fault in the package may cause major faults to develop within any entertainment console accessing the data. A corrected package (iss 35a) will be issued in exchange for the old data card, PLUS an immediate refund 25% of the purchase price to compensate for any inconvenience this may cause.

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 a copy of the next issue to three lucky respondents. You need to have your responses back to us by December 1, 1994 to qualify. Please rank the following articles and submissions on a scale of 0 (the worst) to 5 (the best).

Aoreriyya	0	1	2	3	4	5
GUESS	0	1	2	3	4	5
The GrayIn Union	0	1	2	3	4	5
House Rules	0	1	2	3	4	5
Field Test	0	1	2	3	4	5
Caledon Subsector	0	1	2	3	4	5
Credit Where Credit Is Due...	0	1	2	3	4	5
The Far Frontiers	0	1	2	3	4	5
Far From Home	0	1	2	3	4	5
A Matter of Sovereignty	0	1	2	3	4	5
Ref's Bits	0	1	2	3	4	5
Artwork (Richard Biever)	0	1	2	3	4	5
Artwork (Nathan Mezel)	0	1	2	3	4	5
Artwork (Paul Sanders)	0	1	2	3	4	5
Artwork (Joe Heck)	0	1	2	3	4	5
Artwork (Alan Gillispie)	0	1	2	3	4	5
Overall Satisfaction	0	1	2	3	4	5

Again, thanks for taking the time to fill this out!

Name: _____
 Address: _____
 City: _____ State: _____
 Zip: _____ Country: _____

Responses from Issue Five:

Pilot's Guide to Caledon	3.92
The Far Frontiers	3.62
Astrogator's Update to Diaspora	3.38
Mermani Descent	3.38
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Imperial Fragments	3.25
Raid on Lobok	3.85
Strasse Weapons Systems	3.23
Classified Advertisements	3.23
Artwork (Paul Sanders)	3.62
Artwork (Richard Biever)	4.15
Artwork (Mike Sorensen)	3.50
Artwork (Nathan Mezel)	4.00
Artwork (Ernie Sullivan)	3.04
Artwork (Michael Griffith)	3.46
Artwork (Joe Heck)	3.69
Overall Satisfaction with TTC #5	3.92

Aoreriyya

New Era Adventures in Reavers' Deep

"The Domain of Deneb goes off the air immediately. We keep the flame. Good Luck." --- The Domain of Deneb, 1130

"Anybody got a light?" -- Aoreriyya, 1200

An introduction to Aoreriyya

Aoreriyya is the name early Aslan explorers gave to a region of space in the Aeitle Sakh sector. This region of space is mapped by humans as the Ea, Drexilthar, Eakoi, and Drinsaar subsectors (J, K, N, and O respectively) of the Reavers' Deep sector. Literally translated, "Aoreriyya" means "new garden" (or "new veldt", according to some authorities), from the Trokh "aor" (new), and "eriyya" (pleasant lands); the region was so called because of the relative abundance of worlds with climates and ecosystems well-suited to habitation by Aslan. Many of these worlds still bear the Trokh names given to them by these early clan scouts.

The region has a number of indigenous minor races, including the long-lost Saie, who gained Jump technology from an ambitious renegade Vilani governor and carved out an empire of terrorized planets before vanishing thousands of years ago. The fierce warriors of Drexilthar followed in their footsteps, copying jump drives of Solomani design and becoming the most famous of Reaver states during the Long Night. More peaceful are the J'aadje of Gaajpadje, and several Droyne and Chirper enclaves.

The Ziru Sirka (the

First, or Vilani Imperium) never formally explored or incorporated Reavers' Deep, although there is evidence that limited contact occurred. A number of worlds were settled by various minor races (including some human ones) fleeing the Vilani Consolidation Wars (-5400 to -4500). Most of these settlements died out again, but a few survived. During the Interstellar Wars between the Ziru Sirka and the Terran Confederation a number of expeditions fled to areas remote from both and settled there. Of those that reached Reavers' Deep the most famous are the Caledonians.

Exploration of the area began during the Rule of Man (also known as the Second Imperium), but the Long Night intervened before it was incorporated into that empire. A

number of worlds in Aoreriyya were settled by humans of Terran descent at that time, primarily by Solomani dissident groups.

The first formal surveys were conducted by Aslan scouts from several competing clans during the human Long Night. Due to the relatively remote location of the Deep, only limited settlement followed. Several groups of Aslan outcasts also made settlements in the Deep. Human colonization began again when neighboring regions began to recover from the Long Night. Conflict over colonization rights in Reavers' Deep was one of the issues behind the Aslan Border Wars. The Peace of Ftahalr and subsequent treaties limited outside colonization in Aoreriyya, and indirectly fostered the emergence of the regions' small interstellar governments and independent worlds.



IISS "Second Survey" Astrographic Data - 1115 Update

World Name	Hex	UWP	B	Trade Class	Z	Ext Al	Stellar Data
Pagosa	1433	D749220-3		Lo Ni		700 Na	K0V
Ekaftouh	1434	D000686-9		Na Ni As		502 Na	M0VI
Kamloops	1531	D24247A-5		Ni Po		910 Na	G5V DM
Venice	1534	C35A995-8		Hi Wa		714 Na	M5III DM
Hihlas	1537	C674504-8		Ag Ni		723 Na	F0V DM DM
Soloman	1538	B897A97-B	N	Hi In		302 Cs	M0V
Collins World	1631	B20098C-B	N	Hi Na In Va	A	604 Cs	DM DM
Brandon	1632	C337322-6		Lo Ni		322 Na	M5V
Aikhiy	1634	C546616-7		Ag Ni		912 Na	K0V
Oba	1635	C646200-9		Lo Ni	A	713 Na	M0V DM
Kremmling	1636	E796313-7		Lo Ni		722 Na	M5V DM
Himalaya	1638	C9D9978-9		Hi Fl		304 Na	M0III
Khtearle	1733	C595778-5		Ag		614 Na	K0V DM
Botany Bay	1734	E643569-4		Ni Po	A	310 Ga	F5V
Gralyn	1735	B758899-A	M			111 Ga	M0V K5VI
Daken	1830	C630233-9		Lo Ni Po De		702 Na	F3V
Banff	1831	C516310-A		Lo Ni Ic		601 Na	M5V
Marion	1832	C7B4352-A		Lo Ni Fl		703 Na	M5V
Rintarna	1933	B887A99-D		Hi		313 Na	M0V
Skeena	2032	C799435-A		Ni		803 Na	M0V
Lanixohn	2033	A789973-D	M	Hi	A	700 Cb	M0V
Drinsaar	2034	C885665-7		Ag Ni Ri		702 Cb	K5V M5V
Esokhi	2133	B877687-A	M	Ag Ni		105 Cb	F5V

Nobody knows when the Virus arrived in Aoreriyya, but it almost certainly did so aboard one of the small tramp freighters that frequent the region. Being a backwater, and with interstellar trade reduced by the effects of the Rebellion, the Virus didn't spread as quickly as in other parts of space, but the effects were equally devastating on most worlds. After the coming of the Virus, most worlds in Reavers Deep have been utterly without offworld contact. Because of the scattered nature of stars in the Deep, most small jump-1 starships are impractical for trade. Locally-produced jump-2 ships, the mainstay of the Reavers' Deep commercial fleets, proved particularly vulnerable; almost all were quickly destroyed or disabled by the Virus, and most of the rest became Vampire ships.

When compared to the Third Imperium, even the relatively quiet backwaters only a few dozen parsecs away, Aoreriyya was never an economic powerhouse. It could, however, boast several important polities, a native shipbuilding industry at TL-12, economically valuable exports such as rithscent and tlaospice, and a steady "overhead" trade

between the Aslan Hierate, Third Imperium, and Solomani Confederation.

Although there is no such thing as an "average" inhabitant of Aoreriyya, many worlds share traits which are typical of the region. Although an economic backwater by Imperial standards, there was money to be made in the region, and economic competition between polities was fierce. Many, particularly on the independent worlds, were and are still proud, self-reliant, and more than a little distrustful of large interstellar governments. The definition of "large" greatly depends, of course, on what world the speaker is from.

Astrographic Data

The above information was originally published by the Imperial Interstellar Scout Service. Officially based on Second Survey data, most of the worlds in Aoreriyya had

Pre-Collapse "Hard Times" Composite - Data circa 1125 to 1130

World	Hex	UWP	B	Trade/XI	Z	pbg Al	Stars	HT
Pagosa	1433	E749220-0		Lo Ni		600 Na	K0V	*
Ekaftouh	1434	E000697-4		As Na Ni		202 Na	M0VI D	*
Kamloops	1531	E242451-6		Ni Po		610 Na	G5V DM	D*
Venice	1534	C35A7FD-6		Wa i1		714 Na	M5III DM	F
Hihlas	1537	D674520-4		Ag Ni		723 Na	F0V DM DM	
Soloman	1538	C897A98-8		M In x1		202 Cs	M0V	
Collins World	1631	C200996-6		Na Va x2	A	504 Cs	DMDM	F*
Brandon	1632	X337000-0		Ba		022 --	M5V	
Aikhiy	1634	C546616-6		Ag Ni		912 Na	K0V	
Oba	1635	X646000-0		Ba	A	013 --	M0V DM	*
Kremmling	1636	X796000-0		Ba		022 --	M5V DM	*
Himalaya	1638	E9D9974-4		Fl x2		304 Na	M0III F	
Khtearle	1733	E595774-4		Ag i1		614 Na	K0V DM	
Botany Bay	1734	E643564-4		Ni Po	A	410 Ga	F5V	
Gralyn	1735	B758894-A	M			111 Ga	M0V K5VI	
Daken	1830	D6302B5-4		De Lo Ni Po		702 Na	F3V	
Banff	1831	D516331-2		Ic Lo Ni		501 Na	M5V	F*
Marion	1832	D7B4310-5		Fl Lo Ni x1		703 Rs	M5V	
Rintarna	1933	B887A99-D		Hi i3		313 Rs	M0V	
Skeena	2032	E7994ED-3		Ni i2		803 Rs	M0V	
Lanixohn	2033	X7C9784-B		Fl i5	A	600 Rs	M0V	*!
Drinsaar	2034	C885665-7		Ag Ni Ri	R	702 Cb	K5V M5V	
Esokhi	2133	E877664-5		Ag Ni i3		105 Rs	F5V	

been resurveyed and updated between 1100 and 1115. The IISS base on Grendal (2127) was the regional coordinating center for this effort, with the bases on Dunmarrow, Kaaniir, and Tricolore performing the surveys for worlds located in their respective areas of responsibility (the scout base on Drexilthar is a technological and sociological monitoring station, and did not participate in the survey). Printed or electronic copies of this data would be available to any New Era spacefarers in Reavers' Deep.

Hard Times Composite

The above listing is the best available representation of the state of Aoreriyya immediately prior to the onset of the Virus. The data is a composite, primarily based on reports from traders and other local sources.

The scout bases at Dunmarrow, Kaaniir, and Tricolore were closed during the war, and their personnel reassigned elsewhere. The monitoring project at Drexilthar was retained, with reduced staff, and the base on Grendal was turned over to local authorities for operation during the duration of the emergency, with a small staff of IISS advisors.

Although this data is not as widely distributed as the Second Survey data, data for nearby worlds should be available to any spacefarers. If the players are operating with the support of a large project, such as the Gralyn Union Exploration and Survey Service, an extensive search of available records will allow a reasonable composite map, covering all of Aoreriyya, to be prepared.

New Era

REFEREE: The following is the "ground truth" data for the New Era, and is current as of approximately 1200. This data should not be available directly to the players, as a lot of the action and suspense of the campaign will consist of exploring worlds which have not been visited in 70 years. Some will have changed very little, while others may be completely unrecognizable.

LIBRARY DATA

The following library data are available. Referee's notes have been separated from the players' data, so that the following is suitable for distributing directly to the players.

In the Imperial era library data were assumed to be updated to a particular date mentioned in the publication. Thus all data mentioned in a given issue of the Journal of the Travellers' Aid Society were assumed to be true as of 001-1105. With the disruption of data flow caused by the Rebellion and the Hard Times, and even more so by the Crash, this is no longer true. Data found in an abandoned habitat in the Carrillian Belt may have been as much as 15 or 20 years out of date already in 1130. Or it may have been garden fresh, gotten from a spaceship that jumped in-system the day before the Crash. In some cases this might matter very little, but in others it could be of vital interest. These library data are therefore marked with a 'last update' data source and date in brackets after most of the entries. Those not marked are those (like old historical data) that would not be affected by the passage of time.

Astrographic Data circa 1200

<u>World</u>	<u>Hex</u>	<u>UWP</u>	<u>B</u>	<u>Trade</u>	<u>Z</u>	<u>pbg</u>	<u>AI</u>	<u>Stars</u>	<u>HT</u>
Pagosa	1433	E749276-0		Lo Ni B:0		300	Na	K0V	*
Ekaftouh	1434	X000000-0		As Ba		002	--	M0VI	D*
Kamloops	1531	E242471-4		Ni Po B:5		710	Na	G5V DM	D*
Venice	1534	D35A764-4		Wa		114	Na	M5III DM	F
Hihlas	1537	E674502-3		Ag Ni		323	Na	F0V DM DM	
Soloman	1538	E897A75-8		Hi In B:E x1		202	Na	M0V	
Collins World	1631	X200000-0		Ba Va		004	--	DM DM	F*
Brandon	1632	X337000-0		Ba		022	--	M5V	
Aikhiy	1634	X5467A7-4		Ag		112	Na	K0V	
Oba	1635	X646000-0		Ba		013	--	M0V DM	*
Kremmling	1636	X796000-0		Ba		022	--	M5V DM	*
Himalaya	1638	X9D9000-0		Ba Fl		004	--	M0III F	
Khtearle	1733	X595878-4		Rp B:A i1		114	Na	K0V DM	
Botany Bay	1734	D643543-5		Ni Po		210	Gu	F5V	
Gralyn	1735	B758848-9				111	Gu	M0V K5VI	
Daken	1830	X630000-0		Ba De		002	--	F3V	
Banff	1831	X516000-0		Ba Ic		001	--	M5V	F*
Marion	1832	X7B4000-0		Ba Fl		003	--	M5V	
Rintarna	1933	X887876-5		Ri B:3 Rp		313	Na	M0V	
Skeena	2032	X799475-2		Ni B:A i2		403	Na	M0V	
Lanixohn	2033	X7C9000-0		Ba Fl		000	--	M0V	*!
Drinsaar	2034	D885747-7		Ag Ri		102	Na	K5V M5V	
Esokhi	2133	X877574-2		Ag Ni Rp B:6 i3		405	Na	F5V	

Data sources include library data and extracts from news reports available on Gralyn that date to before the crash. These entries are marked as originating on Gralyn. Commercial news services are identified. The primary sources for commercial news in Reavers' Deep being the Imperial-based Travellers' News Service (noted as 'TNS' in the entries below), the Carrillian Belt News Network, 'CBNN', and 'CVLIS', the Caledon Ventures Library Information System.

Player's Library Data

Adwuj: A syrupy beverage native to Gaajpadje (Reavers' Deep 1124). It is usually served hot, and is made from the fermented sap of several trees native to that world. Human visitors describe the taste as

bitter-sweet, and a cross between licorice, cinnamon, and burnt wood.

Aeitle Sakh: The Trokh (Aslan language) name for Reavers' Deep sector.

Aikhiy: Aikhiy\Eakoi (Reavers' Deep 1634) is an agricultural world run by the Aikhiy Development Trust, a company owned jointly by Gralynite and Venecian interests. The company's interests were highly diversified and it proved able to survive the worst of the depression. [Gralyn, 1130]

Aslan: A major race with a large, loose state (known as the Aslan Hierate to humans) to the spinward of Reavers' Deep. Aslan name themselves Fteirle in their language, Trokh. Typical Aslan stand 2 meters tall, and are covered in golden brown fur. The Aslan Hierate has no unified government; instead the Aslan owe their loyalty to individual clans.

Aslan Border Wars: The Aslan Border Wars (-1120 to 380) were a series of numerous small wars fought between Aslan clans and human splinter states, with alliances among the various powers constantly forming and dissolving. The border between human and Aslan space remained relatively constant, with a few systems changing hands after each war.

During this period some clans also launched raids into the interior of the former Imperial domains, conquering and settling worlds as much as 40 parsecs beyond the border. Once the Third Imperium expanded into the region (circa 200), its superior organization and technology gradually put an end to the Aslan threat.

Banff (Reavers' Deep 1831): Small airless world that before the Rebellion was being exploited by a company based on Collin's World. The company went bankrupt in 1120 and left its employees on Banff stranded. They formed their own government and tried to carry on on their own, but in 1129 they gave up and contracted with a Rintarna-based freight firm to be evacuated. Before this plan could be carried out, however, a reaver attacked and stole the valuables they had collected to pay for the evacuation. At the time of the Crash a private charity on Rintarna was attempting to raise the required funds. [Gralyn, 1130]

'Blackjack' Duquesne: An (in)famous reaver from the -1120 to -1100 period. Although many worlds have traditional stories and folktales of Blackjack and his starship *Skylark Duquesne*, surprisingly little historical information is known about this reaver.

Brandon (Reavers' Deep 1632): Small mining community under the protection of Collin's World though ostensibly independent. But the whole economy depended on the Brandon System Company which leased the miners their equipment, sold them their food and air, and bought their ore. When the company went bankrupt in 1124 the entire

population was evacuated. [Gralyn, 1130]

Carrillian Assembly: The second largest independent human-dominated political entity in the sector. The Carrillian Assembly is a group of federated worlds joined for the mutual regulation of trade, economic coordination, and common defense. The capital of the Assembly is in the Carrillian Belt/Drexilthar (Reavers' Deep 2330). For largely internal political reasons, it acted as an Imperial (and later, Daibei) minor ally in the war against the Solomani. It is currently suffering from severe internal disorder stemming from Solomani Black War attacks in 1123. [Gralyn, 1130]

Carrillian Belt/Drexilthar (2330): Administrative center of the Carrillian assembly. [TNS, 1114]

Caledon Ventures: A growing mercantile firm based in the principality of Caledon. Caledon Ventures has been one of the companies responsible for opening major new markets within Reavers' deep sector. Caledon is best recognized for the Type A2 far traders it employs on its exploratory trade missions. [TNS, 1116]

Carellines Ltd.: A ruthless and aggressive trading firm well known for its determination to turn a profit, no matter what the legality or cost in human or ethical terms. Though their operations often border on piracy, the loose political structure of the Reavers' Deep has allowed them to continue thriving. [TNS, 1116]

Celestial League: Precursor state to the Union of Harmony consisting of a number of worlds in the Uhtaa and Earle subsectors. Settled by Solomani of Chinese ancestry in the 21st Century PI. The League maintained jump capacity throughout the Long Night and was an occasional source of Reaver fleets for most of that time. Constant low-level conflict with the neighboring Aslans kept the League united until the Peace of Ftahalr relieved the pressure. The League war shattered by internal conflict shortly thereafter, and its former member worlds were plagued by internecine warfare for centuries afterwards, until they were again brought together as the Union of Harmony in 856.

Collin's World (Reavers' Deep 1631): This small airless world that was originally a reaver stronghold. Later turned legitimate and became an Imperial client state in return for letting the Imperium maintain a base in the system. Protected by Imperial ships and given preferred trade status, Collin's World prospered and increased in population to the point where the resources of the system was strained to maintain it.

When the Imperial Navy pulled their ships out in 1119 it precipitated an economic collapse. By 1128 many of the habitats had failed in part or in whole and nearly a hundred million people had died. [Gralyn, 1130]

Coventry: An exile world established by the Confederacy of Duncinae. Political dissidents and other criminals are

frequently offered the choice between trial and punishment or voluntary exile to Coventry. This has proved a useful method of humanely dealing with undesirables, and has worked quite well since the system was instituted some 350 years ago.

Dakaar Minerals: In many ways typical of the large corporations based on independent worlds of Reavers' Deep, Dakaar Minerals is a far-ranging, unscrupulous organization whose activities are not far removed from the Reavers themselves. [TNS, 1117]

Daken (Reavers' Deep 1830): Near-airless desert world whose 750 inhabitants used to make a fair living cultivating a lichen-like substance from which a popular gourmet spice could be extracted. When the trade failed the community experienced great trouble surviving. At the present time, inhabitants are desperately trying to arrange transport away from Daken. [Gralyn, 1130]

Danelag (Reavers' Deep 1136): Danelag was settled during the Rule of Man by a Racial Purity Group from Scandinavia. Raided heavily during the Long Night, the world was later invaded by Aslan and Human forces alike. Since then the population of Danelag has been very insular, thoroughly convinced that Outsiders (they spell it with a capital "O") is nothing but trouble. [TNS, 1109]

Drinsaar/Drinsaar (Reavers' Deep 2034): Historically notable as the former sub-capital of the Iltharan Empire, Drinsaar was converted into a garden-resort world catering to the elite of the Carrillian Assembly. The world is also the site of several government-owned agricultural combines. Access to the world was restricted during the war with the Solomani, and it is rumored many Assembly elites sent their families there to ride out the war. Since the Raids of 1123, Drinsaar has been under complete interdiction by the Assembly Navy. [Gralyn, 1130]

Drinsaar Loop: The Drinsaar Loop is a 23 world main covering a subsector-sized area which spans three subsectors in Reavers'

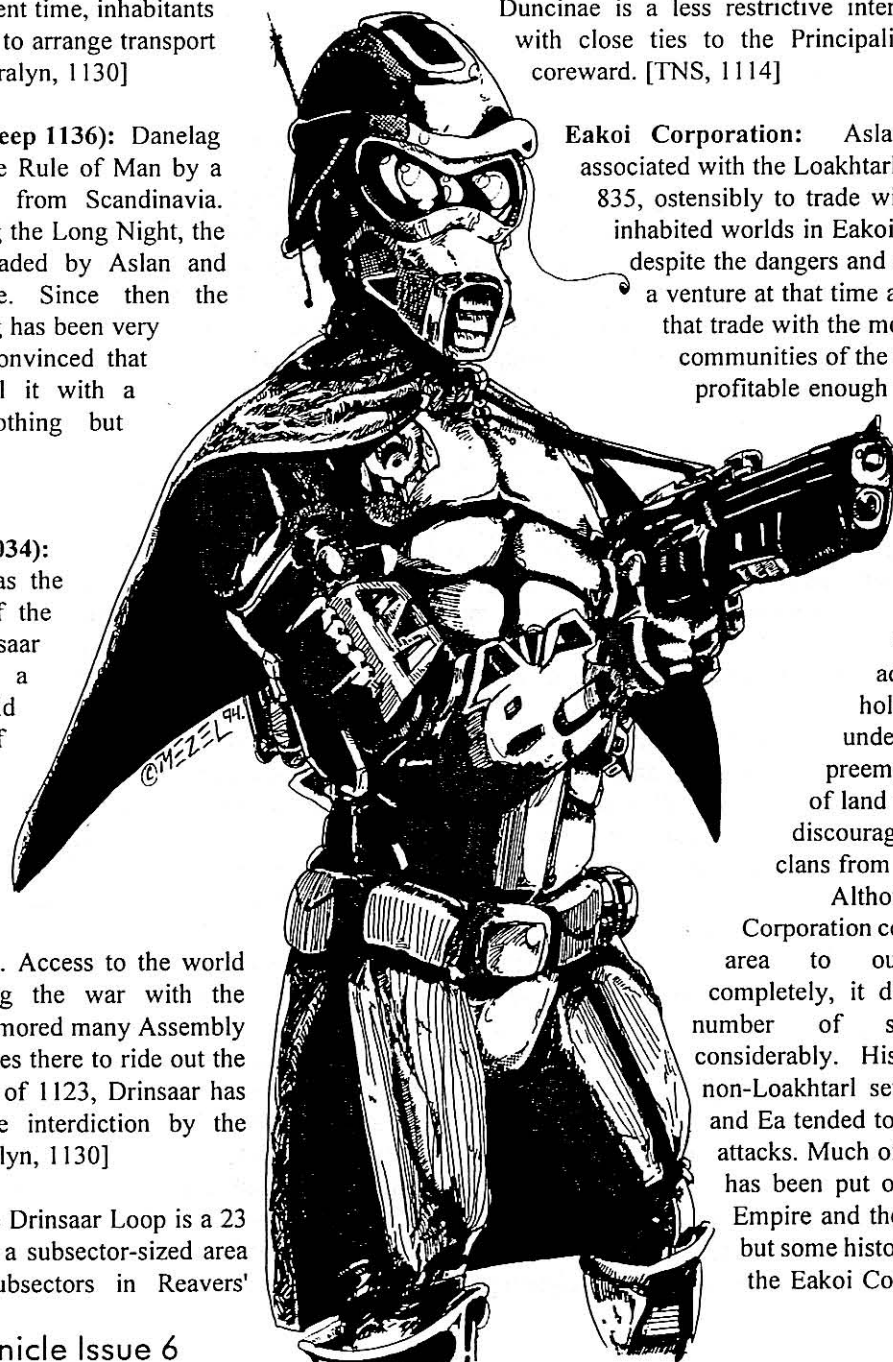
Deep. The main is named for Drinsaar, near one end of the main, which was an important gateway for human exploration of the area. Drinsaar is no longer the most important world on the main, but the name has stuck, even among the non-humans who trade up and down the length. [TNS, 1115]

Ea (Reavers' Deep Subsector "J"): Originally explored by Aslan traders and clan scouts looking for new territory. During its history, the Ea subsector has been the scene of numerous confrontations between Humans and Aslans competing for the same real estate. During the era of the Reaver Warlords, several small human states sprang up here. Currently, two human states, separated by a scattered band of unclaimed independent worlds, dominate this region. The Grand Duchy of Marlheim is a tightly controlled totalitarian state with expansionist tendencies. The Confederacy of Duncinae is a less restrictive interstellar community with close ties to the Principality of Caledon to coreward. [TNS, 1114]

Eakoi Corporation: Aslan trade company associated with the Loakhtarl Clan. Formed in -835, ostensibly to trade with the score or so inhabited worlds in Eakoi and Ea subsectors despite the dangers and difficulties of such a venture at that time and despite the fact that trade with the mostly pre-stellar TL communities of the time simply wasn't profitable enough to be worth while.

In reality the corporation was a nearly self-supporting tool of the Loakhtarl Clan Lords for keeping the area, which was adjacent to the main holdings of the clan, under surveillance, preempting choice pieces of land for future use, and discouraging other Aslan clans from settling there.

Although the Eakoi Corporation could not seal off the area to outside settlement completely, it did keep down the number of such settlements considerably. Historians note that non-Loakhtarl settlements in Eakoi and Ea tended to fail due to Reaver attacks. Much of the blame for this has been put on the Drexiltharan Empire and the Celestial League, but some historians speculate that the Eakoi Corporation may also



have played a part in these disasters.

By -100 the Loakhtarl clan had consolidated its hold on its main territories and began moving into Eakoi and Ea in earnest. A number of clan holdings were established on Eakoi, Ea, and several other planets. But the greedy, selfish policies of the clan got it accused of un-Aslan conduct during the Cultural Purge (qv.) and it was attacked by a coalition of minor, land-poor Aslan clans and lost quite a lot of power. Simultaneously a minor human polity centered on Soloman started waging a trade war against the Eakoi Corporation.

After a protracted war with little real action but a ruinously expensive arms race, the Eakoi Aslans gave up in the end and abandoned the area in 128, bringing its fighting assets back to the Loakhtarl heartland to help stave off the attacks mentioned above. The collapse of the Eakoi Corporation triggered an influx of Aslan ihatei fleets to Reavers' Deep that in turn led to the escalating series of Aslan/Human conflicts that is called The Turmoils and which culminated in the Last Aslan Border War (374-380).

Ekaftouh (Reavers' Deep 1434): Asteroid belt mined by a mix of aslans and humans under the auspices of the Ekaftouh Treaty Administration. Failing trade and pirate attacks had pushed the system to the brink of disaster by 1129; several habitats had suffered life support failure and others survived only by cannibalizing parts from failed or abandoned habitats. Most of the aslan clans had already pulled their people out. There remained some 300,000 humans with nowhere to go. [Gralyn, 1130]

Gaajpadje/Ea (1124 E667874-4): The planet harbors a native sentient race, the J'aadje. The population of Gaajpadje is governed by the Gaajpadje Oligarchs who rule the balkanized city-states of the J'aadje Nations. Inhabiting a separate, eastern continent of the world are the T'Kring, a militaristic human race. Tensions between these two groups of inhabitants continue to run high, but the planet's oceans are an effective barrier to large-scale warfare. [TNS, 1115]

Giirkha Girgi: Hero (or rather, main character) of an old vilani folk tale about a foolish wandering explorer who found and entered an enchanted castle where he slept for ten *kargukula* (roughly 130 years). On returning to his village he found his young fiancée on her deathbed surrounded by the children, grandchildren, great-, great-great-, and great-great-great-grandchildren that could have been his.

Girgi: Vilani name for a winkle. Named after the hero of an old vilani folk tale.

Gruut: Called *kehe'ea* in Trokh, gruuts are a small reptile herbivore with marsupial features, found on several Aslan-inhabited worlds of Reavers' Deep. Populations are known to exist on Oihoiei (Reavers' Deep 0230), Khyaleiftaoaoher (Reavers' Deep 0332), Hrike (Reavers' Deep 0530), and Hrealeiwea (Reavers' Deep 0531). Adults grow to mass approximately 20kg. Females lay clutches of eight eggs,

which are incubated in large hip pouches. Females typically eat one or more of their own eggs. This is an instinctual reaction, and serves to keep the gruu population from exceeding the local food supply.

Hatchlings are cared for by the mother until they are old enough to provide for themselves, typically sixty standard days. Gruuts are nocturnal, and their diet consists of watergrass and some small fruits. Domesticated gruu are rare, and do not make good pets.

H'Oskhikhil: A minor race indigenous to Storm/Riftdeep (Reavers' Deep 1404). H'Oskhikhil are disk-shaped, typically .5 meters high and 1.5 meters across. Their world's eccentric orbit has molded their lifecycle into two major phases: the adult which, after reproducing, is consumed by the voraciously hungry juvenile. This life cycle has kept the race from developing an enduring technological society. Recently, however, the adults began constructing armored, air-conditioned refuges where they can live to pass on their culture and technology to the next generation.

Halo/Farift (Reavers' Deep 0805): Halo is the site of one of the largest concentrations of readily exploitable mineral ore and refinable gasses in the sector. The Halo system has five gas giants and two metal-rich asteroid belts. Recently surveyed by the human firm of Travis Commodities, the system is also the site of increasing mining by the Aslan clan Khotoa'ya. To date, both parties have had equal access to Halo's resources; however, Aslan have shown increasing hostility towards miners in the employ of Travis Commodities. [TNS, 1116]

Hihlas (Reavers' Deep 1537): Like many independent worlds in Reavers' Deep, Hihlas has an economy dependent on a single product. Fickleweed, a migratory plant used for perfumes and in the production of aquapur, a local liqueur known and prized throughout the sector is this world's sole export. Over 90% of the population lived in mobile grav homes imported from Soloman. When the recession struck and the trade with Soloman failed, the population was forced to settle down and convert to the cultivation of other crops. By 1128 the planet had apparently weathered the crisis and stabilized at a tech level of 4. [Gralyn, 1130]

Htalrea (Reavers' Deep 1226): Htalrea is a primitive world, one of many undeveloped planets lying between the Grand Duchy of Marlheim and the Confederacy of Dincinae. It is of greatest interest to Aslan traders, and it's major export is ristscent. Htalrea is the home of the risth, a large, dangerous predator whose scent glands are a source for rare and expensive perfumes.

J'aadje: A non-human minor race native to Gaajpadje. They are small (adults mass 60kg on the average), agile, golden-skinned bipeds. Their society is peaceful and courteous, and they are likewise courteous toward off-worlders. J'aadje civilization places lesser importance on technology, instead stressing philosophy and the arts.

Graceful and delicate artforms and workmanship of high commercial quality are the norm, fetching excellent prices among admiring off-world buyers.

Kamloops (Reavers' Deep 1531): Independent world with minor mineral wealth plus some local fauna products trading mostly with Collin's World. Having suffered from a depressed economy with few areas for growth since 50 years after its inception, Kamloops economy and technology shrank to levels it could be supported locally. Local government is performed by a council of economic leaders. [Gralyn, 1130]

Khtearle (Reavers' Deep 1733): Agricultural world split into a number of nations including a Gralynite coony and several Aslan clan holdings. Suffered a slight decline due to the recession, but seemed to be coping. [Gralyn, 1130]

Krembling (Reavers' Deep 1636): A company world still being assessed when the recession forced the company to abandon the project. [Gralyn, 1130]

Lanyard Colonies: The Lanyard Colonies are a tight cluster of systems settled around 995 by Solomani citizens. The Colonies have enjoyed Solomani support due to it's good agricultural and aquacultural exports. The worlds of the polity are so named by the first four governors of each main world.

The Solomani left the worlds pretty much to themselves until 1008, where they started to take more interest in the cluster as a forward point in the deep. This heavy interest peaked at 1096 and dropped gradually since then to the the current date where the Confederation has only a token presence in the Cluster. [CBNN, 1118]

Marion (Reavers' Deep 1832): Marion is a forbidding world with a corrosive atmosphere. This same atmosphere is also the source of a number of valuable organic compounds. The recession threatened to make it impossible to maintain the technology needed to survive on the planet, but in 1126 a company to continue atmospheric extraction on the planet was formed with Rintarnan backing. The trade with Rintarna enabled the inhabitants of Marion to buy the equipment they need to survive. [Gralyn, 1130]

Mollh, Winchestur (578-644): Winchestur Mollh (578-644) was described by some as a hero and others as a rapacious scoundrel. By all accounts he was one of the

richest merchant princes in the history of Reavers' Deep. Specializing in the weapons trade, Mollh would also willingly transport, no questions asked, anyone who could pay his high prices.

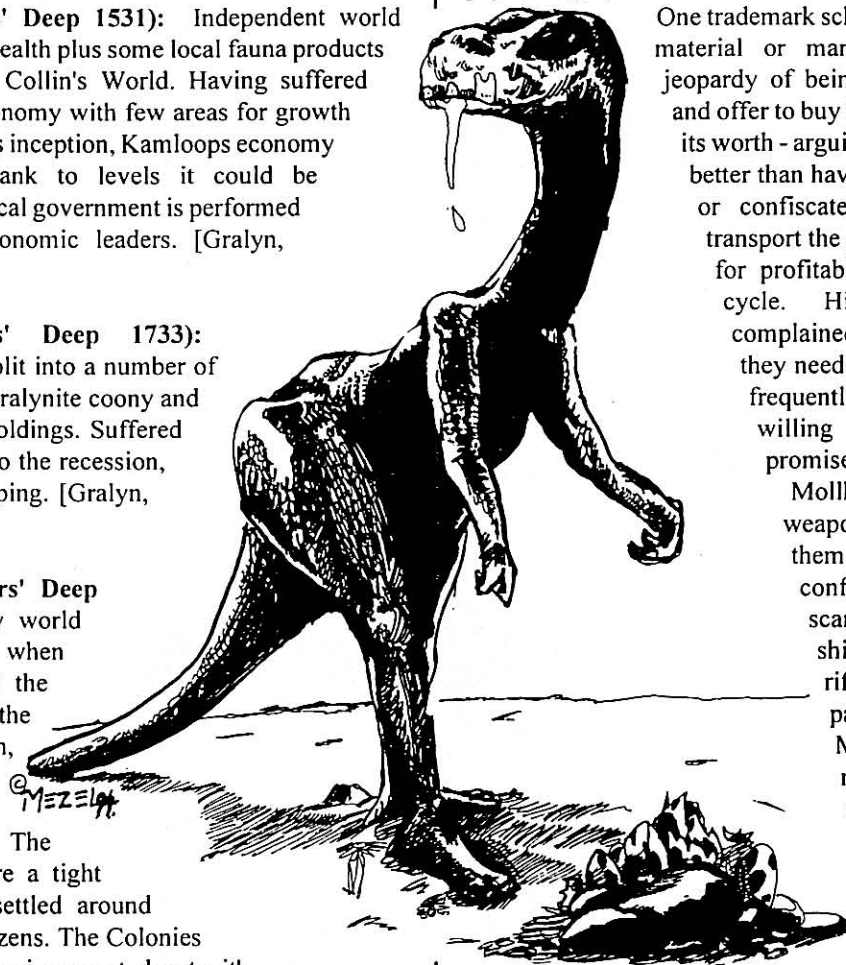
One trademark scheme was to locate a raw material or manufacturing product in jeopardy of being captured or overrun, and offer to buy it from its owner for half its worth - arguing that a small price was better than having the goods destroyed or confiscated. Mollh would then transport the goods to another market for profitable sale, and repeat the cycle. His customers rarely complained too loudly, because they needed his services, and was frequently the only merchant willing or able to deliver as promised.

Mollh would deal in military weapons, frequently offering them to both sides of a conflict. In one legendary scam, Mollh fenced several shipments of stolen laser rifles. The weapons were partly disassembled; Mollh repackaged the rifles and sold them to one faction as semi-functional weapons, and the missing circuits were sold to their opponents for spares.

Many worlds know Mollh as a philanthropist. During his lifetime, he donated in excess of MCr15 to various charities in Reavers' Deep. After his death, much of his huge estate was donated to advance the study of psionics. Unusually enough for someone with as long and checkered a career as Mollh, he died in space of natural causes. His homeworld was Sterling /Scotian Deep (Reavers' Deep 1415), and a small memorial and museum exist there.

National Re-emergence: Social and political phenomenon seen on scores of solomani-settled planets in the wake of the fall of the 2nd Imperium. During the 400 years or so that the Rule of Man lasted a goodly number of the thinly settled planets in Delphi, Diaspora, Massila, Old Expanses and Solomani Rim sectors were colonized from Terra. Emigrants had a tendency to prefer planets where people of their own ethnic and cultural background were already established. Nationalism as such was an ill-favoured concept in the days of The Terran Federation and continued to be under under the Rule of Man. Peaceful cultural individualism, however, were not, and different groups usually coexisted without any significant trouble.

But as the Twilight fell and The Long Night grew steadily



darker, ethnic and cultural sub-groups on scores of planets dug up old cultural differences and used them as a rallying point to increase the group's sense of identity. These reconstructed cultures were usually extremely romanticized, often twisted almost beyond recognition, but all of them focused on a past glorious grandeur and a coming similar glory for the group. Examples are the inheritors of Scandia/Solomani Rim and the neo-germanics of Funftreich/Diaspora. Often an old forgotten language was reconstructed and made the national language, usually at the expense of the Anglic that had been the universal language of The Terran Confederation and The 2nd Empire. Many planets were renamed at the same time.

Many planets in the Domain of Deneb and beyond it were colonized by neo-nationalists. When planets with a strong neo-nationalist background were reintegrated into The 3rd Imperium there were usually groups that preferred emigration to staying under the new regime. Thus Caledonia/Glisten was colonized from Duncan/Alpha Crucis, Ghandi/Lanth from Cathay/Vega and Olympia/Lunion from Athene/Ultima.

Opinions about neo-nationalism are sharply divided. On some planets it led to a greater sense of community, prevented polarization of the society and probably to a greater or lesser extent saved the planet from regression or destruction. On others, especially planets with more than one dominant group, it led to balkanization, wars and destruction.

Oba (Reavers' Deep 1635): A world frequently ravaged by tides, earthquake, and volcanic eruptions. Before 1115 a few hundred gem hunters made a living there, but the loss of reliable off-world trade forced them to leave. [Gralyn, 1130]

Old Earth Union: Interstellar government from -1110 to 588 comprising Terra and the worlds closest to her: Barnard, Calgary, Dismal, Ember, Fenris, Forlorn, Hades, Heiphaistos, Inferno, Junction, Loki, Midway, Peraspera, Prometheus, Sirius and Ys. Fleet bases were also maintained at Aggida, Markhashi and Meshan - all within jump-3 of Terra - but these systems were not considered part of the Union proper; Agidida was a balkanized world and thus unable to send representatives to the Union Council and both Markhashi and Meshan had been abandoned during the recession that followed the fall of the Rim Province in -1690.

The Union was formed in -1110 out of the Terran Mercantile Community as a response to worsening economic conditions. Although experiencing some problems - a short, vicious tradewar with the newly formed Dingir League from -1106 to -1098 put a severe strain on both sides - the Union proved strong enough to defend itself from any serious threat during the rest of the Long Night, and in 588 it was peacefully incorporated into the Imperium.

Pagosa (Reavers' Deep 1433): A near-worthless planet inhabited by members of a cult of technological renunciates.

Most of the community, including their few tech 3 industries, was burned down and over a hundred renunciates killed by reavers in 1129. [Gralyn, 1130]

Peace of Ftahalr: The treaty that ended the Aslan Border wars (- 1118 to 380) and created a 30-parsec wide buffer zone between the Aslan Hierate and the Third Imperium. This zone indirectly fostered the growth of many smaller interstellar governments and resulted in many independent systems in Reavers' Deep.

Principality of Caledon: The largest independent, human-governed state in the sector, closely allied with Imperial interests, residing in the Caledon and Scotian Deep subsectors. Its government is a constitutional monarchy, and the Principality has enjoyed a reasonably stable history. Often described as a commercial kingdom, it is well-known for its great trading houses.

Raids of 1123 (Yim's Raids): A series of highly destructive raids by Solomani fleets under the command of Admiral Henri Yim. The raids blunted further expansion by Daibei into Solomani territory, and crippled the Carrillian Assembly to such a degree that it is unable to protect its own territory and has withdrawn from the war entirely. [Gralyn, 1125]

Reavers: Name given to any of the petty warlords or pirates who have operated in Reavers' Deep. Towards the end of Twilight, some of the less affected states in outlying sectors turned to plundering old Terran Confederation worlds that had lost interstellar ship technology. These plunderers were called Reavers and differed from ordinary pirates in preying on whole worlds. This lent their name a special horror that has clung to it down to modern days. Most of the Reavers came from Dark Nebula, Alpha Crucis, Magyar, and of course, Reavers' Deep.

Some historians hold that the Reaver era ended in -1118 when a Reaver fleet from the Opljiok Defense League lost two thirds of its ships in an attack on Jarslav. With the Aslans becoming ever stronger the various Reaver states in Magyar and Dark Nebula grew unwilling to risk such losses.

On the other hand, the name continued to be applied to independent warlords who, escaping with from the breakup or takeover of a small state with a few working ships, could easily make their way into the Great Unknown and have a good chance of dominating one or several primitive planets. Some of the most notorious Reaver lords like Blackjack Duquesne, Orchid Lu Wu, and Grand Admiral Izanak belong to the period from -1120 to -1000. During the latter half of the Long Night it became usual to label any opponent a Reaver, thereby justifying practically any treatment of that opponent.

Expansion by Aslan and Imperial interests into the region, culminating in the Last Aslan Border Wars (circa 200-380), led to a lessening of the Reaver presence, but in the aftermath of those wars the neutral strip of border worlds in the Deep became havens for criminals and pirates such

as Hellion Murdoch and others of his ilk. To this day the Reaver name is sometimes applied, often in a fanciful or romantic manner, to freebooters, pirates, privateers, or, occasionally, to small interstellar states found in the area.

Reavers' Deep Sector: Pirates and petty warlords collectively referred to as The Reavers, dominated this region of space during the Long Night. Expansion of the Aslan Hierate and the Third Imperium into the sector ended Reaver activity, though the numerous neutral worlds of the sector provide havens for pirates and criminals to this day.

Riftgold: A metallic mineral compound found on several worlds in Farift and Gulf subsectors of Reavers' Deep. Riftgold resembles gold ore when first mined, but turns a dull brown after several months exposure to a standard atmosphere. Riftgold has very limited commercial value and is used primarily a novelty.

Some Solomani beltlers have created an elaborate myth around riftgold, calling it "djinn's gold" and attributing a period of bad luck to any who find it.

Rintarna/Drinsaar (Reavers' Deep 1933):

Originally colonized by Solomani during the Interstellar Wars, Rintarna has tended to remain aloof of formal interstellar political ties. It has sizable system defenses but no offensive fleet to speak of due to an extreme scarcity of lanthanum in the system. Officially, this is why the organized raiders that plagued Reavers' Deep and Daibei in the 1120's passed Rintarna by.

Unofficially, it is known that quite a large portion of the pirated goods found their way to Rintarnan markets, after very flimsy laundering at nearby freeports. In the early '20's by a combination of luck and good judgement, it also managed to acquire the services of several starmerc bands and a number of repairable warship hulls. With this new navy they were able to keep important trade routes to Rintarna open as well.

At the present time, the Rintarna Trade Sphere comprises Rintarna itself, Marion, Skeena, Lanixohn, and Esokhi. The latter two are still technically members of the Carrillian Assembly, but the Assembly is currently suffering from severe internal disorder, and rather than drain its resources allows Rintarna to protect these systems. The Assembly Navy reserves the right of free passage through these systems, however. Where most other worlds are in

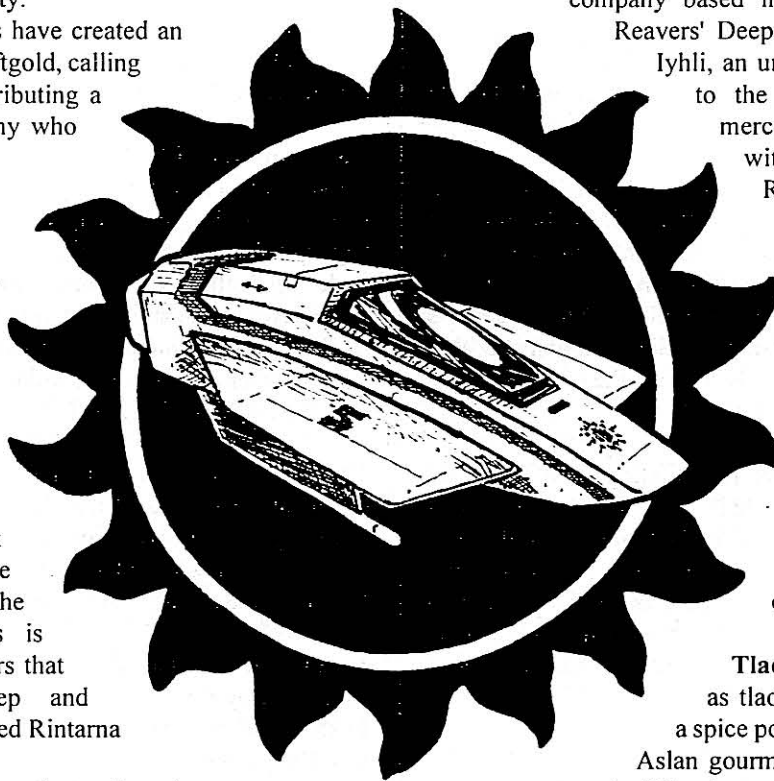
recession, Rintarna's economy is booming. [Gralyn, 1130]

Soloman (Reavers' Deep 1538): Imperial client state. When the Imperium pulled out their ships in 1119 Soloman took over the base facilities and were allowed to keep a few small warships. They immediately started on an ambitious ship-building program in an attempt to avert the recession. In 1123 they got into a short war with the Carter Technocracy over trade concessions with Himalaya and were subject to a nuclear bombardment that destroyed the starport and killed almost 400,000,000 in the bombardment and almost as many in the aftermath. At the time of the Crash they were still trying to rebuild. [Gralyn, 1130]

Tehleikhoi: The Trokh phrase can be loosely translated as "Soldiers of the Falling Night" or "Knights of the Setting Sun". Tehleikhoi is a highly regarded Aslan mercenary company based in the Uhtaa subsector of Reavers' Deep. The company owned by Iyhli, an unmarried female belonging to the Iyhlua clan. Typical of mercenary companies found within the Aslan Hierate and Reavers' Deep sectors, the company has been employed by other interstellar governments besides the Aslan, but has often chosen sides in a war by the preferences of Iyhlua diplomats. In this way they extend the clan's influence without directly involving the clan in peripheral conflicts. [TNS, 1107]

Tlaosierlahrau: Also known as tlaospice, tlaos, or seasongold; a spice popular with both human and Aslan gourmets. It is derived from the seed of tlaosier, a tree found on Roakhoi/Ea (Reavers' Deep 1224). The golden seed kernels, when ground, produce a fragrant, light seasoning for meat, soups, and stews. Because of the scarcity of tlaosier, and the expense of shipping it, tlaospice commands an impressive price in offworld markets.

Tlasayerlahel: Merchant corporation controlled by the Yehaso clan, a strong Aslan group in Reavers' Deep. Tlasayerlahel is a powerful company with many interests in the Deep, among them the tlaospice trade with Roakhoi, the rithscent trade with Htalrea, and some commercial contact with the natives of Gaajpadge, from whom glasswares and other objets d'art are obtained. Tlasayerlahel is currently engaged in stiff economic competition with Caledon Ventures, of Caledon/Caledon. [CVLIS, 1108]



Trokh: The language spoken by the Fteirle (Aslan). There are two major dialects of Trokh, one spoken by females, and the other by males. Trokh also has two different written forms, one for each gender.

Twilight: Modern historians consider Twilight to have begun in -1776 when the treasury on Hub/Ershur refused to acknowledge a monetary issue from the branch treasury at Antares. The end of Twilight is commonly accepted as the year -1526, when the last governmental body claiming to be the Rule of Man ceased to exist.

Union of Harmony: A human polity on the spinward side of Reavers' Deep. The Union of Harmony has applied to the Solomani Confederation for membership. The current political climate in the Union is currently heavily pro-Solomani, much to the detriment of their relations with their neighbors, the Aslan. And although they are getting considerable Solomani support, most of their resources are being spent defending themselves from increasingly hostile Aslan clans. [Gralyn, 1130]

Venice (Reavers' Deep 1534): A high-population waterworld with most of its population living in floating and seamount top cities. A source of TL8 electronics and bulk foodstuffs. The planet was experiencing serious problems maintaining its manufacturing capabilities. While Venice is a popular traders stop, they do not maintain a jump capable trading fleet. Expect basic services at the planets single Class D starport. [Gralyn, 1130]

Virushi: A massive minor race hailing from Virshash/Urlaggash (Reavers' Deep 2724), they are often described as "centaurs with tank blood" or "intelligent bulldozers." Contrary to what their physical appearance seems to imply, Virushi are pacifistic and (when talking in a standard atmosphere) soft-spoken. They feel obligated to serve in the common good, but can not be ordered to undertake actions against their will.

Additional Library Data

The players may discover data caches during their explorations. In order to provide a little more interest and color to these events, the following library data can be distributed to the players as they discover it.

Alison 'Hellion' Murdoch: A famous pirate or 'reaver' from the post-380 period. Although the subject of many fanciful books and holo-dramas, Alison 'Hellion' Murdoch was also a documented historical figure. He was killed when his ship *Black Widow* was destroyed with all hands during an engagement in 393 with superior Caledonian forces under the command of Commodore Channing.

Carrillian Assembly: The second largest independent human-dominated political entity in the sector. The Carrillian Assembly is a group of federated worlds joined

for the mutual regulation of trade, economic coordination, and common defense. The capital of the Assembly is in the Carrillian Belt/Drexilthar (Reavers' Deep 2330). [CBNN, 1130]

Carrillian Assembly: The Carrillian Assembly is the second largest independent human-dominated political entity in the sector. The Assembly is composed of a group of federated worlds joined for the mutual regulation of trade, economic coordination, and common defense. The administrative center of the Assembly lies in the Carrillian Belt/Drexilthar (Reavers' Deep 2330). The Carrillian Belt, like the Assembly, is currently in the grip of an increasingly repressive police state. [TNS, 1115]

Carellines Ltd.: An expanding, profitable trading firm well known for its ability to turn a profit, even under the most trying circumstances. Carellines has strong political ties to the Carrillian Assembly, and has been occasionally able to profoundly influence Carrillian Assembly policy to their benefit. [CBNN, 1115]

Gaajpadje/Ea 1124 E667874-4): The planet harbors a native sentient race, the J'aadje. The population of Gaajpadje is governed by the Gaajpadje Oligarchs who rule the balkanized city-states of the J'aadje Nations. A valuable trade destination for gems, handmade art objects, and collectibles. Gaajpadje is a non-aligned world, and was rarely visited by humans. Caledon Ventures changed this when it opened trade negotiations with the J'aadje in the early 1100s. [CVLIS, 1115]

K'Tring: Warlike humans inhabiting Gaajpadje's eastern continent. Descended from the crash of a starship 2,000 years ago, the K'Tring are believed to be related to an obscure sub-species of Drexithar. With a tech level of 6, the K'Tring are currently planet-bound.

Loakhtarl: Aslan clan dating back to the original expansion by the Aslan off Kusyu in the 20th Century PI. Instead of competing with rival clans and humans on worlds near Kusyu, the Loakhtarl went deep into Ealiyasiyw Sector to settle, thereby gaining several centuries of relatively uncontested expansion before other clans began to arrive in the neighbourhood. The Loakhtarl parlayed this lead into control of nearly eight subsectors with the promise of gaining more. Unfortunately, the tides of war turned against them, and by the time the Peace of Ftahalr was signed in 380 the clan landholds were reduced to less than four subsectors, all situated along the Hierate border in Ealiyasiyw sector. The Loakhtarl managed to halt the decline and hold on to their remaining territories until 1116 when the clan was thrown into a vicious dispute over the succession to leadership of the clan between two sons of the previous clan lord. This fight cost the clan heavily in both power and prestige and in 1119 they were attacked and nearly annihilated by a coalition led by their traditional enemies, the Raohkeil clan. The Loakhtarl homeworld,

Ilekhakhe (Ealiyasiyw 2828) was overrun and taken over by the Raohkeil and renamed Oulktaww. The surviving Loaktarl fled and were scattered to the four corners. [TNS, 1123]

Saie: A mysterious non-human starfaring civilization which vanished approximately 3,700 years ago. The Saie are believed to have been based in Caledon subsector, but few details are known about them. Most of the existing information is drawn from legends told by some of the sector's indigenous minor races. One consistent feature is the aggressive, warlike nature of the Saie. The search for further evidence of this culture has occupied the interest of many of the Principality of Caledon's archaeologists.

Winkle: A person who has spent unusually long time (often several generations) in cold sleep, mostly as a result of misjumping to somewhere far from a star system and having to travel back to civilization by sublight drive. Named after the hero of an old Solomani folk tale (see *Rip van Winkle*) Such people often suffer severe psychological problems from being suddenly cut off from their roots, everyone they knew dead, and the whole universe drastically changed. Winkles often compensate by forming excessively tight loyalty bonds, either to their fellow survivors or to the organization they were working for at the time of their accident. Also called a girgi.

Referee's Information

The following additional notes and comments describe the current 'ground truth' for many worlds described in the players' library data. This information should not be freely available to the players, but should instead be disseminated during the course of the game, as the players discover it.

Collin's World (Reavers' Deep 1631): The world appears dead. It is possible that some scattered pockets of humanity survives in some of the domes, but it's not very likely.

Danelag (Reavers' Deep 1136): As of 1200 Danelag's UWP is E686889-5, the same as it was in 1130 and the same as it was in 1115. The Hard Times rolled over Danelag like water off a duck's back. The Crash likewise affected the planet very little. One day the Outsiders just stopped coming (and some time later the grav cars stopped working). The few score expatriates living on the planet at the time eventually gave up waiting for rescue and married into the population, adding a tiny amount of exotic genes to the local gene pool (the Racial Purity ideas were lost within centuries of the first settlement), and life went on. And now the Outsiders are coming back, to the not very great excitement of the locals. 'Big deal' about sums up their attitude.

Drinsaar/Drinsaar (Reavers' Deep 2034): The Carrillian elites started to rule the local population in feudalistic domains, but were overthrown in a hard-fought revolution some 50 years ago. The locals have established a

representative government and have spent most of the time since building and improving their industrial base. While not xenophobic, they are fiercely independent and will act strongly against threats of force.

Ekaftouh (Reavers' Deep 1434): The system appears dead. As with Collin's World it is possible that some pockets of humanity survives in some of the larger habitats, but it's not very likely.

Hihlas (Reavers' Deep 1537): The population has thrived and even grown a little. Fickleweed is harvested in small amounts by helicopter, but only for home consumption. A valuable luxury trade might be developed in time.

Kamloops (Reavers' Deep 1531): The planet supports a short-lived population organized into clans based on old industrial organizations. Humans only reach age about 30 before dying of respiratory failure. One of the few computers sophisticated enough for the Virus to strike ran the automated filter factory. The clans provide support for children that the parents may not live to provide. Little else has changed - the economy and tech level are still depressed.

Lajanjigal (Reavers' Deep 1721): Lajanjigal, possessing a lo-tech, native population has not been affected by the gyrations of the larger human, technical society with whom they had little dealings. The world has not suffered a technologic decrease, or a population decrease (or much of anything else) since the human Collapse.

Pagosa (Reavers' Deep 1433): The renunciates have survived and even managed to regain their former prosperity. They are not, however, very likely to have much worth trading for, and have a generally xenophobic attitude.

Rintarna/Drinsaar (Reavers' Deep 1933): Their very success in keeping the Hard Times at bay worked against Rintarna when the Virus struck. Billions of people died and the survivors are still struggling to climb back.

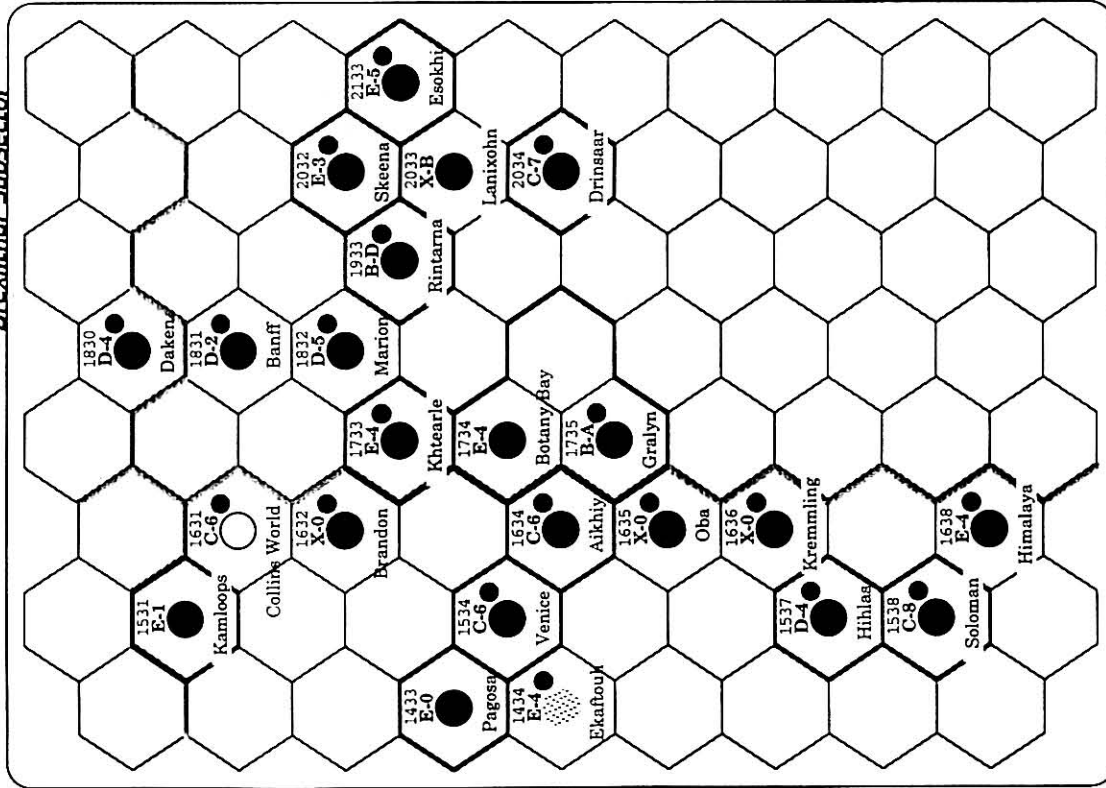
Soloman (Reavers' Deep 1538): The Virus destroyed most of the industry Soloman had left after the Himalaya War and ruined all the relief efforts. Large surface areas were never decontaminated and is still radioactive. The planet was split into many small city-states fighting over the remains.

-- TNE Pocket Group --

Drinsaar Loop

CIRCA 1130

Drexilthar Subsector



Gas Giant → ●

Asteroid Belt ●●●●

Starport/ Tech Level C-6 ○

Desert World ○

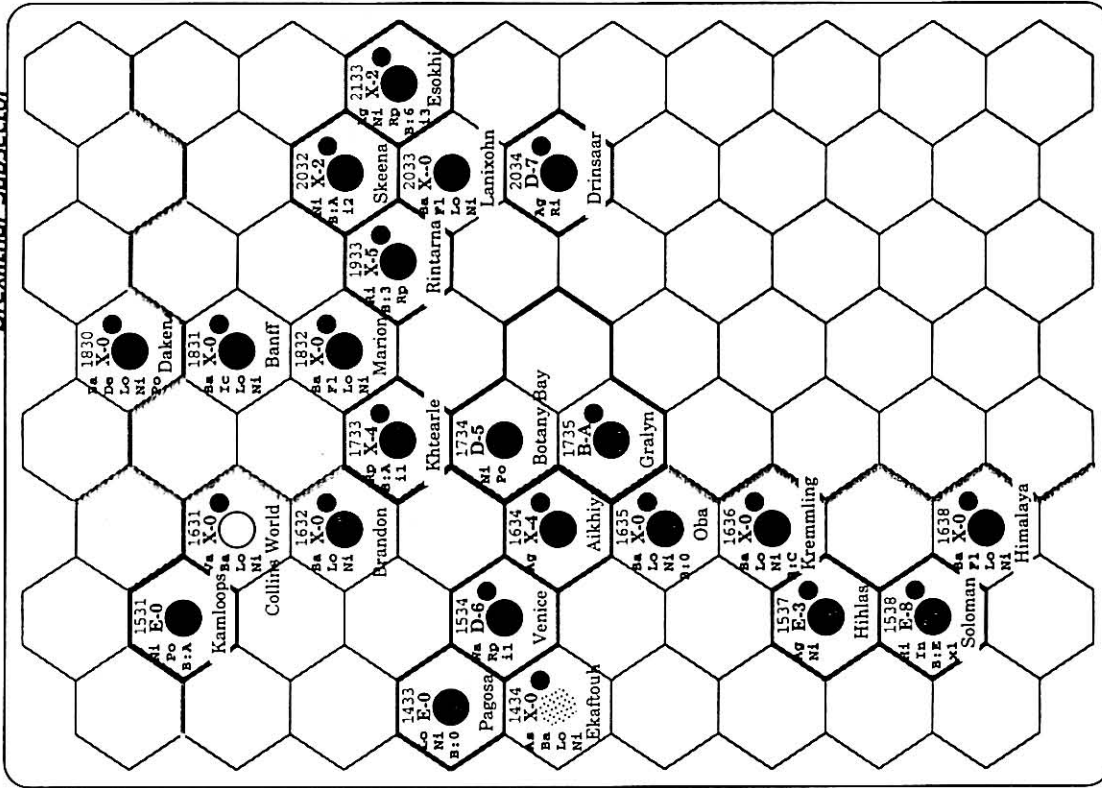
Eakol Subsector

Drinsaar Subsector

Drinsaar Loop

Referee's Map: CIRCA 1200

Drexilthar Subsector



Gas Giant → ●

Asteroid Belt ●●●●

Starport/ Tech Level C-6 ○

Desert World ○

Eakol Subsector

Drinsaar Subsector

GUESS

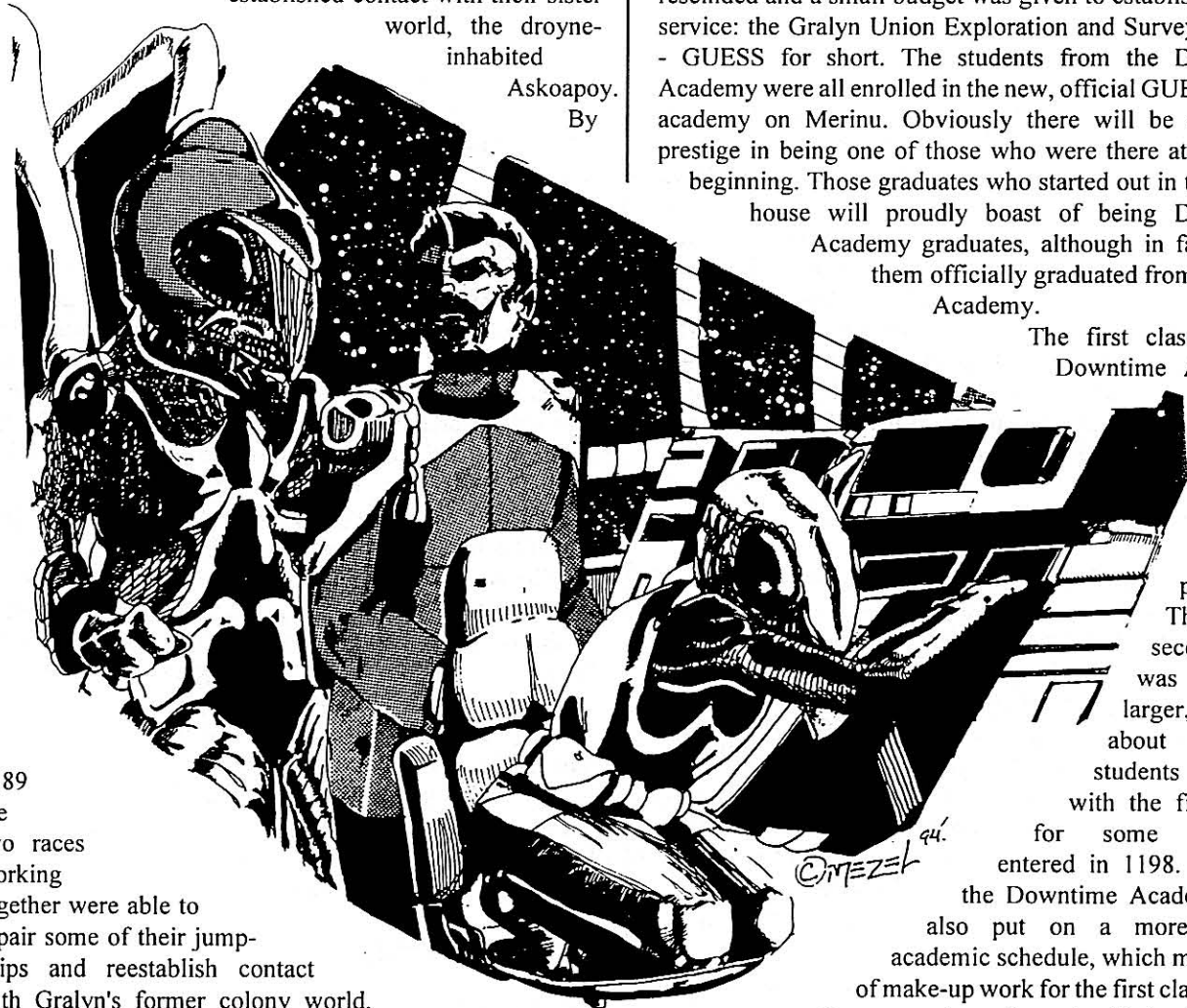
The Gralyn Union Exploration and Survey Service

"We all believe in our cause to push into the unknown and find out what has happened to the rest of the universe. We in the first class should be proud of what we've started, and where we can go."

---Lt. Cmdr. Hawkins, Valedictorian, GUESS Academy, Class of 1200

The time is 1201. The place is Gralyn, a world that has weathered the Collapse better than most worlds. Its population did not exceed the maximum that the planet could sustain and a dynamic and charismatic leader managed to keep the planet together, most of it, anyway. By 1152 the Gralynites were back in space and had re-established contact with their sister world, the droyne-inhabited

Askoapoy.
By



1189 the two races working together were able to repair some of their jump-ships and reestablish contact with Gralyn's former colony world, Botany Bay. But then the cause of those who wanted to explore further received a severe setback: two expeditions in a row disappeared and were never heard from again. The result was the Exploration Ban: Gralyn's few precious jump ships were to be used for trade with Botany Bay, not risked in expeditions to unknown stars.

This ban remained in effect until Gralyn became able to build a jump drive from scratch.

Downtime Academy

In 1197 several farsighted Explorationists foresaw the lifting of the Exploration Ban once Gralyn began to manufacture its own jump drives. With financial support from one such, a group of unemployed Navy officers began running a scout training program for volunteers in a borrowed house on Aymouth South Beach that was later to become known as Downtime Academy (Named after a Navy slang word for time spent off ship). In 1199 the ban was rescinded and a small budget was given to establish a scout service: the Gralyn Union Exploration and Survey Service - GUESS for short. The students from the Downtime Academy were all enrolled in the new, official GUESS scout academy on Merinu. Obviously there will be a lot of prestige in being one of those who were there at the very beginning. Those graduates who started out in the beach house will proudly boast of being Downtime Academy graduates, although in fact all of them officially graduated from GUESS Academy.

The first class of the Downtime Academy started early in 1197, and consisted of 9 people.

The second class was slightly larger, with about 17 students mixed with the first class for some courses, entered in 1198. In 1198 the Downtime Academy was also put on a more formal academic schedule, which made a lot of make-up work for the first class, to put them up where they should be. The last Downtime Academy class would be the one that entered in 1199, of 22 people. Later in 1199, the GUESS Academy was founded, and all three classes moved there.

The total number of Downtimers is therefore 48 people; of which 9 have graduated and are now being assigned to

ships. Downtimers will get first consideration for many of these crew slots; the average GUESS exploration vessel will have (at least) a Downtimer Survey Officer, Ground Team Leader, or Contact Officer (depending on the crew's composition and the ship's mission). Commanding these vessels will be experienced Navy ship captains, many of them brought to GUESS by Admiral Honoko when the service was created. Assuming that everything goes well, as the number of ships increases, so will the Academy graduating classes. Eventually, Honoko's contemporaries will be "kicked upstairs" (reassigned to more senior desk responsibilities), with the eventual goal of providing all ships with Academy-trained officers in all positions.

Admiral Honoko

The Director of GUESS is Admiral Lillian Honoko, an ex-navy officer who is an ardent Explorationist and a bitter and outspoken critic of the Exploration Ban. Her strong stance on this issue probably accounts for her being passed over for promotion several times in the past decade. She was promoted to the rank of Admiral by an act of the Steering Committee, so that she would be able to deal with the heads of the other military services, particularly the Navy, as an equal. It is almost certain that without her efforts, GUESS would instead be a sub-branch of Gralyn Union Naval Intelligence.

She believes that elsewhere in Charted Space fledgling space empires may be expanding outwards in all directions, and that it could be vital for Gralyn to learn about them before they learn about Gralyn. She also believes that the Exploration Ban has put Gralyn behind in that race. Consequently she has a tendency to take chances that might not be the most prudent, trying to make her few ships do the work of twice their number.

GUESS Personnel

GUESS is still very small (no more than a couple of hundred members) and is still top heavy with officers. Officers who transfer from other services (primarily the Gralyn Union Naval Service) retain reserve commissions in their original service. If their reserver rank is higher than their GUESS rank, they are frequently addressed with their reserve rank as a matter of courtesy. This may lead to several Captains aboard one ship, which is not allowed in other Gralyn Union services. GUESS personnel generally refer to a ship's commanding officer as "the Skipper" so that no confusion results. This usage, considered highly informal, almost improper in the other services, practically standard usage in GUESS.

The GUESS budget is small and salaries correspondingly small. A GUESS officer makes only about 80% of the salary of a Navy officer with the same rank. There is a small, but very vocal, minority in the Navy which regards GUESS as a "toy" service and not a serious military organization. A considerably larger number believe that GUESS is performing what should rightly be a Navy job. The

executive orders that require Navy and GUESS cooperation grate on these individuals, and the rivalry can be quite fierce.

The GUESS' rank structure is copied from the navy, with a few minor exceptions. In the enlisted ranks, the particular speciality is substituted for the word 'Specialist'. For example: Trainee Medic, Medic's Mate, Medic, Master Medic. GUESS enlisted security troopers use Marine rank designations, however. Finally, there is, by Gralyn Union law, only one Admiral in GUESS, the Director of the service.

Rank GUESS Title

O1	Cadet
O2	Sub-lieutenant
O3	Lieutenant
O4	Lt. Commander
O5	Commander
O6	Captain
O7	Commodore
O8	Admiral
E1	Trainee Specialist
E2	Specialist's Mate
E3	Specialist
E4	Master Specialist

GUESS Facilities

GUESS is headquartered in a converted Navy SDB maintenance facility, which orbits Gralyn. Although placed in the reserves by GUNS due to its age and approaching obsolescence, the facility is adequate to GUESS's current needs. Although heavy construction is out of the question, most other maintenance and refit required by GUESS starships can be handled in the station's repair bay. Various GUESS contractors operate shipyards on Gralyn and Askoapoy where heavy repairs and construction take place.

GUESS maintains several other facilities, including the GUESS Academy on the continent of Merinu on Gralyn, a training center on Botany Bay that specializes in advanced wilderness survival and survey training, and a research facility, co-located with the Jump Research Institute in the outer fringes of the Coonabarabran Belt.

Many additional services and facilities are provided through interservice agreements with the Gralyn Union Naval Service and the Gralyn Union Marines. All GUESS recruits receive weapons and basic survival training from the Marines, while ship crews receive training from the Navy at one of several Navy bases.

GUESS Starships

The initial GUESS appropriation provided for the purchase of bases, starships, and other assets as well as personnel recruitment, training, and initial operations by the Service. The following ships are in service by the end of the first quarter of 1201. Two additional ships, both purpose designed survey ships based on the final configuration of

FIDELITY, are under construction for completion early in 1202.

NEW HOPE: Jump-1 Scoutship. Former 100T Scout "Peregrine" of Caledonian design, stranded on Gralyn in 1128 by a complete jump drive failure. Repaired in 1197 by the Jump Research Institute and equipped with prototype

forced abandonment before the Crash. Repaired and extensively refitted by KIESC under GUESS budget. Commissioned 035-1201.

BOTANY BAY: Jump-1 Supply ship. Former 400T Subsidized Merchant "Dawn Trader" repaired under GUESS budget by Merinu Industries. Subject of several delays, and an investigation by the GUESS Inspector General for cost overruns and program delays. Commissioned on 058-1201.

PC?	Position	Main Asset	Suggested Additional Skills
No*	Captain	Astrogation	Leader, Admin, Tactics
Yes	1st Officer	Survey	Leader
No*	2nd Officer	Pilot	Astrogation
No*	3rd Officer	Pilot	Astrogation
No*	Sensor Operator	Sensors	Communicators
Yes	Chief Engineer	Ship's Engineering	any technical skills
No*	2nd Engineer	Ship's Engineering	any technical skills
No*	3rd Engineer	Ship's Engineering	any technical skills
No*	Engineer's Mate	Ship's Engineering	any technical skills
Yes	Medical Officer	Medical(Diagnosis)	any life sciences skills
Yes	Security Chief	Tactics	Gun Combat, Observation
No	Gunner	Gunnery(Missile)	Gun Combat
No	Gunner	Gunnery(Laser)	Gun Combat
Yes	Security Trooper	Gun Combat	Survival, Observation
Yes	Security Trooper	Gun Combat	Survival, Observation
No	Security Trooper	Gun Combat	Survival, Observation
No	Security Trooper	Gun Combat	Survival, Observation
Yes	Lander Pilot	Pilot	Astrogation
Yes	Lander Engineer	Ship's Engineering	any technical skills
No	Skimmer Pilot	Pilot	Astrogation
No	Skimmer Engineer	Ship's Engineering	any technical skills
Yes	Chief Scientist	Any physical science	any sci/tech skills
Yes	Linguist	Linguistics	any languages
Yes	Scientist	Any physical science	any sci/tech skills
Yes	Scientist	Any physical science	any sci/tech skills
Yes	Scientist	Any social science	any sci/tech skills
Yes	Scientist	Any social science	any sci/tech skills

Crew List for Fidelity

The suggested campaign opens in early 1201. Several starships have been procured and refitted for exploration. The player characters are assigned to such a ship, the GUESS Fidelity (a modified type R2 400-ton rift trader, ex-Mist Monster).

The Fidelity is a modified 400-ton Rift Trader. She contains accommodations for 28 individuals. Originally, her capacity was 22. This consisted of the captain, six operating crewmembers, two stewards and 13 passengers. In GUESS service, the ship requires a commander, two maneuver officers (pilot and astrogator), a sensor operator and three engineers for safe navigation. These personnel, marked with an asterisk, will never be attached to a ground team.

jump-1 drive. First successful micro-jump on 182-1198. Turned over to GUESS on 075-1200.

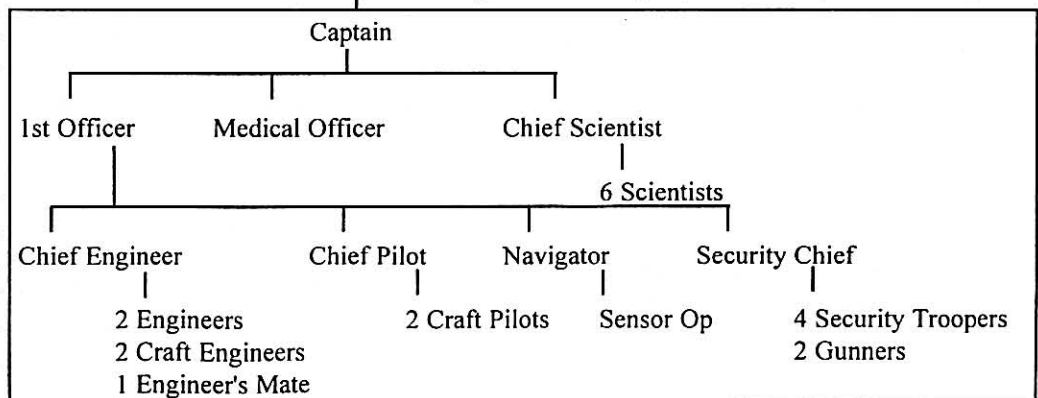
FAITH: Jump-1 Survey ship. Former 200T Free Trader "McIlbrae's Venture" stranded on Gralyn by a Suicider virus. Repaired by Gralyn General Shipyards under GUESS budget. Commissioned on 316-1200.

TRUST: Jump-1 Survey ship. Former 200T Free Trader "Pimalia" stranded on Gralyn by a Suicider virus. Repaired by Khan Industrial Enterprises, SC, in their yards on Askoapoy, under GUESS budget. Commissioned on 003-1201.

FIDELITY: Jump-2 Survey ship. Former 400T Rift Trader "Mist Monster" was on Gralyn for repairs to her computer system, when the bankruptcy of her owners

Chain of Command

The chain of command aboard Fidelity generally follows normal GUESS (and therefore Gralyn Union Navy) practice, except for the scientists. Scientists are placed outside the chain of command. The Chief Scientist manages the science staff and directs scientific operations. However, the Captain (and on planetary missions, the First Officer) are responsible for the safety of the the ship and its crew, including the scientific party. Once away from the ship, the



First Officer commands the lander and the security detachment. He gets to decide when the lander is leaving. Anybody not aboard when the lander leaves will be left behind or forcibly extracted (First Officer's choice). Similarly, the Captain is under orders from Admiral Honoko to preserve his ship above all else, the lander and ground party are considered expendable in the face of a threat to the survival of the ship.

Notes:

The Chief Pilot is the 2nd Officer, FIDELITY's command pilot. The Navigator is FIDELITY's 3rd Officer.

Technically speaking, Fidelity has three divisions: the Deck Division (headed by the 1st Officer), the Medical Division (headed, and consisting of the Medical Officer), and the Sciences Division (headed by the Chief Scientist).

The deck division has 4 departments: Engineering, Flight, Navigation, and Security. However, due to the small size of the departments, the First Officer acts as the head of both the Flight and Navigation departments (the other two, Engineering and Security, are large enough to require a full-time department head). So, when Captain Sternbaum calls the department heads for a briefing, here's who should report:

Division and Department Heads:

1st Officer	Deck Division, Flight and Navigation Departments
Chief Engineer	Engineering Department
Security Chief	Security Department
Medical Officer	Medical Division
Chief Scientist	Sciences Division

It is suggested that these are the first positions that the player characters should fill. Alternative organizations are possible, to reflect the mix of a particular group of players. For example, the players may decide that they are interested in planet-side scientific puzzle-solving adventures, and all choose to be scientists. In this case, the ship's crew and officers become NPCs, and simply a vehicle (both literally and literary) for moving the characters from one venue to the next.

There are several ways of handling player characters in a chain of command situation. With a group that can stay in character, and are good team players, simply allowing them to choose a position that interests them can be made to work, particularly if the "natural" leader of the group chooses a leadership position such as 1st officer or Chief Scientist.

If this is not the case, the referee can involve the Captain a little more, and have him treat the players as (approximate) equals, even though they may be of differing ranks. At least in theory, the individual department heads are the experts in their areas of experience. The Captain can gather them together and solicit opinions, after which he chooses a course of action and assigns responsibilities directly to the PCs. Watching the briefing-room scenes in *Star Trek: The Next Generation*TM is a good tutorial in this technique.

Crew Descriptions

The following short descriptions cover all of the positions on the ship, and can be used as a source of NPCs no matter which positions the player characters decide to fill. Note that this is a capsule description, and not all relevant skills and character traits are listed. Primary Skills are all at assets of 15 or more; secondary skills are important other skills, typically at assets of 8 to 15. For combat purposes, the science staff should be treated as Novice NPCs, the security troopers as Veteran, and everyone else as Experienced. Exceptions are the first officer, who should be Experienced if not a PC, and the Security Chief, who should be Elite.

Position: Commanding Officer

Name and Rank: Captain Isaac Sternbaum (GUESS officer, ex-GU Naval Service)

Description: Tall and thin, Captain Sternbaum has wavy black hair that's rapidly going grey. He is usually quiet, and typically walks slowly from station to station on the bridge, observing operations over the operator's shoulder. When he does speak, it is with a penetrating, but not loud, voice.

Primary Skills: Ship Tactics, Fleet Tactics, Leader, Administration

Other Skills: Navigation, Pilot, Gunnery, Zero-G, Environment Suit

Family: Married (over 25 years) with three grown children, one of whom followed her father's footsteps into the Navy.

Position: First Officer

Name and Rank: Commander Halifax Napier (GUESS officer, DA grad, ex-GUNS)

Description: A tall man of average build, with red hair that he keeps in a short, Navy-regulation haircut. He is a veteran of the Coonabarabran campaign, where he was assigned as the liaison officer to a Marine combat team. Although he's a straight laced "by-the-books" officer, and a bit of a disciplinarian, he's willing to go to bat for his people whenever he sees the need. One of the first students of the Downtime Academy, Halifax graduated at the top of the first class.

Primary Skills: Survey

Other Skills: Leader, Ground Tactics, Pilot(intf/grav), Env Suit, Zero G

Family: He is recently divorced after a difficult ten year long marriage. He is not on speaking terms with his ex-wife, and the bitter experience has made him even more withdrawn than usual.

Position: Second Officer

Name and Rank: Lieutenant Commander Gamaagin O'Connor (GUESS officer, ex-GUNS)

Description: An attractive woman of average height and build, Gamaagin has blonde hair which she keeps cut short, as is currently popular with Navy pilots (men and women). She is an accomplished pilot; when she talks, it is with the assurance of someone who knows that she is one of the best in her field. She entered GUESS from a position as a Naval

flight instructor.

Primary Skills: Pilot, Astrogation, Instruction

Other Skills: Persuasion, Leader, Unarmed Martial Arts

Family: Gamaagin's parents, a sister and two brothers live on Merinu. Gamaagin is the oldest of the children.



Position: Third Officer

Name and Rank: Lieutenant Enerii Deraagar (GUESS officer, ex-STA)

Description: Short and stocky but not overweight, Enerii wears his brown hair in an unfashionable crew-cut. He is a very good astrogator, and a competent pilot, and is the ship's main paperwork expert. Considered a bit of a bore by the rest of the crew, his main contributions to conversation are on mathematics and the intricate details of service

regulations.

Primary Skills: Astrogation, Pilot, RCV Operations, Admin

Other Skills: Environment Suit, Zero-G, Bargain

Family: Enerii's mother lives in Carterborough, a small town in northern Merinu. His father passed on shortly before Enerii earned his commission. Enerii is an only child, and has the bulk of his pay sent to his mother.

Position: Sensor Operator

Name and Rank: Chief Petty Officer Sean Weizheng (GUESS NCO)

Description: Sean is tall and of average build; his straight, black hair the only clue to his Solomani ancestry. An animated and friendly person, he is the FIDELITY's premier raconteur. Most of the crew find his outrageous tall tales (accompanied by slapstick antics and humorously exaggerated accents) to be quite hilarious. Even "Ess" was amused by his portrayal of a Droyne merchant.

Primary Skills: Sensor Operation, Communications, Act/Bluff

Other Skills: Electronics, Disguise, Persuasion, Acrobatics

Family: The youngest of a large extended family, Sean credits the development of his tale-spinning abilities to his older brothers (he claims he used his stories to distract them from picking on him).

Position: Chief Engineer

Name and Rank: Lt. Commander Espray Krinoyni (GUESS Officer, DA graduate)

Description: Espray, or "Ess" as he is known throughout the ship, is a Droyne Sport. Like all Droyne, he has a vaguely-lizardlike appearance, with compound eyes and large bat-wings. His body is tough and scaly, although very small by human standards at only

1.5m and 40kg. His skin is dark grey, with black freckle-like markings.

Primary Skills: Computer, Gravitics, Ship's Engineering, Electronics

Other Skills: Communications, Trauma Aid, Starship Architecture, Survival

Psionics: Strength 7, Computer Empathy, Teleport

Family: Espray remains close to his "family" (oyntrip), and visits them on Askoapoy whenever his duties permit.

Position: Second Engineer

Name and Rank: Lieutenant Tombo Thorndike (GUESS Officer, Ex-GUNS)

Description: Tombo is of average height, but is slight build makes him appear to be one of the least physically imposing members of the crew, aside from the Droyne. He has dark hair and eyes, and is almost always immaculately dressed. He is a careful worker and although not as quick as the other

engineers, he never has to fix the same problem twice. Tombo's hobby is astronomy, and his careful observations have appeared in a few amateur journals to date.

Primary Skills: Ship's Engineering, Gravitics, Science(Astronomy)

Other Skills: Electronics, Mecanical

Family: Married to a young gravitics engineer in Otaku City. Their first child was born shortly before Fidelity's departure,

Position: Third Engineer

Name and Rank: Sub-Lieutenant Joanna M'tana (GUESS Officer, ex-GUNS)

Description: Short, with dark, reddish hair, Joanna has "cafe-au-lait" colored skin. She has recently transferred from the Gralyn Union Naval Service. She is ambitious, intelligent, and eager to learn. Joanna is an amateur musician, and plays in the ship's band.

Primary Skills: Ship's Engineering, Electronics, Mechanical

Other Skills: Gravitics, Computer

Position: Engineers' Mate

Name and Rank: Petty Officer Cheepoy Krayloni (GUESS NCO)

Description: Humans apparently have difficulty distinguishing one Droyne sport from another. The fact that "Chee" and his superior, Espray, are both in the engineering department doesn't help. Chee is considerably younger than Ess, and is correspondingly a lighter shade of grey.

Primary Skills: Ship's Engineering, Gravitics

Other Skills: Electronics

Family: Cheepoy is a distant relative of Espray, and maintains close contact with his family, as his duties permit.

Position: Medical Officer

Name and Rank: Dr. Q. Frederic Estervliet (GUESS Officer, [Lt.Cdr. equiv])

Description: Dr. Estervliet is of average height and build. He is rapidly going bald, and has only a ring of greying hair left. Although well trained in modern space medicine, Estervliet has interests that span all of the biological and medical sciences, making him an excellent choice for an exploration mission.

Primary Skills: Medical, Biology

Other Skills: XenoBiology, Psychology, Observation, Research

Family: He is very reticent about his past, but it is known that his father was a doctor, and had a small family practice in Sanchez City.

Position: Security Chief

Name and Rank: 1st Sergeant Ren "OB" Obenhowzer (GUESS NCO, ex-Marine)

Description: "OB" looks like (and is) an experienced Marine 1st Sergeant. He's volunteered for the thankless task of keeping all the officers and scientists of the landing party alive. He's a tough taskmaster, but has been known to

display a sense of humor, and commands considerably loyalty from the security troops assigned to the ship.

Primary Skills: Leader, Tactics(Ground), Liaison

Other Skills: Slug Rifle, Melee Combat(Armed)

Position: Missile Gunner

Name and Rank: Private First Class Manuel Yankovitch (GUESS)

Description: Of average height and build, Manuel has curly brown hair that he keeps cut short. Manuel is the ship's unofficial odds-maker and bookie; he always seems to be running a craps game, or a betting pool on just about anything.

Primary Skills: Gunnery(Missile), Gambling

Other Skills: Streetwise

Family: Manuel's parents and older brother live in a small town on the main continent of Merinu. They do not approve of his career choice (or his gambling "hobby").

Position: Laser Gunner

Name and Rank: Private First Class Charles Stuart, Jr. (GUESS)

Description: PFC Stuart is of average height and build, with brown hair and an intense expression. He is serious and opinionated, and has difficulty seeing the humor in a situation. He is, however, a good shot with the ship's laser turret.

Primary Skills: Gunnery(Laser)

Other Skills: Melee Combat(unarmed)

Family: Charles left home and enlisted in GUESS after a fight with his father, who is apparently too much like his son for the two to get along. Charles occasionally writes to his older sister, however.

Position: Security Trooper

Name and Rank: Corporal Steven Marks (GUESS NCO, ex-Marine)

Description: A recruiting-poster-perfect picture of a marine: tall and handsome, with close-cut blonde hair. He attracts quite a bit of feminine attention, and although he is never long without a partner, his relationships seldom last.

Primary Skills: Slug Rifle, Observation, Survival (Mountain)

Other Skills: Carousing, Streetwise

Family: Steven's father died when he was quite young; his mother later re-married. Steven has a step-brother and two half-sisters. Although he does not get along with his step-brother, he is fiercely protective of his half-sisters.

Position: Security Trooper

Name and Rank: Private First Class Marie Nakamura (GUESS, ex-Army)

Description: Short, with short, straight dark hair, Nakamura is solidly built without appearing (too) un-feminine. She is the best marksman (marksperson?) of the marine squad. Nakamura is a good martial artist as well, making up for an average strength with suprising speed and agility. When off-duty, she generally can be found in the gym, or playing bass

in the ship's band.

Primary Skills: Slug Rifle, Energy Weapon(Laser), Unarmed Martial Arts

Other Skills: Streetwise, Music

Family: Her parents live in Otaku City, and she has an older brother who is a businessman there.

Position: Security Trooper

Name and Rank: Private First Class Gordon Stallion (GUESS, ex-Marine)

Description: Short, stocky, and muscular, Gordon is barely tall enough to meet the Gralyn Union Marine entrance requirements. He more than compensates for his short stature with a confrontative personality, and tackles problems head on, with all the force he can muster.

Primary Skills: Slug Rifle, Energy Weapon(Plasma)

Other Skills: Artillery

Family: Gordon's parents are farmers on Gralyn, and they exchange letters frequently. Gordon has decided to make GUESS his career, and is actively learning about the ship from anyone who will teach him.

Position: Security Trooper

Name and Rank: Private First Class Arno Blackston (GUESS, ex-Marine)

Description: Arno is tall and built on a large frame, easily the physically strongest individual on the ship. Arno has a slight speech impediment, and although he is of average intelligence, his difficulty with language makes him seem less bright than he really is.

Primary Skills: Slug Rifle, Grenade Launcher

Other Skills: Heavy Weapons

Family: Arno is self-conscious about his size and speech problem, but receives letters regularly from both his mother and fiancée, a surprisingly petite (at least when compared to Arno) woman from Sanchez City.

Position: Lander Pilot

Name and Rank: Lieutenant Henri Krancke (GUESS, ex-GUNS)

Description: Krancke is a wiry man of average height, with dark red hair and chipped-tooth grin. A streetwise punk from Merinu City, Henri was saved from a life of petty crime by a juvenile court judge, who convinced him to join the Navy and make something of his life.

Primary Skills: Pilot(Interface/Grav), Astrogation

Other Skills: Streetwise, Pilot(Fixed-Wing), Pilot(Rotary-Wing)

Family: The Navy provided Krancke with the structure his life needed. Henri still regards one of his early instructors as a father figure and role model. A natural aptitude for flying got him into flight school, and a penchant for risk-taking prompted the transfer to GUESS, hoping to see some 'excitement'.

Position: Lander Engineer

Name and Rank: Cadet Hans LaFleur

Description: A rugged, outdoors-type individual, Cadet

LaFleur looks slightly out of place in a ship's engine room. He is, however, very good with machines of all types, and is particularly good at improvised repairs of all kinds.

Primary Skills: Ship's Engineering, Sensor Operation

Other Skills: Mechanical, Survival

Family: Hans was recently married his childhood sweetheart, and is planning a family. He gets along well with his in-laws, and frequently spends time hunting and fishing with his father and father-in-law.

Position: Skimmer Pilot

Name and Rank: Sub-Lieutenant Wulf DeForest

Description: Laconic, even for a space pilot, Sub-Lt. DeForest has brown hair, and is of average height and slim build. DeForest's hobby is amateur radio, and his cabin is littered with circuit diagrams of dubious utility. He has been forbidden to build any of his designs after an eearly experiment induced a nasty hum on the ship's intercom system that took "Ess" nearly four hours to track down.

Primary Skills: Pilot, Astrogation

Other Skills: Electronics, Communications

Family: Wulf has parents and a younger brother in Otaku City on Gralyn, and visits them whenever he has leave.

Position: Skimmer Engineer

Name and Rank: Cadet Stev Hogan (GUESS, ex-STA)

Description: Tall and thin, with dark, almost black skin and curly brown hair, Stev was the sensor operator and apprentice engineer aboard an STA merchant ship before joining GUESS.

Primary Skills: Ship's Engineering, Sensor Operation

Other Skills: Electronic

Family: The son of a Sanchez City police detective, Stev is on good terms with his family, including his elder brother (who is also a police officer there).

Position: Chief Scientist (Geologist)

Name and Rank: Rocky Terranova, Ph.D. (Senior Scientist)

Description: The only son of a university professor and a navy ship captain, Rocky is of average height and stocky build, with rough, "farm-boy" good looks. Rocky is a geologist who has spent the last several years as a consultant to the mining industry on Botany Bay, Coonabarabran, and Resolution Belt.

Primary Skills: Geology, Excavation, Geophysics

Other Skills: Meteorology, Chemistry, Persuasion, Leadership

Family: Both of Rocky's parents were killed; his mother when her ship was lost at the Battle of Coonabarabran, and his father in a freak accident a few years ago. Rocky's only love is Dr. Cordelia Naismith, a fellow geologist. However, both have decided to put their careers first.

Position: Scientist (Linguist)

Name and Rank: Sharik Rodriguez, Ph.D. (GUESS Scientist)

Description: Short and petite, with frizzy blonde hair,

Sharik looks like one of the last people you'd expect to see on a first-contact team. She is a gifted linguist, and one of the few people on Gralyn to be fluent in "useless" languages such as Trokh (Aslan) and Vilani. Although frequently outspoken in her opinions, she enjoys all kinds of challenges, and makes an effort to pull her own weight (and more) aboard ship and on ground teams.

Primary Skills: Linguistics, Language(Aslan), Language(Droyne),

Other Skills: Language(Vilani), (and several other languages, too).

Family: Is a middle child of a large family from the town of Liddell, all of whom seem to enjoy arguments and confrontations. She has been known to spend hours (apparently) arguing with her sisters, and then describe it as 'a pleasant lunchtime conversation'. Sharik doesn't have a current boyfriend, and shipboard speculation is that she's still looking for someone who can stand up to her in one of her intense 'conversations'.

Position: Scientist (Geneticist)

Name and Rank: Stephen Kendall, Ph.D. (Scientist)

Description: Dr. Kendall is tall and thin, with thinning but still jet black hair and a very intense expression when he is working on a problem. He is not a physically impressive person, and the best most people can do is to describe him as nondescript. Stephen has always believed that education holds the solution to any problem. He has put this into action in his life, earning a Ph.D. in Genetics, and along the way picking up the equivalent of advanced degrees in physics, computer science, and chemistry. He is the person on the ship most likely to know odd facts and unconnected bits of trivia.

Primary Skills: Genetics, XenoBiology, Chemistry

Other Skills: Physics, Admin/Legal, Language(Aslan), Computer

Family: The one thing Kendall lacks is much of a social life. He can usually be found in the crew lounge when off duty, reading a book. His parents are both deceased.

Position: Scientist (Physicist)

Name and Rank: Richard F. Lobachevsky, Ph.D. (Scientist)

Description: Dr. Lobachevsky is of average height, and slight build, and appears to be the prototype of the long-haired intellectual. He is in better physical condition than he looks - his hobbies include cross-country running (he'll have to make do with the FIDELITY's treadmill for now). His other hobbies include music, and he has organized a band aboard ship. Although he has a relatively few publications to his credit, they are on a wide variety of subjects (from atomic physics through the mechanism for ocean waves, and everything in between), and he is considered by most of his colleagues as brilliant, although a little eccentric.

Primary Skills: Science(Physics), Mechanical, Electronic, Computer

Other Skills: Research, Music

Family: Divorced, with no children.

Position: Scientist (Economist, ex-STA)

Name and Rank: Donald Shillman, Ph.D. (Scientist)

Description: Tall, although tending toward overweight, Shillman is the least physically fit member of the crew (which means that he barely passed the qualifying physical, not that he is horribly out of shape). Quite the liberal reformer in his early college days, his economics are now quite conservative (he's overly fond of saying "If you weren't an idealist at 20, you have no heart, and if you aren't a capitalist at 40, you have no head"). Although the arrangement is certainly not official, Shillman is the representative of the big business interests that have recently supported exploration.

He is willing to expound on his economic theories eloquently and at great length (and has made a considerable amount of his reputation doing just that as a popularizer), but is otherwise an uninteresting shipmate.

Primary Skills: Trader, Admin/Legal

Other Skills: Persuasion

Family: Married, with his only son currently in college.

Position: Scientist (Archaeologist)

Name and Rank: Ripley W. Scott, Ph.D. (GUESS Scientist)

Description: Tall and thin, with dark hair, Dr. Scott looks more like a caricature of a graduate student than an assistant professor of archaeology. He is, however, respected within his field, and a mine of information about the past.

Primary Skills: Science(Archaeology), Science (Anthropology), History

Other Skills: Research

Family: Dr. Scott's parents are divorced; his father, a retired Navy officer, has remarried. He has three brothers, one of whom is in the Navy.

Position: Scientist (Sociologist)

Name and Rank: Suzanne Yeager, Ph.D. (Scientist)

Description: Tall and willowy, with long, light-brown hair. Suzanne is approximately middle-aged, and in fair physical condition. Her specialty has long been alien and interstellar human cultures, and she jumped at the chance to be among the first to go on contact missions. Much of her recent work has been about the culture of Botany Bay, and she has been to Botany Bay several times over the last ten years.

Primary Skills: Science(Sociology), Science(Psychology), Research

Other Skills: Language(Droyne), Language(Vilani), Xenobiology

Family: Happily married to Thomas Yeager MD for the past 18 years, and the mother of two children (Steven and Akane, ages 15 and 17 respectively).

Character Creation

Player characters for the main campaign have to conform to some very specific constraints to fit the initial situation.

A merchant just wouldn't be chosen for a position with an exploration team, no matter how good a tradesman he was. So any player who wants to play a wily master trader is out of luck (Unless he is willing to play a wily master trader who is also an explorer type, and unlikely to get to use his trader skills much). Some players tend to resent such constraints. Talk to your players beforehand and ensure that they understand the situation.

Unless specifically mentioned here all standard rules for character creation apply.

Background: All PCs come from the Gralyn Union. They should be almost all be from Gralyn itself, although Droyne PCs from Askoapoy, or modified humans from Botany Bay aren't entirely out of the question. Playing such characters will require extra work from both the referee and the players involved, but the results are definitely worth it. Both playtest campaigns incorporated Droyne characters with good results.

Attributes: Due to the budget and time constraints GUESS personnel are not the top-trained, elite, best-in-the-world experts one might think an exploration team warranted, but neither are they average people. They may not be the very best, but they are the best GUESS could get. Players who roll attributes for their player characters totalling less than 42 points may therefore add attribute points to bring the total up to 42.

Careers: Careers are limited by the technical and social history of the character's homeworlds. Referees should consult the Gralyn Union history, and help players work out individual histories appropriate to their origins and professions. Generating characters which match their worlds background and history requires a little more care, but the campaign will be considerably better for it.

Main skill: Player characters are expected to fill certain spots on the crew roster for the expedition. Each slot has a 'main skill' listed. A character

must have an asset of no less than 15 in that skill in order to fill that slot. That is, if the character is designed to fill the slot of Team Leader for the Ground Team and has an intelligence of 9, then his player must arrange his careers in such a way that he gets a skill level of at least 6 in Survey.

Crew slots: All the player characters will be members of the Ground Team. The 1st officer is the ground team leader, and should always be a PC. Other non-scientist PC slots should be filled from the top down. Any number of player characters (up to six) can be scientists, and the linguist can be a player character as well. No two

should have the same main skill unless they each also have another, different, scientific skill of roughly the same level. Any remaining slots should be filled by NPCs.

Downtime Academy and GUESS Academy: This career is available only in the last term before play begins, if the campaign is to start in 1201. In this case, characters would have attended Downtime Academy (which would have required them to resign or take a leave of absence from their previous careers) and receive no income for the term. Ground Team Commanders, and (for campaigns set after approximately 1204) Exploration Ship Commanders would take the command track, while the "department heads" such as (Chief Engineer, Chief Scientist, and Medical Officer) take the sciences track.

Prerequisites: INT or EDU 7+

Skills: Total skill levels equal to the character's EDU or INT attribute (whichever is higher) from a "Core" and either one of two "Tracks". At least 1 level must be taken in each cluster of the "Core", and no more than 3 levels may be taken in any one skill.

Core: Space Vessel, Space Tech, Technician

Command Track: Tactics, Determination, Interaction

Science Track: Physical Science, Social Science, Engineer

Other Effects: +1 to EDU. No secondary activities are allowed while in the academy. No promotion or special duty rolls are made. On graduation, the character is commissioned in GUESS (if not already an officer). Characters transferring to the scouts retain their rank from their previous service (except that the highest rank allowed is O7). GUESS Academy may be taken no more than once.

-- TNE Pocket Group --

Playtest Campaign Characters

PC?	Position	Rank/Position	Name	Playtest Group USA
No	Captain	Captain	Isaac Sternbaum	
Yes	First Officer	Commander	Halifax Napier	John Lewis
No	Second Officer	Lt. Commander	Gamaagin O'Connor	
No	Third Officer	Lieutenant	Enerii Deraagar	
No	Sensor Operator	Chief P O	Sean Weizheng	
Yes	Chief Engineer	Lt. Commander	Espray Krinoyni	D. Glenn Arthur, Jr.
No	Second Engineer	Lieutenant	Tombo Thorndike	
No	Third Engineer	Sub-Lieutenant	Joanna M'tana	
No	Engineers' Mate	Petty Officer	Cheepoy Krayloni	
Yes	Medical Officer	(M.D.)	Q. Frederic Estervliet	Chuck Hamilton
Yes	Security Chief	1st Sergeant	Ren "OB" Obenhowzer	Kevin McCarthy
No	Missile Gunner	Private 1C	Manuel Yankovitch	
No	Laser Gunner	Private 1C	Charles Stuart	
No	Security Trooper	Corporal	Steven Marks	
No	Security Trooper	Private 1C	Marie Nakamura	
No	Security Trooper	Private 1C	Gordon Stallion	
No	Security Trooper	Private 1C	Arno Blackston	
Yes	Lander Pilot	Lieutenant	Henri Krancke	Mike Davidson
No	Lander Engineer	Cadet	Hans LaFleur	
No	Skimmer Pilot	Sub-Lieutenant	Wulf Deforest	
No	Skimmer Engineer	Cadet	Stev Hogan	
Yes	Chief Scientist	(Geology)	Rocky Terranova	Greg Hara
No	Scientist	(Linguist)	Sharik Rodriguez	
Yes	Scientist	(Genetics)	Stephen Kendall	David Rodger
No	Scientist	(Physics)	Richard F. Lobachevsky	
No	Scientist	(Economics)	Donald Shillman	
No	Scientist	(Archaeology)	Ripley W. Scott	
No	Scientist	(Sociology)	Suzanne Yeager	

The Gralyn Union: A Pocket Empire for Aoreriyya

"Anybody got a light?"

*That is the question everyone has been asking themselves since those fateful few days, 5 years ago. Is there anyone else out there? Will we see the blue glow of a materializing jump grid tomorrow? Will the Imperium save us? Surely **someone** must have escaped the ravages of this computer virus?*

But still, this begs the question. "Has anybody got a light?"

We must acknowledge that there are none of the great governments left; for surely we would have been visited by their emissaries. Their blazes of glory have been extinguished by this virus as surely as a bonfire by a tsunami. There is no Imperium, nor even its shattered pieces. There is no Aslan Hierate. The Solomani Confederation lies in ashes. For all we know even the distant K'kree and Zhodani empires may be fading into memory as we speak.

Perhaps there are worlds which have escaped these ravages, but we must accept that they are either too far away or too beset by their own problems to help us. Maybe there are distant worlds who keep the flame of interstellar civilization bright, who through skill or luck have managed to avoid this disaster, but it may be centuries before their light reaches this corner of Charted Space.

And still we ask, "Anybody got a light?"

We here on Gralyn have weathered this storm well. Surely, times have been hard, but think of all the times when, if we had been a little less lucky, the few survivors would have been scrounging a meagre existence among the ruined remains of this city; picking at the bones of what would have been our dead society.

We hold what is, if not a light, a spark, and it is our duty to ourselves and our children, and our children's children, to protect that spark, to kindle it, to turn it into a bright beacon of hope, and, perhaps, to shed a little light on our small corner of the universe!

And when you ask yourselves "Anybody got a light?", remember that we, the people of Gralyn, have that light!

--- Alyss Lim, first Chair of Gralyn, in her Inaugural Speech, 1137

The Gralyn Union

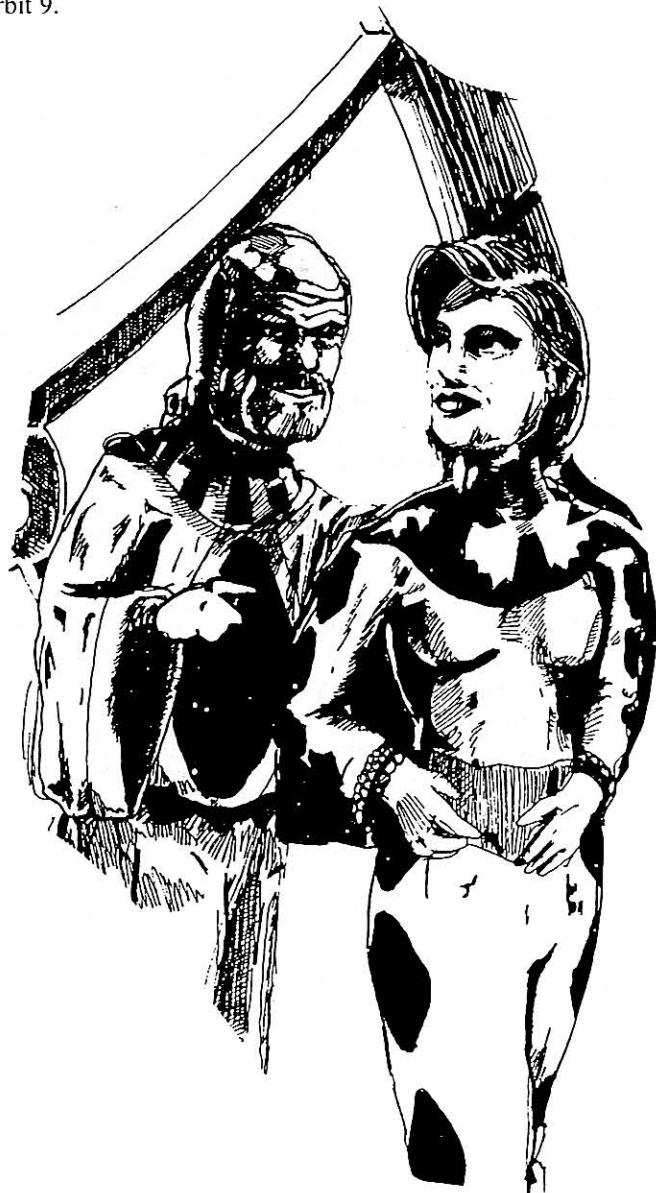
In 1200, the Gralyn Union consists of five inhabited worlds, located in two star systems. The majority of the Union's population lives on Gralyn, a comfortable world in the Gralyn system. A significant minority are Droyne, who reside on Gralyn's moon Askoapoy. Although they make up only a small percentage of the Union's population, Droyne technicians and scientists have been particularly important in recovering lost technological skills.

Gralyn System profile

Primary: Levin. M0 V. Luminosity 0.45. Mass 0.489.

Companion: Dimoro. K5 VI. Luminosity 0.40. Mass 0.330.

Orbit 9.



Levin:

Orbit	Name	UPP	Pop
0	Gralyn	B758848-9 J Ri	1
40	Askoapoy	A488608-A Fa Re	2
1	Levin Beta	YS00000-0	
9	Dimoro		

Dimoro:

Orbit	Name	UPP	Pop
0	Coonabarabran	G00036B-9 J	4
1	Pearl	SGG	
3	Bowser	H838000-9	
4	Hastings	Y769000-0	
8	Harold	Y650000-0	
55	William	Y510000-0	

The Gralyn system presently holds 3 inhabited worlds, Gralyn, Askoapoy and the Coonabarabran belt. Bowser is listed as having a spaceport, actually the remains of an old reaver base now run down after a thousand years of neglect. Gralyn and Askoapoy form the twin hubs of the expanding Union.

Botany Bay System profile

Primary: Carmony. F5 V. Luminosity 1.37. Mass 1.3.

Orbit	Name	UWP	Pop
0	Firefly	Y410000-0	
5	Firefly A	YS00000-0	
8	Firefly B	YS00000-0	
30	Firefly C	YS00000-0	
1	Resolution Belt	Y000303-9 As Lo Ni	2
2	La Perouse	H750000-0	
3	Forth	Y400000-0	
4	Yuan	Y200000-0	
5	Botany Bay	D643534-5 Ni Po	3
12	Cook	H112000-0	

Botany Bay is not a particularly well-endowed system, with no gas giant and only marginally habitable worlds. Two worlds are inhabited, the Resolution Belt, and Botany Bay itself. Prior to the collapse, Resolution Belt was not considered worth commercial exploitation. Belters from Gralyn have begun to mine the Resolution Belt, and although productive by Gralyn Union standards, no major finds or rich lodes have been reported. Botany Bay and its small moon, Cook, are the only worlds with free-standing water (or ice) on their surfaces. It is here that most of the human activity in the system takes place. Botany Bay itself is not an ideal world, but it is certainly the only earth-like world in the system, and indeed has its own native lifeforms.

Gralyn History

Although Askoapoy has native life, it is believed that the Droyne presence on this world is the result of Ancient activity. Archaeologists working with the Droyne on Askoapoy have dated the first colonization of the Gralyn system to some 300,000 years ago, when a colony of Droyne was established there by the Ancients. This colony survived the Final War that ended the Ancients' domination of known space and slowly recovered until its technological society had been reestablished.

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



mission, but it was never heard from again.

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

The solution which was found was the primary planet of Askoapoy. Kraln was too cool for the comfort of Droyne, but was within acceptable human tolerances. The Droyne had had sublight space transport for a long time although it was considered wasteful and seldomly used. An old freighter was put into commission and the humans transferred to Kraln (which human tongues eventually corrupted to "Gralyn"). Many major features of Gralyn, including the continent of Merinu are still called by the corrupted Droyne names originally given to them by astronomers on Askoapoy. Throughout the Long Night regular flights connected the two worlds, and with the help of the Droyne, Gralyn quickly expanded beyond the initial colony, and prospered.

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

During the Imperial Era, Gralyn continued much as before. With the Peace of Ftahalr, the world found itself in a good location on the Drinsaar Loop to profit from trade between the powerful Third Imperium and the Aslan Hierate. Smugglers also used the Loop, to move contraband between the Imperium and the Solomani Confederation. The Rebellion had relatively little direct effect on Gralyn. Trade, particularly the long-distance "overhead" trade that made up a large fraction of Gralyn's business, began to dwindle.

When the Hard Times came, Gralyn was essentially run by the bureaucracy, run by a body called the Steering Committee. The interface lines from the Imperium stopped passing through, but the economy of the Aslan Hierate was still healthy, and a deal struck by a young diplomat, Alyss Lim, created a favourable trade relationship with a prominent clan. This achievement marked the start of her meteoric rise through the bureaucracy of the Gralyn Assemblage.

When the Virus hit Gralyn, the effect on the planet was devastating. It was in the first few hours that Alyss Lim turned the fate of Gralyn. While most other Steering Committee members were despairing over the fall of civilization, she was treating it as the ultimate challenge of her career. She was able to identify the most pressing problems, and to rally support from the general populace to

help out. Within a week, the other members of the Steering Committee had voted her into the chair, and she had won the hearts and minds of the people.

It was Lim, as Minister for the Exterior, who first noticed the increasing malfunctions of high tech equipment and traced them back to the starport. Correctly deducing that the cause was a computer virus brought in by starships, she convinced the Steering Committee to issue the now famous "Shutdown Decree" which ordered that all computers be powered down.

Although the Shutdown Decree didn't prevent systems and networks from becoming infected, it generally did prevent them from being re-infected with more advanced strains of the Virus. Most systems were infected with the common Suicider and Suicide-Inducer strains, and were shutdown before the more dangerous types could infect a large number of systems. Nevertheless, by dawn on 312-1131 a full scale battle was underway between the population and the machinery. By the next day 10,000 people had died and more than 30,000 people were injured, but the Army was mopping up the last few virus infected computers.

Although most people had survived, society was in tatters, the economy dead on its feet and people were on the verge of panic. Fortunately the basic necessities of life were not in short supply. Due to Gralyn's short growing season, ordinary stockpiles of food were sufficient to last half a standard year. The original intention had been to protect against famine due to the loss of crops in a series of bad summers. Now, it meant that the heavily urbanized population would not starve. Calm was maintained by the Army, and by a stirring speech by Alyss Lim. This remarkably frank speech both calmed the fears and strengthened the resolve of the population.

Alyss Lim had prevented Gralyn from perishing in the first heavy blow. The archives of a local religious sect called the Aragishge Drandirdikun (the Architects of Tomorrow) enabled the world to adapt to the drastically lower technology imposed by the lack of reliable computers. More than a millenium before, when Gralyn was passing through a technological slump caused by a repressive government, this organisation had recorded many Industrial and Pre-stellar technologies on paper. Its archives now proved a treasure-travel of information safe from the virus.

Thus in the immediate post-virus years, Gralyn's efforts revolved around feeding itself and attempting to get the economy back on its feet. The first few years were very hard, with people living just above the starvation line, with insufficient power to heat homes, and with poor medical care. It is estimated that over a million people died of secondary effects of the virus, mainly the very young, the old and the sick. Law and order was kept by the Army, sometimes with very little compassion. During this time, the government of Alyss Lim was at best a charismatic dictatorship, at worst a police state.

After 5 years or so, some degree of normality started to return to Gralyn. Worn out by 5 hard years of governing and hearing the first sounds of resentment against her rule, Alyss Lim started to reshape the government of Gralyn from

dictatorship to democracy. In 1137, Alyss Lim was elected unopposed to her first 5 year term as Chair of Gralyn. In the new government, the populace elected the Ministerial Councils for each Ministry and each Council then elected a representative to the Steering Committee, which was chaired by the Chair of Gralyn. This system remains virtually intact to this day.

During this first term, Chair Lim set the agenda for recovering the lost technologies and directed huge amounts of government money towards research and development, specifically directed to two

goals

- the first to overcome the severe shortage of computers by rediscovering how to build computers, and the other to get back into space and to recontact the Droyne of Askoapoy. The complete silence from the world of Askoapoy was one of the most puzzling and disturbing mysteries of the Crash. Telescopic observation showed the Droyne cities in ruins, with little evidence of rebuilding, but also showed signs of continued agricultural production and other indications that many Droyne had survived the disaster.

The first program met with only limited success. Gralyn had always imported its computer equipment. The only computer manufacturers on planet were assembly plants that created customized systems from imported parts. Too much knowledge had been lost in the crash, or was never present on Gralyn at all, and this meant restarting virtually from

scratch. Gralyn's local computer industry remains at about TL-6, with only slow advancement. The program redirected its efforts toward understanding the existing computers, and had more success. Maintenance, repair, and modification of relic computers is commonplace.

The space program met with much better success, with the first Gralynite in space in 1146, shortly before Chair Lim's retirement due to poor health at the end of her second term. Alyss Lim's successor campaigned and was elected on the popularity of the space program. Increased funding meant that it was a mere 6 years before the first mission was launched to Askoapoy. Unfortunately Alyss Lim never saw this happen. In early 1047 Alyss Lim was diagnosed as having a rare form of cancer. A cure was known, but the technology was insufficient to complete it.

The first mission to Askoapoy was a shock to the Gralynites. Although a large proportion of the world's infrastructure was damaged in the crash, the unique racial memory of the Droyne ensured that little knowledge was lost than was the case on Gralyn. With their small population base, and lack of natural resources, the Droyne lacked the ability to rebuild their world. Believing that they had nothing to trade for Human assistance, and that any possible Human survivors would be at least as devastated as they were, the Droyne leaders had decided to invest their meagre resources in other projects.

Much of the effort of Gralyn's space program, now known as the Space Transport Authority, during the 50's and early 60's was directed toward the rehabilitation of Askoapoy and the reestablishment of regular trade links. Droyne knowledge and technical expertise were traded for Human labor and raw materials.

It was during this period a very few psionic Droyne proved able to detect an active Virus in infected computers. This computer empathy was useful in the effort to meet the demand for computers which could only be met by salvaging pre-crash computers. The growing trade with Askoapoy was the spark that finally kicked Gralyn's economy out of the doldrums and into rapid growth.

The expanding interplanetary trade and growing technical civilization attracted the attention of something that called itself Juniper. This entity, the Vampire that infested the ships and bases that mined Coonabarabran Belt, was hungry for other computers to infect. Sensing a technical civilization that could supply its needs, Juniper planned its expeditions



to Gralyn with the patience only a mechanical mind can muster.

The first attack, a hit-and-run raid in 1158, came as a complete surprise to the spacefarers of Gralyn. But the long distances between Gralyn and Coonabarabran worked to Gralyn's advantage. Juniper couldn't exploit its initial successes, and Gralyn got a needed reprieve to prepare its defenses. A series of hit-and-run raids over the next decade were deflected by Gralyn's Planetary Defense Forces, operating in conjunction with the STA. Although no decisive victories were gained, the defenders usually managed to drive off the Vampires before they could damage Gralyn itself.

In 1167 and 1168, Contra-grav and HEPLaR technology was regained, in part from the examination of disabled Vampire ships. This enormously increased the efficiency of Gralyn's spaceships, and a building program to replace or upgrade all of the fleet was started. Long-range sensor tracks of the attacking ships placed their origin in the Coonabarabran Belt. With the new, long-range ships, the STA planned and executed three missions to the Belt between 1168 and 1170. All three missions failed, with the loss of all their crews and ships.

The magnitude of the disaster prompted a reorganization of Gralyn's defense establishment. The Gralyn Union Naval Service was established, and given responsibility for all operations outside the atmosphere. A major building program was started, to equip the Navy with purpose-built warships of new and sophisticated design. Shortly after its founding, the Navy decisively defeated a large Vampire raid. Realizing that Vampires would continue to harass Gralyn, the Navy began planning for a serious invasion of the Coonabarabran Belt. After six years of preparation, the invasion force was launched in 1178, and later that year won what was later called the Battle of Coonabarabran, breaking the strength of the Vampire fleet.

Mopping up became a full-time occupation for the Navy in the following years, as there were many more virus infected ships which did not join the battle. To improve the supply situation in the Belt, the Navy began a research program, intended to produce an in-system jump drive. A similar project, intended to retain interstellar travel capability, was already being organized by the STA. After several clashes over funding and priorities, the Jump Research Institute was established as an independent research effort. Aided by information from Human archives, and skills preserved in the Droyne racial memory, several intact pre-collapse starships were repaired, the first completing trials in 1189, too late to be of much help to the Navy.

The STA recontacted Botany Bay, and trade relations are soon established. Several more starships were repaired over the next few years, and regular trade with Botany Bay improved the economies of both worlds. Interstellar trade and the access to resources (particularly high-grade ores from Botany Bay) spurred the development of a local shipbuilding industry, and increased interest in additional exploration. Unfortunately the first two ships, both backed

by commercial interests, to venture to Aikhiy were lost.

Backlash from these events, coupled with repeated failures to produce a reliable, all-locally-built starship, caused the Gralyn Union to declare a 10-year moratorium on exploration in 1191. In the meantime, resources were devoted to perfecting a jump drive that could function with the available computer technology. Politically, Gralyn, Askoapoy, and Botany Bay cemented their relationship by forming the Gralyn Union in 1195. For most practical intents and purposes, the Gralyn Union is a re-established Gralyn Assemblage. However, there are important differences in the selection of the councils that govern the Union. These changes allow representatives of the smaller full-member worlds, Askoapoy and Botany Bay, more voice in the Steering Committee than their population would indicate. In the new Gralyn Union, each full-member world is guaranteed at least one seat on the Steering Committee. However, a separate council responsible for taxation and appropriation, the Ways and Means Committee, in which votes are weighted by population, acts as a check on the Steering Committee.

Botany Bay History

Although frequently visited as a refueling point, the Botany Bay system was not colonized until well into the era of the Third Imperium. During the Aslan Border wars it served as an impromptu supply base and refueling station for the Imperials. After the Peace of Ftahlar and under the terms of that treaty, the base was finally removed and the system remained uninhabited for over a century.

In 492 a large Solomani corporation called Aphelion Enterprises established a research base on Botany Bay. Aphelion Enterprises was based on Wu (Magyar 0203), but operated in large areas of the Magyar and Daibei sectors. Aphelion Enterprises had interests ranging from genetic engineering to transportation to mining. It was the mining subdivision which initiated the activity on Botany Bay. A survey had indicated that there might be significant quantities of lanthanum on that world. Further investigation revealed that this was the case, and so a small mining operation was established. The mine proved to be a flop, however, as the readily-accessible ore quickly ran out, long before the initial set-up costs had been covered. Aphelion Enterprises continued to run the mine at a loss for tax purposes, but cut the staff back to a bare minimum.

In 588, Terra finally joined the Third Imperium. By this time, many portions of Daibei, and parts of Magyar, had already been incorporated into the expanding empire. Aphelion Enterprises found much of its activities falling under Imperial law, and in particular the Imperial regulations on genetic experimentation (especially with sophonts) were considered far too restrictive by the corporation's executives. The solution was to find a world which was outside the Imperium and likely to be for some considerable time. Botany Bay was settled on, and became a major research establishment.

Much of the effort of the facility was spent on creating

genetically modified humans designed for specific worlds, usually as colonists, as well as some uplifting of non-sentient species. One of the first efforts was to genetically engineer workers suitable for the environment of Botany Bay itself. With lungs specifically designed to cope with the thin, tainted atmosphere and a physiognomy designed for the lower gravity of Botany Bay, the new workers were used to re-open the mines.

Aphelion Enterprises flourished during the next couple of hundred years, even through the turmoil of the Imperial Civil War, largely through its transport division acting as a large-scale interface line between the Imperium and the surrounding worlds in the Solomani sphere. The gradual expansion of the Imperium and the declaration of the Solomani Autonomous Region in 704 caused a loss in profitability of the interface trade, and a corresponding slide in the fortunes of Aphelion. Aphelion attempted to expand its profitable coreward routes, but stiff competition with Tukera Lines made this a slow process. Deteriorating relations between the fledgling Solomani Confederation and the Imperium dealt Aphelion its final blow. When war broke out in 988, Aphelion found itself on the wrong side of the border from its major profit centers, and was forced into bankruptcy.

Most of the management of Botany Bay were recalled to Terra with the bankruptcy. The remaining inhabitants were effectively stranded, but for most Botany Bay was their home. When it became obvious that the remaining management were not sympathetic to the concerns of the people, there was a quiet coup by a coalition of workers and younger scientists. That was not the end of the difficulties, however. The coup effectively ended what little help the world was receiving from Aphelion, disrupting the supply of most manufactured items. The level of technology swiftly fell as more and more effort was required to provide basic services to the population.

After a few years, it was apparent that Botany Bay was not viable as an independent colony. It was clear that Botany Bay would soon collapse to a pre-industrial culture without outside assistance. The de-facto government of Botany Bay appealed to Gralyn, which was their major customer for ore, for help. At first the Gralynites were loath to do so, for fear of antagonizing either the Imperials or the Solomani. Eventually, the pressure of public opinion convinced the bureaucrats of Gralyn that supporting Botany Bay would save much misery. The eventual system agreed upon was that Botany Bay would become part of the Gralyn Assemblage, with seats on the Assemblage, but with its government effectively run by the Assemblage as a whole. With the assistance of Gralyn, the slide of Botany Bay into barbarism was halted.

Upon the conclusion of the Solomani Rim War, attempts were made by both the Imperium and the Solomani Confederation to regain control of the mines on Botany Bay through legal means. However the fact that Botany Bay was outside both states and had rebelled of its own accord, meant that they had little legal recourse, coupled with the sensitive politics of the region, ruling out any sort of overt action, to

make Botany Bay too much effort to worry about. Botany Bay prospered under the guidance of the Gralyn Assemblage and swelled from a population of several thousand at independence to almost 300,000 just before the start of the Final War.

The Collapse affected Botany Bay less than it did Gralyn. With a relatively low level of technology, the direct effects of the virus were limited to the starport. Gralyn's "Shutdown Decree" didn't reach Botany Bay, and when starships from that world stopped arriving, the inhabitants felt abandoned for the second time in their history. However, when news of the Virus spread across the world, many understood that Gralyn was unlikely to be able to come to their aid. Several desperate attempts to get offworld or produce a self-sustaining sealed environment were made by groups of offworlders. None of these attempts were to be successful, and when their filter masks or other life support ran out, these individuals perished.

Botany Bay's larger labor force, with a more diverse skill base allowed it to succeed where it had previously failed. When starships from Gralyn returned after a 70-year hiatus, there was little difficulty resuming trade relations. Gralyn still had manufactured products that Botany Bay wanted, and Botany Bay's mines still held valuable minerals for Gralyn. It was the negotiators from Botany Bay, however, that gathered support and solidarity for the new structure of the Gralyn Union from the various Droyne factions. During the long diplomatic discussions in 1194, the technically unsophisticated representatives of Botany Bay showed themselves to be shrewd negotiators and skillful coalition builders.

-- TNE Pocket Group --

WARNING! STARPORT EXCLUSION AREA

All vessels are warned not to approach within 100 km of Chezuin starport until further notice. A fault in a port sensor system caused the accidental firing of a defence laser upon the merchant ship Juniper. The Juniper has landed safely with no injuries aboard. However, the northern sector defences have been off-lined and a technical investigation is in progress. Remaining sectors are still active. Until the fault has been traced, no flights are allowed in or out of Chezuin.

House Rules

A look into some creative additions to your campaigns

Career Limitation Charts

A supplementary Character Generation System for use with Traveller: TNE

Steven is creating a character for use in a RCES campaign. First he chooses Aubaine, capital of the Reformation Coalition, for the homeworld and rolls the attributes, adding 1 to the Education for the Average Stellar background. For the background skills he chooses, among other things, Computer and Pilot(Interface/Grav), both available at Aubaine's tech level. He wants to choose Hiver Technical Academy for his first term, but changes his mind when he notices the comment that he can only serve one more term after that since the Academy is not available till 1193. Instead he enlists the character in the Navy where it has a long and succesful career learning about astrography and other Navy skills before he musters it out after 10 terms.

The reason for the provision that Hiver Technical Academy is only available for the two last terms of a character's career is obvious. Otherwise we could end up with characters attending before the Hivers came to Aubaine, which would unmistakably be an error. But other, less obvious, errors are possible unless the Referee is careful. Steven's character was born in 1143 and grew up before 1160. Did Aubaine's technology *back then* allow him to learn about computers and fly grav vehicles? 40 years ago? Is the character entitled to the Education bonus for Early Stellar technology? After all, Aubaine presumably didn't achieve Early Stellar technology until the Hivers arrived. And did Aubaine have a navy in 1160? Certainly not a jump-capable one. So did they teach astrography at all when Steven's character joined? What about even older characters? The Effects of Age table goes to 21 terms. What if Steven (presumably having successfully put his character on anagathics) continued until the 18th term? Now his character enters the Navy in 1128 and has a long and successful career right through the Collapse without even noticing the lack of any ships to fly in.

Granted, the number of characters with careers that long is limited, so perhaps one shouldn't be too concerned about that problem. And most of the other problems can be explained away: Maybe Aubaine had a marvellous education system back in 1160, perhaps there already was a system navy in 1160 where astrogation was taught in theory in the hope that it would one day be useful, perchance the character's father had a relict grav car, etc, etc. Most everything can be explained away if one tries hard enough. But it would be nice to have a way to avoid these small discrepancies in the first place.

The following is a suggestion for a system that will allow players and Referees to take historical conditions into account when creating characters:

Characters are created completely in accordance with the basic system set out in *Traveller: The New Era*, except that there is one extra set of limitations: Just as there are some careers that are not available in certain places there are some careers that are not available at certain times.

Select the character's homeworld and generate the character's attributes as set out in the basic system. Then look at the Career Limitation Chart for the character's homeworld. If no such chart exists for that world either have your Referee work one out one or just complete the character after the basic system.

Determine the number of terms for the character in advance, either by rolling two six-sided dice and subtracting one or by just selecting a number between 1 and 11. (This number of terms was selected partly because of how easy it is to generate a random number between 1 and 11, and partly because none of the author's players have ever wanted to play a character with more terms than that. But there's no reason why a Referee can't extend the system to as many terms as he and his players desire.)

Select background skills for the character. If the homeworld's technology level changes over time, use the technology level of the character's first term to decide availability. If, for example, the character is to have 7 terms, use the technology level of Term -7.

Now look at the table on the Career Limitation Chart under the first term the character would serve. If the character is to have 7 terms in all this would be the term marked '-7'. The 'event' column will tell of any especially noteworthy events of that term. The 'Career Restrictions' column will mention any special restrictions on career and skill selection for that term. If, for example, you are generating a character from Gralyn, that character could not in Term -7 select Scout Academy or Belters[1]; only characters in the Trader and the Navy careers could select space skills and they could not select the Astrogation skill; and characters in the Marines career would use the Army template.

Complete the term according to the basic rules modified by any additional rules for that term for the career selected. Then complete each subsequent term in accordance with whatever special rules and restrictions apply to that term. For example, in the case of our 7-term character the Term -6 rules would apply to his 2nd term, Term -5 rules to his 3rd term, etc.

In addition to the special limitations for a particular term all ordinary prerequisite requirements apply unless specifically avoided (for example, a character from Aubaine could avoid

the restrictions of Aubaine in term -2 and -1, but only if he can get offworld to some other world (where the limitations for that world would apply to him instead).

Once the character has completed his final term (always

Term -1), complete aging, generate starting money, etc. in accordance with the basic rules.

[1] Nor could he select the Barbarian, Corsair, Psionic Researcher, Scout, or Wealthy Traveller careers, but these restrictions apply for all terms.

Sample Career Limitation Chart:

Kaggushus, Capital Of The Hub Worlds

Starport type: A. Size: Small. Gravity: 0.5 G. Atmosphere: Thin, tainted. Hydrographics: Dry.
 Population: High. Government: High. Law: Extreme. Technology: Average Stellar.

Effects on attributes: -1 Strength, -2 Constitution, +1 Charisma. In addition there is a +1 Education bonus for characters starting their careers after 1180.

Prohibited Careers: Barbarian, Corsair, Hiver Tech, Merchant Marine, Psionic Researcher, Wealthy Traveller, and Wet Navy[2].

Recent history: The Collapse killed many people and shattered the planetary infrastructure. It took a generation for some of the regions to recover to a reasonable degree.

<u>Term</u>	<u>Year</u>	<u>Events</u>	<u>Career restrictions</u>
-11	1157-1160	A number of regions achieve a level of infrastructure that effectively makes them nations.	No Belters, Computer Operators/Programmers, Marines, Traders, Navy, Scouts, or Space Service Academies. Aviation: Small. No Spacehand. All: No space. Technology: Industrial.
-10	1161-1164	Reunification Conflicts. Some regions push for a restored world government; other regions resist. Numerous small wars. Wars prevent serious spaceship construction.	No Belters, Marines, Traders, Navy, Scouts, or Space Service Academies. Military: Active. Aviation: Expanding. All: No space. Technology: Pre-Stellar.
-9	1165-1168	Reunification Conflicts continue.	No Belters, Marines, Traders, Navy, Scouts, or Space Service Academies. Military: Very active. All: No space. Technology: Pre-Stellar.
-8	1169-1172	Count Eric Nolanar assumes control of Kaggushus in 1169, uniting the regions under one government. He encourages research into spaceship construction and starship repair.	No Belters, Marines, Traders, Scouts, or Space Service Academies. Army: Retrenching. Navy: New, Very small. No jump. All but Navy: No space. Technology: Pre-Stellar.
-7	1173-1176	Spaceships are built and a few derelict starships repaired. Cautious exploration of nearby worlds.	No Belters, Marines, Traders, or Space Service Academies. Navy: Small. No jump. Scouts: (Navy), New, Very small. All but Navy and Scouts: No space. Technology: Pre-Stellar.
-6	1177-1180	Limited contact with other Hub Worlds.	No Belters, Marines, Traders, or Space Service Academies. Navy: Expanding, No jump. Scout: (Navy), Small. All but Navy and Scouts: No space. Technology: Pre-Stellar.

Term	Year	Events	Career restrictions
-5	1181- 1184	Kaggushus begins to build new starships. Negotiations with other Hub Worlds a union.	No Belters, Marines, or Space Service Academies. Scouts: (Navy), Small. Traders: New, Very small, Government. All but Navy, Scouts, and Traders: No space. Technology: Early Stellar.
-4	1185- 1188	Formation of the Hub World government Hub World Navy formed from Kaggushus Navy. Hub World Marines formed from various planetary army units. Several academies founded.	No Belters. Marines: New. Scouts: (Navy), Small. Traders: Small, Government. All but Marines, Navy, Scouts, and Traders: No space. Technology: Early Stellar.
-3	1189- 1192	Exploration of the moons in the Kaggushus System in search of useful minerals.	Belters: New, Small. Scouts: (Navy), Small. Traders: Expanding, Government. Technology: Early Stellar.
-2	1193- 1196	Expanding contact between the Hub Worlds.	Belters: Small. Scouts: (Navy), Small. Traders: Government. Technology: Average Stellar.
-1	1197- 1200	Order Astra founded. Count Eric dies in 1199. Government monopoly on starships relinquished.	Belters: Small. Scouts: (Navy), Small. Technology: Average Stellar.

Explanation of remarks:

Active: +1 on Commission, Promotion, and Special Duty rolls. Also see: Conflicts.

Conflicts: Any character in a military occupation who makes his Special Services Roll may decide that he was actively involved in one or more of the Reunification Conflicts and may take one or more of his Special Duty skills from the regular service list. (And he gets a nifty Campaign Ribbon too).

Expanding: +1 on Promotion rolls.

Government: Starships are under strict government control. No ship DMs are received for any government service.

(Navy): There is no separate Scout Service. However, some specific Navy ships are routinely used for scout purposes and the character serves on one of these. Use Scout Career template, but Navy ranks.

No Jump: Astrogation may not be selected. Ship's Engineering does not include jump engines. However, if a character receives any levels of Ship's Engineering that does include jump engines, it is assumed that his total Ship's Engineering skill now applies to jump engines too.

No Space: Space skills may not be received. If that will result in the loss of a First Term skill, substitute something appropriate. (A Bounty Hunter could for example receive Vehicle 1 instead of Spacehand 1 in his first term).

No SPACEHAND: Spacehand skills may not be selected.

New: The service is just starting up. It is likely that most personnel have prior experience. Referee may choose to limit entry to characters with at least one skill that would be useful in this service. In the case of the marines in Term -4, the Referee should only permit active Army personnel to transfer.

Retrenching: The service is cutting back. Entry is practically impossible (unless the Referee says otherwise). An already serving officer's rank drops by one unless he makes a promotion roll that term, in which case it remains the same. The character does receive his promotion skill if he makes the roll. No Commission rolls allowed that term.

Small: Entry into the service is harder than normal. Add 2 to attribute requirements (2 to a single requirement or 1 to each of 2 requirements).

Very active: +2 on Commission, Promotion, and special Duty rolls. Also see: Conflicts.

Very small: The service is so small at this time that anyone in it is *really* one of very few. Enlistment is permitted only if the Referee wants the character to be one of the first of these people.

[2] The author assumes that it is a misprint in the Traveller:TNE rules that Wet Navy does not, like Merchant Marine, require a Wet+ world.

Gralyn, A World In Reavers' Deep

Starport type: B Size: Medium Gravity: Atmosphere: Thin Hydrographics: Wet
 Population: Moderate Government: Low Law: High Tech: Early Stellar

Effects on attributes: None, except for a +1 Education bonus for characters starting their careers after 1188.

Prohibited careers: No Barbarians; few areas on Gralyn fell so out of touch that barbarian lifestyles had a chance to become established, and those that did had all been reintegrated by 1157. No Corsairs or Wealthy Travellers; there were no privately owned starships based on Gralyn in this period. No Psionic Researchers; there were no Psionic Institute on Gralyn at the time of The Crash. Few or no Diplomats; central government was reestablished on Gralyn long before 1157 and the only diplomatic contacts since then has been with Askoapoy and Botany Bay. The number of Gralynite diplomats for the period can be counted on two hands. No Scouts; the campaign starts shortly after the first scout expeditions are organized.

Recent history: Gralyn survived the initial effects of the Crash better than most, but it was touch and go for the first decade. Recovery was steady, but hampered by a lack of local computer industries. In 1152 primitive spaceships enabled Gralyn to contact the Droyne living on Gralyn's moon Askoapoy.

<u>Term</u>	<u>Year</u>	<u>Events</u>	<u>Career restrictions</u>
-11	1157- 1160	Society infrastructure has been reestablished in the most remote areas. Trade with Askoapoy is growing. Occasional attacks from vampire ships.	No Belters, Navy, Scouts, or Navy or Scout Academy. All except Trader: No Space. Marines: As Army. Trader: STA. No Jump. Army, Aviation, Wet Navy: P-Guard. Technology: Pre-Stellar.
-10	1161- 1164	Lost technology is slowly and steadily being regained. Vampire attacks continue.	As previous term.
-9	1165- 1168	Contra-gravity and HEPlAR technology regained, making long range space ships practical. Vampire attacks continue.	As previous term.
-8	1169- 1172	Gralyn Navy established. Navy Academy founded. Marines are still trained as Army. Vampire attacks continue.	No Scout Academy or Belter. All except Trader and Navy: No Space. Marines: As Army. Navy: New. No Jump. Trader: STA. No Jump. Army, Aviation, Wet Navy: P-Guard. Technology: Pre-Stellar.
-7	1173- 1176	Navy succesfully defends Grayln and Askoapoy against Vampire attacks. Marines are still trained as Army.	No Scout Academy or Belters. All except Trader and Navy: No Space. Marines: As Army. Navy: No Jump. Trader: STA. No Jump. Army, Aviation, Wet Navy: P-Guard. Technology: Pre-Stellar.
-6	1177- 1180	The Coonabaraban Campaign crushes the vampire ships operating from Juniper Base in the Belt.	As previous term, except: Navy: No Jump. Coonabaraban.
-5	1181- 1184	Marines begin to recieve Marine training. Marine Academy founded. Navy is slowly clearing the Coonabarabran Belt of vampire ships.	No Scout Academy or Belter. All except Marines, Navy, and Trader: No Space. Marines, Navy, and Trader: No Jump. Trader: STA. Army, Aviation, Wet Navy: P-Guard. Technology: Pre-Stellar.

<u>Term</u>	<u>Year</u>	<u>Events</u>	<u>Career restrictions</u>
-4	1185-1188	The clearing of the Coonabarabran Belt continues.	As previous term.
-3	1189-1192	Breakthrough with jump research.. Limited number of starships repaired. Contact with Botany Bay established. Exploration Ban prevents any further exploration.	No Scout Academy or Belter. All except Marines, Navy, and Trader: No Space. Trader: STA. Army, Aviation, Wet Navy: P-Guard. Technology: Early Stellar.
-2	1193-1196	Gralyn Union established. Coonabaraban Belt cleared of vampire ships sufficiently to allow cautious exploitation	No Scout Academy. All except Belter, Marines, Navy, and Trader: No Space. Belter: New. Small. No Jump. Trader: STA. Army, Aviation, Wet Navy: P-Guard. Technology: Early Stellar.
-1	1197-1200	First homebuild starships. GUESS (Scout service) formed and an academy established.	All except Belter, Marines, Navy, Scout (Academy only), and Trader: No Space. Belter: No Jump. Trader: STA. Army, Aviation, Wet Navy: P-Guard. Technology: Early Stellar.

Explanation of remarks:

As Army: The marine regiments used to be marines. They'll probably be marines again someday. But right now they get exactly the same training and duties as an Army regiment (except they do train with cutlasses). Use the Army template for Marines.

Coonabaraban: The Special Duty roll for the Navy is 4+ for this term. Any Navy character who makes his Special Duty Roll may assume that he participated in the Battle of Coonabaraban and earned a Campaign Ribbon.

New: The service is just starting up. It is likely that most personnel has prior experience. Referee may choose to limit entry to characters with at least one skill that would be useful in this service. In the case of the navy in term -8, the Referee should only permit entry to transfers from the Space Transport Agency (Traders).

No Jump: Astrogation may not be selected. Ship's Engineering does not include jump engines. However, if a character receives any levels of Ship's Engineering that does include jump engines, it is assumed that his total Ship's Engineering skill now applies to jump engines too.

No Space: Space skills may not be received. If that will result in the loss of a First Term skill, substitute something appropriate. (A Bounty Hunter could for example receive Vehicle 1 instead of Spacehand 1 in his first term).

P-Guard: On Gralyn the Army (Land Guard), Aviation (Air Guard), and Wet Navy (Sea Guard) are really different branches of the same service, the Planetary Guard. Usually a character stays in the same branch his whole service life, but exceptions occur. A character may freely change from one branch to another if he has at least one skill useful in the new branch (An asset of at least 15 in any skill mentioned in the First Term skill list of the service he is transferring to), but he does not get the First Term skills of the new branch, just Subsequent Term skills.

STA: The only traders around are the crews on the ships of the Space Transport Agency. The scope for trading is limited; any Economic skill received must be taken as Admin/Legal.

Customizing

This system easily lend itself to customizing, allowing the Referee to make sure the players can feel the difference between otherwise similar worlds.

On Gralyn the Marine regiments were retained but trained and used as army units during the period without spaceships. On Kaggushus the Marine regiments were disbanded and new ones had to be formed when the need for them reappeared. On Gralyn the Army, Aviation, and Wet Navy are different branches of the same service. On Kaggushus

the Navy performs the duties normally assigned to a scout service. Little details, often almost irrelevant to character generation, but it all serves to give each world its own distinct feel.

Special careers tailored to a specific world can be designed. In the *Aoreriyya* Campaign, for example, a template that differs a little from the standard Scout template is available to characters serving in the Gralyn Union Exploration and Survey Service. Although Wealthy Traveller is not available outside the Regency in 1201 (since only in the Regency does the economy allow idle interstellar travel) a Planetbound

Wealthy Traveller career could exist on any world that has recovered sufficiently and isn't plagued by war. On Gralyn such a career might be available at any time after 1145-50. On Kaggushus it might be available after 1169. Similarly a Pirate or Privateer career might be available once a world recovers enough to have a Merchant Marine - at least while the world is still plagued by wars.

The standard career restrictions from TNE can be relaxed or toughened in small ways to reflect local history or conditions. Wet Navy and Merchant Marine is, for example, available on worlds with Industrial+ technology. But a Referee could decide that on one planet storms are so frequent and so violent that surface water travel is practically impossible. On such a planet a Wet Navy and a Merchant Marine would not exist until it became possible to build big, reliable submarines, perhaps not until Pre-stellar technology was achieved. Or he might allow Kaggushus a small Merchant Marine and a small Wet Navy even though these services are not usually available on dry worlds. He might disallow the Belter profession in a system that has no planetary belts or has been thoroughly exploited. He may prepare different CLCs for different parts of the same world, allowing someone born on one continent to enter a space service in the same term as someone born on another continent can still be a barbarian. He may allow the Army career on Pre-industrial worlds to reflect the existence of relic weaponry, in which case the career may cease to exist once the cache runs dry, or to reflect that some outsider like the Guild or the RCES begins to import weapons and train a 'sepoy' army, in which case the career doesn't become available until the outsiders show up. In both cases there may be an additional prerequisite of having to belong to a particular nationality.

Almost the only limit to what can be done with this system is the amount of work a Referee is able to put into it, and even a small effort can go a long way.

-- Hans Rancke --

Time On Grayln

In the early days of the Gralyn settlement an effort was made to stick to the Old Terran time measurements and calendar. It quickly became obvious, however, that some adjustments would be necessary to adapt to Gralyn's 35 hour 25 minute day. The first attempt was made in -1772 when the length of the hour was adjusted to 59 minutes and 1.66 second, making a G-day exactly 36 hours long. At the same time the year was extended by 6 days to make it as long as a T-year [*]. 2 G-days became known as a 'thrice' and contained three 24 hour days. This calendar was kept (with occasional extra leap-days whenever accumulated errors had brought it out of synch with the Gregorian calendar) for official reckonings, but the general populace gradually adapted to sleeping for two 6-hour periods ('Full Day' and 'Deep Night') and being awake for two 12-hour periods ('Ascend' and 'Descend') of every G-day. The G-day thus became a common unit of time measurement while the T-day fell into disuse. In -1354 Envoy Archim Sanchez reformed the calendar to reflect this, but stuck as closely as possible to the T-year by making the years alternately 247 and 248 (G-)days long. The Archimian calendar remains in use to this day, but with the renewed interstellar contacts in the 2nd Century Imperial the Gregorian calendar (in its Imperial incarnation) was adopted by the space professions, and the two systems have been used in parallel ever since.

[] That is, 371 days long normally and 372 days long every fourth year. This year has nothing to do with the orbital period of Gralyn around Levin, of course. For this interval the word 'orbit' is used.*

-- Hans Rancke --

Field Test: Gralyn, 1197

Intro

Players are Gralyn Union Naval personel. Gralyn Naval personel have retrieved an Imperial Patrol Cruiser, and have just retrofitted it with a repaired Jump-1 drive with the help of Droyne engineers from Askopay. The repairs having been made, the ship is now ready for it's field test - and the players are the personel selected to take out the newly renamed "Rambler" scout ship on it's first voyage in 70 years. The players are to pilot the Patrol Cruiser through a micro-jump. The crew is readied and kept to a minimum.

Aboard the Rambler, all is quiet and prep for jump is go without a warning light. The Rambler has been moved to a point 100 diameters from the Star in Gralyn's system. As the ship's capacitors maximize for jump, a yellow light blossoms in the bridge, seconds later turning to red for the split second before the jump drives activate. As the captain's hand slams down on the Abort button, the ship jumps, and something explodes in the maneuver drive room...

A small bomb kills a droyne engineer and irreparably damages the Helpar maneuver drives, and temporarily damaging the power plant.

--- OR ---

A tiny flaw in one of the plasma regulators in the Maneuver drive systems incurs a catastrophic failure. High energy plasma floods into the drive room, instantly killing the Droyne engineer, irreparably damaging the Heplar drives, and temporarily damaging the power plant.

The hull isn't breached, but the engine room is a twisted mess of metal and plastics. Nausea and headaches spin through the crew members over the next 5 days as the Rambler floats in jump-space. On the fifth day, the gray undulating field of jumpspace flares blue and fades into stars.

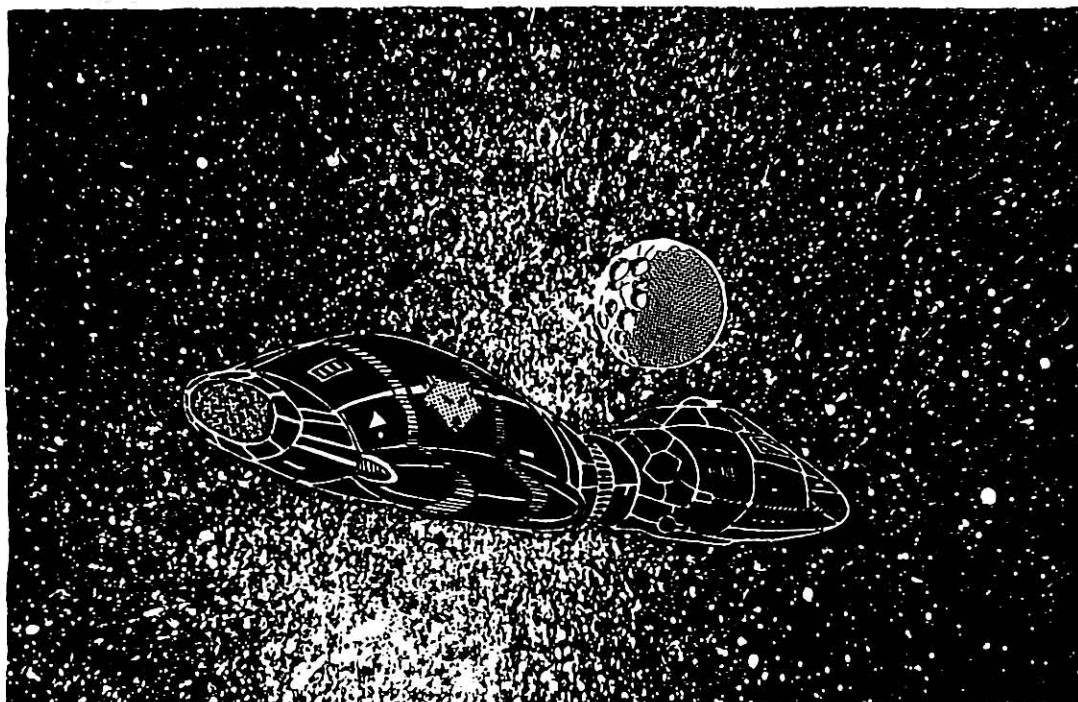
Sensor readings from passive sensors determine the main star to be a class F5, Size V: the system is defined: Botany Bay. The Rambler has no maneuver drive, and the ship is heading with residual velocity towards the planet. Although there is merchant traffic with Botany Bay, no other ships are spotted in system. The combination of residual velocity and gravity pulls the Rambler down into the atmosphere of Botany Bay...

Repair

The power plant is damaged, but not irreparably. Even if the characters manage to repair the drive while still in jump space, the rough exit into normal space destroys any repairs they have made. Emergency batteries are powering life support and passive sensors, but won't last forever. In addition, the current velocity leaves a little over 8 hours until the Rambler intersects with Botany Bay's atmosphere. To get the power plant back on line: (Difficult: Ship's Engineering, 2d6-1 x 30 minutes). A failure simply results in time loss but no damage, a catastrophic failure results in permanent damage to the power plant, making it irreparable without replacement parts.

Aerobraking

Since the ship is moving at a high velocity (2G), it will need to slow considerably before attempting to make any sort of landing on the surface. In addition, it's airfoil isn't completely functional without power to extend it for use within atmospheres. With the maneuver drives destroyed, the maneuver will be risky. If the power plant is not back on line, increase the difficulty by one



Paul ... 82

level.

To pilot into Botany Bay's atmosphere: (Routine: Pilot Interface/Grav, Astrogation) A failure results in 2 minor hits to the surface of the ship and a short skip back into space (2d20 minutes to re-entry). A catastrophic failure results in 4 minor hits to the surface of the ship and the ship skips on the surface of the atmosphere and jumps into an elliptical orbit. Every minor skip reduces the difficulty to re-enter the atmosphere of Botany Bay by 1.

If the ship skipped into an elliptical orbit, it will be able to enter Botany Bay's atmosphere again in 24+2d20 hours. An outstanding success on piloting into the atmosphere lowers the difficulty of the next task by 1 level.

To slow down once in the atmosphere: (Difficult: Pilot Interface/Grav, 30 minutes) Failure results in 4 minor hits to the surface of the ship. Catastrophic failure results in 2 major hits to the surface of the ship as the airfoil is stressed beyond tolerance.

Once the ship has slowed some in the atmosphere, a landing can be attempted. Depending on previous circumstances, the ship may be doing it blind. If the ship lost its sensor antennas in the atmosphere, increase the difficulty 1 level. If the ship doesn't have contra-grav, increase the difficulty one level.

Landing:

(Difficult: Pilot Interface/Grav, 30 minutes) An outstanding success on landing indicates no damage to the outside of the ship. A success on landing indicates 1 minor hit to the surface of the ship, and failure results in 3 minor hits to the surface of the ship. A catastrophic failure results in 3 major hits to the ship. Any crew members not strapped down for landing will incur 2d6 damage from the blunt trauma of being tossed about the cabins.

The Trek

PCs are downed some 250km from the nearest inhabitation and must trek overland to it.

Botany Bay descriptions:

At 0.5 Atmospheres and 0.76 G's, the landscape of Botany Bay seems strangely distorted vertically. Vegetation tends to be thinner stalks and have more surface area in their leaves. Free standing water is relatively rare, and is most often in the form of snow at high altitudes. The temperature tends to be cold, with an average running about 3.5 degrees centigrade. The silicon dioxide taint in the atmosphere isn't immediately fatal and is untraceable by smell or taste. It binds with hemoglobins in the blood, much like carbon monoxide, causing the victim to slowly suffocate to death.

Ship's Locker:

For every PC

TL-9 Vacc Suit (3.6kl, 8kg)

PLSS-A TL-9 (11 liters, 7kg, 4 hours)

Rations for 4 weeks (1.5kg/day)

9mm autopistol (.908kg)

66 Rnds ammo (9mm autopistol) (6 clips, 11rnds@ .11kg)

Cold Light lantern (.5 Liters, .25kg)

respirator/filter mask combination (1 liter, .5 kg)

med-kit - personal (.5liters, .2kg)

3km Radio (.1 liters, .2kg)

General:

mechanical tool set (30 liters, 20kg)

electrical tool set (10 liters, 5kg)

locator, inertial (1 liter, 1kg)

5cm DEI Laser Pistol (1.67kg, 19.6kg PowerPack)

Statistics:

Botany Bay

Diameter: 9920 km

Core: Molten

Density: 0.98

Mass: 0.456

Orbital Period: 1500 days, 22 hours

Atmosphere: Standard Oxygen/Nitrogen mix with a gas taint (SiO2).

0.5 Atm pressure (thin)

0.76 G local gravity

30% Hydrographics

Rotation Period: 29hours, 48 minutes

Axial Tilt: 25 degrees

Orbital Eccentricity: 0.005

Seismic Stress Factor: 5

Local tech level is between 5 and 3

Rules:

Hard Work (marching for movement - 20km in 4 hours)

+1 fatigue level

Easy Work (foraging, etc)

+/- 0 fatigue levels

Rest

-1 fatigue level

Sleep

-1 fatigue level, must have at least 1 sleep period every 24 hours or

2 sleep periods after performing 3+ hard work (or else the player suffers more fatigue points)

Since Botany Bay is a thin atmosphere, Hard Work has a +2 fatigue, Easy Work has a +1 fatigue, and Rest has a +/- 0 fatigue. At higher altitudes, a respirator is required, and

fatigue levels are normal while wearing one at any altitude.

Botany Bay has 30 hours days.

Encounters: 1 per 4 hours moving, 1 per day stationary

Rough (d20)

1-2: herbivore: grazer (7) (wgt:50kg, 20,18,10,9,11,20,10 hits)

horn&hooves:Dam:2-Nil (armed melee attack), Init:0, Asset:12, Flee:15, Attack:6, Speed:42

3-4: herbivore: grazer (4)

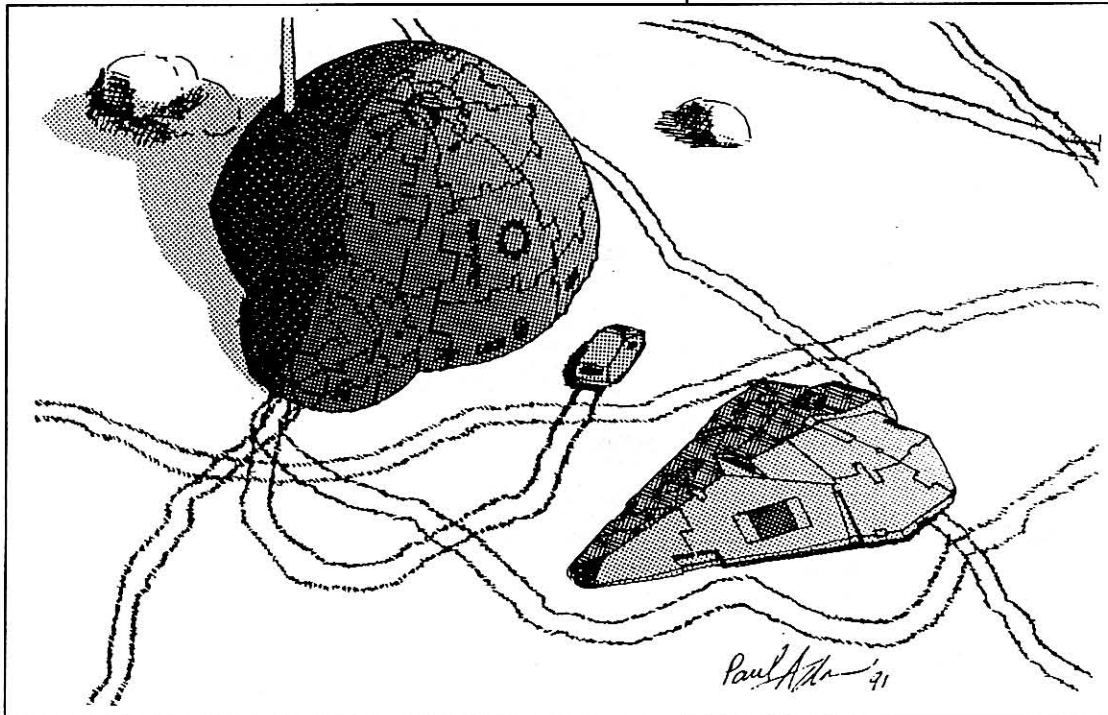
(wgt:1600kg, 61,55,75,49 hits)

trample:Dam:7-Nil (diving blow), Init:2, Asset:8, Armor:3, Flee:12, Attack:5, Speed:35

5: herbivore: grazer (14) (wgt:12kg, 4,3,5,1,6,2,4,4, 2,3,1,3,6,1 hits)

projectile:Dam:3- Nil (Thrown weapon attack), Init:2, Asset:6, Range:8, Flee:11, Attack:5, Speed:26

6-7: Crevasse: a very deep, steep ravine blocks the



Encounters:

Alpine (d20)

1-3: herbivore: 6 grazers (wgt:100kg, 15,21,9,7,16,12 hits)
hooves:Dam:1-Nil (armed melee attack), Init:0, Asset:3, Armor:1, Flee:11, Attack:7, Speed:20

4-5: herbivore: 1 intermittent (wgt:3kg, 1hit)
Quills:Dam:0.5-Nil (armed melee attack), Init:0, Asset:4, Flee:13, Attack:4, Speed:37

6-9: Seismic Quake: To avoid falling and taking d6 points damage: (Difficult: Strength or Agility)

10-12: omnivore: 1 hunter (wgt:25kg, 7hits)
Tail:Dam:1-Nil (armed melee attack), Init:4, Asset:6, Armor:1, Flee:4, Attack:13, Speed:20

13-15: carnivore: chaser (9) (wgt:50kg, 13,7,12,10,19,3,4,1,19 hits)

Coils:Dam:1(poison2byclaws)-Nil (strangle attack), Init:3, Asset:9, Flee:6, Attack:Am (if more), Speed:34

16: Avalanche: 6- on d20 produces a rumbling avalanche. To avoid d20 points of damage: (formidable, Strength or Agility)

17-19: scavenger: reducer (5) (wgt:1kg, 1hit each)
claws&teeth:Dam:1-Nil (armed melee attack), Init:1, Asset:9, Armor:1, Flee:3, Attack:3, Speed:14

20: Cold Snap: the temperature drops dramatically, and PC's must find shelter or begin taking 1 point of damage to all locations every hour.

path forward. PCs will have to travel 1d10km to find a path around.

8: omnivore: hunter (2) (wgt:400kg, 42,59 hits)
coils:Dam:2-Nil (strangle attack), Init:3, Asset:5, Armor:1, Flee:7, Attack:9, Speed:19

9-10: herbivore: filterer (wgt:12kg, 3 hits)
hooves:Dam:1-Nil (armed melee attack), Init:0, Asset:4, Flee:6, Attack:Ap (if possible), Speed:20

11-12: scavenger: hijacker (wgt:25kg, 5 hits)
teeth:Dam:1-Nil (armed melee attack), Init:5, Asset:8, Flee:11, Attack:11, Speed:43

13-14: carnivore: pouncer (wgt:25kg, 5 hits)
teeth:Dam:2-Nil (armed melee attack), Init:6, Asset:10, Flee:As (if surprised), Attack: As (if surprised), Speed:40

15: Seismic Quake: To avoid falling and taking d6 points damage: (Difficult: Strength or Agility)

16-17: carnivore: siren (wgt:12kg, 1 hit)
tail:Dam:1-Nil (armed melee attack), Init:7, Asset:8, Flee:4, Attack:As (if surprised), Speed:1

18-19: omnivore: gatherer (wgt:6kg, 1 hit)
tail:Dam:1-Nil (armed melee attack), Init:4, Asset:11, Flee:8, Attack:8, Speed: 4

20: scavenger: hijacker (wgt:200kg, 44 hits)
claws:Dam:6-1 (armed melee attack), Init:2, Asset:6, Flee:6, Attack:12, Speed:45

Forest (d20)

1-4: herbivore: intermittent (wgt:25kg, 3 hits)

horn:Dam:2-1 (armed melee attack), Init:0, Asset:1, Flee:9, Attack:9, Speed:26

5-8: herbivore: filterer (wgt:25kg, 7,7 hits)

projectile:Dam:0-Nil (Thrown weapon attack), Init:2, Asset:8, Range:18, Flee:5, Attack:Ap (If possible), Speed:6

9-11: omnivore: gatherer (wgt:6kg, 3 hits)

claws&teeth:Dam:1-Nil (armed melee attack), Init:4, Asset:10, Flee:5, Attack:11, Speed:8

12-13: Radiation: an 1km circle in the forest is devoid of life. If PCs spend more then 10 minutes in the area, apply radiation damage.

14-16: carnivore: pouncer (wgt:12kg, 5 hits)

coils:Dam:1-Nil (strange attack), Init:8, Asset:17, Flee:Ap (if surprised), Attack:Ap (if surprised), Speed:37

17-20: scavenger: hijacker (wgt: 200kg, 43,33,43 hits)

teeth:Dam:7-1 (armed melee attack), Init:1, Asset:8, Armor:1, Flee:10, Attack:13, Speed:30

Prairie (d20)

1-4: herbivore: grazer (wgt:200kg, 26,31,19,43,27 hits)

hooves&teeth:Dam:4-1 (armed melee attack), Init:2, Asset:7, Flee:8, Attack:4, Speed:35

5-8: herbivore: grazer (wgt:1600kg, 82,68,43,73,64,79,69,49,61 hits)

tail:Dam:12-2 (armed melee attack), Init:0, Asset:7,

Armor:1, Flee:18, Attack:9, Speed:50

9-12: omnivore: gatherer (wgt:12kg, 5 hits)

claws&teeth:Dam:2-1 (armed melee attack), Init:8, Asset:8, Flee:10, Attack:12, Speed:17

13-16: carnivore: chaser (wgt:400kg, 62,23,52,41,54,50,40,53,52 hits)

claws:Dam:7-1 (armed melee attack), Init:2, Asset:14, Range:Long, Flee:4, Attack:Am (if more), Speed:37

17-20: scavenger: intimidator (wgt:3200kg, 55,84,75,57,85 hits)

poison:teethP3:Dam9-Nil (armed melee attack), Init:2, Asset:12, Armor:2, Flee:3, Attack:11, Speed:40

Finish

Players finally enter an inhabited area. The local's are tall and thin, having almost absurdly large chests stacked on thin legs. Their faces are flattened, with only small slits for a nose and clear membranes over their eyes.

Within a few moments, however, the PCs will be greeted by the local authorities. They quickly arrange to transport, by vehicle, the PCs to the starport, some 600km farther eastward, where they will wait for a trader making a routine landing.

-- Joe Heck --

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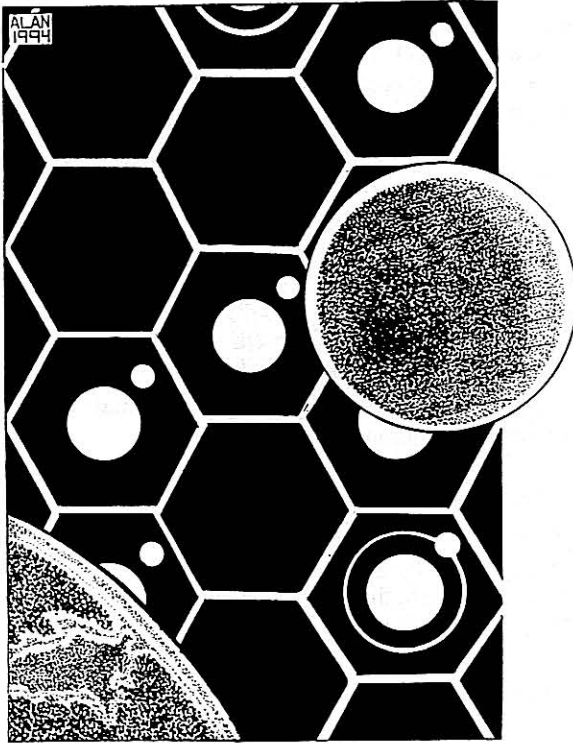
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A Pilot's Guide to the Caledon Subsector



Caledon

(0205 A8688A5-C C Ri Cp G713 Cp G2V)

Primary: New Sol, spectral class G2V. ICN S4G0205G2V. Mass 1.0 standard. Stellar Diameter .98 standard. Luminosity .99 standard.

Planetary System: Nine major bodies. One inhabited world (Caledon, III). Three gas giants in system. One planetoid belt in system.

III Caledon: Mean orbital radius, 128.66 million kilometers (.86AU). Period 291.3 days. One satellite. Diameter, 12838 kilometers. Density, 1.01 standard. Mass, 1.01 standard. Mean surface gravity, 1.01G. Rotation period, 29 hours, 48 minutes, 41 seconds. Axial inclination, 21°22'3.3". Albedo, 0.35. Surface atmospheric pressure, 1.1 atm. Composition, standard oxygen-nitrogen mix, breathable without artificial assistance. Hydrographic percentage, 81%; composition, water and frozen water-ice. Mean surface temperature, 15°C.

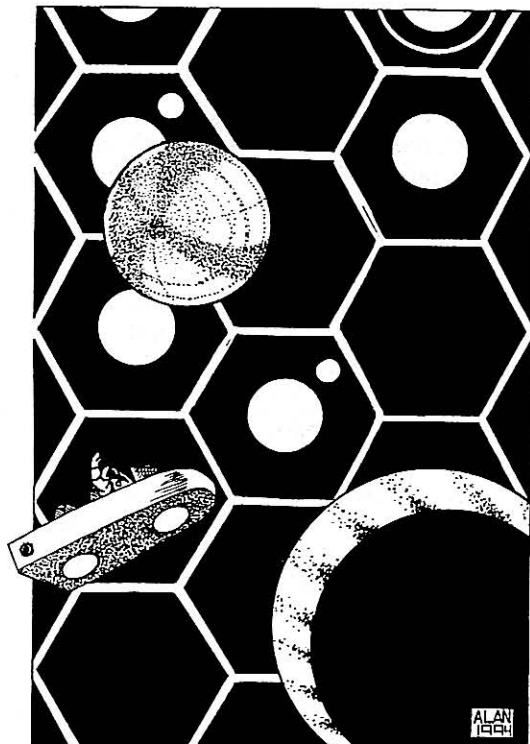
Remarks: Caledon is, of course, the capital world of the Principality of Caledon, and is the center of Principality government as well as the main residence of the hereditary Sovereign Prince of Caledon. The world is extremely similar to Earth, almost ideal in every way. Despite its respectable antiquity as an inhabited world, the population is not large enough to cause crowding or excessive pollution, thanks both to planned population control and to extensive colonization efforts mounted in the early Principality period. The world is thoroughly civilized and explored; unlike many of its neighbors, Caledon holds few new frontiers to conquer. Most of the interest of the planet comes from

political and business institutions rather than any interesting physical or cultural aspects of the world.

Caledon is a self-conscious reversion to a semi-feudal society, though updated for application to a high-tech age. A hereditary nobility provides leadership and a focus of personal loyalties, but the nobility is not out of reach for any common citizen. Patents of nobility may be awarded to any individual for outstanding service to the Crown, which inspires loyalty and effort unheard-of in more blatantly egalitarian societies. The nobility includes Knights, Lords, Margraves, Viscounts, Counts, and Earls, all answerable to the Sovereign Prince. The Prince reigns not as an absolute monarch, but as the leading nobleman of the Principality, and his powers are checked by a Constitution which provides for three legislative bodies -- the House of Lords, the House of Delegates, and the Grand Senate.

Lately, the Principality has been split by a certain amount of factionalism developing among the nobility. The precedent by which a comparatively minor baron, Lord Campbell, asserted a claim to the throne against the most powerful Earl in the realm has caused other nobles to look to developing more stable power bases, and has led to incidents of violence between ambitious members of rival noble houses. The incidence of sedition, of the formation of small private armies, and of reckless political maneuvering have all been on the rise for nearly a century, and could lead to trouble in the not-too-distant future.





Hoffman

(0208 D3218A8-8 Na Po G302 Na M3V).

Primary: Hoffman's Star, spectral class M3V. ICN S4G0208M3V. Mass 0.394 standard. Diameter 0.434 standard. Luminosity 0.020 standard.

Planetary System: Three major bodies. One inhabited world (Hoffman, I). Two gas giants in system. No planetoid belts in system.

I Hoffman: Mean orbital radius, 59.84 million kilometers (0.4AU). Period 59.3 days. No satellites. Diameter, 6166 kilometers. Density, 1.04 standard. Mass, 0.055 standard. Mean surface gravity, 0.39G. Rotation period, none (tidal lock with primary). Axial inclination 39°11'12.8". Albedo, 0.26. Surface atmospheric pressure, 0.20 atm. Composition, oxygen-nitrogen mix with sulfur and sulfur compound taints. Filter-respirator combination required to breathe atmosphere. Hydrographic percentage, 10%; composition, frozen water-ice. Mean surface temperature (dayside), -109°C. Protective clothing required in open atmosphere.

Remarks: The colony on Hoffman was originally an accident; the colony vessel *Germania*, outward bound from Caledon in search of a new colony site crash-landed on Hoffman after a severe drive malfunction. This was in the period shortly before the Long Night, prior to Caledon's loss of interstellar travel. The stranded colonists on inhospitable Hoffman were thoroughly cut off; Hoffman's Star was an uninteresting red sun which, in Caledonian books, rated no more than a catalog number. (Hoffman and its sun were named for the captain of the colony ship, who died when the bridge of his ship was destroyed during the landing. His skill and herosim saved the rest of the ship, however).

The mortality rate on this bitterly cold colony world ran over 90% in the first three years, but, somehow, shelters were built and the colony established. Improvised hydroponics

systems were gradually improved, and, ultimately, the colony went underground in a cavern complex discovered by pioneer explorers. Thereafter the colony flourished, albeit marginally, expanding their underground cities slowly and building their technology as they could. The struggle for survival made their progress slow, and, when a Caledonian merchant ship discovered them in 126, they were still far from sophisticated.

Hoffman welcomed trade with the Principality, but an ingrained tradition of independence and self-sufficiency has caused the inhabitants to maintain a separate identity outside the Principality. Likewise, they have rebuffed attempts by Germaine to form a federation of worlds to offset the power of the Principality. Hoffman is the lynch-pin of such a Federation; Skye is not particularly important, and Santiago (in the Linda star system) unreachable except by way of Hoffman. For this reason, political intrigue sponsored by the government of Germaine (and backed by the Maxwellian claimants to the Caledonian throne) is common; plots to replace the hereditary Captain of Hoffman with a puppet more pliable to Germaine's interests are often said to be in the making.

-- J. Andrew Keith --



Credit Where Credit is Due...

About the TNE-POCKET Project

TNE-POCKET is the name of an Internet mailing list. It was formed in December, 1992 as a discussion group to explore the proposed universe for Traveller: The New Era by creating a "pocket empire" in that universe.

One of the goals was to remain as true as possible to the spirit and background material of Classic Traveller, while setting a stage that allows adventures that were never really practical before. The Reavers' Deep was quickly decided on for a location; this sector has probably had more material developed for it than any other location in Traveller, except for the Domain of Deneb. References were gathered, and work began with the new year. More than nine million bytes of opinions, arguments, discussions, and creative writing ensued in the year and a half that followed.

The mailing list still exists, and undergoes periodic bursts of activity. George Herbert created and administers the list. You can send mail to the list by addressing internet e-mail to TNE-POCKET@ocf.berkeley.edu. Administrative requests (to be added or removed from the list, for example) should be addressed to TNE-POCKET-REQUEST@ocf.berkeley.edu.

Contributors to the project (in alphabetic order by first name) are: Bertil "Deckplans" Jonell, Burton Choinski, Chris Olson, Corran J. Webster, Curtis Peer, Dane Johnson, Dave Kennard, David "Mr David R Armour" Armour, Dennis Collver, Guy "Derek Wildstar" Garnett, Ed Sharpe, G.C.J. Timm, George "Pendang" Herbert, Matt "Goldman of Chaos" Goldman, Hans Rancke-Madsen, Andrew "Ineluki Seyt-Hamakha" Akins, John "Halifax Napier" Lewis, Judith Meng, Joseph "Starmaps" Heck, John "Particle Accelerator" Bogan, Jonathan Thierman, Keith Martin, Kelly St.Clair, Kent Landfield, Mark F. Cook, Mark Urbin, Mike "Near Miss" Metlay, Mike Basinger, Mitch "Ted7" Schwartz, Robert Piper, Ryan G. Faith, Sean C. "Patrick Angus Flynn" O'Toole, Scott "2G" Kellogg, Shalom Zaidfeld, Steve Gibbons, Steve and Cynthia Higginbotham, Steven Bonneville, Steven Eric Schwartz, Theresa Verity, Tony Zbaraschuk.

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Special Thanks to Joseph Heck, who created the starmaps and charts for us, and Bertil Jonell who drew the deckplans of the GUESS Fidelity.

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Playtest Group USA: D. Glenn "Espray" Arthur Jr., Mike "Henri Kranke" Davidson, Chuck "Dr. Q. Frederick Estervliet" Hamilton, Greg "Rocky Terranova" Hara, John "Halifax Napier" Lewis, David "Stephan Kendall" Rodger, refereed by Guy Garnett.

Last, but certainly not least, we'd also like to thank J. Andrew Keith, co-creator (with his brother, William H. Keith) of Reavers' Deep, for giving us kind permission to work with the Reavers' Deep material. Thanks should go to Dave Nilsen and Loren Wiseman of GDW for assisting us with news and information as the New Era took shape.

Guy Garnett, for TNE-POCKET.

Artwork for the Grayln Union Articles was done by Nathan Mezel. Following are the titles for the pieces...

Pg. 3 A Grayln Union Marine gets help from a droyne Sport on Askoapoy

Pg. 7 A T'Kring shock trooper

Pg. 9 A kehe'ea, or Gruut, mother practices her preferred method of birth control

Pg. 15 A droyne psionically checks for Virus as a Grayln Union Navy officer and a droyne Warrior stand by

Pg. 19 Two members of the GPG Landguard are dropped off by a TL-9 Jet-Hopper

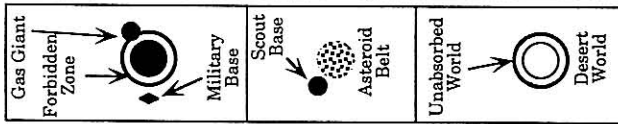
Pg. 24/25 A young Alyss Lim at the start of her career

Pg. 27 A Representative of the Grayln Union

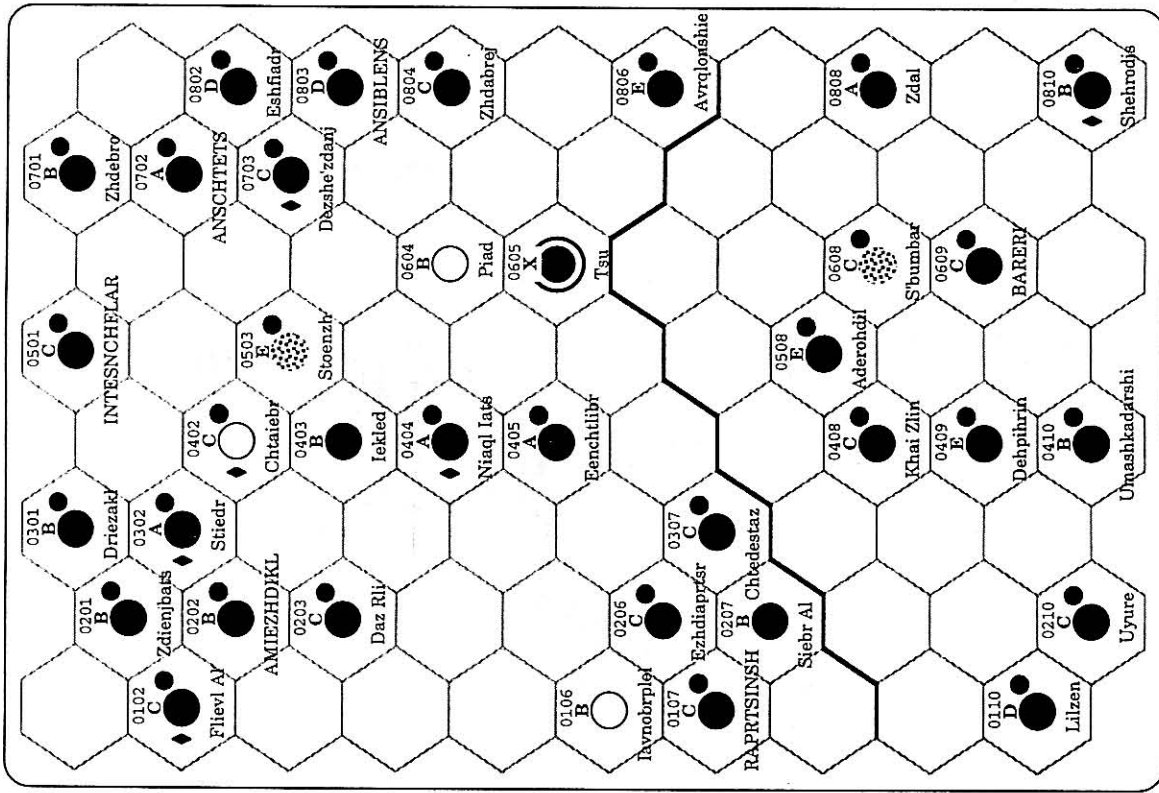
Naiianch

(Far Frontiers C)

World Name	Hex	UWP	B	Trade Codes	pgb-tf	AI	Stellar
Flievl AI	1702	C435650-B	Z	Ni	402-78	Zh	M2 V
Iavnobrples	1706	B200640-C		Na Ni S5	100-69	Zh	M7 III M1 D
Raptsinsih	1707	C532988-A		Hi Na Po	304-9A	Zh	M5 III
Lilzen	1710	D534148-6		Lo Ni	403-30	Na	M1 V
Zdienjbats	1801	B554320-8		Lo Ni	804-53	Zh	M5 V
Amiezhdikl	1802	B5729ED-C		Hi In	904-FF	Zh	G3 V
Daz Rli	1803	C74A330-8		Lo Ni Wa	425-57	Zh	M8 V
Ezhdiaprtst	1806	CAB6698-8		FI Ni SA	205-CD	Zh	G7 V M1 V
Stiebr AI	1807	B542100-A		Lo Ni Po	510-22	Zh	K5 V
Uyure	1810	C746511-5		Ag Ni C1	203-20	Na	F4 V
Driezaki	1901	B54469B-5		Ag Ni	103-EA	Zh	M8 V
Stiedr	1902	A667556-9	Z	Ag Ni S7	413-FF	Zh	G3 IV M6 D
Chtedestaz	1907	C668100-8		Lo Ni	614-55	Zh	G2 V
Chtatebr	2002	C430361-9	Z	De Lo Ni Po	404-86	Zh	M1 V
Iekled	2003	B251544-C		Ni Po Cp S2	200-89	Zh	M2 V M1 V
Niaql Iats	2004	A6B4665-C	Z	FI Ni	203-9C	Zh	M0 V
Eenchtlibr	2005	A322730-D		Na Po	203-36	Zh	M3 V
Khait Zlin	2008	C4376A5-7		Ni S9	123-00	Na	M2 V M2 D
Dehpիրin	2009	E533464-6		Ni Po	504-XX	Na	M0 V
Umashkadarshi	2010	B514458-C		Ic Ni	115-02	Na	G4 V
Intsenchfiar	2101	C674956-7		Hi In SA	701-EF	Zh	F2 IV M5 D
Stoenzh	2103	E000476-7		As Ni	911-8C	Zh	M5 V
Aderohdil	2108	E510300-7		Lo Ni S2	524-XX	Na	M0 V K7 D
Piad	2204	B410330-9		Lo Ni S2	500-25	Zh	M6 V M2 D
Tsu	2205	X5647AC-0		Ag Ri C4 An	710-0X	Zh	K8 V
S'bumar	2208	C000845-9		As Na	615-65	Na	F4 V
Bareri	2209	C642ABA-8		Hi In Po S7	613-63	Na	M4 V M1 D
Zhdebro	2301	B76A425-A		Ni Wa	224-A6	Zh	K8 V
Anschtets	2302	A479979-C		Hi In S6	801-FF	Zh	M9 V M8 D
Dezshe'zdanj	2303	C6567CE-7	Z	Ag	304-EF	Zh	M7 V
Eshfiadr	2402	D537766-7	S	B	323-85	Zh	K3 V M9 D
Ansbiens	2403	D7879AB-3		Hi	313-A8	Zh	F7 III
Zhdabrej	2404	C6A3478-8		FI Ni SA	204-84	Zh	K4 V M8 D
Avrqlonshie	2406	E879111-7		Lo Ni SI	701-31	Zh	K6 V M5 D M8 D
Zdal	2408	A958210-9		Lo Ni SI	805-75	Zh	M1 V M3 D
Shehrodis	2410	B759477-C	N	Ni	903-17	Na	M1 V



Naiianch Subsector



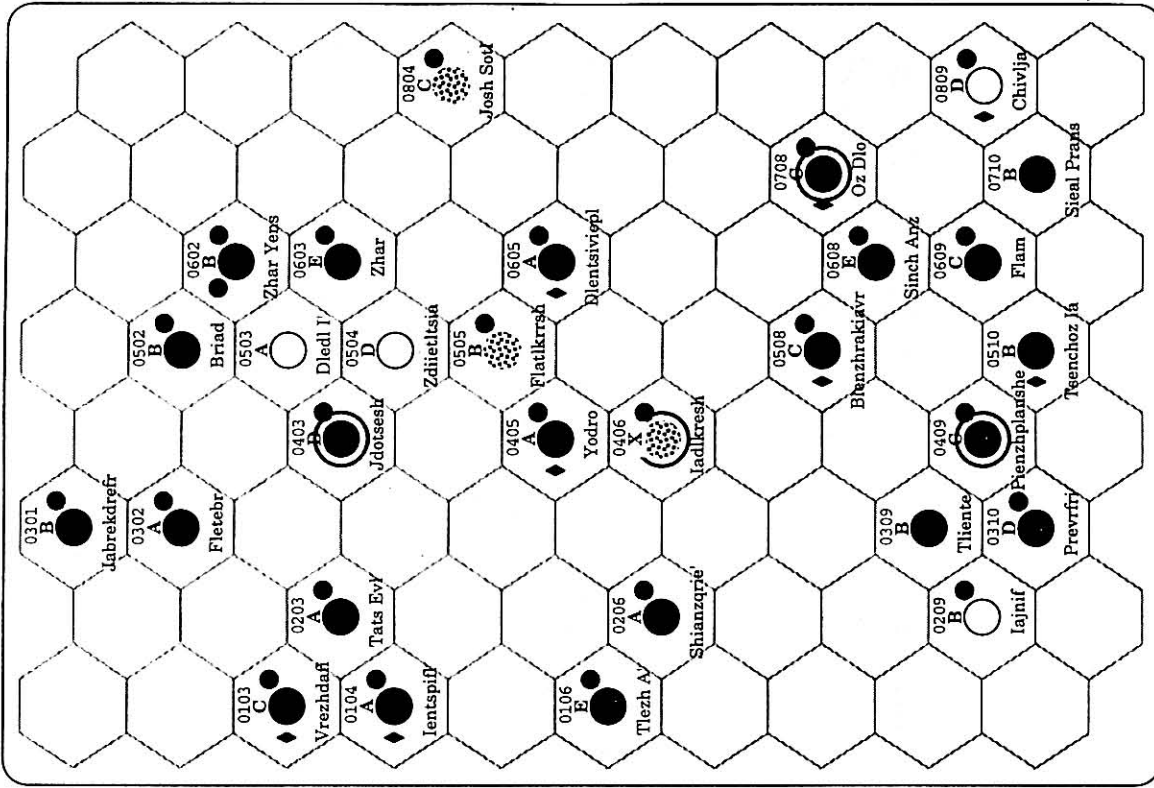
S T R O N G E R F A R F R O N T I E R S

Qiedrkia *(Far Frontiers D)*

<u>World Name</u>	<u>Hex</u>	<u>UWP</u>	<u>B</u>	<u>Trade Codes</u>	<u>Z</u>	<u>pbq-ff</u>	<u>AI</u>	<u>Stellar</u>
Vrezhdaf	2503	C341676-5	Z	Ni Po		211-54	Zh	M3 V
Ientspifi	2504	A555773-C	Z	Ag S2		502-EF	Zh	M5 V M1 D
Tlezh A'	2506	E4486A5-5		Ag Ni S2		804-62	Zh	K6 V M0 D
Tats Evl	2603	A899899-B		S2		203-AB	Zh	K1 V M3 D
Shianzqré'	2606	A896421-8		Ni		204-77	Zh	G2 V
Iajnif	2609	B100695-B		Na Ni S5		404-AC	Zh	M4 V M9 D
Jabrekdréf	2701	B233435-8		Ni Po		113-88	Zh	M0 V
Fletebr	2702	A746300-8		Lo Ni S3		303-42	Zh	M3 V M7 V
Tliente	2709	B674140-9		Lo Ni		500-43	Zh	M0 V
Prevfrí	2710	D7C6765-9		Fl S3		503-68	Zh	G7 V M9 D
Jdotsesh	2803	D321546-8		Ni Po	U	605-57	Zh	G6 V
Yodro	2805	A96A79B-A	Z	Ri Wa D1		122-CE	Zh	M0 V
Iadlkresh	2806	X000533-7		As Ni	F	413-52	Zh	F1 V
Pienzhplanshe	2809	C837667-6		Ni An S3	U	321-42	Zh	G2 II M0 V
Briad	2902	B84A464-A		Ni Wa S7		703-55	Zh	K9 V M1 V
Dledl I'	2903	A300879-D		Na		600-DD	Zh	F7 V
Zdiitetsia	2904	D100340-8		Lo Ni Va		120-AB	Zh	M1 V
Flatlkrrsh	2905	B000210-9		As Lo Ni		803-DE	Zh	G2 V
Blenzhrakiavr	2908	C553487-4	Z	Ni Po S0B		103-11	Zh	M3 V M0 D M5 D
Tsenchoz Ia	2910	B535446-8	Z	Ni SA		310-24	Zh	M4 V M7 D
Zhar Yens	3002	B687469-7	X	Ni		202-8B	Zh	F5 V
Zhar	3003	E233632-8		Na Ni Po		301-43	Zh	M7 V
Dlentsiviepl	3005	A72A100-E	Z	Lo Ni Wa Cp		702-7A	Zh	G9 IV
Shinch Anz	3008	E565501-6		Ag Ni		304-88	Zh	K6 V
Flam	3009	C635758-8				304-66	Zh	M0 V
Oz Dlo	3108	C346688-7	Z	Ag Ni S9	U	504-16	Zh	K3 IV M0 V
Sieal Prans	3110	B422268-D		Lo Ni Po		200-00	Zh	M0 V
Josh Sotl	3204	C00026B-C		As Lo Ni S1E		902-46	Zh	G2 V M1 D M8 D
Chivija	3209	D200322-7	Z	Lo Ni		404-01	Zh	K0 V

Gas Giant	Forbidden Zone
Military Base	Scout Base
Asteroid Belt	Unabsorbed World
	Desert World

Qiedrkia Subsector

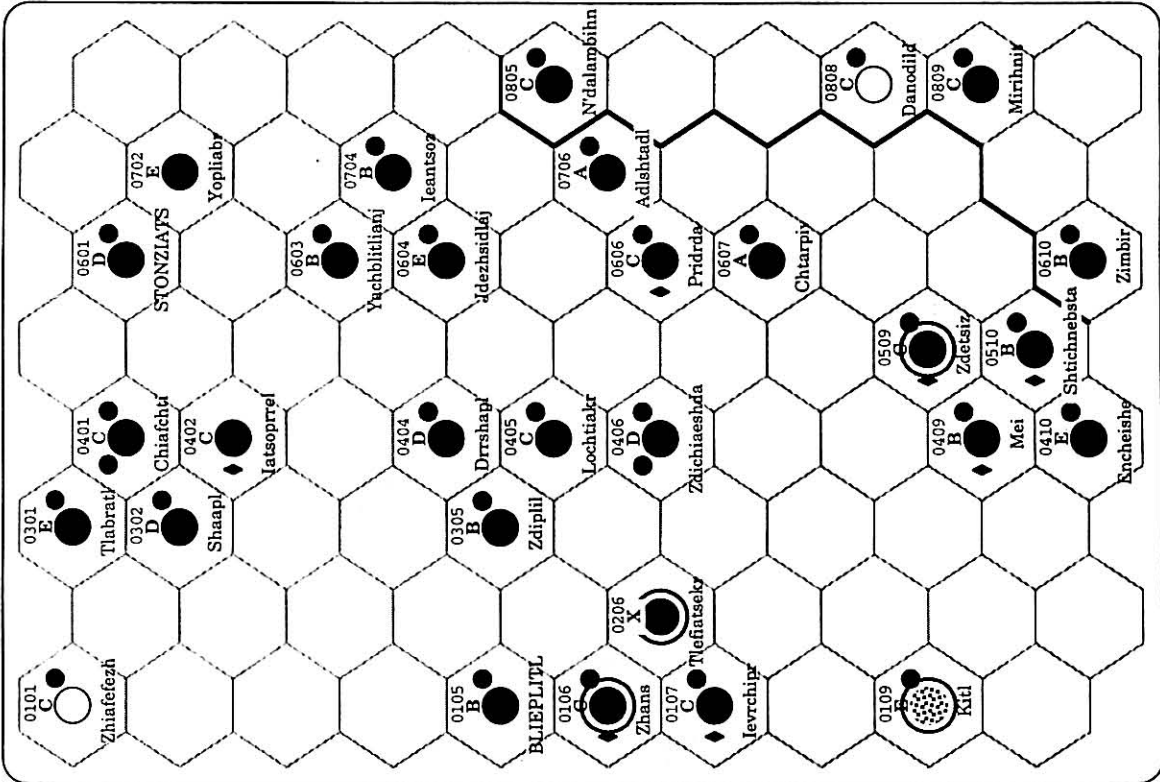
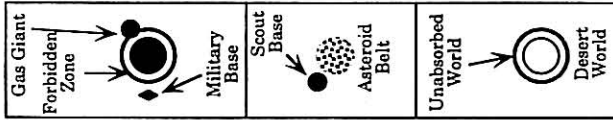


M T N O P Q R S T U
 V W X Y Z

Piavkovrstoql

(Far Frontiers E)

World Name	Hex	UWP	B	Trade Codes	Z	pbg-tf	AI	Stellar
Zhiafefezh	0111	C200336-B		Lo Ni Va		824-03	Zh	G4 IV
Bliepliti	0115	B6639A7-A		Hi		104-52	Zh	M6 V
Zhans	0116	C464336-8	Z	Lo Ni	U	424-49	Zh	G6 V
Ievrchipr	0117	C231575-8	Z	Ni Po		804-15	Zh	M1 V
Kitl	0119	E000353-9		As Lo Ni	U	302-00	Zh	M5 V
Tiefiatsekr	0216	X446675-5		Ag Ni S5	F	500-XX	Zh	M4 V M7 D
Tlabrati	0311	E683422-2		Ni SC		502-61	Zh	M2 V M5 V
Shaapl	0312	D6A0867-8		De S8		214-75	Zh	K4 IV M3 V
Zdipili	0315	B672520-6		Ni		113-20	Zh	M0 V
Chiafichti	0411	C230400-6	X	De Ni Po		614-64	Zh	M6 V
Iatsoprel	0412	C591310-6	Z	Lo Ni		810-25	Zh	M0 V
Drshapl	0414	DA7A231-5		Lo Ni Wa		114-XX	Zh	F2 IV
Lochtiakr	0415	C696131-9		Lo Ni		302-63	Zh	M7 V
Zdichiaeshda	0416	D110114-9	X	Lo Ni S7		605-01	Zh	G4 V M7 D
Mei	0419	B422833-B	Z	Na Po		205-7D	Zh	M7 V
Encheishe	0420	E333699-6		Na Ni Po S2		912-55	Zh	K8 V M6 D
Zdetsiz	0519	C68859A-9	Z	Ag Ni S0		612-9E	Zh	G0 V M6 D
Shtichnebsta	0520	B523024-7	Z	Lo Ni Po	U	503-26	Zh	M9 V
Stonzziats	0611	D62AABG-9		Hi In Wa S1		103-A8	Zh	M5 V M7 D
Yachblitliani	0613	B786840-8		Ri S1		203-79	Zh	M6 V M2 D
Jdezhsidilaj	0614	E9D4463-7		Fl Ni		814-30	Zh	G4 II
Pridra	0616	C426773-A	Z	Cp		314-BF	Zh	G2 V
Ch tarpiv	0617	A3247A9-A				912-BD	Zh	F6 V
Zimbir	0620	B400334-8		Lo Ni		501-22	Na	M5 V
Yopliabr	0712	E779866-5				200-12	Zh	M1 V
Ieantsoz	0714	B7B0885-A		De S9		505-A8	Zh	G5 V M4 D
Adlshadl	0716	A411583-E		Ic Ni		704-A8	Zh	K1 V
N'dalambihn	0815	C726333-8		Lo Ni		704-74	Na	G9 V
Danodild	0818	C10067A-7		Na Ni Va		720-42	Na	K6 V
Mirihnit	0819	C323220-B		Lo Ni Po		810-35	Na	M4 V



Far From Home

Players who are in (or near) the Dordogne system (Khavle SS/ Diaspora) are likely to encounter this situation.

In Dordogne's starport (2906, C454587-9), the PCs will notice a Hiver waiting at the edge of the extrality zone. Unless the PCs have had direct contact with Hivers before, it will take them a little while to discern that his movements seem somewhat 'restless' or 'anxious.' After some initial difficulties in establishing contact, the Hiver (named BroadSweepofEvolvingDigits, but he has no objection if the humans wish to shorten it to Digits) will explain that he was supposed to meet a security detachment at this area several hours ago. They were coming to escort him to a ship bound for his base of operations in the Vaward cluster (Old Expanses Sector). However, the detachment never showed up and he has been unwilling to initiate any official inquiries.

After some prompting from the players, Digits will reveal that he is actually a high level technological development expert who had been sent to observe investment opportunities in Diaspora. Apparently, the Hivers and Margaret's Domain are considering cojointly developing several key worlds in the area (he will not disclose which) and he was sent to gather information and make his own assessment. He has accomplished that and was supposed to begin his return journey today.

However, the detachment still hasn't shown up. And Digits is unwilling to go into the starport proper; he has been warned by his employers that any of Margaret's rivals --particularly the Solomani-- may want to try to capture him and use him as a source of information regarding Margaret's plans. However, although he isn't very good at confrontations, he senses that the PCs might be perfect for the job of protecting him. He will offer them an impressive salary --500 credits per day each-- to see to his safety and to make sure he is transported to the nearest world that swears allegiance to Margaret's Domain (Dehrapur, 3102).

THE JOB:

If any of the PCs bother to enter the starport and check on the day's events, they will learn that no ships have arrived today that could serve as a fast, safe courier. Therefore, the security detachment and its entire ship have probably been 'unavoidably detained' by whoever is after Digits.

It is therefore up to the players to accompany Digits from Dordogne to Dehrapur and protect him from whatever dangers may present themselves along the way. How they do this is up to them --and

Digits, who will not agree to any foolhardy plans, but does not mind going along with a daring strategy, if it is well planned.

FOR THE REFEREE:

Digits is right; someone is after him. He's scared of radical Solomani, but actually, the villains in this case are a small group of minor officials within the Khavle Accordment's central government.

If the players have their own ship, then Digit's pursuers will make their move during a starport layover on the journey to Dehrapur. Since berthed ships are not allowed to run their powerplants most of the time, they are hooked up to an exterior power source (known as the base plant). The would-be hijackers will disable any starport buffers/surge suppressors and send a tremendous power surge through this linkage. This will blow out the internal buffer on the PCs' ship, and cause the linkage cable to burst into flames. The firefighting team that shows up on-site will be the terrorists in disguise.

The terrorists have relevant skill levels of 2, are in flame-retardant, ablative cloth armor, and are armed with a mix of SMG's, laser pistols, autosnubs, and hand-grenades. There will be at least 5 of them; adjust numbers upwards if the PCs have a major advantage in numbers or firepower.

If the PCs do not own a ship, but are simply travelling along with Digits as dedicated security guards, the attackers will show up disguised as customs officers. Their numbers should reflect the total number of passengers and ship's security that they will have to deal with. At any rate, the PCs should find the scenario a challenge.

-- Charles E. Gannon --



A Matter of Sovereignty

Where: Cita, C544431-6 (2407, Sufren subsector)

Contact: This adventure can be presented to players who:

- a) travel to Sufren and actively look for employment opportunities
- b) who have met Skerrit Adan. This contracted overseer of Union security can steer them toward the job opportunity on Cita (and just about anything else that potentially involves anti-Judiciate work)
- c) are just passing through the Cita system.

In the course of their travels through Sufren subsector (or by recommendation from other sources; see preceding), the PCs meet up with Ms. McTaggart, a well-placed official in the Union of Sufren government. Her job is to recruit "troubleshooters" to handle situations that are too delicate for the Union to address directly. Two such situations exist currently and she is interested in hiring the characters to handle them. In both cases, there are suspicions of Judiciate involvement, but Union intelligence services cannot ascertain this with certainty. Consequently, the Union must work through third parties--that is, the PCs.

Ms. McTaggart explains that in both situations, there is an opportunity for the PCs to take legitimate employment with the pro-Union side. They are encouraged to do so; it will tend to defuse any suspicions that they were sent by the Union. In addition to the fees they collect from these employers, Ms. McTaggart will pay them an additional 10,000 cr each upon their successful completion of the missions. The situation that the PCs must deal with is on Cita.

ARRIVING ON CITA

As the PCs begin the final descent to Citaciti starport, they find themselves looking out over a dull green world with scraggly growth and lots of exposed rock. A marginally habitable world, Cita was once dominated by a corporate cartel.

Now, however, it is ruled by a council of oligarch intellectuals who achieve their positions by proving their superiority at a strategy game similar to the ancient Chinese game of *go*. Lately, however, a number of formerly unsuccessful challengers have toppled several of the old masters, thereby changing the political balance within the government.

One of the oldest and most respected of the old oligarchs, Denjaputi Aswarag, will contact the PCs soon after they arrive on planet. Aswarag, a crusty and not particularly likable fellow, will soon be attempting to defend his position against yet another of the bright new challengers. His disposition is further soured by the fact that he now must hire troubleshooters (the PCs) to help him investigate how these once-second-rate challengers are managing to beat the old masters. He can offer each PC up to 1200 credits per week but is unable to go higher. All operating expenses must be drawn from this amount or paid 'out-of-pocket.'

The Job:

Aswarag's upcoming game is only 11 days away. All matches are held in a room that is open only to the oligarchs, an equal number of personal assistants, and a minimal secretarial staff. The room is sealed and the game is played, without interruption, until one individual wins. Then the results and details of the game, including move-by-move analysis, are made public. Aswarag suspects that the new challengers have received some special training or are being coached during their games via a small communication device.

The Highest Law is Custom

As the PCs conduct their investigation, they must not violate any of Cita's laws. This means that they must obey the local custom for requesting interviews. All first meetings with other individuals (business or otherwise) must be arranged through a third party. Only chance meetings are exempt from this condition. The more serious the nature of the meeting, the closer the third party must be to the individual being contacted.

When a first meeting finally occurs, the contacted individual is required to play the part of the host. The host is required to pour their first-time guest a drink from a special ceremonial decanter--usually a priceless family heirloom. This cultural twist presents the PCs with a considerable obstacle; in order to move ahead with their investigation, they must arrange a great number of 'chance' meetings. Not knowing any locals, they will find it almost impossible to make any normal appointments.

FOR THE REFEREE:

The PCs will turn up their key leads by pursuing the following investigatory avenues:

A background check of the secretarial staff that serves the oligarchs will show that the most qualified secretary is also the most recent employee (she was hired only 250 days ago). This individual, Narini Toshmo, is also an emigre. She was born on Virim (2237, Massilia sector) and fled Cita's neighboring world, Hervestia, to escape the intense warfare that wracked Massilia.

If the PCs delve into Narini's background and activities, they will note a few interesting points:

- * she has been the chief transcriptionist at each of the games that involved a previously-defeated challenger. As chief transcriptionist, she must sit close to the board and the players in order to record every move and word.
- * two of her employment references were from individuals who have since defeated a former master and now sit as new members of the oligarchy.
- * her other employment references are from two executives in a small Citan trading office that handles tariff payments for the Vassalry Judiciatemerchants.

Narini has no criminal record. Attempts to engage her in conversation will not succeed; she is aloof and seems to have

adopted the local tradition of insisting that all first meetings be arranged through a third party.

An illegal visit to her quarters will suggest that this assumption isn't quite correct. There is no sign of any ceremonial decanter, which is required if she were meeting individuals according to traditional Citan ways. However, a thorough search will turn up the missing link that will solve the case: several ampules of psi-booster drug. The players should be able to figure out the rest.

Narini is a telepathic agent for the Judiciate. She attended a small Psionic Institute on her native Hervestia. Her mission on Cita is to contact individuals who failed in their bid for a seat on the oligarchy. In each case, she ensured their victory and ascension to power by reading the mind of their opponent during the game. She then passed on that oligarch's game plan to the challenger via telepathy. The challenger was both indebted to Narini and vulnerable to blackmail: should his cheating ever be revealed, he would face extremely serious penalties.

The Judiciate is using this ploy to slowly fill up the

oligarchy with malcontents whose bids for power had been foiled by the old masters. The old masters are staunch in their refusal to join the Judiciate, but the new oligarchs would eventually have become the majority and would have been forced (via implied debt or overt extortion) to make Cita a member of the Judiciate.

An Extra Challenge

If the players are breezing through this adventure too quickly, include a squad of Vassalry Judiciate infantry from Hervestia in order to liven things up. These troops are apparently working as security guards for the Citan trading office that provided a reference for Narini. Actually, they are here to watch over Narini herself and her operation. If the PCs are getting too close to the truth or if they try breaking into Narini's apartment, this squad will attack them from ambush. Given the local Law Level, this could become quite a firefight. Further details on Hervestian troops are given at the end of the second scenario.

-- Charles E. Gannon --

'Please Return Faulty Entertainment Tapes' Referee's Information

The package will NOT affect any entertainments consoles. Cubit is trying to panic buyers into returning the data cards because a disgruntled employee included a whole hour's footage of the planet's current holovid starlet Loretta Casnova performing erotic feats with five hunks. The existence of the 'vid is already public knowledge - Casnova likes to record her nocturnal activities; this time one of her 'friends' decided to take a copy and sell it to the media. Casnova has friends in high places and a good lawyer - all local media were banned from showing or distributing the 'vid and her 'friend' is languishing in jail.

However, within 4d6 hours, rumours about the contents of the Cubit package will be heard in the starport bars. An hour after this starts, Cubit will reissue the 'RETURN' notice above, offering a 100% refund on the package price. The company cannot afford the huge legal costs of the court case which Casnova is threatening and will do almost anything to get the 'faulty' packages back. The black market price for this package will rocket, increasing by 100% every 1d6 hours to a maximum of 10 x normal cost. People in starport bars will be seen fighting over such packages; there is great potential for profit, but there will also be confusion and arguments as some people try to pass off the new 35a packages as the original 'faulty' ones. The 'faulty' packages will remain at 10 x cost for several years, even on other planets. Casnova will press charges against anyone found selling this slanderous material.

'Starport Exclusion Area' Referee's Information

The defences are down and so are the defensive air-space and ground sensors (civilian radar, etc. is still operational). Starport security are patrolling the northern sector in grav vehicles, but anyone wishing to enter or leave the starport illegally (i.e. bypassing Customs) via the northern sector stands a good chance. Roll 1d6 and deduct 1 if a successful Stealth, Tactics or equivalent skill is rolled:

0-2: Passage across the port boundary is undetected;

3: Passage is detected but the sensor fault causes the security to head for the wrong location;

4: Passage is detected but the security forces won't reach the players in time to stop them;

5: Not all the defences are deactivated. The anti-personnel lasers are still active and will fire at ANY movement (person, vehicle, small furry animals) within 50 metres of the perimeter. Even the security forces may not know exactly which systems are still active and may be shot at!

6: Passage is detected and the security forces catch the players 'in the act'. After 4 hours the northern sector defences will be active again and the other sectors will each (in turn) be turned off for thirty minutes while the faulty sensor software (which caused the original incident) is corrected.

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