TRAVELLER CHRONICLE

9

The Traveller Chronicle

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The Editor Speaks...

Greetings, Salutations, and Welcome Back!

Hope everyone had a Merry Christmas as I'm writing this on the 25th!

First off, you'll notice that there is no *How Are We Doing???* section nor a response card in the middle. Due to the abyssmal return percentage, we have decided to stop wasting space and time with it. We really do care what you think about the mag, but if no one wants to take the time to let us know, we'll stop wasting space with it.

As always, we are in need of submissions, both general art pieces and new articles. If you have anything to send us, please do so! Thanks!

That's all for now folks...

From those of us Behind the Claw,

Kevin Knight

The Diafrenzo Long Trader
by Chris Cox

The Diafrenzo is similar to many ships built or upgraded as a result of the outbreak of the civil war. These ships incorporate as much speed, armor, stealth, weapons and redundant systems as possible to survive while still having some space left for cargo. Many of these ships operated commercially in areas where traveling between stars was hazardous. Their masters could get exorbitant sums for risking to go where others wouldn't. Some of these ships, like the Diafrenzo, were own by the very rich ready to flee from the tides of war if necessary.

The Story of the Diafrenzo

With the outbreak of civil war, industrialist Lauren McGiller decided that a fast well armored ship may come in handy and had work started on just this kind of ship. As the war continued, McGiller lost contact with her only daughter Ezmarelda, who was top researcher in her field.

McGiller desperately tried to get in contact with her daughter, while pushing to get her ship completed. An Aslan friend of Ezmarelda's contacted McGiller and told her that Ezmarelda was being held with the rest of her research team at a top secret deep space research station. Within 24 hours of receiving this news McGiller along with several friends and hirelings was taking off in her new not quit finished ship, the Diafrenzo. A perilous raid on the top secret deep space research station ended with the rescue of Ezmarelda and several members of her team, but not without cost. After the rescue, the Diafrenzo started to make its way towards the fringes.

On several worlds, tales are still told of the adventures of the Diafrenzo and it's crew.

General Data
Displacement: 200 tons
Hull Armor: 224

Length: 46 meters
Volume: 2800m3
Price: Mcr225.44
Target Size: S
Configuration: Wedge, SL Tech Level: 15
Mass (Loaded/Empty): 2927.9tons

Engineering Data
Power Plant: 745 MW Fusion Power Plant (248.4 MW per hit) 60 days duration excluding power (600MW) for the thrusters
Jump Performance: 3 (560 m3 fuel)
G-Rating: 6 (100 MW/G)
G-Turns: 34 (78.4 using jump fuel), 6.25m3 of fuel each
Maint: 212
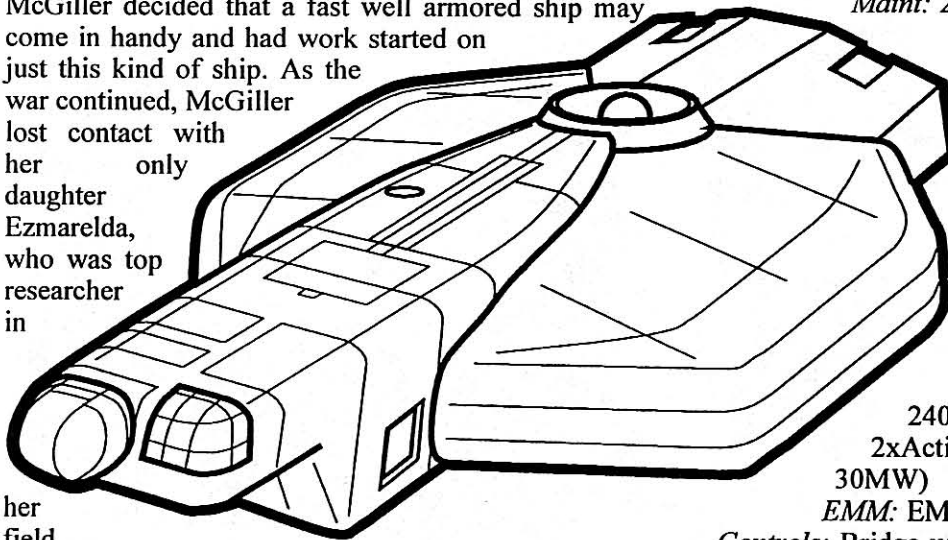
Electronics
Computer: 2xTL-15 St Mod (0.55 MW ea.), 1xTL15 Mod fb (1.1 MW) computers, 1xtl15 Mod Flt (0.055 MW)
Commo: 1000AU radio (20 MW), 300,000km radio (10 hexes, 10 MW), 2x1000AU maser (0.6 MW)
Avionics: TL-10+ avionics
Sensors: 2xPassive EMS 240,000km (8 hexes, 0.5 MW), 2xActive EMS 300,000km (10 hexes, 30MW)
EMM: EM masking (2.8 MW)
Controls: Bridge with 3xBridge Workstations, plus 2 other workstations

Armament
Offensive: TL-15 150-Mj Laser Turret (Loc: 10; Arcs: All; 4.2 MW; 1 gunner)
Master Fire Director: TL-15 (4 Dif Mod; 10 hexes; 1.71 MW; 1 gunner)

	Short	Medium	Long	Ext.
150-Mj Laser Turret	10:1/10-30	20:1/10-30	40:1/10-30	80:1/10-30

Accommodations
Life Support: Extended (0.56 MW), Gravitic Compensators (6G; 14 MW)
Crew: 6 (Pilot, Co-Pilot, Sensor Ops, 1xGunners, 2xEngineers)
Crew Accommodations: 6 Bunks, 1 Small Stateroom
Cargo: 714.8 m3, 1 large cargo hatch
Air Locks: 2

A Tour of the Diafrenzo

We start our tour by entering the ship through the cargo hatch located in the forward part of the lower deck. Port of the cargo entrance is the ship's main airlock. Making our way aft through the cargo hold brings us to the lower jump drive room. The port and starboard engine room are reached form here. Next we climb up the ladder to the upper jump drive room. Against the forward wall is the main engine monitoring station. Leaving the jump drive and going forward takes us past the life support equipment on the starboard side and an electronics room on the port side. The electronics room contains many of the ship's computers, radios and sensor processors. Just forward of the life support equipment is the auxiliary airlock allowing access to the top side of the ship. Continuing along we come to the two staterooms. Each stateroom contains three bunks that fold up into the walls when not in use. Opposite of one of the staterooms is the ship's locker and ship's bathroom. Next we come to the a tube allowing access to the laser turret. The lounge area is a bit forward of the turret access tube. Here is where you find the auto-galley and a multipurpose rec. table booth. Finally we arrive at the bridge. From here the pilot, co-pilot and operations person run the ship.

The Diafrenzo

20 meters   10 m   5 m

crew were to sleep in shifts, otherwise known as hot bunking.

Several suggestions for using the Diafrenzo

The discovery of the Diafrenzo in star worthy shape would not only give a group of adventurers a way to travel to other worlds, but also gives them a mystery to solve; what happened to the crew and why was the ship abandoned in nearly perfect condition (One of the ship computers is not working. Another option is to have the players encounter the Diafrenzo being captained by Ezmarelda's granddaughter, Annie Theresa. The players could become members of the Diafrenzo's crew. This option might work best if Annie Theresa is played as an introverted techie scientist. With Annie Theresa more interested in tinkering with her gizmos and experiments than the operation of the ship, the players would have a large say in the direction of their adventures.

Notes

The crew calculation using Fusion, Fire & Steel (FF& S) came out to 11 (2xCommand, 5xEngineering, 2xManeuver, 2x Electronics, 1xGunnery). This was larger that what I wanted so I changed the crew to 6. However, the FF& S crew figure can still be use if the

		Damage Tables			
Area(1D20)	Surface Hits	Internal Damage	Systems		
1	Ant	Elec	JD-1H	MD-1H	
2	Ant	1-7:Elec,8-16:Qrts,17-20:Hold	PP-3H	AG-1H	
3	Ant	1-6:Elec, 7-15:Qrts,16-20:Hold	SSR-(2h)	CG-1H	
4	Ant	Hold	LS-4H	ELS-2H	
5	1: AL, 2-12:Ant	1:Qrts,2-20 Hold	LT-1H	MFD-(2h)	
6-7	Ant	Hold	EMM-1H	EMMR-(2h)	
8-9	1-5 Lifters, 6-20: Ant	Hold	Bunks-(1h)	Batteries-3H	
10	1: AL	Qrts	300 PEMS-1H	FPP-1H	
11	Lifters	1-7: Eng, 8-20: Hold	All Others-(1h)		
12-13	1-5: Lifters, 6-20: Ant	Hold			
14-15		Hold			
16-19		1-12: Eng, 13-20 Hold			
20	1-8: EMMR	Eng			

Advanced Recruiting Rules For Traveller: The New Era
by Christopher Griffen

Recruiting involves the active pursuit of personnel to be hired for a task, contract or long-term position. Most often used in the mercenary field, Recruiting Skill enables its user to locate individuals suitable for employment using a variety of methods. These methods include posting job listings in local publications and/or computer bulletin boards, frequenting establishments at which the desired personnel may be located, and networking with one's contacts and other individuals who may come into contact with potential recruits.

Successful recruiting depends on a number of facets. Among them are:

--Recruiting Skill
--Population
--Sampling Rate
--Military Proximity
--Starport Level

Recruiting Skill is far and away the most important facet. A good recruiter can find potential recruits in just about any populated environment. The higher the recruiter's skill, the better he is at beating the bushes for potential employees.

Basically, successful recruiting depends on a task roll made at Difficult level against the recruiter's Recruiting Asset, subject to the Difficulty Modifiers listed in the table below. If the individual succeeds, he successfully locates a qualified corps of potential recruits.

If the recruiter is successful, he may attempt to recruit in the same system after two weeks have passed. Any attempts to do so before two weeks have passed will meet with automatic failure.

Failure of the initial Recruiting Roll indicates an inability to find viable recruits. Future attempts at recruiting in that star system will not be possible until two weeks have passed. Catastrophic failure indicates the same as failure except that the user cannot find any viable candidates for 4 weeks in that system. At the end of the established period, the recruiter may attempt to recruit in the same system subject to the Difficulty Modifiers in the table below.

The following Difficulty Modifiers are applied to Recruiting Rolls:
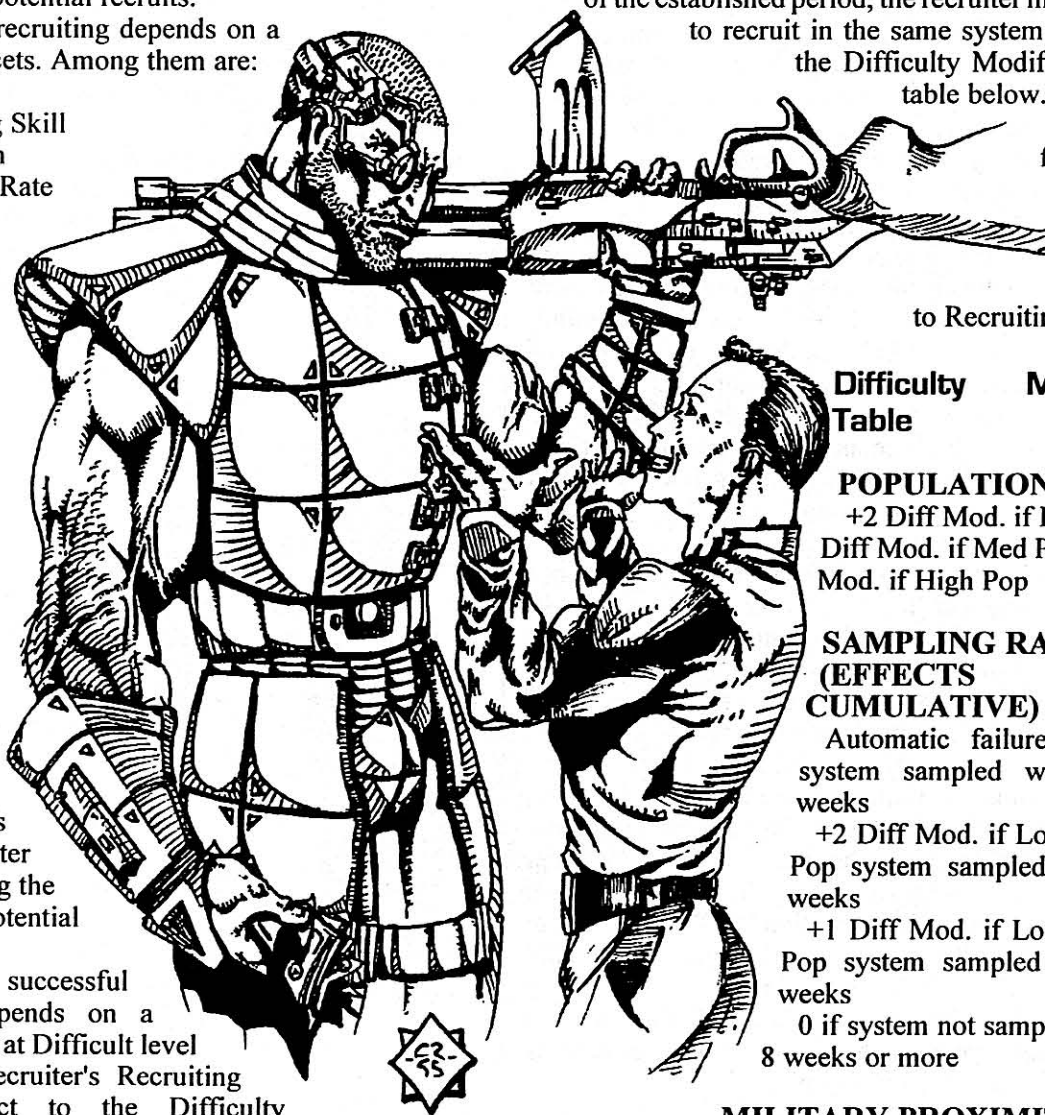
Difficulty Modifiers Table

POPULATION
+2 Diff Mod. if Low Pop 0 Diff Mod. if Med Pop -1 Diff Mod. if High Pop

SAMPLING RATE (EFFECTS NOT CUMULATIVE)
Automatic failure if same system sampled within two weeks

+2 Diff Mod. if Low or Med Pop system sampled within 4 weeks

+1 Diff Mod. if Low or Med Pop system sampled within 8 weeks

0 if system not sampled within 8 weeks or more

MILITARY PROXIMITY
-1 Diff Mod. if naval base present and hiring ship's crew or mercenaries

0 Diff Mod. if no military base present

-1 Diff Mod. if Government 7 or Law Level 0-3 and hiring mercenaries

STARPORT LEVEL

-1 Diff Mod. if Starport A (-2 Diff Mod. if recruiting trader or liner crew)

0 Diff Mod. if Starport B-C (-1 Diff Mod. if recruiting trader or liner crew)

+1 Diff Mod. if Starport D-X (0 Diff Mod. if recruiting trader or liner crew)

If the recruiter is successful, he is able to muster a number of recruits equal to his Recruiting skill level (not his asset level, but his skill level). If he achieves exceptional success, he is able to muster a number of potential recruits equal to two times his Recruiting Skill level, modified by the rules listed below.

The potential recruits will respond within a number of days equal to 2D6/Recruiting Skill (drop fractions) with a minimum result of one day. For example, Esteban has a Recruiting Skill level of 3. A roll of 2D6 achieves a result of 7. Dividing 7 by 3, we obtain 2.333 as our result. Fractions are dropped, for a final total of 2. Esteban's recruits will appear within two days of his initial Recruiting attempt. Exceptional success on the Recruiting Roll divides this result by two with fractions dropped, with one day as the minimum.

Ambitious referees may choose to modify the above rules for roleplaying purposes. Additional Difficulty Modifiers may be added if the players are attempting to hire a specialist or individuals with high levels of skill in several specific areas. Other factors worth considering are economic conditions and employer reputation. If the local economy is in a slump or if the employer has a reputation for paying his employees well, you may want to favorably modify the players' chances for successful recruiting.

Attempts by multiple individuals to recruit may not be pooled together for a more favorable task roll. Instead, each individual's Recruiting Roll is handled separately. However, there is a maximum effectiveness that one group can have in collective recruiting efforts. This reflects the inevitable redundancy of effort that occurs in collective recruiting efforts.

To determine the limitations on number of recruits mustered by a group of players, first determine the total recruiting skill levels of the members of your group. If the number of total Recruiting Skill points exceeds two times the planetary population UWP digit, the total number of recruits mustered beyond 2 x UWP Population Digit is to be divided by two (drop fractions). The minimum number of recruits mustered by the group is equal to the highest number of recruits mustered by any one individual.

For example, Esteban and his group are rather prolific at recruiting. The entire group, including Esteban, has 10 levels of Recruiting skill. Everyone achieves standard success on their Recruiting Rolls on a planet with a UWP Population digit of 4. To find out the total number of recruits obtained, we multiply the planetary population UWP digit by 2 (4 x 2 in this case, for a result of 8) and subtract the result from the total levels of Recruiting skill (10). Subtracting 8 from 10, we achieve a result of 2. We divide this number by 2 to achieve a result of 1. Esteban and his group therefore acquire a total of 9 recruits. Esteban, who made a successful Recruiting Roll, has the highest Recruiting Skill of the group at level 3. Since the result of 9 is greater than 3, the number of recruits is 9.

Although this system enables referees to administer detailed Recruiting tasks, don't allow it to curtail a good roleplaying session. Though technically, the recruits that are mustered by a successful recruiter will be qualified for the job, it is recommended that you roleplay the interview, subsequent salary negotiation and hiring process. The universe is filled with unique and sometimes quirky personalities. Let your players experience some of these personalities. A gunner who refuses to perform his duties on alternate Mondays due to his religious beliefs. The computer operator who secretly admires virus and its accomplishments. The passive-aggressive ex-marine who taunts and alienates the other troops. All of these personalities and more await your players. The recruiting process is just the beginning of building a crack crew or mercenary unit.

Gold Fever
by Kevin Berry (with Andy Lilly)

[1] INTRODUCTION

This adventure can be played using the background and rules of 'classic' Traveller (CT), MegaTraveller (MT) or Traveller: The New Era (TNE). A synopsis of the plot is given in [2]. The plot can be adapted to various worlds and groups of characters as described in [3]. The detailed background to the adventure is described in [4] and [5]. The adventure starts with the appearance of the patron in [6]. The NPCs for the adventure are given at the end [17].

[2] SYNOPSIS (Referee only)

The characters will be contracted to carry geological samples for Dr. Curruthers, avoiding system export restrictions. The 'samples' are not what they seem and are wanted by both pirates and terrorists. The former will attempt to hijack the characters' ship while the latter will try to ensure the cargo gets out of system. And that's before they run into the local law enforcers...

[3] SETTING

This scenario is suited to a small number (2-4) of player characters who possess a starship capable of carrying several passengers, e.g. a Subsidised Merchant. It can be played as a stand-alone adventure or as part of an ongoing campaign. The players can be in system for any reason provided they have some incentive to take on cargo and passengers.

The starting location can be any star system with an asteroid belt where significant mining is taking place. The belt need not be the main world but the government type should be 5 (Corporation). Naturally, the referee can modify this detail to suit their own campaign.

A suggested location within the Far Frontiers sector is Shadowsand (0106 C000419-B As Ni Mi, Inverness subsector - see Traveller Chronicle issue 3 and "Revenge So Sweet", issue 8). This is designed to tie in with the Protectorate News Service articles given elsewhere in this issue, which may be presented to the players when appropriate.

The scenario can fit any group's style of play from the 'shoot-em-up-and-get-away' action-orientated group to the strategic, problem-solving group who prefer intrigue and mystery.

[4]BACKGROUND (Player information)

Konrin et Cie is a mining corporation which largely controls this star system.

Two months ago a group of independent miners discovered gold in an outlying region of the asteroid belt - in what appeared to be a fragment of a larger asteroid. There was a dramatic influx of prospectors for two weeks, all eager to find other fragments, until Konrin et Cie managed to regain control.

Private individuals mining for their own livelihood under company licenses had their licenses withdrawn by Konrin et Cie. Some miners were then re-hired by the company while the less trustworthy were encouraged to leave the system. Scores of professional prospectors were brought in from the surrounding worlds by Konrin et Cie. Since the corporation could not directly monitor every potential strike, Konrin et Cie have also declared a cargo embargo: no ore (gold-carrying or otherwise) can leave the system except in registered corporation ships. To prevent smuggling, all

cargo is subject to lengthy inspections, form-filling and red tape, with potential delays of several weeks.

[5] BACKGROUND (Referee only)

Konrin et Cie is not openly admitting the link between the gold strikes and the widespread cargo checks because although the strikes are in an area of the belt 'owned' by the corporation, their documented exploitation rights are only for nickel, iron, etc. The proclamation is an attempt to maintain control while their legal advisors determine their exact rights. They realise this proclamation is probably ineffective because generally ore will be loaded directly at source and not taken to the starport. As a result Konrin et Cie have increased the number of ships patrolling the system for smugglers (and pirates).

The PCs might decide to try to join Konrin et Cie themselves. They will be unable to as the corporation has no further positions available, especially for people without references from established mining corporations.

[6] THE PATRON

Within a few hours of arriving at the main starport the PCs will be approached by Dr. Ahmand Carruthers. Dr. Curruthers will offer Cr100,000 to the PCs to smuggle a 10-ton container to a nearby system. The money is to be paid on delivery. If pushed hard he will eventually go up to Cr200,000 with Cr25,000 up front. He will curse at the expenditure, saying he has very limited fund from the University of Marsus and has already had to hire help and bribe some corrupt officials in order to bypass the red tape and sneak the container on board the PCs' starship. The container is to be delivered to the Marsus University research team who await it in a lab ship in the destination system.

Dr. Curruthers will not be travelling with his cargo, and refuses to disclose its exact nature, merely saying that it is "rocks for geological study", and that he does not want the container opened. He requests that customs and Konrin et Cie patrols are avoided because of the recent restrictions on removal of rock from the system imposed by Konrin et Cie since the gold strike.

If really pushed he will claim that the rocks contain fragile crystalline deposits (potentially capable of storing large amounts of power - much more efficient than current batteries) which are gradually decomposing. The container is therefore hermetically sealed to prevent contamination. The samples were delayed coming into system and must now reach the lab ship within 10 days in order that they not decay so far that they be useless for his research.

[7] THE CONTAINER

Beneath the outer covering of the main container (a standard 10 ton displacement cargo unit) there is a radiation-proof container which holds crudely-refined radioactive plutonium. A minor breach has occurred in this container. Anyone spending more than ten minutes in close proximity to the container will get radiation sickness and after two days will begin to take one point of damage per day (maximum duration of this effect is at the referee's discretion).

Dr Carruthers knew he would be unable to find any starship captains willing to transport such a dangerous cargo, which is why he chose to keep the exact nature of it a secret. He may or may not know about the breach in the container (referee's discretion), but will not disclose it anyway.

[8] THE BAD GUYS

In reality Dr Carruthers is a member of a powerful terrorist organisation (The Purple League) based in the destination system. He already has passage booked on a liner in order that he can inform his colleagues in the lab ship of the PCs' imminent arrival (this way the risk of smuggling is being taken by the PCs, not the terrorists). The terrorists will take delivery of the radioactive material and make it into nuclear weapons on the lab ship. It is up to the referee to decide (according to the developed situation and the PCs' reactions) whether the terrorist group will pay up and let the PCs go, offer them more work or try to eliminate them in order to ensure their silence.

The PCs might reasonably believe the cargo to be smuggled gold, but to examine it they will have to break the anti-tamper seals Carruthers has placed on the crate - the terrorists will not be happy if they find out their cargo has been broken into! The PCs will discover that the container holds only dull valueless ore (although its thick shielded casing might give them some clues and if they have a radiation counter, they will quickly determine that it is radioactive). In any case, if they spend too long in the cargo hold, they will come down with radiation sickness a couple of days later.

[9] MORE BAD GUYS?

A ring of local pirates aware of the gold strike and restrictions on exporting cargo from the system have heard (from one of the cargo-handlers Carruthers bribed) about the scientist and his mysterious cargo. They (wrongly) believe the smuggled cargo to be gold. The details of the pirate ring should be decided by the referee, as this is an aspect that might be woven into an existing campaign.

The pirates intend to hijack the PCs' ship either before the jump or during it (referee's discretion according to circumstances) and, to this end, aim to put two of their number onto the ship as passengers. These NPCs are detailed below in [11]. In addition, the pirates

plan to have a corsair standing by in the mining system in case their members hijack the PCs' ship prior to jump, and another vessel in the destination system (which should arrive before the PCs unless they move quickly in loading the container and leaving the system) which will attack the PCs if the hijack attempt has failed.

[10] THE PASSENGERS

A number of NPCs will attempt to take passage on the PCs' ship. The referee should appear to roll for passenger and cargo as per normal and then introduce the NPCs from [17] in random order. The majority are 'innocent' travellers but two are not (see [11]).

Roll up some random cargo in addition to Dr. Carruthers' container but then only allow the players to take those lots for which they can bribe or forge their way past the the customs red tape. They should be primarily reliant upon passengers for income on this voyage - an added incentive to ensure they take aboard the NPCs given later.

[11]THE HIJACKERS

Two of the NPCs given in [17] are pirates: Twong Lee Than and Fred Sarman. Each will apply separately to the PCs for high passage travel to the destination system, and will offer up to Cr25,000 each if they are refused. If this fails, they will wait around the starport until the PCs are ready to leave with the smuggled cargo and suddenly present themselves with a story that they are being sought by the authorities and must get off-system for their own safety. If this also fails, then for the purposes of the game, the referee should try to think of any other reason the NPCs could use to persuade the PCs to accept them as passengers.

The two pirates are experienced and intelligent and will not under any circumstances disclose their real identities. Both carry good quality forged papers (see [17]).

Lee Than is one of the ringleaders of the local pirate group.

Sarman is a real peculiarity - an anthropomorphic pseudo-biological robot! Designed at TL15, Sarman is indistinguishable from a human being, and the players should not be told he is a robot (let them work it out). He was a service droid for a wealthy traveller until recently when he was 'acquired' by Lee Than's pirate

ring. They have re-programmed him with the skills given in [17]. An advanced voder/vocorder allows him to speak and his basic sensor package is enhanced by telescopic visual aids. A multi-frequency radio allows him to communicate with Lee Than and receive instructions. His protective covering acts as ballistic cloth armour.

In addition to the 5mm body pistol normally holstered at his hip (which he is willing to place in the ship's locker), the pirates have embedded a modified 9mm automatic pistol in his chest area, which he is able

to fire and reload at will. If Sarman does not first remove the small patch of synth-skin covering the muzzle then using it will leave a noticeable hole in his chest which he cannot repair aboard the ship. Components of a TL13 laser rifle including a mini-powerpack allowing 10 shots are concealed amongst his own components, and Lee Than is capable of assembling it within a few minutes, which she will do at the earliest possible moment after boarding the PC's ship.

To enhance his disguise and cover for his imperfect skill at mimicking human emotions, etc. Sarman is programmed to act as though he is fairly stupid - the referee may take this to extremes if the resulting humour helps to throw the PCs off their guard.

[12] THE PLAN

If possible, Lee Than and Sarman will act as if they do not know each other. Lee Than will instruct Sarman by radio to initiate a hijack attempt at the best possible moment without her obvious involvement (if his attempt fails, she may find the opportunity to seize control in the confusion). If the hijack succeeds, Lee Than will keep the PCs alive until after the rendezvous with one of the pirate ships.

In the event of Lee Than's death, injury or lack of communication for twelve hours, Sarman has been instructed to attack everyone on board. In order to attempt the hijack, Sarman will try to gain access to the bridge. Lee Than will try to encourage interest in a 'ship tour' amongst any other passengers, and she and Sarman will join this if it takes place. If not, Sarman may surreptitiously use his mechanics, electronics and engineering skills to either gain access to the bridge directly or cause minor problems around the ship in order to generate confusion, in which case Lee Than will try to cast suspicion upon any other passengers.

[13] KONRIN ET CIE

Shortly after the PCs leave the starport the Konrin et Cie authorities will discover a radiation trace in the loading bay used by the PCs' starship. They will regard this with some suspicion and will contact the PCs to ask them what they are carrying aboard their ship. According to the referee's wishes, they may or may not mention their discovery of a radiation leak. Whatever the PC's reaction Konrin et Cie will request the ship hoves to while a patrol ship is dispatched to investigate - after all, the radiation might indicate a serious fault in the ship's power plant or engines.

The patrol ship (a Systems Defence Boat - SDB) will arrive in an hour. The approaching SDB should add some pressure - and maybe indecision - to the PCs. If the PCs do not hove to, the SDB will act very threatening but will not open fire unless fired upon.

If the authorities intercept the PCs' ship they will board and soon isolate the leaking radioactive container. Unless the PCs have thought to forge paperwork for the container, the authorities will realise it has somehow been smuggled through the customs net. The cargo will be confiscated, the PCs' ship impounded and the PCs fined or imprisoned at the referee's discretion.

If the PCs have done some quick checking and discovered for themselves the leak from the container they may dump it into space. This will cause Lee Than

some annoyance - the referee should decide whether she goes ahead with the hijack attempt or not, remembering that if she doesn't have control of the PCs' ship the pirate ship waiting in the destination system will attack it.

In either of the above cases the terrorist group will not be pleased to discover the PCs have relinquished their radioactive material to the authorities or dumped it into space!

[14] THE HIJACK

Lee Than and Sarman should have a good chance of gaining control of the ship given their carefully concealed weaponry and Sarman's exceptional strength and skills.

Lee Than will keep the PCs alive until meeting up with one of her pirate corsairs. This gives them an opportunity to wrest control back again, or for one of the passengers (particularly Kenfu Rullos or Rosalie Pondos) to assist them.

If the hijack does not take place until the ship has jumped, the terrorists in the lab ship have been informed by Dr Carruthers of the PCs' arrival and will be expecting them. This might lead to a battle between the terrorists and the pirates over the cargo in the PCs' ship.

[15] OUT OF THE FRYING PAN...

If the PCs thwart the hijack attempt then upon arrival in the destination system they will be attacked by the waiting pirates, who will realise the ship is not under Lee Than's control. This may be before or after the rendezvous with the terrorists, at the referee's discretion.

If the PCs avoid or drive off the pirate ship in the destination system they will then rendezvous with the terrorist lab ship, when they may or may not discover the true identity of who are they dealing with. The terrorists may pay them off or, if they believe they may be a threat, kill them. The number of terrorists masquerading as scientists should be adjusted by the referee to make a good conclusive fight without killing off the PCs.

[16] ALTERNATIVE PLOTS

If the PCs believe the cargo to be gold they may decide to make off with it themselves (who knows what they'll do to any passengers on board).

This will cause everyone to be after them: the authorities, the pirates and the terrorists. It also leaves the PCs to discover later that the mysterious cargo is not gold after all and their cargo hold has a new 'glow-in-the-dark' decor.

Numerous other alternatives are possible, according to the type of group the referee runs, and there is

considerable scope for this scenario to lead to follow-up adventures concerning the gold strike, smuggling operations, the pirate ring or the terrorist group in greater depth.

For example, the referee might decide to replace the radioactive ores with a complete nuclear warhead (or two). If the plot slows down too much or the ship is fired upon then a fault may occur in one warhead, starting its timer - allow the PCs to detect the new electronic activity in the hold and let them find out what's going on... guaranteed to liven up their day!

[17] NPCS

Character statistics are given for TNE. For CT and MT add 1 to all attributes and use the first value (pre-slash) for each skill as the skill level. Where necessary equivalent CT/MT skill names are given in square brackets []. The referee should feel free to change the sex and race of any or all NPCs, adjust skills and skill levels, etc. Note: attributes are in the order Strength, Agility [Dexterity], Constitution [Endurance], Intelligence, Education, Charisma - Psionics - Social Standing.

Some background has been given for each character but the referee should feel free to expand upon this such that distinguishing the hijackers is difficult and requests such as a 'trip around the ship' - important to the hijack plot - do not just occur out of the blue but come up as part of the conversations between the PCs and NPCs.

Dr. Ahmand Carruthers
Scientist, 4 terms
6838A6-0-6
Admin/Legal 1/12, Computer 3/16, Slug Weapon (Pistol) 1/8 [Revolver].
Cr 25,000, revolver.
Carruthers is a renegade scientist fired by Marsus University for unsuitable behaviour with his younger female students. After a brief break he began doing work for the terrorists.

Lieutenant Twong Lee Than
Navy (Pirate), 5 terms
888986-0-5
Armed Martial Arts (Large Blade) 1/10 [Sword], Astrogation 1/10 [Navigation], Computer 1/10, Energy Weapon (Rifle) 1/10 [Laser Rifle], Gunnery (Energy Weapon) 1/10, Pilot (Interface/Grav) 3/14, Unarmed Martial Arts 1/10 [Brawling], Environment Suit 1/10 [Vacc Suit], Zero-G Environment 1/10 [Zero-G Cbt].
Cr30,000, sword
Lee Than is an attractive, fit, tough-looking woman who says she was a fitness instructor with the local subsector navy. She appears friendly and honest. She possesses a sword (for fencing practice) but will allow it to be checked into the ship's locker if requested. In

reality Lee Than is one of the ringleaders of the local pirate group (see [11]).

Ensign Fred Sarman
Navy (Pseudo-biological servant robot)
DAB984-0-6
Electronics 1/10, Mechanic 1/15, Slug Weapon (Pistol) 2/17 (Body Pistol), Ship's Engineering 2/12.
Cr30,000, body pistol
Fred Sarman claims to be an ex-Navy Ensign with 3 terms experience. If questioned, he will say he has been travelling ever since leaving the service. He appears quiet and shy, and prefers to be alone at mealtimes.
See [11] for notes on Sarman as a robot.

Lieutenant Commander Kenfu Rullos
Ex-Navy, 3 terms
748695-6-6
Armed Martial Arts (Large Blade) 2/11 [Cutlass], Astrogation 2/13 [Navigation], Environment Suit 1/10 [Vacc Suit], Medical (Trauma Aid) 1/11, Ship's Engineering 1/11.
Psionic skills: Prescience, Telempathy [Awareness, Telepathy]
Cr20,000, Travellers' Aid, cutlass
A quiet, withdrawn but pleasant man, Kenfu left his service career after an accident which resulted in his left arm being rendered useless and part of his left side paralysed. If asked, he won't talk about the cause of this, saying he prefers to forget it. In actuality he sustained the injury in an attempted mutiny when the crew of the escort he commanded discovered his secret psionic abilities. He will keep these abilities concealed except in life-threatening situations.
At the referee's option, Kenfu may leave a note or message for the PCs stating that some people aboard have hostile intentions. He may even indicate some event that is going to happen (Prescience). In the event of the hijack being successful he will endeavour to assist the PCs to regain control of the ship or secure his/their freedom.

Ernie Malder
Belter, 2 terms
756768-0-4
Environment Suit 1/8 [Vacc Suit], Geology 1/8, Mechanical 1/10, Unarmed Martial Arts 1/9.
Cr20,000
A slim, rough-looking character with a mild paranoid streak, Ernie is always ready to force his bitter memories on the nearest person. One of the private individuals mining under license from Konrin et Cie, he decided to leave in search of less restrictive mining opportunities when his license was withdrawn. He has no loyalty nor shows any consideration to anyone but himself, and in the event of any trouble aboard will panic and lock himself in his stateroom. Ernie saw Dr

Carruther's cargo waiting to be loaded aboard and loitered nearby, trying to see what it was (without success). After a day or two, he will complain of feeling weak, and will begin to lose 1 point of damage per day after that. He might accuse the crew or other passengers of trying to kill him. The ship's medic should be able to identify the symptoms of radiation sickness after 3-4 days.

Captain Rosalie Pondos
Ex-Army, 2 terms
687567-0-5
Electronics 1/8, Forward Observer 1/7, Pilot (Interface/Grav) 1/10, Slug Weapon (Pistol) 2/10 [SMG], Slug Weapon (Rifle) 1/8.
Cr20,000, SMG

Recently mustered out from the army, Rosalie has begun her search for fortune and adventure. She has a friendly disposition to those of a similar nature but is quick to make enemies of those who dislike or mistrust her, or anyone who 'hasn't been in the services'. She is not particularly intelligent, but is curious about anything new and may spend a lot of time wandering around the starship investigating it for her own interest (she will be very keen on the idea of a 'ship tour' when Lee Than suggests it, or could suggest it herself). In the event of trouble, she will remain calm and side with the PCs unless she has been given cause not to do so.

Nina Sleen
Administrator (Con-woman), 3 terms
598B69-0-4
Forgery 1/11, Gambling 1/11, Slug Weapon (Pistol) 1/7 [Revolver], Streetwise 1/13.
Cr50,000, revolver.

Secretive and intelligent, Nina is an elusive conwoman who claims to be a wealthy businesswoman and can produce (forged) documents to prove it if necessary. She will prefer not to say much about her background, but will invent something plausible if she needs to. She will tend to keep to herself, and carries a revolver concealed on her person in an intimate location. Through her network contacts she realises Lee Than's true identity and blackmails her once on board for a share of the eventual profits (Lee Than gives in to this as she does not want any threat to her plans, but in the event of any trouble will try to cast suspicion on Nina).

Double Cross
by Marcus Zarra

The Place

Starport, Trybec (B443610-A S Ni Po 703 Aubaine Subsector, Old Expanses)

The Advertisement

"Wanted urgently; experienced crew with a private ship. Short term assignment (no more than 4-6 weeks). Exceptional pay. Apply to zandor@downport.trybec"

Patron - Sholl/Zandor

During the third imperium there was a ship named Jake's Pride. Jake's Pride was TL12 subsidized liner plying the lanes of the Promise Subsector. With the coming of Virus, the ship was infected with a suicider strain of virus that killed the entire crew and then misjumped into empty space. After that time, the ship ran out of fuel and power and was adrift. The ship eventually entered a nearby solar system where it was captured by a fleet of vampire ships. The ship was then reinfected with a puppetmaster strain of virus. The ship has since renamed itself Sholl.

During its travels, Sholl made a routine maintenance stop at promise and came into contact with Medcom. Through a complicated negotiation, Medcom released one of its more successful creations. Medcom was able to successfully integrate a computer "brain" into a living host. This brain was able to gain near complete control over the human host with minimal physical defect. Medcom only designed one of these specimens as it considered them "ugly." Sholl has named this cyborg Zandor and uses it to pass itself off among human ships.

Zandor appears completely human except that the back of his skull has been completely replaced and is now encased in a metalic shell. Due to this obvious change, It wears flowing robes at all times and always has a hood covering his head and most of his face. His movements are not completely fluid and his walk and gait appear somewhat "mechanical". Zandor's speech is also not perfect. He does not use any emotional inflection, but his voice is not monotone. Due to Sholl having a very difficult time with humor, Zandor does not make jokes or laugh at other people's jokes. This amoung the other problems tends to put most humans on edge. For these reasons, Sholl does not send Zandor outside of the ship very often.

Due to Sholl's paranoia, Zandor always carries a TL9 laser pistol on his person. He also carries a TL13 laser pistol hidden in a shoulder holster.

The Introduction

Sholl has had extreme difficulty with human crews. So far, it has had to space three separate crews and is in need of some stability. It discovered that there is a cache of humanoid robots near the starport of Lebherz. This cache is located in an old warehouse that used to belong to Ling Standards, the largest manufacture of robots in the Third Imperium. Sholl has already done a scan of the area around where the cache was and has determined that it should still be intact. Sholl also discovered that the area was heavily bombed during the final war and has a high level of residue radiation. Fearing the effects of the radiation on Zandor, Sholl is unwilling to risk his most prized possession on recovering the cache personally. Therefore Sholl needs a human party to go in an get it for him.

Zandor hires the party to go to Lebherz (E657896-5 Kuhlam Subsector, Diaspora sector) and break into a warehouse by the old starport. The problem, according to Zandor, is that the old starport was heavily bombed during the final war and the entire area has low level

radiation. Therefore, they will need to wear radiation suits at all times. In addition, there are several tribes that claim the warehouses as their property and will not want to give any up. The party will more than likely have to fight their way into the warehouse and then fight back out again. Zandor is willing to pay the party Cr25,000 for each crate retrieved. It is Sholl's understanding that there are at least 50 crates in the warehouse. Zandor is willing to give each player Cr5,000 as an incentive to go on the mission. According to Zandor's (Sholl's) research, he knows that the number of the warehouse starts with G and then there is a three digit number ending with a 7. Unfortunately, the records that he has did not have the rest of the number legible.

Travel to Lebherz

As the party is already on Trybec, it is a very short distance from Lebherz. If the party has a jump 3 capable ship, they can traverse the distance in one jump and there will be no incidents. If, however, it takes them more than one jump, roll for a random encounter per the encounter tables in the handbook.

Once the party reaches the Lebherz system and enter orbit, they will have little difficulty locating the old starport. There is a tremendous crater on the southern tip of one of the larger islands. Obviously when the starport blew, it took a large chunk of the island with it. According to Zandor, the party can locate the warehouse just north of the crater. The party must choose where to set down their ship.

Starport Down

The area that the warehouse is located in used to be a supply depot for some major megacorporations of the Third Imperium. Fortunately, they were situated far enough away from the starport that they were not destroyed by the bombings. They are close enough, however, that they are still affected by the fall-out radiation. This radiation is still strong enough to this day to cause long term effects to anyone who is foolish enough to venture too far into this dead zone. If for some reason the party enters the radiation zone without protection, the adverse effects are as follows:

1 day	Feeling of being light-headed and slightly ill.
2 days	Str reduced by 2, Dex reduced by 2 plus above.
3 days	Str reduced by 2, Dex reduced by 2 (total of 4 each) plus hit points reduced by half.
4 days	Difficult:constitution to stay conscious once per hour plus above
5 days	Formidible:constitution to stay conscious once per hour plus str, dex and hp losses above
6 days	Impossible:constitution to stay conscious once per hour plus str, dex and hp losses above
7 days+	Impossible:constitution to avoid death once per hour

Any form of radiation suit, combat enviro suit, vac suit etc. will negate these effects as long as the suit is intact. Momentary exposure of less than one hour will have no effect. Each symptom above (except death) will pass in twice the amount of time that it took to receive the effect. (i.e., difficult:constitution to stay conscious will pass in 8 days, then str and dex reduction will pass in another 6 days, and the last str and dex reduction would pass in four days and general illness would pass two days later.) Modern medicine in a hospital or other medical facility will reduce to heal time by half.

Searching for the Warehouse

Zandor was not able to give specific directions to the warehouse. He was able to give a general location and a general description. The party must search the area to locate the warehouse that they are looking for. Roll once on the table below for each 4 hour period that the party searches. Once per day, have the party leader roll Impossible:Observation (uncertain). If no truth then the party does not find a warehouse that day. If some truth then the party finds a warehouse, but it is not the correct warehouse. If total truth then the party finds the correct warehouse. Each one of the false warehouses will be encountered once. If the party encounters all of the false warehouses and still does not roll a total truth then the next some truth will be the correct warehouse.

Encounter Table

d20	Name	Description
1	Nothing	Nothing unusual happens
2	Scavenger party	A group of 5-7 humans are wandering the ruins in search of salvageable parts. When they see the party they will take cover around the street (consider the scavengers to be under cover) and will start shooting at the party with Tl5 7mm Rifles. Each person has two extra clips and no armor. After a loss of 50% of their party, they will retreat. Consider everyone of the scavengers to be experienced NPCs with the rifle.
3	Mutated animal	The party will be set upon by a hijacker (200 kl; 26/26 hits; claws and teeth, 1d6+1 damage, 8 to hit, pen 1; short range weapon; 4F 9A; 38S)

4 Infected police robot
> A PR-317 (TNE:262) is wandering around this area. It will attack the party on sight.

5 Nothing
> Nothing unusual happens

6 Pitfall
> One random character falls through a collapsed portion of the street. It/she falls 10 meters to take damage. If the character's suit is not armored, their suit tears and they have to repair it.

7 Sniper fire
> While the party is traveling down one of the larger roads, they will be set upon by sniper fire. A veteran NPC armed with a TL7 7mm Assault Rifle. The sniper will have full cover of the building so only a hit to the head or arms will have any effect. After a couple rounds of combat, the sniper will disappear. Consider the first round of combat to be a surprise attack on the party.

8 Scavenger party
> A group of 5-7 humans are wandering the ruins in search of salvageable parts. When they see the party they will take cover around the street (consider the scavengers to be under cover) and will start shooting at the party with Tl5 7mm Rifles. Each person has two extra clips and no armor. After a loss of 50% of their party, they will retreat. Consider everyone of the scavengers to be an experienced NPC with the rifle.

9 High Radiation The party discovers a small area of extremely high radiation. The radiation is so high, that most items in the area have either melted or been destroyed altogether. If the party enters the area, they will discovery a large metal item in the center that is the cause of the radiation. If they venture into the area for more than a few minutes, their suits will start to break down and they will be exposed to triple radiation (3 days worth in 1 day). The area extends for a radius of 50 meters around the object. It is an average:observation to notice the area before the party enters.

10 Nothing
> Nothing unusual happens

11 Nothing
> Nothing unusual happens

12 Mutated animal
> The party will be set upon by a hijacker (200 kl; 26/26 hits; claws and teeth, 1d6+1 damage, 8 to hit, pen 1; short range weapon; 4F 9A; 38S)

13 Dead body
> The party comes upon what appears to be the remains of a body of a human. It looks as if some large animal had gotten a hold of the person and ate its fill. The kill appears to be only hours old.

14 Sniper fire
> While the party is traveling down one of the larger roads, they will be set upon by sniper fire. A veteran NPC armed with a TL7 7mm Assault Rifle. The sniper will have full cover of the building so only a hit to the head or arms will have any effect. After a couple rounds of combat, the sniper will disappear. Consider the first round of combat to be a surprise attack on the party.

15 Nothing
> Nothing unusual happens

16 Mutated animal
> The party will be set upon by a hijacker:Type: Scavenger/hijackerWeight: 200 kg Hits: 26 Weapon: claws and teethTo Hit:8 Dam 1d6+1 Pen 1-nil Range Short Init 3 Armor none Behavior F4 A9 Speed 38

17 Nothing
> Nothing unusual happens

18 Pitfall
> One random character falls through a collapsed portion of the street. He/she falls 10 meters to take damage. If the character's suit is not armored, their suit tears and they have to repair it.

19 Meteorite
> The party will hear a high pitched wail from high above. If they look up, they will see a fiery object coming down from the sky! The object will crash into the ruins a couple of streets away from the party. If they party investigates, they will find a metal object such as [high radiation] above. (Part of the old satellite system that was around the planet)

20 Nothing
> Nothing unusual happens

False Warehouse 1 (G-587)

The party encounters a warehouse that has been closed up with superdense sheeting (AC 14). It will take a blast that does 50 points of damage to breach one of the sheets to allow entry to the warehouse. Once inside of the warehouse, the party will find that it is completely empty and has been so for a very long time.

False Warehouse 2 (G-347)

If the party is observant (difficult:observatio), the party will see 2 human guards outside of the warehouse. If the party fails the task, then the will hear a human voice telling the party to throw down their weapons and surrender. Otherwise, the party will surprise the guards easily. These are experienced NPCs with 7mm Assault Rifles. When the guards see the

party, one will run inside and the other will go for cover behind a gutted out ground car. After two rounds, 6 more experienced NPCs with 7mm Assault Rifles will come out of the building and get under similar cover. If the party defeats the natives, they will see that the warehouse is nearly empty and was being used as their base or home. Nothing of value will be found inside.

False Warehouse 3 (G-227)

This warehouse is presently being used by a family of hijacker type animals. Inside the party will find 8 full grown hijackers (200 kl; 26/26 hits; claws and teeth, 1d6+1 damage, 8 to hit, pen 1; short range weapon; 4F 9A; 38S) and 4 pups. The pups are defenseless. Other than bones, there are no items of value in the warehouse.

False Warehouse 4 (G-107)

As soon as the party enters this warehouse, they will be attacked by three Virus infected ICAM AN-427 Security Robots. These robots are infected with "God's Will Be Done" and want to eradicate all humans. Unfortunately for them, their power cells are shot and they must stay attached to the fusion generator in the warehouse by means of heavyduty power cables. These cables will take 25 points of damage to sever. If a cable is severed, the robot attached to that cable will deactivate. It will take a difficult:observation roll to notice these power cables in the middle of a firefight. It is more than likely that the party will notice the cables after the battle.

False Warehouse 5 (G-617)

When the party approaches this warehouse, it is apparent that it has already been gutted. Even a quick search of the warehouse will show that anything of value had been removed years before.

False Warehouse 6 (G-427)

When the party enters the warehouse, they see that building is worn down with neglect. Unless the party is cautious upon entering the building, the weight of the party (at least three characters) will cause the floor below them to collapse. The party will fall 10 feet, to a substory. Almost immediately after the party lands on the second floor, the floor will again collapse and drop the party another 10 feet.

Unless the party has some way to climb directly up the 20 feet, they will have to caustiously work their way through this area until they find the stairs on the other side of the warehouse that will get them back up to the first floor. It will take the party 5 rounds minimum to reach the stairs from the entrance of the warehouse. Then they will have to spend 5 rounds getting from the stairs to the exit from the warehouse. Each round that the party moves, each person must make an average:dexterity roll to avoid collasping another section of the floor. If any party member falls through, they will drop 20 feet to the sub basement floor. This is the lowest level of the warehouse. There is nothing of value in the warehouse.

If the party thinks of it, they can easily break through the outer walls of the first floor of the warehouse after they reach the stairs.

The Correct Warehouse (G-197)

Once the party finally discovers the warehouse, they will see that it has been carefully sealed and appears totally intact. It will be a formidable:electronics/lockpick task to enter the warehouse. Inside the warehouse there are 54 crates with the identification numbers that the party was given. Each crate weighs 200kg and is slightly larger than a coffin (1m x .5m x 2.5m) and has a volume of 1.25kl. The power supply

for the warehouse has been kept going all these years by back-up fusion generator connection to the water mains under the city.

Shortly after the party discovers the crates, they will be attacked by two PR-317 police robots. After the party has destroyed the robots, they are free to remove the crates. There is nothing else of interest in the warehouse.

If anyone happens to pay attention, they will note that this warehouse was owned by Ling Standard Products, one of the largest manufactures of robots in the Third Imperium.

Return to Sholl/Zandor

On the return trip, if the party decides to inspect the crates, they will discover that each crate contains one Ling Standard HM-302 robot and spare parts. Each robot appears to have never have been activated. If checked, however, each robot has a virus egg (Type 2A, destroyer) stored within its memory awaiting activation. There is no doubt that the party will be extremely concerned with this information.

If the party confronts Zandor with this information he will claim that he is going to sell them to RCES and that is his sole reason for wanting them. If the characters press the issue, Zandor will become persistant and will raise his offer to Cr30,000 per crate.

If the party decides not to allow Zandor to take the crates, he will attack the party. If he is on-board Sholl, three PR-317 police robots will come out to assist him. His intention is to make the party surrender so he may get the crates. He will avoid damaging the crates if possible. If Zandor is on board the party's ship, he will retreat to his ship and then Sholl will attack the party with its three 80 Mj laser turrets. Sholl's intention is to disable the party's ship, and then have its three PR-317 police robots board the party's ship and kill the party. If Sholl disables the party's ship, but the party defeats Sholl's robots, then Sholl will retreat away from the party's ship and attempt to "hole" the ship. If the party is able to board Sholl after the robots are dead, Sholl will have Zandor attack the party will his pistols. Zandor is considered an experienced PC for this purpose. In addition, Sholl will attempt to damage the party by altering the gravity and lighting in the area that the party is in. After Zandor is defeated, Sholl will claim that it surrenders. At that point, it will increase the pressure inside of the ship and wait for the party to get near one of the airlocks. Once there, Sholl will open the airlock and immediately jump out of the system.

If Sholl is allowed to take the crates, it will eventually be successful in its plans and there will be 50 more sentient robots in the universe and Sholl will be able to maintain itself without the need of humans. No doubt, Sholl will be back to "haunt" the players in the future.

Ling Standard HM-302

This light weight but extremely intelligent robot was used in place of a human servant in a variety of services. The outer casing of the robot is covered in a synthetic skin that makes the robot appear human from a distance. Anyone within 10 meters of the robot, however, can see that it is in fact a robot and not an actual human.

The robot is designed so that it can do any job that a human can do and wear or use any device suited for a human.

It uses the Biped column of the Personal Hit Location Chart.

Com Move: 10/10   *Armor Values:*
Endurance: 100 hours   *Head/Arms:* 5/5
Initiative: 6   *Chest Abdomen:* 5/5
Intelligence: 6
Command: High Auto
Assets: Observation 16, Voice Recog 12, Computerx16, two additional skills at 16 determined at time of purchase
Electronics: 2xWSV eye, 2xHigh/Low Freq Ear, Radio, Tactile, Odor Emitter, Data Socket
Mass: 785 kg   *Travel Move:* 5/5
TL: 13   *Cargo:* none
Price: MCr 3,811,911
Fuel Type: Electricity
Mnt: 1

Damage Record
Sight/Sensors: Video Eye ___ ___, Audio ___ ___, Odor Emitter ___
Communications: Radio ___, Voder/speaker ____
Power Plant: ___
Fuel (% Consumed or Destroyed) ___ ___ ___ ___
___ ___ ___ ___
Suspension: Minor Damage ___, Immobilized ___

Arm	Lift	Hit	UMD	Wpn	AMD
Left	500 kg	11	1	_	_
Right	500 kg	11	1	_	_

The Izrats Kriezhlas Unity
by David Thornell (with Grant Sinclair)

The following comes from the History of Draj Orshtiel (First House) on Anchli, as collected by Archivist Shtivats jir-Vretsdriezh. This special collection presents a history of the Vlazhdumecta Izrats Kriezhlas from before the first landing.

Our race is the Vlazhdumecta. About 6000 years ago, our ancestors had a flourishing commercial empire in Afachtiabr sector. Over the years, their empire expanded beyond Afachtiabr and soon the ships of Draj Orshtiel arrived in Yiklerzdanzh, seeking new frontiers. They settled Anchli and the ships of other Houses followed and more systems were colonised.

Tragically, our Afachtiabr civilisation fell, leaving us as the last remaining Vlazhdumecta state. We have broken with the past and we now call ourselves the Izrats Kriezhlas - the "People of the New Beginning".

PHYSIOLOGY

We of the Izrats Kriezhlas Unity are near pure Vlazhdumecta (see TTC 8), though we now refer to our race as the Izrats Kriezhlas. There has been enough interbreeding with Zhodani to alleviate the worst of the biochemical problems, but we are still recognisably Vlazhdumecta.

SOCIETY AND CULTURE

Government: The central ruling body of the Izrats Kriezhlas is called the Izh Kriezhlal, a term sometimes used for the name of our state. It is comprised of an upper (House) council, and a lower (planetary) council.

Each house has representatives in proportion to its size. The lower council, representing planetary holdings, currently has 216 members. The upper council, representing each House as an entity, has 44 members. This includes 2 representatives of the Zhodani Consulate, who have Great House status due to the amount of Zhodani investment that remains even now.

Our state is generally known as the Izrats Kriezhlas Unity, or just "the Unity".

Our symbol is a blue droplet of water containing stars. The water droplet is a reference to a basic teaching in philosophy; just as a droplet of water can hang on, seemingly defying gravity, so can the proper frame of mind allow a person (or a state) to endure and overcome any hardship.

Design Techniques: To the Izrats Kriezhlas, form is as important as function, so manufactured items must be pleasing to the eye. Although the price is higher, our quality goods are able to compete well at the "high-end" of markets in any human state. Conversely, items from other states need to meet this standard to have success in our own markets. This has been a problem for the few attempts by companies of the Meichntid Ibl (a rival Yiklerzdanzh state) to establish trade links.

Tattooing: A practice still common in the Izrats Kriezhlas, although seldom found in other descendants
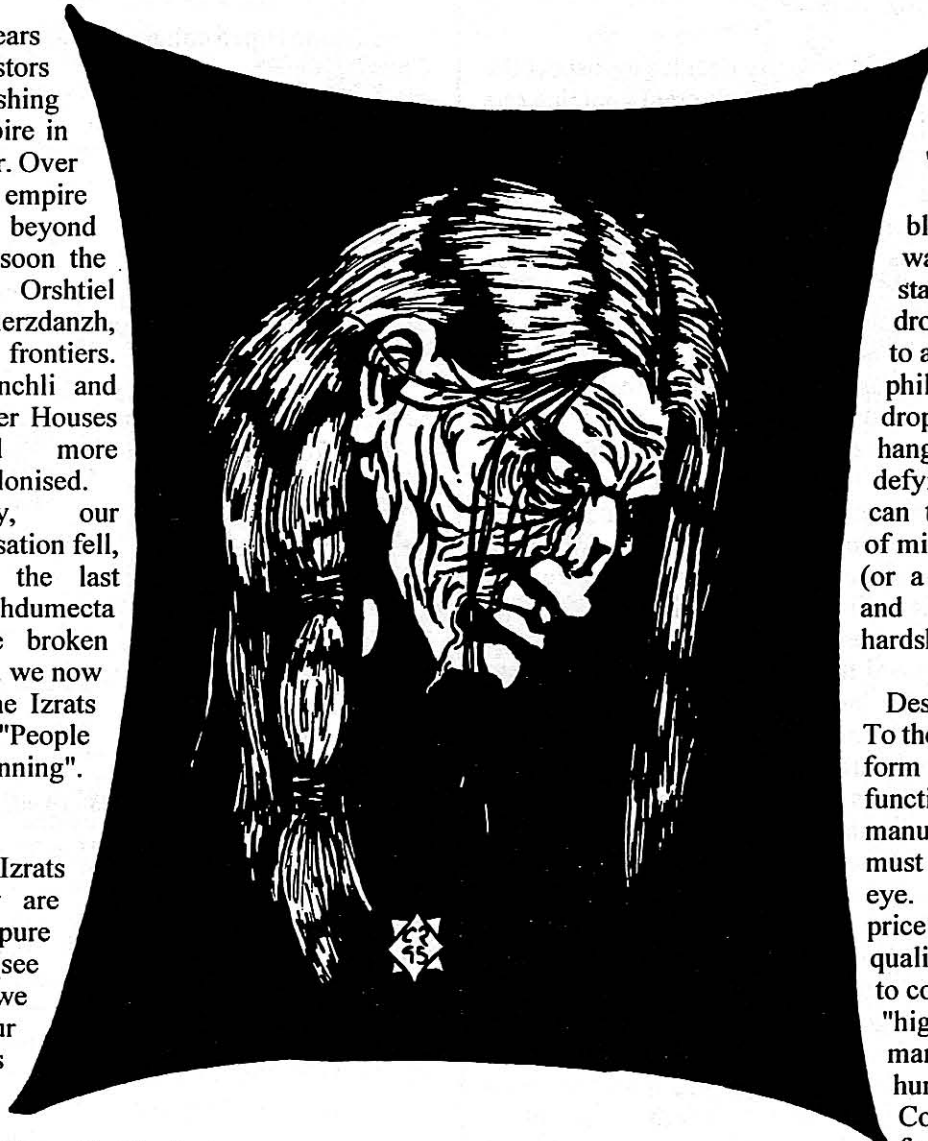
of the Vlazhdumecta. A person's occupation, ranking, and history are marked in small glyphs, usually located on the upper cheekbones, bridge of the nose, and forehead. The position, size and detailing of these glyphs all hold particular historic significance.

HISTORY

About 6000 years ago, our ancestors were contacted by the Zhodani. Already possessing a moderate tech level, they were able to use the secret of the jump drive obtained from the Zhodani to colonise much of Afachtiabr sector.

At about the same time as the Zhodani were becoming concerned about the Vlazhdumecta, a multi-House effort established the first Vlazhdumecta colony in Yiklerzdanzh. The Anchli system was chosen, since it was a desirable world, near the centre of the area intended for the spinward spur of the Vlazhdumecta Colonisation Sphere. It was also a long way from the secession wars of the Meichntid Ibl.

Other Houses started their own colonisation efforts, but House Orshtiel was left as controller of Anchli after several minor skirmishes. A number of other nearby worlds had just been settled when the Vlazhdumecta Colonisation Sphere began to collapse. When it was realised that the end was near, the last Vlazhdumecta in spin/rimward Afachtiabr with the capability to do so consolidated in the Yiklerzdanzh colony. By -4900, the link to the Yiklerzdanzh colonies had been long abandoned.

Forced to cooperate to survive, the Yiklerzdanzh colonies chose the only model they knew for a successful interstellar state - the Zhodani Consulate. Massive changes in House power structures developed, with the attempted control of top levels in society.

Even with the most desperate efforts, the colonies simply had not enough time to be able to continue independently. By -3500, most worlds had regressed to a weird combination of TL 3, with touches of homegrown TL 5-6 in specific areas, and the rare occurrence of ancient, unreliable TL 8-9. On worlds where Houses were mixed (most are single House worlds) they had settled in for the long term, with occasional sniping. Some Houses merged - some disappeared. Some records were kept of the past, but most were lost, and the records that did survive generally related to the time since settlement, or were thought to be of use for immediate survival needs.

Fortunately, this was the nadir of the collapse. The populations of most worlds had been able to expand despite the falling technology, due to the favourable ecologies of the worlds selected for initial colonisation. Their economies stabilised and then began to expand. Innovation could and was supported, assisted by the knowledge that had been preserved in our libraries.

Around -2700, Qrazhazhjal reachieved TL 9 and recontacted Itsplanzhikar and Anchli. It was decided that sundered Houses must be rejoined and a dozen systems were united by -2500.

In -2400, a Zhodani survey ship arrived at Itsplanzhikar. There was some initial hostility because of old memories but our ancestors needed all the help they could get. The Zhodani were particularly pleased by the government structure that so closely resembled their own and the Unity was eventually convinced that true friendship was now possible. The society structure (i.e. highly structured, rigid society comprising various Houses with nobles at top and serfs at bottom) was very amenable to the Zhodani form.

By -2280, the two states were very close. Zhodani investment had given a boost to the local economy that allowed full recovery from the fall and the Zhodani had gained a buffer state. To seal the arrangement, the Zhodani offered jump-2 and 3. With consent of both sides, immigration from the Consulate was encouraged, from all social strata. Psionics was used by all levels of society but was strongest (and most erratic) in the House nobility.

Starting around -2000, the Houses institute breeding programs with Zhodani assistance. The aim was supposed to be to eradicate wildcard psi powers and to finalise stabilisation of Izrats Kriezhlan biochemistry. However, the Zhodani actually wanted to eradicate psi at lower levels and strengthen it at higher.

In -1685, the first war started between the Zhodani and the Talpaku Communality (a Yiklerzdanzh non-human minor race) and some of our own forces went to Zhodani space to help with the defense. The Talpaku were left unaware of our existence, which was in our best interest, since our state was still not in a position to defend against a major invasion.

By -1600, we had achieved homegrown TL 11 on several worlds. The Unity then spanned almost 20 systems, including some in Fulani sector.

Around -1000, we became a formal Client State of the Zhodani Consulate. By -200, the relocation project was complete, with almost 5% of IK population Zhodani (mostly in upper classes). The Zhodani believed that they had completed shaping the Unity and felt comfortable turning their political and military attention elsewhere.

The Unity was left alone for many centuries, until the Zhodani military regained interest in the leadup to the First Frontier War. The Zhodani established a number of military and naval bases as a bastion to trailing and rimward. Many young people joined up to fight with the Zhodani in this and the later Frontier Wars. The Unity became inward looking during this time and actually contracted a little around 900.

This more distant political relationship changed with the Rebellion. Freed of the need to watch the Imperial border so closely, the Zhodani again became interested in closer control of the Unity. This was seen as an advantage to both states, but proved ill-fated. Students began to agitate for independence and popular opinion

changed as these students grew older.

The final blows to Zhodani influence came in 1160 with the S'raak War (a widespread conflict within Yiklerzdanzh sector). Even political conservatives disliked the massive withdrawal of Consulate and local forces, leaving the Unity only lightly defended against possible Talpaku invasion (which, fortunately, never came). Public opinion was shaken further when many ships and lives were lost against the Meichntid Ibl. Finally, Zhodani prestige was shaken with the result of the war and the need to replace the old trade route.

Now, we are an independent state, still with cultural ties to the Zhodani, but no longer wishing to be

Zhodani enemies, but it is possible that relations will now improve.

Carillon Harmonies: The Unity and the Carillon have had fairly warm relations, particularly as a result of the Carillon assistance that led to the Vlazhdumecta anagathic.

Meichntid Ibl: The Meichntid Ibl displays an arrogant, superior attitude to the Unity and our people, who the Meichntid Ibl wrongly see as being a lower order "easybeat" race of humaniti. An example is the recent series of popular Meichntid Ibl holographic movies, featuring a villainous Zhodani with a bumbling Izrats Kriezhlas sidekick. If this were not bad enough, the sidekick was named Orshtiel, a great insult to the name of our founding House.

Of course, their attitude has also been coloured by the fact that the Unity has generally been pro-Zhodani, the Meichntid Ibl's great enemy.

controlled by it. We are much happier with the situation and have begun to relax more and enjoy life, though some say that this has resulted in some stagnation of society. Recently, there has been a renewal of interest in our origins, and some have travelled to Afachtiabr to contact such Vlazhdumecta who remain. Tragically, it seems that even more of our culture has been lost in Afachtiabr than in our own settlements.

RELATIONS WITH OTHER YIKLERZDANZH STATES

Zhodani Consulate: The Unity has always been close to the Zhodani, and were a formal client state for over two millenia. The Zhodani are still our closest ally, with the replacement major trade route now established and with naval bases still jointly operated with them. The bases with Zhodani codes and symbols are jointly operated; the remainder are smaller and operated solely by the Unity.

Talpaku Communality: The first trade/diplomatic mission to the Talpaku Communality (in -1230) was a disaster, but the second mission (in -120) fared much better. Relations have never been better than cordial, since the Talpaku have always been our own and

The Regency: A small Regency consulate was established in the Unity in 1196. Discussions with the Regency diplomats continue, but no policy on relations has yet been formalised. The people of the Unity are a little tentative, since volunteers joined several of the Frontier Wars against the Imperium, fighting under the Zhodani flag.

IZRATS KRIEZHLAS CHARACTERS

Character Generation: Izrats Kriezhlan characters are generated as if seven-eighths or better Vlazhdumecta blood (see Vlazhdumecta article in TTC 8).

Anagathics: Normal anagathics have little effect on the people of the Unity, due to biochemical differences.

Fortunately, assistance from the nearby Carillon Harmonies resulted in the development of a modified version several centuries ago. These have the normal effects according to the game system in use, except for TNE, where a 2 is added to the 2d6 roll for the Anagathics Side Effects table (i.e. side effects are more severe when they do occur).

These special anagathics are at normal prices, but can only be purchased from Unity or Carillon worlds.

Izh Kriezhlal (Yiklerzdanzh Subsector O) as at 1201
By David Thornell with Grant Sinclair

Frikriyip (2334) has a research station examining a "native" lifeform there. A number of surprising discoveries have been made. Special facilities, rated starport class A, exist as part of the Zhodani naval base there. These are not available to passing traffic.

Soyayt (1931) has a well organised population of Droyne that has always refused human colonisation. A garrison is present to deter invasions and pirates.

WORLDS OF IZH KRIEZHLAL SUBSECTOR

Zhdamonzhdranj (1735) is a fairly isolated tidally locked world, colonised about 500 years ago. It has a C class starport to cater for jump-3 traffic passing from coreward to spinward, but traffic has decreased to the point where it may be downgraded to class D.

There is little reason to visit the mainworld, which is governed from Chedraz (1738). The entire population of 3,220 live in a single city, Dranjstol. The
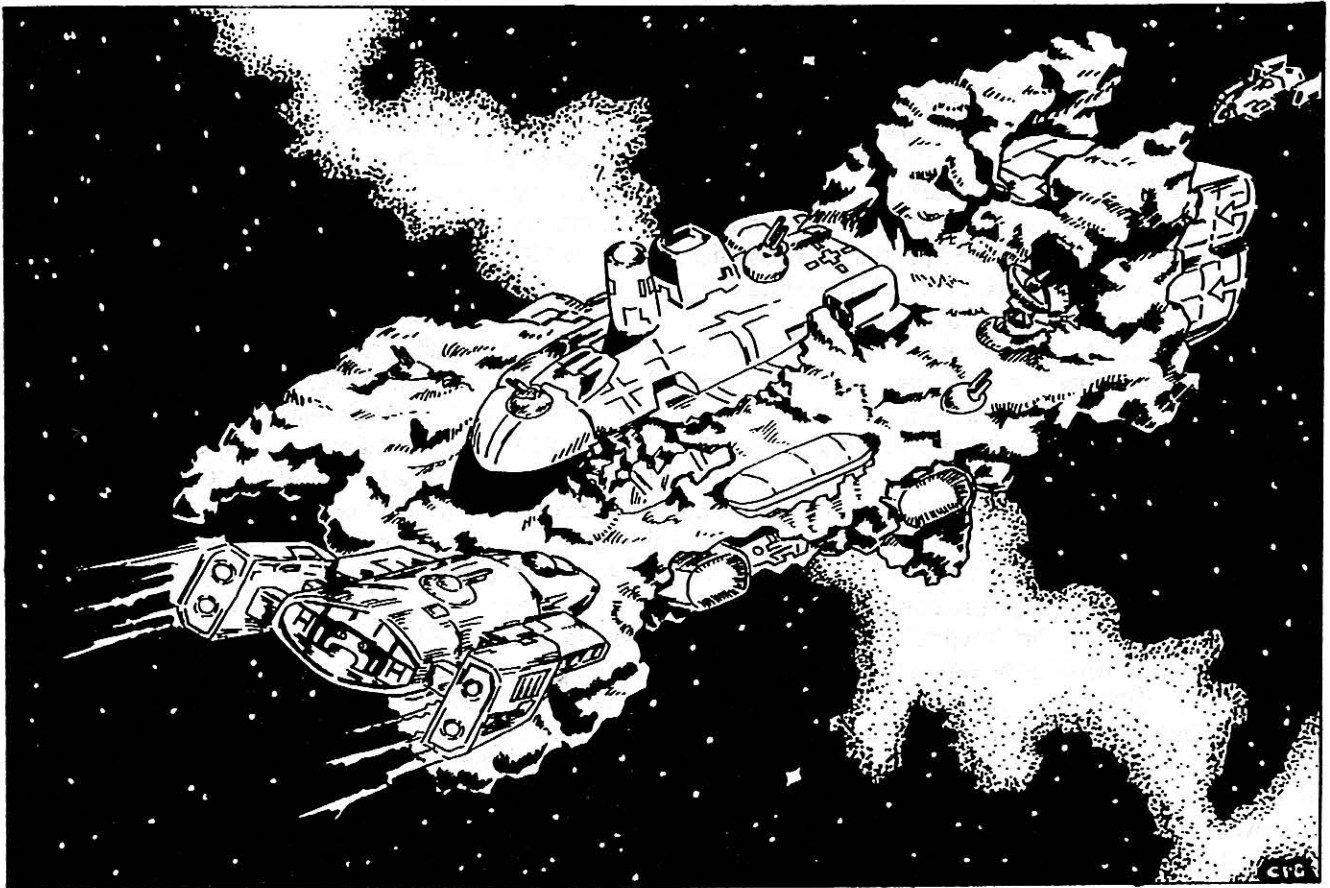
Zdansiyner (1831) has been a red zone since first surveyed, due to the high percentage of carbon dioxide in the atmosphere. The atmosphere is poisonous to humans and even most filter masks cannot cope with the strong taint. In addition, the increased albedo has resulted in a base surface temperature of about 100 degrees Celsius. Apart from the obvious effect on unprotected human skin, the huge oceans constantly boil off at the equator and condense at the poles, in constant torrential rain. Fierce ocean currents stream from the the poles to the equator, to replace boiled off water. For obvious reasons, wilderness refuelling is best done at the gas giant.

population either work in the starport or in the mines that provide the only trade for the planet. Tattooing of occupation on the face is universal here (a custom common to the Izrats Kriezhlas). Due to the nature of the posting, the entire population is provided with free food and clothing.

Chedraz (1738) appears from the normal stats to be a pleasant world, but is actually quite unusual due to the very long (97 standard day) retrograde rotational period, high gravity (1.8) and small axial tilt (17o 34' 26"). The base surface temperature is 24.3oC, but actual temperatures soar during the day and dive during the long night.

Chedraz was on the verge of extinction after the initial collapse of the Izrats Kriezhlas Unity, due to difficulties in coping with the temperature extremes and certain native lifeforms. Only after Zhodani recontact were the problems solved, and the population has had a high regard for the Zhodani ever since. The population still believes that the Unity should remain a Zhodani client state and considered seceding from the Unity to remain part of the Zhodani Consulate (in the end, practicalities led to a decision to remain part of the Unity). The high regard in which the Zhodani found themselves here led to this world being the most popular for Zhodani settlement, and so there are twice as many racial Zhodani here as elsewhere in the Unity.

All citizens are required to spend a year offworld before starting their career. In this way, they gain expertise and exposure to other ways of working.

The unusual landscapes and lifeforms that have evolved to cope with the temperature extremes have led to the world being a popular leisure destination.

Noche (1740) has considerable industry, leading to the pollutants which taint the atmosphere. Although it is a cool world (base surface temperature 1.5oC), there is native life. People live with their extended families, rather than alone. There are no cities as such, as each House has extensive holdings where all of that House live and work. There is little interaction between Houses, except at the starport. This has led to many genetic interbred traits, so it is now a requirement that people must undergo an extensive genetic analysis before marriage is allowed. In family life, the adults are given food and the children eat what is left over.

Brozh (1838) is a small, barren system without major House presence. The "mainworld" is a 0.1 AU wide planetoid belt in orbit 2, being 30% nickel-iron, 60% stony and 10% carbonaceous/ice. Bodies are predominantly in the 5-50 km diameter range.

Most (90,000) of the 125,000 people of the Belt live in a large O'Neill colony called Brosh-Drazhlish, hollowed out of a 25 km long and 4 km diameter planetoid over 1,000 years ago. Numerous "farmsteaders", loners and others live scattered across the Belt, coming in to trade perhaps once or twice per year. Although close to the Unity's core worlds, this system has a frontier feel. Some people have been extensively geneered to live in the Belt and these dominate certain occupations. Privacy is highly prized, since this was rare in the past (when the population of the Belt was much higher). Zero-G sports are so popular that virtually everyone takes part in at least one. It has been said that the participation rate and fervent following of the sports make them more a part of the culture than a leisure activity.

Itsplanzhikar (2035) is one of the first settled worlds of the Unity. With a temperate climate (mean surface temperature 21oC), the only original problem was lack of native life. Over the millennia, introduced species have solved this problem and also helped maintain a standard atmosphere. The addition of life, plus an attractive ring system in a close orbit, makes Itsplanzhikar such a striking sight from space that visiting ships always display it to their passengers. The ring has the disadvantage of making orbital operations difficult, so the main facilities of the starport are on its second moon. All trade, customs and immigration is channelled through this facility.

Itsplanzhikar is still one of the most technologically advanced systems in the Unity (and the sector). In order to continue this advancement, academics are required to consume "smart" drugs, to enhance their thought processes.

Qrannienzh (2040) was also one of the first settled worlds, though why it was settled so early is now a mystery. It has a dense irritant atmosphere (surface pressure 2.4 standard), a massive ocean (consisting of an atmosphere related chemical mix) that covers 99% of the surface and a mean surface temperature varying from 45.3oC to 70.3oC (the higher temperature being when the planet comes into conjunction between the two stars.

Everyone wears protective clothing at all times, in case of an environment breach. The constant worries about breaches (though these are now actually quite rare) have led to numerous superstitions, such as breaches occurring more often at conjunctions. There is also a fear of being outside, so virtually all external operations are performed by remote controlled robots. As an added safety measure, everyone works as part of a team, with each person relying on the other members. The emphasis on teams has led to people of a team socialising together outside of work and to marriage taking place only within a House. Many clubs prefer to operate clandestinely, since members may be discriminated against for spending too much time away from their fellow team members. Some of these clubs are actually convenient fronts for secret societies.

Qrazhazhjal (2137) was another system settled in the early days of the Unity. It is now a busy, thriving system which has the honour to be the capital of the Izrats Kriezhlas Unity and the site of the Great Common - a meeting hall the size of a large city. The main hall has a door almost 70 metres high, the main room is almost 500m high and several kilometres across.

It is believed by inhabitants that the Izrats Kriezhlas tradition of tattooing occupations on the face started here, though other systems dispute this. The inhabitants are all well off and love to display their wealth in ostentatious ways. People have extravagant quarters and conspicuous consumption, and there is a project to link the beanstalks that link the downports

with their orbitals into a huge, artificial "ring".

The world is not as pleasant as some Izrats Kriezhlas worlds, but is quite habitable with acclimatisation. The main problems are the cool climate (base temperature 3 degrees C), lack of water (hydrographics 33%) and short day (rotational period 14 hrs 30 minutes).

Eleshtepri (2138) is a pleasant enough world, but is considered by the rest of the Unity as being just a bit too lacking in everything. The atmosphere has just too low an oxygen percentage for it to be readily breathable, the hydrosphere is just that bit too great (84%) for a small world to have enough land for a large colony, the surface atmospheric pressure is a little too high (1.3 standard) to be pleasant, most of the land happens to be in hot equatorial latitudes (base surface temperature 24.3oC) and the native life is just a little too primitive (being in a "Cambrian" stage of early/mid aerobic development). The people of other systems use the word Eleshtepri to describe something that is almost but not quite good enough, which greatly annoys the locals, who disagree with all these assessments. Most of the locals are sufficiently acclimatised to the conditions that they can survive outside without a mask for several days, particularly if no strenuous activity is performed.

The world has more traffic than the starport would suggest, as it is a jump-2 connection between core and rimward. Unfortunately, the locals cannot afford to improve the starport and the reputation of the system (justified or otherwise) prevents off-world finance being made available.

Anchli (2140) is another of the first worlds, selected due to it being quite habitable without artificial assistance (though with a base surface temperature of 3.5oC, it is a little colder than the ideal). Anchli is high density, leading to a surface gravity of 0.8 standard. There is native life, but only those born on the world seem to find it tasty. An example is the dish called Vratsilshid, which is extremely popular locally but found vile by virtually all visitors.

The population density is quite high (7.13 billion on a small world) but people get along due to their great tolerance for others. The government encourages this by such measures as forcing people to learn to live together by prohibiting short marriages.

There are a great many schismatic groups, many of which have unusual customs. In fact, the population has a reputation for consistent in only one thing - inconsistency. The rest of the Unity considers the locals to be a little strange, perhaps a little too interested in unusual philosophical concepts, but Anchli has enough political and economic influence to be unaffected by such views.

One example of an unusual custom is that some political groups have extended the tattooing custom to dye their hair the same colour and style. This has led to these political groups being known by their hairstyles - the Emerald Mohawks being an example.

Another is the filling of certain government jobs by lottery. All citizens are automatically entered, even criminals and those in mental institutions, with the winners having an interesting, influential and well paid job for a year. Those who perform well are in great demand by industry after their terms have ended.

The Ancients Site is near the single major ocean. There is a maze of tunnels found in a granite outcrop, with numerous empty chambers. Near the centre was found a strange device made of unknown metal, somehow fused with the granite. The device turned out to be a functioning stasis chamber, the principles of which (despite long analysis) remain a mystery. When Kish alv-Ranchie, Anchli's greatest artist, contracted a terminal variety of brain cancer in 200 Imperial, it was decided that such talent could not be lost. She was immediately interred in the stasis chamber, where she remains to this day. Several of her works (those on impermanent media) were interred with her and it was later decided to make the facility into an art gallery. The gallery specialises in the work of Kish and those influenced by her, but has quite a variety.

The only child of Kish alv-Ranchie died tragically shortly after her mother was interred and is buried outside the complex. The site is a pretty one, and there are several kishik here.

Referee: Recently, a criminal mastermind with a greatly inflated idea of his own significance to the universe contracted an incurable disease. His plan is to send a team in with a huge plasma cutting torch, to remove the stasis chamber (and the whole room, if necessary) from the surrounding granite. He then intends to remove Kish from the chamber, have her paint suitable portraits of himself until she dies (since none he has ever commissioned has ever "captured the essence of his astronomical intellect"), then use the stasis chamber himself. He will attempt to throw the blame onto another group, but is yet to decide which. He knows how to operate the stasis chamber (a secret), thanks to the success of recent blackmail.

It is left to the referee to decide the homeworld of the criminal; he could be local, or from a nearby world, such as Sitiefladr, Forday's Fortune, Dushegadaar or even a world in Wyld Worlds subsector. He has access to more money and resources than anyone the local police has ever faced, so he has every chance of success. This could be the first of several encounters with this person and his organisation, or a follow up to a previous adventure of the referee's design.

Shtansh (2239) is an unusual system. The three stars, called Zod, Yerosh and Veritl, have the dubious distinction of being named after the Zhodani equivalent of John, Jane and Spot. The world has a short rotational period (17 hours 18 mins) but this is largely irrelevant, considering the axial inclination of

72o 44' 57". Mean surface temperature is 36.4oC, but temperatures vary widely with the length of the "day". The native life tends to be migratory, use hibernation or is simply very hardy, to cope with the climate. The single satellite Tlalosh is also habitable and has been used for farming for millennia.

Until 24 years ago, the mainworld was classified as C887786-8. Then a small uprising became a full scale war between two minor Houses, ending after atomics and biologicals were used. The atmosphere is now tainted with pollutants and diseases from the war. The Unity stripped both Houses of all their assets and used these to assist the survivors. Tens of thousands of people have been housed in refugee camps on Tlalosh, but there are still about 227,000 people on the mainworld. A starport of sorts still exists, which sees more shipping than the starport rating would normally suggest.

The experiences of the war have greatly affected the people, but each in different ways. Some regions (such as those near the starport) are friendly enough, but many are xenophobic. Most communities have been forced to compete with others to survive, and there is still raiding and the like between them.

Tliadrstatl (2439) is a high density world, leading to a surface gravity of 1.8g. It is otherwise a pleasant world (mean surface temperature 18.5oC) and features native life.

Tliadrstatl is owned by a single House, which gives the House great influence, given that the system has long been the subsector capital. The system has long been interested in immigration and so there is a larger than normal population of non Izrats Kriezhlas. Most of these are Zhodani and Imperials, though there are even some Aslan and Vargr.

Recently, the House has instituted isolationist policies and has prohibited offworld contact for the non Izrats Kriezhlas. This has fuelled racial tensions which previously did not exist, leading to increasingly fervent demonstrations, which occasionally deteriorate into riots. The Unity has threatened to move the subsector capital if the policies continue, but there has been no change as yet.

Children are named after living relatives, which can be confusing to visitors.

Sashero (2440) is a tidally locked world, mostly inhabited in the low- to mid-latitudes of the day side, where the temperatures are more amenable than the twilight band (where the base surface temperature is - 2.9oC).

It is a backwater planet and the people like it that way. There is little House presence. Sashero concentrates on primary industries and exporting ores, non-metals and agroproducts. Agriculture is difficult (due to the temperatures) and the need for agroproducts for export and economic survival means that even the low population (535,000) is not always well fed.

The custom of tattooing is taken to such an extent here that there are unusual body alterations required at several critical ages (e.g. puberty, adulthood). Some merchants who travel here like to apply temporary tattoos or other skin markings, so their customers feel more at ease when dealing with them.

Sashero regards itself as the home of serious body art (where the human body is used as a canvas by artists) and these services do provide a small source of foreign earnings.

Due to poor public management, criminals must be housed and fed by their relatives. These criminals have special transmitters surgically implanted, so that authorities can ensure that they do not leave home.

There are a higher number of non Izrats Kriezhlas living here, but the groups are not well integrated. In fact, a special language has had to be developed for political groups, so that the world government can function.

Referee: (1) Unsuspecting medics serving aboard visiting merchant ships are sometimes approached or even kidnapped to remove the transmitters.

(2) Although Sashero long ago lost primacy in body art to those on more highly populated and affluent worlds, there is a small group of artists who, over the last few years, has begun to produce excellent work. These are not well known even on Sashero, but a visiting character with appropriate skill may well notice examples of their work.

Izh Kriezhlal - Yiklerzdanzh Subsector O

The people of the Izrats Kriezhlas Unity (allegiance code Iz) occupy twelve of the fifteen inhabited systems in this subsector. The subsector capital is Tliadrstatl (2439) and the Izrats Kriezhlas Unity capital, Qrazhazhjal (2137), is also present.

Name	Hex	UWPs	Base	Comments	Zone	pbg	Al	Stars
Fafrekolefransh	1731	X000000-0		As Ba		040	Na	M5III
Zhdamonzhdranj	1735	C100363-9		Lo Ni Va O:1738		350	Iz	K2II
Chedraz	1738	B7678C9-8	I			920	Iz	K9III DM (Cl) DM (8)
Noche	1740	B241595-B	X	Ni Po		830	Iz	G1V DM (Cl)
Zdansiyner	1831	X799000-0		Ba	R	001	Na	F7V
Tliebrenzh	1832	A97A78A-C	Z	Wa		410	Ic	K0V
Brozh	1838	C000516-B		As Ni		140	Iz	M3V
Soyayt	1931	C687675-7	Q	Ag Ni Ri	A	102	Dr	F8V
Itsplanzhikar	2035	A358786-E	I	Ag		341	Iz	F7V
Qrannienzh	2040	C9AA589-C		Ni Fl		711	Na	G6V DM (3)
Imazhianztsied	2131	X436000-0		Ba		030	Na	M5V
Qrazhazhjal	2137	A984AC9-E	X	Hi Cx		222	Iz	M3V
Eleshtepri	2138	E478537-7		Ag Ni		151	Iz	F0V DM (1)
Anchli	2140	A352989-D	Y	Hi Po An C0		731	Iz	F5V
Jonterienzh	2232	X8B3000-0		Ba Fl		010	Na	K3V M7V (2)
Leyins	2233	X000000-0		As Ba		000	Na	M6V M2V (1)
Shtansh	2239	E89756B-3		Ag Ni O:2140	A	220	Iz	M9III DM (5) DM (Far)
Zhieotlizhikl	2332	x471000-0		Ba		000	Na	M6V DM (14)
Frikriyip	2334	E430210-8	Z	De Lo Ni Po Re	A	151	Na	F0III M8V (5)
Tliadrstatl	2439	A7879CE-D	I	Hi Cp		930	Iz	G9V
Sashero	2440	E43359A-6		Ni Po		541	Iz	M5II

The Izh Kriezhlal subsector contains 21 worlds with a total population of 36.973 billion. The highest population is at Qrazhazhjal, with 26.2 billion. The highest tech level is E at both Itsplanzhikar and Qrazhazhjal, while the lowest is 3 at Shtansh. The population comprises about 12% racial Zhodani, 83% Izrats Kriezhlas Vlazhdumecta, 5% other races. Izrats Kriezhlas/Zhodani/Solomani hybrids are usually considered Izrats Kriezhlas.

Worlds generated according to World Tamer's Handbook where applicable and World Builders Handbook otherwise. Note that atmospheric taints generated using WBH, since World Tamer's is intended only for worlds already known to be habitable. Special Base Codes: I is Izrats Kriezhlas Unity Military Base, Q is Droyne Garrison. Companion Star orbit numbers in brackets.

Legend

- ● Water present
- ○ No water present
- ✳ Asteroid Belt
- • Gas Giant
- (dashed circle) Amber Zone
- (solid circle) Red Zone

- X — Zhodani Relay Station
- ◆ — Zhodani Naval Base
- ◇ — Zhodani Depot
- ○ — Independent Military Base
- r — Research Station

- State Capital
- Subsector Capital
- —— "X-boat" routes
- ········ Major J-2 trade route
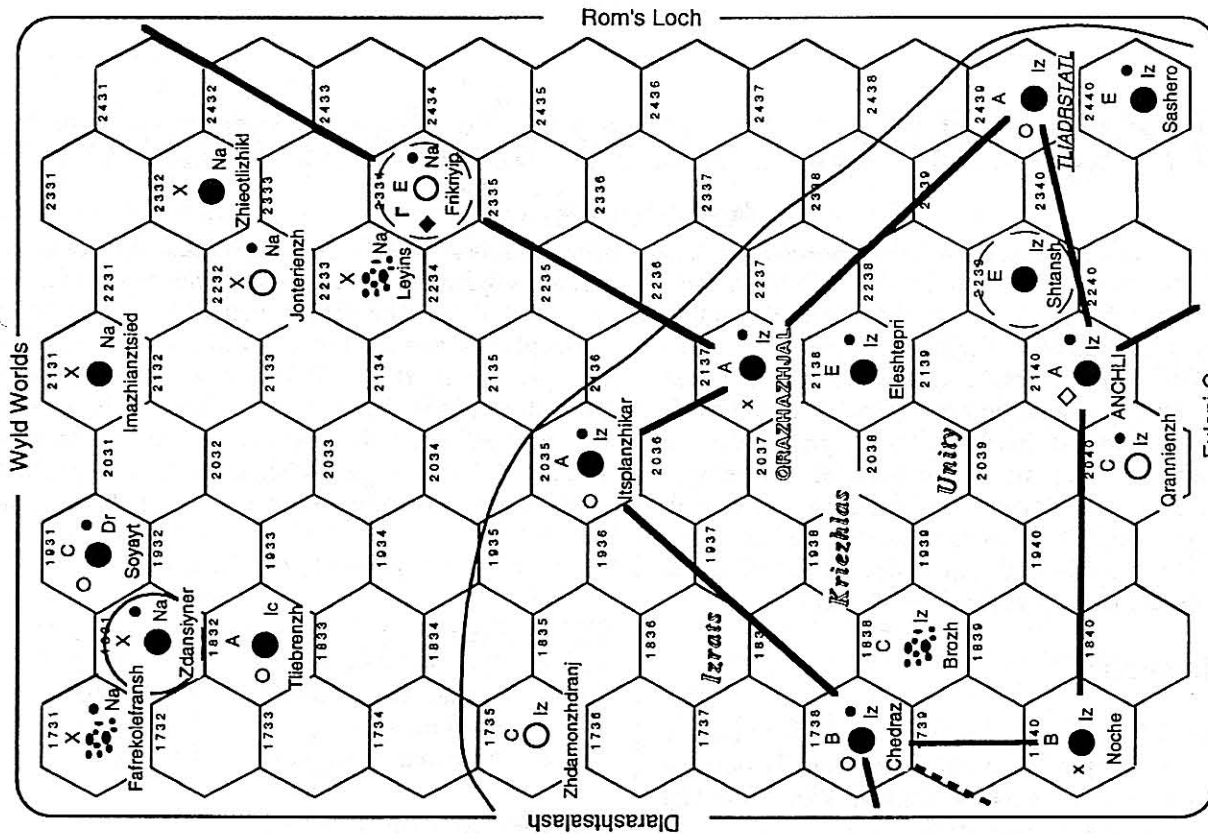
Hardware: New Cybernetics
by Andrew Doull

Cybernetics span the boundary between what is human and what is machine. Cyberpunk explores that boundary. Fire, Fusion & Steel introduces cybernetics into the Traveller universe, and the Virus seems intent on assembling a cybernetic prodigy of flesh and steel. This new cybernetic hardware and options can be introduced in Virus-made enemies of the player characters, in the Regency or other tolerant high technology enclaves or in alternate universes. They extend on the rules and equipment presented in Chapter 12 of Subsystems of *Fire, Fusion & Steel*.

New Headjobs

Eyeball video display: This includes video imaging which is superimposed on part of the visual field, in addition to the basic eyeball display. Video imaging allows video and holo-recorded images to be played back for re-examination without needing a projection device. The soundtrack may be directed through comm receiver cyberears implant.

Eyeball virtual display: The virtual display may be used for video imaging as above, or as a complete sensory replacement of the normally received optic information with a virtual world. The virtual display also requires an implant computer, but allows use of this computer as if a neural jack connection existed between user and computer. Optic information received by the cybereye may be projected into the virtual world if a video recorder is also included in the cybereye.

Flash damper: While cybereye equipped characters have no eyes to blind per se, sudden bright light, and long exposure to bright or harsh light can temporarily overload or damage sensitive cybereye circuitry. This is particularly dangerous on worlds with high levels of UV radiation. A flash damper automatically filters out dangerous UV radiation, and darkens to compensate for high light levels entering the cybereye.

Protected cybereyes: By replacing the tear duct systems and sealing the eye under protecting coating, the cybereye is provided with sufficient protection in very thin and trace atmospheres. When combined with vacc skin, protection is extended to vacuum conditions.

Irritant substances which would otherwise damage the eye, including the constituents of some tainted atmospheres, and the reduced effects of blood agents, are prevented. If combined with filter lungs, the protection against chemical weapons is equivelent to that of a gas mask. Hard protection resembles a tight fitting visor or goggles whereas slick versions use a protective nictating membrane which shuts into place.

Cyber Head Options

TL	Type	No. Spaces	MCr
12/13	Eyeball video display	1	0.02
13/14	Eyeball virtual display	1	0.03
10/12	Flash damper	1	0.01
11/14	Protected cybereyes	1	0.02

New Body Implants

Artificial glands manafacture a specific drug and administer it when bio-chemical messages signal it appropriate. This includes conscious activation. An artificial gland is of 2 tech levels higher than the drug it manufactures and requires the character take dietry supplements which cost 10% of the drug dosage cost every month. Artificial glands never cause an overdose but the drug produced by the artificial gland does contribute to the risk of overdoses with other drugs. A character may not have more than two artificial glands.

Prosthetic organs allow replacement of organs within the body which have been damaged or shut down through age, disease or injury. Fully prosthetic organs allow 1 litre of internal volume of up to 2 kg mass capacity and permits the abdomen to be armoured as the chest. However, dietry supplements are required.

Respiratory modifications:

Compressor lungs: These compress a reduced oxygen supply so that it is breathable. Compressor lungs allow the breathing of a very thin atmosphere provided that eye protection is also available. Compressor lungs are also required if an internal air supply cybernetic implant is to be used, and in this instance also act to replenish the supply when not required. Regardless of the size of the air supply, four hours in a thin to dense atmosphere are required to replenish it.
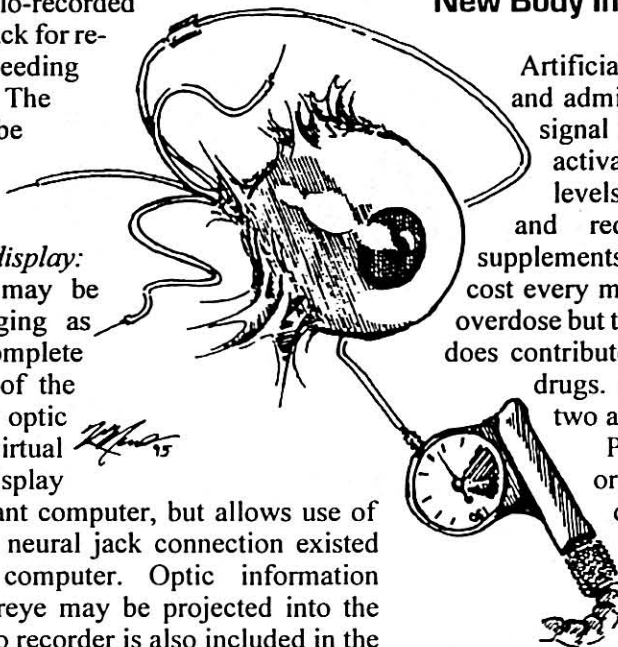
Endurance lungs: By enlarging the lung cavity and improving the efficiency of the lung system and red blood cells oxygen capacity, a significant reduction in oxygen requirements can be made. Endurance lungs extend the endurance of personal life support systems and air tanks by 20%, and double the time that the character may hold their breath. In addition, the physiological effects of atmosphere adaption are one difficulty level easier to overcome.

Filter-compressor lungs: These combine the benefits of filter and compressor lungs. In tainted atmospheres which require the use of the filter, the internal air supply takes twice as long to replenish.

Internal air supply: An internal air supply acts as a reservour of oxygen which is drawn on instead of suffocating. The internal air supply does not protect a character against hostile atmospheres or chemical weapons unless the character may safely hold their breath under those conditions. When combined with
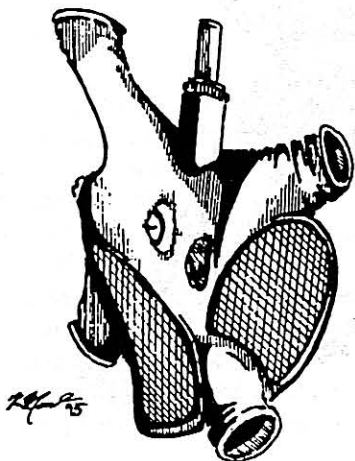
vac skin and protective cybereyes, or equivelent protection, the internal air supply allows operation in vacuum environments. The internal air supply provides oxygen and recycles other gases internally to the system for the duration of the air supply and must then be replenished by compressor lungs. Note that the internal air supply may not be replenished by a closed system such as a personal life support system, air tanks, or limited life support, without reducing the duration of the closed system by this length of time.

Skeletal modifications:
Only one of the following modifications is possible.

Carapace: This modification extends anchor points from the skeleton on which rigid external armour is mounted. This add on is in addition to any subdermal armour but decreases AGL and CON by an amount equal to half the AV of the exoskeleton (Rounded down). Initiative is unaffected. The total CHA

reduction for exoskeleton enhancement is -3. The external armour precludes the use of personal armour while attached.

Double-jointing: This modification gives STR -1 and allows any major joint except the knees, elbows and neck to be slipped out of socket, providing a much greater level of contortion than could normally be expected. Escapes are 1 Difficulty level easier to make.

Full skeletal replacement: The most dramatic of the cybernetic operations involves the total replacement of the skeleton with a much stronger material such as titanium. It gives STR +2 and AGL +2 but CON -3 due to reduced bone marrow performance. Subdermal armour is increased by AV 2 to the head and the limits of hard subdermal armour that may be added to all areas is doubled, each additional AV beyond the upper limit for the tech level costing 0.5 MCr.

Skeletal structure enhancement: This increases overall bone strength and mass and provides additional hardened support at critical stress points. It provides STR +2 and AGL +2 but CON -2 (CON -3 for the hard version) due to necessary reductions in bone marrow and soft tissue mass.

Dermal modifications:
Multiple dermal modifications may be possessed by one character. Use the cyberears table to determine the number of hard or slick options permitted.

Bioluminesence provides the minimal light level above total darkness out to 10m, and a readable light level at 100 cm. Spotting and attacks against a biolumensent target are one difficulty level easier if darkness penalties exist. Bioluminesence is usually patterned so that only part of the skin is bioluminesent, and by covering these areas, will prevent bioluminesence taking effect.

Camouflage skin rapidly modifies its colour content, and that of hair, nails and the whites of the eye, to provide superior camouflage patterning based on the current environment and light level. Rate any environment from 1 to 3, dependent on the light levels and colour range. This is added to the Stealth skill of a stationary target with camouflage skin.

Epidermal armour provides additional protection beyond what subdermal armour allows. Epidermal armour is added to all locations, with hard epidermal armour providing a total CHA -2 penalty.

Filtered skin protects against allergins and poisons which may be skin absorbed by providing a selectively tailored filtering layer in addition to the normal epidermous. Slick versions tend to shed much more skin than normal.

Insulated skin provides specific protection against cold weather environments through insulation, anti-freeze analogue and exothermic processes which heat the body. Protection is equivelent to high-tech cold weather clothing which is heated and insulated. Hard

versions are noticeably furry or hairy.

Morphing skin exhibits a controlled plasticity which allows facial features, gender and skin colour to be changed within the human range. Morphing skin will not survive a detail inspection, but sufficient mallibility exists to assume similar a human shape within an hour, making Disguise tasks 1 to 3 Difficulty levels easier. Morphing skin has only minimal ability to alter the height, weight and hair and muscle distrubution, so typically the initial implant is clean shaven.

Photosynthetic skin supplements the dietry process with chloroplasts imbedded in the epidermis, which manafacture sugars which are absorbed directly into the blood supply. Four hours of rest in daylight is sufficient to halve the dietry requirement of someone with photosynthetic skin. Care should be taken to protect against skin burn.

Body Implant Options

TL	Type	MCr
11/14	Artificial glands	0.050
--/8	Prosthetic heart	0.050
8/10	Prosthetic lungs	0.075
9/11	Prosthetic digestion	0.050
--/10	Prosthetic kidneys	0.025
10/12	Compressor lungs	0.200
11/14	Endurance lungs	0.200
12/14	Filter-compressor lungs	0.300
--/10	10 min. Internal Air Supply	0.020
--/12	1/2 hour Internal Air Supply	0.030
--/14	2 hour Internal Air Supply	0.040
12/--	Carapace AV 1	0.400
14/--	Carapace AV 2	0.600
17/--	Carapace AV 3	0.800
18/--	Carapace AV 4	1.000
9/11	Double-jointing	0.100
12/16	Full skeleton replacement	2.000
11/14	Skeleton structure enhancement	1.000
9/11	Bioluminescence	0.010
10/12	Camouflage skin	0.100
11/14	Epidermal Armour AV (1)	0.100
12/16	Epidermal Armour AV 0 (2)	0.200
11/15	Filtered skin	0.200
10/12	Insulated skin	0.100
15/18	Morphing skin	2.000
11/14	Photosynthesis	0.500

New Peripherals

Compensator Arm: The compensator arm is a full arm replacement which includes an inertial compensator capable of compensating all small arms except plasma and fusion weapons. All equipment for the compensator is included in the arm so that a backpack is not required. Operations which primarily involve the compensator arm are at AGL -1. The compensator arm allows fitting of Protected Cybernetic Components but not Socket Hands. Alternately, the compensator arm and gun arm may be combined by combining the cost and reducing the maximum weight of the weapon in the gun arm by 1 kg.

Gun Arm: The gun arm is a much larger version of the pistol hand which is designed as a permanent implant in the hand and forearm. Hard gun arms are dedicated weapons, and may not be used as hands. An
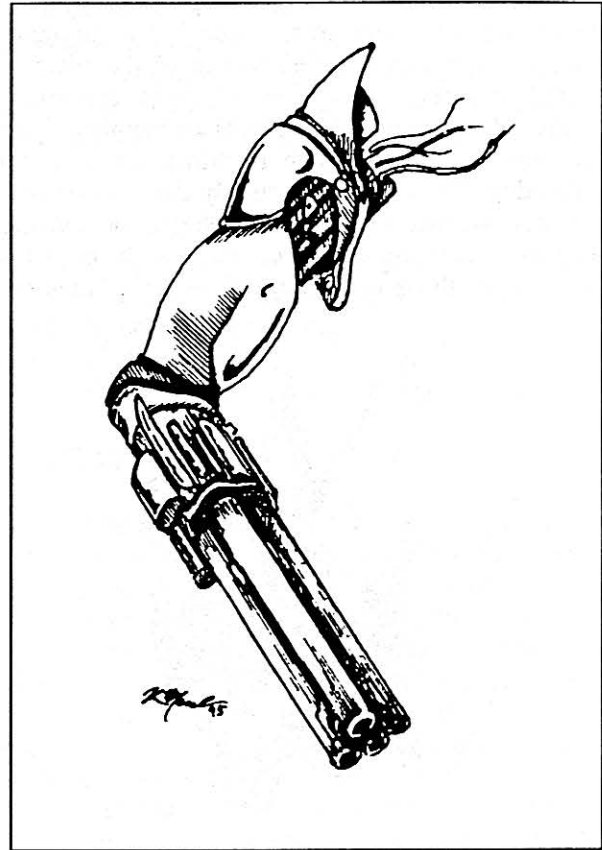
AGL -2 penalty exists in the slight version for operations involving the arm because the weapon barrel prevents wrist and hand flexibility. The gun arm is designed with a maximum weight of 6 kilograms (3 kg for slick weapons), which must include the weight of a stock and ammunition. The price listed is for the attachment equipment and frame only. The design price for the installed weapon must be added to this. The gun arm allows fitting of Protected Cybernetic components, but not socket hands.

Power Arm: The power arm is an advanced cybernetic replacement arm, which is designed specifically for boosting user strength. It mimics the function of the human arm, but unlike the utility arm, is not fitted with a hand socket, to maximise strength performance. The power arm combines the effects of a power hand with an attribute modification of +4 to STR and -1 to AGL for all tasks exclusively or primarily used with the arm. Protected Cybernetic Components may be fitted to the power arm.

No Legs: A character with no legs treats any type of seating, crew station or repair bay as the next grade

more roomy and zero G Environment tasks are one difficulty level easier. This option is sometimes taken by Belters or other characters who are expected to continuously live in a zero G environment. Without a wheelchair (TL 3, Cr300, Vol 1.5/0.5 L, Mass 5 kilograms), the only speed a legless character may travel at is a crawl and all vehicles and power armour not purpose built or equipped with a neural jack is at +1 Difficulty level to use. Additionally, diving blows (Except from above), kicks and throw unarmed maneovours are not possible. Ignore leg hits against such a character, and reduce their mass by 30%.

Peripheral Options

TL	Type	MCr
15/18	Compensator arm	0.200
10/14	Gun arm	0.100
12/14	Power arm	0.100
8/--	No legs	0.001

New Treatments

Treatments may be taken by characters during character generation provided the homeworld tech level requirements are sufficient. Any term a character undergoes treatment, their income for the term is reduced to 0 and they do not receive any secondary activities, even if they would normally receive 2 or more. Treatments may not be taken by characters on a course of Anathgesics. The character may receive a maximum of one treatment a term.

If taken as a treatment during character generation, muscle implants give STR +2 but AGL -2, which may
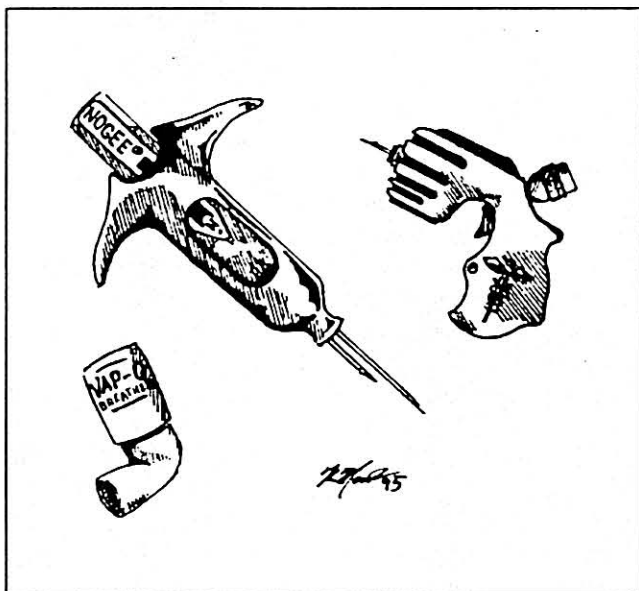
be recovered in one secondary activity. Improved strength may exceed the development limit. No more than +6 STR may be gained from muscle implants. Neural sheathing gives AGL +2 if taken during

character generation, but may only be received once. Improved AGL may also exceed the development limit. The other treatments in Fire, Fusion & Steel are only temporary effects, and so are ineffective if taken during character generation.

Combat conditioning: This exhausting and psychologically traumatic treatment takes 1 week to add 1 initiative experience to the character. Combat conditioning can only add 1 experience for every 4 experience earned through actual combat situations. It also causes temporary psychiatric problems, reducing CHA and PS by 1 each for a month. Combat conditioning costs 25 000 cr. If combat conditioning is taken during character generation, the character receives a one-time +1 initiative bonus, which is cumulative with any other initiative bonuses for that term. Combat conditioning is the only way a character may receive a +2 initiative modifier during character generation.

Cybertherapy: Physical therapy is required after any major cybernetic operation where replacement of a limb or major organ (Including eyes and ears) occurs. It takes 1 month, and includes psychiatric councelling, training, the use of anti-rejection drugs and medical supervision. Cybertherapy costs 100,000Cr. If cybertherapy is taken during character generation, the character may receive one cybernetic implant, the cost of which is subtracted from the character's final earnings. If this results in negative earnings, the cost of the cybernetic implant will have been mortaged similar to spacecraft mortgages, except requiring monthly payments of 1/100th of the cost for 10 years.

RNA training: Supervised injections of RNA takes 1 week and provides an additional level in one skill as if this skill had been gained through experience. However, if the RNA is not "fixed" within a month by earning 1 experience point in that skill, the added skill level will be lost. RNA training combined with teaching allows very rapid acquisition of skills, of up to 4 levels a month. RNA training costs 5000 cr per experience point needed to increase the skill by 1 level. If RNA training is taken as a secondary activity, the character receives 4 skill levels in the available skills for their career that term.

Symbiosis: This major medical operation takes 1 month and implants an individually tailored symbiote which provides a viral equivelent of continuos and safe dosage of a number of drugs. The symbiote at TL 14 provides the equivelent protection Antiallergin, Antivenin, Antropine and Metabolics. Each additional tech level adds another drug, so long as it is available 3 TLs earlier. Characters with symbiotes require dietry supplements, with expensive drugs requiring more expensive dietry supplements. Symbiosis costs twenty five times the cost of the drugs it provides.

Treatment Prices

TL	Type	MCr
11	Combat conditioning	0.070
9	Cybertherapy	0.010
12	RNA training	0.100
14	Symbiosis	0.100

New Non-Medical Drugs

The repeated use of non-medical drugs can lead to a wide variety of problems, from immediate side effects to long-term damage. Addictive occurs with the repeated use of an addictive drug or the single use of a highly addictive drug. An addicted character requires a repeated dosage 4 hours after the effects of the drugs wear off or begins to suffer withdrawal symptoms. Withdrawal results in 1 constant level of fatigue for a week, and a Difficult: Willpower check to avoid attempting to reacquire the drug within this time. Once a character is no longer addicted, even a single repeat dosage of the drug requires an Average: Willpower check to avoid becoming re-addicted. Repeated use of a non-addictive drug over a period of a month or more causes a psychological dependency with symptoms similar to addiction, without the same risk of re-addiction.

A character risks overdosing when they combine several drugs together, or takes more than one dose of a single drug. This risk occurs for the entire duration of a drug's effect. An Average: Constitution (or Medical (Diagnosis) of the administering character) check must be made to avoid unconsciousness and 1D6 hits being taken to head and chest. Immediate treatment (within 30 minutes) is required at Difficult: Medical (Diagnosis) to avoid risking death. If treatment is not received, add together the number of doses taken and the fatigue level of the character. Roll this number or less on 1D10 for the character to slip into a coma and die within 4 hours; otherwise they recover consciousness within an hour with an additional 1D6 levels of fatigue.

Adapt reduces the effects of jet lag or planet lag on travellers. Jet lag results in a gain of 1 fatigue whenever a shift of 4 hours or more across the time line occurs. Planet lag results in a gain of 1D6 fatigue, whenever travel between two worlds occurs, but subtract 1 for each TL greater than 10 of the passage ship, and 2 for high passage. Adapt reduces fatigue gained in each of these instances by 3 and is taken at the end of the journey.

Adrenaline requires 30s to take effect and increases initiative by 1 for 10 minutes. At the end of this time, the user gains a level of fatigue. Taking a dose of adrenaline within an hour of a previous dosage results in the risk of overdose. Adrenaline and combat drug may be safely combined without risk of an overdose,

and these two drugs are the primary choice for high-tech special forces operations.

Analgine effectively suppresses pain signals from the brain for an hour without the completely delibating effects of an anesthetic. During this time the character does not suffer the effects of scratch wounds and CON is doubled for all checks to remain conscious or recover consciousness. Agility is penalised by -2 for four hours after analgine is taken because of the decreased nerve sensitivity. Angalgine is an addictive drug which also functions as a total anasthetic for medical operations.

Antidotes are available against all drugs at the same tech level the drug is introduced, and for half the cost. Antidotes do not cause overdoses, and immediately terminate the initial effects of the drug they are designed to counter when taken. However, all side effects and risks of overdose still remain and run their usual effects.
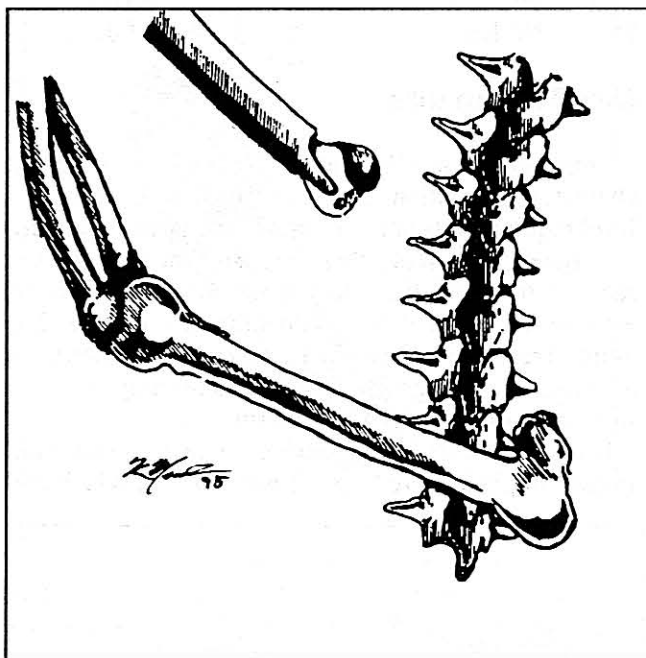
Boosters are similar to combat drug in that they increase STR, CON, AGL, INT or EDU by 1 for an hour. A seperate booster is required for each of these attributes. At the end of this time, the user suffers a temporary depression of the affected attribute by 2 for another hour, during which the risk of overdose is still present.

Cocktails are a mix of a number of drugs which tailored together to prevent an overdose. The characteristics of the cocktail are determined from its component drugs. The TL is equal to the highest component TL, plus the number of drugs in the cocktail. The cost is the sum of the individual drugs times the numbr of drugs in the cocktail. The cocktail effects last for the longest duration of the component drugs, and extends the risk of overdose when taking other drugs to twice the normal time. Cocktails may be made below the minimum required tech level for the cocktail, but automatically cause an overdose at the

end of the intended effect.

Depressants, euphorics and *hallucigenics* are representitive of a variety of narcotic substances. Mild narcotics have the listed cost and no game effect. Strong narcotics have 4 times the listed cost, resulting in +1 Difficulty to all tasks for 1 hour and are physically addictive. Total narcotics have 10 times the listed cost, result in effective unconsciousness for 1 hour and +1 Difficulty to all tasks for another 3 and are usually highly addictive.
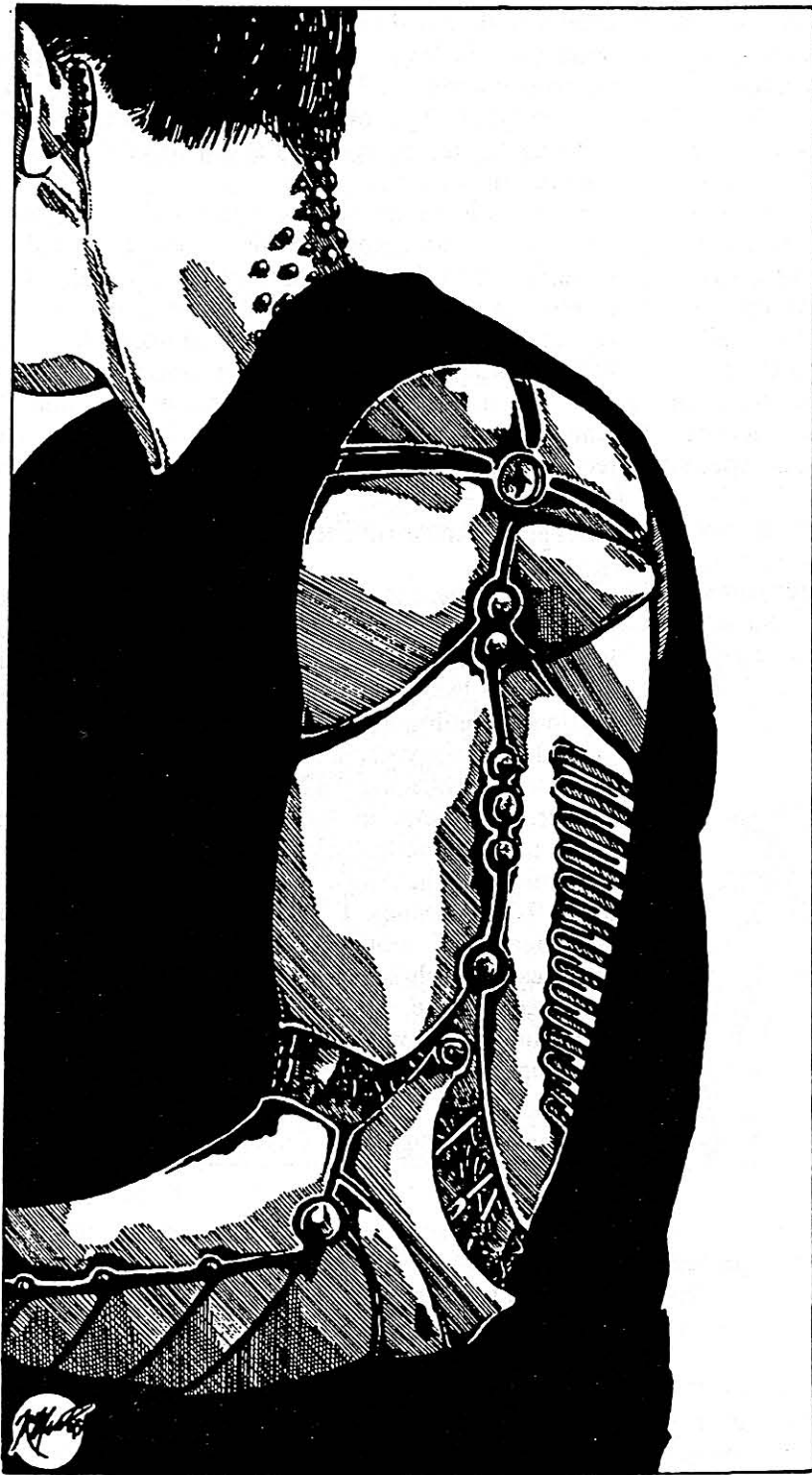
Diet supplements are required by characters with certain cybernetic implants and treatments. Finding substitute diet supplements when comercial diet supplements are unavailable or unaffordable is a Formidable: Survival or Biology task. Failure to use diet supplements results in a constant level of fatigue after 1 week of absence and eventual sickness. The listed cost provides a month of dietry supplements.

Endorphine reduces the immediate effects of damage and injury by suppressing normal responses from the pain/pleasure centres of the brain. It is intended to be taken prior to entering combat conditions. Endorphine causes the character to ignore the effects of knockdown and scratch wounds for 10 minutes, after which the character is disoriented for an hour, giving +1 Difficulty to all tasks.

Nogee prevents disorientation and so-called space-sickness caused by motion or zero-gravity acting on the inner ear. Nogee gives Zero G Environment 0 for four hours to users without this skill but causes a constant level of fatigue for this time.

Pheromenes increase the effective charisma of the user against all within 1m of the by +3 for an hour. When the possibility of sexual attraction exists, all (Including the user) within the affected area must make an Average: Willpower check or act upon this attraction. This can result in inadvertent social problems which are usually intended by the user. Pheromenes are used in a spray on form rather than internally, and are also available as a gas for affecting larger areas.

Poisons are available as both circulatory, nerve and viral poisons, which must be injected to be effective, and digestive poisons, which are consumed. Circulatory and digestive poisons cause 1D6 damage to the chest every phase until it becomes Critical (As per poisons). Nerve poisons cause 1D6 damage to the head and chest every 30 seconds (6 phases) until death results. Viral poisons cause a tailored disease, which advances at a rate of 1 day every hour. Diagnosis and treatment is at +1 Difficulty level. Antivenim is effective against circulatory poisons, antidotes against digestive poisons (Which cost the same as antivenim), and antropine against nerve poisons.

Revive is a combination of pain killers and

stimulants specifically tailored to allow full function after sustaining injury. The Reformation Coalition environment suit contains a dosage of revive. When revive is taken, the effects of all wounds sustained up to and including Critical wounds are ignored for 2 minutes (60 combat turns). At the end of this period, injury effects make themselves known again. The risk of overdose occurs for an hour after revive is taken.

Slow reduces initiative to 0, and perception and activity speed is slowed to 1/10 normal time for a 16 hour period. Slow is usually used for travelling High (literally), where a 160 hour jump is reduced to 16 hours apparent time (And requires 10 doses of slow). Slow has a number of other side-effects because of the slowed perception, including a high relative appetite (Where a meal is needed every 24 minutes apparent time), and the need to move very carefully, as Agility is reduced to 0. People operating at normal speeds appear only a blur to those on slow, whereas those on slow appear catatonic. Communication between people on slow requires hand signals because speech is impeded.

Stimulants reduce fatigue by 1 for 4 hours, allowing the character to go without sleep even if fatigue requires rest. At the end of this time, the user gains an additional level of fatigue. Multiple doses of stimulants do not risk overdose although the fatigue levels gained are cumulatively applied at the end of stimulant use.

Non-Medical Drugs

TL	Type	Cr
8	Adapt	30
9	Adrenaline	100
*	Antidote	*
9	Boosters	250
*	Cocktails	*
6	Depressents	10
6	Europhorics	20
6	Hallucigenics	25
8	Diet supplements	300
10	Endorphine	100
8	Nogee	40
10	Pheremones	1000
2	Circulatory poison	100
2	Digestive poison	100
3	Nerve poison	500
10	Viral poison	1000
10	Revive	100
10	Slow	100
8	Stimulants	10

Cyborg Player Characters

Cyborg characters may be built for those players interested in playing artificial life. A cyborg character must be built using the points assignment method and does not apply modifiers to attributes based on their homeworld. Charisma development costs double points. A cyborg character begins with visual spectrum eyes, replacement ears, utility arms, power legs, an internal computer of the appropriate tech level, prothestic organs and a full skeletal replacement. These implants will@(slick if of sufficient tech level, otherwise they will be hard. Additionally, they have a budget of 3 MCr with which to acquire their remaining cybernetic implants. The above components may only be replaced by other cybernetic components. Treatments may be received as a part of this 3 MCr budget, but at double cost.

Cyborg characters begin at age 1 at their first term. They receive background skills in any skills desired, to reflect their initial programming. Cyborgs never receive any income or ship DMs, and may not be Corsair, Criminal, Diplomat, Entertainer, Politician, Prisoner or Rebel careers. They age normally based on their age in years rather than term number and the Anathgesic regimen reflects servicing and reconditioning of their components as required.

Powered Armour Enhancements

Much equipment which is equivelent to cybernetics may be usefully added to powered armour. It is treated in much the same way as other equipment, but at only 20% of the listed cost and at 1 TL prior to the hard version becoming available. Hands and hand sockets mass 0.002 tonnes each. Arms mass 0.01 tonnes each and a set of legs mass 0.025 tonnes.

Microcomputers similar to the internal computers which are cybernetically implanted mass 0.005 tonnes. Electronics duplicating cybereye or cyberear functions mass 0.0005 tonnes. Cybernetic equipment has no additional MW requirement beyond their mass as batteries are included in the price and weight above. As a general rule, other cybernetic equipment cannot be included in powered armour, but may be duplicated by equipment available elsewhere.

Nova Ryll
by Marcus Zarra

INTRODUCTION

The party is resting in a lounge near the starport at Stardown, Aubiane. While there, one of the party is watching the news and discovers that Arturo Matelovik, a very famous salvager was murdered a few days before. He apparently was resting in his room when he was shot and then his room was ransacked. It is unknown why he was killed as he had no reported plans of going on another expedition.

While the party is discussing this, they are approached by one of the member's contacts

explains that Siriana is concerned that she may be watched and that is the reason for the secrecy. Apparently, her father was planning another expedition and that was the reason for the murder.

Once in orbit, the party sees an old Liner orbiting high above the shuttle. It appears that Michael is planning to meet with the Liner. Once the shuttle docks with the Liner, Michael explains that he will break docking and wait until their meeting is concluded.

Once on board, the party is greeted by Siriana herself. It is unclear as to whether or not anyone else
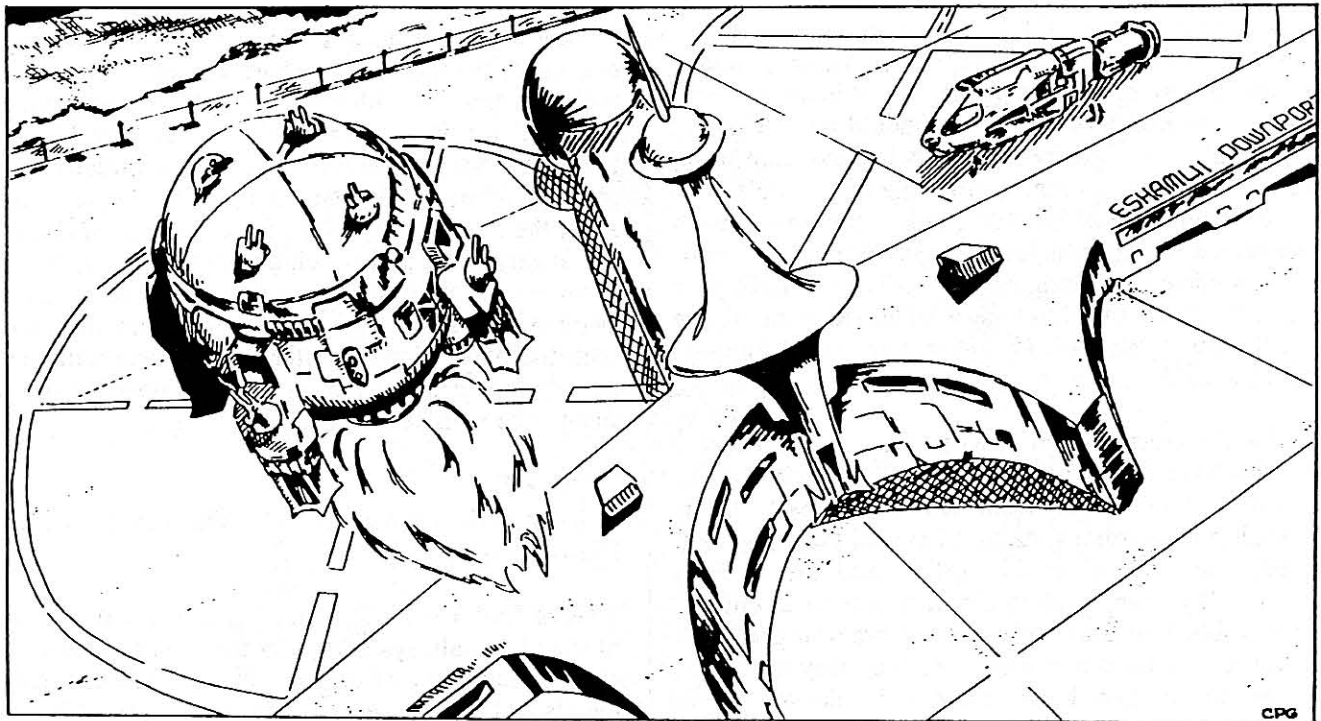
(preferably government), Michael Surrano. Michael explains that Aurto's daughter, Siriana Matelovik, is interested in hiring a party for a mission that she does not want to discuss in public. If the party is interested, Michael will schedule a meeting with Siriana for later tonight. The party is to go to the starport and meet him at shuttle Drextor on pad 362.

MEETING

When the party arrives at the starport, they have no trouble reaching pad 362 and Michael is waiting for them to board. Once the party boards the shuttle, he leaves immediately for orbit. Once in the air, Michael

is on board the Liner. Siriana escorts the party to a meeting room where she invites everyone to take a seat. After serving refreshments, she sits down and begins to explain.

"I was to arrive yesterday with this Liner and meet with my father. My father had planned to hire a few explorers to assist him in his next dig and was to have all of this prepared by the time that I arrived. When I arrived yesterday, I discovered that my father had been murdered -- no doubt by the people he had planned to hire." At this point she pauses to collect herself. It is obvious that her father's death has affected her greatly.

"When I searched my father's room, I discovered that the data crystal with all the information about the site was missing. Fortunately my father was a paranoid man and I am sure that the crystal was encrypted. In addition, he left a second copy of the crystal with me. Now I am trusting this information to you on the word of Michael that you are honorable people. But needless to say I am also paranoid now and the ship's systems are locked out under my voiceprint. So hopefully you will not attempt anything against me. Forgive my paranoia, but my trust in people took a nose-dive yesterday."

Siriana then gets up and activates a view screen on one of the walls. "It will take 4 jumps to reach the location of the site. The planet is rather unusual in that it is tidally locked and in an uninhabitable region of the star. The dark side is extremely cold and the hot side is unbearable. The temperate region around the edge is always approximately 130F. There is absolutely no surface water on the planet and it is obviously uninhabited. The last bit of bad news is that the atmosphere is severely ionized so that sensor readings from orbit are nearly impossible and it is not possible to pinpoint exact locations. We should be able to get a general idea of where the site is located from orbit, but we will have to search from the surface to get an exact location. In addition, the constant high winds on the surface make it all but impossible for small anti-grav vehicles to navigate the surface. I have two tracked ATV's that have been modified with Active EMS sensors. We would be using these to get the exact location of the base."

"I am interested in hiring you to assist me to search for this base. I am willing to split the find with you 50/50 and as you know from my father's past, this is bound to be worth a fortune. I have all the equipment needed to survive on the surface and the vehicles needed. If you are interested, I want to leave as quickly as possible. I am sure the murderers are trying to crack the encryption and will soon be on their way to the site. I want to get there before them and stake our claim. Are you interested?"

DECISION

If the party is not interested, Siriana will offer the party Cr50,000 apiece, upon return to the surface, to stay quiet about what she has said. She will then send for Michael and he will transport them back down to the surface, taking about 6 hours to do it, at Siriana's request. No doubt she could move her liner to any position in six hours. In addition, upon return to the surface, there will be no payment awaiting the party. It is apparent that they have been had.

If the party is interested, Siriana will want to leave immediately but will be willing to allow the party to return to the surface to gather any property that they have and to store their ship, if they have one. While they do this, Michael will be with them at all times.

INTO JUMP

Once the party has arrived back on the ship, or if they never left, Siriana will unlock the controls of the ship and prepare for its first jump to Kruyter. The party will have to supplement as crew for the ship as Siriana does not trust anyone else to join the expedition. After the ship is in jump, Siriana will explain that the system they are heading to is Nova Ryll in the Thoezennt subsector. She will show the party all of the specs for the planet and will go over the equipment listed below with the players. During the jump she will assist in training the party in how to use the equipment so that they will be completely familiar with the equipment once they reach Nova Ryll.

After a couple of days in jump, Siriana will single out one of the male player characters and begin to flirt with him and talk with him. She will find out what his major interest is in and asks him to teach her. She will begin this very innocently but will eventually work towards a romantic relationship with the character. After the second jump or so, have Siriana explain that she is very interested in being with the player, but due to the close nature of the mission she wants to keep it as quiet as possible. She does not want any dissension with the other players. After that, Siriana will sneak into the player's quarters as often as possible so that she can be with the player.

PLANET
(Nova Ryll 3 / X450000-0 / Thoezennt Subsector 0330)

Nova Ryll 3 is a tidally locked world with one side of the planet always facing the sun and the other side always facing away from the sun. The sunward side of the planet has a constant temperature of over 200F and the leeward side of the planet has a constant temperature well below freezing. The rim of the planet (the area that is directly between the hot and cold poles) has an average temperature of 135F. The planet has no dawn or dusk.

Most of the planet's atmosphere is either barren hard rock or mountains. A few areas of the planet are covered by sand. These have been dubbed sand islands as they are the only area of the planet where anything substantial can be built. Due to this phenomenon, there are very few areas of the planet that humans could have built anything. There are only two sand islands that are near the rim of the planet.

Due to the unusual magnetic properties of the planet, the composition of the planet's core and the fact that the planet is tidally locked, the atmosphere is unusually ionized. Due to this, any sensor readings from orbit will be impossible tasks. In addition, due to the high winds any small grav vehicles would be buffeted so severely that they would be destroyed or severely damaged. Obviously this makes the planet ideal as a hiding place.

EQUIPMENT

Due to the high surface temperature of Nova Ryll 3, all characters will have to wear a desert survival suit. Unlike the standard suit, the suits Siriana has are made out of a black/gray material with several devices built in. A suit air conditioner with 8 hours of battery power has been installed. In addition, a respirator has been

that have been modified to include a 3km Active EMS array. The final piece of equipment is a modular advanced base that can be assembled on the planet's surface.

NOVA RYLL 3

Once in orbit around Nova Ryll 3, it is obvious even from this high an orbit that the planet cannot support life. Most of the planet is covered in either a red rock or mountains made out of the same rock. There are a few patches of a lighter rock that are obviously the sand islands.

Siriana has a ship's launch that she has packed with most of the equipment for the expedition. The launch is capable of transporting all of the party's equipment

added along with a data display headpiece and a 30 kilometer radio. These suits will allow a player to survive the intense heat of Nova Ryll 3 as long as the air conditioner is operating. The suits have standard power jacks that allow them to be connected to any vehicle and can be recharged in 2 hours.

In addition to the suits, Siriana has two tracked ATVs

to the surface in only a few trips. The party will be able to stay on the surface of the planet for as long as necessary until they have found the site.

To spot the correct 'sand island' (Impossible: Sensors, 4 hours)

A successful task will locate the correct 'sand island'

that the site is located in. Once this is done, the party will be able to determine where to set up their base.

Once the party has set up the base on the surface and checked over all of the equipment, Siriana will hide the Liner above the hot (sunward) magnetic pole so that another ship approaching the planet cannot find it. Siriana's plan is to stay on the surface until the site has been located.

Due to the fact that there are only two ATVs, the party will have to work in shifts. The Active EMS on the ATVs is only useful when the vehicle is traveling at less than 30 km/hr due to the high ionization of the atmosphere. It is going to take in excess of two weeks to search the entire island, if that becomes necessary.

The party can decide how many hours they wish to split each search shift. Keep in mind that each player must sleep a minimum of 8 hours at a time.

To locate the base (Formidable: Sensors, 8 hours)

When the party finds the base, it will originally appear as a radio 'noise spot' on the active EMS. This is due to the still active radio jammer that is surrounding the base. Once the party has located this, they will be able to triangulate the location of the base.

To locate the frequency that is not being jammed (Difficult: Computer, 1 hour)
To pinpoint the base location (Difficult: Navigatioin, 1 hour)
To break the access code and enter the base (Difficult: Computer, 30 minutes)

THE BASE

Once the proper access codes have been entered, the base computer will open the hanger door and allow access to the base. Inside it will be seen that most of the base has been cleared. The only remaining piece of removable equipment in the base is a TL15 Patrol Cruiser. It appears that this Cruiser is completely intact from outward appearances. Once the party reviews the inside it will become apparent that the station personnel were in the process of repairing the ship's maneuver drives when they abandoned the base. Review of the base computers will show that the personnel received advance warning of Virus and abandoned the base. They left the base with a radio jammer activated so that, hopefully, Virus will not be able to attack the base and they will be able to come back and salvage the Patrol Cruiser.

THE TWIST

After the party has had time to search the base and

determine that there is nothing else that they can salvage, Siriana contacts the players and lets them know some disturbing news. The Liner's computer has just contacted her and let her know that another ship has just jumped in system and is heading toward Nova Ryll 3. The odds are heavy that it is the murderers and they have cracked the encryption. They should arrive in about 6 hours.

The party will have to decide how they are going to 'greet' their unexpected guests. The party will have some time to prepare for the arrival of the other party due to the fact that they will have the same difficulties in locating the party as the party did in locating the site.

The murderers will land their launch near the player's camp. All of the murderers are wearing regular desert survival suits and this will make them pretty easy to spot. There are 8 experienced NPCs onboard the launch. They will land the launch near the player's base. Each of the NPCs will be armed with a TL10 7mm ACR with DS rounds. Each NPC will have two spare clips for the rifle. None of the NPCs are wearing armor. Due to the nature of the surface, it will be possible for the NPCs to gain some form of cover by laying prone on the ground. Unless the players have set up some form of cover for themselves (such as equipment crates, the ATVs, etc.) they will be at a disadvantage in the firefight.

After the battle, the party can either repair the Patrol Cruiser and leave with it or they can leave on the Liner. They cannot take both craft with them due to the fact that both ships need a full crew. In addition, the Cruiser cannot carry all of the equipment that the party has. It should be obvious that the players should take the Liner and leave the Cruiser. If the players cannot decide which craft to take, Siriana should suggest the Liner.

LEAVING NOVA RYLL 3

Once all of the equipment is loaded up on the Liner, or left behind for the Cruiser, the players can leave orbit and prepare to travel back to Aubaine. As the players leave orbit, they will see the murderers' survey ship leaving orbit. It is apparent that not all of them were on the planet's surface.

After the players jump out of system, roll for space encounters as normal.

THE DOUBLE TWIST

During the first night in jump, pick a player at random (other than the player Siriana is seeing), and let him know that as he drifts off to sleep, he hears some kind of gas leaking. When he searches for the noise, he will find that there is a leak in the cabin that

is bleeding the atmosphere into jump space. If the player attempts to leave his cabin or if someone tries to enter the cabin, they will discover that the cabin's door refuses to open. Once the player solves the air leak problem, the door will suddenly reset and allow entry. No cause for the door jamming and suddenly releasing will be found. In addition, the leak in the cabin will appear to have been intentional.

During the next couple of days, several unusual events will happen. During all of these events, Siriana will be with the player that she is seeing:

• While one or more of the players are in the cargo hold, the entrance to the hold will close and lock and the cargo door will begin to cycle.
To override the cargo door (Difficult: Computer, 1 rnd) The character has 3 rounds to succeed. Failure means death.
To override the iris valve entrance (Formidable: Computer, 1 rnd)
Again there will be no apparent reason for this "accident."

• During a meal, one of the players will begin to get a very hot fever.
To determine that the food is poisoned (Routine: Medical(Diagnostic), 1 rnd)
To remove the poison from the character's system (Difficult: Medical(Trauma Aid), 1 rnd)
Each round the character takes 1d6 damage to his chest. It appears that only that character's food was contaminated with a chemical from the engineering department.

The referee is welcome to come up with several other accidents that is supposed to result in a player's death. It becomes apparent that someone is trying to kill the players. That person is Siriana.

If Siriana fails to kill the players before the last jump, she will prepare one last attempt to kill the party. Just as the Liner leaves jump space, she will program the ship to alter its course toward one of Aubaine's moons and she will lock out the controls. When the ship leaves jump, Siriana will board the ship's launch and leave the ship.

When Siriana leaves the ship, the Players will figure out that she is the cause of all the problems and will discover that she has locked out the controls.

To unlock the controls to the computer (Formidable: Computer)
To alter the ship's course away from the moon (Varies: Pilot)
If the characters successfully unlock the computer on the first try, the Piloting task is Easy; increase the

difficulty by one for each failed attempt to unlock the computer. Additionally, for each failed Piloting attempt, increase the difficulty of subsequent attempts by one level. For example, the characters have to try three times to unlock the computer. This yields an initial Piloting difficulty of Difficult. The pilot fails his first attempt, which increases the difficulty to Formidable for the second attempt.
If the Piloting difficulty ever goes over Impossible, the ship has crashed into the moon. Splat.

After entering orbit of Aubaine and arranging transport to the surface, they will discover that Siriana has already landed the launch and filed a claim for the site on Nova Ryll 3. The players can file a complaint for part of the claim. After a lengthy hearing, the players will be awarded 50% of the claim. Siriana will vow revenge against the party.

CONCLUSION

The players will receive 50% of the finder's share of the Patrol Cruiser. Siriana will receive the other half. It is obvious that the players will have to watch their back with Siriana -- especially considering that no charges were pressed against Siriana as all of the evidence was deemed "circumstantial." This is due no doubt to Siriana's late father's influence with the government of Aubaine.

REFEREE'S NOTE

If the players think to catch the murderer's ship, they will be able to catch it and board. There are only two more experienced NPCs on board the scout. Once they have defeated the rest of the NPCs, they will find evidence on board that Siriana hired them to follow the expedition to Nova Ryll 3 and attack the party. Their ship had been waiting in orbit until Siriana sent them a message to attack the expedition. In addition, there will be evidence on board the ship that Siriana hired them to attack her father and ransack his apartment.

Star Viking Personality - Vella Zabeth
by David Burden

"We were ushered in to a small room at the back of the bar. Through the haze of blue smoke and the dim yellow light I could just make out the small dark haired woman sat by the table, a datapad by one hand, a half finished glass of beer in the other. And yeah, the hands were striped orange just like they'd said they would be. And the face? It was enough to cause a Ned to give up manipulation for good. So this was Vella Zabeth."

Vella Zabeth is the captain of the J-2 Fat Trader Calibrader. Vella inherited the ship from her mother, and the ship is one of the few to have a continuous operation record since before the Virus.

The Calibrader was completing maintenance and under a complete power down when the virus struck. Cially Zabeth, Vella's mother and owner of the Calibrader at the time, kept the ship powered down until the impact and effects of the virus attack were better understood. Then she had the transponder and datalink ripped out before finally restoring power.

The Calibrader spent the next few months on mercy missions in system, rescuing crews of space stations and satellite colonies. Then Cially pushed the ship to jump to find out what had happened in neighbouring systems. As the only ship active in the area she was kept busy on recovery ops, although she gradually built up a trade portfolio between a dozen or so worlds, which became her staple for the next few decades.

Vella was born on the Calibrader in 1153. Vella was largely educated aboard ship, where as well as learning the conventional syllabus she also learnt how to pilot small craft and the rudiments of space navigation and engineering. For recreation she learnt Sto'kow, a Diasporan martial art, and also developed a talent for body art. At 18 Vella was sent off to university at Thritis, to broaden her experience of life, before returning to her mothers ship.

Vella learnt her trade at her mothers side. Together they faced vampire fleets, made explorations 10 and 20 parsecs out, and ran the occasional contract for some of the wealthier and more powerful leaders in the area. This enabled the family not only to keep the Calibrader going (cornering the market in trader spares and boneyard starports), but also to establish a home base and estate on Rianne.

Vella has had sole command of the Calibrader since 1193. She has had several run-ins with the Guild, not least when in 1187 she destroyed the Guildship Dieulangard, in the process killing Guild Councillor Pasqua. Her relationship with the RC has been only slightly more cordial. There was an early tussle with the Dawn League over free trader hulks on Cheissel, and in 1201 Vella made a frosty visit to RCES offices to complain about RCES cold recovery operations on "her" patch. Vella has however proved a valuable source of information on local TEDs, and is not averse to lending assistance in covert ops for the right price.

PCs could expect to meet Vella as either an adversary, a contact or a patron. Typical scenarios include:
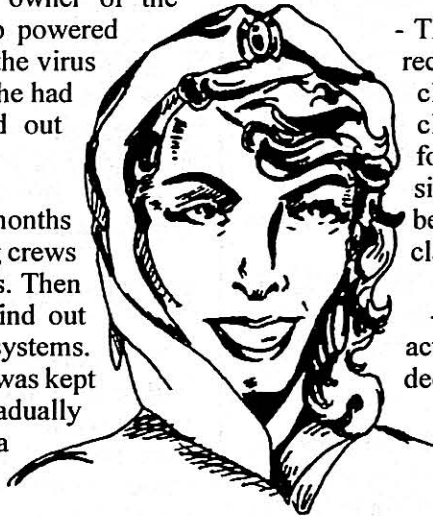
- The PCs are RCES personnel on a cold recovery operation at an old boneyard C class starport when Vella arrives claiming that she's been using the site for spares for decades. Depending on the size of the RCES contingent Vella will be willing to use force to preserve her claim.

- The PCs are being sent in as a covert action team on a bootstrap or decapitation mission. Vella will provide a local briefing and transport to the surface, and later hot extraction if required.

- The PCs are free-lancers and Vella has got word of the whereabouts of some valuable relic technology. Unfortunately its in a TEDs zone of control, and the TED may also have wind of it, so Vella needs a merc' team to go in and do a hot recovery.

- The Calibrader presents an attractive target for the Guild, TEDs, or even the RCES itself. The PCs could be RCES on a ship-jacking mission, or hired by Vella to provide extra security against a suspected ship-jacking attempt.

- The Calibrader has suffered a catastrophic failure of a major sub-system and the PCs assist Vella in the repairs and recovery in exchange for intelligence.

- The PCs own ship suffers a major failure and needs repair. Luckily they are in the same system as Vella's homebase and can call on her team of techs and her spares store for assistance.

In return Vella may well expect a suitable gift of relic or RCES technology.

Statistics

Vella Zabeth
Veteran NPC

UPP: 895977-6 Age: 49

Combat Assets: Armed Martial Arts, Energy Pistol
Other Assets: Admin/legal 12, Sensors 13, Pilot(Interface/Grav) 13, Leader 11, Zero-G 11, Bargain 10, Enviro Suit 7, Disguise 9, Computer 9, Astrogation 9, Ship Engineering 9, Survival 11, Commo 8

Appearance: Vella stands 5'5", and has space black shoulder length hair and a light olive skin. She keeps herself fit despite her age and spacebound life. Her usual dress is a baggy black coverall, with the usual spacer's array of pockets. For off-duty she favours long ankle length dresses, with equally long knee length sweaters, whose sleeves rival those of old High Vilani fashion. Vella's one vice remains her body painting, and her face and hands are often a riot of primary colours. She also has a predilection for mimicking local face and hair styles on worlds she visits, which she claims helps to build a closer relationship with agents and traders.

Contacts: Professor Evin Niklaus, University of Promise, an expert on the Virus. Captain Abo Uplo of the Free Trader Mournerise and Captain Rella Glamaig of the Free Trader White Mercy, fellow Free Traders active in the Wilds. Luis Enrique and Tomas Corcellet Trade Ministers and Guyot Salgado Finance Minister, all of worlds in the Wilds which are anti-Guild. Baz Ptric, Burner Wiard, and Choo Youn-Kong all active in the Wilds as traders, agents, dealers or "entrepreneurs", and not usually on the right side of the law.

Motivation:

Club Queen: Vella is well known for her stubborn streak, which works in her favour when haggling for prices, but which those trying to secure more "political" deals have found a positive hinderance. Her crew have also found it irritating, particularly when she has set her mind on a trip to one of the more dangerous corners of the Wilds.

Heart 9: Everybody who meets Vella finds her very easy to get to know. She is chatty and sociable, and shows a keen interest in the views and experiences of others.

The Calibrader

The Calibrader was a conventional J-2 TL15 Fat Trader, but over time has been modified and adapted as follows:

- There are now only 2 TL-12 Model St computers.

- The TL-12 laser turrets have now been replaced by 60-Mj TL-10 units.

- The port air-lock has totally ceased working, luckily in the closed position!

- The fuel purification plant now takes 48 hours to refine 1020 cu. m. of fuel.

- The computer, commo, avionics and fire control have all been heavily modified and partitioned to operate in the presence of the ongoing Virus threat.

Vella has the parts or hulks of 4 other Fat Traders at her base to provide spares for the Calibrader.

Hoshisame Class Gun Sloop
by Chris Cox

GS13-A Hoshisame(Star Shark) Class Gun Sloop

The original naval requirements for the Hoshisame called for a small fast heavily armed system attack boat. However just as the first two test craft were nearing completion, the navy decide that the Hoshisames should also be jump capable to allow for rapid redeployment to neighboring systems if needed. Thus was born the Hoshisame class gun sloop, a small heavily armed starship with minimal crew accommodations, there are only six bunks for the crew of eight requiring four members of the crew to share bunks, also known as hot bunking. If fact the crews of the Hoshisame are giving quarters off the ship at the base the ship is assigned to. With time it was found that most of the Hoshisames only used their jump capability to get to their initial duty stations. With the jump drives being hardly ever used the navy decided that what it really wanted was a small fast heavily armed system attack boat resulting in production of the Hoshisame B. The two major differences between the original Hoshisames and the newer Hoshisame Bs are the Bs lack of a jump drive obviously and the Bs increased missile capacity of 28.

General Data
Displacement: 100 tons
Hull Armor: 51
Length: 73.9 meters
Volume: 1400m3
Price: MCr134.15
Target Size: S
Configuration: Needle, AF
Tech Level: 13
Mass (Loaded/Empty): 1497.8/1344.5

Engineering Data
Power Plant: 317.8 MW Fusion Power Plant (105.9 MW per hit) 60 days duration
Jump Performance: 2 (210 m3 fuel)
G-Rating: 5 (50 MW/G)
G-Turns: 60 (93.8 using jump fuel), 6.25m3 of fuel each
Maint: 149

Electronics
Computer: 2xTL-13 St Mod (0.45 MW ea.) and 1xTL13 Mod fb (0.9 MW) computers
Commo: 1000AU radio (20 MW), 1000AU maser (0.6 MW)
Avionics: TL-10+ avionics
Sensors: Passive EMS 120,000km (4 hexes, 0.15 MW), Active EMS 240,000km (8 hexes, 24 MW)
EMM: EM masking (1.4 MW)
Controls: Bridge with 4xBridge Workstations, plus 2 other workstations

Armament
Offensive: 2xTL-13 150-Mj Laser Turret (Loc: 6,7; Arcs: All; 0.2 MW ea.; 1 crew ea.), 2xMissile Bays (Loc: 4,5; 8 ready Msls ea.; controlled by MFD; 16 ready Msls total)
Master Fire Director: TL-13 (4 Dif Mod; Msl 8 hexes; 8 hexes; 0.16 MW; 1 crew ea.)

	Short	Medium	Long	Ext.
150-Mj Laser Turret	1:1/10-30	2:1/10-30	4:1/10-30	8:1/10-30

Accommodations
Life Support: Extended (0.28 MW), Gravitic Compensators (4G; 7 MW)
Crew: 8 (Pilot, Co-Pilot, Sensor Ops, 3xGunners, 2xEngineers)
Crew Accommodations: 6 Bunks
Cargo: 17.7 m3
Air Locks: 2

A Quik Tour of the Ship

The Upper Deck:
Starting forward and making our way aft we first come to the brigde. The bridge has four crew stations for the missile gunner, sensor operator, pilot and commander. Next we come to the gangway that when down allows access to the lower deck. Aft of the

Damage Tables

Area(1D20)	Surface Hits	Internal Damage	Systems	
1	Ant	Elec	JD-1H	MD-1H
2-3	Ant	1-14: Elec, 15-20: Qrts	PP-6H	AG-1H
4-5	Ant	MBy	LS-4H	ELS-2H
6-7		1-12: LT, 13-20 Hold	LT-1H	MBy-1H
8-9		1-7: MBy, 8-20 Hold	EMM-(3h)	EMMR-(1h)
10	1-11: Ant	Qrts	Bunks-(1h)	
11	1: AL	1: Qrts, 2-20: Hold	240 AEMS-(2h)	
12-13	1-6: Ant	Hold	All Others-(1h)	
14-15		Hold		
16-17		1-7: Eng, 8-14 Qrts, 15-20 Hold		
18-19		1-7: Eng, 8-20 Hold		
20	1: AL, 2-4: EMMR	1: Qrts, 2-19: Eng, 20: Hold		

gangway is the ship's six bunks and the crews personnal lockers. Not only do four of the crew members have to share two of the bunks, but four of them must also share two of the lockers. After the Bunk area is an access hatch to the lower deck. And finally in the aft of the upper deck is the ships head, or bathroom.

The Lower Deck: In the forward section of the lower deck is an access corridor to allow main-tenance on the ship's electronic gear. Aft of that is the lower deck's gangway that, when down, allows access in and out of the ship. This area is used as the main air lock and also acts as the cargo hold. Located port and starboard of the gangway area are the ship's missile bays, with each containing eight missiles. Behind the missile bays are the two laser turrets. Travelling past the laser turrets we come to the engine room with it's two power plants,

星さめ Hoshisame Gun Sloop
Designed by Chris Cox
Length 73.9 meters
Gross Weight 1497 metric tons
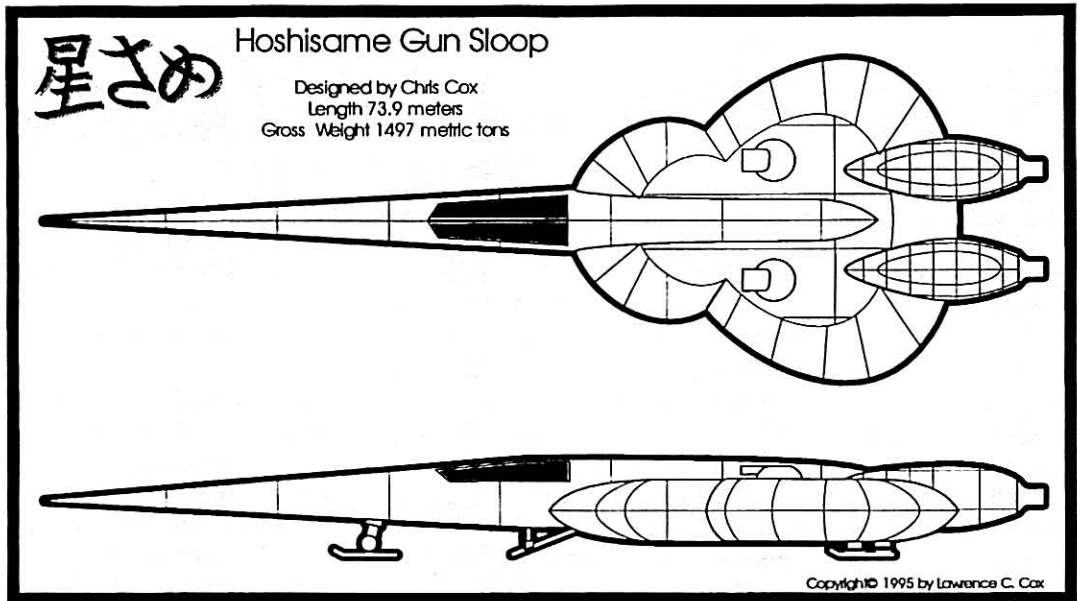
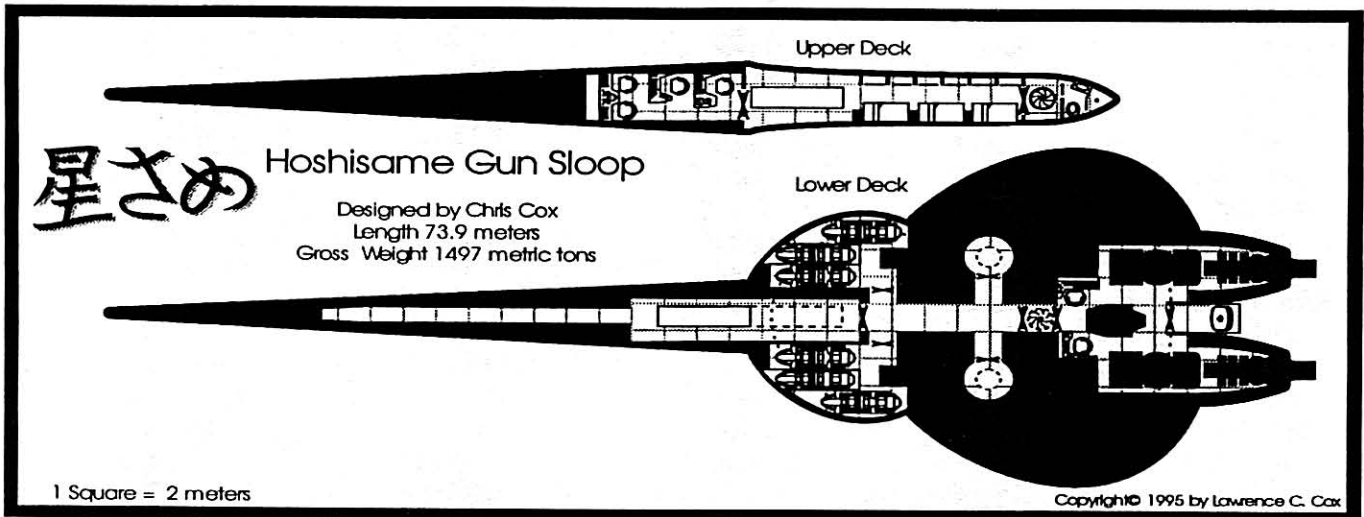11. this would have all of the crew, but 1, hot bunking. Also this ship is designed with both of the missile bays controlled by one gunner on the bridge using a Master Fire Director, (MFD).

Some suggestions for using the Hoshisame class gun sloop in the New Era:

A Hoshisame may be encountered as a trader with one or both missile bays converted to cargo bays. This

Upper Deck

星さめ Hoshisame Gun Sloop
Designed by Chris Cox
Length 73.9 meters
Gross Weight 1497 metric tons

Lower Deck

1 Square = 2 meters

two HERlaR engines and the ship's jump drive. And in the very aft is the second airlock.

Notes

The crew calculation for the Hoshisame using Fusion, Fire & Steel, (FF& S), came out to 11, (2xCommand, 2xEngineering, 2xManeuver, 2x Electronics, 3xGunnery). This number was a little higher than what I wanted so I changed it to 8. However if you prefer you can use the FF& S crew of

would give a Hoshisame an additional 94.5 m or 189m of cargo space. The Reformation Coalition could find, overhaul and then use several Hoshisames. However, it is unlikely that the Coalition would build Hoshisames due to the Coalition's need for ships that are better suited to support it's aggressive exploration program. However, in Pocket Empires where defending against hostiles is the primary mission of space forces, Hoshisame gun sloops may be found in use or even being built.

How Common Is Your Noble?
by Hans Rancke

It's the regular TRAVELLER evening and one of the players is rolling up a new character. When he rolls for Social Standing he gets a 12, modified down to 11. "Hey. Neat!" the player exclaims, "I'm a noble!" Character generation continues and by a judicious choice of careers and average luck with the promotion rolls the character finishes up with a SS of 15. It could easily have been more if it hadn't been for the rule that no characteristic can be improved above 15. And a good thing too or we might have wound up with a player character for emperor. As it is now he "only"

reasonable explanation - why his character is gallivanting around the universe in the company of the other PCs instead of staying home administering his score or more of worlds.

Things were slightly better in the old days. The few lines devoted to the subject in the Classic Traveller rules made it clear that we were "merely" talking about planetary titles - there were two more levels above duke, prince and king, and these were used by actual rulers of worlds. So our players with noble PCs only
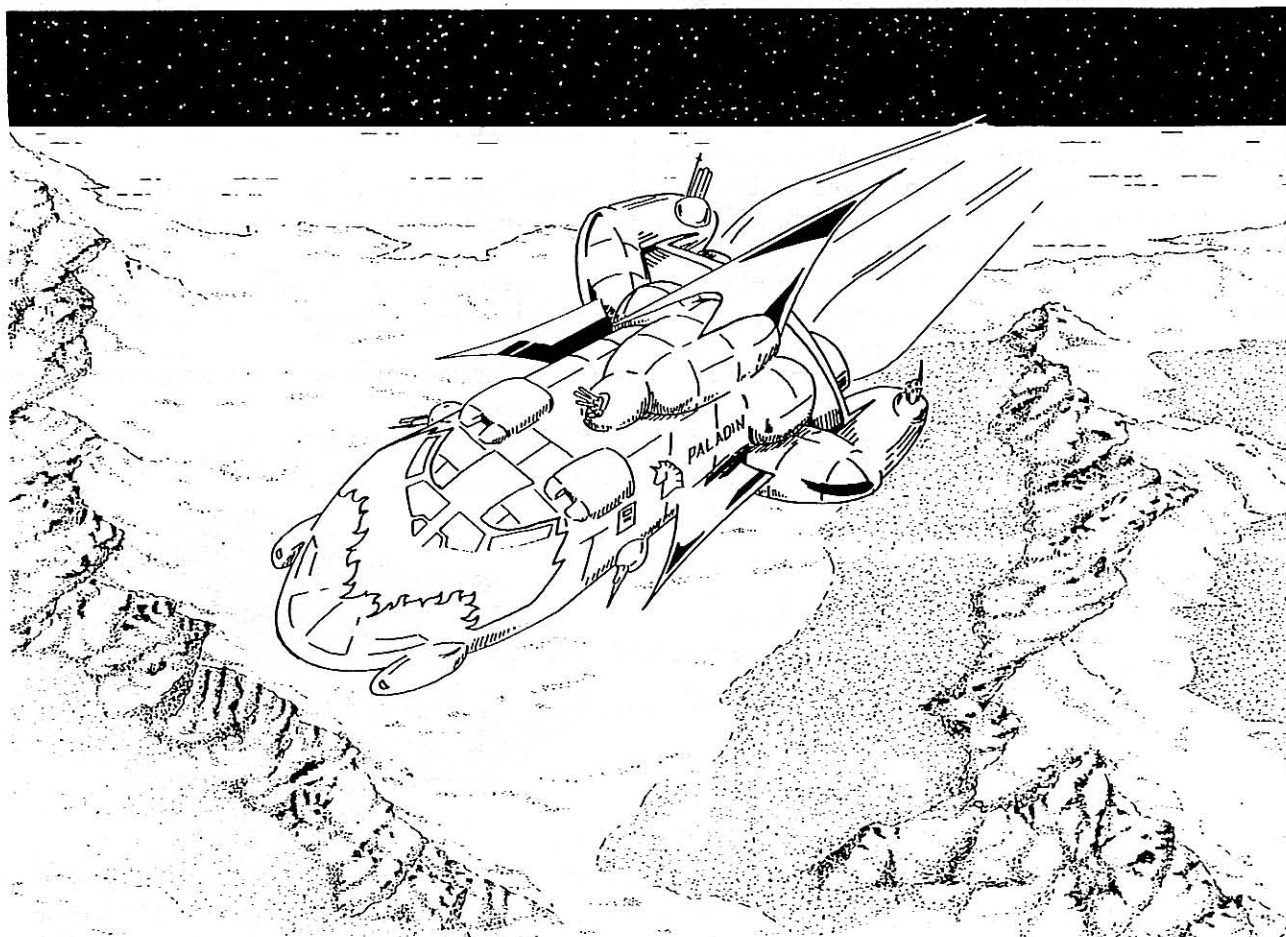
made it to duke. Now all the Referee needs to do is to find the PC an appropiate fief. Page 21 of the TNE rules informs us that dukes typically administers a subsector. Hopefully the campaign is taking place in the Regency or before the Collapse or in an alternate universe. The Reform Coalition certainly don't seem to contain enough worlds to make up a dukedom. (Come to think of it, they don't have nobles at all.) And all the player has to do is to come up with an explanation - a

had to explain away continent-sized fiefs. Still, even so it takes an inspired story to dismiss those ducal duties in favor of the life of a traveller. Megatraveller compounded the problem by dropping all references to planetary rulers and stating that we were talking about imperial nobles. Now we had to explain why imperial nobles were neglecting their duties (or why their duties included doing what the average traveller does). The New Era rules have retained that problem and added

the one of coming up with appropiate fiefs in a non-Regency (and post-Imperium) campaign. The rules do state that nobles in the Wilds have much reduced fiefs. Well, that makes sense; a duke without a spaceship to his name is going to have a tough time governing a subsector. But then he isn't really SS 15, is he? How can a penny-ante duke tied to a single planet have the same social standing as the governor of an entire subsector?

This points us straight to one of the main flaws in the system. The gap between the lowest serf in the Imperium and the Emperor is much too great to be spanned by a mere 17 social classes - particularily when the non-nobles take up the first ten. As a result we see a overlap between local planet-bound nobles and their much more powerful star-spanning imperial namesakes. There is really an entire slice of society left out of the system. It leaps directly from the upper middle class to the imperial knight. There is no room for the minor nobles that are so much more suitable for travellerhood. You know; the younger son who won't get anything when his father dies, the remittance man, the disinherited rake, the displaced one, the one who owns nothing but his good name and his faithful robot servant, and all the other small nobles who are forced to leave home to seek their fortune elsewhere. True, imperial nobles have younger sons too, but remember that an imperial baron on a high-population world easily can rule more people than an Old Earth emperor; and younger sons of emperors are not treated like younger sons of small barons even if the emperors happens to be called barons. Make no mistake about it: any child of an imperial noble ought to be more trapped by his or her birth than any prince or princess you can find on Earth today.

One might argue that the small local nobles are included in the first ten classes, perhaps as Social Standing 10. But consider: With the 2D-1 used to generate Social Standing one out of every 36 characters generated is an Imperial knight. This is better than in Clasic Traveller and Megatraveller where one in 12 was a noble and one in 3 nobles was a baron, but it's still ridiculous. It becomes even more so if Social Standing 10 should stand for local level nobility. I don't know the exact proper ratio of nobles to commoners, but if, as Megatraveller once stated, nobles "enjoy high standing in their home community", then there shouldn't be a couple in every average sized school class.

Now, it could be argued that adventurers - a class to which all PCs belong almost by definition - are atypical of society as a whole. Nobles may be much more common among adventurers, perhaps even as common as one in 12. This is certainly a valid argument, but it falls apart when the same character generation system is used for PCs and NPCs alike. Looking through some of the Classic Traveller adventures one can find a small 1200 ton warship with a crew of 80 whose captain was a baron and whose 1st and 2nd Officers were knights. But it also had a missile gunner who was a knight and a private of marines who was a baron! Things didn't improve under Megatraveller, where one campaign module had a Navy rating and a police constable who were both barons! It's difficult to tell about TNE yet, since the only modules with character descriptions I've seen so far, contains almost nothing but template NPCs that lack UPPs, but one can note that in _Smash&Grab_ one ruler of a world - a single world - has been given a SS of 15.

THE MINOR NOBILITY

The following is an attempt to provide rules for those missing members of the interstellar society, the planetary nobles. Fortunately we already have precedents for breaking the constraint imposed by the hexidecimal notation, for we're going to need a lot more than 15 social classes.

---ooOoo---

The concept of rank exists in all but a very few of the socio-economic systems known to mankind. A lot of newly-colonized planets start out with a ready-made hierachy brought along from the mother planet. If, for example, a feudalistic society were to colonize another planet, then that society would propably be transplanted lock, stock, and barrel, a duke or prince on top and all the rest of a feudalistic system under him. And even if a colony starts out as some kind of democracy, many of them sooner or later turn into oligarchies, tyrranies, or dictatorships. Furthermore, only the most fanatically egalistic society does not have SOME kind of hierachy of their own. Most democracies make as much fuss of their elected leaders as other systems make of their hereditary leaders.

In the vast conglomoration of worlds that used to make up the Imperium, all sorts of social systems abounded. The Imperium did not interfere with the shape and form of any planetary government as long as it paid its taxes and obeyed a few basic rules.

But problems arose when dignitaries of different planets came into contact with the interstellar society of the Imperium and, through it, with each other. How did one decide the precedence of the Grand Director of Vilis, the Speaker for All the Tribes of the Grundish Steppe on Sorel, a Commander of a Thousand Sails of the Southern Archipelagic Confederation on Overnale, and the Lord High Syndic of Thorshavn on Marastan? And of course things got even more complicated when the same titles were used for positions of vastly

different importance. The Duke of Troura, however sovereign a ruler of his few thousand square kilometers on Tirem, was certainly not the social equal of Duke Lionel du Nord, Regent of the Rheltan Highlands on Caledonia, even though Duke Lionel was a vassal of the King of Caledonia; and neither of them were the equal of the Duke of Deneb. Worse, in some cases a title which sounded utterly common to one person would denote high rank to another. To most people, for example, Captain, Astrogator, Purser, Master-at-Arms, and Chief Pilot are just the titles of working spacemen.

But on a planet colonized by a misjumped ship they could well be the titles of high-ranking officials like the hereditary ruler, his Heir Apparent, the Minister of Agriculture, and the commanders of respectively the army and the air force. Added to this was the confusion caused by some societies reversing the order of importance of some titles, like the Caledonians, who insisted that a marquis was the superior of a count (or earl, as they called it) when most systems copied the Imperial use of the count as superior to the marquis.

The Imperium had solved this problem by creating the Imperial Office of Arms (IOA). This was ostensibly an Imperial department for the registration of heraldic coats of arms and equivalent devices, but in reality their most important function was to evaluate local titles, offices, and positions and translate them into equivalent Imperial social positions. On the recommendation of the IOA the holder of a given title, office, or position automatically recieved a knighthood in an appropriate Imperial order. This just as automatically gave him or her a fitting position in Imperial society.

There were a large number of Imperial orders of knighthood. Some of these, like the Most Valorous Order of the Emperor's Guard (E.G.), the Most Courtly Order of the Starship and Crown (S.C.), the Most Illustrious Order of the Arrow(O.A.), and the various orders of the domains were used to reward individuals for service to the Imperium; they were not normally used just to grade local planetary dignitaries. For this purpose the most commonly used were the Most Excellent Order of the Third Imperium (T.I.), the Most Distinguished Order of the Golden Sun (G.S.), and the Most Exalted Order of the Star of Sylea (S.S.) (The last should not to be confused with the Most Noble Order of the Domain of Sylea (D.S.)).

The IOA considered a lot of factors when they decided on the appropiate social level of a local planetary position. Chief among these were the "base", ie. the number of "commoners" a title "represented". In the case of a feudal society this would simply be the number of people living on the noble's fief, but other cases could be a lot more vague. It could be commercial holdings, industrial possessions, religious mana, moral authority, voting stock, or anything else that makes one person defer to another.

Other considerations might affect the decision. Titles might be defunct, in the sense that the power originally inherent in a base had been taken away from the title (as for example in the case of the European nobility on Terra in the 25th Century Pre-Imperial), but as long as

respect was still shown to the title by the local population, the Imperium would do so too. Rulers with differently sized bases might all have the same title; if local protocol demanded that the head of a state with a million people be treated just as the head of a state with a billion people then the IOA would also treat them alike. A sovereign ruler would normally be rated as higher than a noble with a similar sized base who was the subject of a higher authority (In the abstract sense. A constitutional monarch would be regarded as under the authority of his people; subject to his subjects as it were). The heir to a title was usually rated at one level lower than the holder, while younger offspring were rated two or more levels lower, much depending on the regard their particular society held for them. Such guidelines were always open to interpretation however. The sons of a Guider of the Tribe's Destiny of a Grundish steppe-tribe, for example, are specifically excluded by law from succeeding him. But since they act as his excecutive officers, they enjoy a prestige scarcely less than his own and were consequently rated only one level below him. Finally, the IOA were influenced by a number of prejudices. Holders of elective offices were generally rated lower than equivalent hereditary rulers; members of low-tech societies were rated lower than members of high-tech societies; and minor non-human races were rated lower than human and major non-human races.

With the collapse of interstellar society this system survives only in the Regency. But most of the standards set by the IOA still apply. They are a bit less rigid now that they are no longer endorsed by a central authority, but people throughout the former Imperium and beyond still tend to judge their fellow sophont by them.

CHARACTER GENERATION

How does all this affect character generation? In the case of PCs and most NPCs, not much. Nobles should be rare and there is no reason why they cannot be restricted to appearing by Referee's choice only. If, however, the Referee wants randomly appearing nobles to be a possibility, do it like this: Make a normal roll for Social Standing. If a natural 12 is rolled (for a result of 11), throw one die and if a 4,5, or 6 comes up, increase the SS by one and throw again. Continue until a 1,2, or 3 is rolled. Normally you'll stop long before you reach the Imperial nobility, but theoretically it's possible to reach SS 33 this way. Don't let the dice terrorize you: simply decide on a limit beforehand. This method may be used for PCs as well, or, if you want to give your players a chance of a reasonably high SS (the 'PCs are special' argument), allow anyone who throws a 12 to immediately add 1D-1.

As for existing characters, if one of them has been established as being an Imperial noble and the player has played him for a long while, taking pains to explain why he is out adventuring and using his position to influence his surroundings, it would obviously be disruptive of the campaign, not to mention grossly unfair, to suddenly demote him from pre-eminence to mere eminence. Let him stay an Imperial noble and increase his SS accordingly. If, on the other hand, the player has made little or no use of his title, you need have no compunctions about leaving him a 'mere' SS 11 or 12. Instead, make up an explanation why knights and barons are so numerous in his home culture. Perhaps there was originally only a very small army and a law that only nobles might serve as officers in it. Then when a bigger army was suddenly needed, they started enobling left and right. Thus our PC owes his baronial title to an ancestor who was merely a captain in the army! He may still be able to impress some yokels with it, but REAL nobles will know him for what he is: someone with a mere Social Standing 12.

EXAMPLES

Here follows a few examples to illustrate how to grade a position.

MIRRIAM (Pre-Rebellion)

All we know about Mirriam (Five Sisters 0303 B9998A6-A) is that it has a population of 500 million and is ruled by a charismatic dictator. We decide that this dictator, the 'Planetary Director for Life', has absolute power. He is assisted by a two-chamber legislative house left over from the previous political system, but both the Planetary Council and the Planetary Assembly have been reduced to advisory status. We further decide that the planet is divided into 11 provinces, each governed by a Coordinator appointed by the Council, that is to say the Director. Each of the Coordinators has a seat on the Council. In addition, the Director appoints a dozen or so ministers who likewise have seats on the Council. The Planetary Assembly is elected democratically and by rolling a few dice we decide that it has 459 seats.

The Director's base is the 500 million citizens of the planet - an 'empire-sized' base that makes him SS 21. Since he is a sovereign ruler we up that by one to SS 22. The Coordinators number 20-25 giving each of them a base of 20 million for a social standing of 20, lowered down one for being appointed. This leaves two unused levels (20 and 21) which we can either leave alone or use for the two or three most important ministers and perhaps a Vice Director.

Lower down we can divide the provinces into rural districts with District Commisioners in charge and cities with Managers (Since Mirriam is 90% covered with water, most cities will be underwater. For a little

local color we'll call them 'domes' instead of cities). Some of the sea will propably be too deep for undersea cities and farming, so we decide that that part (the Deep Sea) is divided into 'ranges' (each ruled by a Ranger) where fish are herded like cattle and the cities float on the surface (and are called 'floats'). These floats are really much expanded factory ships and they are still run by captains, not managers. The largest domes have a population well into the tens of millions, making their managers the social equal of the lesser Coordinators. Smaller domes have managers with lesser SS. Just for variety we decide that undersea cities of less than a million inhabitants are called bubbles. The smallest bubble is propably one of 1000 inhabitants. Anything smaller than that would be a farm. So bubble managers range from SS 15 to 17. As for the members of the Planetary Assembly, they each represent roughly one million people for a SS of 19, but since they are elected and since they no longer have any real power, we drop them two levels.

The final result goes like this:

Director	Planetary leader	SS 22
Coordinator	Minister or province leader	SS 19-20
Dome Manager	Manager of a dome	SS 18-19
Commisioner	Manager of a district	SS 18
Float Captain	Manager of a float	SS 17-18
Ranger	Manager of a range	SS 17
Assemblyman	Member of Planetary Assembly	SS 16
Bubble Manager	Manager of a bubble	SS 15-17
Farmer	Manager of a farm	SS 14

ISIS (New Era)

Isis (Diaspora 3022 X34576D-3) has a population of 90 million and is ruled by Duke Joseph Beres. He controls the whole planet for a 'country-sized' base in the 10s of millions. This gives him a SS of 20, upped to 21 for being a sovereign ruler. He claims to be an Imperial duke, but people from other worlds are unlikely to be much impressed by that. Indeed, the pre-industrial level of his society drops his SS by 4. Since he does, however, control some relicts (especially military relicts) we give him a bonus of one for a final SS of 18.

KAGGUSHUS (New Era)

Kaggushus (Massilia 0402 A442AAB-C) is the center of The Hub Worlds, a small pocket empire. Kaggushus itself has a population of 30 billion; the rest of the Hub Worlds barely adds a third of a billion more to this. The ruler of Kaggushus and the Hub Worlds, Countess Thalia Nolanar, thus starts with a SS of 23. The structure of the government imposes a lot of restraint on her - the legislative and the judicial powers lies in other hands - so she does not get the +1 bonus for being a sovereign ruler. On the other hand her position is hereditary, so she does not get the -1 for being elected. She gets a +1 for the Average Stellar

tech level of her society for a final SS of 24. Note however that her title is a legitimate Imperial title going back to the First Civil War. If she ever gets in contact with the Regency she will propably be treated the same as a Regency count (SS 27).

As the world generation rules show there are not very many truly different ways to organize a society. In one sense one oligarchy is much the same any other oligarchy, one dictatorship pretty much the same as any other dictatorship, and so on. But no two societies are exactly the same, and it's important to the feel of a Traveller campaign that the players get the impression that they really are travelling. Nothing is more dull than arriving at yet another oligarchy and learn that "there's a king with a couple of dukes and some counts and a lot of barons..." Just varying the titles can help. Better yet, organize the hierachy a little differently. Mix the familiar with the unfamiliar. One trick that not only works well but also provides you with some historical background to boot is to use some mundane titles for your ruling class. If the planet is ruled by a Chairman and his chief nobles are called Shareholders then odds are that this was once a company planet. The crew titles mentioned in the main text and the Commda in the "Once and Future Emperor" adventure in the main rules are examples of this sort of thing. Such titles will be especially plentiful in the New Era with all those collapsed governments. Some of the new rulers (Like "Duke" Joseph of Isis) will have taken over the old noble titles in an attempt to legitimize their rule, but others will have retained whatever title they originally had, or invented a whole new set of titles in an attempt to disassociate themselves from the Imperial taint.

THE PIONEERS OF IDERATI (Pre-Rebellion)

Less than a generation after the first settlers came to Iderati (Spinward Marches 0732) a wave of newcomers threathened to take control of the planet awy from the original settlers. These responded by forming THE PIONEER FUND, an investment fund designed to secure the first settlers their part (and more) of the economy. Nowadays the fund controls, directly or indirectly, approximately 12% of Iderati's wealth. The fund pays a yearly dividend to the shareholders, descendants of the original colonists. There are different share sizes depending on the status of the ancestor: "Pioneer", member of the original survey team, "Explorer", member of the teams that continued exploring the planet after the first settlement, and "Founder", one of the original colonists. With their assured income and well documented pedigree the shareholders are a well-respected nobility.

The IOA decided that since they controlled 12% of

Iderati's wealth, the Pioneers in one sense represented 12% of Iderati's 24 million inhabitants, or roughly 2.9 million. There are 9,432 shares in the fund, roughly one per 300 of their base giving the Founders a SS of 15. Of these 9,432 shares 357 are Explorer shares and 38 are Pioneer shares, making the Explorers SS 16 and the Pioneers SS 17.

THE RANGERS OF FLAUBER (Pre-Rebellion)

The economic recession that followed the Psionic Suppressions forced the planetary government of Karin (Spinward Marches 0534) to retrench. Though they nominally retained control of the whole planet, in actuality they concentrated on the main continent and more or less ignored the lesser continents for more than two generations. On the minor continent Flauber a Ranger service had been established shortly before the Suppressions; a combination Forestry Service and protection against outlaws. Many newly-established freeholds on Flauber proved untenable in the following years, and the survivors tended to resettle near the ranger stations on what was technically government land, but soon came to be regarded as the territory of the ranger in charge of the station. With no recruits arriving from elsewhere, the rangers recruited from friends and relatives; and with no superiors to promote and transfer personnel between stations, each station quickly turned into a family affair. By the time the central government again began to take an interest in the area, the Rangers were a firmly established aristocracy, similar in scope and power to Old Terran barons, but with no equivalent of earls, dukes, or kings over them. Chief Ranger of a station was a hereditary post; other rangers constituted a sort of knighthood, mostly sons of older Rangers, but it was possible to recruit worthy "commoners".

The government's attempts to reassert control led to considerable unrest, in some cases even open warfare, but eventually a compromise was reached under which the government was recognized by the Rangers and they in turn retained ownership of their vast estates. Today the Chief Rangers still have a lot of political power, since their tenants tend to vote the way they want, and a disproportionate number of Police, Home Guard, and Army officers are from the Ranger class.

A Chief Ranger is SS 16 (roughly the equivalent of

Description	Social Standing	UPP code	Approximate Old Terran Equivalent	Imperial Order of knighthood
3RD IMPERIUM				
Near-noble (Gentry)	12	C	Squire	Member
Appointed noble	13	D	Knight	Officer
Very rich/powerful non-noble	14	E	Magnate	Commander
Hereditary noble, no base	15	F	Banneret	Knight Commander
Town-sized base (1000)	16	G	Baron	Knight Grand Cross
GOLDEN SUN				
County-sized base (10,000)	17	H	Count/Earl	Companion
Region-sized base (100,000)	18	J	Marquis/Duke	Knight Commander
Province-sized base (1 million)	19	K	Archduke/Prince	Knight Grand Cross
STAR OF SYLEA				
Country-sized base (10 million)	20	L	King	Companion
Empire-sized base (100 million)	21	M	Emperor	Grand Companion
Continent-sized base (1 billion)	22	N	–	Knight Commander
World-sized base (10 billion)	23	P	–	Knight Grand Cross

Pre-industrial society -4	Sovereign ruler +1
Industrial society -2	Elected or appointed official -1
Pre-stellar society -1	Heir to position -1
Early Stellar society 0	Younger children -2
Average Stellar society +1	
High Stellar society +2	Minor non-human race -1

All modifications are guidelines only. Positions that reach 24 and above will almost invariably recieve an Imperial noble title (So the ruler of a planet with billions of citizens and a High Stellar technology would be at least an Imperial marquis, propably more).

an Old Terran baron). Other rangers are SS 14 (Rangerhood is theoretically by appointment but in practice mostly hereditary). Heirs of chief rangers are SS 15.

MIRRIAM OLD NOBILITY (Pre-Rebellion)

Mirriam (see the main text) was originally planned as a meritocracy, a system where positions of responsibility are supposedly awarded to those best able to carry out those responsibilities. The holder of a position would make recommendations about their successor, however, and in time it became customary for the holders to recommend their own offspring and for the superiors to follow those recommandations. In less than three generations the coordinators, commisioners, managers, captains, rangers, and farmers of the old system were a de facto aristocratic class. The duties associated with a positions were often performed by deputies.

In 1084 a politician named Rudolf Osper led an almost bloodless coup that ousted the old nobility and established him as dictator. Distracted by the Fourth Frontier War and faced with a fait accompli the Imperium accepted the change in leadership, but insisted that the nobles recieved a pension from the state as compensation for their personal losses. Most of the old nobles moved to Iderati and spent their remaining years dreaming about a restoration of the old system.

The old nobles had social standings equivalent to those held by the current masters of Mirriam, but one level higher, since their positions were hereditary. Thus Lord Jeem, High Manager of White Shelf Bubble (a small bubble with 3000 inhabitants) has a SS of 16 and is a Knight Grand Cross of the 3rd Imperium. The nobles were allowed to retain their knighthoods (Indeed, there are no provisions for stripping a knight of his knighthood for anything less than treason or similar misconduct) and thus their social standing. Their heirs will not inherit that standing, however. The heirs already have knighthoods one grade lower than those of their parents and the IOA plans to keep them there even after they succeed to the title. Their heirs will in turn be dropped a couple of grades and their heirs again until the Mirriam Old Nobility eventually will all become Members of the 3rd Imperium (SS 12). Younger children (to whom the pension scheme does not apply) will not recieve any knighthoods at all.

For comparison here are the ranks of some other Imperial knighthoods and of Imperial nobles:

Title	Social Stand	UPP Cde
Knight Bachelor	14	E
Knight of the Arrow	15	F
Companion of the Arrow	16	G
Knight Commander of the Arrow	17	H
Knight of the Emperor's Guard	18	J
Knight-lieutenant of the EG	19	K
Knight-captain of the EG	20	L
Commander of the EG	21	M
Companion of the Starship&Crown	21	M
Knight Commander of the S&C	22	N
Knight Grand Cross of the S&C	23	P
Knight of a domain	15	F
Knight Superior of a domain	16	G
Officer of a domain	17	H
Companion of a domain	18	J
Knight Commander of a domain	19	K
Knight Grand Cross of a domain	20	L

Title	Social Standing	UPP Code
Baron	24	Q
Marquis	25	R
Freeholder	26	S
Count	27	T
Scion	28	U
Duke	29	V
Senior Duke	30	W
Archduke/Prince	31	X
Crown Prince	32	Y
Emperor	33	Z

Explanation of terms: A Knight Bachelor is a knight who is not a member of any particular order of knighthood. The variations in the knightly titles of the various orders reflect historical factors. Some of them were in use as far back as on pre-spaceflight Terra, others have been invented to serve the needs of the order. Freeholder was a leftover from the days of the Sylean Federation. It was never awarded by the 3rd Imperium and by the time of the Collapse there were only four remaining freeholders. Consequently most people had never heard of the title. Scion was a title given to the children of Imperial princes and princesses who didn't have another title of their own. The children of scions were not automatically Imperial nobles. If, for example, Paulo III had not given his brother Asan a dukedom, Asan would still have been a prince, but his daughter Cassir would have been a scion and her daughter Margaret would not have been a noble (Though in practice both Cassir and Margaret would almost certainly had married high nobles). As it is, they were both duchesses. Since most Imperial princes and princesses did recieved fiefs of their own or married nobles, the title was never used much.

Poisons in Traveller
by Andrew Barrow

MedCom Information Retrieval

#Definition Poison : substance that when introduced into or absorbed by a living organism destroys life or injures health, especially one that destroys sentient life by rapid action even if taken in small quantities. Definition End#

#Definition Disease : unhealthy condition of some part of body or mind; particular kind of illness, sickness with special symptoms or location. Definition End#

Introduction.

Diseases or poisons (henceforth referred to as poison) may be manufactured or can occur naturally. Poison may be administered by an animal via its teeth, claws or stingers, by a plant via spores or secretions or by one sentient into another deliberately. Poison can be injected by a hypodermic or an animals quill, ingested with food or breathed in via airborne particles. Its form and method of delivery are as wide and as varied as the worlds in the universe with the military aspects constantly being explored.

The TNE rules give a rather simplistic way in dealing with poisons. What follows is a suggestion on expanding these rules allowing a greater range of effects and complicating the diagnosis and treatment. Medical characters will thus have a greater involvement.

In a same characters should have a higher chance of contracting a disease (as opposed to a poison) on lower tech worlds. Diseases would be eradicated or substantially reduced on high tech worlds. Vacuum and exotic atmospheres would generally not support naturally occurring poisons.

Types of Poison.

Poison can be broken down into four main types - those intended to kill the victim, those intended to paralyze, those that damage the victim in some way and those that are only irritants. Therefore K, P, D and I type poisons.

Such types can be graded into elementary, standard and complicated (E, S or C) poisons. Each grade effects how easy or difficult it is to diagnose and treat. Most C grade poisons are manufactured and rarely occur naturally. Such poisons, especially those with a high class number (see below), should be very difficult and expensive to produce in any significant quantity. The higher the originating technology number the higher the potential complication.

Poison	[PI/Disease [DI Data Stream - Type X (kill), P (paralyze), D (damage)
Class	the strength of the poison graded 0-10
Grade	E (elementary), S (standard), C (complicated)
Time	length of time before poison effects victim or incubation period of a disease:
i	instantaneous
m	minutes (within 60 minutes)
h	hours (within 24 hours)
d	days
v	variable depending on species/constitution
b	build up quantities must be built up to certain amounts before effecting victim

Example Data Stream

P2/Si = paralyzing poison class 2 standard grade, instantaneous effect.

Damage and Effect.

TNE rules (page 287) states that a poison is listed with two numbers. The first details the damage done by the delivery method usually some form of animal (i.e., fang, stinger, etc.). If these hits are stopped by armor then no damage is suffered from the poison. If damage does get through the armor, the victim takes the damage as listed below. This damage occurs on the turn in which the hit took place and on each succeeding turn. Poisons induced from direct contact with plants, ingested with food, poison gas etc. normally do no initial damage.

K types induce damage only, with the class level indicating the number of dice damage per turn to the chest area. A poison mirroring the basic rules in TNE.

P type induce paralysis with limited or negligible damage. Paralysis can affect just a specific body area or the whole body. Class level indicates the number of turns or days that the paralysis lasts. A saving throw could be required to stop the paralysis being permanent. Higher classes would result in coma and death.

D type Poisons effect a specific body system

1	Respiratory System
2	Gastrointestinal System
3	Muscular System
4	Nervous System
5	Circulatory System
6	combination of any of above

This type gives the greatest scope for a referees imagination. The actual effects will depend on the class of the poison. For example a class 1 nervous system illness could be a headache while a class 9 a form of meningitis. Those with a high class could result in temporary blindness or incapacitating headaches etc. Lower classes would include loss of sensitivity to hands, inflamed joints or allergic reactions, such as hay-fever which would result in irritability, sneezing fits, watery eyes etc. The imagination of the referee is sure to think up something amusing or potentially worrying. -After all the players do not know the type, class or grade of the poison.

Saving Throw.

Referees should determine when/if to apply this optional rule. The poisons grade determines the difficulty roll verses constitution as follows - E type = average, S type = difficult and C type = formidable. A catastrophic failure would double the severity of the damage/symptoms.

Diagnosis.

A diagnosis is required before any treatment can commence. Diagnosis is determined from the following table. A medical(diagnosis) task roll is required using the following asset adjustments.

Grade	Class Number				
	0-2	3-4	5-6	7-8	9-10
elementary	$3^1/_2$	3	$2^1/_2$	2	1
standard	3	$2^1/_2$	2	1	$^1/_2$
complicated	$2^1/_2$	2	1	$^1/_2$	$^1/_4$

The medical diagnosis computer unit (slang - Meduc or MedCom) is a hand-held unit that can assist in diagnosis. Fitted/optimized to a disease/poison interpreter or database the unit effectively drops the class number by 1 per tech level (i.e., Tech level 9 reduce by 1, tech level 10 by 2 etc.). They first appear at tech level 9 and are normally optimized for use on a given race/species as with the medical scanner detailed on page 334 of TNE.

Tech level 12 units contain a sampling tray/probe/ scanner with which tissue or blood samples are analyzed and the results drawn from that. This more advanced unit effectively reduces the class number by 2 per tech level (i.e., reduce by 2 at tech level 12, 4 at tech level 13 etc.). They can also be used in conjunction with the pocket medical scanner. For example a standard grade class 7 poison has the asset multiplied by 1. If a tech level 10 meduc unit was used this would have the asset multiplied by 2.

The length of time it takes to make a diagnosis is equal to the class number (.in minutes) plus I minute per grade with elementary =1, standard =2 and complicated =3. Optionally 1 minute per tech level can be applied to manufactured poisons. For example a laboratory designed poison from a tech level 12 world would add 12 minutes to the time, while a poison dart .from a tech level 2 world would add 2 minutes.

Treatment.

Once diagnosed the meduc unit will provide treatment advice, what type of vaccine, antitoxin, antibiotic or combination is required. A simpler medical computer could also offer advice. What treatment is actually required should be determined by the referee. Drugs will be required. Whether they are available or how easy they are to construct will be determined by the specific grade of poison. Some type of laboratory will be required, especially to combat the higher classed and graded poisons. On settled worlds, and rising through the technology scale, the necessary drugs to combat locally known poisons will be readily available. See TNE pages 334/5 for further details.

I suggest a modifier for the price per dose. The price listed on page 335 will be increased by .4 per class level and then by 1.5 for standard grade and 2.5 for complicated graded poisons.

For example - Dd4/Sm would require a vaccine priced (15x(4x.4))x1.5)= Cr36 per dose while a poison gas coded Pd7/Ci requires an antitoxin priced (20x(7x.4))x2.5)= Crl4O.

Further Ideas.

Some poisons may induce some form of panic effect on the -victim see TNE page 268. A die modifier equal to the class number could be applied.

Some ideas include a seasonal air-born plant spore, a skin secretion from an amphibian used to tip arrows used by primitives., a religious leader who is chosen from among hopefuls who successfully survive the ingestion of a poison and who knows what Imperium experiments have contaminated some worlds!

Long term effects could be considered - loss of sight, permanent paralysis of a limb, breathing difficulties, cosmetic effects such as hair loss, skin pigment changes or reductions in strength, agility or constitution etc. A recurring illness would have progressively worse symptoms. What effects would result with a wrong diagnosis and the use of incorrect drugs? -

For further ideas see the film *Outbreak* or read 'Polar City Blues' by Katherine Kerr for a really nasty poison (actually a microbiotic infection but whose quibbling), the Helliconia trilogy by Brian Aldiss and 'A Nomad of the Time Streams' by Michael Moorcock for Devils Mushroom, Prussian Emma, Eye Rot, Red Blotch and Brighton Blight (yuk!). The Babylon 5 episode 'Confessions and Lamentations' witnessed a whole race crumble under a plague while the Stainless Steel Rat series by Harry Harrison has a few ideas scattered about.

Lock On Sensors

A set of alternate sensor rules for Brilliant Lances.
by Andrew Doull

Thanks to Merrick Burkhardt for ideas and inspiration.

What types of sensory information does a sensor pick up about a target? There are five significant ways of detecting another ship in space: occulation, radiant energy, reflected energy, active emissions and exhaust. Information about ship heading and velocity which is required for targetting solutions is built up by multiple detections through any and all of these methods. Occulation occurs when the target obstructs the passage of light from a background star. This can give information about its displacement and shape if sufficient occulations occur. Black globe, stealth and EMM may not prevent occulations from occuring. Radiant energy occurs when the ship uses power. The target radiates heat and radio waves from the generation of power by the powerplant, and the operation of ship systems. Stealth and EMM are effective in dampening and redirecting radiant energy to disguise the target, and black globe, but not white globe, prevents them being radiated at all. Radiant energy provides additional information about the powerplant, tech level, and vessel disposition and function. Reflected energy occurs when active sensors pump energy at the target and attempt to detect reflections of this energy. Reflection energy gives information about target displacement, density and shape. Reflected energy also occurs from indirect reflections of sunlight and starlight, at a much lower level. Stealth and EMM technology are designed to absorbed and minimise

reflection of these energies, and black and white globes absorb them completely.

Active emissions from the active sensors themselves are much easier to detect then their reflections, as are the emissions of area jammers and radio. Higher technology active sensors can minimise the bandwidth and leakage of their sensor emissions, or use more exotic frequencies, making them harder to detect by lower technology ships. Active emissions provide information about the sensor type and technology. Active emissions cannot however be effectively masked by stealth or EMM technology at the ranges required in space combat. Exhaust from the ship's provides a much larger target to detect, typically up to 200 km long. Although the energy of the ship's exhaust even after expelled into space is a lot greater than active sensor emissions, it does not radiate this energy in all directions equally. The exhaust is much easier to detect to the rear of the ship, especially stern on when changing velocity or heading. Exhaust provides information about the target's maneovour drive type and power. Stealth and EMM does not effectively mask the exhaust signature.

Signature

The signature of a target ship gives the primary difficulty modifier to the detection task. Use the easiest signature to detect for each sensing task, provided that the sensing player fulfills the necessary requirements.
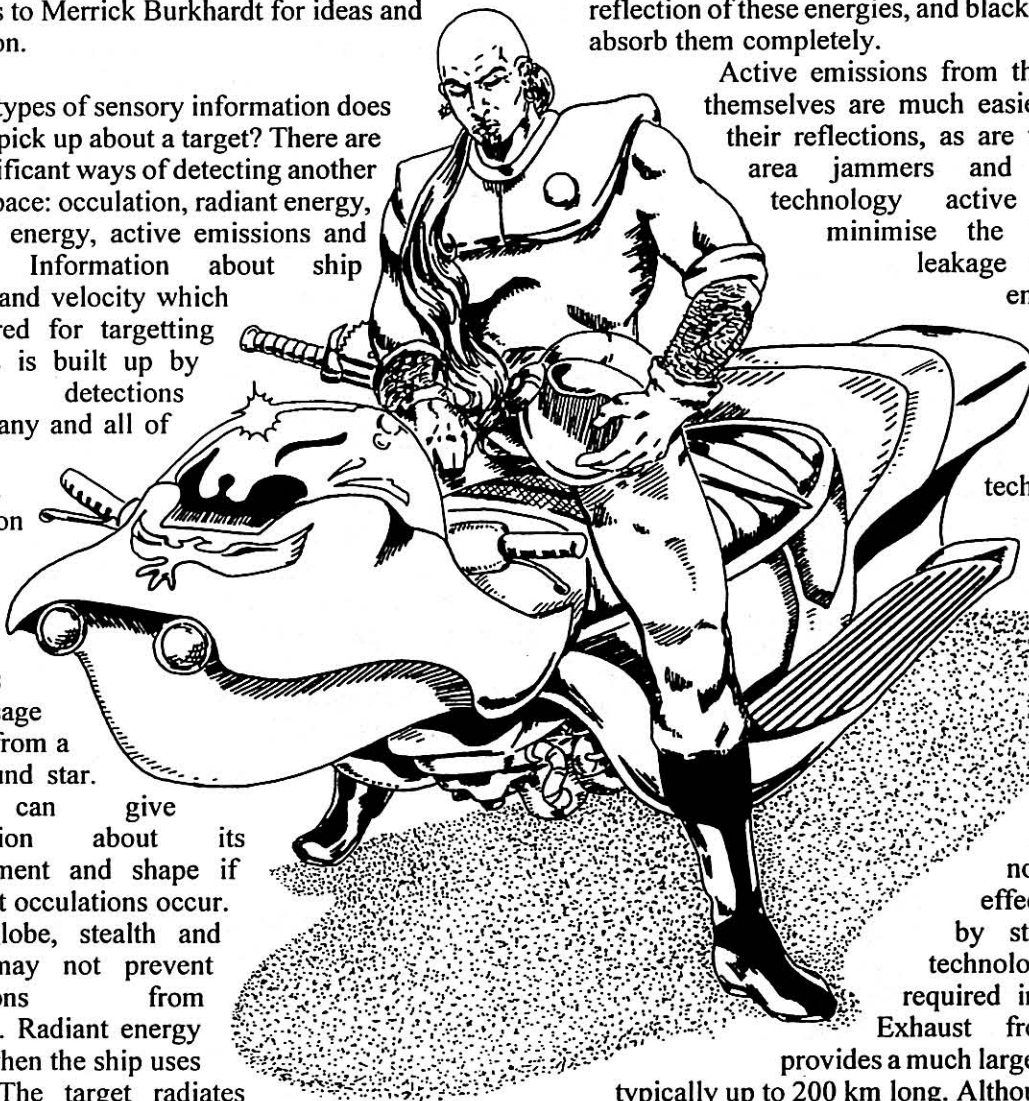
The ship's passive signature is always present. It is detected by radar, active EMS, ladar, HRT and passive EMS. The passive signature may vary for each kind of sensor, especially if the ship is equipped with stealth or EMM.

The ship's active signature is present if the ship has gone active this turn. Tight beam sensors, which includes ladar, are treated as if gone active by the target of those sensors only. Active signature is detected by direction finder-equipped sensors including passive EMS.

The ship's area jammer signature is present if the ship is using its area jammer. It is detected by direction finder-equipped sensors including passive EMS.

The ship's exhaust signature is present if the ship has expended 1 or more G turns this turn. It is detected by HRT and passive EMS.

Target Passive Signature

Target Size	Radar, Ladar & Active Ems	HRT & Passive Ems
SM	+2 Diff mod	+3 Diff mod
Mc	+1 Diff mod	+2 Diff mod
VS	+0 Diff mod	+1 Diff mod
S	-1 Diff mod	+0 Diff mod
M	-2 Diff mod	-1 Diff mod
L	-3 Diff mod	-2 Diff mod
VL	-4 Diff mod	-3 Diff mod
G	-5 Diff mod	-4 Diff mod

Target Thrust in Tonnes	Target Exhaust Signature
-10	+2 Diff mod
10-99	+1 Diff mod
100-999	+0 Diff mod
1000-9999	-1 Diff mod
10000-99999	-2 Diff mod
100000-999999	-3 Diff mod
1000000-9999999	-4 Diff mod
10000000+	-5 Diff mod

Target Active Sensor Short Range	Target Active Signature
300 km	+1 Diff mod
3 000 km	+0 Diff mod
1	-1 Diff mod
2	-2 Diff mod
3-4	-3 Diff mod
5-8	-4 Diff mod
9-16	-5 Diff mod

The target active signature table also applies for radio. Use a -5 Diff mod for area jammer signature.

The signature table incorporates target size and no G turns expended modifiers. Active sensors include the gone active modifier. If the target has as passive EMS array extended this turn, or socket extenders, or an external spinal mount, add -1 Diff mod to the passive signature against Radar and Active EMS only. If the target is in cold mode or operating solely from batteries or fuel cells, add +1 Diff mod to the passive signature against HRT and passive EMS only.

For passive signature, also incorporate target stealth or EMM or black globe. The best difficulty modifier for the target player may be chosen from this table if both black globe or white globe and some other form of ECCM is used.

Target Passive Signature Modifier vs.

Target ECCM	Radar	Ladar & Active EMS	HRT	Passive EMS
None	+0 Diff mod	+0 Diff mod	+0 Diff mod	+0 Diff mod
Stealth	+1 Diff mod	+0 Diff mod	+1 Diff mod	+0 Diff mod
EMM	+2 Diff mod	+1 Diff mod	+2 Diff mod	+1 Diff mod
Black globe:20+	+1 Diff mod	+1 Diff mod	+0 Diff mod	+0 Diff mod
Black globe:50+	+2 Diff mod	+2 Diff mod	+1 Diff mod	+1 Diff mod
Black globe:80+	+3 Diff mod	+3 Diff mod	+2 Diff mod	+2 Diff mod
Black globe:100	+5 Diff mod	+5 Diff mod	+2 Diff mod	+2 Diff mod
White globe	+5 Diff mod	+5 Diff mod	+0 Diff mod	+0 Diff mod

Reduce the effectiveness of black globe against HRT and Passive EMS only by 1 Diff mod if the ship is in cold mode or operating solely from batteries or fuel cells. Below an 80% flicker rate, black globe gives little advantage over conventional EMM.

For active signature, give +1 Diff mod per sensing TL below the target TL.

For exhaust signature, give -3 Diff mod if sensing player stern on.

Evaluating Signature

Record the signature in the following form. The target active signature should be rated at the maximum active sensor range.

Target Passive Signature vs.

Diff Mods Target size Target ECCM Total	Radar	Ladar& Active EMS	HRT	Passive EMS	Target Active Signature	Target Exhaust Signature
	___	___	___	___	___	/

If necessary, include the modifier for using only batteries or fuel cells in target size, and include variable levels of black globe in ECCM. Include a seperate value for stern on exhaust signature.

eg The following table gives the signatures for a 100 ton scout. It is a Small ship (Passive Signature -1 Diff mod vs active sensors, +0 Diff mod vs passive sensors), capable of 2 Gs (Exhaust Signature -1 Diff mod/-4 Diff mod stern on), equipped with a 300 000 km Active Sensor (Range 10 hexes: Active Signature

-5 Diff mod), a folding passive array and electro-magnetic masking (EMM: Passive Signature -1 Diff mod vs active and passive EMS, -2 Diff mod vs radar and HRT). If the EMM system is damaged, the target ECCM should be lined out, and only target size mods applied.

Target Passive Signature vs.

Diff Mods	Radar	Ladar, Active EMS	HRT	Passive EMS	Target Active Signature	Target Exhaust Signature
Target size	-1/-2	-1/-2	+0	+0		
Target ECCM	+2	+1	+2	+1		
Total	+1/+0	+0/-1	+2	+1	-5	-1/-4

The values after the slash under passive signature are with the folding passive array deployed.

The scout is quite stealthy when it is not moving or using active sensors. If the scout is using G turns, it may safely power its active sensors out to a short range of 1 (-1 Diff mod) without comprimising itself unnecessarily (See Varying Active Sensors). Using its active sensors to their full capacity gives the scout a signature equivelent to the exhaust signature of a 1,000,000 tonne + ship, or a 1,000 tonne + ship seen stern on.

eg The following table gives the signatures for a 10,000 ton cargo freighter. It is a Large ship (Passive Signature -3 Diff mod vs active sensors, -2 Diff mod vs passive sensors) capable of 1 G (Exhaust Signature -3 Diff mod/-6 Diff mod stern on), equipped with a 30 000 km Active Sensor (Range 1 hex: Active Signature -1 Diff mod) and not masked.

Target Passive Signature vs.

Diff Mods	Radar	Ladar, Active EMS	HRT	Passive EMS	Target Active Signature	Target Exhaust Signature
Target size	-3	-3	-2	-2		
Target ECCM	+0	+0	+0	+0		
Total	-3	-3	-2	-2	-1	-3/-6

The cargo freighter is a lot easier to detect than the scout. A designer could note that the range of the active sensors could be doubled without their use comprimising the ship's signature further.

eg The following table gives the signatures for a 100,000 ton battleship. It is a Very Large ship (Passive Signature -4 Diff mod vs active sensors, -3 Diff mod vs passive sensors) capable of 4 Gs (Exhaust Signature -4 Diff mod/ -7 Diff mod stern on), equipped with a 600,000 km Active Sensor (Range 20 hexes: Active Signature -6 Diff mod), a black globe capable of a 10% flicker rate and electro-magnetic masking (EMM: Passive Signature -1 Diff mod vs active and passive EMS, -2 Diff mod vs radar and HRT).

Target Passive Signature vs.

Diff Mods	Radar	Ladar, Active EMS	HRT	Passive EMS	Target Active Signature	Target Exhaust Signature
Target size	-4	-4	-3	-3		
Target ECCM	+2/+5	+1/+5	+2/+2	+1/+2		
Total	-2/+1	-3/+1	-1/-1	-2/-1	-6	-4/-7

The values after the slash under passive signature are with the black globe 100% on. The battleship gains no advantage from flickering the black globe at 10%.

The battleship has a number of tactical options. When silent running, it switches on the black globe fully which makes it very hard to detect, scan and get fire control locks on. When not silent running and not using G turns, it may usefully use its active sensors out to range 2 (-2 Diff mods), without a noticeable increase in signature (See Varying Active Signature). This mode is typically used while con-ducting boarding actions and orbital bombard-ment. If the ship starts to use G turns, it may increase its active sensor usage to range 8, without any increase in signature, above the exhaust signature.
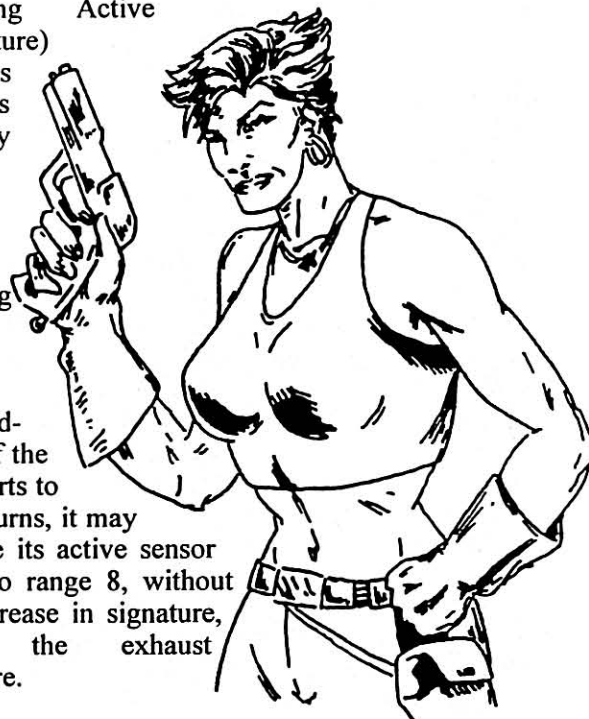
Detection

The quality of detection can be broken up into four levels, candidate detection, target detection, target scan and fire solution. Each progressively provides more information about the target. The target's signature and range generally determines the level of information provided. Candidate detection indicates something is out there.

The target is minimally detectable, but there is not necessarily sufficient data to build up any further information. Candidate detection is primary in determining the initial range of the encounter. A ship detects the target at a number of light seconds equal to the sensor short range, halved or doubled for each +/- signature diff mod. In Brilliant Lances, use a range of sensor extreme range + 2D6 hexes, halved or doubled for each +/- signature diff mod. Use the passive signature if the target is not changing its vector, or the exhaust signature if the target is conducting in-system transfer. Include the -3 diff mod for exhaust signature if the target is accelerating away from or decelerating towards the sensing ship. If one side in the encounter detects the other first, it may attempt surprise. Candidate detection also determines the

minimum range at which a ship with equal or greater acceleration can successfully escape the other, provided that the ships are on an opening vector. Use the exhaust signature including the -3 diff mod, to determine the escape range. Escape range is 0 if the ship jumps.

Target detection occurs during the Sensing Phase of ship combat. On a successful target detection, reveal displacement, maneovour Gs used this turn, heading and velocity of the target ship. On an outstanding success against the target's passive signature, the sensing player may examine the specifications of the enemy ship if it is known to them, or general type and relevent capabilities (ie tech level, maneovour drive, powerplant, ECCM, configuration, weapons and sensors already used) otherwise. Target scan may be attempted immediately upon target detection and allows the sensing player to use any and all available sensors with the handoff advantage against the target passive signature to attempt to achieve the above outstanding success result. If active EMS or ladar is used by the sensing ship and they had not previously gone active, they are treated as having gone active by the target only (Tight beam sensors). If this causes the active signature of the sensing ship to be higher than the signature the target used, it may attempt to redetect the sensing player.

Fire solutions occur during the fire phase and represent attempts to generate a fire control solution against the target using master fire directors and beam pointers. Although a ship may have been detected and scanned, this will not necessarily have provided sufficient heading and velocity information for beam weapon hits. The fire solution and the beam weapon hit are handled together because the fire solution implies the beam weapon hit except where absolute range causes significant delays (of tenths of a second or more) between determination of the fire control solution and the beam generated hitting the target.

The Detection Task

The detection task should be determined from the range between the target and the sensing player, based on the short range of the sensor. If the target is beyond maximum range or within sensor short range, apply +diff mods as doubling of effective range, and -diff mods as halving of effective range.

Use the detection difficulty unless the target had been detected the previous turn, or the sensor lock is being handed off from another sensor or the target has not maneovoured since being last detected, in which case use the hand off difficulty.

Range	Detection Difficulty	Hand Off Difficulty
Short	Average	Easy
Medium	Difficult	Average
Long	Formidable	Difficult
Extreme	Impossible	Formidable

Apply the appropriate signature diff mod based on the sensors used and the target disposition. Use the easiest signature to detect.

Interference occurs from a number of sources. Add up the sources of interference and apply as a positive difficulty modifier to the detection task. Candidate detection is unaffected by any interference except from planets, asteroids and the sun.

If line of sight passes through a hex with a white out counter in it.

If line of sight passes through the movement of another ship which expends G turns.

If the target moved through a hex with a planet or asteroid.

If the target popped enough decoys.

If the target moved across the heading (1-12) which the sun lies on (Determine or roll randomly at the start of the scenario).

If the target made a successful evasion attempt (+2 Diff mods if an Outstanding Success).

Ladar only
If the target has sand up or elects to expend a cannister.

Radar and Active EMS only
If a successful jamming attempt was made against the sensor. (+2 Diff mods if an Outstanding Success)

If line of sight passes through an Area Jamming area of effect.

Candidate detection is automatic if the final sensor task is Impossible or better.

Target scan difficulty uses the hand off difficulty against the targets passive signature.

Fire solution is the higher difficulty of a detection based on a target scan and the difficulty based on the absolute range of the weapon or master fire director (Whichever is less). Fire solution is also modified by the target size, evasion and absolute range diff mods, which are reduced by master fire director diff mods and weapon overpowering. Also apply one of the following
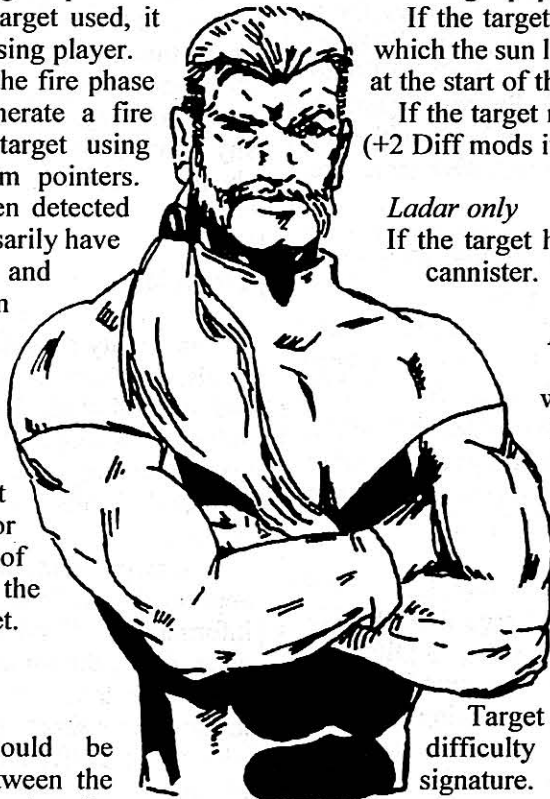
diff mods.

Target expended no G turns -1 Diff mod
Target cannot maneovour The fire solution task is always Easy.

If the target has expended no G turns but has been detected, it must expend G turns the following turn to avoid being treated as if it cannot maneovour. This expenditure of G turns represents immediate response to a successful detection of the target, through changing vector or heading or evading to render the course of the ship unpredictable again.

Division of Responsibility

In combat, the target player determines the target signature, and announces the tech level of the active signature if using an active signature. The sensing player determines base difficulty and all other diff mods. The target player must provide the necessary information on a success or outstanding success on the detection task.

Advanced Rules

Varying Active Signature

The active signature on a ship may be decreased by reducing effective short range, TL and headings used of the active sensor or radio when it is used. By decreasing the short range, a ship use harder to detect active signature. If a reduced TL is used, only the reduce TL has to be announced, allowing a ship to understate its TL when going active. If reduced headings are used, the headings used should be marked. The active sensors may only detect ships along those headings, and radio may only communicate along those headings. The active signature has a +1 Diff mod per heading difference between the sensing ship and the nearest heading used by the active sensor or radio. eg

```
           active
            \ /
            ‾
            A      B

            C
```
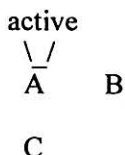
Ship A goes active on headings 11-1 (imagine a clockface). It can only detect targets in these headings. Ship B is on heading 3 from ship A. Ship B detects the active signature of ship A by using the active sig mod with an additional +2 Diff mod. Ship C detects the active signature of ship A by using the active sig mod with an additional +5 Diff mods. Of course, it is likely the passive or exhaust signature of ship A is easier to detect for ship C.

NAVIGATION PACKAGE FAULT

Starplot Inc. have issued a recall notice for all local (in-system) navigation packages with serial numbers in the range KKY-097238-03 to KKY-0978745-03 and would like to apologise to any customers who have suffered animated holograms of Sonic the Star Hedgehog 'eating' the holomap during the destination-entry phase of the computations. Despite any momentary disruption to navigation, Starplot would like to reassure customers that this does not affect the validity (and safety) of the resulting navigation vectors. A full refund is available at any Starplot distributor.

* Ref's Bit *

This is intended as light-hearted relief but can be used as a momentary disruption in a critical situation:

Pilot: "Come on Chewwie, get those coords calc'd or that cruiser's gonna fry us!"

Nav: "Orrrgh, grawwwwk"

Pilot: "Sonic the what? Now is not the time for..." PHIZZANG TRANSMISSION TERMINATED...

DIBBLER'S CUT-PRICE BARGAIN BUCKET SHOP

Knock-down prices for top-class tickets. Why pay CR10k when our comparable tickets cost half the price! Exclusive deals for cash buyers.

GOOD PRICES PAID

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* Ref's Notes *

Jake Dibbler (known to his friends as *Cut-Me-Own-Throat* after a quote from his favourite sales pitch) runs a ticket sales office in a secluded corner of the port. His prices are genuinely low, but the resulting tickets are not always first-class, whatever Dibbler may claim. Roll 2d6 on Table 1 to get the reduction in price of the ticket; DM +1 for a successful Difficult Bargain, Marketing or Carousing skill roll; DM +1 if several identical tickets are purchased at the same time. Then roll 1d6 on Table 2 and apply the Quality DM from Table 1.

TABLE 1

Roll	Price	Quality DM		Roll	Price	Quality DM
12	-90%	-5		11	-80%	-5
10	-70%	-4		9	-60%	-3
8	-50%	-2		7	-50%	-1
6	-40%	-2		5	-40%	-1
4	-30%	0		3	-20%	0
2	-10%	0				

TABLE 2

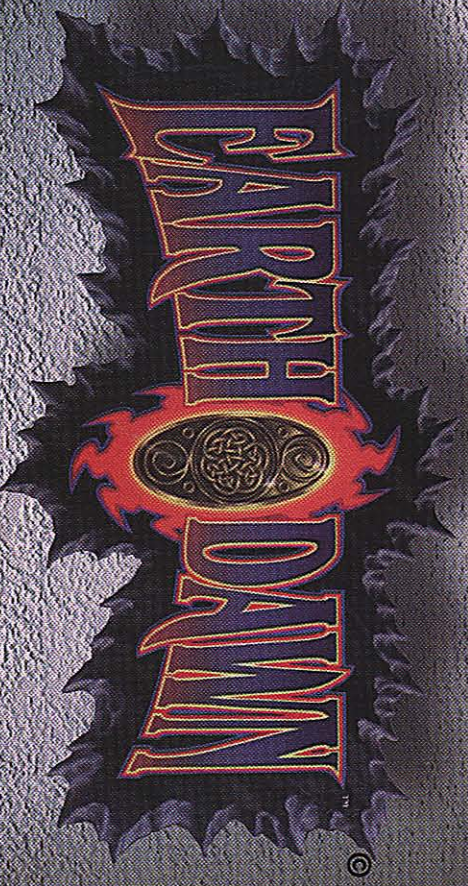| Roll	Quality
4+	Cabin exactly as expected - what a bargain!
3	As 4+ but 1-6 cabin utilities hazardous/out of order.
2	Cabin adjacent to engines - constant noise prevents sleep.
1	As 2, plus cabin shared with 3 other (random) passengers.
0	As 1, plus nothing in cabin works.
-1	Good Forgery. Detected on 11+ (2d6) per day (see -4).
-2	As 0, recently flooded by faulty ship sewage system.
-3	'Cabin' is a small cupboard, otherwise as -2.
-4	Bad Forgery. The ship's crew will arrest the character when the ticket is presented at boarding; he will be handed over to the port authorities and jailed/fined.

Dibbler has lots of friends - mostly large muscled ones - who will not take kindly to unhappy customers taking out their frustration on Dibbler. In an emergency, Dibbler will offer a replacement ticket (of better quality: Roll 1d6 on Table 2 with a Quality DM of 0) at no extra charge (one of his 'friends' may collect extra payment later...)

Dibbler also has useful contacts within the local criminal element. His shop is a common meeting point for the criminal fraternity and many illegal deals are arranged here, although Dibbler ensures that the transactions themselves never take place on his premises. The port police watch his shop and regularly raid it but have never found sufficient evidence to prosecute Dibbler himself.

Oh, and the toll-free number isn't toll-free. Dibbler would never waste money on such an extravagance! Determine the price paid for late tickets, etc. by rolling (at +2) on Table 1.